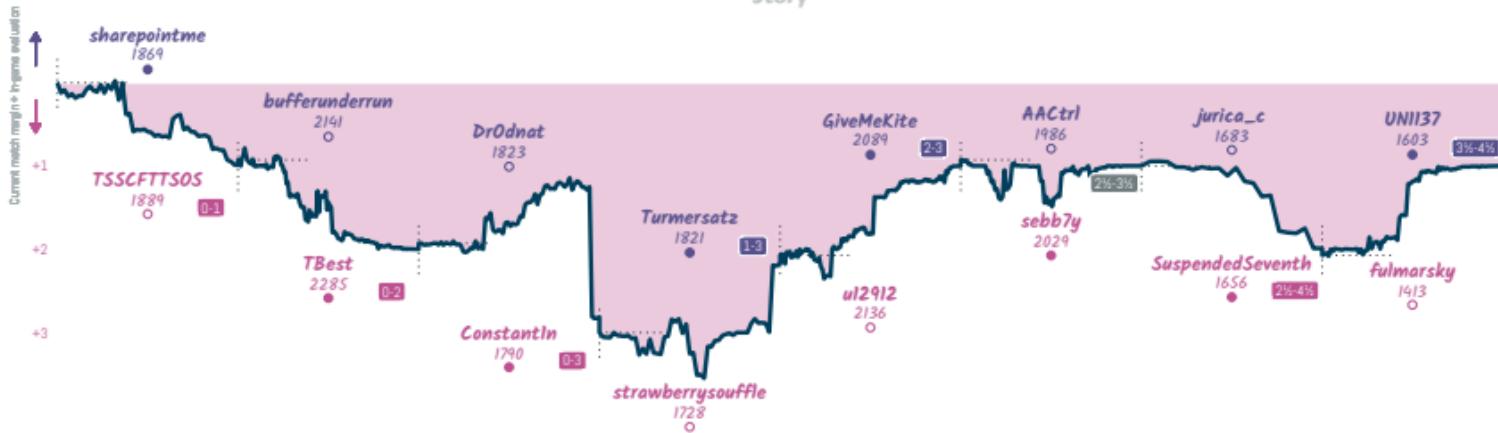


#3 **Chessmaster Ate My Hamster** 3½ 4½ #1 *increasing our activity through harmo...*

Games

| B4 | Wed 13:15 | B1 | Thu 18:00 | B5 | Fri 08:00 | B6 | Fri 10:00 | B2 | Fri 14:00 | B3 | Fri 13:00 | B7 | Sat 18:30 | B8 | Sat 22:30 |
|-------------------|-----------|--|-----------|---|-----------|-----------------------------|-----------|---------------------------------------|-----------|--|-----------|--|-----------|------------------------------|-----------|
| sharepointme | 0 | bufferunderrun | 0 | DrOdnat | 0 | Turmersatz | 1 | GiveMeKite | 1 | AACtrl | ½ | jurica_c | 0 | UN1137 | 1 |
| TSSCF7TSOS | 1 | TBest | 1 | ConstantIn | 1 | strawberrysouffle | 0 | u12912 | 0 | sebb7y | ½ | SuspendedSeventh | 1 | fulmarsky | 0 |
| SscHu91 | | nu0ITYLN | | SH9QZ2nS | | WiQy4b8B | | BcOnk9TW | | 7nB7T7r6m | | oWMm8uzf | | XgbWl9Qp | |
| AB4 Dutch Defense | | B22 Sicilian Defense: Alapin Variation | | B10 Caro-Kann Defense: Two Knights Attack | | EDB Catalan Opening: Closed | | B02 Alkhanine Defense: Sämisch Attack | | C47 Four Knights Game: Italian Variation | | D03 Queen's Pawn Game: Tarrasch Attack, Gossip Variation | | B24 Sicilian Defense: Closed | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|----------------------------|-----|---|---|---|----|----|----|-----------|------|--------------|----------|----------|
| Chessmaster Ate My Hamster | 3½ | 3 | 4 | 1 | 0 | 0 | 0 | 7h 8m 22s | 31.0 | 8.6% | 3.2% | 1.6% |

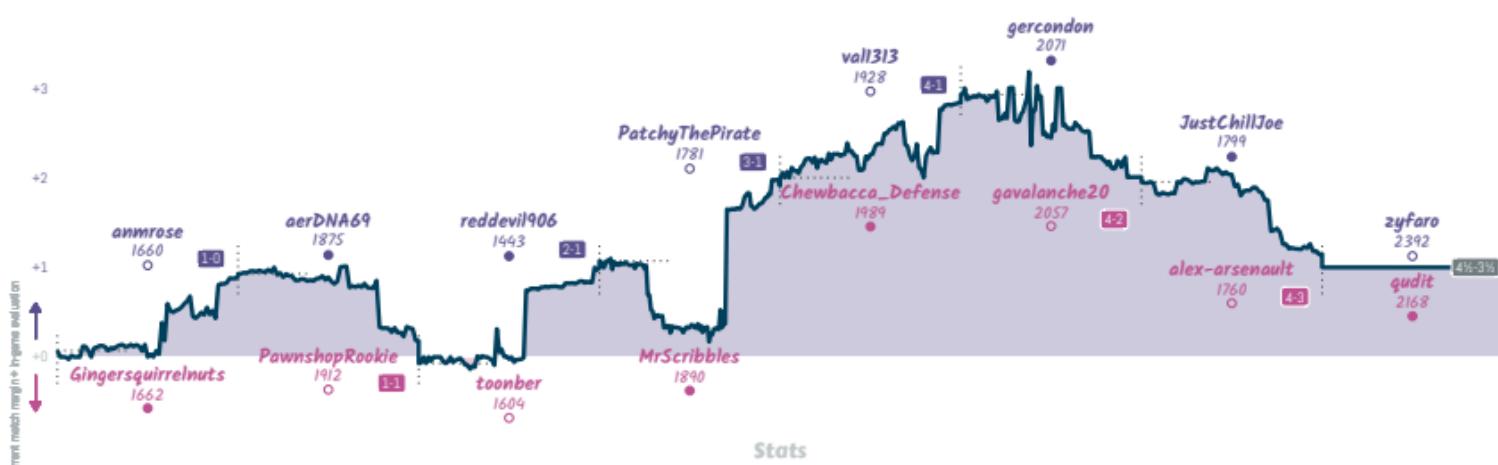
increasing our activity through harmonious piece play in order to deliver mate against the opponent's king: the team

#6 Erigaisi and the Arjunauts 4½ 3½ #4 MrScribbles' Lost Pawns Collection

Games

| B7 | Mon 21:00 | B4 | Tue 18:00 | B8 | Tue 18:00 | B5 | Thu 12:30 | B3 | Sat 14:00 | B2 | Sat 20:30 | B6 | Sun 19:30 | B1 |
|--|-----------|--|-----------|---|-----------|----------------------------|-----------|---|-----------|---|-----------|------------------------------------|-----------|--------|
| annrose | 1 | aerDNA69 | 0 | reddevil906 | 1 | PatchyThePirate | 1 | vall313 | 1 | gercondon | 0 | JustChillJoe | 0 | zyfaro |
| Gingersquirrel... | 0 | PawnshopRookie | 1 | toonber | 0 | MrScribbles | 0 | Chewbacca_Defense | 0 | avalanche20 | 1 | alex-arsenault | 1 | qudit |
| Mb6gFAQ7 | | HAUaWDNw | | MW81LOT1 | | 1dW2QqcL | | cZwTrP4Q | | 76AdNs37 | | y84L0fok | | |
| C00 French Defense: King's Indian Attack | | C53 Italian Game: Classical Variation, Glouco Pianissimo | | C02 French Defense: Advance Variation, Paulsen Attack | | B32 Sicilian Defense: Open | | A45 Trompowsky Attack: Raptar Variation | | B27 Sicilian Defense: Hyperaccelerated Fianchetto | | D70 Neo-Grünfeld Defense: with Nf3 | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Erigaisi and the Arjunauts | 4½ | 4 | 3 | 0 | 0 | 0 | 1 | 6h 43m 41s | 31.0 | 6.5% | 2.5% | 2.9% |
| MrScribbles' Lost Pawns Collection | 3½ | 3 | 4 | 0 | 0 | 0 | 1 | 7h 7m 51s | 33.4 | 5.1% | 1.4% | 4.3% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

#7 Drink like a grandmaster! 6½ 1½ #5 The Cambridge Springs Breakers

Games

| | | | | | | | | | | | | | | |
|-----------------------|-----------|---|-----------|-----------------------|-----------|---|-----------|-------------------------------------|-----------|------------------------|-----------|---|-----------|-------------|
| B2 | Wed 18:30 | B4 | Wed 18:30 | B1 | Thu 18:00 | B6 | Fri 12:00 | B7 | Fri 18:30 | B8 | Sat 12:00 | B5 | Sun 14:00 | B3 |
| Think_Slow_Mov... | % | mynameismund | 1 | Radmankaruf | 1 | masedog91 | 1 | johnchess2 | 0 | Crazywane254 | 1 | chetmanley | 1 | surangad |
| Underkkover | % | sideshow_bob | 0 | Chesstrix01 | 0 | Birdsell | 0 | texasadam | 1 | arghasen | 0 | kesaw | 0 | paulze2000 |
| zKeOKMpg | | 9scVHHYw | | seaT56o9 | | bocYJTDI | | oiCgQjQj | | Fm4H7H1P | | GEM7ZI9J | | 1X0F |
| C47 Four Knights Game | | A25 English Opening: King's English Variation, Reversed Closed Sicilian | | A00 Hungarian Opening | | B15 Caro-Kann Defense: Tartakower Variation | | B21 Sicilian Defense: Morphy Gambit | | A53 Old Indian Defense | | D32 Tarrasch Defense: Symmetrical Variation | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Drink like a grandmaster! | 6½ | 5 | 1 | 1 | 1 | 0 | 0 | 6h 39m 4s | 41.4 | 10.2% | 4.3% | 3.5% |
| The Cambridge Springs Breakers | 1½ | 1 | 5 | 1 | 0 | 1 | 0 | 6h 25m 49s | 52.3 | 13% | 3.9% | 5.1% |

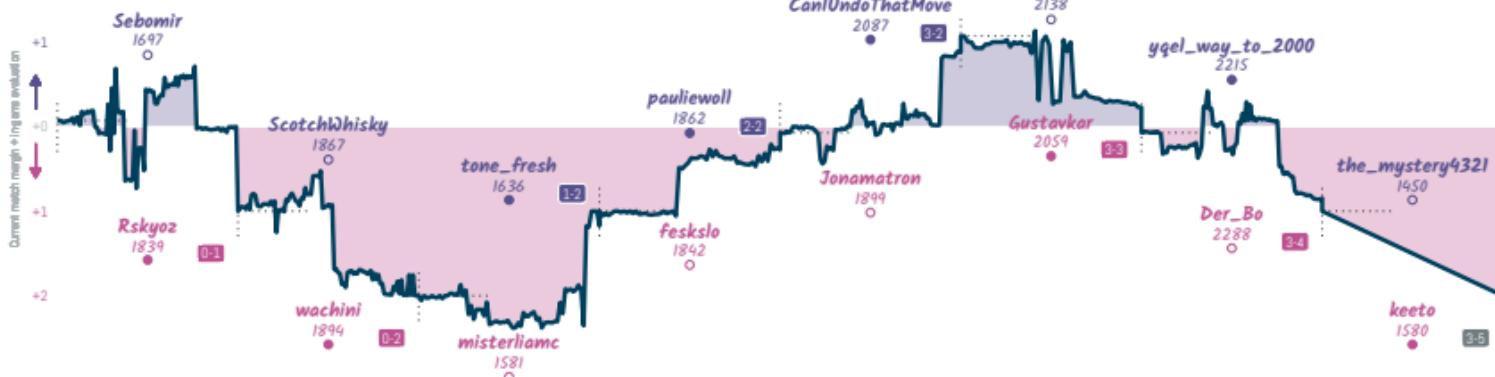
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

#2 **Avengers: Middlegame** 3 5 #8 **Ding! There it is**

Games

| B6 | Tue 15:00 | B4 | Wed 18:00 | B7 | Thu 17:00 | B5 | Thu 19:30 | B3 | Fri 16:30 | B2 | Sat 08:00 | B1 | Sat 13:00 | B8 | OF |
|---|-----------|---|-----------|-----------------------------------|-----------|------------------------|-----------|--|-----------|---|-----------|-----------------------|-----------|-----------------|----|
| Sebomir | 0 | ScotchWhisky | 0 | tone_fresh | 1 | pauliewoll | 1 | CanIUndoThatMove | 1 | Thomsi | 0 | ygel_way_to_2000 | 0 | the_mystery4321 | |
| Rskyoz | 1 | wachini | 1 | misterliamc | 0 | feskslo | 0 | Jonamatron | 0 | Gustavkar | 1 | Der_Bo | 1 | keeto | 1X |
| Akj9KCN1 | | mqr6Mq3d | | 75wovrCP | | vd3GWe9f | | bdfpbzN8 | | pD15qFiy | | w4tWaNq | | | |
| B17 Caro-Kann Defense: Karpov Variation | | E15 Queen's Indian Defense: Fianchetto Variation, Sämisch Variation | | A46 Indian Defense: London System | | D05 Rubinstein Opening | | B13 Caro-Kann Defense: Panov Attack, Modern Defense, Mieses Line | | C44 Scotch Game: Scotch Gambit, Advance Variation | | C84 Ruy Lopez: Closed | | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|----------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Avengers: Middlegame | 3 | 3 | 4 | 0 | 0 | 1 | 0 | 6h 48m 40s | 52.7 | 8.3% | 2.2% | 7.6% |
| Ding! There it is | 5 | 4 | 3 | 0 | 1 | 0 | 0 | 6h 39m 55s | 47.8 | 7.2% | 4.3% | 5.8% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

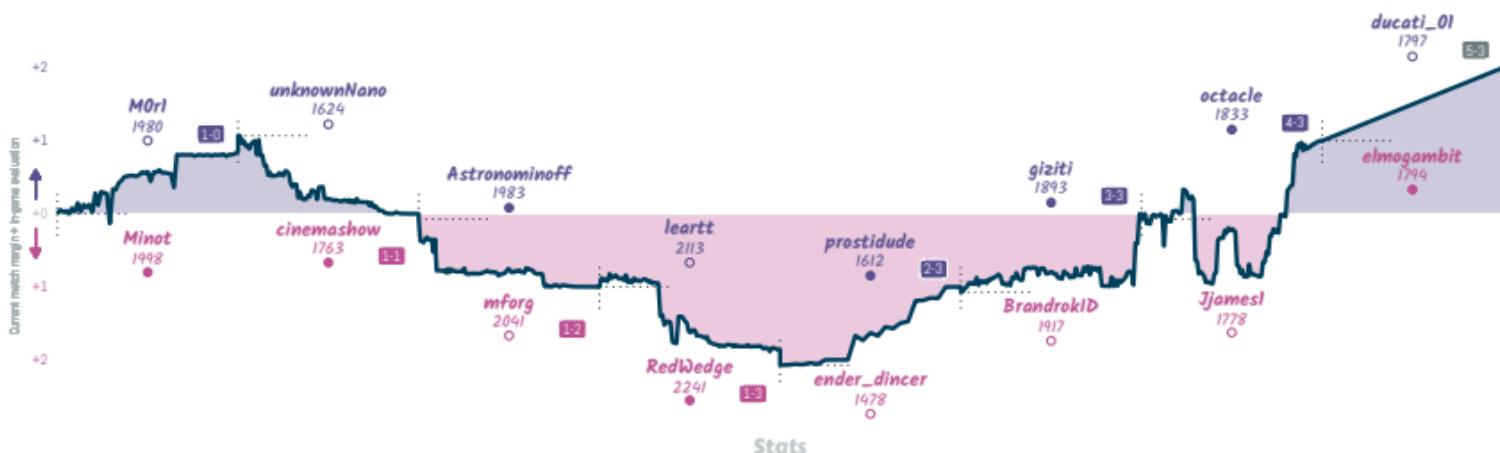
#9 Mellon Colle System and the Infinite ...

5 3 The Distant Opposition

Games

| | | | | | | | | | | | | | | |
|--------------------------------------|-----------|-------------------|-----------|-----------------------------------|-----------|---|-----------|--|-----------|--|-----------|---|-----------|------------|
| B3 | Fri 05:30 | B7 | Fri 14:00 | B2 | Fri 17:00 | B1 | Sat 11:30 | B8 | Sat 18:00 | B4 | Sat 23:30 | B6 | Sun 06:00 | B5 |
| M0rl | 1 | unknownNano | 0 | Astronominoff | 0 | learrt | 0 | prestidude | 1 | giziti | 1 | octacle | 1 | ducati_01 |
| Minot | 0 | cinemashow | 1 | mforg | 1 | RedWedge | 1 | ender_dincer | 0 | BrandrokID | 0 | Jjames1 | 0 | elmogambit |
| NHqn1TL1 | | B2xAw3Ip | | 1fYDMKTL | | YH8SZP11x | | 1QbKHgmS | | VunEwPOR | | Kb5j2yzt | | 0F |
| B08 Pin Defense: Classical Variation | | C21 Danish Gambit | | A04 Zukertort Opening: The Walrus | | A05 Dutch Defense: Queen's Knight Variation | | C47 Four Knights Game: Italian Variation | | B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pin Defense | | B28 Sicilian Defense: O'Kelly Variation, Maróczy Bind | | |

Story



Team

| | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Mellon Colle System and the Infinite Sadness | 5 | 4 | 3 | 0 | 1 | 0 | 0 | 5h 25m 30s | 33.2 | 8.5% | 1% | 2.7% |
| The Distant Opposition | 3 | 3 | 4 | 0 | 0 | 1 | 0 | 6h 26m 13s | 37.7 | 7.5% | 2.4% | 3.7% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

#10 Accidental Brilliance 4½ 3½ NA Hey, where's Dan?

Games

| B5 | Tue 18:00 | B7 | Fri 17:30 | B6 | Fri 17:00 | B3 | Sat 05:00 | B1 | Sat 12:00 | B2 | Sat 13:30 | B4 | Sat 14:00 | B8 | Sun 18:00 |
|--------------------------|-----------|--------------------|-----------|-------------------------|-----------|--------------------------|-----------|----------------------------|-----------|-----------------------|-----------|---------------------|-----------|--------------------------|-----------|
| paulinesernine gorgol | 0 1 | rturri zandbelt | 1 0 | awfulmove TheOnoZone | 1 0 | rsandzimier FODonovan | 1 0 | NeetleFarseer Spot88877 | 1 % | mini_karpov NLance | 1 0 | Timvier nvasquez | 1 % | MrDetonia speeder1987 | 0 1 |

WGdQbEsp

1dhMc7u

DGnVAIoq

gLoSpUWt

vyGrI RIP

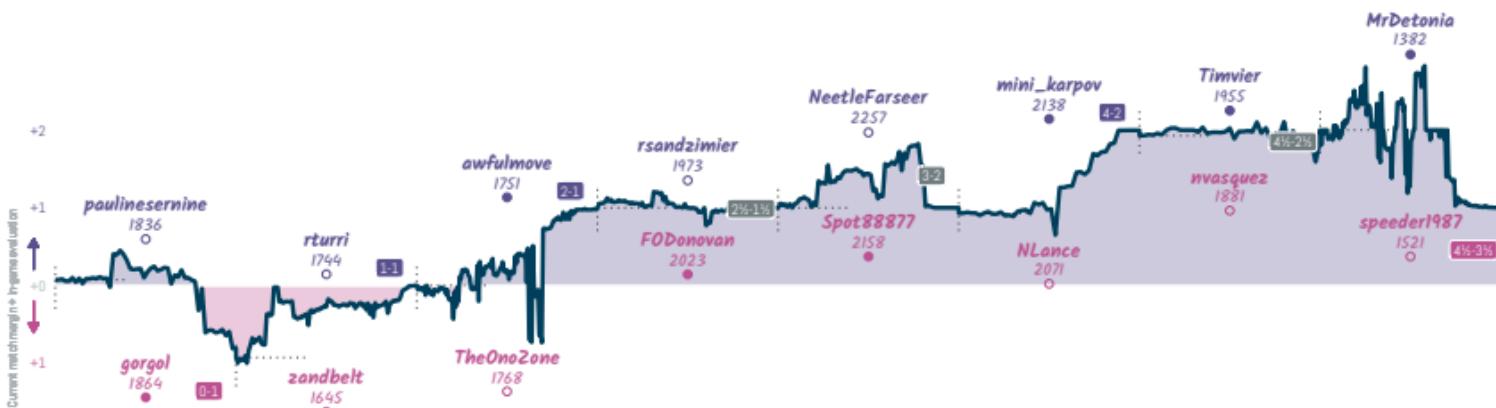
KGlqmH75

QXCuijP L

z5MA05AE

B12 Caro-Kann Defense:
Advance Variation, Short
VariationC03 French Defense:
Tarrasch VariationE80 King's Indian Defense:
Normal Variation, King's
Knight VariationD34 Tarrasch Defense:
Classical VariationE42 Nimzo-Indian Defense:
Hubner Variation, Rubinstein
VariationC42 Russian Game:
Classical Attack, Chigorin
VariationC44 Scotch Game: Scotch
Gambit, Advance VariationA43 Benoni Defense: Old
Benoni

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-----------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Accidental Brilliance | 4½ | 3 | 2 | 3 | 0 | 0 | 0 | 6h 56m 9s | 44.6 | 8.9% | 3.1% | 5.6% |
| Hey, where's Dan? | 3½ | 2 | 3 | 3 | 0 | 0 | 0 | 6h 27m 48s | 47.3 | 10% | 3.9% | 5.3% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)/(W/D/L)' wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 11 April 2023.

NA **Firouzja's Fashionistas** 5 3 **Kopycat Knights**

Games

| B3 | Tue 10:00 | B1 | Thu 08:00 | B2 | Fri 06:00 | B4 | Fri 10:00 | B7 | Sat 10:00 | B6 | Sat 17:15 | B8 | Sun 11:00 | B5 |
|---------|-----------|------------------|-----------|---------------------|-----------|----------|-----------|------------------|-----------|-------------|-----------|------------|-----------|-----------|
| scarff | 1 | ficheal21 | 0 | KS_Legion_Legion... | 1 | dkol | 1 | samuelglatz | 0 | memethan... | 1 | gigantaure | % | ssyx |
| danbock | 0 | mysonnevercallme | 1 | eXoFl343 | 0 | civilian | 0 | jamesdarwinblind | 1 | a2c4 | 0 | zher0 | % | austin745 |

GYLnkW4R

tPWE5IMp

UNWAOGXI

Q5VxCP3w

yxnvNhUg

Gab9SDWQ

ypgEpGTx

B80 Sicilian Defense:
Najdorf Variation, English
Attack, Anti-EnglishB12 Caro-Kann Defense:
Advance Variation,
Botwinnik-Carls Defense

E06 Catalan Opening, Closed

B00 Nimzowitsch Defense:
Neo-Mangold DefenseE20 Nimzo-Indian Defense:
Krnich VariationD37 Queen's Gambit
Declined Three Knights,
Vienna VariationA35 English Opening:
Symmetrical Variation, Four
Knights Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Firouzja's Fashionistas | 5 | 4 | 2 | 1 | 0 | 0 | 1 | 7h 3m 46s | 60.4 | 7.9% | 2.4% | 6.3% |
| Kopycat Knights | 3 | 2 | 4 | 1 | 0 | 0 | 1 | 6h 20m 16s | 65.9 | 9.5% | 6.7% | 6.3% |

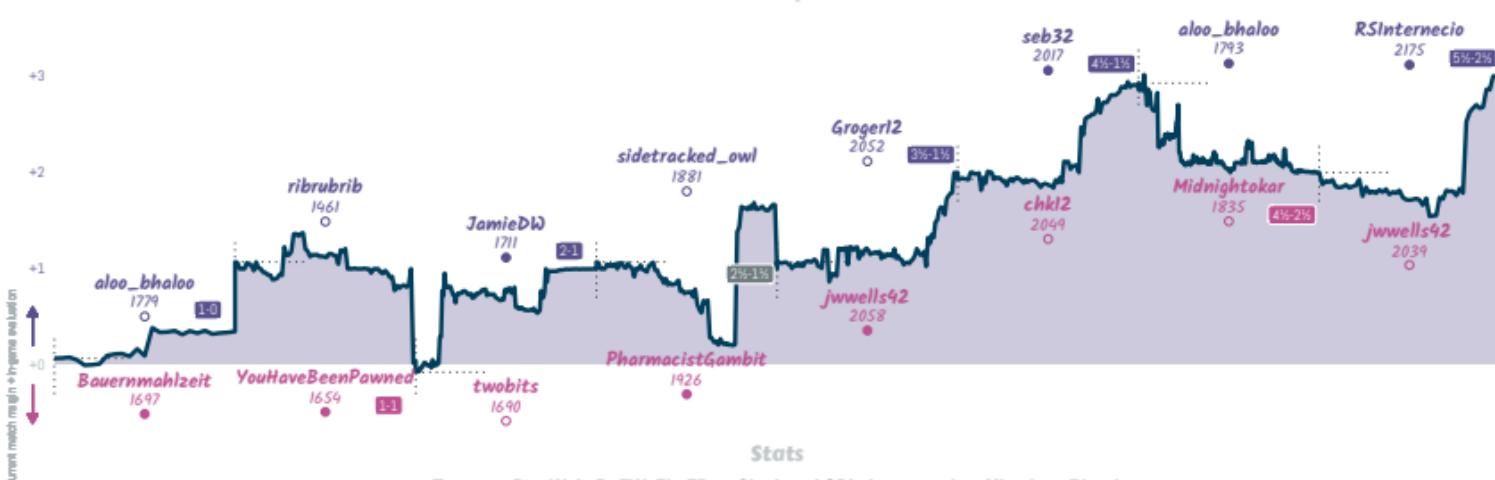
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

b8 and switch 5½ 2½ Fork vs. Soup

Games

| B6 | Mon 18:00 | B8 | Tue 18:00 | B7 | Fri 08:00 | B4 | Sat 13:00 | B2 | Sat 15:00 | B3 | Sat 16:00 | B5 | Sun 12:00 | B1 | Sun 18:30 |
|--|-----------|---|-----------|---|-----------|--|-----------|-------------------------------|-----------|--|-----------|-------------------|-----------|---|-----------|
| alo0_bhaloo | 1 | ribrubrib | 0 | JamieDW | 1 | sidetracked_owl | % | Groger12 | 1 | seb32 | 1 | alo0_bhaloo | 0 | RSInternecio | 1 |
| Bauernmahlzeit | 0 | YouHaveBeenPawned | 1 | twobits | 0 | PharmacistGambit | % | jwwells42 | 0 | chk12 | 0 | Midnightokar | 1 | jwwells42 | 0 |
| qc3omhGN | | cSxv0atp | | iyBYbRVG | | VMhgllu6 | | RcjiEU1W | | YforyEpx | | 95fv1Mra | | BgfMy8GC | |
| B12 Caro-Kann Defense: Maroczy Variation | | B52 Sicilian Defense: Moscow Variation, Main Line | | C44 Scotch Game: Scotch Gambit, Advance Variation | | B51 Sicilian Defense: Moscow Variation | | B85 Ruy Lopez: Berlin Defense | | C68 Ruy Lopez: Exchange Variation, King's Bishop Variation | | B07 Coach Defense | | A85 Dutch Defense: Queen's Knight Variation | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| b8 and switch | 5% | 5 | 2 | 1 | 0 | 0 | 0 | 7h 2m 17s | 28.4 | 4.1% | 0.5% | 1.5% |
| Fork vs. Soup | 2% | 2 | 5 | 1 | 0 | 0 | 0 | 8h 31m 21s | 34.0 | 5.6% | 2.6% | 1.5% |

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THE MONSTER DUCKS OF CHESS: Don't mis...

3 5 Unacceptable Gambits

Games

| B2 | Tue 02:00 | B8 | B4 | Wed 18:00 | B1 | Thu 20:00 | B6 | B7 | Sun 13:00 | B3 | Sun 18:00 | B5 |
|-------------------|-----------|-------------|----|------------|----|-------------|----|------------|-----------|-------------|-----------|----------|
| cathode-ray-je... | 0 | catholicity | 0F | Lupo_Jones | 0 | wookash_888 | 1 | joehan | 0F | SpenserCode | % | hamed997 |
| timothyha | 1 | caodanny | 1X | Moccy | 1 | Jellel | 0 | rolihlahla | 1X | Jputterg | % | kirkd |

bdkhQX2c **gtj14E2A** **kK1VcEIV** **dfCcaLw** **7RLJCL6o**

A20 English Opening: King's English Variation
 B52 Sicilian Defense: Moscow Variation, Main Line
 B06 Modern Defense: Standard Defense
 B08 Pirc Defense: Classical Variation
 B41 Sicilian Defense: Kan Variation, Maróczy Bind, Röti Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| THE MONSTER DUCKS OF CHESS: Don't mistake our waddle for weakness | 3 | 2 | 2 | 1 | 0 | 2 | 1 | 5h 2m 10s | 38.4 | 9% | 0% | 4% |
| Unacceptable Gambits | 5 | 2 | 2 | 1 | 2 | 0 | 1 | 4h 53m 42s | 35.9 | 9% | 1.5% | 4% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (Unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

1.f4 is the word 5 3 The DARK Knights

Games

| B3 | Thu 16:15 | B8 | Fri 17:00 | B6 | Sun 08:00 | B2 | Sun 10:00 | B7 | Sun 15:30 | B5 | Sun 18:00 | B4 | Sun 17:30 | B1 | |
|----------------|-----------|------------|-----------|----------------|-----------|---------|-----------|------------|-----------|----------------|-----------|-----------------|-----------|-------------------|----|
| destroyer11758 | % | Chess24768 | 1 | ehGolden | 1 | itaewon | 0 | greysensei | 0 | Laffguys101 | 1 | Kingcowgirl | 1 | diebrandol2345 | %Z |
| Dan-Jon | % | r4do5 | 0 | EnchantedBoard | 0 | jfarah | 1 | ruip | 1 | EnchantedBoard | 0 | aeroplanino1986 | 0 | littlepawnfriends | %Z |

qsMU3tM3

V4QugLj9

23A09dBy

zgUnCgRQ

7PSdMNYm

NUvPsnUN

c5PJldZI

B40 Sicilian Defense:
Delayed Alapin VariationC00 French Defense: King's
Indian AttackA04 Zukertort Opening:
Sicilian InvitationB07 Modern Defense:
Geller's SystemB34 Sicilian Defense:
Accelerated Dragon, Modern
VariationD01 Rappart-Jobava System
C02 French Defense:
Advance Variation, Extended
Bishop Swap

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| 1.f4 is the word | 5 | 4 | 2 | 1 | 0 | 0 | 1 | 4h 1m 28s | 50.8 | 7.9% | 3.4% | 6.2% |
| The DARK Knights | 3 | 2 | 4 | 1 | 0 | 0 | 1 | 4h 48m 10s | 52.5 | 12.9% | 2.8% | 4.5% |

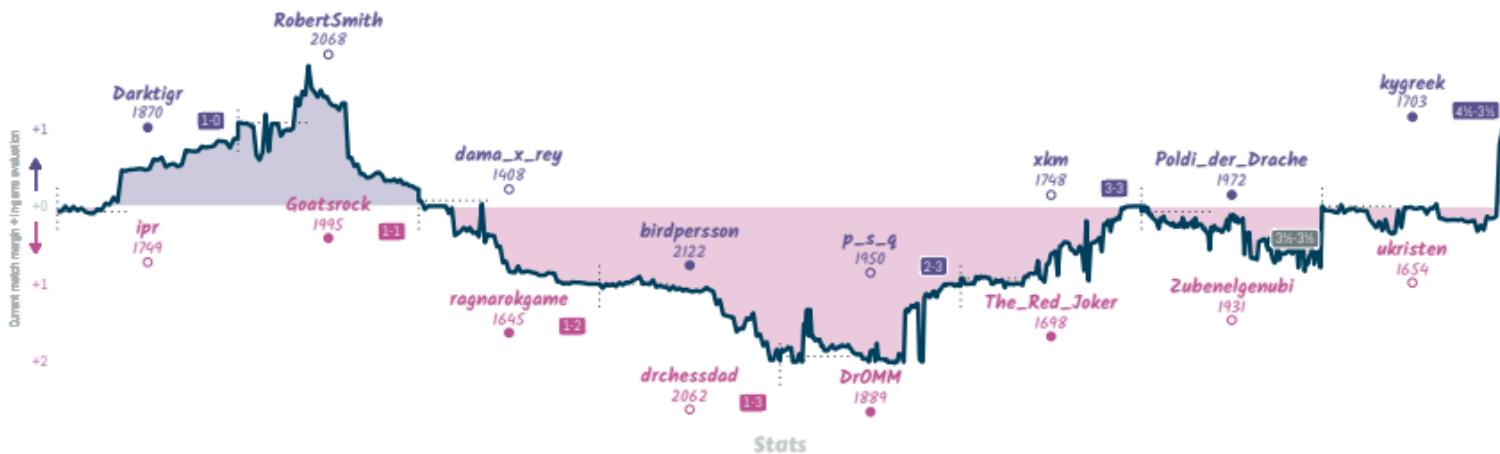
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)'(W/L/D/L) (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

A team with no name 4½ 3½ Middle-game-life crisis

Games

| B5 | Wed 20:00 | B2 | Thu 01:00 | B8 | Thu 13:00 | B1 | Fri 14:00 | B4 | Fri 18:00 | B6 | Sat 17:30 | B3 | Sat 18:30 | B7 | Sun 14:00 |
|--|-----------|---|-----------|-----------------------|-----------|---|-----------|--|-----------|---|-----------|--|-----------|---|-----------|
| Darktigr | 1 | RobertSmith | 0 | dama_x_rey | 0 | birdpersson | 0 | p_s_q | 1 | xkm | 1 | Poldi_der_Drache | ½ | kygreek | 1 |
| ipr | 0 | Goatsrock | 1 | ragnarokgame | 1 | drchessdad | 1 | DrOMM | 0 | The_Red_Joker | 0 | Zubenelgenubi | ½ | ukristen | 0 |
| BjVE1BNZ | | GZq0wZxw | | MAZRQogi | | tcdYd3oQ | | NFVBI1XJ | | 7PNEI6jF | | 4AqGPFSB | | Spu1qHvc | |
| AD6 Nizette-Larsen Attack: Classical Variation | | C47 Four Knights Game: Halloween Gambit | | A05 Zukertort Opening | | D00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit | | B01 Scandinavian Defense: Modern Variation | | B10 Caro-Kann Defense: Accelerated Panov Attack | | B22 Sicilian Defense: Alapin Variation | | D51 Queen's Gambit Declined: Modern Variation, Knight Defense | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| A team with no name | 4½ | 4 | 3 | 1 | 0 | 0 | 0 | 6h 50m 32s | 42.3 | 10.4% | 3% | 4.7% |
| Middle-game-life crisis | 3½ | 3 | 4 | 1 | 0 | 0 | 0 | 6h 37m 4s | 42.9 | 8.4% | 3% | 5.7% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

Sack Everything Everywhere All At Once 5 3 Talladega Knights: The Ballad of Bobb...

Games

| B1 | Wed 18:00 | B8 | Thu 17:00 | B2 | Thu 17:00 | B5 | Fri 18:00 | B7 | Sat 17:30 | B6 | Sat 18:15 | B4 | Sat 18:00 | B3 | Sun 16:00 |
|-------------------|-----------|------------------|-----------|------------|-----------|------------|-----------|---------|-----------|---------------|-----------|--------------|-----------|------------|-----------|
| HoudinicisMedicis | 0 | lone_rangerheavy | 1 | mathias | 1 | MilsBees | 1 | kibenur | 0 | darkfl0me | 1 | Idekae | 1 | Jasonjones | 1 |
| Mediocratic | 1 | Apidae | 0 | Davidc2214 | 0 | bobsouzabr | 0 | Ross067 | 1 | boinetnicolas | 0 | davidthepawn | 0 | LeoYee | 0 |

p039VK1Z

eN7yjpLW

h3SovDbZ

b3WjMN1j

W7gSrijW

XU4Bc4PA

g8C4k3yz

051Bk7Io

E49 Nimzo-Indian Defense: Normal Variation, Botvinnik System

E32 Nimzo-Indian Defense: Classical Variation

C45 Scotch Game: Mieses Variation

D11 Slav Defense: Modern Line

D02 Queen's Pawn Game: London System

D30 Queen's Gambit Declined

B50 Sicilian Defense: Modern Variations

B13 Caro-Kann Defense: Exchange Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Sack Everything Everywhere All At Once | 5 | 4 | 2 | 2 | 0 | 0 | 0 | 9h 4m 58s | 31.6 | 7.3% | 1.2% | 2.7% |
| Talladega Knights: The Ballad of Bobby Fischer | 3 | 2 | 4 | 2 | 0 | 0 | 0 | 7h 46m 40s | 37.9 | 8.2% | 2.4% | 3% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 11 April 2023.

Fork Over Knives 5½ 2½ Vanguard Brigade Victors

Games

| B1 | Wed 17:00 | B8 | B2 | Fri 02:00 | B3 | Fri 04:30 | B6 | Fri 22:00 | B7 | Sat 14:00 | B4 | Sat 18:30 | B5 | | |
|-----------------------|-----------|------------------------|----------|-----------------------|--------|-----------------|--------|-----------------|--------|---------------------|--------|------------------------------|--------|------------------------|------------|
| Theknugdorff qablo | 0 1 | pauet01 woundedwolf | 1X 0F | b_elgay HoodieKing | 1 0 | pioki lion88 | 1 0 | szd jaeckobh | 0 1 | charlie1000r iqb | 1 0 | pepepibote DrVonGoosewing | 1 0 | behaviorist matt365 | 562 562 |

WUr01rgQ

w59NH4hR

Np6VjJ3k

wbcx31V7

A44ryU1Z

aBqxdgF4

A04 Zukertort Opening:
Sicilian InvitationC42 Russian Game:
Classical Attack, Mason
VariationB01 Scandinavian Defense:
Valencian VariationB05 Ruy Lopez: Berlin
Defense

B10 Caro-Kann Defense

E01 Catalan Opening: Closed

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Fork Over Knives | 5½ | 4 | 2 | 0 | 1 | 0 | 1 | 4h 53m 47s | 36.4 | 4.6% | 2.3% | 4.6% |
| Vanguard Brigade Victors | 2½ | 2 | 4 | 0 | 0 | 1 | 1 | 5h 37m 15s | 47.8 | 7.8% | 2.7% | 5% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

Check, please! 3½ 4½ Encyclopedias of Perfection

Games

| B8 | Mon 14:00 | B2 | Wed 15:00 | B1 | Thu 18:00 | B3 | Thu 18:30 | B7 | Thu 23:45 | B6 | Fri 09:30 | B4 | Mon 08:00 | B5 | OF |
|---------------------------|-----------|--|-----------|---|-----------|--|-----------|--------------------------|-----------|--|-----------|---|-----------|-------------------|----|
| theeggggg | 0 | grenbork | 1 | Scrooge | 0 | Promisses2022 | 0 | vejen | ½ | z0x | 0 | gibert | 1 | hvfda | 0F |
| Duff3798 | 1 | wizywyop | 0 | Razorneck | 1 | dif20 | 1 | davegiltinan | ½ | DonGiovanni1406 | 1 | selius | 0 | barbarausbiele... | 1X |
| yBbaX6UA | | ug23Gz4a | | aHFqNwyK | | NxfpfPaa | | JdwBVefx | | kB1gTCsn | | rI2POW2u | | | |
| D01 Rapport-Jobava System | | B01 Scandinavian Defense: Gubinsky-Malts Defense | | E28 Nimzo-Indian Defense: Sämisch Variation | | C02 French Defense: Advance Variation, Main Line | | D05 Rubinstein Opening | | B21 Sicilian Defense: Smith-Morra Gambit | | E70 King's Indian Defense: Normal Variation | | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-----------------------------|-----|---|---|---|----|----|------------|------|--------------|----------|----------|
| Check, please! | 3% | 3 | 3 | 1 | 0 | 1 | 0h 33m 29s | 40.9 | 6% | 1.7% | 4.3% |
| Encyclopedias of Perfection | 4% | 3 | 3 | 1 | 1 | 0 | 0h 40m 30s | 37.9 | 7.6% | 2% | 5% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round; (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

ChatGPT Vs Chesster: Judgement Day 3 5 Nobody Expects The Spanish Lucenaposi...

Games

| B6 | Wed 18:30 | B8 | Fri 13:00 | B1 | Fri 17:00 | B4 | Sat 14:00 | B2 | B7 | Sat 17:30 | B3 | Sun 06:00 | B5 | Sun 18:30 | |
|--|-----------|--------------------------------------|-----------|---|-----------|--|-----------|----------------|--|---------------|--|---------------|---|----------------|---|
| Lyurus | % | electricfalcon | 0 | Whelp10 | 0 | speedyjohn | 1 | sesquipedalism | 0F | STCLion | % | SteveMcKinnon | 1 | plastic_pusher | 0 |
| Pughie | % | Hildingr | 1 | okoros | 1 | FunnyLikeAClown | 0 | dave3 | 1X | Thaitanium101 | % | omertil | 0 | wdhorton | 1 |
| f1BuPPRJ | | YMN1kwal | | HEBwN64g | | dLGs1PjW | | | 2BMdyrc4 | | BQsE3TnX | | eV7bmgyW | | |
| B28 Sicilian Defense: O'Kally Variation, Normal System | | B02 Queen's Pawn Game: London System | | A94 Dutch Defense: Classical Variation, Stonewall Variation | | B12 Caro-Kann Defense: Mariczy Variation | | | B22 Sicilian Defense: Alapin Variation | | A07 King's Indian Attack: Yugoslav Variation | | A01 Nimzo-Larsen Attack: Modern Variation | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| ChatGPT Vs Chesster: Judgement Day | 3 | 2 | 3 | 2 | 0 | 1 | 0 | 5h 44m 51s | 39.3 | 7% | 3.1% | 3.5% |
| Nobody Expects The Spanish Lucenaposi... | 5 | 3 | 2 | 2 | 1 | 0 | 0 | 6h 35m 39s | 35.6 | 7.3% | 1% | 3.8% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 11 April 2023.

Bishop Better Have My Money 3 5 The Blunder Bus

Games

| B7 | Tue 11:00 | B8 | Thu 01:00 | B5 | Thu 16:00 | B3 | Fri 05:30 | B4 | Fri 19:00 | B6 | Sat 14:30 | B1 | Sat 14:00 | B2 | Sat 16:15 |
|---|-----------|---|-----------|---|-----------|--|-----------|-----------------------------|-----------|--|-----------|--|-----------|---|-----------|
| SlowChess73 | 1 | Webmaster429 | 1 | Popel23 | 5 | T0Sharaff8200 | 5 | guingil | 0 | SrinivasBharathNK | 0 | CrazyMerlyn | 0 | irongalaxy | 0 |
| Sidewinder1648 | 0 | danimal_t | 0 | NickR98 | 5 | walfile | 5 | gmat2020 | 1 | Soreby | 1 | yago666 | 1 | JanDeDoper | 1 |
| sUWkQCaQ | | 4KBkmBen | | KbhMvpPb | | z18tSqPvY | | uz8N9wba | | ukmevOpp | | 03RJ59Sr | | 60TUX51e | |
| C44 Scotch Game: Scotch Gambit, Advance Variation | | C63 Ruy Lopez: Schliemann Defense, Exchange Variation | | B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense | | A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line | | E08 Catalan Opening: Closed | | B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pin Defense | | B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Modern Line | | B32 Sicilian Defense: Kalashnikov Variation | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-----------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Bishop Better Have My Money | 3 | 2 | 4 | 2 | 0 | 0 | 0 | 6h 54m 13s | 48.1 | 8.4% | 1.9% | 6.5% |
| The Blunder Bus | 5 | 4 | 2 | 2 | 0 | 0 | 0 | 6h 47m 17s | 41.8 | 5.5% | 2.6% | 5.2% |

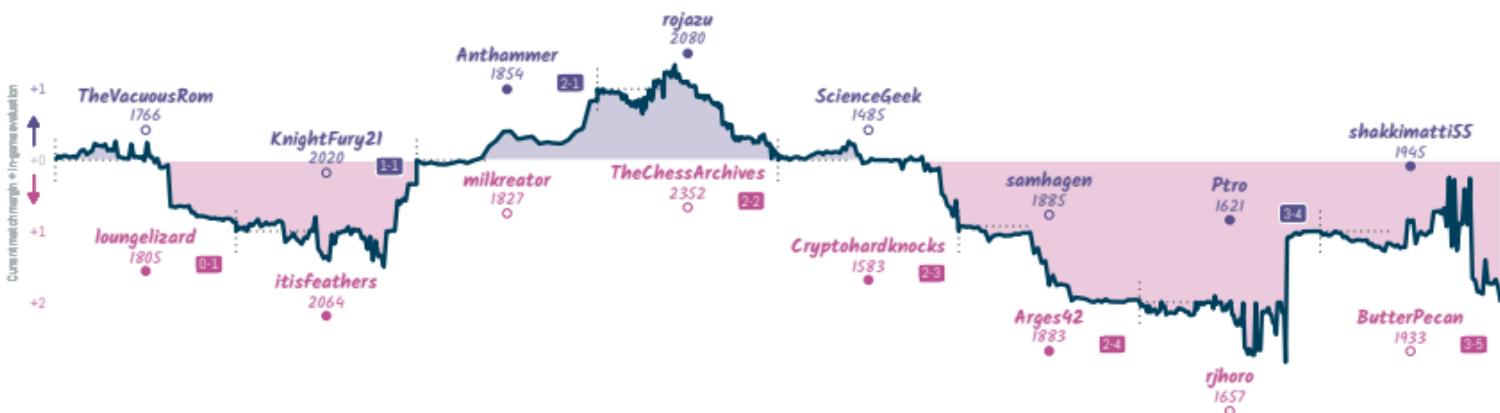
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 11 April 2023.

I. ...g5: Persistence is Futile 3 5 Knockout Blow

Games

| B6 | Thu 19:00 | B2 | Thu 21:30 | B5 | Fri 18:15 | B1 | Fri 19:00 | B8 | Sat 13:00 | B4 | Sat 14:00 | B7 | Sat 21:00 | B3 | Sun 13:00 |
|---|-----------|---|-----------|---|-----------|---|-----------|---|-----------|--|-----------|--|-----------|--|-----------|
| TheVacuousRom | 0 | KnightFury21 | 1 | Anthammer | 1 | rojazu | 0 | ScienceGeek | 0 | samhagen | 0 | Ptro | 1 | shakimatti55 | 0 |
| loungelizard | 1 | itisfeathers | 0 | milkreator | 0 | TheChessArchives | 1 | Cryptohardknocks | 1 | Arges42 | 1 | rjhor0 | 0 | ButterPecan | 1 |
| jAKXu5Ne | | jh6a1mY1 | | 40NQ4vFv | | ccnBzk1e | | 3UYfQFak | | sxaogIBI | | FcBpB1pm | | 4vL5rIu1 | |
| D91 Grünfeld Defense: Three Knights Variation, Petrosonian System | | D70 Neo-Grünfeld Defense: Gligoric Attack | | DB0 Grünfeld Defense: Stockholm Variation | | E15 Queen's Indian Defense: Fianchetto Variation, Nimzowitsch Variation | | D77 Neo-Grünfeld Defense: Classical Variation, Modern Defense | | C47 Four Knights Game: Italian Variation | | E94 King's Indian Defense: Orthodox Variation, Positional Defense, Closed Line | | E88 King's Indian Defense: Fianchetto Variation, Classical Variation | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| 1. ...g5: Persistence is Futile | 3 | 3 | 5 | 0 | 0 | 0 | 0 | 8h 2m 19s | 46.7 | 9.5% | 3% | 4.9% |
| Knockout Blow | 5 | 5 | 3 | 0 | 0 | 0 | 0 | 7h 11m 53s | 41.3 | 7.5% | 2.6% | 5.2% |

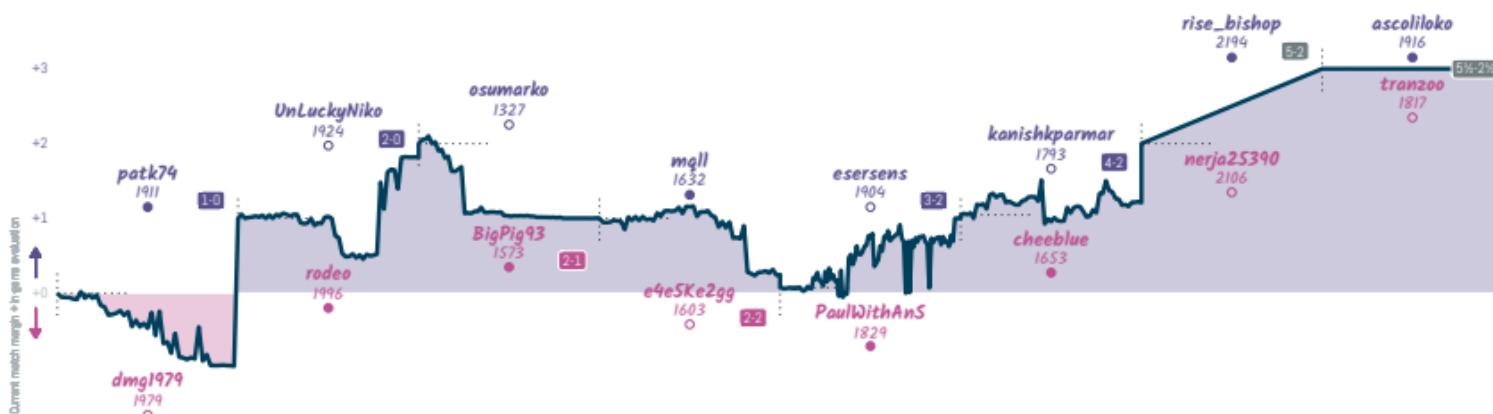
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 11 April 2023.

Blunder speaks for itself 5½ 2½ zwischen zwei Zwischenzügen zwitscher...

Games

| B3 | Tue 00:30 | B2 | Wed 20:00 | B8 | Thu 18:00 | B7 | Fri 02:15 | B4 | Sat 12:00 | B6 | Sun 13:15 | B1 | B5 |
|-----------------------------|-----------|--|-----------|---|-----------|--|-----------|-------------------------------|-----------|--|-----------|----------------|--------------------|
| patk74 | 1 | UnLuckyNiko | 1 | osumarko | 0 | mqll | 0 | eesersens | 1 | kanishkparmar | 1 | rise_bishop | 1X |
| dmg1979 | 0 | rodeo | 0 | BigPig93 | 1 | e4e5Ke2gg | 1 | PaulWithAnS | 0 | cheeblue | 0 | nerja25390 | 0F |
| Cj2LIOFB | | SZwK1ZtB | | Bh0ZGDBH | | 00NnHR21 | | eMfuyhIV | | vjgNMoYB | | tranzoo | ascolloloko |
| D52 Queen's Gambit Declined | | D00 Queen's Pawn Game: Accelerated London System | | D02 Queen's Pawn Game: Krause Variation | | D02 Queen's Pawn Game: Zukertort Variation | | C78 Ruy Lopez: Morphy Defense | | A30 English Opening: Symmetrical Variation | | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Blunder speaks for itself | 5% | 4 | 2 | 0 | 1 | 0 | 1 | 3h 37m 33s | 56.9 | 12.2% | 2.2% | 6.6% |
| Zwischen zwei Zwischenzügen zwitschern zwei Zugzwänge | 2% | 2 | 4 | 0 | 0 | 1 | 1 | 4h 10m 46s | 63.6 | 10.5% | 1.7% | 6.6% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: teams average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 April 2023.