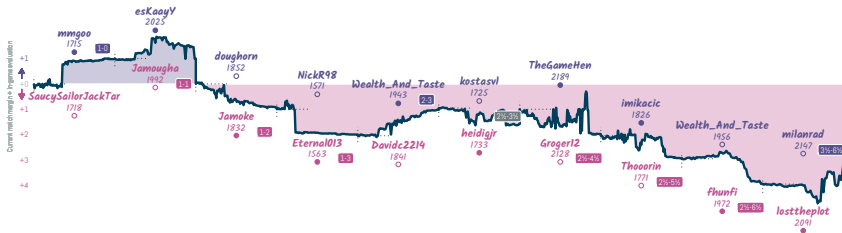# #1 Somebody write smth and submit it   3½   6½   #3 The Borgov Collective

Games

B9 ▶	Tue 22:15	B3	Wed 15:00	B6	Wed 22:00	B10	Thu 17:00	B5	Thu 19:30	B8	Fri 14:45	B1	Fri 18:00	B7	Sat 13:00	B4	Sat 15:00	B2 ▶	Sat 17:45
mmgoo	1	esKaayY	0	doughorn	1	NickR98	0	Wealth_And_Taste	½	kostasvl	½	TheGameHen	0	imikacic	0	Wealth_And_Taste	0	milanrad	1
SaucySailorJackTar	0	Jamougha	1	Jamoke	1	Eternal013	1	Davidc2214	1	heidigjr	½	Groger12	½	Thooorin	1	fhunfi	1	losttheplot	0

qLBc1Dbq	Fzv1UCtV	UfHsnBY6	svfxvG1S	cRNqjQZf	vQxUDqbX	Cc27SDTA	rUk4HZdr	GQS3wQCe	lZ8Ne25I
E14 Queen's Indian Defense: Spassky System	E06 Catalan Opening: Closed	E38 Nimzo-Indian Defense: Classical Variation, Berlin Variation	A45 Indian Defense	B96 Sicilian Defense: Najdorf Variation	A56 Grünfeld Defense: Three Knights Variation, Burille Variation, Reversed Tarrasch	B06 Modern Defense: Standard Line	B03 Alekhine Defense: Exchange Variation	A20 English Opening: King's English Variation	C49 Four Knights Game: Spanish Variation, Symmetrical Variation

Story

Stats

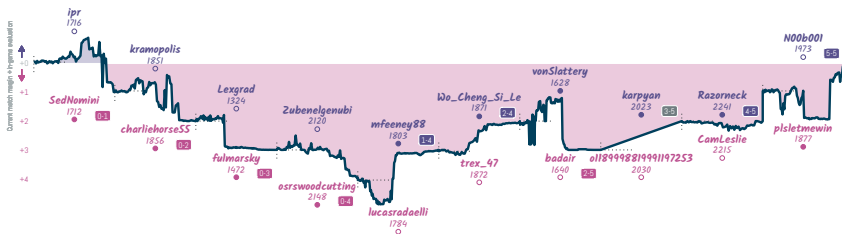| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Somebody write smth and submit it	3½	3	6	1	0	0	0	8h 57m 50s	48.2	8.7%	4.4%	4.8%
The Borgov Collective	6½	6	3	1	0	0	0	10h 44m 6s	43.0	7.3%	4.4%	4.1%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last). 'Stats' – (F)W/(D)/L (better) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % of 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.

#2 O-O-O O-O-O You Don't Have To Go   5   5   #4 Sevian deadly sins

Games

| B8 ▶ | Tue 22:00 | B6 | Thu 00:30 | B10 | Thu 18:30 | B2 | Thu 18:00 | B7 | Fri 13:00 | B9 | Fri 18:00 | B3 | Fri 19:00 | B1 | Sat 18:00 | B4 | Sun 17:30 |

| ipr | 0 | kramopolis | 0 | Lexgrad | 0 | Zubenelgenubi | 0 | mfeeney88 | 1 | Wo_Cheng_Si_Le | 0 | vonSlattery | 0 | karpyan | 1X | Razorneck | 1 | N00b001 | 1 |
| SedNomini | 1 | charliehorse55 | 1 | fulmarsky | 0 | osrswoodcutting | 1 | lucasradoelli | 1 | trex_47 | 1 | badair | 0 | o11899988199919 | 19725X | CamLeslie | 0 | plsletmewin | 1 |

| XQEubDRs | MapudzEb | HtYCih15 | oOkWSP10 | 7rbmMR9L | 93crxRxW | 91yQAn89 | zVWtjJk0 | U89w9wS8 |

| B88 Sicilian Defense: Sozin Attack, Fischer Variation | B98 Sicilian Defense: Najdorf Variation | D20 Queen's Gambit Accepted: Saduleto Variation | D02 Queen's Pawn Game: Symmetrical Variation, Pseudo Catalan | B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense | C55 Italian Game: Two Knights Defense, Modern Bishop's Opening | A85 Dutch Defense: Queen's Knight Variation | D38 Queen's Gambit Declined: Ragozin Defense | B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation |

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
O-O-O O-O-O You Don't Have To Go	5	4	5	0	1	0	0	8h 50m 54s	55.8	8%	3.5%	6.6%
Sevian deadly sins	5	4	5	0	1	0	1	7h 57m 59s	49.1	7.2%	4%	5.1%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

#5 **Avengers: Middlegame**   2½   7½   #6 **Mi Caissa, su Caissa**

Games

B7 ▶ Thu 15:00	B6 Fri 17:00	B3 Fri 17:00	B5 Sat 13:00	B2 Sun 10:00	B4 Sun 13:00	B1 Sun 14:00	B10 Sun 19:00	B9
Tasunoro 1	Daniel1802b ½	Potatomancer ½	ColdTehran 0	ngducphu 0	joehan 0	ChewbakaTheRookie 0	tommeketoch 0	keeto 0	mtkib 0F
ssyx 0	Rolihlahla ½	ChessPriyome ½	izzie26 1	timothyha 1	KirkD 1	scarff 1	victormanolo 1	Samuelglats 1	coadanny 1X
WynDqfAz	**ZpwC4xFl**	**ssuOx8JD**	**d1WK72eJ**	**SUh4OTYZ**	**MWg1dyiB**	**vDLSK6To**	**c8St3aXM**	**eaOQfHpW**	
B07 Lion Defense: Anti-Philidor, Lion's Cave	B12 Caro-Kann Defense: Advance Variation, Tal Variation	A84 Dutch Defense: Classical Variation	C88 Ruy Lopez: Closed	B22 Sicilian Defense: Alapin Variation	B15 Caro-Kann Defense: Tartakower Variation	B15 Caro-Kann Defense: Tartakower Variation	D11 Slav Defense: Modern Line	B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	

Story
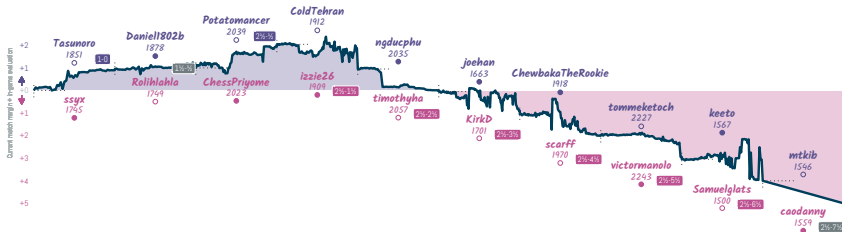
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Avengers: Middlegame	2½	2	6	1	0	1	0	7h 48m 55s	62.1	7.8%	5.8%	8.1%
Mi Caissa, su Caissa	7½	6	2	1	1	0	0	8h 42m 37s	52.2	7.5%	4%	6.3%

#8 Colle-Zuckerberg Metasystem   5   5   #7 Prophylactic Pawnstorm

Games

	B8 ▶	Mon 23:00	B7	Tue 00:30	B6	Tue 14:00	B10	Wed 14:00	B1	Thu 19:00	B9	Fri 19:00	B5	Sat 19:30	B2	Sun 13:00	B3	Sun 18:00	B4	Sun 20:00

vejen 1 / psmathgeek 0 — Bebetter14 1 / housesounds 0 — wdhorton 0 / cowtone 1 — PocketKnight39 1 / matt_chess_play ½ — gabrahmad ½ / rezoons ½ — davegiltinan ½ / AleksandrSudak ½ — BattleAxiom 1 / Gokuba 0 — mini_karpov 0 / y3LL3r 1 — benellis3 1 / flaxl 0 — AlexMorgenthau 0 / Aphla 1

tn4o4d1G   86PAsPaF   LqnqamiQ   cnK82Xwh   wvjaUPeV   aCdqBwNY   wZ6FjIiI   G8NKd1B5   Gyg4r4Qq   uYQbWyut

A52 Indian Defense: Budapest Defense, Alekhine Variation — E12 Nimzo-Indian Defense: Three Knights Variation, Duchamp Variation — D13 Slav Defense: Exchange Variation — B23 Sicilian Defense: Closed — C11 French Defense: Classical Variation, Steinitz Variation — B32 Sicilian Defense: Accelerated Dragon — B10 Caro-Kann Defense: Two Knights Attack — C43 Russian Game: Modern Attack, Center Variation — B13 Caro-Kann Defense: Exchange Variation — A00 Polish Opening

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Colle-Zuckerberg Metasystem	5	4	4	2	0	0	0	9h 24m 20s	39.7	10.5%	1.8%	4%
Prophylactic Pawnstorm	5	4	4	2	0	0	0	8h 26m 25s	40.0	7.7%	3.7%	3.5%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story' y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.
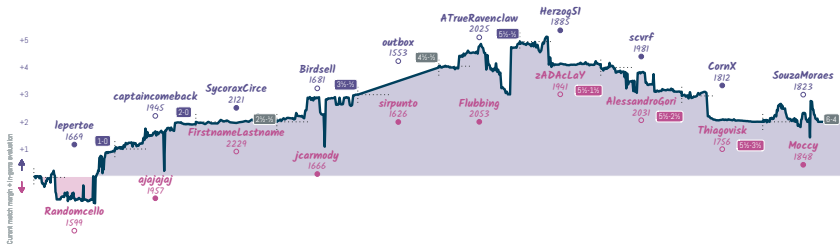
#10 Hoosier Daddy and the Knight of the L...   6   4   Save the Opening Trees

Games

B9 ▶ Tue 18:30	B4 Wed 08:00	B1 Thu 10:00	B6 Thu 13:00	B10	B2	B5 Sat 17:00	B3 Sun 21:00	B7 Sun 12:00	B8 Sun 13:00	Sun 18:00
lepertoe 1	captaincomeback 1	SycoraxCirce ½	Birdsell 0	outbox 0	1X ATrueRavenclaw 0	Herzog51 0	scvrf 0	CornX 0	SouzaMoraes ½	
Randomcello 0	ajajajaj 0	FirstnameLastname ½	jcarmody 1	sirpunto 1	0F Flubbing 1	zADAcLaY 1	AlessandroGori 1	Thiagovisk 1	Moccy ½	
tSvLeDPv	ODxtxNIG	ACjsyZ8m	SRBSc0qf		GW3sLW6p	mLqHUGg7	mIgyR600	bgXDZpeS	U5IHfzQb	
C02 French Defense: Advance Variation, Milner-Barry Gambit	D00 Queen's Pawn Game: Mason Variation	A40 English Defense	E71 King's Indian Defense: Makogonov Variation		B97 Sicilian Defense: Sozin Attack, Flank Variation	B07 Pirc Defense	A31 English Opening: Symmetrical Variation, Anti-Benoni Variation	C05 French Defense: Tarrasch Variation, Closed Variation	D53 Queen's Gambit Declined	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hoosier Daddy and the Knight of the Living Dead	6	4	3	2	1	0	0	8h 35m 50s	66.1	7.3%	3.3%	6.8%
Save the Opening Trees	4	3	4	2	0	1	0	8h 9m 14s	68.4	8.1%	4.6%	5.1%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

#9 **Hung Pawn and Quartered**   4½   5½   NA   **Knights Only Want One Thing and It's ...**

Games

B8 ▶	Tue 15:00	B4	Wed 23:00	B2	Thu 19:30	B3	Fri 09:00	B7	Fri 15:15	B10	Fri 19:00	B6	Sat 17:00	B9	Sat 18:00	B1	Sun 18:00
vishAnan	0	weetbix2	0	j3084	1	Serayal91	1	jameslatham	1	plastic_pusher	0	Dingoe12	1	STCLion	½	JumpJazz	0	FlokiTheCat	0
TowerOfSolitude	1	ButterPecan	1	ap_s0205120	0	far1108	0	LouisBuckland	0	greener255	0	Cannonbait	0	pepepibote	½	jurica_c	1	Shrekmated	1
UAbxLaC8		**ODuZvG1H**		**j4hzWJsN**		**rJaDM5lT**		**ukgarRWX**		**nrAXUVhn**		**kkF3Yc5G**		**WCT1yN82**		**Bn93Z0Sz**		**P138Tf0Z**	
B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		D43 Semi-Slav Defense: Anti-Moscow Gambit		A09 Réti Opening		A52 Indian Defense: Budapest Defense, Rubinstein Variation		D46 Semi-Slav Defense: Chigorin Defense		D00 Queen's Pawn Game: Stonitz Countergambit		C00 French Defense: Normal Variation		E10 Indian Defense: Anti-Nimzo-Indian		E01 Catalan Opening: Closed		E04 Catalan Opening: Open Defense	

Story

Stats

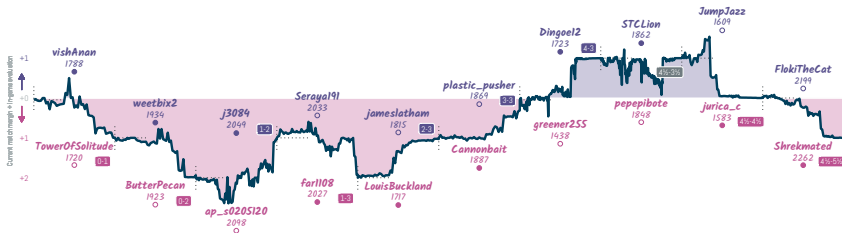| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hung Pawn and Quartered	4½	4	5	1	0	0	0	8h 42m 59s	43.0	9.3%	5.9%	4.1%
Knights Only Want One Thing and It's Forking Disgusting	5½	5	4	1	0	0	0	9h 53m 22s	40.6	9.8%	3.7%	5.1%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

Powerful Kingsmen   5½   4½   Sponsored by Chessable Threefold Repe...

Games

B10 ▶ Tue 15:00	B1	Thu 20:00	B4	Thu 19:30	B9	Thu 20:00	B6	Sat 18:00	B2	Sat 18:00	B8	Sat 18:00	B3	Sun 03:00	B7		B5 🏳 Sun 17:00
B2C4G7	1	IsaVulpes	1	Rolfomania	1	jendrasek	1	aarp995	0	tadch	1	fake_switch	0	shetoo	½	squire_western	1X	jrcrawford512	0
hoppycoldstar	1	Qudit	0	Seb32	0	gavalanche20	0	verboseamoeba	1	VicPez	0	verboseamoeba	1	egoncharik	½	Skackred	1

4fRaVHQh	YJ6yCzzV	yD17iKj1	gCUjS1Bh	7WPZM3Wd	vDPbLZ7w	kJcYkXtx	vi0c9jbF		w06c4mk9

| C56 Italian Game: Scotch Gambit, Nakhmanson Gambit | B94 Sicilian Defense: Najdorf Variation | C21 Danish Gambit Declined: Sorensen Defense | C53 Italian Game: Classical Variation, Giuoco Pianissimo, Main Line | D10 Slav Defense | E44 Nimzo-Indian Defense: Fischer Variation | B12 Caro-Kann Defense: Advance Variation, Short Variation | E60 King's Indian Defense: Normal Variation, King's Knight Variation | A04 Zukertort Opening: Dutch Variation |

Story
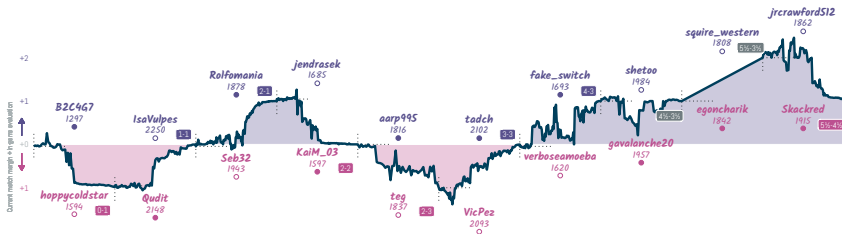
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Powerful Kingsmen	5½	4	4	1	1	0	0	9h 28m 38s	37.8	7%	3%	4.3%
Sponsored by Chessable Threefold Repetition Technology	4½	4	4	1	1	0	0	9h 17m 14s	36.1	7.3%	3.5%	3.5%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last). 'Stats' – (F)W/(D/L (better) 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.

Nepo Gonna Give You Up 5   5 The winging it gambit

Games

B3 ▶ Mon 18:00	B5 Tue 18:00	B8 Tue 20:00	B4 Thu 18:00	B1 Fri 17:00	B7 Fri 18:00	B6 Fri 23:30	B2 Sat 10:00	B7 📷 Sat 22:00
okei 1	colwem 1	Samuelsson22 1	adande1 1	tchristianclub 1	2her0 1	ErinYu 1	osoplayschess 1	Pentaquark1 1	jk1834 1
Pauli314 1	Gogmatel 1	fzappa 1	palet_master 1	chiasmata 1	Ringelnatz 1	Brainet 1	pepehands321 1	zbidwell 1
XXR1dRvt	8hc6qatV	e2MFNvoj	JDCHktmu	FFfeqqZZ	Np3adKGr	i2S6JGvf	x5uoy4EC	XZ9qJ1S4	rGKLG30K
E12 Nimzo-Indian Defense: Three Knights Variation, Duchamp Variation	B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	B12 Caro-Kann Defense: Advance Variation	C45 Scotch Game: Malaniuk Variation	B15 Caro-Kann Defense	B22 Sicilian Defense: Alapin Variation, Barmen Defense	B00 Rat Defense: Harmonist	B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined	E46 Nimzo-Indian Defense: Rceshevsky Variation	D00 Queen's Pawn Game: Steinitz Countergambit

Story
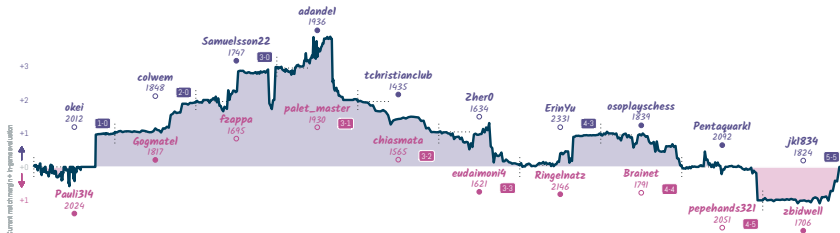
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nepo Gonna Give You Up	5	5	5	0	0	0	0	6h 28m 35s	41.4	8.4%	5%	3.6%
The winging it gambit	5	5	5	0	0	0	0	7h 24m 2s	41.1	7.8%	3.3%	4.5%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': x-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

Completely Checked Out **3** **7** The Pawn Runners

Games

B5 ▶	Mon 20:30	B9	Wed 01:00	B2	Thu 20:00	B8	Fri 19:30	B6	Sat 17:00	B7	Sat 10:00	B1	Sun 18:00	B10	Sun 19:00	B4	Sun 21:00
fvafier	0	texasadam	1	Knoddel	0	Lyrurus	0	twobits	1	Bitter_Cherry	0	Midnightokar	0	ben622	½	Ferchosalgado	0	alen111	½
rampichino	1	ryanthelion98	0	Josue_Richard	1	LucaGaglia73	1	ishallwooopyoass	0	FunkSoulBrother	1	pedropablo72	1	Skims	½	cinqued	1	RedzoneNova	½

1ezN2SRb	8xJwDjoM	yHXgyN8g	ncGhdRmO	JYdjN8KL	PNP5f5PA	LmOrVN7m	2tvdv5L8	it1N8wex	ohzNcSDa
A05 King's Indian Attack: Wahls Defense	D06 Queen's Gambit Declined: Marshall Defense	B40 Sicilian Defense: Four Knights Variation	B90 Sicilian Defense: Najdorf Variation, English Attack	C25 Vienna Game: Vienna Gambit, Hamppe-Allgaier Gambit	B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Novosibirsk Variation	B23 Sicilian Defense: Closed	B15 Caro-Kann Defense: Tartakower Variation	D02 Queen's Pawn Game: Chigorin Variation	C10 French Defense: Rubinstein Variation, Blackburne Defense

Story
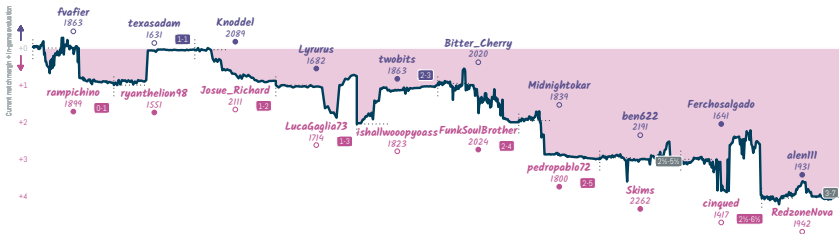
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Completely Checked Out	3	2	6	2	0	0	0	9h 41m 47s	49.5	7%	3.5%	5.2%
The Pawn Runners	7	6	2	2	0	0	0	8h 10m 14s	43.5	7.2%	3.2%	4.2%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last). 'Stats' – (F)W/(L)/(draw) 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.

100 Endgames You Must Blow   5½   4½   Phantom's Ghostly Pirate Crew

Games

B5 ▶	Mon 17:30	B9	Thu 02:30	B4	Thu 11:00	B8	Thu 18:30	B1	Sun 08:00	B3	Sun 19:30	B10	Sun 18:15	B6	Sun 21:00	B7	Sun 21:00
lc91	½	kotoole	0	sgis	0	alex-arsenault	1	BuckDuck	0	mronemore	½	pic1991	1	z0x	½	pddchess	1
glbert	½	keithxm23	1	MPC455	1	SlowChess73	0	eie24	1	BloodyFox	½	phantom567459	0	UpGoerFive	½	Scaredpeach	1	cheerstochess	0

mAyGpCmu	7mdRQB42	atiWOtfU	OTcti1KmW	pf6WPdqQ	8Z1YDV65	nIzegUUQ	0XkpYTaV	4um3hssp
E70 King's Indian Defense: Normal Variation	D12 Slav Defense: Quiet Variation, Schallopp Defense	C11 French Defense: Burn Variation	A43 Benoni Defense: Benoni-Indian Defense	A58 Benko Gambit Accepted: Fully Accepted Variation	C53 Italian Game: Classical Variation	B10 Caro-Kann Defense: Accelerated Panov Attack	B21 Sicilian Defense: Smith-Morra Gambit	C07 French Defense: Tarrasch Variation, Open System, Euwe-Keres Line	C77 Ruy Lopez: Morphy Defense, Anderssen Variation

Story
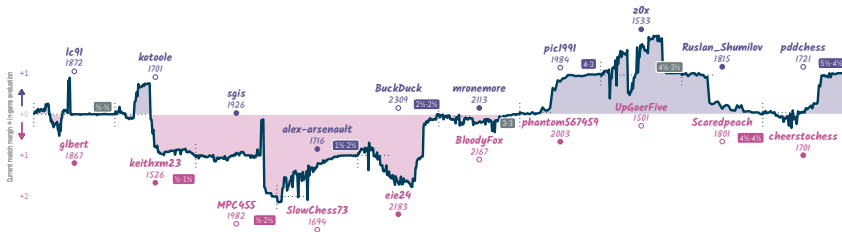
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Must Blow	5½	4	3	3	0	0	0	9h 27m 20s	44.2	8.6%	2.6%	3.9%
Phantom's Ghostly Pirate Crew	4½	3	4	3	0	0	0	8h 31m 51s	46.1	5.8%	3.9%	4.9%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score-gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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 tiebreaks; ranks not shown for Round 1.

Elo darkness, my old friend **5   5** The League of Extraordinary Patzers

Games

B1 ▶ Tue 18:15	B9 Thu 18:00	B2 Fri 21:30	B10 Fri 21:30	B4 Sat 07:15	B5 Sat 23:00	B3 Sun 09:15	B6 Sun 16:00	B7 Sun 18:00

perham 0	gingersquirrelnuts 1	texaspete09 1	larius88 1	gmat20020 1	freddy267t 0	giziti 1	Grizzly1000 0	Ecelal 0	hazelchesster 0
x420noscope 1	kamelstekspizza 0	AlexGaul 0	jsettle1 0	Meeklydim 0	Constant1n 1	Abolizer 0	KnightFury21 1	Angrybird029 1	fwcj68 1

| qFPd6xA8 | bhZ0t2oX | MaYWvosR | tgbjdqJq | pu1UVShR | gu8E3cbc | 6m2mVQKR | B19bJ4E0 | YGjEH8rq | vLszpS3p |

| B12 Caro-Kann Defense: Advance Variation | E15 Queen's Indian Defense: Fianchetto Traditional | B12 Caro-Kann Defense: Advance Variation, Tal Variation | B07 Pirc Defense | E11 Bogo-Indian Defense: Nimzowitsch Variation | A03 Bird Opening: Dutch Variation | E62 King's Indian Defense: Fianchetto Variation, Uhlmann-Szabo System | D35 Queen's Gambit Declined: Exchange Variation, Positional Variation | D37 Queen's Gambit Declined: Three Knights Variation | C00 French Defense: Horwitz Attack, Papa-Ticulat Gambit |

Story

Stats

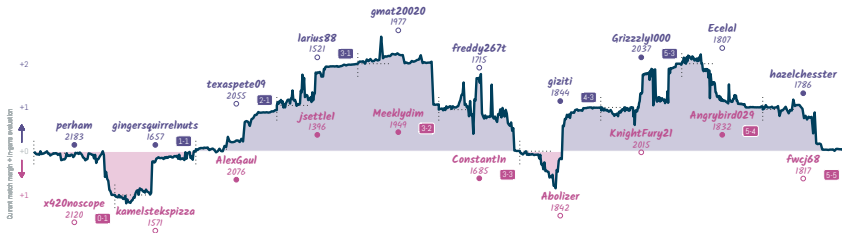| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Elo darkness, my old friend	5	5	5	0	0	0	0	9h 16m 4s	45.0	7.4%	3.2%	4.4%
The League of Extraordinary Patzers	5	5	5	0	0	0	0	9h 56m 59s	44.8	7.2%	2.2%	4.7%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

No Name, No Captain, No Problem   5   5   The Hippopotamus in the Swamp

Games

B2 ▶	Wed 22:00	B10	Thu 12:00	B5	Fri 15:00	B3	Fri 19:00	B6	Fri 23:00	B1	Sat 07:15	B7	Sat 14:00	B4	Sat 16:00
pie314271	½	Ezze_13	½	Narski	0	grabhispieces	0	Clarinetref	½	Le-Penseur	1	jacade	1	flyhalf2k14	1	rhiehn	0	eigentor
roonster33	½	dama_x_rey	½	thepaul1	1	fgermuth	1	ekopp2000	½	xandic	0	Pushedpawn	0	iqb	0	restausverkauf	1	ErunaMe

| 1BrrrR6H | 600WWeX7 | p4dZiKQ9 | qkwGkUvA | sckF4IKw | SY0rBhCl | y5MfJzBj | zAuSkrbI | iLMZMjzf | 72c9gGsh |

| B23 Sicilian Defense: Closed | A50 Indian Defense: Normal Variation | B31 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack, Fianchetto Variation | E20 Nimzo-Indian Defense: Kmoch Variation | C01 French Defense: Exchange Variation | B43 Sicilian Defense: Kan Variation, Knight Variation | B10 Caro-Kann Defense | B86 Sicilian Defense: Sozin Attack | B07 Pirc Defense | B12 Caro-Kann Defense: Advance Variation, Van der Wiel Attack |

Story
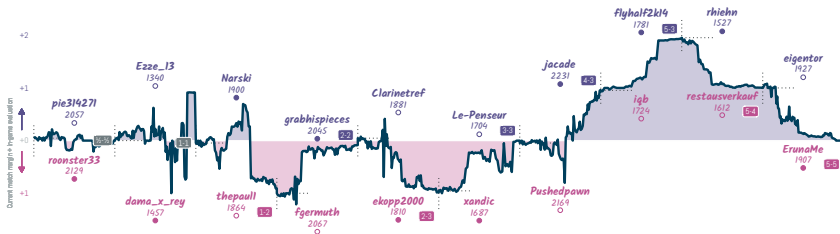
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Name, No Captain, No Problem	5	4	4	2	0	0	0	8h 12m 24s	50.2	9.2%	4.9%	4.3%
The Hippopotamus in the Swamp	5	4	4	2	0	0	0	7h 57m 12s	51.3	8.7%	3.3%	4.9%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': x-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, y-axis tracks moves played; both axes scaled for consistency and legibility; games scored from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last). 'Stats': (F)W/(L) 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.

Scachs d'Amor   7½   2½   Tilting at Windmills

Games

B5 ▶	Wed 19:00	B10	Wed 19:00	B7		B3	Thu 16:00	A9	Sun 14:00	B4	Sun 15:00	B6		B8	Sun 16:00	B9	Sun 18:00
iamtheknight2	1	Dawn4365	0	kjar		1X	Lord_axe		Like-a-hurricane	1	Jputterg	1	AbuShaitan	1	amanlikekennyken	1X	secretarisvogel	½	ruhib	0
goirish	0	pat219	1	notzmv		0F	j123dh	0F	drchessdad	0	popel23	0	rodeo	0	thegrandchessknight	0F	thiccclouds	0		1

| QNqR1hEt | | dQubqSmJ | | | | Rfl3wkdA | | W3us6g9Y | | xT5pJomE | | br3h7wlY | | Iy5PHNaa | | ApO1d1kW | |

D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan   A45 Paleface Attack   C43 Russian Game: Modern Attack, Center Variation   A45 Indian Defense   B09 Pirc Defense: Austrian Attack, Weiss Variation   C78 Ruy Lopez: Morphy Defense   D15 Slav Defense: Alekhine Variation   B12 Caro-Kann Defense: Advance Variation, Tal Variation

Story
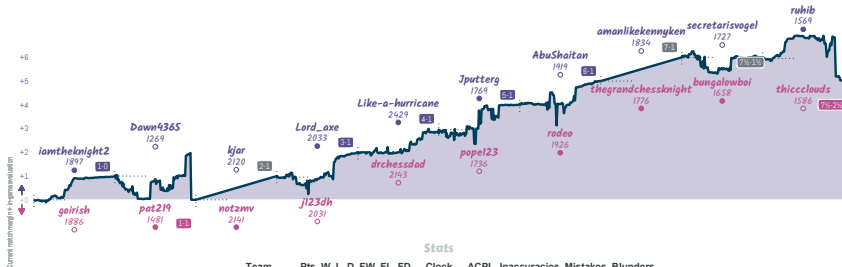
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Scachs d'Amor	7½	5	2	1	2	0	2	5h 45m 15s	46.0	7%	4%	4.6%
Tilting at Windmills	2½	2	5	1	0	2	0	8h 37m 36s	50.8	8.8%	2.9%	5.9%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned to scheduled time, and unplayed pairings without scheduled times 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: % of 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.

Chesstosterone   5½   4½   Fast and Firouzjous

Games

B2	Wed 08:30	B9	Wed 10:00	B6	Thu 08:00	B8	Thu 20:00	B3	Fri 23:30	B5	Sat 20:00	B4	Sun 10:00	B1	Sun 11:00	B7	Sun 18:00	B10	Sun 20:00

| M0r1 | 0 | Skift2 | 0 | wiktor-chomik | 1 | multiverse128 | 0 | Ryzalis | 1 | et5555yang | ½ | Whelp10 | ½ | Sup12 | 0 | Rivimies | 1 | Barry_Forshaw | 1 |
| oleksiial | 1 | Stormerofbarns | 0 | Hindemith | 0 | puppies_are_fun | 1 | Jebotto | 0 | Dtdeep | ½ | okoros | 0 | | | friesIfrasl | 0 | Marc999 | 0 |

| c8ePFJ9P | YqenmHra | ZyR57p4G | J4SAVAx1 | MNjpyxZb | 0INnZKzH | bE41fO46 | GoUsI8Sf | jIM8LyoQ | B1GYexyX |

| C89 Ruy Lopez: Marshall Attack, Modern Main Line | B11 Caro-Kann Defense: Two Knights Attack, Mindano Variation, Exchange Line | C58 Italian Game: Two Knights Defense, Polerio Defense, Bishop Check Line | B32 Sicilian Defense: Open | B90 Sicilian Defense: Najdorf Variation, Adams Attack | B12 Caro-Kann Defense: Advance Variation, Tal Variation | B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined | B12 Caro-Kann Defense: Advance Variation, Tal Variation | D35 Queen's Gambit Declined: Exchange Variation, Positional Variation | A00 Polish Opening |

Story
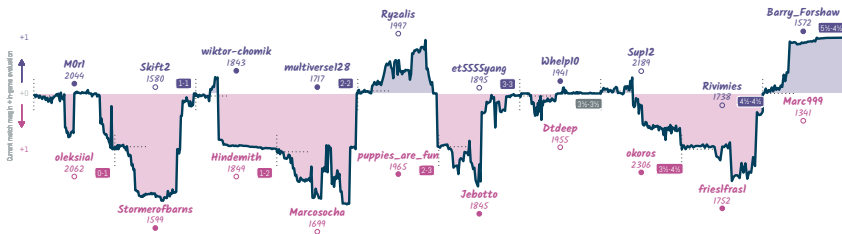
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chesstosterone	5½	5	4	1	0	0	0	8h 43m 11s	46.4	7.5%	2.6%	4.9%
Fast and Firouzjous	4½	4	5	1	0	0	0	9h 57m 22s	49.4	8.5%	3.9%	4.1%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

The Devil Wears Praggnanandhaa   6½   3½   The En Peasants

Games

| B9	Thu 07:15	B7	Fri 18:00	B8	Fri 19:30	B3	Sat 18:15	B2	Sat 21:30	B6	Sat 23:00	B5	Sun 07:00	B1	Sun 11:00	B4
lagar83	1	Zeebo_the_clown	1	SrinivasBharathNK	1	sexbucket	½	root2	1	diecast_illusion	1	Matt365	1X	TRadjabaurusRex	0	ascoliloko	0F
burni28	0	samkellett	0	ebisdikian	0	KS_Legion_Legionowo	½	deathmetalled	0	mmorrisohio	0	RageEight	0F	Savvyd	1	andypandy123456789	1F
cCe016Qy		y6kN2bcQ		VxQe4eA9		vML1fplS		WQSqpvf7		clodAgOX		FkhKaWBx		6nyfdMY9			
E90 King's Indian Defense: Zinnowitz Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation		D77 Neo-Grünfeld Defense: Classical Variation, Modern Defense		B34 Sicilian Defense: Accelerated Dragon, Modern Variation		D38 Queen's Gambit Declined: Ragozin Defense		D32 Tarrasch Defense: Two Knights Variation		D78 Neo-Grünfeld Defense: Classical Variation, Original Defense		

Story
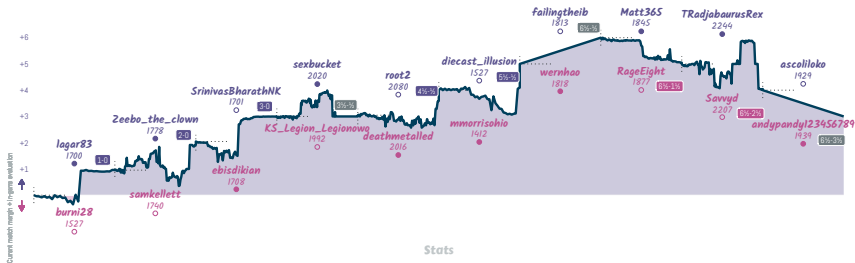
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Devil Wears Praggnanandhaa	6½	6	2	1	1	0	1	7h 47m 26s	48.3	10.5%	2.7%	5.4%
The En Peasants	3½	2	5	1	1	1	0	8h 13m 51s	52.5	7.8%	3.9%	5.4%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

NA Morphy's Law **5** **5** You Come at the King, You Best not Miss

Games

B10 ▶	Wed 19:00	B3	Thu 10:00	B1	Thu 15:00	B9	Thu 17:00	B2	Fri 20:00	B5	Fri 17:00	B6	Sat 13:00	B7	Sat 14:00	B8	Sat 16:00	B4 ▶	Sun 00:00
slvrdoc	½	Schackmacke	1	Silkthewanderer	1	BarbarAusBielefeld	0	Rcyx	1	Haspelknecht	½	piivooo	0	loungelizard	1	mojomoe	0	Forhavu	0
Afoolishmind	½	lion88	0	Ross067	0			Artian12	0	topspin15	½	nvasquez	1	JustChillJoe	0	MomoSapiens	1	flipiflapi	1

RmZAgsLx	yg7OwzZU	v2Je7dPb	DN4oQYrX	dzhfdf1s	9Yl1yP3x	d6mraKLk	Z7EkOaGV	QBpBdwsW	dRYkrhEb
A45 Indian Defense	C88 Ruy Lopez: Closed, Anti-Marshall	B78 Sicilian Defense: Dragon Variation, Yugoslav Attack, Old Line	C05 French Defense: Tarrasch Variation, Closed Variation	A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line	B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation, Exchange Line	B13 Caro-Kann Defense: Panov Attack, Modern Defense, Mieses Line	B22 Sicilian Defense: Alapin Variation, Barmen Defense	C87 Ruy Lopez: Berlin Defense, Rio de Janeiro Variation	A08 King's Indian Attack: French Variation

Story
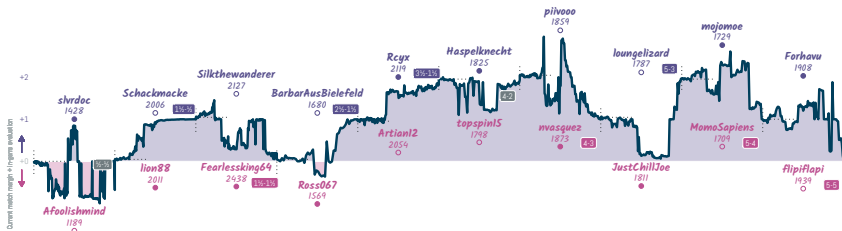
Stats

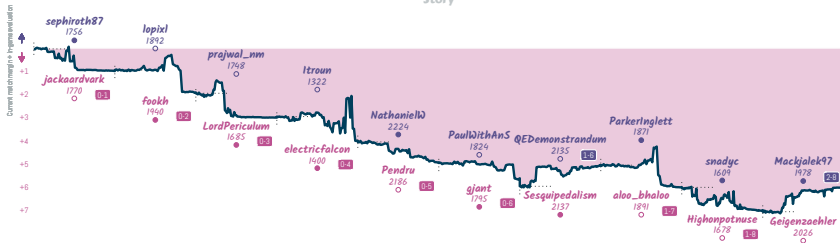| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morphy's Law	5	4	4	2	0	0	0	12h 1m 59s	61.6	7.2%	2.4%	8.7%
You Come at the King, You Best not Miss	5	4	4	2	0	0	0	12h 36m 17s	61.3	7.9%	2.1%	7.7%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last). 'Stats': (F)W/(D)L: (better) 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.

Smells Like Teen Vidit   2   8   Thomas the Chess Engine

Games

B7 ▶	Wed 01:00	B4	Wed 10:00	B8	Wed 12:30	B10	Wed 19:00	B1	Sat 15:00	B6	Sat 15:00	B2	Sat 16:00	B5	Sat 18:00	B9	Sun 19:15	B3 ▶	Sun 23:00

sephiroth87 0 — lopixl 1
jackaardvark 1 — fookh 0
prajwal_nm 0 — LordPericulum 1
itroun 0 — electricfalcon 1
NathanielW 0 — Pendru 1
PaulWithAnS 0 — giant 1
QEDemonstrandum 0 — Sesquipedalism 1
ParkerInglett 0 — aloo_bhaloo 1
snadyc 0 — Highonpotnuse 1
Mackjalek97 1 — Geigenzaehler 0

YaSUiz93   J1ivYbD0   fyAA7d17   khX2rC1C   dGgsC7XS   XQevBRNz   p1sZCPNr   PnsvS70n   UqLd8GAY   KxuBf61F

B94 Sicilian Defense: Najdorf Variation | A36 English Opening: Symmetrical Variation, Symmetrical Variation | C11 French Defense: Classical Variation, Swiss Variation | C45 Scotch Game: Blumenfeld Attack | B33 Sicilian Defense: Four Knights Variation, Cobra Variation | B33 Sicilian Defense: Alapin Variation, Barmen Defense, Central Exchange | B30 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack | B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation | D93 Grünfeld Defense: Three Knights Variation, Hungarian Variation | B33 Sicilian Defense: Lasker-Pelikan Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Smells Like Teen Vidit	2	2	8	0	0	0	0	9h 14m 26s	57.7	9.4%	2%	6.6%
Thomas the Chess Engine	8	8	2	0	0	0	0	8h 34m 57s	43.8	10%	3%	3.4%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match-score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last. 'Stats' - (F)W/(D/L (lether) 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.

THE MONSTER TRUCKS OF CHESS   6½   3½   Tropic Blunder

Games

B3 ▶	Mon 20:00	B9		Wed 20:15	B7		Wed 19:30	B4		Thu 14:00	B1		Fri 12:00	B2		Sat 16:00	B5		Sat 16:30	B10		Sat 18:45	B6		Sun 01:45	B8		Mon 02:00
Lupo_Jones	0	mgll	1	default_boi	1	Chewbacca_Defense1	0	wookash_888	1	Radmankaruf	0	levier17	0	wernervolkmann	1	UncleVinny	½	UncleVinny	1
itsphong	1	Teo2491	0	AndyBarkers	0	DioBrandol2345	0	Supermaths	0	dave3	1	leo2dipikke	1	Crazywane254	0	JoseOMG	½	Agood2inches	0
7jOgq1b8		17bgJpxn		EHZbMCZc		fcb3xIRB		KCg2b1KS		sZ0mtbcD		4swBYKD0		C7HPS8Pu		mzAvjXRX		m0NxD6Pw	

B01 Scandinavian Defense: Icelandic-Palme Gambit	B20 Sicilian Defense: Lasker-Dunne Attack	B21 Sicilian Defense: Smith-Morra Gambit Declined, Alapin Formation	C19 French Defense: Winawer Variation, Poisoned Pawn Variation, Main Line	D31 Queen's Gambit Declined: Janowski Variation	C78 Ruy Lopez: Morphy Defense	C52 Italian Game: Evans Gambit, Pierce Defense	B22 Sicilian Defense: Alapin Variation	A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation	D10 Slav Defense

Story
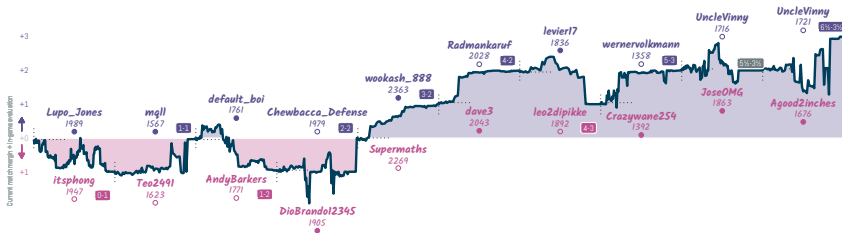
Stats

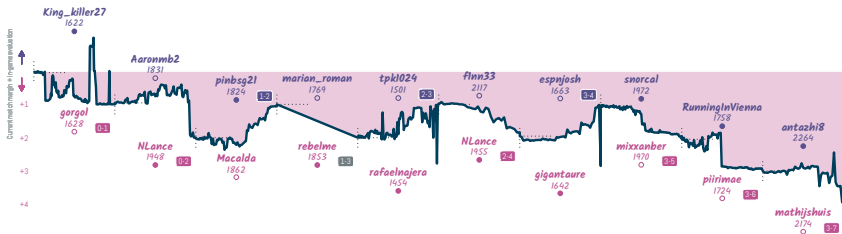| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
THE MONSTER TRUCKS OF CHESS	6½	6	3	1	0	0	0	10h 11m 14s	50.2	6.9%	4.4%	5.9%
Tropic Blunder	3½	3	6	1	0	0	0	9h 18m 36s	58.2	10%	2.9%	6.6%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': x-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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.

Fork and Knight 3   7 Magners Carlsberg

Games

B9	Wed 18:00	B4	Fri 15:00	B5	Fri 21:00	B6		B10	Sun 11:00	B7	Sun 11:00	B8	Sun 13:00	B3	Sun 14:45	B7	Sun 16:00	B1	Sun 19:00
King_killer27	0	Aaronmb2	0	pinbsg21	1	marian_roman	0F	tpk1024	1	f1nn33	1	espnjosh	1	snorcal	0	RunningInVienna	0	antazhi8	1
gorgol	1	NLance	1	Macalda	0	rebelme	1X	rafaelnajera	0	NLance	0	gigantaure	1		1	piirimae	1	mathijshuis	0

S18VUDJD	jZzA7iGQ	X1JPLgLk		USWGwj9V	UQ7mK1Jx	GZ6Tizxm	HjPCQmOu	848X79ch	GDPUyDBa

| C53 Italian Game: Classical Variation, Giuoco Pianissimo | C42 Russian Game: Nimzowitsch Attack | E20 Nimzo-Indian Defense: Kmoch Variation | | D37 Queen's Gambit Declined: Harrwitz Attack | D00 Queen's Pawn Game: Stonitz Countergambit | B10 Caro-Kann Defense: Hillbilly Attack | C88 Ruy Lopez: Closed | B22 Sicilian Defense: Alapin Variation | E01 Catalan Opening: Closed |

Story

Stats

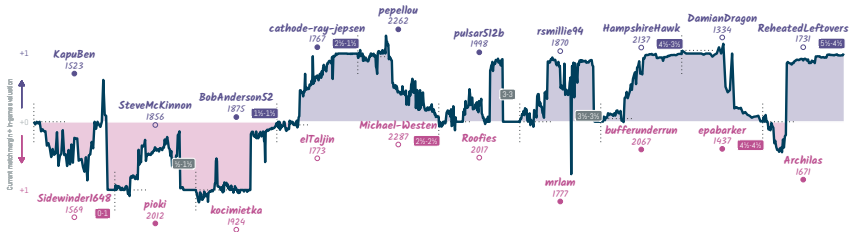| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork and Knight	3	4	6	0	0	1	0	7h 4m 50s	66.6	7.7%	2.8%	7.7%
Magners Carlsberg	7	6	3	0	1	0	0	6h 54m 8s	56.1	10%	3.4%	4.8%

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Started from the top and now we here   5½   4½   The Knight Shift

Games

B9 ▶	Mon 16:00	B4	Thu 08:00	B5	Fri 16:00	B7	Fri 19:00	B1		B3	Sat 21:00	B6	Sun 17:00	B2	Sun 18:00	B10	Sun 20:00	B8 ▶	Sun 19:00
KapuBen	0	SteveMcKinnon	½	BobAnderson52	½	cathode-ray-jepsen	1	pepellou	0	pulsar512b	½	rsmillie94	½	HampshireHawk	½	DamianDragon	0	ReheatedLeftovers	1
Sidewinder1648	1	pioki	½	kocimietka	½	elTaljin	0	Michael-Westen	1	Roofies	½	mrlam	½	bufferunderrun	½	epabarker	1	Archliss	0
05SKzKdj		4sBfZAQw		p2a4YXAJ		Rfrm208A		YhjHEWkP		2L2CekWK		9w19rKM0		n4H9sLEW		n1dPnwk4		IfpDYjEA	
A45 Indian Defense		D55 Queen's Gambit Declined: Non-Orthodox Variation, Main Line		A53 Old Indian Defense		B31 Sicilian Defense: Nyazhmetdinov-Rossolimo Attack, Fianchetto Variation, Gufeld Gambit		B22 Sicilian Defense: Alapin Variation, Barmen Defense, Central Exchange		D11 Slav Defense: Modern Line		A61 Benoni Defense: Uhlmann Variation		C03 French Defense: Tarrasch Variation, Morozevich Variation		C24 Bishop's Opening: Berlin Defense		D20 Queen's Gambit Accepted	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Started from the top and now we here	5½	4	3	3	0	0	0	10h 14s	43.3	5.6%	2.7%	4%
The Knight Shift	4½	3	4	3	0	0	0	10h 11m 41s	44.6	5.4%	2.9%	4.8%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis, x-axis tracks moves played; both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times 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 move type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks, ranks not shown for Round 1.

Hope Chess United   2   8   Whiskey on the Rooks

Games

B10 ▶	Tue 00:00	B2	Wed 20:00	B5	Thu 17:00	B7	Thu 20:00	B1	Fri 00:00	B3	Sat 16:00	B6	Sun 07:30	B4	Sun 11:15	B8	Sun 14:00
slam267	0	LeoYee	0	TheScythian	0	ericBG	0	kamekura	1	primeideal	0	AACtrl	0	erichprivat	1	primeideal	0	Pifisch	1
mumblecoredumbledore	1	Brundd	1	dkol	1	fesslo	1	t_taylor	0	jessehf	1	HumanStragedy	1	BrandrokID	0	WarGoblin	1	ruip	0
zh1SzV5n		JvfCueWj		oyUw@trj		hLV589an		61wxArPW		SPJWgdng		UMifwBVH		hOf3Jm6S		18coJfeR		QOL7yNqT	

D00 Queen's Pawn Game: Mason Variation	B12 Caro-Kann Defense: Maróczy Variation	C02 French Defense: Advance Variation, Milner-Barry Gambit	C29 Vienna Game: Vienna Gambit, Bardeleben Variation	A01 Nimzo-Larsen Attack: Modern Variation	B00 Pirc Defense		D02 Queen's Pawn Game: Symmetrical Variation	C88 Ruy Lopez: Closed	B94 Sicilian Defense: Najdorf Variation

Story
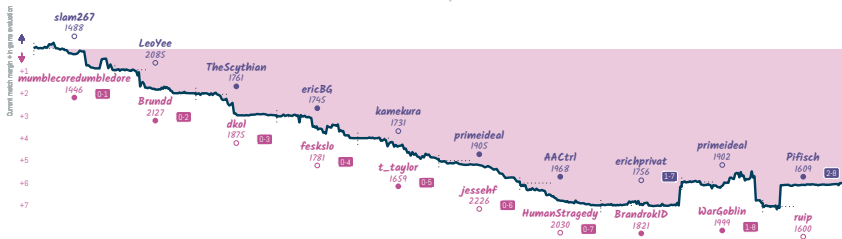
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hope Chess United	2	2	8	0	0	0	0	8h 22m 12s	51.8	12.9%	4%	2.9%
Whiskey on the Rooks	8	8	2	0	0	0	0	6h 42m 24s	31.6	7.7%	1.8%	1.8%

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