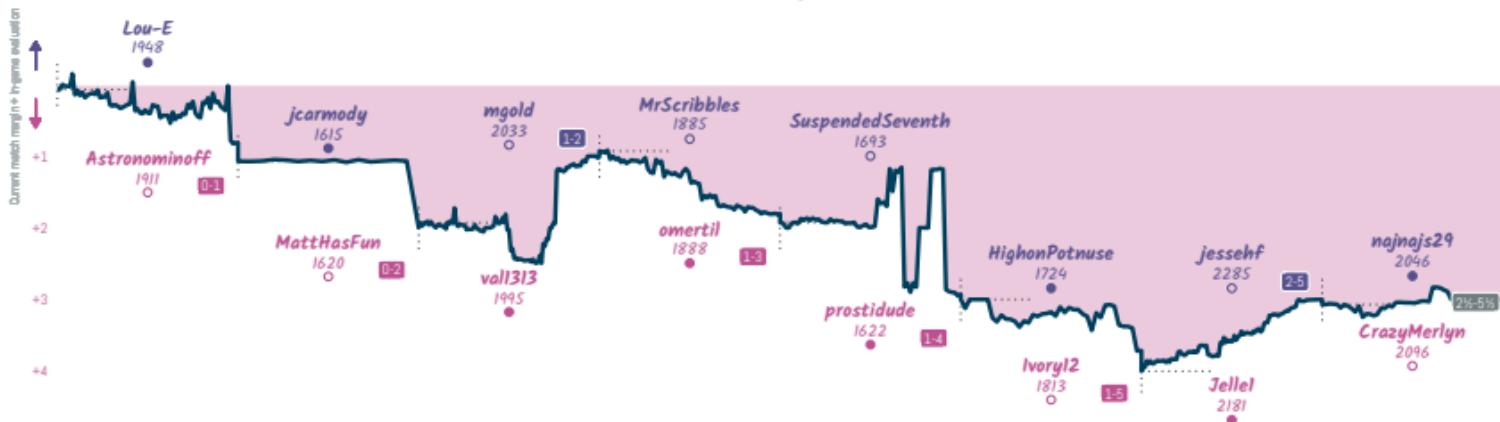


## careless /Whisper 2½ 5½ #2 The Pawns Are Back In Town

## Games

B4	Tue 17:00	B8	Tue 20:00	B3	Thu 13:00	B5	Fri 14:00	B7	Fri 19:00	B6	Sat 18:00	B1	Sun 18:00	B2	Sun 19:30	
Lou-E	0	jcarmody	0	mgold	1	MrScribbles	0	SuspendedSeventh	0	HighonPotnuse	0	jessehf	1	najnajs29	0	%
Astronominoff	1	MattHasFun	1	val1313	0	omertil	1	prostitude	1	Ivory12	1	Jelle1	0	CrazyMerlyn		%
yaZyhdFz		uE9ztfTR		9sJ3gIKa		WelhFU9g		YYTsCFjv		tmBmvegX		tcA1BI6n		hNkNB1Bp		
C20 King's Pawn Game: Alapin Opening		B10 Caro-Kann Defense: Two Knights Attack		A05 King's Indian Attack		B23 Sicilian Defense: Brand Prix Attack		B36 Sicilian Defense: Accelerated Dragon, Mordzoy Bind, Gurgenishvili Variation		A83 Dutch Defense: Staunton Gambit		A86 Dutch Defense: Classical Variation		CB4 Ruy Lopez: Classical Variation, Central Variation		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	2½	2	5	1	0	0	0	5h 29m 57s	38.4	6.8%	2.7%	2.7%
The Pawns Are Back In Town	5½	5	2	1	0	0	0	5h 46m 3s	32.5	8%	1.9%	2.3%

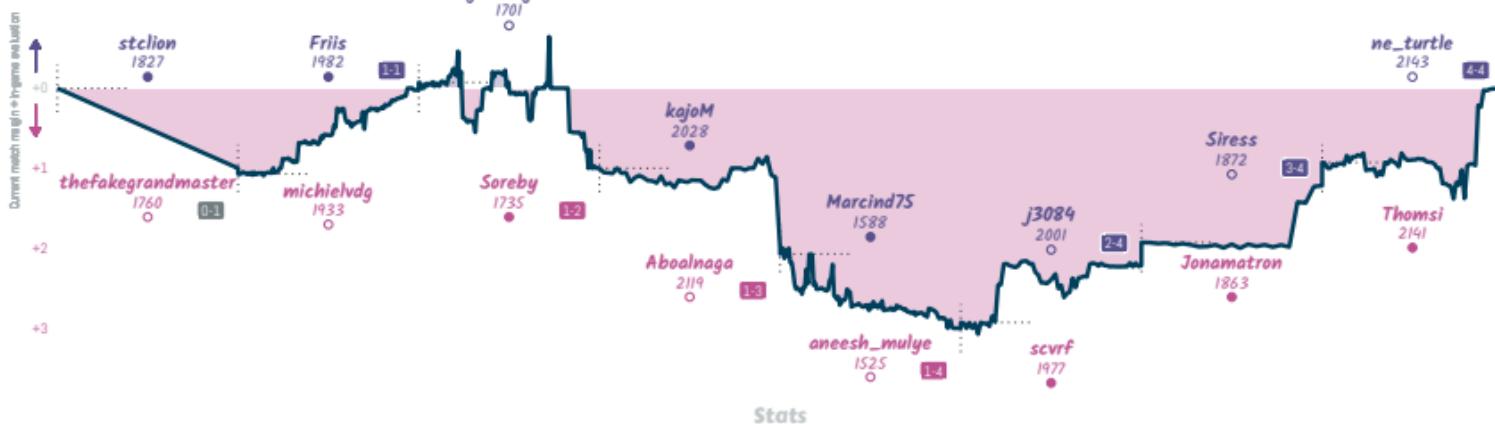
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are not assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 23 August 2023.

#1 **Hikaru's Groomsmen** 4 4 #10 **The Beautiful and the Drawn**

## Games

B6	B4	Thu 18:00	B7	Thu 18:00	B2	Fri 18:00	B8	Sat 11:00	B3	Sun 08:00	B5	Sun 17:00	B1	Sun 16:00
stclion	0F	Friis	1	ragnarokgame	0	kajoM	0	Marcind75	0	Siress	1	ne_turtle	1	
thefakegrandma...	1X	michielvdg	0	Soreby	1	Aboalnaga	1	aneesh_mulye	1	Jonamatron	0	Thomssi	0	0
		wgCX9VUm		Xf1b0A0v		b0D13Xtr		qq0VR53v		DTMXDluh		fRTpMV3x		VJoh7uHq
		B10 Caro-Kann Defense: Two Knights Attack		B90 Sicilian Defense: Najdorf Variation, English Attack		B25 Queen's Gambit Accepted: Janowski-Larsen Variation		B27 Sicilian Defense: Hyperaccelerated Dragon		B40 Sicilian Defense: French Variation		C50 Italian Game: Glucko Pianissimo, Italian Four Knights Variation		B70 Sicilian Defense: Dragon Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hikaru's Groomsmen	4	4	3	0	0	1	0	6h 38m 2s	34.2	7.2%	1.8%	3.2%
The Beautiful and the Drawn	4	3	4	0	1	0	0	6h 23m 4s	35.8	8.3%	4%	2.9%

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 23 August 2023.

## #4 Knights should face magnetic north 4½ 3½ Selling Englund by the Pawn

## Games

B5	Mon 20:30	B8	Tue 01:00	B1	Tue 19:00	B4	Wed 13:00	B7	Thu 18:00	B6	Sat 16:30	B2	Sun 02:00	B3	Sun 13:00
ConstantIn	%	kygreek	1	carinawi	1	lc69	0	zephyr631	1	xkm	0	donjar	0	p_s_q	1
Sparassidae	%	WasdMouse	0	Mediocratic	0	vahid_abazaril	1	a2c4	0	cinemashow	1	lyqst	1	far1108	0
ZhJM1uoJ		yyaU1cvI		1ydmGRCM		AwnwRUPM		WjqqqjYz		tNQQuQsL		8SpKbQ0B		bCLtu0k0	
C02 French Defense: Advance Variation		A20 English Opening: King's English Variation		A07 King's Indian Attack		B72 Sicilian Defense: Dragon Variation		D01 Rapport-Jobava System		D11 Slav Defense: Breyer Variation		A34 English Opening: Symmetrical Variation, Rubinstein Variation		B23 Sicilian Defense: Closed	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights should face magnetic north	4½	4	3	1	0	0	0	8h 43m 10s	32.4	9.4%	3%	1.5%
Selling Englund by the Pawn	3½	3	4	1	0	0	0	7h 43m 32s	33.2	7.4%	4%	1.5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: teams average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 23 August 2023.

#3 **Here to Checkmate** 1½ 6½ Now I am become Chess, the Destroyer ...

## Games

B6	Tue 10:30	B1	Wed 12:00	B8	Thu 13:00	B5	Thu 17:00	B7	Sat 14:00	B3	Sun 05:30	B2	Sun 15:00	B4	Sun 15:00
SrinivasBharathNK	0	rise_bishop	0	rickerw	0	fvaifier	0	SlowChess73	1	BrandrokID	0	LeoYee	%	Matt365	0
d0wnh0me	1	x420noscope	1	lone_rangerheavy	1	MilsBees	1	Ptro	0	Jasonjones	1	mathaias	%	Feet_Barbie	1
<b>4bcKBoeq</b>		<b>sqWfrJTy</b>		<b>0wuklpBZ</b>		<b>SveE1d08</b>		<b>9wjnDaFB</b>		<b>gMPhoefK</b>		<b>1mPhoefW</b>		<b>Zbe8hEA1</b>	
D35 Queen's Gambit Declined Exchange Variation, Positional Variation		D02 Queen's Pawn Game: Symmetrical Variation		B30 Sicilian Defense: Nyazhendinov-Rossolimo Attack		E10 Indian Defense: Anti-Nimzo-Indian		C02 French Defense: Advance Variation, Euwe Variation		C51 Italian Game: Evans Gambit, Anderssen Variation, Caro Line		B12 Caro-Kann Defense: Advance Variation, Bativnik-Carls Defense		D01 Rapport-Jabava System	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Here to Checkmate	1½	1	6	1	0	0	0	7h 34m 49s	44.3	10%	4.2%	3.5%
Now I am become Chess, the Destroyer of Egos	6½	6	1	1	0	0	0	7h 52m 43s	32.5	8.1%	1.9%	2.9%

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 23 August 2023.

#5 **Gone with the Pinned** 3½ **4½** **Wheel of Time Trouble**

## Games

B7	Wed 16:00	B3	Wed 19:00	B6	Thu 12:30	B4	Thu 19:00	B1	Sat 07:00	B2	Sat 14:00	B5	Sun 11:00	B8	Sun 18:00
ipa420	0	bb009	0	Chjabr0010	0	gibert	½	Antaniserse	1	drchessdad	0	chesshavoc	1	DavidRosenkoetter	1
andrewrimmer	1	fake_switch	1	gatzios	1	zbidwell	½	Dhmayer	0	HimmelLove	1	bushiel23	0	Butch61	0
<b>WVF2XT15</b>		<b>65STb1Bg</b>		<b>681SBNpo</b>		<b>Tku2BcDc</b>		<b>N0SJq8Tc</b>		<b>eIwKu41Y</b>		<b>zrecwN3h</b>		<b>Lcr3BGsV</b>	
C53 Italian Game: Classical Variation, Giuoco Pianissimo		D10 Slav Defense: Exchange Variation		B12 Caro-Kann Defense: Advance Variation, Short Variation		E92 King's Indian Defense: Exchange Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		C01 French Defense: Exchange Variation, Monte Carlo Variation		B40 Sicilian Defense: French Variation		B10 Caro-Kann Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gone with the Pinned	3½	3	4	1	0	0	6h 23m 1s	40.2	7%	2%	5.5%
Wheel of Time Trouble	4½	4	3	1	0	0	6h 38m 8s	40.0	7.8%	2%	3.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 23 August 2023.

#8 **Fast and Dubious** 5½ 2½ **We forgot to ask for compensation**

## Games

B3	Sat 08:00	B4	Sat 14:00	B2	Sat 18:00	B5	Sun 08:00	B7	B8	Sun 13:30	B6	Sun 18:30	B1	Sun 17:00	
iljazbru	%	Lyrurus	0	jk_182	1	Midnightokar	1	keaaw	1X	Happysandbags	1	Lyrurus	1	Racheschach	0
Tedrhuyagonall	%	wizywyop	1	birdperson	0	Tranzoo	0	unknognnano	0F	rjhor0	0	Kingcowgirl	0	Razorneck	1

**Ajx1BAbL****FR58w5Gd****WJHrMzKI****svMMCerW****FMpjd1xC****C0CRLEGF****IRWXPBkZ**C95 Ruy Lopez: Closed,  
Breyer Defense, Zaitsev  
HybridB23 Sicilian Defense:  
Closed, TraditionalA2B English Opening: King's  
English Variation, Four  
Knights Variation, Quiet LineC01 French Defense:  
Exchange Variation,  
Svenorius VariationE16 Queen's Indian Defense:  
Capablanca VariationB52 Sicilian Defense:  
Moscow Variation, Main Line

A05 King's Indian Attack

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Dubious	5½	4	2	1	1	0	0	7h 33m 3s	31.1	6.2%	3.7%	1.8%
We forgot to ask for compensation	2½	2	4	1	0	1	0	6h 56m 51s	38.1	10.5%	2.2%	3.4%

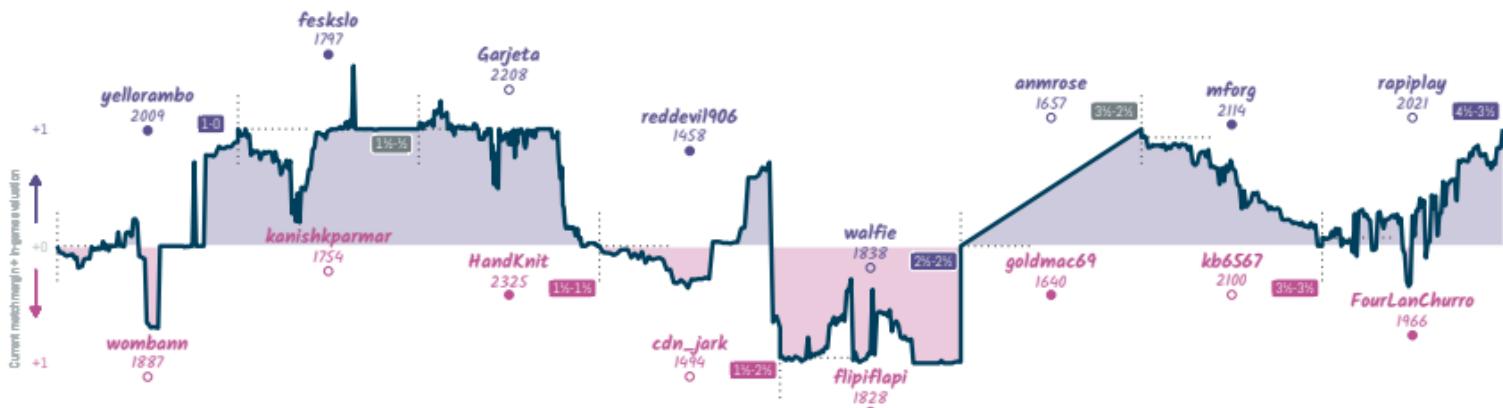
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

## #6 Accelerated Resignation 4½ 3½ Clocklust

## Games

B4	Tue 14:00	B6	Tue 16:00	B1	Tue 19:45	B8	Wed 01:00	B5	Thu 12:00	B7	B2	Fri 01:00	B3	Sun 15:00	
yellowrambo	1	fesklo	½	Garjeta	0	reddevil906	0	walifie	1	anmrose	1X	mforg	0	rapiplay	1
wombann	0	kanishkparmar	½	HandKnit	1	cdn_jark	1	flipflapi	0	goldmac69	0F	kb6567	1	FourLanChurro	0
a45nUeLJ		81IWs3ZB		gFsGttCz		rp9RUMch		IG7xdLSr		WSdwXkGM		SBVP5k1M			
D35 Queen's Gambit Declined Exchange Variation, Positional Variation		A40 Horwitz Defense		E06 Catalan Opening: Closed		D38 Queen's Gambit Declined: Ragozin Defense		A18 English Opening: Mikenas-Carls Variation		B04 Alekhine Defense: Modern Variation, Lassen Variation		CB3 Ruy Lopez: Schliemann Defense, Tartakower Variation			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	4½	3	3	1	1	0	0	8h 2m 16s	33.1	7%	2.6%	3.8%
Clocklust	3½	3	3	1	0	1	0	7h 23m 35s	30.5	6.4%	2.3%	3.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# Bishops in Paris 4 4 #9 Orcas Against the Mods' Yachts

## Games

B4	Thu 03:00	B3	Fri 01:30	B2	Sat 07:00	B6	Sat 09:00	B5	Sat 11:00	B1	Sat 14:00	B7	Sun 16:00	B8	Sun 19:00
soitoe	0	Magol	1	VanRoy	0	winegum1994	0	jose684	1	Leverkuhn	1	vejen	0	Lexgrad	1
rsandzimier	1	ajajajaj	0	Xmask	1	Yoa	1	awfulmove	0	RSInterocio	0	em-as-in-emily	1	osumarko	0
<b>cNRKK2Xd</b>		<b>pKQ27sMB</b>		<b>EMV7WVh1</b>		<b>AVOphDFD</b>		<b>DaFk5ZFM</b>		<b>cnKioxYk</b>		<b>VQZ7q1u1</b>		<b>11VxS135</b>	
D43 Semi-Slav Defense		C53 Italian Game: Classical Variation, Grice Gambit, Anderssen Variation		B01 Scandinavian Defense: Modern Variation		C53 Italian Game: Classical Variation, Grice Gambit		A45 Indian Defense		D20 Queen's Gambit Accepted: Central Variation, Modern Defense		C58 Italian Game: Two Knights Defense, Colman Variation		D02 Queen's Pawn Game: Zukertort Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	4	4	4	0	0	0	0	8h 41m 38s	40.7	6.8%	3.8%	5.2%
Orcas Against the Mods' Yachts	4	4	4	0	0	0	0	8h 8m 9s	41.1	8.7%	3.6%	4.9%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 23 August 2023.

## #7 Creepy Crawlers 5 3 Knights to Meet Ju

## Games

B2	Tue 21:00	B8	Thu 16:15	B4	Thu 18:00	B3	Fri 18:00	B6	Sat 18:00	B1	Sat 20:00	B7	Sun 11:45	B5	Sun 13:00
seb32	0	r4do5	1	markmarkedymar...	1	VicPez	1	casual921	0	Qudit	0	momor	1	jeremyjh	1
knightstomeetu	1	ribrubrib	0	Forhavu	0	AACtrI	0	UNI137	1	GiveMeKite	1	EnchantedBoard	0	Turmersatz	0

oCMKh67d

IvTNghgP

AwdxQQg5

TH1jPYQY

h112Ychd

v3NcJSqb

189y0m1F

otcX47tx

B13 Caro-Kann Defense:  
Panov Attack, Modern  
DefenseB15 Caro-Kann Defense:  
Tartakower Variation

D43 Semi-Slav Defense

B50 Sicilian Defense: Kapoc  
System

D00 Queen's Pawn Game

B99 Sicilian Defense:  
Najdorf Variation, Main Line

D01 Rapport-Johava System

B40 Sicilian Defense:  
Delayed Alapin Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Creepy Crawlers	5	5	3	0	0	0	0	8h 31m 38s	44.3	5.4%	5.4%	4%
Knights to Meet Ju	3	3	5	0	0	0	0	8h 37m 20s	46.6	6.4%	3.2%	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 (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(?)/W/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# At least we started in first

# 4 4 No Country for Old Pawns

## Games

B6	Tue 07:30	B2	Tue 13:00	B1	Wed 09:00	B5	Fri 15:00	B8	Fri 16:00	B4	Sat 19:00	B7	B3	Sun 20:00	
gary0892	0	Meeklydim	1	chatakkuma	5%	SouzaMoraes	0	CHEEZY785	5%	Daniel1802b	1	estructuralista	1X	d1mitar	0
sameazezz077	1	sebb7y	0	ul2912	5%	PaulWithAnS	1	Damnlie	5%	gmat20020	0	mr_peters	0F	Octopus-Union	1

xxk4KJef

mfIUT01R

UvIV1ETe

o0X1xJHD

kffMhIHE

USfwTjt3

FYCZbRxi

C24 Bishop's Opening: Vienna Hybrid

E05 Catalan Opening: Open Defense, Classical Line

A46 Tarrasch Attack: Classical Defense, Nimzowitsch Variation

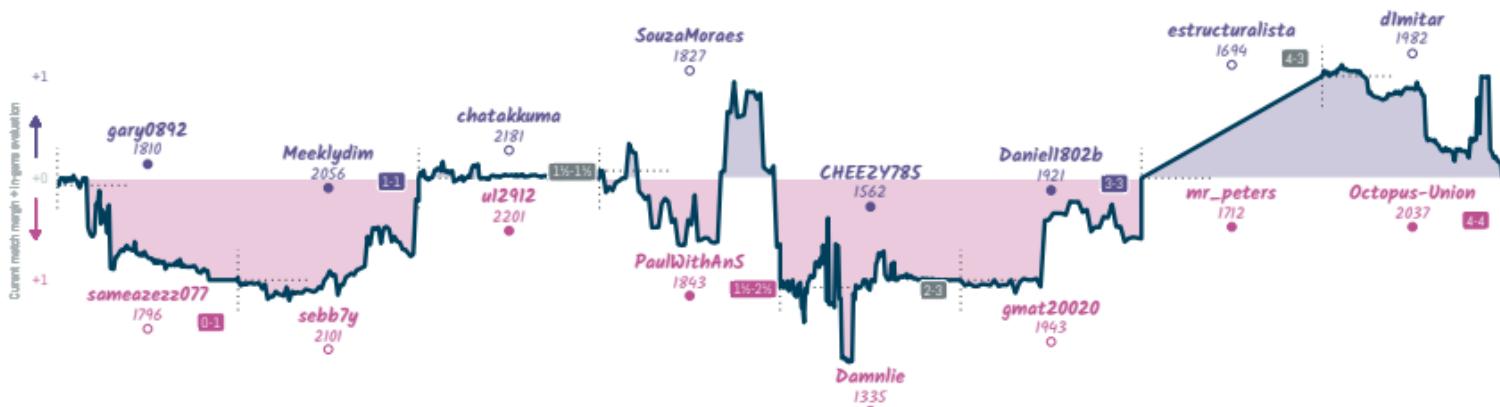
C36 King's Gambit Accepted: Modern Defense

A05 Zukertort Opening

D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation

E82 King's Indian Defense: Fianchetto Variation, Uhlmann-Szabo System

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
At least we started in first	4	2	3	2	1	0	8h 15m 50s	34.8	6.2%	1.9%	4.7%
No Country for Old Pawns	4	3	2	2	0	1	7h 17m 19s	32.1	5.3%	2.2%	3.7%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# A Bunch of Squares 4 4 No checks accepted

## Games

B2	Wed 18:00	B8	Thu 17:00	B7	Thu 21:15	B1	Fri 15:30	B4	Fri 20:00	B5	Sat 19:00	B3	B6	Sun 17:00	
Superfighter	1	oldprez	1	Pughie	0	Chesstrix01	1	lopixl	0	samit_d	1	samarthachess	0F	PatchyThePirate	0
Isachess	0	speeder1987	0	jurica_c	1	yqel_way_to_2000	0	FaridDz21	1	bagelkh	0	t0sharaff8200	1X	KirkD	1

C55 Italian Game: Two Knights Defense, Modern Bishop's Opening

A45 Indian Defense

D01 Rapport-Johava System

D43 Semi-Slav Defense: Anti-Moscow Gambit

B01 Scandinavian Defense

A41 Queen's Pawn Game

C02 French Defense: Advance Variation

8Shepu1

C31Lmg0o

Bqm8gd0I

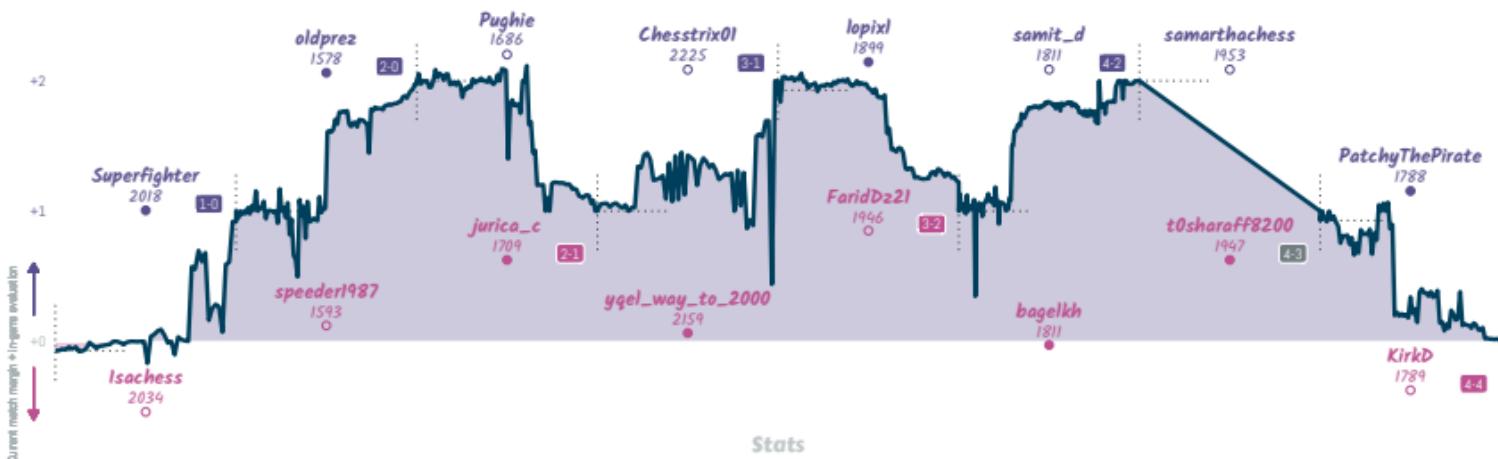
wWk41Ls7

kPyxr5wM

wX9uNir1

ZdktK1T4

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	4	4	3	0	0	1	0	6h 7m 12s	42.0	8.2%	4.6%	3.3%
No checks accepted	4	3	4	0	1	0	0	6h 48m 48s	46.2	6.9%	3.9%	4.9%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 23 August 2023.

## NA It's been 7 sacs and 15 moves since you hid your king away 4½ 3½ Lichamps

## Games

B6	Tue 20:00	B1	Thu 18:00	B4	Fri 20:00	B2	Sat 01:00	B5	Sat 11:30	B3	Sun 13:00	B7	Sun 13:00	B8	Mon 03:15
Rolihlahla	1	KS_Legion_Legion...	0	sideshow_bob	½	timothyha	1	dkol	0	scarff	1	samuelgiats	0	caodanny	1
mumblecoredumb...	0	Brundd	1	jedzzz	½	lion88	0	darkfl0me	1	Timvier	0	ruip	1	ceejcox	0
a0QkRW1P		qITZDiy		ZRSLTdop		fFUyMP6z		tzuczRfd		VIUHpbvV		e7qvVxRv		2ANFZCPH	
D01 Rapport-Jobava System		B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Exchange Line		A18 English Opening: Mikenas-Carls Variation		A05 King's Indian Attack: Symmetrical Defense		A10 English Opening: Great Snake Variation		B22 Sicilian Defense: Alapin Variation		B30 Sicilian Defense: Nyazhmedinov-Rossolimo Attack		A40 Horwitz Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
It's been 7 sacs and 15 moves since you hid your king away	4½	4	3	1	0	0	0	9h 41m 15s	41.7	9.4%	3.1%	3.6%
Lichamps	3½	3	3	1	0	0	0	9h 35m 18s	40.5	8.2%	2.9%	4.6%

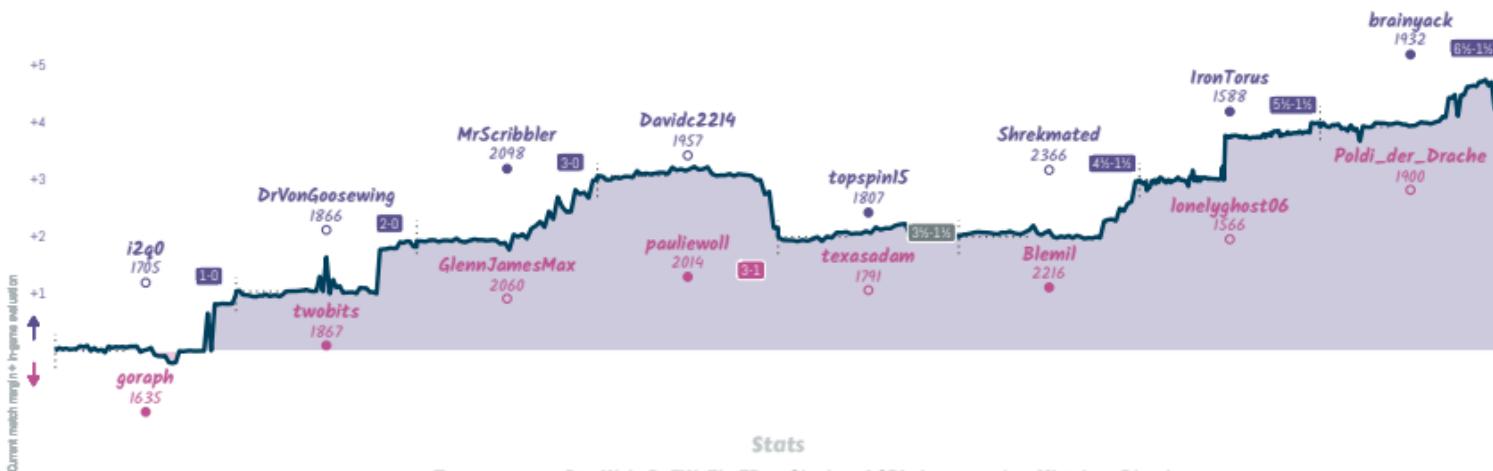
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/(L/D) (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# insufficient captain material 6½ 1½ This looks like a 960 position

## Games

B7	Mon 16:00	B5	Fri 18:30	B2	Sat 13:00	B3	Sun 08:00	B6	Sun 14:00	B1	Sun 16:00	B8	Sun 16:00	B4	Sun 18:00
i2q0	1	DrVonGoosewing	1	MrScribbler	1	Davidc2214	0	topspin15	½	Shrekmatred	1	IronTorus	1	brainyack	1
goraph	0	twobits	0	GlennJamesMax	0	pauliewoll	1	texasadam	½	Blemlil	0	lonelyghost06	0	Poldi_der_Drache	0
UyDvEbaB		EHC50Pdp		BUu9441E		lynv7bQZ		gGuwrw85		phzFj711		5JrjkQNT		ZfTcMzdi	
E01 Catalan Opening: Closed		C00 French Defense: Steiner Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B76 Sicilian Defense: Dragon Variation, Yudovilov Attack, Panov Variation		D31 Queen's Gambit Declined: Charousek Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		D02 Queen's Gambit Declined: Baltic Defense, Pseudo-Slav		C01 French Defense: Exchange Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
insufficient captain material	6%	6	1	1	0	0	0	6h 16m 48s	25.9	5.6%	1.7%	2.2%
This looks like a 960 position	1%	1	6	1	0	0	0	5h 40m 43s	45.6	5.2%	3.4%	5.6%

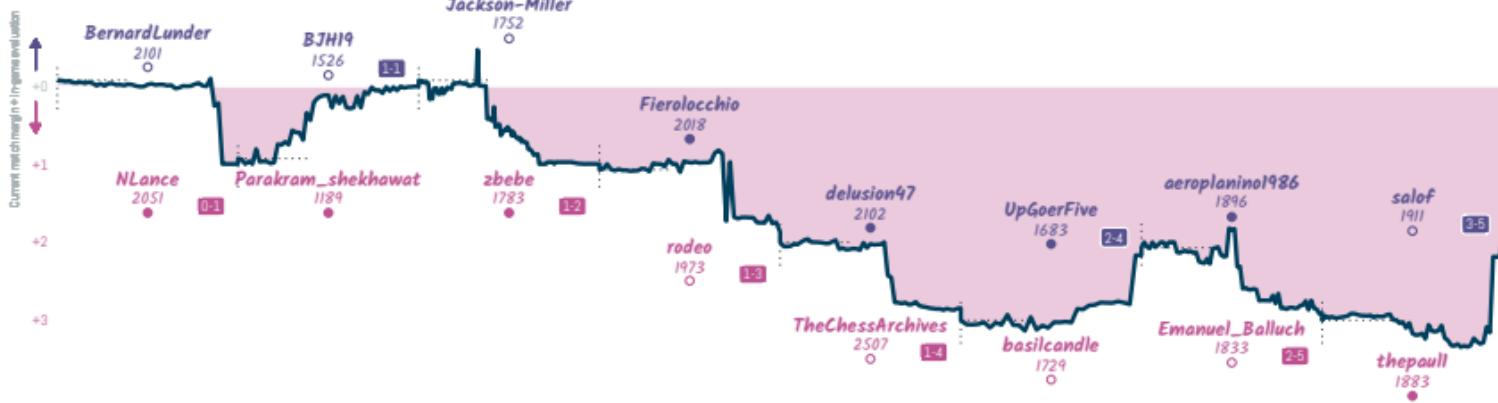
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 sorted from left to right by the time of their last move (unplayed games are then assigned a time by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# Magic 8 Ball Told Us We'd Win! 3 5 No Rapport but great rapport

## Games

	Tue 10:00	B8	Tue 19:00	B6	Wed 14:00	B3	Fri 18:00	B1	Sat 15:15	B7	Sat 17:00	B5	Sun 09:30	B4	Sun 19:00
B2															
BernardLunder	0	BJH19	1	Jackson-Miller	0	Fierolocchio	0	delusion47	0	UpGoerFive	1	aeroplanino1986	0	salof	1
NLance	1	Parakram_shekha...	0	zbebe	1	rodeo	1	TheChessArchives	1	basilcandle	0	Emanuel_Balluch	1	thepaul1	0
Gvk20PyB		I9fI3Vgp		4FcaD1NS		B1eBM9xH		bbGVbmzx		hEqz7YX1		qm8VNMGc		izQTbs4f	
CS3 Italian Game: Classical Variation, Greco Gambit		B02 Alekhine Defense: Scandinavian Variation		CS3 Italian Game: Classical Variation		B40 Sicilian Defense: Four Knights Variation, Exchange Variation		B04 Queen's Pawn Game: Colle System		B04 Queen's Pawn Game: Colle System		C02 French Defense: Advance Variation, Paulsen Attack		ED4 Catalan Opening: Open Defense	

## Story



## Stats

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magic 8 Ball Told Us We'd Win!	3	3	5	0	0	0	0	4h 52m 14s	38.6	8.9%	0.8%	3.6%
No Rapport but great rapport	5	5	3	0	0	0	0	5h 10m 21s	31.3	8.1%	1.2%	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/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

# Assassins of Queens 3½ 4½ Magnus Cum Laude

## Games

B8	Tue 18:00	B7	Tue 19:00	B1	Wed 19:00	B2	Fri 17:00	B5	Sun 07:00	B6	B3	Sun 19:00	B4	Sun 20:00	
Apidae	0	LegendsNeverDye	0	sb_362	5%	fookh	5%	Durbed	1	rampichino	½Z	TrainingGrounds	0	davidthepawn	1
davegiltinan	1	johnchess2	1	antazhi8	5%	Paulze2000	5%	alo_ bhaloo	0	alex-arsenault	½Z	HeartCooksBrain	1	sgis	0
<a href="#">oev2MBzY</a>		<a href="#">JqRxW0gN</a>		<a href="#">rPLkPacn</a>		<a href="#">K2EjjRbf</a>		<a href="#">6qevtsCH</a>		<a href="#">eYIrRFBv</a>		<a href="#">cUNrOcNL</a>			
E88 Nimzo-Indian Defense: Classical Variation, Berlin Variation		C01 French Defense: Exchange Variation		A65 Benoni Defense: King's Pawn Line		D05 Queen's Pawn Game: Colle System, Traditional Colle		B35 Sicilian Defense: Lasker-Polak Variation, Sveshnikov Variation, Chelyabinsk Variation		B15 Caro-Kann Defense: Tarrakower Variation		D01 Rappot-Jabava System			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	3%	2	3	2	0	0	1	7h 27m 43s	39.6	7.6%	5.4%	3.2%
Magnus Cum Laude	4%	3	2	2	0	0	1	7h 19m 32s	34.0	8.6%	3.2%	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 then assigned a time by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

## DDOS Gambit 5 3 Pianissimo People

## Games

B6	Tue 18:00	B4	Thu 21:00	B5	Fri 18:00	B7	Sat 09:00	B3	Sat 13:00	B2	Sun 11:00	B8	Sun 13:30	B1	Sun 13:00
JuyopVGC	1	TrueblueLi	0	muehre	1	BlingGamer	1	adandel	0	nerja25390	1	PumPkiIN	0	Whelp10	1
GwyddPedr56	0	izcms02	1	GarySlegg	0	regrettablebeet	0	yetiowlin	1	sidfanDX	0	LuminaEcho	1	mronemore	0
hp11wMPP		QWIsyNaA		dyuvkoJv		vp3YABGt		nabLByto		rh987Ejv		avZ8PPoP		aFMVAZLv	
C92 Ruy Lopez: Closed, Fischer System		E01 Catalan Opening: Closed		B05 PircSokolov Defense: Eastern, Benoni		C08 Ruy Lopez: Exchange, Alkhanine Variation		B12 Caro-Kann Defense: Maroczy Variation		B90 Sicilian Defense: Najdorf Variation, Freak Attack		A45 Indian Defense		E11 Bogo-Indian Defense: Grünfeld Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
DDOS Gambit	5	5	3	0	0	0	0	6h 9m 54s	36.1	7.3%	4.6%	3%
Pianissimo People	3	3	5	0	0	0	0	6h 40m 52s	41.0	11.6%	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/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 23 August 2023.

## Opawnheimer 2 6 Tarrasch Talkers

## Games

B7	B8	Thu 16:00	B1	Fri 01:15	B5	Fri 17:00	B4	Fri 19:00	B2	Sat 09:00	B6	Sun 14:00	B3	Sun 18:00	
ostreble	0F	rdfreeman	0	ybw601	%	tone_fresh	0	gorgol	%	guitarspider	0	JamieDW	0	LemuelGullible	1
kostasvl	1X	Leo179	1	fit_lyanna	%	greysensei	1	esersens	%	ficheal21	1	bwc143	1	elliotp	0
		URISUneL		5dY3cAFL		EiapFfCD		BWE0qHvq		QoZK3Ycd		VG0hIUuY		1QuKMcz0	
		B12 Caro-Kann Defense: Mandycz Variation		B50 Sicilian Defense: Delayed Alapin		C45 Scotch Game		C42 Russian Game: Classical Attack, Marshall Variation		B12 Caro-Kann Defense: Advance Variation, Botwinnik-Carls Defense		B90 Sicilian Defense: Najdorf Variation, English Attack		B96 Sicilian Defense: Najdorf Variation, Polugavsky Variation, Smyslov Line	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Opawnheimer	2	1	4	2	0	1	0	5h 15m 8s	43.3	4.9%	0.9%	6.3%
Tarrasch Talkers	6	4	1	2	1	0	0	4h 30m 47s	28.3	4.5%	0.9%	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/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 23 August 2023.

# 100 Endgames You Will Blow

## 5 3 Silence before the pawn storm

### Games

B4	Wed 18:00	B1	Thu 15:00	B2	Thu 17:00	B5	Fri 15:00	B3	Fri 18:00	B7	Sat 19:30	B8	Sun 15:00	B6	Mon 09:00
wachini	0	Wrefo	1	Arges42	1	Rskyoz	1	Inter-temporal	1	Boomer34	0	kauberdi	1	peterwoowooka	0
mo_mo	1	jantho	0	leartt	0	Jerrymiah	0	Zubenelgenubi	0	ipr	1	Andrew0o0	0	Arreb0l	1

du6kG1XV

3kFCkrMZ

KFe15JAg

P2QcULFW

H1MXjamT

S0M9EJXh

nclPGytD

Dpk03Psn

B34 Sicilian Defense:  
Accelerated Dragon, Modern  
VariationB30 Sicilian Defense:  
Nyazhnedinov-Rosolimo  
AttackD37 Queen's Gambit  
Declined: Three Knights  
VariationB22 Sicilian Defense: Alapin  
Variation, Barman Defense,  
Modern LineB22 Sicilian Defense: Alapin  
Variation, Barman DefenseA15 English Opening:  
Anglo-Indian DefenseD30 Queen's Gambit:  
Declined: Traditional  
VariationB71 Sicilian Defense: Dragon  
Variation, Laverfish Variation

### Story



### Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	5	5	3	0	0	0	0	6h 30m 25s	35.8	9.4%	2.3%	3%
Silence before the pawn storm	3	3	5	0	0	0	0	6h 7m 48s	35.3	4.9%	4.1%	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/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 23 August 2023.

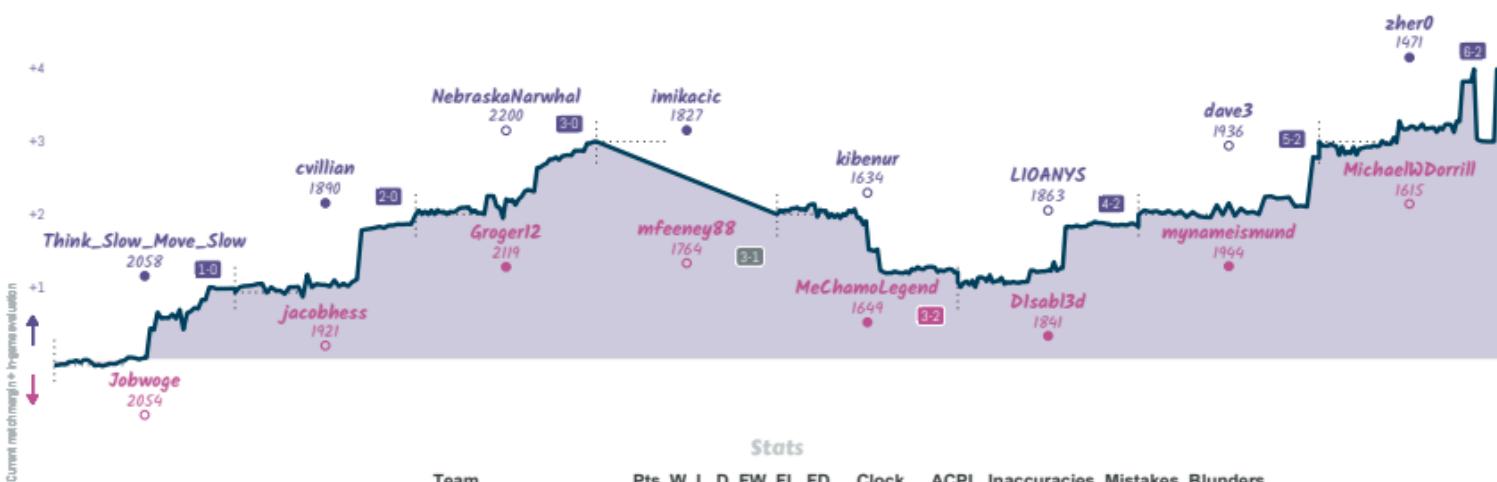
# Pow! Right in the chessticles

## 2 Sometimes You Have to Sacrifice Your ...

### Games

B2	Wed 20:00	B4	Thu 00:00	B1	Thu 16:00	B6	B7	Sat 15:00	B5	Sun 12:00	B3	Sun 16:15	B8	Sun 17:00
Think_Slow_Mov...	1	civilian	1	NebraskaNarwhal	1	imikacic	0F	kibenur	0	LIOANYS	1	dave3	1	zher0
Jobwoge	0	jacobhess	0	Groger12	0	mfeeney88	1X	MeChamoLegend	1	01sabl3d	0	mynameismund	0	MichaelWDorrill
qD9WVVAo		TXtypCVnm		tP5ute8j			9rPyFtaU		48TPj1F6			ZTWXcxvh		6AJTa07V
C45 Scotch Game: Classical Variation		C00 French Defense: Steiner Variation		A45 Indian Defense			B67 King's Indian Defense: Fianchetto Variation, Classical Fianchetto		C10 French Defense: Rubinstein Variation, Fort Knox Variation			E38 Nimzo-Indian Defense: Classical Variation, Berlin Variation		D15 Slav Defense: Three Knights Variation

### Story



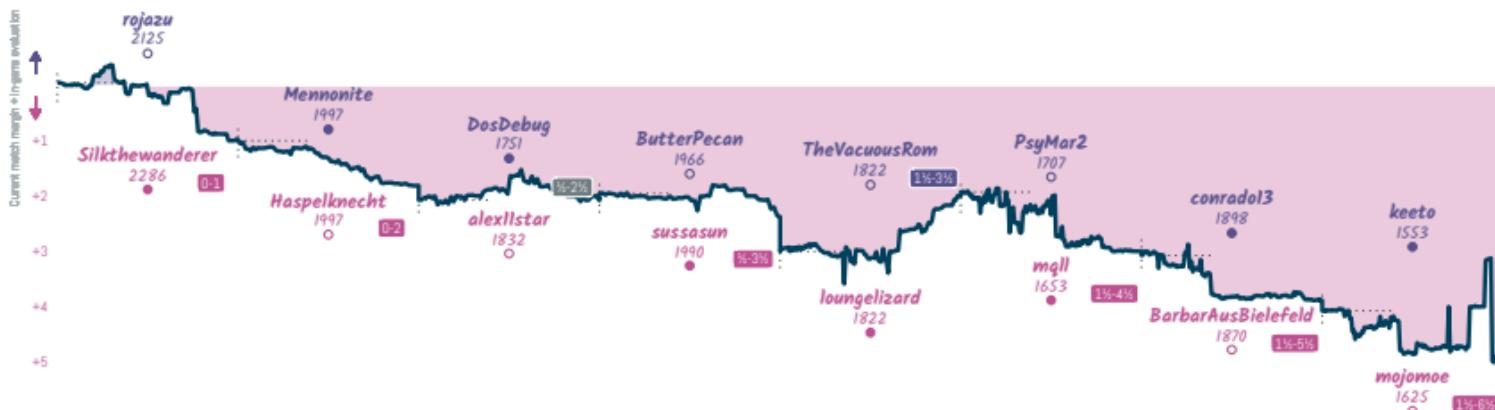
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# Chess Club 7 1½ 6½ How to defeat Ruy Lopez players on an...

## Games

B1	Tue 19:00	B2	Tue 20:00	B6	Wed 12:00	B3	Fri 12:30	B5	Fri 19:00	B7	Sat 14:00	B4	Sat 16:00	B8	Sun 14:30
rojazu	0	Mennonite	0	DosDebug	½	ButterPecan	0	TheVacuousRom	1	PsyMar2	0	conradol3	0	keeto	0
Silkthewanderer	1	Haspelknecht	1	alexllstar	½	sussasun	1	loungelizard	0	mgll	1	BarberAusBiele...	1	mojomoe	1
qB0vBNrt		HgXUmFX4		iv1WJYR9		EvCabCfr		XkuBfMDw		MyP7EYS		L56NUW7t		qfj5760J	
A20 English Opening: King's English Variation		A52 Indian Defense: Budapest Defense		C48 Four Knights Game: Spanish Variation		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D11 Slav Defense: Breyer Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B52 Sicilian Defense: Moscow Variation, Sakksky Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	1½	1	6	1	0	0	0	8h 30m 35s	36.8	9.6%	2.2%	2.5%
How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)	6½	6	1	1	0	0	0	8h 21m 22s	28.9	5.9%	1.7%	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 23 August 2023.

## Play Like Lei 4 4 Tal's Dark Forest

## Games

B6	Wed 08:45	B2	Thu 20:00	B7	Fri 20:00	B3	Sat 12:00	B5	Sun 11:00	B1	Sun 14:00	B8	Sun 18:00	B4
James1 Nuxez	0 1	jwells42 AlexGaul	% %	ShadowedSpace johnnyzangerous	1 0	stevy Goatsrock	0 1	thatoneguy1475 Anthammer	0 1	Pendru Silas1070	1 0	electricfalcon hwelman	% %	jacob_e lynnpv
1ha4Ko3r		ewE0slsk		VmgkAbZ		cmXomM1q		fjq79CG5		C4Rnpdfk		0usM4ppZ		
E20 Nimzo-Indian Defense: Knoch Variation		E66 Catalan Opening: Closed		B15 Caro-Kann Defense: Tartakover Variation		A10 English Opening		A45 Indian Defense		B14 Caro-Kann Defense: Paiow Attack, Main Line		000 Queen's Pawn Game: Accelerated London System		1X 0F

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Play Like Lei	4	2	3	2	1	0	0	7h 33m 1s	41.6	4.9%	2.8%	4.9%
Tall's Dart Forest	4	3	2	2	0	1	0	6h 23m 1s	37.3	10.2%	2.5%	2.5%

NOTES: 'Games': all played and non-forfeited games have hyperlinkable 8-character game IDs; the day/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 pausings without a scheduled time are shown last). 'Stats': (P)P/D/L/(forfeit) wins/losses/draws; Clock: total clock time used; ACPD: team average clock/penalty time (adjusted for moves), inaccuracy (Mistakes/Blunders), % moves of each type, etc.; ALSO: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for round 1. This plot was compiled on 23 August 2023.