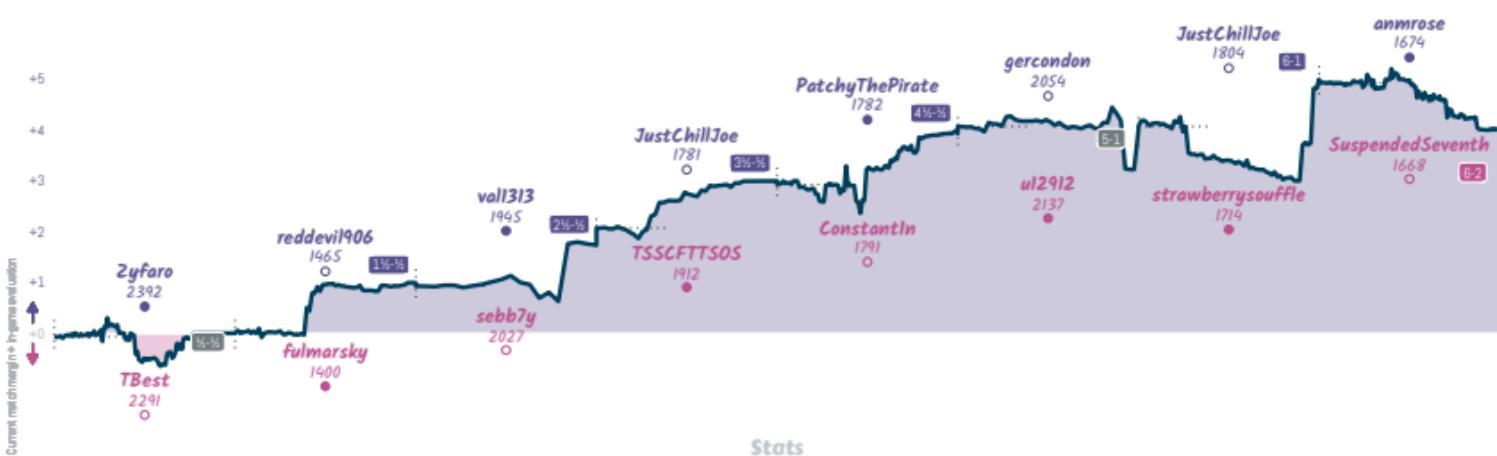


#2 **Erigaisi and the Arjuna**ts 6 2 #1 increasing our activity through harmo...

Games

B1	Tue 16:00	B8	Thu 23:00	B3	Fri 17:00	B4	Fri 22:00	B5	Sat 02:00	B2	Sat 09:00	B6	Sat 13:00	B7	Sat 14:00
Zyfaro	%	redddevil906	1	val1313	1	JustChillJoe	1	PatchyThePirate	1	gercondon	%	JustChillJoe	1	anmrose	0
TBest	%	fulmarsky	0	sebb7y	0	TSSCFTTSOS	0	Constantin	0	u12912	%	strawberrysouffle	0	SuspendedSeventh	1
n1SARo17		ZITU9Qk7		nd6e510E		kFmABWkq		7f8VrMZJ		qo9bkR1		fvVWlnbN		sXHQUC4e	
B12 Caro-Kann Defense: Advance Variation, Tal Variation		A45 Indian Defense		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B23 Sicilian Defense: Closed		C47 Four Knights Game		B00 Queen's Defense		CBB Ruy Lopez: Marshall Attack, Modern Main Line	

Story



Stats

Team

Erigaisi and the Arjunats

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

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Erigaisi and the Arjunats	6	5	1	2	0	0	0	5h 35m 37s	31.4	7.4%	3.5%	1.8%
increasing our activity through harmonious piece play in order to deliver mate against the opponent's king: the team	2	1	5	2	0	0	0	5h 59m 28s	43.7	9.9%	3.5%	3.5%

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 23 April 2023.

#3 Drink like a grandmaster! 3½ 4½ #7 MrScribbles' Lost Pawns Collection

Games

B4	Tue 14:00	B5	Thu 13:00	B8	B1	Thu 18:30	B7	Fri 19:00	B2	Sat 20:00	B6	Sun 11:00	B3	Sun 12:00
mynamelismund	%	chetmanley	1	archilas	0	Radmankaruf	0	johnchess2	%	masedog91	1	scvrf	%	
PawnshopRookie	%	MrScribbles	0	toonber	1X	Qudit	1	Gingersquirrel...	%	leper toe	1	Chewbacca_Defense	%	
V51y0xUu		bAlo5LbB				v4qx9Aw0		K3xD3vnH		BBT1SqtT		1dHKTxRP		na3aNxZM
E80 King's Indian Defense: Fianchetto Variation, Yugoslav System		C47 Four Knights Game: Halloween Gambit		B39 Sicilian Defense: Accelerated Dragon, Mordzoy Bind, Breyer Variation		C78 Ruy Lopez: Margoly Defense, Neo-Arkhangelsk Variation		B58 Sicilian Defense: Boleslavsky Variation		B50 Sicilian Defense: Modern Variations		D32 Queen's Gambit Declined: Tarrasch Defense		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Drink like a grandmaster!	3½	2	2	3	0	1	0	6h 12m 27s	33.9	6.8%	3.2%	2.4%
MrScribbles' Lost Pawns Collection	4½	2	2	3	1	0	0	5h 54m 11s	31.1	8%	2.4%	2.8%

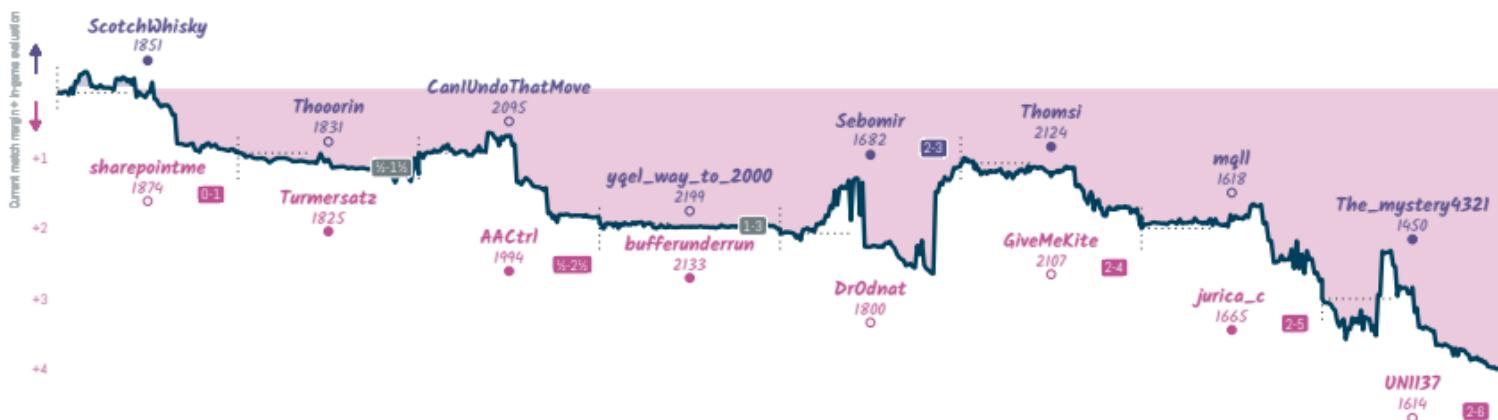
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 23 April 2023.

#8 **Avengers: Middlegame** 2 #6 **Chessmaster Ate My Hamster**

Games

B4	Tue 18:15	B5	Sat 08:00	B3	Sat 16:00	B1	Sat 18:00	B6	Sun 12:00	B2	Sun 17:00	B7	Sun 20:00	B8	Sun 19:30
ScotchWhisky	0	Thooorin	½	CanIUndoThatMove	0	ygel_way_to_2000	½	Sebomir	1	Thomsi	0	mqll	0	The_mystery4321	0
sharepointme	1	Tummersatz	½	AACtrl	1	bufferunderrun	½	DrOdnat	0	GiveMeKite	1	jurica_c	1	UNI137	1
9LBNBXyR		6R8I3z2r		uBc8NLvk		x0x2MUID		zDqPjtRm		xHacNUE2		Q1GXRJMY		nVbWD8ol	
B12 Caro-Kann Defense: Advance Variation, Bayonet Attack		C29 Vienna Game: Vienna Gambit, Pauslen Attack		B42 Sicilian Defense: Kan Variation, Polugaevsky Variation		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation		B10 Caro-Kann Defense: Two Knights Attack		B72 Sicilian Defense: Dragon Variation		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		D33 Queen's Gambit Declined: Queen's Knight Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Avengers: Middlegame	2	1	5	2	0	0	0	7h 3m 45s	34.7	6.7%	4.1%	2.9%
Chessmaster Ate My Hamster	6	5	1	2	0	0	0	8h 36m 50s	27.4	8.7%	1.2%	2.3%

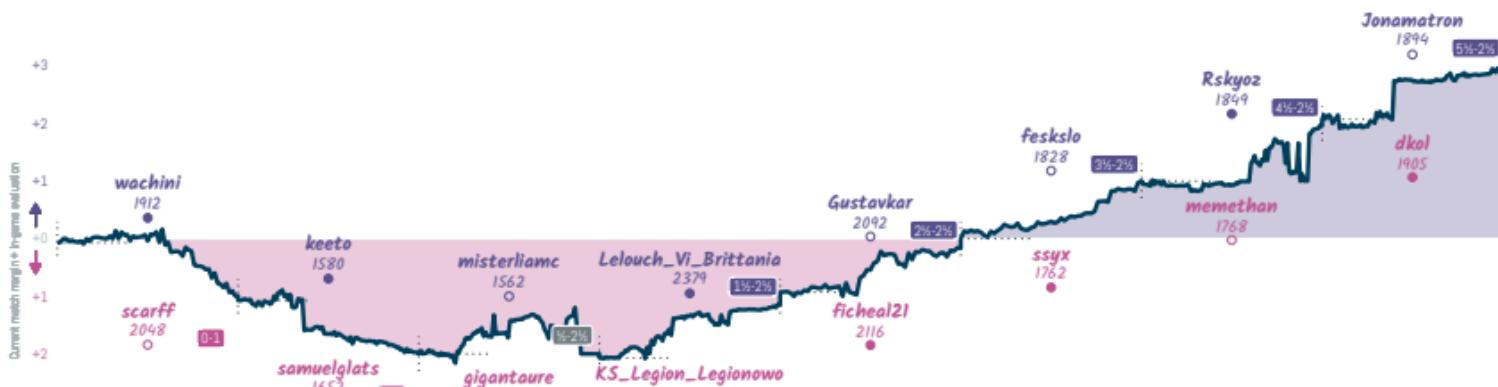
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 23 April 2023.

#4 **Ding! There it is** 5½ 2½ NA **Firouzja's Fashionistas**

Games

B3	Wed 18:30	B7	Wed 21:00	B8	Thu 21:00	B1	Fri 05:30	B2	Fri 17:00	B6	Sat 08:00	B5	Sat 16:00	B4	Sun 15:00
wachini	0	keeto	0	misterliamc	½	Lelouch_Vi_Bri...	1	Gustavkar	1	fesklo	1	Rskyoz	1	Jonamatron	1
scarff	1	samuelglats	1	gigantaure	½	KS_Legion_Legi...	0	ficheal21	0	ssyx	0	memethan	0	dkol	0
b26aB2LS		YJ8yuYZ4		MmjSpSo		ePRboMJT		1lF1YTh0		fx1VA58Z		5Q453JSb		Yh8X0a1W	
B82 Sicilian Defense: Richter-Rauzer Variation		B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Retreat Line		A45 Indian Defense		B13 Caro-Kann Defense: Exchange Variation		B12 Caro-Kann Defense: Maróczy Variation		A41 Queen's Pawn Game		B63 Queen's Gambit Declined: Orthodox Defense, Capablanca Variation		B60 Pirc Defense	

Story



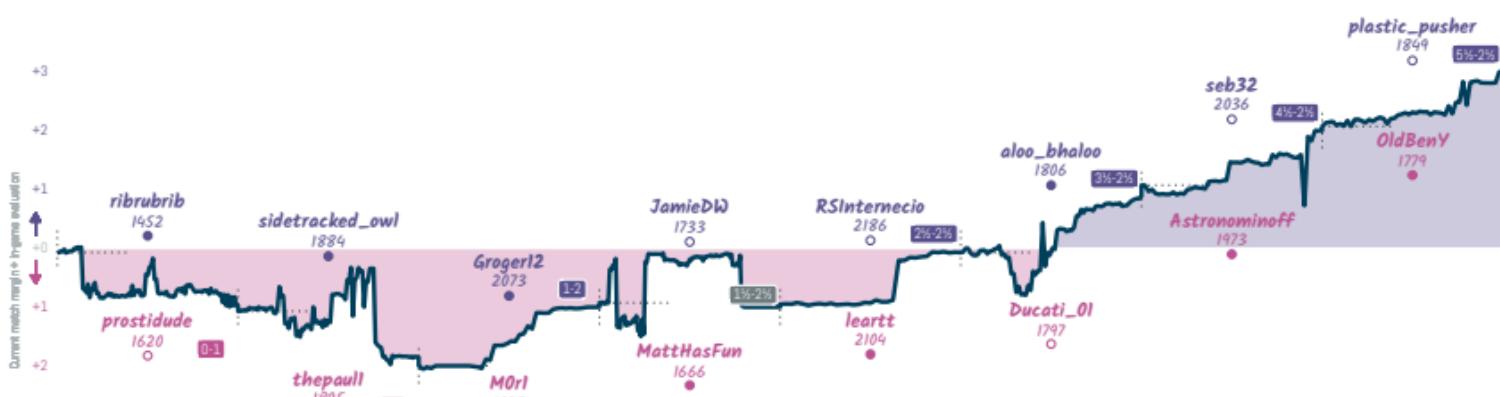
Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding! There it is	5½	5	2	1	0	0	8h 15m 53s	31.4	7.5%	1.9%	1.9%
Firouzja's Fashionistas	2½	2	5	1	0	0	8h 25m	37.4	8.1%	3.7%	1.9%

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 23 April 2023.

b8 and switch 5½ 2½ #5 Mellon Colle System and the Infinite ...**Games**

BB	Thu 18:00	B4	Fri 03:00	B2	Fri 19:00	B7	Sat 01:00	B1	Sat 13:00	B6	Sat 17:00	B3	Sat 19:00	B5	Sun 18:00
ribrubrib	0	sidetracked_owl	0	Groger12	1	JamieDW	½	RSIntermedio	1	aloobhaloo	1	seb32	1	plastic_pusher	1
prostidude	1	thepaul1	1	M0rl	0	MattHasFun	½	learnt	0	Ducati_01	0	Astronominoff	0	OldBenY	0
xiHjWk7		a2dnnguT		DjCm3XXu		mIoFx0Wx		sLesVFKR		kgTdIjLn		E6yMrhZw		T17w51Wz	
B10 Caro-Kann Defense		CS8 Italian Game: Two Knights Defense, Polako Defense, Bishop Check Line		A48 Queen's Pawn Game: Barry Attack, Grünfeld Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		A11 English Opening: Caro-Kann Defensive System		B31 Sicilian Defense: Nyazhmetdinov-Rosolimo Attack, Fianchetta Variation		C21 Danish Gambit		A04 Zukertort Opening: Black Mustang Defense	

Story**Stats**

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b8 and switch	5½	5	2	1	0	0	0	5h 33m 55s	49.8	3.7%	3.4%	5.1%
Mellon Colle System and the Infinite Sadness	2½	2	5	1	0	0	0	6h 17m 41s	59.1	10.5%	2.4%	7.1%

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 23 April 2023.

Accidental Brilliancy 3 5 #IO The Cambridge Springs Breakers

Games

B7	Thu 17:00	B8	Sat 02:00	B6	Sat 10:30	B2	Sat 10:00	B3	Sat 15:30	B4	Sun 09:00	B5	Sun 16:00	B1	
rturri	0	davegiltinan	0	awfulmove	1	Fierolocchio	1	rsandzimier	5%	Timvier	0	paulinesemine	0	neetlefarseer	5%
texasadam	1	arghasen	1	Birdsell	0	Underkover	0	Paulze2000	5%	sideshow_bob	1	kesaw	1	chesstrix01	5%

Y4183G6n

C6omVuPU

zt74ww0b

y0acLy21

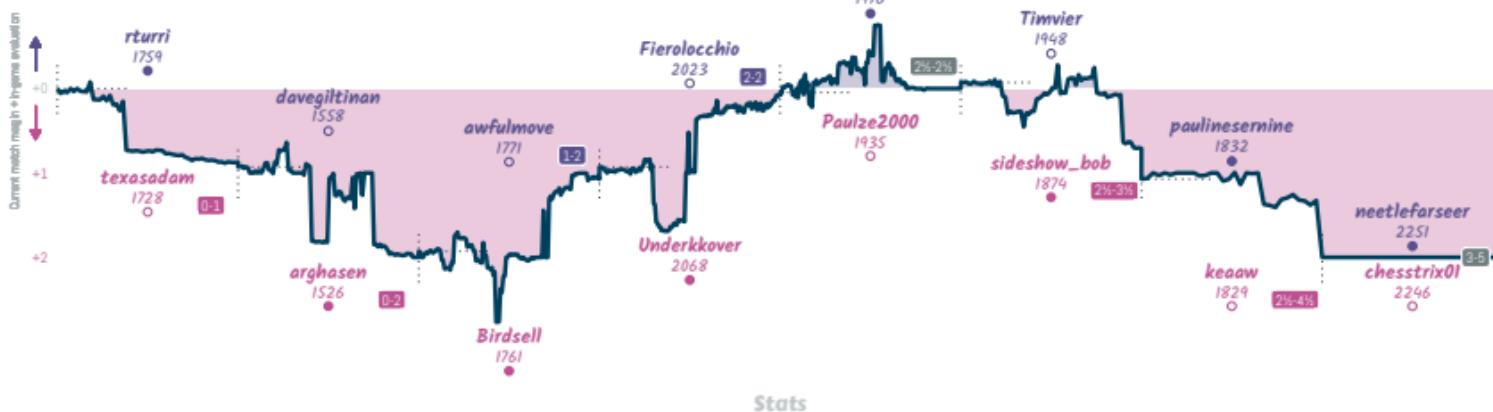
PSOfaF2k

OPFc4yLs

eqRnpe65

D38 Queen's Gambit
Declined: Reginz Defense,
Alkchine VariationB13 Caro-Kann Defense:
Panov Attack, Modern
Defense, Mieses LineB30 Sicilian Defense: Old
SicilianC47 Four Knights Game:
Scotch Variation AcceptedD00 French Defense: Steiner
VariationB12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseB22 Sicilian Defense: Alapin
Variation, Smith-Morra
Declined

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accidental Brilliancy	3	2	4	1	0	0	1	6h 33m 9s	34.9	6.1%	1.5%	4.3%
The Cambridge Springs Breakers	5	4	2	1	0	0	1	6h 33m 15s	29.8	5.8%	3%	2.7%

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 23 April 2023.

The Distant Opposition 6 2 Unacceptable Gambits

Games

BB	Thu 14:00	B4	Sat 07:00	B3	Sat 13:30	B5	Sat 19:00	B8	Sat 20:15	B7	Sun 09:30	B1	Sun 12:00	B2	Sun 19:00	
cinemashow	1	BrandrokID	0	1	Minot	1	cinemashow	1	osumarko	0	JJames1	1	RedWedge	1	jk_182	0
Rolihlahla	0	Moccy	0	0	riverschess	0	KirkD	0	caodanny	1	Jputterg	0	Jelle1	0	timothyha	1

LQtDfoll

BsdnJYvY

7Wvkj490

5KfnoCSv

Ru0xGuLU

X95R1oAB

FXHDN7U1

0jX3IXT9

D01 Rapport-Java System

B31 Sicilian Defense:
Nyazhmetdinov-Rosolimo
Attack, Fianchetto Variation

B00 Owen Defense

C53 Italian Game: Classical
Variation, Giuoco Pianissimo

A45 Indian Defense

B00 Pirc Defense

C11 French Defense:
Classical Variation, Steinitz
VariationA08 King's Indian Attack:
French Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Distant Opposition	6	6	2	0	0	0	0	6h 30m 56s	26.9	5.5%	1.6%	2.3%
Unacceptable Gambits	2	2	6	0	0	0	0	6h 23m 34s	33.0	6.5%	1.9%	3.9%

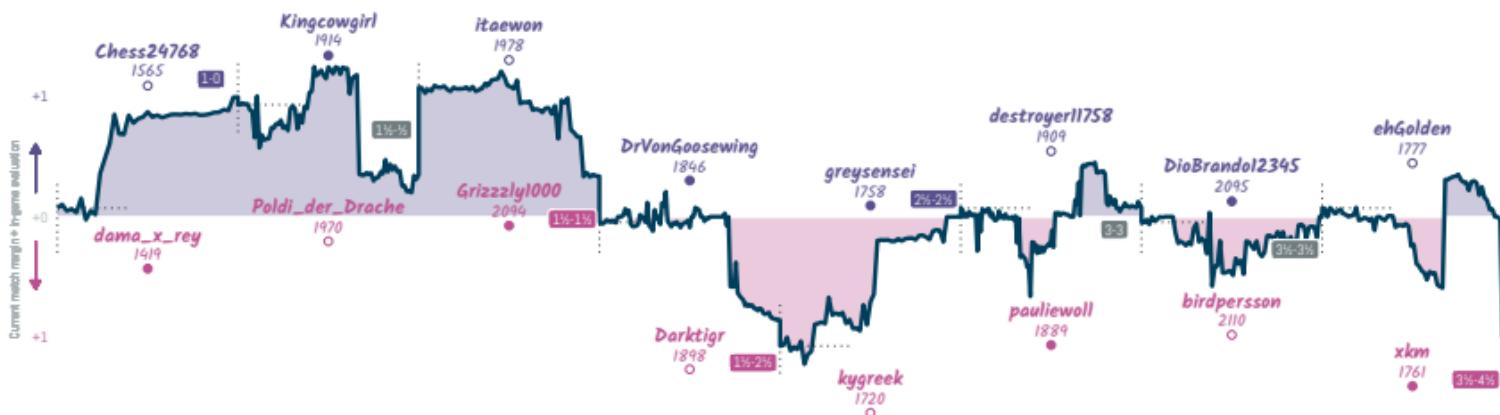
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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': '(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 23 April 2023.

1.f4 is the word 3½ 4½ A team with no name

Games

BB	Wed 13:00	B3	Thu 18:00	B2	Thu 19:00	B5	Thu 19:30	B7	Fri 00:00	B4	Fri 16:00	B1	Fri 16:15	B6	Sat 17:30
Chess24768	1	Kingcowgirl	½	itaewon	0	DrVonGoosewing	0	greysensei	1	destroyer11758	½	DioBrando12345	½	ehGolden	0
dama_x_rey	0	Poldi_der_Drache	½	Grizzly1000	1	Darktigr	1	kygreek	0	pauliewoll	½	birdperson	½	xkm	1
YgBkDUEv		47odzc88		YRuNOA48		6ItgyjTw		On6rodxI		vJQaXbg8		3nay84oj		gRoeqD8p	
C46 Three Knights Opening		C43 Russian Game: Modern Attack		A08 Zukertort Opening: Grünfeld Reversed		A13 English Opening: Agincourt Defense, Catalan Defense Accepted		B22 Sicilian Defense: Alapin Variation		A13 English Opening: Agincourt Defense, Wimpy System		A28 English Opening: King's English Variation, Four Knights Variation, Quiet Line		D11 Slav Defense: Quiet Variation, Pin Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.f4 is the word	3½	2	3	3	0	0	0	7h 6m 54s	29.3	6.2%	3.8%	2.1%
A team with no name	4%	3	2	3	0	0	0	7h 32m	31.4	11%	2.1%	3.1%

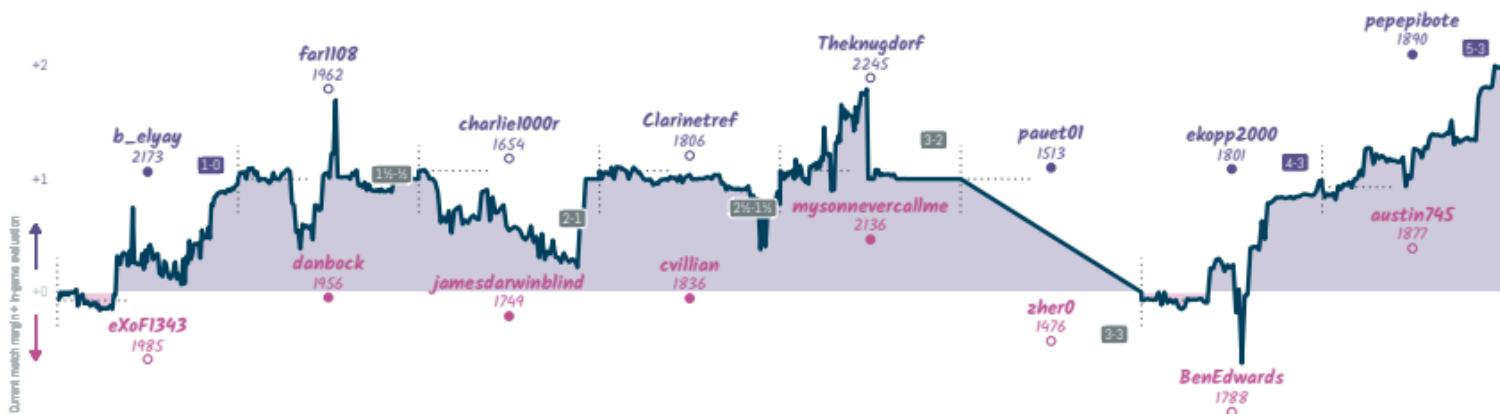
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 23 April 2023.

#9 Fork Over Knives 5 3 Kopycat Knights

Games

B2	Wed 11:00	B3	Thu 15:45	B7	Fri 14:00	B5	Sat 00:00	B1	Sun 08:00	B8	B6	Sun 17:00	B4	Sun 19:00
b_elay	1	far1108	%	charlie1000r	%	Clarinetref	%	Theknugdorff	%	pauet01	0F	ekopp2000	1	pepepibote
eXoF1343	0	danbok	%	jamesdarwinblind	%	cvilian	%	mysonnevercallme	%	zher0	1X	BenEdwards	0	austin745
wBnf4q9H		d9sqrgk		sP4BfYcw		j5Z32huc		xNwhpU27				0Zk4073e		sWcKoDpX
B22 Sicilian Defense: Alapin Variation		D30 Queen's Gambit Declined: Tarrasch Defense, Pseudo-Tarrasch		B12 Caro-Kann Defense: Mariczy Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		B94 Sicilian Defense: Najdorf Variation				C65 Ruy Lopez: Berlin Defense, Beverwijk Variation		B01 Scandinavian Defense: Portuguese Gambit, Wuss Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork Over Knives	5	3	0	4	0	1	0	6h 53m 21s	28.2	6.9%	2.6%	2.6%
Kopycat Knights	3	0	3	4	1	0	0	7h 16m 52s	36.4	5.9%	5.3%	4.6%

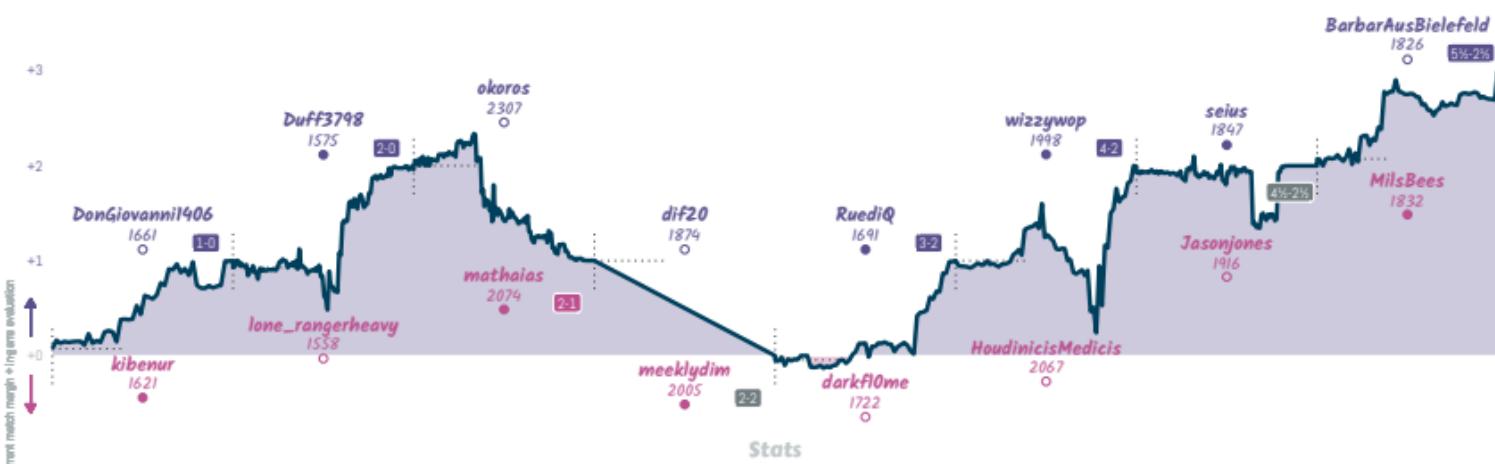
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/(F) (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 23 April 2023.

Encyclopedias of Perfection 5½ 2½ Sack Everything Everywhere All At Once

Games

B7	Wed 19:00	B8	Thu 10:30	B1	Thu 17:00	B3	B6	Fri 17:00	B2	Sat 14:00	B4	Sat 16:00	B5	Sun 16:00
DonGiovanni1406	1	Duff3798	1	okoros	0	dif20	0F	RuediQ	1	wizzywop	1	seius	5%	BarbarAusBiele...
kibenur	0	lone_rangerheavy	0	mathias	1	meeklydim	1X	darkfl0me	0	HoudinicisMedicis	0	Jasonjones	5%	MilsBees
dBWJbzVU		Qk78tBds		BJvtXGuv		9vebscaM		jr3oByz		9GSW4xct		VCBqRF6X		
B01 Scandinavian Defense: Gubinsky-Mats Defense		B77 Sicilian Defense: Dragon Variation, Yugoslav Attack, Cozniak Variation		B60 Indian Defense: Anti-Grinfeld, Alekhine Variation		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D47 Semi-Slav Defense: Maran Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		B43 Sicilian Defense: Kan Variation, Knight Variation		

Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Encyclopedias of Perfection	5%	5	1	1	0	1	0	7h 49m 55s	28.6	7.1%	2%	1.7%
Sack Everything Everywhere All At Once	2%	1	5	1	1	0	0	7h 46m 24s	41.3	9.8%	2.4%	4.1%

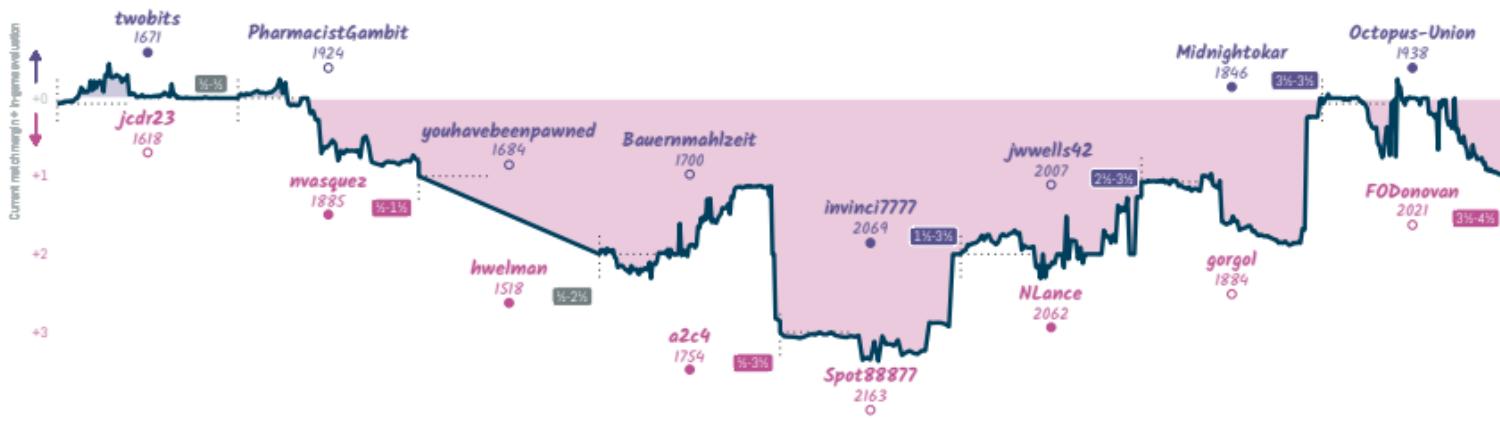
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games 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/(F) (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 23 April 2023.

Fork vs. Soup 3½ 4½ NA Hey, where's Dan?

Games

B7	Tue 07:00	B4	Tue 18:00	B8	Thu 18:00	B1	Fri 14:00	B2	Sat 14:00	B5	Sun 09:00	B3	Sun 12:00	
twobits	%	PharmacistGambit	0	youhavebeenpawned	0F	Bauernmahlzeit	0	invinci7777	1	jwwells42	1	Midnightokar	1	0
jcdr23	%	nvasquez	1	hwelman	1X	a2c4	1	Spot88877	0	NLance	0	gorgol	0	1
2Ik7Z3p		eBm6GnB5			1X0Bz5eY	A6NHIXAV	ZraU6NUJ	IqzhP9H1		BlV6KWMJ				
CS4 Italian Game: Classical Variation, Grace Gambit, Moeller-Therlitz Attack		EE4 King's Indian Defense: Fianchetto Variation, Yugoslav Variation, Rare Line			D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	D43 Semi-Slav Defense: Anti-Moscow Gambit	A84 Dutch Defense: Classical Variation			B13 Caro-Kann Defense: Exchange Variation			B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork vs. Soup	3%	3	3	1	0	1	0	7h 57m 4s	39.0	7.4%	4.9%	3.2%
Hey, where's Dan?	4%	3	3	1	1	0	0	6h 30m 32s	40.9	6.5%	3.6%	3.9%

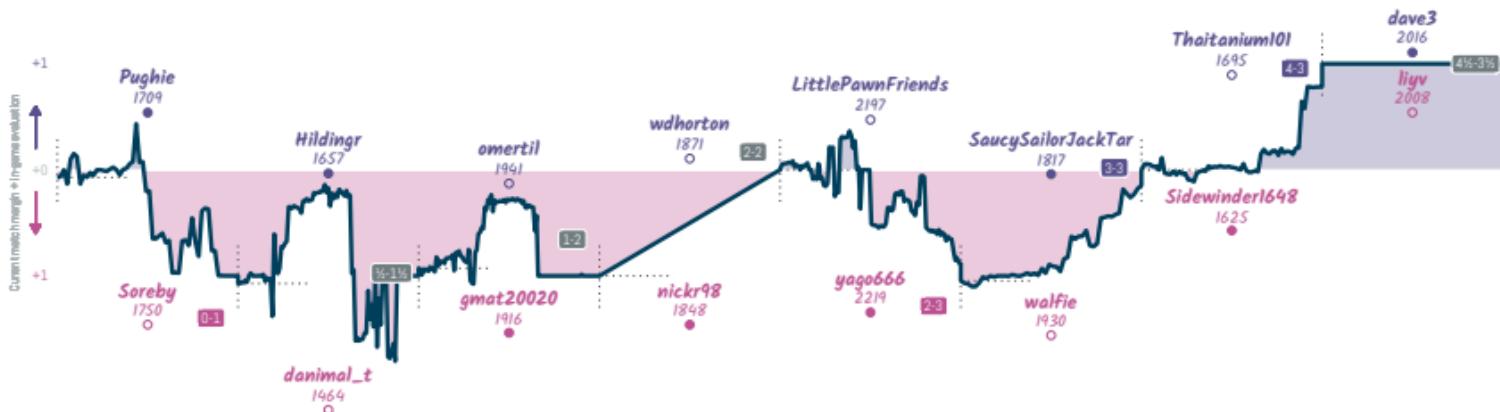
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 23 April 2023.

Nobody Expects The Spanish Lucenaposition... 4½ 3½ The Blunder Bus

Games

B6	Tue 19:00	B8	Fri 01:00	B3	Fri 06:00	B5	B1	Sat 13:15	B4	Sat 18:30	B7	Sun 18:30	B2
Pughie	0	Hildingr	½	omertil	½	wdhorton	1X	LittlePawnFriends	0	SaucySailorJac...	1	Thaitanium101	1
Soreby	1	danimal_t	½	gmat20020	½	nickr98	0F	yago666	1	walfie	0	Sidewinder1648	0
WfMEDjBF		2BZMKaMn		4b3xAqfC			StRFUxQ4		bdABvjbM		PRzFXbLn		
B28 Sicilian Defense: O'Kelly Variation, Normal System		C56 Italian Game: Scotch Gambit, Andersen Attack		A05 King's Indian Attack			D48 Semi-Slav Defense: Moran Variation		E13 Queen's Indian Defense: Kaaparov Variation		D37 Queen's Gambit Declined: Three Knights Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nobody Expects The Spanish Lucenaposition	4%	2	2	2	1	0	1	5h 52m 57s	40.6	4.1%	2.9%	6.6%
The Blunder Bus	3%	2	2	2	0	1	1	6h 1m 33s	38.0	7.8%	2.5%	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) win/loss/draw, 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 23 April 2023.

Middle-game-life crisis 3½ 4½ THE MONSTER DUCKS OF CHESS: Don't mis...

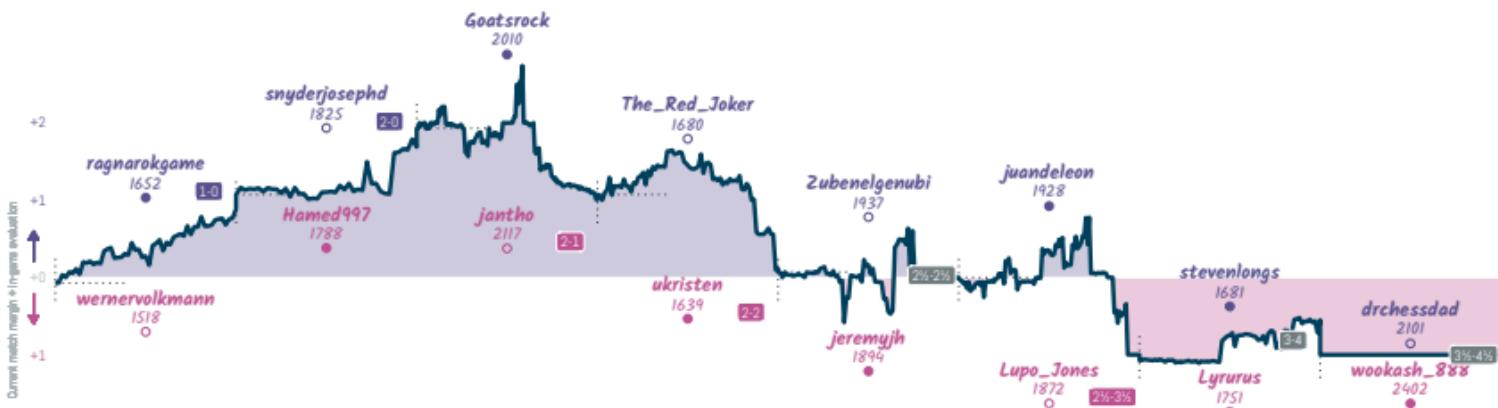
Games

BB	Thu 18:15	B5	Fri 14:15	B2	Sat 06:00	B7	Sat 14:00	B3	Sat 14:00	B4	Sat 14:00	B6	Sat 18:30	B1	
ragnarokgame wermervolkmann	1 0	snyderjosephd Hamed997	1 0	Goatsrock jantho	0 1	The_Red_Joker ukristen	0 1	Zubenelgenubi jeremyjh	½ ½	juandeleon Lupo_Jones	0 1	stevenlongs Lyrurus	½ ½	drchessdad wookash_888	½ ½
wsG28dyx TjajK9mN a10Cm26 tzeqRZwX zOp1dgwA e6DtPbtC myU61fmZ															

C21 Danish Gambit

B01 Scandinavian Defense:
Valencian Variation, Main
LineC24 Bishop's Opening:
Vienna HybridB22 Sicilian Defense: Alapin
VariationB40 Sicilian Defense:
Delayed Alapin VariationA40 English Defense: Pernin
VariationC95 Ruy Lopez: Closed,
Breyer Defense, Zaitsev
Hybrid

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Middle-game-life crisis	3½	2	3	2	0	0	1	7h 30m 39s	40.3	8.8%	2.8%	4.2%
THE MONSTER DUCKS OF CHESS: Don't mistake our waddle for weakness	4½	3	2	2	0	0	1	6h 47m 16s	34.8	10.2%	4.6%	2.8%

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 23 April 2023.

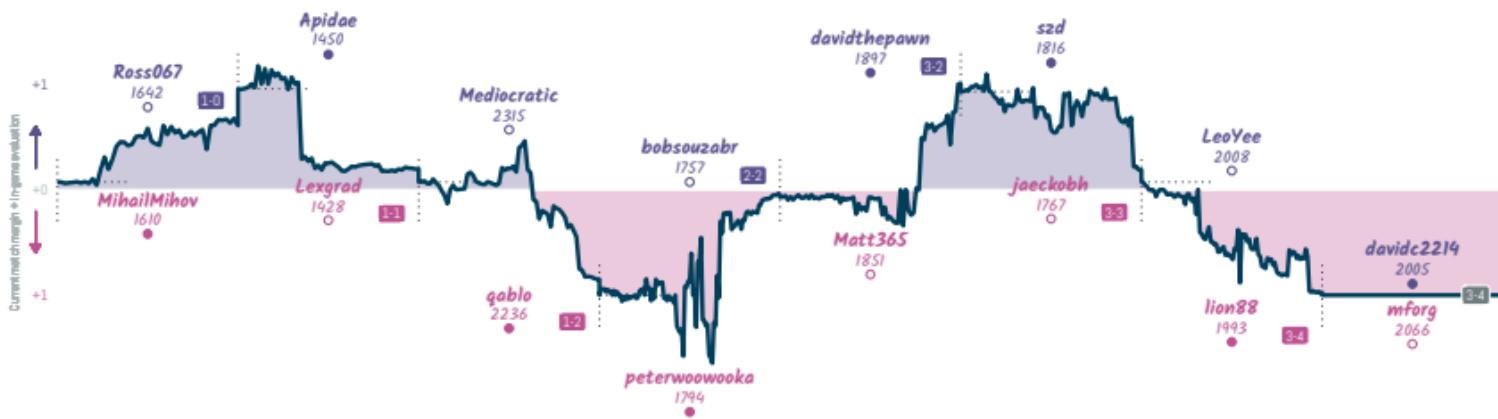
Talladega Knights: The Ballad of Bobb...

3 4 Vanguard Brigade Victors

Games

B7	Tue 10:00	B8	Wed 17:00	B1	Wed 19:00	B5	Thu 22:45	B4	Fri 17:00	B6	Sat 22:00	B3	Sun 00:00	B2	
Ross067	1	Apidae	0	Mediocritic	0	bobsouzabr	1	davidthepawn	1	szd	0	LeoYee	0	davidc2214	0F
MihailMihov	0	Lexgrad	1	qbilo	1	peterwoowooka	0	Matt365	0	jaeckohb	1	lion88	1	mforg	0F
RvQ3ktUq		61UOH157		hReRjGuK		xR61XARq		8RTsbx6g		eDdilvWB		eDhFsj4z			
C80 Ruy Lopez: Open, Riga Variation		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		B12 Caro-Kann Defense: Advance Variation, Tal Variation		D10 Slav Defense		C42 Russian Game: Classical Attack		C45 Scotch Game: Classical Variation		C29 Vienna Game: Vienna Gambit, Paulsen Attack			

Story



Stats

Team	Pts	W	L	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Talladega Knights: The Ballad of Bobby Fischer	3	3	4	0	0	0	5h 58m 26s	39.4	9.2%	3.4%	3.4%
Vanguard Brigade Victors	4	4	3	0	0	0	6h 13m 26s	37.8	9.2%	3.4%	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 (played 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 23 April 2023.

ChatGPT Vs Chesster: Judgement Day 2½ 5½ Knockout Blow

Games

B2	Wed 20:00	B6	B5	Fri 18:30	B1	Fri 19:00	B3	B4	Sat 21:00	B7	Sat 21:00	B8	OF	
Sesquipedalism	%	stclion	1X	Lutin23	0	Whelp10	0	stevemckinnon	0F	speedyjohn	0	topspin15	1	
HoodieKing	%	milkreator	0F	loungelizard	1	TheChessArchives	1	butterpecan	1X	mgold	1	rjhor0	0	electricfalcon

jkt5V89z

2HL74nG5

8BuR5qv1

BCYxTgo0

5YSTehPb

C33 King's Gambit Accepted:
Bishop's Gambit, Anderssen
Defense

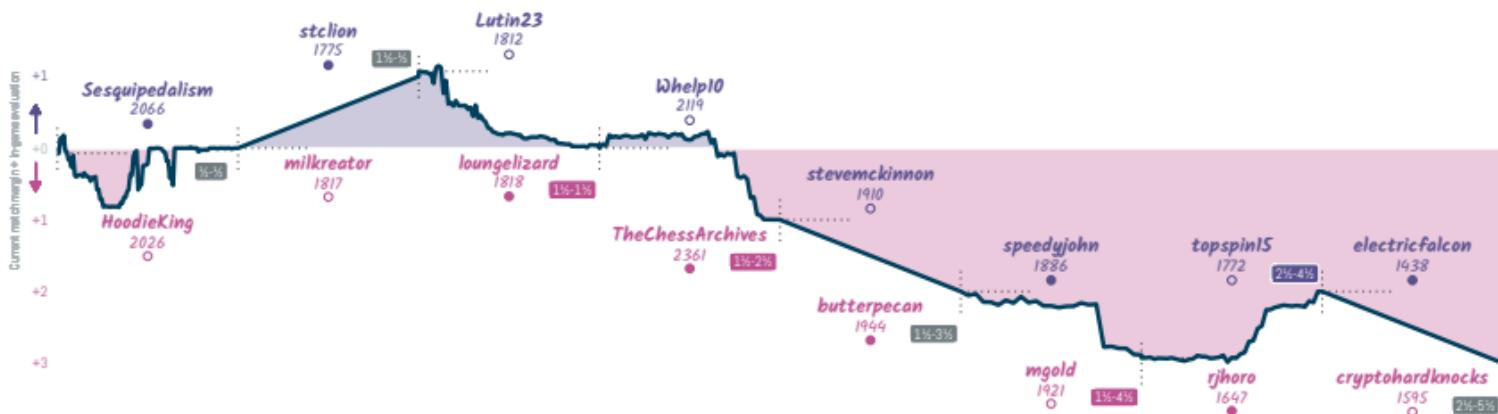
C51 Italian Game: Evans
Gambit, Hein Counter-gambit

A56 Benoni Defense

A52 Indian Defense:
Budapest Defense

B13 Caro-Kann Defense:
Exchange Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
ChatGPT Vs Chesster: Judgement Day	2%	1	3	1	1	2	0	2h 31m 14s	33.7	6.3%	5.1%	3.2%
Knockout Blow	5%	3	1	1	2	1	0	2h 45m 30s	24.0	5.7%	3.2%	1.3%

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 23 April 2023.

Blunder speaks for itself 1½ 6½ The DARK Knights

Games

B3	Mon 20:00	B8	Thu 15:00	B1	Fri 12:00	B6	Sat 07:00	B2	Sat 14:00	B7	Sat 19:15	B5	Sun 09:00	B4	
patk74	1½	WasdMouse	0	rise_bishop	0	kanishkparmar	½	UnLuckyNiko	0	Nairwolf	0	ascoliloko	0	esersens	½
Dan-Jon	½	r4do5	1	defensive_reso...	1	EnchantedBoard	½	jfarah	1	ruip	1	RodGammon	1	aeroplani1986	½

KNIJE21J

R35Em62m

Sfs11LT7

5ZFOb3kn

CPuyalXh

hG0nTKRa

cIn9ga3T

C28 Bishop's Opening: Vienna Hybrid, Hrancík Variation

C57 Italian Game: Two Knights Defense, Fried Liver Attack

A46 Indian Defense: London System

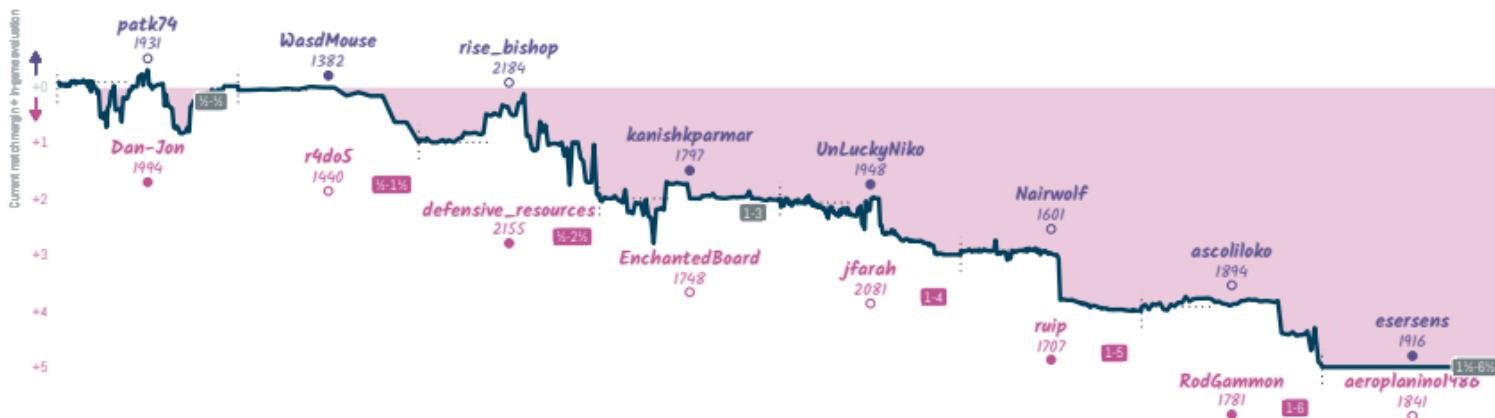
D01 Ruy Lopez: Jajava System

C41 Philidor Defense

C42 Russian Game: Classical Attack, Staunton Variation

A04 Zukertort Opening: Kingside Fianchetto

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder speaks for itself	1½	0	5	2	0	0	1	5h 44m 29s	45.5	5.9%	3.4%	6.6%
The DARK Knights	6½	5	0	2	0	0	1	6h 10m 16s	30.3	7.6%	1.4%	3.8%

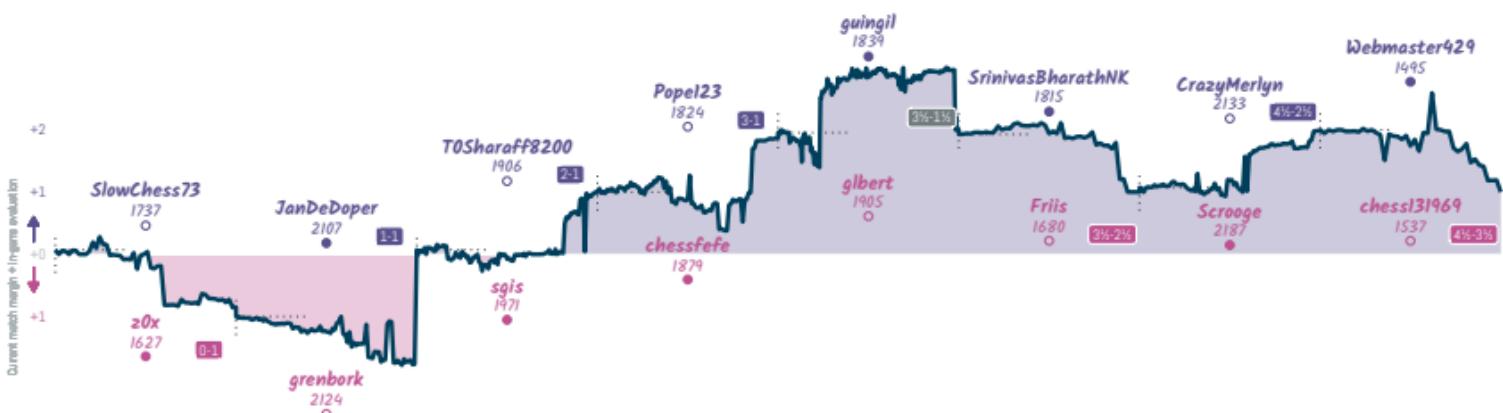
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 23 April 2023.

Bishop Better Have My Money 4½ 3½ Check, please!

Games

B7	Wed 18:30	B2	Wed 17:00	B3	Wed 20:15	B5	Thu 14:00	B4	Sat 19:00	B6	Sun 09:45	B1	Sun 17:00	B8	Sun 19:30
SlowChess73	0	JanDeDoper	1	T0Sharaff8200	1	Popel23	1	guingil	½	SrinivasBharathNK	0	CrazyMerlyn	1	Webmaster429	0
z0x	1	grenbork	0	sgis	0	chessfefe	0	gilbert	½	Frils	1	Scrooge	0	chess131969	1
ok1i6Fjw		7sX3rwPS		dv1o2Bwl		T6IrPQJ9		3sFANJRL		kd1gfwu6		jEX9YLW1		GNxtGvrj	
C02 French Defense: Advance Variation, Paulsen Attack		A01 Nimzo-Larsen Attack: Indian Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		D01 Rapport-Jabava System		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		C53 Italian Game: Classical Variation, Center Attack		B42 Sicilian Defense: Kan Variation, Polugaevsky Variation		A45 Indian Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishop Better Have My Money	4%	4	3	1	0	0	0	6h 32m 39s	45.5	7.6%	4.1%	4.1%
Check, please!	3%	3	4	1	0	0	0	8h 25m 39s	48.8	6.5%	1.6%	4.6%

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: 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 23 April 2023.

I. ...g5: Persistence is Futile 3 5 zwischen zwei Zwischenzügen zwitscher...

Games

B6	Tue 20:00	B3	Thu 00:00	B1	Thu 19:00	B5	Fri 19:30	B4	Sat 16:30	B2	Sat 21:30	B7	Sun 13:00	B8	Sun 16:00
TheVacuousRom cheeblue	1 0	shakkimatti55 dmg1979	1 0	rojazu wilfj	0 1	bushie123 PaulWithAnS	0 1	samhagen Tranzoo	1 0	KnightFury21 RobertSmith	0 1	Ptro unknownNano	0 1	ScienceGeek BigPig93	0 1

B0411rbU

fFpkqCaz

S7G83JUQ

n4YtahKp

BhRjn941

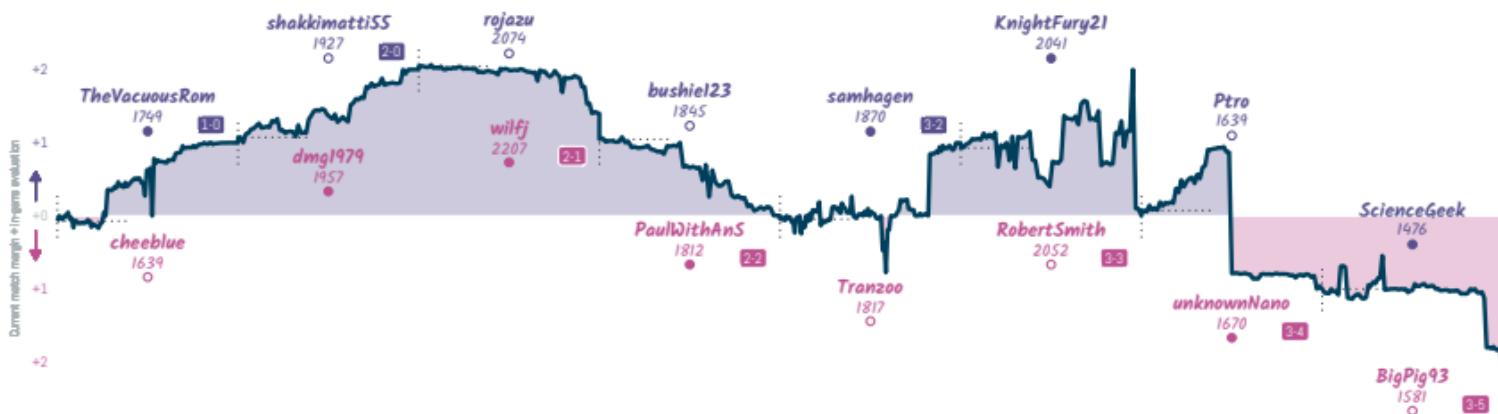
XxCroQzQ

b2adqjyP

53uzMP8a

D02 French Defense:
Advance Variation,
Nimzowitsch SystemB10 Caro-Kann Defense:
Accelerated Panov Attack,
Open VariationA20 English Opening: King's
English VariationA13 English Opening:
Agincourt DefenseA29 English Opening: King's
English Variation, Four
Knights Variation,
Fianchetto LineB21 Sicilian Defense:
Smith-Morra GambitD02 Queen's Pawn Game:
Chigorin VariationD30 Queen's Gambit:
Declined

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	7h 26m 35s	46.0	4.7%	3.8%	4.7%
Zwischen zwei Zwischenzügen zwitschern zwei Zugzwänge	5	5	3	0	0	0	0	5h 57m 46s	42.4	8.2%	2.8%	4.4%

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/(F)W/L/F(D); 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 23 April 2023.