#1 **b2 or not b2**   5½   2½   #3 **One Trick Pony**

Games

b2									
	Mon 19:00	B5	Mon 22:30	B4	Wed 01:00	B6	Thu 18:00	B1	Thu 19:00

jantho	0	HunterDavis	1	Jg777	1	tone_fresh	1	Zubenelgenubi	0
ZatteWilly	1	Dslavinator	0	2hess	0	Hexthilium	0	back2basics	1

S1OvDG5D   wQ30xkRp   1nD9c6d6   8KzLP45v   nFSFeSgO

A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation | B01 Scandinavian Defense: Modern Variation | B13 Caro-Kann Defense: Panov Attack, Modern Defense, Misses Line | A17 English Opening: Anglo-Indian Defense, Hedgehog System | C45 Scotch Game: Schmidt Variation

B1	Thu 19:00	B7	Sun 09:00	B8	Sun 22:30
alp_arslan92	½	SlowChess73	½	mason52301	1
back2basics	½	widp	½	osumarko	0

YpRFM856   6gmbpLwS   QYyPA1h8

B12 Caro-Kann Defense: Advance Variation, Tal Variation | B12 Caro-Kann Defense: Advance Variation | A40 English Gambit Complex: Englund Gambit

Story
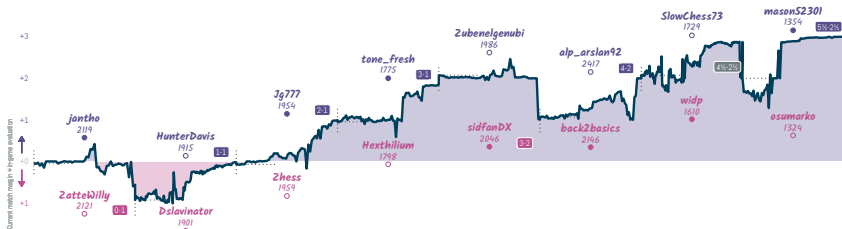
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b2 or not b2	5½	5	2	1	0	0	0	8h 2m 50s	35.8	6%	3.1%	4.7%
One Trick Pony	2½	2	5	1	0	0	0	7h 41m 53s	46.2	7.9%	2.5%	5.7%

#5 **CarlsBad Boys** 6   2 #2 **Do Bishops Dream of Monochrome Sheep?**

Games

B2	Wed 15:00	B8	Thu 17:00	B3	Thu 17:00	B1	Thu 19:00	B5	Sat 15:00	B6	Sat 15:00	B7	Sun 16:30	B4	Sun 14:00
Akshak	1	betencas	1	smothermemate	1	notzmv	0	paulinesernine	1	i2q0	1	Storf	1	adandel1	1
leartt	0	bgluzman	0	birdpersson	0	Leverkuhn	1	winegum1994	0	PatchyThePirate	0	BigPig93	0	thebattlecrw	0

1EBqgVzj	txtHLC3c	H2vBScF3	5he7JjRu	KBgGIEhJ	T7BPLghf	T6LFFSww	oJPOs4Tn
B90 Sicilian Defense: Najdorf Variation, Lipnitsky Attack	D02 Queen's Pawn Game: London System	D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	D02 Queen's Pawn Game: Symmetrical Variation, Pseudo Catalan	E68 King's Indian Defense: Fianchetto Variation, Classical Variation	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	E60 King's Indian Defense: Normal Variation, King's Knight Variation	E60 King's Indian Defense: Normal Variation, King's Knight Variation

Story
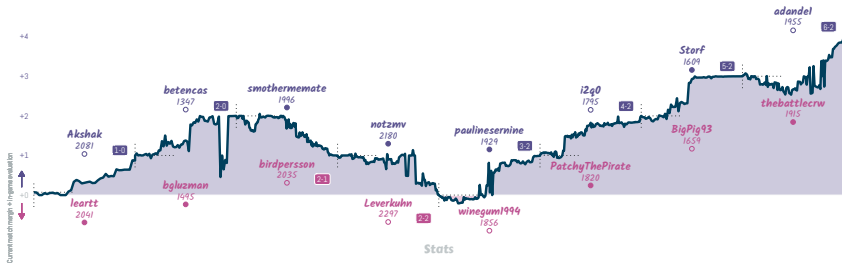
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
CarlsBad Boys	6	6	2	0	0	0	0	7h 54m 50s	38.3	7.8%	1.6%	4.3%
Do Bishops Dream of Monochrome Sheep?	2	2	6	0	0	0	0	8h 41m 22s	45.8	7.8%	3.5%	5.1%

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 31 December 2023.

My Lack of a System   3½   4½   #6 Statistically Weaker Than Stockfish

Games

B3	Wed 15:00	B8	Wed 20:00	B6	Thu 16:30	B4	Thu 18:00	B2	Thu 17:00	B5	Fri 00:00	B1		B7	Sun 19:15
lc69	0	epidis	0	zephyr631	0	Constant1n	1	carinawi	½	xkm	0	rabbit1975	0F	kygreek	1
timothyha	1	cdn_jark	1	chessfefe	0	Saturnitus	0	KS_Legion_Legi...	½	juandeleon	0	arthi15	1X	caodanny	0
uaHdRT4Q		JhWtB1Cn		eL0dbtWY		1Wr98Q1Q		gB6xvWcv		nedW3EnO				HaYXKKNV	
B10 Caro-Kann Defense		A40 Horwitz Defense		B10 Caro-Kann Defense: Apocalypse Attack		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		A10 English Opening: Great Snake Variation		A40 English Defense				C42 Russian Game: Nimzowitsch Attack	

Story
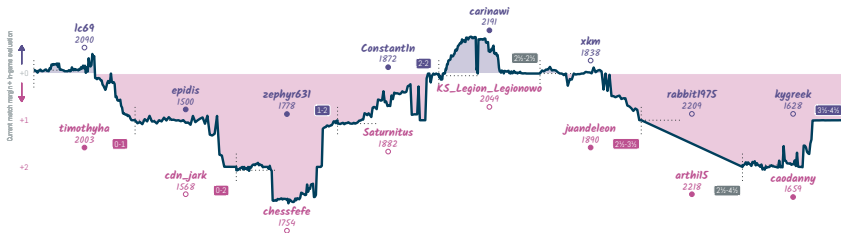
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
My Lack of a System	3½	3	3	1	0	1	0	7h 28m 16s	33.4	5.7%	1.9%	3.8%
Statistically Weaker Than Stockfish	4½	3	3	1	1	0	0	7h 7m 8s	32.1	6%	1.9%	3.5%

#8 Caissa Explains It All **5 3** The name speaks for itself

Games

B3 Tue 14:00	B5 Tue 19:30	B2 Wed 18:00	B1 Thu 08:15	Fri 18:30	B6 Fri 19:30	B7 Sat 13:00	B4 Sun 15:00
Three-Arrows 1	alex11star 1	Groger12 1	Silkthewanderer 0	fulmarsky 0	Anthammer 1	mgll 1	HeartCooksBrain 1
Middlegamepractic... 0	KirkD 0	scarff 0	Chesstrix01 1	Lg_19 1	Moccy 0	samuelglats 0	Lg_19 0
zUukDBG6	iGyi5CJ2	Y9kvVrI9	42noAVHi	xqgmwOuV	CNkZYZ6k	6RP3lOys	7tY61C8t
C11 French Defense: Steinitz Variation, Boleslavsky Variation	C73 Ruy Lopez: Morphy Defense, Modern Steinitz Defense	A18 English Opening: Anglo-Indian Defense, Queen's Knight Variation	A06 Zukertort Opening	B10 Caro-Kann Defense: Exsew Attack	B31 Sicilian Defense: Nyezhnietdinov-Rossolimo Attack, Fianchetto Variation	D36 Queen's Gambit Declined: Exchange Variation, Rashevsky Variation	A03 Bird Opening: Dutch Variation

Story

Three-Arrows 2031
Middlegamepractice 1960
alex11star 1870
KirkD 1808
Groger12 2139
scarff 2020
Silkthewanderer 2258
Chesstrix01 2190
fulmarsky 1357
Lg_19 1665
Anthammer 1855
Moccy 1791
mgll 1654
samuelglats 1694
HeartCooksBrain 1921
Lg_19 1670
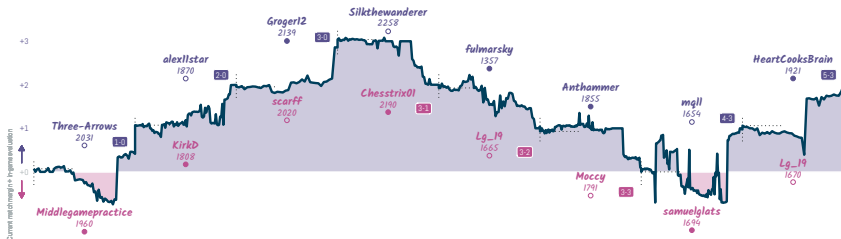
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caissa Explains It All	5	5	3	0	0	0	0	8h 1m 56s	41.4	7.8%	4.9%	5.2%
The name speaks for itself	3	3	5	0	0	0	0	7h 18m 41s	44.2	8.4%	2.9%	4.5%

#10 A Duke, a Count and a guy named Paul ... **3**   **5** #9 Rock, Paper, Scissors, Chess

Games

B5		Tue 21:00	B2		Thu 02:15	B6		Thu 19:00	B1		Sat 14:00	B8		Sun 05:00	B3		Sun 18:00	B4		B7	
peterwoowooks	0		fookh	0		STCLion	0F		Wrefo	½		Apidae	1		far1108	½		aeroplanino1986	1X	YouCheckMelChe...	0
DrVonGoosewing	1		goatsrock	1X		JustChillJoe	1X		sterpfi	0		lepertoe	0		Goatsrock	½		plastic_pusher	0F	johnnyzangerous	1

ZxsZiARa		LmHcnSpR		f1MfoMt9		TI7nzu18		0JEnE15u		01UK34HQ

B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation | D04 Queen's Pawn Game: Colle System | B42 Sicilian Defense: Kan Variation, Polugaevsky Variation | D35 Queen's Gambit Declined: Exchange Variation | D00 Queen's Pawn Game: Stonewall Attack | A80 Dutch Defense

Story
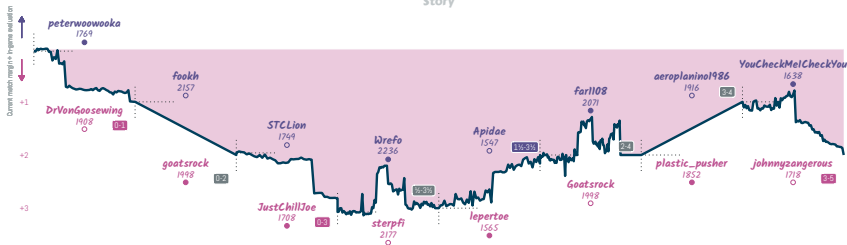
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A Duke, a Count and a guy named Paul walk into the Opera...	3	1	3	2	1	1	0	5h 16m 50s	39.7	7.3%	1.4%	4.6%
Rock, Paper, Scissors, Chess	5	3	1	2	1	1	0	5h 47m 10s	32.3	8.3%	3.7%	1.8%

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 31 December 2023.

1.Qxe8#!!!   4½   3½   The Rating Deflators

Games

B5		B6		B1		B2		B3		B8		B7	
	Tue 20:00		Wed 13:30		Thu 16:00		Fri 20:00		Sat 16:00				
pantofeller	1	ScotchWhisky	1	Ahedrista	1	MrScribbler	½	pantofeller	0	haspelknecht	1X	reddevil906	0F
DrThrawn	0	SrinivasBharathNK	0	Sarkerq	0	Mago1	½	Matt365	1	prasannakumar2084	0F	ohmderohm	1X
Zvq5VYio		**VGxsjuRL**		**7Dnf0sMh**		**HdS4r8wy**		**E1ogC3Kc**		archlas	0F		
										mojomoe	1X		

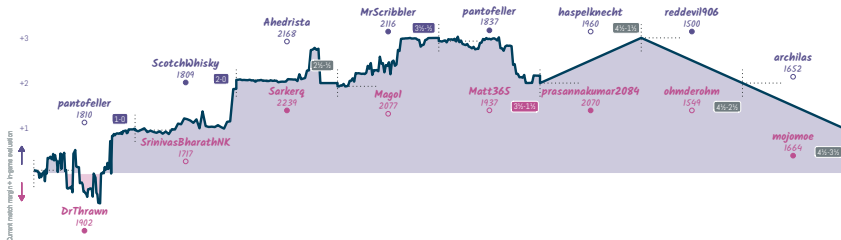C51 Italian Game: Evans Gambit, Andersson Variation

B46 Sicilian Defense: Taimanov Variation

B13 Caro-Kann Defense: Exchange Variation

B10 Caro-Kann Defense

B12 Caro-Kann Defense: Advance Variation, Tal Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.Qxe8#!!!	4½	3	1	1	1	2		3h 7m 18s	40.1	7.8%	3.6%	6.6%
The Rating Deflators	3½	1	3	1	2	1	0	3h 24m 9s	53.8	9.6%	3.6%	7.8%

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 31 December 2023.

#4 Giuoco Fortissimo 5 3 Watch Out!

Games

B4	Wed 20:00	B2	Thu 17:00	B1	Thu 18:00	B7		B5	Fri 20:30	B8	Sat 18:00

| esersens | 1 | Jobwoge | 0 | ygel_way_to_2000 | 0 | EnglishSpaniel | 1 | Maurice95 | 0 | Rskyoz | 1 |
| Matthias1904 | 0 | Thomsi | 1 | Dogue-Brabo | 1 | ceejcox | 0 | michielvdg | 0 | xxrail | 1 |

B8	Sat 15:30	B6	Sun 18:00

| oNoMyKing | 1 | Scaredpeach | 1 |
| Hellfira | 0 | Soreby | 0 |

VzJWs7WN QXUO4mMr 6RMØejoB T64rdTmD KmRPEX72 yIhtDQbN qrp39jkg xUBVE2D5

B04 Alekhine Defense: Modern Variation, Larsen-Haakert Variation — B72 Sicilian Defense: Dragon Variation — A45 Indian Defense — D02 Queen's Pawn Game: Zukertort Variation — B06 Modern Defense: Standard Defense — B13 Caro-Kann Defense: Exchange Variation — C26 Vienna Game: Stanley Variation, Reversed Spanish — B23 Sicilian Defense: Closed

Story
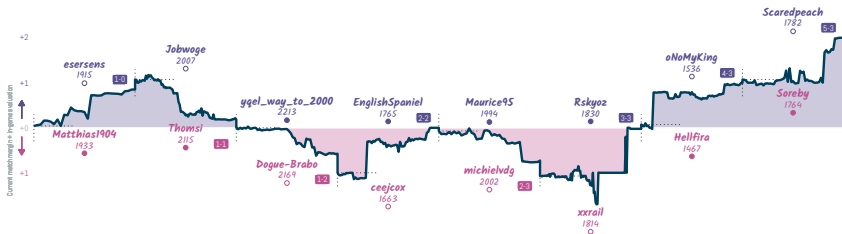
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Giuoco Fortissimo	5	5	3	0	0	0	0	3h 48m 24s	23.7	7.5%	1.1%	1.1%
Watch Out!	3	3	5	0	0	0	0	5h 43m 23s	37.2	4.5%	3.4%	2.6%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are 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 31 December 2023.

#7 May d4s be with you   5   3   0-0-O#

Games

B7	Wed 07:00	B2	Wed 17:30	B8	Fri 16:30	B5		B3	Sun 09:15	B1	Sun 18:00	B6	Sun 18:00	B4	
Pughie	0	blueband	1	falstan	1	Thaitanium101	½	dave3	1	chessunable	1	jpokerflat	0	jellyf31	½Z
Sacul2193	1	hdmackay	0	RAHULI1681	0	et5555yang	½	ComputerUser2607	0	Sacul2193	0	Drotciv	1	dachessplayerr	½Z

| QKS4SIEk	NAzkLRtu	X3BEUsey	7cu58BGK	5QPDx7uo	PN9Z6YE2	n1qDvgD3
B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	C45 Scotch Game: Schmidt Variation	C54 Italian Game: Classical Variation, Giuoco Pianissimo	C25 Vienna Game: Max Lange Defense	B01 Scandinavian Defense: Panov Transfer	D01 Rapport-Jobava System

Story
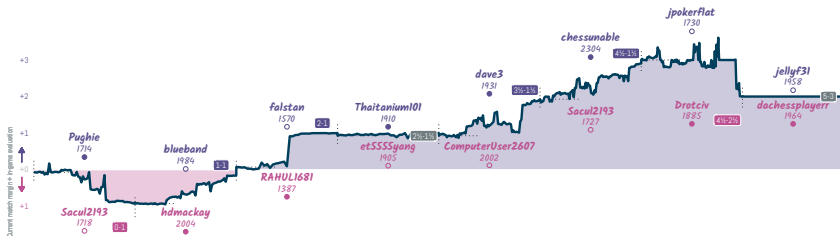
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
May d4s be with you	5	4	2	1	0	0	1	6h 10m 26s	31.7	7.8%	2.3%	3.9%
0-0-O#	3	2	4	1	0	0	1	6h 2m 59s	36.0	10.9%	2.7%	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 each assigned a colour and shown 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 31 December 2023.

Capybaras Attack   5½   2½   The Seven Deadly Pins

Games

B6	Tue 03:00	B8	Wed 19:00	B3	Wed 20:00	B7		B1	Thu 20:15	B5	Sun 13:00	B2	Sun 20:00	B4	Sun 21:00
bobsouzabr	1	Damnlie	1	emanon92	0	CaioDias	1	sacwin	0	bobsouzabr	0	sebb7y	1	darkfl0me	½Z
batosz9l	0	ribrubrib	0	Inter-temporal	1	ruip	0	Brundd	1	feskslo	1	gercondon	0	meat-and-potatoes	½Z

eqgmsx7s	ukxzqWbF	d41Da3w6	CdLS28rk	ZD7R05kp	0MOhTCAx	vm2TZC1j	
B13 Caro-Kann Defense: Panov Attack, Modern Defense, Czerniak Line	C47 Four Knights Game: Scotch Variation Accepted	C80 Ruy Lopez: Open	C42 Russian Game: Classical Attack, Marshall Variation	D10 Slav Defense	E20 Nimzo-Indian Defense: Kmoch Variation	C02 French Defense: Advance Variation, Euwe Variation	

Story
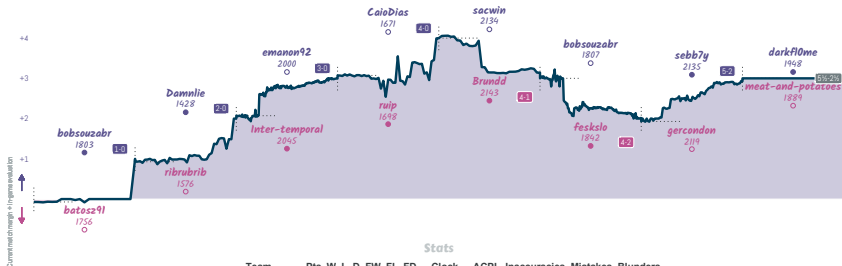
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Capybaras Attack	5½	5	2	0	0	0	1	4h 49m 8s	30.3	5%	1.5%	1.5%
The Seven Deadly Pins	2½	2	5	0	0	0	1	5h 10m 48s	42.5	6.5%	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 unplayed games 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 31 December 2023.

Ask not what your horsey can do for y... 2½ 5½ Seven Nation Army

Games

	B3	Wed 20:00	B8	Thu 09:00	B6	Thu 18:00	B2	Fri 14:00	B1	Fri 19:00	B7	Fri 19:45	B5	Fri 22:45	B4	Sun 17:00
	BernardLunder	0	keeto	0	GOKUBA	0	yeyq	0	NLance	0	BrunoMartens	0	Chjabr0010	½	Ankit__07	0
	M0r1	1	bakemann	1	andrewrimmer	1	drchessdad	1	bigboss12345	1	jose684	1	a_z8	½

OLAWQIL0 cdy0vuoI WQM6eYMB WvQUsAJR bXkxqHS7 KHAC8M0W 4QH1rNqy dkYEeVvU

B12 Sicilian Defense: Löwenthal Variation D02 Queen's Pawn Game: Chigorin Variation B12 Caro-Kann Defense: Maróczy Variation D02 Queen's Pawn Game: London System B10 Caro-Kann Defense: Two Knights Attack B09 Pirc Defense: Austrian Attack E01 Catalan Opening: Closed C01 French Defense: Exchange Variation
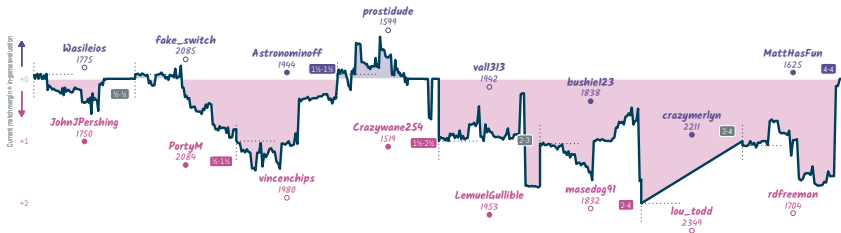
Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ask not what your horsey can do for you; ask what you can do for your horsey	2½	2	5	1	0	0	0	6h 57m 16s	39.7	9.5%	3.3%	3.6%
Seven Nation Army	5½	5	2	1	0	0	0	7h 49m 54s	33.9	6.8%	1.8%	2.7%

Chess Side Story   4   4   Knightmare Fuel

Games

| B6	Wed 14:00	B2	Wed 19:00	B3	Fri 14:00	B8	Sat 14:00	B4	Sun 10:00	B5	Sun 14:00	B1	Sun 17:00	B7	Sun 17:00
Wasileios	½	fake_switch	0	Astronominoff	1	prostidude	0	val1313	½	bushie123	1	crazymerlyn	1X	MattHasFun	1
JohnJPershing	½	PortyM	½	vincenchips	0	Crazywane254	1	LemuelGullible	½	masedog91	0	lou_todd	0F	rdfreeman	0
ExHgp9n0		**1sh6ftaK**		**VC4VycsE**		**8XPOjG2H**		**r0eu0KS6**		**5fronvge**				**fKHXK4vz**	
C02 French Defense: Advance Variation, Milner-Barry Gambit		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		A50 Indian Defense: Normal Variation		B07 Pirc Defense: Byrne Variation		E30 Nimzo-Indian Defense: Leningrad Variation		A05 King's Indian Attack				B12 Caro-Kann Defense: Mardczy Variation	

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chess Side Story	4	2	3	2	1	0	0	6h 40m 19s	38.6	10%	2.4%	4%
Knightmare Fuel	4	3	2	2	0	1	0	5h 52m 31s	40.7	6.8%	2.8%	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 playing 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: ratios only shown for the top 10 teams at the start of the round, 'ignoring tiebreaks; this plot was compiled on 31 December 2023.

1001 Arabian Mates   2½   5½   Pawn to be wild

Games

B2	Tue 15:00	B3	Wed 19:00	B1	Thu 07:00	B8	Thu 19:00	B7	Fri 01:15	B5	Fri 15:00	B6	Sat 00:00	B4	
Sparassidae	1	cyclop3000	0	TomvantHoff	½	Lexgrad	0	UpGoerFive	0	moneydragon	½	a2c4	0	kaytmatov	½Z
Oachkatzerlsch...	0	BMAstatine	1	Aidoz	½	workjob202	1	vejen	1	MarcJensen	½	Yoa	1	paulwithans	½Z
o33tnSLn		WxWumnWO		5uqvdSeW		9bgNlqyk		acdOxrOj		f6cuoXfC		F9W1ErGX			
B21 Sicilian Defense: Morphy Gambit, Andreaschek Gambit		D01 Rapport-Jobava System		B22 Sicilian Defense: Alapin Variation, Stoltz Attack		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		C45 Scotch Game: Classical Variation		D01 Rapport-Jobava System		C44 Scotch Game: Haxo Gambit			

Story
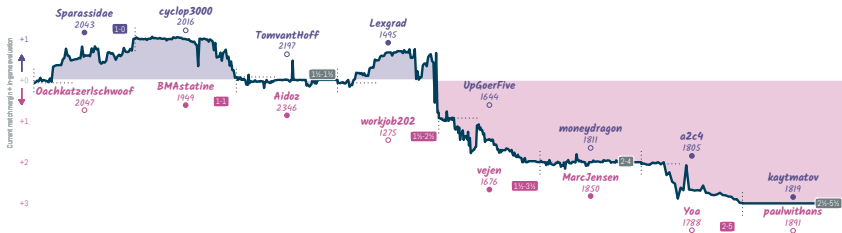
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1001 Arabian Mates	2½	1	4	2	0	0	1	5h 22m 34s	41.5	7.4%	3.7%	3.7%
Pawn to be wild	5½	4	1	2	0	0	1	7h 9m 38s	32.4	7.7%	2%	2.3%

Accelerated Gambit 4 4 Watching the Watch Watchers With a Watch

Games

B8	Thu 15:30	B2	Fri 01:00	B6	Fri 18:30	B7	Fri 22:00	B4	Sat 15:00	B3	Sun 15:00	B1	Sun 15:00	B5	Sun 18:00
TCD8	½	LeoYee	1	fvafier	0	Shurbz	0	walfie	0	yellorambo	1	Garjeta	½	sammgus	1
davegiltinan	½	sussasun	0	eldotore	1	rjhoro	1	Slugman92	1	Lou-E	0	HoudinicisMedicis	½	texasadam	0

5HJeYHbg	suisFIFw	8eVYtKKq	g5XTkI59	6JyMCogS	PrwqvGj0	H9bmpt6h	zW4iitpG
D02 Queen's Pawn Game: Symmetrical Variation	B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	C45 Three Knights Opening	B18 Caro-Kann Defense: Classical Variation	E91 King's Indian Defense: Orthodox Variation	C29 Vienna Game: Vienna Gambit, Paulsen Attack	E12 Queen's Indian Defense: Petrosian Variation, Farago Defense	E71 King's Indian Defense: Makogonov Variation

Story

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Gambit	4	3	3	2	0	0	0	7h 23m 11s	37.5	8.3%	3.5%	3.2%
Watching the Watch Watchers With a Watch	4	3	3	2	0	0	0	7h 40m 37s	40.9	8%	2.4%	4%

Dark Squared Horse 3½ 4½ *Such a Beautiful Handsome Talented Team*

Games

B6	Mon 18:00	B8	Thu 20:00	B7	Fri 19:30	B1	Sat 12:00	B3	Sat 14:00	B4	Sun 11:00	B2	Sun 15:30	B5	Mon 09:00
Tranzoo	0	nic_west	1	Gingersquirrel...	0	Sooneroo	0	AACtrl	1	glbert	0	Fierolocchio	½	glbert	1
runken_brunflo	1	Marcind75	0	alex-arsenault	1	Antaniserse	1	jpgmich	0	sgis	1	Antaniserse	½	AumarMustafa	0

9UPTVo32	uYhVV2ej	D7tsCm0Q	T9kXqmqI	c6qQfYD5	qpYJRQ0z	Kyx1GLFZ	dD8dcCNK
C20 French Defense: Steiner Variation	A15 English Opening: Anglo-Indian Defense, Scandinavian Defense	B23 Sicilian Defense: Closed, Traditional	A20 English Opening: King's English Variation	A00 Saragossa Opening	A51 Indian Defense: Budapest Defense, Fajarowicz Variation	D10 Slav Defense: Exchange Variation	D20 Queen's Gambit Accepted: Central Variation, McDonnell Defense

Story
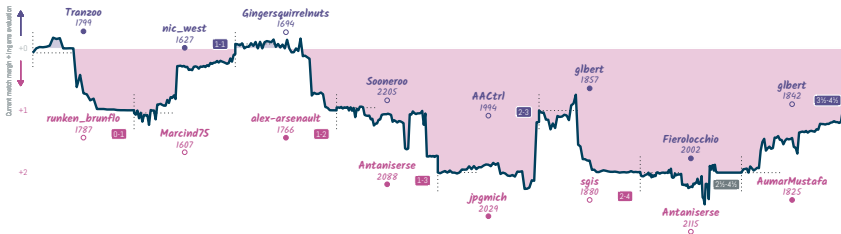
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dark Squared Horse	3½	3	4	1	0	0	0	6h 11m 44s	34.4	9.2%	3.5%	3.1%
Such a Beautiful Handsome Talented Team	4½	4	3	1	0	0	0	5h 28m 53s	27.3	5.7%	2.2%	2.6%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are 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 31 December 2023.

1.e4, confusing the audience   4½   3½   Tissot Heritage Visodate Powermatic 80

Games

B6	Tue 19:00	B4	Wed 18:00	B7	Thu 15:00	B3		B5	Fri 10:30	B1		B2	Sun 13:00	B8	Sun 18:00
rampichino	1	Quantex_seven	1	KDVNevs	1	shamdi	0	cinemashow	0	VanRoy	½	jwwells42	1	EpsilonOmega	1
gary0892	0	Jasonjones	0	lone_rangerheavy	0	MilsBees	1	flipiflapi	1	x420noscope	½	Meeklydim	0	CHEEZY785	0
PE8dKd6K		RJhoy6Iw		M4D4Nefm		9gwJYchV		HEX2FTz1		FrwmUu1h		acpJeeHa		C0dJWbsa	

| B01 Scandinavian Defense: Main Line | B02 Alekhine Defense: Scandinavian Variation | B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined | A45 Indian Defense | E11 Bogo-Indian Defense: Grünfeld Variation | B21 Sicilian Defense: Smith-Morra Gambit Accepted, Classical Formation | C87 Ruy Lopez: Open Berlin Defense, Showalter Variation | C21 Danish Gambit Accepted: Classical Defense |

Story
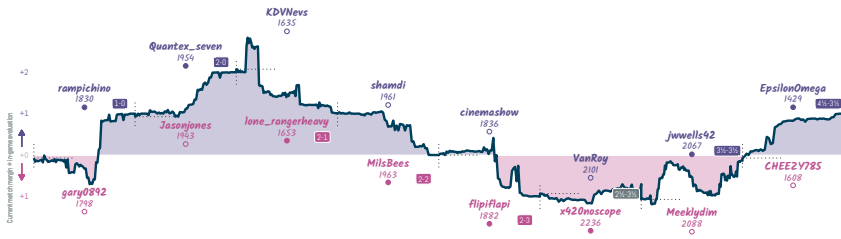
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.e4, confusing the audience	4½	4	3	1	0	0	0	7h 4m 55s	36.3	7.3%	1.7%	4.5%
Tissot Heritage Visodate Powermatic 80	3½	3	4	1	0	0	0	7h 13m 9s	38.3	6.9%	4.2%	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 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 31 December 2023.

Make Luft, Not War 3½ 4½ The Pawn Grabber Association

Games

B5	Tue 19:00	B6	Wed 17:15	B4		B8	Fri 21:00	B2		Sat 19:00	B2	Sat 20:00	B7		Sun 14:00	B3		Sun 15:30
imikacic	0	em-as-in-emily	½	turmersatz	1X	Leo179	1	delusion47	0		sharepointme	1		JamieDW	0		pauliewoll	1	
THEARMINATOR	1	yairjazz	½	mrscribbles	0F	kibenur	0	Qudit	1		seb32	0		freddy267t	1		p_s_q	0	

| wyO2IQG2	Bepsle2Q	lwAzezP8	lvKfKJLV	SwWK1vHG	dgQY56Yo	dvfGn1g6
C47 Four Knights Game: Halloween Gambit	D11 Slav Defense: Modern Line	B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense	B15 Caro-Kann Defense: Tartakower Variation	C45 Scotch Game	C77 Ruy Lopez: Morphy Defense, Mackenzie Variation	B23 Sicilian Defense: Grand Prix Attack

Story
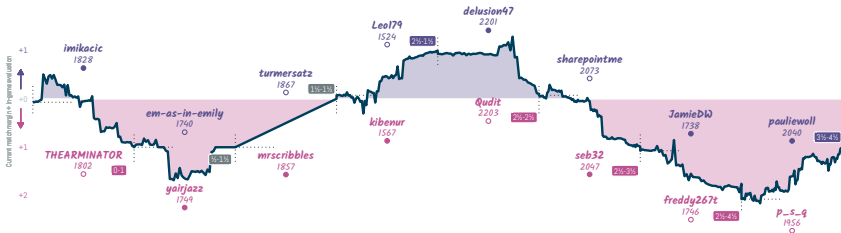
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Make Luft, Not War	3½	2	4	1	1	0	0	4h 22m 12s	37.9	6.9%	5.2%	2.6%
The Pawn Grabber Association	4½	4	2	1	0	1	0	6h 38m 35s	32.8	8.7%	3.5%	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 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 type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; added for Round 1. This plot was compiled on 31 December 2023.

Not All Those Who Blunder Are Lost   2½   5½   The Knight's Watch

Games

B5	Tue 18:00	B3	Fri 18:00	B8	Sat 15:00	B6	Sun 12:00	B7	Sun 14:00	B4	Sun 15:00	B2	Sun 17:00	B1	Sun 20:00
topspin15	½	Jeb_al_Gloke	0	Queen_of_Hearts75	1	TheVacuousRom	1	dleli	0	ButterPecan	0	jk_182	0	bufferunderrun	1
SouzaMoraes	½	markmarkedymar...	1	RBorja1980	0	awfulmove	0	Ptro	1	Feet_Barbie	1	Racheschach	1	ItsASecret2000	0
8hokbDnj		**kGTs3Sqc**		**UOJ8rv7u**		**sMyZCwTP**		**1b9dMm2d**		**OLOTSOFI**		**CFGFXeBY**		**Tfoo6aYf**	

| B31 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack, Fianchetto Variation | B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation | B50 Sicilian Defense: Modern Variations | C42 Russian Game: Three Knights Game | B22 Sicilian Defense: Alapin Variation | D01 Rapport-Jobava System | B46 Sicilian Defense: Taimanov Variation | B13 Caro-Kann Defense: Exchange Variation |

Story
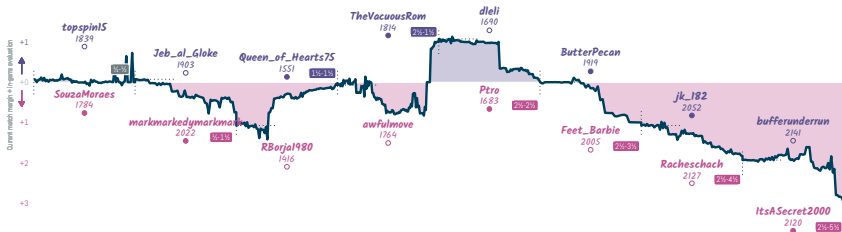
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Not All Those Who Blunder Are Lost	2½	2	5	1	0	0	0	8h 26m 21s	40.2	9.4%	3.5%	4.2%
The Knight's Watch	5½	5	2	1	0	0	0	8h 29m 54s	33.9	8%	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 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 31 December 2023.

Click the link to enable your Lichess...   4   4   Magnus's Greatest Opponent: Flavor Flav

Games

B5	Thu 10:00	B8	Thu 17:00	B3	Fri 17:00	B2	Sat 14:00	B7	Sun 12:30	B1	Sun 17:00	B6	Sun 18:00	B4	
aloo_bhaloo	1	speeder1987	1	riversparkle	1	Silas1070	½	Kevlar24	0	Wadim_Sergeevich	1	momor	0	merkava777	½
tomshko	0	vicsynn	0	destroyer11758	0	VicPez	½	d0wnh0me	1	AverageLondonE...	0	otreble	1	barbarausbiele...	½

YwCMBuLW   9kp9G7EB   pMAcvwYJ   MrubF1rO   czqRjV8X   fGOE4nrI   qGoR3TFy

B12 Caro-Kann Defense: D10 Slav Defense   B41 Sicilian Defense: Kan   E37 Nimzo-Indian Defense: B22 Sicilian Defense: Alapin   B07 Lion Defense: C42 Russian Game: Three
Advance Variation, Tal   Variation   Classical Variation, Noa   Variation   Anti-Philidor, Lion's Cave   Knights Game
Variation   Variation

Story
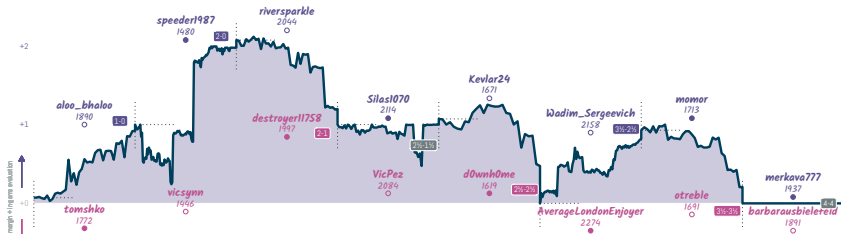
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Click the link to enable your Lichess account	4	3	3	1	0	0	1	3h 41m 49s	29.4	7.8%	2.9%	2.4%
Magnus's Greatest Opponent: Flavor Flav	4	3	3	1	0	0	1	4h 15m 45s	33.3	6.8%	1.5%	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/(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 31 December 2023.

NA I'm just here to win games and chew b...   4   4   Knight Shift

Games

B4	Thu 02:00	B2	Fri 06:00	B1	Fri 17:00	B7	Sat 09:30	B5	Sat 19:00	B3	Sun 05:00	B6	Sun 22:00	B8	
SerenityPigeon	0	DuncanClotfelter	0	FailImprove	½	Joonaf	1	JokicInator15	½	deathmetalled	½	ArtOfThePawnStorm	0	r4do5	1X
mforg	1	gavalanche20	1	NebraskaNarwhal	½	Nikhiladnani	0	bagelkh	½	GlennJamesMax	½	Heathcliffs	1	pranav_gothe	0F
WdyMVguf		**9MRRQrtA**		**GqUCFJue**		**2zWQj6kF**		**IJfp5wf2**		**rIgiPKRE**		**X1H41tNV**			
D18 Slav Defense: Czech Variation, Classical System		B40 Sicilian Defense: Four Knights Variation		A11 English Opening: Caro-Kann Defensive System		B12 Caro-Kann Defense: Maróczy Variation		C45 Scotch Game: Schmidt Variation		A49 Indian Defense: Przepiórka Variation		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation			

Story
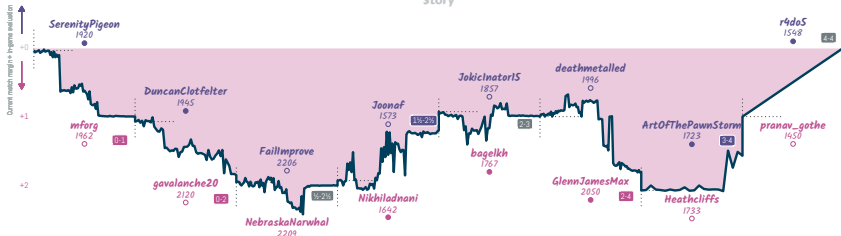
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I'm just here to win games and chew bubblegum, and I'm out of bubblegum.	4	2	3	2	1	0	0	5h 26m 19s	34.9	6.4%	2.6%	4.3%
Knight Shift	4	3	2	2	0	1	0	5h 24m 12s	29.3	5.6%	3%	3.4%

NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats' – (F)W/(L)/(D)efeat) 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 31 December 2023.

Let's Get Reti to Rumble   6   2   Pawn Storm Rising

Games

B8	Tue 19:30	B7	Wed 16:30	B5	Thu 18:30	B4	Fri 14:00	B6	Sat 13:30	B3	Sun 18:30	B1	Sun 18:30	B2	Sun 21:00
Catholicity	0	Aakee	1	dkol	0	stevy	1	DosDebug	1	wizzywop	1X	Theknugdorf	1	Mennonite	1
wernervolkmann	1	kostasvl	0	wachini	0	ajajajaj	1	ekopp2000	0	jrcrawford512	0F	chk12	0	LIYV	0

| jBtvSr91	7VjYAkyt	hBiZiRtl	Thip7viT	7Ud2Duj0	MzhagvWc	CaaAwIx2
A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation	C50 Italian Game: Giuoco Piano	A04 Zukertort Opening: Lisitsyn Gambit	A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation	C02 French Defense: Advance Variation, Milner-Barry Gambit	B54 Sicilian Defense: Prins Variation	E12 Queen's Indian Defense: Kasparov-Petrosian Variation, Main Line

Story
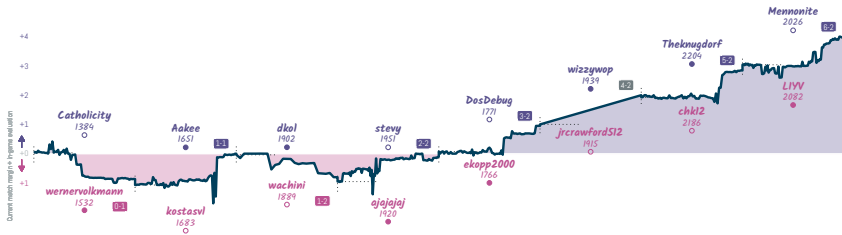
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Let's Get Reti to Rumble	6	5	1	0	1	0	0	6h 2m 15s	36.4	8.2%	2%	5.1%
Pawn Storm Rising	2	2	5	0	0	1	0	5h 35m 4s	48.5	10.5%	4.7%	3.9%

Nana korobi ya oki 4 4 Watch out Magnus!

Games

B8	Tue 14:30	B2	Thu 19:00	B6	Thu 22:00	B3	Thu 21:00	B1	Sat 11:00	B7	Sun 13:00	B4		B5	
mongreltiger	1	knightstomeetu	0	Jerrymiah	1	Davidc2214	0	mronemore	0	kauberdi	1	paulze2000	½Z	lyrurus	½Z
electricfalcon	0	Think_Slow_...	1	fieldgriddle	0	ChessForWellbeing	1	chatakkuma	1	Lutin23	0	mynameismund	½Z	johnchess2	½Z
5CgD1Rzg		eCrVBTbr		zY7xPVbf		UwQeaJvx		D8gjvFnT		CheaWxB7					

E61 King's Indian Defense: Smyslov Variation
B13 Caro-Kann Defense: Exchange Variation
D01 Rapport-Jobava System
B12 Caro-Kann Defense: Advance Variation, Tal Variation
B90 Sicilian Defense: Najdorf Variation, Browne Variation
D15 Slav Defense: Geller Gambit

Story
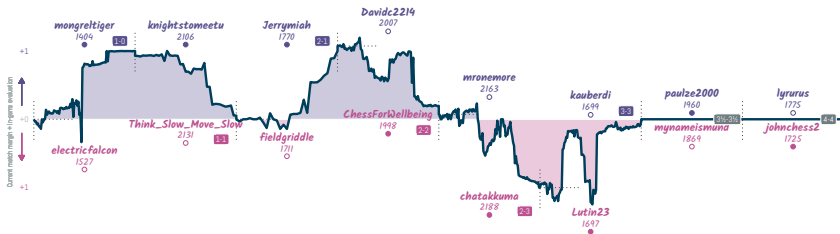
Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nana korobi ya oki	4	3	3	0	0	0	2	5h 59m 59s	32.2	8.2%	3.3%	2.5%
Watch out Magnus!	4	3	3	0	0	0	2	5h 14m 42s	33.4	6.2%	1.6%	2.9%