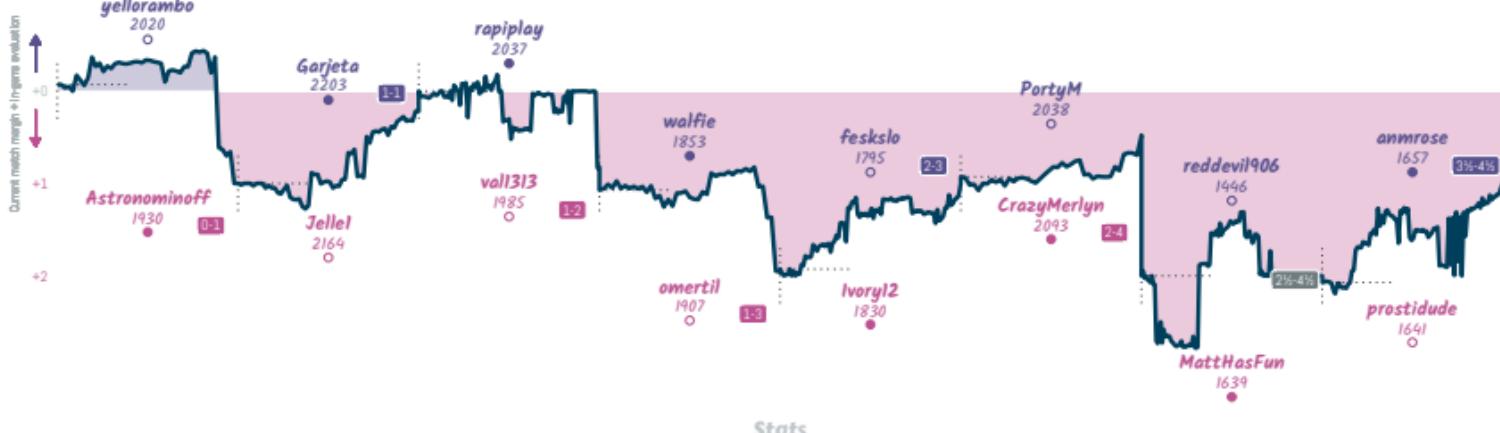


## #6 Accelerated Resignation 3½ 4½ #1 The Pawns Are Back In Town

## Games

B4	Tue 17:00	B1	Wed 16:00	B3	Wed 16:00	B5	Thu 13:30	B6	Thu 19:00	B2	Fri 19:00	B8	Sun 17:00	B7	Sun 19:00
yellowrambo	0	Garjeta	1	rapiplay	0	walfile	0	feskslo	1	PartyM	0	reddevil906	5	ammrose	1
Astronominoff	1	Jellel	0	val1313	1	omertil	1	Ivory12	0	CrazyMerlyn	1	MattHasFun	5	prostidude	0
J7HQ2WV2		4Dno0g9T		SvPT9m9R		hPGLsepD		TubIqXAU		QcqIE9Rz		pqZtHhm6		nkLpn2my	
C25 Vienna Game: Andersen Defense		A01 Nimzo-Larsen Attack: Classical Variation		D45 Semi-Slav Defense: Normal Variation		A05 King's Indian Attack: Symmetrical Defense		A04 Zukertort Opening: Sicilian Invitation		B20 Sicilian Defense: Mangani Variation		A05 Queen's Pawn Game: Chigorin Variation		CB2 Ruy Lopez: Steinitz Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	3	3	4	1	0	0	7h 15m 16s	41.0	7.3%	2.3%	5.3%
The Pawns Are Back In Town	4½	4	3	1	0	0	7h 10m 25s	40.6	8.3%	3%	4.6%

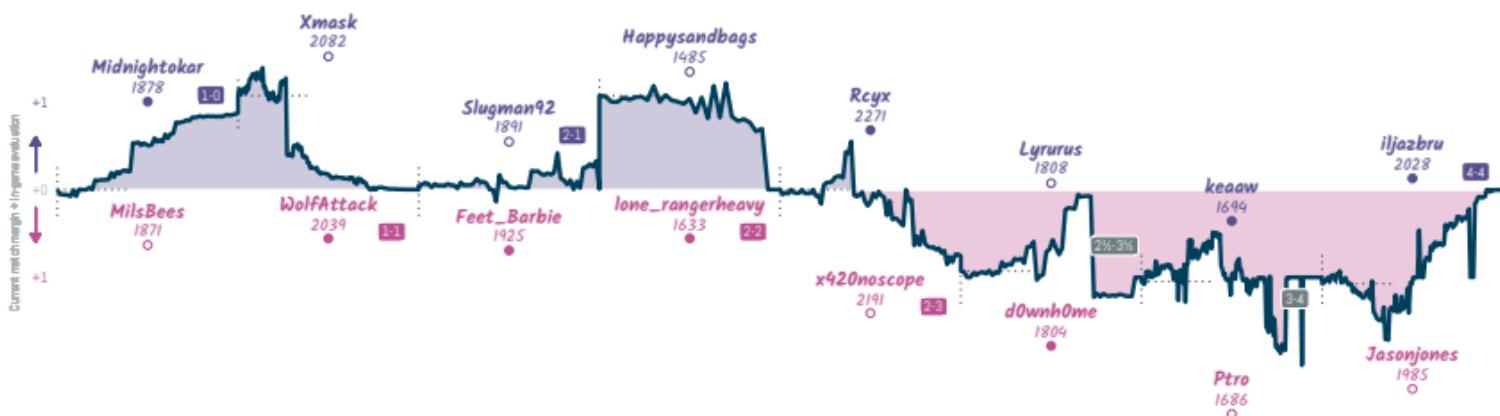
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/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 of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 5 September 2023.

#3 **Fast and Dubious** 4 4 #2 **Now I am become Chess, the Destroyer ...**

## Games

B5	Mon 15:00	B2	Tue 18:00	B4	Wed 20:00	B8	Thu 14:00	B1	Fri 10:00	B6	Sat 10:30	B7	Sat 14:00	B3	Sun 13:00
Midnightokar	1	Xmask	0	Slugman92	1	Happy sandbags	0	Rcyx	0	Lyrurus	5%	keaw	5%	Ijazbru	1
MilsBees	0	WolfAttack	1	Feet_Barbie	0	lone_rangerheavy	1	x420scope	1	dOwnh0me	5%	Ptro	5%	Jasonjones	0
<b>BDnbvFVI</b>		<b>9pMA01km</b>		<b>xlvRsMVJ</b>		<b>bLfYguZv</b>		<b>50parHyE</b>		<b>qJF7V7mW</b>		<b>BEleywsm</b>		<b>WKzrCihX</b>	
D11 Slav Defense: Modern Line		B07 Pirc Defense		A13 English Opening: Agincourt Defense, Catalan Defense Accepted		B54 Sicilian Defense: Modern Variations, Main Line		E10 Indian Defense: Anti-Nimzo-Indian		B90 Sicilian Defense: Najdorf Variation, English Attack		A13 English Opening: Agincourt Defense		B23 Sicilian Defense: Closed	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Dubious	4	3	3	2	0	0	0	8h 9m 27s	41.4	6.8%	2%	5.1%
Now I am become Chess, the Destroyer of Egos	4	3	3	2	0	0	0	7h 52m 53s	39.0	10.8%	2.3%	4%

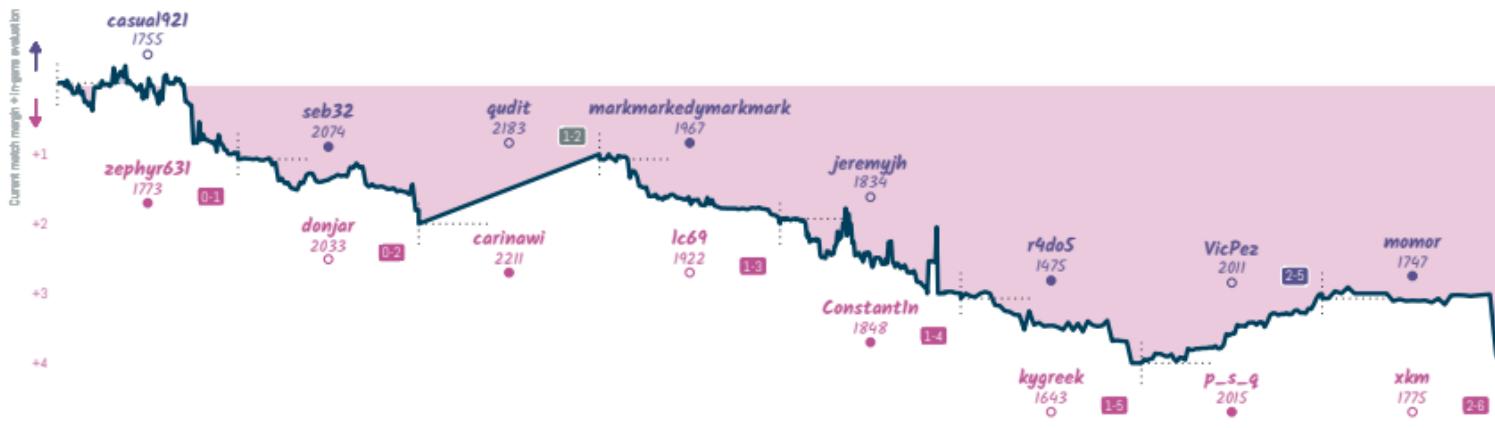
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 5 September 2023.

## #5 Creepy Crawlers 2 #4 Knights should face magnetic north

## Games

B7	Wed 18:00	B2	Fri 04:00	B1	B4	Fri 19:30	B5	Fri 23:00	B8	Sat 14:00	B3	Sun 13:00	B6	Sun 17:45
casual921	0	seb32	0	qudit	1X	marimarkedymar...	0	jeremyjh	0	r4do5	0	VicPez	1	momor
zephyr631	1	donjar	1	carinawi	0F	lc69	1	ConstantIn	1	kygreek	1	p_5_9	0	xkm
<b>AQBudlqi</b>		<b>D1jSA6xR</b>		<b>2sJBW7SA</b>		<b>cTEilasT</b>		<b>Jyp3yIWD</b>		<b>dxg8XMP5</b>		<b>WLyLL3SM</b>		
D00 Queen's Pawn Game		C70 Ruy Lopez: Maghiy Defense, Caro Variation		B12 Caro-Kann Defense: Mariczy Variation		B12 Caro-Kann Defense: Advance Variation, Bonnici-Carls Defense		C00 French Defense: Two Knights Variation		E92 King's Indian Defense: Orthodox Variation, Gilgoric-Taimanov System		C21 Danish Gambit Declined: Sosman Defense		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Creepy Crawlers	2	1	6	0	1	0	0	6h 10m 13s	44.7	9.8%	5.1%	2.4%
Knights should face magnetic north	6	6	1	0	0	1	0	5h 32m 50s	28.7	7.5%	3.1%	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 forfeits; ranks not shown for Round 1. This plot was compiled on 5 September 2023.

#8 **Hikaru's Groomsmen** 5½ 2½ #7 **Wheel of Time Trouble**

## Games

B6	Wed 19:00	B7	Thu 18:00	B8	Thu 21:00	B3	Fri 00:00	B2	Fri 17:00	B5	Fri 22:00	B1	Sun 14:00	B4	Sun 18:30
STCLion bushie123	1 0	ragnarokgame andrewrimmer	1 0	Marcind75 Crazywane254	1 0	atspanish fake_switch	0 1	kajoM HimmelLove	1 0	Siress masedog91	1 0	ne_turtle Racheschach	1 0	Frils zbidwell	1 %

ABSpjorM

DqI83g8K

SDB1TcRr

oU6ATM8S

XH1fzD2f

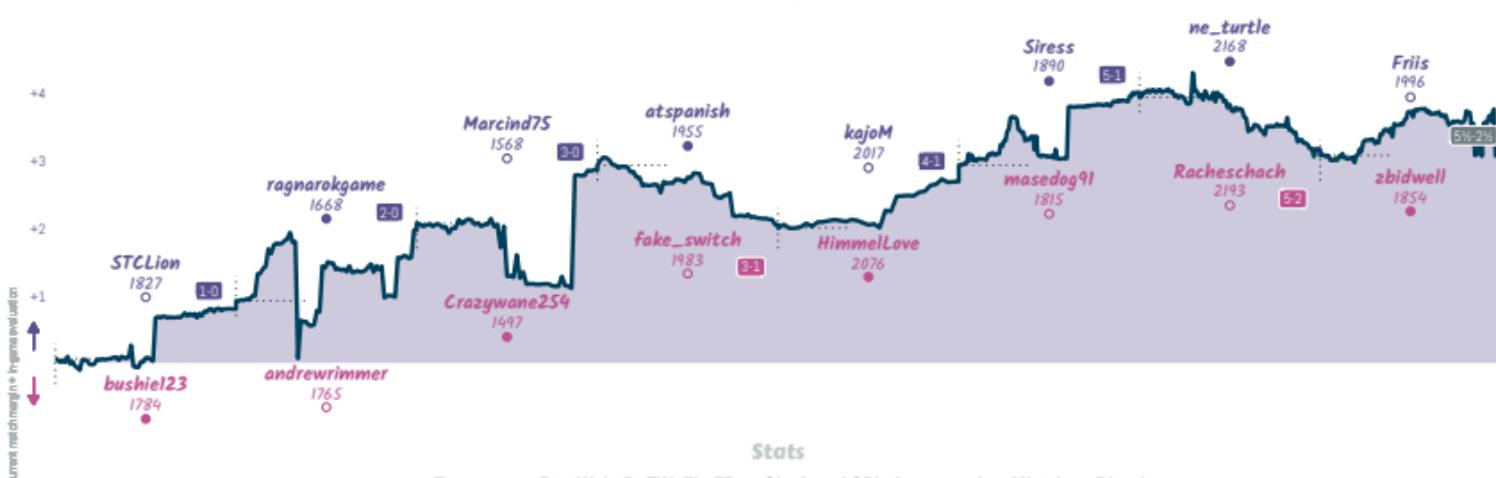
1VvajjP7

nSc0ql4m

qXoBQ70T

D04 Queen's Pawn Game:  
Colle SystemC47 Four Knights Game:  
Italian Variation, Naïf GambitD94 Grünfeld Defense: Three  
Knights Variation, Burila  
VariationC00 French Defense:  
Howitz Attack, Pape-Titulat  
GambitD00 Queen's Pawn Game:  
Accelerated London SystemC51 Italian Game: Evans  
Gambit, Anderssen Variation,  
Cardel LineB30 Sicilian Defense: Old  
SicilianB13 Caro-Kann Defense:  
Panov Attack, Modern  
Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hikaru's Groomsmen	5½	5	2	1	0	0	0	6h 25m 44s	34.7	6.2%	1.6%	2.6%
Wheel of Time Trouble	2½	2	5	1	0	0	0	7h 20m 47s	40.9	8.6%	2%	3.3%

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 5 September 2023.

NA It's been 7 sacs and 15 moves since y...

## 4½ 3½ #9 Orcas Against the Mods' Yachts

## Games

B6	Wed 23:30	B3	Thu 13:00	B5	Fri 09:30	B8	Sat 20:15	B4	Sun 00:00	B7	Sun 15:00	B2	Sun 19:30	B1	Mon 06:30
Rolihlahla awfulmove	1 0	scarff ajajajaj	0 1	dkol Yoo	1 0	caodanny osumarko	1 0	juandeleon rsandzimier	0 1	samuelglats em-as-in-emily	1 0	timothyha Think_Slow_Mov...	1 0	KS_Legion_Legi... RSInternecio	0 1

oXTFP7PG

Sf9JpAoX

Mvry7HQf

ggWYofJA

EvenRbBs

JtUw5R6F

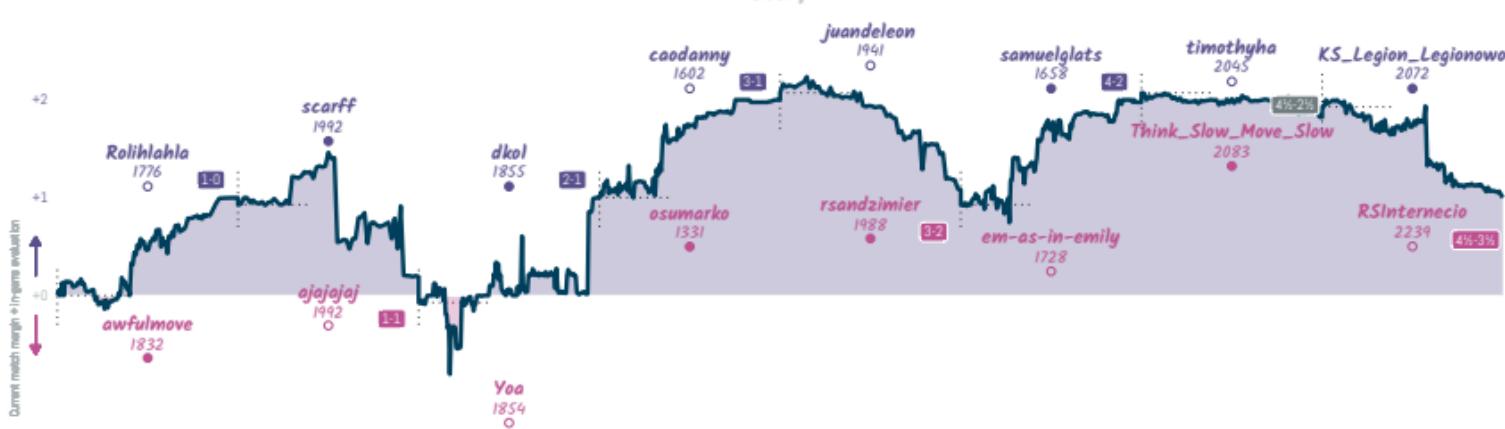
ccF31VL9

B9rSVxNc

A45 Indian Defense

B80 Sicilian Defense:  
Najdorf VariationB12 Caro-Kann Defense:  
Advance Variation,  
Botvinnik-Carls DefenseA46 Indian Defense:  
Wade-Tartakower DefenseB01 Scandinavian Defense:  
Main LineB12 Caro-Kann Defense:  
Advance Variation,  
Botvinnik-Carls DefenseA13 English Opening:  
Agincourt Defense, Catalan  
Defense AcceptedA13 English Opening:  
Agincourt 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	4%	4	3	1	0	0	0	9h 50m 58s	27.1	7.5%	1.4%	1.4%
Orcas Against the Mods' Yachts	3%	3	4	1	0	0	0	9h 32m	28.9	8.7%	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 (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 5 September 2023.

# Bishops in Paris 3½ 4½ #10 The Beautiful and the Drawn

## Games

B6	Thu 12:30	B2	Thu 17:00	B4	Fri 18:00	B3	Sat 00:00	B5	Sat 09:00	B8	Sat 10:15	B1	Sat 15:00	B7	Sat 14:00
winegum1994	0	naejnajs29	½	soitoe	0	Magol	1	jose684	0	Lexgrad	1	Leverkuhn	1	vejen	0
TheFakeGrandma...	1	Thomsi	½	michielvdg	1	scvrf	0	Matthias1904	1	aneesh_mulye	0	Aboalnaga	0	Soreby	1

bwneyMug

mgEMhtc0

6Ja218VQ

GLWX7L3t

1JZzKr6e

Soz1Qe15

tQCM4IVB

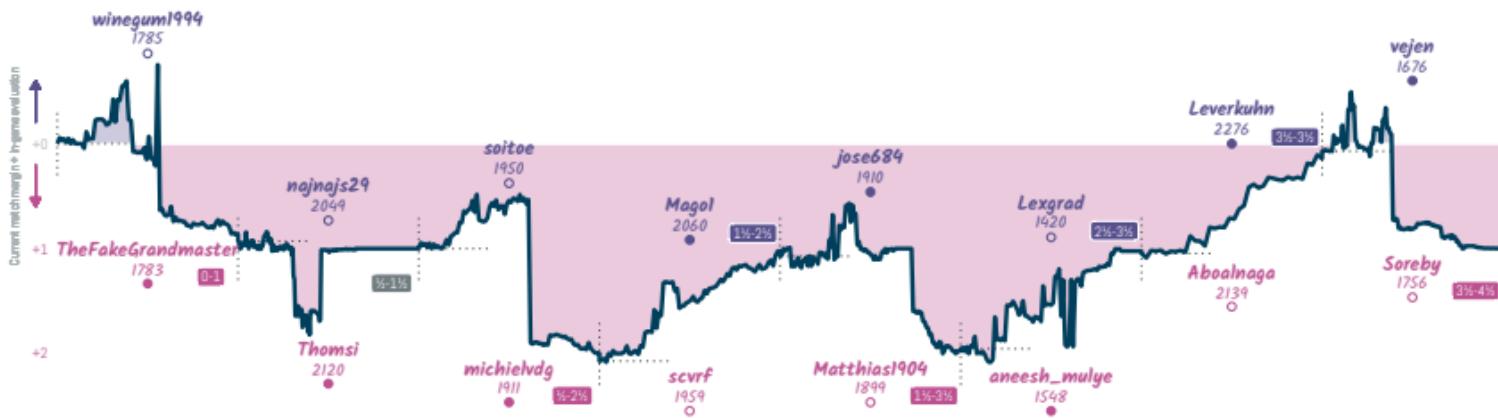
AHXGSsFV

E13 Queen's Indian Defense:  
Kaappaev VariationB72 Sicilian Defense: Dragon  
Variation, Classical VariationE49 Nimzo-Indian Defense:  
Normal Variation, Botvinnik  
System

B24 Sicilian Defense: Closed

B20 Sicilian Defense:  
Staunton-Cochrane VariationA24 English Opening: King's  
English Variation, Two  
Knights Variation,  
Franchetto LineA36 English Opening:  
Symmetrical Variation,  
Symmetrical VariationC77 Ruy Lopez: Morphy  
Defense, Jaffe Gambit

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	3½	3	4	1	0	0	0	7h 57m 19s	31.8	5.8%	1.9%	2.4%
The Beautiful and the Drawn	4½	4	3	1	0	0	0	7h 16m 3s	28.8	8.3%	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 (played games are then assigned a place by their original scheduled time, and games 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 5 September 2023.

# insufficient captain material 6½ 1½ No Country for Old Pawns

## Games

B2	Mon 23:00	B4	Tue 17:00	B6	Thu 06:00	B7	Fri 17:00	B3	Sun 12:15	B8	Sun 16:00	B5	Sun 15:00	B1	Sun 18:00
MrScribbler sebb7y	1 0	Davidc2214 gmat20020	½ ½	Vergsu sameazezz077	1 0	i2q0 kibenur	1 0	brainyack Octopus-Union	1 0	IronTorus Damnlie	1 0	DrVonGoosewing PharmacistGambit	1 0	Shrekmatied alp_arslan92	1 1

idsAfyZP

iMbxFPTi

00t5SCRb

B1SrsFBk

x1hD7izN

JzNrISLw

rZ6D44A2

ppQZNGsJ

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

C67 Ruy Lopez: Berlin Defense, Hornet Variation, Berlin Wall Defense

D15 Slav Defense: Chigorin Variation, Advance System

A22 English Opening: King's English Variation, Two Knights Variation

C18 French Defense: Winawer Variation, Ponzisch-Hook Variation

C42 Russian Game: Stafford Gambit

A05 Zukertort Opening

CB4 Ruy Lopez: Closed, Martinez Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
insufficient captain material	6½	6	1	1	0	0	7h 56m 56s	26.5	6.6%	3%	0.8%
No Country for Old Pawns	1½	1	6	1	0	0	8h 33m 7s	36.2	6.6%	2.8%	3%

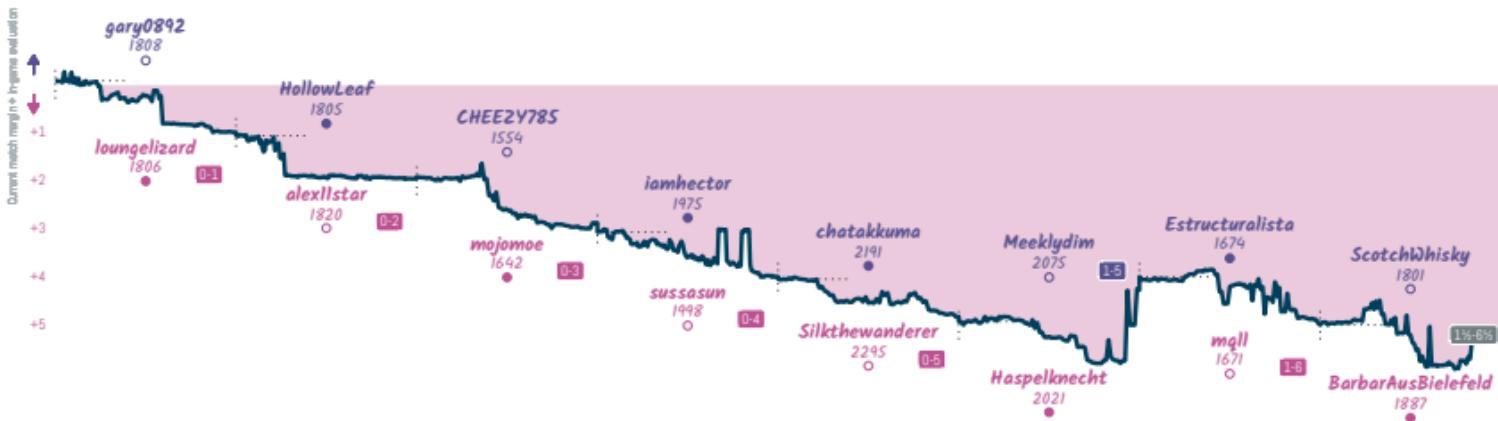
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# At least we started in first 1½ 6½ How to defeat Ruy Lopez players on an...

## Games

B6	Tue 11:00	B5	Tue 19:00	B8	Tue 19:00	B3	Wed 17:00	B1	Fri 03:30	B2	Sat 08:00	B7	Sat 14:00	B4	Sun 14:00
gary0892	0	HollowLeaf	0	CHEEZY785	0	iamhector	0	chatakkuma	0	Meeklydim	1	Estructuralista	0	ScotchWhisky	%
loungelizard	1	alexllstar	1	mojomoe	1	sussasun	1	Silkthewanderer	1	Haspelknecht	0	mqll	1	BarberAusBiele...	%
<b>8pKJQ8k</b>		<b>t2T5TjTF</b>		<b>o5gWdgeG</b>		<b>LaHXF6R2</b>		<b>Mv5zXwDB</b>		<b>l1IXwN25</b>		<b>cseNHSby</b>		<b>am1cEicQ</b>	
C46 Three Knights Opening: Steinitz Defense		B17 Caro-Kann Defense: Karpov Variation		C50 Italian Game: Giucco Pianissimo, Normal		C57 Italian Game: Two Knights Defense, Unvestad Variation		A37 English Opening: Symmetrical Variation, Bonnivard System Reversed, with Nf3		B41 Sicilian Defense: Kan Variation, Maroczy Bind, Riti Variation		D19 Slav Defense: Czech Variation, Dutch Variation		ED6 Catalan Opening: Closed	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
At least we started in first	1½	1	6	1	0	0	0	8h 19m 24s	42.1	7.6%	3.9%	3.9%
How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)	6½	6	1	1	0	0	0	7h 43m 21s	32.8	5.7%	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/(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 5 September 2023.

## No checks accepted 4 4 Tarrasch Talkers

## Games

81	Wed 08:00	84	Wed 20:00	85	Fri 19:00	86	Fri 22:00	87	Sat 12:00	82	Sat 23:00	88	Sun 17:00	83	Sun 20:00	
qgel_way_to_2000	1	TOShariffB200	1	KirkD	0	bagelikh	1	leptoe	0	lsachess	0	speeder1887	0	FaridOz21	1	
Ivan98B	0	esersens	0	grevensei	1	bwc143	0	kostasvl	1	jpemich	1	Le0179	1	bb009	0	

## E73 King's Indian Defense Averbakh Variation, Geller Defense

## C44 Ponziani Opening: Caro Gambit

## 800 Nimzowitsch Defenses

A22 English Opening: King's English Variation, Two Knights Variation      C47 Four Knights Game: Scotch Variation Accepted

## 1's Gambit Fianchette Variation

EY7AZN4d

## UoopsDae

## B12 Caro-Kann Defense: Advance Variation, Tal Variation

## 404 Zukertort Opening: Sicilian invitation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No checks accepted	4	4	4	0	0	0	0	8h 5m 50s	38.5	5.6%	3.5%	3.5%
Tarashch Talkers	4	4	4	0	0	0	0	7h 19m 35s	39.1	8.8%	2.4%	3.8%

# Pow! Right in the chesssticles 5 3 Selling Englund by the Pawn

## Games

BB	Tue 15:30	BB	Wed 14:15	BB	Wed 16:00	BB	Thu 22:00	BB	Fri 01:00	BB	Fri 18:30	BB	Sat 13:00	BB	Sun 17:00
zher0	1	imikacic	1	NebraskaNarwhal	0	civilian	1	LeoYee	1	Thaitanium101	0	LIOANYS	0	dave3	1
WasdMouse	0	cinemashow	0	sellingsrud	1	vahid_abazaril	0	lygst	0	a2c4	1	Sparassidae	1	far1108	0
<b>FqzaUahk</b>		<b>pbsJaMaa</b>		<b>aqRitZCl</b>		<b>8kDJJCIt</b>		<b>WB7H6tif</b>		<b>cg7ek3wp</b>		<b>BQWeDjDw</b>		<b>0XdnE1LU</b>	
B10 Caro-Kann Defense		B90 Sicilian Defense: Najdorf Variation		D10 Slav Defense: Exchange Variation		D45 Semi-Slav Defense: Stoltz Variation, Czerni Variation		B12 Caro-Kann Defense: Maroczy Variation		C53 Italian Game: Classical Variation, Grace Gambit, Anderssen Variation		A28 English Opening: King's English Variation, Four Knights Variation		A16 English Opening: Anglo-Indian Defense, Quodrin's Knight Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pow! Right in the chesssticles	5	5	3	0	0	0	0	6h 30m 50s	27.3	7.3%	1.1%	2.5%
Selling Englund by the Pawn	3	3	5	0	0	0	0	5h 52m 21s	33.3	5.3%	1.7%	2.8%

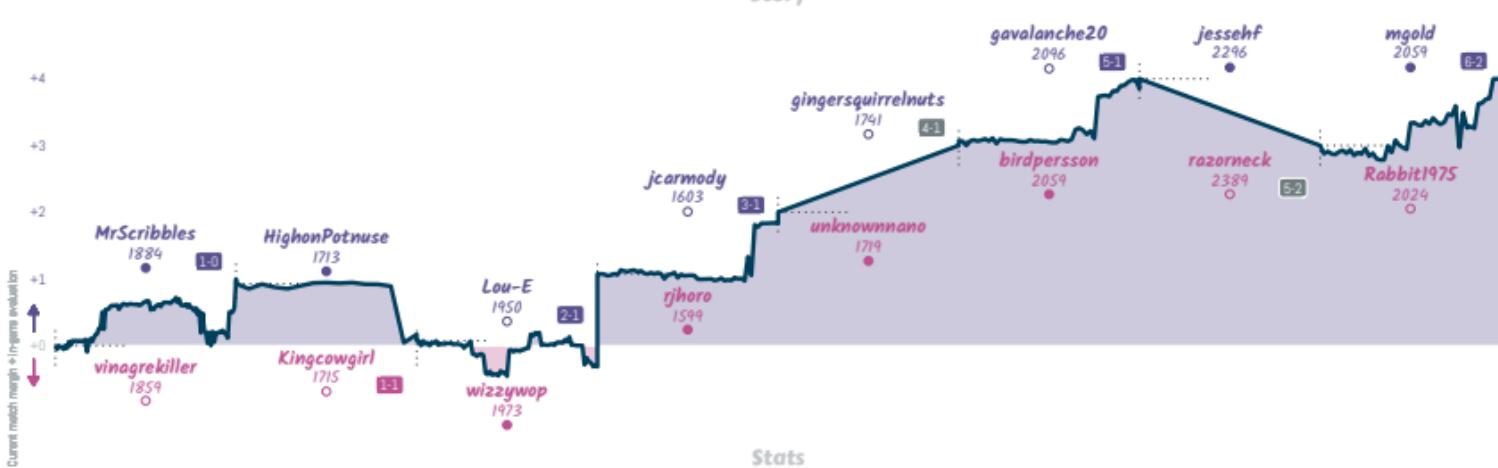
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# careless /Whisper 6 2 We forgot to ask for compensation

## Games

B5	Fri 14:30	B7	Fri 19:15	B4	Fri 17:00	B8	Fri 22:00	B6	B2	Sat 17:00	B1	B3	Mon 01:30
MrScribbles	1	HighonPotnuse	0	Lou-E	1	jcarmody	1	gingersquirrel...	1X	avalanche20	1	jessehf	0F
vinagrekiller	0	Kingcowgirl	1	wizywop	0	rjhor0	0	unkownnano	0F	birdpersonn	0	razorneck	1X
	021x8VDL	TaxZPs78	Nt8WUzqj	250e0JQe					UXvYM7EF			M3cuh9k1	
A45 Indian Defense		B00 Pirc Defense	B22 Sicilian Defense: Alapin Variation	B10 Caro-Kann Defense: Two Knights Attack					B47 Sicilian Defense: Taimanov Variation, Bastrikov Variation			AB4 Dutch Defense: Rubinstein Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	6	5	1	0	1	1	0	4h 21m 1s	30.1	6%	3.3%	2.2%
We forgot to ask for compensation	2	1	5	0	1	1	0	4h 4m 29s	42.0	5.4%	1.6%	5.4%

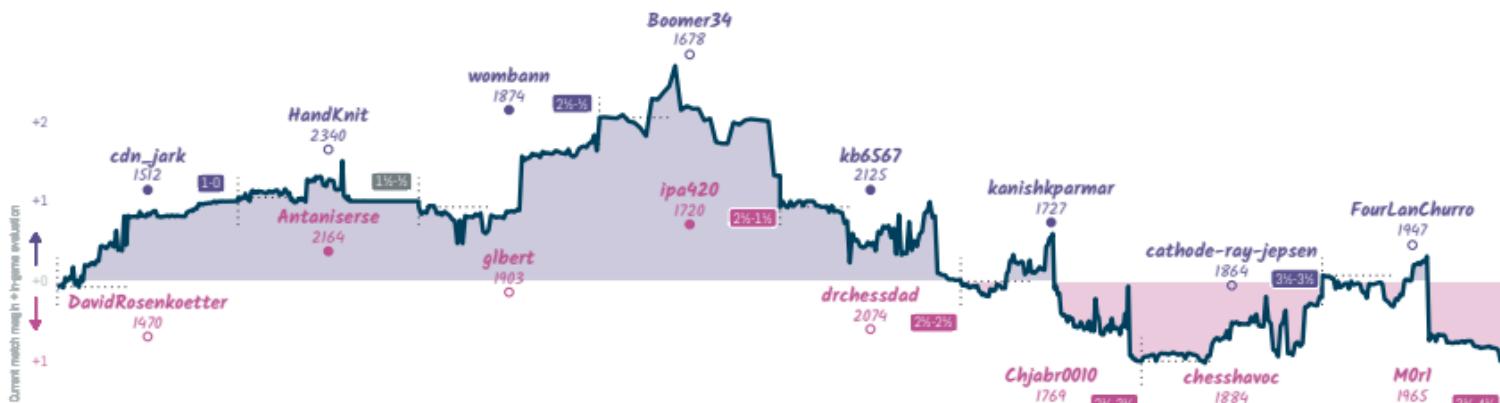
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## Clocklust 3½ 4½ Gone with the Pinned

## Games

BB	Thu 18:00	B1	Thu 18:00	B4	Fri 12:30	B7	Fri 17:00	B2	Sat 14:00	B6	Sat 15:00	B5	Sun 02:00	B3	Sun 17:00
cdn_jark	1	HandKnit	½	wombann	1	Boomer34	0	kb6567	0	kanishkparmar	0	cathode-ray-je...		FourLanChurro	0
DavidRosenkoetter	0	Antanisense	½	gilbert	0	ips420	1	drchessdad	1	Chjabr0010	1	chesshavoc		M0rl	1
wLITogkw		s4JP6UnQ		DZ8HJnXh		cfbzJFd8		j8A9dQot		4utRMtBt		QoC31zG5		3gJAW3IV	
B23 Sicilian Defense: Grand Prix Attack		A21 English Opening: King's English Variation, Kramnik-Shirov Counterattack		B01 Scandinavian Defense: Mieses-Kotrov Variation		A20 English Opening: King's English Variation		C02 French Defense: Advance Variation, Milner-Barry Gambit		E67 King's Indian Defense: Fianchetto Variation, Debracaen Defense		D31 Queen's Gambit Declined: Janowskii Variation		C52 Italian Game: Evans Gambit, Tartakower Attack	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Clocklust	3%	3	4	1	0	0	7h 7m 5s	38.8	5.7%	3%	4.2%
Gone with the Pinned	4%	4	3	1	0	0	7h 32m 42s	36.8	7.8%	2.4%	4.5%

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: 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 5 September 2023.

# Here to Checkmate 3½ 4½ No Rapport but great rapport

## Games

B7	Mon 16:30	B5	Tue 18:00	B1	Wed 15:00	B6	Thu 12:00	B2	Thu 12:30	B8	Fri 07:00	B3	Sat 22:30	B4	Sun 15:00
SlowChess73	%	fvaquier	0	rise_bishop	%	SrinivasBharathNK	1	wdhorton	0	rickerw	1	BrandrokID	%	Matt365	0
bennyjoseph	%	Emanuel_Balluch	1	TheChessArchives	%	zbebe	0	NLance	1	Lg_19	0	rodeo	%	thepaul1	1
efCo9QXn		00xqdfk3		p6d9B1gH		6bUh1lU1		2wEAfgtu		gDtGAZUz		qNMWafXb		Sf8Ay9u9	
C44 Scotch Game: Scotch Gambit, Advance Variation		D11 Slav Defense: Quiet Variation, Pin Defense		A46 Indian Defense: Wade-Tartakower Defense		C45 Scotch Game: Schmidt Variation		D01 Rapport-Jobava System		B20 Sicilian Defense: Wing Gambit		C57 Italian Game: Two Knights Defense, Uvistad Variation		D31 Queen's Gambit Declined: Charousek Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Here to Checkmate	3½	2	3	3	0	0	0	8h 24m 10s	49.9	11.9%	2.9%	3.7%
No Rapport but great rapport	4%	3	2	3	0	0	0	7h 32m 49s	44.5	6.3%	3.4%	4%

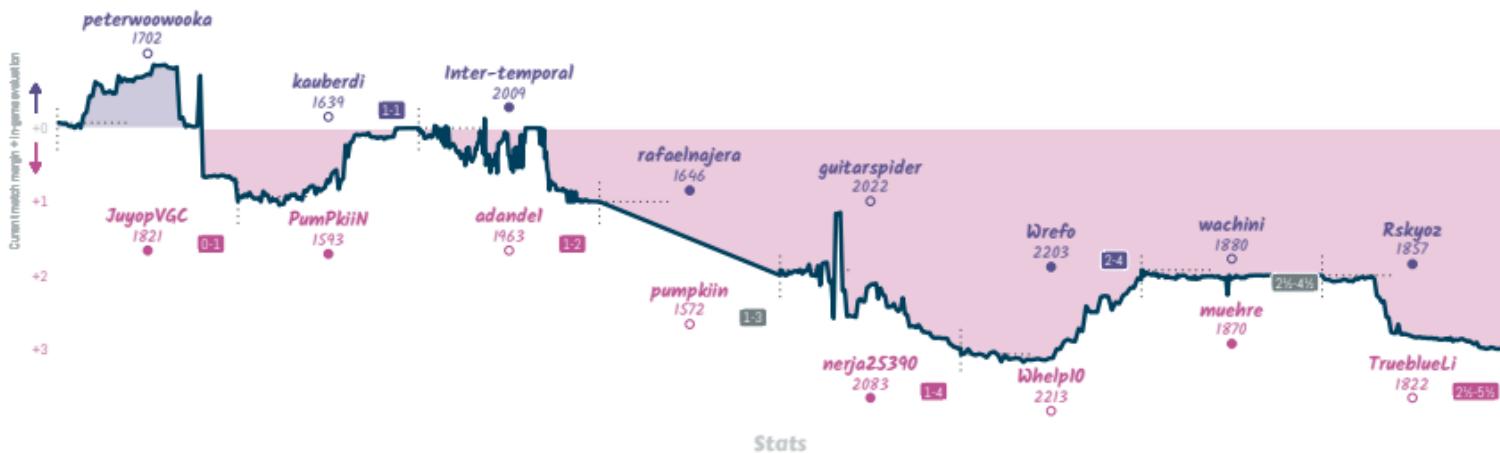
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# 100 Endgames You Will Blow 2½ 5½ DDOS Gambit

## Games

BB	Wed 21:30	BB	Sat 10:00	BB	Sat 20:30	BB	B2	B1	Sun 12:00	BB	Sun 13:00	BB	Sun 13:00	BB	Sun 21:30
peterwoowooka	0	kauberdi	1	Inter-temporal	0	rafaelnajera	0F	guitar spider	0	Wrefo	1	wachini	½	Rskyoz	0
JuyepVGC	1	PumPkiin	0	adandel	1	pumpkin	1X	nerja25390	1	Whelp10	0	muehre	½	TrueblueLi	1
<b>1WSoDgob</b>		<b>12tk15Wf</b>		<b>BN2vJFh</b>		<b>GebDFW2f</b>		<b>10tKFRgC</b>		<b>21cXIQJ7</b>		<b>TZ28LuUt</b>			
C44 Scotch Game: Haxo Gambit		C42 Russian Game: Damiano Variation		E84 King's Indian Defense: Orthodox Variation		B90 Sicilian Defense: Najdorf Variation, Adams Attack		B41 Sicilian Defense: Kan Variation, Maroczy Bind, Riti Variation		A13 English Opening: Agincourt Defense		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	2%	2	4	1	0	1	0	7h 1m 7s	42.3	7.7%	6.4%	3.2%
DDOS Gambit	5%	4	2	1	1	0	0	5h 49m 29s	36.7	10.9%	3.2%	3.2%

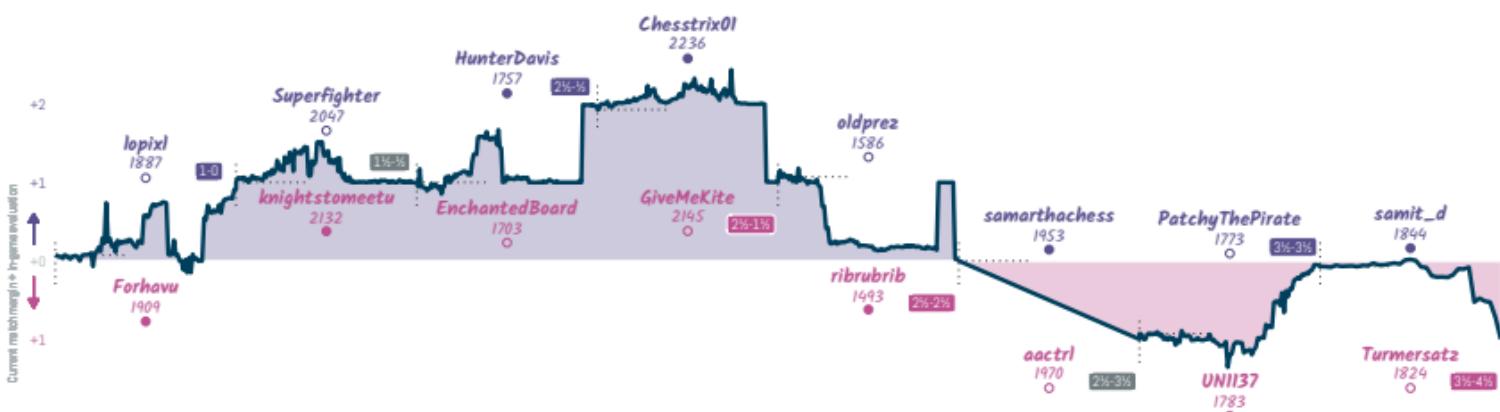
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 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 of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 5 September 2023.

# A Bunch of Squares 3½ 4½ Knights to Meet Ju

## Games

B4	Tue 17:00	B2	Wed 17:30	B7	Thu 14:00	B1	Thu 15:30	B8	Thu 17:00	B3	B6	Sat 15:00	B5	Sun 10:00	
lopixl	1	Superfighter	½	HunterDavis	1	Chesstrix01	0	oldprez	0	samarthachess	0F	PatchyThePirate	1	samit_d	0
Forhavu	0	knightstomeetu	½	EnchantedBoard	0	GiveMeKite	1	ribrubrib	1	aactrl	1X	UN1137	0	Turmersatz	1
PgtKt2NC		FdN3ya5S		SGTG081f		vkMJTP8W		ThUfCHTg		SZdaJnUw		Cnqw5R0L			
D43 Semi-Slav Defense		010 Slav Defense: Exchange Variation		B15 Caro-Kann Defense: Tartakower Variation		B50 Sicilian Defense: Delayed Alapin		A05 Zukertort Opening: Double Fianchetto Attack		B56 Sicilian Defense: Classical Variation		B13 Caro-Kann Defense: Exchange Variation			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	3%	3	3	1	0	1	0	6h 21m 43s	27.6	4.8%	1.4%	2.5%
Knights to Meet Ju	4%	3	3	1	1	0	0	6h 55m 41s	27.6	8.5%	2%	1.7%

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 5 September 2023.

# Magnus Cum Laude 2½ 5½ Play Like Lei

## Games

BB	Wed 11:30	BB	Thu 00:15	BB	Fri 18:00	BB	Fri 19:30	BB	Sun 16:30	BB	Sun 18:30	BB	Sun 20:00	BB	
davegiltinan	0	alex-arsenault	1	antazhi8	1	AumarMustafa	0	Paulze2000	0	HeartCooksBrain	0	sgis	0	johnc chess2	½
electricfalcon	1	Jjames1	0	Pendru	0	thatoneguy1475	1	jwellis42	1	stevy	1	Jacob_E	1	z0x	½

DYQ1wEvS

BZW0DxB9

XNcNfEGU

WSZLHlpX

fG2t5hN5

KLj27TLV

rBAE9GzV

B65 Ruy Lopez: Berlin Defense

E12 Nimzo-Indian Defense: Three Knights Variation, Dutch Variation

C72 Ruy Lopez: Morphy Defense, Modern Steinitz Defense

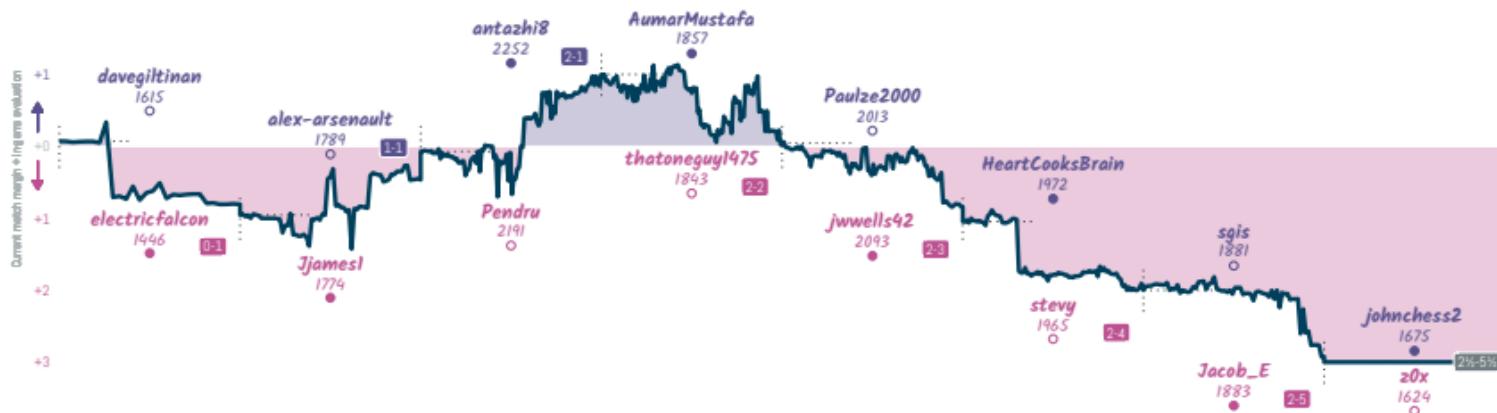
A40 Horwitz Defense

D00 French Defense: Steiner Variation

A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon

D35 Queen's Gambit: Declined Exchange Variation, Positional Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magnus Cum Laude	2½	2	5	0	0	0	1	7h 16m 4s	53.8	10.7%	4.5%	5.9%
Play Like Lei	5½	5	2	0	0	0	1	7h 46m 40s	42.6	12.1%	3.1%	4.5%

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: 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 5 September 2023.

# Lichamps 4 4 Tal's Dark Forest

## Games

B2	Fri 08:00	B4	Fri 19:00	B5	Sat 12:00	B7	Sat 18:00	B3	Sun 09:00	B1	Sun 13:00	B8	B6	Sun 16:00	
lion88	%	jedzzz	1	darkfl0me	0	mumblecoredumb...	0	Timvier	%	Brundd	0	ceejcox	1X	mumblecoredumb...	1
AlexGaul	%	Lynnpv	0	goirish	1	johnnyzangerous	1	Goatsrock	%	Silas1070	1	hwelman	0F	Nuxoz	0

KTYaIHPx

bYIXVRmX

tIgddHwZ

7ZFwBuuH

gR17wkZr

eYqJAgfr

mSpjo7fN

B10 Caro-Kann Defense:  
Goldman VariationD05 Queen's Gambit  
Declined: Marshall DefenseD02 Queen's Pawn Game:  
Zukertort VariationD52 Queen's Gambit  
DeclinedC34 King's Gambit Accepted:  
Schallopp DefenseD31 Semi-Slav Defense:  
Noteboom VariationB31 Sicilian Defense:  
Nyazhmetdinov-Rassolino  
Attack, Fianchetto Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichamps	4	2	3	2	1	0	0	7h 28m 47s	49.5	10.3%	1.7%	5.7%
Tal's Dark Forest	4	3	2	2	0	1	0	6h 14m 54s	42.2	11%	3.7%	4%

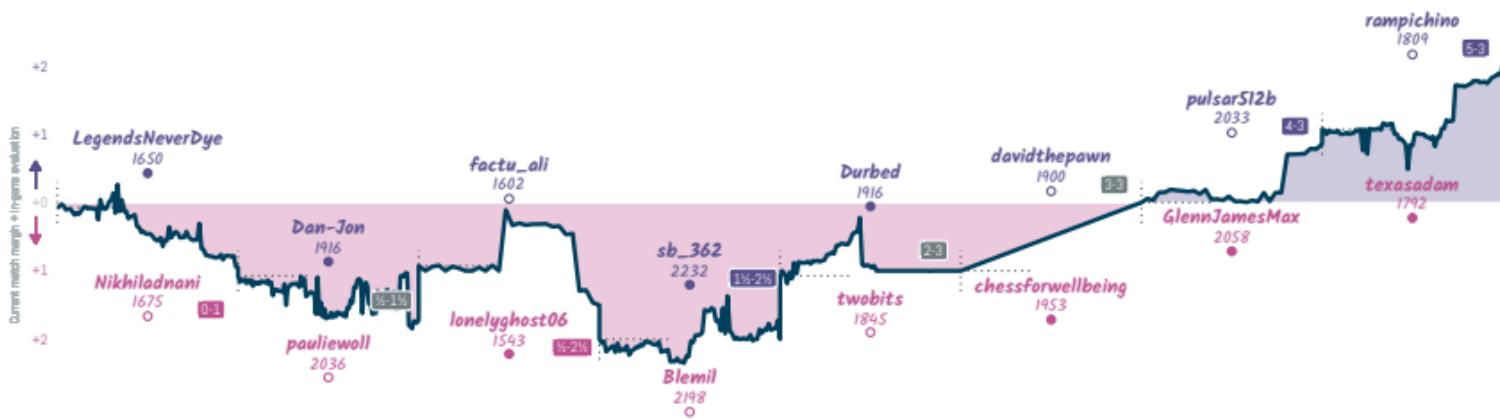
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# Assassins of Queens 5 3 This looks like a 960 position

## Games

B7	Wed 15:30	B3	Wed 16:00	B8	Fri 16:00	B1	Sat 08:00	B5	Sat 13:00	B4	B2	Sun 02:00	B6	Sun 16:00	
LegendsNeverDye	0	Dan-Jon	1	factu_ali	0	sb_362	1	Durbed	1	davidthepawn	1X	pulsar512b	1	rampichino	1
Nikhiladnani	1	pauliewoll	0	lonelyghost06	1	Blemlil	0	twobits	0	chessforwellbeing	0F	GlennJamesMax	0	texasadam	0
<a href="#">jBtEqgeV</a>		<a href="#">MZubpJq5</a>		<a href="#">KZrNIqHy</a>		<a href="#">ERW5QdQe</a>		<a href="#">BuCcT5ZV</a>		<a href="#">Z7945emj</a>		<a href="#">Nx1zcqCy</a>			
AB2 Benoni Defense: Fianchetto Variation		B01 Scandinavian Defense: Portuguese Gambit, Elbow Variation		C02 French Defense: Advance Variation, Euwe Variation		A05 Benoni Defense: King's Pawn Line		C00 French Defense: Franco-Sicilian Defense				A52 Indian Defense: Budapest Defense, Adler Variation		A05 Zukertort Opening: Nimzo-Larsen Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	5	3	2	2	1	0	0	5h 52m 3s	40.9	10.9%	3.6%	4.4%
This looks like a 960 position	3	2	3	2	0	1	0	6h 12m 4s	39.3	8.9%	3.2%	5.2%

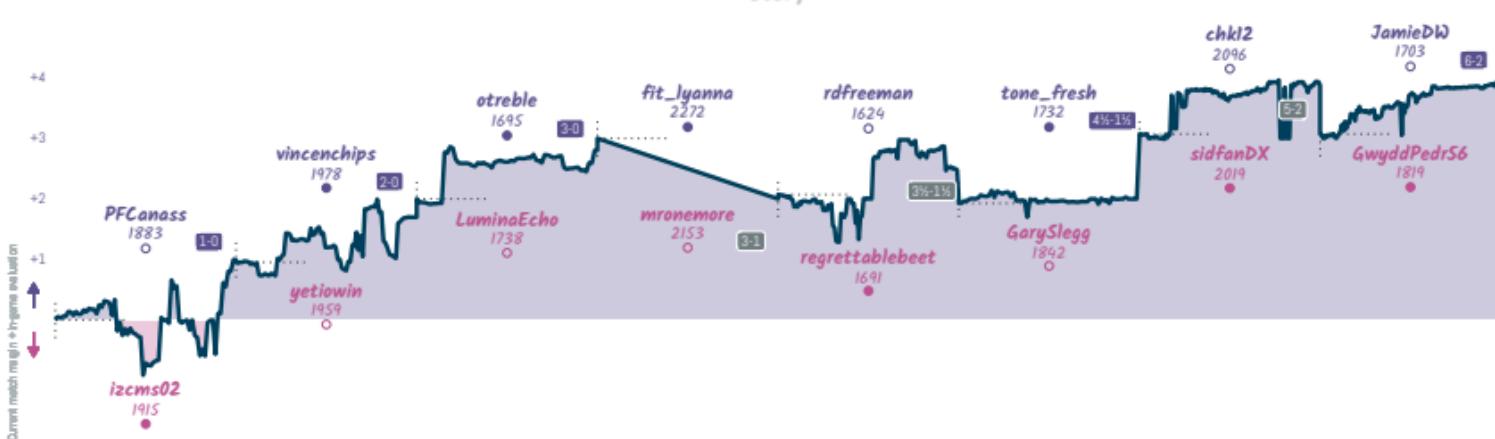
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# Opawnheimer 6 2 Pianissimo People

## Games

B4	Tue 17:00	B3	Wed 23:00	B7	Thu 00:00	B1	B8	Thu 17:00	B5	Fri 18:00	B2	Sat 17:00	B6	Sun 08:00
PFCanass	1	vincenchips	1	otreble	1	fit_lyanna	0F	rdfreeman	5%	1	chk12	5%	JamieDW	1
izcms02	0	yetiowin	0	LuminaEcho	0	mronemore	1X	regrettablebeet	5%	0	sidfanDX	5%	GwyddPedr56	0
<b>vkynQrAH</b>		<b>XNByftYI</b>		<b>CKechq3B</b>			<b>nr0GYFdz</b>		<b>AxKIUxEC</b>		<b>ZdotGvU0</b>		<b>2HF3q2G6</b>	
E91 King's Indian Defense: Orthodox Variation		E04 Catalan Opening: Open Defense		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation			C50 Italian Game: Giuoco Pianissimo		C29 Vienna Game: Vienna Gambit, Main Line		C69 Ruy Lopez: Exchange Variation, King's Bishop Variation		B90 Sicilian Defense: Scheveningen Variation, English Attack, with f3	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Opawnheimer	6	5	0	2	0	1	0	7h 8m 54s	42.9	5.5%	3.1%	4.6%
Pianissimo People	2	0	5	2	1	0	0	7h 3m 20s	55.8	6.1%	3.7%	6.4%

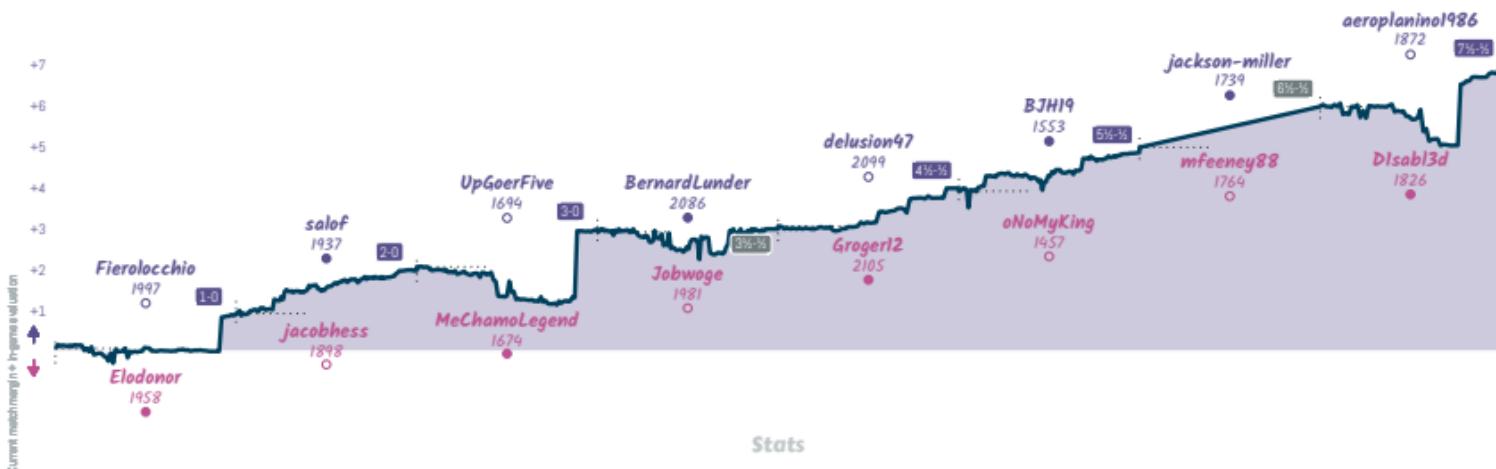
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# Magic 8 Ball Told Us We'd Win! 7½ 0½ Sometimes You Have to Sacrifice Your ...

## Games

B3	Tue 16:00	B4	Tue 20:00	B7	Wed 00:00	B2	Wed 15:00	B1	Sat 13:00	B8	Sat 17:45	B6	B5	Sun 13:00	
Fierolocchio	1	salof	1	UpGoerFive	1	BernardLunder	%	delusion47	1	BJH19	1	jackson-miller	1X	aeroplanino1986	1
Elodonor	0	jacobhess	0	MeCham0Legend	0	Jobwoge	%	Groger12	0	oNoMyKing	0	mfeeney88	0F	Dlsabl3d	0
ys2m04cV		pBu2JGzp		9wCCnf8o		WafYhSTQ		xuqA33Y6		U15s8kyN				wfCg6xSt	
B01 Scandinavian Defense: Grünfeld Variation		B20 Sicilian Defense: Lasker-Dunke Attack		B13 Caro-Kann Defense: Exchange Variation		B72 Sicilian Defense: Dragon Variation, Classical Variation		B22 Sicilian Defense: Alapin Variation, Stoltz Attack		B20 Sicilian Defense: Bowdler Attack				A01 Nimzo-Larsen Attack: Modern Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magic 8 Ball Told Us We'd Win!	7½	6	0	1	1	0	0	5h 49m 26s	25.9	4.8%	2.4%	2.4%
Sometimes You Have to Sacrifice Your King to Win	0½	0	6	1	0	1	0	6h 22m 59s	42.5	7.5%	2.4%	3.4%

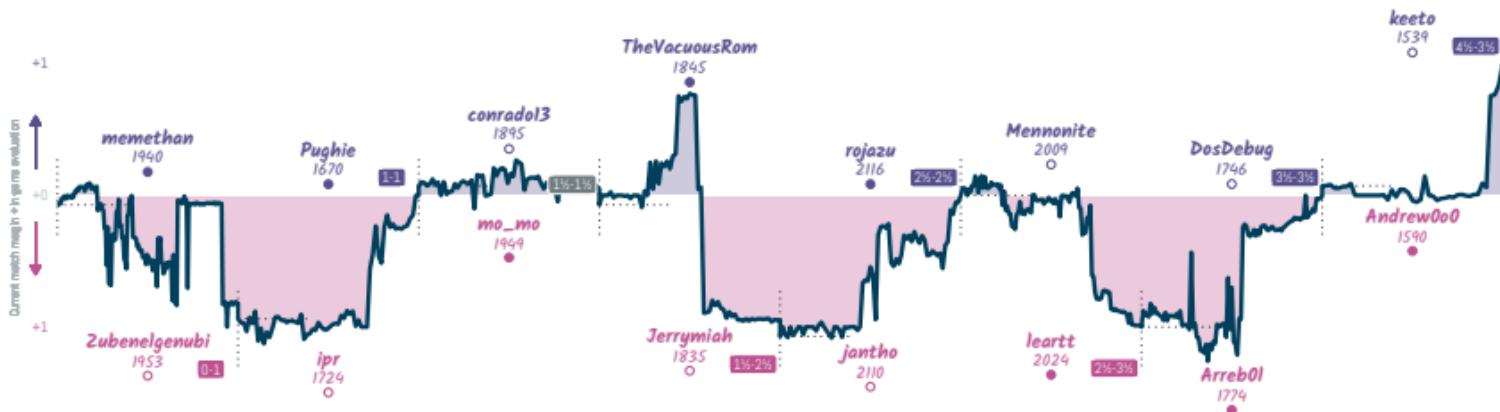
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 5 September 2023.

# Chess Club 7 4½ 3½ Silence before the pawn storm

## Games

B3	Tue 14:15	B7	Tue 21:00	B4	Wed 19:00	B5	Wed 20:00	B1	Thu 14:00	B2	Fri 19:00	B6	Sat 16:00	B8	Sun 13:00
memethan	0	Puglie	1	conradol13	½	TheVacuousRom	0	rojazu	1	Mennonite	0	DosDebug	1	keeto	1
Zubenelgenubi	1	ipr	0	mo_mo	½	Jerrymiah	1	jantho	0	leartt	1	Arreb01	0	Andrew0o0	0
<b>KtKD0ae0</b>		<b>RBG9KH8Y</b>		<b>PHB0b8DP</b>		<b>jFu1E94S</b>		<b>GMvTazdF</b>		<b>s4VCB4Az</b>		<b>aytfokIH</b>		<b>L0LjHYGy</b>	
C45 Scotch Game: Schmidt Variation		A03 Bird Opening: Dutch Variation		B00 Nimzowitsch Defense: Scandinavian Variation, Advance Variation		C00 French Defense: King's Indian Attack		C02 French Defense: Advance Variation, Milner-Barry Gambit		D02 Queen's Pawn Game: London System		A85 Dutch Defense: Queen's Knight Variation		B18 Caro-Kann Defense: Classical Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	4½	4	3	1	0	0	0	8h 13m 44s	36.8	7.2%	2%	3.2%
Silence before the pawn storm	3½	3	4	1	0	0	0	8h 15m 19s	39.4	5.8%	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 forfeits); ranks not shown for Round 1. This plot was compiled on 5 September 2023.