

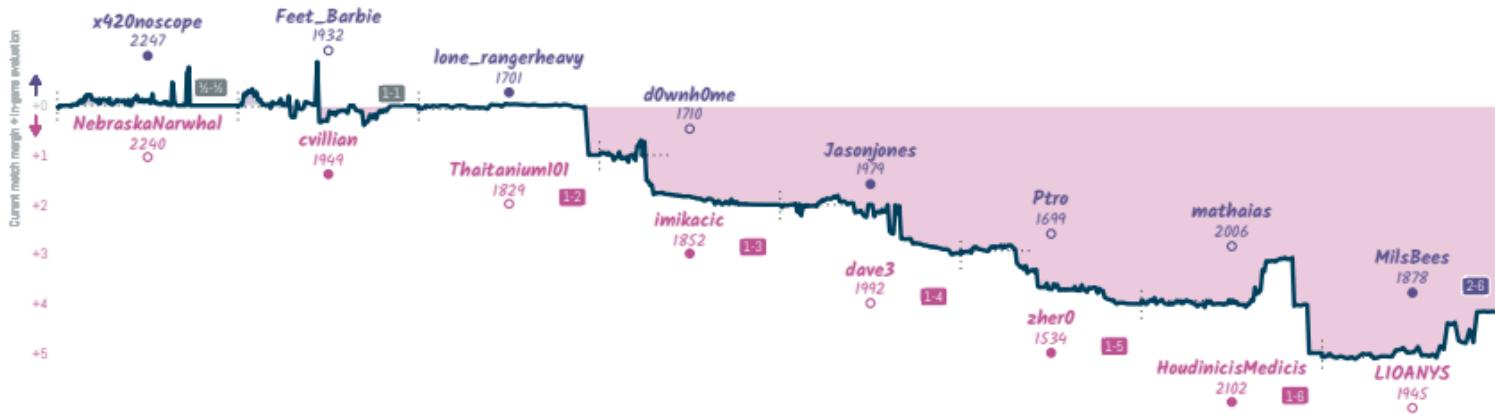
#3 Now I am become Chess, the Destroyer ...

2 6 #1 Pow! Right in the chessticles

Games

B1	Wed 13:00	B4	Wed 22:00	B7	Thu 18:30	B6	Sat 10:00	B3	Sat 09:00	B8	Sat 15:30	B2	Sun 12:00	B5	Sun 14:00
x420noscope	%	Feet_Barbie	%	lone_rangerheavy	0	d0wnh0me	0	Jasonjones	0	Ptro	0	mathaias	0	MilsBees	1
NebraskaNarwhal	%	civilian	%	Thaitanium101	1	imikacic	1	dave3	1	zher0	1	HoudinicisMedicis	1	LIOANYS	0
xFvUv6Qj		N25ch07s		c2dPzG0x		nFLv4ntk		LiY0Bwl		nChyVcCN		4f90XIAW		BC9Z679N	
A45 Indian Defense		A00 Van Beek Opening		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		E30 Nimzo-Indian Defense: Leningrad Variation		D00 Queen's Pawn Game: Accelerated London System		A30 English Opening: Symmetrical Variation		B32 Sicilian Defense: Accelerated Dragon		B48 Sicilian Defense: Taimanov Variation, Basmanov Variation, English Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Now I am become Chess, the Destroyer of Egos	2	1	5	2	0	0	0	8h 35m 31s	35.9	6.8%	1.8%	2.9%
Pow! Right in the chessticles	6	5	1	2	0	0	0	8h 3m 1s	25.7	5.2%	2.3%	1.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (displayed games are 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 6 November 2023.

#5 **insufficient captain material**

2 6 #2 Knights should face magnetic north

Games

B7	Mon 17:30	88	Thu 01:00	88	Fri 12:00	83	Sat 13:00	84	Sat 17:00	86	Sun 18:30	85	Sun 17:30	81	Sun 20:00
12o9	0	IronTorus	1	MrScribbler	0	jognich	0	Davidc2214	0	topspin15	0	DrVanGoosewing	0	Shrekmatmed	0
zephyr631	1	kypprek	1	doniar	1	lc69	1	MarcJensen	1	xlem	1	ConstantIn	1	carinawi	0

ppyluZgq

ppT11Pn

JoKtTAX

2DCnwZK

p7zbq3IL

1PtAZp

PUbPFrFW

qYnIum50

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

850 Sicilian Defense: Delayed Alapin Variation, with 66

B37 Sicilian Defense: Accelerated Dragon, Maroczy Bind

470 Benoni Defense: Classical Variation, New York Variation

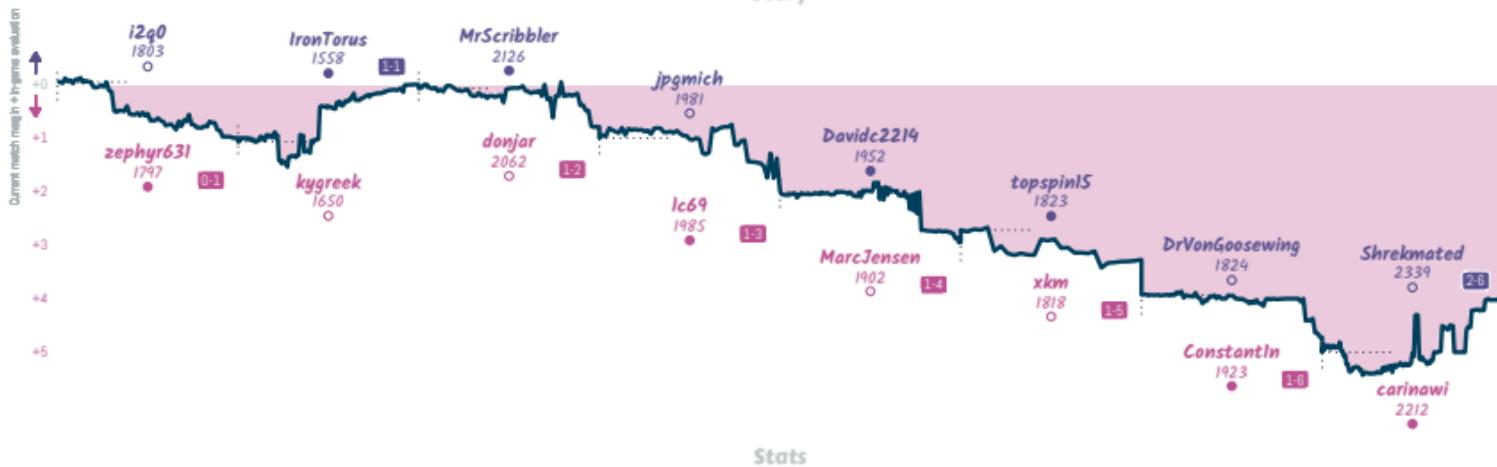
020 Queen's Gambit Accepted: Old Variation

ADD Grab Opening Gambit, Fritz: Gam

B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation

AAD Modern Defense: Beaufighter Variation

Story



Stats

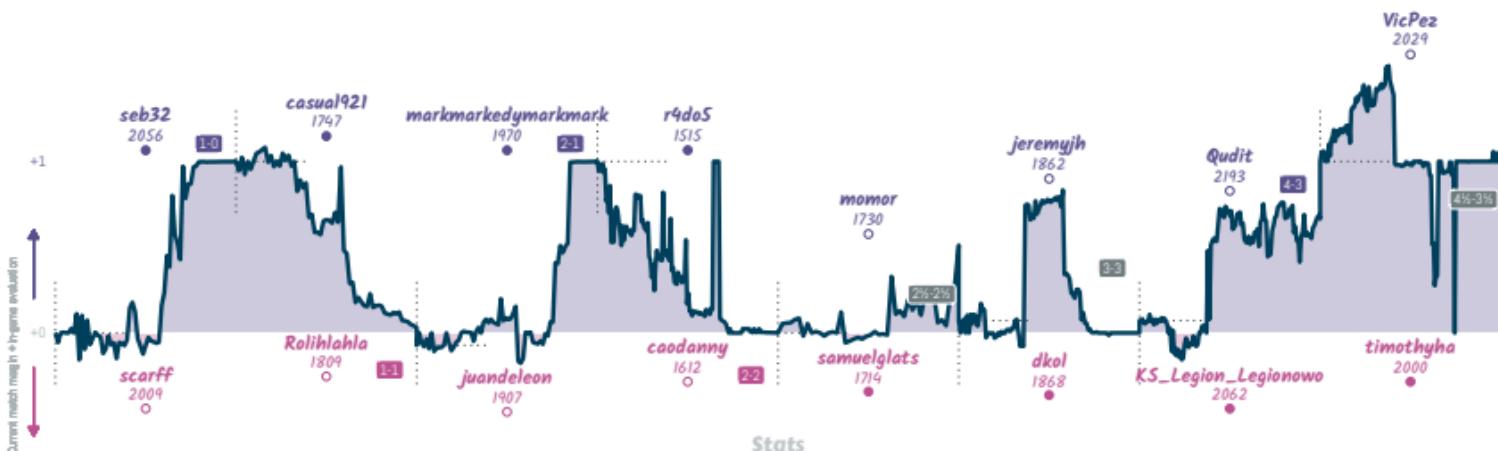
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
insufficient captain material	2	6	6	0	0	0	0	7h 38m 20s	36.8	4.8%	3.9%	4.2%
Knights should face magnetic north	6	6	2	0	0	0	0	8h 18m 17s	30.9	4.5%	2.4%	4.2%

#7 Creepy Crawlers 4½ 3½ NA It's been 7 sacs and 15 moves since y...

Games

B2	Tue 18:00	B6	Thu 23:00	B4	Fri 00:00	B8	Sat 17:00	B7	Sun 11:00	B5	Sun 15:30	B1	Sun 19:00	B3	Sun 22:00
seb32	1	casual921	0	markmarkedymar...	1	r4d65	0	momo	½	jeremyjh	½	Qudit	1	VicPez	½
scarff	0	Rolihlahla	1	juandeleon	0	caodanny	1	samuelglats	½	dkol	½	KS_Legion_Legio...	0	timothyha	½
XXtCx45T		sgve2cSi		01nPWB8V		q1eBT3Ux		Ljofru2m		XtrDmK		A49z7Qe5		lrIurI1X	
D01 Rapport-Jobava System		D00 Queen's Pawn Game: Chigorin Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		D04 Queen's Pawn Game: Colle System, Anti-Colle		D50 Queen's Gambit Declined: Modern Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		B15 Caro-Kann Defense: Tarrakower Variation		D37 Queen's Gambit Declined: Three Knights Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Creepy Crawlers	4½	3	2	3	0	0	0	8h 54m 35s	32.7	6.4%	2.1%	2.6%
It's been 7 sacs and 15 moves since you hid your king away	3½	2	3	3	0	0	0	8h 51m 11s	34.5	6.7%	1.5%	3.1%

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Hikaru's Groomsmen 3 5 #9 The Pawns Are Back In Town

Games

B5	Tue 16:00	B4	B8	Tue 18:45	B6	Thu 01:00	B3	Sat 09:15	B2	Sun 00:30	B1	Sun 14:30	B7	Sun 22:00
Sires	1	frils	0F	Marcind75	5	STCLion	0	j3084	1	deathmetalled	0	ne_turtle	5	Arma
omertil	0	astronominoff	1X	prostitute	5	Ivory12	1	vall313	0	CrazyMerlyn	1	Jelle1	5	factu_ali
														0
1QJAzrD1			oyzG3ZcY		H8eZkVAS		4g2R61vy		Bp1rwPlq		hB56W1fs		6AMTPu3N	
B32 Sicilian Defense: Kalashnikov Variation			A01 Nimzo-Larsen Attack: Modern Variation		B22 Sicilian Defense: Alapin Variation		B12 Caro-Kann Defense: Advance Variation, Bonnivie-Carls Defense		B90 Sicilian Defense: Najdorf Variation, Lipnitsky Attack		B90 Sicilian Defense: Najdorf Variation		A45 Indian Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hikaru's Groomsmen	3	2	3	2	0	1	0	7h 49m 28s	43.2	10.8%	3%	5.1%
The Pawns Are Back In Town	5	3	2	2	1	0	0	6h 59m 39s	39.9	8.8%	3.4%	5.4%

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 forfeits); ranks not shown for Round 1. This plot was compiled on 6 November 2023.

#4 Accelerated Resignation 3½ 4½ #6 The Beautiful and the Drawn

Games

B5	Wed 18:15	B1	Thu 18:30	B2	Thu 18:00	B8	Fri 15:15	B4	Sat 01:00	B7	Sat 18:00	B3	Sat 18:00	B6	
walifie	%	Garjeta	%	rapiplay	1	redddevil906	0	mforg	0	amrose	0	yellowrambo	1	fesklo	%Z
Matthias1904	%	Thomsi	%	jk_182	0	aneesh_mulye	1	scvrf	1	Soreby	1	michielvdg	0	thefakegrandma...	%Z

uH3GoCyw

0zc1wKlg

2DnFXkSK

sta2jKoj

VmzPQUBs

SfpQBnPq

tYJxQyM2

A21 English Opening: King's English Variation, Kannan-Shriv Counterattack

E06 Catalan Opening: Closed

C97 Ruy Lopez: Closed, Chigorin Defense

C50 Italian Game: Paris Defense

B04 Alkhanov Defense: Modern Variation, Larsen Variation

B50 Sicilian Defense: Modern Variations

B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	3%	2	3	2	0	0	1h 17s	35.3	9.8%	1.9%	3%
The Beautiful and the Drawn	4%	3	2	2	0	0	1h 10s	32.5	8.6%	1.1%	3.4%

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A Bunch of Squares 1½ 6½ #10 We forgot to ask for compensation

Games

B7	Mon 20:00	B1	Thu 16:00	B6	Thu 18:30	B8	Fri 23:00	B5	Sat 12:00	B4	Sat 14:00	B2	Sun 18:00	B3	
PatchyThePirate	0	Chesstrix01	0	HunterDavis	1	oldprez	0	samit_d	0	lopixl	0	Superfighter	0	chessforwellbeing	½
Kingcowgirl	1	Razorneck	1	vinagrekiller	0	rjhoro	1	ksidorov	1	wizywop	1	Tedrhuyagonall	1	birdperson	½
j5rAdr4J		9huKyhVQ		TUNL5TnU		9V1sSjn9		ezrREPLA		pPzfSubX		vwqnJ1Z			
B02 Sicilian Defense: Najdorf Variation, Opencarry Variation		E32 Nimzo-Indian Defense: Classical Variation		D02 Queen's Pawn Game: London System		E61 King's Indian Defense: Semi-Classical Variation		D00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit		B01 Scandinavian Defense: Marshall Variation		C49 Four Knights Game: Spanish Variation, Symmetrical Variation, Mötger Uhlön			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	1½	1	6	0	0	0	1	6h 23m 10s	49.9	10.3%	2.7%	6.7%
We forgot to ask for compensation	6½	6	1	0	0	0	1	6h 17m 40s	29.2	9.4%	3.1%	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 (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown at the end). '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 6 November 2023.

Bishops in Paris 3½ 4½ Fast and Dubious

Games

B2	Thu 09:30	B6	Thu 10:30	B5	Thu 11:00	B8	Fri 16:45	B4	Fri 20:00	B3	Sat 16:30	B1	Sat 17:00	B7	Sun 16:00
VanRoy	1	winegum1994	1	jose684	0	Lexgrad	½	soitoe	0	Magol	0	Leverkuhn	0	vejen	1
Underkkover	0	Lyrurus	0	Midnightokar	1	HappySandbags	½	Slugman92	1	iljazbru	1	Rcyx	1	jsprae	0
	2Zo6YhsP	4oFwYwr9	kRu1sR60	colH4345	rauM81cS	750ZFR10	FSmMhVtY	1jqe7mEU							
CB5 Ruy Lopez: Berlin Defense		CB7 Ruy Lopez: Berlin Defense, f/Hermet Variation		D01 Rapport-Java System		B10 Caro-Kann Defense		A20 English Opening: King's English Variation		B92 Sicilian Defense: Najdorf Variation, Opcasinsky Variation		D43 Semi-Slav Defense		C52 Italian Game: Evans Gambit, Pierce Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	3%	3	4	1	0	0	0	8h 6m 41s	45.0	6%	2%	6.6%
Fast and Dubious	4%	4	3	1	0	0	0	8h 35m 16s	45.1	6%	3.4%	6.6%

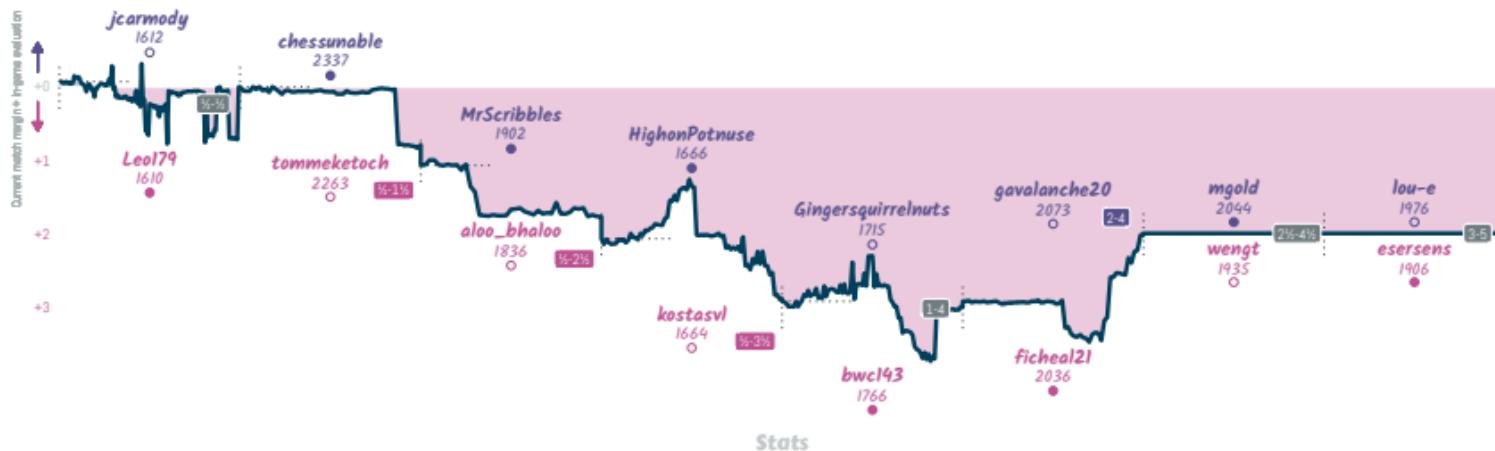
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careless /Whisper 3 5 Tarrasch Talkers

Games

B8	Tue 08:30	B1	Tue 12:00	B5	Thu 15:00	B7	Thu 18:00	B6	Fri 16:00	B2	Sat 19:00	B3	B4
jcarmody	%	chessunable	0	MrScribbles	0	HighonPotnuse	0	Gingersquirrel...	%	avalanche20	1	mgold	%Z
Leo179	%	tommeketoch	1	aloo_bhaleo	1	kostasvl	1	bwc143	%	ficheal21	0	wengt	%Z
jzYcC4uI		SLWYbMc4		irICN0KU		a3aAqqTj		fVqqaYrS		qqFS8rHB		lou-e	%Z
B11 Caro-Kann Defense: Two Knights Attack, Middlegame Variation, Exchange Line		D41 Queen's Gambit Declined: Semi-Tarrasch Defense, Exchange Variation		B33 Sicilian Defense: Open Variation		C41 Philidor Defense: Lion Variation		B23 Sicilian Defense: Closed Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		esersens	%Z

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	3	1	3	2	0	0	2	5h 27m 59s	39.3	9%	0.9%	6%
Tarrasch Talkers	5	3	1	2	0	0	2	5h 10m 4s	37.0	6.9%	1.7%	4.7%

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Lichamps 4½ 3½ Opawnheimer

Games

B7	Fri 01:00	B8	Fri 01:00	B5	Fri 18:30	B3	Sat 13:30	B4	Sun 09:00	B1	Sun 11:15	B2	Sun 11:15	B6	Sun 14:00
mumblecoredumb...	0	ceejcox	1	darkfl0me	1	jedzzz	1	Timvier	1	Brundd	½	lion88	0	ruip	0
otreble	1	rdfreeman	0	tone_fresh	0	vincenchips	0	gorgol	0	ybw601	½	chk12	1	JamieDW	1

vF93fsjY

X3kz9JGH

rH91idb4

AWFn4d4gH

3Bg4d05q

XCxz2JDA

USXxF7S1

yTR8Y0Ep

D02 French Defense:
Advance Variation, Main LineD02 Queen's Pawn Game:
Symmetrical Variation,
Pseudo-CatalanB12 Caro-Kann Defense:
Mariczy VariationE11 Bogo-Indian Defense:
Exchange VariationB17 Caro-Kann Defense:
Karpov Variation, Modern
Variation, Karpov AttackB12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseB45 Sicilian Defense:
Accelerated Dragon,
Exchange VariationD45 Scotch Game: Mieses
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichamps	4%	4	3	1	0	0	0	8h 37m 53s	34.1	5.5%	1.2%	2.9%
Opawnheimer	3%	3	4	1	0	0	0	7h 54m 49s	36.6	7.8%	4.3%	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': - (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 8 November 2023.

How to defeat Ruy Lopez players on an...

5 3 Wheel of Time Trouble

Games

B1	Tue 19:30	B2	Wed 01:00	B6	Wed 20:00	B4	Thu 23:00	B8	Sat 17:00	B3	Sat 18:00	B5	Sun 12:00	B7	Sun 18:00
Silkthewanderer	1	sussasun	1	alexllstar	1	FiveBucks	0	mojomoe	1	Haspelknecht	0	loungelizard	1	mqll	0
Dhmayer	0	HimmelLove	0	bushiel23	0	zbidwell	1	Crazywane254	0	fake_switch	1	masedog91	0	andrewrimmer	1

bUNczlxM jE83Exx5

8RsTnPtI

ZHFB1WRB

6M3yo8D1

6b3s4TqX

JPN26SUA

YUAtsafi

B07 Pirc Defense: 150
Attack, Sveshnikov-Jansa
AttackB12 Caro-Kann Defense:
Advance Variation,
Botwinnik-Carls Defense

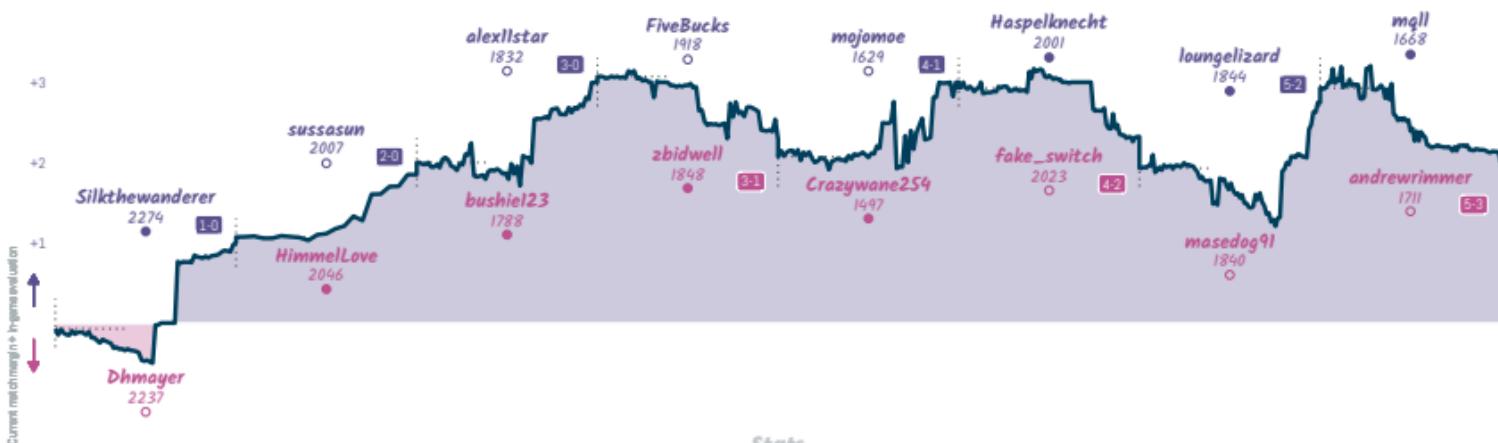
A00 Polish Opening

B10 Caro-Kann Defense: Two
Knights Attack

B07 Pirc Defense

B42 Sicilian Defense: Kan
Variation, Modern VariationC51 Italian Game: Evans
Gambit, Hein CountergambitB12 Caro-Kann Defense:
Marliczy Variation

Story



Stats

Team

How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)
Wheel of Time Trouble

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)	5	5	3	0	0	0	0	6h 55m 25s	30.7	8.6%	3.7%	2.2%
Wheel of Time Trouble	3	3	5	0	0	0	0	7h 10m 29s	41.4	9.3%	1.9%	5.6%

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At least we started in first 4½ 3½ Play Like Lei

Games

BB	Thu 12:00	BB	Thu 19:30	BB	Fri 05:00	BB	Fri 17:00	BB	Sat 16:00	BB	Sun 13:30	BB	Sun 20:00	BB	Mon 09:00	
CHEEZY785 electricfalcon	1 0	gary0892 PawnMate38	0 1	chatakkuma Pendru	1 0	Estructuralista ShadowedSpace	0 1	SouzaMoraes Jacob_E	½ ½	Meeklydim jwells42	1 0	d1mitar thatoneguy1475	1 0	Daniel1802b Three-Arrows	1 1	0

XDMgWPtk

W4grY8C1

cIHb5S4V

ptwcXhy2

igjlh34L

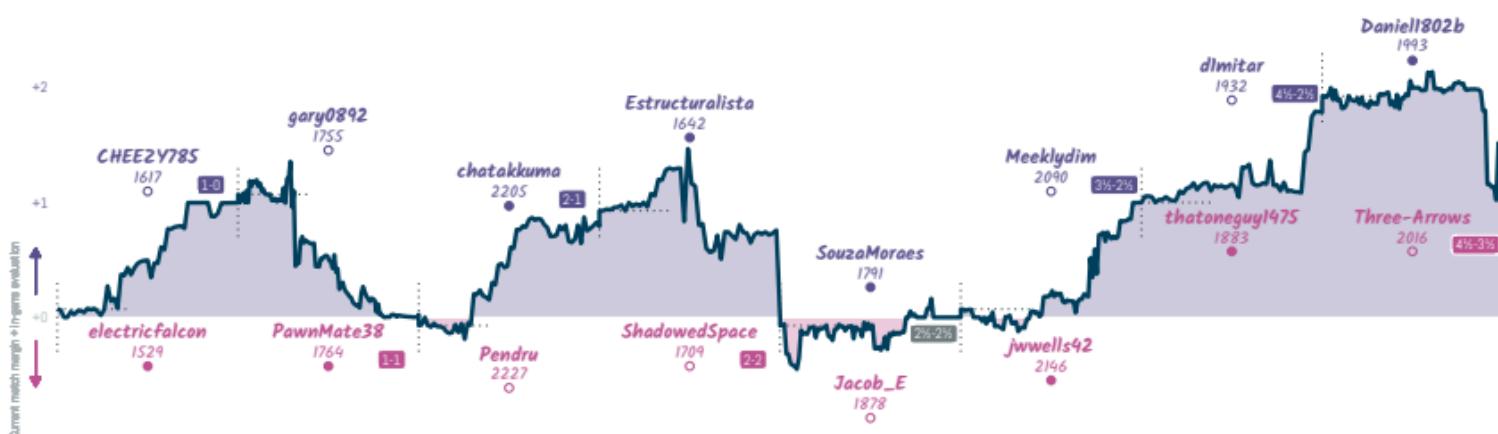
6X0dXAJW

yMMS3HQZ

jaKrTgLN

B80 Sicilian Defense:
Najdorf VariationC10 French Defense:
Rubinstein VariationB81 Sicilian Defense:
Scheveningen Variation,
Keres AttackC50 Italian Game: Giuoco
PianissimoC46 Three Knights Opening:
Winawer DefenseC65 Ruy Lopez: Berlin
DefenseD77 Neo-Grünfeld Defense:
Classical VariationB12 Caro-Kann Defense:
Maróczy Variation

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	6h 39m 49s	35.2	8.1%	1.7%	3.1%
Play Like Lei	3%	3	4	1	0	0	0	7h 57m 56s	35.2	11.2%	3.1%	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 not assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/(F)W/L/(D)F' 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 6 November 2023.

Magnus Cum Laude 5 3 Orcas Against the Mods' Yachts

Games

BB	Thu 23:00	BB	Fri 0:30	B4	Fri 06:00	B5	Fri 10:00	B1	Fri 17:00	B7	Fri 19:00	B2	Sat 17:00	B3	Sun 19:00
alex-arsenault	0	davegiltinan	1	AumarMustafa	1	plastic_pusher	1	alp_arstan92	1	johnchess2	1	Paulze2000	1	HeartCooksBrain	0
awfulmove	1	osumarko	0	ajajajaj	0	Yoo	0	RSInternecio	0	em-as-in-emily	1	Xmask	1	rsandzimier	1
ZkVelx65		ylxjCI9u		6XEiWIwt		YL4eyz18		ywNeh8Im		UuoLAOQu		IYBRfp3H		6JeQYw84	
A03 Benoni Defense: French Benoni		E11 Bago-Indian Defense: Exchange Variation		A01 Nimzo-Larsen Attack: Symmetrical Variation		D00 Queen's Pawn Game: Accelerated London System		A01 Nimzo-Larsen Attack: Classical Variation		B80 Sicilian Defense: Scheveningen Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		B01 Scandinavian Defense: Main Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magnus Cum Laude	5	4	2	2	0	0	0	6h 45m 34s	35.2	9.4%	2.8%	3.8%
Orcas Against the Mods' Yachts	3	2	4	2	0	0	0	5h 51m 17s	42.2	11.1%	2.8%	4.2%

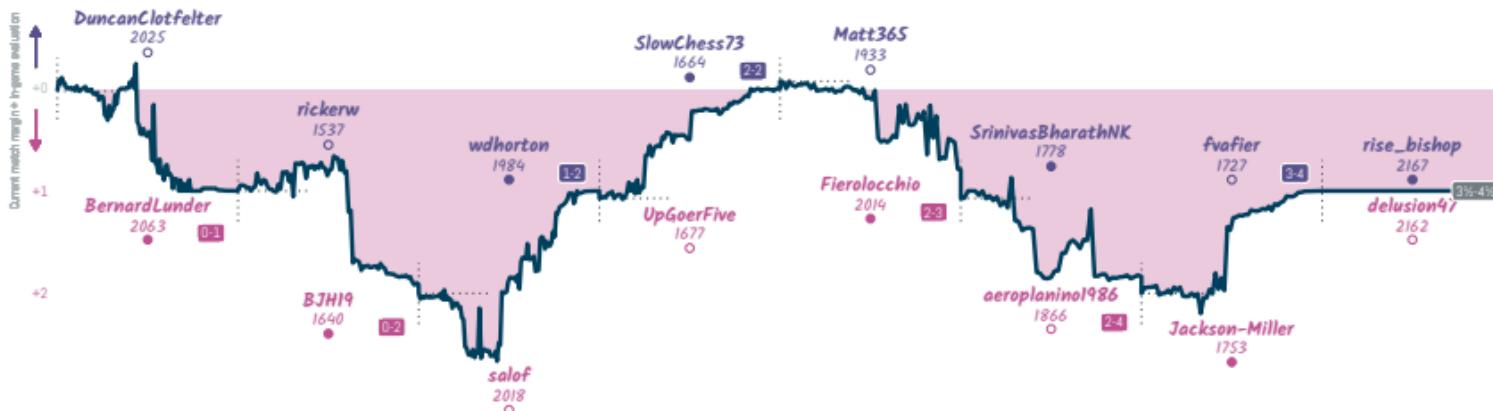
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (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 6 November 2023.

Here to Checkmate 3½ 4½ Magic 8 Ball Told Us We'd Win!

Games

B2	Tue 11:00	B8	Wed 10:00	B3	Wed 13:00	B7	Wed 18:00	B4	Sat 06:00	B5	Sun 08:00	B6	Sun 14:00	B1	
DuncanClotfelter	0	rickerw	0	wdhorton	1	SlowChess73	1	Matt365	0	SrinivasBharathNK	0	fvafier	1	rise_bishop	½
BernardLunder	1	BJH19	1	salof	0	UpGoerFive	0	Fierolocchio	1	aeroplanino1986	1	Jackson-Miller	0	delusion47	½
SchoSRxV		VLgJr4Sp		UpohpdYd		KWC3Umct		swqEPWuY		mZHv0PMT		o8t1LXPN			
B23 Sicilian Defense: Closed		D38 Queen's Gambit Declined: Ragozin Defense		E01 Catalan Opening: Closed		C45 Scotch Game		B40 Sicilian Defense: Delayed Alapin Variation, with e5		C24 Bishop's Opening: Vienna Hybrid		D11 Slav Defense: Modern Line			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Here to Checkmate	3½	3	4	0	0	0	1	6h 26m 34s	38.2	5.1%	1.7%	4.4%
Magic 8 Ball Told Us We'd Win!	4½	4	3	0	0	0	1	5h 22m 28s	37.2	7.5%	3.7%	2.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 6 November 2023.

DDOS Gambit 2½ 5½ No Rapport but great rapport

Games

B6	Tue 22:00	B3	Wed 17:00	B8	Fri 11:30	B1	Fri 15:00	B2	Sat 10:00	B5	Sun 08:00	B7	Sun 12:30	B4	
TrueblueLi	1	muehre	0	PumPkiIN	1	Whelp10	0	Rabbit1975	0	JuyopVGC	0	widp	0	adandel	½
JohnJPershing	0	AncientRo	1	Nairwolf	0	TheChessArchives	1	NLance	1	Emanuel_Balluch	1	Lutin23	1	thepaul1	½

C0dkRdWK

V7RKSYT8

SJS8h5AZ

VwnhLdliq

BxrWPfk1

WJt5juQR

46YAKK9z

E73 King's Indian Defense: Normal Variation, Standard Development

E32 Nimzo-Indian Defense: Classical Variation

A03 Bird Opening: Dutch Variation

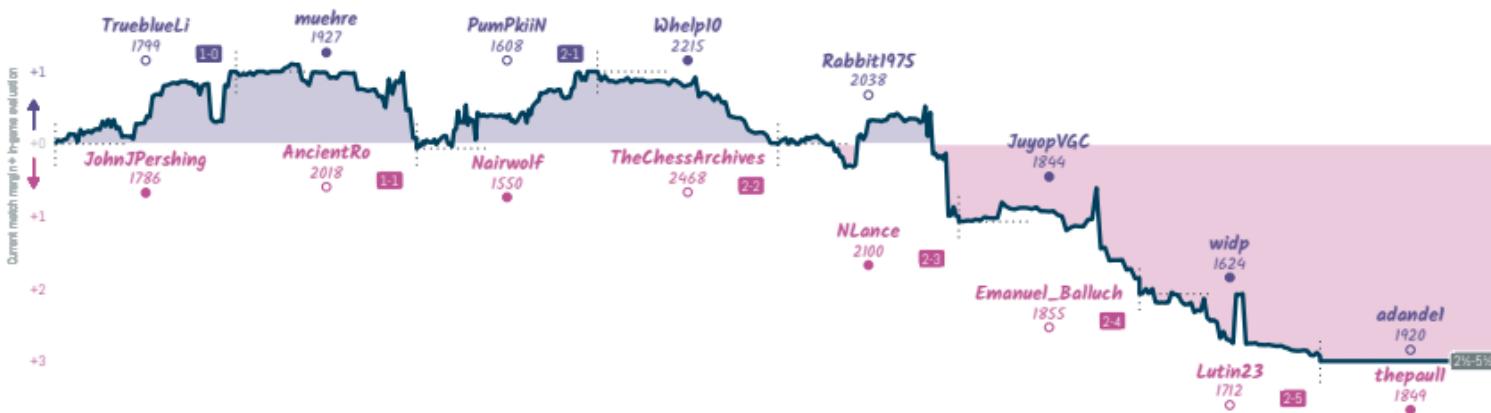
A80 Dutch Defense

C02 French Defense: Advance Variation, Main Line

C58 Italian Game: Two Knights Defense, Polerio Defense

B22 Sicilian Defense: Alapin Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
DDOS Gambit	2½	2	5	0	0	0	1	5h 39m 16s	43.3	10%	2.7%	3.6%
No Rapport but great rapport	5½	5	2	0	0	0	1	4h 42m 12s	35.3	8.2%	2.3%	3.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 6 November 2023.

100 Endgames You Will Blow 3 5 No Country for Old Pawns

Games

B6	Thu 01:00	B5	Thu 11:00	B4	Thu 16:00	B1	Sat 14:30	B7	Sat 18:00	B3	Sat 19:30	B8	Sun 18:00	
peterwoowooka	%	flipiflapi	%	wachini	DF	Arges42	0	Wrefo	1	kauberdi	1	rafaelnajera	0	
ekopp2000	%	PaulWithAnS	%	lemuelgullible	1X	sebb7y	1	bufferunderrun	0	kibenur	0	Damnlie	1	
P27MihyS		q5SZBZKeb				N6dDFDzb		vHXCdZgj		YXz8JKyR		IQ53VCzB		TMzDhC8M
D00 Queen's Pawn Game: Accelerated London System, Stainitz Countergambit		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		C58 Italian Game: Two Knights Defense, Polerio Defense, Bishop Check Line		C10 French Defense: Rubinstein Variation, Blackburne Defense		D15 Sicilian Defense: Boller Gambit		B50 Sicilian Defense: Delayed Alapin Variation, with d5		D00 Queen's Pawn Game: Accelerated London System		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	3	2	3	2	0	1	0	7h 16m 43s	43.1	9.3%	3.8%	4.1%
No Country for Old Pawns	5	3	2	2	1	0	0	8h 3m 50s	40.9	6.2%	3.4%	4.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 November 2023.

Clocklust 5 3 Sometimes You Have to Sacrifice Your ...

Games

B1	Tue 18:00	B8	Thu 01:00	B6	Thu 17:00	B2	Fri 18:00	B5	Sat 17:00	B7	Sun 12:15	B3	B4	
HandKnit	%	cdn_jark	1	bennyjoseph	0	kb6567	0	Jellyf31	1	Nikhiladnani	1	fourlanchurro	½	wombann
Groger12	%	MichaelWDorrill	0	mfeeney88	1	HippoShaman	1	01sabl3d	0	MeChamoLegend	0	elodonor	½	jacobhess

B09Mk8h7

92cgpvYh

FjKRKn6

fU6vdP7F

t5v0XSC0

S01nQIIR

B42 Sicilian Defense: Kan Variation, Modern Variation

D15 Slav Defense: Three Knights Variation

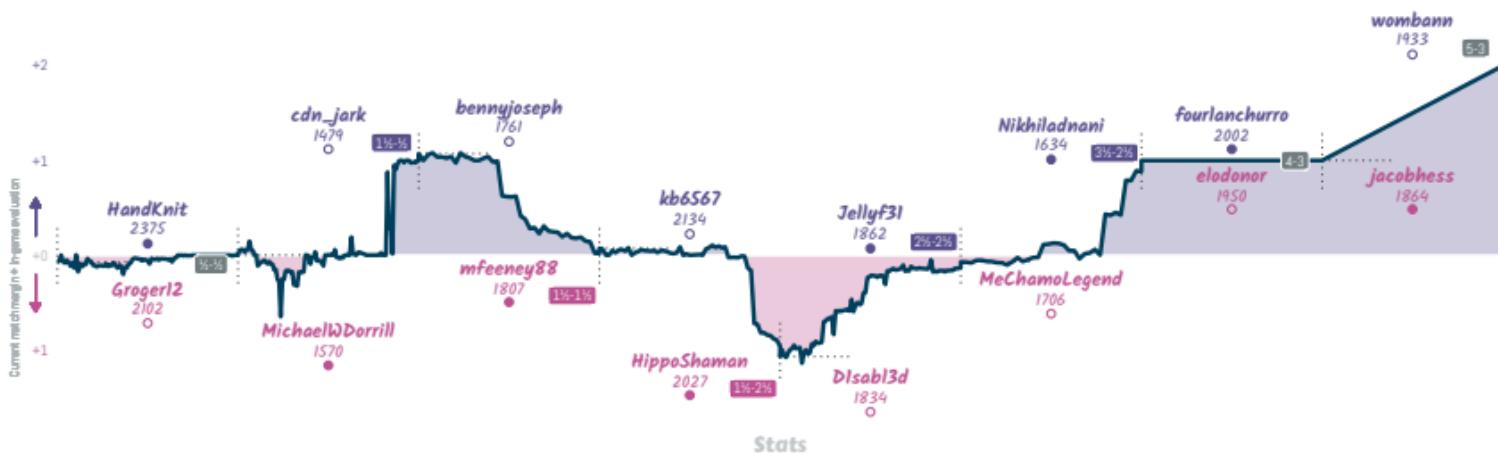
C01 French Defense: Exchange Variation

B90 Sicilian Defense: Majord Variation

D07 French Defense: Tarrasch Variation, Open System, Sichting Line

B17 Caro-Kann Defense: Karpov Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Clocklust	5	3	2	1	1	0	1	2h 52m 45s	25.8	5.5%	0%	2.3%
Sometimes You Have to Sacrifice Your King to Win	3	2	3	1	0	1	1	4h 11m 25s	28.2	6.4%	0.9%	2.3%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are not assigned a place in the 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 6 November 2023.

Knights to Meet Ju 2½ 5½ Pianissimo People

Games

B2	Tue 18:00	B8	Wed 16:00	B1	Fri 12:00	B5	Fri 18:30	B3	Fri 18:00	B4	Sat 16:30	B7	Sun 09:00	B6	Sun 18:00
PartyM	%	ribrubrib	0	GiveMeKite	0	sammus	0	AACtrl	1	Forhavu	0	EnchantedBoard	%	UN1137	%
sidfanDX	%	LuminaEcho	1	mronemore	1	GarySlegg	1	yetiowin	0	izcms02	1	regrettablebeet	%	GwyddPedr56	%
z7b6JB06		kJQ4rNnN		U45A4oNG		adL4gVPT		s6isu0KL		10XjbbZd		7DBs21Mn		gjpVno0Q	
C56 Italian Game: Scotch Gambit, Anderssen Attack		B10 Caro-Kann Defense: Two Knights Attack		B01 Scandinavian Defense: Valencian Variation, Main Line		A45 Indian Defense		D02 Queen's Pawn Game: Symmetrical Variation		C29 Vienna Game: Vienna Gambit, Bardenbach Variation		A80 Dutch Defense		D37 Queen's Gambit Declined: Three Knights Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights to Meet Ju	2½	1	4	3	0	0	0	7h 28m 47s	38.4	6.9%	1.9%	5.6%
Pianissimo People	5½	4	1	3	0	0	0	7h 53m 51s	30.7	5.3%	2.4%	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 6 November 2023.

Assassins of Queens 5 3 Gone with the Pinned

Games

B3	Wed 17:15	B1	Fri 17:00	B8	Sat 13:00	B5	Sat 16:00	B4	Sat 19:30	B7	Sat 21:00	B2	Sun 14:00	B6	Sun 20:00
Durbed	%	sb_362	1	Apidae	1	davidthepawn	%	TrainingGrounds	%	Clicus	0	fookh	%	rampichino	1
M0rl	%	Antanisense	0	Lg_19	0	Chjabr0010	%	gilbert	%	ips420	1	drchessdad	%	chesshavoc	0
d2Ve9159		uKt221Dm		mwuicoIg		42sch2Io		I1t1zu8R		lxqsfn84		lmanErgW		L1HyIZjl	
C96 Ruy Lopez: Closed, Worrall Attack, Casting Line		E10 Indian Defense: Anti-Nimzo-Indian		B01 Scandinavian Defense: Valencian Variation, Main Line		A45 Indian Defense		B11 Caro-Kann Defense: Two Knights Attack, Mindena Variation		A40 Horwitz Defense		D02 Queen's Pawn Game: London System		C55 Italian Game: Two Knights Defense, Max Lange Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	5	3	1	4	0	0	6h 47m 38s	42.0	8.5%	2.5%	3.9%
Gone with the Pinned	3	1	3	4	0	0	7h 16m 8s	46.3	9.6%	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 sorted 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 8 November 2023.

Selling Englund by the Pawn 5½ 2½ This looks like a 960 position

Games

B3	Tue 16:00	B6	Thu 19:00	B5	Fri 19:00	B1	Sat 15:00	B7	Sat 16:00	B2	Sat 15:30	B4	Sat 18:00	B8	Sun 16:30
far1108	1	cinemashow	½	Anthammer	1	Mediocratic	1	a2c4	½	lygst	½	Sparassidae	1	WasdMouse	0
GlennJamesMax	0	texasadam	½	twobits	0	Bleml	0	nic_west	½	pauliewoll	½	Poldi_der_Drache	0	lonelyghost06	1
uBjXXugM		CpBB0ceRK		UKVpAUUq		FMzhqzx9		4I5xHS3E		Zhgawq0w		laXzLm6S		OUIEzB7p	

B21 Sicilian Defense:
Smith-Morra Gambit
Accepted, Paulsen
Formation

B24 Sicilian Defense: Closed

B22 Sicilian Defense: Alapin
Variation, Smith-Morra
Declined

D43 Semi-Slav Defense

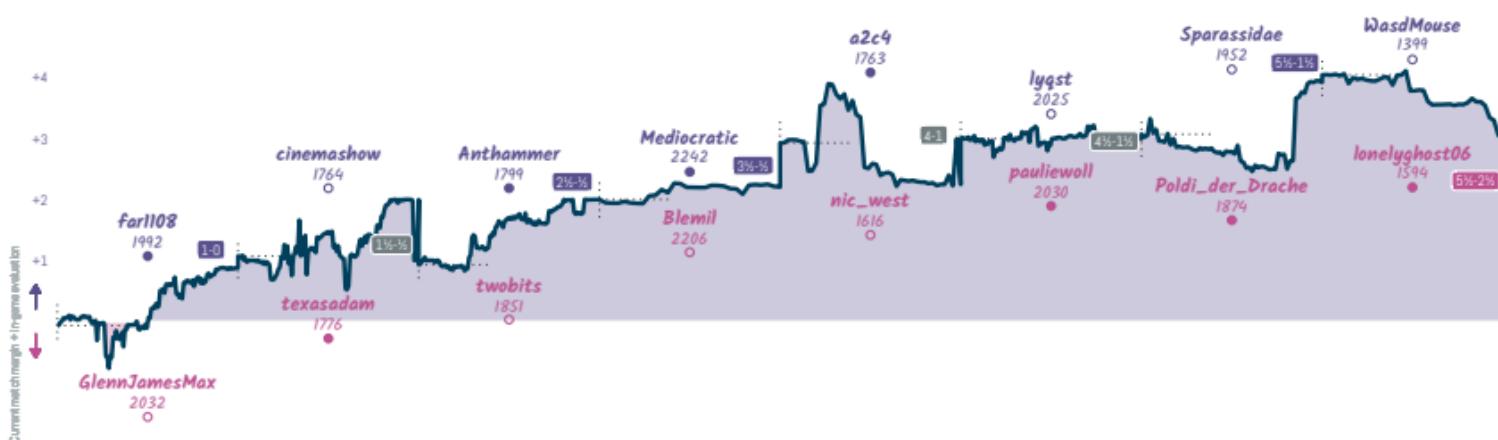
C25 Vienna Game: Max
Lange Defense

A01 Nimzo-Larsen Attack:
Classical Variation

A30 English Opening:
Symmetrical Variation

A20 English Opening: King's
English Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Selling Englund by the Pawn	5½	4	1	3	0	0	0	6h 56m 30s	35.0	5.6%	4.5%	3%
This looks like a 960 position	2½	1	4	3	0	0	0	7h 36m 23s	39.4	10.4%	4.2%	2.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 6 November 2023.

No checks accepted 3½ 4½ Silence before the pawn storm

Games

B8	Fri 10:00	B2	Fri 19:00	B4	Fri 20:15	B6	Sat 14:00	B3	Sat 18:15	B1	Sun 16:15	B5	Sun 18:00	B7	Sun 19:00
speeder1987	0	T0Sharaff8200	0	FaridDz21	0	ScotchWhisky	1	UnLuckyNiko	1	yqel_way_to_2000	1	bagelkh	½	freddy267t	0
epidis	1	jantho	1	Zubeneigenubi	1	Arreb01	0	mo_mo	0	learrt	0	Jerrymiah	½	ipr	1
JMQ3eRHk		01BW3zDA		x1ISxoXS		k1VRELxj		j0eDFjhQ		JyQTQclx		WCXJP64G		5jeKsdJp	
B10 Caro-Kann Defense: Two Knights Attack		C24 Bishop's Opening: Vienna Hybrid		B07 Lion Defense: Anti-Philidor, Lion's Cave		C15 French Defense: Winawer Variation		A40 Queen's Pawn Game: Modern Defense		D78 Neo-Grünfeld Defense: Classical Variation, Original Defense		B77 Sicilian Defense: Dragon Variation, Yugoslav Attack, Main Line		B40 Sicilian Defense: Kan Variation, Wing Attack, Fianchetto Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No checks accepted	3%	3	4	1	0	0	0	8h 35m 21s	49.3	9.1%	2.8%	6%
Silence before the pawn storm	4%	4	3	1	0	0	0	8h 22m 38s	51.4	10.9%	3.1%	6.2%

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 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 6 November 2023.

Chess Club 7 4½ 3½ Tal's Dark Forest

Games

B2	Thu 10:45	B8	Fri 14:00	B1	Fri 19:00	B6	Sat 09:00	B5	Sat 11:00	B7	Sat 16:00	B3	Sun 12:00	B4	Sun 13:15	
Mennonite	1	KDVNevs	1	rojazu	½	DosDebug	½	TheVacuousRom	0	PsyMar2	½	ButterPecan	0	mynameismund	1	
AlexGaul	0	faistian	0	Silas1070	½	Nuxoz	½	aerDNA69	1	johnnyzangerous	½	Goatsrock	1	Lynnpy	0	

FXgTx9My

CxV7WayJ

CWQHibAt

E3ULcewk

JSFvRs3n

19vkE1bq

IggyTqP1

YdvgRHsJ

A00 Van Beek Opening

C45 Scotch Game: Classical Variation, Intermezzo Variation

E53 Nimzo-Indian Defense: Normal Variation, Gligoric System

E32 Nimzo-Indian Defense: Classical Variation, Keres Defense

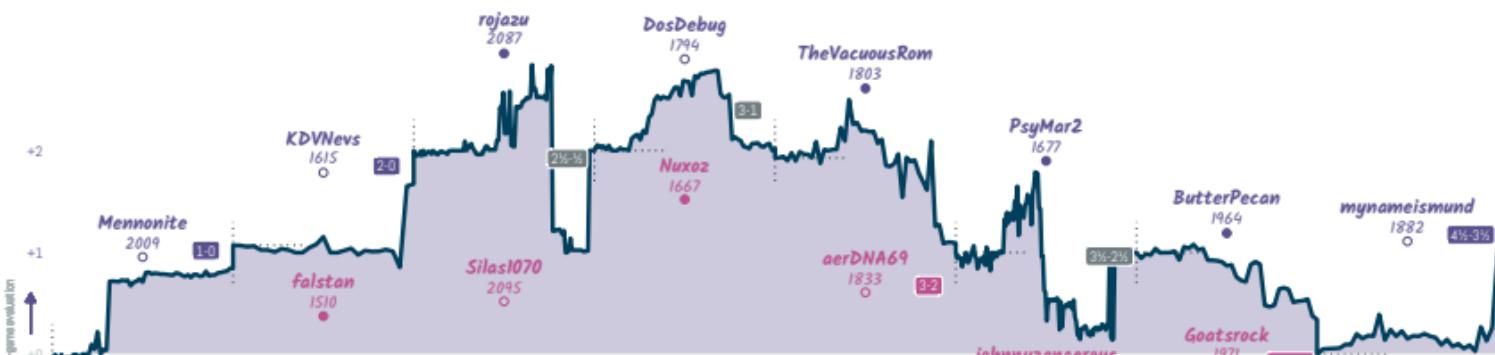
C42 Russian Game: Three Knights Game

E61 King's Indian Defense

D00 Queen's Pawn Game: Stonewall Attack

D11 Slav Defense: Modern Line

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	4½	3	2	3	0	0	0	6h 26m 29s	44.8	6.8%	4.2%	4.5%
Tal's Dark Forest	3½	2	3	3	0	0	0	5h 39m 33s	45.1	9.8%	1.9%	4.9%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 6 November 2023.