

# Rock, Paper, Scissors, Chess 3½ 4½ Tissot Heritage Visodate Powermatic 80

## Games

B5	Wed 12:15	B6	Thu 17:00	B1	Fri 07:00	B7	Fri 16:00	B3	Fri 20:00	B2	Sun 14:30	B4	Sun 15:00	B8	Sun 15:00
DrVonGoosewing	0	johanmk	1	sterpfi	½	johnnyzangerous	1	Goatsrock	1	rsandzimier	0	Forhavu	0	leptoe	0
flipiflapi	1	gary0892	0	x420noscope	½	lone_rangerheavy	0	Jasonjones	0	Meeklydim	1	MilsBees	1	CHEEZY785	1
<b>Ic6Dklq6</b>		<b>fleqakkM</b>		<b>J1zDx00I</b>		<b>0fw7Tzt0</b>		<b>0ItnDKxK</b>		<b>4zsZOKA7</b>		<b>61CJ4vSj</b>		<b>ADKmUkzG</b>	
D31 Queen's Gambit Declined: Charousek Variation		A00 Polish Opening		D78 Nimz-Grünfeld Defense: Classical Variation, Original Defense		B12 Caro-Kann Defense: Advance Variation		C29 Vienna Game: Vienna Gambit		E35 Nimzo-Indian Defense: Classical Variation, Naa Variation		B23 Sicilian Defense: Closed		C47 Four Knights Game: Scotch Variation Accepted	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Rock, Paper, Scissors, Chess	3½	3	4	1	0	0	0	6h 55m 39s	37.3	7.1%	1.4%	4.1%
Tissot Heritage Visodate Powermatic 80	4½	4	3	1	0	0	0	7h 31m 19s	34.4	7.5%	1.7%	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 (played games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# Knight Shift 4 4 0-0-0#

## Games

B7	Tue 09:15	B2	Tue 12:30	B5	Tue 18:00	B8	Wed 15:15	B1	Wed 15:00	B4	Sat 13:00	B3	Sun 10:30	B6
Nikhiladnani	0	GlennJamesMax	1	Heathcliffs	0	Pranav_Gothe	0	NebraskaNarwhal	1	Patzfisch	1	mforg	0	ekopp2000
Sacul2193	1	ComputerUser2607	0	DaChessPlayerr	1	Nairwolf	1	RSInternecio	0	et555yang	0	hdmackay	1	bemate

qds17fwf

h0WxW0ma

B0WxR60a

hkGNTgHD

ZfSFQ3tW

DZE13dbu

bbmhjNUz

AB5 Dutch Defense: Queen's Knight Variation

B03 Alkhatne Defense: Exchange Variation

B4 Sicilian Defense: Taimanov Variation, Bastrikov Variation, English Attack

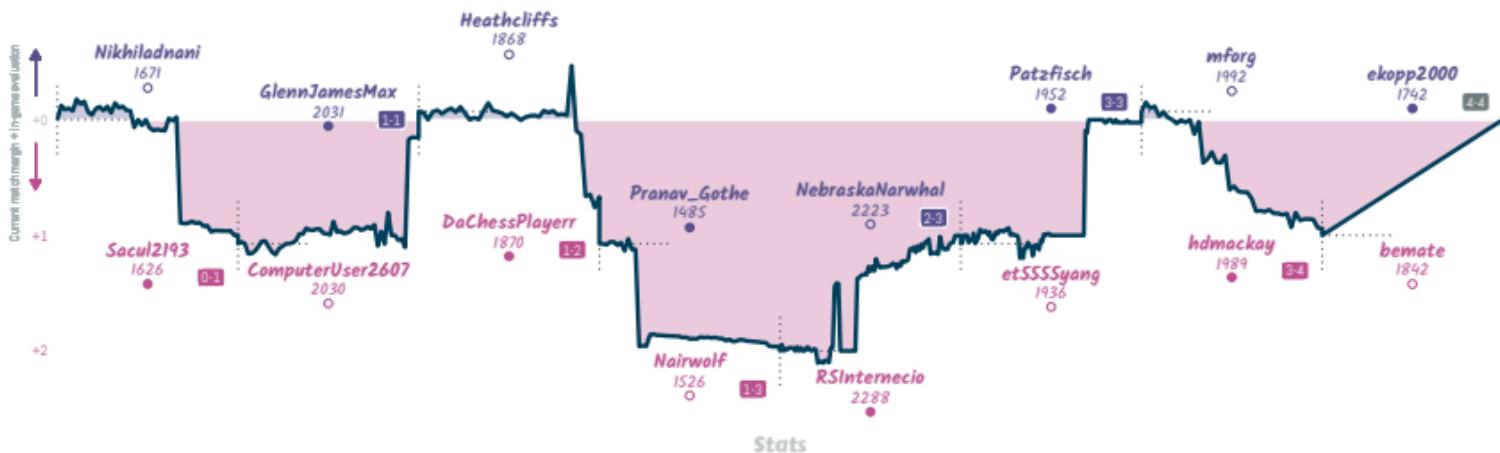
B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense

B00 Queen's Pawn Game: Accelerated London System

B52 Sicilian Defense: Moscow Variation, Main Line

A04 Zukertort Opening: Dutch Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight Shift	4	3	4	0	1	0	0	6h 7m 10s	34.4	4.9%	0.9%	2.7%
0-0-0#	4	4	3	0	0	1	0	5h 17m 20s	32.2	4%	0.9%	2.7%

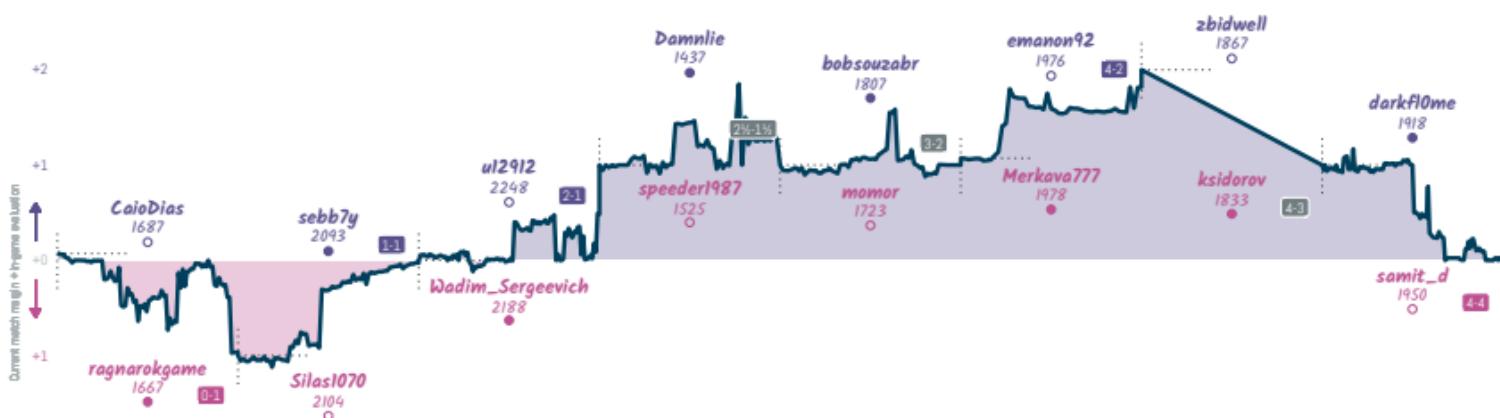
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 then assigned a place by their original scheduled time, and pairings when no moves 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 31 December 2023.

# Capybaras Attack 4 4 Click the link to enable your Lichess...

## Games

B7	Tue 18:00	B2	Wed 12:00	B1	Wed 17:00	B8	Thu 18:00	B6	Fri 20:00	B3	Sat 08:00	B5	B4	Sat 18:00	
Caiodias	0	sebb7y	1	u12912	1	Damnlie	%	bobsouzabr	%	emanon92	1	zbidwell	0F	darkfl0me	0
ragnarokgame	1	Silas1070	0	Wadim_Sergeevich	0	speeder1987	%	mormor	%	Merkava777	0	ksidorov	1X	samit_d	1
<a href="#">cVFJkQT1</a>		<a href="#">HHCeqkND</a>		<a href="#">Ejk1lrCp8</a>		<a href="#">ZVpGfxLu</a>		<a href="#">HXxFkNQh</a>		<a href="#">vuhQHf9f</a>		<a href="#">DR9015GV</a>			
C56 Italian Game: Scotch Gambit, Anderssen Attack		D80 Grünfeld Defense: Stockholm Variation		D10 Slav Defense: Exchange Variation		A45 Indian Defense		D10 Slav Defense: Exchange Variation		C67 Ruy Lopez: Berlin Defense, Rio Gambit Accepted		D00 Queen's Pawn Game: Accelerated London System			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Capybaras Attack	4	3	2	2	0	1	0	6h 39m 21s	32.8	4.7%	3.6%	2.9%
Click the link to enable your Lichess account	4	2	3	2	1	0	0	6h 23m 19s	32.4	6.2%	1.4%	4.3%

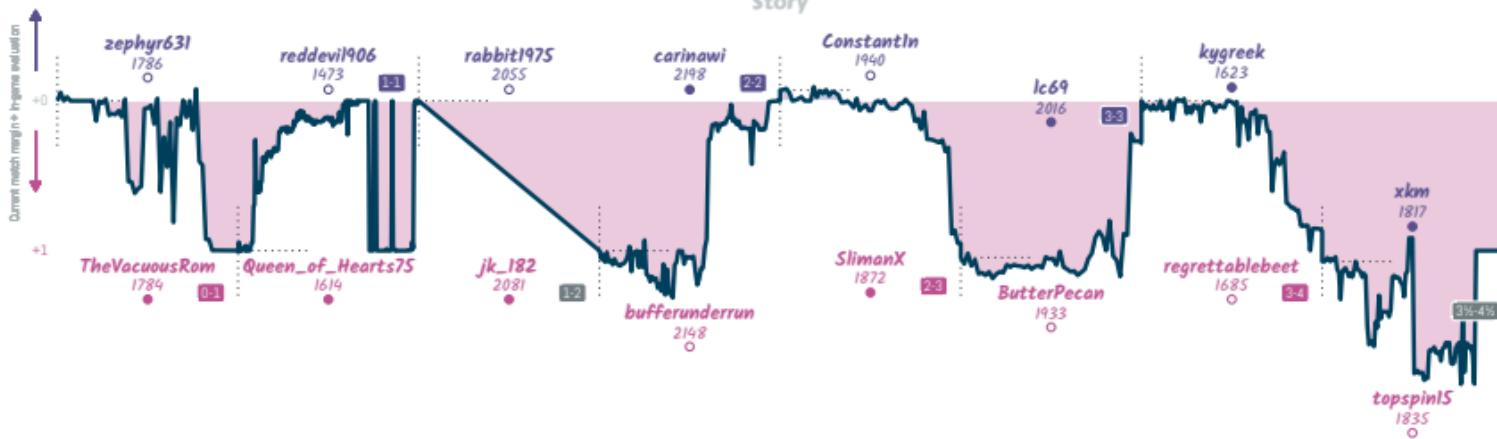
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# My Lack of a System 3½ 4½ Not All Those Who Blunder Are Lost

## Games

B6	Wed 21:00	B8	Wed 23:00	B2	B1	Thu 18:00	B4	Thu 18:30	B3	Sun 14:00	B7	Sun 17:30	B5	Sun 18:30
zephyr631	0	reddevil906	1	rabbit1975	0F	carinawi	1	Constantin	0	lc69	1	kygreek	0	%
TheVacuousRom	1	Queen_of_Hearts75	0	jk_182	1X	bufferunderrun	0	SlimanX	1	ButterPecan	0	regrettablebeet	1	topspin15
qG1LLsEu		GSEjAWMg			GFqKBSx0		y1PYVhV8		uXp6n9dT		7ntWmTPB		7w1Hw39B	
A45 Indian Defense		D02 Queen's Pawn Game: London System			A46 Indian Defense: Knights Variation		B12 Caro-Kann Defense: Maróczy Variation		E61 King's Indian Defense		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		B11 Caro-Kann Defense: Two Knights Attack, Mindoro Variation, Exchange Line	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
My Lack of a System	3½	3	3	1	0	1	0	7h 56m 19s	48.5	6.4%	2.7%	4.9%
Not All Those Who Blunder Are Lost	4%	3	3	1	1	0	0	8h 10m 28s	47.9	7.6%	3.7%	4.3%

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; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# A Duke, a Count and a guy named Paul ... 1½ 6½ The Knight's Watch

## Games

B3	Tue 18:00	B2	Wed 21:00	B8	Thu 16:30	B1	Thu 19:00	B6	Sat 10:30	B7	Sat 13:00	B5	Sat 17:00	B4	Sun 14:00
Lou-E	0	Congrr	0	Apidae	1	Wrefo	½	1819	0	MeChamoLegend	0	STCLion	0	LIOANYS	0
markmarkedymar...	1	kb6567	1	RBorja1980	0	ItsASecret2000	½	awfulmove	1	Ptro	1	SouzaMoraes	1	Feet_Barbie	1
uqGCUrGD		6Ymhfxep		zgCLOSSv		8qFNSkgn		T7IkDbDH		dRoh14q1		BwW8dthp		aHLvjLrm	
B12 Caro-Kann Defense: Marczyc Variation		E01 Catalan Opening: Closed		B01 Scandinavian Defense: Valencian Variation, Main Line		B07 Pirc Defense: 150 Attack, Sveshnikov-Jansa Attack		B00 Pirc Defense		B24 Sicilian Defense: Closed		A48 East Indian Defense		A45 Indian Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Duke, a Count and a guy named Paul walk into the Opera...	1%	1	6	1	0	0	0	7h 45m 12s	34.7	8%	2.8%	2.6%
The Knight's Watch	6%	6	1	1	0	0	0	8h 35m 23s	27.4	6.6%	1.7%	2.3%

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# 1.e4, confusing the audience 3½ 4½ Statistically Weaker Than Stockfish

## Games

B7	Tue 16:15	B6	Fri 14:00	B5	Sat 15:15	B4	Sat 15:00	B8	Sat 17:00	B3	Sat 18:00	B2	Sun 07:00	B1	Sun 16:30
KDVNevs caodanny	0 1	cinemashow Rolihihla	1 0	rampichino juandeleon	1 0	shamdi Saturnitus	0 1	rafaelnajera cdn_jark	1 0	Quantex_seven timothyha	0 1	VanRoy KS_Legion_Legion	0 1	jwells42 arthi15	0 %
ny1a7F0E		jsJiWQpz		gu2s2a1q		zYNLYNNT		cWRgH8Zq		t6syGRK6		M1L9BSAM		CSUM7NHv	
C47 Four Knights Game: Scotch Variation Accepted		D01 Rapport-Jobava System		B23 Sicilian Defense: Closed		B12 Caro-Kann Defense: Advance Variation, Bonnivik-Carls Defense		D01 Rapport-Jobava System		A13 English Opening: Agincourt Defense		Ad9 Indian Defense: Przgorzka Variation		D25 Queen's Gambit Accepted: Normal Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.e4, confusing the audience	3½	3	4	1	0	0	0	8h 42m 5s	37.8	7.1%	2%	3.5%
Statistically Weaker Than Stockfish	4%	4	3	1	0	0	0	8h 6m 6s	35.1	9.8%	2.3%	3%

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# Seven Nation Army 4 4 The Rating Deflators

## Games

B1	Wed 19:00	B3	Thu 00:00	B7	Fri 00:30	B6	Sat 08:15	B8	Sat 08:00	B2	Sat 14:00	B5	Sun 08:00	B4	Sun 16:00
bigboss12345	0	BradyW23	0	nxfudd	0	andrewrimmer	1	bakemann	1	drchessdad	1	jose684	0	a_28	1
Sarkerq	1	Magol	1	mojomoe	1	SrinivasBharathNK	0	ohmderohm	0	iljazbru	0	DrThrawn	1	Matt365	0

ho0rHNBY

ntWApVbB

xq8JDeoP

CJdDW7FI

99XL3GTj

BTKZtZ8x

hu009gwf

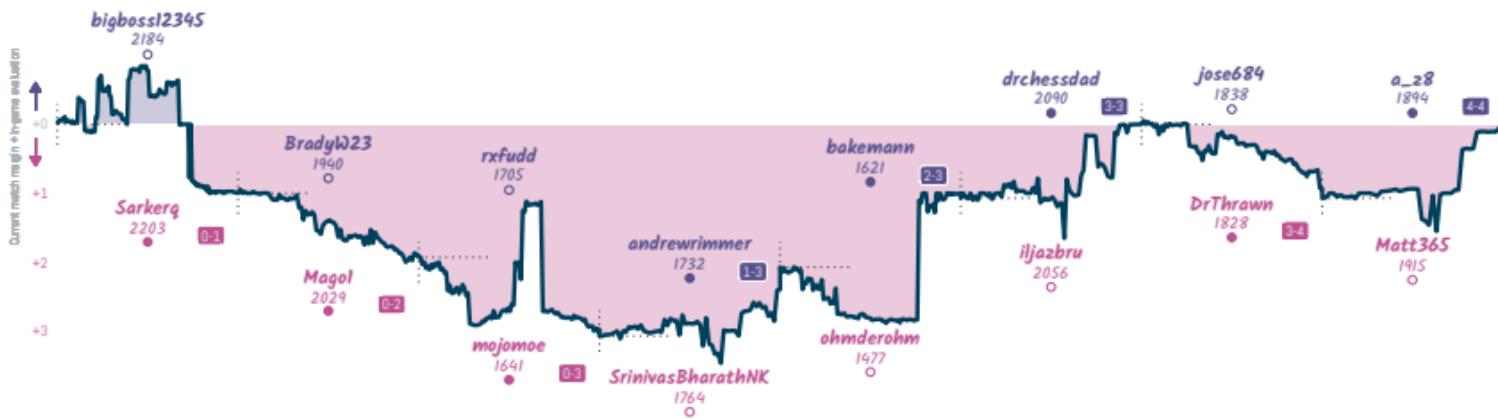
xB0Wevii

D31 Semi-Slav Defense:  
Marshall Gambit, Main LineD00 Queen's Pawn Game:  
Accelerated London System,  
Steinitz Counter-gambitC44 Scotch Game: Göring  
Gambit, Birdleben Variation

B10 Caro-Kann Defense

B08 Pirc Defense: Classical  
Variation, Schlechter  
VariationC02 French Defense:  
Advance Variation, Extended  
Bishop SwapD00 Queen's Pawn Game:  
Chigorin Variation, Alport  
DefenseB90 Sicilian Defense:  
Najdorf Variation, Lichtenštejn  
Attack

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Seven Nation Army	4	4	4	0	0	0	0	8h 26m 12s	47.6	7.9%	3.1%	4.5%
The Rating Deflators	4	4	4	0	0	0	0	8h 26m 12s	48.0	6.5%	2.3%	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/(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 31 December 2023.

## I.Qxe8#!!! 3 5 Magnus's Greatest Opponent: Flavor Flav

## Games

BB	Wed 19:00	B1	Fri 17:00	B6	Fri 22:00	B7	Sat 12:00	B3	Sat 15:00	B4	Sun 12:00	B2	Sun 13:00	B5
digabriel	0	Ahedrista	½	ScotchWhisky	1	Archilas	1	j3084	½	thestormingeagle	0	MrScribbler	0	pantofeller
vicsynn	1	AverageLondonE...	½	otreble	0	d0wnh0me	0	destroyer1758	½	Elodonor	1	VicPez	1	tomshko
q88J1MJ1		LsZC13M7		yjDMQD1a		CMhhHcQ8		nkQ59nqH		MSYVjXch		HoJUs5uF		OF
All Wade Defense		C41 Philidor Defense: Lion Variation		C47 Four Knights Game: Scotch Variation Accepted		B20 Sicilian Defense: Böwldier Attack		B40 Sicilian Defense: French Variation		C54 Italian Game: Classical Variation, Guoco Pianissimo		B34 King's Indian Defense: Orthodox Variation, Positional Defense		1X

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I.Qxe8#!!!	3	2	3	2	0	1	0	7h 1m 1s	41.4	9.7%	2.9%	3.2%
Magnus's Greatest Opponent: Flavor Flav	5	3	2	2	1	0	0	6h 50m 2s	37.5	9.1%	1.5%	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 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/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 31 December 2023.

# CarlsBad Boys 5 3 Make Luft, Not War

## Games

B8	Wed 11:30	B5	Wed 16:00	B7	Wed 19:00	B1	Sat 09:30	B6	Sun 12:00	B4	Sun 13:00	B3	B2	
Storf	1	paulinesernine	1	Sidewinder1648	½	mysonnevercallme	0	12q0	0	adandel	1	smothermemate	1X	minioo
Leo179	0	imikacic	0	em-as-in-emily	½	delusion47	1	JamieDW	1	Turnersatz	0	fourlanchurro	0F	pauliewall

ydRCL6o5

P2WS0WwY

DQjqKCCK

P9nvlc6D

ZrogAlft

BMP8f3HR

B12 Caro-Kann Defense:  
Advance Variation,  
Bonvinnik-Carls Defense

C44 Scotch Game: Göring  
Gambit, Double Pawn  
Sacrifice

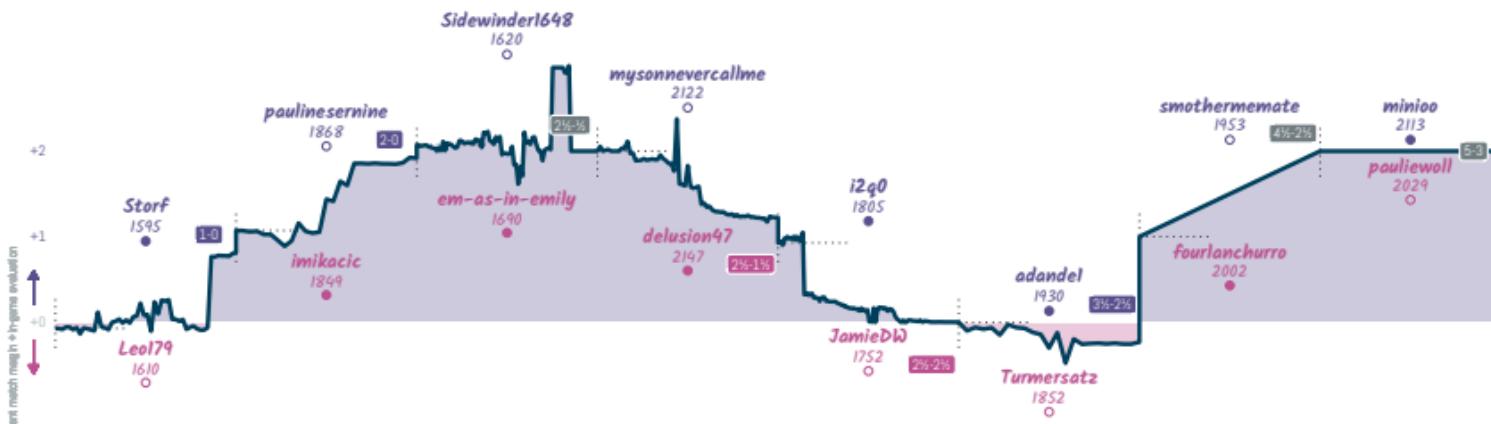
C65 Ruy Lopez: Berlin  
Defense

D00 Queen's Pawn Game:  
Accelerated London System

C50 Italian Game: Gruccio  
Panzica, Italian Four  
Knights Variation

D11 Slav Defense: Quiet  
Variation, Pin Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CarlsBad Boys	5	3	2	1	1	0	1	3h 16m 35s	33.5	6.8%	2.1%	2.1%
Make Luft, Not War	3	2	3	1	0	1	1	2h 58m 2s	34.8	5.8%	2.6%	3.1%

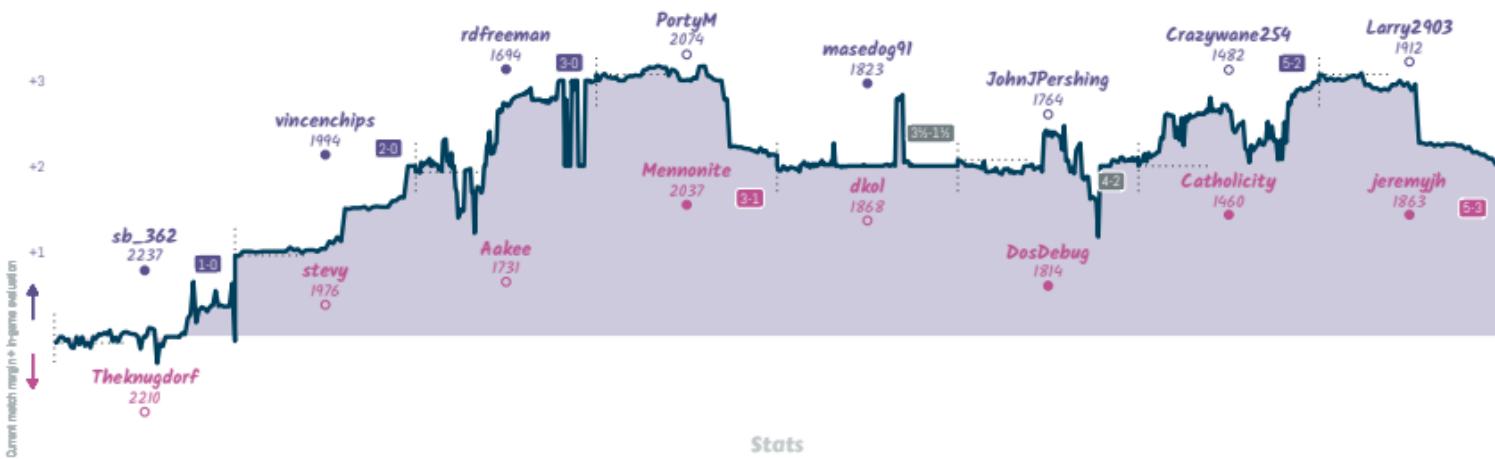
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# Knightmare Fuel 5 3 Let's Get Reti to Rumble

## Games

B1	Thu 18:00	B3	Fri 12:00	B7	Fri 11:00	B2	Fri 12:00	B5	Sat 11:30	B6	Sat 12:00	B8	Sat 14:15	B4	Sun 16:00
sb_362	1	vincenchips	1	rdfreeman	1	PortyM	0	masedog91	5%	JohnJPershing	5%	Crazywane254	1	Larry2903	0
Theknugdorff	0	stevy	0	Aakee	0	Mennonite	1	dkol	5%	DosDebug	5%	Catholicity	0	jeremyjh	1
<a href="#">o1uNn15F</a>		<a href="#">Da2E0Xyc</a>		<a href="#">9b3HdzvL</a>		<a href="#">Lyf9yeRG</a>		<a href="#">QNR7F3rj</a>		<a href="#">EjCQ531f</a>		<a href="#">Ef1XbH77</a>		<a href="#">PboMC4Zq</a>	
B30 Sicilian Defense: Old Sicilian		B10 Caro-Kann Defense: Accelerated Panno Attack, Modern Variation		B23 Sicilian Defense: Grand Prix Attack		C01 French Defense: Exchange Variation		D79 Neo-Grünfeld Defense: Ultra-Delayed Exchange Variation		B23 Sicilian Defense: Closed		D02 Queen's Pawn Game: Chigorin Variation		B22 Sicilian Defense: Alapin Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knightmare Fuel	5	4	2	0	0	0	0	7h 41m 25s	39.8	4.8%	3.9%	4.5%
Let's Get Reti to Rumble	3	2	4	2	0	0	0	7h 59m 45s	43.2	5.1%	3.6%	5.1%

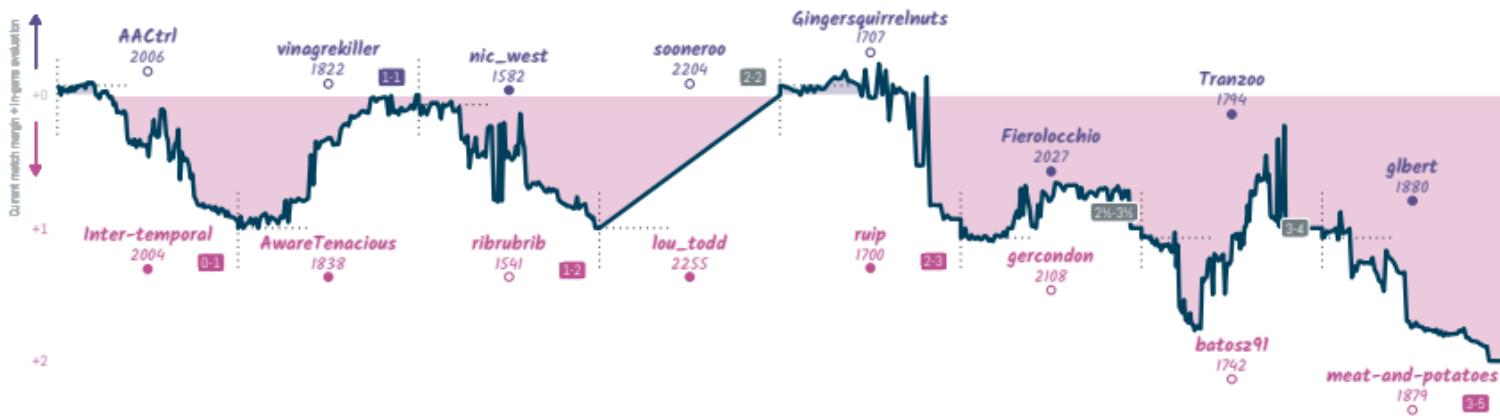
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 31 December 2023.

## Dark Squared Horse 3 5 The Seven Deadly Pins

## Games

83	Wed 18:00	85	Fri 07:00	88	Fri 15:00	81		87	Sat 16:00	82	Sun 07:30	86	Sun 15:00	84	Sun 18:00
AACtr1	0	vinsgrekiller	1	nic_west	0	soaneroo	1X	Gingersquirl...	0	Fierolocchio	½	Tranzoo	½	gilbert	0
Inter-temporal	1	AwareTenacious	0	rribribrib	1	lou_todd	0F	ruip	1	gercondon	½	bateez91	½	meat-and-potatoes	0
GsT8L2Hq		gfs7XzGs		7Kmlah9E			TKHbDcl8		dkk1qQE9		5Agz6kU8		xIvbpvwQ		
ADS Zukertort Opening: Nimzo-Larsen Variation		A40 Horwitz Defense		B00 Pirc Defense			D52 Queen's Gambit Declined		B40 Sicilian Defense: Four Knights Variation, Exchange		C70 Ruy Lopez: Morphy Defense, Czolc Defense		C47 Four Knights Game: Scandinavian Variation		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dark Squared Horse	3	1	4	2	1	0	0	7h 19m 20s	42.2	5.9%	4.8%	4.2%
The Seven Deadly Pins	5	4	1	2	0	1	0	6h 43m 20s	34.8	7.8%	3.3%	3.3%

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 pairings without a scheduled time are shown last). 'Stats': (W)W(L)D, (perfect) wins/losses/draws; Clock: total clock time used; KPIs: average clock time loss (adjusted for moves); Inaccuracy/Mistakes/Blunders: # moves of each type lost. Also, rating only shown for the top 10 teams at the start of the round, (re)rating table/score not shown for Round 1. This plot was generated on 31 December 2022.

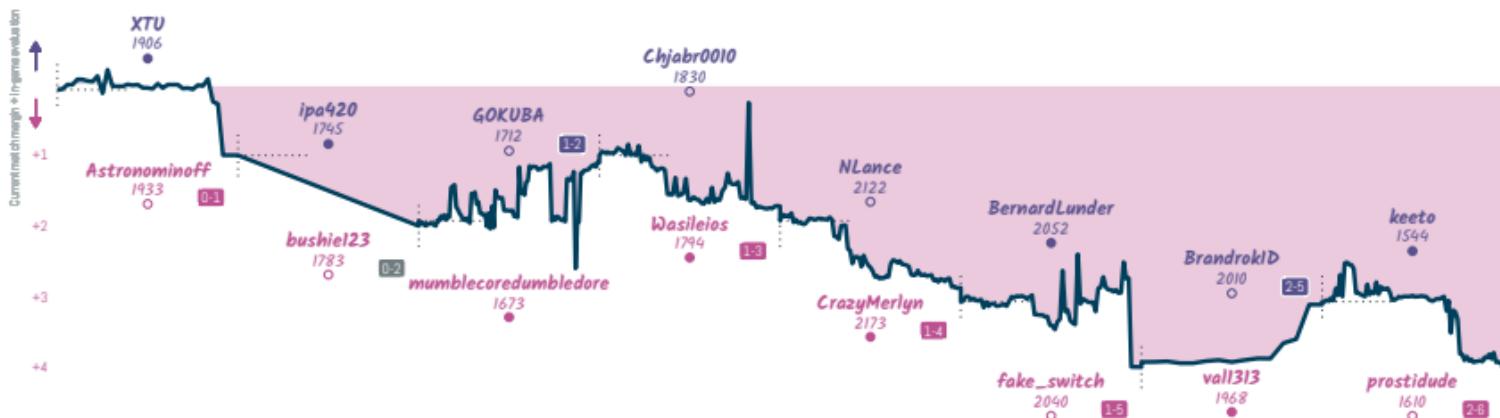
# Ask not what your horsey can do for y...

## 2 6 Chess Side Story

### Games

B4	Wed 12:00	B6	B7	Fri 20:00	B5	Sat 11:00	B1	Sat 13:00	B2	Sat 18:00	B3	Sun 08:00	B8	Sun 17:45	
XTU	0	ipa420	0F	GOKUBA	1	Chjibr0010	0	NLance	0	BernardLunder	0	BrandrokID	1	keeto	0
Astronominoff	1	bushie123	1X	mumblecoredumb...	0	Wasileios	1	CrazyMerlyn	1	fake_switch	1	val1313	0	prostidude	1
ZYRxClVY			SUF6lBG6		zExSC9UH		plQXTw2J		KYbCYPf4		psG45N4t		aHJ6pXbg		
B20 Sicilian Defense: Bowdler Attack			A49 Indian Defense: Przepiorka Variation		ED1 Catalan Opening: Closed		B01 Scandinavian Defense: Portuguese Gambit, Wuss Variation		B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Modern Line		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B10 Caro-Kann Defense: Breyer Variation		

### Story



### Stats

#### Team

Ask not what your horsey can do for you; ask what you can do for your horsey  
Chess Side Story

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ask not what your horsey can do for you; ask what you can do for your horsey	2	2	5	0	0	1	0	5h 4m 47s	58.6	8.9%	6%	5.5%
Chess Side Story	6	5	2	0	1	0	0	5h 48m 36s	49.0	6.4%	2.6%	6.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are not 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 31 December 2023.

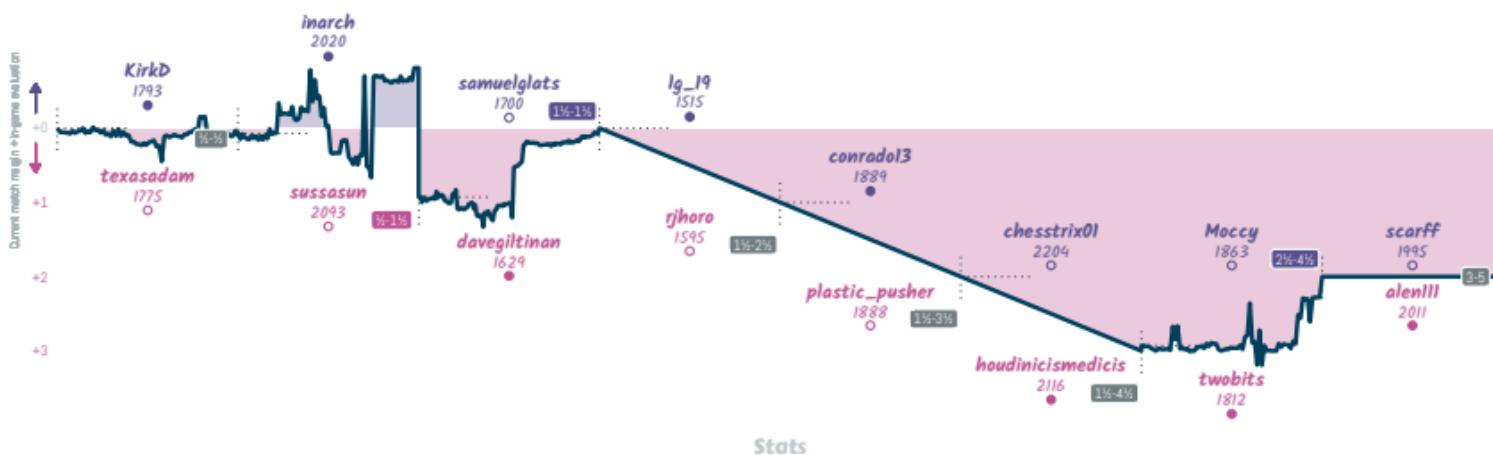
# The name speaks for itself 3 5 Watching the Watch Watchers With a Watch

## Games

B6	Tue 18:00	B2	Wed 01:00	B7	Thu 00:15	B8	B4	B1	B5	Sun 16:00	B3
KirkD	% inarch	0 samuelglatz	1 lg_19	0F convadol3	0F chesstrix01	0F Moccy	Sun 16:00	1 scarf	%2	%2	%2
texasadam	% sussasun	1 davegiltinan	0 rjhor0	1X plastic_pusher	1X houdinicismedicis	1X twobits		0 alien111			

**yPkH9M2S**      **japg03gR**      **tNnfqPDV**  
 B03 Slav Defense: Exchange Variation  
 B07 Ruy Defense: 150 Attack.  
 B40 Sicilian Defense: Delayed Alapin Variation, with e6  
 C47 Four Knights Game: Scotch Variation Accepted

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The name speaks for itself	3	2	1	1	0	3	1	4h 21m 34s	35.3	4.6%	5.2%	2.9%
Watching the Watch Watchers With a Watch	5	1	2	1	3	0	1	4h 7m 57s	49.2	6.9%	2.9%	6.4%

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 of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# Caiissa Explains It All 4½ 3½ Such a Beautiful Handsome Talented Team

## Games

B7	Mon 16:00	B1	Tue 18:45	B5	Wed 18:30	B2	Thu 18:00	B8	Thu 19:00	B6	Fri 18:00	B3	Sat 14:15	B4	Sun 19:00
mqll	0	Silkthewanderer	½	Anthammer	1	Groger12	1	fulmarsky	1	alexllstar	0	Three-Arrows	0	HeartCooksBrain	1
runken_brunflo	1	Antanisere	½	AumarMustafa	0	AlexGaul	0	Marcind75	0	alex-arsenault	1	jpmich	1	sgis	0
<b>MhkKE5aH</b>		<b>2yyUwJFY</b>		<b>M8NHtq66</b>		<b>1j6ebUec</b>		<b>1fYM23xW</b>		<b>HdgjYFAe</b>		<b>pwI1ep3V</b>		<b>V8neExvv</b>	
008 Queen's Gambit Declined: Albin Counter-gambit		A21 English Opening: King's English Variation, Kramnik-Shirov Counterattack		B40 Sicilian Defense: French Variation		A49 Indian Defense: Praepiorka Variation		A04 Zukertort Opening: Pic Invitation		A85 Dutch Defense: Queen's Knight Variation		B12 Caro-Kann Defense: Makicev Variation		D38 Queen's Gambit Declined: Ragozin Defense, Alkaline Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caiissa Explains It All	4%	4	3	1	0	0	0	6h 55m 30s	26.7	7.5%	1.9%	1.9%
Such a Beautiful Handsome Talented Team	3%	3	4	1	0	0	0	5h 20m 32s	28.5	7.5%	1.9%	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 (played games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# 1001 Arabian Mates 4 4 Watch Out!

## Games

B1	Thu 22:00	B7	Fri 16:00	B2	Fri 18:00	B8	Fri 19:00	B3	Sat 12:00	B6	Sat 16:00	B5	Sat 16:00	B4	Sat 18:00
Mediocentric	0	UpGoerFive	0	Racheschach	5%	Lexgrad	1	Sparassidae	5%	a2c4	1	Poldi_der_Drache	1	vahid_abazaril	0
Dogue-Brabo	1	jsprae	1	Thomsi	5%	Hellfira	0	michielvdg	5%	Soreby	0	xxrail	0	Matthias1904	1

dIB8pDkt

urrBpkYj

lsc19UEV

8V2z1s8D

6rRHxMoD

0L2pSvJB

nM40IIXQ

H1b4wfwH

C28 Bishop's Opening: Vienna Hybrid, Hramdka Variation

C45 Scotch Game: Classical Variation

B22 Sicilian Defense: Alapin Variation

B10 Caro-Kann Defense: Two Knights Attack

B23 Sicilian Defense: Closed, Martinez Variation

CB4 Ruy Lopez: Closed, Scheveningen Variation, Classical Variation

C54 Italian Game: Classical Variation, Gueco Planisimo

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1001 Arabian Mates	4	3	3	2	0	0	0	6h 37m 23s	28.1	5.9%	1.9%	2.2%
Watch Out!	4	3	3	2	0	0	0	7h 58m 22s	30.1	5.1%	1.1%	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 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 31 December 2023.

# Accelerated Gambit 6 2 The Pawn Grabber Association

## Games

B6	Wed 12:00	B8	Wed 16:00	B4	Thu 16:00	B5	Thu 18:00	B7	Sun 15:00	B3	Sun 14:00	B2	Sun 16:00	B1	Sun 20:30												
Nestor3690	%	Shurbz	1	walfie	1X	sammagus	1	Ryaol	0	yellorambo	%	LeoYee	1	Garjeta	1												
yairjazz	%	kibenur	0	mrscribbles	0F	chessfefe	0	freddy267t	1	p_s_q	%	seb32	0	Qudit	0												
<a href="#">LYY7fyqU</a>		<a href="#">fSp6dytd</a>		<a href="#">tqrEyt4</a>		<a href="#">bX0W3FVj</a>		<a href="#">0QgLw1W9</a>		<a href="#">25yFu111</a>		<a href="#">tuXmN6TZ</a>															
C01 French Defense: Exchange Variation, Monte Carlo Variation				A10 English Opening: Anglo-Dutch Defense				D86 Grünfeld Defense: Exchange Variation, Classical Variation				B18 Caro-Kann Defense: Classical Variation				B22 Sicilian Defense: Alapin Variation, Baranov Defense, Modern Line				B13 Caro-Kann Defense: Panov Attack, Modern Defense				D11 Slav Defense: Modern Line			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Gambit	6	4	1	2	1	0	0	6h 20m 31s	25.9	5.3%	1.2%	2.8%
The Pawn Grabber Association	2	2	1	4	2	0	1	0	32.2	9%	0.9%	3.4%

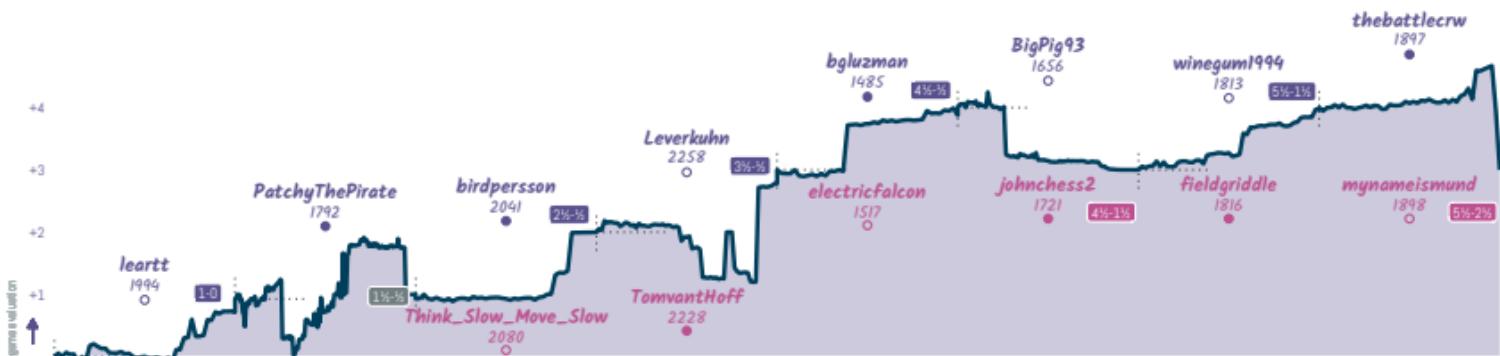
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# Do Bishops Dream of Monochrome Sheep? 5½ 2½ Watch out Magnus!

## Games

B3	Tue 10:00	B6	Thu 12:30	B2	Thu 18:00	B1	Thu 23:00	B8	Fri 15:00	B7	Fri 18:00	B5	Sun 15:00	B4	Sun 14:00
learrt	1	PatchyThePirate	½	birdperson	1	Leverkuhn	1	bgluzman	1	BigPig93	0	winegum1994	1	thebattlecrw	0
ChessForWellbeing	0	Lutin23	½	Think_Slow_Mov...	0	TomvantHoff	0	electricfalcon	0	johnchess2	1	fieldgriddle	0	mynameismund	1
YT4XPFLd		hqZ02qmE		InLmDPSL		ZIRXffZd		hQDgSJtx		UYMacDrp		cSAsWm74		7B5cTtSv	
A45 Trompowsky Attack		B22 Sicilian Defense: Alapin Variation		B47 Sicilian Defense: Taimanov Variation, Bastrikov Variation		A58 Banks Gambit Accepted: Fully Accepted Variation		D30 Queen's Gambit Declined: Tarrasch Defense, Pseudo-Tarrasch		D30 Queen's Gambit Declined		E88 King's Indian Defense: Fianchetto Variation, Classical Variation		D01 Richter-Veresov Attack: Veresov Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do Bishops Dream of Monochrome Sheep?	5%	5	2	1	0	0	0	5h 44m 16s	32.6	5.3%	1.1%	3.2%
Watch out Magnus!	2%	2	5	1	0	0	0	6h 37m 51s	42.7	5.7%	2.8%	3.9%

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 (played games are then assigned a place by their original scheduled time, and pairings when a scheduled time is 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 31 December 2023.

# b2 or not b2 4½ 3½ May d4s be with you

## Games

B1	Thu 17:00	B6	Thu 18:30	B2	Fri 17:30	B5	Fri 18:30	B7	Sun 07:00	B4	Sun 12:00	B3	Sun 15:00	B8	Sun 20:00
alp_arslan92	1	ipr	0	jantho	1	HunterDavis	0	SlowChess73	0	Zubenelgenubi	½	Jg777	1	mason52301	1
chessunstable	0	jpokerflat	1	blueband	0	Thaitanium101	1	Puglie	1	Jellyf31	½	dave3	0	osumarko	0

THCenWSv

f2T4oF0t

IFwshqNc

fiBdlwvs

TwQB2new

gbSmshr0

u9Y2qDtA

y2R3y8VD

C45 Scotch Game: Mieses Variation

B23 Sicilian Defense: Closed

B34 Sicilian Defense: Accolmited Dragon, Modern Variation

C77 Ruy Lopez: Morphy Defense, Anderssen Variation

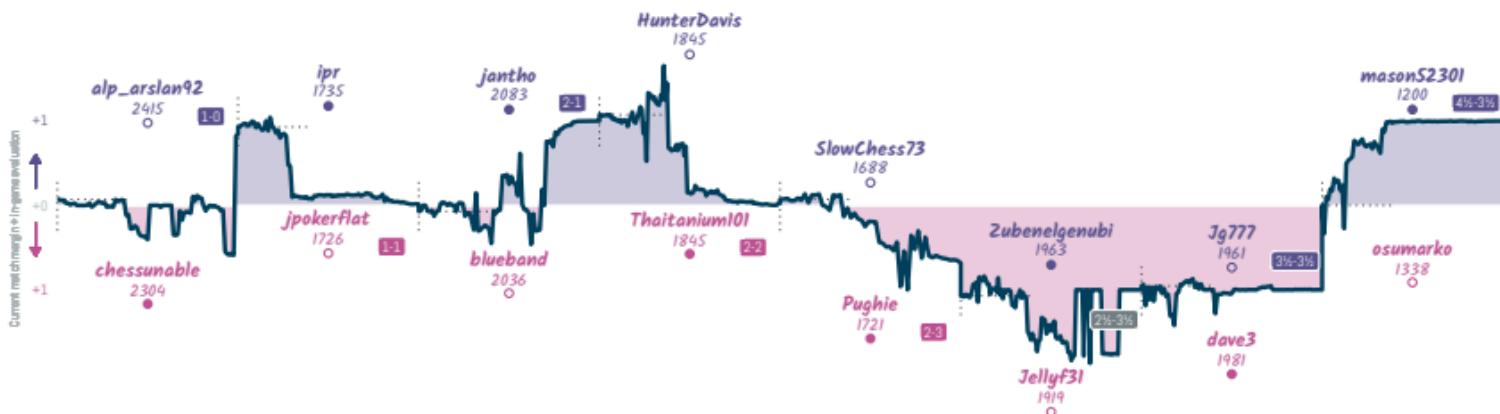
B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense

B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense

A30 English Opening: Wing Gambit

A40 Englund Gambit Declined: Reversed Krabbe

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b2 or not b2	4½	4	3	1	0	0	0	7h 37m 26s	42.1	8.2%	2.2%	5.5%
May d4s be with you	3½	3	4	1	0	0	0	8h 3m 47s	42.9	5.5%	2.5%	5.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# Giuoco Fortissimo 5 3 Pawn Storm Rising

## Games

B7	Fri 03:15	B3	Fri 13:00	B1	Sat 07:00	B6	Sun 01:00	B8	Sun 03:00	B5	Sun 14:00	B4	Sun 15:00	B2	Sun 20:00
Scaredpeach	1	Jobwoge	0	ygel_way_to_2000	1	johnsb50	1	oNoMyKing	1	Rskyoz	1	esersens	0	NathanielW	0
kostasvl	0	ajajajaj	1	chk12	0	mtsichessguy	0	rickerw	0	wachini	0	jrcrawford512	1	LIYV	1
	a2SDgZng	ypYX2THI		jk1KOnYj		dfw3R1Hx		Q8QcRqqZ		2sAXH51S		1AMXSmxi		j0tbxpYG	
C23 Bishop's Opening		C44 Scotch Game		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		B32 Sicilian Defense: Löwenthal Variation		D43 Semi-Slav Defense		B22 Sicilian Defense: Alapin Variation, Barman Defense		D35 Queen's Gambit Declined: Hanwitz Attack		A05 Zukertort Opening: Nizoz-Larsen Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Giuoco Fortissimo	5	5	3	0	0	0	0	8h 2m 26s	33.6	7.7%	1.2%	3.3%
Pawn Storm Rising	3	3	5	0	0	0	0	8h 1m 5s	39.1	7.7%	2.1%	4.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

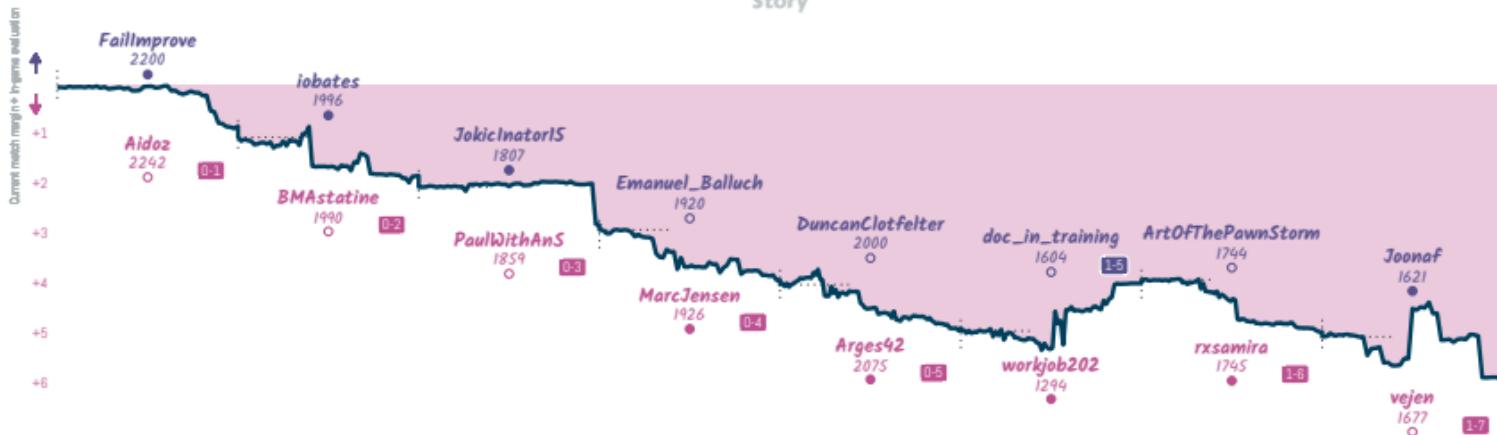
## I'm just here to win games and chew b...

## I 7 Pawn to be wild

## Games

B1	Wed 11:00	B3	Thu 18:00	B5	Thu 18:00	B4	Sat 08:00	B2	Sat 09:00	B8	Sat 14:30	B6	Sun 16:00	B7	Sun 17:00
FailImprove	0	idbates	0	Jokiclnator15	0	Emanuel_Balluch	0	DuncanClotfelter	0	doc_in_training	1	ArtOfThePawnStorm	0	Joonaf	0
Aidoz	1	BMastatine	1	PaulWithAnS	1	MarcJensen	1	Arges42	1	workjob202	0	rxsamira	1	vejen	1
<b>SYVkcWul</b>		<b>nG2G7mZU</b>		<b>GJo81pNe</b>		<b>koRAZTJD</b>		<b>VNLV5gRN</b>		<b>uQWj4XKm</b>		<b>MBCkuGfc</b>		<b>Sp83A3ck</b>	
B13 Caro-Kann Defense: Exchange Variation		B00 St. George Defense: Polish Variation		B10 Caro-Kann Defense: Two Knights Attack		B33 Sicilian Defense: Lasker-Pelikan Variation, Retzsch Variation		A00 Van Beek Opening		A30 English Opening: Symmetrical Variation		B19 Caro-Kann Defense: Classical Variation		B22 Sicilian Defense: Alapin Variation, Barman Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I'm just here to win games and chew bubblegum, and I'm out of bubblegum.	1	1	7	0	0	0	0	6h 26m 19s	43.3	6.1%	3.7%	4.1%
Pawn to be wild	7	7	1	0	0	0	0	6h 13m 19s	27.6	8.6%	0.8%	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 forfeits); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

# Nana korobi ya oki 3 5 One Trick Pony

## Games

	Tue 17:00	B2	Tue 19:00	B4	Wed 18:00	B6	Wed 18:30	B3	Thu 18:00	B5	Thu 23:00	B7	Sat 17:00	B1	Sun 13:00
chess131969	1	Underkkover	0	lopxl	0	Lyrurus	0	Davidc2214	1	Jerrymiah	½	kauberdi	0	mronemore	½
Sauruven	0	ZatteWilly	1	Zhess	1	Dslavinator	1	sidfanDX	0	Hexthilium	½	z0x	1	back2basics	½

SdW40QND

gstFfuYA

zrwU1TJB

WZsZAKcX

1q4gFFXK

xqXgsS12

pQcu4Lwh

MPGRDFLV

D00 French Defense: Two Knights Variation

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

B01 Scandinavian Defense: Richter Variation

B50 Sicilian Defense: Delayed Alapin Variation, with d5

B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Modern Line

D10 Slav Defense

B06 Modern Defense

B13 Caro-Kann Defense: Panov Attack, Modern Defense, Mieses Line

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nana korobi ya oki	3	2	4	2	0	0	0	7h 55m 52s	40.3	8.1%	4.5%	4.2%
One Trick Pony	5	4	2	2	0	0	0	5h 50m 23s	37.2	7.5%	3%	4.5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 31 December 2023.