

#1 Angina Blunderitis 4½ 3½ Rook & Morphy

Games

B2	B7	Fri 14:00	B1	Fri 20:00	B6	Sat 13:00	B8	Sat 13:00	B3	Sat 18:30	B4	Sun 15:00	B5	Sun 19:00	
timothyha	1X	ssyx	0	chkl12	1	samuelglats	1	T_Taylor	%	scarff	0	juandeleon	0	KirkD	1
cassiopee1990	0F	rooktaker845	1	Allotrio	0	Senhouse	0	lonelyghost06	%	Ciraid	1	shamdi	1	a2c4	0
		e5uGtAD1		F9D10AaM		spCwHRnW		g0K0RdVEc		Zc1pHlQs		6eJtY11C		FKxtQw9C	
		C50 Italian Game: Paris Defense		E11 Bogo-Indian Defense: Grünfeld Variation		C45 Scotch Game: Patter Variation		C42 Russian Game: Stafford Gambit		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		C42 Russian Game: Paulsen Attack		C54 Italian Game: Classical Variation, Greco Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Angina Blunderitis	4%	3	3	1	1	0	0	7h 49m 51s	39.3	7.5%	4%	3.7%
Rook & Morphy	3½%	3	3	1	0	1	0	7h 12m 5s	38.6	10%	3.1%	3.4%

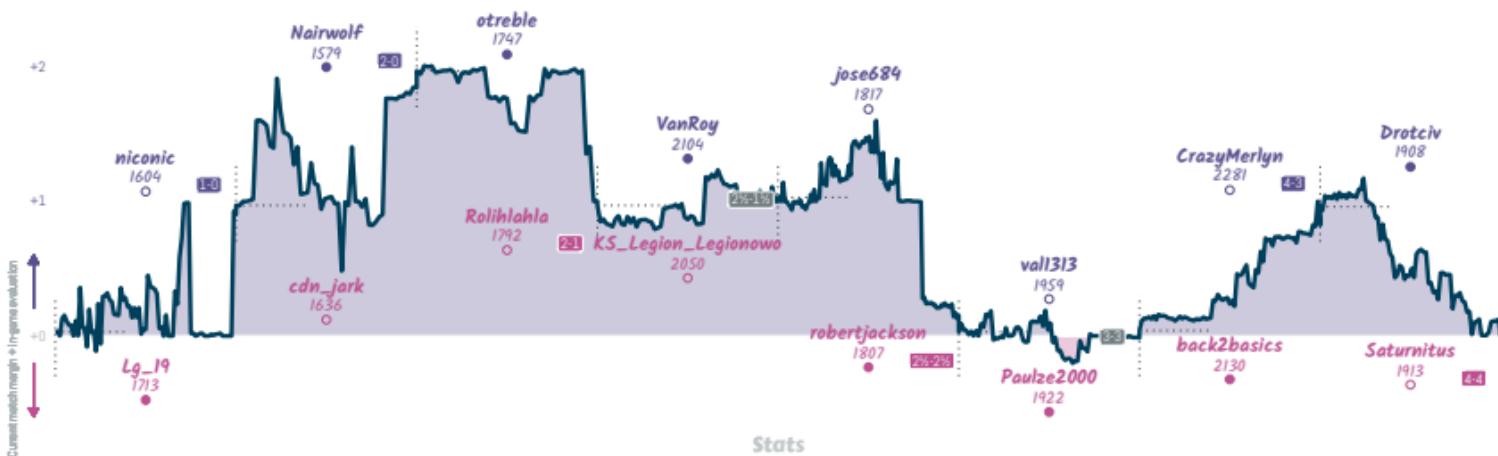
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#3 The Rouen Open Appreciation Society 4 4 #5 Zug Zug Zwang

Games

B7	Wed 16:30	B8	Wed 20:15	B6	Thu 00:30	B2	Thu 18:00	B5	Fri 09:00	B3	Sat 17:00	B1	Sun 14:00	B4	Sun 17:00
niconic Lg_19	1 0	Nairwolf cdn_jark	1 0	otreble Rolihihla	0 1	VanRoy KS_Legion_Legionowo	% %	jose684 robertjackson	0 1	val1313 Paulze2000	% %	CrazyMerlyn back2basics	1 0	Drotciv Saturnitus	0 1
809 Pic: Defense: Austrian Attack		JLQzF0oB		y1V1s3Q6		E400vbcF		Ad5 Indian Defense		E30 Nimzo-Indian Defense: Leningrad Variation		B01 Scandinavian Defense: Classical Variation		B20 Sicilian Defense: Snyder Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Rouen Open Appreciation Society	4	3	3	2	0	0	0	7h 17m 50s	40.1	9.6%	3.4%	2.7%
Zug Zug Zwang	4	3	3	2	0	0	0	6h 50m	38.4	8.6%	2.7%	4.8%

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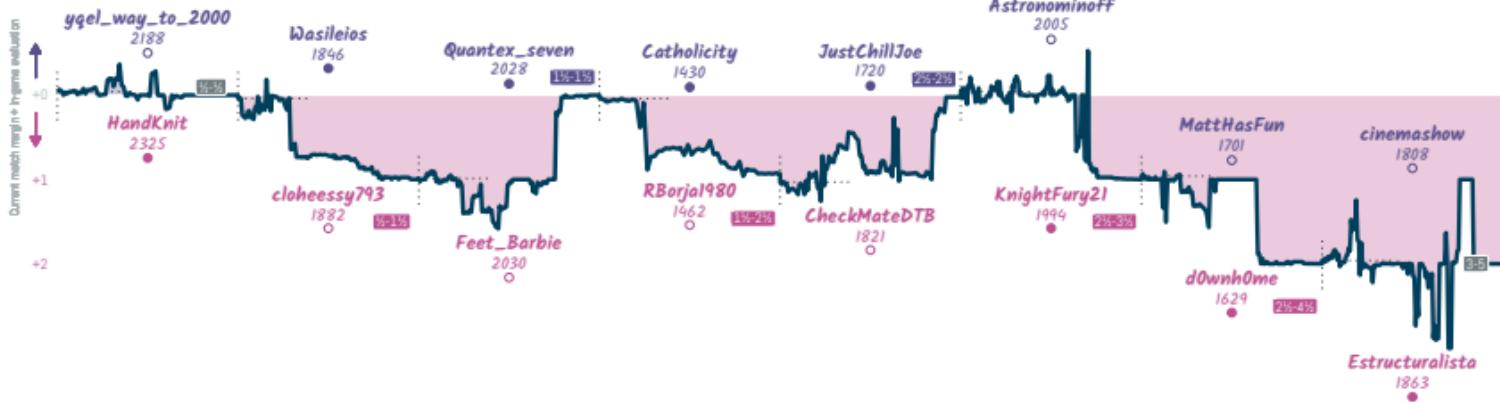
#2 Clock and Pawn Torture

3 5 #6 Fleetwood Mac - Rumours

Games

B1	Tue 19:00	B4	Wed 13:00	B2	Wed 18:00	B8	Thu 22:00	B6	Sat 01:00	B3	Sun 06:00	B7	Sun 12:00	B5	Sun 12:00
yqel_way_to_2000	%	Wasilleios	0	Quantex_seven	1	Catholicity	0	JustChillJoe	1	Astronominoff	0	MattHasFun	0	cinemashow	%
HandKnit	%	cloheesyy793	1	Feet_Barbie	0	RBorja1980	1	CheckMateDTB	0	KnightFury21	1	d0wnh0me	1	Estructuralista	%
sy1ldJ5m		QinTo2Fo		UbtWAP1N		GszwKedj		m3ve7aQW		h86c0ytm		FkhVQn3o		4Uh6aSEe	
B40 Sicilian Defense: Delayed Alapin Variation, with a6		C40 Elephant Gambit: Paulsen Counter-Gambit		D01 Rapport-Java System		B18 Caro-Kann Defense: Classical Variation		A18 English Opening: Anglo-Indian Defense; Anglo-Grünfeld Variation		B20 Sicilian Defense: Mengarini Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		A05 King's Indian Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Clock and Pawn Torture	3	2	4	2	0	0	0	9h 5m 42s	38.5	8.4%	1.3%	4.2%
Fleetwood Mac - Rumours	5	4	2	2	0	0	0	9h 57m 38s	34.8	7.5%	1.3%	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 assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (FW/FL): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Scotch Opening Spirits 3 5 #7 Your Worst Nightmare

Games

B3	Thu 20:30	B1	Fri 17:00	B7	Fri 19:00	B2	Sat 10:00	B6	Sat 09:30	B5	Sat 14:30	B4	Sun 14:00	B8	Sun 17:00
tobinator250	1	Antanisense	0	ragnarokgame	0	Turtle-Tickler_2	0	Jjames1	1	aselimgul	0	dave3	0	keeto	1
phantom567459	0	Zodtg	1	spor3	1	jco7	1	Jaydog41	0	mn1171	1	Ekors55	1	Fabysgambit	0

amRKyqs8

ru8kWxN

WXHkImQs

rBH4NmUJ

e9wMYWLJ

szwzjUD

VjZ88zX2

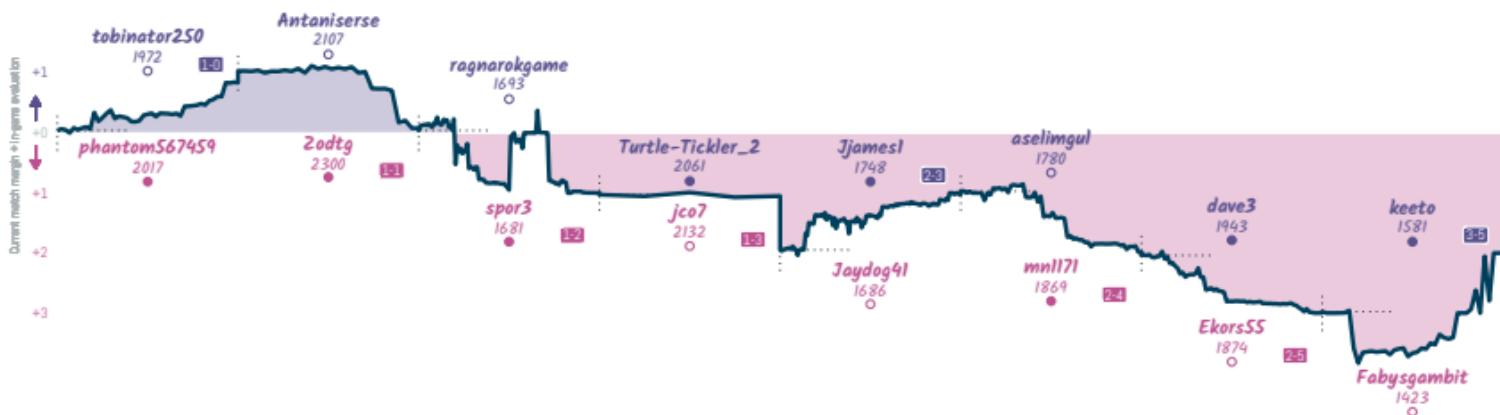
EnJeJ0zo

B44 Sicilian Defense:
Taimanov Variation, Sali
VariationA49 Indian Defense:
Przepiorka VariationB01 Scandinavian Defense:
Main Line, Mieses VariationD00 Queen's Pawn Game:
Chigorin VariationA03 Bird Opening: Dutch
Variation

D01 Rappert-Jobava System

C77 Ruy Lopez: Morphy
Defense, Mackenzie
VariationA00 Polish Opening: Baltic
Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Scotch Opening Spirits	3	3	5	0	0	0	5h 2m 16s	41.2	7.9%	2.5%	3.8%
Your Worst Nightmare	5	5	3	0	0	0	4h 44m 25s	38.5	6.7%	2.9%	2.5%

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': - (FW/FL): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Google II Vaticano 4 4 #8 Night from sea to before

Games

B1	Tue 20:30	B6	Thu 12:45	B3	Thu 17:00	B8	Thu 18:00	B5	Fri 17:00	B7	Fri 20:00	B2	Fri 19:30	B4	Sat 15:00
RSInternecio	%	AlexSurtees	1	smothermemate	1	Damnlie	1	tone_fresh	0	pgrucz	0	Grizzly1000	%	HeartOfStone	0
alp_arslan92	%	SrinivasBharathNK	0	Zubenelgenubi	0	PaPa_Beav	0	chestnutfruit	1	ipr	1	jantho	%	HunterDavis	1

1J26GWU8

1iDVvMc2

Suaw5GuQ

W9Vw1oT0

9nVqXcpH

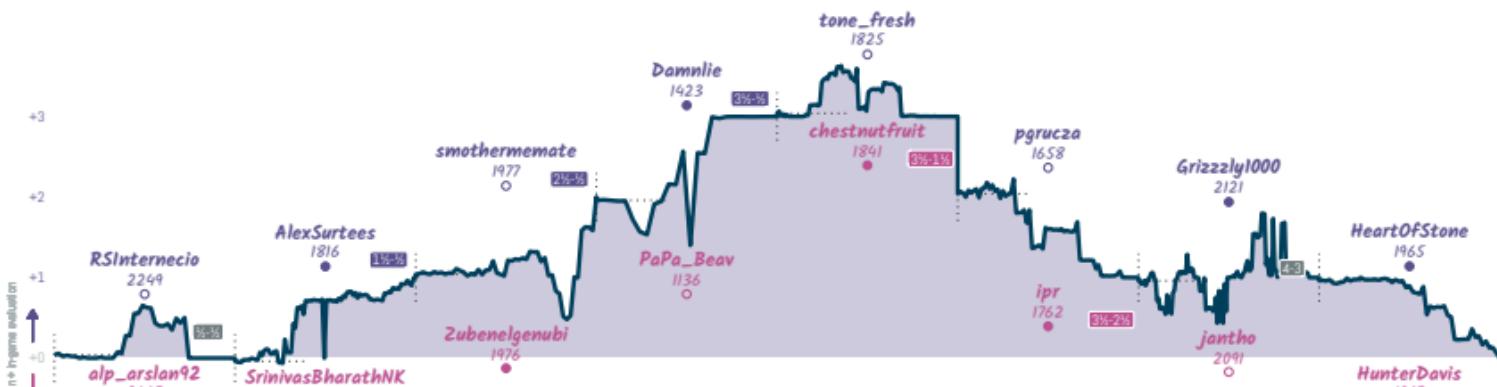
t441Pg5t

2L11M1RF

LI4xt1NB

C48 Four Knights Game:
Spanish Variation;
Rubinstein VariationB13 Caro-Kann Defense:
Exchange VariationB11 Caro-Kann Defense: Two
Knights Attack, Minden
Variation, Exchange LineC42 Russian Game: Stafford
GambitB22 Sicilian Defense: Alapin
Variation, Smith-Morra
DeclinedB44 Sicilian Defense:
Taimanov VariationB12 Caro-Kann Defense:
Advance Variation, Tal
VariationC77 Ruy Lopez: Morphy
Defense, Andersen
Variation

Story



Current match margin + Ingema evaluation

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Google II Vaticano	4	3	3	2	0	0	0	7h 6m 10s	38.8	6.5%	2.2%	6.1%
Night from sea to before	4	3	3	2	0	0	0	6h 58m 23s	42.5	6.5%	4.3%	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': - (FW/FL): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

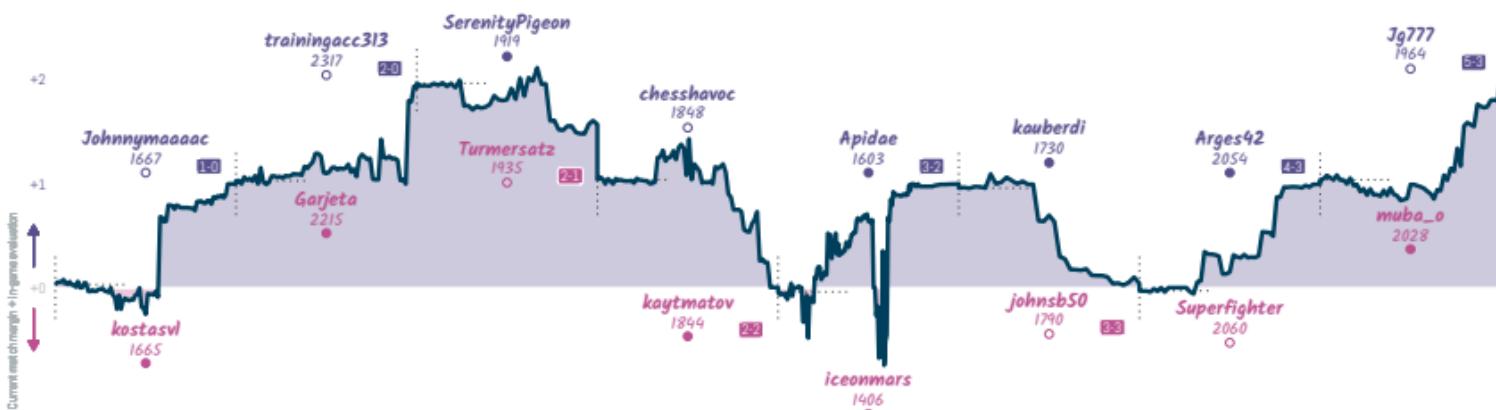
Calm before the pawn storm

5 3 #10 Reti or not

Games

B7	Wed 16:00	B1	Wed 17:00	B4	Fri 14:30	B5	Sat 08:00	B8	Sat 16:30	B6	Sun 11:00	B2	Sun 17:00	B3	Mon 02:00
Johnnymaaaac	1	trainingacc313	1	SerenityPigeon	0	chesshavoc	0	Apidae	1	kauberdi	0	Arges42	1	Jg777	1
kostasvl	0	Garjeta	0	Turmersatz	1	kaytmatov	1	iceonmars	0	johnsb50	1	Superfighter	0	muba_o	0
tMw8U9hy		Ka1gEenr		Pm0H0PmZ		btYFwgTA		b13SCMXs		cWzx80k		nTH4u8eP		SKb5NFq	
060 Queen's Gambit		A45 Trompowsky Attack		D10 Slav Defense		B53 Sicilian Defense: Chigorin Variation		B32 Sicilian Defense: Godwin Variation		C52 Italian Game: Evans Gambit, Pieraccini Defense		E46 Nimzo-Indian Defense: Reshevsky Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	
Declined: Orthodox Defense, Bonnici Variation															

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Calm before the pawn storm	5	5	3	0	0	0	0	6h 32m 37s	32.3	7.2%	1.4%	4%
Reti or not	3	3	5	0	0	0	0	7h 22m 26s	39.4	8.6%	3.6%	3.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P/W/D/L): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Checkmate ends the game 7 | Statistical Anomaly

Games

B1	Tue 14:15	B7	Tue 20:00	B5	Wed 20:00	B3	Wed 21:00	B2	Fri 19:30	B8	B6	Sun 12:30	B4	Sun 20:00
Akshak nuagesgris	1 0	Krebstar Tundir	0 1	topspin15 jankovikdaskovic	1 0	AutoChessPlay thestormingagle	1 0	kb6567 salof	1 0	rafaelnajera leo179	1X DF	freddy267t Yoa	1 0	moneydragon thebattlecrw

B47 Sicilian Defense: Taimanov Variation, Bastrikov Variation

E71 King's Indian Defense: Makogonov Variation

B50 Sicilian Defense: Modern Variations

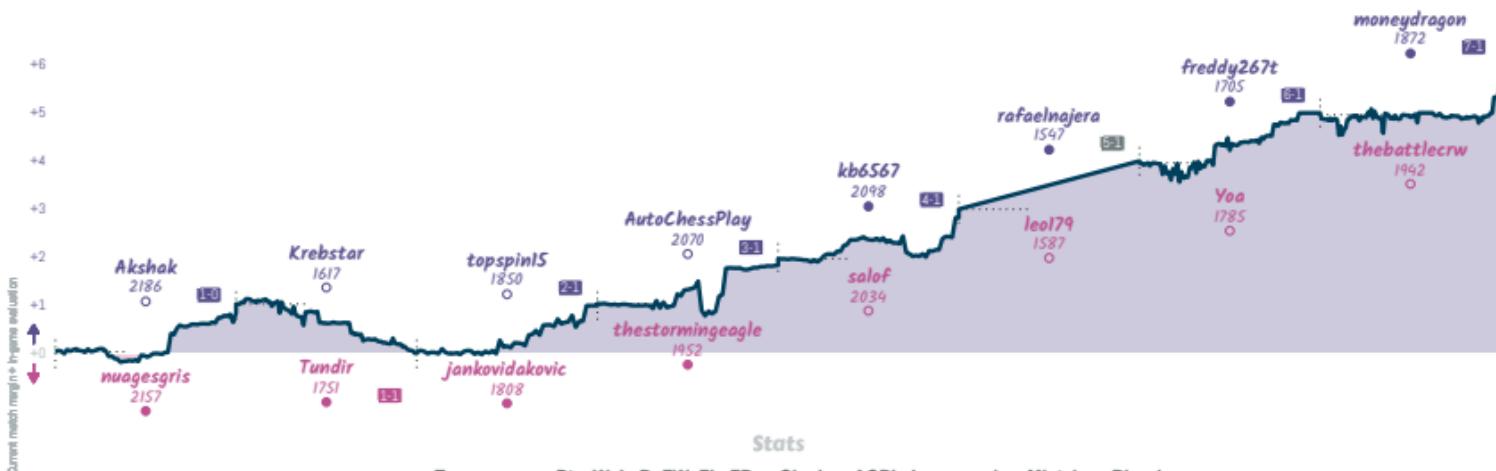
C45 Scotch Game: Mieses Variation

E04 Catalan Opening: D Defense, Modern Sharp

B1.2 Care-Kann Defon Advance Variation, Sh

B01 Scandinavian Defens Wallencian Variation, Main

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Checkmate ends the game	7	6	1	0	1	0	0	5h 38m 1s	24.4	7.8%	3.3%	1.2%
Statistical Anomaly	1	1	6	0	0	1	0	5h 42m 40s	37.1	11.3%	5.1%	3.1%

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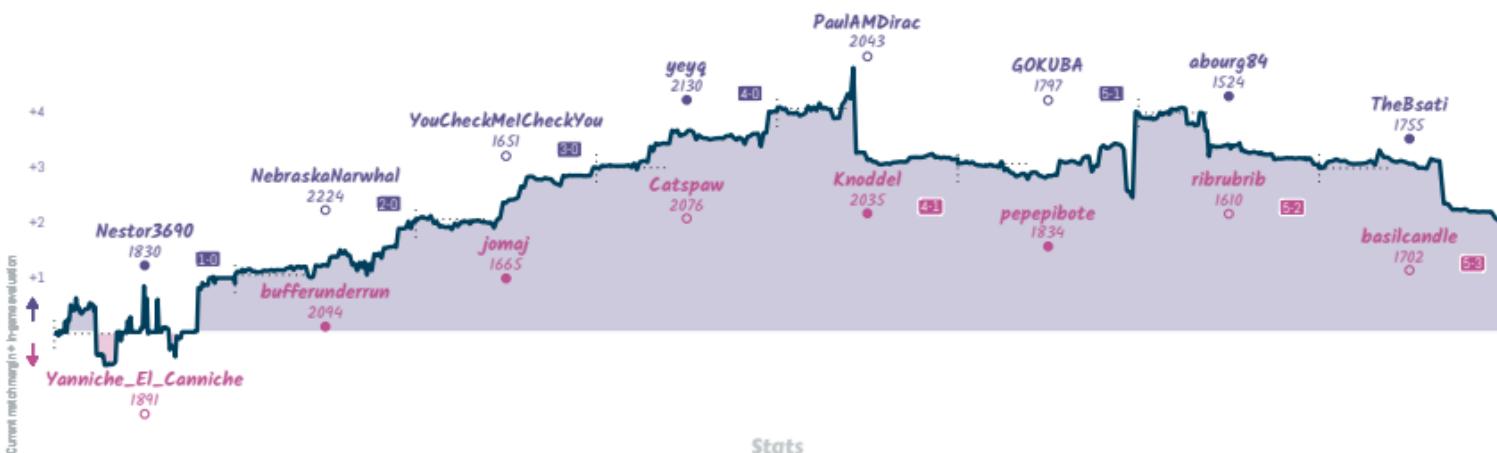
A View to a Kirill 5 3 En Passant- tastic

Games

B4	Tue 20:00	B1	Thu 15:00	B7	Thu 17:30	B2	Thu 19:00	B3	Fri 16:00	B5	Sat 18:00	B8	Sun 11:00	B6	Sun 18:00
Nestor3690	1	NebraskaNorwhal	1	YouCheckMeICheckYou	1	yeyq	1	PaulAMDirac	0	GOKUBA	1	abourg84	0	TheBeasti	0
Yanniche_El_Canniche	0	bufferunderrun	0	jomaj	0	Catspaw	0	Knoddle	1	pepepibote	0	ribrubrib	1	basilcandle	1

htq5mQsE	Jxpqo14K	a5M8fd06	ZhCT1W4C	Mw4JtAlm	32ybJDBo	Gxkp66Yr	SgUkUxkL
A45 Indian Defense	C41 Philidor Defense: Liao Variation	B12 Caro-Kann Defense: Advance Variation	D01 Rapport-Jabava System	B21 Sicilian Defense: Smith-Morra Gambit	D11 Slav Defense: Modern Line	B01 Scandinavian Defense: Classical Variation	C39 King's Gambit Accepted: Kiesanitzky Gambit, Kalisch Defense

Story



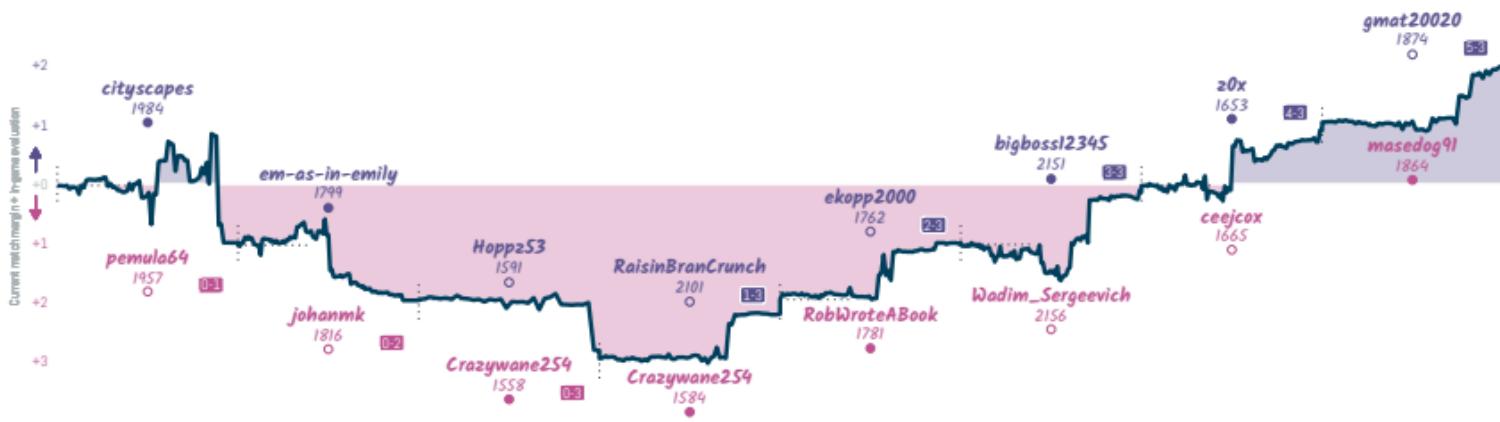
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Pawn Stars 5 3 XenoMorphys

Games

B3	Tue 04:00	B5	Wed 01:30	B8	Wed 21:00	B2	Sat 17:30	B6	Sun 02:00	B1	Sun 14:00	B7	Sun 14:30	B4	Sun 16:00
cityscapes	0	em-as-in-emily	0	Hoppz53	0	RaisinBranCrunch	1	ekopp2000	1	bigboss12345	1	z0x	1	gmat20020	1
pemula64	1	johanmk	1	Crazywane254	1	Crazywane254	0	RobWroteABook	0	Wadim_Sergeevich	0	ceejcox	0	masedog91	0
pIS2BW42		oOabPFXn		TWSStMo8		fS6x63fB		chhW7Yhs		KAZ18Vte		lhAN3Tt6		EBgngUZc	
E00 Catalan Opening		A05 Zukertort Opening		B15 Caro-Kann Defense: Fongacs Variation		B13 Caro-Kann Defense: Exchange Variation		B06 Modern Defense: Two Knights Variation		D45 Semi-Slav Defense: Normal Variation		E67 King's Indian Defense: Fianchetto Variation, Classical Fianchetto		B10 Caro-Kann Defense: Two Knights Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawn Stars	5	5	3	0	0	0	0	6h 46m 37s	34.8	8.2%	1.6%	3.6%
XenoMorphys	3	3	5	0	0	0	0	6h 40m 47s	38.3	8.9%	2%	4.3%

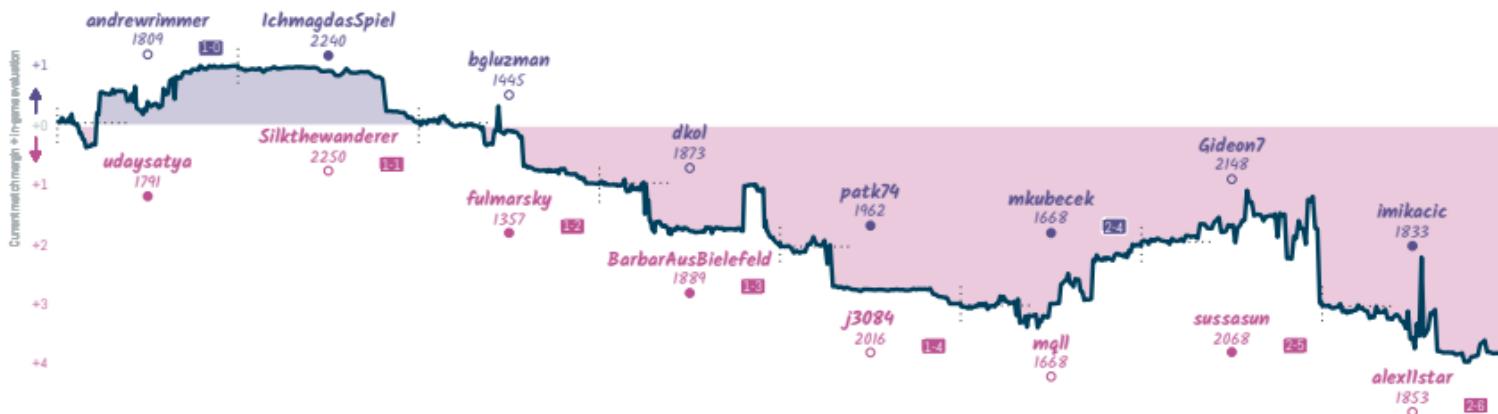
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#9 Stranger Moves 2 6 Think Long and Prosper

Games

B6	Wed 18:00	B1	Thu 11:00	B8	Fri 20:00	B4	Sat 09:00	B3	Sat 14:00	B7	Sat 14:00	B2	Sun 06:00	B5	Sun 16:00
andrewrimmer	1	IchmagdasSpiel	0	bguzman	0	dkol	0	patk74	0	mikubecik	1	Gideon7	0	imikacic	0
udaysatya	0	Silkthewanderer	1	fulmarsky	1	BarberAusBiele...	1	j3084	1	mgll	0	sussasun	1	alex11star	1
dIkJp9jW		wAY7Po8D		1UPpPVJ4		8Y8Y9vyh		3zuw5SgG		YsULIN1C		sn4K710z		2e8sEuNm	
B27 Sicilian Defense: Hyperaccelerated Dragon		B15 Caro-Kann Defense: Tartakower Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D83 Ruy Lopez: Schliemann Defense		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		B47 Sicilian Defense: Taimanov Variation, Bastrov Variation		C77 Ruy Lopez: Morphy Defense, Wormald Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Stranger Moves	2	2	6	0	0	0	0	7h 55m 22s	45.8	5.9%	3%	5.4%
Think Long and Prosper	6	6	2	0	0	0	0	8h 50m 24s	36.6	5.1%	3.8%	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/D/L): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

64 Shades of Black and White 2½ 5½ Unsafe at any time control

Games

B2	Thu 14:00	B3	Thu 14:00	B5	Fri 21:15	B6	Sat 15:00	B1	Sat 16:00	B7	Sat 17:00	B4	Sun 09:00	B8	Sun 15:00
AlexGaul	1	ComputerUser2607	½	fwcj68	1	Soreby	0	Zoro-Onigiri	0	RPhr	0	flipiflapi	0	Queen_of_Hearts75	0
Sparassidae	0	Davidc2214	½	peterwoowooka	0	Miyamoto-Musashi-S	1	Mediocratic	1	Shurbz	1	samit_d	1	speeder1987	1

A46SHEnz

qSFrV1LD

UT7WGOEA

b4f1hc49

9uuIrr16

SVwfMVU

G9fhkrjs

6N89zbbg

B40 Sicilian Defense: French Variation

B13 Caro-Kann Defense: Panov Attack, Modern Defense

B23 Sicilian Defense: Closed

C05 French Defense: Tarrasch Variation, Closed Variation

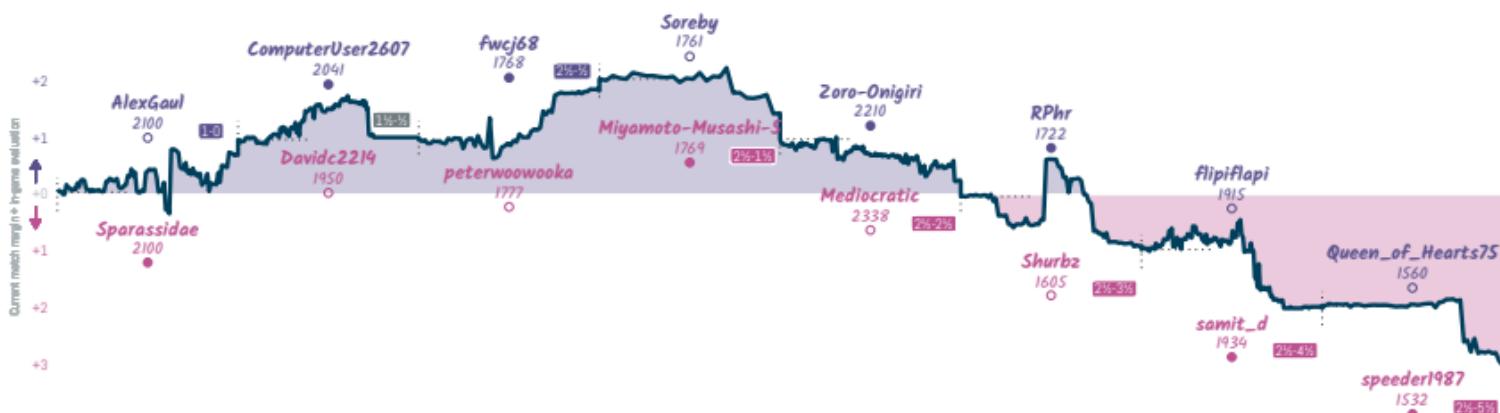
A80 Dutch Defense: Hopman Attack

C45 Scotch Game: Schmidt Variation

D10 Slav Defense

B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
64 Shades of Black and White	2%	2	5	1	0	0	0	6h 51m 14s	33.4	9.3%	2.9%	3.5%
Unsafe at any time control	5%	5	2	1	0	0	0	6h 7m 59s	27.2	8.2%	2.4%	1.3%

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 forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Gimme gimme gimme a plan after midnight 2 6 #4 Morra the Sämisch

Games

B2	Wed 20:00	B3	Thu 22:30	B1	Fri 09:00	B4	Fri 14:00	B8	Sat 15:30	B5	Sat 19:00	B6	Sat 21:00	B7	Sun 19:30
sidfanDX	1	bhajipov	0	ZatteWilly	1	Eva1982	0	BrunoMartens	0	Rperez46	0	AScannerDarkly	0	bakemann	0
rojazu	0	mhichielvlg	1	madmanmade	0	Popel23	1	ScienceGeek	1	greysensei	1	SuspendedSeventh	1	MartinDBrookes	1

zDeYINS9

Sl8eIlwb

hDNyZ0Xu

LsqIQMDd

4tpoSbmS

C3yEbVXg

AOdGHj6c

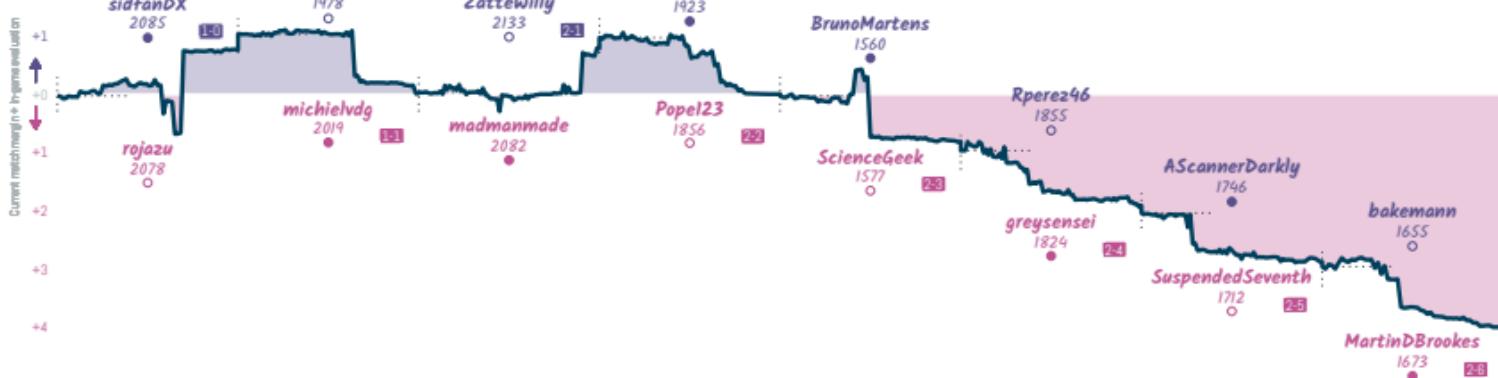
XdLMfZa4

A13 English Opening:
Agincourt Defense, Catalan
Defense AcceptedA46 Yusupov-Rubinstein
SystemA48 Tarrasch: Fianchetto
Defense

D01 Rapport-Jabava System

E05 Catalan Opening: Open
Defense, Classical LineA60 Benoni Defense: Modern
VariationB38 Sicilian Defense:
Accelerated Dragon, Mardzay
BindC02 French Defense:
Advance Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gimme gimme gimme a plan after midnight	2	2	6	0	0	0	0	7h 11m 50s	36.3	6.6%	1.8%	2.6%
Morra the Sämisch	6	6	2	0	0	0	0	6h 43m 4s	21.8	3.6%	1.1%	1.1%

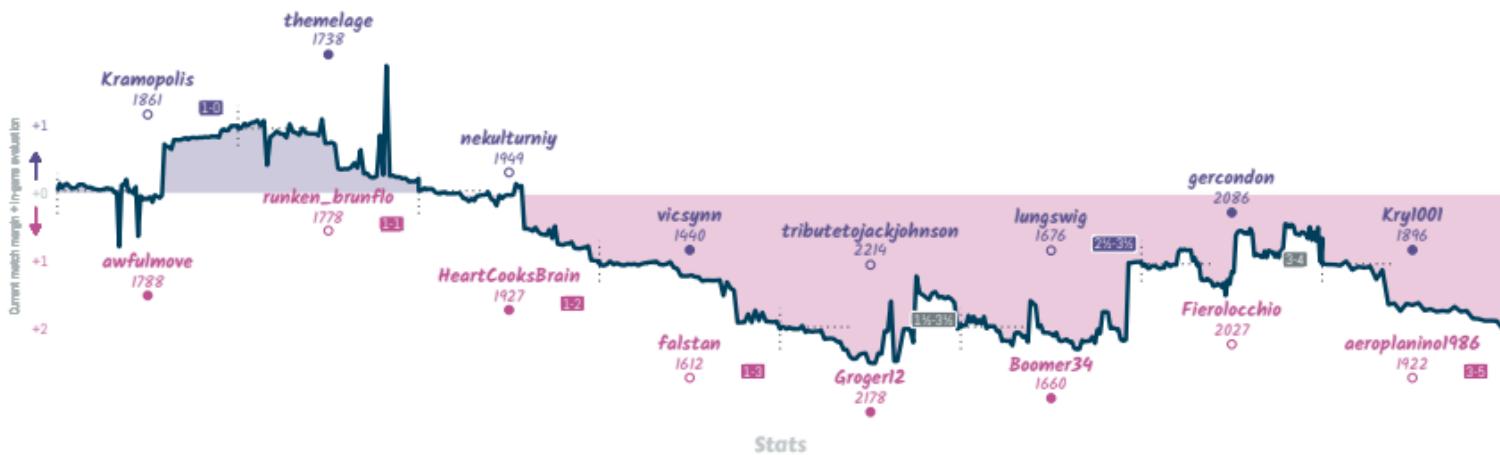
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AniMorphys 3 5 Kramnik's statistical anomalies

Games

B5	Tue 00:00	B6	Thu 18:00	B3	Fri 01:00	B8	Fri 19:00	B1	Sat 16:00	B7	Sun 02:15	B2	Sun 08:00	B4	Sun 18:30
Kramopolis	1	themelage	0	nekulturniy	0	vicsynn	0	tributetojack...	5%	lungswig	1	gercondon	5%	Kry1001	0
awfulmove	0	runkenn_brunflo	1	HeartCooksBrain	1	falstan	1	Groger12	5%	Boomer34	0	Fierolocchio	5%	aeroplanino1986	1
hENfeLQP		E6GKpxB5		QJR4hgVz		zx87uYdn		N1rCQf6n		b01n9TnT		Sw9YcKRU		BSSaqk7d	
B09 Pirc Defense: Austrian Attack, Weiss Variation		C21 Center Game: von der Lasa Gambit		B13 Caro-Kann Defense: Panov Attack, Modern Defense		B90 Sicilian Defense: Najdorf Variation, English Attack		D01 Rappart-Jobava System		D06 Queen's Gambit Declined: Baltic Defense		B23 Sicilian Defense: Closed		B10 Caro-Kann Defense: Breyer Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
AniMorphys	3	2	4	2	0	0	0	6h 2m 41s	52.8	10.2%	2.4%	6.7%
Kramnik's statistical anomalies	5	4	2	2	0	0	0	6h 8m 12s	48.2	8.7%	2.4%	5.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (Unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P/W/D/L): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

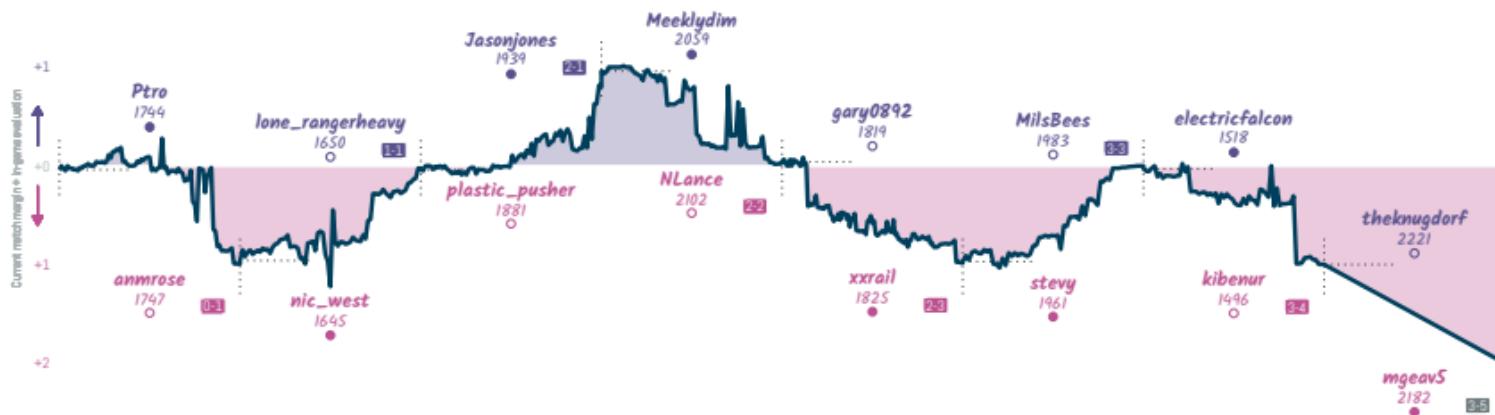
Come for the chess, stay for the spee...

3 5 Unbothered, unfazed, undaunted

Games

B6	Thu 00:00	B7	Thu 15:00	B4	Thu 18:00	B2	Fri 15:30	B5	Fri 18:45	B3	Sat 13:30	B8	Sat 18:00	B1
Ptro	0	lone_rangerheavy	1	Jasonjones	1	Meeklydim	0	gary0892	0	MilsBees	1	electricfalcon	0	theknugdorf
animrose	1	nic_west	0	plastic_pusher	0	NLance	1	xxrail	1	stevy	0	kibenur	1	mgeav5
XJr1USwp		9pGI2453		IdbWVFay		jn8XLfb2		vtbpkMUs		PLtr0qvl		AwQL611G		DF
C00 French Defense: Knight Variation		B00 Pirc Defense		A06 Zukertort Opening		B40 Sicilian Defense: French Variation		B23 Sicilian Defense: Closed		A84 Dutch Defense: Classical Variation		D02 Queen's Pawn Game: London System		1X

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Come for the chess, stay for the speeches	3	3	4	0	0	1	0	6h 37m 16s	38.2	7.2%	3.6%	3.9%
Unbothered, unfazed, undaunted	5	4	3	0	1	0	0	7h 2m 28s	33.5	6.5%	2.9%	2.9%

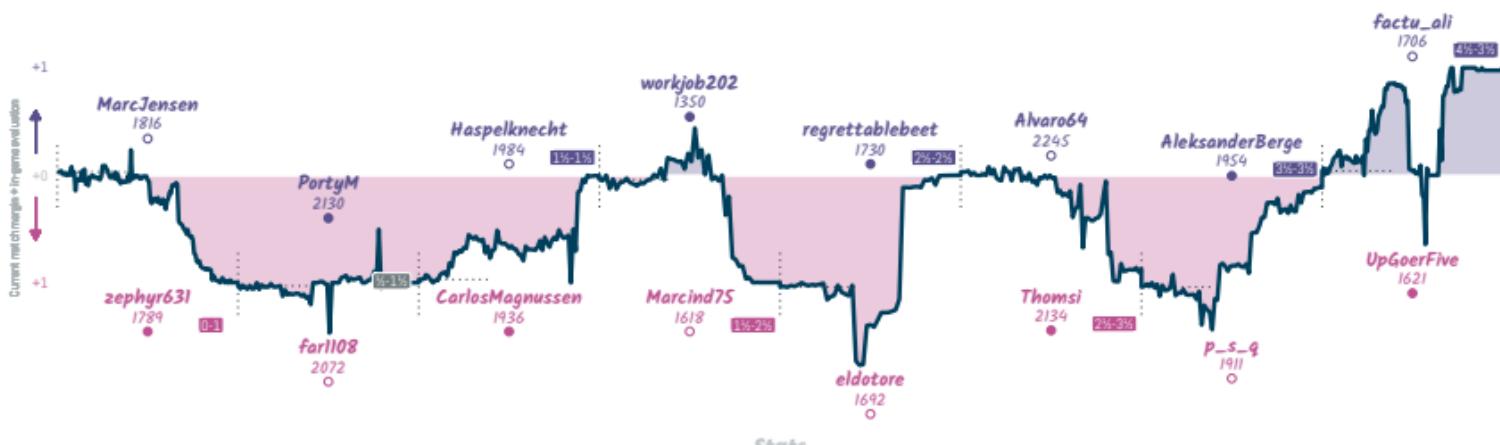
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 6 April 2024.

A Blunder A Day Keeps Kramnik Away 4½ 3½ Rook-ie Monsters

Games

B5	Wed 16:00	B2	Fri 19:00	B3	Sat 12:00	B8	Sat 14:45	B6	Sat 19:00	B1	Sun 14:30	B4	Sun 15:00	B7	Sun 19:00
MarcJensen	0	PortyM	½	Haspelknecht	1	workjob202	0	regrettablebeet	1	Alvaro64	0	AleksanderBerge	1	factu_ali	1
zephyr631	1	far1108	½	CarlosMagnussen	0	Marcind75	1	eldotore	0	Thomsi	1	p_5_q	0	UpGoerFive	0
SRUzsjY1		jsxFVJ8R		jdo2LZGF		eRQmIpinq		4Vg2dQQu		26X9NYoM		YitoIzVk		nFatcq2u	
E32 Nimzo-Indian Defense: Classical Variation		D90 Grünfeld Defense: Three Knights Variation		D74 Non-Grünfeld Defense: Delayed Exchange Variation		D11 Slav Defense: Quiet Variation, Pin Defense		C47 Four Knights Game: Scotch Variation Accepted		E10 Indian Defense: Anti-Nimzo-Indian		C26 Vienna Game: Stanley Variation, Reversed Spanish		B22 Sicilian Defense: Alapin Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Blunder A Day Keeps Kramnik Away	4½	4	3	1	0	0	0	8h 18m 24s	36.1	7.6%	2.7%	3.9%
Rook-ie Monsters	3½	3	4	1	0	0	0	8h 10m 55s	38.7	8.2%	2.1%	3.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (W/L/D): (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Alireza stole our candidates spot so ... 5 3 Rook Against the Machine

Games

B2	Mon 19:30	B5	Mon 23:00	B7	Tue 00:00	B8	Wed 02:30	B3	Sat 13:00	B6	Sat 13:00	B1	Sun 13:00	B4	Sun 19:00
knightstomeetu	%	adrienb96	0	jcamody	1	osumarko	0	rodekoio	1	PatchyThePirate	1	jessehf	%	wachini	1
Mennonite	%	TheVacuousRom	1	Bortvinik	0	avemanyeg	1	jpgmich	0	DosDebug	0	Mennonite	%	MerrickS	0
GF08cL2D		xy32kxoU		nMCqKPWY		rauvZJCU		Ii5efprp		rocpnXat		cH11Rg0w		20ahzQoB	
B12 Caro-Kann Defense: Advance Variation, Bonvinnik-Carls Defense		D09 Queen's Gambit Declined: Albin Counter-gambit, Fianchetto Variation, Big Line		B23 Sicilian Defense: Brand Prix Attack		A31 English Opening: Symmetrical Variation, Anti-Benoni Variation		A57 Benko Gambit Accepted: Modern Variation		B22 Sicilian Defense: Alapin Variation, Barman Defense, Modern Line		A00 Van Beek Opening: Napoleon Attack		EB2 King's Indian Defense: Fianchetto Variation, Uhlmann-Szabo System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Alireza stole our candidates spot so we're playing here	5	4	2	2	0	0	0	7h 46m 34s	32.9	8.3%	2.4%	2.1%
Rook Against the Machine	3	2	4	2	0	0	0	7h 41m 27s	37.8	8.3%	2.8%	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 also assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P/W/L/D): forfeit wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

It's not losing if we both get zero p...

4 4 OpPawnHeimer

Games

B7	Mon 16:00	B8	Tue 17:00	B3	Wed 01:00	B5	Wed 02:00	B6	Wed 05:00	B1	Fri 00:00	B2	Sat 13:00	B4	Sat 19:00
Reedor	1	lepertoe	1	biggestbaunce	0	ScotchWhisky	1	chessfefe	0	LeoYee	0	sacwin	0	JuyopVGC	0
AtomikMorphy	0	betencas	0	fake_switch	1	sidetracked_owl	0	Slamchops	0	notzmv	1	drchessdad	0	ButterPecan	1
pAfUJMnB		0wx91N4W		xJnUn2sm		JuzBaJd		AbqJcfng		vVALjsfj		eSLfnYE8		rvxel825	
B21 Sicilian Defense: Smith-Morra Gambit		C00 French Defense: Knight Variation		A31 English Opening: Symmetrical Variation, Anti-Banerji Variation		B40 Sicilian Defense: Delayed Alapin Variation, with e5		C00 French Defense: Two Knights Variation		B13 Caro-Kann Defense: Exchange Variation		D00 Queen's Pawn Game: Accelerated London System		E04 Catalan Opening: Open Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
It's not losing if we both get zero points	4	3	3	2	0	0	0	8h 22m 59s	41.2	7.4%	2.9%	4.5%
OpPawnHeimer	4	3	3	2	0	0	0	9h 20m 37s	41.1	5.8%	3.8%	4.5%

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Reasons and Refutations 6½ 1½ The Eval Bar Flippers

Games

B4	Mon 18:45	B5	Tue 18:00	B7	Tue 18:00	B2	Thu 17:00	B6	Fri 19:00	B1	Sat 16:00	B8	B3	Sun 14:00	
morganbp	1	texasadom	1	jackbwfc	1	learrt	½	fvafier	0	Leverkuhn	1	demeterceres	1X	FunnyLikeAClown	1
DaChessPlayer	0	Moccy	0	casual921	0	pauliewoll	½	tomshko	1	Wrefo	0	aneesh_mulye	0F	marty001	0
4FjnGdcg		Gjswm7EO		7vdfy0kc		BnMMV2F1		RfxOCLHN		XimvpMHJx		demeterceres		AgAKdsFX	
C29 Vienna Game: Heyda Variation		D30 Queen's Gambit Declined		A40 Horwitz Defense		B25 Sicilian Defense: Closed		D34 Tarrasch Defense: Classical Variation		A84 Dutch Defense: Normal Variation		AB7 Benoni Defense: Taimanov Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders	
Reasons and Refutations	6%	5	1	1	1	0	0	7h 6m 1s	23.9	4.8%	3.7%	1.1%
The Eval Bar Flippers	1%	1	5	1	0	1	0	6h 23m	34.2	11%	2.9%	2.2%

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The Paradoxical Promotion of Pawn K 4 4 The Scions of Silman

Games

B7	Mon 18:00	B6	Wed 22:00	B3	Sat 06:30	B5	Sat 08:30	B4	Sat 15:30	B8	Sun 19:00	B1	Sun 20:00	B2	Sun 19:00
Gingersquirrel...	0	Heathcliffs	0	M0rl	1	Tranzoo	0	jeremyjh	1	Lexgrad	1	M0rl	1	seb32	0
CaioDias	1	STCLion	1	Matt365	0	CrimsonRain	1	PaulWithAnS	0	IronTorus	0	arthil5	0	axp156	1
1BNf849		wgPgW0JE		qFyBcGra		92g682Tz		ka9MsHDQ		cpDqjyID		QFem7dTe		NwQkJANU	
002 French Defense: Advance Variation		002 Queen's Pawn Game: Symmetrical Variation		B44 Sicilian Defense: Taimanov Variation		000 Queen's Pawn Game: Accelerated London System		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		C01 French Defense: Exchange Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		C47 Four Knights Game: Gunsberg Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Paradoxical Promotion of Pawn K	4	4	4	0	0	0	0	7h 4m 53s	40.2	11.7%	2.8%	4.2%
The Scions of Silman	4	4	4	0	0	0	0	7h 39m 21s	38.9	11%	4.6%	2.5%

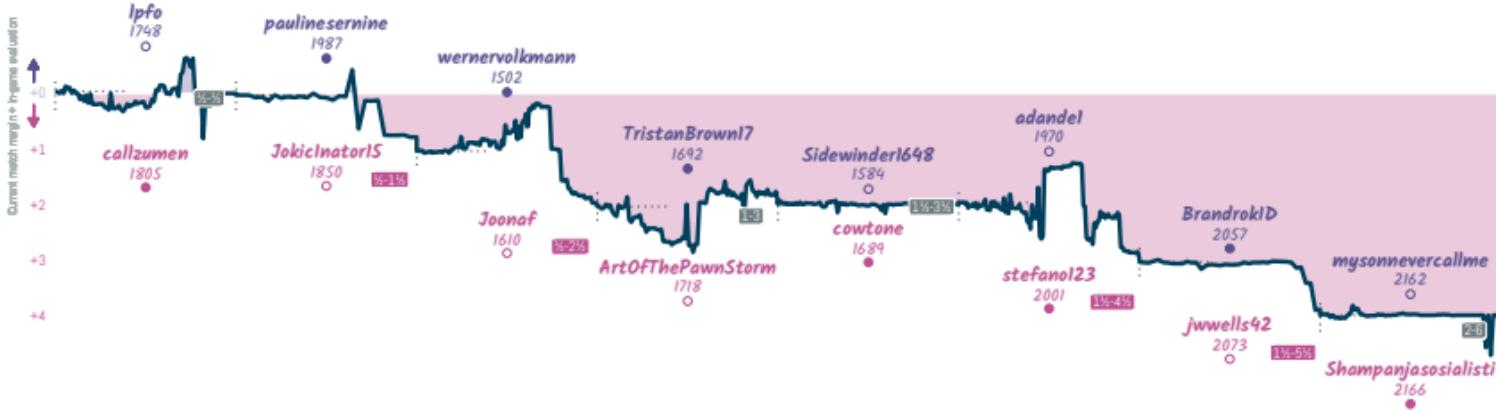
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Flaming Chesnuts 2 6 NA If Sauna, Vodka and Tal Won't Help, t...

Games

B5	Wed 19:00	B4	Wed 22:00	B8	Thu 19:30	B6	Fri 03:00	B7	Fri 13:00	B3	Sat 14:00	B2	Sun 01:30	B1	Sun 18:00
lpfo	%	paulinesernine	0	wernervolkmann	0	TristanBrown17	%	Sidewinder1648	%	adandel	0	Brandrok10	0	mysonnevercallme	%
callzumen	%	Jokiclnator15	1	Joonaf	1	ArtOfThePawnStorm	%	cowtöne	%	stefanol23	1	jwells42	1	Shampanjasosia...	%
Z2J1N2uJ		sx95b8zP		ovUL1NaY		gV00uhjp		kOI1c9RA		j8ufxFNW		fAP0sa5L		EPWnYWgt	
AD8 King's Indian Attack: Sicilian Variation		E64 King's Indian Defense: Fianchetto Variation; Yugoslav Variation, Rare Line		C78 Ruy Lopez: Morphy Defense		B12 Caro-Kann Defense: Mariczy Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		E24 Nimzo-Indian Defense: Sämisch Variation, Accelerated		D27 Queen's Gambit Accepted: Classical Defense, Main Line		AD1 Nimzo-Larsen Attack: Indian Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Flaming Chesnuts	2	0	4	4	0	0	0	6h 37m 35s	44.7	6.9%	3.1%	6%
If Sauna, Vodka and Tal Won't Help, the Position is Fatal	6	4	0	4	0	0	0	6h 34m 48s	34.7	7.5%	1.3%	5%

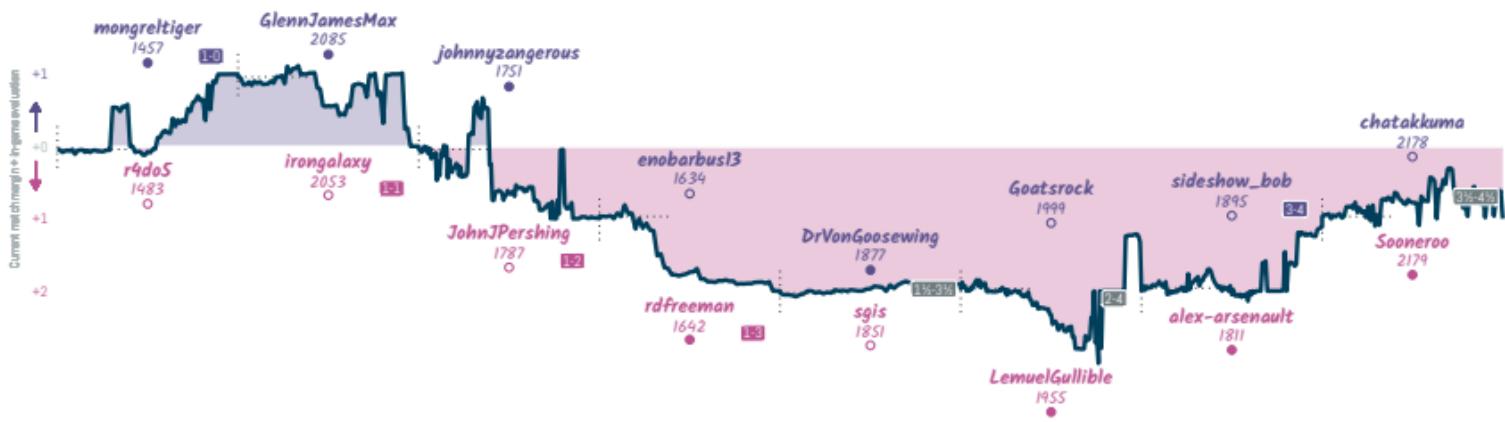
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The natural number following 38 and p... 3½ 4½ xxPawnSlayers36Oxx

Games

B8	Tue 15:00	B2	Thu 15:30	B6	Fri 14:00	B7	Sat 14:00	B4	Sat 21:00	B3	Sun 09:00	B5	Sun 17:00	B1	Mon 01:00
mongreltiger	1	GlennJamesMax	0	johnnyzangerous	0	endbarbus13	0	DrVonGoosewing	1	Goatsrock	1	sideshow_bob	1	chatakkuma	1
r4do5	0	irongalaxy	1	JohnJPershing	1	rdfreeman	1	sgis	1	LemuelGullible	1	alex-arsenault	0	Sooneroo	1
khqgqU456		ZoEpMwcn		FgF83Mch		qF88MsyM		W4I0086p		FmmrZXj3		Qj1jT2vk		hR911uvP	
B15 Caro-Kann Defense: Tartakower Variation		B04 Alekhine Defense: Modern Variation, Alburn Variation		B12 Caro-Kann Defense: Maroczy Variation		A48 East Indian Defense		D31 Queen's Gambit Declined: Charousek Variation		A40 Queen's Pawn Game		A08 Zukertort Opening: Reversed Grünfeld		D23 Queen's Gambit Accepted: Mannoheim Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The natural number following 38 and preceding 40	3½	2	3	3	0	0	0	8h 27m 52s	49.3	10.6%	3.1%	6%
xxPawnSlayers36Oxx	4½	3	2	3	0	0	0	8h 5m 43s	45.7	5.7%	4%	6%

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Horse Majeure 3 5 The Poisoned Prawns

Games

B6	Wed 18:00	B5	Thu 12:00	B2	Thu 18:00	B3	Fri 15:00	B1	Fri 17:00	B8	Sat 08:30	B4	Sun 19:00	B7	Sun 19:00
momor	1	Lyrurus	0	Underkover	0	AACtrl	0	GiveMeKite	1	chess131969	0	Forhavu	0	UN1137	1
soelver	0	Will_of_D	1	Ic69	1	RamiK2000	1	carinawi	0	epidis	1	stefan15sds	1	kygreek	0

JQrr10ub

oRA0g3gj

IDeILwuR

c3BmxFQ

Nwp5FLJ2

pxauAAJX

Jbw7n1HX

D68jo6Eu

D55 Queen's Gambit
Declined: Neo-Orthodox
Variation, Main Line

E80 King's Indian Defense:
Normal Variation, King's
Knight Variation

C11 French Defense:
Steinitz Variation;
Bokolovskiy Variation

B20 Sicilian Defense:
Staunton-Cochrane Variation

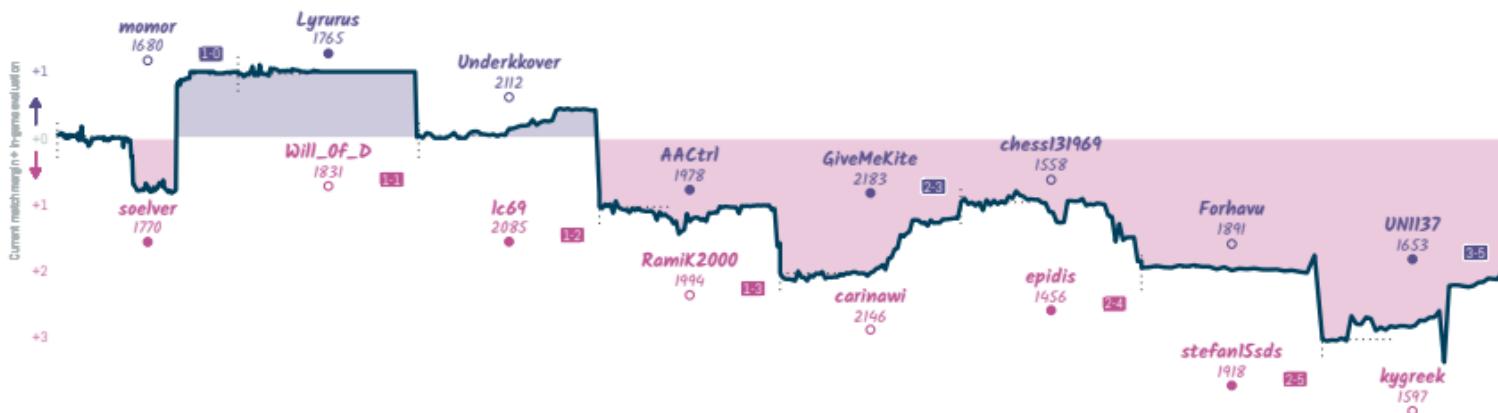
B01 Scandinavian Defense:
Valencian Variation

A40 Horwitz Defense

B10 Caro-Kann Defense: Two
Knights Attack

B30 Sicilian Defense: Old
Sicilian

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Horse Majeure	3	3	5	0	0	0	0	6h 12m 5s	29.9	4.5%	0.7%	2.7%
The Poisoned Prawns	5	5	3	0	0	0	0	5h 12m 25s	25.9	6.2%	1.4%	1.4%

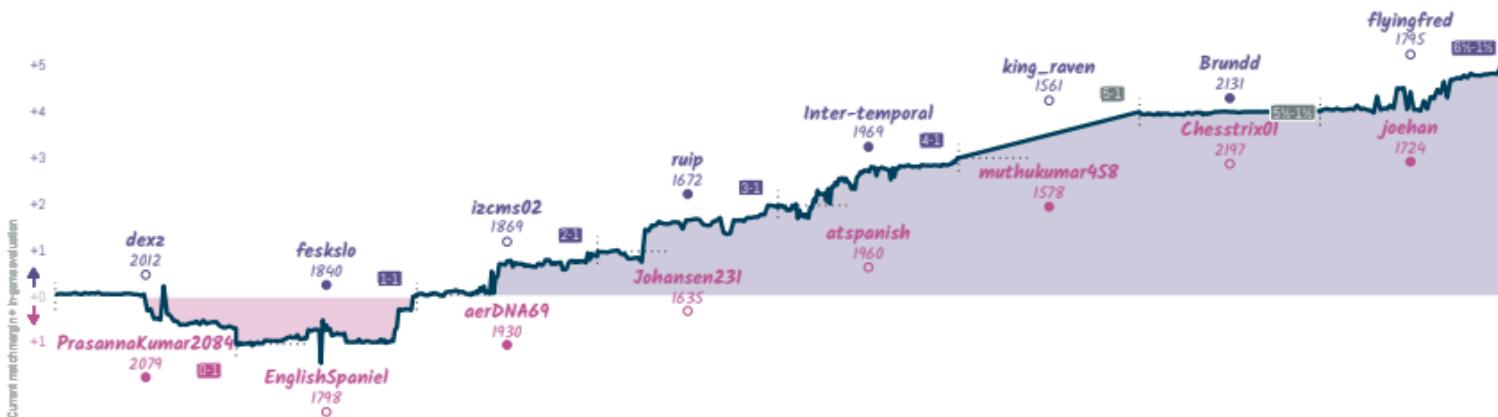
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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': - (FW/FL): (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Brundd's Race to the Candidates 6½ 1½ Take First, Think Later

Games

B2	Tue 17:00	B5	Tue 18:00	B4	Wed 19:30	B7	Thu 21:00	B3	Fri 02:00	B8	Sat 01:00	B1	Sun 15:30	B6	Sun 18:00
dexz	0	0	1	1	1	1	1	1	1	1	1	1X	5%	flyingfred	1
PrasannaKumar2084	1	1	0	0	0	0	0	0	0	0	0	0F	5%	joehan	0
srvVJBHI		1e4x1CTd		BweR0atP		ABGFRcLy		UcTNSzAB		fV11oPDr		N17J1hZF			
D35 Queen's Gambit Declined Exchange Variation, Positional Variation		B22 Sicilian Defense: Alapin Variation, Barman Defense, Modern Line		D30 Queen's Gambit Declined		C47 Four Knights Game: Scotch Variation, Krause Gambit		E73 King's Indian Defense: Normal Variation, Standard Development		D52 Queen's Gambit Declined: Cambridge Springs Defense, Bagolyubow Variation		B10 Caro-Kann Defense: Two Knights Attack			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Brundd's Race to the Candidates	6½	5	1	1	1	0	0	6h 59m 2s	30.2	5.9%	1.8%	3.3%
Take First, Think Later	1½	1	5	1	0	1	0	6h 55m 5s	44.2	5.1%	5.1%	4.4%

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