

#1 Knights should face magnetic north 6 #2 Now I am become Chess, the Destroyer ...

Games

B5	Thu 17:00	B4	Thu 19:00	B6	Fri 00:30	B2	Fri 12:00	B1	Fri 18:30	B7	Sat 17:00	B8	Sun 12:00	B3	Sun 16:00	
Constantln	1	lc69		1	zephyr631		1	donjar		1	carinawi	0	xkm	1	kygreek	
MilsBees	0	Feet_Barbie		0	d0wnh0me		0	mathias		0	x420oscope	1	Ptro	0	lone_rangerheavy	1
EukTaHpl		kNNKrgWG		Gkr0d7TP		PT13uLGE		MsSSRkzP		P4XQ79J3		Zd1hd4KX		u1WT43tr		
D30 Queen's Gambit Declined		B30 Caro-Kann Defense		A45 Indian Defense		C88 Ruy Lopez: Dosed, Anti-Marshall		E88 King's Indian Defense: Fianchetto Variation, Classical Variation		A48 Indian Defense: Przepiorka Variation		B80 Sicilian Defense: Najdorf Variation, Lichtenstein Attack		E91 King's Indian Defense: Orthodox Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights should face magnetic north	6	6	2	0	0	0	0	8h 56m 34s	30.0	5.8%	1.4%	3%
Now I am become Chess, the Destroyer of Egos	2	2	6	0	0	0	0	9h 35m 28s	38.4	8.3%	2.5%	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': (#W/#L/#D) 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 11 September 2023.

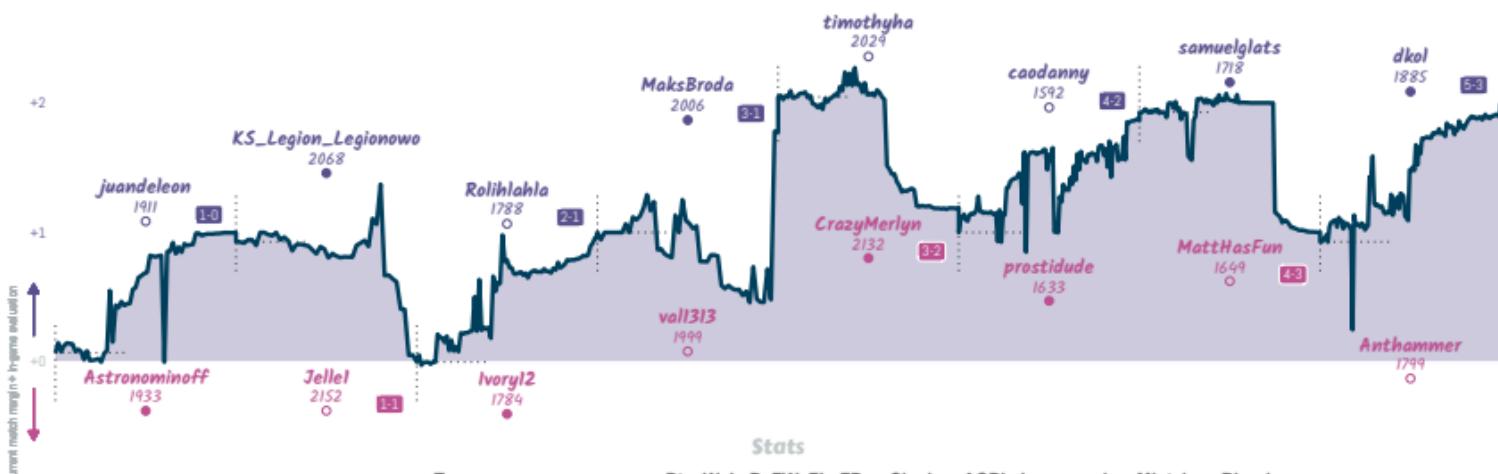
NA It's been 7 sacs and 15 moves since y...

5 3 #3 The Pawns Are Back In Town

Games

B4	Wed 12:00	B1	Thu 07:15	B6	Thu 18:00	B3	Fri 12:00	B2	Sat 19:00	B8	Sat 19:15	B7	Sun 12:00	B5	Sun 15:00
juandeleon	1	KS_Legion_Legion...	0	Roliyahla	1	MaksBroda	1	timothyha	0	caodanny	1	samuelglatz	0	dkol	1
Astronominoff	0	Jelle1	1	Ivory12	0	val1313	0	CrazyMerlyn	1	prostitude	0	MattHasFun	1	Anthammer	0
0aIMUahR		JInhZiX4		Oey6nejG		VnKnN7zJ		ZQg0dad0		SGtnlqc8		2cftpDSS		QnTWqcfM	
C41 Philidor Defense: Lion Variation		B12 Caro-Kann Defense: Advance Variation, Van der Wall Attack		001 Rapport-Jobava System		A45 Trompowsky Attack		A15 English Opening: Anglo-Indian Defense		A80 Dutch Defense: Hapton Attack		B10 Caro-Kann Defense: Two Knights Attack		B10 Caro-Kann 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	5	5	3	0	0	0	0	8h 24m 25s	37.5	5.6%	3.4%	4%
The Pawns Are Back In Town	3	3	5	0	0	0	0	7h 5m 16s	41.7	9%	3.7%	3.7%

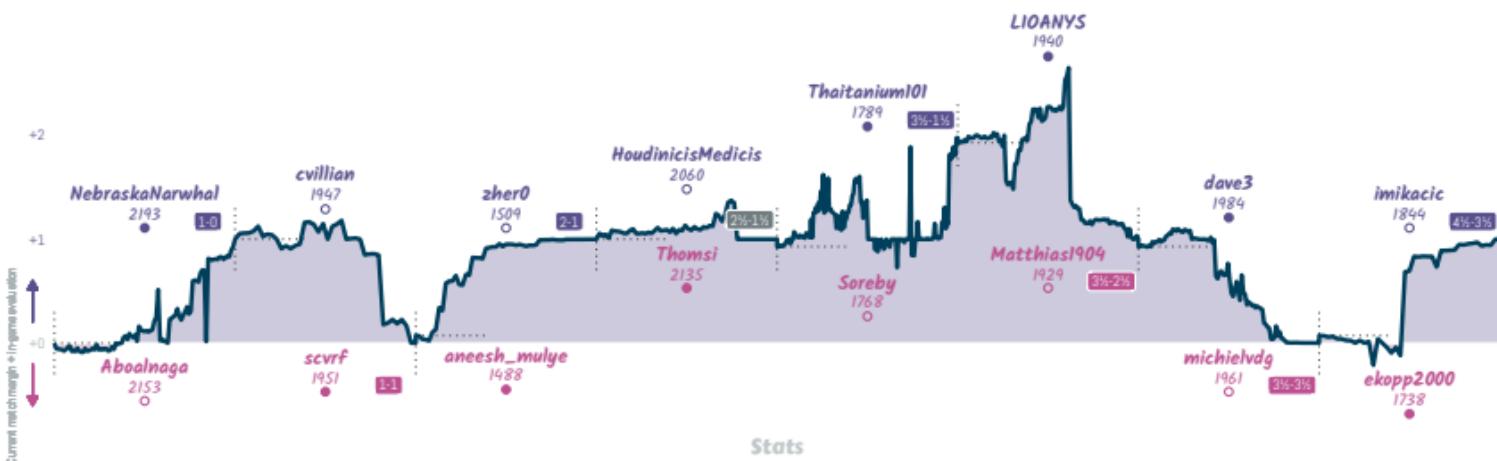
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#6 Pow! Right in the chessticles 4½ 3½ #4 The Beautiful and the Drawn

Games

B1	Wed 16:30	B4	Sat 00:00	B8	Sat 11:15	B2	Sat 17:45	B7	Sat 18:30	B5	Sun 12:00	B3	Sun 15:00	B6	Sun 18:00
NebraskaNarwhal	1	civilian	0	zher0	1	HoudinicisMedicis	%	Thaitanium101	1	L10ANYS	0	dave3	0	imikacic	1
Aboalnaga	0	scvrf	1	aneesh_mulye	0	Thomsi	%	Soreby	0	Matthias1904	1	michielvdg	1	ekopp2000	0
IrSxbYQj		3qMKez2Q		BYLDUYFU		5fVn2Uf1		ZnvL7cP7		4ccNG2MW		oQ21N711		bg1X2L9n	
017 Slav Defense: Czech Variation, Krause Attack		032 Tarrasch Defense		C42 Russian Game: Three Knights Game		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		035 Ruy Lopez: Berlin Defense		C58 Italian Game: Two Knights Defense, Pollio Defense, Bishop Check Line		C77 Ruy Lopez: Morphy Defense, Anderssen Variation		C50 Four Knights Game: Italian Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pow! Right in the chessticles	4½	4	3	1	0	0	0	7h 39m 26s	32.6	7%	1.5%	3.4%
The Beautiful and the Drawn	3½	3	4	1	0	0	0	7h 20m 18s	35.7	7.9%	4.3%	1.5%

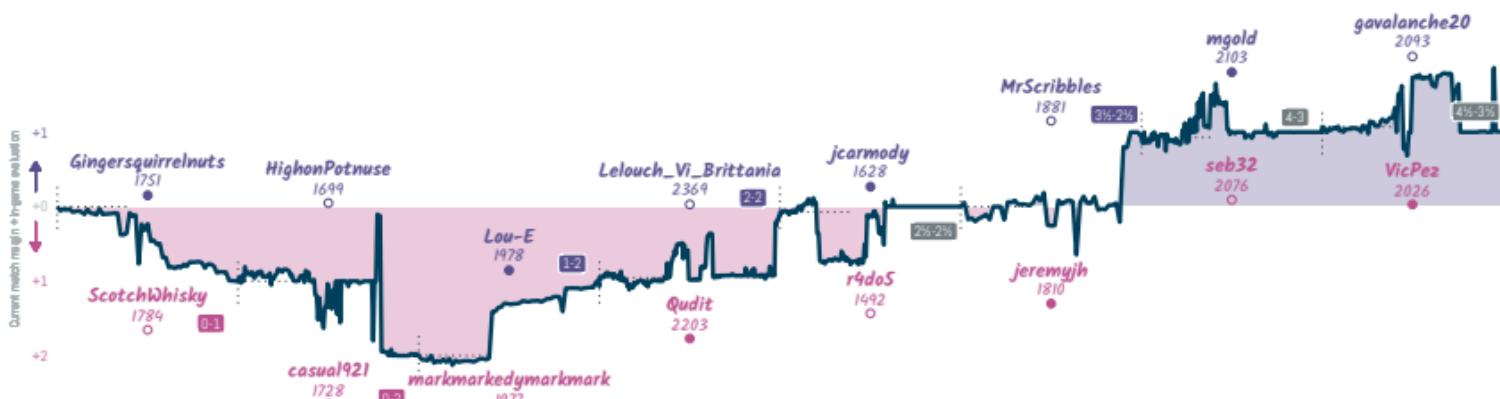
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#7 **careless /Whisper** 4½ 3½ #8 **Creepy Crawlers**

Games

B6	Tue 21:00	B7	Wed 15:15	B4	Thu 18:00	B1	Thu 19:00	B8	Fri 09:00	B5	Sat 14:00	B2	Sat 15:30	B3	Sun 23:00
Gingersquirrel...	0	HighonPotnuse	0	Lou-E	1	Lelouch_Vi_Bri...	1	jcamody	½	MrScribbles	1	mgold	½	avalanche20	½
ScotchWhisky	1	casual921	1	markmarkedymark...	0	Qudit	0	r4do5	½	jeremyjh	0	seb32	½	VicPez	½
rBSawXPP		BF8EqGv4		Vs9vYkOI		zD3BqJXB		QRVv5tit		x7r9kd7h		kvdXAwMg		ruB16gEH	
E00 Catalan Opening		D00 Queen's Pawn Game: Chigorin Variation		D20 Queen's Gambit Accepted: Central Variation, McDonnell Defense		A30 English Opening: Symmetrical Variation, Hedgehog Defense		B15 Caro-Kann Defense: Tartakower Variation		D00 Blackmar-Diemer Gambit Declined: Vienna Defense		E73 King's Indian Defense: Normal Variation, Standard Development		B82 Sicilian Defense: Najdorf Variation, Opocensky Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	4½	3	2	3	0	0	0	9h 26m 59s	35.8	6.3%	2%	4.5%
Creepy Crawlers	3½	2	3	3	0	0	0	9h 28m 12s	36.4	5.4%	3.1%	4.3%

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Gone with the Pinned 1½ 6½ #9 Hikaru's Groomsmen

Games

B7	Wed 18:00	B3	Thu 17:00	B4	Thu 19:00	B5	Thu 23:30	B1	Sat 14:00	B2	Sat 14:30	B8	B6	Sat 19:00
ips420	%	M0rl	%	gilbert	0	chesshavoc	0	Antanisense	0	drchessdad	%	davidrosenkoetter	0F	Chjabr0010
ragnarokgame	%	j3084	%	Friis	1	Siress	1	ne_turtle	1	kojoM	%	marcind75	1X	STCLion

4Wc1MpR

EFkxlu2I

GmHthKL5

kW9HAZAm

dcg0Yt3S

hzPVDRg0

RRVbQOxs

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

C42 Russian Game: Nizozwitsch Attack

B03 Alkhanov Defense: Exchange Variation

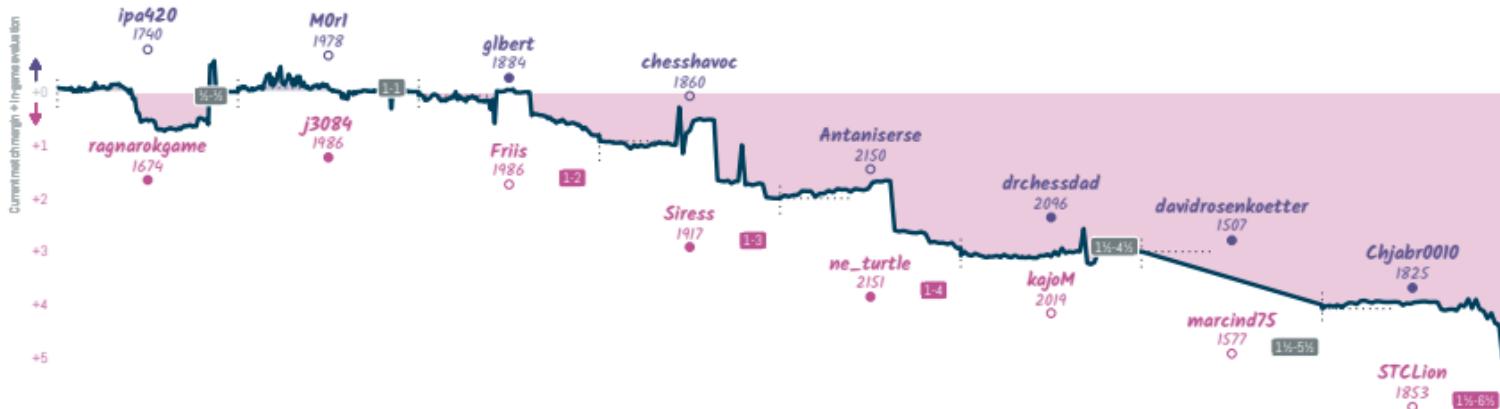
C50 Italian Game: Deutz Gambit

E73 King's Indian Defense: Semi-Verbalb System

C03 French Defense: Tarrasch Variation, Marozhevich Variation

A04 Zukertort Opening: Sicilian Invitation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gone with the Pinned	1%	0	4	3	0	1	0	5h 20m 39s	35.8	6.2%	1.2%	3.9%
Hikaru's Groomsmen	6%	4	0	3	1	0	0	6h 12s	23.4	6.6%	0.4%	2.3%

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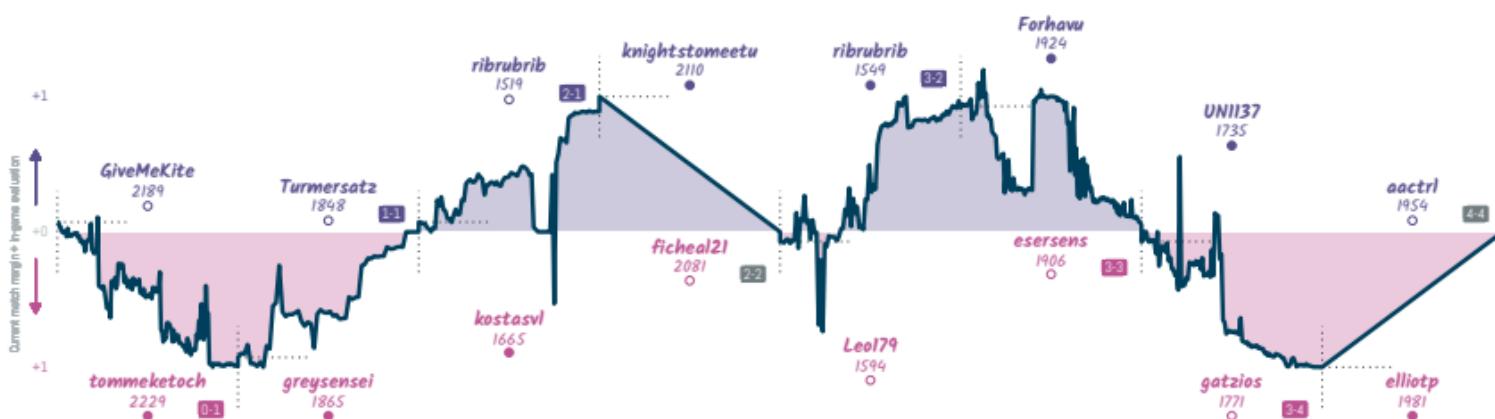
Knights to Meet Ju 4 4 #10 Tarrasch Talkers

Games

B1	Wed 17:00	B5	Fri 13:00	B7	Fri 15:00	B2	B8	Sat 09:00	B4	Sat 19:00	B6	Sun 16:30	B3
GiveMeKite	0	Tummersatz	1	ribrubrib	1	knightstomeetu	0F	ribrubrib	1	Forhavu	0	UN1137	0
tommeketoch	1	greysensei	0	kostasvl	0	ficheal21	1X	Leol79	0	esersens	1	gatzios	1
PJg06N1G		3ah3nZLJ		r1SEaK5F			gbkjc6W0		CYxt8aXU			aactrl	
C26 Vienna Game: Mieses Variation		C45 Scotch Game: Classical Variation		C47 Four Knights Game: Scotch Variation Accepted			B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		B65 Ruy Lopez: Berlin Defense			elliotp	
													1X
													0F

r1SEaK5F

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights to Meet Ju	4	3	3	0	1	1	0	6h 46m 33s	40.1	7.3%	2.7%	3.9%
Tarrasch Talkers	4	3	3	0	1	1	0	7h 3m 18s	39.9	10.9%	3.3%	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/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 11 September 2023.

DDOS Gambit 2½ 5½ Fast and Dubious

Games

B7	Tue 22:00	B8	Thu 14:00	B2	Fri 11:00	B4	Fri 20:00	B6	Sat 10:30	B5	Sat 13:00	B3	Sun 13:15	B1	Sun 15:00
SuspendedSeventh	0	PumPkiN	0	nerja25390	0	JuyopVGC	1	TrueblueLi	5%	muehre	1	adandel	0	Whelp10	0
Puglie	1	Happysandbags	1	Underkover	1	Slugman92	0	Lyrurus	5%	Midnightokar	0	iljazbru	1	Rcyx	1
9151DLZr		15TXuq1W		53I6QJad		eMhfetTG		QE1878sv		AV6SB2ve		gr8tK8pC		Kuv7c19y	
B12 Caro-Kann Defense: Marczyc Variation		C25 Vienna Game: Anderssen Defense		B90 Sicilian Defense: Najdorf Variation		A13 English Opening: Neo-Catalan		B13 Caro-Kann Defense: Ponov Attack, Modern Defense, Mieses Line		D01 Rapport-Jobava System		D00 Blackmar-Diemer Gambit: Reversed Albin Counter-gambit		E10 Indian Defense: Anti-Nimzo-Indian	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
DDOS Gambit	2%	2	5	1	0	0	0	6h 37m 28s	39.4	5.4%	3.1%	4.9%
Fast and Dubious	5%	5	2	1	0	0	0	8h 5m 11s	35.1	7.2%	2.1%	3.6%

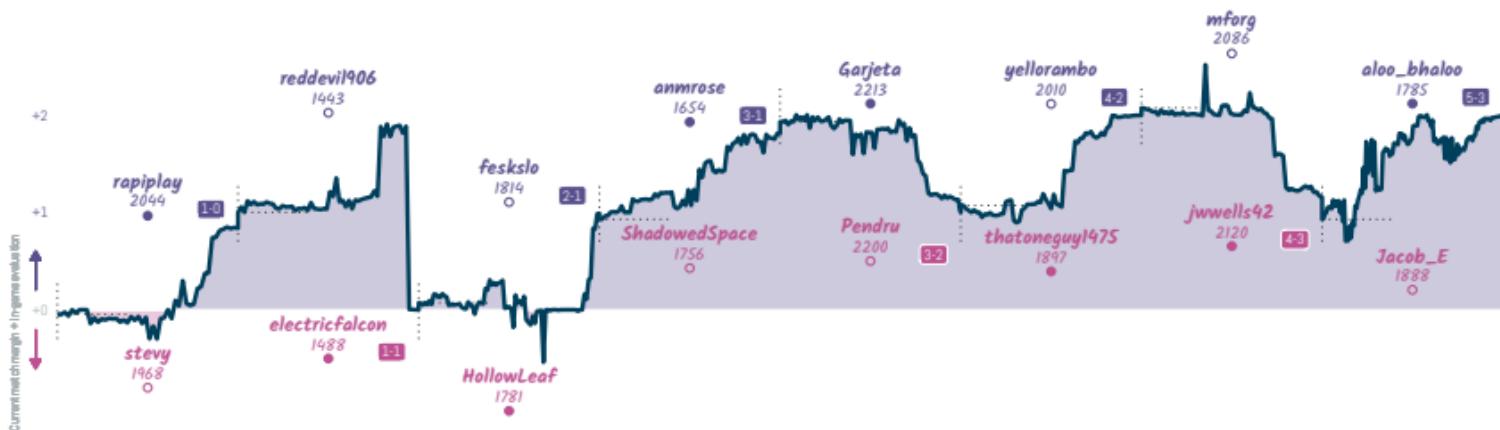
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Accelerated Resignation 5 3 Play Like Lei

Games

B3	Tue 19:00	B8	Wed 12:00	B6	Wed 18:00	B7	Thu 20:00	B1	Thu 20:00	B4	Fri 17:45	B2	Sat 00:00	B5	Sat 14:00
rapiplay	1	reddevil906	0	feskslo	1	amrose	1	Garjeta	0	yellowambo	1	mforg	0	alo_ bhaloo	1
stevy	0	electricfalcon	1	HollowLeaf	0	ShadowedSpace	0	Pendru	1	thatoneguy1475	0	jwwells42	1	Jacob_E	0
cIn4JdC8		JZ90FYwj		jwMB4fzb		J1EZH9Q		mqlHKkzK		44XJez8f		mEKAD1c		zQe2UJdY	
A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System		D00 Queen's Pawn Game: Accelerated London System		A04 Zukertort Opening: Slav Invitation		C29 Vienna Game: Vienna Gambit, Paulsen Attack		C43 Russian Game: Modern Attack		C25 Vienna Game: Paulsen Variation		D32 Tarrasch Defense: Symmetrical Variation		B21 Sicilian Defense: Smith-Morra Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	5	5	3	0	0	0	0	6h 18m 2s	41.2	7%	3.7%	3.7%
Play Like Lei	3	3	5	0	0	0	0	6h 26m 36s	46.0	11.7%	3.7%	4%

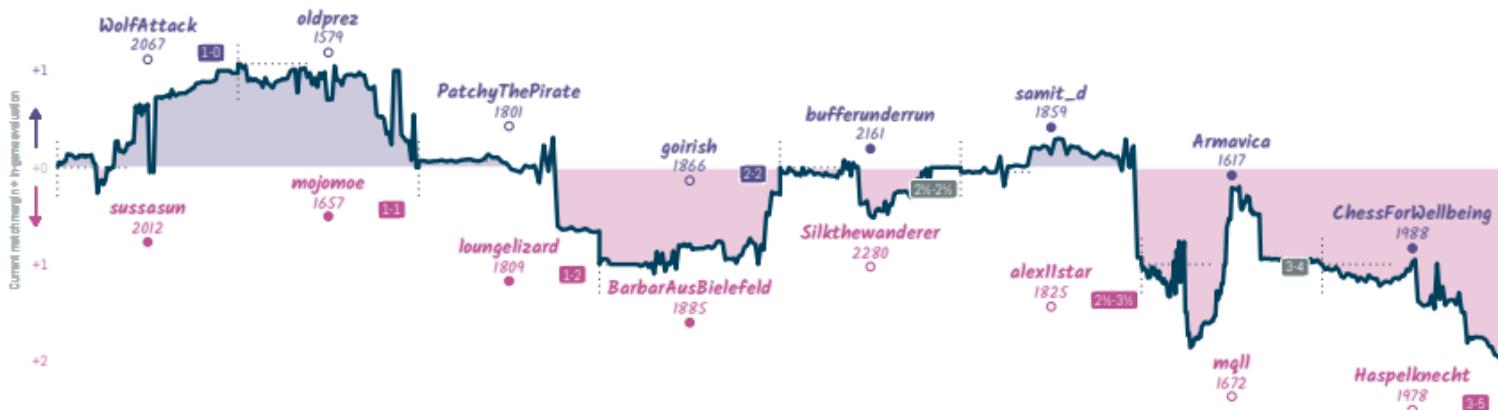
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A Bunch of Squares 3 5 How to defeat Ruy Lopez players on an...

Games

B2	Tue 15:00	B8	Wed 02:15	B6	Thu 12:00	B4	Fri 17:00	B1	Fri 18:00	B5	Sat 12:00	B7	Sat 22:00	B3	Sun 08:00
WolfAttack	1	oldprez	0	PatchyThePirate	0	gorish	1	bufferunderrun	5	samit_d	0	Armavica	5	ChessForWellbeing	0
sussasun	0	mojomoe	1	loungelizard	1	BarberAusBielef...	0	Silkthewanderer	5	alexllstar	1	mgll	5	Haspelknecht	1
KORLE7Q6		pnaZfKBU		hC95dyd9		CcAOlWxZ		uBht4Jfy		Lb8kTFGN		xIiygNiY		DDFULGRL	
E94 King's Indian Defense: Orthodox Variation		A07 King's Indian Attack: Sicilian Variation		C88 Ruy Lopez: Closed		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		E04 Catalan Opening: Open Defense		A11 English Opening: Can-Kann Defensive System		E73 King's Indian Defense: Averbakh Variation, Modern Defense		E88 King's Indian Defense: Orthodox Variation, Classical System, Neo-Classical Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	3	2	4	2	0	0	0	7h 19m 55s	39.9	8.4%	3.6%	4.2%
How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)	5	4	2	2	0	0	0	7h 14m 17s	32.9	7.8%	2.9%	4.2%

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Here to Checkmate 2 6 insufficient captain material

Games

B3	Thu 01:00	B5	Fri 11:30	B2	Fri 22:00	B7	Sat 10:00	B8	Sat 12:00	B4	Sun 09:00	B1	Sun 16:00	B6	Sun 18:00
alen111	1	SrinivasBharathNK	0	wdhorton	0	SlowChess73	0	Pranav_Gothe	0	Matt365	5%	Metalinguistic	0	fvalier	5%
brainyack	0	DrVonGoosewing	1	MrScribbler	1	i2q0	1	IronTorus	1	Davidc2214	5%	Shrekmatred	1	topspin15	5%
dFHROrdL		GUuIV8pe		FCyCxSqV		2Tk9PXQJ		Pmn14AdQ		F9qu0XAz		DltGUISx		wfd40am5	
A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System		B30 Sicilian Defense: Old Sicilian		B22 Sicilian Defense: Alapin Variation		C53 Italian Game: Classical Variation, Giese Gambit, Anderssen Variation		B13 Caro-Kann Defense: Exchange Variation		B40 Sicilian Defense: Delayed Alapin Variation		A56 Benoni Defense: Coach Benoni Defense		C02 French Defense: Advance Variation, Euwe Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Here to Checkmate	2	1	5	2	0	0	6h 46m 32s	46.1	9%	3.8%	5.4%
insufficient captain material	6	5	1	2	0	0	6h 46m 52s	34.1	9.6%	4.5%	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 forfeits; ranks not shown for Round 1. This plot was compiled on 11 September 2023.

Magic 8 Ball Told Us We'd Win! 5 3 Magnus Cum Laude

Games

B4	Wed 19:30	B8	Thu 16:45	B1	Thu 17:30	B6	Thu 23:00	B2	Fri 15:00	B7	Fri 22:00	B3	Sat 15:00	B5	Sun 13:15
salof	1	BJH19	0	delusion47	1	Jackson-Miller	1	BernardLunder	1	UpGoerFive	0	Fierolocchio	1	PharmacistGambit	0
sgis	0	lepertoe	1	antazhi8	0	alex-arsenault	0	Paulze2000	0	johnchess2	1	HeartCooksBrain	0	AumarMustafa	1
oxbvI4Pm		wG3zkD0i		J5uuuvXU0		AY5pz8vS		Q7Jy4K1b		f4LnnJVo		WAPRaxYK		9tSzQxkD	
E71 King's Indian Defense: Makogonov Variation		B21 Sicilian Defense: Smith-Morra Gambit		A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System		D10 Slav Defense		A10 English Opening: Anglo-Dutch Defense		C45 Scotch Game: Classical Variation		B10 Caro-Kann Defense: Two Knights Attack		A04 Zukertort Opening: Kingside Fianchetto	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magic 8 Ball Told Us We'd Win!	5	5	3	0	0	0	0	6h 26m 48s	37.3	8.8%	1.6%	3.8%
Magnus Cum Laude	3	3	5	0	0	0	0	7h 44m 47s	43.2	8.8%	3.4%	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 11 September 2023.

Assassins of Queens 2½ 5½ We forgot to ask for compensation

Games

B7	Mon 18:00	B6	Fri 15:00	B4	Fri 15:00	B3	Fri 19:00	B5	Sat 19:30	B2	Sun 08:00	B8	Sun 13:30	B1	Sun 18:00
LegendsNeverDye	0	rampichino	0	Durbed	1	TrainingGrounds	0	davidthepawn	½	fookh	0	Apidae	1	sb_362	0
Kingcowgirl	1	ksidorov	1	wizywop	0	birdperson	1	vinsgrekkiller	½	Tedrhuyagonall	1	rjhor0	0	Razorneck	1
EOTrQNz1		qkteISHX		0rDJoN3h		4XcShy1z		dINpg9tg		uPio1Hnq		872S9zxt		AZ8dqSiz	
A45 Indian Defense		B13 Caro-Kann Defense: Exchange Variation		B32 Sicilian Defense: Kalashnikov Variation		A40 Queen's Pawn Game		D02 Queen's Pawn Game: London System		D05 Queen's Pawn Game: Colle System		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		B29 Sicilian Defense: Nimzowitsch Variation, Advance Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	2½	2	5	1	0	0	0	7h 1m 29s	46.8	8.1%	3%	3.7%
We forgot to ask for compensation	5½	5	2	1	0	0	0	6h 17m 29s	33.8	8.1%	5.2%	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 11 September 2023.

Lichamps 4½ 3½ Wheel of Time Trouble

Games

BB	Wed 21:00	B1	Thu 19:15	B2	Fri 12:00	B3	Sat 04:00	B5	Sat 13:15	B7	Sat 16:30	B6	Sun 14:00	B4	Sun 17:00
ceejcox	1	Brundd	0	eon88	1	jedzzz	%	darkfl0me	1	ruip	0	mumblecoredumb...	0	Timvier	
Crazywane254	0	Ohnmayer	1	HimmelLove	0	fake_switch	%	bushie123	0	andrewfimmer	1	maseding91	1	zbidwell	

E67 King's Indian Defense Fianchetto Variation, Classical Fianchetto

B15 Caro-Kann Defense Tartakower Variation

B10 Caro-Kann Defense Goldman Variation

C11 French Defense: Steinitz Variation

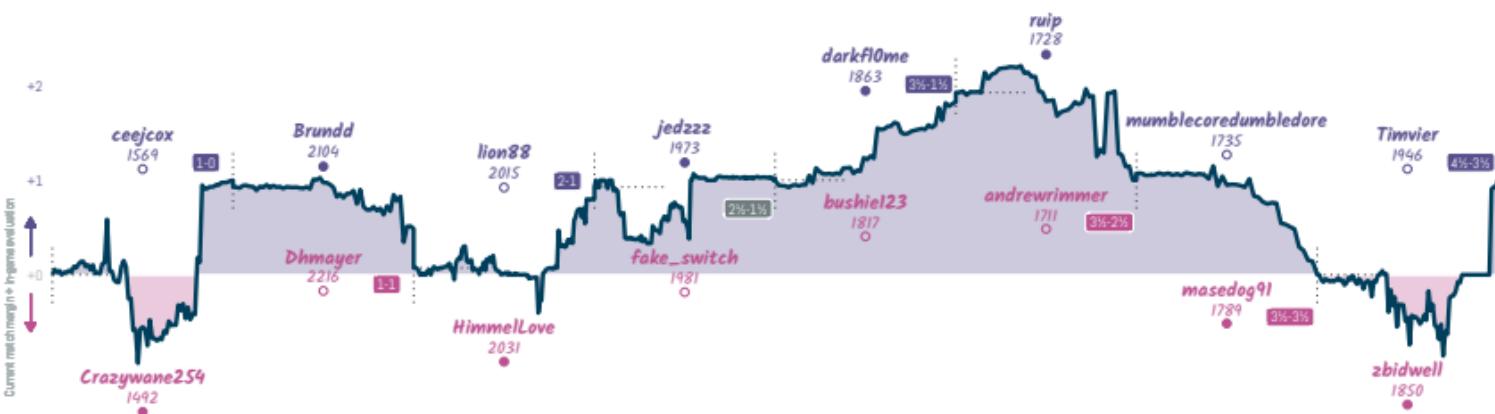
D31. Semi-Slav Defense: Notable Variation

C43 Russian Game: Modern
Attack, Center Variation

B10 Caro-Kann Defense: The Knights Attack

ADD Misses Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichamps	4	4	1	3	1	0	0	8h 2m 28s	33.1	8.8%	1.6%	3.9%
Wheel of Time Trouble	3	3	4	1	0	0	0	7h 4m 42s	35.8	6.8%	2.9%	2.6%

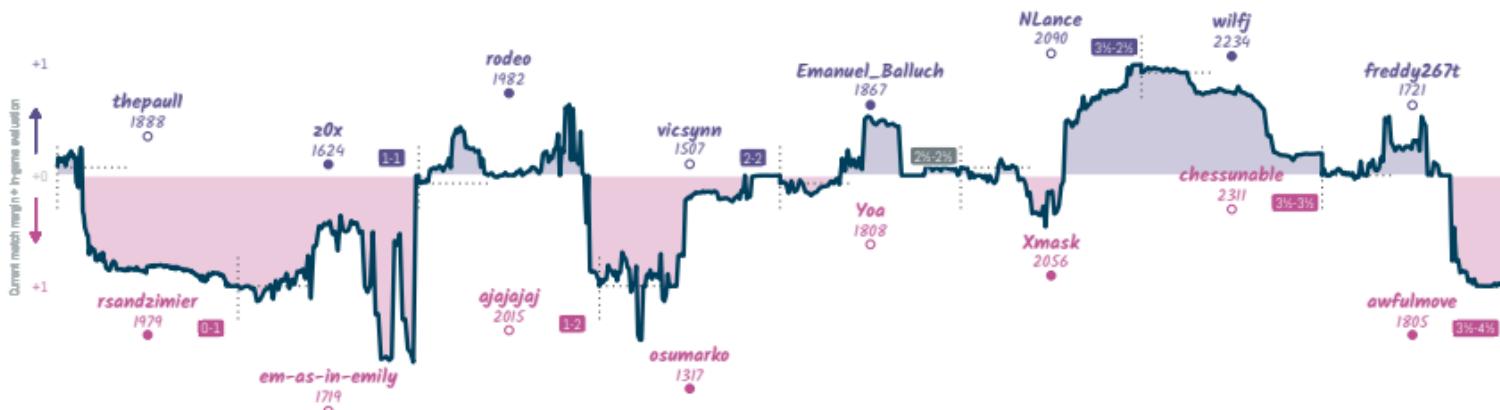
NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the day/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Score': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation 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 pausing without a scheduled time are shown last). 'Stats': (P)W/L/D, (forfeit) wins/losses/draws; Clock: total clock time used; ACPs: team average clock/penalty ratio (scaled for moves); Inaccuracy/Mistakes/Blunders: % moves of each type. ALSO: Stats: only ranks are shown for the top 10 teams at the start of the round; Inaccuracy/Blunders: ranks not shown for Round 1. This plot was compiled on 11 September 2023.

No Rapport but great rapport 3½ 4½ Orcas Against the Mods' Yachts

Games

B4	Wed 03:00	B7	Thu 18:30	B3	Fri 13:00	B8	Fri 23:00	B5	Sat 07:00	B2	Sat 14:00	B1	Sun 14:00	B6	Sun 22:00
thepaul1	0	z0x	1	rodeo	0	vicsynn	1	Emanuel_Balluch	½	NLance	1	wilfj	0	freddy267t	0
rsandzimier	1	em-as-in-emily	0	ajajajaj	1	osumarko	0	Yoa	½	Xmask	0	chessunable	1	awfulmove	1
uFoIDacE		plMXvMri		r61k885U		QufLDec4		qYXOUHq0		3MIZ6LJ0		KOP2Ep9u		JasPnTbT	
B01 Scandinavian Defense: Main Line		A01 Nimzo-Larsen Attack: Indian Variation		C55 Italian Game: Two Knights Defense		D15 Slav Defense: Schlechter Variation		B02 Alkhanina Defense: Two Pawns Attack		C44 Ponziani Opening: Steinitz Variation		E06 Catalan Opening: Closed		D01 Rapport-Johava System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Rapport but great rapport	3½	3	4	1	0	0	0	6h 29m 2s	38.9	6.7%	1.6%	4.6%
Orcas Against the Mods' Yachts	4½	4	3	1	0	0	0	7h 42m 6s	38.6	5.7%	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: 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 11 September 2023.

Bishops in Paris 4 4 Selling Englund by the Pawn

Games

B4	Tue 21:00	B3	Wed 16:00	B1	Wed 22:45	B2	Thu 23:00	B5	Fri 10:00	B8	Fri 19:00	B7	Sat 00:00	B6	Sun 11:00
soitoe	1	wengt	0	Leverkuhn	5	Magol	5	jose684	0	Lexgrad	1	vejen	0	winegum1994	1
vahid_abazaril	0	far1108	1	Mediocratic	5	lygst	5	Sparassidae	1	WasdMouse	0	a2c4	1	cinemashow	0
jdUaNBgJ		1Gf3D2vV		Ym3ovQ0j		sXA2QeG		qudFE0U3		YrNLcu5g		tnYYoOPe		9bCM31Qh	
D47 Semi-Slav Defense: Moran Variation, Wade Variation		A17 English Opening: Anglo-Indian Defense, Hedgehog System		C26 Bishop's Opening: Vienna Hybrid, Spielmann Attack		B31 Sicilian Defense: Nyizhmetdinov-Baszalima Attack, Fianchetto Variation		B23 Sicilian Defense: Grand Prix Attack		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		C55 Italian Game: Two Knights Defense, Modern Bishop's Opening		D37 Queen's Gambit Declined: Harwitz Attack	

Story



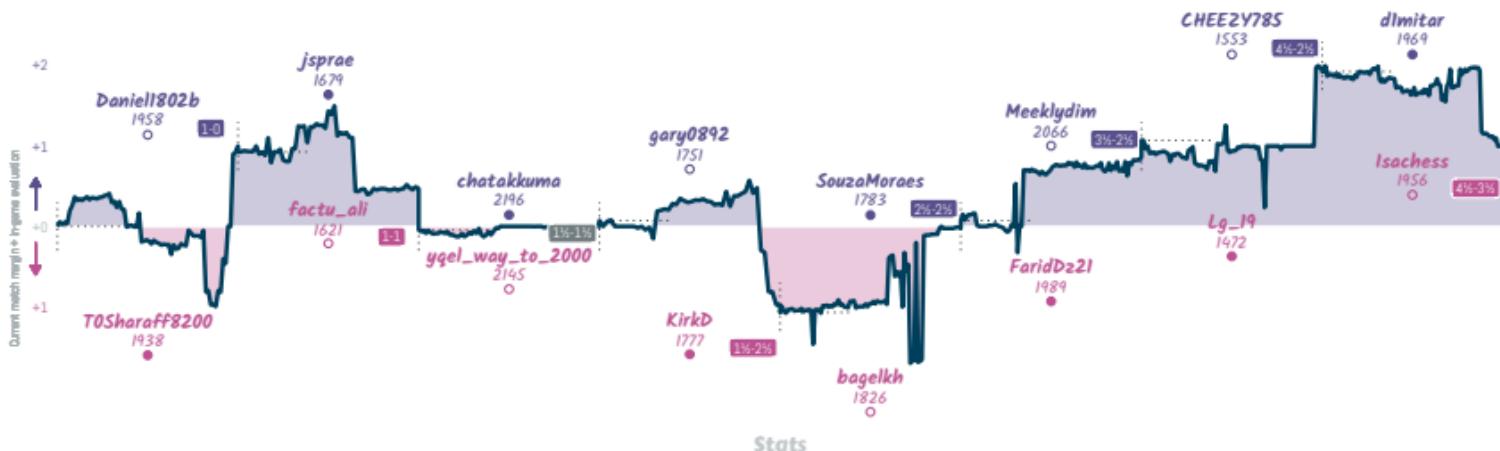
Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	4	3	3	2	0	0	6h 49m 32s	34.0	7.5%	2.9%	2.3%
Selling Englund by the Pawn	4	3	3	2	0	0	5h 32m 6s	35.6	8.2%	3.9%	2.3%

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 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 11 September 2023.

At least we started in first 4½ 3½ No checks accepted

Games

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
At least we started in first	4%	4	3	1	0	0	0	7h 15m 52s	37.5	6.2%	1.9%	4.3%
No checks accounted	3%	3	4	1	0	0	0	6h 36m 38s	41.1	6.5%	1.5%	4.9%

NOTES 'Games': all played and non-forfeited games have hyperlinked 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 pairings without a scheduled time are shown last). 'Stats': (W/L)W/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL team average clock/avg play time (adjusted for moves); Inaccuracy/Mistakes/Blunders: % moves of each type only. Also ranks only shown for the top 10 teams at the start of the round; (round) table/bracket: ranks not shown for Round 1. This plot was compiled on 11 September 2023.

Opawnheimer 5 3 Silence before the pawn storm

Games

B1	Mon 15:30	B4	Wed 17:00	B5	Thu 00:15	B8	Fri 01:00	B2	Sat 09:00	B7	Sun 12:00	B3	Sun 13:30	B6	Sun 15:00
ybw601	%	gorgol	0	tone_fresh	1	rdfreeman	1	chk12	1	JamieDW	0	vincenchips	1	otreble	%
jantho	%	Zubenelgenubi	1	Jerrymiah	0	oNoMyKing	0	leartt	0	lpr	1	mo_mo	0	Tranzoo	%

LbAkx69P

PytwRhYI

HtvwBzIX

bZW1fdE1

Nt1Z4n5k

9wBn3VHB

K0gQFbWa

ku471gGH

B23 Sicilian Defense: Grand Prix Attack

C07 French Defense: Tarrasch Variation, Open System, Euwe-Keres Line

C52 Italian Game: Evans Gambit, Slav Variation

C02 French Defense: Advance Variation

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

C52 Italian Game: Evans Gambit, Pierce Defense

A13 English Opening: Agincourt Defense

B01 Scandinavian Defense: Valencian Variation, Main Line

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Opawnheimer	5	4	2	0	0	0	8h 13m 42s	30.7	7.2%	2.6%	2.3%
Silence before the pawn storm	3	2	4	2	0	0	8h 2m 53s	35.1	7.8%	3.7%	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/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 11 September 2023.

Chess Club 7 3½ 4½ Clocklust

Games

B1	Tue 19:00	B8	Wed 19:00	B4	Sat 16:00	B5	Sat 18:00	B6	Sun 09:00	B2	Sun 14:00	B7	Sun 16:00	B3	
rojazu	0	nic_west	1	mynamismund	0	TheVacuousRom	%	DasDebug	1	jk_182	0	PsyMar2	%	butterpecan	%
HandKnit	1	cdn_jark	0	wombann	1	dotebs	%	kanishkparmar	0	kb6567	1	cdn_jark	%	fourlanchurro	%

nqjxJ985

1HJRvn32

Kgu1EBae

d3BR1S1K

TFzB4191

rB6MIXPO

gJ17Z61V

A11 English Opening:
Caro-Kann Defensive
SystemB20 Sicilian Defense:
Mangani VariationE09 Catalan Opening: Closed
Variation, Traditional
VariationA01 Nimzo-Larsen Attack:
Indian VariationD19 Slav Defense: Czech
Variation, Dutch VariationC02 French Defense:
Advance Variation,
Milner-Barry GambitD15 Slav Defense: Geller
Gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	3%	2	3	2	0	0	1	6h 48m 51s	40.7	10.8%	4%	4.4%
Clocklust	4%	3	2	2	0	0	1	5h 38m 15s	39.1	9.2%	3.2%	4.4%

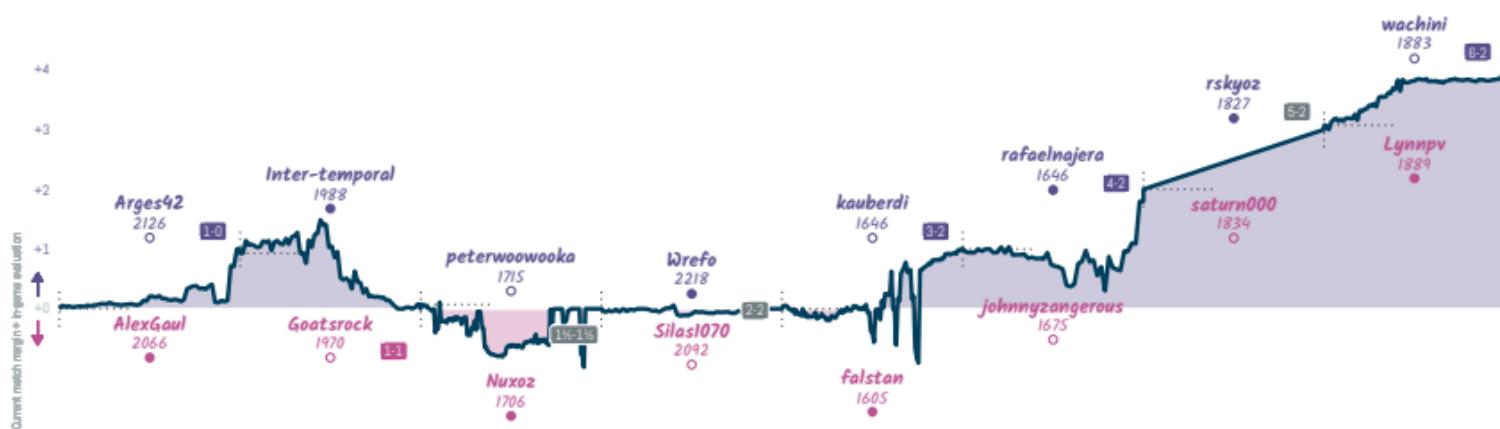
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 forfeits); ranks not shown for Round 1. This plot was compiled on 11 September 2023.

100 Endgames You Will Blow 6 2 Tal's Dark Forest

Games

B2	Wed 16:00	B3	Thu 00:00	B6	Thu 07:00	B1	Fri 14:30	B8	Sat 11:00	B7	Sat 16:00	B5	B4	Sun 18:00	
Arges42	1	Inter-temporal	0	peterwoowooka	5	Wrefo	5	kauberdi	1	rafaelnajera	1	rskyoz	1X	wachini	1
AlexGaul	0	Goatsrock	1	Nuxoz	5	Silas1070	5	falstan	0	johnnyzangerous	0	saturn000	0F	LynnPV	0
47nvAt7H		0En48VYy		C208R35f		C54Xsyqr		4J1e1wTd		uBGtGpYr				M1RvxhMX	
ED8 Catalan Opening: Closed		C36 King's Gambit Accepted: Abazia Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		E54 Nimzo-Indian Defense: Normal Variation, Gilgoric System; Exchange Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D37 Queen's Gambit Declined: Harwitz Attack				A15 English Opening: Anglo-Indian Defense, Scandinavian Defense, Exchange Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	6	4	1	2	1	0	0	6h 34m 45s	38.5	7.7%	2.9%	5.1%
Tal's Dark Forest	2	1	4	2	0	1	0	6h 49m 20s	49.3	7.4%	2.2%	5.9%

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)' 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 11 September 2023.

No Country for Old Pawns 3 5 Sometimes You Have to Sacrifice Your ...

Games

B8	Tue 21:00	B2	Thu 11:00	B5	Sat 11:00	B1	Sat 13:00	B4	Sat 16:00	B7	Sun 12:00	B3	Sun 12:00	B6	Sun 19:00
epidis	0	sebb7y	1	PaulWithAnS	5	u12812	0	gmat20020	1	Nikhiladnani	0	Octopus-Union	5	sameazezz077	0
MichaelWDorrell	1	Jobwoge	0	Dlsabl3d	5	Groger12	1	Jellyf31	0	MeChamoLegend	1	Elodonor	5	mfeeney88	1

NftTyNYF

h9Ip8Kk1

sBjrKaCc

08XHZ8QK

FaJSsyMU

xVcYEdSI

5dCcjm21

1rIcVD76

D20 Queen's Gambit
Accepted: Säfdebo VariationC06 French Defense:
Tarrasch Variation, Closed
Variation, Main LineB11 Caro-Kann Defense: Two
Knights Attack, Mihailov
Variation, Exchange LineE71 King's Indian Defense:
Makogonov VariationC44 Scotch Game: Scotch
Gambit, Advance VariationE92 King's Indian Defense:
Petrosian VariationB01 Scandinavian Defense:
Classical Variation

A00 Polish Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Country for Old Pawns	3	2	4	2	0	0	0	7h 34m 41s	39.5	8.8%	2%	3.7%
Sometimes You Have to Sacrifice Your King to Win	5	4	2	2	0	0	0	7h 51m 3s	37.0	7.1%	3.1%	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 not assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 11 September 2023.

Pianissimo People 5½ 2½ This looks like a 960 position

Games

B5	Wed 18:00	B8	Fri 12:45	B6	Fri 18:00	B4	Fri 18:00	B7	Fri 21:00	B3	Sat 00:00	B1	Sat 13:00	B2	Sun 08:00
GarySlegg	%	Sidewinder1648	%	GwyddPedr56	1	izcms02	1	LuminaEcho	0	yetiowin	1	mronemore	1	sidfanDX	%
Verqsu	%	lonelyghost06	%	texasadam	0	plastic_pusher	0	goraph	1	GlennJamesMax	0	Bleml	0	pauliewall	%
F7L3V16d		VXTXTdrN		q2EjQURs		b0Npclkd		ph3wImbs		hetD7z3B		0JkPYVYe		ZbtJbxcd	
000 French Defense: Chigorin Variation		019 Slav Defense: Czech Variation, Dutch Variation		898 Sicilian Defense: Najdorf Variation, Traditional Line		A45 Trompowsky Attack		E81 King's Indian Defense		E88 King's Indian Defense: Fianchetto Variation, Classical Variation		C14 French Defense: Classical Variation, Steinitz Variation		C48 Four Knights Game: Spanish Variation, Rubinstein Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pianissimo People	5%	4	1	3	0	0	0	6h 54m	33.2	8.1%	4%	3.4%
This looks like a 960 position	2%	1	4	3	0	0	0	6h 49m 21s	42.4	7.4%	4.4%	4.7%

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 11 September 2023.