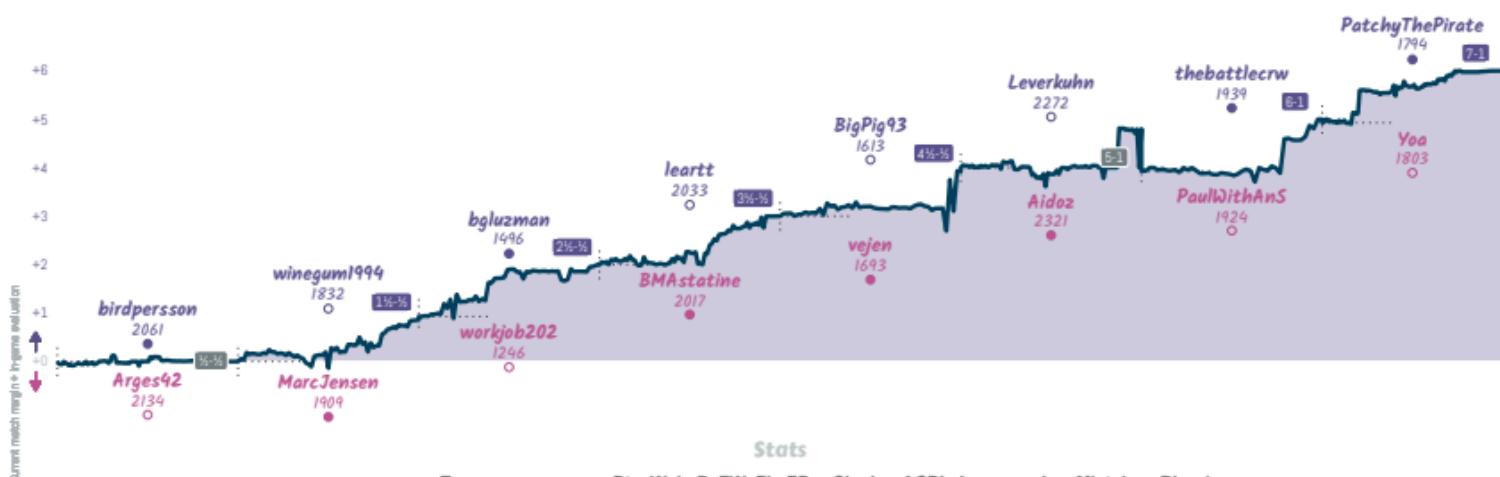


#2 Do Bishops Dream of Monochrome Sheep? 7 | #1 Pawn to be wild

Games

B2	Wed 17:00	B5	Thu 18:00	B8	Fri 17:00	B3	Sat 10:00	B7	Sat 16:00	B1	Sun 04:00	B4	Sun 19:30	B6	Sun 22:00
birdperson	%	winegum1994	1	bgluzman	1	learrt	1	BigPig93	1	Leverkuhn	%	thebattlecrw	1	PatchyThePirate	1
Arges42	%	MarcJensen	0	workjob202	0	BMAstatine	0	vejen	0	Aidoz	%	PaulWithAnS	0	Yoa	0
xr9Yrcdd		JpygFxfB		qRMexu3x		VyMSGzaj		whs13o3p		64EwkKsj		wYUvksBG		H159gf90	
ED4 Catalan Opening: Open Defense		A58 Benko Gambit Accepted: Fully Accepted Variation		C45 Scotch Game: Schmidt Variation		D70 Neo-Grünfeld Defense: Gogolitz Attack		E04 Catalan Opening: Open Defense		E35 Nimzo-Indian Defense: Classical Variation, Naïve Variation		B69 Sicilian Defense: Richter-Rauzer Variation, Neo-Modern Variation, Nyizhmetdinov Attack		B90 Sicilian Defense: Najdorf Variation, English Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do Bishops Dream of Monochrome Sheep?	7	6	0	2	0	0	0	6h 33m 6s	24.5	4.3%	1.3%	2%
Pawn to be wild	1	0	6	2	0	0	0	6h 53m 2s	43.4	7.9%	3.3%	3.6%

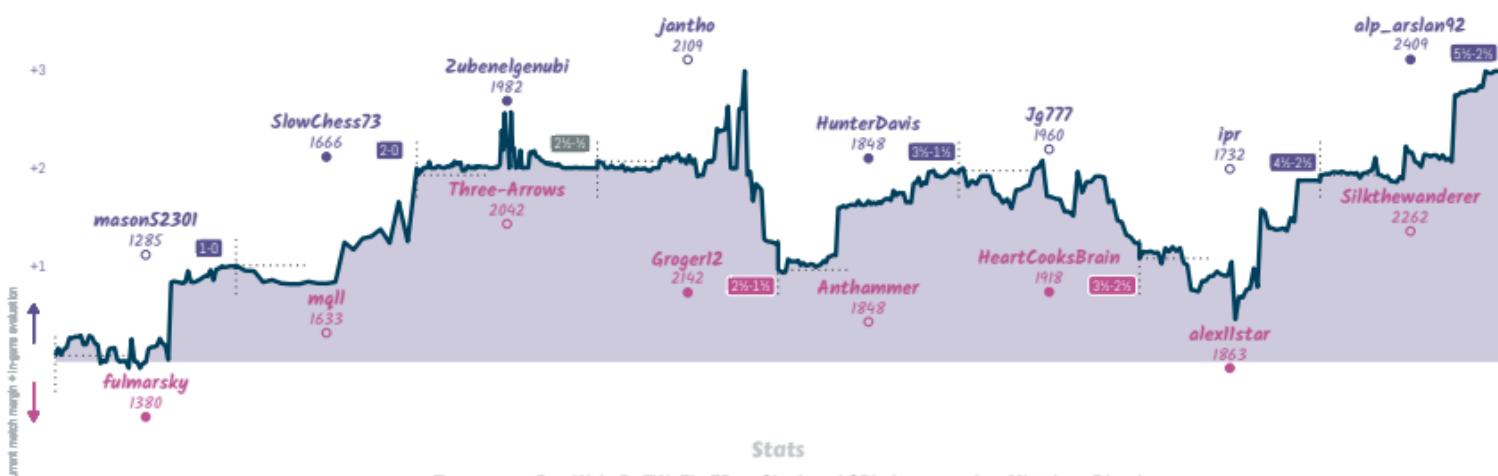
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

#3 b2 or not b2 5½ 2½ #5 Caissa Explains It All

Games

BB	Wed 21:00	B7	Thu 19:30	B3	Fri 17:00	B2	Fri 20:00	B5	Fri 22:00	B4	Sat 00:45	B6	Sun 20:00	B1	Sun 20:00
mason52301	1	SlowChess73	1	Zubenelgenubi	½	jantho	0	HunterDavis	1	Jg777	0	ipr	1	alp_arslan92	1
fulmarsky	0	mgll	0	Three-Arrows	½	Groger12	1	Anthammer	0	HeartCooksBrain	1	alex11star	0	Silkthewanderer	0
uKLaYws3		cJYdhFII		g7y9hrVo		xgSj1qn0		7wuh3vdI		QG9IHVc5		xusqFDet		TeXLcVqg	
B00 Pirc Defense		D08 Queen's Gambit		C29 Vienna Game: Vienna Gambit, Paulsen Attack		B23 Sicilian Defense: Closed		A13 English Opening: Agincourt Defense		A00 Van Gaste Opening		B06 Modern Defense		C54 Italian Game: Classical Variation, Gueco Planissimo, with a6	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b2 or not b2	5½	5	2	1	0	0	0	6h 41m 20s	34.0	8.5%	2.4%	3.2%
Caissa Explains It All	2½	2	5	1	0	0	0	6h 59m 42s	48.1	9.7%	2.4%	6%

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

My Lack of a System 3 5 The name speaks for itself

Games

83	Thu 15:00	85	Thu 19:00	81	Fri 16:00	86	Fri 19:00	82	87	Sat 13:00	84	88	Sun 18:00	
Ic69	1	xkm	1	carinawi	0	zephyr631	0	rabbit1975	0	kygreek	0	constantln	1X	epidis
inarch	0	Moccyc	0	Chesptrix01	1	KirkD	1	scarff	1X	samuelglats	1	conrad13	0F	Lg 19

B09 Pic Defense: Austrian Attack, Dragon Formation

B01 Scandinavian Defense Gutinsky-Maltsa Defense

B23 Sicilian Defense: Closed

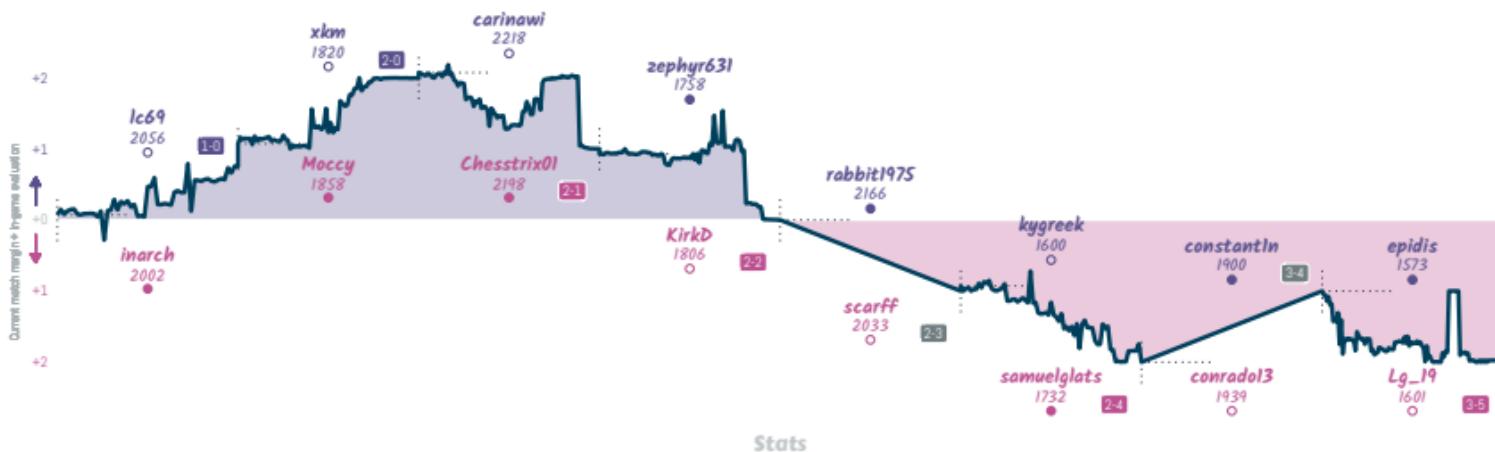
8719 Sanz-Kopp Defense

200 French Defense: Knight

One Queen's Gambit

006 Queen's Gambit
Declined: Marshall Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
My Lack of a System	3	2	4	0	1	1	0	5h 40m 59s	55.2	9.9%	3.2%	7.5%
The name speaks for itself	5	4	2	0	1	1	0	5h 5m 57s	46.5	9.1%	2%	6.7%

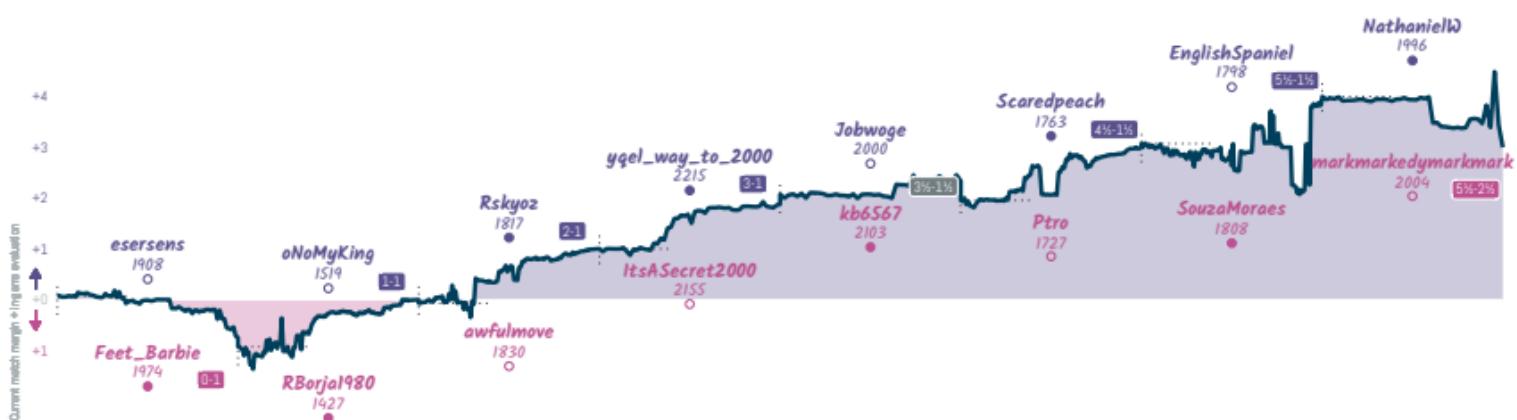
NOTES Games: all played and non-forfeited games have hyperlinked 8 character game IDs; the day/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. Story: the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). Stats: #F(W)/D(L) (forfeit) wins/losses/draws; Clock: total clock time used; ACPL team average clockups ratio (adjusted for moves); Inaccuracy/Mistakes/Blunders: % moves of each type; Also: ranks only shown for the top 10 teams at the start of the round; Ground陶陶; ranks not shown for Round 1. This chart was compiled on 31 December 2022.

#4 Giuoco Fortissimo 5½ 2½ #7 The Knight's Watch

Games

B4	Wed 21:00	B8	Thu 03:00	B5	Thu 17:00	B1	Thu 19:30	B2	Fri 17:00	B7	Sat 16:00	B6	Sat 16:00	B3	Sun 23:00
esersens	0	chNoMyKing	1	Rskyoz	1	ygel_way_to_2000	1	Jobwoge	½	Scaredpeach	1	EnglishSpaniel	1	NathanielW	0
Feet_Barbie	1	RBorja1980	0	awfulmove	0	ItsASecret2000	0	kb6567	½	Ptro	0	SouzaMoraes	0	markmarkedymark...	1
Dw3CG18K		h75976df		zVJFGvds		BJ8T3MPY		pm3teFA2		KQUD8wkt		BwNhAB1g		yy7C0dBH	
B10 Caro-Kann Defense: Two Knights Attack		C25 Vienna Gambit, with Max Lange Defense		B13 Caro-Kann Defense: Exchange Variation		D01 Rapport-Jahava System		C10 French Defense: Rubinstein Variation, Blackburne Defense		A30 English Opening: Symmetrical Variation		C01 French Defense: Exchange Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Giuoco Fortissimo	5½	5	2	1	0	0	0	6h 51m 48s	33.4	9.1%	2.9%	2.9%
The Knight's Watch	2½	2	5	1	0	0	0	8h 45m 17s	43.8	9.4%	4%	4%

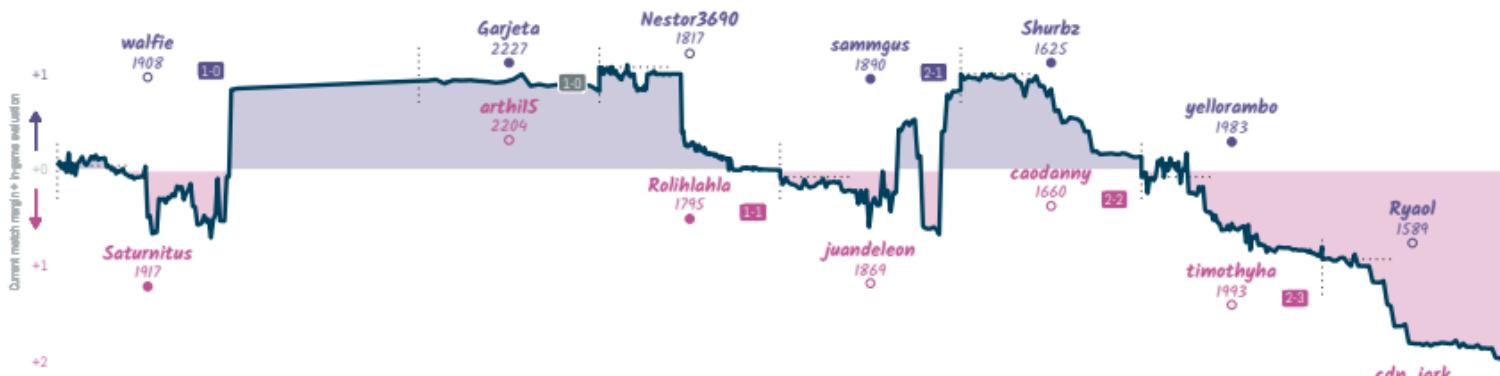
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

#6 Accelerated Gambit 3 4 Statistically Weaker Than Stockfish

Games

B4	Wed 18:00	B1	Wed 21:45	B6	Thu 15:00	B5	Fri 23:00	B7	Sat 18:00	B3	Sat 19:00	B8	Sun 17:00
walfie	1	Garjeta	0	Nestor3690	0	sammgus	1	Shurbz	0	yellowrambo	0	Ryaol	0
Saturnitus	0	arth15	0	Rolihlahla	1	juandeleon	0	caodanny	1	timothyha	1	cdn_jark	1
B5AefsZS		AA7I2pcd		aVUVwahU		1kwuwIfH		YP5EcUL0		OJZED3YM		Pxak41GJ	
A10 English Opening: Great Snake Variation		C43 Russian Game: Modern Attack, Center Variation		A14 English Opening: Agincourt Defense, Neo-Catalan Declined		B07 Czech Defense		A48 East Indian Defense		A07 King's Indian Attack		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Gambit	3	3	4	0	0	0	0	5h 58m 14s	31.8	7.2%	3.8%	2.4%
Statistically Weaker Than Stockfish	4	4	3	0	0	0	0	7h 23s	29.9	7.5%	0.7%	2.7%

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

#10 **CarlsBad Boys** 5 3 #9 **Knightmare Fuel**

Games

B4	Tue 18:00	B7	Fri 15:00	B1	Sat 12:00	B8	Sat 15:00	B5	Sat 16:00	B2	Sat 19:15	B3	Sun 14:00	B6	Sun 18:00
smothermamate	1	Sidewinder1648	0	mysonnevercallme	1	Storf	1	paulinesernine	1	minioo	0	adandel	1	I2q0	0
Weni_Mak_Of_Way	0	rdfreeman	1	sb_362	0	Crazywane254	0	masedog91	0	PortyM	1	vincenchips	0	JohnJPershing	1
zDp6pFtU		NAsz88Cm		Ry3at6eU		rxb0w5RT		StudGwny		NaUu7HTV		ODK9tZ3y		lnin8V00	
C47 Four Knights Game: Scotch Variation Accepted		B12 Caro-Kann Defense: Maroczy Variation		D45 Semi-Slav Defense: Main Line		B12 Caro-Kann Defense: Advance Variation, Bonvivik-Carls Defense		A49 Indian Defense: Przepiorka Variation		B10 Caro-Kann Defense: Two Knights Attack		B20 Queen's Gambit Accepted: Central Variation, Greco Variation		A45 Indian Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CarlsBad Boys	5	5	3	0	0	0	0	6h 46m 24s	39.9	9%	3.5%	3.2%
Knightmare Fuel	3	3	5	0	0	0	0	6h 57m 38s	42.2	10.3%	4.2%	3.5%

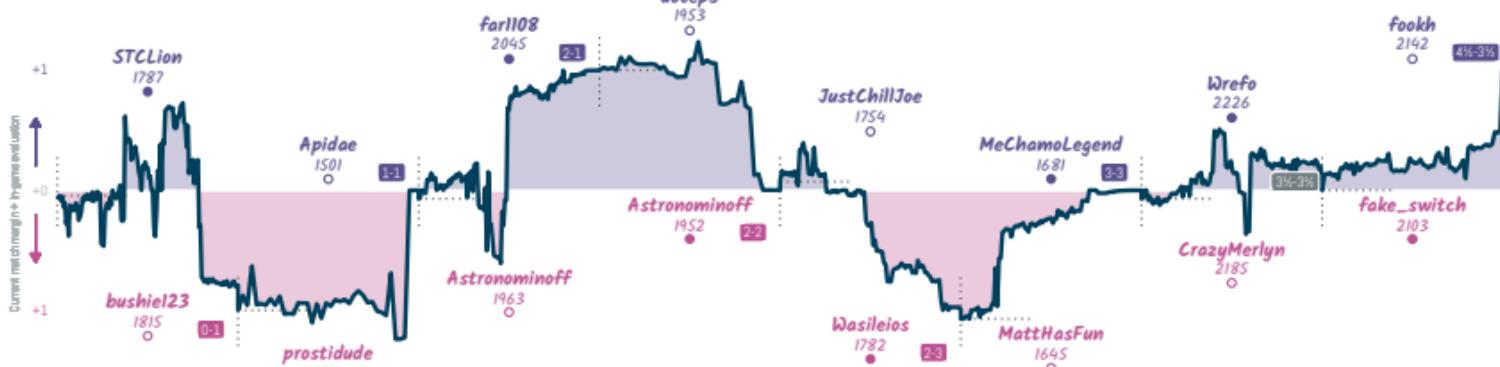
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

A Duke, a Count and a guy named Paul ... 4½ 3½ #8 Chess Side Story

Games

B5	Wed 21:00	B8	Thu 19:00	B3	Thu 18:00	B4	Fri 17:00	B6	Sat 14:00	B7	Sun 12:00	B1	Sun 15:00	B2	Sun 21:00
STCLion	0	Apidae	1	far1108	1	dateps	0	JustChillJoe	0	MeChamoLegend	1	Wrefo	½	fookh	1
bushie123	1	prostitude	0	Astronominoff	0	Astronominoff	1	Wasileios	1	MattHasFun	0	CrazyMerlyn	½	fake_switch	0
rTMvqRsW		ru4ZUaH1		qPmSJRje		I4Yu7sqS		vfkGxYEX		Kfd4ySDY		MMtj9dBa		2hIS6VsC	
A30 English Opening: Symmetrical Variation		A80 Dutch Defense: Raphael Variation		B40 Sicilian Defense: French Variation		A01 Nimzo-Larsen Attack: Indian Variation		B01 Scandinavian Defense: Classical Variation		B11 Caro-Kann Defense: Two Knights Attack, Mindoro Variation		B42 Sicilian Defense: Kan Variation, Polugaevsky Variation		B05 Modern 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...	4½	4	3	1	0	0	0	8h 28m 6s	31.2	8.2%	2.1%	3.5%
Chess Side Story	3½	3	4	1	0	0	0	7h 17m 38s	34.0	6.1%	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/(F)W/L/(B)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 31 December 2023.

One Trick Pony 5½ 2½ The Pawn Grabber Association

Games

B5	Tue 21:00	B8	B2	Thu 19:00	B1	Thu 21:00	B4	B7	Sat 14:00	B6	Sat 15:00	B3	Sun 13:00	
Dslavinator	1	sauruven	0F	ZatteWilly	1	back2basics	½	zhess	1X	mumblecoredumb...	0	Hexthilium	1	
THEARMINATOR	0	kibenur	1X	seb32	0	Qudit	½	mrscribbles	0F	freddy267t	1	yairjazz	0	
wg9rHKOM			NFSZoJBO			aQxCZZDD			7G4h5QpM		apk5xy11		uJcJerAB	
B01 Scandinavian Defense: Modern Variation			C21 Danish Gambit			A30 English Opening: Symmetrical Variation			B90 Sicilian Defense: Najdorf Variation, English Attack		B14 Caro-Kann Defense: Panov Attack, Main Line		B08 Sicilian Defense: O'Kelly Variation, Maróczy Bind, Paulsen Line	

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.

I.Qxe8#!!! 3 5 Capybaras Attack

Games

B6	Wed 21:00	B3	Sat 10:00	B4	Sat 12:15	B1	Sat 19:00	B7	Sat 20:00	B8	Sun 00:00	B2	Sun 17:00	B5	Sun 18:00
pantofeller	0	j3084	½	thestormingeagle	1	Ahedrista	1	Archilas	0	avemanyeg	0	MrScribbler	½	ScotchWhisky	0
bobsouzabr	1	emanon92	½	darkfl0me	0	u12912	0	CaioDias	1	damnlie	1	sebb7y	½	zbidwell	1

Z1fCrnl

T2HuHRLj

SUoA9vWT

xFFwmMaa

v0qG4g3Y

jRyDoCpd

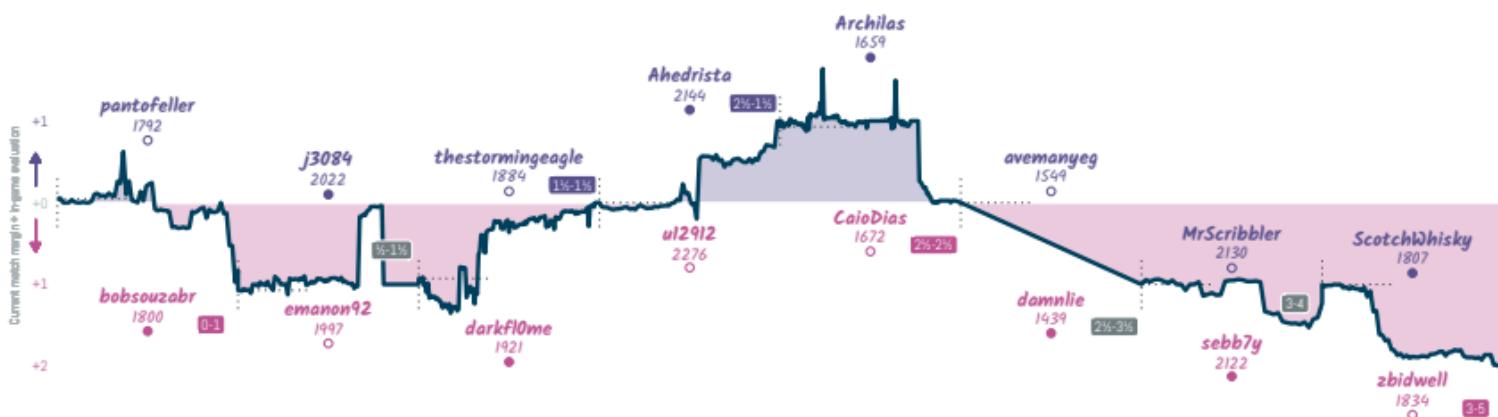
iaCzq4Bw

B10 Caro-Kann Defense:
Accelerated Panov Attack,
Modern VariationB15 Caro-Kann Defense:
Main Line

B23 Sicilian Defense: Closed

D35 Queen's Gambit
Declined Exchange
Variation, Positional
VariationD01 French Defense:
Exchange VariationD80 Grünfeld Defense:
Stockholm VariationA01 Nimzo-Larsen Attack:
Indian Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I.Qxe8#!!!	3	2	3	2	0	1	0	6h 51m 26s	34.8	7.8%	1.9%	3.2%
Capybaras Attack	5	3	2	2	1	0	0	6h 37m 45s	31.4	7.4%	0.6%	2.6%

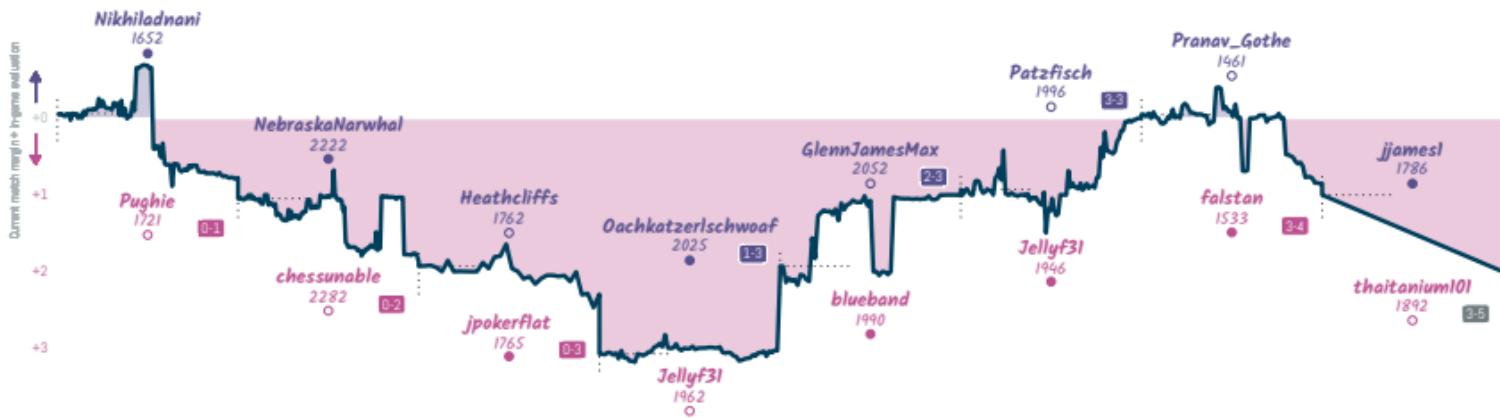
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Knight Shift 3 5 May d4s be with you

Games

B7	Wed 07:00	B1	Thu 17:00	B6	Thu 19:15	B3	Thu 21:00	B2	Sat 12:00	B4	Sat 14:00	B8	Sun 13:00	B5
Nikhiladnani	0	NebraskaNarwhal	0	Heathcliffs	0	Oachkatzerschwoaf	1	GlennJamesMax	1	Patzfisch	1	Pranav_Gothe	0	james1
Pughie	1	chessunable	1	jpokerflat	1	Jellyf31	0	blueband	0	Jellyf31	0	falstan	1	thaitanium101
vAEwRBKe		8mDfs1y9		1NVCGCJs		8EFPy7QS		GHpjuPFS		QbJOjtIW		thDzC3JF		0F1X
A02 Bird Opening		A11 English Opening: Caro-Kann Defensive System		B12 Caro-Kann Defense: Mariczy Variation		B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense		C34 King's Gambit Accepted: Fischer Defense		C07 French Defense: Tarrasch Variation, Open System, Euwe-Keres Line		A23 English Opening: King's English Variation, Two Knights Variation, Keres Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight Shift	3	3	4	0	0	1	0	6h 58m 46s	39.0	8.1%	2.5%	3.2%
May d4s be with you	5	4	3	0	1	0	0	7h 11m 40s	43.6	8.8%	2.1%	4.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (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/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.e4, confusing the audience **3½ 4½ The Rating Deflators**

Games

B1	Tue 18:00	B7	Wed 14:30	B4	Wed 17:30	B8	Fri 17:00	B3	Fri 21:00	B6	Sat 10:30	B5	Sun 13:15	B2	Sun 17
VanRoy	%	KDNVews	0	Quantex_seven	1	rafaelnajera	0	shamdi	0	cinemashow	1	rampichino	0	jwells42	
Sarkerq	%	mojomoe	1	DrThrawni	0	ohmderohn	1	Magol	1	SrinivasBharathINK	0	Matt365	1	WolfAttack	
bwNHDU5K		zoqIFEtI		y7FCVkf3		vuVDwuGp		HrUWw7Su		PEqbd14o		13KDw1Ts		1TkPvQtN	
BD1 Scandinavian Defense: Modern Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line		C78 Ruy Lopez: Morphy Defense		C42 Russian Game: Three Knights Game		D35 Queen's Gambit Declined: Exchange Variation		B01 Scandinavian Defense: Main Line, Mieses Variation		E95 King's Indian Defense: Orthodox 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	7h 7m 58s	42.2	10.7%	1.8%	4%
The Rating Deflators	4½	4	3	1	0	0	0	6h 29m 13s	41.2	9.5%	2.8%	3.4%

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)L (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.

1001 Arabian Mates 3½ 4½ 0-0-0#

Games

B5	Mon 15:15	B2	Thu 15:00	B1	Sat 15:00	B3	Sat 16:15	B4	Sun 13:15	B6	Sun 17:30	B7	Sun 18:00	B8	Sun 20:15
Poldi_der_Drache	0	Sparassidae	1	Mediocratic	½	cyclop3000	1	vahid_abazaril	0	a2c4	1	UpGoerFive	0	Lexgrad	0
DaChessPlayer	1	hdmackay	0	RSInternecio	½	ComputerUser2607	0	et555yang	1	Drotciv	0	Sacul2193	1	Nairwolf	1

9CXrp7Iu

HBBdHYa6

ndixbIeJ

BKe1c8fq

BnqCYBcW

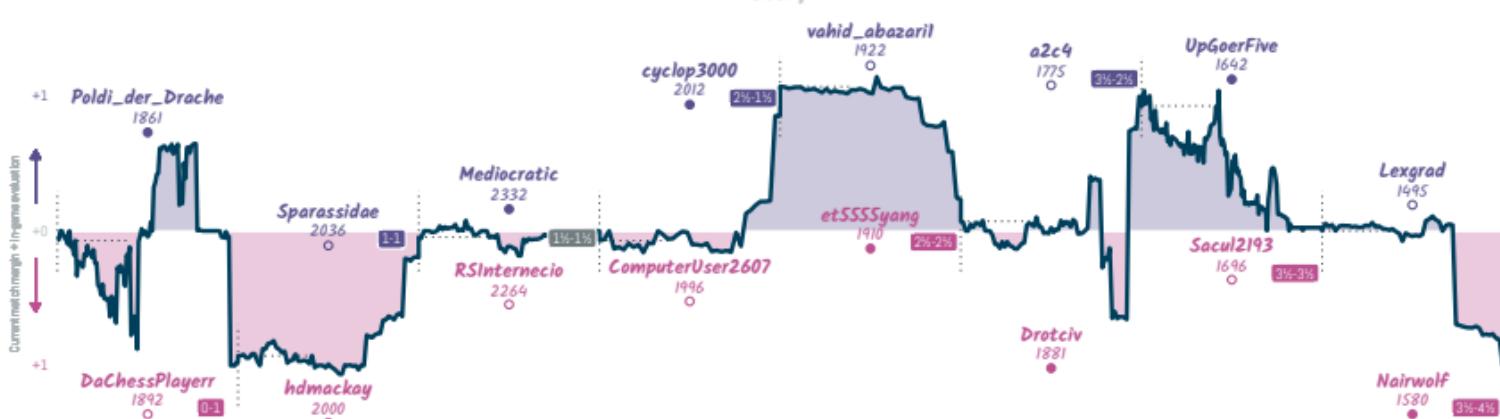
mxcYHHey

GvtqgrTE

YZ6XQZ4h

B40 Sicilian Defense:
Delayed Alapin Variation,
with a5B12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseB10 Caro-Kann Defense:
Accelerated Panov Attack,
Modern VariationB32 Sicilian Defense: O'Kelly
Variation, Maroczy Bind,
Geller LineB87 Ruy Lopez: Berlin
Defense, Hermit Variation,
Berlin Wall DefenseB90 Sicilian Defense:
Najdorf Variation, Lipnitsky
AttackB20 Sicilian Defense: Snyder
VariationE10 Indian Defense:
Anti-Nimzo-Indian

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1001 Arabian Mates	3½	3	4	1	0	0	0	5h 11m 18s	33.0	5.6%	1.6%	3.6%
0-0-0#	4½	4	3	1	0	0	0	7h 21m 2s	30.2	3.9%	2%	3%

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

Seven Nation Army 3½ 4½ Watch Out!

Games

B3	Tue 19:00	B4	Fri 11:30	B2	Sat 07:00	B6	Sat 10:00	B5	Sat 09:00	B8	Sun 11:00	B1	Sun 19:00	B7
a_28	%	MDr1	0	drchessdad	0	andrewrimmer	1	jose684	%	bakemann	%	bigboss12345	1	leoforever

Matthias1904 % michielvlgd 1 Thomisi 1 Soreby 0 xxrail 0 Hellfira 0 Dogue-Brabo 0 ceejcox 0 OF 1X

sKHvse53

6gISGc19

2rdHE05j

WkZ2Dx4u

CQaw9jXV

Xdk2JbgM

nVjcvzKF

B38 Sicilian Defense:
Accelerated Dragon, Mardzy
Bind

B23 Sicilian Defense: Closed

B22 Sicilian Defense: Alapin
Variation, Soltis Attack

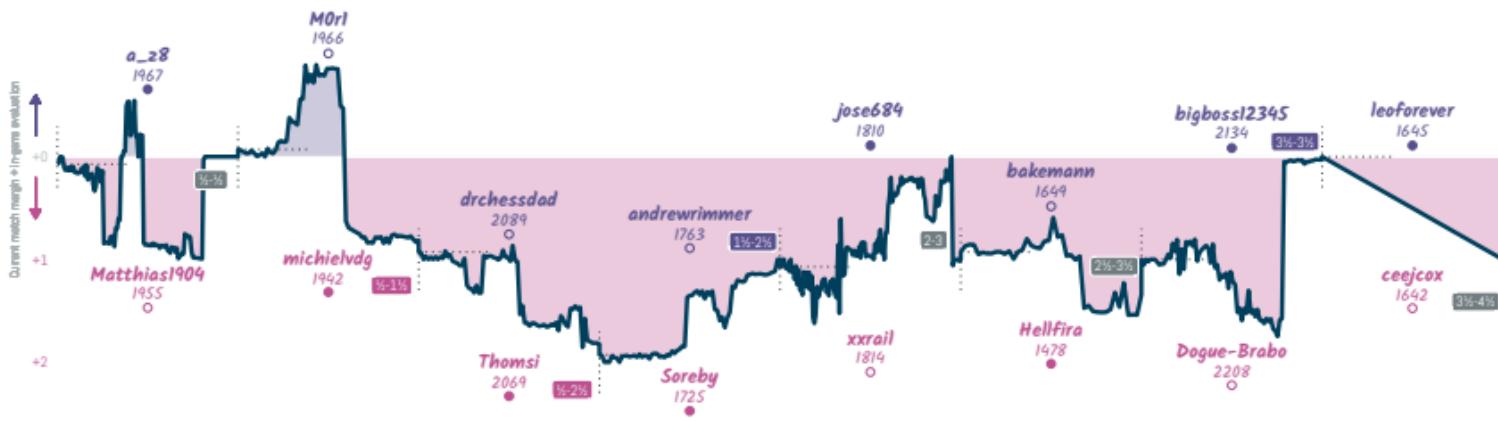
B52 Sicilian Defense:
Moscow Variation, Sokolov
Variation

B46 Sicilian Defense:
Taimanov Variation

D02 Queen's Pawn Game:
Chigorin Variation

D00 Queen's Pawn Game:
Accelerated London System,
Steinitz Counter-gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Seven Nation Army	3½	2	2	3	0	1	0	6h 43m 24s	48.0	11%	2.6%	4.5%
Watch Out!	4½	2	2	3	1	0	0	6h 12m 55s	50.9	10.4%	6.5%	2.9%

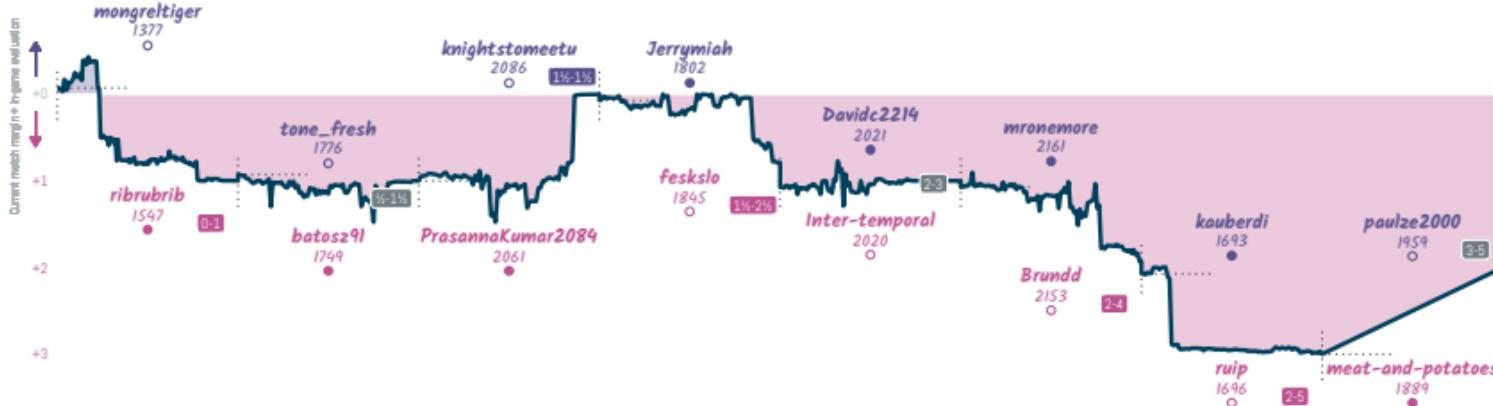
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Nana korobi ya oki 3 5 The Seven Deadly Pins

Games

BB	Wed 18:00	BB	Thu 02:00	BB	Thu 16:15	BB	Thu 20:30	BB	Fri 20:00	BB	Sun 13:00	BB	Sun 14:00	BB	
mongreltiger	0	tone_fresh	½	knightstomeetu	1	Jerrymiah	0	Davidc2214	½	mronemore	0	kauberdi	0	paulze2000	1X
ribrubrib	1	batosz91	½	PrasannaKumar2084	0	feskslo	1	Inter-temporal	½	Brundd	1	ruip	1	meat-and-potatoes	0F
EE7kcYnn		AW4t5tU1		005RyqY9		1G8tHDaT		v08ov28s		0PIl05Vp		9Vdr0SPR			
B10 Caro-Kann Defense		C56 Italian Game: Scotch Gambit, Max Lange Attack		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		A15 English Opening: Anglo-Indian Defense, King's Indian Formation		B12 Caro-Kann Defense: Advance Variation, Bonnici-Carls Defense		C51 Italian Game: Evans Gambit Declined, Showalter Variation		B13 Caro-Kann Defense: Panov Attack, Modern Defense			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nana korobi ya oki	3	1	4	2	1	0	0	8h 4m 45s	27.6	4.5%	3.6%	1.8%
The Seven Deadly Pins	5	4	1	2	0	1	0	7h 35m 35s	20.7	5.7%	1.2%	1.2%

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 31 December 2023.

Dark Squared Horse 4 4 Magnus's Greatest Opponent: Flavor Flav

Games

B7	Mon 23:15	B8	Tue 12:00	B5	Thu 09:45	B6	Thu 19:00	B3	Fri 17:00	B1	Sun 01:00	B4	Sun 12:00	B2	Sun 13:00	
Gingersquirrel...	1	nic_west	1	vinagrekiller	0	Tranzoo	1	AACtrl	0	Sooneroo	0	gilbert	1	Fierolocchio	0	
d0wnh0me	0	vicsynn	0	tomshko	1	otreble	0	destroyer11758	1	AverageLondonE...	1	vicsynn	0	VicPez	1	

DR1zcKSW

Pd2kvijp

uVXP0V7s

pVU0e15T

sT73Jh9Q

LpN2xDd7

gkBQGPoS

nazgml1o

A70 Benoni Defense:
Classical VariationB81 Sicilian Defense:
Najdorf Variation, Zagreb
VariationB12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseC48 Four Knights Game:
Spanish VariationA09 Röti Opening: Advance
VariationD00 Queen's Pawn Game:
Accelerated London System,
Steinitz CountergritbitA86 Dutch Defense:
Classical Variation, Husti
VariationB23 Sicilian Defense:
Closed, Traditional

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dark Squared Horse	4	4	4	0	0	0	0	7h 51m 13s	33.0	5.7%	3%	3.3%
Magnus's Greatest Opponent: Flavor Flav	4	4	4	0	0	0	0	6h 46m 50s	35.5	6.3%	1.2%	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 (displayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown later). '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.

Let's Get Reti to Rumble 3½ 4½ Rock, Paper, Scissors, Chess

Games

BB	Tue 17:30	B3	Fri 20:30	B6	Sat 06:00	B1	Sun 09:00	B4	Sun 10:00	B7	Sun 16:00	B5	Sun 18:00	B2	Sun 23:30
Muthukumar458	1	stevy	0	DesDebug	0	Theknugdorf	½	AutoChessPlay	0	Aakee	0	dkol	1	Mennonite	1
leptoe	0	Goatsrock	1	johanmk	1	sterpfi	½	Goatsrock	1	johnnyzangerous	1	DrVonGoosewing	0	rsandzimier	0
7DnejcJU		IaNeOEEl		LkD1YACa		tDnf70k2		cufjl8ot		siruffQ0		GNrtHIzV		92RhELon	
D01 Rapport-Java System		C00 French Defense		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B23 Sicilian Defense: Closed		C45 Scotch Game: Patter Variation		D15 Slav Defense: Three Knights Variation		A21 English Opening: King's English Variation, Kramnik-Shirov Counterattack		B01 Scandinavian Defense: Mieses-Kotrov Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Let's Get Reti to Rumble	3	3	4	1	0	0	0	7h 7m 33s	48.2	8.9%	3.2%	5.1%
Rock, Paper, Scissors, Chess	4	4	3	1	0	0	0	7h 7m 29s	43.6	10.9%	6.4%	4.5%

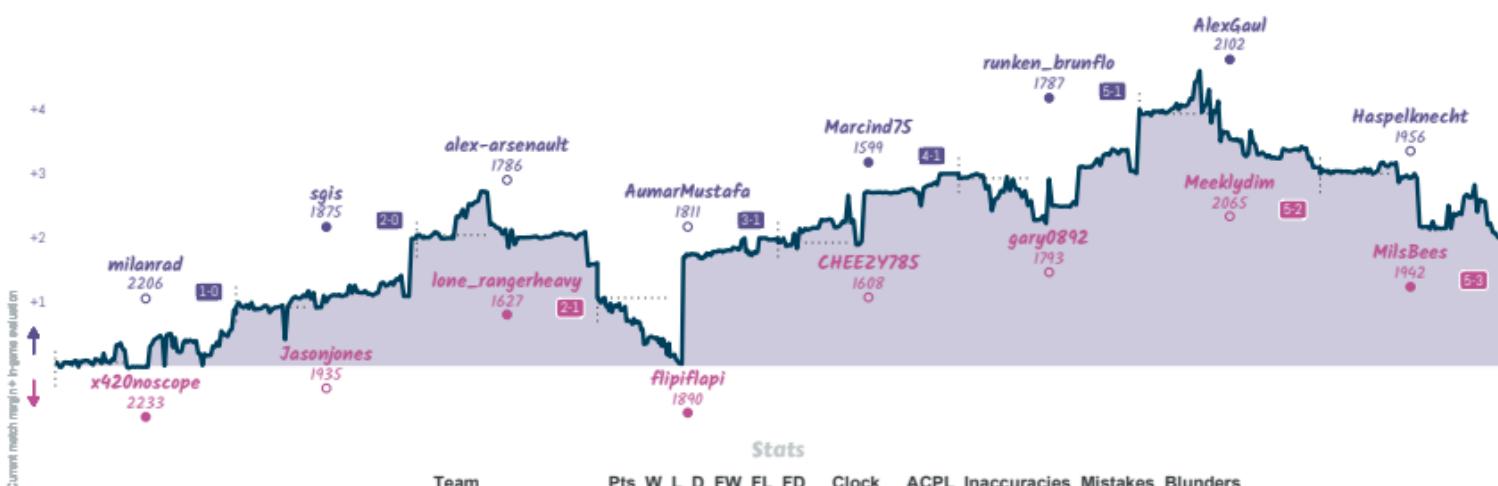
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Such a Beautiful Handsome Talented Team 5 3 Tissot Heritage Visodate Powermatic 80

Games

B1	Wed 17:15	B4	Thu 12:00	B7	Thu 18:00	B5	Fri 10:30	B8	Sat 15:00	B6	Sun 12:00	B2	Sun 14:30	B3	Sun 14:30
milanrad x420noscope	1 0	sgis Jasonjones	1 0	alex-arsenault lone_rangerheavy	0 1	AumarMustafa flipiflapi	1 0	Marcind75 CHEEZY785	1 0	runken_brunflo gary0892	1 0	AlexGaul Meeklydim	0 1	Haspelknecht MilsBees	0 1
cJhqFjB4		OnUUm3cp		g27brSOJ		cHmNAPHx		q4XT2fhm		vMTExEo6		WphWuBR1		dSJdhLhd	
B32 Sicilian Defense: Kalashnikov Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		A20 English Opening: King's English Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation		B27 Sicilian Defense: Hyperaccelerated Dragon		C47 Four Knights Game: Scotch Variation Accepted		B12 Caro-Kann Defense: Advance Variation, Tal Variation		E10 Indian Defense: Anti-Nimzo-Indian	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Such a Beautiful Handsome Talented Team	5	5	3	0	0	0	0	7h 38m 13s	43.9	8.6%	4.8%	5.4%
Tissot Heritage Visodate Powermatic 80	3	3	5	0	0	0	0	8h 15m 19s	51.1	9.3%	4.2%	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 (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.

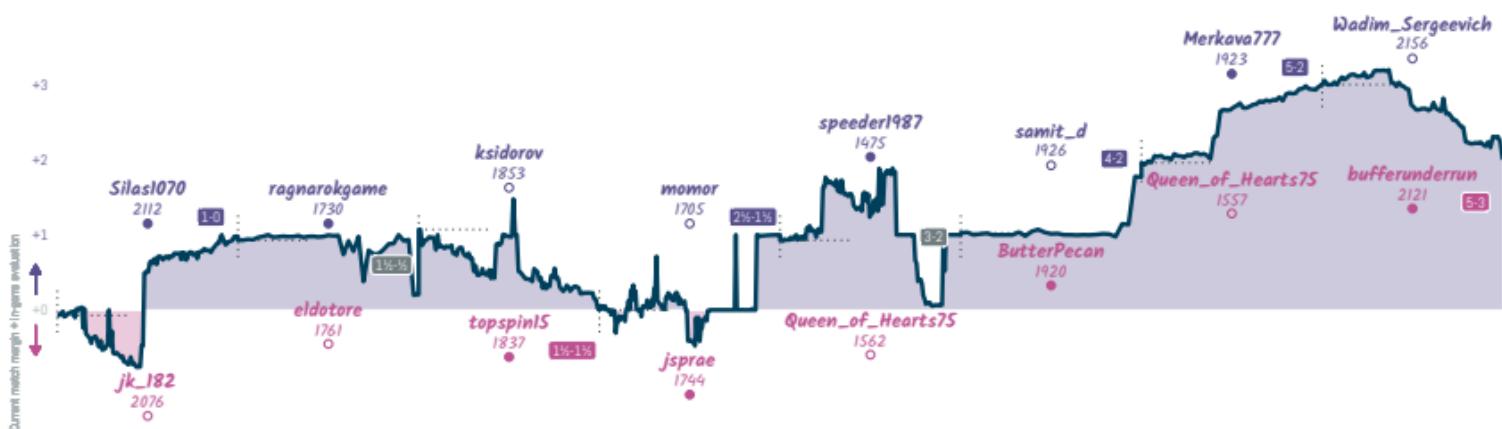
Click the link to enable your Lichess...

5 3 Not All Those Who Blunder Are Lost

Games

B2	Mon 19:00	B6	Tue 19:15	B5	Tue 19:00	B7	Thu 19:00	B8	Sat 15:00	B3	Sun 13:00	B4	Sun 14:15	B1	Sun 15:00
Silas1070	1	ragnarokgame	½	ksidorov	0	momor	1	speeder1987	½	samit_d	1	Merkava777	1	Wadim_Sergeevich	0
jk_182	0	eldotore	½	topspin15	1	jsprae	0	Queen_of_Hearts75	½	ButterPecan	0	Queen_of_Hearts75	0	bufferunderun	1
MousBrTf		8JzBtG7E		9sUFE0vC		4mhJ03Gv		Ge5bM7M8		VH1b1t40		Mzlz9bGc		bG43qxNC	
B10 Caro-Kann Defense		C47 Four Knights Game: Scotch Variation Accepted		C36 King's Gambit Accepted: Abazua Defense		E32 Nimzo-Indian Defense: Classical Variation		B13 Caro-Kann Defense: Exchange Variation		A45 Indian Defense		B21 Sicilian Defense: Smith-Morra Gambit		A45 Trompowsky Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Click the link to enable your Lichess account	5	4	2	2	0	0	0	7h 47m 13s	38.6	7.7%	2.5%	3.8%
Not All Those Who Blunder Are Lost	3	2	4	2	0	0	0	8h 26m 37s	43.3	7.7%	2.5%	4.4%

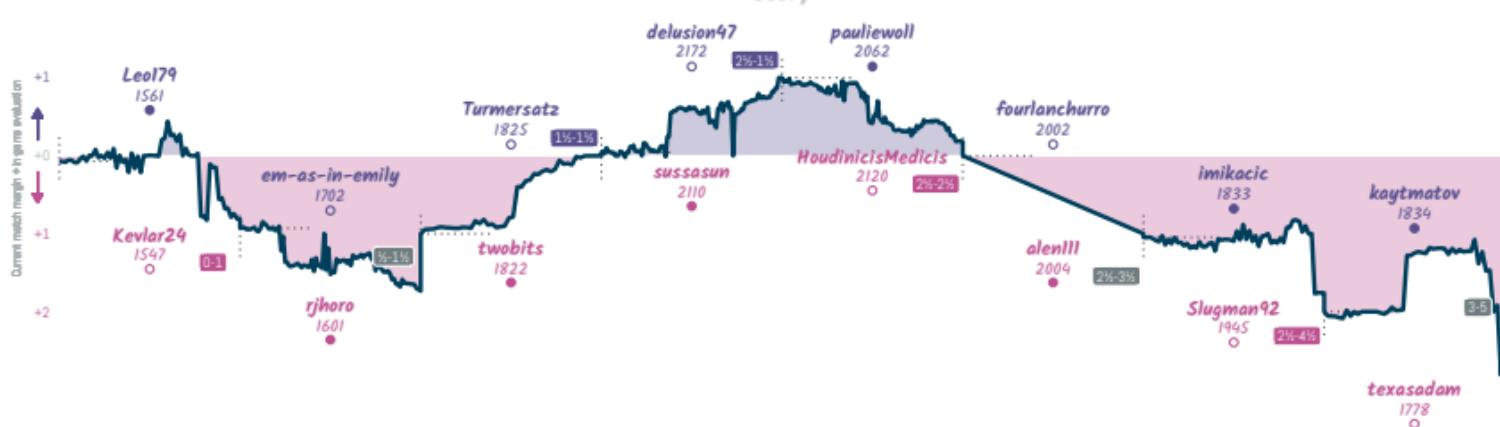
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Make Luft, Not War 3 5 Watching the Watch Watchers With a Watch

Games

B8	Tue 08:00	B7	Fri 22:00	B5	Sat 09:00	B1	Sat 10:00	B2	Sat 16:00	B3	B4	Sun 15:00	B6	Sun 18:00	
Leo179	0	em-as-in-emily	1	Turmersatz	1	delusion47	1	pauliewoll	0	fourlanchurro	0F	imikacic	0	kaytmatov	1
Kevlar24	1	rjhoro	1	twobits	0	sussasun	0	HoudinicisMedicis	1	alen111	1X	Slugman92	1	texasadams	1
awK3kK8Q		910EdBx0		ryn1GcuY		G7wwmBL5		6yH4ydqZ				3us2vnZ2		Vba9SlEP	
B12 Caro-Kann Defense: Advance Variation, Bonvinnik-Carls Defense		B12 Caro-Kann Defense: Advance Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation				A20 English Opening: King's English Variation		D59 Queen's Gambit Declined: Tartakower Defense, Makagonov Exchange Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Make Luft, Not War	3	2	3	2	0	1	0	5h 14m	39.0	7.3%	2.3%	4.2%
Watching the Watch Watchers With a Watch	5	3	2	2	1	0	0	5h 47m 38s	36.3	9.2%	2.7%	2.3%

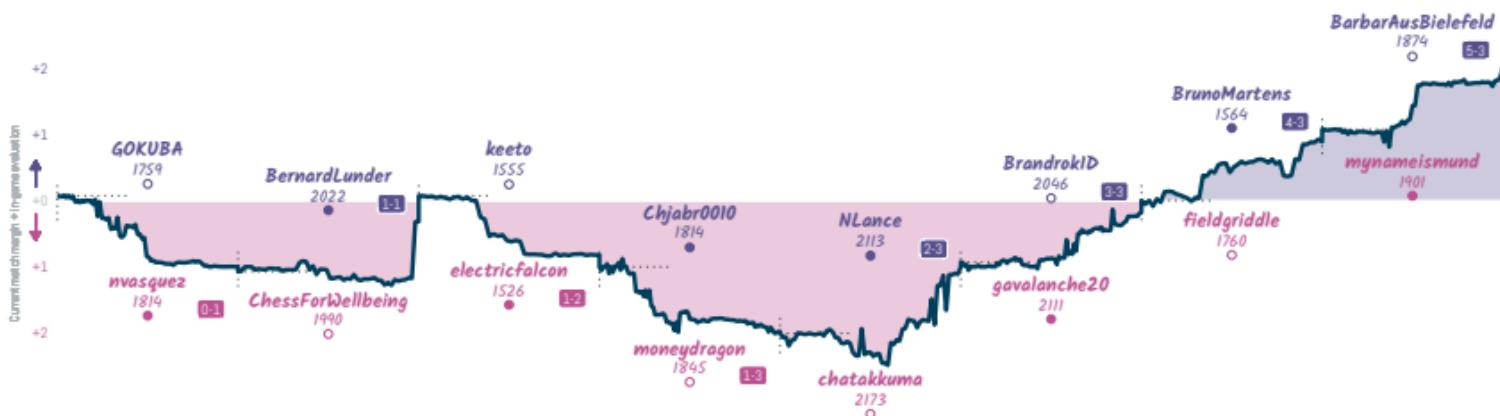
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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... 5 3 Watch out Magnus!

Games

B6	Wed 17:15	B3	Thu 22:15	B8	Fri 12:00	B5	Sat 01:00	B1	Sat 11:00	B2	Sun 05:30	B7	Sun 16:00	B4	Sun 18:30
GOKUBA nvasquez	0 1	BernardLunder ChessForWellbeing	1 0	keeto electricfalcon	0 1	Chjabr0010 moneydragon	0 1	NLance chatakkuma	1 0	Brandrok10 gavalanche20	1 0	BrunoMartens fieldgriddle	1 0	BarbaraAusBiele... mynameismund	1 0
M241LScJ		mJYjNxbw		Jv3jcппf		c3xPSmеб		7npg5Jm8		I4ZjpGYt		EXoixjgp		4JnABL9m	
D13 Slav Defense: Exchange Variation		B51 Sicilian Defense: Moscow Variation		C50 Italian Game: Giucco Pianissimo, Normal		A45 Queen's Pawn Game: Chigorin Variation		A40 Horwitz Defense		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		A45 Indian Defense		C77 Ruy Lopez: Morphy Defense, Andersen Variation	

Story



Stats

Team	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	5	5	3	0	0	0	0	5h 29m 4s	32.2	7.9%	4.3%	1.4%
Watch out Magnus!	3	3	5	0	0	0	0	5h 54m 44s	35.4	5.8%	2.9%	3.2%

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

NA I'm just here to win games and chew b... 4½ 3½ Pawn Storm Rising

Games

B7	Tue 17:00	B4	Wed 20:00	B5	Thu 19:00	B8	Fri 07:00	B3	Fri 11:00	B1	Sat 18:00	B6	B2	Sun 20:00	
Joonaf	%	plastic_pusher	0	Jokiclnator15	1	r4d65	0	DuncanClotfelter	1	Fai1mprove	1	artofthepawnstorm	1X	lobates	0
kostasvl	%	jrcrawford512	1	wachini	0	rickerw	1	ajajajaj	0	chk12	0	mtsicchessguy	0F	LIYV	1

0gHENoGE

Rmr55Pn4

UBYvNbW8

NJuaRGS1

px1Ch9UA

1Cf9g3sIs

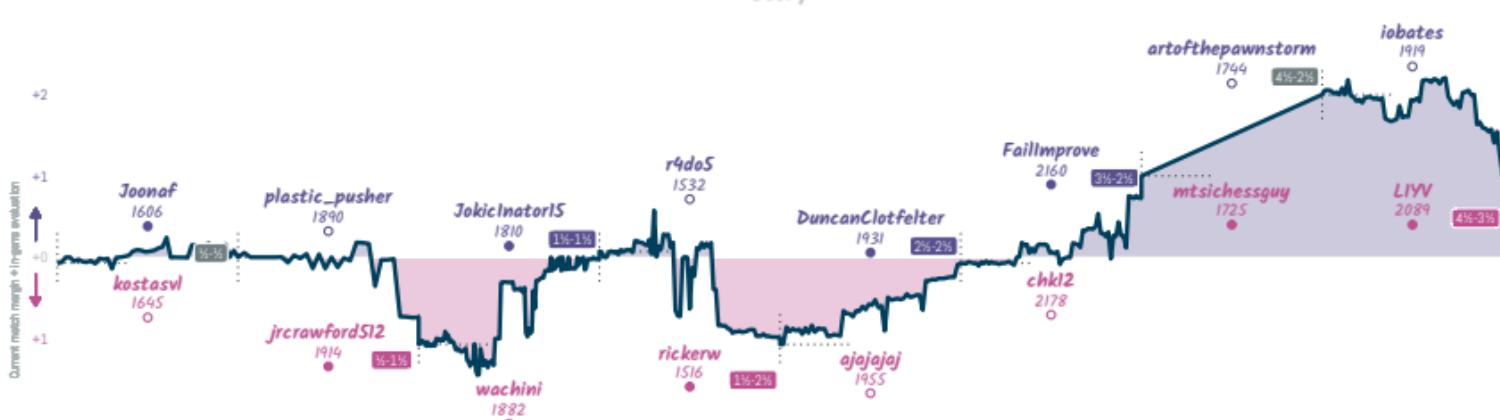
IwAUM91G

B82 Sicilian Defense:
Najdorf Variation, Opocensky
Variation

A45 Trompowsky Attack

A38 English Opening:
Symmetrical Variation,
Duchamp VariationB32 Sicilian Defense:
Katalinikov VariationC34 King's Gambit Accepted:
Schallopp DefenseB15 Caro-Kann Defense:
Tartakower VariationD04 Queen's Pawn Game:
Colle System

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.	4½	3	3	1	1	0	0	5h 51m 25s	46.9	9.4%	3.4%	4.7%
Pawn Storm Rising	3½	3	3	1	0	1	0	6h 34m 21s	47.5	11.9%	3%	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 forfeits); ranks not shown for Round 1. This plot was compiled on 31 December 2023.