#3 Call 0118999881999119725, but not fo...   3½   4½   #1 Discovered Mates

Games

B8	Thu 19:15	B3	Thu 18:30	B2	Fri 12:45	B6	Fri 19:00	B5	Sat 12:00	B1	Sat 19:00	B4	Sun 06:00
SaltySingularity	0	wizzywop	½	0118999881999119725	½	loungelizard	½	BarbarAusBiele...	0	Haspelknecht	1	Ajolote4	1	LightningAlekhine	0
Reiscritor	1	The_Wayward_Pr...	½	CPTsopiens	½	PresidentXiJin...	½	BoldPodiene	½	jrcrawford512	0	LIYV	0	STCLion	1

| nL1nll7H	U1q01Hbh	k9YOJFNp	oMfTTq8S	VXMgmqcp	CKk8n8Yv	5QS2xApV	HBvkHg8O
B10 Caro-Kann Defense: Breyer Variation	B19 Caro-Kann Defense: Classical Variation, Lobron System	B13 Caro-Kann Defense: Panov Attack, Modern Defence, Mieses Line	C24 Bishop's Opening: Berlin Defense	C42 Russian Game: Classical Attack, Chigorin Variation, Main Line	A30 English Opening: Symmetrical Variation	B01 Scandinavian Defense: Richter Variation	D04 Queen's Pawn Game: Colle System, Anti-Colle

Story
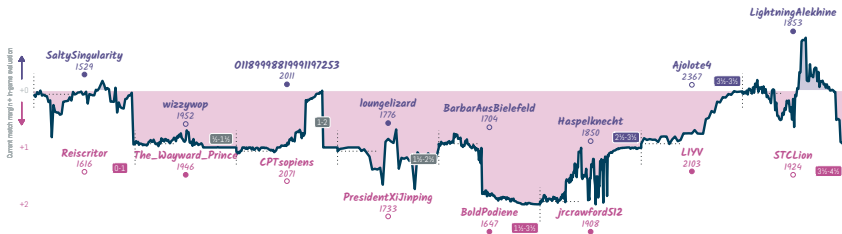
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call 0118999881999119725, but not for me!	3½	2	3	3	0	0	0	7h 47m 46s	41.4	4.9%	3%	5.2%
Discovered Mates	4½	3	2	3	0	0	0	8h 39m 54s	39.6	8.2%	3.3%	3.5%

NOTES 'Games': all played and non-forfeited games have hyphenated 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 30 May 2022.

#4 **Sleepless Knights**   4½   3½   #2 Space Grubbers

Games

B2	Thu 13:30	B3	Sat 03:00	B6	Sat 10:00	B8	Sat 18:00	B1	Sun 13:00	B5	Sun 17:00	B7	Sun 22:00	B4	
Latinovicz	0	pulsar512b	0	TowerOfSolitude	½	thiccclouds	1	jacade	½	Davidc2214	1	thiccclouds	1	squire_western	½Z
roysayan	1	Hindemith	1	jcarmody	½	PumpedPoison	0	accool52	½	davidmcl2	0	jcarmody	0	diobrando12345	½Z
HypnGebJ		**NABZhvFa**		**A91UTGH1**		**sQ4Q3pt4**		**m4SWAEVZ**		**wgyjvE1O**		**qfA2CYHP**			

D10 Slav Defense: Exchange Variation	E06 Catalan Opening: Closed	B06 Modern Defense	B32 Sicilian Defense: Accelerated Dragon	B30 Sicilian Defense: Old Sicilian	B92 Sicilian Defense: Najdorf Variation, Opocensky Variation, Modern Line	B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense

Story
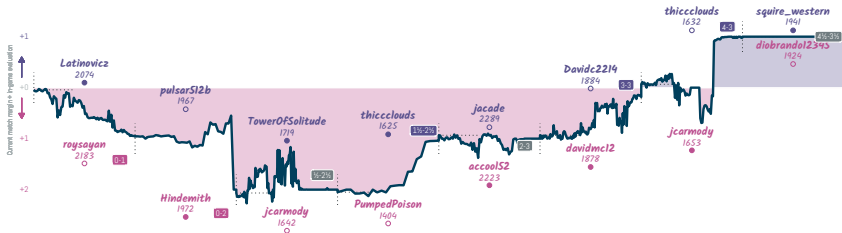
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sleepless Knights	4½	3	2	2	0	0	1	6h 32m 59s	42.2	10.5%	4.2%	4.2%
Space Grubbers	3½	2	3	2	0	0	1	6h 34m 58s	44.0	9.8%	5.6%	5.6%

#5 Midboard Crisis   3½   4½   #6 Sleeping with the Vishies

Games

B8	Thu 11:00	B7	Thu 15:00	B4	Thu 14:30	B1	Thu 19:00	B6	Fri 00:30	B2	Fri 09:00	B3	Sat 12:30	B5	Sun 22:00
Zher0	0	lepertoe	1	Elodonor	0	Chizzle76	1	kylekorea	1	danbock	0	adande1	1	CGrecco	½
DLBob	1	ruhib	0	goirish	1	lelouch_vi_bri...	0	destroyerll758	0	y3LL3r	1	Shl1ba_in_the_park	0	Krolin	½
00bU3U7a		PU0HDjTJ		yqnDnHoK		CO2KPBzB		pPFqMF6j		tFA9grqC		F341BqNh		EM0H2bsr	

C47 Four Knights Game: Scotch Variation Accepted | D06 Queen's Gambit Declined: Marshall Defense | B10 Caro-Kann Defense: Two Knights Attack | B90 Sicilian Defense: Najdorf Variation, Adams Attack | E34 Nimzo-Indian Defense: Classical Variation, Noa Variation | B90 Sicilian Defense: Najdorf Variation, English Attack | A46 Torre Attack | B13 Caro-Kann Defense: Exchange Variation

Story
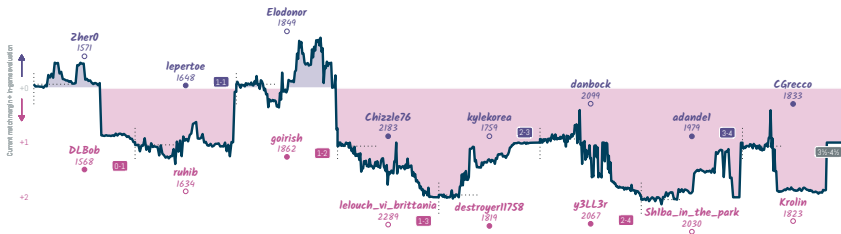
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Midboard Crisis	3½	3	4	1	0	0	0	8h 10m 22s	52.6	11.1%	3.2%	7%
Sleeping with the Vishies	4½	4	3	1	0	0	0	7h 17m 27s	50.1	11.1%	3.5%	6.2%

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' - (F)W/(F)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 30 May 2022.

#7 **8 chess players you should know! You ...**   3½   4½   **The Sound of Muzio**

Games

B8	Tue 20:00	B1	Wed 18:00	B2	Wed 20:00	B4		B5	Thu 16:00	B6	Fri 17:00	B7	Sat 13:00	B3	Sat 18:00
prostidude	0	Jelle1	½	Jelle1	1	BMAstatine	1	Jkernan7553	1	TSSCFTTSOS	0	Barry_Forshaw	0	ripkip	0
sephiroth87	1	zazziki	½	j3084	0	omertil	0	Astronominoff	0	Ivory12	1	sephiroth87	1	Nestman	1

jzG6WazE   mV0ZILZt   NCTRFHgv   W4FuaSqh   DBBmQM8g   9oEM6oER   Xmx6Amkm   lrWRpO9M

A96 Dutch Defense: Classical Variation, Huisl Variation | E00 Catalan Opening | B00 Duras Gambit | A05 King's Indian Attack | C36 King's Gambit Accepted: Modern Defense | B32 Sicilian Defense: Open | B22 Sicilian Defense: Alapin Variation | C01 French Defense: Exchange Variation

Story
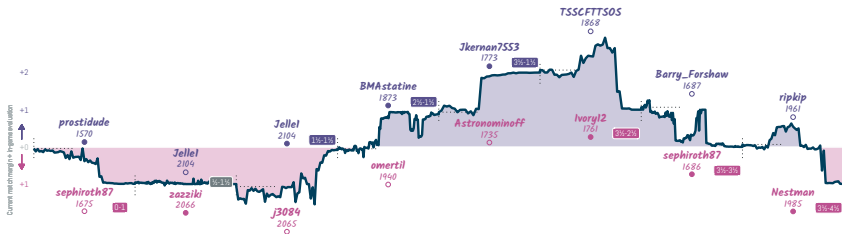
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
8 chess players you should know! You will never believe why 6 Is afraid of 7!	3½	3	4	1	0	0	0	6h 50m 41s	44.5	8.4%	1.3%	5.8%
The Sound of Muzio	4½	4	3	1	0	0	0	8h 33m 3s	39.0	10.3%	3.5%	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' – (F)W/(F)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. Ratings are Glicko ratings used at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This graphic was compiled on 30 May 2022.

Byeeee byeeee my Sicilian lines, prep... 3   5 #8 Call.e4nication

Games

	B1	Wed 05:00	B4	Thu 11:00	B8	Thu 23:30	B6	Sat 13:00	B5	Sat 17:15	B7	Sat 18:00	B2	Sun 18:30
	Shrekmated	1	Cannonbait	1	J-E_P	½	SrinivasBharathNK	½	ngducphu	0	Matt365	1	SlowChess73	0	jwwells42	½
	wilfj	0	bangtown	0	cazualdev	½	SaucySailorJac...	1	FunnyLikeAClown	1	seius	0	Steve-North	1	losttheplot	½
	P2WKarqE		LH1idfvG		RhBivti3		TyVKuMgM		w4to8IEE		Ji7oiDSs		TNCRAxYa		O7xEkdMQ	
	C77 Ruy Lopez: Morphy Defense, Mackenzie Variation		E92 King's Indian Defense: Orthodox Variation, Gligoric-Taimanov System		C84 Ruy Lopez: Closed, Martinez Variation		B17 Caro-Kann Defense: Karpov Variation		A01 Nimzo-Larsen Attack: Classical Variation		E10 Tarrasch Defense: Symmetrical Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Variation		C25 Vienna Game: Max Lange Defense	

Story
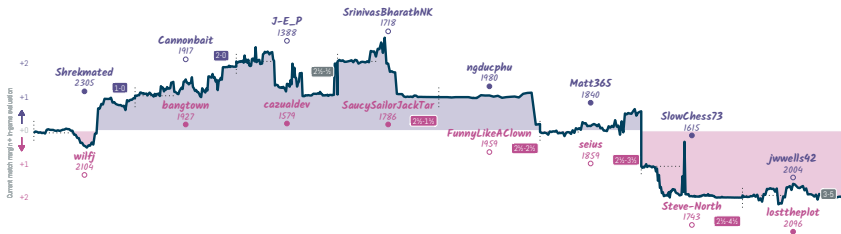
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Byeeee byeeee my Sicilian lines, prepped the Schevy really heavy but missed 3. Bb5+	3	2	4	2	0	0	0	7h 10m 59s	55.3	8.7%	2%	5.7%
Call.e4nication	5	4	2	2	0	0	0	7h 30m 23s	51.5	6.4%	6.4%	4.7%

Luft Actually 3½ 4½ #9 The Hard Day's Knights

Games

B8	Tue 18:00	B2	Tue 22:00	B5	B6	Fri 18:00	B1	Fri 18:00	B3	Sun 18:00	B4
FerminaDaza77	0	irongalaxy	0	patchythepirate	1X	rampichino	1	Webmaster429	0	ap_s0205120	1	dave3	1	levier17	0F
davegiltinan	1	lintypickle	1	amanlikekennyken	0F	iljazbru	0F	Lyrurus	0	OddGM	½	QuietStorm24	0	timvier	1X

s2nwYt4f	GuHx1m3B	78Q879o3	JcwKrhNT	25yKQMEJ	hgBQFmO8
D02 Queen's Pawn Game: Krause Variation	B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Modern Line	D08 Queen's Gambit Declined: Albin Countergambit, Normal Line	B95 Sicilian Defense: Najdorf Variation	A15 English Opening: Anglo-Indian Defense, Queen's Indian Formation	A45 Indian Defense

Story
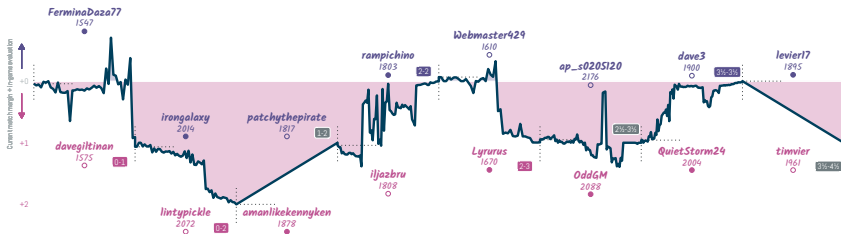
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Luft Actually	3½	2	3	1	1	1	0	5h 50m 58s	60.9	10.2%	3.6%	5.6%
The Hard Day's Knights	4½	3	2	1	1	1	0	4h 51m 42s	56.7	5.6%	3.6%	6.6%

2-tick en pessanting   4½   3½   #10   Winning Opening Rapportoire

Games

B3	Tue 20:00	B2	Wed 16:00	B8	Thu 18:00	B4		B7	Fri 15:45	B1	Sat 07:00	B6	Sat 23:00	B5	Sun 11:00
FiveBucks	0	RSInternecio	½	HarryHw86	1	robertjackson	0	dodochesso	0	RSInternecio	1	KSEXTON	1	robertjackson	1
Meeklydim	1	kajoM	½	keeto	½	flipiflapi	1	matt_chess_play	1	x420noscope	0	bcande01	0	jippiedoe	0

m6EIYWPh	wXZ3TtQn	q8ZKXmok	8FrCXga5	D2cNwd8w	1FLUbPrj	fScngfKQ	c14srxuE
D01 Rapport-Jobava System	A12 Réti Opening: Anglo-Slav Variation, Bogoljubov Variation	C50 Italian Game: Giuoco Pianissimo, Normal	A50 Queen's Indian Accelerated	D53 Queen's Gambit Declined	B33 Sicilian Defense: Four Knights Variation, Cobra Variation	B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation	A04 Zukertort Opening: Black Mustang Defense

Story
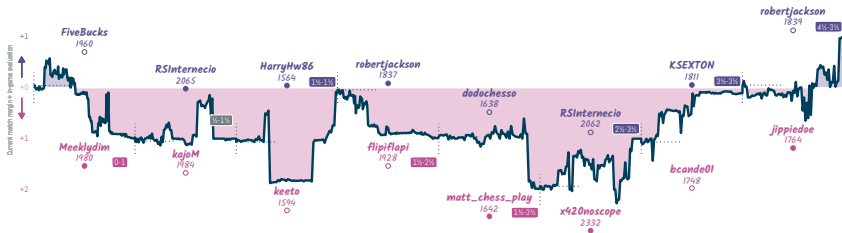
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
2-tick en pessanting	4½	4	3	1	0	0	0	8h 52m 55s	49.8	8.9%	3.2%	6.1%
Winning Opening Rapportoire	3½	3	4	1	0	0	0	8h 39m 6s	51.7	8.6%	3.5%	7.2%

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 games 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 tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Adult Recliners   5   3   Reti or Not

Games

B4 Wed 18:00	B7 Thu 14:00	B1 Thu 14:00	B2 Sat 14:00	B5 Sat 13:00	B8 Sun 15:00	B3 Sun 18:15	B6
Angrybird029 1	RunningInVienna 1	Groger12 1	ATrueRavenclaw 0	JustChillJoe 1	Lexgrad 1	gmat20020 1	freddy267t 0F
benellis3 0	UpGoerFive 0	eie24 0	Gustavkar 1	wdhorton 0	PocketKnight39 0	Herzog51 0	jpokerflat 1X
Jf1BJQoW	tox1DF3n	j9ecqH5U	VvEDGm4o	9rEvLwf2	4a6kWvR2	f31aApbg	
C85 Ruy Lopez: Berlin Defense	B23 Sicilian Defense: Closed	B99 Sicilian Defense: Najdorf Variation, Main Line	B22 Sicilian Defense: Alapin Variation, Barmen Variation	B54 Sicilian Defense: Prins Variation	A51 Indian Defense: Budapest Defense	A06 Zukertort Opening: Old Indian Attack	

Story
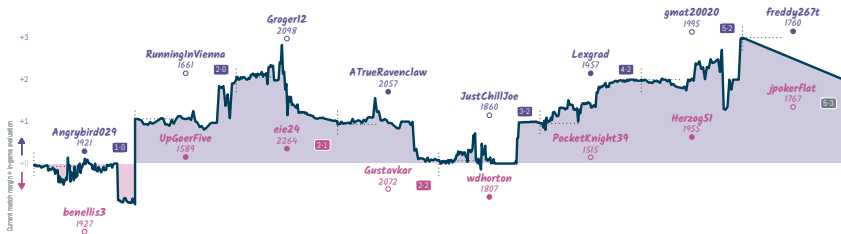
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Adult Recliners	5	5	0	0	1	0	0	4h 53m 5s	46.9	8.5%	4.1%	5.1%
Reti or Not	3	2	5	0	1	0	0	6h 37m	51.0	7.8%	4.1%	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 x-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 30 May 2022.

Pawnishers 3   5 Yasser, we can Boogie

Games

B2		Wed 19:00	B8		Fri 10:30	B6			B7			B3		Fri 23:00	B5		Sun 16:00	B1			B4		
timothyha	0		Samuelglats	0		kirkd	0		jurica_c	½		Abolizer	1		Rolihlahla	0		scarff	½Z		stormford	0F	
VicPez	1		slan267	1		gingersquirrel...	1		AsturcOn	½		Seb32	1		mynameismund	1		chewbacca_defense	½Z		clarinetref	1X	

mktJY2yt   v0gkpUtL   y44wuoI5   W7KlsXRo   TtDa1zJr

D37 Queen's Gambit   A45 Indian Defense   D02 Queen's Pawn Game: E60 King's Indian Defense: C45 Scotch Game: Malaniuk
Declined: Harrwitz Attack   Zukertort Variation   Normal Variation, King's   Variation
                                                                                        Knight Variation

Story
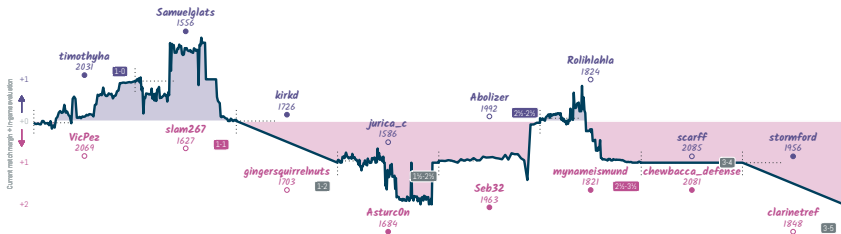
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawnishers	3	2	2	1	0	2	1	4h 13m 45s	63.0	9.4%	3.3%	8.2%
Yasser, we can Boogie	5	2	2	1	2	0	1	4h 52m 33s	63.7	10.2%	4.5%	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 colored from left to right by the time of their last move (unplayed games are thus 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 boards at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Caro Kant 4½ 3½ The Dragons

Games

B2	Tue 16:15	B6	Wed 02:00	B4	Wed 18:00	B5	Thu 03:00	B3	Sat 13:00	B1	Sat 18:00	B8	Sun 14:00	B7	Sun 16:00
NLance	½	TimGreene	1	Tedrhuyagonall	0	Spiteknight	0	HeartOfStone	0	ElChivo	1	igoroles	1	Kobra09	1
youngsheldon4	½	thejace	0	mo_mo	1	jlinney	1	invinci7777	1	gabrahmad	0	Jrussell8	0	Jrussell8	0
hc3QC8AE		**Zj91heVC**		**ZPHQP4mZ**		**V9hAPpXu**		**wXQ1yXwO**		**DVVrQedo**		**n0jZyKU8**		**fSU5SnuZ**	
C87 'Ruy Lopez: Berlin Defense, Rio Gambit Accepted		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		B12 Caro-Kann Defense: Advance Variation, Short Variation		D26 Queen's Gambit Accepted: Normal Variation, Traditional System		C26 Vienna Game: Falkbeer Variation		A53 Old Indian Defense: Janowski Variation, Fianchetto Variation		B15 Caro-Kann Defense

Story
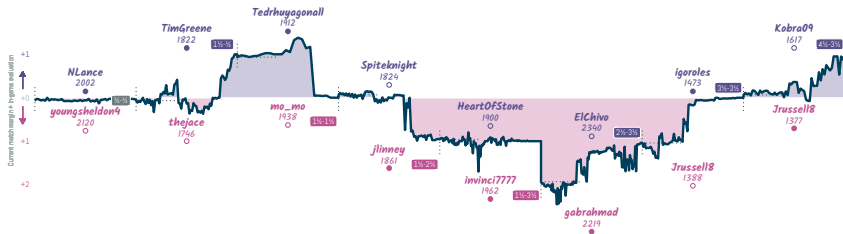
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kant	4½	4	3	1	0	0	0	6h 38m 13s	47.0	10.5%	4.4%	4.7%
The Dragons	3½	3	4	1	0	0	0	4h 32m 49s	52.9	7.4%	6.4%	6.4%

NOTES 'Games': all played and non-forfeited games have hyphenated 8 character game IDs; the days/times shown 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 30 May 2022.

Guns N' Rosens 2½ 5½ Journey to the Center of the Board

Games

B1	Mon 18:30	B3	Wed 20:00	B2	Fri 12:15	B7		B8	Sat 13:00	B5	Sat 18:30	B6	Mon 09:00	B4	
Sesquipedalism	0	davidthepawn	½	tn146	½	thehippieking	½	Apidae	0	LucaGaglia73	½	RubenSaltProducer	1	vargas04	0F
root2	1	Chesspatzerswan	½	bufferunderrun	½	ConstantIn	½	RodGammon	½	Soreby	0	ConstantIn	0	palet_master	1X

VHSeWwTH   1wnqEwMR   ps2xhOPh   br8mxV8i   7fT7zEUR   1ZKFnBuJ   HLOREIyE

B50 Sicilian Defense: D35 Queen's Gambit   B22 Sicilian Defense: Alapin   B15 Caro-Kann Defense: D01 Rapport-Jobava System   B76 Sicilian Defense: Dragon   B28 Sicilian Defense: O'Kelly
Modern Variations   Declined: Exchange   Variation   Tartakower Variation   Variation, Yugoslav Attack,   Variation, Venice System
                             Variation, Positional   Modern Line
                             Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Guns N' Rosens	2½	1	3	3	0	1	0	7h 33m 44s	43.4	4.2%	3.6%	3.6%
Journey to the Center of the Board	5½	3	1	3	1	0	0	6h 16m 27s	40.9	7.5%	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 x-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 tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Grünfailed 6   2 Isle of Lewis Chessmen

Games

B7	Wed 18:00	B8	Thu 15:00	B2	Fri 03:00	B6	Fri 22:00	B1	Sat 10:00	B3	Sat 19:00	B5	Sun 14:15	B4	
Shurbz	1	dnhlt	1	cyndaquil1	½	greysensei	½	Aidoz	1	rojazu	½	chetmanley	1	rsmillie94	½Z
leebster	0	fulmarsky	0	fhunfi	½	psmathgeek	½	Radmankaruf	0	jslavik	½	Bamabeeblebrox	0	scvrf	½Z

BAIQvRxV	sBJCF7rr	9QSDOqGK	kEQN1Z9A	1SVN2EnQ	12RagpM2	sBEDQAHK
D00 Queen's Pawn Game: Levitsky Attack	E60 King's Indian Defense: Normal Variation, King's Knight Variation	C77 Ruy Lopez: Morphy Defense, Bayreuth Variation	D31 Semi-Slav Defense: Noteboom Variation	B39 Sicilian Defense: Accelerated Dragon, MarÃ³czy Bind, Breyer Variation	A37 English Opening: Symmetrical Variation, Botvinnik System Reversed	C02 French Defense: Advance Variation, Paulsen Attack

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Grünfailed	6	4	0	3	0	0	1	6h 21m 7s	38.3	5.4%	2.7%	3.3%
Isle of Lewis Chessmen	2	0	4	3	0	0	1	6h 47m 24s	49.9	6%	4.2%	4.2%

NOTES 'Games': all played and non-forfeited games have hyperlinked @ 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 30 May 2022.

Look at all those checkins   4   4   Peter Piper's Passed Pawn Patzers

Games

B2	Tue 23:00	B1	Wed 18:00	B4	Wed 19:30	B8		Fri 23:00	B7		Sat 19:00	B5		Sat 19:00	B6		Sun 19:00
gaben1773	0	Toonerer	1	glbert	½	heathcliffs	0F		LanArch	1	HarmlessChessNub	½	Rskyoz	0		MrScribbles	1
Bitter_Cherry	1	CamLeslie	0	fvafier	½	mmorrisohio	1X		ibiwisi	0	elliotp	½	plastic_pusher	1		ibiwisi	0
QPmcHGNA		YytAMk5Q		LdUe8kh1			XvNfJgnE			Tf1BFdG1			vJ2xki9O			rJ58HBY1	
C00 French Defense: Steiner Variation		D00 Queen's Pawn Game: Mason Variation		A04 Zukertort Opening: Queen's Gambit Invitation			B01 Scandinavian Defense: Mieses-Kotroc Variation			E06 Catalan Opening: Closed			D12 Slav Defense: Quiet Variation, Schallopp Defense			D08 Queen's Gambit Declined: Albin Countergambit	

Story
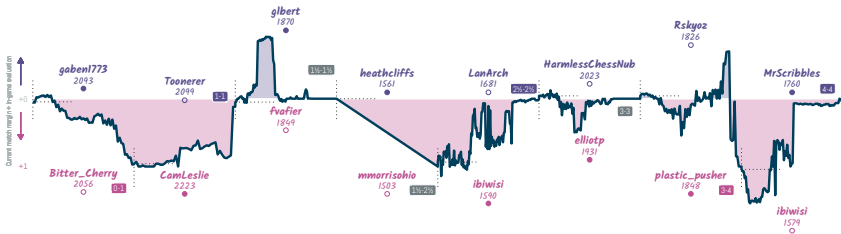
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Look at all those checkins	4	3	2	2	0	1	0	7h 18m 57s	42.5	9.4%	2%	4.4%
Peter Piper's Passed Pawn Patzers	4	2	3	2	1	0	0	6h 44m 20s	44.6	7.4%	4%	4.4%

Blunder and Lightning   4   4   Whose Line Is It Anyway?

Games

B1	Fri 15:00	B7	Fri 18:00	B5	Sat 07:00	B8	Sat 14:00	B6		B3	Sun 14:00	B4	Sun 18:00	B2	Sun 19:00
BudSpenser	1	LionelHuttzz	1	feskslo	1	mumblecoredumb...	0	looncall	1X	ButterPecan	1	dkol	0	Geigenzaehler	0
AverageLondonE...	0	darubaru	0	Tranzoo	0	Goudmijn	1	gokuba	0	rodeo	0F	pepepibote	1	zeus_conquers9	1
1remXFDU		**goz5qQx2**		**5oL1A5YJ**		**oH3vvmno**				**kMbXirwo**		**97tgnTQM**		**QIUtFeVW**	

B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation
A05 King's Indian Attack: Symmetrical Defense
A13 English Opening: Agincourt Defense
C45 Scotch Game: Schmidt Variation
C04 French Defense: Tarrasch Variation, Guimard Defense, Main Line
C02 French Defense: Advance Variation, Euwe Variation
B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation

Story
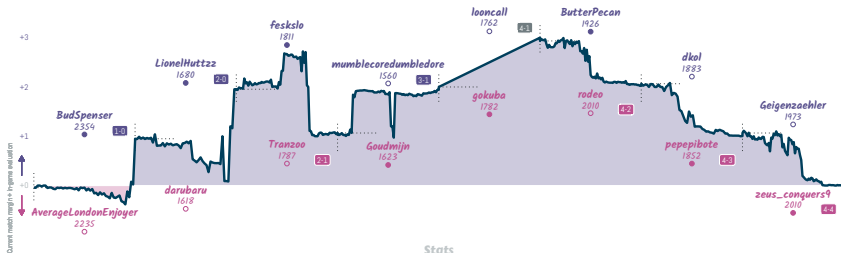
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder and Lightning	4	3	4	0	1	0	0	5h 7m 40s	48.1	6.3%	5.9%	3%
Whose Line Is It Anyway?	4	4	3	0	0	1	0	5h 40m 34s	44.6	3.8%	3.8%	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' - (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 30 May 2022.

Alekhine think of is chess 3 5 Celebrating our Dirty 30

Games

B2	Wed 02:00	B3	Thu 07:00	B8	Thu 16:00	B6	Fri 23:30	B7	Sat 15:00	B7	Sun 17:00	B1	Sun 17:00	B5	Sun 18:00

Serpinitha 0   Pfzr 0   Lufax 0   vejen 0   sideshow_bob 0   samkellett 1   okoros 1   Dan-Jon 1

Artian12 1   grenbork 1   Jerrek 1   JMcrath 1   nvasquez 1   ehGolden 0   Antisana 0   AlexMorgenthau 0

6P3L7vFc   **RFmudp2u**   **xGbX2iMJ**   **Oa461njm**   **kDprB4Kd**   **CxDA34pW**   **nBL4OSJD**   **jC8CjdRJ**

B50 Sicilian Defense: Delayed Alapin   D21 Queen's Gambit Accepted: Normal Variation   C65 Ruy Lopez: Berlin Defense   A45 Indian Defense   B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense   C53 Italian Game: Classical Variation, Giuoco Pianissimo   E48 Nimzo-Indian Defense: Normal Variation, Bishop Attack, Classical Defense   B22 Sicilian Defense: Alapin Variation

Story
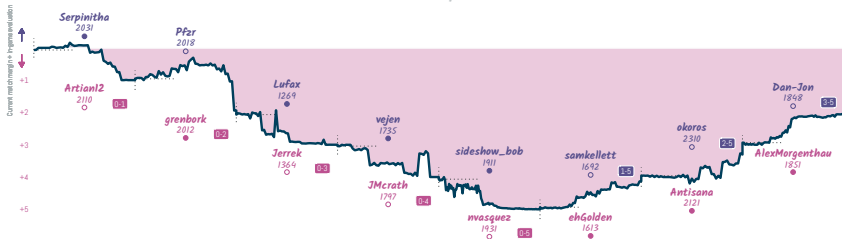
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Alekhine think of is chess	3	3	5	0	0	0	0	5h 30m 52s	49.3	11.3%	4.6%	3.3%
Celebrating our Dirty 30	5	5	3	0	0	0	0	4h 55m 13s	37.4	6.7%	5%	2.1%

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Bad Threats, Worse Execution 5 3 Two knights, we ride at pawn!

Games

	B3	Tue 12:00	B4	Wed 18:00	B1	Sat 02:00	B6	Sun 09:00	B2	Sun 12:45	B5	Sun 17:00	B7	Sun 19:00	B8	
	Dtdeep	1	Mon_Ouie	0	RazorBoy	1	snadyc	1	AlexGaul	1	SadFrenchFry	1	snadyc	1	wernervolkmann	0F
	ColdTehran	0	theBunglet	1	drchessdad	0	didnothingwrong	0	mini_karpov	0	rsandzimier	0	Archilas	0	poopheaderic	1X

VlGV5TfP	YANziKNW	irGcbjWb	JzGZtqvi	GStytIwh	uA8IFkMH	paeWdYsZ
B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined	C02 French Defense: Advance Variation, Milner-Barry Gambit	C03 French Defense: Tarrasch Variation, Morozevich Variation	B12 Caro-Kann Defense: Advance Variation, Tal Variation	A84 Dutch Defense: Rubinstein Variation	A06 Zukertort Opening: Tennison Gambit	D58 Queen's Gambit Declined: Tartakower Defense, Exchange Variation

Story
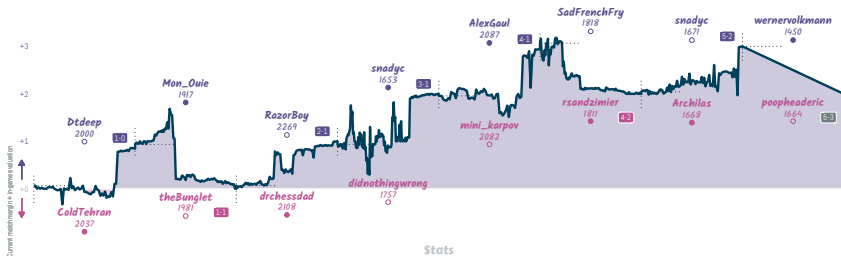
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bad Threats, Worse Execution	5	5	2	0	0	1	0	6h 45m 12s	43.8	8.2%	3.2%	6.3%
Two knights, we ride at pawn!	3	2	5	0	1	0	0	7h 7m 34s	51.7	11.1%	4.4%	6%

NOTES 'Games': all played and non-forfeited games have hyperlinked @ 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. This plot was compiled on 30 May 2022.
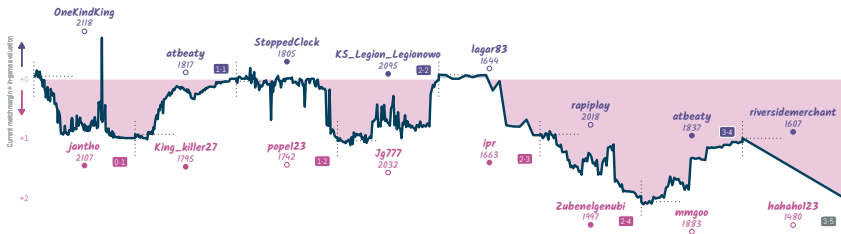
Fantastic Blunders and Where to Find ...   3   5   Pope, King, and plebs in between

Games

B1	Fri 09:00	B5	Fri 15:00	B6	Fri 18:00	B2	Sun 09:45	B7	Sun 19:00	B3	Sun 18:00	B4	Sun 19:15	B8	
OneKindKing	0	atbeaty	1	StoppedClock	1	KS_Legion_Legi...	1	lagar83	0	rapiplay	0	atbeaty	1	riversidemerchant	0F
jantho	1	King_killer27	0	pope123	0	Jg777	0	ipr	0	Zubenelgenubi	1	mmgoo	0	hahaho123	1X

| Fis56P3u | zpo51CwT | Z1tsaFT7 | 3P7W1G1b | bu7tevJ7 | j8Dz9Kwk | nrWR3xId | |
| E73 King's Indian Defense: Semi-Averbakh System | C45 Scotch Game: Mieses Variation | D01 Rapport-Jobava System | A45 Indian Defense: Tartakower Attack | B54 Sicilian Defense: Modern Variations, Main Line | B43 Sicilian Defense: Kan Variation, Knight Variation | B12 Caro-Kann Defense: Advance Variation | |

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fantastic Blunders and Where to Find Them	3	3	4	0	1	0	0	6h 13m 52s	47.8	8.2%	4.4%	3.1%
Pope, King, and plebs in between	5	4	3	0	1	0	0	6h 30m 25s	44.9	8.8%	4.4%	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 x-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)/(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. Ranks only shown for the top 10 teams at the start of the round; ignoring tiebreaks; each was compiled on 30 May 2022.

J'ai mal Alapin **4** **4** Underpromoted and Overconfident

Games

B6	Wed 17:00	B2	Thu 09:30	B8	Fri 01:00	B7	Fri 12:00	B1	Sat 18:15	B5	Sat 22:00	B3	Sun 16:00	B4	Sun 19:00
a2c4	0	CoachBrendan	1	KaiM_03	1	FitzC	1	Qudit	0	FaridDz21	0	AACtrl	1	sgis	0
ChukoDiman	1	Fierolocchio	0	osumarko	0	kamekura	0	BuckDuck	1	DrVonGoosewing	1	Val1313	0	CanIUndoThatMove	1
R413LPKq		E85avMpn		MbsZssda		hcTyCMAY		KKZ7rL3o		D1QUcBDG		8qpcDPa8		mKWBqCvw	

C79 Ruy Lopez: Morphy Defense, Steinitz Deferred — B28 Sicilian Defense: O'Kelly Variation, Normal System — A48 East Indian Defense — B21 Sicilian Defense: Smith-Morra Gambit Declined, Push Variation — C65 Ruy Lopez: Berlin Defense — B20 Sicilian Defense: Wing Gambit, Marshall Variation — A06 Nimzo-Larsen Attack: Classical Variation — C10 French Defense: Rubinstein Variation, Blackburne Defense

Story
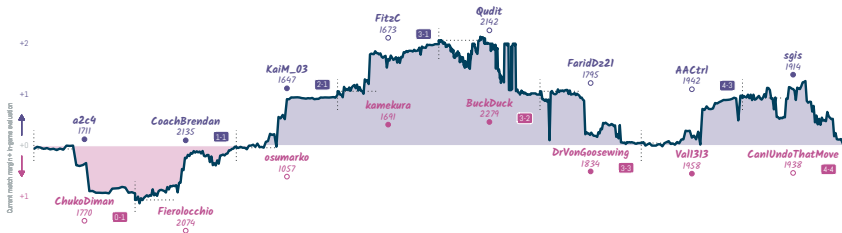
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
J'ai mal Alapin	4	4	4	0	0	0	0	7h 4m 7s	49.0	5.0%	1.5%	4.6%
Underpromoted and Overconfident	4	4	4	0	0	0	0	7h 59m 39s	50.2	8.3%	3.4%	3.4%

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C4!! Explosive!   **1**   **7**   *Serial Materialists*

Games

B4	Thu 23:00	B2		Fri 18:00	B3		B5			B7	Sun 17:00	B1		Sun 17:00	B8		Sun 18:00	B6	
doughorn	0	lumenian	1		prawnsbro	0F	pddchess	0F		ruip	0	Brundd	0		marian_chicu	0		salwen	0F
Koyae	1	izzie26	0		m0r1	1X	louisbuckland	1X		t_taylor	1	kvltvr_wvltvr	1		caodanny	1		ineptitudeinac...	1X

zSeCfFGQ   2lC3yktP   srKxKiRY   plvMnvbN   pRCmXmmZ

D86 Grünfeld Defense: A09 Réti Opening   A13 English Opening: D45 Semi-Slav Defense: A05 King's Indian Attack
Exchange Variation,   Agincourt Defense   Stoltz Variation
Classical Variation

Story
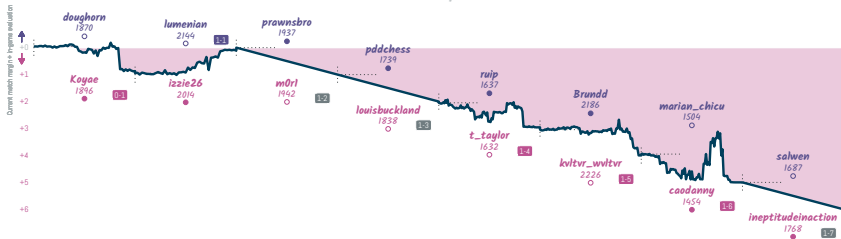
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
C4!! Explosive!	1	1	4	0	0	3	0	3h 56m 17s	63.6	7.1%	6.6%	7.7%
Serial Materialists	7	4	1	0	3	0	0	5h 10m 34s	49.5	13.7%	4.9%	3.8%

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' - (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 30 May 2022.

All Hope and No Pawns   4½   3½   Mate in 8

Games

B8	Wed 12:15	B6	Wed 19:30	B3	Fri 17:00	B2	Sat 15:00	B5		B7		B1	Sun 18:00	B4	
dama_x_rey	1	Gbartoli	1	Jamougha	1	LeoYee	1	itzael_m	1X	hernank41	0F	carinawi	0	zadaclay	½Z
ChessVonDoom	0	oberstviking	0	jarm123	0	ati4	1	osoplayschess	0F	ferchosalgado	1X	jessehf	1X	cvillian	½Z

yLxFsF8O   5Et3nDNd   GQfduz1F   u421ueNE   xj8218Gw

D02 Queen's Pawn Game: D35 Queen's Gambit   D01 Rapport-Jobava System   C08 French Defense: A10 English Opening
London System   Declined: Exchange   Tarrasch Variation, Closed
                          Variation, Positional   Variation, Main Line
                          Variation

Story
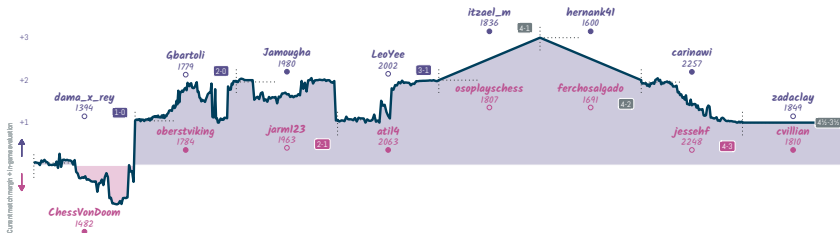
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All Hope and No Pawns	4½	3	2	0	1	1	1	4h 39m 37s	50.5	9.1%	4.1%	3%
Mate in 8	3½	2	3	0	1	1	1	4h 29m 45s	55.0	10.7%	1.5%	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': (FW/FL/FD: 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 30 May 2022.

Don't H8 Us   3½   4½   Fischermen

Games

B8	Tue 19:00	B2	Wed 13:00	B1	Wed 15:30	B6	Thu 09:00	B3	Sat 16:00	B7	Sun 07:00	B5	Sun 13:00	B4	
greener255	1	Pauli314	½	Chesstrix01	1	kibenur	0	ghroby	1	kamelstekspizza	½	Slamchops	0	sidetracked_owl	½
mjodonnell	0	mronemore	½	Hendrik2020	0	Red_Pandaz	1	asian42	0	twobits	½	Alexeilvanovich21	1	kingslayer78	½

QbcWJNU1	VzrJHIMD	H3D0OqEE	Y16Pdz1v	bgwIQ2px	cayOM6jk	cnS9P3Sl
A11 English Opening: Caro-Kann Defensive System	C77 Ruy Lopez: Morphy Defense, Anderssen Variation	D06 Queen's Gambit Declined: Marshall Defense	A80 Dutch Defense: Raphael Variation	D52 Queen's Gambit Declined: Cambridge Springs Defense, Yugoslav Variation	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	A43 Benoni Defense: Benoni-Indian Defense, Kingside Move Order

Story
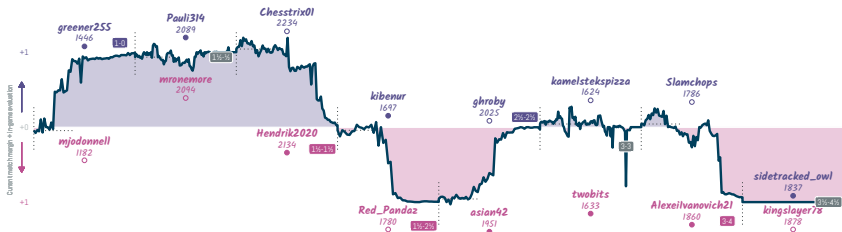
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Don't H8 Us	3½	3	2	2	0	0	1	6h 19m 59s	32.5	7.8%	1.2%	3.5%
Fischermen	4½	3	2	2	0	1	4h 50m 40s	29.1	7%	1.9%	1.9%

It seems like everything I say is a t... **5½   2½** We Don't Talk About Benko

Games

B1 Wed 19:00	B8 Thu 15:15	B4 Fri 15:00	B7 Fri 22:00	B2 Sat 18:00	B5 Sun 07:15	B6 Sun 12:00	B3 Sun 15:00
Fearlessking64 ½	electricfalcon 0	aloo_bhaloo 1	kauberdi 1	Roofies 1	Rivimies 0	default_boi 1	apdent42 1
Silkthewanderer ½	mgll 1	Merkava777 0	jeremyjh 0	gavalanche20 0	Merkava777 1	ssyx 0	cathode-ray-je... 0
NxTEe4Nd	OfumKqQ8	Z8t0gJXM	F4Aed02I	eybT18BM	cDC1ha3N	XK1vup03	jQCbMg26
B40 Sicilian Defense: Kramnik Variation	D18 Slav Defense: Soultanbeieff Variation	B30 Sicilian Defense: Old Sicilian	D47 Semi-Slav Defense: Meran Variation	B10 Caro-Kann Defense: Two Knights Attack	E28 Nimzo-Indian Defense: Sämisch Variation	B20 Sicilian Defense: Kronberger Variation	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
It seems like everything I say is a team name proposal	5½	5	2	1	0	0	0	7h 29m 30s	40.3	9.7%	2.4%	3%
We Don't Talk About Benko	2½	2	5	1	0	0	0	7h 25m 1s	46.9	9.7%	4.2%	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 staged 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 30 May 2022.

Finding Nimzo   2½   5½   I really don't mind. Any name is fine.

Games

	B4	Tue 23:00	B1	Sat 13:00	B2	Sat 11:00	B8		Sun 15:00	B7	Sun 20:00	B3	Sun 21:00	B6	Sun 23:00

| BattleAxiom | 0 | artel89 | 0 | far1108 | 0 | Hassenpheffer | 1 | breakfastchamp | 0 | Birdsell | 0 | kanakaishou | 0 | zbidwell | ½Z |
| Wealth_And_Taste | 1 | FlokiTheCat | 1 | esKaayY | 1 | ccaffey | 0 | topspin15 | 1 | LordPericulum | 1 | RageEight | 1 | pharmacistgambit | ½Z |

| XvLqtLZB	mGa02reY	WnZVsLSu	04Xdd0HE	Hs7sW2Ol	iyTJNNLS	EmVo1kUT
C00 French Defense: Two Knights Variation	D05 Queen's Pawn Game: Colle System	A10 English Opening: Anglo-Dutch Defense	C24 Bishop's Opening: Berlin Defense	C47 Four Knights Game: Scotch Variation Accepted	B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation	A80 Dutch Defense: Hopton Attack

Story
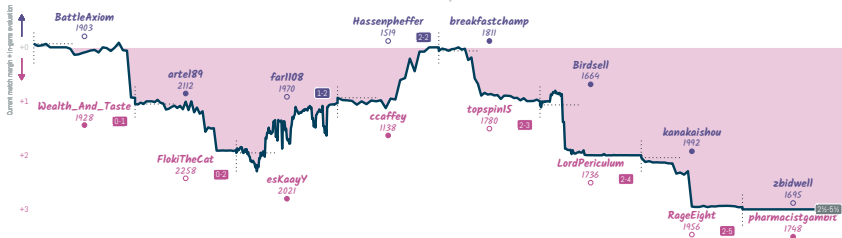
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Finding Nimzo	2½	2	5	0	0	0	1	2h 30m 33s	54.7	10.1%	2.7%	5.3%
I really don't mind. Any name is fine.	5½	5	2	0	0	0	1	3h 57m 29s	41.0	9.6%	1.6%	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 games 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. Axis 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 30 May 2022.

Book of Boba Fianchetto   2½   5½   The Good, the Bad, and the Checkmates

Games

B3	Wed 20:00	B7	Fri 07:00	B6		B8	Sat 18:15	B2	Sun 15:00	B4	Sun 17:00	B1		B5	
soslippery	0	zoomB	0	chervey	0F	akrupa23	0	firebirdxvi	1	VikingoPlus	1	dj-logan	1	joebiggamer	0F
Ehmeed	1	ribrubrib		ekopp2000	1X	Dawn436S	1	lioxxx	0	ascoliloko	0	razorneck	0	bw713	1X
KocGCKIo		**BrG2bUph**				**3p3FLJ83**		**8ZIIR5C9**		**JMvsalm1**					

B01 Scandinavian Defense: Modern Variation, Gipslis Variation	B07 Pirc Defense		B10 Caro-Kann Defense: Breyer Variation	B02 Alekhine Defense: Sämisch Attack	A04 Zukertort Opening: Black Mustang Defense

Story
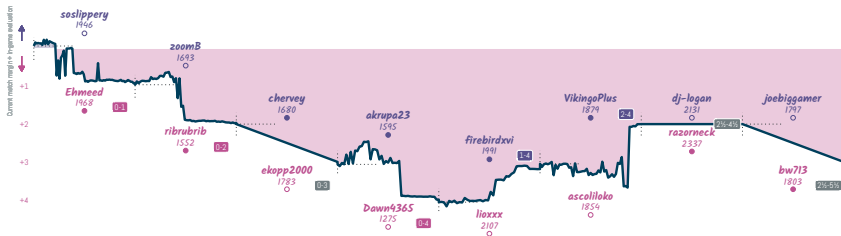
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Book of Boba Fianchetto	2½	2	3	0	0	2	1	2h 11m 50s	65.2	5.1%	5.1%	9.6%
The Good, the Bad, and the Checkmates	5½	3	2	0	2	0	1	2h 25m 23s	54.7	10.3%	5.1%	7.4%

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 tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.