

#1 b2 or not b2 7 | The name speaks for itself

Games

BB	Thu 19:30	BB	Fri 18:30	BB	Fri 19:15	BB	Sat 11:00	BB	Sat 15:30	BB	Sat 20:30	BB	Sun 09:30	BB	
ipr	1	Zubenelgenubi	0	HunterDavis	1	SlowChess73	1	alp_arslan92	1	mason52301	1	jantho	1	jg777	1X
Moccy	0	scarff	1	KirkD	0	samuelglats	0	Chestrix01	0	Lg_19	0	Middlegameprac...	0	conradol13	0F

3TCYg1ex

3Mecer4h

1PPmIqMp

Ukjdy9Go

IAJnj9cG

HVJmPoPt

UcNhezoY

B01 Scandinavian Defense:
Gubinsky-Mats DefenseA50 Indian Defense: Normal
VariationB90 Sicilian Defense:
Najdorf Variation; English
AttackC47 Four Knights Game:
Scotch Variation AcceptedD10 Slav Defense: Winawer
CounterattackC29 Vienna Game: Vienna
Gambit, Main LineC02 French Defense:
Advance Variation; Euwe
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b2 or not b2	7	6	1	0	1	0	6h 25m 58s	30.1	5.5%	2.6%	3.3%
The name speaks for itself	1	1	6	0	0	1	5h 56m 50s	43.5	10.6%	1.8%	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 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.

#5 **Caissa Explains It All** 3½ 4½ #4 **One Trick Pony**

Games

B5	Tue 19:30	B8	Sat 00:00	B4	Sat 01:00	B2	Sat 09:00	B3	Sat 13:00	B6	Sat 20:00	B7	Sat 23:00	B1	Sun 00:00
Anthammer	0	fulmarsky	1	HeartCooksBrain	0	Groger12	0	Three-Arrows	0	alexllstar	1	mgll	1	Silkthewanderer	1
Dslavinator	1	osumarko	0	Zhess	1	ZatteWilly	1	sidfanDX	1	Hexthillium	0	z0x	0	GiveMeKite	0
hx6Z2Bv		3rPweeOA		k6p04o3x		rsxqEzQp		4eo27SP1		wi14F2y2		sRHBZSn1		sGa6Qsc4	
B30 Sicilian Defense: Old Sicilian		D02 Queen's Pawn Game: Zukertort Variation		C57 Italian Game: Two Knights Defense, Traxler Counterattack, Bishop Sacrifice Line		C43 Russian Game: Modern Attack, Center Variation		D97 Grünfeld Defense: Russian Variation, Hungarian Variation		C62 Ruy Lopez: Steinitz Defense		D00 Queen's Pawn Game: Accelerated London System		EB1 King's Indian Defense: Sämisch Variation, Bobitov-Karshni-Petrosian Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caissa Explains It All	3%	3	4	1	0	0	0	7h 35m 28s	36.5	6.8%	3.1%	3.4%
One Trick Pony	4%	4	3	1	0	0	0	5h 56m 1s	37.0	7.5%	4.1%	2%

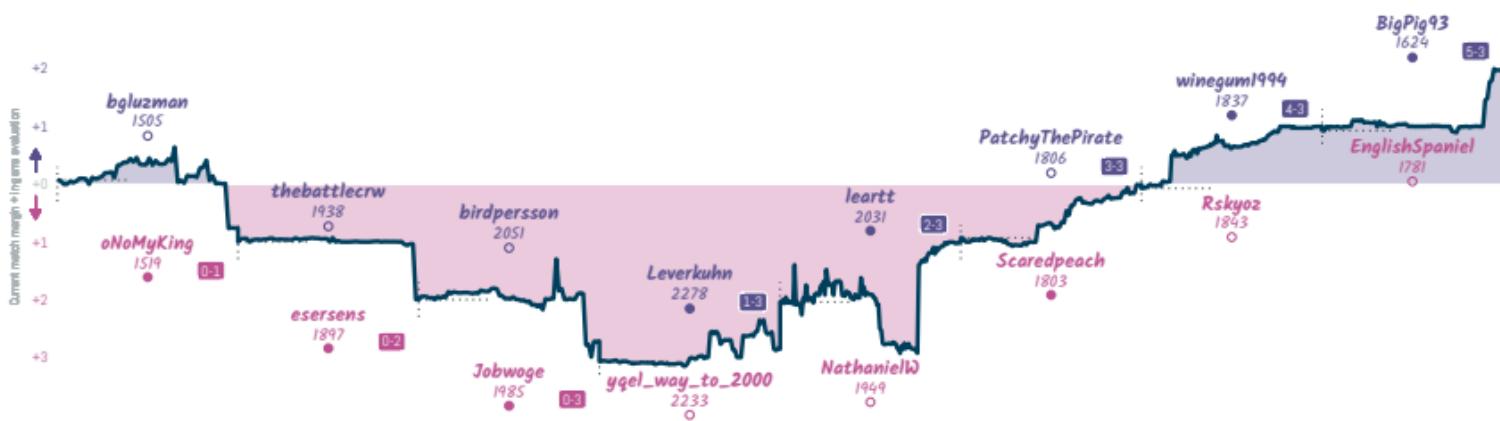
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#3 Do Bishops Dream of Monochrome Sheep? 5 3 #2 Giuoco Fortissimo

Games

BB	Wed 03:45	B4	Wed 20:00	B2	Thu 15:00	B1	Thu 19:00	B3	Fri 16:00	B6	Sat 18:00	B5	Sun 13:00	B7	Sun 15:00
bguzman	0	thebattlecrw	0	birdperson	0	Leverkuhn	1	learrt	1	PatchyThePirate	1	winegum1994	1	BigPig@3	1
oNoMyKing	1	esersens	1	Jobwoge	1	ygel_way_to_2000	0	NathanielW	0	Scaredpeach	0	Rskyoz	0	EnglishSpaniel	0
kZoXWS		kNRPD44c		0XWI7Kzt		c9BYYW7Z		nDy1E71H		YWFck1lj		YSEgQ4cy		xI8u5jde	
B75 Sicilian Defense: Dragon Variation, Yugoslav Attack, Belozerky Line		E05 Catalan Opening: Open Defense, Classical Line		D02 Queen's Pawn Game: Zukertort Variation		C95 Ruy Lopez: Dosed, Breyer Defense, Zaitsev Hybrid		A08 Nimzo-Larsen Attack: Classical Variation		B51 Sicilian Defense: Moscow Variation		C47 Four Knights Game: Scotch Variation Accepted		B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do Bishops Dream of Monochrome Sheep?	5	5	3	0	0	0	0	8h 29m 52s	29.7	4.9%	2.3%	2.3%
Giuoco Fortissimo	3	3	5	0	0	0	0	7h 35m 30s	35.4	5.8%	2%	3.2%

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#8 **CarlsBad Boys** 4½ 3½ #7 0-0-0#

Games

BB	Fri 09:00	B4	B1	Sat 15:00	B3	Sat 15:00	B7	Sun 11:00	B5	Sun 13:00	B6	Sun 16:00	B2	
Sidewinder1648	1	i2q0	1X	Jellel	0	smothermemate	1	Storf	0	paulinesernine	1	i2q0	0	minoo
Nairwolf	0	dachessplayerr	0F	RSInternecio	1	ComputerUser2607	0	Sacul2193	1	et5555yang	0	Drotciv	1	hdmackay

DwgDmuntu

k4tCJ5Vn

BzvjkVO4

zwUL18te

abcPNLtr

dbwELJGo

B80 Sicilian Defense:
Scholar's Gambit Variation,
English Attack, with f3

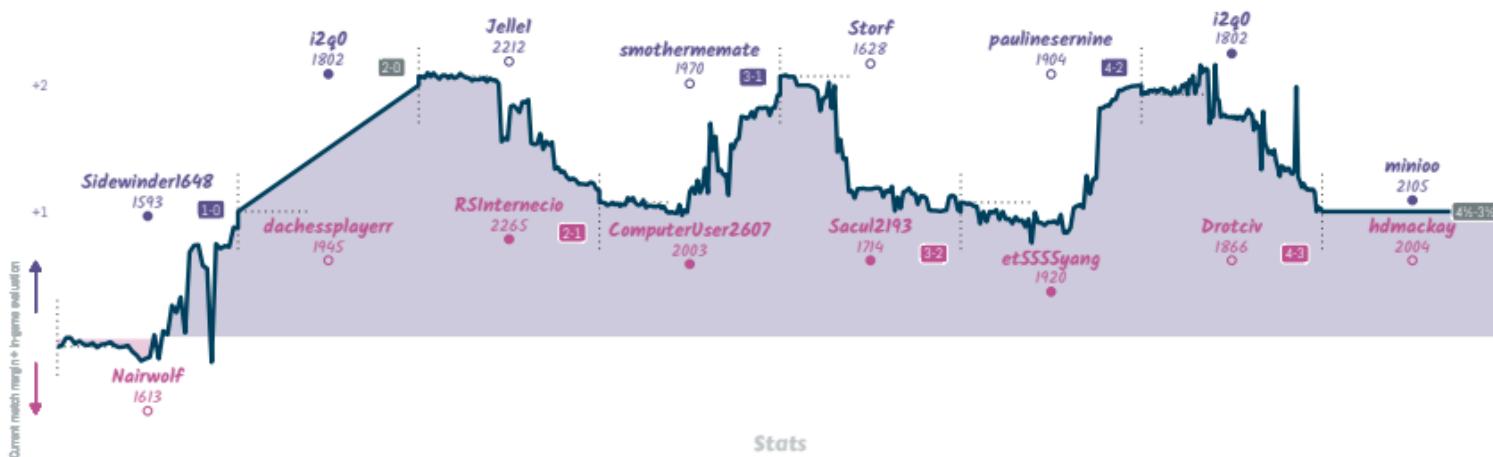
C42 Russian Game:
Classical Attack, Marshall
Variation

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

B14 Caro-Kann Defense:
Panov Attack, Fianchetto
Defense

C51 Italian Game: Evans
Gambit, Anderssen Variation,
Cardel Line

Story



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#9 Statistically Weaker Than Stockfish 4½ 3½ #6 Watch Out!

Games

B8	Thu 19:00	B2	Thu 20:00	B6	Sat 15:00	B1	Sat 21:30	B5	Sun 14:00	B3	Sun 15:00	B7	Sun 16:15	B4	
cdn_jark	1	KS_Legion_Legion...	0	RoliIhlahla	0	arthi15	1	juandeleon	1	timothyha	0	caodanny	1	saturnitus	1X
Hellfira	0	Thomsi	1	Soreby	1	Dogue-Brabo	0	plastic_pusher	0	michielvdg	1	ceejcox	1	matthias1904	0F

hkdwa9chH

oWM8p9pU

BAFIn4ws

A131hCeG

YyK2K8yQ

P75C3PDq

CjU8ow1m

B10 Caro-Kann Defense: Two Knights Attack

C00 French Defense: Wing Gambit

C42 Russian Game: Classical Attack, Marshall Variation

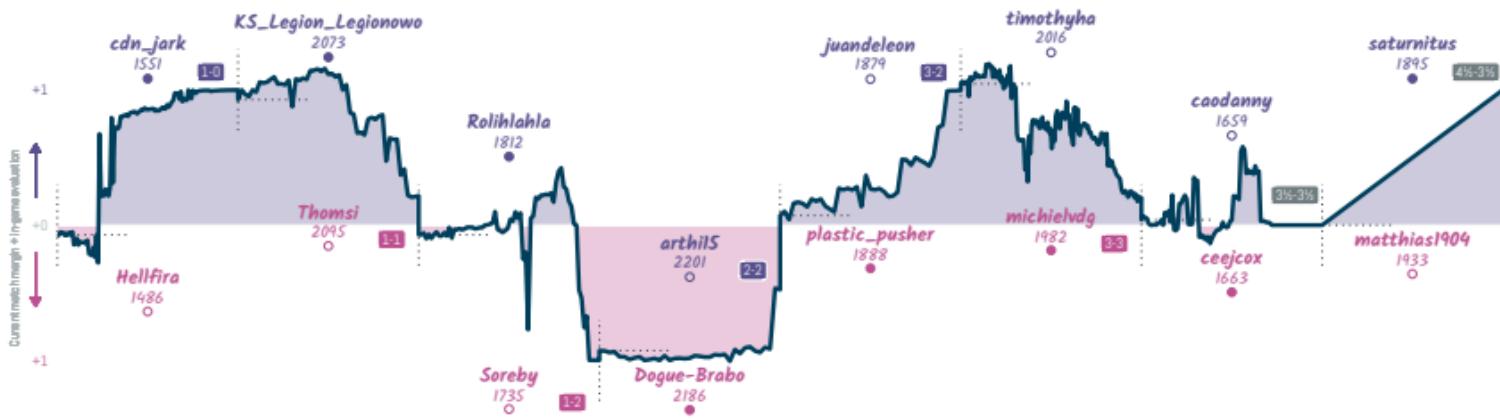
C45 Scotch Game: Schmidt Variation

B00 Nimzowitsch Defense: Declined Variation

A34 English Opening: Symmetrical Variation, Fianchetto Variation

D05 Rubinstein Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Statistically Weaker Than Stockfish	4%	3	3	1	1	0	0	6h 43m 30s	29.7	7.1%	2.8%	3.5%
Watch Out!	3%	3	3	1	0	1	0	6h 10m 53s	29.6	6%	2.5%	3.2%

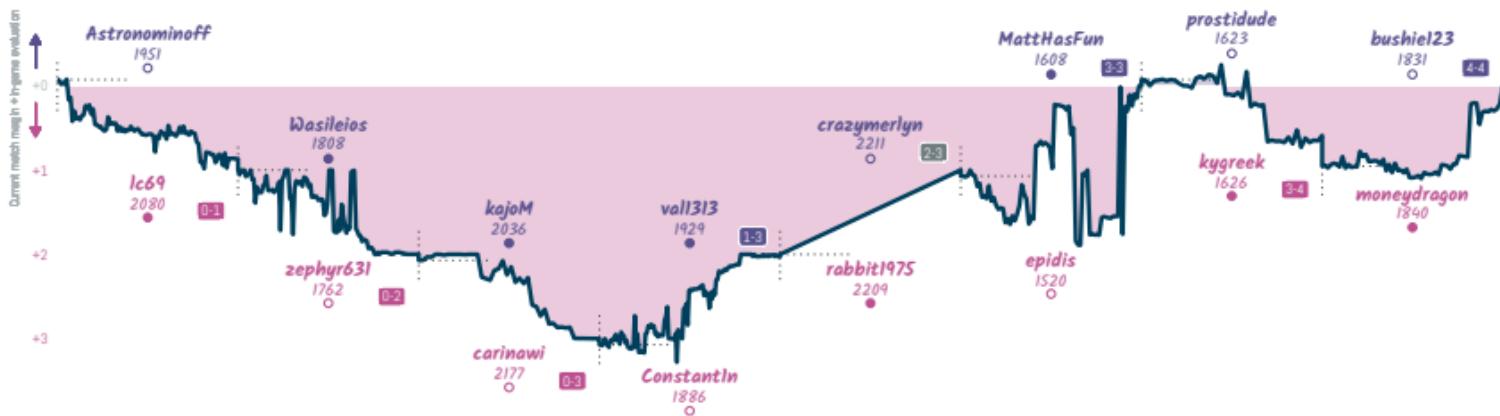
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Chess Side Story 4 4 My Lack of a System

Games

B3	Tue 15:00	B6	Thu 15:00	B2	Thu 18:30	B4	Fri 19:00	B1	B8	Sun 17:00	B7	Sun 19:30	B5	Sun 20:00	
Astronominoff	0	Wasileios	0	kajoM	0	val1313	1	crazymerlyn	1X	MattHasFun	1	prostidude	0	bushiel23	1
lc69	1	zephyr631	1	carinawi	1	ConstantIn	0	rabbit1975	0F	epidis	0	kygreek	1	moneydragon	0
e9yxtmh3		CaTwBPPC		865r2NT9		trp2mCrH				bGgsZ9PZ		ECUuxY09		1592DmKQ	
B32 Sicilian Defense: Open		B02 Queen's Pawn Game: London System		C26 Vienna Game: Mieses Variation		B12 Caro-Kann Defense: Maróczy Variation				B12 Caro-Kann Defense: Maróczy Variation		B33 Sicilian Defense: Lasker-Pelikan Variation, Exchange Variation		A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line, with Nb6	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Side Story	4	3	4	0	1	0	0	6h 21m 1s	54.0	8.9%	4.1%	6.2%
My Lack of a System	4	4	3	0	0	1	0	6h 29m 43s	53.2	8.6%	2.4%	5.5%

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Pawn to be wild 3½ 4½ Rock, Paper, Scissors, Chess

Games

B6	Thu 01:00	B4	Thu 17:00	B7	Thu 23:00	B8	Fri 17:30	B5	Sat 16:15	B1	Sun 10:00	B2	Sun 09:00	B3	Sun 19:30
Yoa	0	PaulWithAnS	1	vejen	0	workjob202	0	MarcJensen	0	Aldoz	1	Arges42	5%	coswdx	1
johanmk	1	johnnyzangerous	0	johnnyzangerous	1	leptoe	1	DrVonGoosewing	1	sterpfi	0	Goatsrock	5%	rsandzimier	0
RyWEgvqV		mJLQEkbC		BpZBt4n9		FySxhRUE		QOMu7Daq		6ab8VQwb		IzhjrHBJ		LaG09Awe	
D01 Rapport-Java System		D59 Queen's Gambit Declined: Tartakower Defense, Makogonov Exchange Variation		B10 Caro-Kann Defense: Two Knights Attack		C46 Three Knights Opening		D60 Queen's Gambit Declined: Orthodox Defense, Rauzer Variation		C19 French Defense: Winawer Variation, Poisoned Pawn Variation, Main Line		C34 King's Gambit Accepted: Schallopp Defense		A46 Torre Attack: Classical Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawn to be wild	3%	3	4	1	0	0	0	7h 19m 1s	30.1	6.6%	1.3%	3.7%
Rock, Paper, Scissors, Chess	4%	4	3	1	0	0	0	8h 23m 25s	30.4	6.6%	2.1%	2.4%

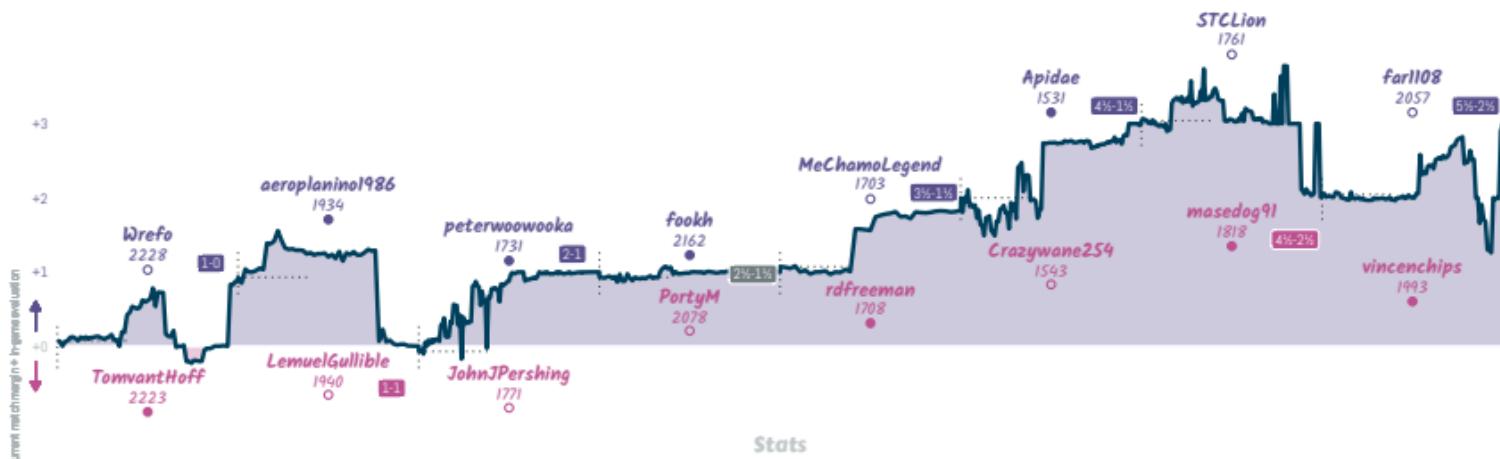
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A Duke, a Count and a guy named Paul ... 5½ 2½ Knightmare Fuel

Games

B1	Mon 21:00	B4	Wed 19:00	B6	Wed 22:00	B2	Fri 14:00	B7	Sat 14:00	B8	Sat 14:00	B5	Sat 19:00	B3	Sun 11:00
Wrefo	1	aeroplaninol986	0	peterwoowooka	1	fookh	½	MeChamoLegend	1	Apidae	1	STCLion	0	far1108	1
TomvantHoff	0	LemuelGullible	1	JohnJPershing	0	PortyM	½	rdfreeman	0	Crazywane254	0	masedog91	1	vincenchips	0
jtv7fHRK		FdI3GkFS		hx8lnsCK		tmOilafh		zavAbKvS		TP99roWR		0egDGAL8		8kIvz6fM	
B31 Sicilian Defense: Nyozmetdinov-Rosolimo Attack, Franchetto Variation		B60 Pirc Defense		B23 Sicilian Defense: Closed		B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense		B24 Sicilian Defense: Closed		A46 Indian Defense: Spielmann-Indian		D04 Queen's Pawn Game: Colle System		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	

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...	5½	5	2	1	0	0	0	6h 55m 24s	42.1	6%	3%	5.4%
Knightmare Fuel	2½	2	5	1	0	0	0	6h 36m 33s	46.0	8.8%	2.1%	5.4%

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Accelerated Gambit 2½ 5½ The Rating Deflators

Games

B1	Tue 20:45	B5	Thu 20:00	B2	Thu 23:15	B7	Fri 00:15	B3	Fri 15:00	B6	Sat 13:15	B4	Sun 09:00	B8	Sun 15:00
Garjeta	%	sammagus	0	LeoYee	%	Shurbz	%	yellowrambo	0	Nestor3690	1	walfie	0	Ryaol	0
Sarkerq	%	DrThrawn	1	Magol	%	mojomoe	%	PrasannaKumar2084	1	SrinivasBharathNK	0	Matt365	1	ohmderohm	1

065trQtm

UVX338na

xSxzomcc

biTrByIQ

jWCEAHIB

0DVYSeut

sih2sDGm

7f0kTSwF

C42 Russian Game: Three Knights Game

A51 Indian Defense: Budapest Defense

B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pin Defense

C56 Italian Game: Scotch Gambit, Max Lange Attack

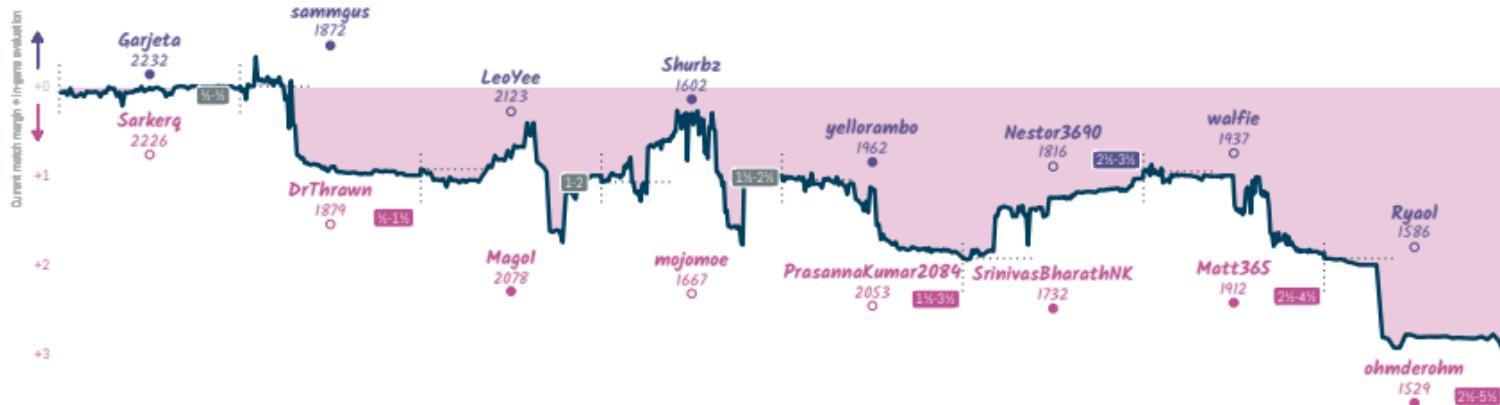
A13 English Opening: Agincourt Defense

C61 Ruy Lopez: Bird Variation

D32 Tarrasch Defense: Symmetrical Variation

C47 Four Knights Game: Italian Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Gambit	2½	1	4	3	0	0	0	6h 36m 1s	32.5	8%	1.5%	3.9%
The Rating Deflators	5½	4	1	3	0	0	0	6h 16m 52s	27.6	6.2%	1.2%	3%

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1.Qxe8#!!! 4½ 3½ Watching the Watch Watchers With a Watch

Games

BB	Tue 16:00	B5	Wed 01:00	B1	Fri 15:00	B6	Fri 15:00	B3	B4	Sat 15:00	B7	Sat 21:00	B2	Sun 15:00
PaPa_Beav	0	ScotchWhisky	1	Ahedralista	5	pantofeller	1	j3084	1X	thestormingeagle	1	Archilas	0	
davegiltinan	1	texasadam	0	sussasun	5	twobits	0	alen111	0F	Slugman92	0	rjhoro	1	MrScribbler
8VMZoCkX		610PwEdI		vd5qVYzp		uzID1n5y5			0L	8Ln8jZ10		KJtYkLrp		351G0gpT
B20 Sicilian Defense		B06 Queen's Gambit Declined: Marshall Defense		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		C52 Italian Game: Evans Gambit, Bronstein Defense			B23 Sicilian Defense: Brand Prix Attack		D02 Queen's Pawn Game: Chigorin Variation		E15 Queen's Indian Defense: Fianchetto Variation, Nimzowitsch Variation, Quiet Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.Qxe8#!!!	4½	3	3	1	1	0	0	5h 6m 45s	45.3	12.8%	3.2%	4.6%
Watching the Watch Watchers With a Watch	3½	3	3	1	0	1	0	5h 5m 27s	43.7	8.2%	5%	3.2%

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Capybaras Attack 5½ 2½ Such a Beautiful Handsome Talented Team

Games

B2	Wed 18:00	B4	Thu 13:00	B3	Thu 23:00	B1		B7	Fri 21:00	B6	Sat 11:00	B5	Sun 09:00	B8	Sun 15:00
sebb7y	1	darkfl0me	1	emanon92	1	sacwin		CaioDias	½	bobsouzabr	0	alo0_bhaloo	1	Dammie	0
AlexGaul	0	AumarMustafa	0	jpgmich	0	antanisense		OF	½	alex_arsenault	1	AumarMustafa	0	Marcind75	1

158uaNpC

6o39mCU0

YHBoRw1n

mMHRw7Zo

fp1jg5Qh

gd5RPOk8

mte0CcDb

B42 Sicilian Defense: Kan Variation, Polugaevsky Variation

A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation

E71 King's Indian Defense: Makogonov Variation

D02 French Defense: Advance Variation, Milner-Barry Gambit

D08 Queen's Gambit Declined Albin Counter-gambit, Modern Line

E60 Indian Defense: West Indian Defense

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

Story



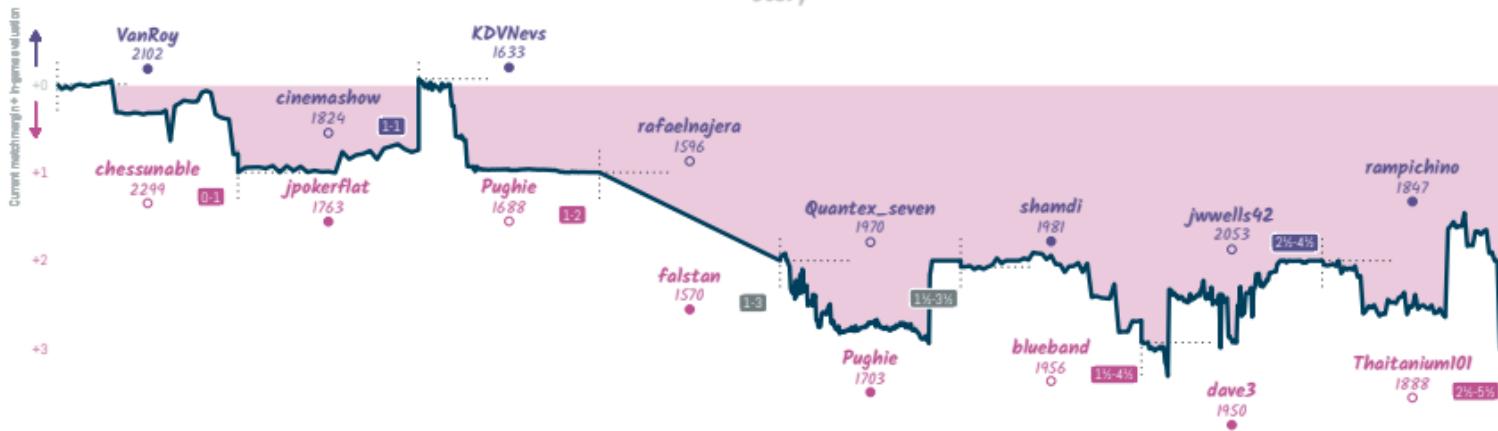
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

1.e4, confusing the audience 2½ 5½ May d4s be with you

Games

B1	Tue 19:00	B6	Wed 19:30	B7	Fri 08:00	B8	B4	Sat 08:00	B3	Sun 12:00	B2	Sun 17:30	B5	Sun 20:00
VanRoy	0	cinemashow	1	KDVNevs	0	rafaelnajera	0F	Quantex_seven	%	shamdi	0	jwells42	1	0
chessunable	1	jpokerflat	0	Puglie	1	falstan	1X	Puglie	%	blueband	1	dave3	0	1
skZbJ7Bx		ihfnl41A		wmCYdyV5			SzLPCF10		15say6if		QVZjQ8Dc		7JE8cLyA	
A46 Indian Defense: Spielmann-Indian		D11 Slav Defense: Breyer Variation		A03 Bird Opening: Dutch Variation			D31 Queen's Gambit Declined: Janowski Variation		C42 Russian Game		C69 Ruy Lopez: Exchange Variation, Alapin Gambit		D24 Queen's Gambit Accepted: Shewaltar Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.e4, confusing the audience	2%	2	4	1	0	1	0	5h 46m 44s	36.8	4.8%	3.1%	4.8%
May d4s be with you	5%	4	2	1	1	0	0	5h 46m 38s	30.5	5.8%	1.4%	2.4%

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

1001 Arabian Mates 4 4 Seven Nation Army

Games

B2	Wed 14:00	B3	Wed 19:00	B1	Wed 23:30	B4	Sat 05:00	B8	B6	B7	Sun 19:00	B5		
cyclop3000 drchessdad	0 1	Sparassidae a_28	1 0	Mediocritic bigboss12345	1 0	kaytmatoV M0rl	0 1	lexgrad leoforever	1X 1X	0F 1X	UpGoerFive bakemann	1 0	poldi_der_drache jose684	0F 1X

vw4Pglm3

FYYaAUdE

uXM66Kc0

XgIXf0P1

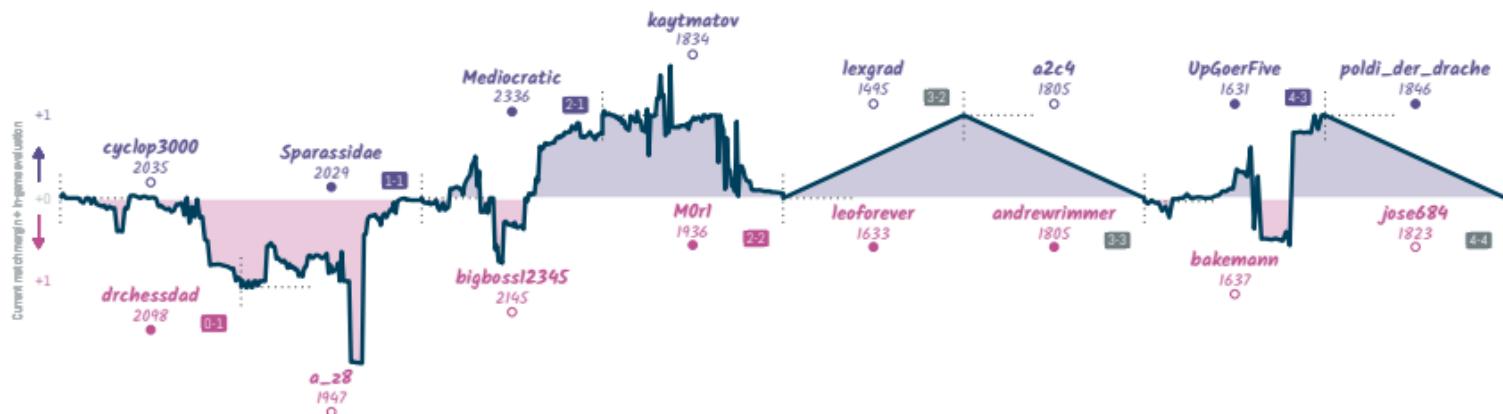
SLjnbJ1e

D01 Rapport-Jobava System

C02 French Defense:
Advance Variation,
Milner-Barry GambitD44 Semi-Slav Defense:
Botvinnik Variation, Elektrum
VariationD00 Queen's Pawn Game:
Accelerated London System

A07 King's Indian Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1001 Arabian Mates	4	3	2	0	1	2	0	4h 18m 3s	57.2	7.4%	3.7%	6.9%
Seven Nation Army	4	2	3	0	2	1	0	4h 52m 32s	59.9	8.3%	2.8%	7.8%

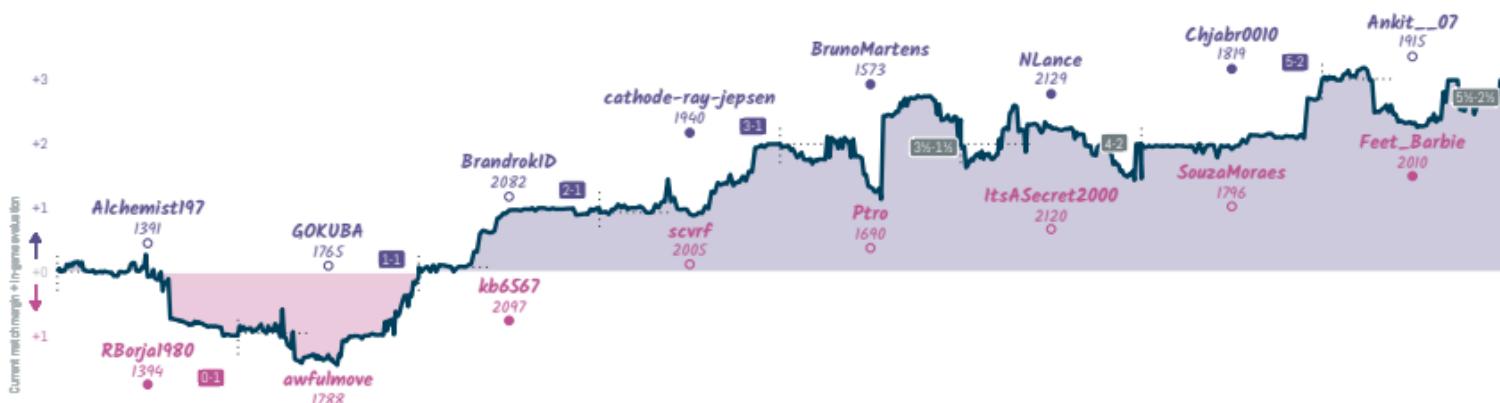
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Ask not what your horsey can do for y... 5½ 2½ #10 The Knight's Watch

Games

BB	Thu 02:00	BB	Fri 11:15	BB	Sat 00:00	BB	Sat 03:30	BB	Sat 12:00	BB	Sat 14:00	BB	Sat 16:00	BB	Sat 17:00
Alchemist197	0	GOKUBA	1	BrandrokID	1	cathode-ray-je...	1	BrunoMartens	½	NLance	½	Chjabr0010	1	Ankit_07	½
RBorja1980	1	awfulmove	0	kb6567	0	scvrf	0	Ptro	½	ItsASecret2000	½	SouzaMoraes	0	Feet_Barbie	½
kaqbmrBp		hQI8fE2z		D4nE6duA		u6BchYQx		KKpYZhP4		g87xBfxS		gHB4NT1K		vBq05rP6	
000 Queen's Pawn Game: Accelerated London System		All Indian Defense: Wade-Tartakower Defense		C10 French Defense: Rubinstein Variation, Blackburne Defense		C47 Four Knights Game		E00 Catalan Opening		A40 Horwitz Defense		E01 Catalan Opening: Closed		A00 Hungarian Opening	

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	5½	4	1	3	0	0	0	5h 8m 31s	35.2	10.2%	3.1%	3.7%
The Knight's Watch	2½	1	4	3	0	0	0	7h 51m 21s	42.1	10.2%	5%	4%

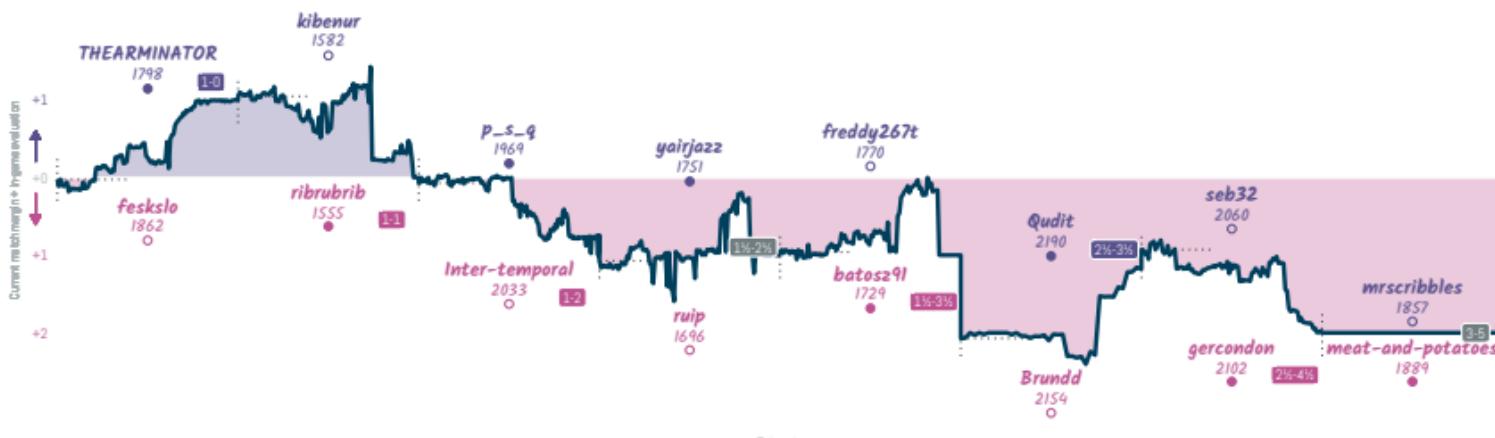
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

The Pawn Grabber Association 3 5 The Seven Deadly Pins

Games

	Mon 20:00	BB	Wed 19:00	B3	Fri 20:00	B7	Sat 15:15	B6	Sat 17:00	B1	Sun 20:00	B2	Sun 21:00	B4
THEARMINATOR	1	kibenur	0	p_s_q	0	yairjazz	%	freddy267t	0	Qudit	1	seb32	0	mrscribbles
fesklos	0	ribrubrib	1	Inter-temporal	1	ruip	%	batesz91	1	Brundd	0	gercondon	1	meat-and-potatoes
pZPedJTy		JLJXLbWA		sgds7q8E		R3eWRPNL		NLnj3NQE		MKB1eh6g		xw5yf9yz		
AD4 Zukertort Opening: Kingside Fianchetto		A10 English Opening		B22 Sicilian Defense: Alapin Variation, Barman Defense, Modern Line		B01 Scandinavian Defense: Valencian Variation		A05 King's Indian Attack		B22 Sicilian Defense: Alapin Variation		B21 Sicilian Defense: Smith-Morra Gambit		

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Pawn Grabber Association	3	2	4	1	0	0	1 8h 16m 15s	37.0	7.4%	3%	3.3%
The Seven Deadly Pins	5	4	2	1	0	0	1 7h 59m 51s	34.3	7.9%	2.2%	3.3%

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

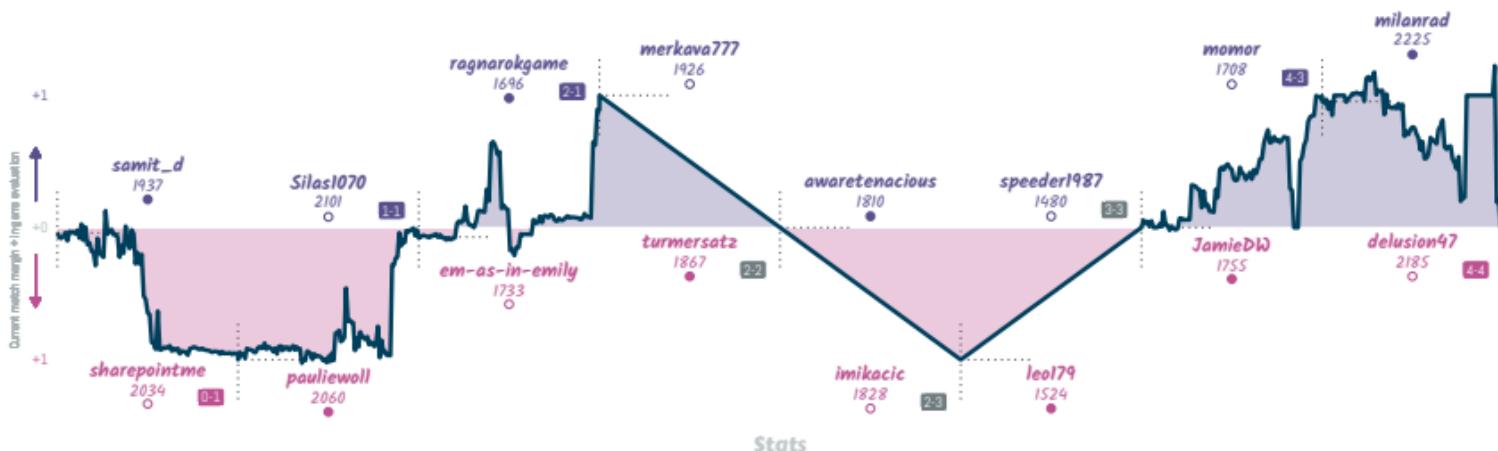
Click the link to enable your Lichess...

4 4 Make Luft, Not War

Games

B3	Wed 16:00	B2	Wed 17:00	B7	Thu 19:15	B4	B5	B8	B6	Sun 08:00	B1	Sun 17:15	
0	0	0	1	1	1	0	0F	0F	1X	1X	1	0	
samit_d	Silas1070	1	ragnarokgame	1	merkava777	1	awaretenacious	speeder1987	0F	momor	1	milanrad	
sharepointme	pauliewoll	0	em-as-in-emily	0	turmersatz	0	imikacic	leo179	0F	JamieDW	0	delusion47	
sjaxC4o4	73VO5hwe		Qwczs4wA							Xiw2Zv12		xwlqe9N9	
B32 Caro-Kann Defense: Advance Variation, Tal Variation		B35 Queen's Gambit Declined Exchange Variation, Positional Variation		C78 Ruy Lopez: Morphy Defense, Arkhangelsk Variation		E32 Nimzo-Indian Defense: Classical Variation		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation					

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Click the link to enable your Lichess account	4	3	2	0	1	2	0	5h 17m 50s	36.3	6.4%	3.4%	2.1%
Make Luft, Not War	4	2	3	0	2	1	0	5h 21m 6s	40.0	8.6%	1.7%	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 (unplayed games are not assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round; ranks not shown for Round 1. This plot was compiled on 31 December 2023.

Knight Shift 1½ 6½ Tissot Heritage Visodate Powermatic 80

Games

B1	Tue 16:00	B5	Wed 00:30	B7	Wed 14:30	B2	Thu 09:15	B6	Thu 18:30	B8	Sat 16:00	B3	Sat 15:00	B4	Sun 11:30
NebraskaNarwhal x420noscope	0 1	Jjames1 flipflapi	0 1	Nikhiladnani lone_rangerheavy	0 1	GlennJamesMax Meeklydim	0 1	Heathcliffs gary0892	0 1	Muthukumar458 CHEEZY785	½ ½	Patzfisch MilsBees	1 0	mforg Jasonjones	0 1
Y6QWyaJL		wyt7099R		So6kaNkT		d78b9sEn		RYSeEAnw		0MHDwXkI		H9WIJEQS		TPGtK91o	
A11 English Opening; Caro-Kann Defensive System		E29 Nimzo-Indian Defense; Sämisch Variation, Capablanca Variation		B12 Caro-Kann Defense; Advance Variation, Botvinnik-Carls Defense		D05 Queen's Pawn Game; Colle System		C54 Italian Game: Classical Variation, Grün Gambit, Anderssen Variation		D01 Ruy Lopez: System		E60 King's Indian Defense: Normal Variation, King's Knight Variation		C54 Italian Game: Classical Variation, Grün Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knight Shift	1%	1	6	1	0	0	0	9h 26m 2s	52.4	9.3%	2.5%	5.5%
Tissot Heritage Visodate Powermatic 80	6%	6	1	1	0	0	0	9h 6m 38s	43.3	5.8%	3.3%	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 tiebreaks); ranks not shown for Round 1. This plot was compiled on 31 December 2023.

Dark Squared Horse 4½ 3½ Nana korobi ya oki

Games

BB Tue 18:00 B3 82 Sat 09:00 B7 Sat 10:00 B4 Sat 19:30 B6 Sun 11:00 B1 Sun 12:00 B5
nic_west 1 sacrif 1X Fierlocchio 0 Gingersquirrel... 0 gibert 0 Tranzoo 1 Sooneroo % vinagrekiller 1X

ATTVKwcf

IndoBOT

oNw08Tm7

3AMHv37

fEnd

rShyki Rh

ADS Zukertort Opening

B40 Sicilian Defense: Four Knights Variation, Exchange Variation

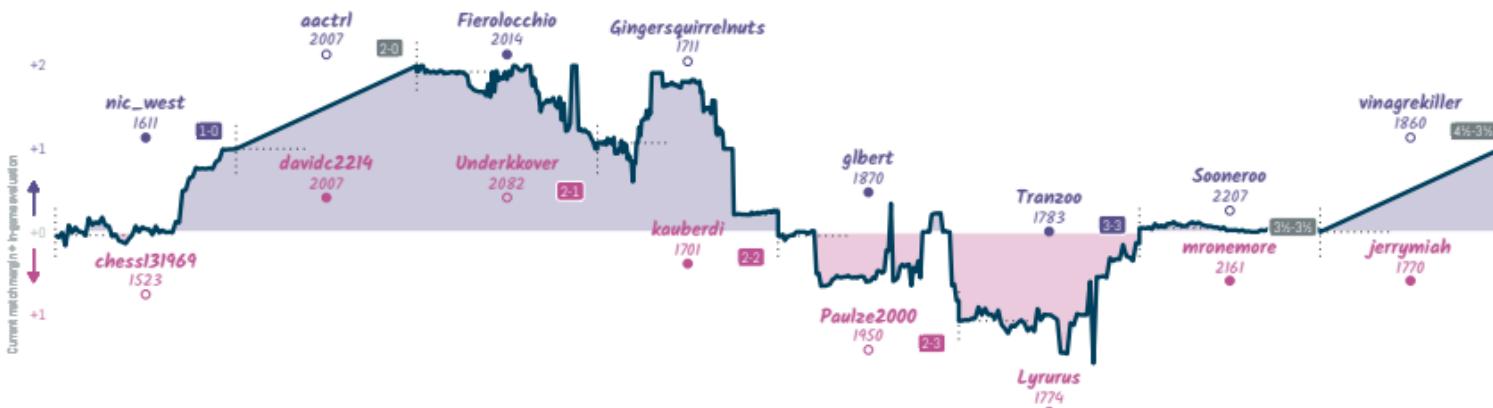
B1.2 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense

A18 English Opening:

C51 Italian Game: Evans
Bambit, Anderssen Variation

A20 English Opening: King's English Variation

Story



State

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dark Squashed Horse	4½	2	3	1	2	0	0	6h 11m 53s	38.1	7%	4.1%	3.7%
Nana koroohi va oiki	3½	3	2	1	0	2	0	6h 9m 10s	35.9	7%	4.1%	3.7%

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. '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. (Uploaded games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': (F)W(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.

Magnus's Greatest Opponent: Flavor Flav 4 4 Pawn Storm Rising

Games

B1	Wed 17:00	B3	Thu 03:00	B4	Fri 02:00	B8	Sat 19:00	B2	Sat 19:30	B7	Sun 14:00	B6	Sun 19:00	B5	Sun 19:00
AverageLondonE...	0	destroyer11758	1	FunnyLikeAClown	1	vicsynn	1	VicPez	1	d0wnh0me	0	otreble	0	tomshko	0
chk12	1	jrcrawford512	0	ajajajaj	0	avemanyeg	0	LIYV	0	kostasvl	1	fvafler	1	wachini	1
QFSZthB3		j3Y8l0rt		QRwtwVYJ		J1fV0f8P		5PrN95aM		Zvgx9Jeb		0U0tUFS1		BS6f50tN	
A45 Indian Defense		A09 Röti Opening: Advance Variation, Michel Gambit		C11 French Defense: Classical Variation, Steinitz Variation		A81 Dutch Defense: Classical Variation, Blackdame Attack		B20 Sicilian Defense: Wing Gambit, Marshall Variation		D35 Queen's Gambit Declined: Exchange Variation		C34 King's Gambit Accepted: MacLeod Defense		B50 Sicilian Defense: Modern Variations	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magnus's Greatest Opponent: Flavor Flav	4	4	4	0	0	0	0	5h 58m 38s	47.7	8.4%	4.4%	5.5%
Pawn Storm Rising	4	4	4	0	0	0	0	6h 47m 10s	46.9	11.3%	1.8%	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 first). '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...

4 4 Let's Get Reti to Rumble

Games

B5	Wed 18:00	B6	Thu 03:00	B2	Thu 11:00	B7	Thu 16:00	B4	Fri 17:00	B3	Fri 20:00	B1	Sat 09:00	B8	Sat 14:30
Jokiclnator15	1	ArtOfThePawnStorm	½	DuncanClotfelter	½	Joonaf	0	BarbarAusBiele...	0	lobates	0	FailImprove	1	r4do5	1
dkol	0	johnsb50	½	Mennonite	½	Aakee	1	wizzywop	1	stevy	1	Theknugeldorf	0	Catholicity	0

JH6yIN2C

2LWVWkGa

LiMEdzsh

uFYvNJU9

Dhr61UWV

J62B5sG3

NNWrqkF5

at2wqdB5

B12 Caro-Kann Defense:
Mareczky VariationB30 Sicilian Defense:
Nyazhmetdinov-Rossolimo
AttackC18 French Defense:
Winawer Variation, Classical
Variation

B23 Sicilian Defense: Closed

B30 Sicilian Defense:
Nyazhmetdinov-Rossolimo
Attack

A10 English Opening

B10 Caro-Kann Defense:
Euwe Attack

B32 Sicilian Defense: Open

Story



Stats

Team

I'm just here to win games and chew buggleum, and I'm out of bubblegum.
Let's Get Reti to Rumble

Pts W L D FW FL FD Clock ACP/L Inaccuracies Mistakes Blunders

4	3	3	2	0	0	0	7h 15m 19s	32.3	5.6%	3.5%	2.8%
4	3	3	2	0	0	0	7h 49m 44s	34.3	8%	2.1%	2.4%

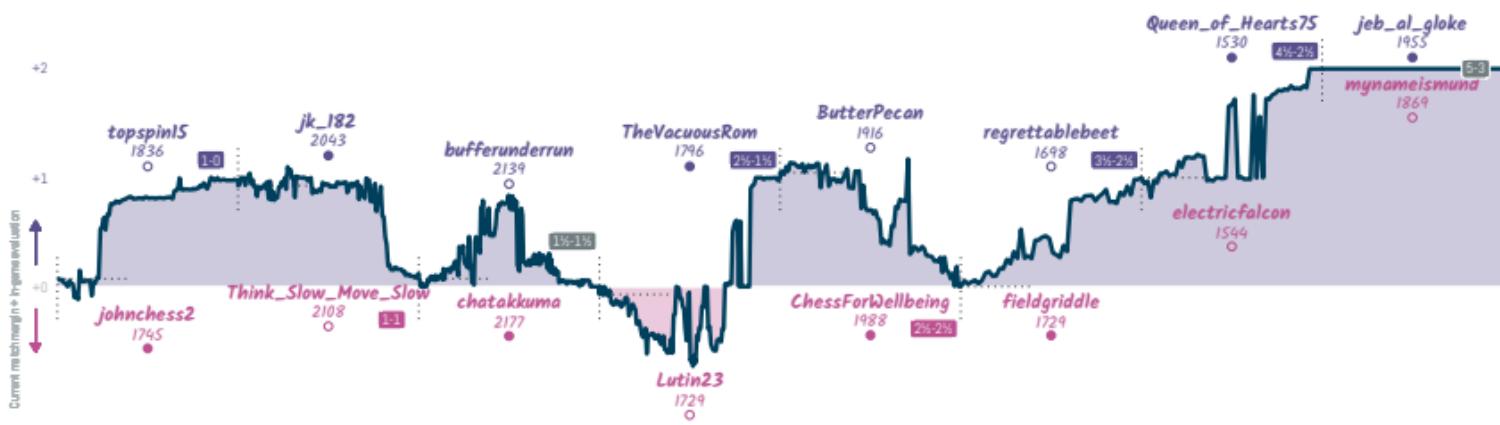
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Not All Those Who Blunder Are Lost 5 3 Watch out Magnus!

Games

B5	Tue 20:00	B2	Wed 19:00	B1	Fri 11:00	B6	Sat 13:00	B3	Sat 23:00	B7	Sun 15:00	B8	Sun 15:00	B4	
topspin15	1	jk_182	0	bufferunderrun	5	TheVacuousRom	1	ButterPecan	0	regrettablebeet	1	Queen_of_Hearts75	1	jeb_al_gloke	562
johnchess2	0	Think_Slow_Mov...	1	chatskuma	5	Lutin23	0	ChessForWellbeing	1	fieldgriddle	0	electricfalcon	0	mynamelismund	562
qIy10VwP		5fUaNR4M		SuYS0gff		rkPdM1ai		K8xhAwBd		vvCHY1CW		kcMFjloy			
C48 Four Knights Game: Spanish Variation		B50 Sicilian Defense: Modern Variations		B22 Sicilian Defense: Alapin Variation		C02 French Defense: Advance Variation		E91 King's Indian Defense: Orthodox Variation, Bigranic-Taimanov System		E91 King's Indian Defense: Orthodox Variation		A31 English Opening: Symmetrical Variation, Anti-Banani Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Not All Those Who Blunder Are Lost	5	4	2	1	0	0	1	7h 42m 13s	35.5	8.4%	2.9%	3.1%
Watch out Magnus!	3	2	4	1	0	0	1	7h 46m 11s	40.6	8.4%	1.8%	4.7%

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