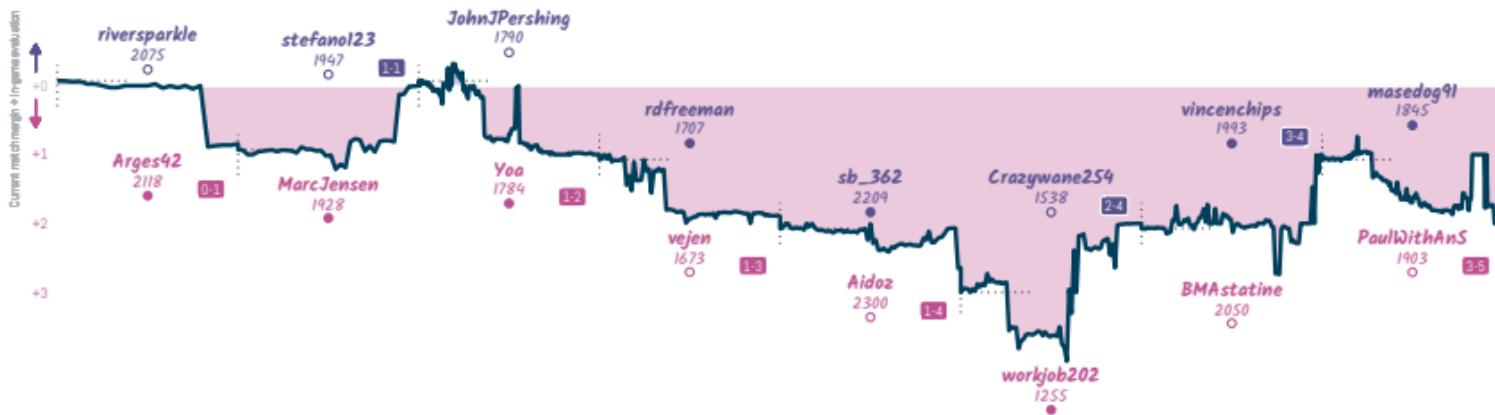


#6 **Knightmare Fuel** 3 5 #1 **Pawn to be wild**

Games

B2	Tue 19:00	B4	Wed 18:00	B6	Thu 13:30	B7	Fri 02:00	B1	Fri 09:45	B8	Fri 18:00	B3	Fri 18:00	B5	Sat 14:00
riversparkle	0	stefanol123	1	JohnJPershing	0	rdfreeman	0	sb_362	0	Crazywane254	1	vincenchips	1	masedog91	0
Arges42	1	MarcJensen	0	Yoa	1	vejen	1	Aidoz	1	workjob202	0	BMastatine	0	PaulWithAnS	1
0He11J3A		EAb1Sx8k		dnqQVOMS		PE7ruCt9		rhBjVSkP		N3bSaaVJ		yu69SjIP		rFB0zC1k	
C56 Italian Game: Scotch Gambit, Max Lange Attack		B30 Sicilian Defense: Old Sicilian		C01 French Defense: Exchange Variation		B22 Sicilian Defense: Alapin Variation		B67 Sicilian Defense: Richter-Rauzer Variation, Neo-Mordov Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		B10 Caro-Kann Defense: Two Knights Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knightmare Fuel	3	3	5	0	0	0	0	6h 59m 24s	45.1	5.2%	3.7%	6.1%
Pawn to be wild	5	5	3	0	0	0	0	6h 50m 52s	44.5	5.8%	2.6%	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 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.

#8 Caissa Explains It All 5 3 #2 The Knight's Watch

Games

B6	Thu 16:00	B1	Thu 20:00	B8	Fri 18:00	B2	Fri 18:00	B5	Sat 22:00	B4	Sun 18:00	B7	Sun 20:00	B3	Sun 22:30
alexllstar	1	Silkthewanderer	1	fulmarsky	0	Groger12	1	Anthammer	1	HeartCooksBrain	0	mgll	0	Three-Arrows	1
SouzaMoraes	0	ItsASecret2000	0	RBorja1980	1	kb6567	0	awfulmove	0	Feet_Barbie	1	Ptro	1	markmarkedymark...	0

N4JbwXv7

PA37rGNe

cv1xHw11

eP07PEqx

o1EBWkjy

iowy3mfv

qBTkeKtl

61RRmE9n

C36 King's Gambit Accepted:
Abkhazia Defense

A48 East Indian Defense

B00 Pirc Defense

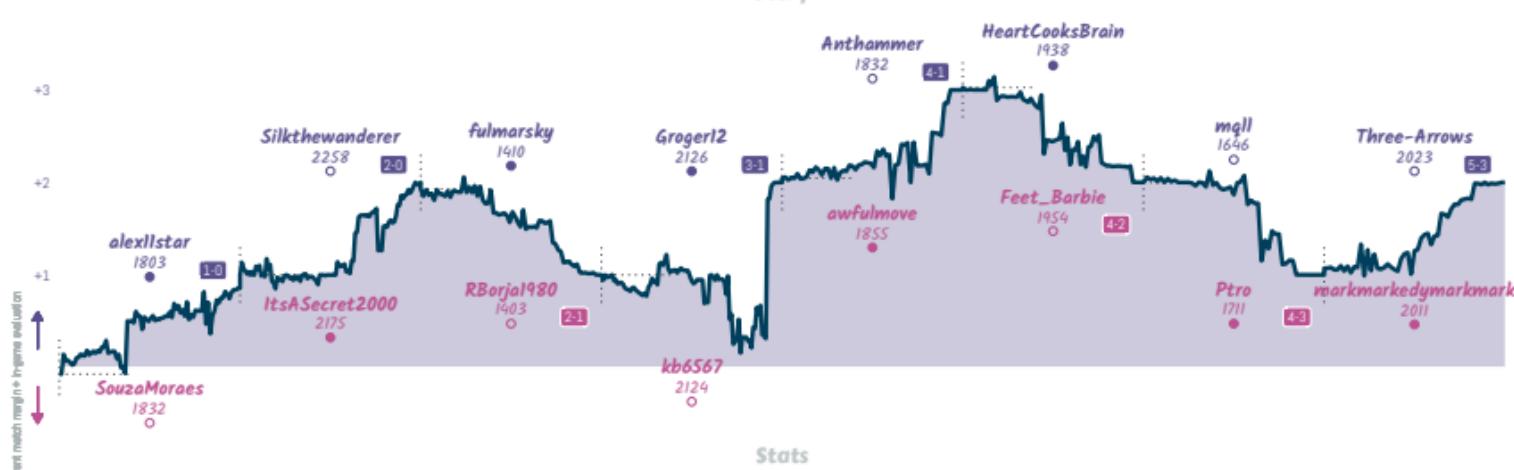
A45 Trompowsky Attack

A15 English Opening:
Anglo-Indian Defense

D01 Rapport-Jobava System

E48 Nimzo-Indian Defense:
Normal Variation, Bishop
Attack, Classical DefenseB12 Caro-Kann Defense:
Advance Variation, Short
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caissa Explains It All	5	5	3	0	0	0	0	8h 5m 29s	39.9	6.6%	4%	5%
The Knight's Watch	3	3	5	0	0	0	0	8h 17m 54s	44.0	13.5%	5%	2.3%

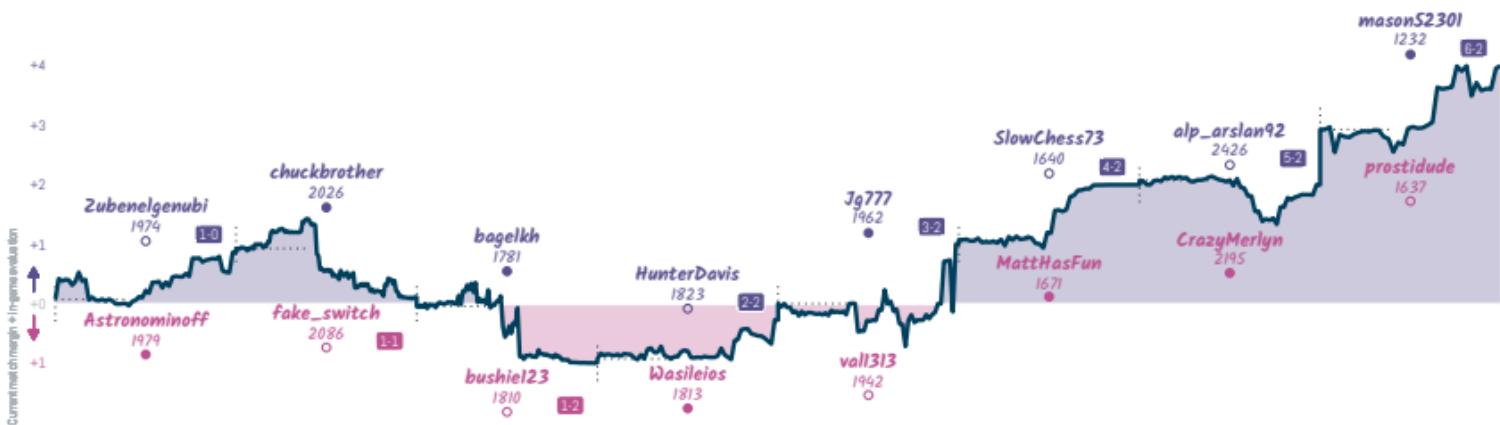
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

#7 b2 or not b2 6 2 #3 Chess Side Story

Games

B3	Thu 15:30	B2	Fri 20:30	B6	Fri 21:00	B5	Sat 16:00	B4	Sat 16:00	B7	Sun 13:00	B1	Sun 14:00	B8	Sun 19:00
Zubenelgenubi	1	chuckbrother	0	bagelkh	0	HunterDavis	1	Jg777	1	SlowChess73	1	alp_arslan92	1	mason52301	1
Astronominoff	0	fake_switch	1	bushiel23	1	Wasileios	0	vall313	0	MattHasFun	0	CrazyMerlyn	0	prostidude	0
dp9sXSOY		wMsBtfN1		8mZL16AY		Hq0e3XNH		7UCeacon		SZJLTwiM		Wnt2wvHsA		D1EtAS9E	
B00 Duras Gambit		B15 Caro-Kann Defense: Tartakower Variation		A23 English Opening: King's English Variation; Two Knights Variation, Karlsruhe Variation		B01 Scandinavian Defense: Classical Variation		A45 Trompowsky Attack		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B36 Sicilian Defense: Accelerated Dragon, Maroczy Bind, Gurgenidze Variation		C25 Vienna Game	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b2 or not b2	6	6	2	0	0	0	0	7h 45m 24s	38.9	5.4%	3.5%	3.9%
Chess Side Story	2	2	6	0	0	0	0	7h 10m 18s	48.4	10%	5%	4.6%

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

#4 Do Bishops Dream of Monochrome Sheep? 5½ 2½ #9 Statistically Weaker Than Stockfish

Games

B2	Thu 15:00	B3	Thu 18:00	B4	Thu 18:00	B8	Fri 20:00	B6	Sat 13:30	B1	Sat 15:00	B5	Sat 19:00	B7	
birdperson	1	learrt	1	thebattlecrw	1	bguzman	0	PatchyThePirate	1	Leverkuhn	1	winegum1994	0	bigpig93	½
KS_Legion_Legiono	0	timothyha	0	Saturnitus	0	cdn_jark	1	Rolihlahla	0	arthi15	0	juandeleon	1	caodanny	½
pRkUBF19		SECUpPf		z6X8WDuS		MmxjKvII		cgZ47HCd		a8SacGFe		6L08JaSU			
D30 Queen's Gambit Declined		D37 Queen's Gambit Declined: Three Knights Variation		B20 Sicilian Defense: Snyder Variation		D01 Rapport-Jabava System		D01 Rapport-Jabava System		D31 Semi-Slav Defense: Marshall Gambit, Foggatt Variation		C02 French Defense: Advance Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do Bishops Dream of Monochrome Sheep?	5½	5	2	0	0	0	1	7h 54m 7s	29.3	5%	1.8%	2.6%
Statistically Weaker Than Stockfish	2½	2	5	0	0	0	1	7h 58m 6s	36.6	8.5%	1.8%	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/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.

#5 Giuoco Fortissimo 5 3 #10 The Rating Deflators

Games

B1	Wed 19:45	B2	Fri 20:00	B8	Fri 18:30	B4	Sat 12:00	B5	Sat 16:00	B6	Sat 14:45	B7	Sat 18:30	B3	Sun 19:00
yqel_way_to_2000	%	Jobwoge	1	oNoMyKing	1	esersens	%	Rskyoz	0	ekopp2000	%	Scaredpeach	1	NathanielW	%
Sarkerg	%	WolfAttack	0	ohmderohm	0	Matt365	%	DrThrawn	1	SrinivasBharathNK	%	mojomoe	0	Mago1	%
R6dnFC01		ulusfyr4		J3ncPYDk		jRGs4CEA		7uGIGQQd		VXJ30Ch5		6jzKAnru		SuRVsCts	
B17 Caro-Kann Defense: Karpov Variation, Modern Main Line		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		B23 Sicilian Defense: Grand Prix Attack		C95 Ruy Lopez: Closed, Breyer Defense		C47 Four Knights Game: Scotch Variation Accepted		C46 Three Knights Opening		C24 Bishop's Opening: Vienna Hybrid		A05 Zukertort Opening: Nizoz-Larsen Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Giuoco Fortissimo	5	3	1	4	0	0	0	6h 48m 2s	33.2	7.2%	3.3%	3.3%
The Rating Deflators	3	1	3	4	0	0	0	6h 40m 4s	38.6	9.1%	1.7%	5.3%

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)' 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 5 3 Watch Out!

Games

B6	Wed 19:00	B3	Thu 15:00	B1	Fri 15:00	B8	Fri 18:30	B5	Sun 10:00	B7	Sun 17:30	B4	B2	Sun 19:00
KirkD	%	inarch	1	Chesstrix01	%	Lg_19	1	dotebs	1	pgrucza	0	conradol3	0F	scarff
johnsb50	%	Matthias1904	0	Dogue-Brabo	%	Hellfira	0	xxrail	0	ceejcox	1	michielvdg	1X	Thomsi
qqWDeJBO		s01xVnZE		9UjsNvty		rYppbyeB		v0b6A63d		6epxhcKh		ntsivclk		
C54 Italian Game: Classical Variation, Center Attack		B12 Caro-Kann Defense: Mariczy Variation, Mariczy Gambit		A45 Indian Defense		C23 Bishop's Opening: Calabrese Countergambit		A01 Nimzo-Larsen Attack: Modern Variation		B07 Pirc Defense		B22 Sicilian Defense: Alapin Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The name speaks for itself	5	4	1	2	0	1	0 5h 24m 27s	44.0	9.2%	4.4%	4.8%
Watch Out!	3	1	4	2	1	0	0 5h 38m 44s	54.2	14%	3.5%	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 31 December 2023.

Capybaras Attack 3½ 4½ My Lack of a System

Games

B6	Tue 22:00	B2	B5	Fri 18:00	B3	Fri 22:00	B4	Sat 10:30	B8	Sat 20:00	B1	B7	Sun 17:45		
bobsouzabr	1	sebb7y	1X	loungelizard	0	emanon92	0	darkfl0me	0	Damnlie	½	u12912	0F	CaoDias	1
zephyr631	0	rabbit1975	0F	xkm	1	lc69	1	Constantln	1	epidis	½	carinawi	1X	kygreek	0

YSRsFWa2

LHOSXpYs

IqoxWH7G

a06JJHMo

ewhTYaII

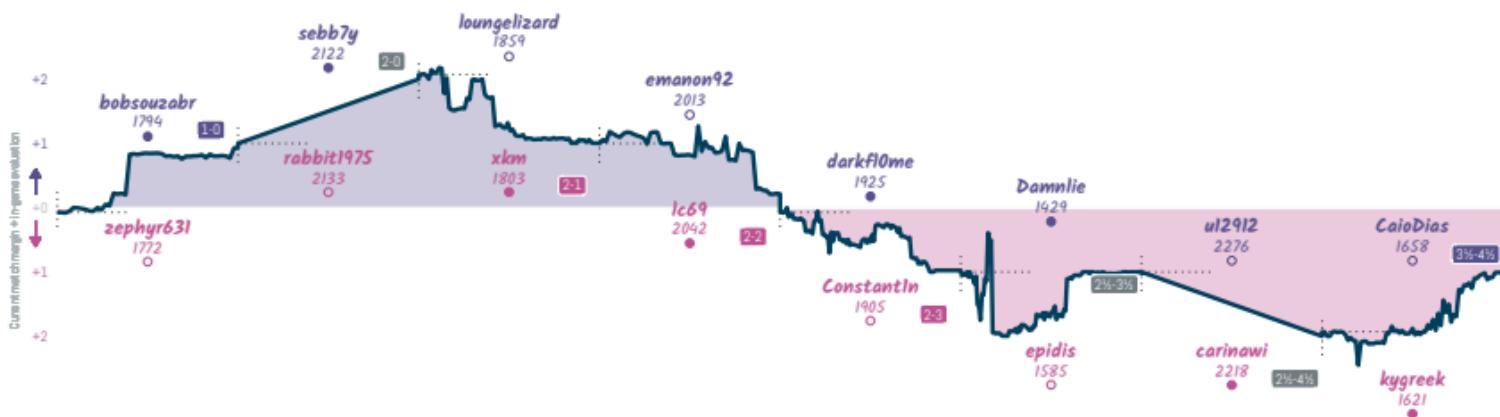
yk5uLn0m

B12 Caro-Kann Defense:
Maróczy VariationB12 Caro-Kann Defense:
Maróczy VariationA60 Benoni Defense: Modern
VariationB12 Caro-Kann Defense:
Maróczy Variation

A48 East Indian Defense

B33 Sicilian Defense:
Lasker-Pelikan Variation,
Retreat Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Capybaras Attack	3½	2	3	1	1	1	0	5h 31m 24s	44.0	6.4%	3.8%	4.7%
My Lack of a System	4%	3	2	1	1	1	0	5h 9m 4s	42.4	9.7%	3.8%	3.8%

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' (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.

1.Qxe8#!!! 4 4 May d4s be with you

Games

B6	Tue 19:30	B3	Wed 18:00	B5	Wed 19:30	B7	Wed 21:00	B1	Sat 15:00	B4	Sat 15:00	B2	Sat 15:00	B8	Sat 20:00
pantofeller	0	Akshak	1	ScotchWhisky	0	Archilas	½	Ahedrista	½	thestormingeagle	0	MrScribbler	1	digabriel	1
jpokerflat	1	dave3	0	Thaitanium101	1	Puglie	½	chessunstable	½	Jellyf31	1	blueband	0	falstan	0

vD5LtfD1

vruaLyrX

n6EkBxY

oBF0Bj14

7ApyjLbc

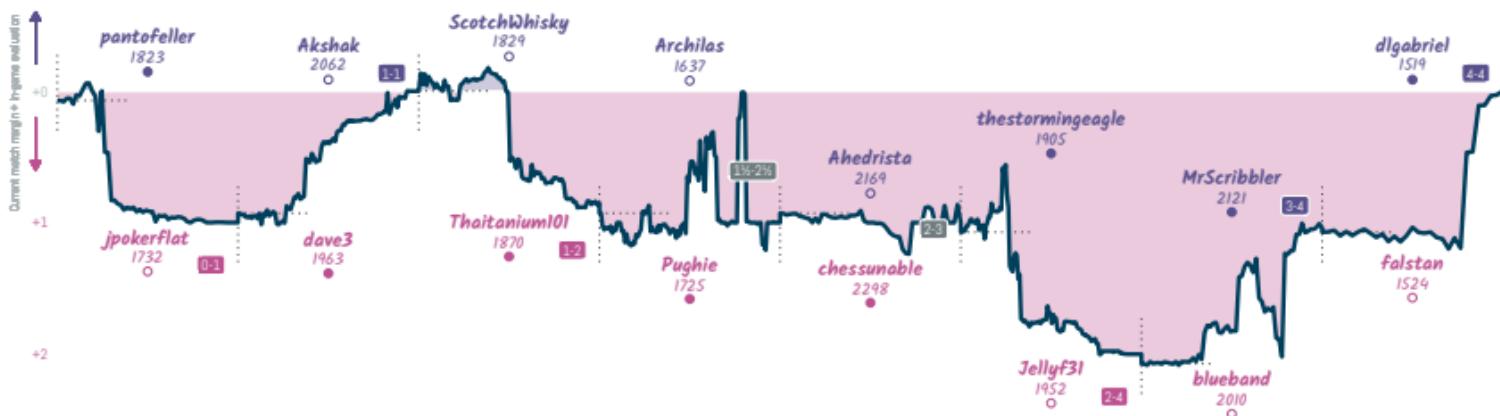
Kb8pSSW7

u1sh2C9m

AePWLrnD

B12 Caro-Kann Defense:
Advance Variation, Tal
VariationC54 Italian Game: Classical
Variation, Giuoco Pianissimo,
with d6D78 Neo-Grünfeld Defense:
Classical Variation, Original
DefenseB10 Caro-Kann Defense:
Ewua AttackD85 Ruy Lopez: Berlin
DefenseC44 Scotch Game: Scotch
Gambit, Advance VariationB13 Caro-Kann Defense:
Exchange Variation,
Rubinstein VariationC42 Russian Game:
Classical Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.Qxe8#!!!	4	3	3	2	0	0	0	6h 7m 28s	29.5	4.3%	1.9%	2.2%
May d4s be with you	4	3	3	2	0	0	0	7h 22m 21s	29.4	5.6%	2.2%	2.5%

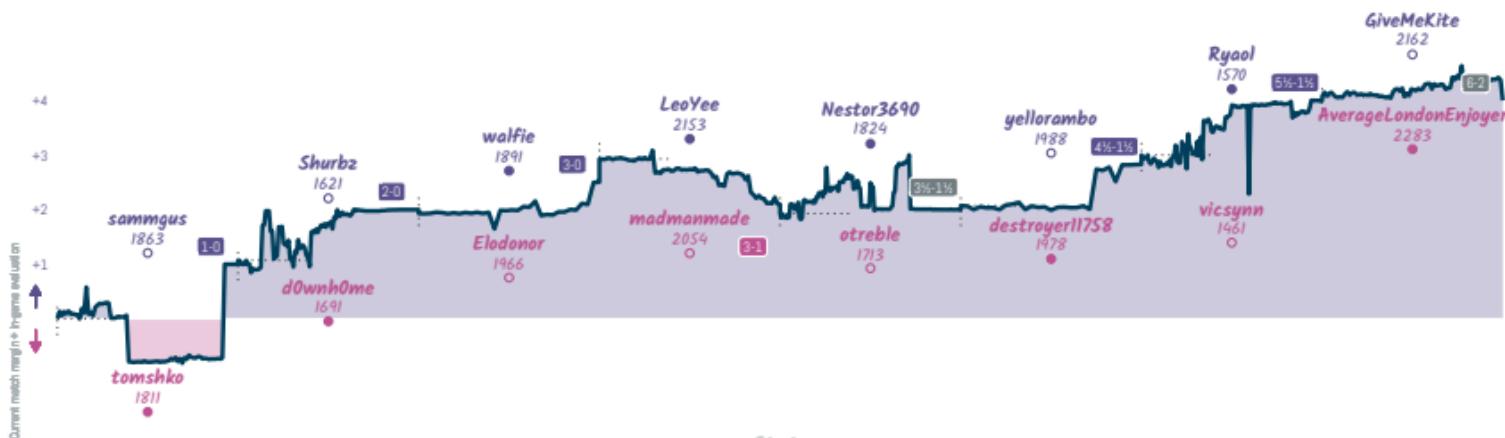
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Accelerated Gambit 6 2 Magnus's Greatest Opponent: Flavor Flav

Games

B5	Mon 16:30	B7	Wed 00:00	B4	Wed 08:15	B2	Wed 22:00	B6	Thu 20:00	B3	Sat 16:00	B8	Sun 13:15	B1	Sun 18:00
sammugus	1	Shurbz	1	walfie	1	LeoYee	0	Nestor3690	5%	yellowrambo	1	Ryaol	1	GiveMeKite	5%
tomshko	0	d0wnh0me	0	Elodonor	0	madmanmade	1	otrebbe	5%	destroyer11758	0	vicsynn	0	AverageLondonE...	5%
RSLgmdC1		nZPqpW3H		tYqVaPXU		fwvEBw4n		wNvd1lnK		dyatCkQF		hCnZaRRR		bd8EfJLK	
B06 Modern Defense: Standard Defense		B50 Sicilian Defense: Modern Variations		B10 Caro-Kann Defense: Two Knights Attack		B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense		B07 Pirc Defense		B22 Sicilian Defense: Alapin Variation, Barman Defense		B30 Queen's Gambit Declined		B00 Pirc Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Gambit	6	5	1	2	0	0	0	6h 53m 58s	41.2	4.8%	3.3%	4.8%
Magnus's Greatest Opponent: Flavor Flav	2	1	5	2	0	0	0	5h 52m 7s	49.1	6.3%	3%	5.7%

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.

0-0-0# 5½ 2½ Tissot Heritage Visodate Powermatic 80

Games

B6	Tue 14:30	B8	Tue 20:00	B7	Wed 10:30	B2	Fri 13:00	B4	Sat 13:00	B3	Sat 16:00	B5	Sun 01:00	B1	Sun 15:00
DaChessPlayerr	1	Nairwolf	1	Sacul2193	1	hdmackay	%	et5555yang	0	ComputerUser2607	1	Drotciv	1	RSInternecio	0
gary0892	0	CHEEZY785	0	lone_rangerheavy	0	Meeklydim	%	MilsBees	1	Jasonjones	0	flipiflapi	0	x420noscope	1

gU4LHNgc

1lttbna2

X0jWPC05

KtXbmJz

JFvdGpnk

1SQBL0v6

UYfu2Fsz

06let08z

CB7 Ruy Lopez: Berlin Defense, The Meran Variation, Berlin Wall Defense

CB7 Ruy Lopez: Berlin Defense, Rio Gambit Accepted

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

B20 Sicilian Defense: Mengarini Variation

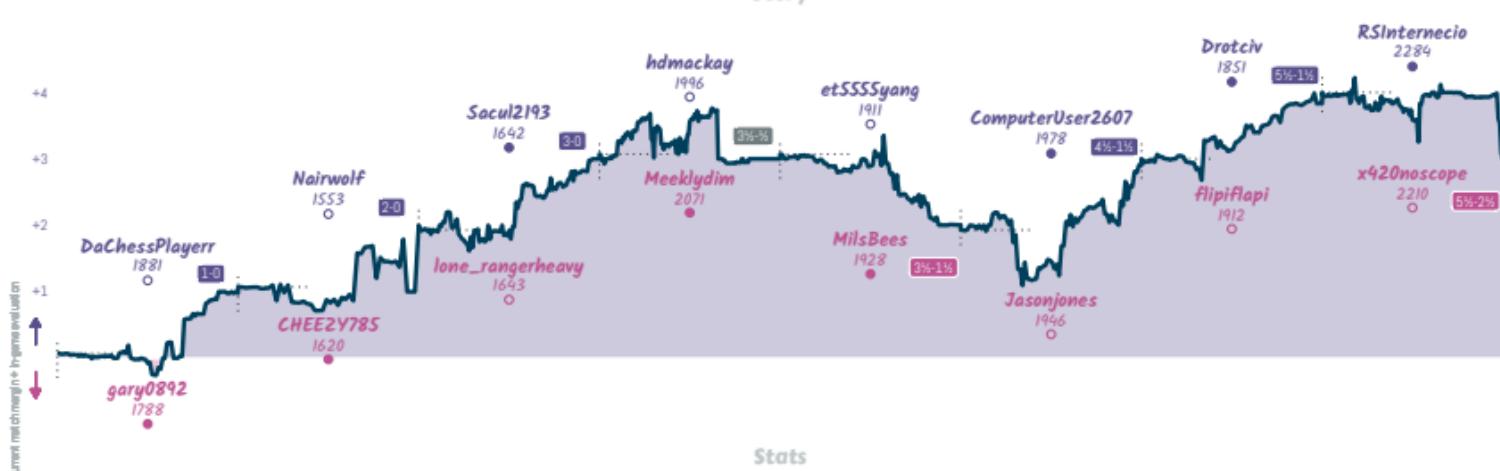
B40 Sicilian Defense: French Variation

C11 French Defense: Steinitz Variation

E24 Nimzo-Indian Defense: Sämisch Variation, Accelerated

D45 Semi-Slav Defense: Normal Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
0-0-0#	5%	5	2	1	0	0	0	9h 40m 34s	34.6	7.8%	4%	3.2%
Tissot Heritage Visodate Powermatic 80	2%	2	5	1	0	0	0	9h 19m 1s	40.8	11.5%	2.7%	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': - (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.

Knight Shift 3½ 4½ The Pawn Grabber Association

Games

B4	B3	Thu 02:00	85	Fri 04:45	82	Fri 16:00	88	Fri 17:00	86	Sat 07:30	87	Sat 14:45	81	Sun 23:00	
patzisch	1X	mforg	0	Heathcliffs	0	GlenJJamesMax	0	Pranav_Gothe	1	James1	1	Nikhiladhan	0	NebraskaNarwhal	5
mrscrubbles	DF	p s o	1	THEARMATOR	1	set32	1	kibenur	0	yarijaz	0	freddo287t	1	Oudit	5

LZ9r462J

Решение

sfHZsNhr

hHGwZ

wRK2zap

o3tNxUu

9rLOIHI5

E97 King's Indian Defense: Orthodox Variation, Bayonet Attack

BOS Modern Defense: Standard Defense

C44 Scotch Game: Göring Gambit

A16 English Opening: Andal-Indian Defense

003. French Defense:

15 Grünfeld Defence:

100 Queen's Pawn Game: Accelerated London System Steinitz Counterpoint

Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight Shift	3%	2	4	1	1	0	0	6h 26m 12s	31.8	5.1%	3.1%	3.9%
The Pawn Grabber Association	4%	2	2	1	0	1	0	5h 30m 12s	26.0	4.7%	2.4%	2.8%

CarlsBad Boys 5 3 Such a Beautiful Handsome Talented Team

Games

B7	Mon 19:00	B3	Fri 05:30	B4	Fri 21:00	B1	Sat 15:00	B8	Sat 15:00	B6	Sat 16:00	B2	Sat 20:15	B5	Sun 14:00
Sidewinder1648	0	adandel	1	smothermemate	%	mysonnevercallme	1	Storf	%	i2g0	1	minoo	0	paulinesernine	1
runken_brunflo	1	Weni_Mak_Of_Way	0	sgis	%	Antaniserse	0	Marcind75	%	alex-arsenault	0	AlexGaul	1	AumarMustafa	0
8D1a0Xzb		P05BYdfK		KF7BpvdV		zm864P4L		7msxJIrG		pnoD8b4u		pLPCOA1h		0HqhKcew	
CB1 Ruy Lopez: Bird Variation		001 Rappert-Jobava System		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		A00 Anderssen's Opening		E91 King's Indian Defense: Orthodox Variation		A15 English Opening: Anglo-Indian Defense		ED4 Catalan Opening: Open Defense		C41 Philidor Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CarlsBad Boys	5	4	2	2	0	0	0	6h 41m 4s	43.8	8.4%	1.6%	5.2%
Such a Beautiful Handsome Talented Team	3	2	4	2	0	0	0	5h 53m 6s	46.1	7.2%	3.2%	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 at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

A Duke, a Count and a guy named Paul ... 4½ 3½ The Seven Deadly Pins

Games

B4	Wed 19:00	B5	Wed 20:00	B1	Thu 19:30	B3	Fri 19:00	B8	Sat 11:30	B7	Sat 13:30	B2	Sat 21:00	B6	Sun 16:00
Mauka	1	STCLion	0	Wrefo	½	far1108	1	Apidae	0	MeChamoLegend	1	fookh	1	IB19	0
meat-and-potatoes	0	fesklo	1	Brundd	½	Inter-temporal	0	ribrubrib	1	ruip	0	gercondon	0	batesz91	1

3IIJd5p4

Kv7VD8hw

FAhWmCBU

wpuFt633

y2aK3YaV

4vyH53Kg

pTJ36W2s

whX2nrpbj

B34 Sicilian Defense:
Accelerated Dragon, Modern
Variation

A48 East Indian Defense

B12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseE94 King's Indian Defense:
Orthodox VariationB01 Scandinavian Defense:
Volanican Variation, Main
LineC42 Russian Game:
Classical AttackB12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseC47 Four Knights Game:
Scotch Variation Accepted

Story



Stats

Team

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...	4½	4	3	1	0	0	0	5h 49m 49s	31.7	6.3%	1.7%	2.9%
The Seven Deadly Pins	3½	3	4	1	0	0	0	6h 17m 50s	36.3	8.4%	2.5%	3.8%

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/(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.

Ask not what your horsey can do for y... 3½ 4½ One Trick Pony

Games

B3	Wed 19:00	B8	Thu 15:00	B4	Thu 17:30	B2	Fri 08:30	B1	Sat 13:00	B5	Sat 14:00	B7	B6
BernardLunder	%	keeto	1	Ankit_07	0	BrandrokID	%	NLance	%	Chjabr0010	1	ipa420	OF
sidfanDX	%	Sauruven	0	Zhess	1	ZatteWilly	%	back2basics	%	Dslavinator	0	z0x	1X

0XTL052S

ZUFEoRKZ

nksRwjk9

iZVtyuTH

GYvnBkXL

91Catgnj

C44 Scotch Game: Scotch Gambit, Advance Variation

B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Retreat Line

B05 Modern Defense: Bishop Attack

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

B10 Caro-Kann Defense: Two Knights Attack

C41 Philidor Defense: Hanham Variation, Schlechter Variation

Story



Team

Ask not what your horsey can do for you; ask what you can do for your horsey
 One Trick Pony

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
3%	2	1	3	0	2	0	5h 12m 10s	28.8	7.2%	3.2%	2.4%
4%	1	2	3	2	0	0	4h 30m 32s	33.8	9.2%	4%	2%

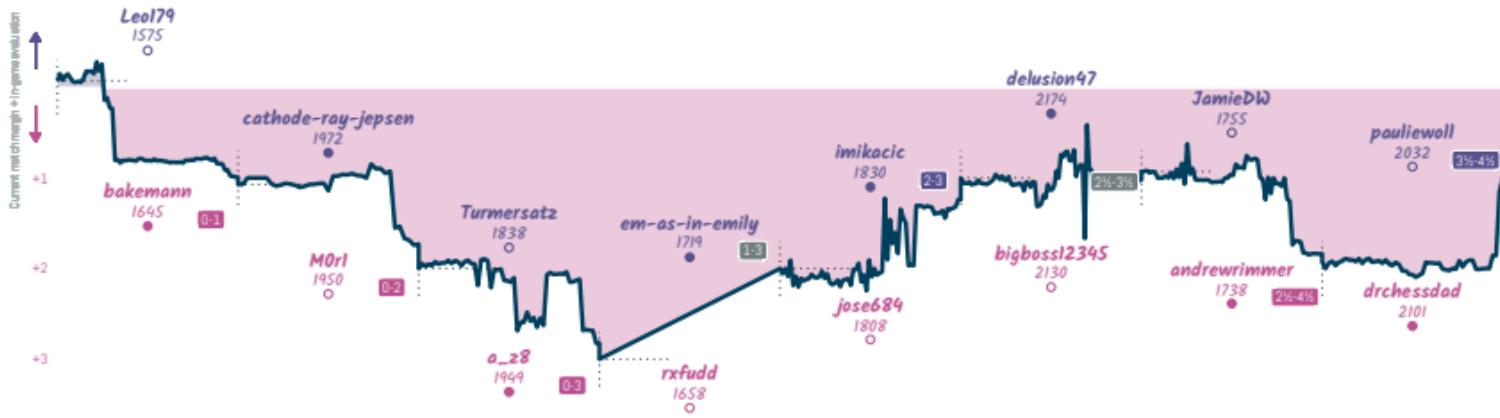
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 not included); team names 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 forfeits); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

Make Luft, Not War 3½ 4½ Seven Nation Army

Games

BB	Mon 20:00	B3	Wed 19:45	B4	Fri 18:00	B7	B5	Sat 09:15	B1	Sat 15:00	B6	Sun 12:15	B2	Sun 14:00
Leo179	0	cathode-ray-je...	0	Turmersatz	0	em-as-in-emily	1X	imikacic	1	delusion47	%	JamieDW	0	pauliewoll
bakemann	1	M0rl	1	a_28	1	rxfudd	0F	jose684	0	bigboss12345	%	andrewrimmer	1	drchessdad
	1R41kP6b	RJt8XuVW		BwWZ1NPw				vaULyeY1	06rTDL1k			YzOCQsFw		1rZHDKhZ
	B00 Pirc Defense	C24 Bishop's Opening: Vienna Hybrid		D11 Slav Defense: Quiet Variation, Pin Defense				A45 Indian Defense	D43 Semi-Slav Defense			B13 Caro-Kann Defense: Panov Attack, Modern Defense		C03 French Defense: Tarrasch Variation, Moravcik Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Make Luft, Not War	3½	2	4	1	1	0	0	5h 33m 56s	41.0	6.8%	5%	5%
Seven Nation Army	4½	4	2	1	0	1	0	5h 57m 43s	34.3	8.1%	1.4%	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 31 December 2023.

1001 Arabian Mates 5 3 Click the link to enable your Lichess...

Games

B4	Wed 14:30	B2	Wed 20:00	B3	Thu 17:00	B8	Thu 19:00	B7	Thu 21:30	B1	Fri 19:00	B6	Sat 19:00	B5	OF
vahid_abazaril	1	cyclop3000	0	Sparassidae	1	Lexgrad	1	thinline69	0	Mediocratic	1	a2c4	1	poldi_der_drache	
Merkava777	0	Silas1070	1	samit_d	0	speeder1987	0	ragnarokgame	1	Wadim_Sergeevich	0	momor	0	ksidorov	1X
AAhnxBAh		1YDDEjWU		Bv2jQtVf		VI5jwWBH		h0pD6k9H		YnU9FMCF		SFLQFSAc			
B80 Sicilian Defense: Najdorf Variation, Adams Attack		E73 King's Indian Defense: Averbakh Variation, Modern Defense		B13 Caro-Kann Defense: Exchange Variation		C02 French Defense: Advance Variation, Pauzan Attack		C29 Vienna Game: Vienna Gambit, Bardeleben Variation		B27 Sicilian Defense: Hyperaccelerated Dragon		D53 Queen's Gambit Declined			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1001 Arabian Mates	5	5	2	0	0	1	0	5h 39m 26s	42.4	5.5%	3.4%	4.1%
Click the link to enable your Lichess account	3	2	5	0	1	0	0	6h 13m 57s	48.8	8.6%	2.7%	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/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.

1.e4, confusing the audience 4½ 3½ Watching the Watch Watchers With a Watch

Games

BB	Tue 18:00	B2	Thu 08:00	B6	Fri 20:00	B1	Sat 13:00	B4	Sat 18:00	B7	Sun 15:00	B5	Sun 15:30	B3	Sun 17:00
rafaelnajera	1	VanRoy	1	cinemashow	1	jwwells42	%	Quantex_seven	%	KDVNews	0	rampichino	%	shamdi	0
davegiltinan	0	sussasun	0	texasadam	0	HoudinicisMedicis	%	Slugman92	%	rjhero	1	twobits	%	kajoM	1

J2sF5sds

RfPhl20X

LaeY58v2

OA4TUEL7

BFgou4vK

pFglk1xF

vJMtmhbU

GOam5Nf6

C90 Ruy Lopez: Closed, PInk Variation

A43 Indian Defense: Pseudo-Banks

E47 Nimzo-Indian Defense: Normal Variation, Bishop Attack

A30 English Opening: Symmetrical Variation

A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line, with Nb6

C47 Four Knights Game: Scotch Variation Accepted

C45 Scotch Game: Potter Variation

B40 Sicilian Defense: Alapin Variation, Sharzer Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.e4, confusing the audience	4½	3	2	3	0	0	0	7h 58m 57s	34.8	8.7%	4.1%	3%
Watching the Watch Watchers With a Watch	3½	2	3	3	0	0	0	8h 3m 35s	38.1	10.1%	2.7%	3.5%

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

Not All Those Who Blunder Are Lost 4½ 3½ Rock, Paper, Scissors, Chess

Games

BB	Wed 19:00	B1	Wed 20:00	B6	Fri 00:00	B4	B2	Sat 21:00	B3	Sun 12:30	B7	Sun 17:00	B5	Sun 20:00
wemervolkmann	0	bufferunderrun	0	TheVacuousRom	1	slimanx	1X	jk_182	1	thibl	1	regrettablebeet	½	0
lepertoe	1	sterpfi	1	johanmk	0	forhavu	0F	rsandzimier	0	Goatsrock	0	johnnyzangerous	½	1

9TeSOCRw

xp5pxpdC

8rZWms30

1w7AmxCa

uUqcDyzc

J4XptGeq

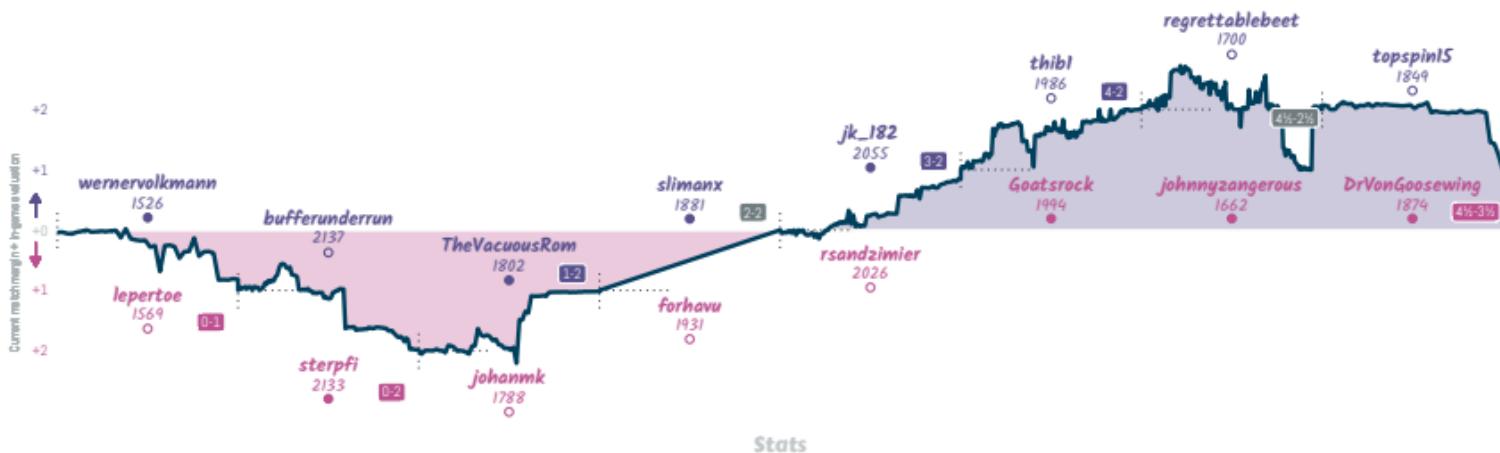
4u6x0cKf

C47 Four Knights Game:
Scotch Variation AcceptedD85 Grünfeld Defense:
Exchange Variation, Modern
Exchange Variation

D01 Rapport-Java System

E53 Nimzo-Indian Defense:
Normal Variation, Grigoriev
SystemE60 King's Indian Defense:
Normal Variation, King's
Knight VariationD15 Slav Defense: Three
Knights VariationB30 Sicilian Defense:
Nyzhmatdinov-Rasskalia
Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Not All Those Who Blunder Are Lost	4½	3	3	1	1	0	0	7h 35m 8s	34.2	8.8%	2.6%	2.6%
Rock, Paper, Scissors, Chess	3½	3	3	1	0	1	0	7h 5m 16s	36.2	8.8%	2.9%	2%

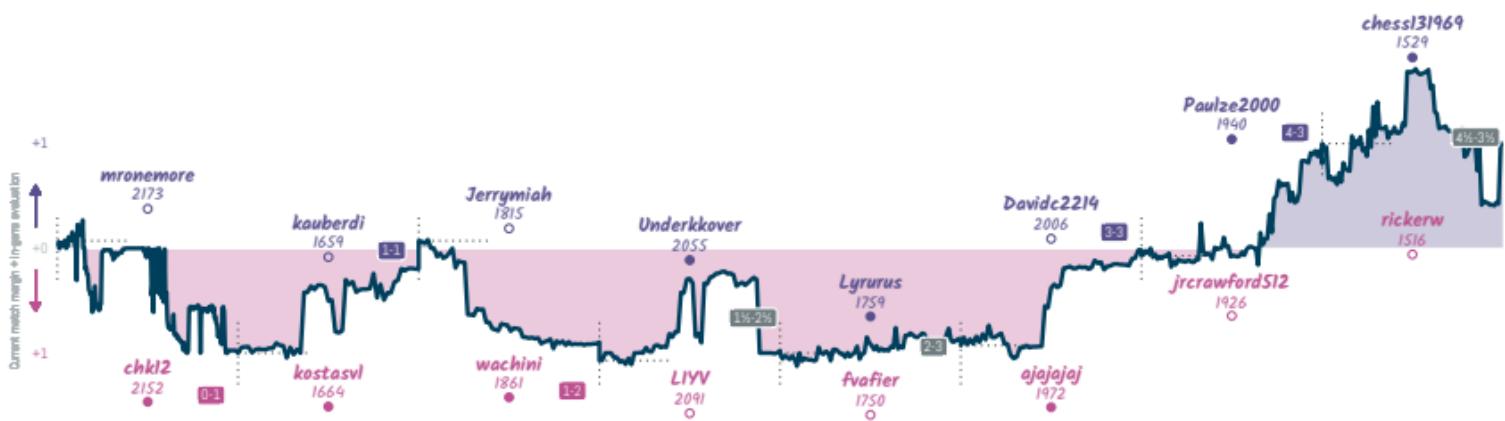
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Nana korobi ya oki 4½ 3½ Pawn Storm Rising

Games

B1	Wed 14:00	B7	Thu 19:00	B5	Thu 20:00	B2	Fri 18:00	B6	Fri 19:30	B3	Sat 10:30	B4	Sat 16:00	B8	Sun 07:00
mronemore	0	kauberdi	1	Jerrymish	0	Underkover	½	Lyrurus	½	Davidc2214	1	Paulze2000	1	chess131969	½
chk12	1	kostasvl	0	wachini	1	LIYV	½	fvafler	½	ajajajaj	0	jrcrawford512	0	rickerw	½
zpHfMHC		bQh4XfV4		V8xE7Ee		JkxldhVW		IGLouVMw		gSS87hxM		0Pnyj83a		8Mjwv0FR	
B8 Sicilian Defense: Najdorf Variation, Brown Variation		E06 Catalan Opening: Closed		B23 Sicilian Defense: Closed, Traditional		C55 Italian Game: Two Knights Defense, Modern Bishop's Opening		E60 King's Indian Defense: Normal Variation, King's Knight Variation		C41 Philidor Defense: Exchange Variation		E11 Bogo-Indian Defense: Grünfeld Variation		A50 Indian Defense: Normal Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nana korobi ya oki	4½	3	2	3	0	0	0	8h 17m 50s	41.6	9.3%	3.8%	3.2%
Pawn Storm Rising	3½	2	3	3	0	0	0	7h 38m 20s	43.4	6.7%	1.5%	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/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.

Let's Get Reti to Rumble 4½ 3½ Watch out Magnus!

Games

B4	B7	Tue 19:30	B3	B5	Sat 14:00	B6	Sat 14:30	B2	Sat 22:00	B1	Sun 10:15	B8	Sun 15:00	
wizzywop	1X	Aakee	0	stevy	1X	dkol	1	DosDebug	1	Mennonite	0	Theknugdorff	%	Catholicity
mynameismund	0F	johnchess2	1	chessforwellbeing	0F	fieldgriddle	0	Lutin23	0	Think_Slow_Mov...	1	chatakkuma	%	electricfalcon
0xPPrChw				0JKc1zCj				7LH7Ufk3				kmZL9L7u		cLWgGXxK
C26 Vienna Game: Stanley Variation				B07 Pirc Defense				B22 Sicilian Defense: Alapin Variation, Baranov Defense, Modern Line				B04 Alekhine Defense: Modern Variation, Albut Variation		B06 Modern Defense: Smyslov Variation

Story



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 6 2 NA I'm just here to win games and chew b...

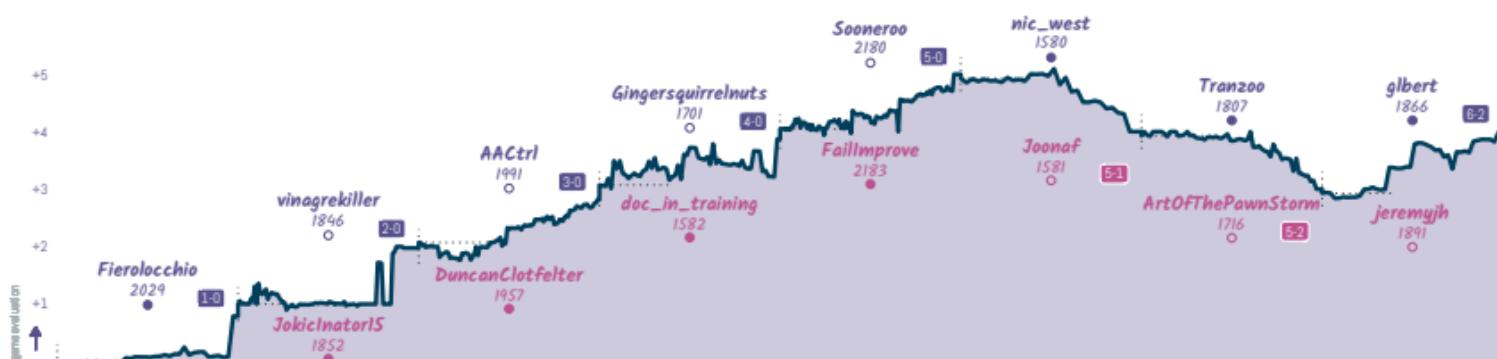
Games

B2	Wed 18:00	B5	Wed 19:30	B3	Fri 11:00	B7	Fri 19:00	B1	Fri 20:00	B8	Sat 11:00	B6	Sat 19:00	B4	Sun 19:00
Fierolocchio lobates	1 0	vinagrekiller Jokiclnator15	1 0	AACtrl DuncanClotfelter	1 0	Gingersquirrel... doc_in_training	1 0	Sooneroo FailImprove	1 0	nic_west Joonaf	0 1	Tranzoo ArtOfThePawnStorm	0 1	gilbert jeremyjh	1 0

hblFn9Au fHYCUvRO xnbEua0X q1UUj35K 73L3dAc0 Z1faKD9h BucjHTCt MLctZt0D

A11 English Opening: Caro-Kann Defense System
A45 Indian Defense
C47 Four Knights Game: Gurevich Variation
B23 Sicilian Defense: Closed
A20 English Opening: King's English Variation
B00 Lion Defense: Lion's Jaw
C11 French Defense: Steinitz Variation, Boleslavsky Variation
B04 Alekhine Defense: Modern Variation, Larsen Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dark Squared Horse	6	6	2	0	0	0	0	6h 45m 8s	30.6	10%	3.2%	2.1%
I'm just here to win games and chew bubblegum, and I'm out of bubblegum.	2	2	6	0	0	0	0	6h 53m 33s	40.5	7.9%	2.5%	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 (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.