

#3 Do I have to attend the press conference? 2 6 #1 The Lord of the Dings

Games

B5	Wed 17:00	B2	Wed 18:30	B3	Wed 23:00	B7	Thu 19:00	B4	Thu 18:00	B6	Thu 23:00	B1	Sat 14:00	B8	Sat 14:00
smarteagle	0	Think_Slow_Mov...	0	mynameismund	0	johnchess2	0	wachini	½	TastyOs	0	antazhi8	1	widp	½
Matt365	1	BernardLunder	1	wdhorton	1	ShadowedSpace	1	Darktigr	½	Puglie	1	wilfj	0	vejen	½
TmC7MTN7		knBACfCq		avYS42sp		D1TUu0a1		C7BwnNws		QHMe2Nnt		3TU3lxzo		ks1ZM7xk	
B12 Caro-Kann Defense: Advance Variation, Tal Variation		B50 Sicilian Defense: Modern Variations		A01 Nimzo-Larsen Attack: Modern Variation		C29 Vienna Game: Vienna Gambit, Paulsen Attack		A40 English Defense		B12 Caro-Kann Defense: Madić Variation		B10 Caro-Kann Defense		D01 Rapport-Jabava System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do I have to attend the press conference?	2	1	5	2	0	0	0	6h 4m 50s	49.0	8.5%	2.2%	6.7%
The Lord of the Dings	6	5	1	2	0	0	0	7h 28m 56s	38.5	6.7%	2.2%	5.2%

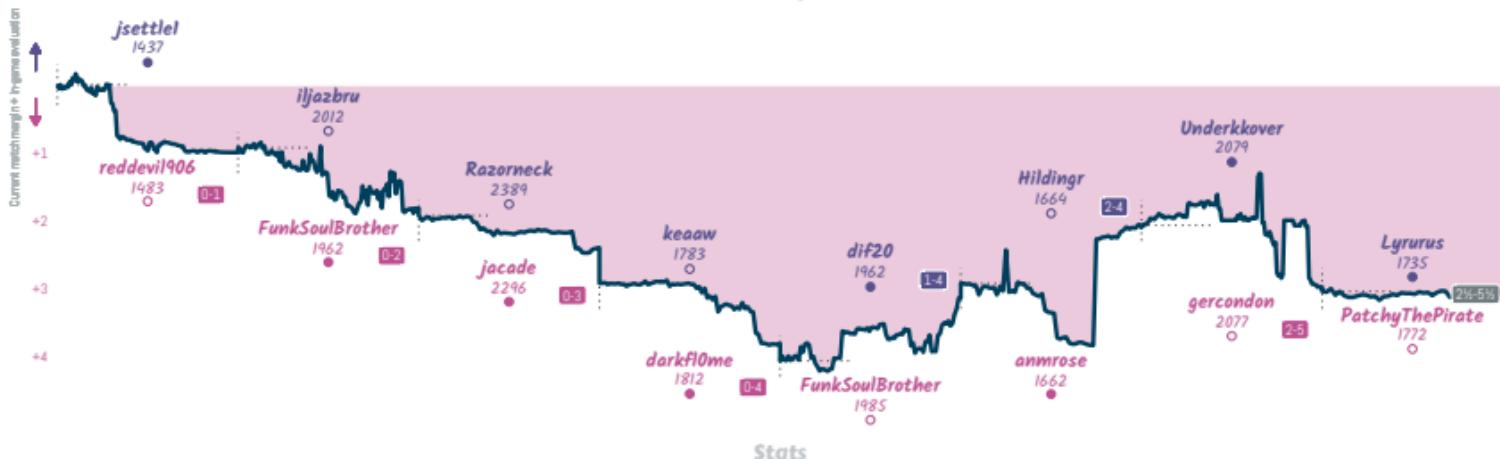
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#2 Pawn Fiction 2½ #5 The Secret Bongcloud Society

Games

BB	Tue 00:00	B3	Wed 16:00	B1	Thu 17:00	B5	Fri 05:00	B4	Fri 16:00	B7	Fri 17:00	B2	Sat 09:00	B6	Sun 18:30
jsett1el	0	iljazbru	0	Razorneck	0	kesaw	0	df20	1	Hildingr	1	Underkkover	0	Lyrurus	%
reddevil906	1	FunkSoulBrother	1	jacade	1	darkfl0me	1	FunkSoulBrother	0	anmrose	0	gercondon	1	PatchyThePirate	%
G2QrA6E7		EbLEsa5		PONBUyhv		WrYBCrAu		MSNjrBvM		HYL5B02E		e1za0157		Jfn1xYnJ	
000 Queen's Pawn Game: Accelerated London System		030 Sicilian Defense: Nyazhmedinov-Rosolimo Attack		000 French Defense: Knight Variation		013 Caro-Kann Defense: Exchange Variation		022 French Defense: Advance Variation, Paulsen Attack		051 Italian Game: Evans Gambit, Harding Variation		C47 Four Knights Game		E97 King's Indian Defense: Orthodox Variation, Aranin-Taimanov Defense	

Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawn Fiction	2%	2	5	1	0	0	0	7h 35m 26s	35.1	6.6%	3.3%	3%
The Secret Bongcloud Society	5%	5	2	1	0	0	0	6h 44m 33s	28.9	5.7%	2.1%	2.1%

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#4 A Sac a Day Keeps the Wins Away 5½ 2½ #7 Every Ding Needs a Queen

Games

B4	Wed 03:00	B6	Wed 21:00	B3	Fri 00:00	B1	Fri 20:30	B7	Sat 12:00	B5	Sat 17:00	B8	Sun 13:00	B2	Sun 12:00	
TrueblueLi adandel	0 1	alexllstar xkm	1 0	fake_switch Octopus-Union	0 1	fake_switch mysonnevercallme	1 0	ragnarokgame kygreek	1 0	Siress cvillian	1 0	LuminaEcho zher0	1 0	yetiowin nerja25390	1 %	5 %

2ws2dnka

lsBSIH2B

1DFuh8aG

jYsmKhhe

VcupAllvq

Tw10hwYY

P2sef5NT

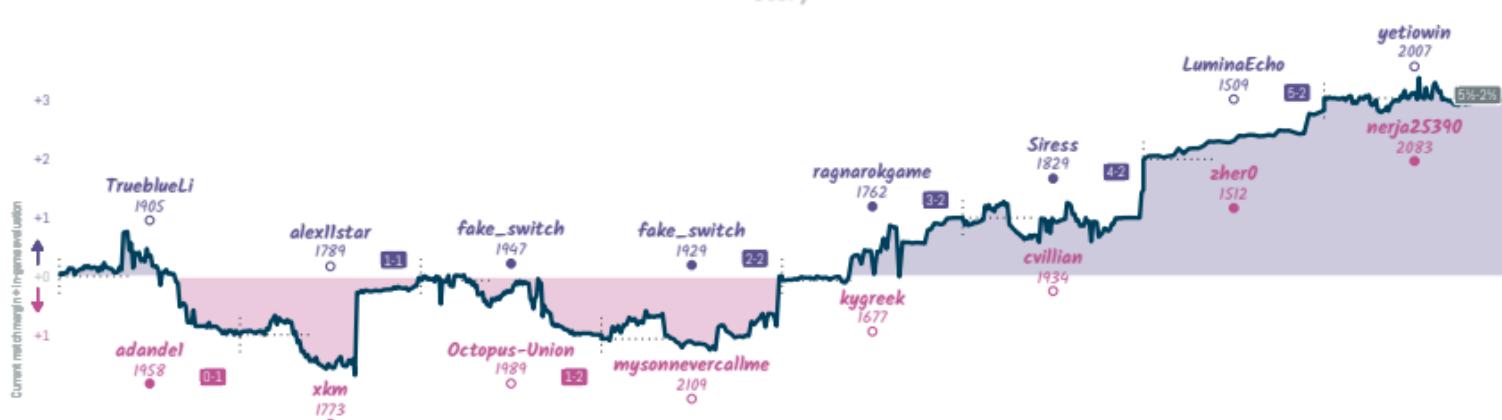
qUPKsMsc

E97 King's Indian Defense:
Orthodox Variation,
Aronin-Taimanov DefenseD45 Semi-Slav Defense:
Main LineB67 Sicilian Defense:
Richter-Rauzer Variation,
Neo-Maden VariationC42 Russian Game: Italian
VariationC58 Italian Game: Two
Knights Defense, Polako
Defense, Bishop Check Line

A80 Dutch Defense

D15 Slav Defense: Three
Knights VariationD79 Neo-Grünfeld Defense:
Ultra-Delayed Exchange
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Sac a Day Keeps the Wins Away	5%	5	2	1	0	0	0	7h 40m 26s	34.3	9.9%	2.1%	3.3%
Every Ding Needs a Queen	2%	2	5	1	0	0	0	7h 19m 10s	41.0	5.4%	4.5%	4.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 12 July 2023.

#8 Leaked prep gambit 3½ 4½ #9 Self-pinning for immorality

Games

BB	BB	Thu 17:00	BB	Thu 18:00	BB	Fri 00:00	BB	Fri 15:00	BB	Sat 07:30	BB	Sat 15:00	BB	Sun 19:00	
masterofblunder...	0F	em-as-in-emily	%	ani85	%	samhagen	1	memethan	1	deathmetalled	%	HippoShaman	0	szd	
dama_x_rey	1X	a2c4	%	Mediocratic	%	TwoPawnSacrifice	0	cinemashow	0	far1108	%	lyqst	1	boinetnicolas	1

9EY1Zsfo

QYjQeQjh

LNzC6War

t2xy4JxV

Cg8DzneC

CYqj5fm6

hASx4nf

B02 Alekhine Defense: Two Pawns Attack, Lasker Variation

C26 Bishop's Opening: Vienna Hybrid, Spielmann Attack

C57 Italian Game: Two Knights Defense, Traxler Counterattack

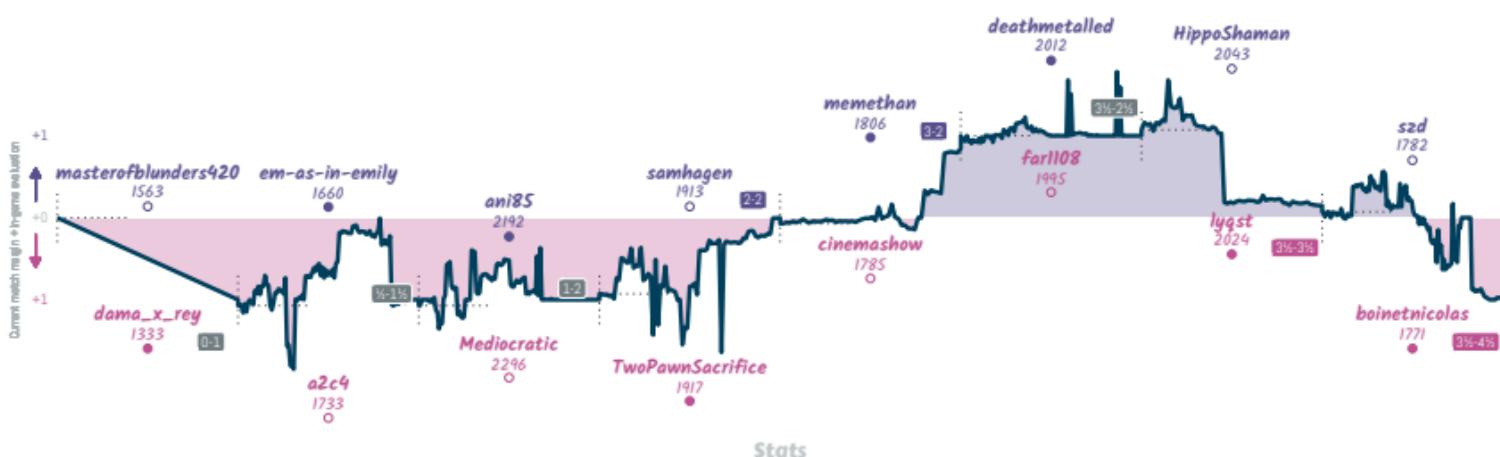
C53 Italian Game: Classical Variation, Gioco Pianissimo

D27 Queen's Gambit Accepted: Classical Defense, Rubinstein Variation

B01 Scandinavian Defense: Mieses-Kotov Variation

A05 Zukertort Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Leaked prep gambit	3%	2	2	3	0	1	0	7h 22m 52s	44.4	4.2%	3%	6.3%
Self-pinning for immorality	4%	2	2	3	1	0	0	6h 5m 35s	44.6	5.7%	2.7%	6.9%

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/(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 12 July 2023.

#6 **Don't Mean A Thing, If It Ain't Got T...**3½ **4½** #10 **The Real Blunders Were The Friends We...**

Games

B1	Tue 17:00	B7	Sat 02:00	B6	Sat 08:00	B2	Sat 12:00	B8	Sun 13:00	B3	Sun 16:00	B5	Sun 23:00	B4
Jellel	0	bagelkh	1	Turmersatz	0	sharepointme	0	rafaelnajera	1	AACTrl	1	UN1137	0	fourlanchurro
RSInternecio	1	JamieDW	0	aloobhaloo	1	Groger12	1	osumarko	0	LeoYee	0	awfulmove	1	lemuellgullible

oTLN2XP0

3wpDAazP

1KIspG9M

jgSzhz4l

3nxdcXkh

01Sp6RgF

9E2kZsIg

D01 Rapport-Jobava System

C45 Scotch Game: Schmidt Variation

C78 Ruy Lopez: Morphy Defense, Neo-Arkhangelsk Variation

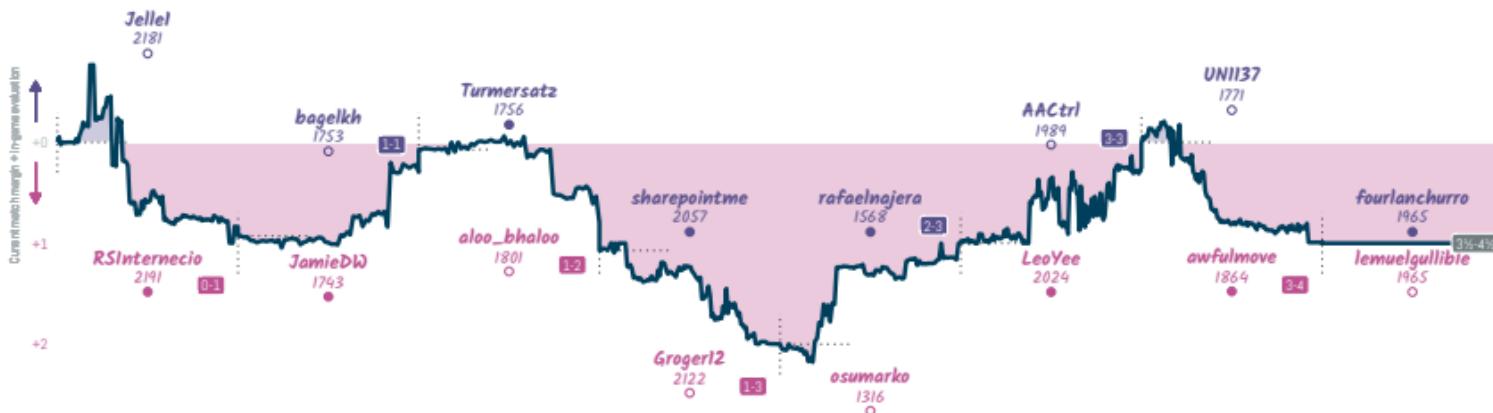
B11 Caro-Kann Defense: Two Knights Attack, Mindino Variation

E06 Catalan Opening: Closed

A01 Nimzo-Larsen Attack: Indian Variation

E81 King's Indian Defense: Sämisch Variation, Normal Defense

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	4	0	0	0	1	7h 11m 47s	36.8	6.9%	3.3%	3.3%
The Real Blunders Were The Friends We Made Along The Way	4½	4	3	0	0	0	1	6h 57m 12s	34.1	7.2%	0.9%	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 (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/(F)orfeats/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 12 July 2023.

pshh well its hard to be creative the... 3½ 4½ The Miskatonic University Chess Club

Games

B7	Wed 18:15	B1	Thu 17:15	B5	Fri 10:45	B4	Fri 18:00	B2	Sun 09:00	B3	Sun 18:00	B6	B8	
texasadam	1	milanrad	0	fvalier	0	Midnighttokar	0	delusion47	1	alen111	3	twobits	½	bigpig93
jurica_c	0	bufferunderun	1	maex22	1	eirik4088	1	KnightFury21	0	p_s_q	½	johnpershing	½	rickerw
vwrql3oP		kbs834G3		ug87j9iu		V8872125		S1FutuNu		jVqe78k1				
A4B Torre Attack: Fianchetto Defense		B22 Sicilian Defense: Alapin Variation		C15 French Defense: Winawer Variation, Delayed Exchange Variation		B23 Sicilian Defense: Closed, Traditional		B22 Sicilian Defense: Alapin Variation, Barman Defense		C00 French Defense: King's Indian Attack				

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
pshh well its hard to be creative these days, everything's been done before	3½	2	3	1	0	0	2	5h 33m 47s	43.0	9.5%	4.1%	4.5%
The Miskatonic University Chess Club	4½	3	2	1	0	0	2	5h 43m 41s	37.6	10.4%	5.9%	3.6%

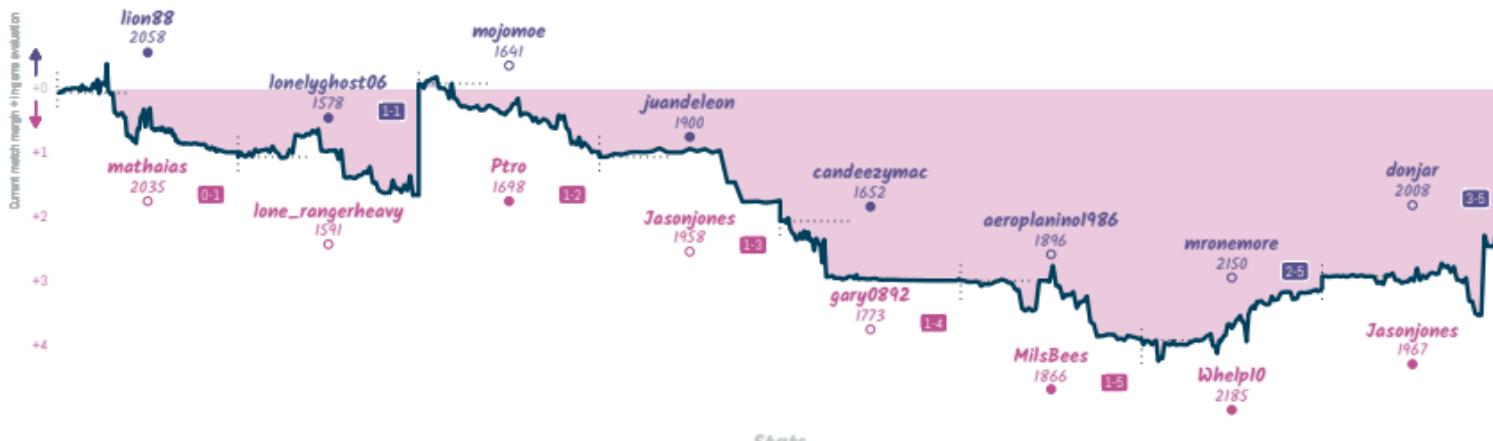
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Random Rapport non-BS files 3 5 The Immortal Name

Games

B2	Thu 10:00	B8	Thu 16:15	B7	Thu 21:00	B4	Sat 17:00	B6	Sat 17:30	B5	Sun 09:00	B1	Sun 12:00	B3	Mon 11:00
lion88	0	lonelyghost06	1	mojomoe	0	juandeleon	0	candeezymac	0	aeroplano1986	0	mronemore	1	donjar	1
mathias	1	lone_rangerheavy	0	Ptro	1	Jasonjones	1	gary0892	1	MilsBees	1	Whelp10	0	Jasonjones	0
AEMxxB0J		qZRJCX4m		NJ1QsX4v		hxORB8Ac		1DcjqlWt		VmDr9QNB		kf0xJ5NT		dYbTWH07	
C45 Scotch Game: Mieses Variation		C02 French Defense: Advance Variation, Ruy Lopez Gambit		B22 Sicilian Defense: Alapin Variation		C29 Vienna Game: Vienna Gambit, Bird's Variation		C42 Russian Game: Three Knights Game		A00 Polish Opening		C12 French Defense: MacCutcheon Variation		CBB Ruy Lopez: Closed, Anti-Marshall	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Random Rapport non-BS files	3	3	5	0	0	0	0	7h 6m 34s	41.2	8%	5.6%	3.1%
The Immortal Name	5	5	3	0	0	0	0	6h 41m 49s	29.5	6.6%	2.1%	1.7%

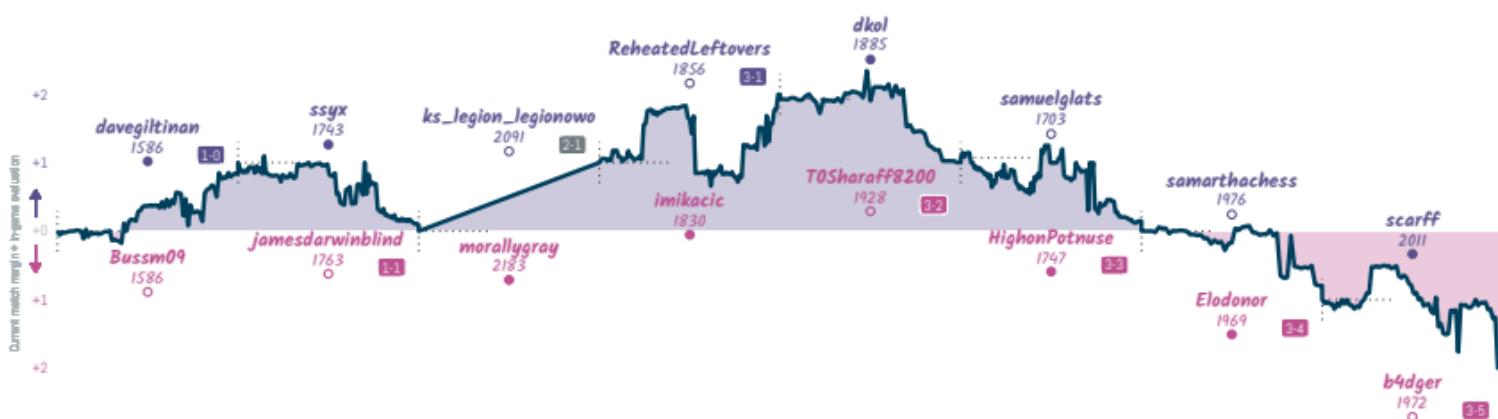
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46...Rg6 3 5 The Hnefatafl Varangians from Llanfai...

Games

BB	Wed 20:30	BB	Thu 13:00	BB	Fri 10:30	BB	Fri 19:00	BB	Sat 10:15	BB	Sun 08:00	BB	Sun 17:00	
davegiltinan	1	ssyx	0	ks_legion_legi...	1X	ReheatedLeftovers	1	dkol	0	samuelgiats	0	samarthachess	0	0
Bussm09	0	jamesdarwinblind	1	morallygray	0F	imikacic	0	T0Sharaff8200	1	HighonPotnuse	1	Elodonor	1	1
	JvJ9DGDE		UpI2tVdQ		7z7fatjx		8ja2V17u		3yDTZzri		jxcViJrb		xwacK6t0	
	A45 Indian Defense		A41 Rebatash Defense		D10 Slav Defense		B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		B80 Pirc Defense		A01 Nimzo-Larsen Attack: Modern Variation		EB1 King's Indian Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
46...Rg6	3	2	5	0	1	0	0	4h 53m 37s	48.9	10%	2.9%	6.1%
The Hnefatafl Varangians from Llanfairpwllgwyngyllgogerychwyrndrobwllllantysiliogogoch	5	5	2	0	0	1	0	5h 30m 23s	41.3	8.2%	4.6%	5%

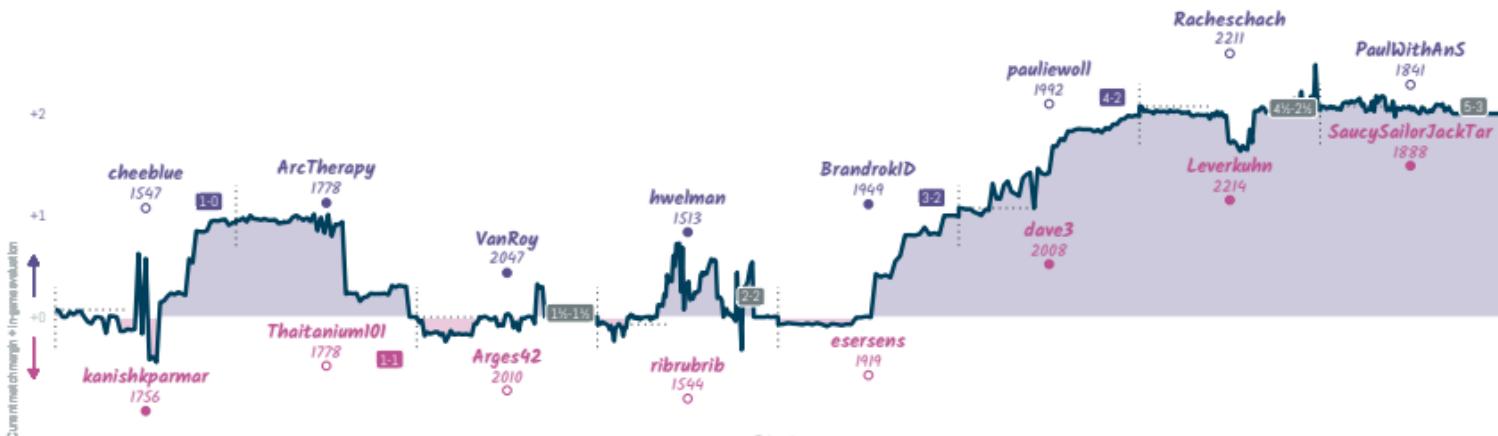
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Long Live The Ding! 5 3 Rapport's rapport with Ding

Games

B7	Tue 19:15	B6	Wed 18:30	B2	Thu 17:00	B8	Thu 17:00	B4	Fri 22:30	B3	Sat 16:00	B1	Sat 18:00	B5	Sun 15:15
cheblue	1	ArcTherapy	0	VanRoy	5	hwelman	5	BrandrokID	1	pauliewoll	1	Racheschach	5	PaulWithAnS	5
kanishkparmar	0	Thaitanium101	1	Arges42	5	ribrubrib	5	esersens	0	dave3	0	Leverkuhn	5	SaucySailorJac...	5
8wvf6pEt		kL91Inuv		wfvzZLj5		Q1ah3LsN		yvaiAQ6d		M1TxmBvi		N83d7z7H		mQs7jfwn	
B5 Sicilian Defense: Modern Variations, Main Line		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		A59 Benko Gambit Accepted: King Walk Variation		B10 Caro-Kann Defense: Two Knights Attack		C88 Ruy Lopez: Closed		C49 Four Knights Game: Spanish Variation, Double Spanish		C47 Four Knights Game: Scotch Variation Accepted		B11 Caro-Kann Defense: Two Knights Attack, Mindoro Variation, Exchange Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Long Live The Ding!	5	3	1	4	0	0	0	6h 35m 7s	29.7	4.4%	1.5%	4%
Rapport's rapport with Ding	3	1	3	4	0	0	0	7h 25m 37s	34.9	6.5%	2.5%	4.7%

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Ding Liren Gang - Rapport's Delight 2½ 5½ Self-pinning for Immortality

Games

B4	Tue 21:00	82	Wed 07:30	86	Thu 14:00	87	Thu 18:00	81	Thu 20:00	85	Sat 18:30	83	Sun 16:00	88	Mon 04:00
Moccy TSSCFITTSOS	1	timothyhsa	0	Rohithsha	0	kauberdi	0	SycoraxCirce	5%	KirkD	0	Haspelknecht	1	caodann	
	0	rojazu	1	HollowLeaf	1	kibenur	1	Dhmayer	5%	TheVacuousRom	1	Lynnpv	0	ScienceGeek	

B15 Caro-Kann Defense Tartakower Variation

30 English Opening: International Variation

000 Queen's Pawn Game: Chigorin Variation, Alburn Defense

1.0 Indian Defense: Anti-Norman Indian

C10 French Defense: Rubinstein Variation

011 Slav Defense: Breyer Variation

15 English Opening: Anti-Indian Defense

02 Queen's Pawn Game: London System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding Liren Gang - Rapport's Delight	2%	2	5	1	0	0	0	7h 35m 25s	42.1	8.9%	2.3%	4.9%
Self-nominees for Immortality	5%	5	2	1	0	0	0	7h 58m 41s	34.7	8.5%	2%	3.9%

"i"an "n"epomniachtchi is nobody for me 3½ 4½ CARLSENITO'S WAY

Games

BB	Mon 15:00	BB	Thu 17:00	BB	Fri 12:15	BB	Sat 09:15	BB	Sat 13:15	BB	Sat 20:00	BB	Sun 14:30	BB	Sun 20:30
electricfalcon	%	octacle	1	walfie	0	Pendru	0	lopixl	1	RobertSmith	0	rsandzimier	1	jwmckelvey	0
Duff3798	%	SlowChess73	0	Pope123	1	jantho	1	SrinivasBharathNK	0	CarlUndoThatMove	1	Zubenelgenubi	0	ipr	1
oZsbIryw		g2K8zhAA		gZ1G4DX0		KOAc9cMSp		NHPiqRz9		C1tMBhy0		PBy9PoYx		7ipKArxA	
A45 Indian Defense		008 Queen's Gambit Declined: Abin Countergambit, Modern Line		A13 English Opening: Agincourt Defense		B23 Sicilian Defense: Brand-Prix Attack		B01 Scandinavian Defense: Modern Variation		B14 Caro-Kann Defense: Panov Attack		B01 Scandinavian Defense: Main Line		A05 Zukertort Opening: Nimzo-Larsen Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
"i"an "n"epomniachtchi is nobody for me	3½	3	4	1	0	0	0	8h 5m 53s	41.3	8.2%	3.1%	3.7%
CARLSENITO'S WAY	4½	4	3	1	0	0	0	8h 6m 32s	40.3	7.9%	3.1%	4.2%

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 (played 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 12 July 2023.

Every little Ding is gonna be alright 7 | No Real Ideas Or Deep Prep

Games

B7	Mon 19:30	B8	Tue 19:00	B3	Tue 20:00	B6	Wed 05:30	B2	Wed 19:00	B5	Wed 21:00	B4	Thu 13:00	B1	Fri 15:00
B2C4G7	1	Creamsicle	1	Rolfomania	1	GarySlegg	1	sidfanDX	0	bushie123	1	BenMTL	1	sb_362	1
Sidewinder1648	0	Marcind75	0	cathode-ray-jepsen	0	Slamchops	0	jwwells42	1	Ivory12	0	sidetracked_owl	0	Unbreakable-1	0
GcBB3DYr		Wk75et1B		DDH3kKp7		yhWpbWGW		I3cR1Yk4		rE10Veqz		4IPzHa2n		pqtJU7ug	
A01 Nimzo-Larsen Attack: Classical Variation		A09 R&B Opening: Advance Variation		DD4 Queen's Pawn Game: Colle System		A43 Benoni Defense: Old Benoni		A15 English Opening: Anglo-Indian Defense, Anti-Anti-Grindfeld		A22 English Opening: Carls-Bremen System		C07 French Defense: Tarrasch Variation, Open System, Sichtling Line		CB7 Ruy Lopez: Open Berlin Defense, Showalter Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Every little Ding is gonna be alright	7	7	1	0	0	0	0	8h 38m 23s	32.5	6.9%	1.4%	4.4%
No Real Ideas Or Deep Prep	1	1	7	0	0	0	0	9h 55s	46.6	9.4%	4.4%	5.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/(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 12 July 2023.

Poison Pawn Posse 5 3 The En Passant Entertainers

Games

B1	Tue 13:00	B5	Tue 16:00	B8	Wed 02:00	B2	Wed 18:30	B7	Sat 15:00	B6	Sat 17:00	B3	Sat 23:00	B4
sebb7y	1	conradol13	0	jbarua	5	Grizzly1000	5	jbarua	0	xxrail	1	itaewon	1	jacobhess
Aboalnaga	0	NickR98	1	ceejcox	5	AlexGaul	5	ipa420	1	LePathfinder	0	vincenchips	0	pawn4promotion

6kYxDPeB

BhYsNmAG

j1ZX5ZXC

3JgPZ0YK

Thjgbn3P

0MHHQf5

PJcDmrE8

A27 English Opening: King's English Variation, Three Knights System

B87 Sicilian Defense: Sezin Attack, Flank Variation

C15 French Defense: Winawer Variation

D55 Queen's Gambit Declined: Modern Variation, Normal Line

B01 Scandinavian Defense: Modern Variation

B13 Caro-Kann Defense: Exchange Variation

E76 King's Indian Defense: Four Pawns Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Poison Pawn Posse	5	3	2	2	1	0	4h 47m 13s	27.4	7.5%	1.8%	3.1%
The En Passant Entertainers	3	2	3	2	0	1	3h 54m 34s	28.2	6.6%	2.7%	2.7%

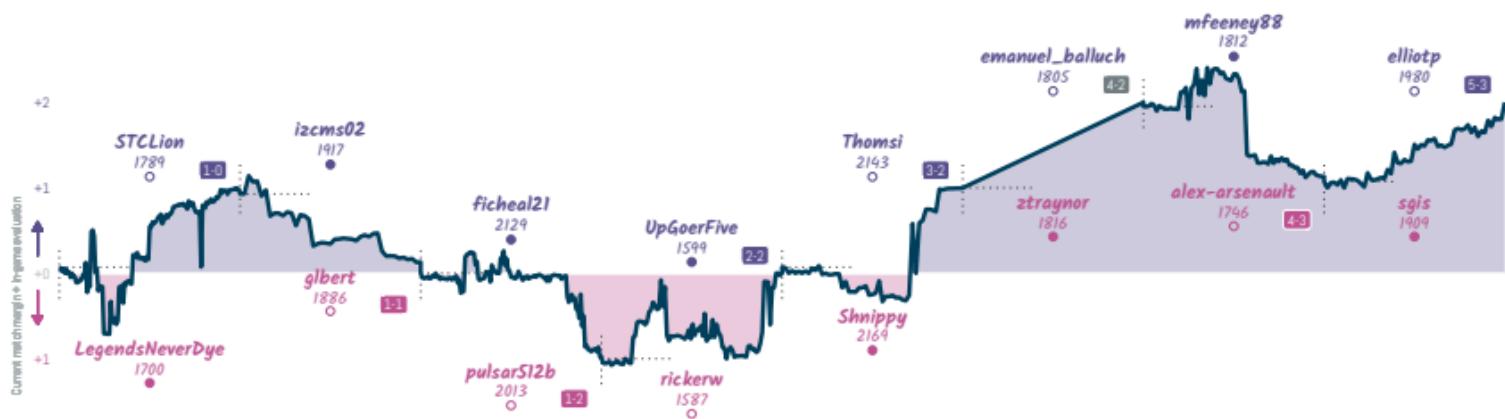
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 forfeits); ranks not shown for Round 1. This plot was compiled on 12 July 2023.

Caro Kann But We Kann't 5 3 The King's Armpit

Games

B7	Wed 20:00	B4	Thu 19:00	B2	Thu 19:00	B8	Fri 00:00	B1	Fri 16:00	B5	B6	Sun 09:00	B3	Sun 19:00	
STCLion	1	izcms02	0	ficheal21	0	UpGoerFive	1	Thomsi	1	emanuel_balluch	1X	mfeaney88	0	elliotp	1
LegendsNeverDye	0	gilbert	1	pulsar512b	1	rickerw	0	Shnippy	0	ztraynor	0F	alex-arsenault	1	sgis	0
TUPOmXBa		H7PXmzod		cgztxr0n		FOVN6wN4		1x0w4P16		zUnlsL55		ayYhhxAn			
A46 Indian Defense: Spielmann-Indian		C31 King's Gambit Declined: Falkbeer Counter-Gambit, Nimzowitsch-Marshall Counter-Gambit		D10 Slav Defense: Exchange Variation		D43 Semi-Slav Defense		B22 Sicilian Defense: Alapin Variation		A20 English Opening: King's English Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kann But We Kann't	5	4	3	0	1	0	0	5h 21m 45s	40.6	8.7%	2.4%	5.2%
The King's Armpit	3	3	4	0	0	1	0	5h 33m 30s	42.7	9.1%	2.1%	5.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 12 July 2023.

Arjun Not Entertained!? 1½ 6½ Qudit and the Quantum Bits

Games

B8	B2	Fri 01:00	B3	Sat 15:00	B1	Sat 21:00	B4	Sat 20:00	B5	Sun 16:00	B7	Sun 17:00	B6	Sun 18:00	
mikeknight	0F	mforg	%	Astronominoff	0	ygel_way_to_2000	0	Friis	1	DrVonGoosewing	0	MattHasFun	0	ekopp2000	0
speeder1987	1X	seb32	%	Forhavu	1	seb32	1	Ic69	0	introvertedbot	1	I2q0	1	rturri	1

Mdtq0eU6 QAXZdSJX JTSYieHw zq3AQN37 iyYEwtTA gpRmF51G ftAV0wva

D15 Slav Defense: Schlechter Variation C25 Vienna Game: Andersen Defense B13 Caro-Kann Defense: Panov Attack, Modern Defense B33 Sicilian Defense: Lasker-Polak Variation, Sveshnikov Variation, Chalifant Variation B40 Sicilian Defense: Alapin Variation, Sherzer Variation D00 Queen's Pawn Game: Accelerated London System C53 Italian Game: Classical Variation, Gueco Planisimo

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Arjun Not Entertained!?	1½	1	5	1	0	1	0h 5h 35m 38s	38.7	7.9%	1.4%	5%
Qudit and the Quantum Bits	6½	5	1	1	1	0	0h 4h 34m 25s	26.3	9%	2.5%	1.4%

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 12 July 2023.

Benoni Bozos 6½ 1½ The Zugzwang Zebras

Games

B6	Tue 08:00	B8	Thu 13:15	B7	Fri 14:00	B2	Sat 12:00	B3	Sat 15:00	B4	Sun 14:00	B5	Sun 17:00	B1	Mon 08:45
kaytmatov	%	kostasv1	1	tone_fresh	1	riverschess	1	Professor_Reality	1	ldekae	1	AumarMustafa	%	x420noscope	%
momor	%	T_Taylor	0	rjhor0	0	Davidc2214	0	Dan-Jon	0	guingil	0	zbidwell	%	midas127	%
XuqMBJjsV		yHBKbd1D		aFAQACwd		KmEeJg3T		41xsSbhN		d1LT7lH1		AozqP3D5		DTxCpNev	
D00 Queen's Pawn Game: Accelerated London System, Steinitz Countergambit		C47 Four Knights Game: Italian Variation		A40 Englund Gambit: Complex Englund Gambit		A30 English Opening: Symmetrical Variation		C02 French Defense: Advance Variation, Nimzowitsch System		B07 Pirc Defense		A01 Nimzo-Larsen Attack: Symmetrical Variation		E55 Nimzo-Indian Defense: Normal Variation, Gligoric System, Bronstein Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Benoni Bozos	6%	5	0	3	0	0	0	6h 40m 54s	43.5	6.6%	3%	6%
The Zugzwang Zebras	1%	0	5	3	0	0	0	6h 21m 26s	55.0	8.9%	4.3%	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/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 12 July 2023.

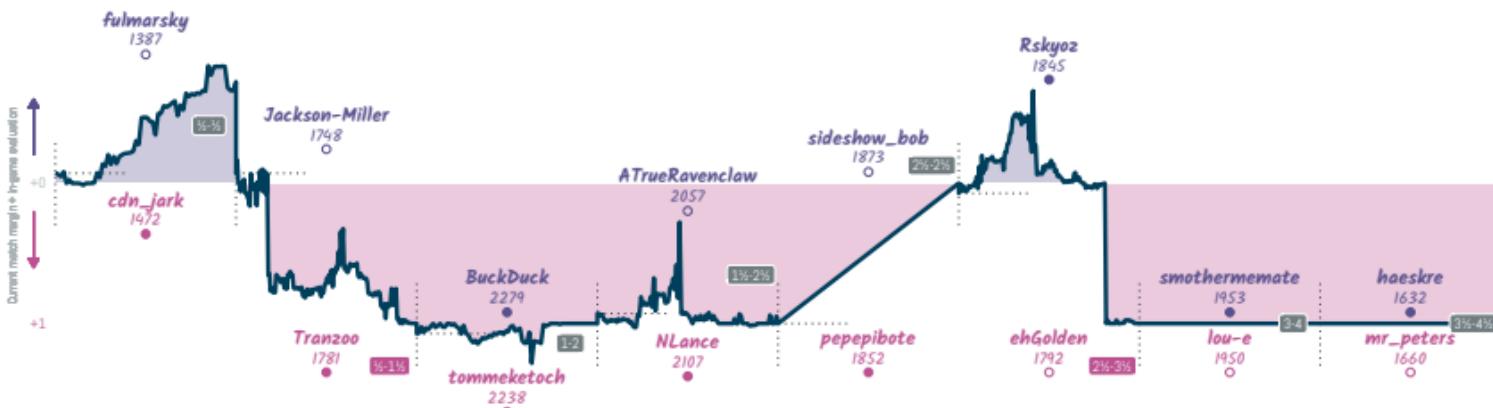
The courageous chess contubernium

3½ 4½ NA You Come at the Ding, You Better Not ...

Games

B8	Thu 23:00	B6	Fri 17:15	B1	Sat 08:00	B2	Sat 20:00	B4	B5	Sun 16:00	B3	B7
fulmarsky	%	Jackson-Miller	0	BuckDuck	%	ATrueRavenclaw	%	sideshow_bob	1X	Rskyoz	0	haeskre
cdn_jark	%	Tranzoo	1	tommeketoch	%	NLance	%	pepepibote	0F	ehGolden	1	mr_peters
YuHnuyWR		qhvDpdGk		e3YJ8PDx		cHENyXp7		KDYNbEk0				
B24 Sicilian Defense: Closed		B01 Scandinavian Defense		A07 King's Indian Attack: Pachman System		C45 Scotch Game: Schmidt Variation		D78 Neo-Grünfeld Defense: Classical Variation, Original Defense				

Story



Stats

Team

The courageous chess contubernium
You Come at the Ding, You Better Not Miss (That You're Completely Losing After f5)

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
3½	0	2	3	1	0	2	5h 44m 17s	27.5	6.4%	1.8%	1.4%	
4½	2	0	3	0	1	2	5h 40m 27s	22.9	8.9%	0.7%	0.7%	

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Morphyne Drip 3 5 One Ding to Rule Them All

Games

B4	Fri 00:00	B2	Fri 20:00	B7	Sat 13:30	B8	Sat 15:00	B6	Sun 17:30	B1	Sun 18:00	B5	Sun 18:30	B3
thePaul1	0	shakkimatti55	1	leptoe	0	r4d5	0	Kingcowgirl	0	jessehf	1	greysensei	1	ryancouldleking
jrcrawford512	1	LIYV	0	ruip	1	SpenserCode	1	mumblecoredumb...	1	Brundd	0	fesklo	0	emanon92
FJ8e5Stt		1VwCWkCD		ugSSQb6U		7Hq3XEGG		RY70d9pM		SY5J2vQv		scqEBmQQ		
C96 Ruy Lopez: Closed, Chigorin Defense		B22 Sicilian Defense: Alapin Variation, Barman Defense		B10 Caro-Kann Defense: Accelerated Panov Attack		B90 Sicilian Defense: Major Variation		C44 Scotch Game: Scotch Gambit, Advance Variation		B52 Sicilian Defense: Moscow Variation, Main Line		A09 Röti Opening: Reversed Blumenfeld Gambit		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morphyne Drip	3	2	4	1	0	0	1	6h 24m 17s	45.5	5.2%	2.1%	6.9%
One Ding to Rule Them All	5	4	2	1	0	0	1	6h 46m 34s	36.4	7.6%	4.5%	4.1%

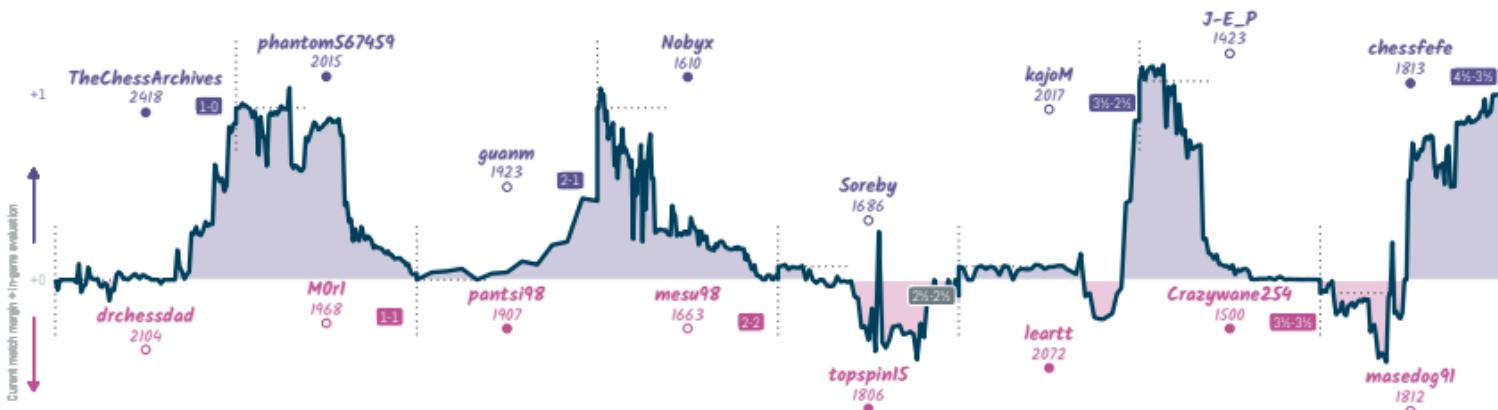
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 12 July 2023.

Ding of the Hill 4½ 3½ Knights in White Satin

Games

B1	Wed 15:00	B3	Wed 19:00	B4	Thu 15:30	B7	Thu 19:00	B6	Sat 13:00	B2	Sat 17:00	B8	Sat 17:00	B5	Sun 15:00
TheChessArchives	1	phantom567459	0	guannm	1	Nobyx	0	Soreby	½	kajom	1	J-E_P	0	chessfefe	1
drchessdad	0	M0rl	1	pantsi98	0	mesu98	1	topspin15	½	leartt	0	Crazywane254	1	masedog91	0
geY3AQef		Q7HYKgS0		25gzR1Nv		Jyd3BqUX		9d1E8BLT		771rqQjG		7BmwKIJY		3oTtIGEZ	
A45 Trompowsky Attack		B10 Caro-Kann Defense: Two Knights Attack		D30 Queen's Gambit Declined		C21 Center Game: Kissinitzky Variation		B13 Caro-Kann Defense: Exchange Variation		B33 Sicilian Defense: Lasker-Polak Variation, Sveshnikov Variation, Chelyabinsk Variation		B07 Pirc Defense: 150 Attack		C45 Scotch Game: Madam Defense	

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	5h 58m 40s	32.8	7.9%	3.2%	3.2%
Knights in White Satin	3½	3	4	1	0	0	0	5h 50m 57s	31.7	7.2%	2.9%	3.6%

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Knight To Meet You 5 3 We outsourced our prep to the #book-club

Games

B7	Mon 20:00	B8	Thu 18:00	B6	B1	Fri 11:00	B3	Fri 14:00	B2	Fri 16:00	B5	Sun 13:30	B4	OF	
Robson691 mqll	0 1	WasdMouse mrripe	1 0	augusthammers unknownnano	1X OF	ybw601 Silkthewanderer	0 1	stevy wizzywop	1 0	Silas1070 ButterPecan	1 0	humbertogecko loungelizard	1 0	joenathan3005 red_pandaz	0X 1X
1I5sPzgR		ZRNZijeI		rgBnxHed		Qukr81Xu		TdVNMef		AZD1PbuB					

E40 Nimzo-Indian Defense: Normal Line
A10 English Opening
D00 Queen's Pawn Game: Chigorin Variation, Alburt Defense
C15 French Defense: Winawer Variation, Delayed Exchange Variation
E25 Nimzo-Indian Defense: Sämisch Variation, Keres Variation
B22 Sicilian Defense: Alapin Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight To Meet You	5	4	2	0	1	1	0	5h 58m 43s	34.9	7%	3.1%	3.5%
We outsourced our prep to the #book-club	3	2	4	0	1	1	0	5h 10m 23s	40.4	7.5%	3.1%	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 tiebreaks); ranks not shown for Round 1. This plot was compiled on 12 July 2023.

ChatQGD 3½ 4½ NA Waxy's Warriors

Games

B3	Thu 19:00	B8	Fri 19:30	B4	Sat 07:00	B2	Sat 09:00	B5	Sat 15:00	B6	Sun 00:45	B1	Sun 13:00	B7	Sun 19:00
d1mitar	1	Happyandsabags	0	val1313	0	Meeklydim	%	seius	1	d0wnh0me	%	CrazyMerlyn	0	prostidude	%
PharmacistGambit	0	diecast_illusion	1	SteveMcKinnon	1	chk12	%	DosDebug	0	JJames1	%	chatakkuma	1	diecast_illusion	%
snFYm2u5		dKA1sb3Z		Kc41q6aY		dBYEjrAT		nOk1zqdC		NF879LSw		x2aX27G9		oSzIXBIK	
D04 Queen's Pawn Game: Colle System		A01 Nimzo-Larsen Attack: Classical Variation		D31 Queen's Gambit Declined: Janowsky Variation		B42 Sicilian Defense: Kan Variation, Polugayevsky Variation		E04 Catalan Opening: Open Defense		B92 Sicilian Defense: Najdorf Variation, OpenCansky Variation		C43 Russian Game: Madsen Attack, Center Variation		CD2 French Defense: Advance Variation, Nizozwitsch System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
ChatQGD	3½	2	3	3	0	0	0	8h 8m 4s	30.1	7.4%	2.7%	2.1%
Waxy's Warriors	4½	3	2	3	0	0	0	6h 52m 57s	29.4	7.1%	4.7%	2.1%

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/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 12 July 2023.

Maybe the real treasure was the Rapport... 5 3 The Clock Crushers: Dangerous in any ...

Games

B6	B3	Thu 19:00	B4	Thu 19:30	B5	Fri 14:00	B1	Fri 15:00	B2	Sat 11:00	B8	B7
bauernmahlzeit	0F	TrainingGrounds	1	davidthepawn	1	paulinesernine	0	EvilNalu	1	Timvier	1	apidae
peterwoowooka	1X	ishallwoopyoass	0	Poldi_der_Drache	0	BarbarAusBiele...	1	MPonciano	0	Goatsrock	0	lexgrad
FQqD1pAc	7NfWFb8A	H2J8p9Ma	hhLWkATC	vSEcTBqj								
B15 Caro-Kann Defense: Fungas Variation	D91 Grünfeld Defense: Three Knights Variation, Petrosonian System	B40 Sicilian Defense: Delayed Alapin Variation	A45 Indian Defense	C63 Ruy Lopez: Schliemann Defense, Tartakower Variation								

Story



Stats

Team

Maybe the real treasure was the Rapport we made along the way
The Clock Crushers: Dangerous in any Time Control

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
5	4	1	0	0	1	2	5h 49m 26s	35.7	4.5%	2.2%	4.5%
3	1	4	0	1	0	2	5h 27m 32s	43.4	7.5%	3.4%	5.2%

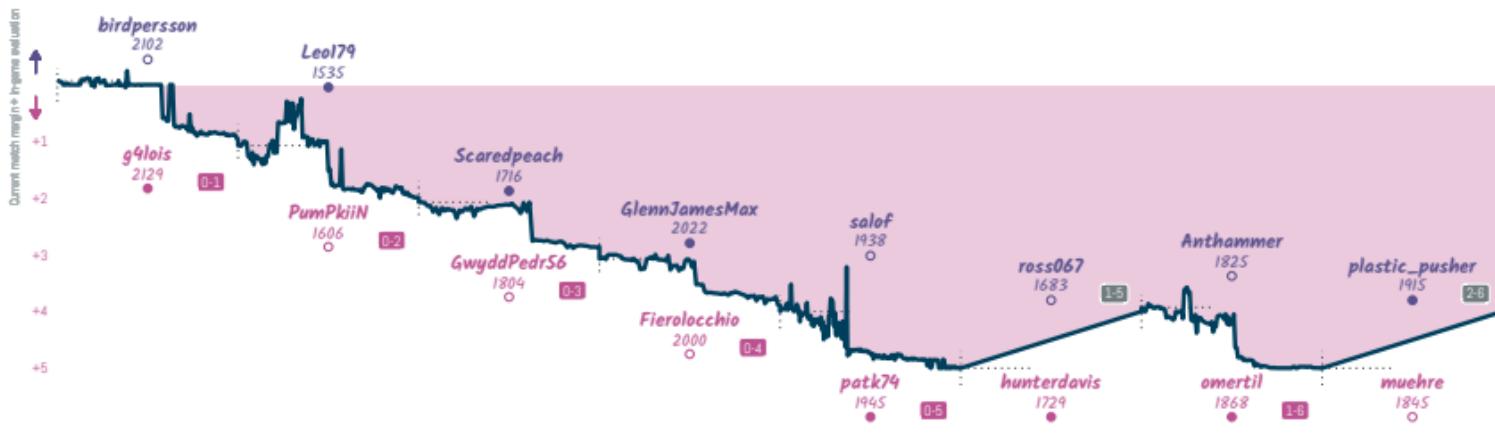
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 12 July 2023.

dungeons and sicilian dragons 2 6 Fly like Rg6?!

Games

B1	Wed 13:00	B8	Thu 15:00	B6	Thu 19:00	B2	Sat 04:30	B3	Sat 14:00	B7	B5	Sun 16:00	B4
birdperson	0	Leol79	0	Scaredpeach	0	GlennJamesMax	0	salof	0	ross067	1X	Anthammer	0
g4lois	1	PumPkiin	1	GwyddPedr56	1	Fierolocchio	1	patk74	1	hunterdavis	0F	omertil	1
msPvBzc		WhQJjsuT		h47YIMBw		sCo37GoM		ZYA1801I		7mYG7tjW		plastic_pusher	
D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B12 Caro-Kann Defense: Maroczy Variation		B12 Caro-Kann Defense		B23 Sicilian Defense: Closed, Traditional		D15 Slav Defense: Three Knights Variation		B30 Sicilian Defense: Nyzhnyatdinov-Rossolimo Attack		muehre	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
dungeons and sicilian dragons	2	0	6	0	2	0	0	4h 34m 52s	49.6	10.5%	2.8%	4.7%
Fly like Rg6?!	6	6	0	0	0	2	0	5h 52m 20s	34.8	8.3%	2.2%	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': - (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 12 July 2023.