

Do I have to attend the press conference? 4½ 3½ Long Live The Ding!

Games

B7	Tue 19:00	B1	Wed 16:00	B2	Wed 18:30	B3	Wed 22:30	B5	Sat 12:00	B4	Sun 14:00	B8	Sun 15:00	B6	Sun 18:00
toonber	0	antazhi8	1	Think_Slow_Mov...	1	mynamismund	1	smarteagle	1	wachini	½	HappySandbags	0	TastyOs	0
cheeblue	1	sabarizbruce	0	VanRoy	0	BrandrokID	0	PaulWithAnS	0	pauliewoll	½	hwelman	1	joehan	1

Iab9CV2H

sh10mfhp

SEAFAXv

SGFCjYHJ

dQAR5Le2

XR8zmJQz

ofpmXUEH

Tj8xXY76

B22 Sicilian Defense: Alapin Variation

B20 Queen's Gambit Accepted: Old Variation

C01 French Defense: Exchange Variation

AB0 Dutch Defense: Hopton Attack

C45 Scotch Game: Classical Variation

B25 Sicilian Defense: Closed

AB0 Dutch Defense: Hopton Attack

C00 French Defense: Horwitz Attack, Pape-Ticoulat Gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do I have to attend the press conference?	4½	4	3	1	0	0	0	5h 38m 30s	37.9	12%	2.6%	4.3%
Long Live The Ding!	3½	3	4	1	0	0	0	5h 26m 2s	38.4	6.8%	5.1%	3.4%

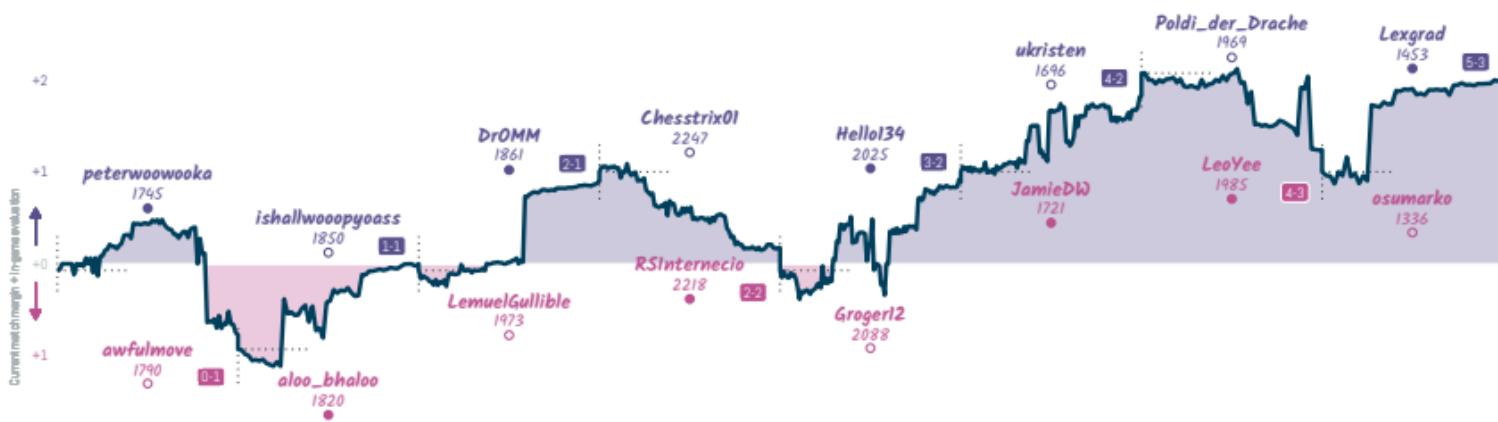
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 16 May 2023.

The Clock Crushers: Dangerous in any ... 5 3 The Real Blunders Were The Friends We...

Games

B6	Tue 23:30	B5	Wed 17:00	B4	Wed 18:30	B1	Thu 15:00	B2	Fri 20:00	B7	Sat 13:00	B3	Sun 18:00	B8	Sun 20:00
peterwoowooka	0	ishallwoopyoass	1	DrOMM	1	Chesstrix01	0	Hello134	1	ukristen	1	Poldi_der_Drache	0	Lexgrad	1
awfulmove	1	aloo_bhaloo	0	LemuelGullible	0	RSInternecio	1	Groger12	0	JamieDW	0	LeoYee	1	osumarko	0
B6Fq3pHN		P9WtbJS7		P7R0y2XM		zkAHQ0ht		YjoThvqu		XSC0jFj6		loJFX5CR		6h0h21Xp	
B50 Sicilian Defense: Delayed Alapin		B21 Sicilian Defense: Smith-Morra Gambit		B01 Scandinavian Defense: Modern Variation		D31 Semi-Slav Defense: Nonbohm Variation		B07 Pirc Defense: Byrne Variation		E21 Nimzo-Indian Defense: Three Knights Variation		B10 Caro-Kann Defense		A40 Horwitz Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Clock Crushers: Dangerous in any Time Control	5	5	3	0	0	0	0	5h 30m 31s	28.8	7%	1.7%	2%
The Real Blunders Were The Friends We Made Along The Way	3	3	5	0	0	0	0	6h 50m 17s	35.4	8.6%	2.3%	3%

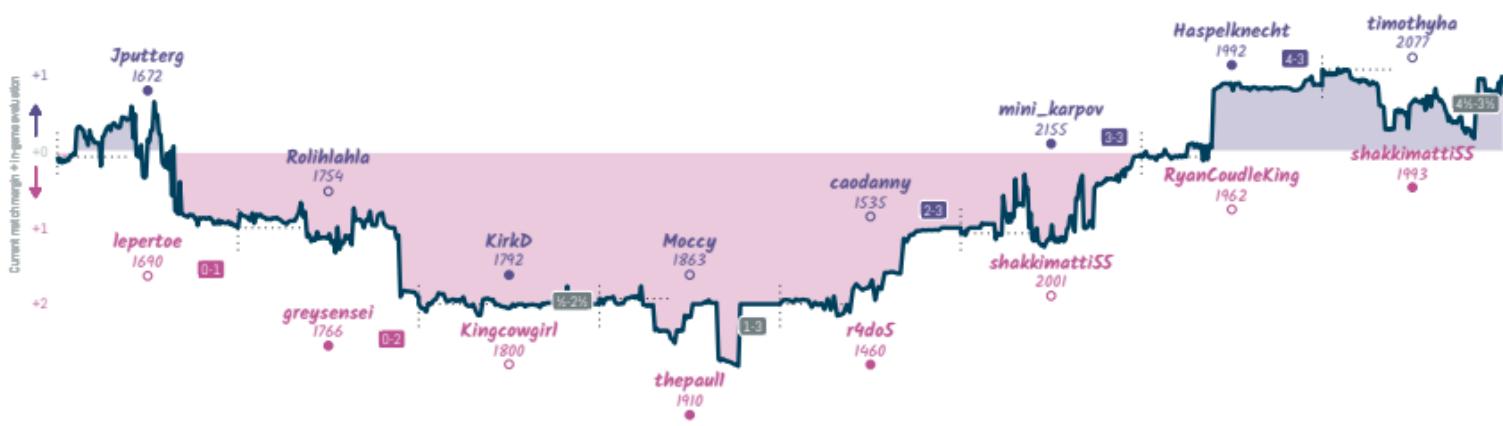
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Ding Liren Gang - Rapport's Delight 4½ 3½ Morphyne Drip

Games

B7	Thu 17:30	B6	Fri 14:30	B5	Fri 18:30	B4	Sat 16:00	B3	Sat 17:15	B1	Sun 13:30	B3	Sun 20:00	B2	Sun 19:00
Jputterg	0	Rolihlahla	0	KirkD	½	Moccy	½	caodanny	1	mini_karpov	1	Haspelknecht	1	timothyha	½
leptoe	1	greysensei	1	Kingcowgirl	½	thepoull	½	r4do5	0	shakkimatti55	0	RyanCoudleKing	0	shakkimatti55	½
c79FpB5M		zcjchvrB		kAxBxO		8Q8BjGbj		DDs1BbyU		dk8PZHul		pQ1ZZjyY		q000jNMG	
B06 Modern Defense		A70 Benoni Defense: Classical Variation		B02 Queen's Pawn Game: Krause Variation		B44 Sicilian Defense: Taimanov Variation		D12 Slav Defense: Quiet Variation, Schallapp Defense		C47 Four Knights Game: Italian Variation		B41 Sicilian Defense: Kan Variation		B22 Sicilian Defense: Alapin Variation, Stoltz Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding Liren Gang - Rapport's Delight	4½	3	2	3	0	0	0	9h 29m 7s	37.4	7.3%	2.6%	3.9%
Morphyne Drip	3½	2	3	3	0	0	0	8h 26m 49s	39.5	10.2%	1.8%	4.7%

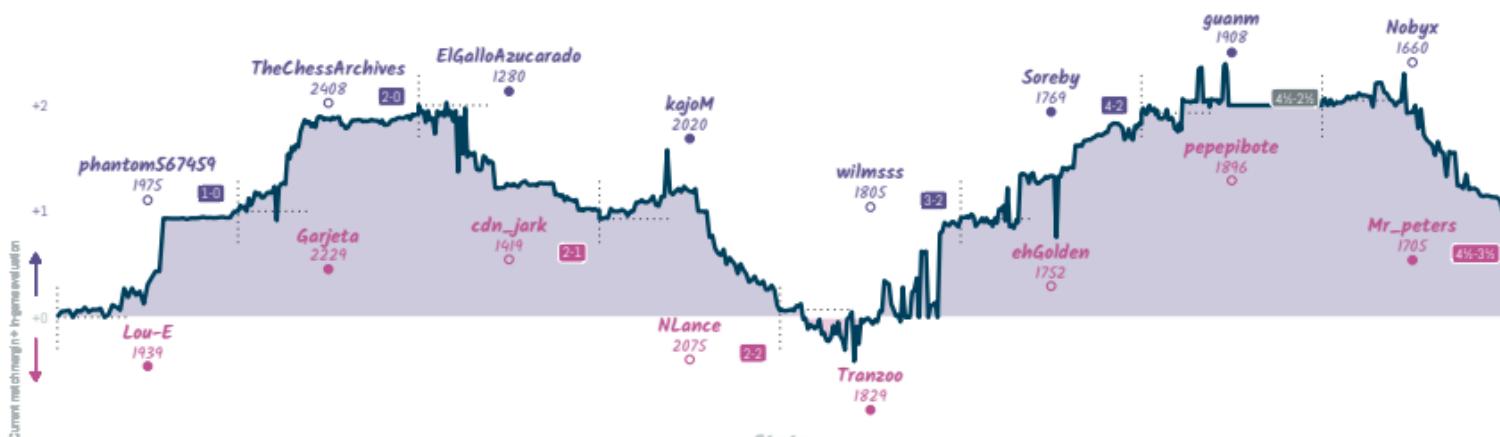
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Ding of the Hill 4½ 3½ You Come at the Ding, You Better Not ...

Games

B3	Mon 19:00	B1	Tue 19:45	B8	Wed 23:00	B2	Thu 16:00	B5	Thu 18:00	B6	Sun 14:00	B4	Sun 19:00	B7	Sun 21:45
phantom567459	1	TheChessArchives	1	ElGalloAzucarado	0	kajoM	0	wilmsss	1	Soreby	1	guannm	½	Nobyx	0
Lou-E	0	Garjeta	0	cdn_jark	1	NLance	1	Tranzoo	0	ehGolden	0	pepepibote	½	Mr_peters	1
BmvR50hd		bHyMs94t		as1Py5oy		0CDovVhr		e3LrfdJD		f7mcFONo		XSZeXig2		nGE2QIuy	
D27 Queen's Gambit Accepted: Classical Defense, Main Line		A61 Benoni Defense		D08 Queen's Gambit Declined: Marshall Defense		C44 Ponziani Opening: Vukovic Gambit		C70 Ruy Lopez: Margoly Defense, Cozio Defense		E90 King's Indian Defense: Normal Variation, Rare Defenses		A30 English Opening: Symmetrical Variation		A39 English Opening: Symmetrical Variation, Macking Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding of the Hill	4½	4	3	1	0	0	0	6h 8m 29s	31.5	6.4%	2.2%	3.8%
You Come at the Ding, You Better Not Miss (That You're Completely Losing After f5)	3½	3	4	1	0	0	0	6h 40m 12s	33.1	6.1%	4.8%	3.2%

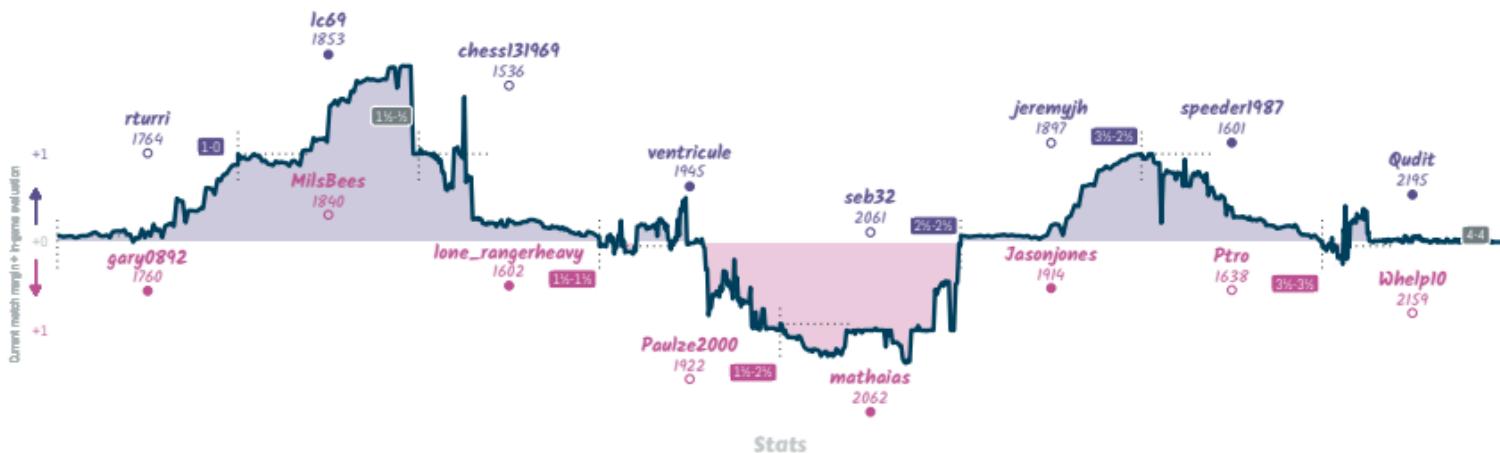
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Qudit and the Quantum Bits 4 4 The Immortal Name

Games

B6	Tue 15:00	B5	Thu 18:00	B8	Fri 18:30	B3	Sat 14:00	B2	Sat 16:00	B4	Sat 17:00	B7	Sat 18:00	B1	Sat 22:00
rturri	1	lc69	1853	chess131969	0	ventricule	0	seb32	1	jeremyjh	1	speeder1987	0	Qudit	%
gary0892	0	MilsBees	%	lone_rangerheavy	1	Paulze2000	1	mathias	0	Jasonjones	0	Ptro	1	Whelp10	%
43WdtzKy		16Kj5ACq		01rHh9cZ		wLV83f18		wCn2cLPQ		o82pd0zP		IJFCM1cm		Wfq751PK	
CB5 Ruy Lopez: Berlin Defense		E80 King's Indian Defense: Normal Variation, King's Knight Variation		A45 Indian Defense		A21 English Opening: King's English Variation: Kannan-Shirov Counterattack		C21 Danish Gambit		C88 Ruy Lopez: Closed		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A34 English Opening: Symmetrical Variation, Fianchetto Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Qudit and the Quantum Bits	4	3	3	2	0	0	8h 40m 34s	31.4	5.2%	1.9%	2.8%
The Immortal Name	4	3	3	2	0	0	8h 40m 16s	29.9	6.3%	2.8%	3%

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Caro Kann But We Kann't 6 2 Self-pinning for immorality

Games

B4	Tue 13:45	B6	Tue 18:00	B5	Wed 19:00	B8	Sat 14:00	B1	Sun 14:00	B7	Sun 14:00	B2	Sun 15:00	B3	Sun 18:00
izcms02	1	mfeeney88	1	STCLion	1	Blackshadowzz9	1	Thomsi	%	ZyropiX	0	ficheal21	1	elliottp	%
TwoPawnSacrifice	0	a2c4	0	cinemashow	0	dama_x_rey	0	Mediocritic	%	boinetnicolas	1	lyqst	0	far1108	%
60ZbfB0z		yLoaCOSV		InumGLTn		E10QLRYe		hUV0seT9		IEwInLvz		aJB0Uznk		gK1TwFyQ	
B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Panov Variation		A00 Polish Opening		B27 Sicilian Defense: Katalinov Variation		D02 Queen's Pawn Game: Chigorin Variation		B04 Alekhine Defense: Modern Variation, Alburn Variation		D11 Slav Defense: Modern Line		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D37 Queen's Gambit Declined: Harwitz Attack, Fianchetto Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kann But We Kann't	6	5	1	2	0	0	6h 50m 40s	38.5	9.7%	3.8%	3.8%
Self-pinning for immorality	2	1	5	2	0	0	5h 33m 23s	49.0	8.7%	3.8%	6.2%

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Every little Ding is gonna be alright 5½ 2½ We outsourced our prep to the #book-club

Games

B2	Wed 14:00	B4	Wed 20:00	B7	Fri 20:00	B5	Fri 20:00	B3	Sat 08:00	B8	Sat 15:45	B1	Sat 19:30	B6	Sun 13:30
sidfanDX	1	BenMTL	0	Creamsicle	0	bushiel23	½	Rolfomania	1	B2C4G7	1	sb_362	1	GarySlegg	1
wizzywop	0	Red_Pandaz	1	mgll	1	loungelizard	½	thibl	0	crcrson	0	Silkthewanderer	0	unknownNano	0
Gcc1RkD		Wg91a1iL		4IUH1xxG		30eBXQbh		koqJjAoU		F0MbW3cm		hp0ZqXDN		EhL232gi	
B30 Sicilian Defense: Nyzohtndinov-Rossolimo Attack		B30 Caro-Kann Defense		E40 Nimzo-Indian Defense: Normal Line		B22 Sicilian Defense: Alapin Variation		A04 Zukertort Opening: Black Mustard Defense		A01 Nimzo-Larsen Attack: Modern Variation		B67 Sicilian Defense: Richter-Rauzer Variation, Neo-Modern Variation		C24 Bishop's Opening: Vienna Hybrid	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Every little Ding is gonna be alright	5%	5	2	1	0	0	0	8h 35m 7s	47.9	10%	1.8%	5.6%
We outsourced our prep to the #book-club	2%	2	5	1	0	0	0	8h 45m 21s	53.8	13%	3.8%	5%

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Every Ding Needs a Queen 3 5 Pawn Fiction

Games

B6	Tue 18:30	B4	Thu 00:30	B2	Thu 17:30	B7	Fri 00:00	B5	Sun 11:00	B3	Sun 13:00	B8	Sun 15:00	B1
xkm	0	Octopus-Union	1	nerja25390	0	kygreek	0	GwyddPedr56	%	adandel	1	zher0	0	mysonnevercallme
Lyrurus	1	df20	0	Underkover	1	Hildingr	1	keaw	%	iljazbru	0	jsettlel	1	razorneck

hpGZovrn

BncqYZno

0mDDJPCK

FsN8SYPH

CGNhwmPU

05k3oleg

F6Hg6u1M

B13 Caro-Kann Defense:
Panov Attack, Modern
Defense

B20 Sicilian Defense

B90 Sicilian Defense:
Najdorf VariationC58 Italian Game: Two
Knights Defense, Polerio
Defense, Bishop Check LineB40 Sicilian Defense: Kan
Variation, Mardzoy Bind, Riti
VariationE60 Indian Defense:
Anti-Griffith,
Bauman-Williams AttackB56 Sicilian Defense:
Classical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Every Ding Needs a Queen	3	2	4	1	0	0	1 5h 40m 44s	43.7	8.7%	5.7%	3.5%
Pawn Fiction	5	4	2	1	0	0	1 6h 4m 18s	38.9	10.9%	2.6%	3%

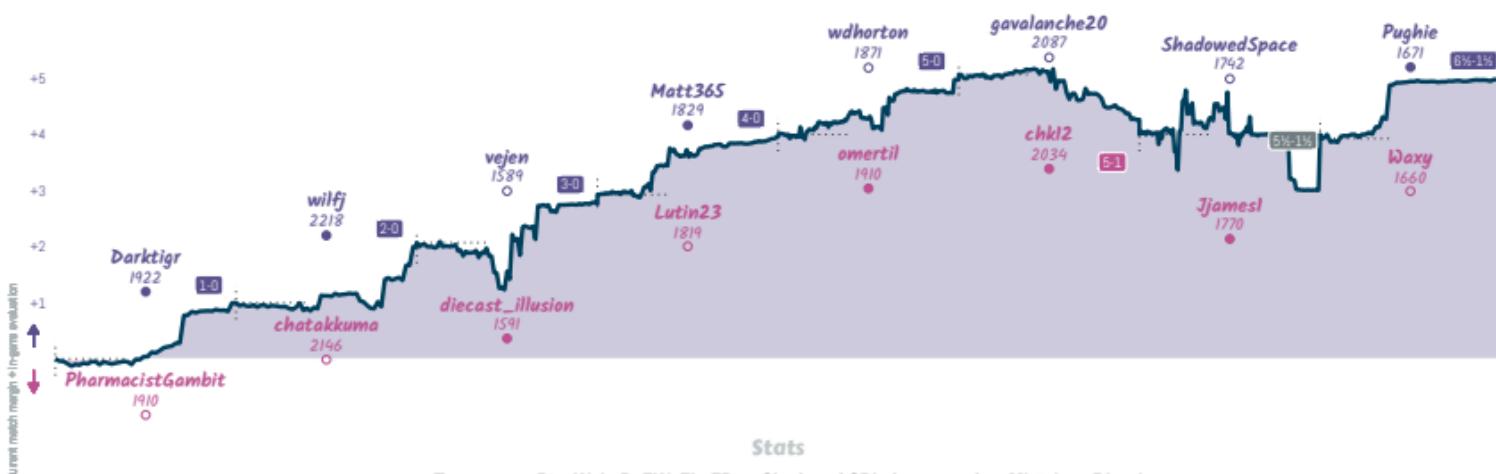
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The Lord of the Dings 6½ 1½ Waxy's Warriors

Games

B3	Wed 14:00	B1	Thu 22:00	B8	Fri 00:00	B5	Sat 07:00	B4	Sat 14:00	B2	Sat 18:00	B6	Sun 00:00	B7	Sun 20:30
Darktigr	1	wilfj	1	vejen	1	Matt365	1	wdhorton	1	avalanche20	0	ShadowedSpace	½	Pughie	1
PharmacistGambit	0	chatakkuma	0	diecast_illusion	0	Lutin23	0	omertil	0	chk12	1	JJames1	½	Waxy	0
1MFg5G11		1KzYffXj		a6f6xPb		I9H4aFPS		P0Mw4Bhq		DyMsN20T		TbWf9RqS		LYdIVXkx	
A40 English Defense		DB5 Grünfeld Defense: Exchange Variation		C00 French Defense: Two Knights Variation		C50 Italian Game: Guoco Pianissimo, Normal		A01 Nimzo-Larsen Attack: Indian Variation		B92 Sicilian Defense: Najdorf Variation, Opocensky Variation, Traditional Line		E15 Queen's Indian Defense: Fianchetto Variation; Nimzowitsch Variation		B08 Sicilian Defense: O'Kelly Variation, Márcozy Bind	

Story



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Benoni Bozos 2½ 5½ Fly like Rg6?!

Games

B7	Tue 00:30	B1	Tue 08:00	B8	Tue 16:00	B3	Sat 13:00	B5	Sat 13:00	B6	Sun 10:00	B4	Sun 14:00	B2	Sun 16:00
tone_fresh	0	x420noscope	½	SchachDork	1	ngducphu	0	keresch	0	AumarMustafa	0	Idekae	1	Professor_Reality	0
HunterDavis	1	g4lois	½	PumPkiN	0	patk74	1	Kry1001	1	Rivimies	1	muehre	0	Fierolocchio	1

QqP50qQW

A1V5I4lh

hFlZtPz1

I0QJbHsa

hvIcRr1r

PvxPAhGS

24W6EQxP

4GXqJLhB

C44 Scotch Game: Scotch Gambit, London Defense

E01 Catalan Opening: Closed

B05 Modern Defense: Standard Defense

EB2 King's Indian Defense: Fianchetto Variation, Larsen Defense

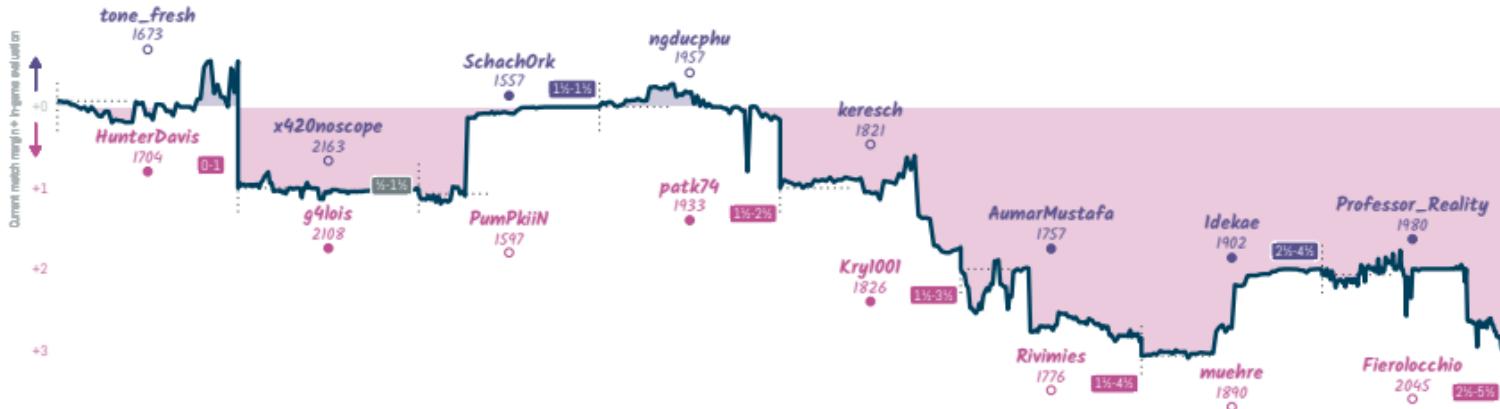
D45 Semi-Slav Defense: Main Line

D06 Queen's Gambit Declined: Baltic Defense

C58 Italian Game: Two Knights Defense, Polerio Defense, Bishop Check Line

B23 Sicilian Defense: Closed, Traditional

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Benoni Bozos	2%	2	5	1	0	0	0	6h 57m 40s	28.9	6.4%	2.1%	2.5%
Fly like Rg6?!	5%	5	2	1	0	0	0	7h 14m 12s	29.0	7.4%	2.1%	2.8%

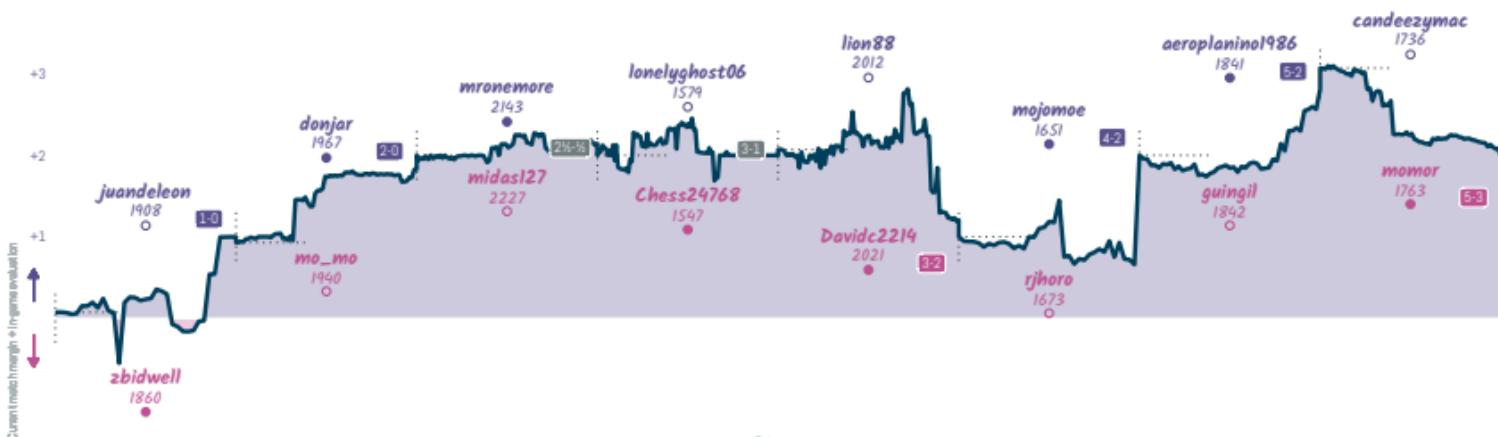
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Random Rapport non-BS files 5 3 The Zugzwang Zebras

Games

B4	Wed 00:00	B3	Wed 11:00	B1	Wed 12:00	B8	Wed 18:15	B2	Fri 10:15	B7	Fri 21:00	B5	Sat 17:30	B6	Sat 18:45
juandeleon	1	danjar	1	mronemore	5%	lonelyghost06	5%	lion88	0	mojomoe	1	aeroplanino1986	1	candeezymac	0
zbidwell	0	mo_mo	0	midas127	5%	Chess24768	5%	Davidc2214	1	rjhero	0	guingil	0	momor	1
Beg7ANaN		Yf09WjdA		02f8mByP		FwrG5Zz9		bSDg6WkX		UBz9RAQ2		JRF8pXGz		aqdH1kYD	
B10 Caro-Kann Defense: Two Knights Attack		C45 Scotch Game: Mieses Variation		E53 Nimzo-Indian Defense: Normal Variation, Gligoric System		AB4 Dutch Defense: Classical Variation		B10 Caro-Kann Defense: Goldman Variation		D32 Tarrasch Defense: Two Knights Variation		A80 Dutch Defense: Classical Variation		C42 Russian Game: Czerni Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Random Rapport non-BS files	5	4	2	2	0	0	0	5h 59m 41s	29.3	7.1%	1.9%	3%
The Zugzwang Zebras	3	2	4	2	0	0	0	5h 29m 47s	37.1	11.2%	3.4%	2.6%

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 16 May 2023.

CARLSENITO'S WAY 4½ 3½ dungeons and sicilian dragons

Games

B7	Fri 15:00	B6	Fri 18:30	B3	Sat 14:00	B1	Sat 18:00	B2	Sat 20:00	B5	Sun 07:15	B8	Sun 09:00	B4	Sun 13:00
SlowChess73	1	ipr	1	Zubenelgenubi	0	Racheschach	½	CanIUndoThatMove	0	SrinivasBharathNK	1	Duff3798	1	Pope123	0
Ross067	0	Scaredpeach	0	salof	1	Theknugeldorf	½	TrainingGrounds	1	Anthammer	0	Leo179	0	plastic_pusher	1

SUDsH06p

0dx4kgFF

boMX0BDx

FUVQYz18

0xmEchVP

UVI7cW8h

G5audTAS

oDAM61jb

B22 Sicilian Defense: Alapin Variation

B28 Sicilian Defense: O'Kelly Variation, Yeravon System

C13 French Defense: Classical Variation, Normal Variation

B90 Sicilian Defense: Majord Variation

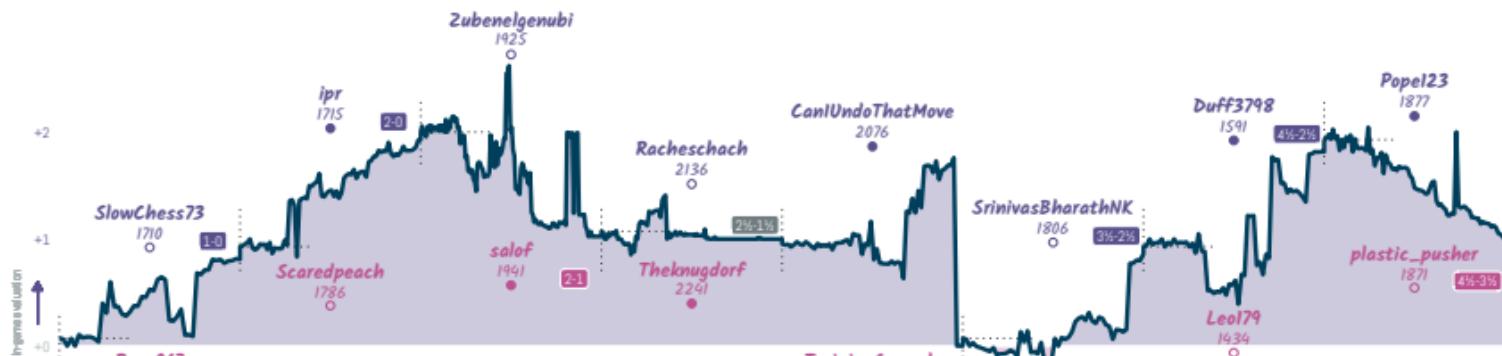
D45 Semi-Slav Defense: Stoltz Variation

B22 Sicilian Defense: Alapin Variation

B22 Sicilian Defense: Alapin Variation, Barman Defense

A05 King's Indian Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CARLSENITO'S WAY	4%	4	3	1	0	0	0	8h 11m 57s	39.1	7.3%	2.5%	3.8%
dungeons and sicilian dragons	3%	3	4	1	0	0	0	7h 8m 53s	39.7	6.3%	2.5%	4.7%

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 18 May 2023.

46...Rg6 2½ 5½ The Secret Bongcloud Society

Games

B8	Tue 22:00	B1	Thu 07:00	B4	Thu 18:15	B6	Sat 10:00	B7	Sat 12:00	B5	Sat 21:00	B3	Sun 06:30	B2	Sun 20:30
davegiltinan	0	KS_Legion_Legion...	0	dkol	½	ssyx	0	samuelglatz	0	ReheatedLeftovers	1	NZRicbie	1	scarff	0
redddevil906	1	jacade	1	FunkSoulBrother	½	darkfl0me	1	anmrose	1	PatchyThePirate	0	gmat20020	0	gercondon	1

mAfQbTKV

ecfpqu0q

B75dCbLQ

K3J1uLeH

ANvZSVPz

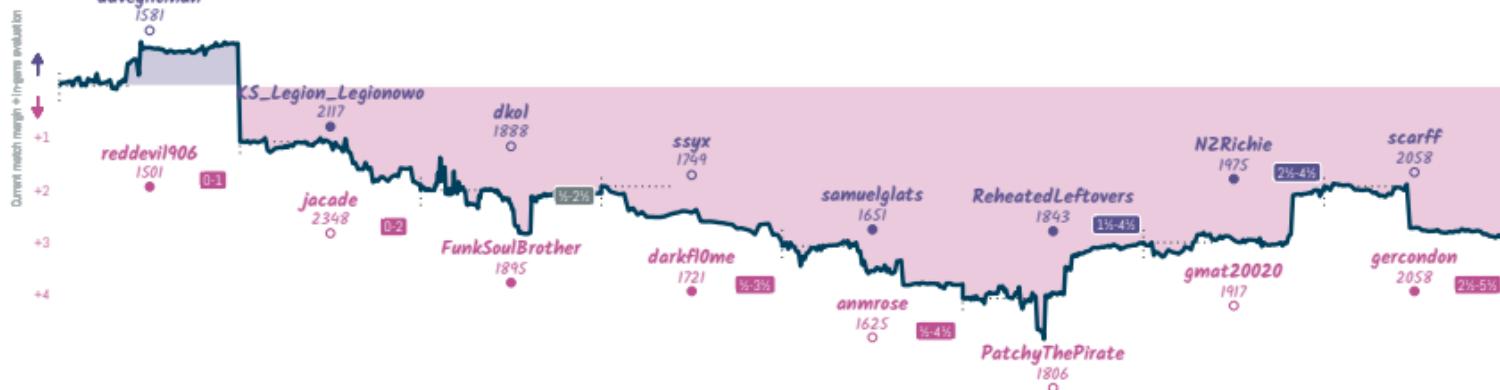
9mXXUZmR

f654wVBB

ncmpFk39

D35 Queen's Gambit
Declined: Normal DefenseB3.8 Caro-Kann Defense:
Classical Variation, Flohr
VariationD02 Queen's Pawn Game:
Symmetrical Variation,
Pseudo-CatalanB1.0 Caro-Kann Defense:
Euwg AttackB27 Sicilian Defense:
Hyperaccelerated DragonB12 Caro-Kann Defense:
Advance Variation, Short
VariationD30 Queen's Gambit
DeclinedB27 Sicilian Defense:
Hyperaccelerated
Fianchetto

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
46...Rg6	2%	2	5	1	0	0	0	6h 14m 50s	39.3	6.5%	3.7%	2.5%
The Secret Bongcloud Society	5%	5	2	1	0	0	0	6h 47m 29s	32.8	7.3%	2%	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 (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 16 May 2023.

"i"an "n"epomniachtchi is nobody for me 7½ 0½ ChatQGD

Games

B6	Fri 15:00	B5	Fri 20:00	B2	Sat 08:00	B4	Sat 08:15	B8	Sat 11:30	B1	Sat 13:00	B3	Sun 14:30	B7	Sun 18:00
lopxl	1	octacle	1	RobertSmith	1	walifie	½	electricfalcon	1	Pendru	1	rsandzimier	1	jwmckelvey	1
d0wnh0me	0	seius	0	Meekydim	0	d1mitar	½	widp	0	CrazyMerlyn	0	val1313	0	prostidude	0
vGqw7cE4		uBIIAUkC2		NmQp42eh		CF2sRIV		wM47VRWx		B6f4Tz3r		g0gGR0cX		9egU7ejp	
D35 Queen's Gambit Declined Exchange Variation, Positional Variation		D45 Semi-Slav Defense: Normal Variation		CB3 Ruy Lopez: Schliemann Defense, Tartakower Variation		A49 Indian Defense: Praepiorka Variation		E36 Nimzo-Indian Defense: Classical Variation, Na6 Variation		C88 Ruy Lopez: Closed		B17 Caro-Kann Defense: Karpov Variation, Modern Variation		B22 Sicilian Defense: Alapin Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
"i"an "n"epomniachtchi is nobody for me	7½	7	0	1	0	0	0	7h 3m 50s	29.7	7.2%	1.8%	2.7%
ChatQGD	0½	0	7	1	0	0	0	8h 1m 11s	46.2	10.5%	3.3%	4.8%

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 with 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 16 May 2023.

No Real Ideas Or Deep Prep 3 5 Self-pinning for Immortality

Games

B1	Tue 19:30	B2	Tue 21:00	B6	Wed 22:00	B4	Thu 03:00	B5	Thu 05:00	B7	Thu 19:00	B3	Fri 19:00	B8	Sat 21:00
b_elayay	0	jwwells42	5	Ivory12	5	sidetracked_owl	0	Slamchops	1	Sidewinder1648	0	cathode-ray-jepsen	0	Marcind75	1
Dhmayer	1	rojazu	5	TheVacuousRom	5	TSSCFTTSOS	1	HollowLeaf	0	kibenur	1	Lynnvp	1	ScienceGeek	0

2vKAIGqk

UVNBv76D

h1WpLPh

zQqJ1088

UquERbR1

SNU3D08K

W3G5L5C5

ER6oRgoX

B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined

E15 Queen's Indian Defense: Fianchetto Variation, Check Variation, Intermezzo Line

D31 Queen's Gambit Declined: Charousek Variation

B31 Sicilian Defense: Nyizschnatdinov-Baszalima Attack, Fianchetto Variation

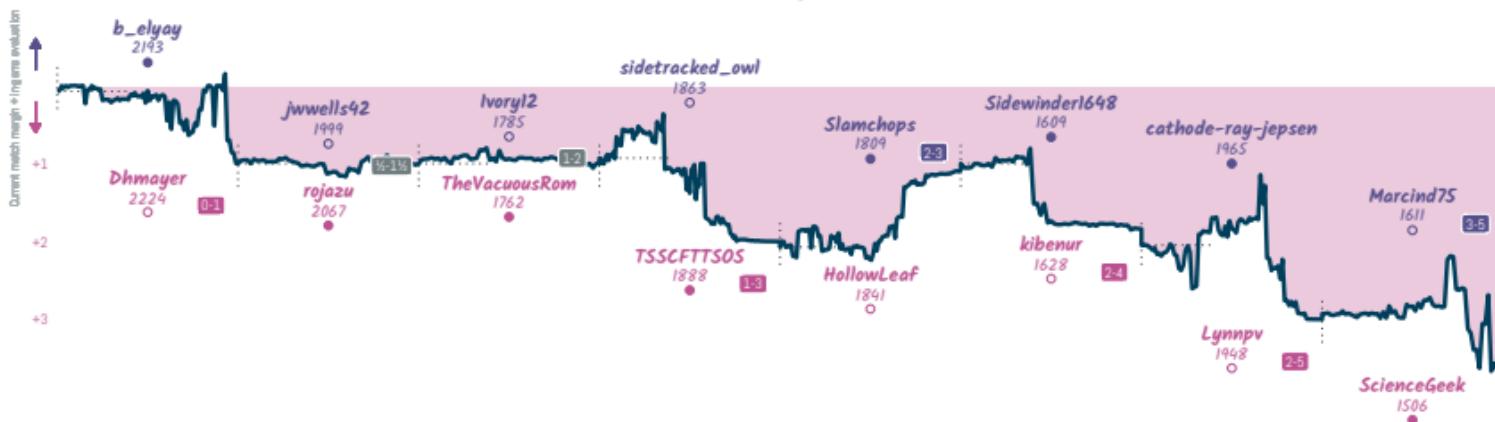
C00 French Defense: King's Indian Attack

D02 Queen's Pawn Game: London System

A20 English Opening: King's English Variation

B15 Caro-Kann Defense: Forges Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Real Ideas Or Deep Prep	3	2	4	2	0	0	0	7h 51m	42.4	8%	2.9%	4.8%
Self-pinning for Immortality	5	4	2	2	0	0	0	7h 44m 50s	32.0	9%	3.9%	2.9%

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The En Passant Entertainers 3½ 4½ The Miskatonic University Chess Club

Games

B8	Wed 14:00	B7	Wed 19:00	B1	Wed 18:30	B5	B2	B6	Sat 21:00	B3	B4	Sun 11:00
ceejcox	0	ipa420	1	AlexGaul	½	nickr98	0F	aboaInaga	0F	thenoobathome	0F	pawn4promotion
keeto	1	jurica_c	0	bufferunderrun	½	johnjpershing	1X	knightfury21	1X	DrOdnat	0	eirik4088

yxkQZF3t

hqG7mBHm

AtK7MyVP

C02 French Defense:
Advance Variation, Euwe
Variation

C41 Philidor Defense

ED4 Catalan Opening: Open
Defense

Rj0FU1XS

XdwR24tk

B01 Scandinavian Defense:
Modern VariationB99 Sicilian Defense:
Najdorf Variation, Main Line

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The En Passant Entertainers	3½	3	1	1	0	3	0	2h 59m 15s	31.8	7.2%	3.1%	3.1%
The Miskatonic University Chess Club	4%	1	3	1	3	0	0	3h 32m 46s	36.4	9.7%	3.6%	3.1%

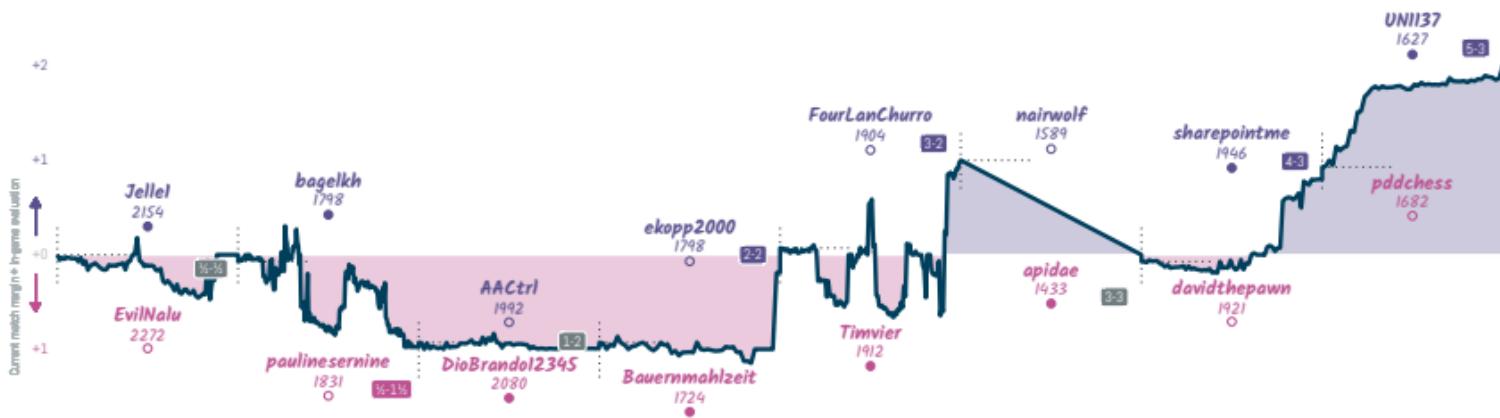
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 16 May 2023.

Don't Mean A Thing, If It Ain't Got T... 5 3 Maybe the real treasure was the Rappo...

Games

B1	Thu 18:00	B5	Thu 21:30	B2	Fri 13:00	B6	Fri 19:00	B4	Sat 15:00	B8	B3	Sun 15:00	B7	Sun 22:00
Jelle1	%	bagelkh	0	AACtrl	%	ekopp2000	1	FourLanChurro	1	nairwolf	0F	UN1137	1	
EvilNalu	%	paulinesernine	1	DioBrando12345	%	Bauernmahlzeit	0	Timvier	0	apidae	1X	davidthepawn	0	pddchess
1d9tqC4D		9pv9z5Nm		08bwvoEw		EQYkrbqg		ZC6bdA02				Zn8SwpF6		BX145vh5
E00 Catalan Opening		C50 Italian Game: Giuoco Pianissimo, Normal		A13 English Opening: Agincourt Defense, Wimpy System		B22 Sicilian Defense: Alapin Variation		C53 Italian Game: Classical Variation, Giuoco Pianissimo				B13 Caro-Kann Defense: Exchange Variation		B22 Sicilian Defense: Alapin Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Don't Mean A Thing, If It Ain't Got That Ding	5	4	1	2	0	1	0	7h 48m 21s	26.4	5.6%	1.6%	2.5%
Maybe the real treasure was the Rapport we made along the way	3	1	4	2	1	0	0	6h 51m 8s	32.9	5.6%	3.1%	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 (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 16 May 2023.

Arjun Not Entertained!? 2 6 Rapport's rapport with Ding

Games

B6	Tue 16:00	B4	Tue 21:00	B3	Wed 17:15	B7	Wed 18:30	B5	Sat 00:45	B2	Sat 08:00	B8	Sat 14:00	B1	Sun 17:30
Friis	%	DrVonGoosewing	1	Astronominoff	0	MattHasFun	0	JustChillJoe	0	inarch	0	mikelknight	0	ygel_way_to_2000	%
kanishkparmar	%	esersens	0	Arges42	1	Thaitanium101	1	SaucySailorJac...	1	dave3	1	ribrubrib	1	root2	%
ND2761TA		1GDPzNIC		AeL8JaaQ		IIr2i6Ld		SUK8Noxu		LCrK909S		I2hrUqaV		VRy6tjfX	
D35 Queen's Gambit		B32 Sicilian Defense: Kalashnikov Variation		C29 Vienna Game: Vienna Gambit, Breyer Variation		C29 Vienna Game: Vienna Gambit, Main Line		B12 Caro-Kann Defense: Advance Variation, Tal Variation		E61 King's Indian Defense: Smyslov Variation		C47 Four Knights Game: Scotch Variation Accepted		D11 Slav Defense: Quiet Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Arjun Not Entertained!?	2	1	5	2	0	0	0	6h 46m 15s	53.9	8.3%	4.2%	6.9%
Rapport's rapport with Ding	6	5	1	2	0	0	0	7h 59s	42.6	4.9%	3.5%	5.9%

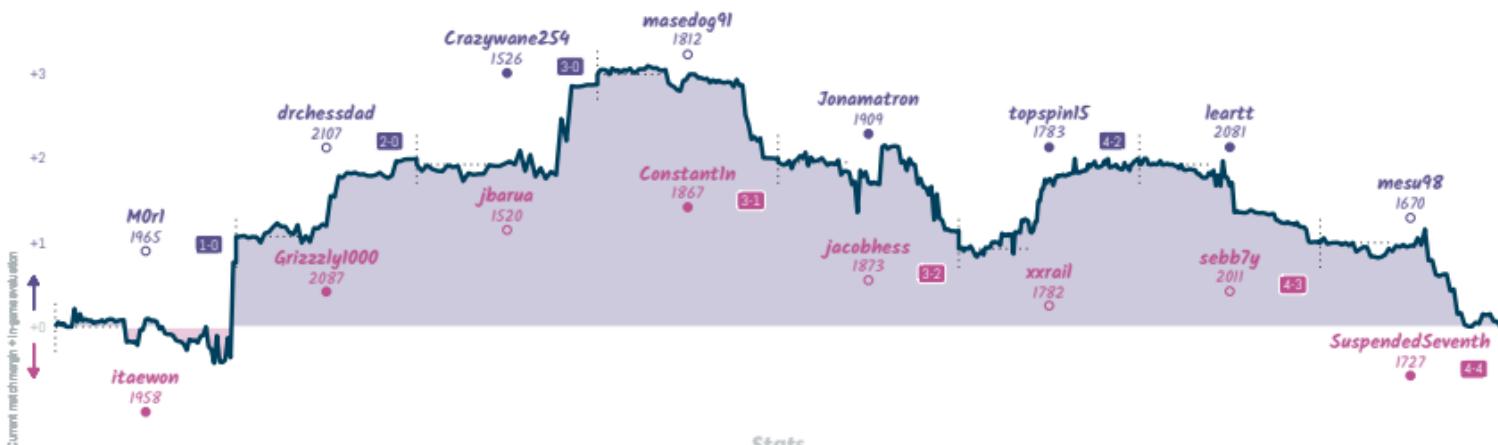
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Knights in White Satin 4 4 Poison Pawn Posse

Games

B3	Tue 19:00	B1	Wed 09:00	B8	Thu 22:00	B5	Thu 22:00	B4	Thu 23:00	B6	Fri 17:00	B2	Sat 13:00	B7	Sun 20:45
M0rl itaewon	1 0	drchessdad Grizzly1000	1 0	Crazywane254 jbarua	1 0	masedog91 ConstantIn	0 1	Jonamatron jacobhess	0 1	topspin15 xxrail	1 0	leartt sebb7y	0 1	mesu98 SuspendedSeventh	0 1
rHLjknSS		msk0PC19		QR2I07Sw		Q0tC2m1j		uETgaaPV		zqjgdjDN		YsG5zu8p		QSFz6otW	
A48 East Indian Defense		B13 Caro-Kann Defense: Exchange Variation		B09 Pirc Defense: Austrian Attack		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A13 English Opening: Agincourt Defense		C43 Russian Game: Modern Attack		B33 Sicilian Defense: Lasker-Pelikan Variation		D01 Rapport-Jahava System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights in White Satin	4	4	4	0	0	0	0	5h 50m 30s	40.3	9.6%	4.6%	2.7%
Poison Pawn Posse	4	4	4	0	0	0	0	6h 27m 58s	39.6	7.7%	3.1%	3.1%

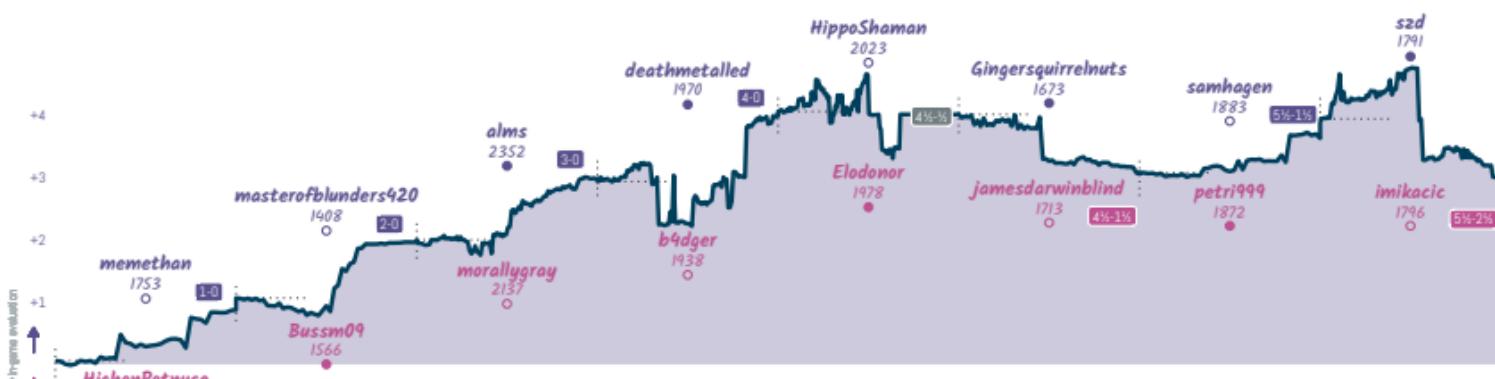
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 not included). '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 18 May 2023.

Leaked prep gambit 5½ 2½ The Hnefatafl Varangians from Llanfai...

Games

B6	Tue 12:00	B8	Wed 14:00	B1	Thu 16:00	B3	Fri 08:30	B2	Sat 07:00	B7	Sat 10:00	B4	Sun 03:00	B5	Sun 16:00
memethan	1	masterofblunde...	1	aims	1	deathmetalled	1	HippoShaman	½	Gingersquirrel...	0	samhagen	1	szd	0
HighonPotnuse	0	Bussm09	0	morallygray	0	b4dger	0	Elodonor	½	jamesdarwinblind	1	petri999	0	imikacic	1
wNhYwkZQ		w8StvXWP		1V7z3prG		MHQgd8Ay		Qf8rk1YK		J08olz0B		7k8rlMBc		3QDRF512	
B32 Sicilian Defense: Löwenthul Variation		A04 Zukertort Opening: Slav Invitation		D05 Queen's Gambit Declined: Exchange Variation		B22 Sicilian Defense: Alapin Variation, Barren Defense		A11 English Opening: Caro-Kann Defensive System		A65 Benoni Defense: King's Pawn Line		C58 Italian Game: Two Knights Defense, Pollio Defense, Bishop Check Line		D44 Ponziani Opening: Neumann Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Leaked prep gambit	5½	5	2	1	0	0	0	7h 34m 55s	32.5	5.7%	1.2%	3.6%
The Hnefatafl Varangians from Llanfairpwllgwyngyllgogerychwyrndrobwllllantysiliogogoch	2½	2	5	1	0	0	0	7h 14m 26s	38.1	9%	2.7%	3.6%

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 tiebreaks); ranks not shown for Round 1. This plot was compiled on 18 May 2023.

A Sac a Day Keeps the Wins Away 7 | The King's Armpit

Games

B5	Mon 20:15	B3	Wed 19:30	B4	Thu 19:00	B7	Thu 19:00	B1	Thu 21:00	B6	Sat 16:15	B2	Sat 17:45	B8	Sun 18:30
alexllstar	1	fake_switch	1	Daniel1802b	1	ragnarokgame	1	Artian12	1	Siress	1	HoudinicisMedicis	0	wernervolkmann	1
ztraynor	0	sgis	0	gilbert	0	z0x	0	Shnippy	0	alex-arsenault	0	pulsar512b	1	selunto	0

1yf#ftNS

U54Eaxck

snSc2P9e

UG63vo31

35aey7QW

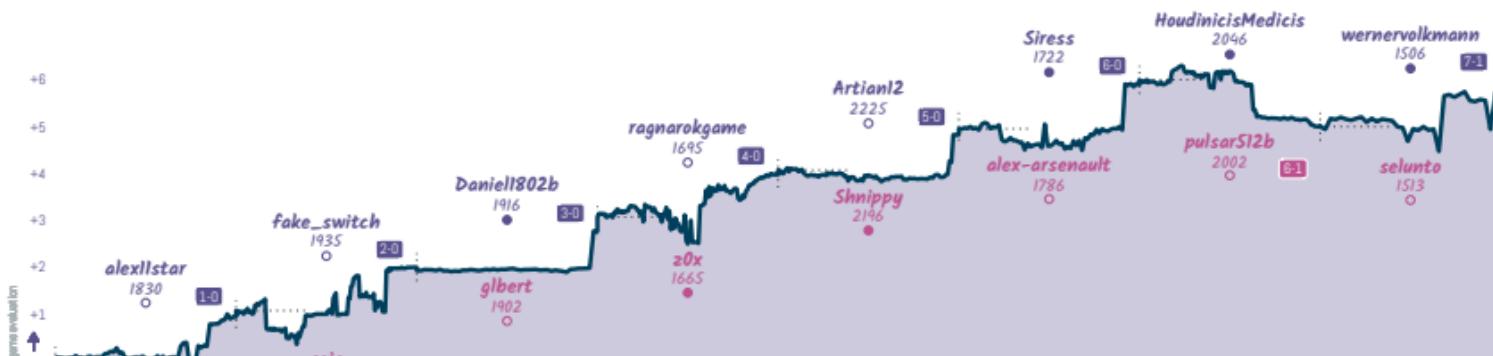
GzMDuk81

Xyam468d

EvR5cM70

B15 Caro-Kann Defense:
Tartakower VariationC01 French Defense:
Exchange Variation, Monte
Carlo VariationB11 Caro-Kann Defense: Two
Knights Attack, Minden
VariationE90 King's Indian Defense:
Normal Variation, Rare
DefensesB31 Sicilian Defense:
Nyoszneltdinov-Prossimo
Attack, Fianchetto VariationA21 English Opening: King's
English Variation,
Kramnik-Shirov
CounterattackE15 Queen's Indian Defense:
Fianchetto Variation;
Nimzowitsch Variation, Quiet
LineD00 Blackmar-Diemer
Gambit Accepted: Euwe
Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Sac a Day Keeps the Wins Away	7	7	1	0	0	0	0	8h 3m 14s	31.4	6.8%	2.1%	3.5%
The King's Armpit	1	1	7	0	0	0	0	7h 51m	42.5	5.3%	4.1%	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 (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 16 May 2023.

Knight To Meet You 5½ 2½ The courageous chess contubernium

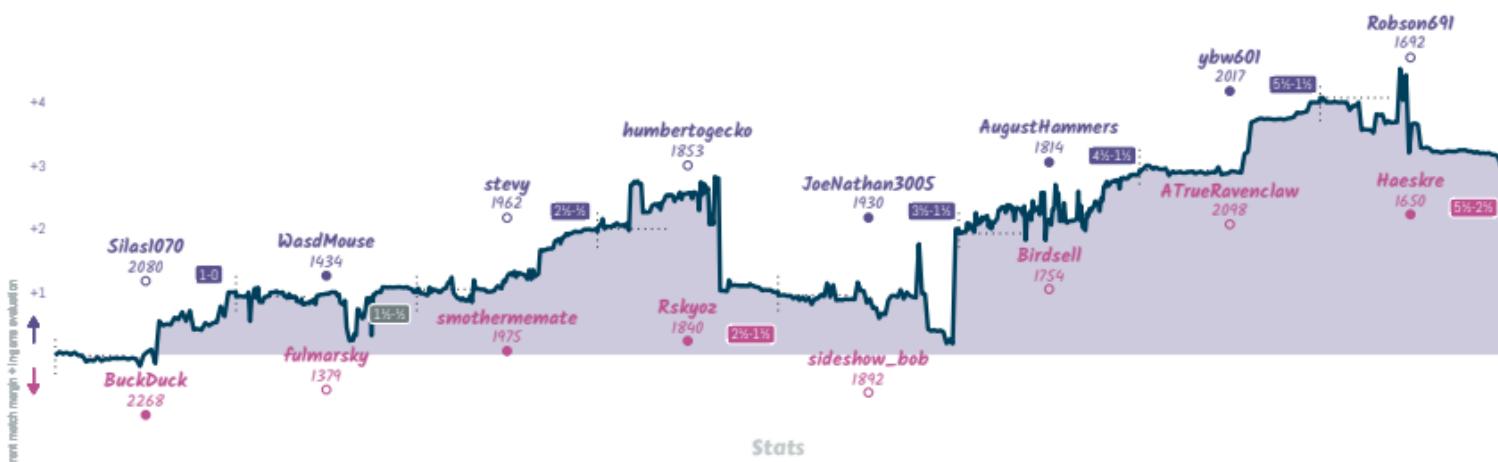
Games

B1	Thu 12:30	B8	Thu 20:00	B3	Sun 12:00	B5	Sun 14:00	B4	Sun 16:00	B6	Sun 17:00	B2	Sun 19:00	B7	Sun 20:00
Silas1070	1	WasdMouse	½	stevy	1	humbertogecko	0	JoeNathan3005	1	AugustHammers	1	ybw601	1	Robson691	0
BuckDuck	0	fulmarsky	½	smothermemate	0	Rskyoz	1	sideshow_bob	0	Birdsell	0	ATrueRavenclaw	0	Haeskre	1

6Sip48V1 47pPML9f 4f0R84Xo 29QGHcW5 5vWX1nK n4Yy6YJL s3IRBJzj 8SVZ2V9y

E20 Nimzo-Indian Defense: Kmoch Variation C77 Ruy Lopez: Morphy Defense, Wormald Attack C00 French Defense: Steiner Variation E18 Queen's Indian Defense: Classical Variation, Traditional Variation, Nimzowitsch Line A20 English Opening: King's English Variation C51 Italian Game: Evans Gambit, Anderssen Variation B78 Sicilian Defense: Dragon Variation, Yugoslav Attack, Old Line B10 Caro-Kann Defense: Accornero Panov Attack, Modern Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight To Meet You	5½	5	2	1	0	0	0	7h 53m 53s	44.1	8.6%	2.9%	5%
The courageous chess contubernium	2½	2	5	1	0	0	0	8h 45m 56s	52.9	8.6%	3.8%	6.5%

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/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 16 May 2023.

One Ding to Rule Them All 5½ 2½ pshh well its hard to be creative the...

Games

B5	Wed 23:00	B7	Fri 18:45	B6	Sat 13:30	B3	Sat 18:00	B8	Sun 15:00	B1	Sun 15:15	B4	Sun 18:00	B2	Sun 19:00
jrcrawford512	1	mumblecoredumb...	0	ruip	1	emanon92	1	SpenserCode	0	ben3536	1	fesklo	½	LIYV	1
fvafier	0	twobits	1	texasadam	0	alen111	0	BigPig93	1	milanrad	0	Midnightokar	½	Lukas_knuser	0

flpsy2dl

ET3XIGUK

32CaZF2b

QcEpYPhS

41CBdhJx

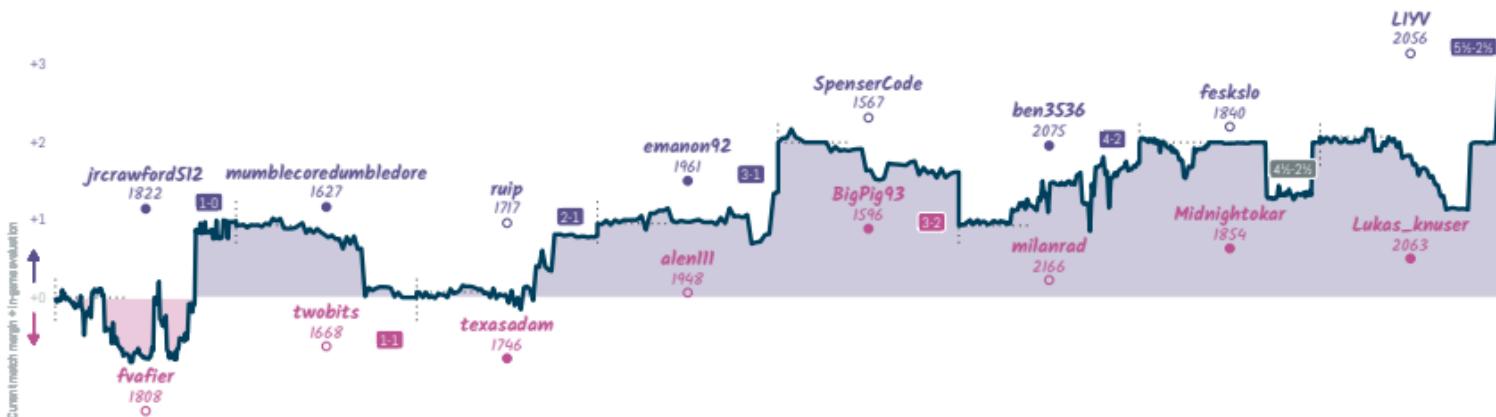
bWAKZqbh

TBgJeRjZ

5XJjvPKh

E10 Indian Defense:
Anti-Nimzo-IndianC43 Russian Game: Modern
Attack, Center VariationB40 Sicilian Defense:
Kramnik VariationA22 English Opening: King's
English Variation, Two
Knights Variation, Smyslov
SystemD08 Queen's Gambit
Declined: Albin
Counter-gambitC49 Four Knights Game:
Spanish VariationD04 Queen's Pawn Game:
Colle SystemC02 French Defense:
Advance Variation, Euwe
Variation

Story



Stats

Team

One Ding to Rule Them All

pshh well its hard to be creative these days, everything's been done before

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
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5½	5	2	1	0	0	0	7h 34m 43s	38.6	10.6%	2.5%	3.1%
2½	2	5	1	0	0	0	7h 57m 36s	42.5	7.2%	2.8%	4.7%

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 forfeits); ranks not shown for Round 1. This plot was compiled on 16 May 2023.