

#2 "i"an "n"epomniachtchi is nobody for me 2½ 5½ #7 Pawn Fiction

Games

B8	Wed 18:15	B2	Thu 11:00	B1	Thu 17:00	B5	Thu 17:30	B6	Thu 18:30	B7	Fri 23:30	B3	Sat 15:30	B4	Sun 12:00
electricfalcon	0	RobertSmith	½	Pendru	0	octacle	0	lopixl	½	jwmckelvey	½	rsandzimier	0	vahid_abazaril	1
jsettellel	1	Underkcover	½	Razorneck	1	dif20	1	Lyrurus	½	Hildingr	½	iljazbru	1	kesaw	0
jq96GS3K		5WpEY1hY		2BdSk6ND		ZcIAoZIE		4Xt3ynLb		gfMCKxAE		vlPteeUs		7DU9X11L	
C01 French Defense: Exchange Variation		C47 Four Knights Game		B96 Sicilian Defense: Najdorf Variation		A13 English Opening: Agincourt Defense		B01 Scandinavian Defense: Main Line, Mieses Variation		C29 Vienna Game: Vienna Gambit		C44 Scotch Game: Scotch Gambit, Advance 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	2½	1	4	3	0	0	0	6h 9m	36.0	5.3%	2.2%	3.6%
Pawn Fiction	5½	4	1	3	0	0	0	7h 29m 10s	31.9	5.8%	2.8%	3%

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#6 Random Rapport non-BS files 4 4 #1 The Lord of the Dings

Games

B4	Wed 00:00	B6	Wed 23:45	B3	Fri 07:30	B2	Fri 10:30	B5	Fri 17:30	B8	Sat 14:30	B1	Sun 13:00	B7	Sun 21:00
juandeleon	%	candeezymac	1	lion88	1	donjar	%	aeroplani1986	1	lonelyghost06	0	mronemore	0	mojomoe	0
wdhorton	%	ShadowedSpace	0	GlennJamesMax	0	BernardLunder	%	goirish	0	vejen	1	wilfj	1	Puglie	1
cPUK030e		JD1YSMK6		4EoJshNu		8kW9ba1Z		nNzDcxeh		KxiqdIvk		mtPMve5e		b074K0dG	
AD1 Nimzo-Larsen Attack: Modern Variation		C29 Vienna Game: Vienna Gambit		B03 Alkhanina Defense: Four Pawns Attack		C89 Ruy Lopez: Marshall Attack, Modern Variation		A00 Polish Opening: Queen's Indian Variation		C00 French Defense: Two Knights Variation		C77 Ruy Lopez: Morphy Defense, Anderssen Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Random Rapport non-BS files	4	3	3	2	0	0	0	8h 20m 56s	40.2	5.5%	1.5%	4.3%
The Lord of the Dings	4	3	3	2	0	0	0	8h 29m 37s	40.5	5.2%	1.5%	5.2%

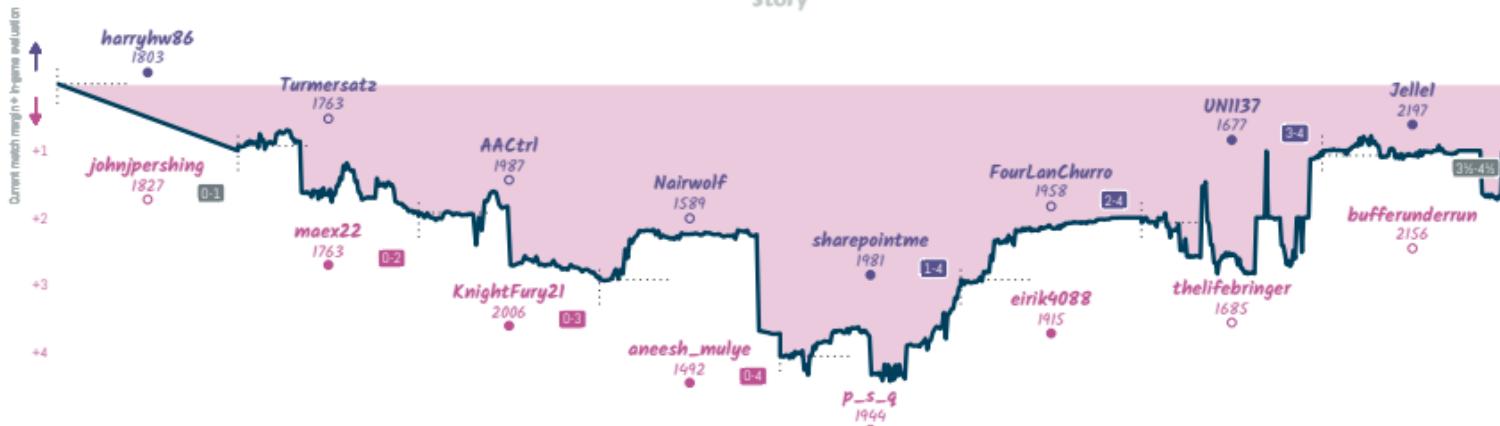
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#3 **Don't Mean A Thing, If It Ain't Got T...**3½ **4½** #9 **The Miskatonic University Chess Club**

Games

B5	B6	Wed 17:30	B2	Fri 09:00	B8	Fri 13:00	B3	Fri 13:00	B4	Sat 15:00	B7	Sat 20:00	B1	Sun 17:00
harryhw86	0F	Turmersatz	0	AACtrl	0	Nairwolf	0	sharepointme	1	FourLanChurro	1	UN1137	1	Jelle1
johnjpershing	1X	maex22	1	KnightFury21	1	aneesh_mulye	1	p_s_q	0	eirik4088	0	thelifebringer	0	bufferunderun
ZEK44nKj	Ksg9jJP6	PyvcOcpz	ZIHXwafM	esqj8zaD	VTkoRt5q	t04VlR1c								
C63 Ruy Lopez: Schliemann Defense	B40 Sicilian Defense: French Variation	C62 Ruy Lopez: Steinitz Defense	B12 Caro-Kann Defense: Advance Variation, Short Variation	B22 Sicilian Defense: Alapin Variation, Barman Defense	B33 Sicilian Defense: Open	C00 French Defense: Chigorin 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	3½	3	3	1	0	1	0	7h 23m 50s	41.7	9.4%	1.5%	3.6%
The Miskatonic University Chess Club	4½	3	3	1	1	0	0	7h 14m 33s	45.1	10.3%	2.7%	3.6%

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#8 Do I have to attend the press conference? 3½ 4½ #4 Leaked prep gambit

Games

B6	Mon 23:00	B7	Tue 21:00	B8	Wed 19:30	B2	Thu 18:00	B5	Fri 14:00	B3	Sat 00:00	B4	Sat 14:00	B1	Sat 18:15
TastyOs memethan	0 1	UpGoerFive em-as-in-emily	1 0	johnchess2 masterofblunde...	1 0	Think_Slow_Mov... HippoShaman	% %sdz	smarteagle s2d	1 0	mynameismund deathmetalled	0 1	wachini samhagen	0 1	antazhi8 Racheschach	0 1

GHg3tDM2

LZ8pqLq7

cWgs1N5y

3Vqbf8rH

aHhb7V1

6YBmtWLQ

g3ErzsUF

XEeIryWJ

E97 King's Indian Defense:
Orthodox Variation, Bayonet
AttackB13 Caro-Kann Defense:
Exchange VariationC47 Four Knights Game:
Scotch VariationC00 French Defense: Steiner
VariationE81 King's Indian Defense:
Sämisch Variation, Sämisch
GambitD20 Queen's Gambit
Accepted: Old VariationB63 Sicilian Defense:
Richter-Rauzer Variation,
Classical VariationE73 King's Indian Defense:
Semi-Averbakh System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do I have to attend the press conference?	3%	3	4	1	0	0	0	7h 46m 29s	36.1	5.7%	4.1%	3.2%
Leaked prep gambit	4%	4	3	1	0	0	0	7h 58m 51s	35.2	7.6%	3.5%	3.5%

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#5 Caro Kann But We Kann't 7 | #10 Ding Liren Gang - Rapport's Delight

Games

B5	Wed 19:00	B4	Thu 16:30	B3	Fri 15:00	B2	Sat 08:00	B7	Sat 12:00	B8	Sun 05:30	B1	Sun 13:00	B6	Sun 14:00
STCLion	%	izcms02	1	elliotp	1	Thomsi	%	Emanuel_Balluch	1	ZyropiX	1	ficheal21	1	mfeeney88	1
GwyddPedr56	%	Moccy	0	Haspelknecht	0	timothyha	%	Jputterg	0	caodanny	0	timothyha	0	Rolihlahla	0
8hh12e3S		w3QPtF8r		aceLiIIh		IEIXIN7H		YXxkFWWU		g6rBVmTI		CERsMZ78		e6lyUdce	
B27 Sicilian Defense: Katalinov Variation		D20 Queen's Gambit Accepted: Sadulov Variation		E06 Catalan Opening: Closed		C08 Ruy Lopez: Closed, Anti-Marshall		A15 English Opening: Anglo-Indian Defense, King's Knight Variation		C48 Four Knights Game: Spanish Variation, Classical Variation		D15 Slav Defense: Geller Gambit		A00 Polish Opening: Dutch Defense	

Story



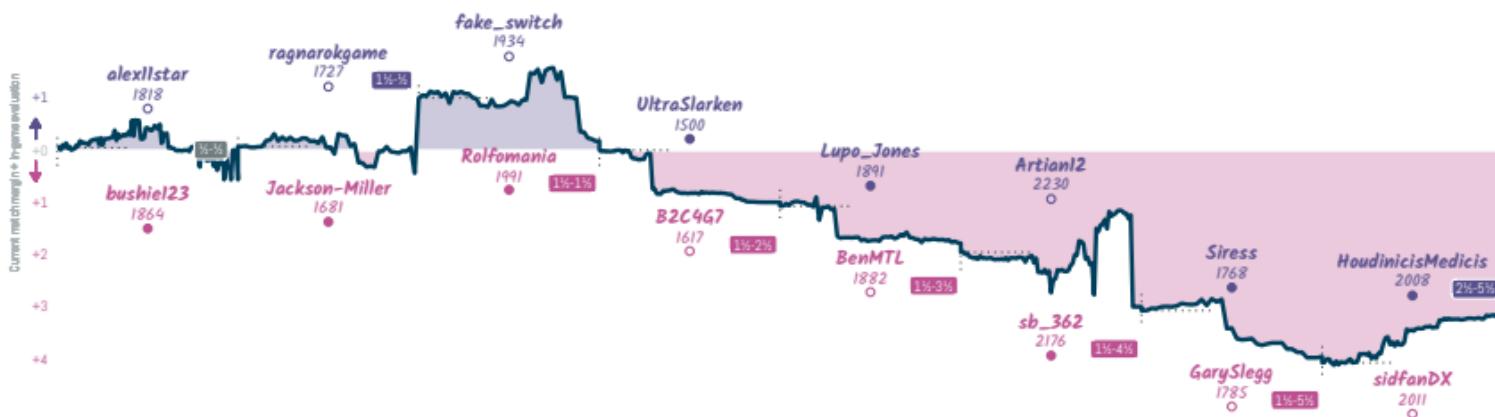
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A Sac a Day Keeps the Wins Away 2½ 5½ Every little Ding is gonna be alright

Games

B5	Tue 20:00	B7	Thu 18:30	B3	Thu 22:00	B8	Thu 23:30	B4	Sat 17:00	B1	Sat 20:00	B6	Sun 18:00	B2	Sun 17:30
alexllstar	%	ragnarokgame	1	fake_switch	0	UltraSlarken	0	Lupo_Jones	0	Artian12	0	Siress	0	HoudinicisMedicis	1
bushiel23	%	Jackson-Miller	0	Rolfomania	1	B2C4G7	1	BenMTL	1	sb_362	1	GarySlegg	1	sidfanDX	0
fs31Av9W		O1ld6ebF		ZkfyeCV8		bG1t7acN		LdVYY41G		10XQk8Vv		w7MFGGrk		cU8LEHDM	
B5 King's Indian Defense: Fianchetto Variation, Classical Main Line		B15 Caro-Kann Defense: Main Line		A50 Mexican Defense		A01 Nimzo-Larsen Attack: Indian Variation		A07 King's Indian Attack		A17 English Opening: Anglo-Indian Defense, Hedgehog System		C29 Vienna Game: Vienna Gambit, Main Line		B31 Sicilian Defense: Nyazhmetdinov-Passalima Attack, Fianchetto Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Sac a Day Keeps the Wins Away	2½	2	5	1	0	0	0	7h 35m 38s	47.7	8.7%	2.9%	6.1%
Every little Ding is gonna be alright	5½	5	2	1	0	0	0	7h 5m 5s	38.4	7.6%	4%	2.9%

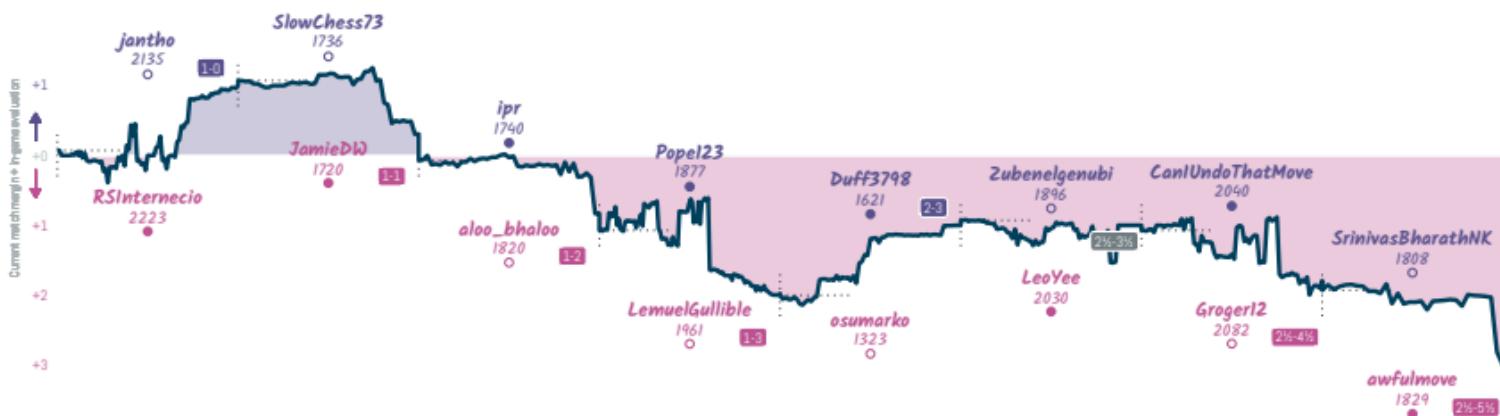
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CARLSENITO'S WAY 2½ 5½ The Real Blunders Were The Friends We...

Games

B1	Thu 08:00	B7	Thu 14:00	B6	Fri 18:30	B4	Fri 18:00	B8	Sat 11:00	B3	Sat 14:00	B2	Sat 18:00	B5	Sun 12:00
jantho	1	SlowChess73	0	iqr	0	Pepe123	0	Duff3798	1	Zubenelgenubi	½	CanIUndoThatMove	0	SrinivasBharathNK	0
RSInternecio	0	JamieDW	1	aloo_bhaloo	1	LemuelGullible	1	osumarko	0	LeoYee	½	Groger12	1	awfulmove	1
xQ0QRNXH		Y63CWsJg		ypCKevx		TG3c4d0A		kBkRJXxz		1ndxt915		SmkbseXX		y8cxLIMZ	
C24 Bishop's Opening: Vienna Hybrid		C44 Scotch Game: Scotch Gambit, Advance Variation		B32 Sicilian Defense: O'Kelly Variation, Maróczy Bind, Geller Line		B15 Caro-Kann Defense: von Hennig Gambit		B60 King's Indian Defense: Normal Variation, King's Knight Variation		B13 Caro-Kann Defense: Exchange Variation		B12 Caro-Kann Defense: Advance Variation, Van der Wiel Attack		B08 Pirc Defense: Classical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CARLSENITO'S WAY	2½	2	5	1	0	0	0	6h 58m 38s	37.0	9.3%	2.2%	4.5%
The Real Blunders Were The Friends We Made Along The Way	5½	5	2	1	0	0	0	6h 41m 31s	32.6	8.6%	4.5%	2.6%

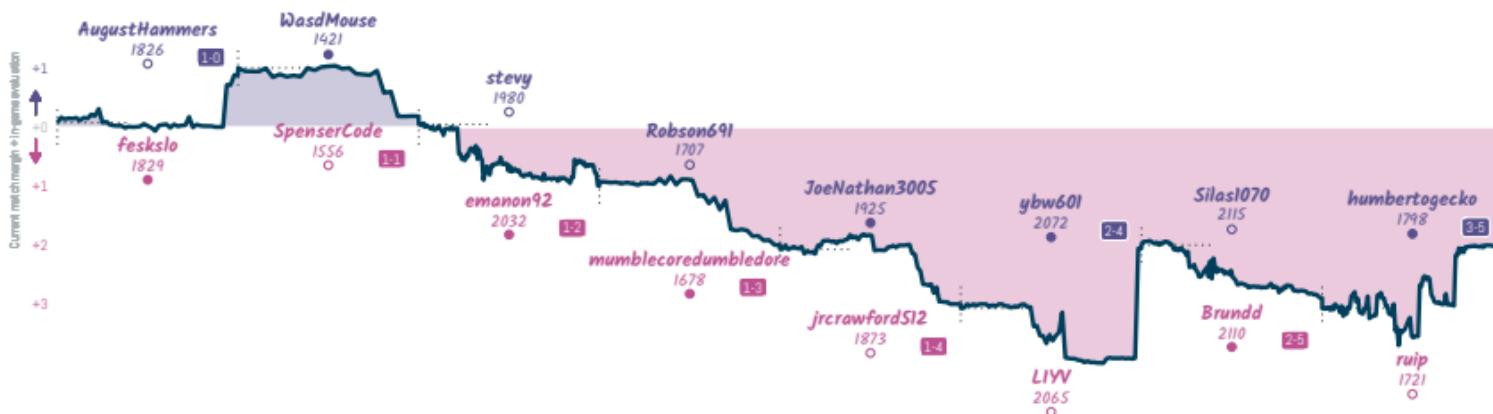
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Knight To Meet You 3 5 One Ding to Rule Them All

Games

B5	Tue 19:00	B8	Thu 23:00	B3	Fri 13:00	B7	Fri 20:00	B4	Fri 23:00	B2	Sat 19:45	B1	Sun 12:00	B6	Sun 14:30
AugustHammers	1	WasdMouse	0	stevy	0	Robson691	0	JoeNathan3005	0	ybw601	1	Silas1070	0	humbertogecko	1
fesklo	0	SpenserCode	1	emanon92	1	mumblecoredumb...	1	jrcrawford512	1	LIYV	0	Brundd	1	ruip	0
0QFJ3R18		gL8Dg3Y2		bmc8lxvx		Jlhmttk2		qow1TUip		1PqfmSH		Sd9MPeXv		2Q8R7VZ2	
B01 Scandinavian Defense: Valencian Variation, Lundin Variation		D30 Queen's Gambit Declined		A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System		C50 Italian Game: Giuoco Pianissimo, Normal		D11 Slav Defense: Quiet Variation, Pin Defense		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		D47 Semi-Slav Defense: Maran Variation		B12 Caro-Kann Defense: Advance Variation, Short Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight To Meet You	3	3	5	0	0	0	0	7h 17m 36s	43.4	8.2%	5.8%	3.1%
One Ding to Rule Them All	5	5	3	0	0	0	0	7h 6m 25s	38.4	9.2%	1.4%	2.7%

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Rapport's rapport with Ding 5½ 2½ Self-pinning for Immortality

Games

B5	Mon 22:00	B3	Thu 18:00	B4	Thu 19:30	B7	Fri 15:00	B2	Sat 08:00	B1	Sat 19:30	B8	Sun 16:00	B6	Sun 18:30
SaucySailorJac...	1	Arges42	1	esersens	1	kanishkparmar	0	dave3	0	root2	½	ribrubrib	1	Thaitanium101	1
HollowLeaf	0	Lynnypv	0	TSSCFTTSOS	0	kibenur	1	rojazu	1	Dhmayer	½	ScienceGeek	0	TheVacuousRom	0
hwvhC4tL		jwzFofVF		vmBrbWLd		UsjsAcnW		SBGdMYlU		2efGhF10		2JveuyAC		RAHsh2Yf	
B10 Caro-Kann Defense: Breyer Variation		D37 Queen's Gambit Declined: Hanwitz Attack, Fianchetto Defense		C62 Ruy Lopez: Steinitz Defense		A50 Slav Indian		E34 Nimzo-Indian Defense: Classical Variation, Naïve Variation		B21 Sicilian Defense: Smith-Morra Gambit Declined, Push Variation		B10 Caro-Kann Defense: Two Knights Attack		A43 Benoni Defense: Old Benoni	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Rapport's rapport with Ding	5 ½	5	2	1	0	0	0	7h 7m 12s	28.4	4.8%	2.1%	1.8%
Self-pinning for Immortality	2 ½	2	5	1	0	0	0	7h 40m 40s	36.5	7.7%	2.7%	2.7%

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Fly like Rg6?! | 7 The Secret Bongcloud Society

Games

BB	Wed 16:00	B1	Wed 15:30	B7	Fri 20:00	B4	Sat 06:30	B5	Sat 13:00	B3	Sat 17:00	B6	Sat 17:30	B2	Sun 08:00
PumPkiin	0	g4lois	½	HunterDavis	0	muelre	0	Kry1001	½	patk74	0	bcande01	0	Fierolochio	0
reddevil906	1	jacade	½	anmrose	1	gmat20020	1	PatchyThePirate	½	FunkSoulBrother	1	darkfl0me	1	gercondon	1

BBw9KSbe

515WtWTM

8CM233zD

kLDTMn0z

kGeRZCin

Se27AGB7

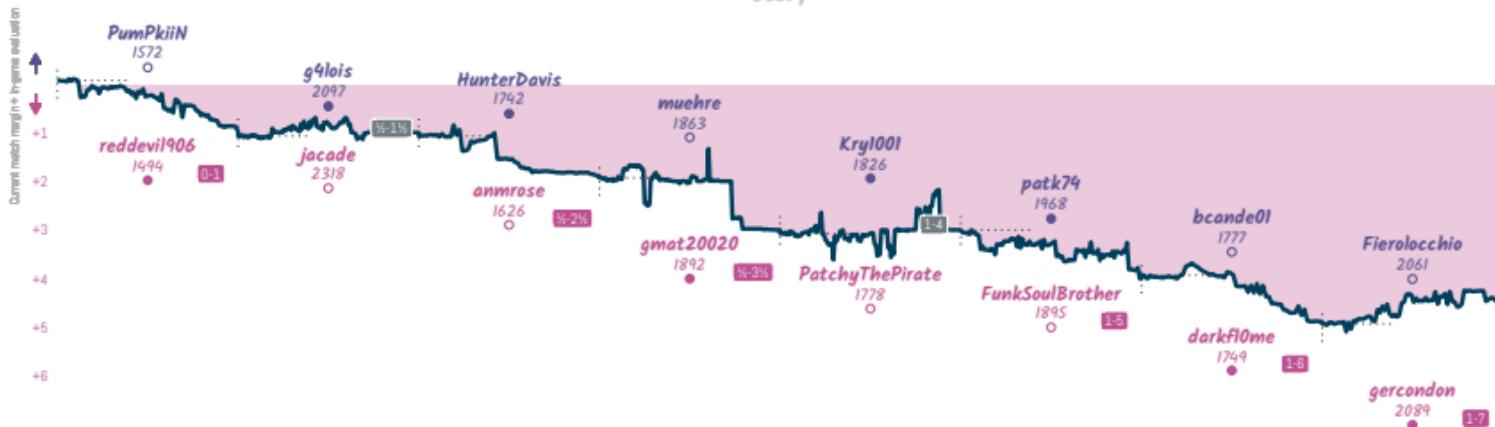
ObrC81F6

6682dV7s

C55 Italian Game: Scotch
Invitation DeclinedB15 Caro-Kann Defense:
Tartakower VariationC58 Italian Game: Two
Knights Defense, Modern
Bogoli's OpeningC58 Italian Game: Two
Knights Defense, Polerio
Defense, Bishop Check LineB12 Caro-Kann Defense:
Advance Variation, Short
VariationD37 Queen's Gambit
Declined: Barman VariationB40 Sicilian Defense:
Delayed Alapin Variation

B23 Sicilian Defense: Closed

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fly like Rg6?!	1	0	6	2	0	0	0	8h 41m 2s	40.8	8.6%	4.8%	3.5%
The Secret Bongcloud Society	7	6	0	2	0	0	0	7h 49m 58s	27.4	10.9%	2.8%	2%

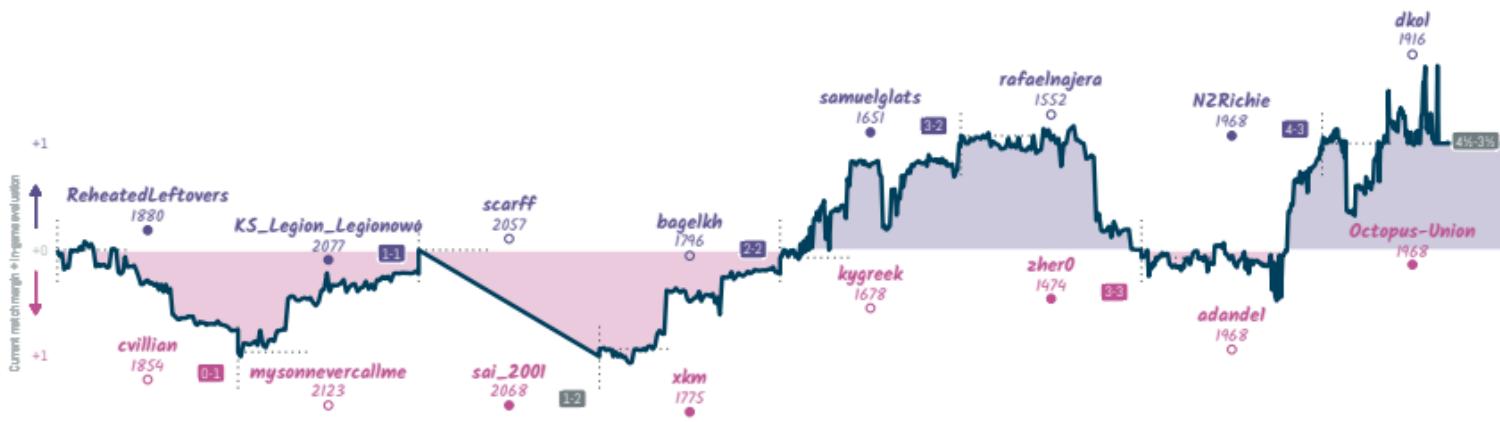
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46...Rg6 4½ 3½ Every Ding Needs a Queen

Games

B5	Thu 22:00	B1	Fri 11:00	B2	B6	Fri 21:00	B7	Sat 12:00	B8	Sat 16:15	B3	Sun 03:00	B4	Sun 11:30	
ReheatedLeftovers	0	KS_Legion_Legion... cvillian	1	scarff mysonnevercallme	0	0F 1X	bagelkh xkm	1	samuelglat... kygreek	1	rafaelnajera zher0	0	NZRic... adandel	1	dkol Octopus-Union
GYFMvpHI		nEt3Da0a				ABYdj6Zb		14CVQt8D		d2T0m5ZN		I8xF0B0j		jrfoUgh5	
A57 Benko Gambit		A00 Wana Opening				B13 Caro-Kann Defense: Exchange Variation		B30 Sicilian Defense: Old Sicilian		B90 Sicilian Defense: Najdorf Variation		D02 Queen's Pawn Game: Zukertort Variation		A49 Indian Defense: Pragjika Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
46...Rg6	4%	4	2	1	0	1	0	8h 45s	31.7	7.9%	2.2%	2.8%
Every Ding Needs a Queen	3%	2	4	1	1	0	0	7h 26m 18s	35.2	9%	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 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 29 May 2023.

No Real Ideas Or Deep Prep

5 3 pshh well its hard to be creative the...

Games

BB	Thu 18:00	B7	Fri 19:15	B4	Sat 13:00	B5	Sat 13:00	B2	Sun 06:00	B3	Sun 15:00	B6	Sun 17:00	B1	Sun 22:00
Marcind75	0	Gingersquirrel...	0	Siamchops	1	sidetracked_owl	1	avalanche20	1	cathode-ray-je...	5%	Ivory12	1	b_elayay	5%
BigPig93	1	twobits	1	Midnightokar	0	fvafler	0	Lukas_knuser	0	alen111	5%	texasadam	0	jessehf	5%

08n3CpbK

zqQ2R9ZZ

S1nNjmQ8

Xxq1LSPX

mmASElyd

LP1cN9tH

G2T3ueTM

KDAm0j0p

A09 Röti Opening: Röti Gambit, Karas Variation

C02 French Defense: Advance Variation, Paulsen Attack

D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan

D30 Queen's Gambit Declined

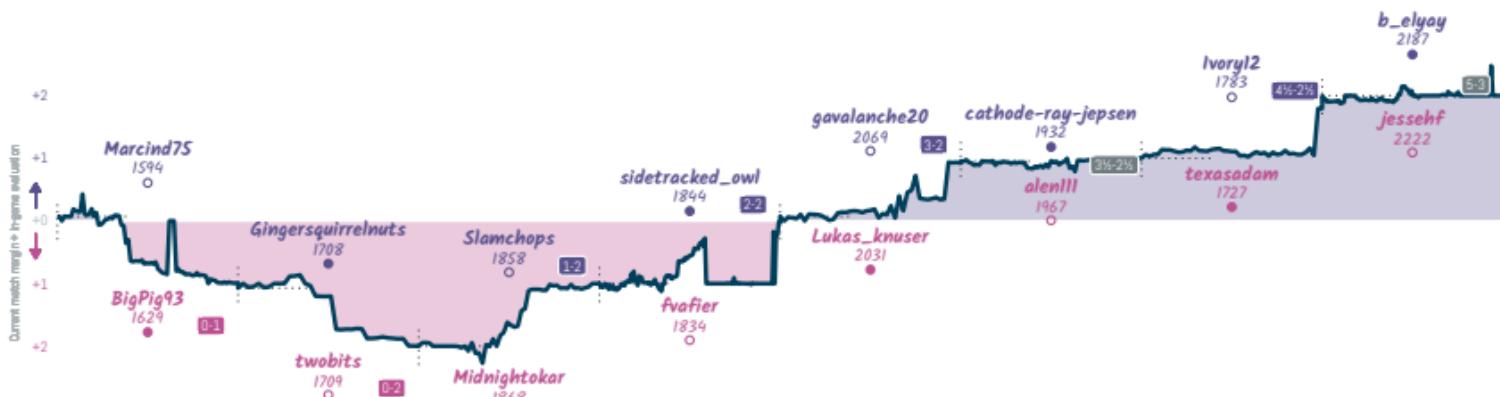
C10 French Defense: Rubinstein Variation, Blackburne Defense

A25 English Opening: King's English Variation, Reversed Closed Sicilian

E97 King's Indian Defense: Orthodox Variation, Bayonet Attack, Soskov's Line

D02 Queen's Pawn Game: Krause Variation

Story



Stats

Team

No Real Ideas Or Deep Prep

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
No Real Ideas Or Deep Prep	5	4	2	0	0	0	0	7h 21m 27s	28.1	5.2%	1.4%	3.1%
pshh well its hard to be creative these days, everything's been done before	3	2	4	2	0	0	0	7h 4m 10s	32.7	5.5%	3.1%	3.1%

Arjun Not Entertained!?

2 6 The Immortal Name

Games

B6	Mon 18:30	B8	Wed 10:30	B3	Wed 13:00	B4	Thu 19:15	B2	Fri 01:15	B5	Sat 11:30	B7	Sun 15:30	B1	Sun 20:15
Frils	1	mikelnig	0	Astronominoff	0	DrVonGoosewing	0	inarch	0	JustChillJoe	5%	MattHasFun	0	ygel_way_to_2000	5%
gary0892	0	lone_rangerheavy	1	Paulze2000	1	Jasonjones	1	mforg	1	MilsBees	5%	Ptro	1	Whelp10	5%
UiqKAOj		8p0evNMF		3mVq064G		YpamjTeW		mWFCgPe7		6uAd2Zwv		S7f1Euyi		vaRPnzfq	
C44 Scotch Game: Scotch Gambit, Advance Variation		B20 Sicilian Defense: Bowdler Attack		A10 English Opening		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		A45 Indian Defense		D11 Slav Defense: Modern Line		D02 Queen's Pawn Game: London System		D43 Semi-Slav Defense	

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	5h 27m 26s	43.1	7.4%	2.4%	5.7%
The Immortal Name	6	5	1	2	0	0	0	6h 11m 7s	33.8	5.1%	2.4%	3%

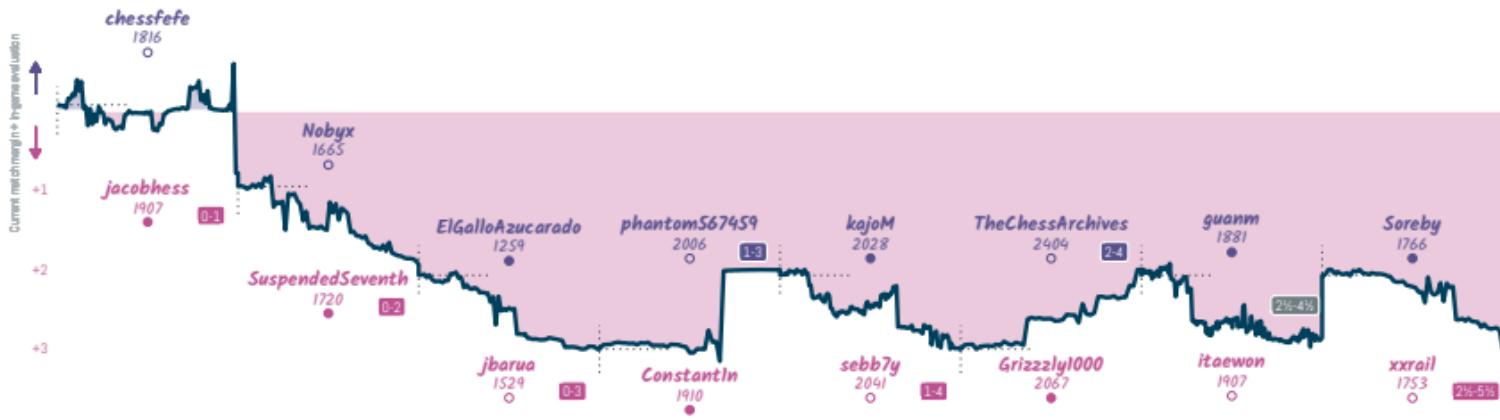
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 29 May 2023.

Ding of the Hill 2½ 5½ Poison Pawn Posse

Games

B5	Mon 18:00	B7	Tue 19:00	B8	Tue 22:00	B3	Wed 01:00	B2	Thu 12:00	B1	Fri 19:00	B4	Sat 01:00	B6	Sat 17:00
chessfefe	0	Nobyx	0	ElGalloAzucarado	0	phantom567459	1	kajom	0	TheChessArchives	1	guannm	½	Soreby	0
jacobhess	1	SuspendedSeventh	1	jbarua	1	ConstantIn	0	sebb7y	1	Grizzly1000	0	itaewon	½	xxrall	1
wGkft5k		ldgoidR6		ViS9HBNY		8VZB14RA		TSBjekQh		TkOLrPGT		Wq5uQFhi		upK2pSJM	
C46 Three Knights Opening		A20 English Opening: King's English Variation		C42 Russian Game: Damiano Variation, Khomov Gambit		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		C58 Italian Game: Two Knights Defense, Polako Defense, Bishop Check Line		E18 Queen's Indian Defense: Classical Variation, Traditional Variation, Nizizzewitsch Line		A04 Zukertort Opening: Sicilian Invitation		BB2 Sicilian Defense: Najdorf Variation, Opocensky Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding of the Hill	2½	2	5	1	0	0	0	5h 5m 13s	38.8	8.3%	3.1%	2.8%
Poison Pawn Posse	5½	5	2	1	0	0	0	6h 25m 53s	33.6	9%	1.5%	2.2%

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) 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 29 May 2023.

Qudit and the Quantum Bits 5 3 The Clock Crushers: Dangerous in any ...

Games

B3	Tue 16:30	B8	Fri 18:00	B6	Sat 01:30	B5	Sat 03:00	B2	Sat 16:00	B7	Sat 18:00	B4	Sat 18:30	B1	Sun 17:45
Forhavu	0	chess131969	1	rturri	1	lc69	0	seb32	1	kostasvl	0	jeremyjh	1	Qudit	1
Poldi_der_Drache	1	Lexgrad	0	peterwoowooka	0	ishallwoopyoass	1	Hello134	0	ukristen	1	DrOMM	0	Poldi_der_Drache	0
QIHYz88H		VCbIidmi		9YnANnhW		nD23A6e0		PEMLck3z		rb1leUIS9		Rn110tF3		PMIAS9yJ	
B4 Sicilian Defense: Taimanov Variation, Baстиков Variation		C00 French Defense: Schlechter Variation		B20 Sicilian Defense		B07 Pirc Defense		C01 French Defense: Exchange Variation, Monte Carlo Variation		D53 Queen's Gambit Declined		B01 Scandinavian Defense: Portuguese Gambit, Melbourne Shuffle Variation		B50 Sicilian Defense: Modern Variations	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Qudit and the Quantum Bits	5	5	3	0	0	0	0	5h 26m 44s	43.2	5%	2.7%	5.8%
The Clock Crushers: Dangerous in any Time Control	3	3	5	0	0	0	0	5h 24m 12s	47.9	7.3%	2.7%	4.6%

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ChatQGD 3½ 4½ Morphyne Drip

Games

BB	Wed 19:15	B7	Thu 18:30	B6	Thu 22:30	B2	Fri 12:00	B3	Sat 15:00	B4	Sat 21:00	B1	Sun 15:00	B5	Sun 14:00
mrieppe	1	prostidude	1	d0wnh0me	0	Meeklydim	½	vall313	0	d1mitar	1	CrazyMerlyn	0	seius	0
r4do5	0	leptoe	0	Kingcowgirl	1	shakkimatti55	½	RyanCoudleKing	1	conradol13	0	Ahedralista	1	greysensei	1

H2BJEchn

U5Tr39K

1885CCYG

IGV5JdCx

402boD55

zim9FULxk

w0WWVv3d

Uh487zNC

B00 French Defense: Steiner Variation

B34 Sicilian Defense: Accelerated Dragon, Modern Variation

E40 Nimzo-Indian Defense: Normal Line

B48 Sicilian Defense: Taimanov Variation, Botsikov Variation, English Attack

B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense

B62 King's Indian Defense: Fianchetto Variation, Kavalek Defense

B30 Sicilian Defense: Nyazhmetdinov-Rossolimo Attack

B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
ChatQGD	3½	3	4	1	0	0	0	6h 39m 49s	38.8	7.4%	3.5%	3.5%
Morphyne Drip	4½	4	3	1	0	0	0	6h 17m 45s	39.5	8.1%	3.9%	3.2%

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 not 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 29 May 2023.

dungeons and sicilian dragons 3½ 4½ Knights in White Satin

Games

B5	Tue 21:30	B6	Wed 19:00	B8	Thu 20:00	B7	Fri 17:00	B3	Fri 19:00	B1	Sat 14:00	B2	Sat 17:00	B4	
Anthammer	1	Scaredpeach	0	Leo179	1	Ross067	1	salof	0	Theknugdorff	0	shart_smella	0	random69	½
masedog91	0	topspin15	1	Crazywane254	0	mesu98	0	M0r1	1	drchessdad	1	leartt	1	daniel1802b	½

ZZC8vVFO

1Q1D8UHQ

vH4HEsXC

NQrRbyrt

foW2hQRe

BJCRAYtq

oEJrdXTv

B31 Sicilian Defense:
Nyazhmedinov-Rossolimo
Attack, Franchetto Variation

C27 Vienna Game: Stanley
Variation, Monster Declined

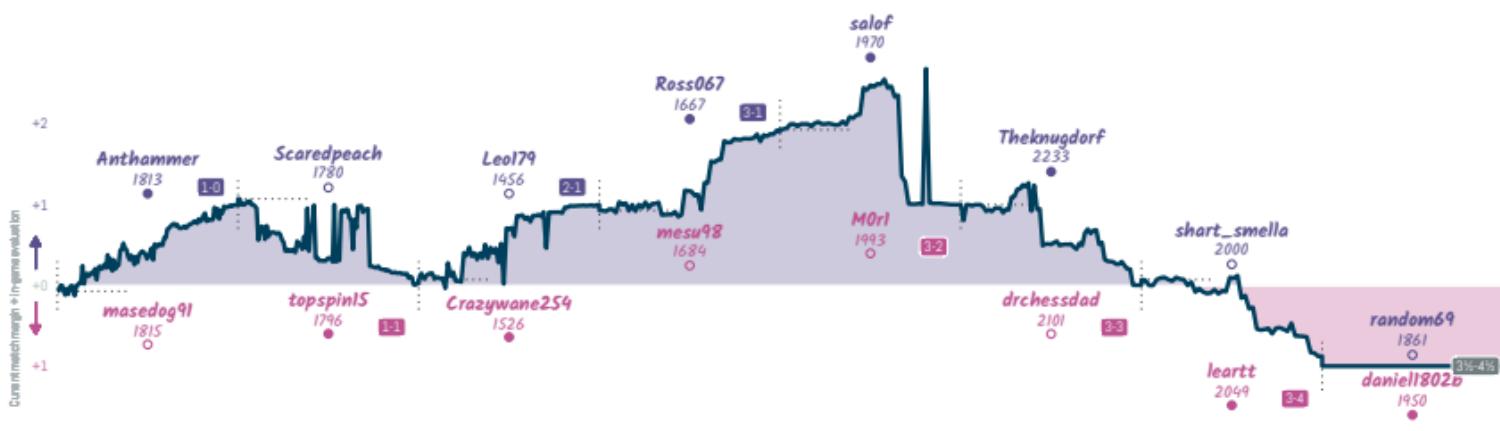
B09 Pirc Defense: Austrian
Attack, Dragon Formation

B12 Caro-Kann Defense:
Advance Variation

B23 Sicilian Defense: Closed
Baneni

B30 Sicilian Defense:
Nyazhmedinov-Rossolimo
Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
dungeons and sicilian dragons	3%	3	4	0	0	0	1	5h 20m 36s	51.6	12.4%	1.9%	5.4%
Knights in White Satin	4%	4	3	0	0	0	1	6h 4m 32s	48.0	9.7%	3.9%	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 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 forfeits); ranks not shown for Round 1. This plot was compiled on 29 May 2023.

Benoni Bozos 3 5 Long Live The Ding!

Games

B2	Mon 14:45	B8	Wed 18:00	B6	Wed 19:30	B7	Thu 12:00	B4	Thu 14:00	B3	Thu 16:30	B5	Fri 11:00	B1	Sun 17:30
riverschess	1	SchachOlk	½	AumarMustafa	0	tone_fresh	1	Idekae	0	CalculatedChess	0	keresch	½	x420noscop	0
VanRoy	0	hwelman	½	PaulWithAnS	1	cheeblue	0	BrandrokID	1	pauliewoll	1	joehan	½	sabarizbruce	1
9dReCat8		ROLK17Yn		xHpxu83k		jK56wmk5		JPf0lcxS		09MurDij		bMOVZucU		01QNR1Wf	
C43 Bishop's Opening: Unusov Gambit		A40 Queen's Pawn Game: Modern Defense		B00 Pirc Defense		B40 Sicilian Defense: Drastic Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pin Defense		B50 Sicilian Defense: Modern Variations		D09 Queen's Gambit Declined: Albin Counter-gambit, Fianchetto Variation, BcB Line		D11 Slav Defense: Modern Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Benoni Bozos	3	2	4	2	0	0	0	7h 5m 54s	31.1	6.4%	2.7%	3.4%
Long Live The Ding!	5	4	2	2	0	0	0	6h 34m 34s	26.4	5.4%	1.4%	2.4%

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 29 May 2023.

The courageous chess contubernium 2½ 5½ The En Passant Entertainers

Games

B5	Tue 16:30	B4	B8	Wed 23:00	B7	Fri 15:00	B1	Sat 13:00	B3	Sun 00:00	B6	Sun 14:00	B2	Mon 08:00	
Rskyoz	1	sideshow_bob	1X	fulmarsky	0	Haeskre	0	savyd	½	smothermemate	0	Rivimies	0	TheWalrusFromP...	0
NickR98	0	pawn4promotion	0F	ceejcox	1	ips420	1	AlexGaul	½	ngducphu	1	mahmoudmlouk	1	delusion47	1

zWa5GHWr

dplUybcF

SpfppgV4

N6zqY6RM

XAYKunZI

UMDVEinWY

Qk56w2Q2

B12 Caro-Kann Defense:
Advance Variation,
Bonnivard-Carls DefenseC15 French Defense:
Winawer Variation,
FingISP VariationB13 Caro-Kann Defense:
Exchange VariationE15 Queen's Indian Defense:
Fianchetto Variation,
Nimzowitsch Variation, Quiet
LineD37 Queen's Gambit
Declined Three Knights
Variation

E20 Nimzo-Indian Defense

B13 Caro-Kann Defense:
Exchange Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The courageous chess contubernium	2½	1	5	1	1	0	0	6h 50m 4s	40.7	4.3%	3.2%	5.1%
The En Passant Entertainers	5½	5	1	1	0	1	0	5h 13m 15s	26.8	6.3%	1.6%	2.4%

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/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 29 May 2023.

The Hnefatafl Varangians from Llanfai... 6½ 1½ NA You Come at the Ding, You Better Not ...

Games

B7	Mon 22:15	B2	Thu 12:30	B8	Thu 20:00	B6	Fri 09:00	B4	Sat 18:00	B3	Sun 10:00	B1	Sun 12:00	B5	Mon 08:00
jamesdarwinblind	1	Elodonor	½	Bussm09	1	HighonPotnuse	1	petri999	0	b4dger	1	morallygray	1	imikacic	1
Mr_peters	0	NLance	½	cdn_jark	0	ehGolden	0	pepepibote	1	Lou-E	0	tommeketoch	0	Tranzoo	0
guYuAB6U		zA099cKX		4tECbv6v		T3sLQgag		Q6rXz4vF		HJlotLzg		Xttug04r		UH9sLW1P	

E36 Nimzo-Indian Defense: Classical Variation, Haa Variation

A11 English Opening: Caro-Kann Defense System

D31 Semi-Slav Defense: Accelerated Move Order

D15 Slav Defense: Balhar Gambit

E04 Catalan Opening: Open Defense

D20 Queen's Gambit Accepted: Central Variation, McDonnell Defense

A04 Zukertort Opening: Dutch Variation

B12 Caro-Kann Defense

Story



Stats

Team

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Hnefatafl Varangians from Llanfair... 6½ 1½ NA You Come at the Ding, You Better Not ...	6½	6	1	1	0	0	0	6h 42m 42s	30.2	9.2%	2.6%	3%
You Come at the Ding, You Better Not Miss (That You're Completely Losing After f5)	1½	1	6	1	0	0	0	6h 49m 29s	43.1	10.9%	3%	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/(F)W/L/(F)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 29 May 2023.

The Zugzwang Zebras 4½ 3½ NA Waxy's Warriors

Games

B3	Wed 09:15	B8	Wed 19:00	B5	Thu 04:45	B4	Sat 15:15	B7	Sat 23:00	B2	B6	Sun 08:00	B1	Sun 09:00	
mo_mo	1	Chess24768	½	DosDebug	1	zbidwell	0	rjhorø	1	davidc2214	0F	momor	0	midas127	
SteveMcKinnon	0	diecast_illusion	½	Lutin23	0	samarthachess	1	Waxy	0	chk12	1X	Jjames1	1	chatakuma	0
yRubKE3r		si3s7lL1		qyFugYcJ		sfTdgB7w		oFx9bfut				BleyW5ST		Hr5RMHNT	
B33 Sicilian Defense: Lasker-Polakian Variation		A40 Queen's Pawn Game		D01 Slav Defense: Alekhine Variation		A01 Nimzo-Larsen Attack: Classical Variation		E12 Queen's Indian Defense				C42 Russian Game: Classical Attack, Staunton Variation		D20 Queen's Gambit Accepted: Central Variation, Greco Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Zugzwang Zebras	4%	4	2	1	0	1	0 4h 55m 11s	42.3	6.6%	4.1%	4.5%
Waxy's Warriors	3%	2	4	1	1	0	0 5h 37m 6s	45.9	7.8%	4.9%	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 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 29 May 2023.

The King's Armpit 5½ 2½ We outsourced our prep to the #book-club

Games

B5	Wed 12:30	B7	Wed 20:15	B2	Fri 17:15	B4	Fri 19:00	B1	Fri 19:30	B6	Sat 15:15	B3	Sun 19:30	B8	
ztraynor	%	z0x		0	pulsar512b	1	gilbert	1	Shnippy	0	alex-arsenault	1	sgis	1	rao7806
loungelizard	%	mgll		1	wizywop	0	Red_Pandaz	0	Silkthewanderer	1	unknownNano	0	ButterPecan	0	crcarson

UrYKhid0

B31fxEob

R1Cztk78

I6urHkWj

nz0B1Qq2

DXVDWK0y

C6Iynq4As

B12 Caro-Kann Defense: Marczyc Variation

E73 King's Indian Defense: Averbakh Variation, Modern Defense

D10 Slav Defense: Exchange Variation

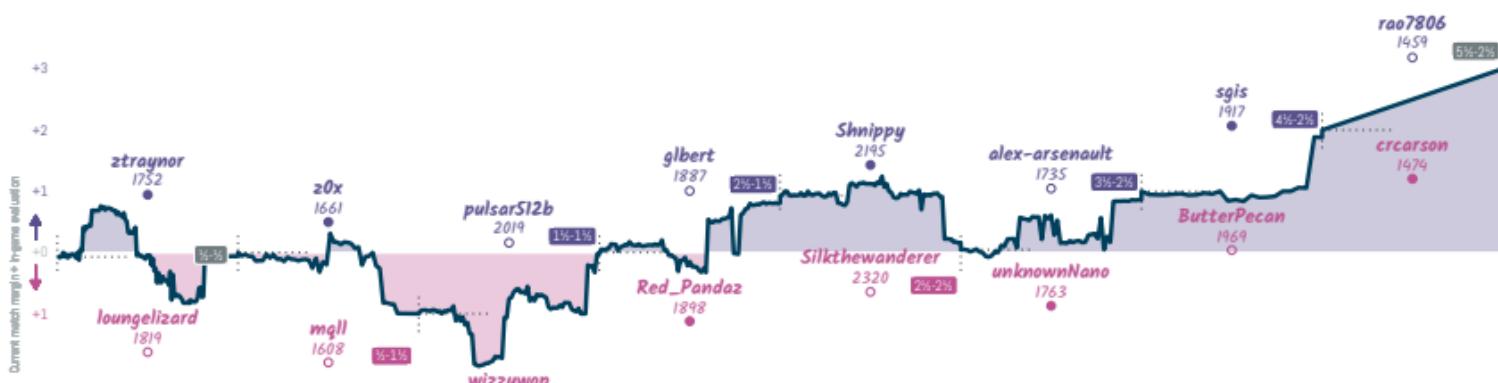
E97 King's Indian Defense: Orthodox Variation, Bayonet Attack

B33 Sicilian Defense: Lasker-Polak Variation, Sveshnikov Variation, Novoaslrak Variation

A20 English Opening: King's English Variation

D10 Slav Defense: Exchange Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The King's Armpit	5½	4	2	1	1	0	0	5h 50m 46s	37.1	7.6%	3.2%	4.8%
We outsourced our prep to the #book-club	2½	2	4	1	0	1	0	6h 38m 54s	43.2	5.6%	2.8%	5.6%

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 (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 29 May 2023.

Maybe the real treasure was the Rappo... 2 6 Self-pinning for immorality

Games

B3	Tue 21:00	B1	Wed 22:00	B4	Thu 13:30	B6	Thu 18:00	B5	Thu 19:00	B7	B2	Sat 20:00	B8	Sun 13:00	
davidthepawn	0	EvilNalu	0	Timvier	1	Bauernmahlzeit	0	paulinesernine	0	pddchess	0F	TrainingGrounds	0	Apidae	1
T0Sharraff8200	1	ben3536	1	TwoPawnSacrifice	0	boineticolas	1	cinemashow	1	a2c4	1X	lyqst	1	dama_x_rey	0
R9CF8Zu8		MjcbagVi		Ns7vdBJy		XSK7AGb8		cCIVDRIE		0F171hXJ		bRmGPE9o			
C47 Four Knights Game: Scotch Variation Accepted		E00 Catalan Opening		C57 Italian Game: Two Knights Defense, Ulvestad Variation		E80 Indian Defense: King's Indian Variation, Fianchetto Variation		C53 Italian Game: Classical Variation, Gioco Pianissimo				B12 Caro-Kann Defense: Maróczy Variation		D02 Queen's Pawn Game: London System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Maybe the real treasure was the Rapport we made along the way	2	2	5	0	0	1	0	7h 42m 44s	50.9	6.3%	3.2%	5.4%
Self-pinning for immorality	6	5	2	0	1	0	0	5h 47m 44s	44.3	7.6%	1.6%	5.1%

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