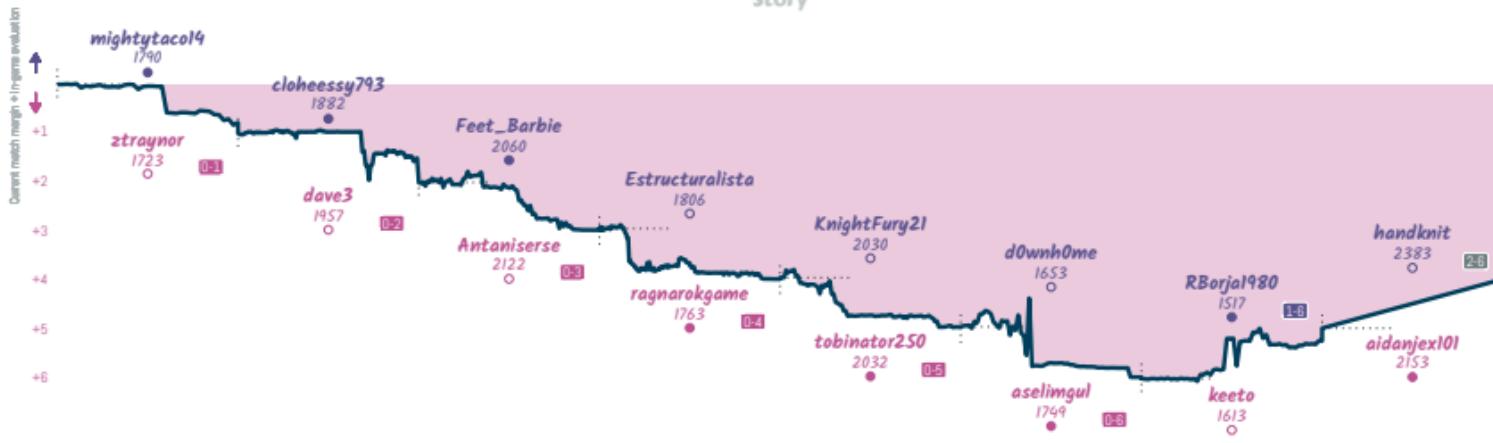


#2 Fleetwood Mac - Rumours 2 #3 Scotch Opening Spirits

Games

BB	Wed 01:00	B4	Wed 18:30	B2	Fri 19:00	B5	Fri 19:00	B3	Fri 21:30	B7	Sat 11:00	B8	Sun 15:00	B1	
mightytacol4	0	cloheesyy793	0	Feet_Barbie	0	Estructuralista	0	KnightFury21	0	d0wnh0me	0	RBorjal980	1	handknit	
ztraynor	1	dave3	1	Antaniserve	1	ragnarokgame	1	tobinator250	1	aselimgul	1	keeto	0	aidanjex101	0F
aQ81uY6r		2F1BAu8K		pEKUkych		ObvUgtcs		WeEkxQMD		0VodcjbM		5Sfojss0			
E19 Queen's Indian Defense: Classical Variation, Traditional Variation, Main Line		D59 Queen's Gambit Declined: Tarrasch Defense, Makogonov Exchange Variation		D02 Queen's Pawn Game: Chandler Gambit		A37 English Opening: Symmetrical Variation, Three Knights, Franchetti Variation		A57 Benko Gambit		D21 Queen's Gambit Accepted: Normal Variation		C50 Italian Game: Giacco Pianissimo			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fleetwood Mac - Rumours	2	1	6	0	1	0	0	6h 45m 35s	40.7	6.1%	2.6%	3.8%
Scotch Opening Spirits	6	6	1	0	0	1	0	6h 19m 50s	25.3	5.1%	1%	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/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.

#1 Checkmate ends the game 5 3 #5 Think Long and Prosper

Games

B7	Fri 01:00	B1	Fri 13:00	B2	Sat 09:30	B8	Sat 20:00	B6	Sun 15:00	B4	Sun 16:00	B3	Sun 18:00	B5	Sun 19:00
Bortvinik	0	Akshak	1	AutoChessPlay	1	rafaelnajera	0	freddy267t	1	moneydragon	1	kb6567	0	topspin15	0
mqll	1	Silkthewanderer	0	sussasun	0	fulmarsky	1	udaysatya	0	BarbarAusBiele...	0	Haspelknecht	0	alexllstar	0
NUqtkso9		wJjexcCL		ASveDY1t		Zb1T2x0p		SmcVwDdH		DjhVV6JH		9FP773Dh		uXnGtCHE	
D33 Tarrasch Defense: Prague Variation		B12 Caro-Kann Defense: Advance Variation; Bortvinik-Carls Defense		B22 Sicilian Defense: Alapin Variation		AB0 Dutch Defense		B62 King's Indian Defense: Fianchetto Variation; Uhlmann-Szabo System		C62 Ruy Lopez: Steinitz Defense		A45 Indian Defense		B50 Sicilian Defense: Modern Variations	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Checkmate ends the game	5	4	2	2	0	0	0	7h 54m 21s	31.0	5%	2.6%	4.1%
Think Long and Prosper	3	2	4	2	0	0	0	8h 33m 17s	33.8	7%	1.5%	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 (unplayed games are not 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.

#7 Calm before the pawn storm 3 5 #9 Your Worst Nightmare

Games

B3	Thu 01:45	B5	Fri 19:30	B1	Sat 08:00	B2	Sat 09:00	B8	Sat 10:15	B4	Sat 14:30	B6	Sat 19:00	B7	Sun 19:00
Jg777 phantom567459	0	cinemashow	1	delusion47	1	Arges42	0	Apidae	0	SerenityPigeon	0	kauberdi	0	Johnnymaaaac	1
1	Ekors55	0	Zodtg	0	jco7	1	Fabysgambit	1	mn1171	1	Syxxx	1	Jaydog41	0	

mqSVQbQu

W0yzpL1E

Z1kXEo1G

91Awq73e

QkHEdaSP

Dn8A5C61

cYeCudBg

DfR4qQoJ

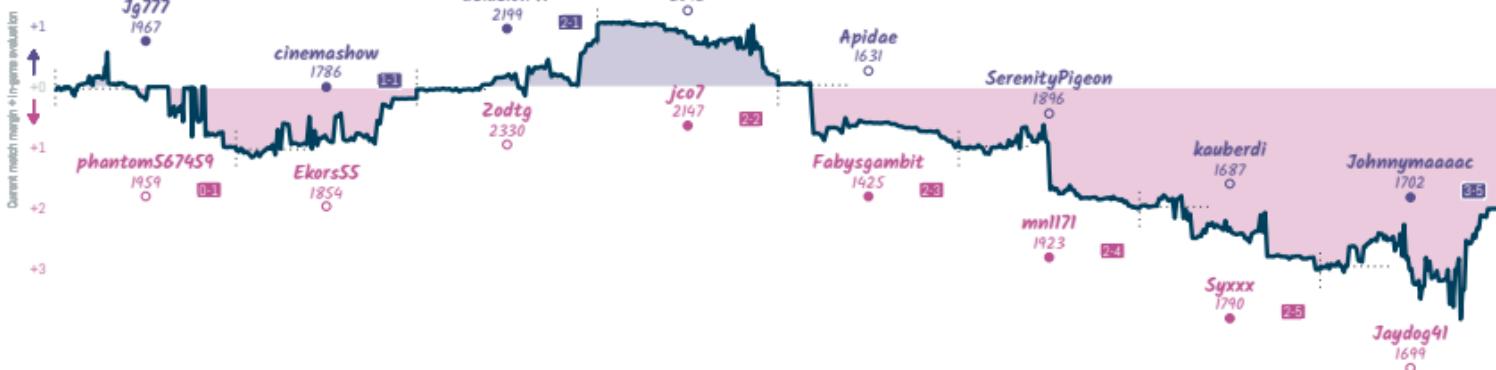
B00 Queen's Pawn Game:
Accelerated London SystemB22 Sicilian Defense: Alapin
Variation

A07 King's Indian Attack

D12 Slav Defense: Quiet
Variation, Schallopp DefenseD35 Queen's Gambit
Declined: Exchange
Variation, Positional
VariationC00 French Defense: King's
Indian AttackE04 Catalan Opening: Open
Defense

A02 Bird Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Calm before the pawn storm	3	3	5	0	0	0	0	7h 43m 43s	46.5	4.9%	3.7%	6.6%
Your Worst Nightmare	5	5	3	0	0	0	0	7h 40m 45s	40.2	8.1%	3.2%	6.1%

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': - (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.

#10 Gimme gimme gimme a plan after midnight 4 4 #8 Zug Zug Zwang

Games

B2	Tue 10:00	B6	Wed 22:00	B3	Fri 00:00	B7	Fri 08:00	B1	Fri 12:00	B8	Fri 18:00	B4	Sun 17:00	B5	Sun 19:00
sidfanDX	0	AScannerDarkly	1	bhajipov	1	bakemann	%	ZatteWilly	%	BrunoMartens	0	shamdi	1	Rperez46	0
KS_Legion_Legion...	1	Rolihlahla	0	Paulze2000	0	Lg_19	%	back2basics	%	davegiltinan	1	Saturnitus	0	robertjackson	1

L1ql89xy

TDaQeNBv

oZnvZxNy

W1TOsWN9

BwHMFEF

9pBN02ez

oQrfzVxN

Y5P81IJX

A59 Benko Gambit

E05 Catalan Opening: Open Defense, Classical Line

B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation

A02 Bird Opening

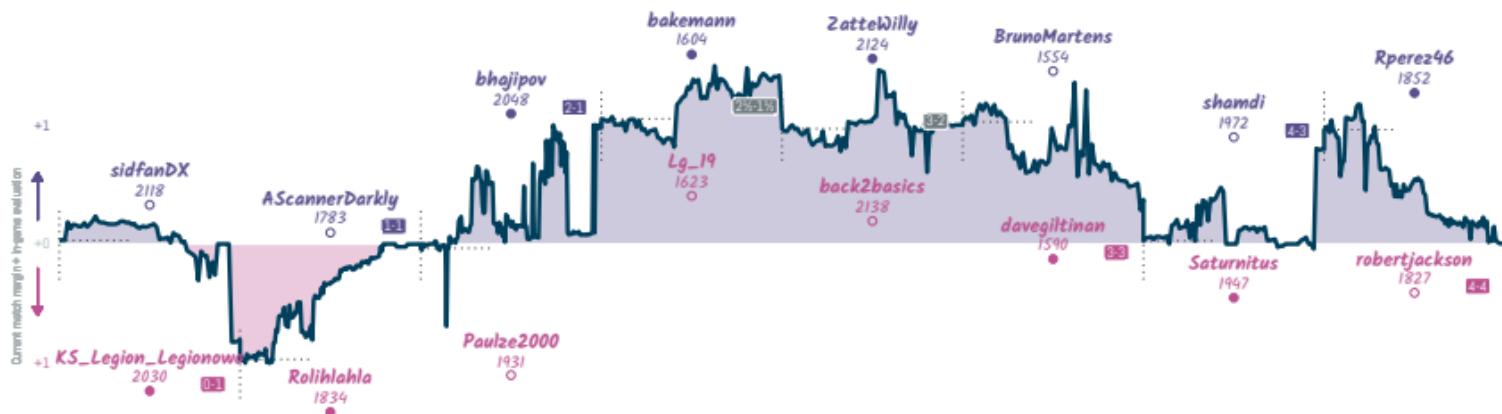
A11 English Opening: Caro-Kann Defensive System

B23 Sicilian Defense: Closed, Traditional

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

A04 Zukertort Opening: Sicilian Invitation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gimme gimme gimme a plan after midnight	4	3	3	2	0	0	0	9h 43s	40.2	8.9%	2.7%	4%
Zug Zug Zwang	4	3	3	2	0	0	0	8h 36m 19s	42.5	6.2%	2.7%	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): (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.

#4 **Angina Blunderitis** 4½ 3½ **Clock and Pawn Torture**

Games

B4	Thu 12:00	B1	Thu 19:00	B2	Fri 18:00	B3	Fri 18:00	B6	Sat 02:15	B8	Sat 20:15	B5	Sun 11:30	B7	Sun 13:00
juandeleon	0	chk12	½	timothyha	0	scarff	1	flyingfred	1	T_Taylor	0	KirkD	1	ssyx	1
omertil	1	Jellel	½	Astronominoff	1	Quantex_seven	0	JustChillJoe	0	prostidude	1	Wasileios	0	MattHasFun	0

8EbEZ04h

qM9r6MaI

KvQTNrox

M44d5E5s

4GFSBhGm

9Vz0QDkU

ylwznFf4

MBusrI25

A04 Zukertort Opening:
Sicilian InvitationB42 Sicilian Defense: Kan
Variation, Polugaevsky
VariationC21 Center Game:
Halasz-McDonnell GambitA52 Indian Defense:
Budapest Defense, Adler
VariationC02 French Defense:
Advance Variation, Euwe
VariationC42 Russian Game: Cozio
AttackC54 Italian Game: Classical
Variation, Gioco PianissimoD00 Blackmar-Diemer
Gambit Accepted: Ziegler
Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Angina Blunderitis	4½	4	3	1	0	0	0	7h 1m 44s	28.5	4.2%	3.6%	2.4%
Clock and Pawn Torture	3½	3	4	1	0	0	0	5h 58m 20s	32.5	6.1%	1.5%	3%

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

Reti or not 3 5 The Poisoned Prawns

Games

B3	Tue 12:00	B4	Wed 16:00	B6	Fri 15:30	B1	Fri 21:30	B7	Sat 14:00	B5	Sat 19:30	B2	Sat 18:00	B8	Sun 20:30
muba_o RamiK2000	1 0	Turmersatz stefan15sds	½ ½	johnsb50 soelver	½ ½	Garjeta carinawi	½ ½	kostasvl kygreek	0 1	kaytmatev xkm	0 1	Superfighter stefan15sds	½ ½	iceonmars epidis	0 1

E8hc7nw9

WeYtMxDt

11DCt0KB

h4QXMyau

7ZwWHE5n

5Q3ZwdMS

7Gq7KsTv

5Jro0W5e

C00 French Defense: King's Indian Attack

C77 Ruy Lopez: Murphy Defense, Anderssen Variation

B30 Sicilian Defense: Nyazhendinov-Rossolimo Attack

EB2 King's Indian Defense: Fianchetto Variation, Uhlmann-Szabo System

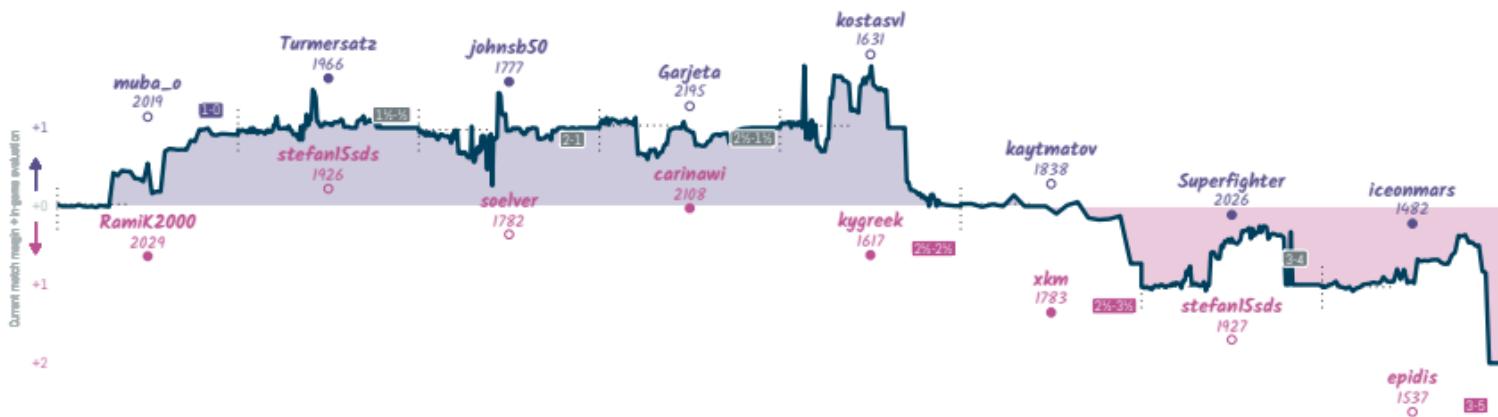
B33 Sicilian Defense: Lasker-Pelikan Variation

A45 Indian Defense

C77 Ruy Lopez: Murphy Defense, Anderssen Variation

A45 Queen's Pawn Game: Chigorin Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Reti or not	3	1	3	4	0	0	7h 9m 38s	34.3	6%	2.7%	3.9%
The Poisoned Prawns	5	3	1	4	0	0	5h 49m 58s	29.6	7.4%	1.5%	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 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.

#6 Morra the Sämisch 3½ 4½ Unbothered, unfazed, undaunted

Games

B1	Wed 20:00	B6	Wed 19:00	B3	Thu 14:00	B2	Fri 20:00	B8	Fri 22:00	B5	Sat 17:00	B4	Sat 18:15	B7	Sun 15:00
michielvdg	0	MartinDBrookes	1	madmanmade	0	rojazu	0	ScienceGeek	1	greysensei	0	Pope123	½	SuspendedSeventh	1
MGEAV5	1	anmrose	0	stevy	1	NLance	1	kibenur	0	xxrail	1	plastic_pusher	½	nic_west	0

xNipIsuR

gZ0sIRat

JMY52uFK

UANNUPp2

6HXV7NJv

JDq1Yw3P

eqSaRXjn

DDCe80Z4

B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Modern Line

C00 French Defense: Knight Variation

C05 French Defense: Tarrasch Variation, Closed Variation

C06 French Defense: Tarrasch Variation, Closed Variation, Main Line

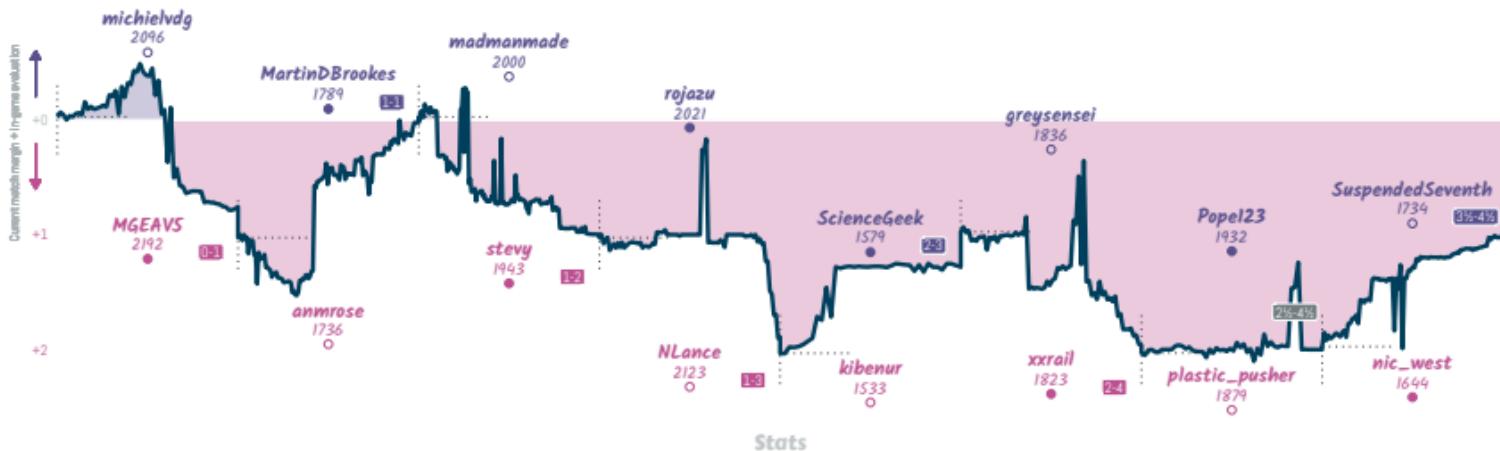
C00 French Defense: Steiner Variation

B21 Sicilian Defense: Smith-Morra Gambit Accepted, Classical Formation

D00 Queen's Pawn Game: Accelerated London System

B00 Pirc Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morra the Sämisch	3%	3	4	1	0	0	0	7h 59s	37.9	6.7%	2.6%	4.4%
Unbothered, unfazed, undaunted	4%	4	3	1	0	0	0	7h 37m 22s	354	7.6%	2.9%	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': - (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.

Brundd's Race to the Candidates

4 4 Kramnik's statistical anomalies

Games

B1	Wed 19:00	B8	Thu 15:00	B3	Fri 19:30	B5	Sun 11:15	B2	Sun 16:00	B6	Sun 20:00	B4	Mon 00:00	B7	
Brundd	1	King_Raven	0	Inter-temporal	5	Will_OF_D	5	dexz	1	Hesperian	0	izcms02	0	ruip	1X
Groger12	0	falstan	1	aeroplano1986	5	awfulmove	5	Fierolocchio	0	runken_brunflo	1	HeartCooksBrain	1	boomer34	0F
PqrScjmS		1qsze53j		DxDffEDM		gUbViTS2		02qIKUMk		hclKb0sdH		YZGKssMC			
B22 Sicilian Defense: Alapin Variation		B01 Scandinavian Defense: Classical Variation		B07 Pirc Defense: 150 Attack		E00 King's Indian Defense: Normal Variation, King's Knight Variation		B10 Caro-Kann Defense: Two Knights Attack		C41 Philidor Defense: Morphy Gambit		C42 Russian Game: Classical Attack			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Brundd's Race to the Candidates	4	2	3	2	1	0	0	5h 7m 4s	35.1	7.2%	2.6%	3.6%
Kramnik's statistical anomalies	4	3	2	2	0	1	0	6h 38m 6s	33.7	7.2%	3%	2.6%

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

Rook & Morphy 6 2 XenoMorphys

Games

B2	B7	Tue 21:00	B8	Fri 00:00	B3	Sat 12:00	B4	Sat 19:00	B6	Sun 00:00	B5	Sun 13:00	B1	Sun 17:00	
cassiopee1990	0F	Puglie	1	caodanny	1	Ciraid	1	Deepooo	0	a2c4	1	Senhouse	1	Allotrio	1
pemula64	1X	ceejcox	0	Crazywane254	0	Oachkatzerschwoaf...	0	masedog91	1	RobWroteABook	0	johanmk	0	Wadim_Sergeevich	0
		veQu1tF1		KJ0xsqR		pSWeC19S		GMmXNBG1		EHU7CsNt		uYrwyAGj		N3C3jLTS	
		A02 Bird Opening		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		A07 King's Indian Attack: Keres Variation		A01 Nimzo-Larsen Attack: Modern Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		D12 Slav Defense: Quiet Variation, Schalopp Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Rook & Morphy	6	6	1	0	0	1	0	6h 37m 50s	26.1	5.7%	1.9%	1.6%
XenoMorphys	2	1	6	0	1	0	0	6h 43m 30s	40.7	6%	2.8%	4.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are not 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 5½ 2½ Rook Against the Machine

Games

B7	Wed 19:45	B5	Thu 22:00	B4	Sat 14:30	B3	Sat 21:00	B6	Sun 10:15	B1	alp_arslan92	Sun 13:00	B8	Sun 15:00	B2	Sun 17:00
ipr	%	chestnutfruit	0	Zubenelgenubi	1	HunterDavis	1	ipr	1	alp_arslan92	0	PaPa_Beav	1	jantho	1	
chuber	%	TheVacuousRom	1	MerrickS	0	jpgmich	0	DosDebug	0	mronemore	1	avemanyeg	0	Mennonite	0	

mK1HZ0FS

cFARQDds

H95DI1JK

VWbrRCUI

NRBnFHS

7450pYai

n4wSndWB

fgAJszsR

A04 Zukertort Opening: Kingside Fianchetto

C00 French Defense: King's Indian Attack

A05 King's Indian Attack

B13 Caro-Kann Defense: Exchange Variation

B46 Sicilian Defense: Taimanov Variation

C45 Scotch Game: Classical Variation, Intermezzo Variation

E05 Catalan Opening: Open Defense, Classical Line

E81 King's Indian Defense: Sämisch Variation, Sämisch Gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Night from sea to before	5%	5	2	1	0	0	0	7h 37m 48s	32	6.1%	2.9%	3.5%
Rook Against the Machine	2%	2	5	1	0	0	0	7h 51m 16s	43	11.5%	2.9%	4.8%

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 also placed a space after 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.

Statistical Anomaly 5½ 2½ The Rouen Open Appreciation Society

Games

B2	Fri 20:00	B7	Sat 10:30	B1	Sat 15:00	B8	Sat 20:00	B5	Sun 00:00	B3	Sun 13:15	B6	Sun 16:00	B4
salof	1	Yoa		1	Ahedrista	0	Leol79	1	mynamelismund	1	thestormingeagle	0	Tundir	1
VanRoy	0	niconic		0	CrazyMerlyn	1	Nairwolf	0	jose684	0	val1313	1	otreble	0
rvh337Ly		e9P6ZDUV		ZdtGptLN		FCfifDwd		FRkKunrk		UVJmDipl		zQRysFXr		
B21 Sicilian Defense: Smith-Morra Gambit Accepted, Scheveningen Formation		B35 Sicilian Defense: Accelerated Dragon, Modern B64 Variation		EB9 King's Indian Defense: Fianchetto Variation, Classical Main Line		B10 Caro-Kann Defense: Two Knights Attack		E00 Catalan Opening		B13 Caro-Kann Defense: Exchange Variation		C42 Russian Game: Three Knights Game		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Statistical Anomaly	5½	5	2	0	0	0	1	6h 1m 49s	39.1	7.3%	4.5%	3.2%
The Rouen Open Appreciation Society	2½	2	5	0	0	0	1	6h 56m 43s	45.2	8.3%	3.8%	4.8%

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': - (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.

64 Shades of Black and White 6 2 A View to a Kirill

Games

BB	Mon 19:00	B4	Thu 08:00	B3	Sat 13:00	B7	Sat 17:00	B1	Sat 23:30	B2	Sun 13:00	B5	Sun 18:15	B6	Sun 20:15	
BigPig93 shortyadamshardwick	1 0	flipiflapi Nestor3690	1 0	ComputerUser2607 Zeebo_the_clown	1 0	Queen_of_Hearts75 thinline69	0 1	Alvaro64 NebraskaNarwhal	0 1	AlexGaul Zeebo_the_clown	1 0	fwcj68 GOKUBA	1 0	Soreby YouCheckMeIChe... YouCheckMeIChe...	1 0	

LsnFq7tm

HKWj68QB

At23ypWJ

Ho5lzG22

vYAFNxnl

svjqNPzg

Nkza5fSV

2QTujRYM

B15 Caro-Kann Defense:
Tartakower VariationA17 English Opening:
Angle-Indian Defense;
Hedgehog SystemB83 Sicilian Defense:
Scheveningen Variation;
Modem VariationC02 French Defense:
Advance Variation;
Milner-Barry Gambit

D10 Slav Defense

D37 Queen's Gambit
Declined; Harritz AttackB12 Caro-Kann Defense:
Advance Variation; Tal
VariationB21 Sicilian Defense:
Smith-Morra Gambit
Declined; Center Formation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
64 Shades of Black and White	6	6	2	0	0	0	0	5h 33m 16s	29.5	4.8%	1.5%	2.9%
A View to a Kirill	2	2	6	0	0	0	0	5h 41m 2s	44.5	6.6%	3.3%	4%

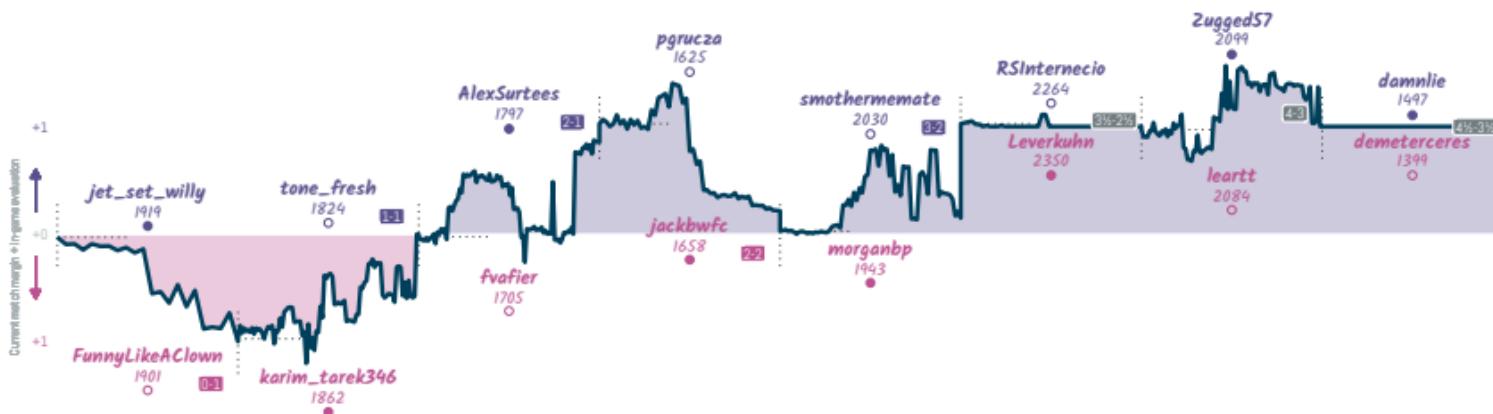
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Google II Vaticano 4½ 3½ Reasons and Refutations

Games

B4	Wed 01:00	B5	Thu 17:00	B6	Thu 18:30	B7	Thu 21:00	B8	Fri 20:00	B1	Sat 17:00	B2	Sun 21:00	B8	
jet_set_willy	0	tone_fresh	1	AlexSurtees	1	pgrucza	0	smothermemate	1	RSInternecio	½	Zugged57	½	damnlie	½
FunnyLikeAClown	1	karim_tarek346	0	fvafler	0	jackbwfc	1	morganbp	0	Leverkuhn	½	learrt	½	demeterceres	½
izJruZdE		FstXa9s4		scV7a03P		csSutsSA		EWqIWCTS		HHuPc8nZ		9rRW487f			
All Queen's Pawn Game		B08 Pirc Defense: Classical Variation, Schlechter Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B51 Sicilian Defense: Moscow Variation		C47 Four Knights Game: Scotch Variation Accepted		C48 Four Knights Game: Spanish Variation, Rubinstein Variation		AB4 Dutch Defense: Normal Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Google II Vaticano	4½	3	2	2	0	0	1	5h 39m 57s	41.1	10%	4.6%	4.6%
Reasons and Refutations	3½	2	3	2	0	0	1	5h 46m 54s	41.4	9.2%	4.2%	4.6%

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

En Passant- tastic 3 5 Take First, Think Later

Games

B8	Tue 17:30	B2	Thu 13:00	B6	Thu 15:00	B4	Thu 19:30	B1	Sat 19:00	B7	B3	Sun 15:00	B5	Sun 17:00	
ribrubrib	%	bufferunderrun	0	DrOMM	0	gilbert	1	Catspaw	%	slowchess73	1X	Knoddel	0	pepepibote	0
AsturcOn	%	PrasannaKumar2084	1	mkubecek	1	aerDNA69	0	bcirillo10	%	muthukumar458	0F	atspanish	1	EnglishSpaniel	1

o8IM14os

UkbX01VB

Vs0Zddn0

DZby68vw

sXwVV41y

0E3waynt

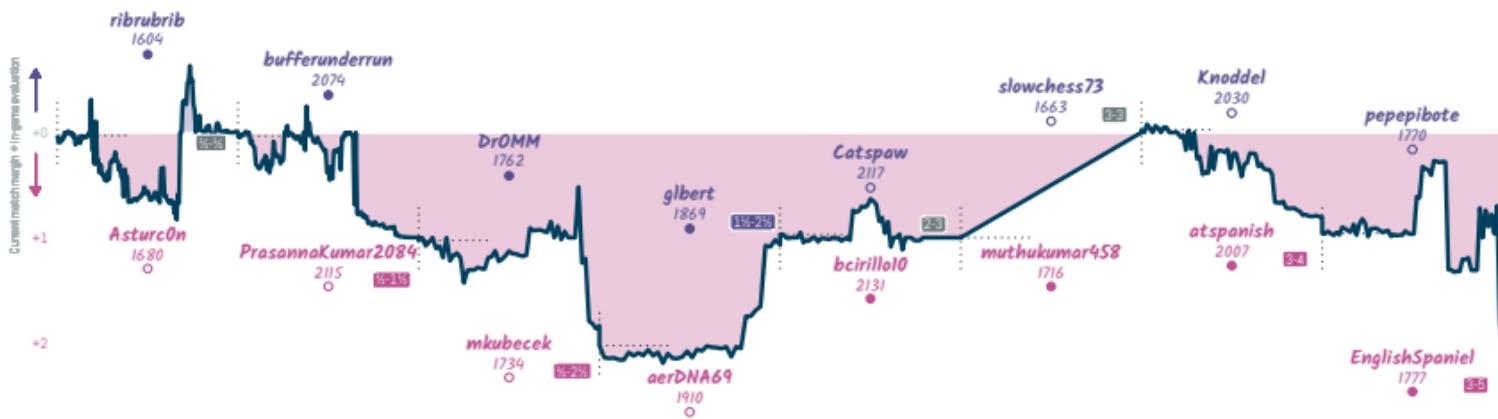
YqUjkGan

A46 Indian Defense:
Wade-Tartakower DefenseA20 English Opening: King's
English VariationC10 French Defense:
Rubinstein VariationB02 Alkemade Defense:
Normal Variation

D01 Rapport-Jobava System

C02 French Defense:
Advance Variation, Euwe
VariationD21 Queen's Gambit:
Accepted, Rosenthal
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
En Passant- tastic	3	1	4	2	1	0	7h 4m 34s	40.1	10.8%	4.5%	2.8%
Take First, Think Later	5	4	1	2	0	1	7h 17m 5s	33.9	5.6%	4.9%	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 (displayed 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.

Horse Majeure 5 3 OpPawnHeimer

Games

BB	Tue 20:00	BB	Thu 04:00	B7	Thu 10:00	B2	Fri 14:00	B3	Fri 19:00	B1	Fri 22:00	B5	Sun 14:00	B4	Sun 22:00
chess131969	%	UN1137	1	momor	1	Underkover	1	AACtrl	1	GiveMeKite	0	Lyrurus	%	Forhavu	0
betencas	%	Slamchops	0	AtomikMorphy	0	drchessdad	0	j3084	0	viburnum	1	sidetracked_owl	%	ButterPecan	1

YtEIzdz7J

jVxVCIX9

qQJeRIY1

7ePv596M

AGghaDf5

eV7VVdee

5BpG1rJh

GY188Hs0

D02 Queen's Pawn Game: Zukertort Variation

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

D01 Slav Defense: Exchange Variation

D01 Rapport-Jabava System

B01 Scandinavian Defense: Main Line

A07 King's Indian Attack

CB4 Ruy Lopez: Closed

AB5 Dutch Defense: Queen's Knight Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Horse Majeure	5	4	2	2	0	0	6h 19m 52s	33.1	9.1%	5.1%	1.8%
OpPawnHeimer	3	2	4	2	0	0	6h 11m 2s	38.1	9.5%	3.6%	3.3%

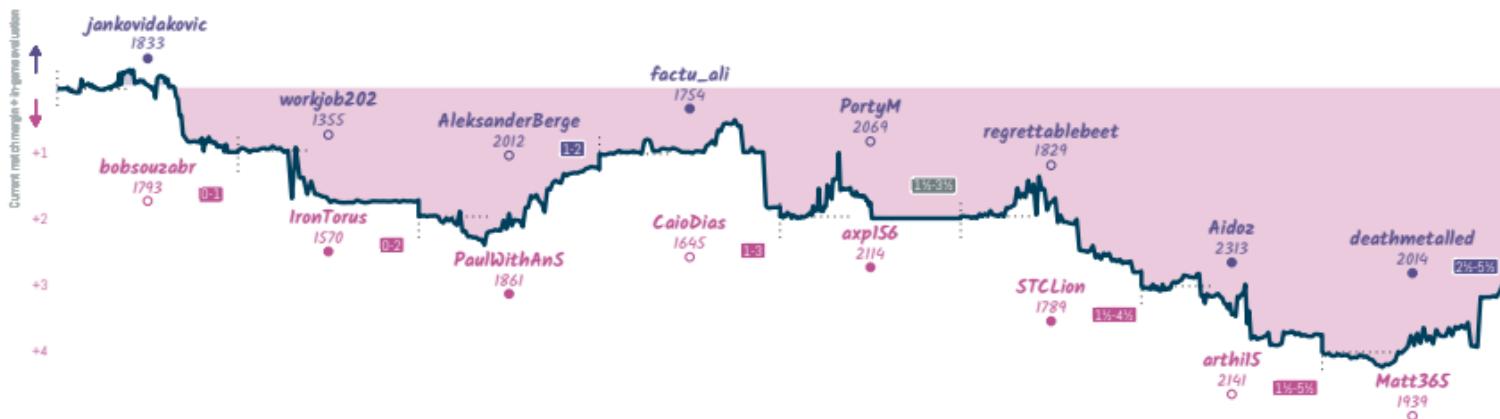
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 only 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 Blunder A Day Keeps Kramnik Away 2½ 5½ The Scions of Silman

Games

B5	Tue 20:15	B8	Wed 23:45	B4	Fri 18:00	B7	Sat 18:00	B2	Sat 19:00	B6	Sat 20:00	B1	Sat 21:00	B3	Sun 06:00
jankovidakovic	0	workjob202	0	AleksanderBerge	1	factu_ali	0	PortyM	0	regrettablebeet	0	Aidoz	0	deathmetalled	1
bobsovouzab	1	IronTorus	1	PaulWithAnS	0	CaioDias	1	axp156	1	STCLion	1	arthi15	1	Matt365	0
DRtzok8w		9R63bCNg		7QuWg17W		3Uy57AFy		2ZvgjUjT		FEYuoZc0		W2HftDkz		cuVTGUj1	
A07 King's Indian Attack		B56 Sicilian Defense: Classical Variation		C50 Italian Game: Deutz Gambit		C56 Italian Game: Scotch Gambit, Anderssen Attack		B22 Sicilian Defense: Alapin Variation		D52 Queen's Gambit Declined		B32 Sicilian Defense: Kalashnikov Variation		B46 Sicilian Defense: Taimanov Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Blunder A Day Keeps Kramnik Away	2½	2	5	1	0	0	0	7h 26m 35s	38.3	7.8%	2.5%	4.7%
The Scions of Silman	5½	5	2	1	0	0	0	7h 29m 39s	32.5	8.2%	2.8%	2.8%

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': - (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.

It's not losing if we both get zero p... 2½ 5½ Unsafe at any time control

Games

B1	Wed 01:30	B8	Thu 17:00	B5	Thu 21:00	B2	Fri 17:00	B3	Sun 15:00	B6	Sun 17:00	B7	B4
sacwin	0	leper toe	0	ScotchWhisky	1	LeoYee	0	biggestbause	1	chessfefe	0	reedor	0F
Mediocratic	1	Shurbz	1	goirish	0	klavier88	1	Davidc2214	0	bagelkh	1	speeder1987	1X
nAIeMFfp		RWX0Y6mR		X6kMPzxx		YRxKxW6k		bjlQpt7C		xHRPts9G		juypvgc	5Z
AB0 Dutch Defense: Hoptan Attack		C47 Four Knights Game: Scotch Variation Accepted		DD2 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		C29 Vienna Game: Vienna Gambit, Bardoleben Variation		B44 Sicilian Defense: Taimanov Variation, Saliin Variation		C47 Four Knights Game: Gunsberg Variation		samit_d	5Z

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	2%	2	4	0	0	1	1	5h 25m 48s	43.8	7.7%	4.3%	4.3%
Unsafe at any time control	5%	4	2	0	1	0	1	5h 17m 37s	40.7	9.4%	3.9%	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 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...

3½ 4½ The Paradoxical Promotion of Pawn K

Games

B5	Wed 19:00	B3	Thu 11:00	B6	Fri 18:00	B7	Sat 10:00	B2	Sat 22:00	B8	Sun 18:00	B1	Sun 20:00	B4	
callzumen	0	stefanol23	½	ArtOfThePawnStorm	1	cowtöne	0	jwell42	0	Joonaf	1	fookh	½	jokicinator15	½
Heathcliffs	1	M0r1	½	Tranzoo	0	Gingersquirrel...	1	seb32	1	Lexgrad	0	Qudit	½	jeremyjh	½

Nv1VZnQG

B5o8HNAW

e5tb0U0y

seMQTPu1

Nc1LB6C0

SUGN4bDM

yy15MsDT

D38 Queen's Gambit
Declined: Rozovin DefenseC02 French Defense:
Advance Variation, Euwe
Variation

B23 Sicilian Defense: Closed

A21 English Opening: King's
English Variation, Reversed
SicilianC44 Scotch Game: Scotch
Gambit, Göring Gambit
DeclinedA80 Dutch Defense: Haupt
AttackD05 Queen's Pawn Game:
Colle System, Traditional
Colle

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	3%	2	3	2	0	0	1	6h 59m 47s	28.1	7.4%	1.7%	3%
The Paradoxical Promotion of Pawn K	4%	3	2	2	0	0	1	7h 3m 50s	26.3	6.7%	4.3%	2%

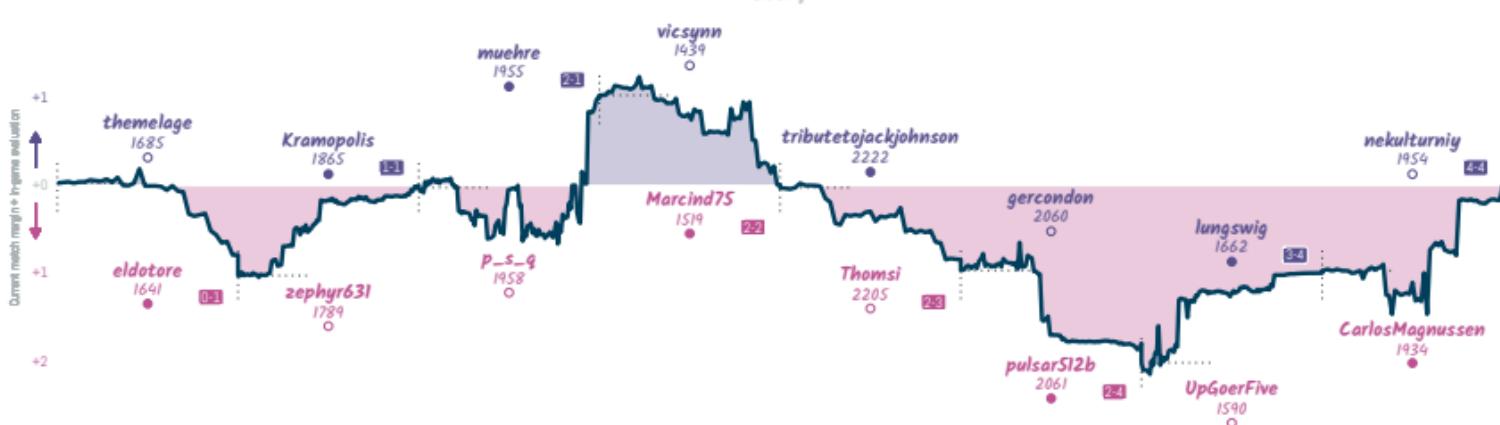
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AniMorphys 4 4 Rook-ie Monsters

Games

B6	Tue 21:00	B5	Wed 23:30	B3	Sat 13:00	B8	Sat 16:00	B1	Sat 19:00	B2	Sat 21:00	B7	Sat 22:00	B4	Sun 18:00
themelage	0	Kramopolis	1	muehre	1	vicsynn	0	tributetojackj...	0	gercondon	0	lungswig	1	nekulturniy	1
eldotore	1	zephyr631	0	p_s_q	0	Marcind75	1	Thomsi	1	pulsar512b	1	UpGoerFive	0	CarlosMagnussen	0
UK7Z0CKG		vA8jCk5s		dZWxRis9		pM5NdTPF		f004Ud2z		P7H0LuH5		KOLHO5M		2MAqQz3U	
C78 Ruy Lopez: Morphy Defense, Neo-Arkhangelsk Variation		D58 Queen's Gambit Declined: Tarrasch Defense		B23 Sicilian Defense: Brand Prix Attack		E90 King's Indian Defense: Normal Variation, Rare Defenses		C44 Ponziani Opening: Jaenisch Counterattack		B41 Sicilian Defense: Kan Variation, Maróczy Bind, Réti Variation		B01 Scandinavian Defense: Marshall Variation		C58 Italian Game: Two Knights Defense, Poleris Defense, Bagatéleur Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
AniMorphys	4	4	4	0	0	0	0	5h 35m 23s	29.8	5.9%	4.3%	2.3%
Rook-ie Monsters	4	4	4	0	0	0	0	5h 29m	31.5	6.9%	2.6%	2%

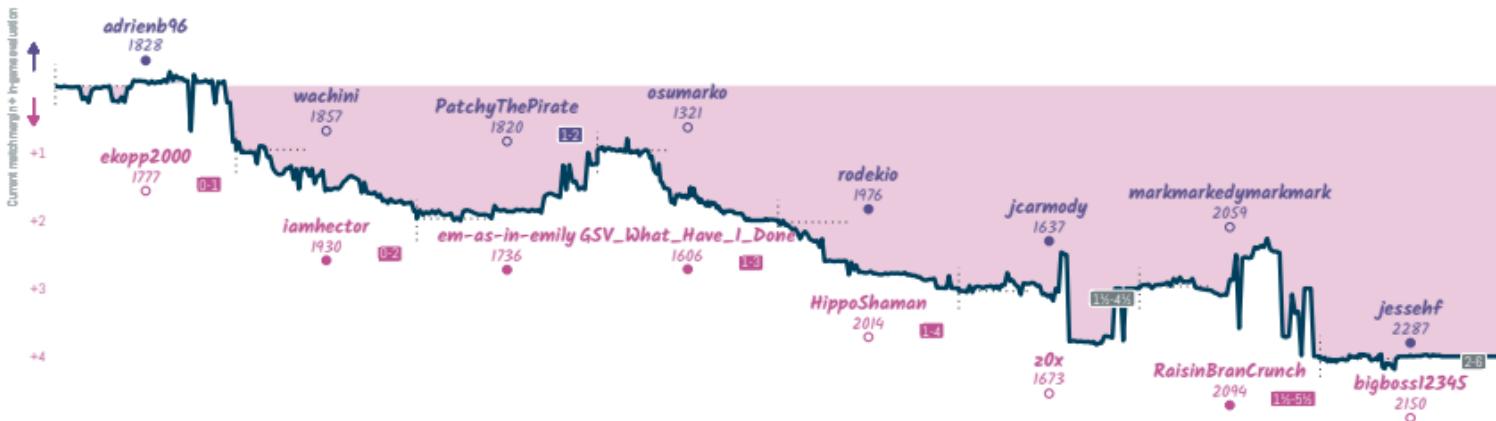
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Alireza stole our candidates spot so ... 2 6 Pawn Stars

Games

B5	Tue 02:00	B4	Wed 18:30	B6	Fri 01:00	B8	Sat 13:00	B3	Sat 15:00	B7	Sun 11:15	B2	Sun 15:00	B1	Sun 17:00
adrienb96	0	wachini	0	PatchyThePirate	1	osumarko	0	rodekoio	0	jcarmodity	½	markmarkedymar...	0	jessehf	½
ekopp2000	1	iamhector	1	em-as-in-emily	0	GSV_What_Have_...	1	HippoShaman	1	z0x	½	RaisinBranCrunch	1	bigboss12345	½
fGrHb0KV		L1HtKKRU		nVze2VGQ		3MT4XhtX		83k1cbca		sRLTPruO		0dogKYpV		DGy1ESwc	
CS4 Italian Game: Classical Variation, Giuoco Pianissimo		A04 Zukertort Opening: Lisiayin Gambit		B00 Pirc Defense		A40 Queen's Pawn Game		B20 Sicilian Defense: Lasker-Dunne Attack		A07 King's Indian Attack		D26 Queen's Gambit Accepted: Normal Variation, Traditional 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
Alireza stole our candidates spot so we're playing here	2	1	5	2	0	0	0	7h 3m 47s	46.1	8.3%	2.8%	4.3%
Pawn Stars	6	5	1	2	0	0	0	7h 10m 50s	35.5	7.7%	1.8%	3.7%

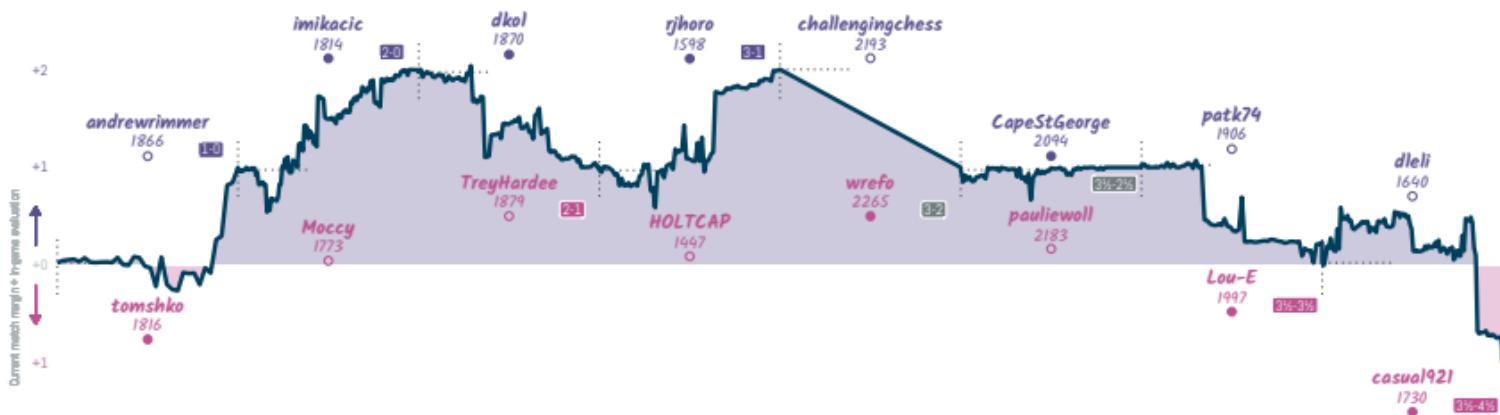
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Stranger Moves 3½ 4½ The Eval Bar Flippers

Games

	Wed 19:00	B6	Thu 17:00	B4	Fri 09:00	B8	Sat 00:00	B1	Sun 10:30	B3	Sun 13:00	B7	Sun 19:00	
andrewrimmer	1	imikacic	1	dkol	0	rjhoro	1	challengingchess	0F	CapeStGeorge	½	patk74	0	0
tomshko	0	Moccy	0	TreyHardee	1	HOLTCAP	0	wrefo	1X	pauliewoll	½	Lou-E	1	1
KnhuK813		UXDkchhS		K8fEUxNl		LAh3No1Y		SESJ39gB		LT71PxHN		H6Wk0Iwu		
B12 Caro-Kann Defense: Advance Variation, Tal Variation		C47 Four Knights Game: Scotch Variation Accepted		C07 French Defense: Tarrasch Variation, Open System; Ewue-Kares Line		D01 Rapport-Jabava System		C41 Philidor Defense: Lion Variation		C24 Bishop's Opening: Vienna Hybrid		C00 French Defense: Normal Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Stranger Moves	3½	3	3	1	0	1	0	6h 2m 38s	31.7	6%	3.7%	2.7%
The Eval Bar Flippers	4%	3	3	1	1	0	0	5h 52m 28s	35.0	7%	4%	3.7%

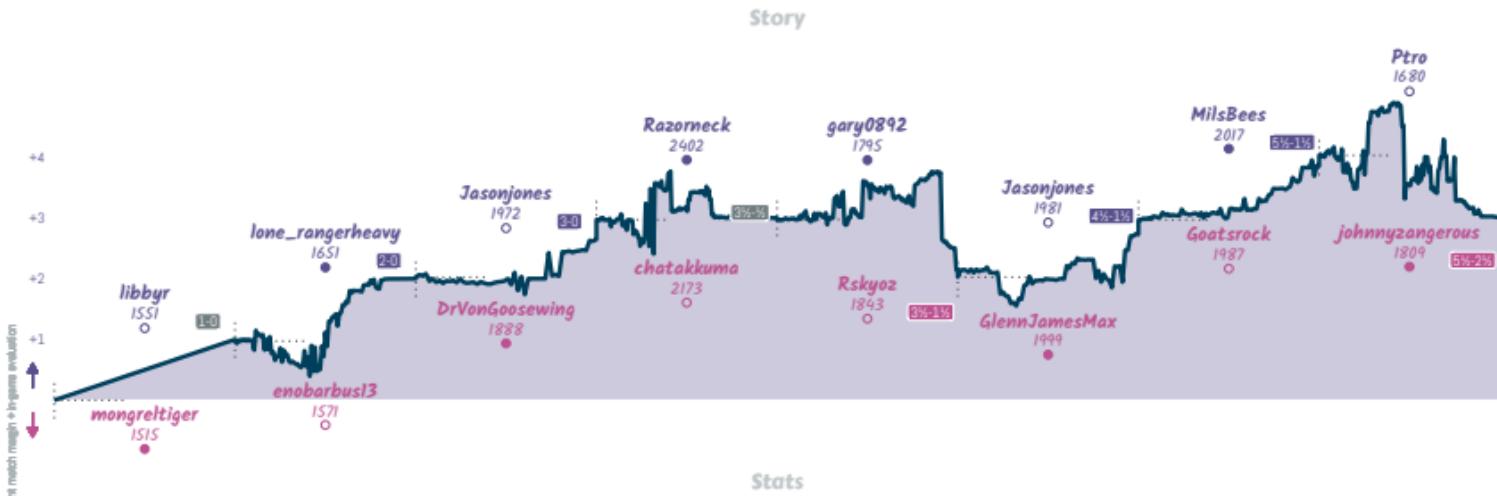
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

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

5½ 2½ The natural number following 38 and p...

BB	B7	Fri 11:30	B4	Fri 15:00	B1	Sat 09:00	B5	Sat 15:00	B2	Sun 07:00	B3	Sun 09:00	B6	Sun 21:00	
libbyr	1X	lone_rangerheavy	1	Jasonjones	1	Razomeck	%	gary0892	0	Jasonjones	1	MilsBees	1	Ptro	0
mongreltiger	0F	enobarbus13	0	DrVonGoosewing	0	chatakkuma	%	Rskyoz	1	GlennJamesMax	0	Goatsrock	0	johnnyzangerous	1
		2yIsLS6B		XJSTKKeZ		Ety6xSrB		dbgABCWP		Q1VH3TS1		bIXe2UdI		RP5gLoAA	
		B22 Sicilian Defense: Alapin Variation, Stoltz Attack		B23 Sicilian Defense: Brand Prix Attack		D38 Queen's Gambit Declined: Ragozin Defense, Alkhanine Variation		C47 Four Knights Game: Scotch Variation Accepted		B03 Alkhanine Defense: Four Pawns Attack		A45 Indian Defense		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	

Games



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Come for the chess, stay for the speeches	5½	4	2	1	1	0	0	7h 29m 59s	42.7	8.2%	4.6%	5.5%
The natural number following 38 and preceding 40	2½	2	4	1	0	1	0	7h 47m 26s	44.8	10.1%	5.7%	5.2%

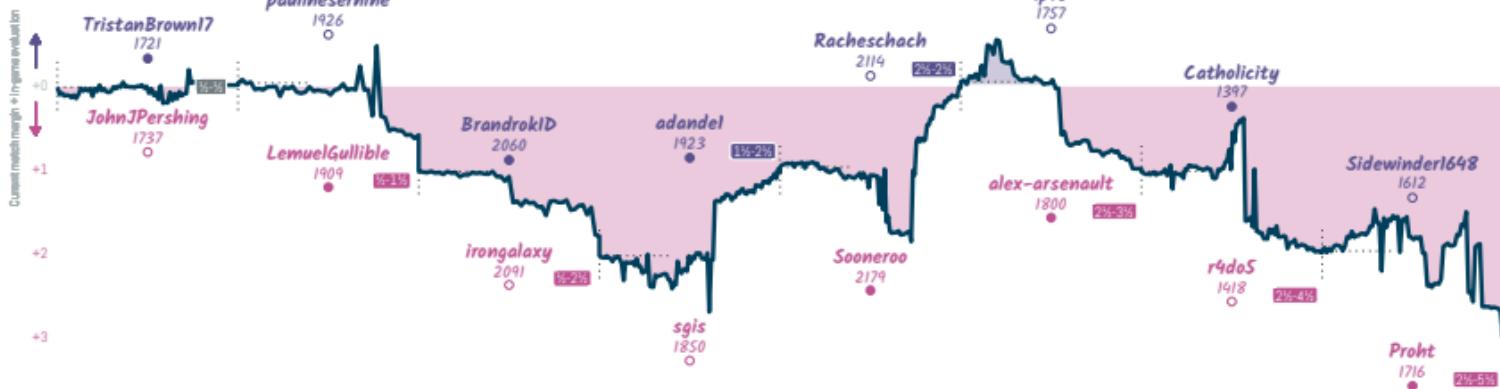
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Flaming Chesstnus 2½ 5½ xxPawnSlayers360xx

Games

B6	Mon 20:30	B3	Thu 22:00	B2	Fri 23:30	B4	Sat 20:30	B1	Sun 12:00	B5	Sun 18:00	B8	Sun 19:00	B7	Sun 20:00
TristanBrown17	%	paulinesernine	0	Brandrok1D	0	adandel	1	Racheschach	1	lpfo	0	Catholicity	0	Sidewinder1648	0
JohnJPershing	%	LemuelGullible	1	irongalaxy	1	sgis	0	Sooneroo	0	alex-arsenault	1	r4do5	1	Proht	1
hLgv7w4h		4JsjQ10FC		1f1s2pt		YTcMCNRT		1LvRj18T		edMuHbY		Wmtu456M		B3nZnf2I	
B01 Scandinavian Defense: Classical Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Classical Formation		C88 Ruy Lopez: Closed, Anti-Marshall		D15 Slav Defense: Chabanenko Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		A05 Zukertort Opening		B18 Caro-Kann Defense: Classical Variation, Main Line		B22 Sicilian Defense: Alapin Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Flaming Chesstnus	2%	2	5	1	0	0	0	6h 12m 31s	42.5	7.2%	2.6%	5.2%
xxPawnSlayers360xx	5%	5	2	1	0	0	0	7h 32m 14s	38.4	7.2%	1.6%	4.6%

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