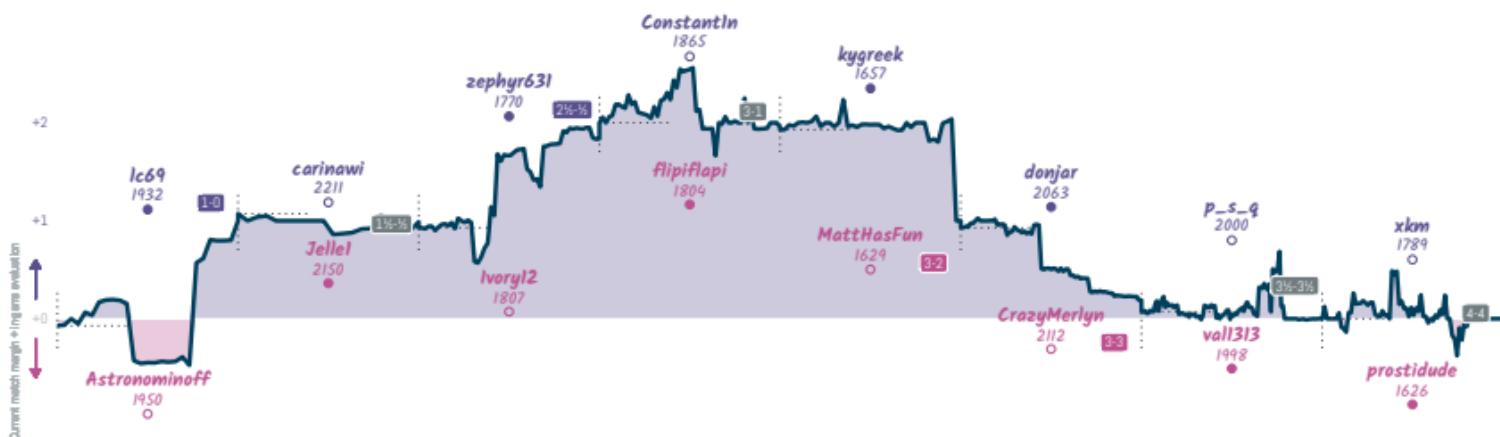


## #1 Knights should face magnetic north 4 #2 The Pawns Are Back In Town

## Games

B4	Tue 16:00	B1	Wed 18:00	B6	Thu 18:30	B5	Fri 12:15	B8	Sat 13:00	B2	Sun 12:00	B3	Sun 13:00	B7	Sun 18:15
Ic69	1	carinawi		% zephyr631	1	ConstantIn		% kygreek	0	donjar	0	p_s_q	% xkm	%	%
Astronominoff	0	Jelle1		% Ivory12	0	flipiflapi		% MattHasFun	1	CrazyMerlyn	1	val1313	% prostitude	%	%
<b>8BTTLcJe</b>		<b>eBfy3ebG</b>		<b>LnzalIja</b>		<b>OtYmj1TB</b>		<b>xPvSgxrw</b>		<b>lv2Nsk6l</b>		<b>ABYlctRd</b>		<b>yozLHQDr</b>	
B22 Sicilian Defense: Alapin Variation		C00 French Defense: Two Knights Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		A45 Indian Defense		C29 Vienna Game: Vienna Gambit, Paulsen Attack		C56 Italian Game: Scotch Gambit, Anderssen Attack		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		AB3 Dutch Defense: Staunton Gambit, Chigorin Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights should face magnetic north	4	2	2	4	0	0	0	6h 22m 36s	31.3	7.8%	3%	3%
The Pawns Are Back In Town	4	2	2	4	0	0	0	5h 47m 3s	30.8	8.6%	1.7%	3.4%

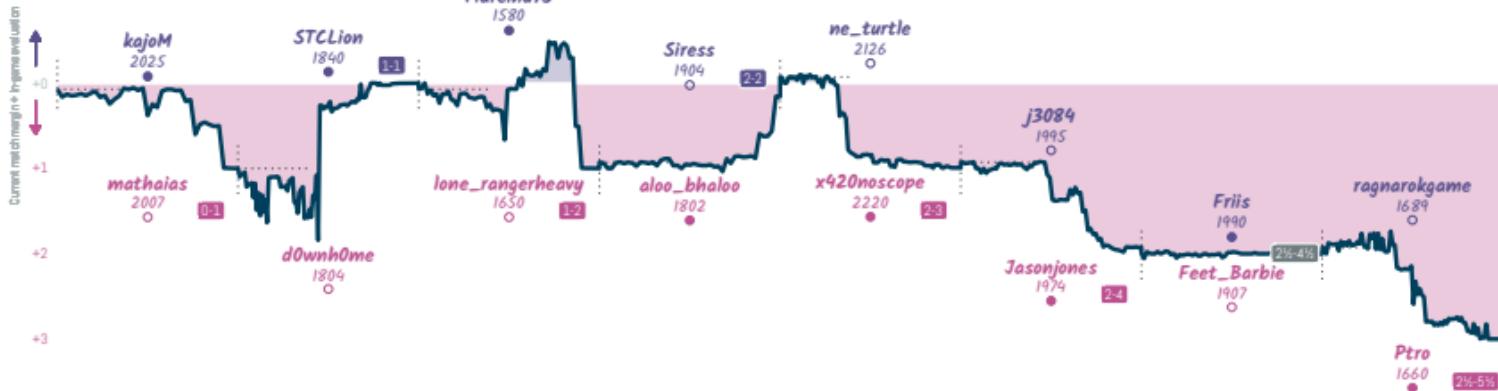
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#3 **Hikaru's Groomsmen** 2½ #4 **Now I am become Chess, the Destroyer ...**

## Games

B2	Mon 16:00	B6	Thu 01:00	B8	Thu 19:15	B5	Fri 16:00	B1	Sat 12:00	B3	Sat 16:15	B4	Sat 18:30	B7	Sat 19:00
kajoM	0	STCLion	1	Marcind75	0	Siress	1	ne_turtle	0	j3084	0	Friis	5	ragnarokgame	0
mathias	1	d0wnh0me	0	lone_rangerheavy	1	aloo_bhaloo	0	x420oscope	1	Jasonjones	1	Feet_Barbie	5	Ptro	1
V1U6e5sg		vH8nEH89		nhXrDzIV		Z711FmEN		gBrSqtYN		ytrurdpu		xHvVuVeM		L6H7umXV	
B01 Scandinavian Defense: Main Line, Mieses Variation		A50 Slav Indian		B27 Sicilian Defense: Hyperaccelerated Dragon		B33 Sicilian Defense: Lasker-Pelikan Variation		B32 Sicilian Defense: Kalashnikov Variation		C68 Ruy Lopez: Exchange Variation		D01 Rappart-Johava System		B38 Sicilian Defense: Accelerated Dragon, Mordzky Bind	

## Story



## Stats

Team	Pts	W	L	FD	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hikaru's Groomsmen	2½	2	5	1	0	0	6h 31m 24s	44.7	8.7%	3.5%	4.2%
Now I am become Chess, the Destroyer of Egos	5½	5	2	1	0	0	7h 52m 45s	33.7	7.7%	2.8%	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/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 **Fast and Dubious** 2 #6 **The Beautiful and the Drawn**

## Games

B5	Wed 12:00	B7	Wed 16:00	B6	Thu 13:00	B8	Thu 14:15	B4	Fri 18:00	B3	Sat 06:00	B1	Sat 15:00	B2	Sun 17:00
Midnighttokar	0	Clicus	½	Lyrurus	0	HappySandbags	1	Slugman92	0	iljazbru	½	Racheschach	0	LeoYee	0
Matthias1904	1	Soreby	½	TheFakeGrandma...	1	aneesh_mulye	0	michielvdg	1	scvrf	½	Aboalnaga	1	Thomsi	1

mdVp5QSu

7pnNETeM

IjBN166H

G0jigCPL

MtpRYqS1

BS7QT6j9

g1ZL6cLb

hGMcrRky

B05 Alkhan Defense:  
Modern Variation, Main Line

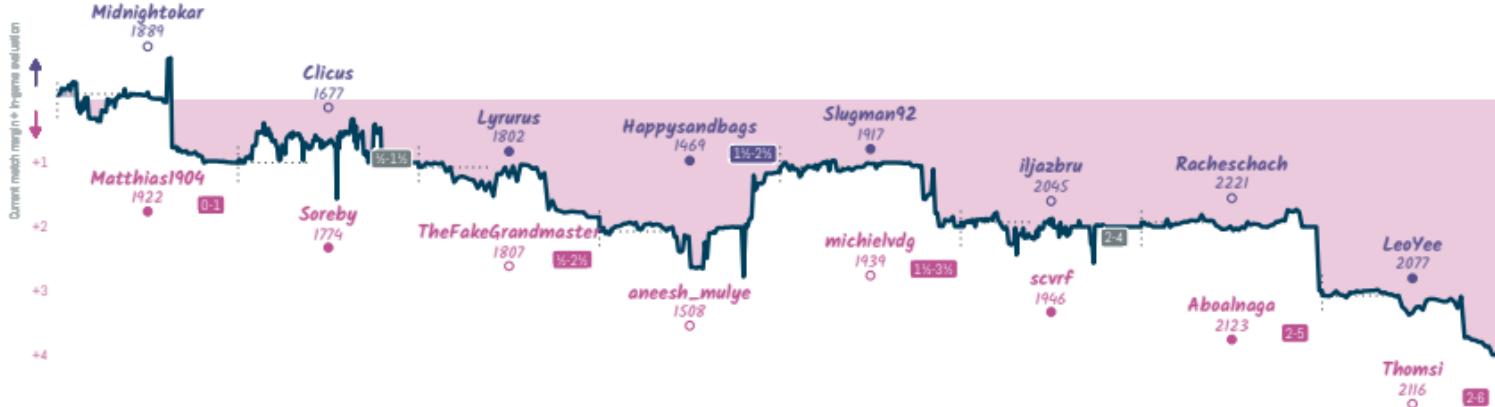
A48 London System

B22 Sicilian Defense: Alapin  
Variation

A05 Zukertort Opening

B31 Sicilian Defense:  
Nyoszmetdinov-Rossolimo  
Attack, Fianchetto VariationB48 Sicilian Defense:  
Taimanov Variation,  
Bastrikov Variation, English  
AttackC26 Vienna Game: Mieses  
VariationB12 Caro-Kann Defense:  
Mar深切 Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Dubious	2	1	5	2	0	0	0	8h 18m 43s	38.4	7.5%	2.3%	5.1%
The Beautiful and the Drawn	6	5	1	2	0	0	0	7h 43m 34s	27.8	7.5%	2.8%	2.6%

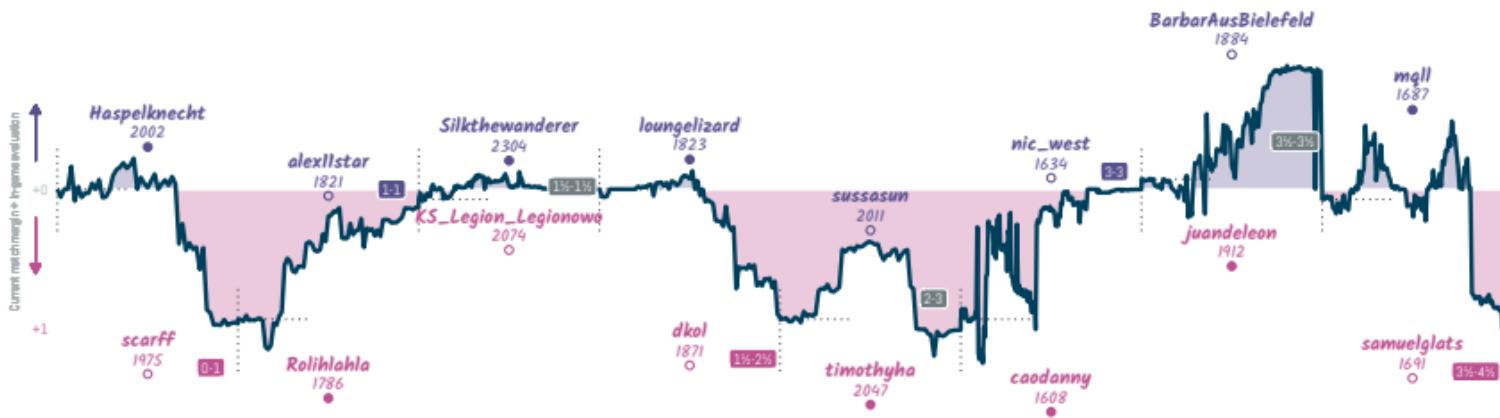
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## #9 How to defeat Ruy Lopez players on an... 3½ 4½ NA It's been 7 sacs and 15 moves since y...

## Games

B3	Tue 18:30	B6	Wed 23:00	B1	Thu 07:00	B5	Fri 12:00	B2	Sat 03:00	B8	Sat 17:00	B4	Sat 17:00	B7	Sun 19:00
Haspelknecht	0	alexllstar	1	Silkthewanderer	½	loungelizard	0	sussasun	½	nic_west	1	BarbarAusBiele...	½	mql1	0
scarff	1	Rolihlahla	0	KS_Legion_Legion...	½	dkol	1	timothyha	½	caodanny	0	juandeleon	½	samuelglats	1
1k4cs11T		CyAzwuxD		7uFTDMM7		FqvJp4j3		aRyGeSDX		yw4mMsje		4o6FMIFw		JT8LsbL4	
053 Queen's Gambit Declined		C43 Russian Game: Modern Attack, Center Variation		A37 English Opening: Symmetrical Variation, Botvinnik System Reversed, with Nf3		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B00 Pirc Defense		C77 Ruy Lopez: Morphy Defense, Anderssen Variation		B11 Caro-Kann Defense: Two Knights Attack, Mindoro Variation, Retreat Line	

## Story



## Stats

## Team

How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)  
It's been 7 sacs and 15 moves since you hid your king away

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
3½	2	3	3	0	0	0	8h 31m 55s	35.6	7.1%	2.8%	3%
4½	3	2	3	0	0	0	8h 57m 39s	32.1	7.8%	2.3%	1.8%

# Creepy Crawlers 5 3 #8 insufficient captain material

## Games

B8	Tue 18:15	B4	Tue 19:00	B5	Wed 15:30	B6	Thu 20:00	B7	Fri 17:00	B2	Sat 19:00	B1	Sun 18:00	B3	Mon 01:00
r4do5	1	markmarkedymar...	1	gatzios	0	casual921	0	momo	%	seb32	1	Qudit	1	VicPez	%
IronTorus	0	Davidc2214	0	DrVonGoosewing	1	topspin15	1	i2q0	%	MrScribbler	0	Shrekmatred	0	Rabbit1975	%

7BUzNshb

cnSSBPCj

Ryu6yuRz

Sra0thkJY

Fe5uKzoG

r06LpCKC

4qhS3sMQ

cf1YRIBa

B56 Sicilian Defense:  
Classical VariationD20 Queen's Gambit:  
Accepted: Central Variation,  
Alekhine SystemA85 Dutch Defense: Queen's  
Knight Variation

D00 Queen's Pawn Game

A29 English Opening: King's  
English Variation, Four  
Knights Variation,  
Fianchetto LineC21 Danish Gambit:  
Accepted: Classical DefenseD10 Slav Defense: Exchange  
VariationD27 Queen's Gambit:  
Accepted: Furman Variation

## Story



Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Creepy Crawlers	5	4	2	2	0	0	7h 52m 28s	27.8	6.6%	3%	2.1%
insufficient captain material	3	2	4	2	0	0	7h 40m 35s	34.2	7.8%	1.8%	3.3%

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# Pow! Right in the chessticles 5½ 2½ Wheel of Time Trouble

## Games

B1	Wed 14:00	B6	Wed 19:00	B2	Fri 17:30	B5	Sat 13:00	B3	Sat 17:00	B4	Sat 19:00	B8	Sun 14:00	B7	Sun 18:00
NebraskaNarwhal	0	imikacic	0	HoudinicisMedicis	1	LIOANYS	1	dave3	1	civilian	1	zher0	½	Thaitanium101	1
Dhmayer	1	bushiel23	1	HimmelLove	0	masedog91	0	false_switch	0	zbidwell	0	Crazywane254	½	andrewrimmer	0
<b>GJ8byQ250</b>		<b>tqD1ch6B</b>		<b>T61wA7A2</b>		<b>AFs32zQY</b>		<b>Prc7j2cg</b>		<b>I4kh609G</b>		<b>QMo0ttjw</b>		<b>9sPtVf4n</b>	
A45 Indian Defense		A15 English Opening: Angle-Indian Defense		B34 Sicilian Defense: Accolmited Dragon, Modern Variation		B12 Caro-Kann Defense: Mariczy Variation, Mariczy Gambit		D43 Semi-Slav Defense: Anti-Moscow Gambit		A01 Nimzo-Larsen Attack: Indian Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		E84 King's Indian Defense: Orthodox Variation, Positional Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pow! Right in the chessticles	5½	5	2	1	0	0	0	8h 55m 45s	27.1	5.3%	2.4%	1.6%
Wheel of Time Trouble	2½	2	5	1	0	0	0	8h 50m 9s	34.3	6.4%	3.5%	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': '(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.

# Accelerated Resignation 4 4 #10 DDOS Gambit

## Games

B6	Tue 19:00	B5	Thu 09:15	B8	Thu 15:00	B2	Fri 10:30	B4	Sat 09:00	B1	Sat 16:00	B7	Sun 05:30	B3	Sun 13:00
feskslo	%	walfie	1	redddevil906	0	mforg	%	yellowrambo	1	Metalinguistic	0	anmrose	0	rapiplay	1
JuyepVGC	%	Lupo_Jones	0	PumPkiN	1	nerja25390	%	muehre	0	Whelp10	1	widp	1	adandel	0

QSHoMvJ

5aLg7gUC

aF8vt8tY

HP9E4W2P

V7YouPQw

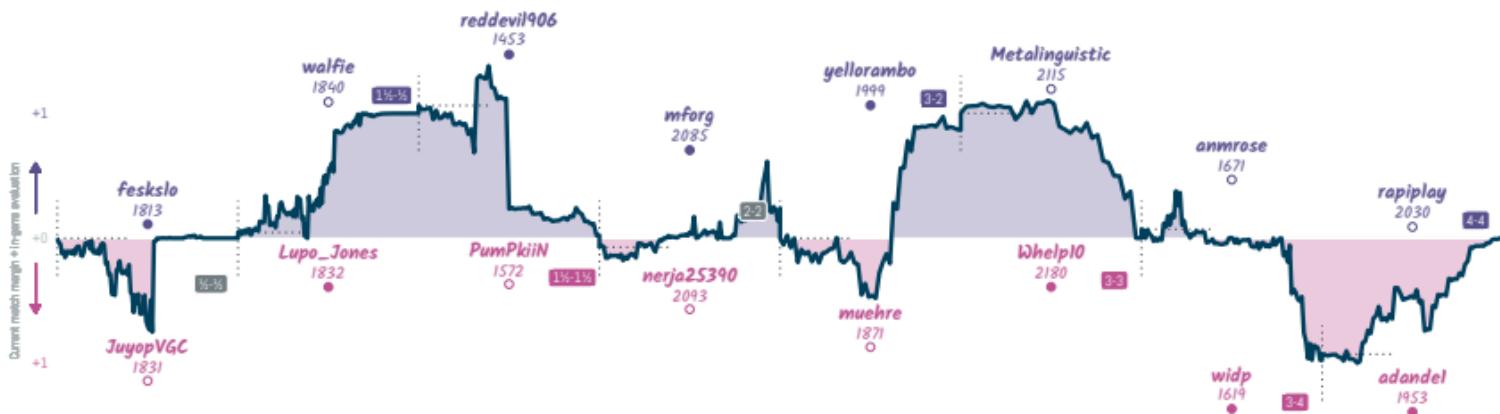
KsSQmoLC

jBdpukDk

PScorvYB

A00 Dutch Defense:  
Classical VariationA34 English Opening:  
Symmetrical Variation, Three  
Knights VariationA03 Bird Opening: Dutch  
VariationB04 Alkhanov Defense:  
Modern Variation, Larsen  
VariationB00 Queen's Pawn Game:  
Chigorin VariationD31 Queen's Gambit:  
Declined Semi-Slav,  
Abrahams VariationB40 Sicilian Defense:  
Delayed Alapin VariationCB5 Ruy Lopez: Berlin  
Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	4	3	3	2	0	0	0	7h 6m 54s	31.4	8.7%	2.2%	1.9%
DDOS Gambit	4	3	3	2	0	0	0	6h 34m 43s	29.1	7.8%	1.2%	2.2%

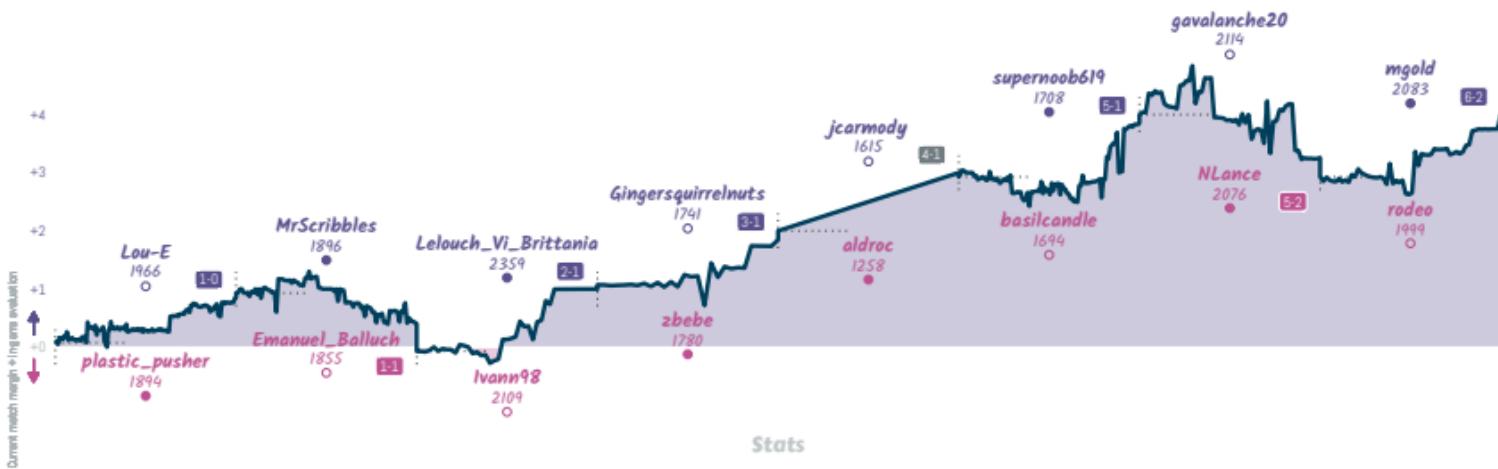
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# careless /Whisper 6 2 No Rapport but great rapport

## Games

B4	Wed 18:00	B5	Thu 13:45	B1	Fri 08:00	B6	Fri 18:00	B8	B7	Sat 02:00	B2	Sat 20:00	B3	Sun 14:00	
Lou-E	1	MrScribbles	0	Lelouch_Vi_Bri...	1	Gingersquirrel...	1	jcarmedy	1X	supernoob619	1	gavalanche20	0	mgold	1
plastic_pusher	0	Emanuel_Balluch	1	Ivann98	0	zbebe	0	aldroc	0F	basilcandle	0	NLance	1	rodeo	0
<b>BXsx9yqk</b>		<b>MzzQWKym</b>		<b>NggrSFwa</b>		<b>86Xogway</b>		<b>cj8XUDaD</b>		<b>QxCrgbyN</b>		<b>I2zsmsUhe</b>			
B00 Nimzowitsch Defense: Declined Variation		B34 Sicilian Defense: Accelerated Dragon, Modern Variation		B12 Caro-Kann Defense: Mariczy Variation		C76 Ruy Lopez: Morphy Defense, Neo-Arkhangelsk Variation		C00 French Defense: Horwitz Attack, Papa-Titulat Gambit		A00 Horwitz Defense		B07 Pirc Defense			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	6	5	2	0	1	0	0	5h 38m 6s	36.2	9.4%	3.4%	4.1%
No Rapport but great rapport	2	2	5	0	0	1	0	5h 39m 10s	45.5	12.4%	4.1%	6%

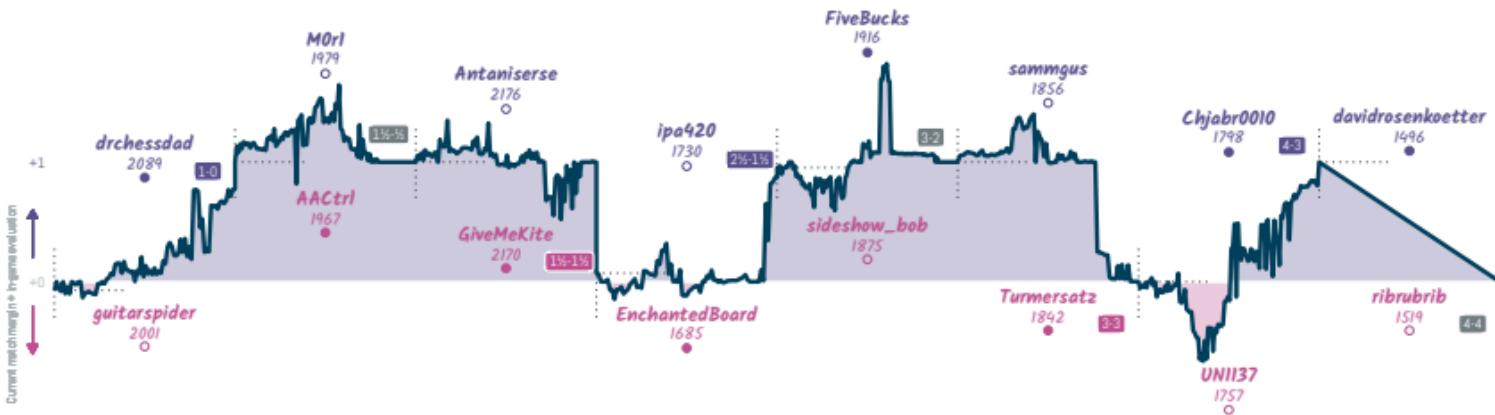
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# Gone with the Pinned 4 4 Knights to Meet Ju

## Games

B2	Wed 14:00	B3	Wed 17:00	B1	Thu 16:00	B7	Thu 17:00	B4	Fri 18:00	B5	Sat 09:30	B6	Sat 15:00	B8	OF
drchessdad	1	M0rl	1	Antanisense	0	ips420	1	FiveBucks	1	sammgus	0	Chjabr0010	1	davidrosenkoetter	0F
guitarspider	0	AACtrl	0	GiveMeKite	1	EnchantedBoard	0	sideshow_bob	0	Tummersatz	1	UN1137	0	ribrubrib	1X
<b>9D4grmB0</b>		<b>4f3HMrUZ</b>		<b>XpBv19y9</b>		<b>UUtNN5zu</b>		<b>NKB4wNYx</b>		<b>ZoPtujL0</b>		<b>VFuQZ1ME</b>			
002 French Defense: Advance Variation, Extended Bishop Swap		006 Ruy Defense: Accelerated Gurgenidze		E17 Queen's Indian Defense: Classical Variation		B30 Sicilian Defense: Old Sicilian		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		E32 Nimzo-Indian Defense: Classical Variation			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gone with the Pinned	4	3	2	2	0	1	0	7h 59m 45s	32.7	7.8%	5.2%	2.9%
Knights to Meet Ju	4	2	3	2	1	0	0	8h 44m 16s	34.5	7.2%	2.9%	4%

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# Orcas Against the Mods' Yachts 3 5 Tarrasch Talkers

## Games

B3	B5	Fri 13:00	B2	Fri 18:00	B6	B7	Sat 12:00	B1	Sat 10:15	B4	Sun 14:30	B8	Sun 20:00		
ajajajaj memethan	1X 0F	Yea greysensei	0 1	PartyM ficheal21	1 0	awfulmove bwcl43	0F 1X	flugschaedel kostasvl	0 1	RSInterocio tommeketoch	1 0	rsandzimier Three-Arrows	0 1	osumarko Leo179	0 1

### EFuDhCTr

C1.0 French Defense:  
Rubinstein Variation,  
Blackburne Defense

### yfHsMGsQ

B1.2 Caro-Kann Defense:  
Advance Variation,  
Bativnik-Carls Defense

### In1Xs6Zp

D0.1 French Defense:  
Exchange Variation, Monte  
Carlo Variation

### 4PYp0HLu

B5.1 Sicilian Defense:  
Maccow Variation

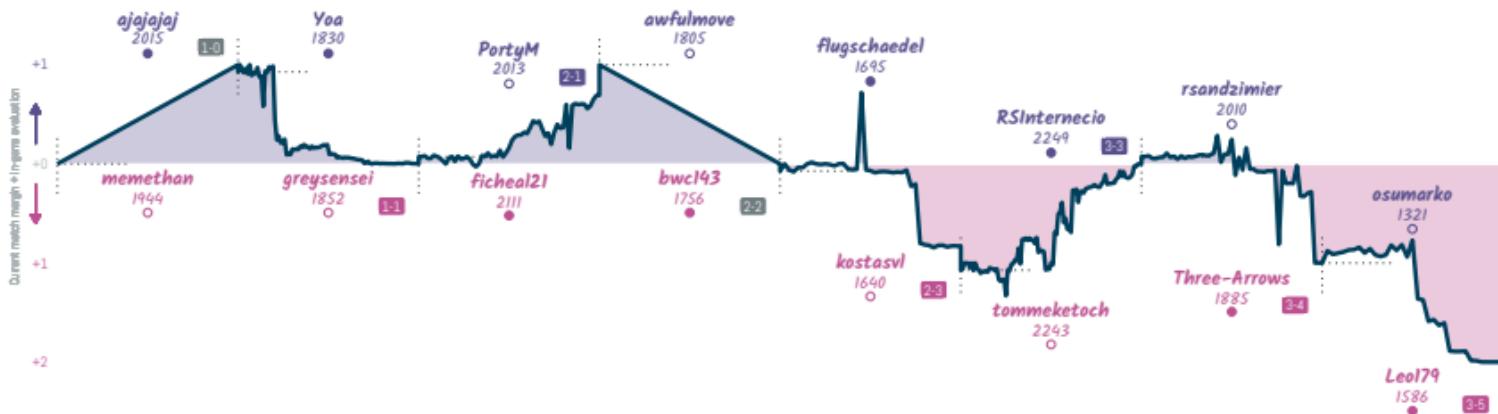
### JvvJkYKg

B1.5 Caro-Kann Defense:  
Tartakower Variation

### yGwp1CaC

AB4 Dutch Defense: Normal  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Orcas Against the Mods' Yachts	3	2	4	0	1	1	0	4h 25m 25s	42.0	9.2%	2.6%	4.1%
Tarrasch Talkers	5	4	2	0	1	1	0	4h 42m 11s	30.8	5.1%	2.6%	3.1%

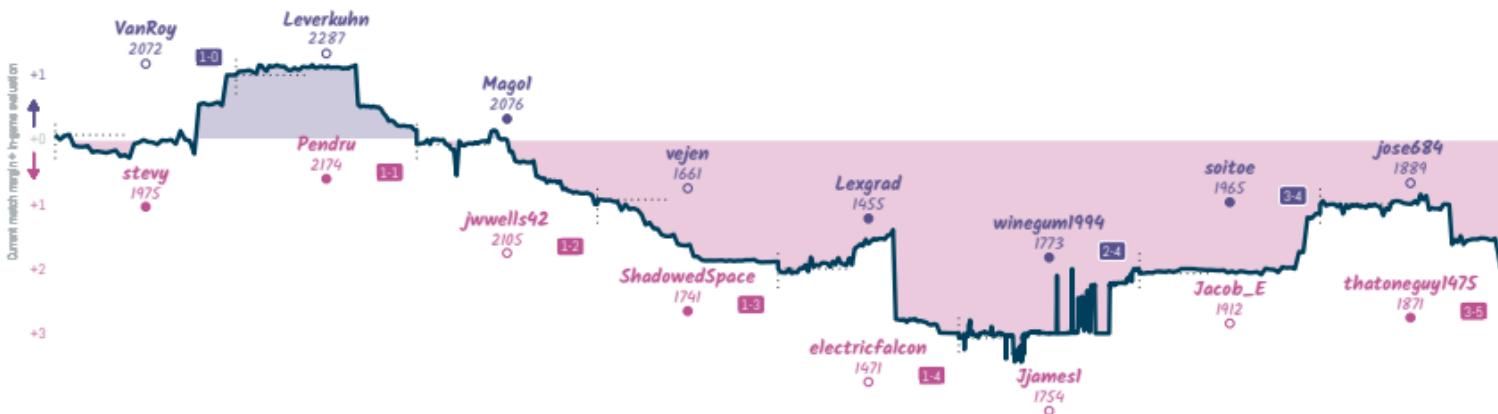
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# Bishops in Paris 3 5 Play Like Lei

## Games

B3	Thu 13:00	B1	Thu 13:00	B2	Thu 23:00	B7	Fri 00:30	B8	Fri 17:00	B6	Sat 08:15	B4	Sat 17:00	B5	Sat 23:00
VanRoy	1	Leverkuhn	0	Magol	0	vejen	0	Lexgrad	0	winegum1994	1	soitoe	1	jose684	0
stevy	0	Pendru	1	jwells42	1	ShadowedSpace	1	electricfalcon	1	james1	0	Jacob_E	0	thatoneguy1475	1
MAKDO3zN		r5ceB4Ku		tP9veU2H		5b2CGg0F		5YEmjbJb		0jxfd2JF		qEMUi09		SwBx0UrX	
000 French Defense: Alapin Gambit		044 Semi-Slav Defense: Botvinnik Variation		002 Queen's Pawn Game: Zukertort Variation		052 Italian Game: Evans Gambit, Silesian Variation		031 Semi-Slav Defense: Noteboom Variation		065 Ruy Lopez: Berlin Defense		C54 Italian Game: Classical Variation, Grunfeld Gambit, Traditional Line		001 Ruy Lopez: Jajava System	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	3	3	5	0	0	0	0	7h 28m 58s	36.4	6.6%	2.6%	3.5%
Play Like Lei	5	5	3	0	0	0	0	8h 24m 35s	32.9	4.6%	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 5 September 2023.

# Assassins of Queens 7 | No checks accepted

## Games

B7	B6	Wed 19:00	B2	Thu 12:00	B4	Thu 20:30	B3	Fri 19:30	B1	Sat 16:00	B8	Sun 07:00	B5	Sun 22:00	
legendsneverdyne	1X	rampichino	1	fookh	%	Durbed	1	TrainingGrounds	%	sb_362	1	Apidae	1	davidthepawn	1
jurica_c	0F	KirkD	0	najnaj29	%	T0Sharaff8200	0	FaridDz21	%	yqel_way_to_2000	0	speeder1987	0	bagelkh	0

f0dhoeKm MvgZHE45 R0CgBgom 1cLcpwQa Fxq1pcES 601v08rN 5y060tps

B01 Scandinavian Defense: Mieses-Kotrc Variation  
B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense  
B30 Sicilian Defense: Old Sicilian  
A15 English Opening: Anglo-Indian Defense, Old Indian Formation  
D02 Queen's Pawn Game: Symmetrical Variation  
D00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit  
A41 Queen's Pawn Game

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	7	5	0	2	1	0	0	6h 34m 20s	31.1	4.9%	2.6%	2.3%
No checks accepted	1	0	5	2	0	1	0	6h 34m 55s	42.9	7.2%	4.6%	2.6%

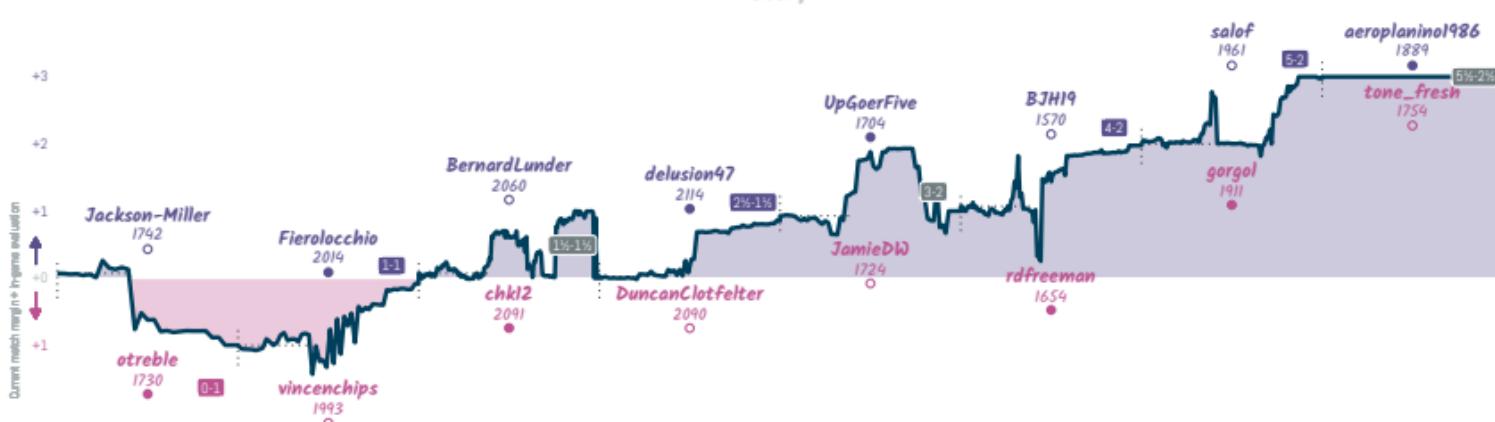
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

# Magic 8 Ball Told Us We'd Win! 5½ 2½ Opawnheimer

## Games

B6	Fri 01:15	B3	Fri 09:30	B2	Fri 17:00	B1	Sat 08:00	B7	Sat 14:00	B8	Sun 10:00	B4	Sun 14:00	B5	
Jackson-Miller	0	Fierolochio	1	BernardLunder	½	delusion47	1	UpGoerFive	½	BJH19	1	salof	1	aeroplanino1986	½
otreble	1	vincenchips	0	chk12	½	DuncanClotfelter	0	JamieDW	½	rdfreeman	0	gorgol	0	tone_fresh	½
<a href="#">JivsJ7oh</a>		<a href="#">XMb6WBHQ</a>		<a href="#">eStNjyV2</a>		<a href="#">lAEkguii</a>		<a href="#">xcQbmque</a>		<a href="#">YIS83utz</a>		<a href="#">CksIyN4p</a>			
C57 Italian Game: Two Knights Defense, Toxier Counterattack, Knight Sacrifice Line		D15 Slav Defense: Boller Gambit		B90 Sicilian Defense: Najdorf Variation, English Attack		D01 Ruy Lopez: Steinitz Defense		B34 Sicilian Defense: Accelerated Dragon, Modern Variation		E04 Catalan Opening: Open Defense					

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magic 8 Ball Told Us We'd Win!	5%	4	1	2	0	0	1	5h 22m 24s	41.1	5.7%	2.8%	5%
Opawnheimer	2%	1	4	2	0	0	1	5h 20m 55s	48.0	7.1%	3.9%	6%

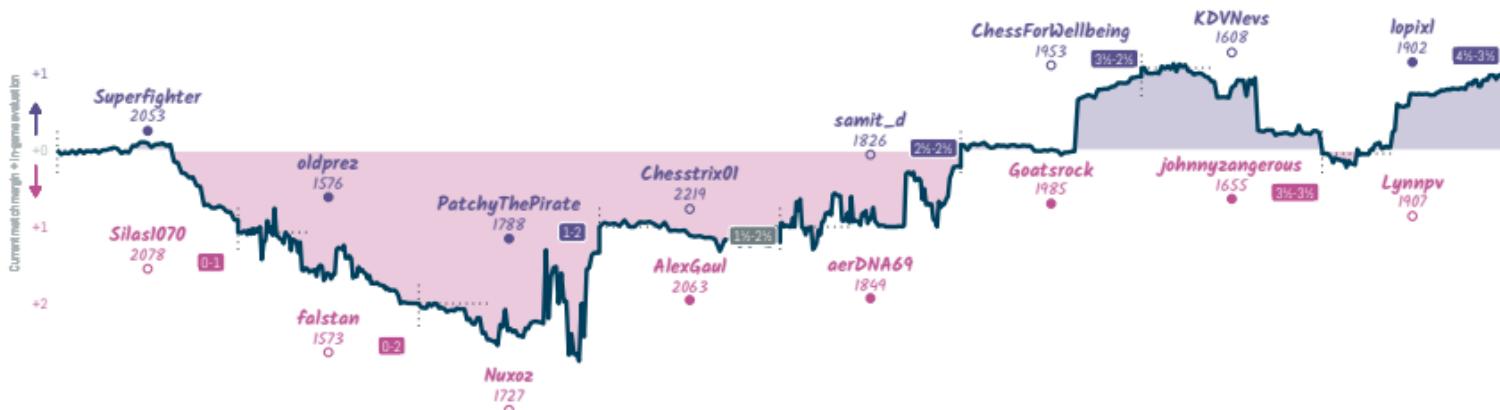
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 not assigned a place by their original time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 5 September 2023.

# A Bunch of Squares 4½ 3½ Tal's Dark Forest

## Games

B2	Wed 16:00	B8	Wed 23:30	B6	Thu 22:00	B1	Fri 15:30	B5	Sat 10:00	B3	Sun 03:00	B7	Sun 15:00	B4	Sun 19:00
Superfighter	0	oldprez	0	PatchyThePirate	1	Chesstrix01	½	samit_d	1	ChessForWellbeing	1	KDVNews	0	lopxl	1
Silas1070	1	falstan	1	Nuxoz	0	AlexGaul	½	aerDNA69	0	Goatsrock	0	johnnyzangerous	1	Lynnyp	0
W16Moult		4BQ2rnwV		douXPdwL		kfRjRxcR		0ZyUL7sY		jDG60y0Q		PXeZrL1E		sImH5YYc	
E4B Nimzo-Indian Defense: Normal Variation, Bishop Attack, Classical Defense		B12 Caro-Kann Defense: Advance Variation, Sharp Variation		D37 Queen's Gambit: Declined: Harrwitz Attack, Orthodox Defense		D37 Queen's Gambit: Declined: Harrwitz Attack, Two Knights Defense		D00 Queen's Pawn Game: Accelerated London System		B44 Sicilian Defense: Taimanov Variation, Säzin Variation		B10 Caro-Kann Defense: Accelerated Panov Attack		A20 English Opening: King's English Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	4½	4	3	1	0	0	0	7h 22m 23s	38.7	8.5%	2.8%	4.6%
Tal's Dark Forest	3½	3	4	1	0	0	0	6h 40m 7s	37.2	7.1%	3.5%	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/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 5 3 No Country for Old Pawns

## Games

B6	Wed 07:00	B1	Thu 16:00	B7	Fri 20:00	B8	Sat 14:00	B2	Sun 10:00	B3	Sun 12:00	B4	Sun 14:00	B5	Sun 17:30
yairjazz	0	Brundd	5%	mumblecoredumb...	1	ceejcox	1	lion88	5%	Timvier	0	jedzzz	1	darkfl0me	1
sameazezz077	1	ul2912	5%	kibenur	0	Lg_19	0	sebb7y	5%	Octopus-Union	1	gmat20020	0	PaulWithAnS	0

4ivacjTd

P3jyGKz

Csnw62Ys

j7jX7Q92

z9vgakHE

TPwJzmdo

1GqRm7e7

ItMey6Ya

B01 Scandinavian Defense: Valencian Variation

C58 Italian Game: Two Knights Defense; Polako Defense; Bishop Check Line

B10 Caro-Kann Defense: Two Knights Attack

C02 French Defense: Advance Variation; Paulsen Attack

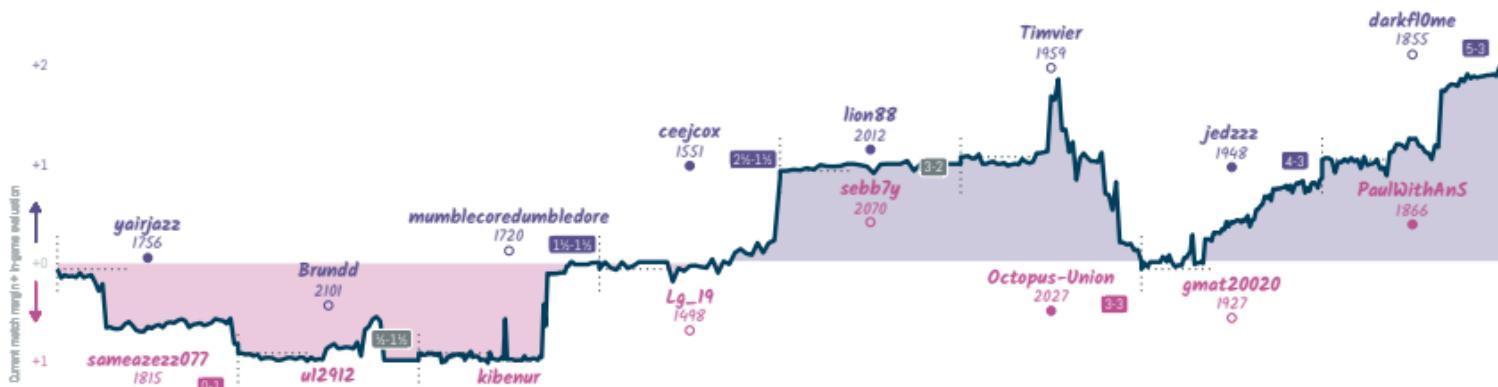
C58 Italian Game: Two Knights Defense; Polako Defense; Bishop Check Line

B12 Caro-Kann Defense: Advance Variation; Van der Wall Attack

C00 French Defense: Two Knights Variation

A13 English Opening: Agincourt Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichamps	5	4	2	2	0	0	0	5h 10m 11s	27	3.1%	1.8%	3.5%
No Country for Old Pawns	3	2	4	2	0	0	0	5h 28m 21s	34	5.8%	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 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 5 September 2023.

## Clocklust 2 6 Magnus Cum Laude

## Games

B6	Thu 14:00	B5	Thu 17:30	B7	Thu 18:30	B4	Thu 19:00	B2	Fri 18:00	B3	Fri 20:00	B1	Sat 17:00	B8	
kanishkparmar	0	dotepe	0	cdn_jark	0	Ashraf1991	0	kb6567	1	LemuelGullible	0	HandKnit	0	cdn_jark	1X
alex-arsenault	1	AumarMustafa	1	johnchess2	1	sgis	1	Paulze2000	0	HeartCooksBrain	1	alp_arslan92	1	nairwolf	0F

yhxrbyn

SAT7QSvy

BzrMJNQs

k4AL948I

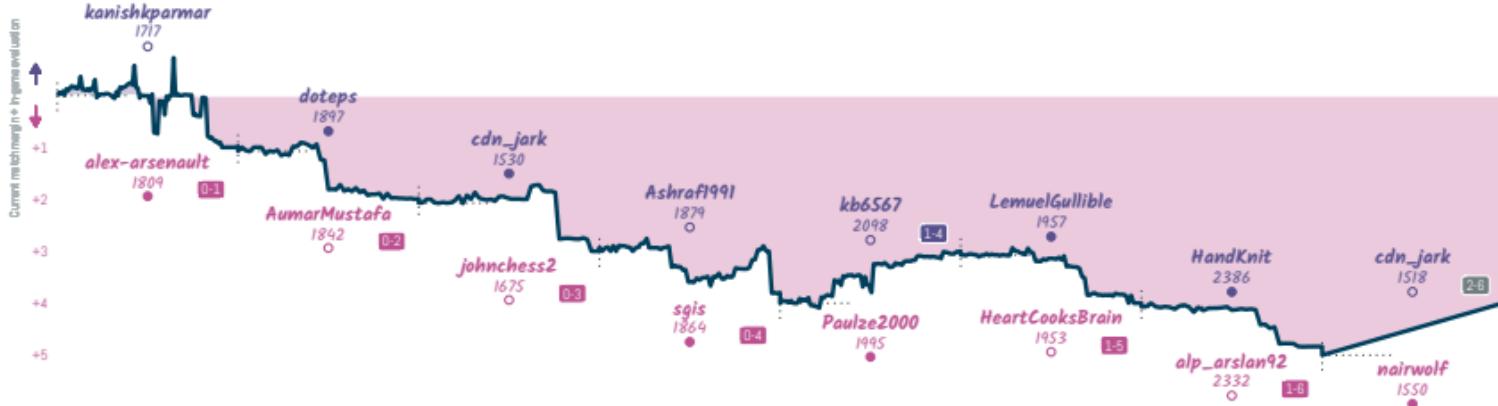
gB47jRSQ

RqGjTnvu

REV10B1h

A70 Benoni Defense:  
Classical VariationC11 French Defense:  
Classical Variation, Steinitz  
VariationB33 Sicilian Defense:  
Lesko-Pelikan Variation,  
Retreat VariationC10 French Defense:  
Rubinstein Variation,  
Blackburne DefenseE20 Nimzo-Indian Defense:  
Kmoch VariationB15 Caro-Kann Defense:  
Tartakower VariationB41 Sicilian Defense: Kan  
Variation, Maróczy Bind, Röti  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Clocklust	2	1	6	0	1	0	4h 38m 2s	51.1	8.2%	2.6%	6.9%
Magnus Cum Laude	6	6	1	0	0	1	6h 1m 13s	33.3	8.7%	1.7%	3%

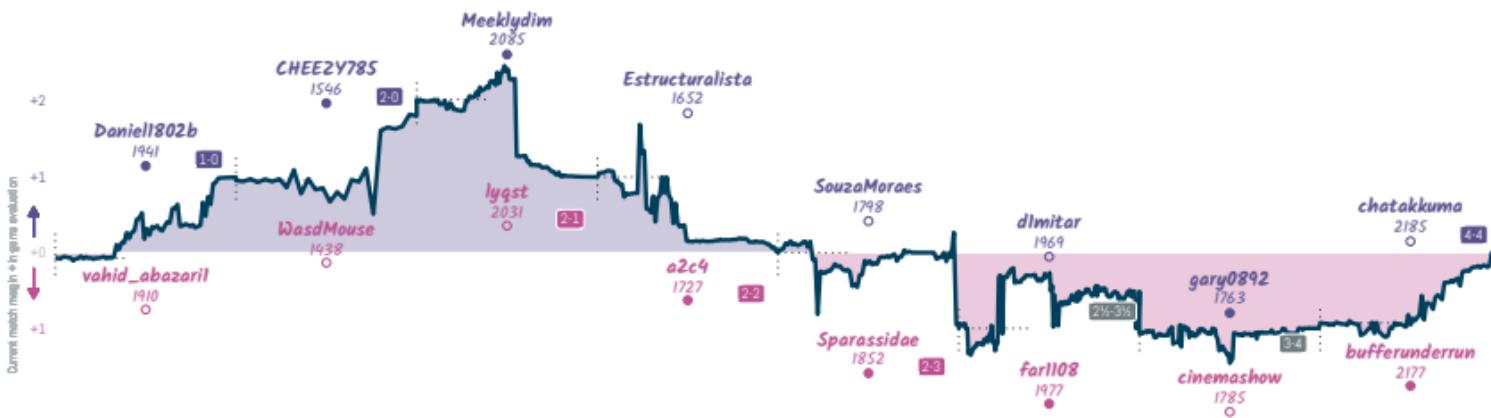
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# At least we started in first 4 4 Selling Englund by the Pawn

## Games

B4	Mon 14:00	B8	Wed 00:00	B2	Wed 13:15	B7	Wed 23:00	B5	Fri 15:00	B3	Sat 08:00	B6	Sat 15:00	B1	Sun 11:00
Daniel1802b	1	CHEEZY785	1	Meeklydim	0	Estructuralista	0	SouzaMoraes	0	dlmitar	3%	gary0892	5%	chatakkuma	1
vahid_abazaril	0	WasdMouse	0	lyqst	1	a2c4	1	Sparassidae	1	far1108	5%	cinemashow	5%	bufferunderrun	0
rTDYR1Sm		YmNN2JqP		gWx0UNT1		304vBjrW		1T6dXQh2		WrlCsC6y		MUSF3e4E		Rt5kdDue	
B15 Caro-Kann Defense: Tartakower Variation		A15 English Opening: Anglo-Indian Defense		D01 Rapport-Jobava System		D35 Queen's Gambit Declined: Exchange Variation		A92 Dutch Defense: Alkhalil Variation		D24 Queen's Gambit Accepted: Showalter Variation		C53 Italian Game: Classical Variation, Glouc Pianissimo		C55 Italian Game: Two Knights Defense, Modern Bishap's Opening	

## Story



## Chess Club 7 3½ 4½ Here to Checkmate

## Games

B2	Wed 23:00	B1	Thu 07:00	B3	Sat 00:00	B8	Sat 04:00	B5	Sat 12:00	B7	Sun 16:00	B6	Sun 15:00	B4	Sun 16:00
Mennonite	1	rojazu	0	ButterPecan	0	dAb327	0	TheVacuousRom	1	PsyMar2	½	DosDebug	1	mynameismund	0

wdhorton	0	rise_bishop	1	BrandrokID	1	rickerw	1	SrinivasBharathNK	0	SlowChess73	½	fvafler	0	Matt365	1
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1D9JG48P

AJDHzjMR

dT8aAUwF

H1GdSxH6

mJYSt011

8QSucbar

1ZizyaaU

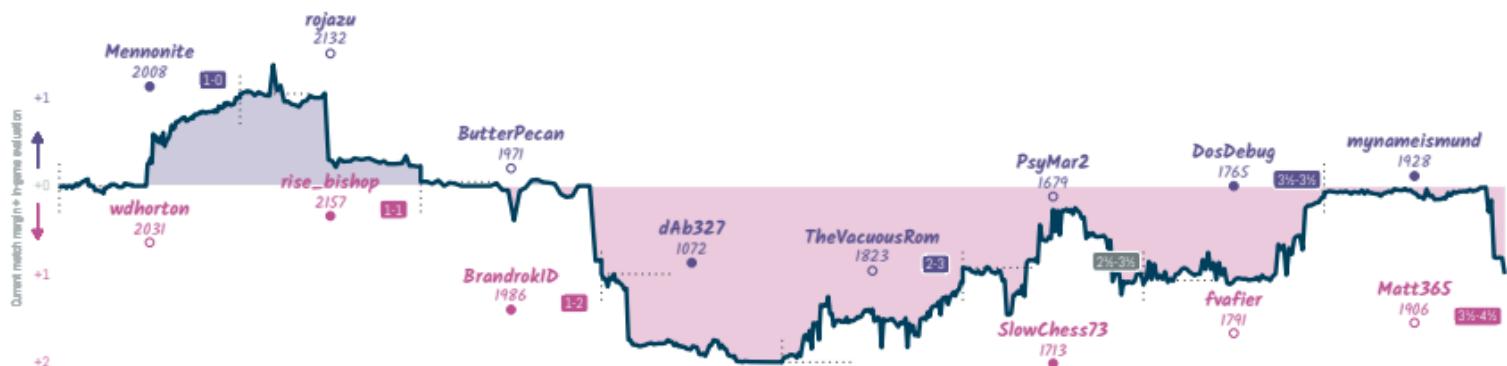
RaCJbEvp

A01 Nimzo-Larsen Attack:  
Classical VariationA13 English Opening:  
Agincourt DefenseA2B English Opening: King's  
English Variation, Four  
Knights Variation, Quiet LineD02 Queen's Pawn Game:  
Chigorin VariationD35 Queen's Gambit  
Declined: Exchange VariationC45 Scotch Game: Classical  
Variation

C30 King's Gambit

CBB Ruy Lopez: Closed

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	3½	3	4	1	0	0	0	7h 40m 5s	33.5	7.4%	2.3%	3.5%
Here to Checkmate	4½	4	3	1	0	0	0	7h 8m 59s	30.0	5.5%	1.9%	3.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': -(P)(W/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 5 September 2023.

# 100 Endgames You Will Blow

2

## 6 We forgot to ask for compensation

### Games

B5	Tue 16:00	B1	Tue 16:00	B6	Wed 12:00	B4	Thu 18:00	B8	Thu 21:00	B7	Fri 13:00	B2	Fri 15:00	B3	OF
Rskyoz	0	Wrefo	½	Lutin23	0	wachini	½	kauberdi	0	Sidewinder1648	0	Arges42	1	inter-temporal	
vinagrekiller	1	Razorneck	½	ksidorov	1	wizzywop	½	rjhor0	1	Kingcowgirl	1	Tedrhuyagonall	0	birdperson	1X
<a href="#">QB7mWVdY</a>		<a href="#">PhkDcIFT</a>		<a href="#">1cvTN4R0</a>		<a href="#">RdkcvMao</a>		<a href="#">1jyUyOAL</a>		<a href="#">ViorTS6c</a>		<a href="#">Z4LBj1Tp</a>			
B50 Caro-Kann Defense: Accelerated Pinov Attack, Modern Variation		B80 Sicilian Defense: Najdorf Variation, Freak Attack		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		B23 Sicilian Defense: Closed, Traditional		D35 Queen's Gambit Declined: Exchange Variation		B50 Sicilian Defense: Delayed Alapin		C49 Four Knights Game: Spanish Variation, Symmetrical Variation, Metger Ulpin			

### Story



### Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	2	1	4	2	0	1	0	7h 6m 9s	32.4	6%	2.1%	3.2%
We forgot to ask for compensation	6	4	1	2	1	0	0	6h 50m 6s	23.1	5.3%	2.1%	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/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.

# Silence before the pawn storm 5½ 2½ This looks like a 960 position

## Games

B3	Tue 16:00	B4	Tue 19:00	B2	Wed 01:00	B8	Wed 15:15	B6	Wed 17:00	B1	Thu 14:00	B5	Fri 18:30	B7	Sat 20:00
Zubenelgenubi	%	mo_mo	1	learrt	1	oNoMyKing	1	Arreb01	0	jantho	0	Jerrymish	1	ipr	1
pauliewoll	%	Poldi_der_Drache	0	GlennJamesMax	0	lonelyghost06	0	texasadam	1	Blemil	1	twobits	0	goraph	0
fo2pBoW		cPMa1Lu		1h78GJ1C		tDKgBsd4		16B1dMrK		5g9KF3xk		rYoj6pB4		A4y1V9op	
B03 Alkhan Defense: Modern Variation, Panov Variation		A00 Hungarian Opening		A48 East Indian Defense		C01 French Defense: Exchange Variation		B48 Sicilian Defense: Taimanov Variation, Bocharov Variation, English Attack		E73 King's Indian Defense: Semi-Savonitch System		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation		EB1 King's Indian Defense	

## Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Silence before the pawn storm	5½	5	2	1	0	0	0	7h 41m 14s	37.8	6.3%	3.6%	4.6%
This looks like a 960 position	2½	2	5	1	0	0	0	7h 1m 58s	48.3	10.9%	4.3%	5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 5 September 2023.

## Games

## A21 English Opening: King's English Variation, Reversed Sicilian

## Bill Caro-Kann Defense: Two Knights Attack, Minden Variation, Exchange Line

## D20 Queen's Gambit Accepted: Sadulento Variation

C78 Ruy Lopez: Morphy  
Defense, Arkhangelsk  
Variation

## B21 Sustaining Defense

#### B73 Sillito Defense

CB3 Ruy Lopez: Schliemann Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pianissimo People	4	3	4	0	1	0	0	4h 29m 34s	39.6	7.6%	2.2%	3.6%
Sometimes You Have to Sacrifice Your King to Win	4	4	3	0	1	0	1	3h 59m 49s	34.9	8.1%	1.8%	4%