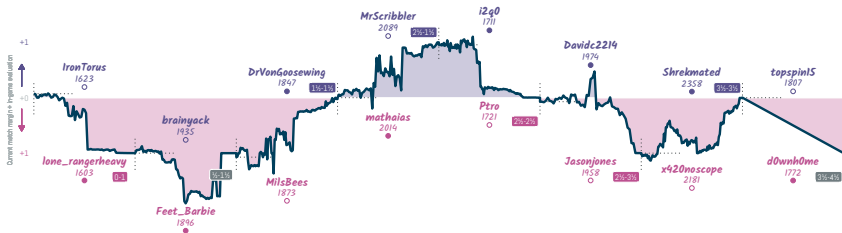# insufficient captain material   3½   4½   Now I am become Chess, the Destroyer ...

Games

B8	Thu 11:30	B4	Thu 17:00	B5	Fri 18:00	B2	Fri 20:00	B7	Sat 16:00	B3	Sun 12:00	B1	Sun 16:00	B6	
IronTorus	0	brainyack	½	DrVonGoosewing	½	MrScribbler	1	i2g0	0	Davidc2214	1	Shrekmated	1	topspin15	0F
lone_rangerheavy	1	Feet_Barbie	½	MilsBees	½	mathaias	0	Ptro	1	Jasonjones	0	x420noscope	0	d0wnh0me	1X

YhSE8A2n	kD4eBxIz	MybdL6Yq	7xt7I9IG	HPCMVs8H	ifqQvcHC	1OJfYxN8	
B90 Sicilian Defense: Najdorf Variation	D32 Tarrasch Defense	B30 Sicilian Defense: Portsmouth Gambit	E81 King's Indian Defense: Sämisch Variation, Normal Defense	A20 English Opening: King's English Opening	B12 Caro-Kann Defense: Maróczy Variation	E00 Catalan Opening	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
insufficient captain material	3½	3	3	1	1	0	0	6h 29m 40s	39.0	6.1%	4%	3.7%
Now I am become Chess, the Destroyer of Egos	4½	3	3	1	1	0	0	6h 55m 52s	38.6	8.1%	3.7%	3%

careless /Whisper   5 3   Magnus Cum Laude

Games

B7	Thu 17:30	B6	Thu 18:00	B5	Thu 19:00	B3	Fri 01:00	B4	Fri 20:00	B2	Sat 01:00	B8	Sat 15:00	B1	Sat 22:00
Gingersquirrel...		HighonPotnuse	0	MrScribbles	0	mgold	1	Lou-E	½	gavalanche20	½	jcarmody	0	jessehf	½
lepertoe		alex-arsenault		AumarMustafa		HeartCooksBrain	0	sgis	0	Paulze2000	½	masterofblunde...		antazhi8	½
DWhNVGvX		uXS760KT		fxUx5cnx		L1X2rhAS		vxHSUWfL		El1qMAZM		IG7CmoDz		UQuxppqF	
B23 Sicilian Defense: Closed, Traditional		A91 Dutch Defense: Classical Variation		B40 Sicilian Defense: Marshall Counterattack		B10 Caro-Kann Defense		D27 Queen's Gambit Accepted: Classical Variation, Main Line		A36 English Opening: Symmetrical Variation, Botvinnik System		E60 King's Indian Defense: Normal Variation, King's Knight Variation		E19 Queen's Indian Defense: Classical Variation, Traditional Variation, Main Line	

Story
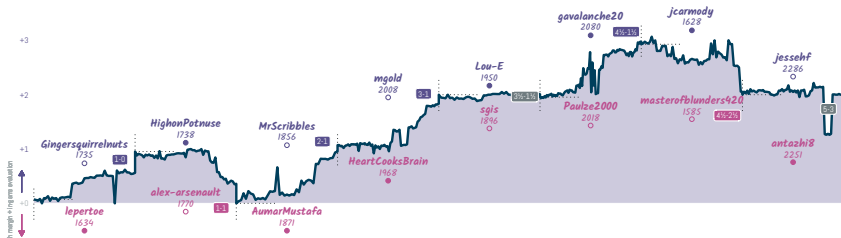
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
careless /Whisper	5	4	2	2	0	0	0	6h 49m 32s	31.3	6.2%	1.6%	3.3%
Magnus Cum Laude	3	2	4	2	0	0	0	7h 15m 18s	36.8	7.4%	2.5%	3.7%

Orcas Against the Mods' Yachts **5 3** Pow! Right in the chessticles

Games

	B1	Tue 15:00	B8	Wed 15:00	B7	Thu 15:00	B6		Thu 20:00	B5		Thu 21:00	B3		Sat 09:30	B4		Sat 20:00	B2		Sun 08:00
	RSInternecio	0	osumarko	1	em-as-in-emily	0	Yoa		1	awfulmove		0	ajajajaj		1	rsandzimier		1	gercondon		1
	NebraskaNarwhal	1	zher0	0	Clicus	1	JohnJPershing		0	LIOANYS		1	dave3		0	cvillian		0	HoudinicisMedicis		0

| skHdZP1n	3pySJmtH	ZL2AA1Gw	KBW9X7NV	EvSZgZ9c	Kctp5F47	PtpbmEzZ	f68ktsZz
A11 English Opening: Caro-Kann Defensive System	B07 Czech Defense	C00 French Defense: King's Indian Attack	C01 French Defense: Exchange Variation	C55 Italian Game: Two Knights Defense	C69 Ruy Lopez: Exchange Variation, Normal Variation	E30 Nimzo-Indian Defense: Leningrad Variation	E94 King's Indian Defense: Orthodox Variation, Positional Defense

Story
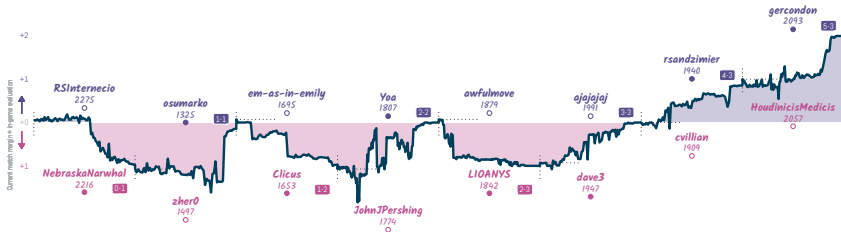
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Orcas Against the Mods' Yachts	5	5	3	0	0	0	0	8h 55m	39.1	7.5%	3.1%	3.6%
Pow! Right in the chessticles	3	3	5	0	0	0	0	8h 3m 39s	40.7	9.3%	2.1%	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/(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. Axes 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 23 August 2023.

Accelerated Resignation **5** **3** How to defeat Ruy Lopez players on an...

Games

B3	Tue 16:00	B1	Tue 19:30	B5	Wed 13:15	B6	Fri 13:00	B2	Fri 16:00	B8	Sat 10:00	B7	Sat 14:15
rapiplay	1	Garjeta	1	walfie	1	fesskslo	0	mforg	1	yellorambo	1	reddevil906	1	anmrose	0
sussasun	0	Silkthewanderer	0	alex11star	0	loungelizard	1	Haspelknecht	0	BarbarAusBiele...	0	Pranav_Gothe	0	mgll	1
GqbBIUpX		**cNYT1DtQ**		**4BR6C4CM**		**X6T5YbOf**		**oEdPjcod**		**WltrXok9**		**3A1dkAtW**		**vCFhnAG7**	
C53 Italian Game: Classical Variation, Center Attack		C42 Russian Game: Millennium Attack		E65 King's Indian Defense: Fianchetto Variation, Yugoslav Variation		A09 Réti Opening		D58 Queen's Gambit Declined: Tartakower Defense		B13 Caro-Kann Defense: Panov Attack, Modern Defense		A45 Indian Defense		D06 Queen's Gambit Declined: Marshall Defense	

Story
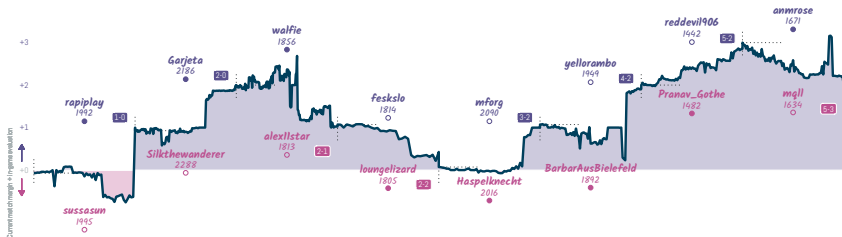
Stats

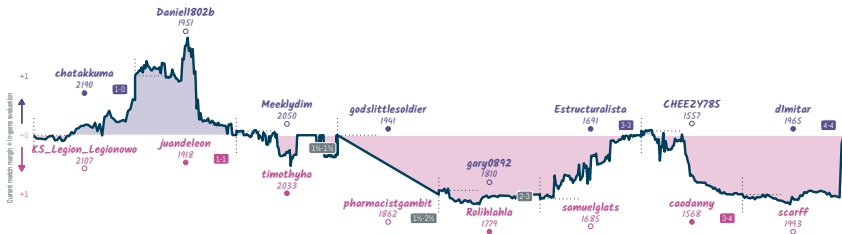| Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Resignation	5	5	3	0	0	0	0	8h 4m 10s	35.1	7.6%	1.5%	3.3%
How to defeat Ruy Lopez players on and off the board with Marshall arts (for dummies)	3	3	5	0	0	0	0	7h 53m 34s	41.9	7.6%	3.9%	3.3%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are 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 was compiled on 23 August 2023.

At least we started in first 4 4 It's been 7 sacs and 15 moves since y...

Games

B1	Thu 05:00	B4	Thu 12:00	B2	Thu 13:00	B5		B7	Fri 14:30	B7	Sun 12:30	B8	Sun 17:15	B3	Sun 19:00
chatakkuma	1	Daniel1802b	0	Meeklydim	½	godslittlesoldier	0F	gary0892	½	Estructuralista	½	CHEEZY785	0	d1mitar	1
KS_Legion_Legi...	0	juandeleon	1	timothyha	½	pharmacistgambit	1X	Rolihlahla	½	samuelglats	0	caodanny	1	scarff	0
bJKn5Bgt		**KzVjSLUR**		**wseIpC8G**				**V8S8zVH7**		**3W9DD1j7**		**RV6BhJZo**		**mveH5bfA**	
D11 Slav Defense: Modern Line		A40 English Defense: Perrin Variation		C77 Ruy Lopez: Morphy Defense, Wormald Attack				C42 Russian Game: Three Knights Game		C47 Four Knights Game: Scotch Variation, Schmid Defense		B40 Sicilian Defense: Four Knights Game		D88 Grünfeld Defense: Exchange Variation, Spassky Variation	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
At least we started in first	4	3	2	2	0	1	0	6h 33m 44s	31.6	8.2%	3.1%	2.7%
It's been 7 sacs and 15 moves since you hid your king away	4	2	3	2	1	0	0	6h 44m 36s	31.0	8.6%	2.3%	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 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 23 August 2023.

Here to Checkmate   6   2   Silence before the pawn storm

Games

B6	Mon 17:30	B1	Thu 08:00	B7	Sat 08:00	B4	Sat 14:00	B5	Sat 15:15	B3	Sun 09:00	B8		B2	Sun 16:00
fvafier	1	rise_bishop	1	SlowChess73	1	Matt365	1	SrinivasBharathNK	0	BrandrokID	1	rickerw	1X	wdhorton	1
ArrebOl	0	jantho	0	Pughie	0	mo_mo	0	Jerrymiah	1	Zubenelgenubi	0	diecast_illusion	0F	leartt	0

pOUFSArs   8ZfCRu2d   4sTAKaVm   nhQH6E1v   i5tJYHY6   gfcPe80P   T6UdHCgB

E61 King's Indian Defense: Semi-Classical Variation   B23 Sicilian Defense: Closed   A00 Valencia Opening   B06 Modern Defense   C44 Scotch Game: Benima Variation   E01 Catalan Opening: Closed   A01 Nimzo-Larsen Attack: Classical Variation

Story
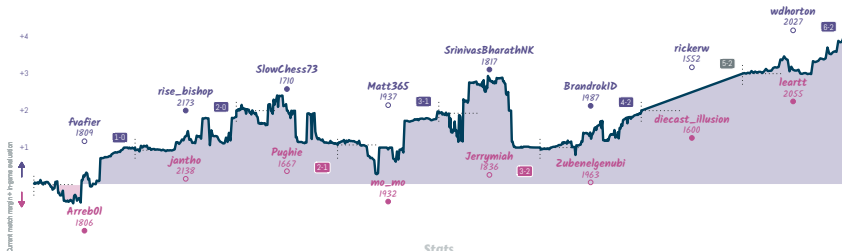
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Here to Checkmate	6	5	2	0	1	0	0	7h 15m 31s	39.2	8%	4%	3.2%
Silence before the pawn storm	2	2	5	0	0	1	0	6h 53m 38s	46.1	8.3%	2.9%	5.2%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and 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 23 August 2023.

Knights should face magnetic north   **6   2**   Sometimes You Have to Sacrifice Your ...

Games

	B5 Mon 18:15	B7 Wed 00:00	B2 Wed 12:00	B3	B1 Thu 10:00	B4 Thu 15:30	B8 Fri 19:30	B6 Sat 18:00 Sun 17:30
	Constant1n 1	zephyr631 1	donjar 1	p_s_q 1	carinawi 1	plastic_pusher 1	kygreek 0	xkm 0
	D1sabl3d 0	MeChamoLegend 0	Jobwoge 0	Elodonor 0	Grogerl2 0	jacobhess 0	MichaelWDorrill 1	mfeeney88 1

| W751xBV7	98sbv2YK	oAPu4w9Z	pmk05e0B	x7LN50wM	wcjiU1Sb	Ln2o1U16	s07ZTn1a
B10 Caro-Kann Defense: Two Knights Attack	B19 Caro-Kann Defense: Classical Variation, Seirawan Variation	C78 Ruy Lopez: Morphy Defense, Arkhangelsk Variation	B22 Sicilian Defense: Alapin Variation, Barmen Defense, Modern Line	B09 Pirc Defense: Austrian Attack, Dragon Formation	A04 Zukertort Opening: Kingside Fianchetto	C44 Scotch Game: Scotch Gambit, Advance Variation	C00 French Defense: Orthoschnapp Gambit

Story
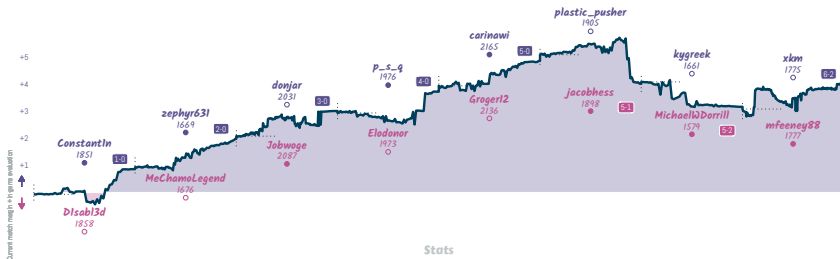
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights should face magnetic north	6	6	2	0	0	0	0	8h 29m 1s	33.5	7.7%	2.2%	2.5%
Sometimes You Have to Sacrifice Your King to Win	2	2	6	0	0	0	0	7h 48m 56s	38.7	6.8%	4.4%	2.7%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their assigned 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 23 August 2023.

Chess Club 7 — 1½   6½ — The Pawns Are Back In Town

Games

B8	Tue 15:00	B1	Tue 19:00	B4	Wed 16:00	B7		B5	Thu 18:30	B6	Fri 12:00	B2	Sat 18:00	B3	Sun 13:00

keeto 0 / MattHasFun 1

rojazu ½ / Jelle1 ½

conrado13 0 / Astronominoff ½

PsyMar2 1 / prostidude 0

TheVacuousRom 0 / omertil 1

DosDebug 0 / Ivory12 1

TheVacuousRom 0 / CrazyMerlyn 1

ButterPecan 0 / val1313 1

n1Hz0Hrh	L7mu8EMX	ii1TQ4w8	H43KdaNg	T9eVV4EB	d40zRIL5	GnBZrRk	h4P7zJ3F
B12 Caro-Kann Defense: Advance Variation, Short Variation	C05 French Defense: Tarrasch Variation, Closed Variation	C41 Philidor Defense: Philidor Countergambit	C63 Ruy Lopez: Schliemann Defense	A05 King's Indian Attack: Symmetrical Defense	A58 Benko Gambit Accepted: Fianchetto Variation	D30 Queen's Gambit Declined	A45 Trompowsky Attack

Story
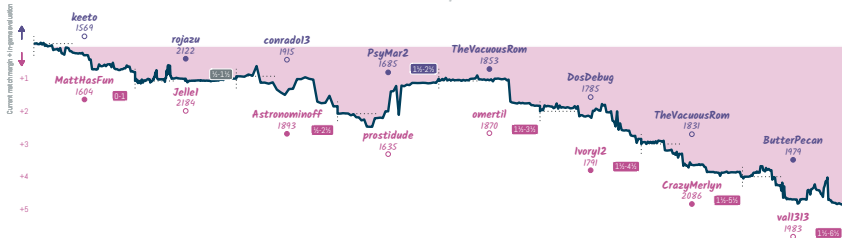
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Club 7	1½	1	6	1	0	0	0	7h 44m 23s	36.3	6.2%	3.7%	3.7%
The Pawns Are Back In Town	6½	6	1	1	0	0	0	7h 19m 47s	27.7	5.9%	3.7%	1.9%

Lichess4545 League, Season 36 Round 1   7-13 Aug 2023

The Beautiful and the Drawn   5   3   This looks like a 960 position

Games

	B4	Thu 18:00	B5	Fri 09:00	B2	Fri 14:30	B8		Sat 06:30	B1	Sat 08:00	B7	Sat 12:15	B3	Sun 08:00	B6	Sun 12:30

michielvdg ½ Matthias1904 0 Aboalnaga 1 aneesh_mulye 1 Thomsi 0 Soreby 1 scvrf ½ TheFakeGrandma... 1
Poldi_der_Drache ½ twobits ½ GlennJamesMax 0 lonelyghost06 0 Blemil 1 goraph 0 pauliewoll 0 ekopp2000 0

W81x8Q8V   avK7bfqd   gTDLQ7zU   l2UUTf9T   luqzbFc1   VbTxLkK6F   NJGOt9qp   aVkJk21B

B70 Sicilian Defense: Dragon Variation   C53 Italian Game: Classical Variation, Giuoco Pianissimo   B95 Sicilian Defense: Najdorf Variation   D31 Queen's Gambit Declined: Queen's Knight Variation   C00 French Defense: Wing Gambit   B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation   B25 Sicilian Defense: Closed, Botvinnik Variation, with Nge2   A80 Dutch Defense

Story
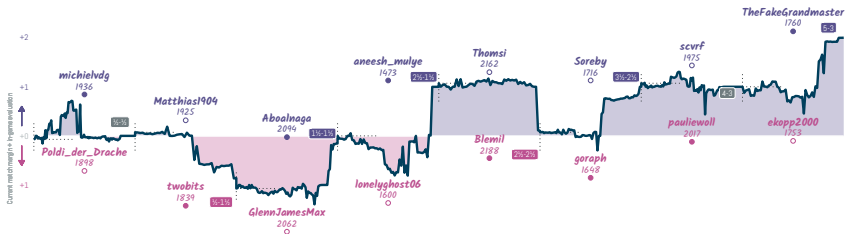
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Beautiful and the Drawn	5	4	2	2	0	0	0	7h 5m 24s	30.5	6.9%	2.1%	3.8%
This looks like a 960 position	3	2	4	2	0	0	0	7h 15m 41s	37.9	7.3%	3.1%	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 23 August 2023.

Lichamps 4   4 No checks accepted

Games

B7		Fri 20:00	B4		Fri 19:00	B2		Sat 01:00	B8		Sat 16:00	B1			B5		Sat 16:00	B6		Sat 19:00	B3		Sun 07:00
ruip	0		jedzzz	1		lion88	1		ceejcox	1		Brundd	½		darkfl0me	½		mumblecoredumb...	1		Timvier	½
jurica_c	1		FaridDz21	0		lsachess	0		speeder1987	0		yqel_way_to_2000	½		bagelkh	0		KirkD	0		TOSharaff8200	½

TtnFPPkw   **BuFvADpt**   **WBFZAvnH**   **Eo2jMOin**   **bLWdr8NE**   **dSFdfeyp**   **kpfkBjra**   **YsPlsbE2**

| D46 Semi-Slav Defense: Chigorin Defense | A55 Old Indian Defense: Normal Variation | B10 Caro-Kann Defense: Goldman Variation | A49 Indian Defense: Przepiorka Variation | D45 Semi-Slav Defense: Normal Variation | B43 Sicilian Defense: Kan Variation, Knight Variation | C11 French Defense: Classical Variation, Steinitz Variation | C56 Italian Game: Scotch Gambit, Anderssen Attack |

Story
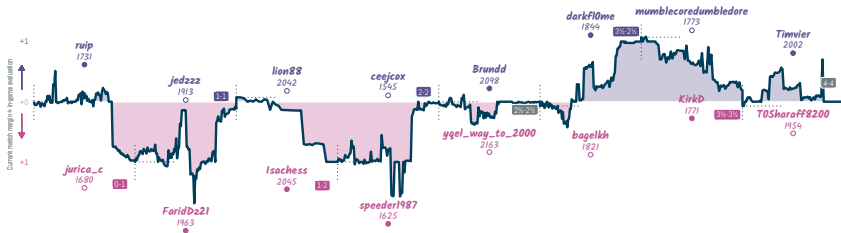
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichamps	4	3	3	2	0	0	0	7h 26m 9s	34.6	6.8%	3.1%	4.2%
No checks accepted	4	3	3	2	0	0	0	7h 18m	34.8	7.3%	2.5%	3.4%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' - (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 23 August 2023.

Gone with the Pinned   5½   2½   Opawnheimer

Games

B8	Tue 14:00	B3	Wed 20:45	B4	Thu 18:00	B5		B7	Fri 19:00	B6	Sat 12:30	B2	Sat 14:00	B1	Sat 11:00
DavidRosenkoetter	0	M0r1	½	Ashraf1991	1	chesshavoc	1	ipa420	1	Chjabr0010	0	drchessdad	1	Antaniserse	0
rdfreeman	1	vincenchips	½	gorgol	½	tone_fresh	0	otreble	0	JamieDW	0	LeoYee	0	ybw601	0

| ysspWcJn	yy2bbt91	2kKMC1O3	Vn9YvQLm	5VX9p6hS	LXau0kBk	eK5z3e7s	Pj1HsDQ5
B23 Sicilian Defense: Grand Prix Attack	D31 Queen's Gambit Declined: Charousek Variation	B18 Caro-Kann Defense: Classical Variation	B12 Caro-Kann Defense: Maróczy Variation	C02 French Defense: Advance Variation, Euwe Variation	E18 Queen's Indian Defense: Classical Variation, Traditional Variation, Nimzowitsch Line	A45 Indian Defense	C02 French Defense: Advance Variation, Euwe Variation

Story
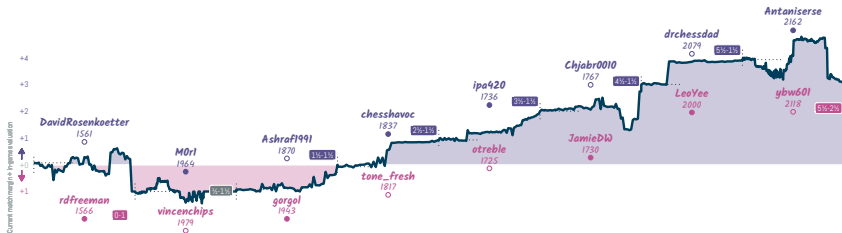
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Gone with the Pinned	5½	5	2	1	0	0	0	6h 17m 39s	37.4	8.6%	5.6%	2.1%
Opawnheimer	2½	2	5	1	0	0	0	6h 23m 16s	43.3	8.9%	4.4%	5%

DDOS Gambit   3½   4½   We forgot to ask for compensation

Games

B1	Thu 18:00	B6	Thu 21:00	B2	Fri 10:15	B8	Sat 21:00	B7		B3	Sun 13:00	B4	Sun 21:00
Whelp10	0	JuyopVGC	1	nerja25390	0	davegiltinan	½	muehre	1X	blinggamer	1X	adande1	0	TrueblueLi	0
Razorneck	1	Kingcowgirl	0	birdpersson	1	rjhoro	½	badplayer886	0F	unknownnano	0F	Tedrhuyagonall	1	wizzywop	1

| 1ILbRTKQ	tXOmNL1l	cUcQEHUw	DXPAmu3G		HuxVpCGh	VbC4F0BV
B31 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack, Fianchetto Variation	E04 Catalan Opening: Open Defense	B40 Sicilian Defense: French Variation	A76 Benoni Defense: Classical Variation, Czerniak Defense		B40 Sicilian Defense: Pin Variation	D43 Semi-Slav Defense

Story
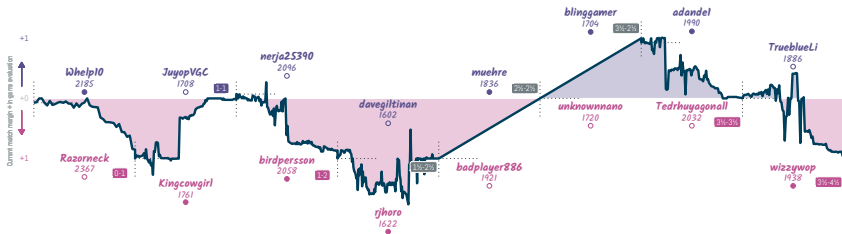
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
DDOS Gambit	3½	1	4	1	2	0	0	5h 38m 20s	38.5	7.8%	3.4%	4.1%
We forgot to ask for compensation	4½	4	1	1	0	2	0	5h 48m 43s	33.2	6.1%	2.4%	4.4%

Bishops in Paris   4½   3½   Pianissimo People

Games

B6	Mon 17:00	B1	Thu 14:00	B2	Fri 17:00	B5		B7	Sat 11:00	B3	Sat 20:00	B4	Sun 13:00	B8	Sun 18:00
winegum1994	0	Leverkuhn	½	VanRoy	½	jose684	1	epidis	0	Mago1	1	soitoe	1	Lexgrad	0
GwyddPedr56	1	mronemore	½	sidfanDX	½	GarySlegg	0	regrettablebeet	1	yetiowin	0	Red_Pandaz	0	LuminaEcho	1

GwGdVqHZ	qvxarQLR	cos16fDr	zJCRTVVB	gSbAEh7y	yBBJ6G6J	hMgQs0DW	rsJBGrW4
D37 Queen's Gambit Declined: Harwitz Attack	C77 Ruy Lopez: Morphy Defense, Anderssen Variation	C44 Scotch Game: Scotch Gambit, Advance Variation	B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation	A46 Indian Defense: Wade-Tartakower Defense	D30 Queen's Gambit Declined	E73 King's Indian Defense: Semi-Averbakh System	A11 English Opening: Caro-Kann Defensive System

Story
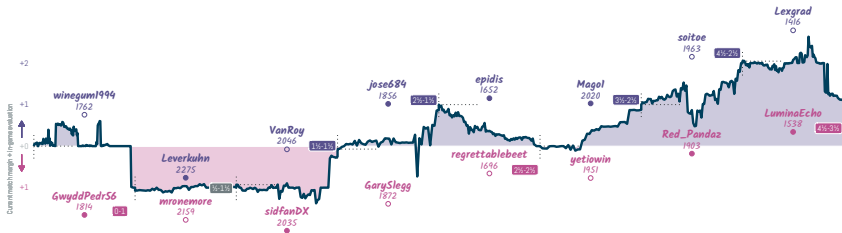
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishops in Paris	4½	4	3	1	0	0	0	6h 58m 17s	33.4	6.4%	3.1%	2.5%
Pianissimo People	3½	3	4	1	0	0	0	7h 33m 38s	34.4	6.1%	1.5%	4.9%

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/(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 for Round 1. This plot was compiled on 23 August 2023.

Selling Englund by the Pawn   4½ 3½ Tarrasch Talkers

Games

	B1	Mon 18:00	B8	Tue 21:00	B7	Wed 18:30	B6	Thu 19:00	B4	Thu 21:00	B5	Fri 20:00	B2	Sat 14:00	B3	Sun 17:00
Mediocratic	1		WasdMouse	0	a2c4	1	cinemashow	½	vahid_abazari1	0	Sparassidae	1	lyqst	1	far1108	1
tommeketoch	0		Leo179	1	kostasvl	0	bwc143	½	esersens	½	greysensei	0	ficheol21	0	elliotp	0

| FzEZSZLI	btdaFRwt	eT9oGkl5	XO6kHXYV	BB4UWlz0	AGugMxM2	OztZGsX1	K44Tjd9G
B23 Sicilian Defense: Grand Prix Attack	C25 Vienna Game: Max Lange Defense	C53 Italian Game: Classical Variation, Greco Gambit	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	A13 English Opening: Agincourt Defense	A04 Zukertort Opening: Kingside Fianchetto	D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	D37 Queen's Gambit Declined: Harrwitz Attack, Fianchetto Defense

Story
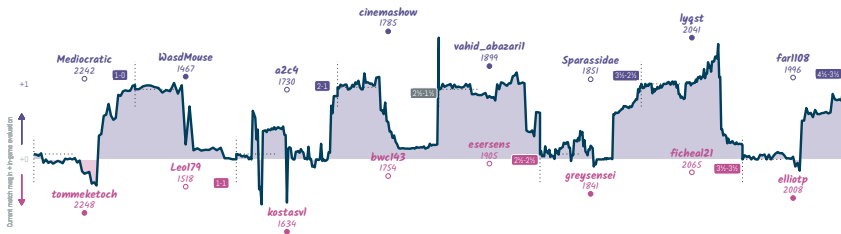
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Selling Englund by the Pawn	4½	4	3	1	0	0	0	6h 11m 22s	34.3	8%	1.9%	3%
Tarrasch Talkers	3½	3	4	1	0	0	0	7h 6m 8s	44.8	7.2%	1.5%	4.2%

No Rapport but great rapport   3½   4½   Wheel of Time Trouble

Games

B2	Wed 13:00	B1	Thu 19:30	B4	Fri 01:00	B5		B3	Sat 18:00	B8	Sat 20:00	B6	Sun 11:00	B7	Sun 16:00
NLance	0	TheChessArchives	1	thepaul1	1	Emanuel_Balluch	0	rodeo	½	nic_west	½	zbebe	0	basilcandle	0
HimmelLove	1	Dhmayer	0	zbidwell	0	bushie123	1	fake_switch	½	Crazywane254	½	masedog91	1	andrewrimmer	1

BKAwcHjv	Xish9VMs	tZwBAJk1	y8yJ3hiy	J1fhFG18	CW5SYqKw	6PhOiGNp	WS3zMImU
D01 Rapport-Jobava System	C79 Ruy Lopez: Morphy Defense, Steinitz Deferred	B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	A11 English Opening: Caro-Kann Defensive System	C48 Four Knights Game: Spanish Variation	B09 Pirc Defense: Austrian Attack, Dragon Formation	B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation	B21 Sicilian Defense: Smith-Morra Gambit Accepted, Classical Formation

Story
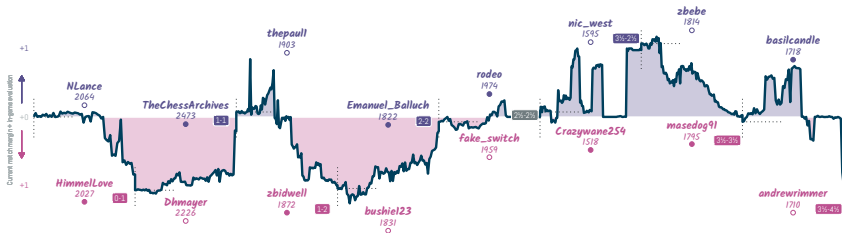
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Rapport but great rapport	3½	3	4	1	0	0	0	6h 52m 58s	35.8	6.7%	1.8%	4.3%
Wheel of Time Trouble	4½	4	3	1	0	0	0	7h 41m 54s	32.6	7%	1.2%	3%

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 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. 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 23 August 2023.

Fast and Dubious **5   3** Magic 8 Ball Told Us We'd Win!

Games

B4	Tue 20:00	B2	Wed 09:00	B1	Sat 12:00	B8	Sat 18:00	B3	Sun 06:00	B5	Sun 09:30	B6	Sun 14:00	B7	Sun 15:00
Slugman92	½	Underkkover	1	Rcyx	½	Happysandbags	½	iljazbru	1	Midnightokar	1	Lyrurus	1	keaaw	0
salof	½	BernardLunder	0	delusion47	½	BJH19	½	ChessForWellbeing	0	aeroplanino1986	1	Jackson-Miller	0	UpGoerFive	1
44eBdeXW		**9QJAIyv8**		**ktYPv6fb**		**ZZwyuLeO**		**Lc3rTl9a**		**BmdpKCcY**		**aKftb6cL**		**QwjdSCge**	
E94 King's Indian Defense: Orthodox Variation		B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Panov Variation		B22 Sicilian Defense: Alapin Variation		B23 Sicilian Defense: Closed		B51 Sicilian Defense: Moscow Variation		A01 Nimzo-Larsen Attack: Classical Variation		B13 Caro-Kann Defense: Panov Attack		B21 Sicilian Defense: Smith-Morra Gambit Declined, Alapin Formation	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Dubious	5	4	2	2	0	0	0	7h 33m 53s	45.8	7.9%	4.1%	4.7%
Magic 8 Ball Told Us We'd Win!	3	2	4	2	0	0	0	6h 42m 20s	48.3	9.7%	5%	4.1%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are 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; each player. This plot was compiled on 23 August 2023.

A Bunch of Squares 4   4 No Country for Old Pawns

Games

B8	Wed 18:00	B4	Wed 19:00	B2	Thu 14:00	B5	Thu 20:00	B6	Fri 20:30	B1	Sat 15:30	B3	Sun 14:15	B7	Sun 21:00

| oldprez | 0 | lopixl | 1 | Superfighter | 0 | samit_d | ½ | PatchyThePirate | 1 | Chesstrix01 | ½ | samarthachess | 0 | HunterDavis | 1 |
| Damnlie | 0 | gmat20020 | 0 | sebb7y | 1 | PaulWithAnS | ½ | sameazez2077 | ½ | u12912 | ½ | Octopus-Union | 1 | Mr_peters | 0 |

| p1HO9HeS | | SL847euo | | i7Be5Bcb | | M59TpZdS | | v95zDVF0 | | ewlAFFc6 | | zucZmf5R | | wWYb1vWO | |

C47 Four Knights Game | A11 English Opening: Caro-Kann Defensive System | E61 King's Indian Defense: Sämisch Variation, Bobotsov-Korchnoi-Petrosian Variation | B10 Caro-Kann Defense: Two Knights Attack | B38 Sicilian Defense: Accelerated Dragon, Maróczy Bind | E46 Nimzo-Indian Defense: Normal Variation | C80 Ruy Lopez: Open | C60 Ruy Lopez: Cozio Defense

Story
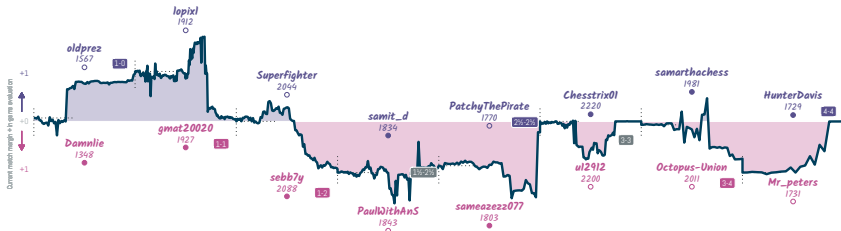
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Bunch of Squares	4	3	3	2	0	0	0	6h 8m 42s	41.8	7%	3.4%	4.4%
No Country for Old Pawns	4	3	3	2	0	0	0	7h 26m 37s	41.6	7.7%	1.3%	6.4%

100 Endgames You Will Blow   3½   4½   Clocklust

Games

B4	Tue 18:00	B5	Wed 08:15	B2	Wed 23:00	B8	Thu 00:00	B3	B7	Fri 17:00	B1	Fri 19:00	B6	Sat 04:15

| wachini | ½ | Rskyoz | 0 | Mennonite | 0 | kauberdi | 0 | Inter-temporal | ½ | rafaelnajera | 0 | Wrefo | 1 | peterwoowooka | ½ |
| wombann | ½ | doteps | 1 | kb6567 | 1 | cdn_jark | 1 | FourLanChurro | ½ | Boomer34 | 1 | HandKnit | 0 | kanishkparmar | ½ |

| viXklzEu | CbGSUVta | rtvI6wDM | nExJKuTu | RRKZHDBU | BpOjTwQB | BoVdv1Wn | U2BoaDZf |

| A15 English Opening: Anglo-Indian Defense, Scandinavian Defense | A01 Nimzo-Larsen Attack: Modern Variation | C10 French Defense: Rubinstein Variation, Blackburne Defense | B30 Sicilian Defense: Old Sicilian | C44 Scotch Game: Scotch Gambit, Advance Variation | A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System | A28 English Opening: King's English Variation, Four Knights Variation, Quiet Line | B13 Caro-Kann Defense: Panov Attack |

Story
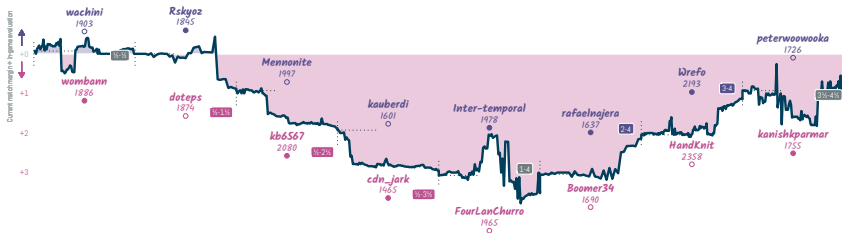
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Will Blow	3½	2	3	3	0	0	0	7h 7m 25s	46.3	6.4%	3.2%	5.4%
Clocklust	4½	3	2	3	0	0	0	7h 38m 48s	41.5	9.9%	3.2%	4.5%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' : (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. Axis marks only shown for the top 10 teams at the start of the round. This plot was compiled on 23 August 2023.

Creepy Crawlers 5 3 Play Like Lei

Games

| B4 Wed 18:00	B7 Wed 19:30	B2 Thu 22:30	B6 Fri 01:15	B3 Fri 14:45	B5 Sat 14:00	B1 Sat 18:00	B3 Sun 13:00
markmarkedymar... 1	momor 0	seb32 0	casual921 1	r4do5 1	jeremyjh 1	Qudit 1	VicPez 1
Jacob_E 0	ShadowedSpace 1	jwwells42 1	Jjames1 0	electricfalcon 0	thatoneguy1475 0	Pendru 0	stevy 0
NnpNJO8R	NAOY129E	YRYO2pRm	kbN6m3CY	re1amJ11	8Yh09CDE	oGt6Nbxu	VOQronDN
B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	E71 King's Indian Defense: Makagonov Variation	A15 English Opening: Anglo-Indian Defense, King's Knight Variation	C00 French Defense: Normal Variation	D15 Slav Defense: Chebanenko Variation	C63 Ruy Lopez: Schliemann Defense, Dyckhoff Variation	B67 Sicilian Defense: Richter-Rauzer Variation, Neo-Modern Variation	A96 Dutch Defense: Classical Variation, Huisl Variation

Story
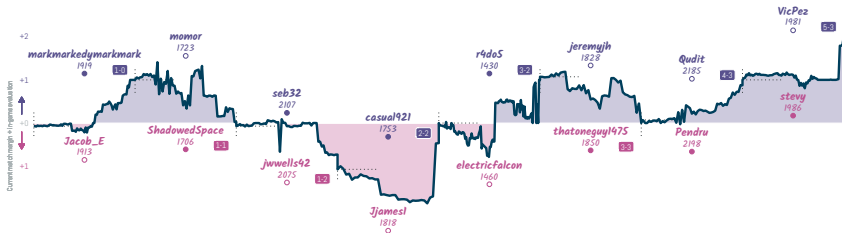
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Creepy Crawlers	5	5	3	0	0	0	0	7h 13m 35s	44.8	9.8%	4.5%	5.3%
Play Like Lei	3	3	5	0	0	0	0	8h 30m 55s	48.5	7.1%	4.9%	5.6%

Assassins of Queens   3½   4½   Knights to Meet Ju

Games

B4 Tue 21:00	B1 Thu 19:00	B6 Thu 20:00	B2 Sat 19:00	B5 Sun 07:00	B8 Sun 13:00	B3 Sun 18:00
davidthepawn 0	sb_362 1	rampichino 0	fookh ½	LegendsNeverDye 0	Durbed 1	Apidae 1	TrainingGrounds 0
Forhavu 1	GiveMeKite 0	SuspendedSeventh 0	knightstomeetu ½	EnchantedBoard 1	Turmersatz 0	ribrubrib 0	AACtrl 1

| LU2BLAht	KbhP86En	QvHbhtQM	sUPbopge	nm6S8HxN	tRdmr59h	R5jdb8d7	jfSQmsIM
C29 Vienna Game: Vienna Gambit, Bardeleben Variation	A36 English Opening: Symmetrical Variation, Two Knights, Fianchetto Variation	B01 Scandinavian Defense: Lasker Variation	D31 Queen's Gambit Declined: Charousek Variation	B36 Sicilian Defense: Accelerated Dragon, Maróczy Bind	C77 Ruy Lopez: Morphy Defense, Wormald Attack	B01 Scandinavian Defense: Valencian Variation	A10 English Opening

Story
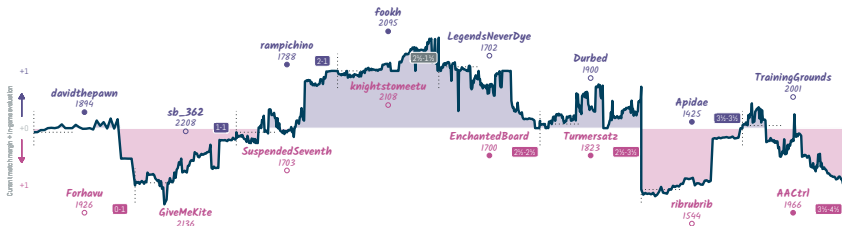
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Assassins of Queens	3½	3	4	1	0	0	0	9h 10m 28s	32.0	7.8%	2.7%	3.4%
Knights to Meet Ju	4½	4	3	1	0	0	0	8h 14m 9s	33.1	9.3%	2.4%	2.9%

Hikaru's Groomsmen   6½ 1½   Tal's Dark Forest

Games

B6		Thu 16:00	B8		Thu 19:00	B4		Thu 20:00	B2		Fri 16:15	B7		Fri 18:00	B3		Sat 08:00	B1			B5		Sun 19:15
STCLion	1		Marcind75	½		Friis	½		kajoM	0		ragnarokgame	1		j3084	0		ne_turtle	1	1X	Siress	1
Nuxoz	0		hwelman	½		Lymnpv	½		AlexGaul	1		johnnyzangerous	0		Goatsrock	0		neptune896	0	0F	aerDNA69	0

xmJze2UO	2ux0lzmX	27BJMule	b94j9rMN	qcdvGovb	Ef5J7NlA		bJnkHh1E
A48 East Indian Defense	D12 Slav Defense: Quiet Variation, Schallopp Defense	B90 Sicilian Defense: Najdorf Variation, English Attack	B18 Caro-Kann Defense: Classical Variation, Flohr Variation	E38 Nimzo-Indian Defense: Classical Variation, Berlin Variation	A18 English Opening: Mikenas-Carls Variation		C42 Russian Game: Three Knights Game

Story
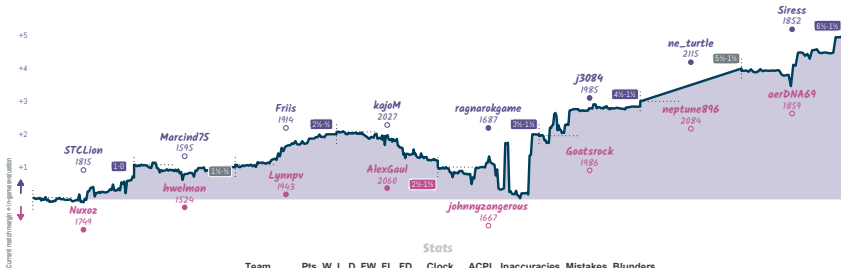
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hikaru's Groomsmen	6½	5	1	1	1	0	0	6h 30m 9s	32.6	9%	2.3%	2.3%
Tal's Dark Forest	1½	1	5	1	0	1	0	5h 59m 42s	45.4	9%	3.4%	3.8%