#1 Pawn Fiction   3½   4½   #2 The Lord of the Dings

Games

B7	Tue 23:30	B4	Wed 17:00	B8	Wed 23:30	B2	Fri 09:00	B5	Fri 09:00	B3	Sat 12:30	B6	Sat 18:30	B1	Sun 15:00
Hildingr	0	dif20	1	jsettle1	1	Underkkover	1	keeaw	0	iljazbru	0	Lyrurus	1	Razorneck	½
Pughie	1	Darktigr	0	vejen	0	BernardLunder	0	Matt365	1	wdhorton	1	ShadowedSpace	0	wilfj	½

87hQO7jj	coJ1XpVb	56SR6fti	n1xl0pzd	ONPuhaCR	5LjhcLMS	dcAdqf2K	VZ6qaQaG
D01 Rapport-Jobava System	A03 Bird Opening: Lasker Variation	C57 Italian Game: Two Knights Defense, Ulvestad Variation	B90 Sicilian Defense: Najdorf Variation	B41 Sicilian Defense: Kan Variation, Maróczy Bind, Réti Variation	A01 Nimzo-Larsen Attack: Classical Variation	C42 Russian Game: Classical Attack	B22 Sicilian Defense: Alapin Variation

Story
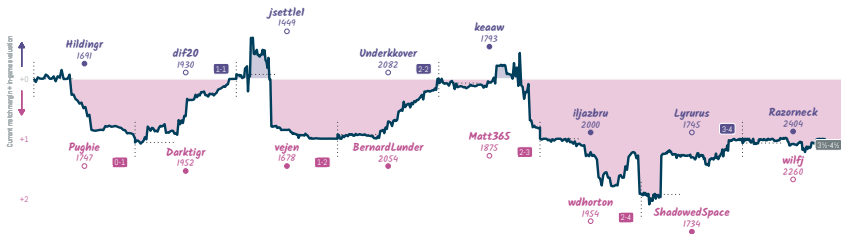
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawn Fiction	3½	3	4	1	0	0	0	7h 55m 31s	27.4	4.8%	1.7%	2%
The Lord of the Dings	4½	4	3	1	0	0	0	7h 23m 51s	26.2	6%	2.3%	1.1%

#4 Leaked prep gambit 5   3 #3 The Secret Bongcloud Society

Games

	B1	Wed 17:00	B6	Wed 22:00	B5	Thu 17:00	B7		masterofblunde...	Fri 12:00	B3		B2	Sun 19:00	B4	
alms	1	memethan	0	szd	0	em-as-in-emily	½	masterofblunde...	1	Goatsrock	1	HippoShaman	1	samhagen	½Z
jacade	0	PatchyThePirate	1	darkfl0me	1	anmrose	½	reddevil906	0	FunkSoulBrother	0	gercondon	0	gmat20020	½Z

SUwQ4ILE   h3EF1Nuy   9g5k0T1v   JdGpUS6W   TAGUaNy3   D4dB1Vf9   kTdJvfgh

D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan   C55 Italian Game: Two Knights Defense, Modern Bishop's Opening   B12 Caro-Kann Defense: Maróczy Variation   C29 Vienna Game: Vienna Gambit, Bardeleben Variation   A46 Indian Defense: London System   B23 Sicilian Defense: Grand Prix Attack   B40 Sicilian Defense: Paulsen-Basman Defense

Story
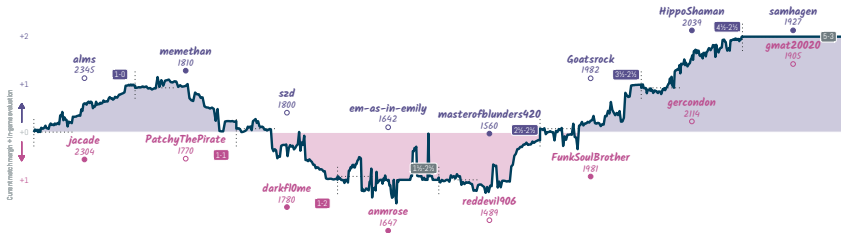
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Leaked prep gambit	5	4	2	1	0	0	1	6h 7m 42s	37.8	8.1%	2.9%	3.2%
The Secret Bongcloud Society	3	2	4	1	0	0	1	6h 17m 47s	43.9	10%	3.9%	3.5%

#6 Do I have to attend the press confere... 4   4 **#5 Don't Mean A Thing, If It Ain't Got T...**

Games

B2		B5		B1		B6		B3		B7		B4	
Thu 18:00		Fri 18:00		Fri 18:00		Fri 21:00		Sat 13:00		Sat 16:00		Sat 17:00	
Think_Slow_Move...	0	wachini	1	antazhi8	1	johnchess2	1	TastyOs	0	mynameismund	0	widp	0	smarteagle	0
sharepointme	1	bagelkh	0	Jelle1	0	T_Taylor	0	Turmersatz	1	FourLanChurro	1	UN1137	1	AACtrl	1
1QiLCsLg		**t4hIgwxd**		**3gQ5YFL0**		**anI1V1AB**		**LtZUhP1d**		**6DvSiVrL**		**4nUGpBfJ**		**c3zv4Ad1**	
B13 Caro-Kann Defense: Exchange Variation		B63 Sicilian Defense: Richter-Rauzer Variation, Classical Variation		C00 French Defense: King's Indian Attack		C48 Four Knights Game: Spanish Variation, Classical Variation		C58 Italian Game: Two Knights Defense, Polerio Defense, Bogoljubov Variation		C44 Scotch Game: Scotch Gambit, Advance Variation		D43 Semi-Slav Defense		B09 Pirc Defense: Classical Variation, Quiet System	

Story
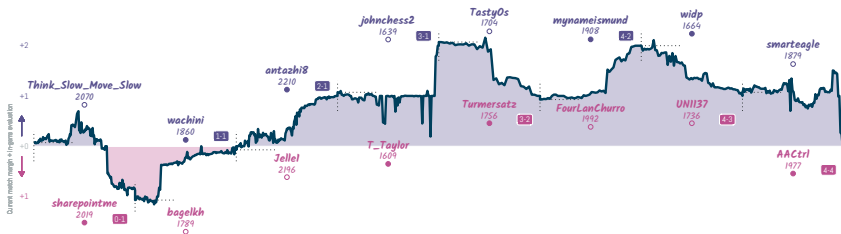
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Do I have to attend the press conference?	4	4	4	0	0	0	0	7h 55m 5s	37.0	8.1%	2.2%	3%
Don't Mean A Thing, If It Ain't Got That Ding	4	4	4	0	0	0	0	8h 22m 10s	36.1	7.8%	2.4%	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': (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; ranked before Round 1. This plot was compiled on 12 July 2022.

#8 "i"an "n"epomniachtchi is nobody for me   3   5   #9 The Miskatonic University Chess Club

Games

B3	Fri 01:30	B8	Fri 13:45	B5	Fri 18:00	B2	Fri 22:00	B7	Sat 09:00	B4	Sat 11:00	B1	Sat 17:00	B6	Sun 09:00
rsandzimier	0	electricfalcon	0	lopixl	1	RobertSmith	1	gautammaheshwa...	0	walfie	0	Pendru	1	octacle	0
mgold	1	kostasvl	1	JohnJPershing	0	KnightFury21	0	jurica_c	0	bufferunderrun	1	bufferunderrun	1	maex22	1

o1dDmXwh	MVZBQexg	y5BTaQxF	b34g1cGH	VeIBhBw3	6506wWkP	fMpyLs5N	hAUt8ZBN
B80 Sicilian Defense: Scheveningen Variation, Vitolins Variation	B92 Sicilian Defense: Najdorf Variation, Opocensky Variation	E60 King's Indian Defense: Fianchetto Variation, Karlsbad Variation	E90 King's Indian Defense: Normal Variation, Rare Defenses	C41 Philidor Defense	E54 King's Indian Defense: Orthodox Variation	B31 Sicilian Defense: Nyezhmetdinov–Rossolimo Attack, Fianchetto Variation	B23 Sicilian Defense: Closed

Story
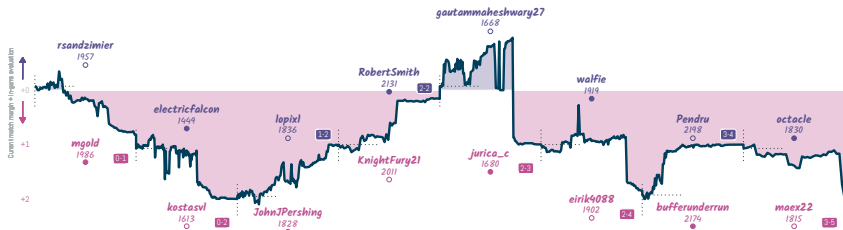
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
"i"an "n"epomniachtchi is nobody for me	3	3	5	0	0	0	0	7h 6m 8s	34.2	7.3%	2.2%	2.7%
The Miskatonic University Chess Club	5	5	3	0	0	0	0	6h 9m 45s	31.9	8.4%	2.7%	2.4%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' - (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. The plot was compiled on 12 July 2023.

Caro Kann But We Kann't   **4   4**   #7 The Real Blunders Were The Friends We...

Games

	B6		B2		B8		B5		B3		B7		B1		B4	
	Thu 05:00		Fri 19:00				Sat 10:30		Sat 21:00				Sun 07:00		Sun 18:00	
STCLion	0	ficheal21	1	zyropix	0F	Emanuel_Balluch	½	izcms02	0	mfeeney88	0	Thomsi	½	elliotp	1
aloo_bhaloo	1	Groger12	0	osumarko	1X	awfulmove	½	LeoYee	1	JamieDW	0	RSInternecio	½	LemuelGullible	0

tQO4wmuo	quU62wVs	VZsTsgwN	1forCUOV	p7mNyjcq	m2T0FIwf	gW4k8QsB
A48 East Indian Defense	A49 Indian Defense: Przepiorka Variation	C50 Four Knights Game: Italian Variation	C29 Vienna Game: Vienna Gambit, Bardeleben Variation	D06 Queen's Gambit Declined: Marshall Defense	B72 Sicilian Defense: Dragon Variation	B96 Sicilian Defense: Najdorf Variation, Polugaevsky Variation

Story
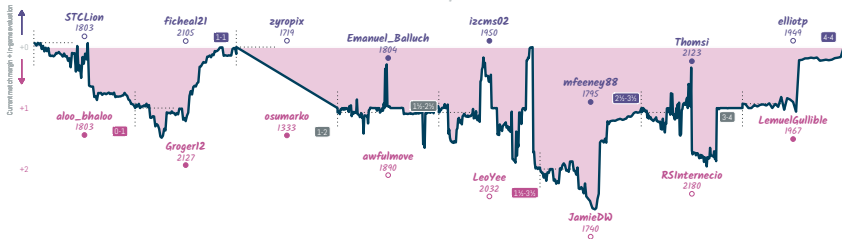
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kann But We Kann't	4	3	2	2	0	1	0	8h 28m 57s	43.6	8.2%	1.7%	4.8%
The Real Blunders Were The Friends We Made Along The Way	4	2	3	2	1	0	0	7h 29m 57s	44.1	7.6%	3.7%	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' : (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, 'Losing' tiebreaks; ranks not shown for Round 1, Data was compiled on 12 July 2023.

#10 **A Sac a Day Keeps the Wins Away**   **5**   **3**   **Qudit and the Quantum Bits**

Games

B6	Tue 15:30	B5	Wed 01:00	B3	Thu 02:00	B7	Thu 19:15	B8	Thu 20:00	B4	Sat 00:30	B2	Sun 12:00	B1	Sun 20:15
Siress	1	alex11star	0	fake_switch	½	ragnarokgame	1	LuminaEcho	1	fake_switch	1	HoudinicisMedicis	½	Artian12	0
rturri	0	lc69	1	Forhavu	½	UpGoerFive	0	speeder1987	0	jeremyjh	0	yetiowin	½	Qudit	1

K9TUCJzW	bJF1Td2t	BKWdmhMC	cecPOyb3	P8fp7ie4	QEoIH69R	8dbzIG9Z	IHPRgG8g
C50 Italian Game: Giuoco Pianissimo, Italian Four Knights Variation	B33 Sicilian Defense: Open	B01 Scandinavian Defense: Kloosterboer Gambit	C45 Scotch Game: Schmitt Variation	B08 Pirc Defense: Classical Variation	B47 Sicilian Defense: Taimanov Variation, Bastrikov Variation	A61 Benoni Defense: Knight's Tour Variation	B66 Sicilian Defense: Richter-Rauzer Variation, Neo-Modern Variation, Early Deviations

Story
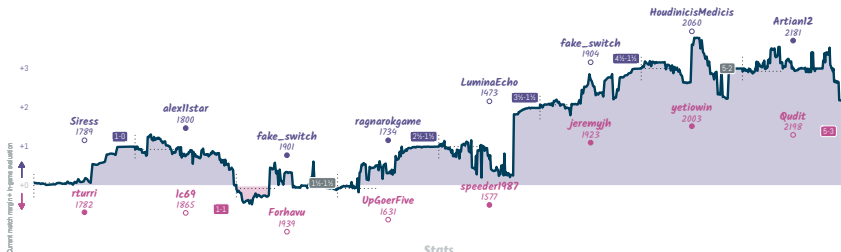
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Sac a Day Keeps the Wins Away	5	4	2	2	0	0	0	9h 24m 25s	40.2	8.6%	3.6%	5.3%
Qudit and the Quantum Bits	3	2	4	2	0	0	0	8h 52m 43s	45.6	7.4%	3.4%	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' - (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 12 July 2022.

Every Ding Needs a Queen   4½   3½   Random Rapport non-BS files

Games

B8	Thu 15:00	B4	Sat 03:00	B7	Sat 14:00	B1	Sat 13:00	B5	Sat 17:00	B6	Sat 17:30	B2	Sat 23:00	B3	Sun 12:30
zher0	0	adande1	1	kygreek	1	mysonnevercallme	0	civilian	1	xkm	1	nerja2539O	½	Octopus-Union	0
lonelyghost06	1	juandeleon	0	mojomoe	0	mronemore	1	aeroplanino1986	0	candeezymac	0	lion88	½	donjar	½
qHyYEfst		**NMwWEnzU**		**zxiJMC6f**		**K3OOjtV2**		**iyJmi6kc**		**KShuUVji**		**fZ86h1rJ**		**gtEaiGjE**	
D06 Queen's Gambit Declined: Marshall Defense		C44 Scotch Game: Bernina Defense		C58 Italian Game: Two Knights Defense, Polerio Defense, Bishop Check Line		C34 King's Gambit Accepted: Schallopp Defense		D10 Slav Defense		B10 Caro-Kann Defense		D88 Grünfeld Defense: Exchange Variation, Spassky Variation		C88 Ruy Lopez: Closed, Anti-Marshall	

Story
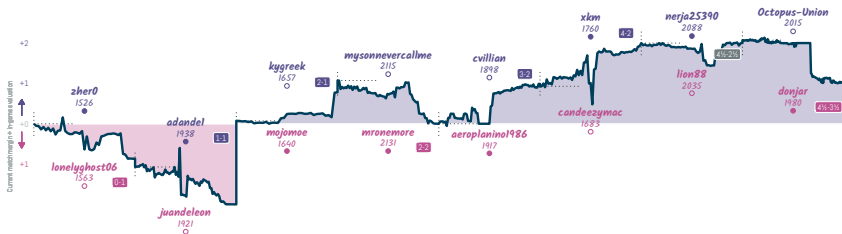
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Every Ding Needs a Queen	4½	4	3	1	0	0	0	7h 6m 45s	38.9	8.2%	2.2%	3.2%
Random Rapport non-BS files	3½	3	4	1	0	0	0	7h 11m 19s	36.4	7.9%	2.5%	3.2%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and games 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 12 July 2022.

Self-pinning for immorality   5   3   The Immortal Name

Games

	B6 Tue 15:00	B5 Wed 14:00	B8 Thu 13:00	B4 Thu 21:00	B1 Sat 14:00	B2 Sat 14:45	B7 Sat 20:00	B3 Sun 13:00
	boinetnicolas 1	cinemashow 0	dama_x_rey 0	TwoPawnSacrifice 1	Mediocratic 1	lyqst 0	a2c4 1	far1108 1
	gary0892 0	MilsBees 1	lone_rangerheavy 1	Jasonjones 0	Whelp10 0	mathaias 1	Ptro 0	Paulze2000 0
	1fQQAqZK	62SU4sD0	7gLu1bWf	aBPF821m	DcATMNzy	CpoF8Ate	h5boA8LB	QX9x5hH
	B15 Caro-Kann Defense: Gurgenidze System	E03 Catalan Opening: Open Defense, Alekhine Variation	D30 Queen's Gambit Declined	C29 Vienna Game: Vienna Gambit, Bardeleben Variation	C02 French Defense: Advance Variation, Wade Variation	B32 Sicilian Defense: Kalashnikov Variation	B15 Caro-Kann Defense: Tartakower Variation	E11 Bogo-Indian Defense: Wade-Smyslov Variation

Story
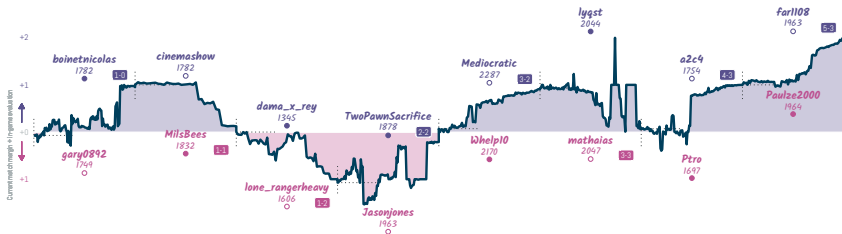
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Self-pinning for immorality	5	5	3	0	0	0	0	6h 27m 54s	37.7	7.6%	2.4%	4.6%
The Immortal Name	3	3	5	0	0	0	0	7h 48m 43s	41.0	8.2%	2.7%	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 for Round 1. This plot was compiled on 12 July 2022.

Poison Pawn Posse   4   4   pshh well its hard to be creative the...

Games

	B8	Tue 23:00	B1		Thu 17:00	B4		Fri 08:30	B2		Fri 12:00	B5		Sat 13:00	B6		Sat 17:00	B3		Sun 23:00

| jbarua | 0 | jessehf | ½ | jacobhess | ½ | sebb7y | 1 | suspendedseventh | 0F | DosDebug | ½ | xxrail | 1 | itaewon | 0 |
| MichaelWDorrill | 1 | milanrad | ½ | Midnightokar | ½ | Lukas_knuser | 0 | twobits | 1X | fvafier | ½ | texasadam | 0 | markmarkedymar... | 1 |

| yyAmGZ0K | L7gRuEgv | f1EC2VCl | OJx4uLUT | nWxvB0AV | 5HIjcTAQ | xb43OU7R |

| D08 Queen's Gambit Declined: Albin Countergambit, Modern Line | E92 King's Indian Defense: Orthodox Variation, Gligoric-Taimanov System | B23 Sicilian Defense: Closed, Traditional | C19 French Defense: Winawer Variation, Positional Variation | D10 Slav Defense: Exchange Variation | D53 Queen's Gambit Declined | A08 King's Indian Attack: French Variation |

## Story
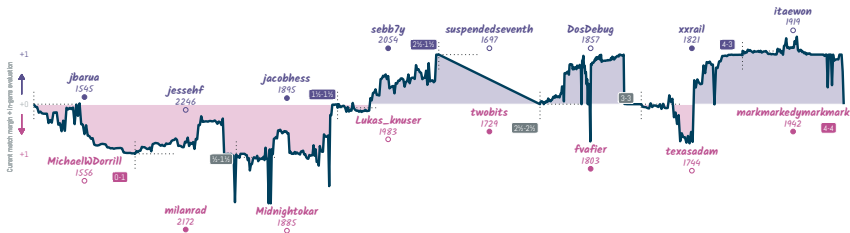
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Poison Pawn Posse	4	3	2	2	1	0	0	6h 48m 17s	59.2	8.7%	3.7%	6.5%
pshh well its hard to be creative these days, everything's been done before	4	2	3	2	1	0	0	7h 18m 23s	64.6	9.6%	3.4%	6.5%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly; while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' : (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 12 July 2023.

Ding Liren Gang - Rapport's Delight   3½   4½   Long Live The Ding!

Games

B4 Wed 09:00	B7 Thu 16:00	B3 Thu 16:00	B6 Fri 15:00	B5 Fri 18:00	B1 Sat 17:00	B2 Sat 19:00	B8 Sun 17:00
TheWalrusFromP... 0	RomanEmerald 1	Haspelknecht ½	Rolihlahla 1	KirkD 0	SycoraxCirce 0	timothyha 0	caodanny 1
BrandrokID 1	cheeblue 0	pauliewoll ½	joehan ½	PaulWithAnS 1	Leverkuhn 1	VanRoy 1	hwelman 0
PXaqCcE1	3gzeo2Me	XU8QpK0Z	rNWNzqQD	GUT1A1Go	JzxUj21G	tEx2iDKF	TRhZrrbH
B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation	B12 Caro-Kann Defense: Advance Variation, Short Variation	C08 French Defense: Tarrasch Variation, Open System	D01 Rapport-Jobava System	C50 Italian Game: Giuoco Piano	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	A58 Benko Gambit Accepted: Fully Accepted	D02 Queen's Pawn Game: London System

Story
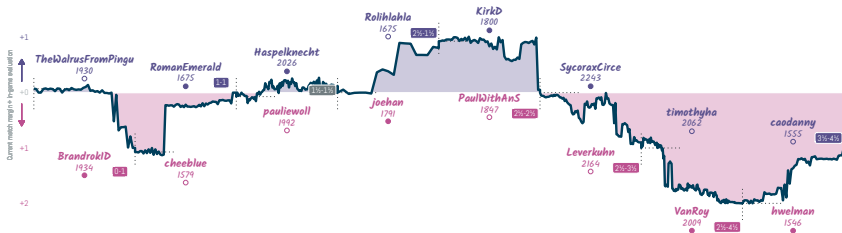
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding Liren Gang - Rapport's Delight	3½	3	4	1	0	0	0	7h 14m 39s	38.6	5.6%	1.8%	3.2%
Long Live The Ding!	4½	4	3	1	0	0	0	5h 48m 58s	36.1	6.3%	1.8%	3.5%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' : (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. Stats page was compiled on 12 July 2023.

46...Rg6   4½ 3½   The En Passant Entertainers

Games

	B7	Wed 22:00		B1	Thu 07:15		B8	Thu 13:15		B4	Thu 13:00		B3	Thu 19:00		B5	Thu 19:00		B6	Sat 13:00		B2	Sat 15:00

| samuelglats | 1 | KS_Legion_Legi... | 0 | davegiltinan | 1 | dkol | 0 | T0Sharaff8200 | 1 | ReheatedLeftovers | ½ | ssyx | 1 | scarff | 0 |
| ipa420 | 0 | AlexGaul | 1 | ceejcox | 0 | Shobartina | 0 | pawn4promotion | 0 | LePathfinder | ½ | Outbox | 0 | Aboalnaga | 1 |

| YBzGPZoH | | tzOpyPmB | | UkVOCPHn | | gNu1hvbE | | b4fv6DH3 | | xzQU5WmB | | RSJ8xI17 | | 5449Ajob | |

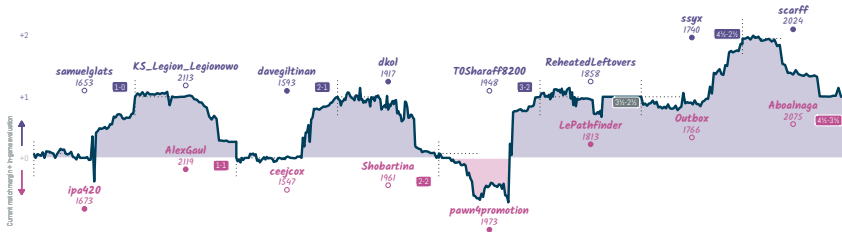| C10 French Defense: Rubinstein Variation, Blackburne Defense | E06 Catalan Opening: Closed | E10 Indian Defense: Anti-Nimzo-Indian | A40 Horwitz Defense | B50 Sicilian Defense: Delayed Alapin | D37 Queen's Gambit Declined: Three Knights, Vienna Variation | A41 Queen's Pawn Game | A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line |

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
46...Rg6	4½	4	3	1	0	0	0	6h 21m 34s	29.0	6.7%	2.8%	2%
The En Passant Entertainers	3½	3	4	1	0	0	0	5h 45m 57s	32.6	5.9%	1.6%	4.3%

Morphyne Drip   2   6   Rapport's rapport with Ding

Games

B6	Wed 15:30	B8	Wed 17:00	B7	Wed 18:30	B3	Thu 09:00	B5	Sat 00:00	B4	Sun 12:00	B2	Sun 16:00	B1	
Kingcowgirl	0	r4do5	1	lepertoe	1	TrueblueLi	0	greysensei	½	vincenchips	0	shakkimatti55	0	paulll	½Z
kanishkparmar	1	ribrubrib	0	Thaitanium101	0	dave3	1	SaucySailorJac...	½	esersens	1	Arges42	1	garjeta	½Z

gUDrJk3F	krYB2tCY	nrsWts4G	utWNsHng	HyO1Pyz6	guadinoS	OsupA6IS
D44 Semi-Slav Defense: Botvinnik Variation	B15 Caro-Kann Defense: Tartakower Variation	B50 Sicilian Defense: Delayed Alapin	D00 Queen's Pawn Game: Accelerated London System	A04 Zukertort Opening: Kingside Fianchetto	D37 Queen's Gambit Declined: Harrwitz Attack	C53 Italian Game: Classical Variation, Giuoco Pianissimo

Story
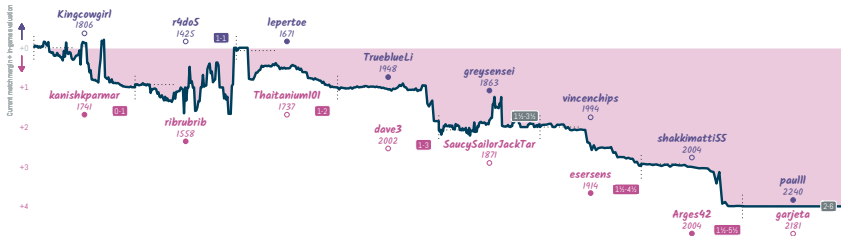
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morphyne Drip	2	1	5	1	0	0	1	5h 30m 55s	49.7	6.4%	6%	5.7%
Rapport's rapport with Ding	6	5	1	1	0	0	1	6h 38m 42s	34.8	6.8%	1.9%	4.9%

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Every little Ding is gonna be alright   7 | 1   Knight To Meet You

Games

| | B4 | Mon 15:00 | B2 | Wed 09:00 | B8 | Thu 19:30 | B3 | Fri 12:00 | B7 | Fri 15:00 | B5 | Fri 21:00 | B1 | Sat 11:30 | B6 | Sun 19:00 |

| BenMTL | 1 | sidfanDX | 1 | Creamsicle | 1 | Rolfomania | 1 | B2C4G7 | 1 | bushie123 | 1 | sb_362 | 0 | GarySlegg | 1 |
| JoeNathan3005 | 0 | Silas1070 | 0 | WasdMouse | 0 | stevy | 0 | Robson691 | 0 | AugustHammers | 0 | ybw601 | 1 | humbertogecko | 0 |

gUg97LSI   P7unNTt2   guwQJY37   umtsE6bh   1xUa0HeW   Of2FISru   @9ouQYw4   Vt6bcuR6

C02 French Defense: Advance Variation | D85 Grünfeld Opening: Exchange Variation, Modern Exchange Variation | A36 English Opening: Symmetrical Variation, Botvinnik System | C00 French Defense: Orthoschnapp Gambit | A01 Nimzo-Larsen Attack: Modern Variation | D38 Queen's Gambit Declined: Ragozin Defense | D31 Semi-Slav Defense: Marshall Gambit, Main Line | B34 Sicilian Defense: Accelerated Dragon, Modern Variation

Story
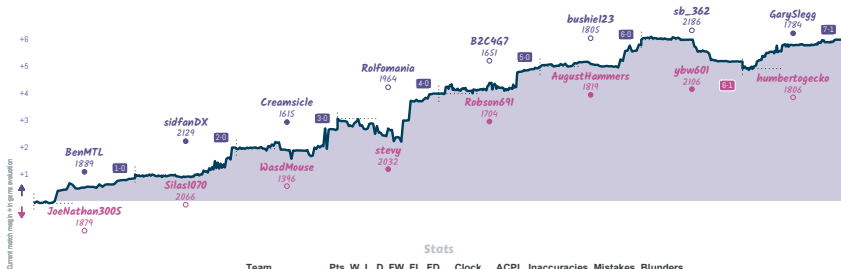
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Every little Ding is gonna be alright	7	7	1	0	0	0	0	6h 54m 22s	26.0	4.7%	4%	1.1%
Knight To Meet You	1	1	7	0	0	0	0	7h 10m 6s	44.4	8.4%	4.7%	3.3%

ChatQGD 1½   6½ The Hnefatafl Varangians from Llanfai...

Games

B7	Mon 12:30	B2	Wed 08:00	B8	Thu 20:30	B3		B4	Sun 09:00	B6	Sun 10:30	B1	Sun 13:00	B5	Sun 19:30
kianqw123456	0	Meeklydim	0	Happysandbags	0	d1mitar	½	vali1313	0	d0wnh0me	0	CrazyMerlyn	0	seius	0
HighonPotnuse	1	Elodonor	1	Bussm09	1	b4dger	½	petri999	1	morallygray	1	imikacic	1		
XFykB88y		**G9fP0bhc**		**7DNcuHRn**		**X107hQGI**		**8UQyX9tq**		**SZQ9VHPb**		**8keuQuVK**		**uYUdoAW4**	
A85 Dutch Defense: Queen's Knight Variation		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		D00 Queen's Pawn Game		D05 Rubinstein Opening		C01 French Defense: Exchange Variation, Monte Carlo Variation		E34 Nimzo-Indian Defense: Classical Variation, Noa Variation		B40 Sicilian Defense: Four Knights Variation		D15 Slav Defense: Three Knights Variation	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
ChatQGD	1½	1	6	1	0	0	0	6h 53m 35s	46.5	8.1%	1.7%	4.9%
The Hnefatafl Varangians from Llanfairpwllgwyngyllgogerychwyrndrobwllllantysiliogogogoch	6½	6	1	1	0	0	0	6h 17m 49s	32.7	6.4%	2.9%	3.2%

CARLSENITO'S WAY **4** **4** No Real Ideas Or Deep Prep

Games

B7	Tue 17:00	B4	Wed 05:00	B3	Thu 19:00	B1	Fri 14:00	B5	Sat 14:00	B8	Sat 16:00	B2	Sat 17:00	B6	Sun 19:00
SlowChess73	1	Pope123	1	Zubenelgenubi	1	jantho	1	SrinivasBharathNK	0	Duff3798	1	CanIUndoThatMove	0	ipr	0
Sidewinder1648	0	Slamchops	0	cathode-ray-je...	0	Unbreakable-1	0	sidetracked_owl	1	Marcind75	0	jwwells42	1	Ivoryl2	1

T9Dz20We	Kz85Rey5	QfcfgEaK	U4NAaaAP	PTNeTfYB	2iWvZ4yF	VgAb8M9S	z9sORAKP
C77 Ruy Lopez: Morphy Defense, Andersson Variation	A40 Horwitz Defense	E35 Nimzo-Indian Defense: Classical Variation, Noa Variation	B30 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack	C47 Four Knights Game: Scotch Variation Accepted	A45 Indian Defense	C50 Italian Game: Giuoco Piano	C77 Ruy Lopez: Morphy Defense, Andersson Variation

Story
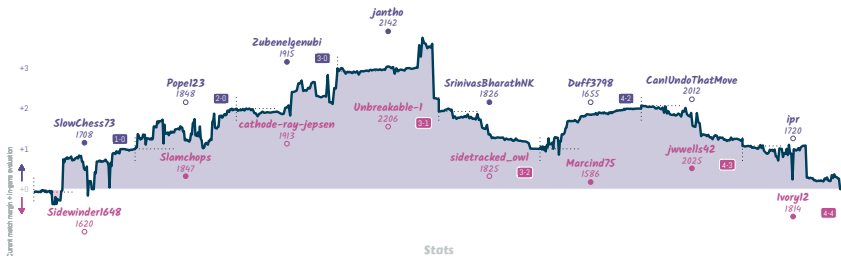
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CARLSENITO'S WAY	4	4	4	0	0	0	0	7h 51m 26s	41.8	7.3%	3.2%	4.7%
No Real Ideas or Deep Prep	4	4	4	0	0	0	0	8h 14m 20s	43.2	7.9%	3.2%	5%

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Knights in White Satin   1½   5½   na   You Come at the Ding, You Better Not ...

Games

B3	Mon 19:00	B7	Wed 18:30	B2	Thu 15:00	B4	Fri 18:00	B5	Sat 11:00	B6	Sat 19:00	B1	
MOrl	0	mesu98	0	leartt	0	vahid_abazari	0	Crazywane254	1	masedog91	0	topspin15	½	drchessdad	0F
Lou-E	1	andrewrimmer	1	NLance	1	pantsi98	1	cdn_jark	1	GwyddPedr56	1	ehGolden	½	tommeketoch	0F
ZyrrFVqm		vXK2LyOj		IQMFpMZA		Yc0ZzYde		vTA8UH3k		Am4SukgL		u8IPE1Zy			
C88 Ruy Lopez: Closed		C29 Vienna Game: Vienna Gambit, Paulsen Attack		A40 Horwitz Defense		C16 French Defense: Winawer Variation, Advance Variation		A46 Indian Defense: Knights Variation		B15 Caro-Kann Defense: Main Line		B13 Caro-Kann Defense: Exchange Variation			

Story
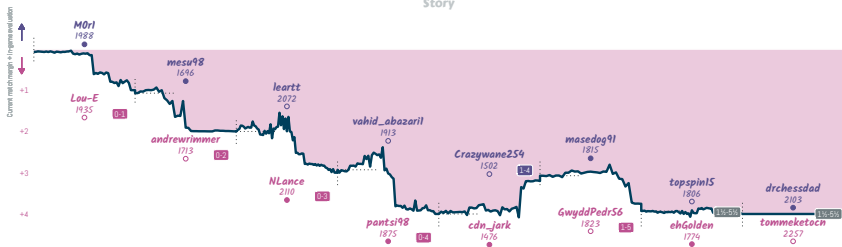
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights in White Satin	1½	1	5	1	0	0	0	3h 8m 41s	51.6	4.4%	6.6%	5.5%
You Come at the Ding, You Better Not Miss (That You're Completely Losing After f5)	5½	5	1	1	0	0	0	3h 16m 32s	30.5	5%	3.9%	2.2%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their scheduled playing 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 12 July 2023.

Arjun Not Entertained!?   4½   3½   One Ding to Rule Them All

Games

B2		B1		B7		B8		B4		B5		B3		B6
Wed 08:00		Wed 16:00		Wed 21:00		Thu 20:00		Fri 20:00		Fri 20:00		Fri 20:15		Sat 13:30

| inarch | 1 | ygel_way_to_2000 | ½ | MattHasFun | 0 | mikeknight | 1 | Friis | 1 | DrVonGoosewing | 0 | j3084 | 1 | JustChillJoe | 0 |
| emanon92 | 0 | Brundd | ½ | mumblecoredumb... | 1 | SpenserCode | 0 | jrcrawford512 | 0 | feskslo | 1 | LIYV | 0 | ruip | 1 |

| b9JrX4W9 | qKh2M6L0 | dQaDg1s9 | 4ZfqeB14 | WqrExaX2 | 3EYnJ4ev | Z6zrYbJW | S2Ng7Fan |
| C42 Russian Game | C47 Four Knights Game: Scotch Variation Accepted | B10 Caro-Kann Defense: Two Knights Attack | B50 Sicilian Defense: Delayed Alapin | C44 Scotch Game: Scotch Gambit, Advance Variation | A15 English Opening: Anglo-Indian Defense, Queen's Indian Formation | C24 Bishop's Opening: Berlin Defense | C27 Bishop's Opening: Boden-Kieseritzky Gambit |

Story
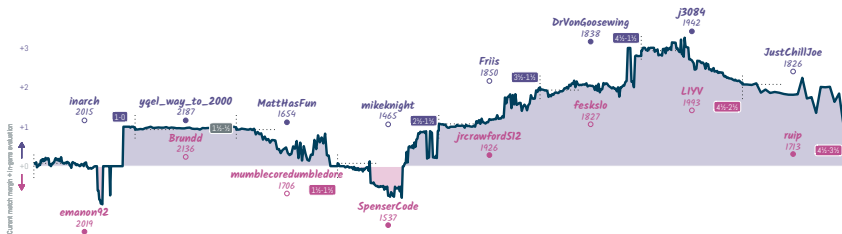
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Arjun Not Entertained!?	4½	4	3	1	0	0	0	7h 11m 1s	46.6	6.6%	3.4%	5%
One Ding to Rule Them All	3½	3	4	1	0	0	0	7h 43m 2s	51.6	8.8%	2.2%	5.6%

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': (F)W/(L)/(D/F): (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 12 July 2023.

The Clock Crushers: Dangerous in any ...   2½   5½   The Zugwang Zebras

Games

B1	Wed 15:30	B2	Wed 17:00	B6	Fri 08:00	B8	Fri 19:00	B7	Fri 21:30
Chesstrix01	0	Hello134	½	peterwoowooka	½	Lexgrad	½	ukristen	1
midas127	1	Davidc2214	½	momor	½	Chess24768	½	rjhoro	0

B3	Sat 07:00	B5	Sat 13:00	B4	Sun 19:00
ishallwooopyoass	0	BarbarAusBiele...	0	Poldi_der_Drache	0
Dan-Jon	1	guingil	1	zbidwell	1

qvL5b2VB	oWGhCsHH	XEqPog3q	JLSoWbaA	442kZQxK	1MNXtmsz	KTnlryfV	NudZOJ2D
D44 Semi-Slav Defense: Botvinnik Variation, Lilienthal Variation	C01 French Defense: Exchange Variation	D10 Slav Defense: Exchange Variation	B12 Caro-Kann Defense: Maróczy Variation	D53 Queen's Gambit Declined	C29 Vienna Game: Vienna Gambit, Main Line	B47 Sicilian Defense: Taimanov Variation, Bastrikov Variation	A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon

Story
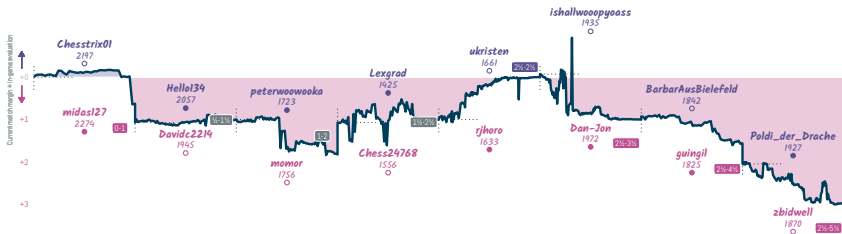
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Clock Crushers: Dangerous in any Time Control	2½	1	4	3	0	0	0	5h 26m 36s	39.8	6.9%	1.1%	4.1%
The Zugwang Zebras	5½	4	1	3	0	0	0	6h 7m 50s	33.6	4.7%	3.3%	2.5%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' - (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 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 12 July 2022.

Ding of the Hill   5   3   The courageous chess contubernium

Games

B8		B3		Sat 00:00 B2		Sat 17:00 B1		Sun 15:00 B7		B6		Sun 17:30 B4		Sun 18:00 B5	
j-e_p	1X	phantom567459	1	kajoM	1	TheChessArchives	½	nobyx	0F	Soreby	0	plastic_pusher	1	chessfefe	½Z
fulmarsky	0F	smothermemate	0	Rskyoz	0	BuckDuck	½	haeskre	1X	supernoob619	0	sideshow_bob	1	rskyoz	½Z

hj6kenH6	z46SEIDj	3wa@Gg4v	wdJIdrzt	UC5R1J4R
B40 Sicilian Defense: Delayed Alapin Variation	B15 Caro-Kann Defense: Tartakower Variation	A55 Old Indian Defense: Normal Variation	C02 French Defense: Advance Variation	D03 Queen's Pawn Game: Torre Attack, Gossip Variation

Story
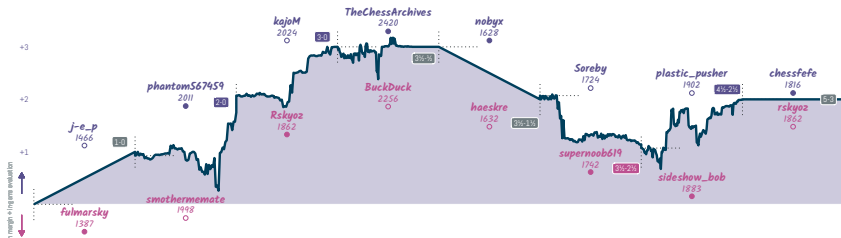
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding of the Hill	5	3	1	1	1	1	1	5h 18m 54s	26.6	7.1%	1.2%	2.4%
The courageous chess contubernium	3	1	3	1	1	1	1	5h 53m 49s	33.3	8.3%	2%	3.2%

Self-pinning for Immortality   7½   O½   We outsourced our prep to the #book-club

Games

B6	Tue 00:00	B1	Tue 19:30	B8		B2	Fri 19:00	B5	Sat 14:00	B7	Sat 18:15	B4	Sun 15:00
TheVacuousRom	1	Dhmayer	1	sciencegeek	1X	rojazu	1	Lynnpv	1	MrScribbles	½	kibenur	1	TSSCFTTSOS	1
unknownNano	0	ben3536	0	mriepe	0F	ButterPecan	0	wizzywop	0	loungelizard	½	mgll	0	Red_Pandaz	0

RgYU08Xf	3EhzTUBO	sDLXq6mj	sWd4ULPr	UIK1Y1S7	XCXLaQsg	D9O8jXRk
D31 Queen's Gambit Declined: Queen's Knight Variation	C00 French Defense: Schlechter Variation	A13 English Opening: Agincourt Defense	B23 Sicilian Defense: Closed	B22 Sicilian Defense: Alapin Variation	D45 Semi-Slav Defense: Main Line	E27 Nimzo-Indian Defense: Sämisch Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Self-pinning for Immortality	7½	6	0	1	1	0	1	6h 31m 32s	31.4	6.6%	2.6%	2.2%
We outsourced our prep to the #book-club	0½	0	6	1	1	0	1	4h 45m 54s	44.3	8.5%	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 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 12 July 2023.

dungeons and sicilian dragons   2½   5½   The King's Armpit

Games

B5	Thu 20:00	B3	Fri 19:00	B7	Fri 18:00	B2		Leo179	Sat 16:30	B4	Sun 18:00	B8		B6		scaredpeach	B1	

| Anthammer | 0 | salof | 0 | Ross067 | ½ | delusion47 | 1 | Leo179 | 0 | snyderjosephd | 0 | scaredpeach | 1X | theknugdorf | 0F |
| ztraynor | 1 | sgis | 1 | z0x | ½ | pulsar512b | ½ | rao7806 | 1 | gilbert | 0F | alex-arsenault | 0F | shnippy | 1X |

SIWi3i0l   K8h68uyt   OKMMdBPI   N8dZdGSZ   XrsDGZdM   plKSk6Ey

B12 Caro-Kann Defense: D43 Semi-Slav Defense: B06 Modern Defense: Two   C41 Philidor Defense: Lion   B10 Caro-Kann Defense: A05 King's Indian Attack
Maróczy Variation   Anti-Moscow Gambit   Knights Variation   Variation   Hillbilly Attack

Story
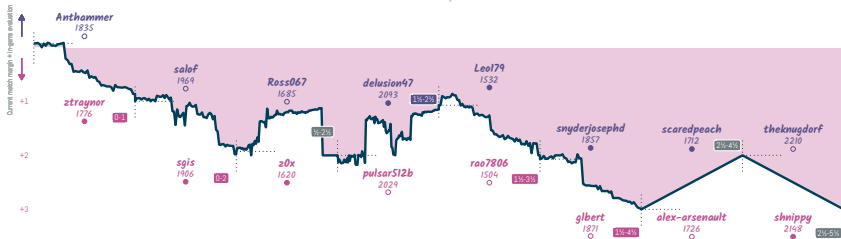
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
dungeons and sicilian dragons	2½	1	4	1	1	1	0	4h 47m 57s	39.7	7.9%	3.7%	1.9%
The King's Armpit	5½	4	1	1	1	1	0	4h 34m 42s	26.3	4.2%	1.4%	2.3%

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' : (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; Igenoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 12 July 2023.

Benoni Bozos **6   1** NA Waxy's Warriors

Games

B5 Mon 18:00	B2 Thu 19:00	B6 Sat 08:15	B8	B7 Sat 16:30	B1 Sat 16:00	B3 Sat 18:00	B4 Sun 02:00
AumarMustafa 1	riverschess 0	keresch 1	schachork 1	tone_fresh 1	x420noscope 0	Idekae 1	Idekae 1
conrado13 0	chk12 0	Jjames1 0	diecast_illusion 0	kauberdi 0	Ahedrista 0	PharmacistGambit 0	SteveMcKinnon 0
13PwUJCa	2d3LnMFn	MxS5pY00		4IUt75Nr	LegbIARl	GztmmSjA	K5ThqHGr
C02 French Defense: Advance Variation, Paulsen Attack	E91 King's Indian Defense: Kazakh Variation	C02 French Defense: Advance Variation, Lputian Variation		C40 Elephant Gambit: Paulsen Countergambit	B30 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack	A05 King's Indian Attack	A45 Indian Defense

Story
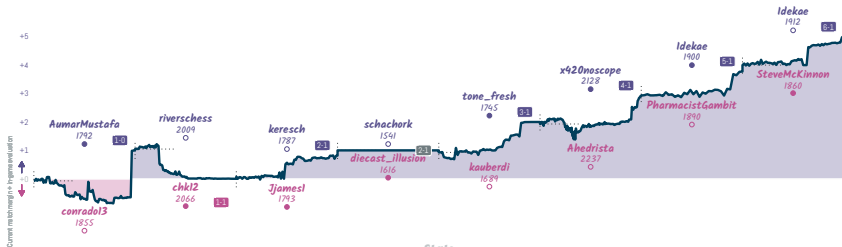
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Benoni Bozos	6	6	1	0	0	0	0	5h 28m 19s	25.7	8%	2.4%	0.7%
Waxy's Warriors	1	1	6	0	0	0	0	5h 15m 52s	39.0	8.7%	2.1%	3.1%

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 12 July 2023.

Fly like Rg6?!   3½   4½   Maybe the real treasure was the Rappo...

Games

B1	Tue 15:00	B3	Thu 10:00	B7		B2	Sat 19:00	B6	Sun 11:30	B5		B4	Sun 13:00	B8	
g4lois	½	patk74	½	hunterdavis	1X	Fierolocchio	1	bcande01	0	Kry1001	0	muehre	0F	pumpkiin	½Z
EvilNalu	½	Timvier	½	pddchess	0F	TrainingGrounds	0F	goirish	1	paulinesernine	1	davidthepawn	1X	apidae	½Z

85RFYgi4	c0eTYNf3	xcABSGJd	N5rhAOPN	VF07bjn1
E00 Catalan Opening	C63 Ruy Lopez: Schliemann Defense, Tartakower Variation	B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation, Exchange Line	B10 Caro-Kann Defense: Two Knights Attack	B12 Caro-Kann Defense: Advance Variation, Short Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fly like Rg6?!	3½	2	1	2	1	1	1	5h 48m 22s	26.1	5.7%	3.2%	2.2%
Maybe the real treasure was the Rapport we made along the way	4½	2	1	2	1	1	1	5h 45m 36s	26.5	3.2%	3.6%	2.5%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly; while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' - (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 12 July 2023.