

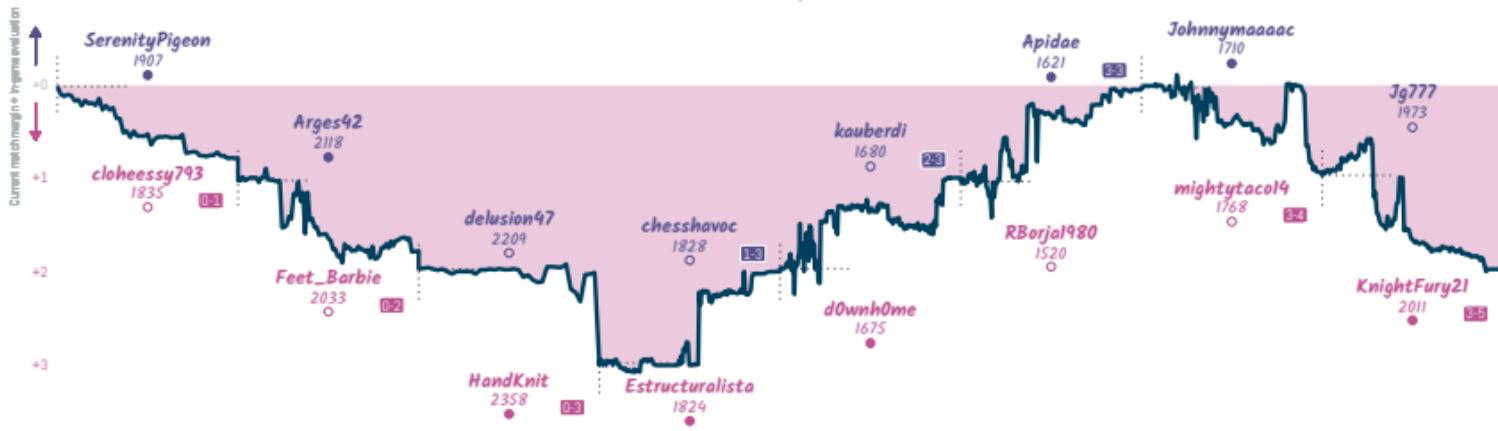
#3 Calm before the pawn storm

3 5 #4 Fleetwood Mac - Rumours

Games

B4	Wed 17:00	B2	Thu 17:00	B1	Fri 18:00	B5	Fri 23:30	B7	Sat 11:00	B8	Sat 15:00	B6	Sat 20:00	B3	Sat 20:15
SerenityPigeon	0	Arges42	0	delusion47	0	chesshavoc	1	kauberdi	1	Apidae	1	Johnnymaaaac	0	Jg777	0
cloheesyy793	1	Feet_Barbie	1	HandKnit	1	Estructuralista	0	dOwnh0me	0	RBorja1980	0	mightytaco14	1	KnightFury21	1
wyMGCIIX		dNo17IeR		B8hBrRuh		z7LKRJ1z		ctZg28sk		GvLxjYFI		RQkajRJA		4VYWxPat	
B01 Scandinavian Defense: Portuguese Gambit, Correspondance Refutation		A45 Indian Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		B53 Sicilian Defense: Chelkover Variation		E01 Catalan Opening: Closed		A05 King's Indian Attack		A04 Zukertort Opening: Queen's Gambit Invitation		B42 Sicilian Defense: Kan Variation, Modern Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Calm before the pawn storm	3	3	5	0	0	0	8h 12m 11s	31.5	7.1%	2.6%	1.9%
Fleetwood Mac - Rumours	5	5	3	0	0	0	9h 4m 45s	29.1	4.7%	2.2%	2.8%

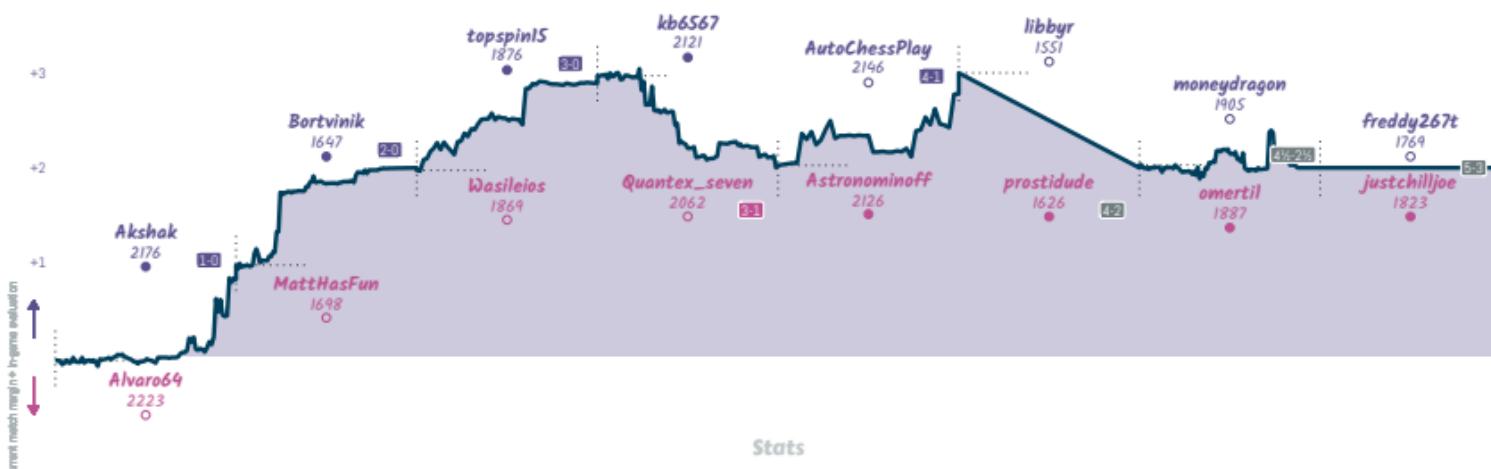
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#1 Checkmate ends the game 5 3 #5 Clock and Pawn Torture

Games

B1	Tue 17:00	B7	Fri 00:00	B5	Fri 09:00	B3	Fri 18:00	B2	Sat 10:00	B8	B4	Sun 16:00	B6	
Akshak	1	Bortvinik	1	topspin15	1	kb6567	0	AutoChessPlay	1	libbyr	0F	moneydragon	%	freddy267t
Alvaro64	0	MattHasFun	0	Wasileios	0	Quantex_seven	1	Astronominoff	0	prostitude	1X	omertil	%	justchilljoe
BmcEDZSm		2sDkc3Q1		TATWZMYD		mrRo1G1I		EChq62f0				Sx8NXwb3		
B85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		B22 Sicilian Defense: Alapin Variation, Baranov Defense		C33 King's Gambit Accepted: Polerio Gambit		D04 Queen's Pawn Game: Colle System, Anti-Colle		C42 Russian Game		D01 Rappart-Johava System				

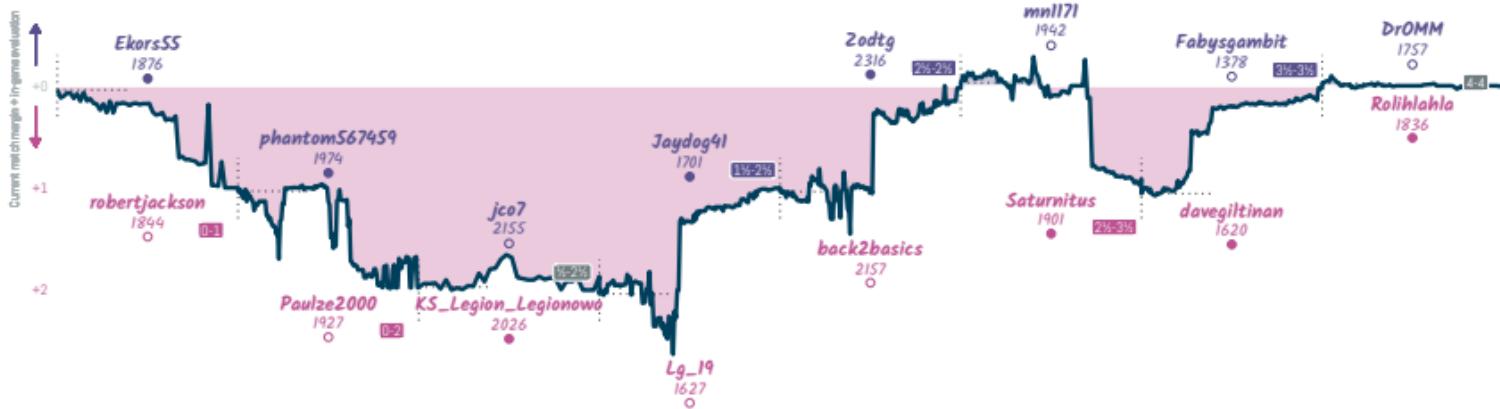
Story



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Games

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Your Worst Nightmare	4	3	3	2	0	0	0	8h 5m 53s	33.0	5.2%	2%	22%
Zue Zue Zware	4	3	3	2	0	0	0	8h 17m 30s	30.3	3.7%	2.5%	25%

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(L), (forfeit) wins/losses/draws; Clock: total clock time used; ACP1: team average clock time loss (adjusted for moves); Inconsistencies/Mistakes/Blunders: % moves of each turn type. Also: ranks only shown for the top 10 teams at the start of the round, henceby Elo/rating/rank not shown for Round 1. This plot was generated on 15 April 2024.

#2 **Morra the Sämisch** 3 #6 **Scotch Opening Spirits**

Games

B3	Tue 20:00	B2	Thu 20:00	B5	Fri 19:00	B8	Sat 14:00	B1	Sat 16:00	B4	Sat 17:00	B7	Sat 19:00	B6	Sun 20:30
madmanmade	0	rojazu	½	greysensei	0	ScienceGeek	0	michielvdg	1	Pope123	0	SuspendedSeventh	½	MartinDBrookes	1
tobinator250	1	Antaniserse	½	ragnarokgame	1	keeto	1	AidanJex101	0	dave3	1	aselimgul	½	ukristen	0

MB7Lb4yM

Fmqc9pMx

2TW1e92

ZWzT7X3r

Srzn42X0

vTr8Pa0T

dqGgrysF

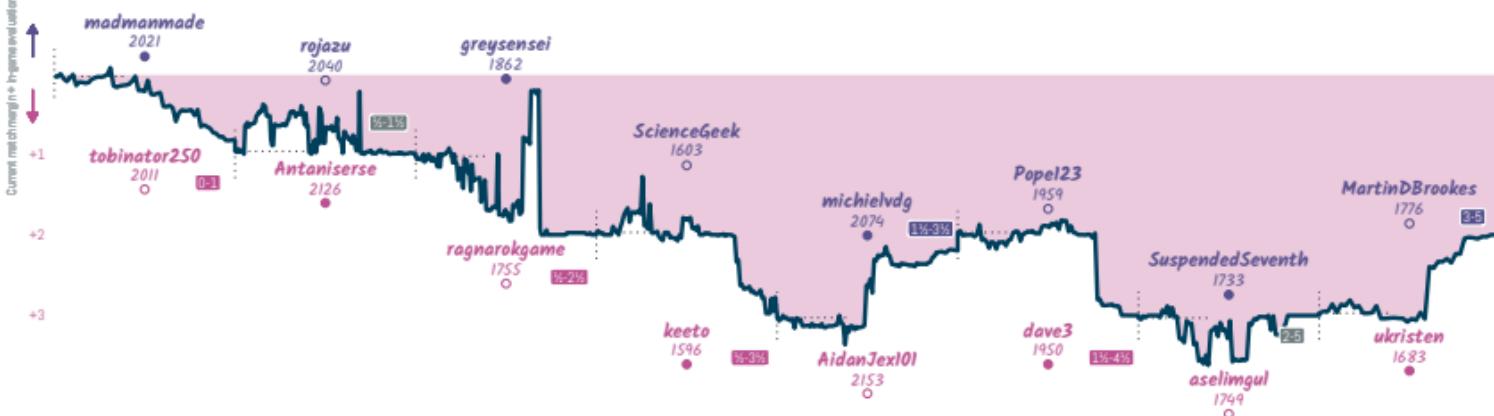
te8VsJ1i

A16 English Opening:
Anglo-Indian Defense;
Anglo-Günfild VariationA20 English Opening: King's
English VariationB35 Sicilian Defense:
Accolmited Dragon, Modern
Bc4 VariationD02 Queen's Pawn Game:
Symmetrical Variation,
Pseudo-CatalanB78 Sicilian Defense: Dragon
Variation, Yugoslav Attack;
Old Line

D01 Rappart-Jobava System

D00 Queen's Pawn Game:
Accelerated London System,
Steinitz CounterattackD05 Queen's Gambit
Declined: Marshall Defense

Current match margin + Teammate evaluation



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morra the Sämisch	3	2	4	2	0	0	0	7h 17m 17s	37.9	9.5%	4%	3.2%
Scotch Opening Spirits	5	4	2	2	0	0	0	7h 35m	33.3	5.6%	2.4%	4%

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Rook & Morphy 2 #10 Think Long and Prosper

Games

B1	Thu 19:45	B5	Fri 00:00	B4	Sat 10:00	B7	Sat 13:00	B6	Sat 15:00	B3	Sat 15:00	B2	B8	
Allotrio	0	Senhouse	0	iamhector	5%	SlowChess73	0	a2c4	0	Ciraid	1	cassiopee1990	0F	lonelyghost06
Silkthewanderer	1	alexllstar	1	BarberAusBiele...	5%	mgll	1	udaysatya	1	alexllstar	0	sussasun	1X	fulmarsky
d6hbEJZB		lutLQFFi		dGEEEHLr		scUKjHS1		U4mbJCeF		eTdkB0yWT				
CS4 Italian Game: Classical Variation, Giuoco Pianissimo		C80 Ruy Lopez: Open, Main Line		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		C15 French Defense: Winawer Variation, Delayed Exchange Variation		A48 East Indian Defense				

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Rook & Morphy	2	1	4	1	0	1	5h 36m 37s	34.5	6.2%	2.1%	4.5%
Think Long and Prosper	6	4	1	1	1	0	5h 48m 9s	22.3	6.6%	1.2%	2.1%

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': - (F)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.

Gimme gimme gimme a plan after midnight 4½ 3½ Unbothered, unfazed, undaunted

Games

B7	Tue 09:00	B1	Tue 19:00	B8	Wed 17:00	B6	Wed 19:00	B4	Thu 19:00	B2	Sat 11:00	B3	Sat 13:30	B5	Sun 19:00
bakemann	0	ZatteWilly	0	BrunoMartens	5%	AScannerDarkly	1	shamdi	5%	sidfanDX	5%	bhajipov	1	Rperez46	1
nic_west	1	MGEAV5	1	kibenur	5%	anmrose	0	plastic_pusher	5%	NLance	5%	stevy	0	xxrail	0
Xfypqbjd		UzrJTa7T		Fz3JPVp7		8jEs79d9		Sqg9roKh		LU0PtSHQ		T3y0grMf		ZoxzJAK1	
B00 Pirc Defense		A48 Torre Attack: Fianchetto Defense, Euwe Variation		A48 London System		B21 Sicilian Defense: Smith-Morra Gambit		B02 Queen's Pawn Game: London System		B30 Sicilian Defense: Old Sicilian		A36 Dutch Defense: Classical Variation		ED0 Indian Defense: Seirawan Attack	



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gimme gimme gimme a plan after midnight	4%	3	2	3	0	0	0	7h 58m 59s	36.6	7.5%	1.7%	3.4%
Unbothered, unfazed, undaunted	3%	2	3	3	0	0	0	8h 23m 31s	40.1	8.4%	3.4%	3.4%

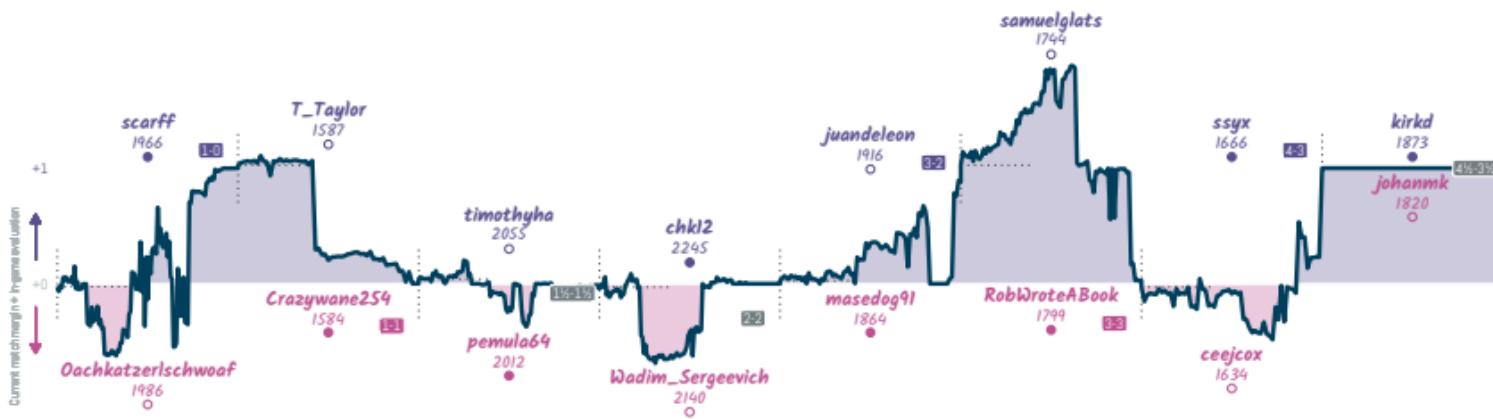
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#7 Angina Blunderitis 4½ 3½ XenoMorphys

Games

B3	Wed 16:00	B8	Fri 18:00	B2	Fri 23:00	B1	Sat 17:00	B4	Sun 13:00	B6	Sun 13:00	B7	Sun 15:00	B5
scarff	1	T_Taylor	0	timothyha	½	chk12	½	juandeleon	1	samuelglats	0	ssyx	1	kirkd
Dachkaterlschwoaf...	0	Crazywane254	1	permula64	½	Wadim_Sergeevich	½	masedog91	0	RobWroteABook	1	ceejcox	0	johanmk
7rNhWvdC		aXr8CXrG		LrJ3At1		FnvQaYYv		alpmEs8p		1NYWW1WI		ebANLFuu		
B21 Sicilian Defense: Smith-Morra Gambit		B15 Caro-Kann Defense: Tartakower Variation		EB2 King's Indian Defense: Fianchetto Variation; Uhlmann-Szabo System		A45 Tramowsky Attack: Classical Defense, Big Center Variation		B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Exchange Line		B06 Modern Defense: Standard Defense		Ad7 Pseudo Queen's Indian Defense		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Angina Blunderitis	4%	3	2	2	0	0	1	7h 53m 53s	34.7	6.6%	3.3%	4.2%
XenoMorphys	3½	2	3	2	0	0	1	7h 28m 22s	37.0	7.2%	3.3%	4.2%

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

A View to a Kirill 3 5 Reti or not

Games

B1	Tue 17:00	B4	Fri 14:30	B5	B3	Sat 10:15	B2	Sat 17:00	B8	Sat 22:00	B6	Sun 16:00	B7	OF
NebraskaNarwhal	%	Nestor3690	0	gokuba	0F	Zeebo_the_clown	%	yeq	1	rjhor0	0	YouCheckMeChe...	1	epicsanti
Garjeta	%	Tummersatz	1	keytmatorv	1X	muba_o	%	Superfighter	0	iceonmars	1	Shebia	0	kostasvl
CmaUg6H		JNVTNBa5				0sU0lGnM		88MBL334		0bK9p459		bMAsixCq		
E32 Nimzo-Indian Defense: Classical Variation		A40 Queen's Pawn Game: Modern Defense				A56 Grünfeld Defense: Three Knights Variation, Burila Variation, Reversed Tarrasch		D31 Queen's Gambit Declined: Queen's Knight Variation		B12 Caro-Kann Defense: Advance Variation, Botwinnik-Carls Defense		B23 Sicilian Defense: Closed		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A View to a Kirill	3	2	2	0	2	0	5h 26m 6s	35.5	9.4%	2.5%	2.9%	
Reti or not	5	2	2	2	0	0	5h 43m 2s	36.8	7.8%	4.1%	3.3%	

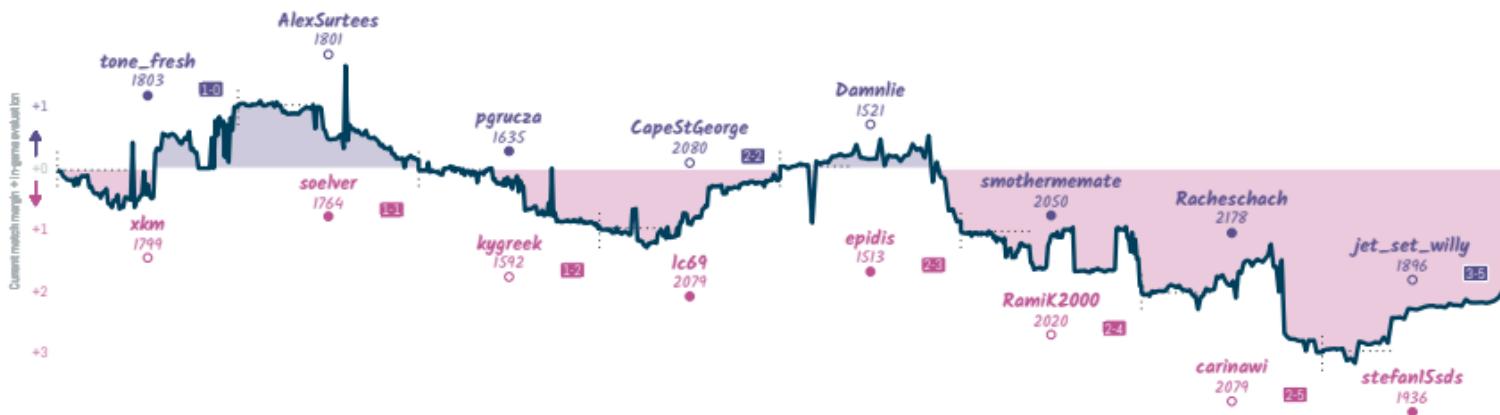
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Google II Vaticano 3 5 The Poisoned Prawns

Games

B5	Wed 01:30	B6	Thu 16:00	B7	Fri 00:30	B2	Fri 03:00	B8	Fri 11:00	B3	Fri 20:00	B1	Sat 20:00	B4	Sun 14:00
tone_fresh	1	AlexSurtees	0	pgrucza	0	CapeStGeorge	1	Damnlie	0	smothermemate	0	Racheschach	0	jet_set_willy	1
xkm	0	soelver	1	kygreek	1	lc69	0	epidis	1	RamiK2000	1	carinawi	1	stefan15sds	0
UKbzZCAZ		0U6mDU8L		eegBgb64		GNt3J07q		Vk16EGzr		Mo98uK6A		qYKEbhRL		ksPbumop	
008 Queen's Gambit		E07 Catalan Opening: Closed		C51 Italian Game: Evans Gambit Declined, Showalter Variation		C00 French Defense: King's Indian Attack		A45 Indian Defense		B15 Caro-Kann Defense: Tartakower Variation		B25 Sicilian Defense: Closed		B15 Caro-Kann Defense: von Hennig Gambit	
Declined: Albin Counter-gambit, Modern Line															

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Google II Vaticano	3	3	5	0	0	0	0	8h 8m 9s	54.9	6.6%	4.6%	6.6%
The Poisoned Prawns	5	5	3	0	0	0	0	7h 4m 44s	49.2	9.4%	1.7%	6.6%

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Horse Majeure 3½ 4½ Kramnik's statistical anomalies

Games

B7	Wed 18:00	B4	BB	Thu 19:45	B5	Sat 11:30	B3	Sat 18:00	B1	Sat 19:00	B2	Sun 17:00	B6	Sun 20:00
momor	1	forhavu	0F chess131969	1	Lyrurus	0	AACtr1	0	GiveMeKite	1	Zugged57	%	UN1137	0
Boomer34	0	heartcooksbrain	1X falstan	0	awfulmove	1	aeroplani1986	1	Groger12	0	Fierolocchio	%	runkenn_brunflo	1

1H801WKT

JnQGzDOY

rK1YuM2p

E4awcz9p

IUGEIIT3

vA6mzmBK

0fZtVpCj

A23 English Opening: King's English Variation, Two Knights Variation, Karlsruhe Variation

D01 Rapport-Java System

B50 Sicilian Defense: Delayed Alapin Variation, with d5

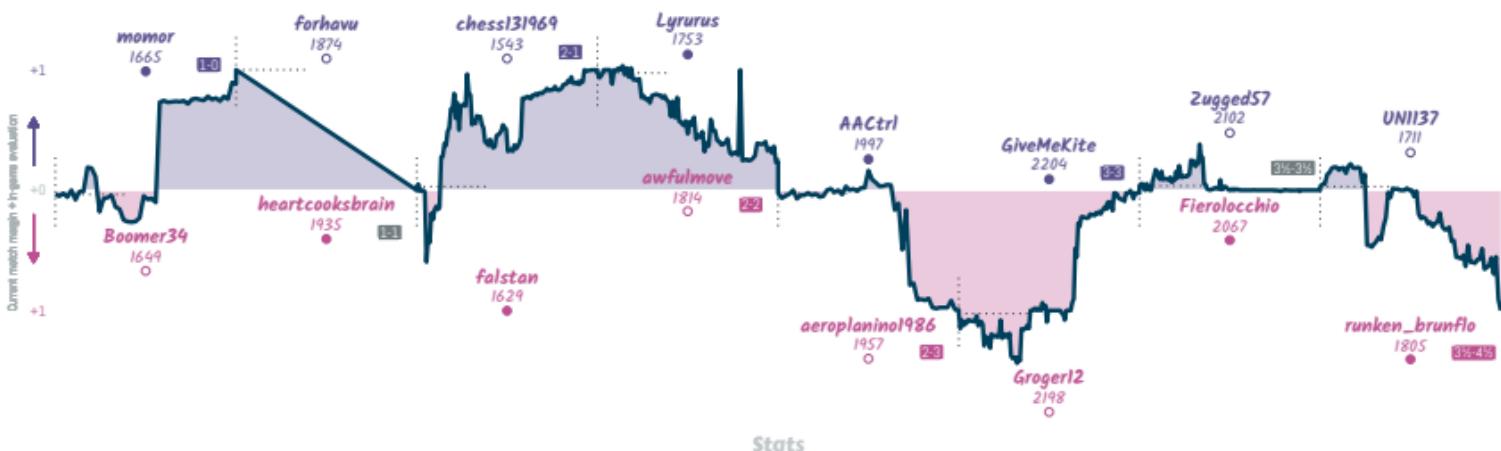
B28 Sicilian Defense: O'Kalley Variation, Yerevan System

B09 Pirc Defense: Austrian Attack, Dragon Formation

A11 English Opening: Caro-Kann Defensive System

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

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Horse Majeure	3%	3	3	1	0	0	7h 21m 30s	32.9	9.3%	2.3%	1.9%	
Kramnik's statistical anomalies	4%	3	3	1	1	0	0	7h 10m 54s	33.5	7.7%	2.3%	2.3%

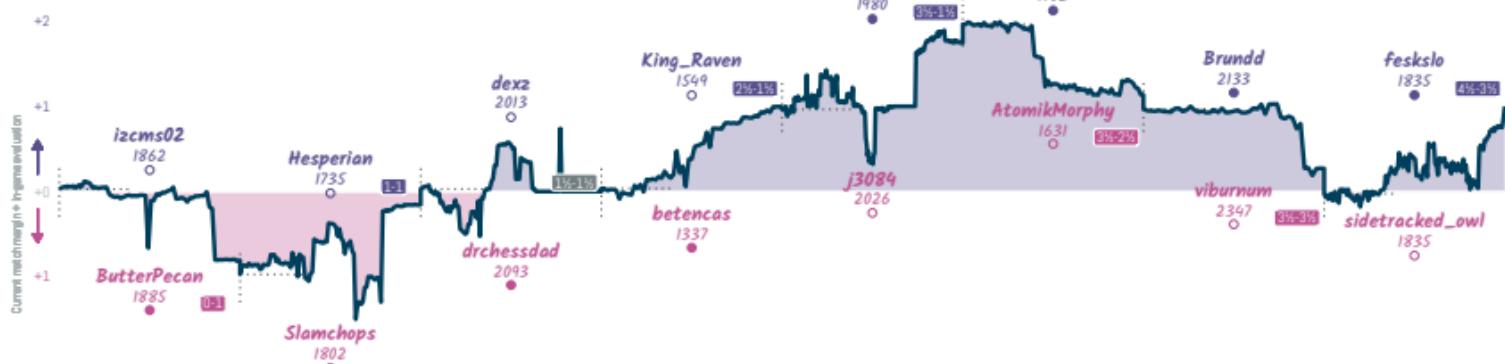
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Brundd's Race to the Candidates 4½ 3½ OpPawnHeimer

Games

B4	Thu 00:30	B6	Thu 04:30	B2	Fri 14:00	B8	Fri 18:00	B3	Fri 20:00	B7	Sat 15:00	B1	Sun 13:00	B5	Sun 19:15
izcms02	0	Hesperian	1	dexz	½	King_Raven	1	Inter-temporal	1	ruip	0	Brundd	0	fesklo	1
ButterPecan	1	Slamchops	0	drchessdad	½	betencas	0	j3084	0	AtomikMorphy	1	viburnum	1	sidetracked_owl	0
fK8TzLa		EapSmckL		1lbqexEx		Mq7PQVeK		ZHlyvGht		frXpRL8x		MiCw50SQ		ffWVIwTL	
B17 Caro-Kann Defense: Karpov Variation		B01 Scandinavian Defense: Valencian Variation		B20 Queen's Gambit Accepted: Old Variation		A13 English Opening: Agincourt Defense		A15 English Opening: Anglo-Indian Defense, King's Indian Formation		D53 Queen's Gambit Declined		D46 Semi-Slav Defense: Chigorin Defense		B08 Sicilian Defense: O'Kelly Variation, Verica System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Brundd's Race to the Candidates	4½	4	3	1	0	0	0	7h 48m 41s	28.3	6.5%	2.7%	2.5%
OpPawnHeimer	3½	3	4	1	0	0	0	8h 50m 31s	31.5	9%	2.5%	2.2%

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 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.

Night from sea to before 4 3 Unsafe at any time control

Games

B1	Mon 21:30	B2	Tue 17:00	B7	Wed 20:00	B8	Thu 17:00	B3	Fri 17:00	B5	B6	Sat 00:30	B4	Sat 19:30	
alp_arslan92	0	jantho	1	ipr	1	PaPa_Beav	0	HunterDavis	1	chestnutfruit	0F	SrinivasBharathNK	0	Zubenelgenubi	1
Mediocratic	1	Sparassidae	0	Shurbz	0	speeder1987	1	Davidc2214	0	miyamoto-musashi	0F	peterwoowooka	1	samit_d	0

qtkHMs1V

puak4mJP

IBQ8m6jc

vqeGG5na

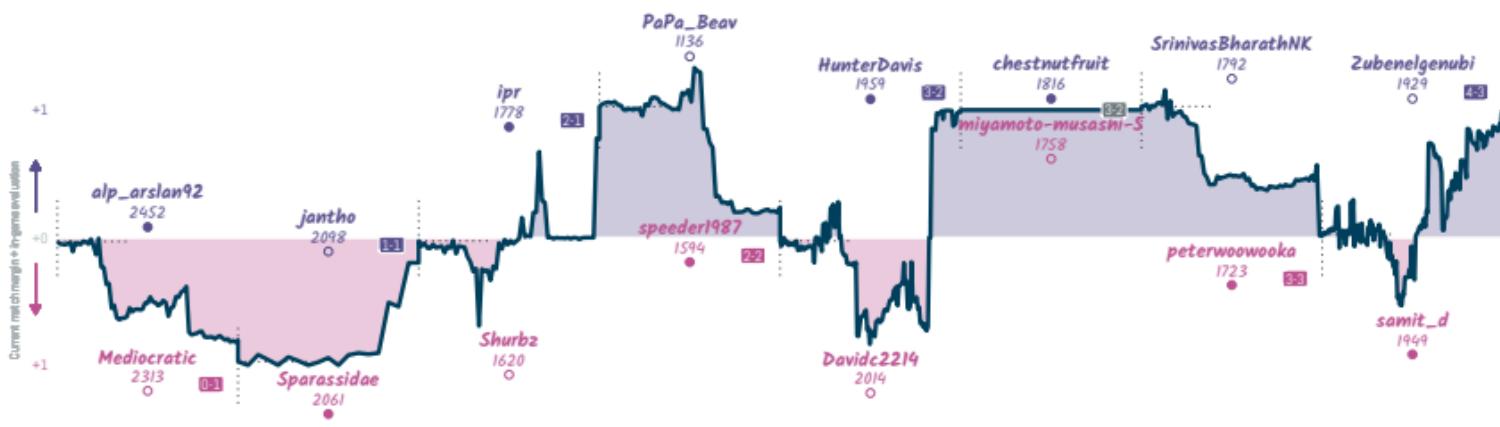
reU8ZZHy

VaRsrlbr

m2xPobBW

D31 Semi-Slav Defense:
Marshall Gambit, Main LineC02 French Defense:
Advance Variation,
Minor-Barry GambitB46 Sicilian Defense:
Taimanov VariationB18 Caro-Kann Defense:
Classical VariationB90 Sicilian Defense:
Najdorf Variation, English
AttackB70 Sicilian Defense: Dragon
VariationC78 Ruy Lopez: Morphy
Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Night from sea to before	4	4	3	0	0	0	0	6h 1m 39s	34.3	7.3%	3.3%	4%
Unsafe at any time control	3	3	4	0	0	0	0	5h 26m 57s	36.1	9%	2.3%	4.3%

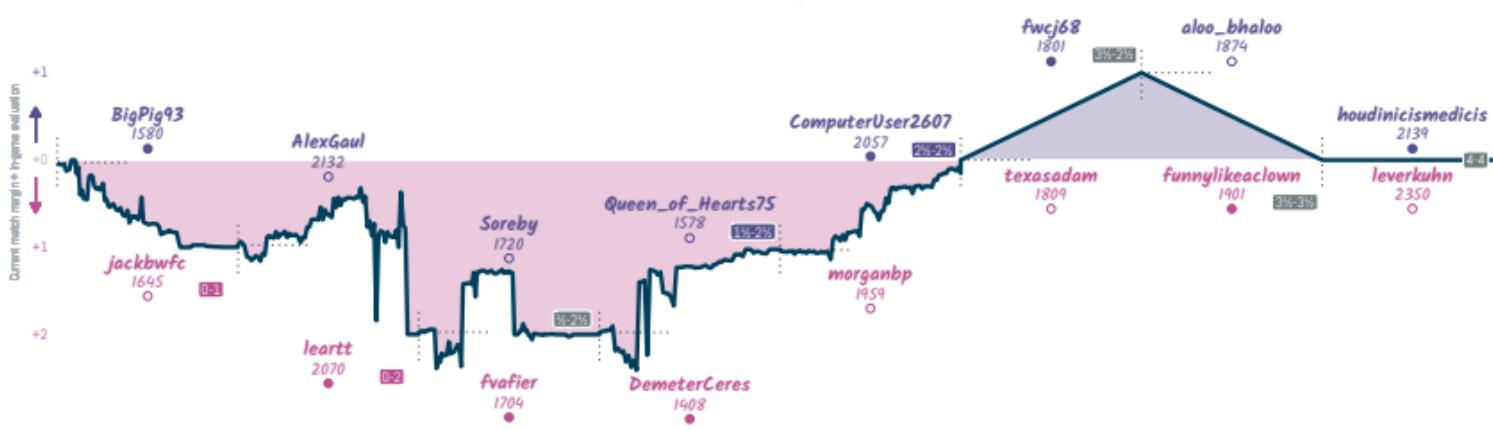
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64 Shades of Black and White 4 4 Reasons and Refutations

Games

B7	Mon 19:00	B2	Wed 19:00	B6	Sat 12:30	B8	Sat 15:00	B3	Sun 07:00	B5	B4	B1
BigPig93	0	AlexGaul	0	Soreby	5%	Queen_of_Hearts75	1	ComputerUser2607	1	fwcj68	1X	aloo_bhaloo
jackbwfc	1	leartt	1	fvafler	5%	DemeterCeres	0	morganbp	0	texasadam	0F	funnylikeacLOWn
DEZ1r4b1		ieSt31P3		Yz1B6Cpn		N06uV68w		cmFspeQo		houdinicismedicis		leverkuhn
D32 Queen's Gambit Declined: Tarrasch Defense		B23 Sicilian Defense: Closed		C74 Ruy Lopez: Morphy Defense, Modern Steinitz Defense, Siesta Variation		C42 Russian Game: Cochrane Gambit, Center 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
64 Shades of Black and White	4	2	2	1	1	1	1	3h 8m 3s	37.0	6.8%	2.3%	3.2%
Reasons and Refutations	4	2	2	1	1	1	1	5h 27m 46s	36.9	5%	3.2%	2.7%

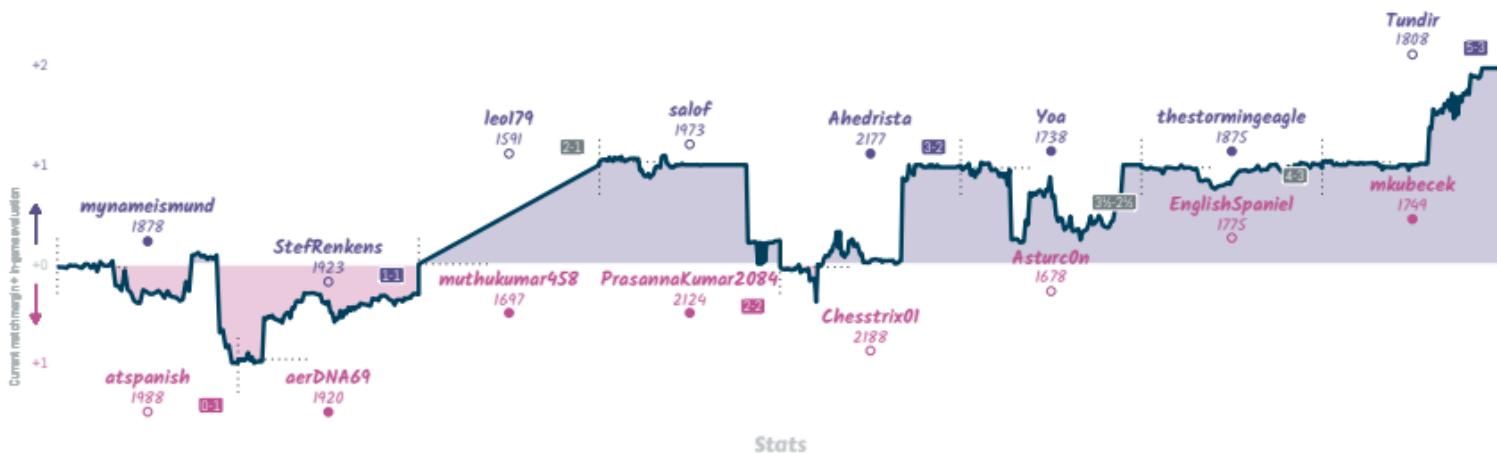
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Statistical Anomaly 5 3 Take First, Think Later

Games

B3	Wed 00:00	B4	Thu 19:15	B8	B2	Sat 15:00	B1	Sat 15:30	B7	Sun 08:00	B5	Sun 12:00	B6	Sun 19:00
mynameismund	0	StefRenkens	1	leo179	1X	salof	0	Ahedrista	1	Yoa	5%	thestormingeagle	5%	Tundir
atspanish	1	aerDNA69	0	muthukumar458	0F	PrasannaKumar2084	1	Chestrix01	0	AsturOn	5%	EnglishSpaniel	5%	mikubecek
GxM9EXxN		sKjLNEq5		hoPU34j		pE0R95an		LB8DJqri		7K11K4KR		FXstr17G		
E20 Nimzo-Indian Defense: Kmoch Variation		C60 Ruy Lopez: Cetio Defense		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		D37 Queen's Gambit Declined: Harwitz Attack		D03 Queen's Pawn Game: Tome Attack		C55 Italian Game: Two Knights Defense, Modern Bishop's Opening		C69 Ruy Lopez: Exchange Variation, Alapin Gambit		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Statistical Anomaly	5	3	2	2	1	0	0	6h 17m 11s	25.4	5.1%	1.9%	1.3%
Take First, Think Later	3	2	3	2	0	1	0	7h 11m 53s	28.4	5.4%	2.2%	2.2%

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/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.

Alireza stole our candidates spot so ...

3 5 The Rouen Open Appreciation Society

Games

B7	Wed 09:00	B3	Sat 15:00	B5	Sun 04:00	B2	Sun 08:00	B8	Sun 13:15	B6	Sun 14:00	B1	Sun 17:00	B4	Sun 19:15
jcarmedy	0	rodekio	0	adrienb96	0	markmarkedymar...	1	osumarko	0	PatchyThePirate	1	jessehf	1	wachini	0
niconic	1	val1313	1	jose684	1	VanRoy	0	Nairwolf	1	otreble	0	CrazyMerlyn	0	Drotciv	1

vtb01kwR

7fz1m295

da42ePN4

tD00U9nG

8FPQLT3h

9ubVun1y

ktf5h0ab

gteLn45q

B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined

A01 Nimzo-Larsen Attack: Classical Variation

D30 Queen's Gambit Declined

C56 Italian Game: Scotch Gambit, Max Lange Attack

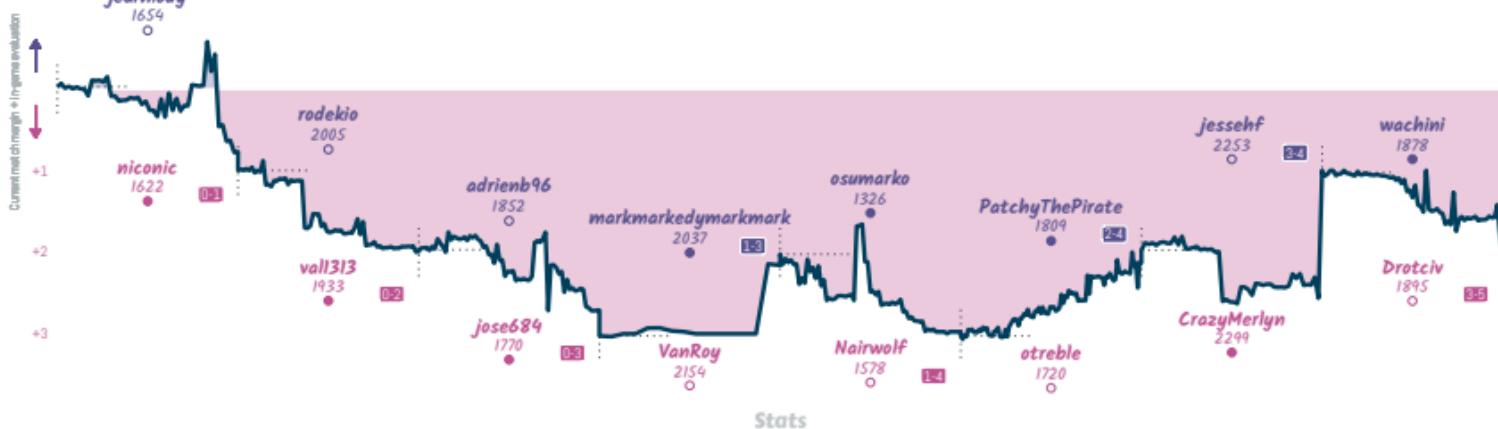
B07 Czech Defense

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

B01 Scandinavian Defense: Modern Variation

B52 Sicilian Defense: Moscow Variation, Sokolov Variation

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	3	3	5	0	0	0	0	5h 45m 23s	51.8	9.5%	5%	5.4%
The Rouen Open Appreciation Society	5	5	3	0	0	0	0	6h 40m 46s	46.2	8.3%	2.9%	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 forfeits); ranks not shown for Round 1. This plot was compiled on 6 April 2024.

Rook-ie Monsters 1½ 6½ Rook Against the Machine

Games

B2	Thu 17:00	B3	Fri 01:00	B5	Fri 17:00	B1	Sun 13:00	B4	Sun 13:00	B8	Sun 15:00	B6	Sun 16:00	B7	Sun 17:15
far1108	1	p_s_q	0	zephyr631	0	p_s_q	0	CarlosMagnussen	½	Marcind75	0	eldotore	1	UpGoerFive	0
Mennonite	0	mforg	1	MerrickS	1	mrnemore	1	TheVacuousRom	½	avemanyeg	1	DosDebug	0	ohuber	1

14Wcz3Wu

sMp2618y

FfnTDZnx

NkybtLpR

WvR2Nu8x

CBG7R0EE

v370DYo4

Y8JN752U

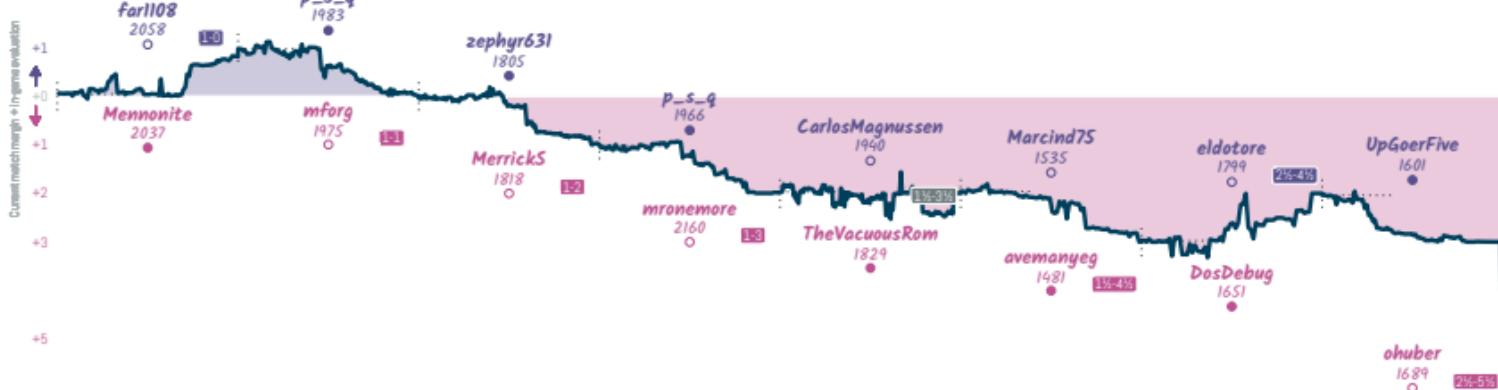
A14 English Opening:
Agincourt Defense, Keres
DefenseE90 King's Indian Defense:
Normal Variation, Rare
DefensesA05 King's Indian Attack:
Symmetrical DefenseB08 Sicilian Defense: O'Kelly
Variation, Vienna System

A56 Benoni Defense

D11 Slav Defense: Quiet
Variation, Pin DefenseC26 Bishop's Opening:
Vienna Hybrid, Spielmann
Attack

A05 King's Indian Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Rook-ie Monsters	1½	2	5	1	0	0	0	8h 21m 17s	39.9	8.9%	3.2%	4%
Rook Against the Machine	6½	5	2	1	0	0	0	9h 17m 27s	31.1	5.7%	3.7%	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); (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... 2 6 En Passant- tastic

Games

B7	Thu 19:30	B5	Fri 22:00	B1	Sat 19:00	B8	Sun 05:15	B3	Sun 10:00	B2	Sun 13:00	B4	Sun 15:00	B6	Sun 21:00
lone_rangerheavy	0	gary0892	½	Jasonjones	0	caodanny	0	MileBees	1	Meeklydim	0	Jasonjones	½	Ptro	0
jomej	1	bagelkh	½	Catspaw	1	ribrubrib	1	Knoddel	0	bufferunderrun	1	gilbert	½	Syxxx	1
Jt5TJAw4		CXGyUweu		bB9Wa3HV		ihurB9Jb		7pI1SyMQ		NVxK02L0		pQ45AFq5		ijwl048Z	
B50 Sicilian Defense		C47 Four Knights Game: Scotch Variation Accepted		B23 Sicilian Defense: Brand Prix Attack		B10 Caro-Kann Defense: Two Knights Attack		B30 Sicilian Defense: Portsmouth Gambit		B22 Sicilian Defense: Alapin Variation		C47 Four Knights Game: Scotch Variation Accepted		A45 Indian Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Come for the chess, stay for the speeches	2	1	5	2	0	0	0	7h 24m 1s	40.4	9.1%	3.2%	3.8%
En Passant- tastic	6	5	1	2	0	0	0	7h 50m 26s	28.5	5.3%	1.2%	3.2%

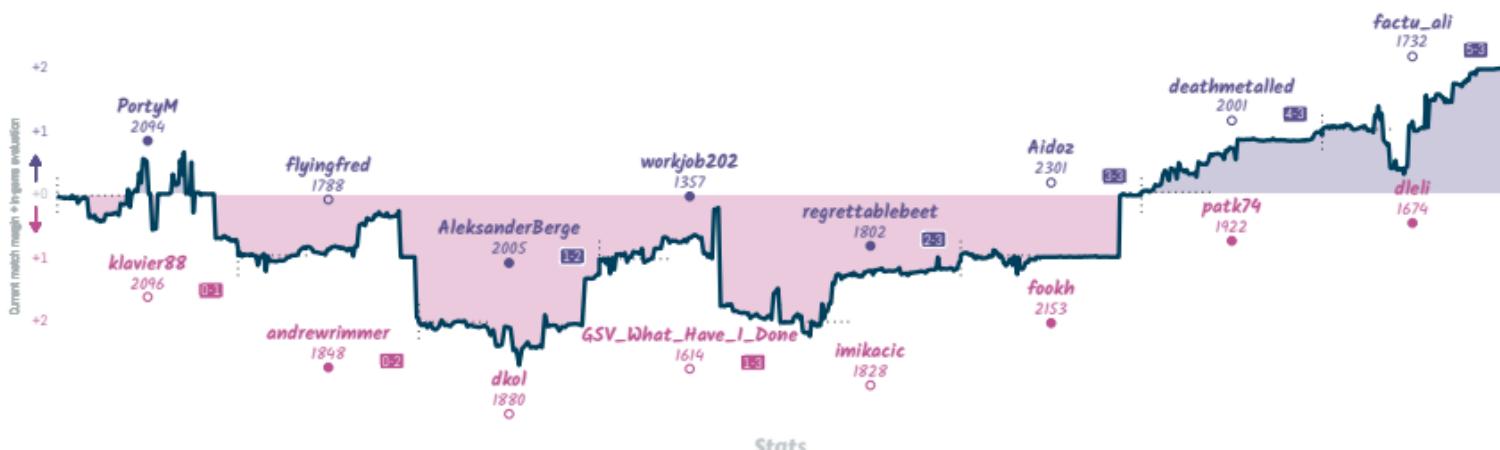
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Games

B2	Tue 19:00	B5	Wed 19:00	B4	Thu 15:30	B8	Fri 15:00	B6	Sat 12:00	B1	Sat 22:00	B3	Sun 00:00	B7	Sun 14:00
PortyM	0	0	0	0	1	0	0	0	1	1	1	1	1	1	1
klavier88	1	1	1	1	0	0	1	1	0	0	0	0	0	0	0
RghfImv9		Esu65Ssy4		J5QAz3HA		zge06Jvv		ESs7f6Ce		pFglokRp		wKPJqmJ4		GwkIr75H	
B13 Caro-Kann Defense: Exchange Variation		B22 Sicilian Defense: Alapin Variation, Barman Defense		A80 Dutch Defense		D02 Queen's Pawn Game: Krause Variation		C50 Italian Game: Classical Variation, Albin Gambit		B13 Caro-Kann Defense: Exchange Variation		D15 Slav Defense: Three Knights Variation		B10 Caro-Kann Defense: Two Knights Attack	

Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Blunder A Day Keeps Kramnik Away	5	5	3	0	0	0	0	8h 55m 27s	35.4	4.7%	3.7%	3.5%
Stranger Moves	3	3	5	0	0	0	0	9h 12m 13s	37.9	5.4%	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': - (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.

NA If Sauna, Vodka and Tal Won't Help, t...

4 4 It's not losing if we both get zero p...

Games

B6	Tue 15:00	B8	Wed 17:30	B5	Wed 22:00	B3	Thu 12:00	B1	Thu 22:45	B2	Fri 00:30	B7	Fri 22:45	B4	Sat 19:00
cowtöne	0	Joonaf	1	callzumen	1	stefanol123	0	Shampanjasosia...	1	jwwells42	0	ArtOfThePawnStorm	1	Jokiclnator15	0
chessfefe	1	leptoe	0	ScotchWhisky	0	biggestbause	1	LeOYee	0	sacwin	1	Reodor	0	JuyopVGC	1
YDy87MK4		f8bZ1Zw5		iQuiAMG5		61vN47F7		BnBxjy8D		XNFFJF1j		TUeKJ6Hq		D2jj2df1	
C74 Ruy Lopez: Morphy Defense, Modern Steinitz Defense		C80 Ruy Lopez: Open		C78 Ruy Lopez: Morphy Defense, Arkhangelsk Variation		B20 Sicilian Defense		C25 Vienna Game: Anderssen Defense		A04 Zukertort Opening: Dutch Variation		B33 Sicilian Defense: Lasker-Pelikan Variation, Retreat Variation		C45 Scotch Game: Classical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
If Sauna, Vodka and Tal Won't Help, the Position is Fatal	4	4	4	0	0	0	0	6h 19m 29s	47.4	6.5%	3.7%	6.5%
It's not losing if we both get zero points	4	4	4	0	0	0	0	4h 58m 29s	49.0	8.9%	3.7%	7%

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Pawn Stars 3½ 4½ The Paradoxical Promotion of Pawn K

Games

	Tue 19:00	B3	Wed 20:00	B8	Thu 19:00	B2	Fri 18:00	B6	Sun 14:00	B7	Sun 19:15	B1	Sun 20:00	B4	Sun 19:30
em-as-in-emily	0	Igoka60	½	shortyadamshardwick	0	RaisinBranCrunch	½	ekopp2000	1	z0x	½	bigboss12345	0	goirish	1
Heathcliffs	1	M0rl	½	Lexgrad	1	seb32	½	Tranzoo	0	Gingersquirreln	½	Qudit	1	jeremyjh	0

xjR1jXh3

H6HwSyen

wLDVVM9M

R0kky6U3

h16WEqJz

JuJEyLCC

PDaPEGYd

SLg9W626

C54 Italian Game: Classical Variation, Grace Gambit

B01 Scandinavian Defense: Maden Variation, Gipsala Variation

B12 Caro-Kann Defense: Ulysses Gambit

C48 Four Knights Game: Spanish Variation

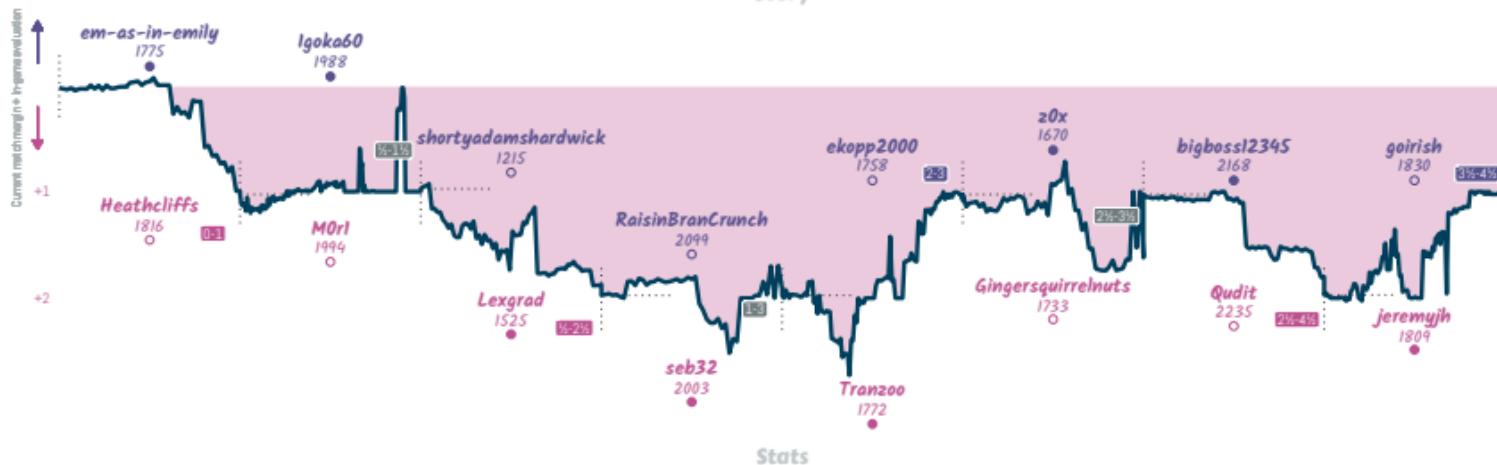
C00 French Defense: Schlechter Variation

B06 Modern Defense: Pseudo-Austrian Attack

B15 Caro-Kann Defense: Tartakower Variation

D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawn Stars	3½	2	3	3	0	0	0	6h 34m 27s	34.0	6.7%	4%	2.4%
The Paradoxical Promotion of Pawn K	4%	3	2	3	0	0	0	7h 11m 54s	32.7	4.9%	3.1%	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': - (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.

The Scions of Silman

6

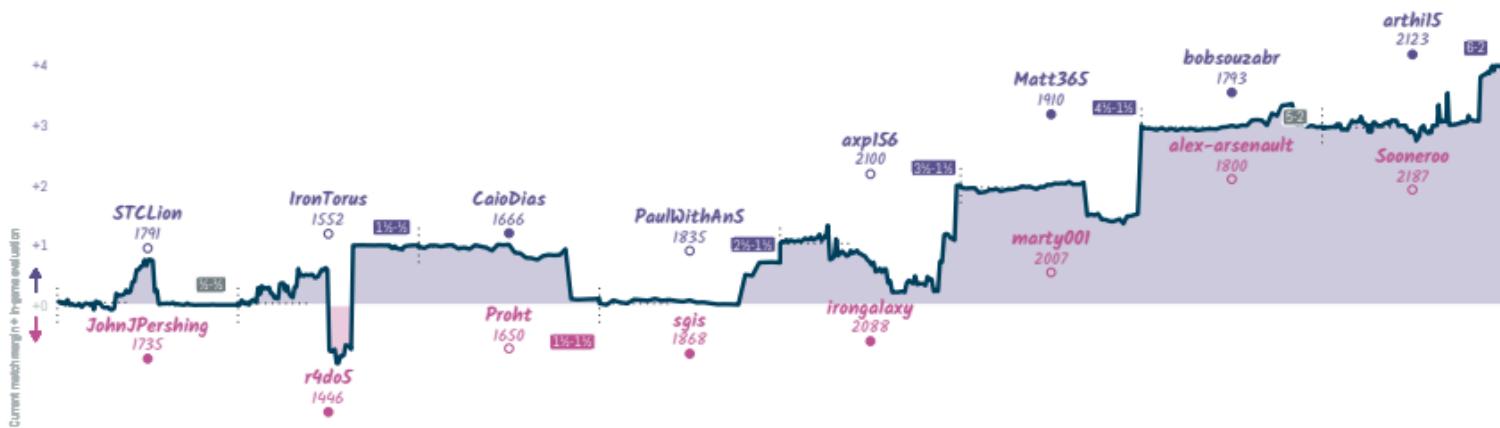
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xxPawnSlayers360xx

Games

B6	Wed 21:00	B8	Thu 13:00	B7	Thu 21:00	B4	Fri 19:00	B2	Sat 18:00	B3	Sun 13:00	B5	Sun 14:30	B1	Sun 13:00
STCLion	%	IronTorus	1	CaioDias	0	PaulWithAns	1	axp156	1	Matt365	1	bobsouzahr	%	arthi15	1
JohnJPershing	%	r4do5	0	Proht	1	sgis	0	irongalaxy	0	marty001	0	alex-arsenault	%	Sooneroo	0
JUn1Ep2K		TRcPYEQW		T4NfnmM4		ds44M5Vc		teQkFGJQ		BwYCKh3Z		FmNhbdvNj		U1knxSCK	
A48 East Indian Defense		C09 French Defense: Tarrasch Variation, Open System, Main Line		D02 Queen's Pawn Game: London System, with e6		C10 French Defense: Rubinstein Variation, Blackburne Defense		B48 Sicilian Defense: Taimanov Variation, Bocharov Variation, English Attack		D33 Tarrasch Defense: Dubov Tarrasch		B10 Caro-Kann Defense: Two Knights Attack		A36 English Opening: Symmetrical Variation, Ultra-Symmetrical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Scions of Silman	6	5	1	2	0	0	0	6h 15m 9s	28.8	3.2%	2.2%	2.9%
xxPawnSlayers360xx	2	1	5	2	0	0	0	6h 25m 57s	38.9	7.2%	2.5%	3.2%

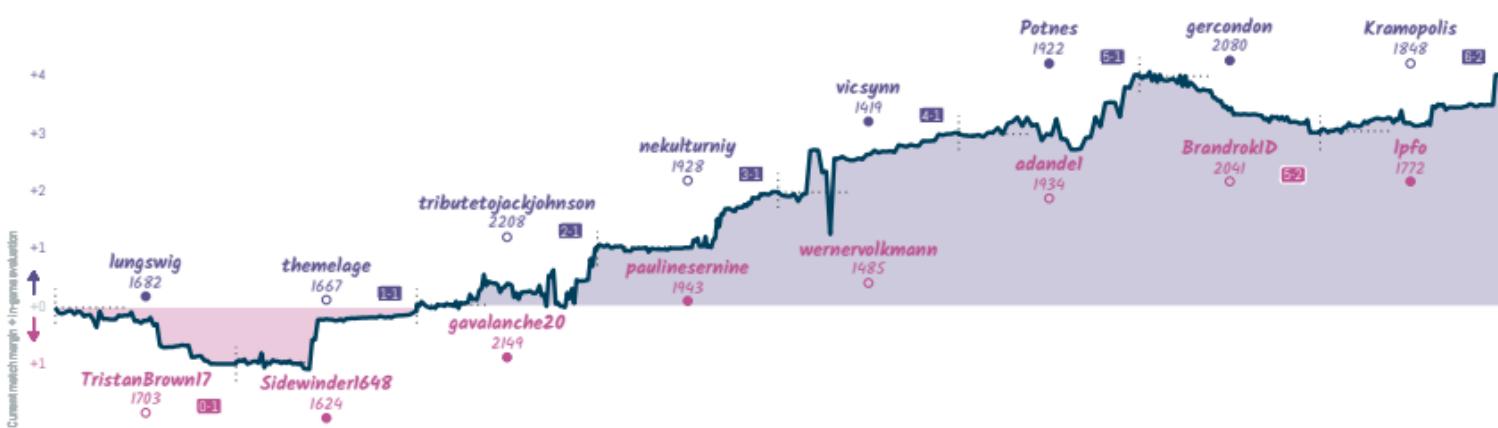
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

AniMorphys 6 2 Flaming Chesstrnuts

Games

B6	Tue 02:00	B7	Tue 20:00	B1	Sat 02:30	B3	Sat 17:00	B8	Sat 19:15	B4	Sun 04:00	B2	Sun 09:00	B5	Sun 14:15
lungswig	0	themelage	1	tributetojackj...	1	nekulturniy	1	vicsynn	1	Potnes	1	gercondon	0	Kramopolis	1
TristanBrown17	1	Sidewinder1648	0	geavalanche20	0	paulinesernine	0	wernervolkmann	0	adandel	0	Brandrok1D	1	lpfo	0
hqmUvaAh		es3P19zb		vVidoY2w		L91lGlp3		QNU2fIg2		iglcdor		vVlyVEVfM		S2jk2Cbs	
B01 Scandinavian Defense: Modern Variation		B40 Sicilian Defense: Kramnik Variation		C00 French Defense: Schlechter Variation		B23 Sicilian Defense: Closed		A80 Dutch Defense		B12 Caro-Kann Defense: Advance Variation, Van der Wall Attack		B21 Sicilian Defense: Smith-Morra Gambit		B54 Sicilian Defense: Pêrins Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
AniMorphys	6	6	2	0	0	0	0	5h 54m 16s	31.6	10.2%	2.3%	2.3%
Flaming Chesstrnuts	2	2	6	0	0	0	0	5h 54m 33s	45.9	8.3%	2.6%	5.7%

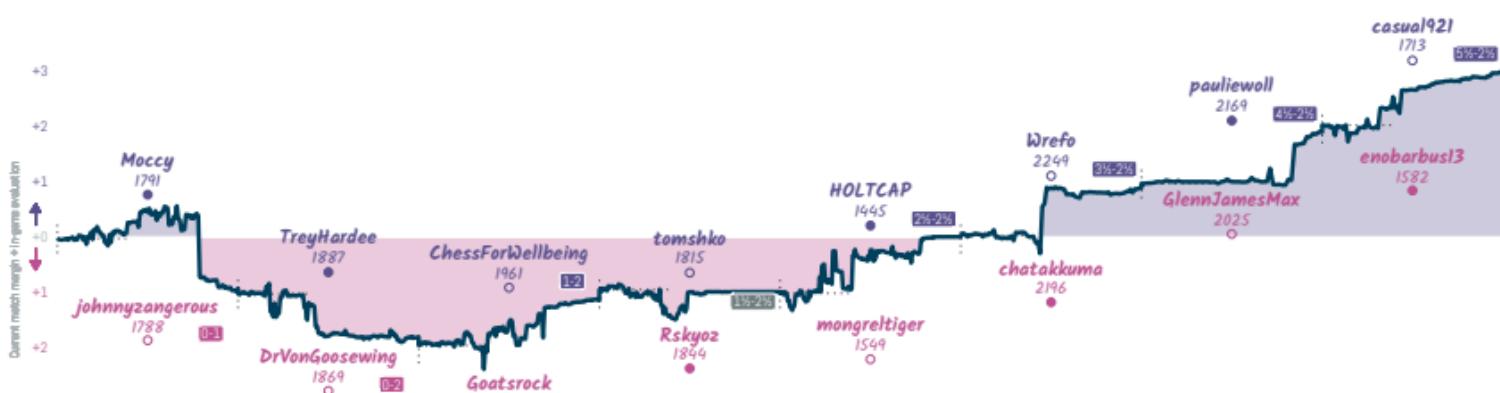
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (F/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 6 April 2024.

The Eval Bar Flippers 5½ 2½ The natural number following 38 and p...

Games

B6	Tue 19:00	B4	Wed 20:00	B3	Thu 00:30	B5	Fri 17:45	B8	Fri 20:00	B1	Sat 11:00	B2	Sun 08:15	B7	Sun 15:00
Moccy	0	TreyHardee	0	ChessForWellbeing	1	tomshko	½	HOLTCAP	1	Wrefo	1	pauliewoll	1	casual921	1
johnnyzangerous	1	DrVonGoosewing	1	Goatsrock	0	Rskyoz	½	mongreltiger	0	chatakkuma	0	GlennJamesMax	0	enobarbus13	0
jm1Sep64		RsH1ZbOS		EGbaN0rn		wh0fhst7		crJQrdvz		mQ0RJxbs		BEjLd3ab		X83Zwzm0	
D61 Queen's Gambit Declined: Orthodox Defense, Rubinstein Variation		A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line, with Nb6		B44 Sicilian Defense: Taimanov Variation, Modern Line		A05 King's Indian Attack		C00 French Defense: Knight Variation		B90 Sicilian Defense: Najdorf Variation, Freak Attack		D05 Queen's Pawn Game: Colle System, Traditional Colle		D00 Queen's Pawn Game: Stonewall Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Eval Bar Flippers	5½	5	2	1	0	0	0	9h 10m 17s	26.0	7%	2.6%	1.3%
The natural number following 38 and preceding 40	2½	2	5	1	0	0	0	9h 18m 28s	31.7	7.2%	2.9%	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: 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 6 April 2024.