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7½

2½

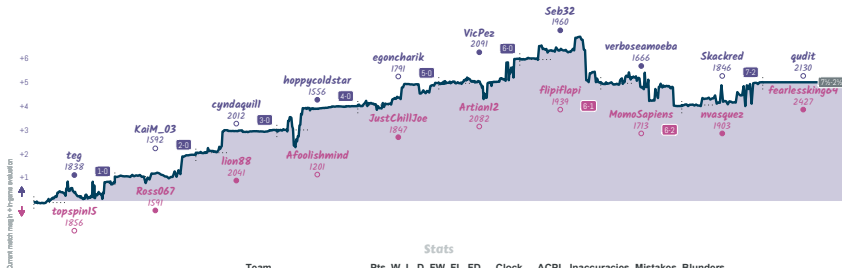
#1

You Come at the King, You Best not Miss

Games

B6	Thu 07:00	B9	Thu 17:30	B3	Fri 06:00	B10	Sat 18:00	B7	Sat 20:30	B2	Sat 21:15	B4	Sun 00:00	B8	Sun 13:00	B5	Sun 16:00	B1
teg	1	KaiM_03	1	cyndaquill	1	hoppycoldstar	1	egoncharik	1	VicPez	1	Seb32	0	verboseamoeba	0	Skackred	1	qudit
topspin15	0	Ross067	0	lion88	0	Afoolishmind	0	JustChillJoe	0	Artian12	0	flipiFlapi	0	MomoSapiens	1	nvasquez	0	fearlessking04
tPH2dLsR		nRipSCDD		gsuGYM9z		UURTPW1R		SC4dbLpg		RX2mfa3k		jYn23rn1		1eGooSWZ		hDMXvr41		
B11 Caro-Kann Defense: Two Knights Attack, Mindauro Variation, Exchange Line		C42 Russian Game: Classical Attack, Mason-Shawalter Variation		C77 Ruy Lopez: Morphy Defense, Andersen Variation		A45 Indian Defense		B50 Sicilian Defense: Delayed Alapin		A13 English Opening: Agincourt Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		B12 Caro-Kann Defense: Advance Variation		B12 Caro-Kann Defense: Maroczy Variation		

Story



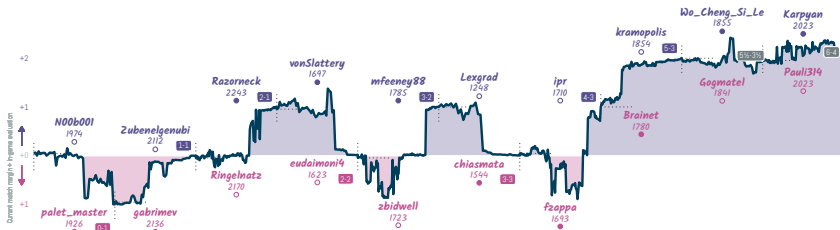
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#2 **O-O-O O-O-O You Don't Have To Go** **6 4** **The winging it gambit**

Games

B4	Tue 15:00	B2	Tue 18:00	B1	Wed 18:00	B9	Thu 01:15	B7	Thu 00:00	B10	Thu 20:30	B8	Thu 19:30	B6	Fri 00:30	B5	Fri 17:00	B3	Sun 11:00	
N00b001	0	Zubenelgenubi	1	Razorneck	1	vonSlattery	0	mfeeney88	1	Lexgrad	0	ipr	1	kramopolis	0	Wo_Cheng_Si_Le	1	Karpyan	0	Pauli314
palet_master	1	gabrimov	0	Ringelnatz	0	eudaioni4	0	zbidwell	0	chiasmata	1	fzappa	0	Brainet	0	Gogmatel	0	Pauli314	0	Pauli314
8AqN5ei7		OeJJ0yCc		qFlsUnJe		kAWfFNpW		LGwCMJaJ		01Kv1Mon		ja0daklw		WxgNHVJ7		EDFRuLfs		NW10Su7E		
B33 Sicilian Defense: Lasker-Polikan Variation		B22 Sicilian Defense: Alapin Variation		A15 English Opening: Anglo-Indian Defense		C38 King's Gambit Accepted: Alabazra Defense		A20 English Opening: King's English Variation		D35 Queen's Gambit Declined: Harwitz Attack		C45 Scotch Game: Potter Variation		A58 Benko Gambit Accepted: Fully Accepted Variation		D87 Grünfeld Defense: Exchange Variation, Seville Variation		C88 Roy Lopez: Closed, Anti-Marshall		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
O-O-O O-O-O You Don't Have To Go	6	5	3	2	0	0	0	9h 26m 20s	40.5	6.8%	3%	3.8%
The winging it gambit	4	3	5	2	0	0	0	9h 37m 19s	44.3	7.8%	2.5%	5.1%

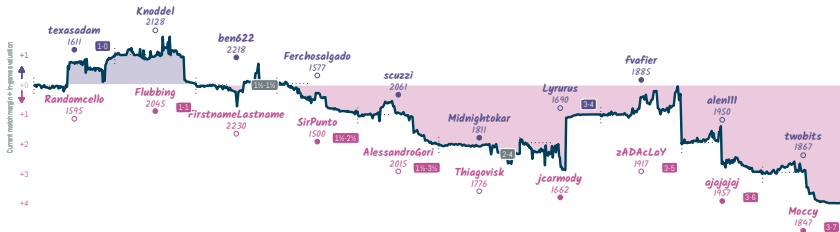
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#10 **Completely Checked Out** 3 **7** #4 **Save the Opening Trees**

Games

B9	Thu 01:00	B2	Fri 14:15	B1	Fri 18:00	B10	Fri 21:00	B3	Sat 14:00	B7	Sat 18:00	B8	Sat 19:00	B5	Sun 15:00	B4	Sun 16:00	B6	Sun 19:00
texasadam	1	Knoddel	0	ben622	%	Ferchosalgado	0	scuzzi	0	Midnightokar	%	Lyrurus	1	fvafler	0	alen111	0	twobits	0
Randomcello	0	Flubbing	1	FirstnameLastname	%	SirPunto	1	AlessandroGori	1	Thiagovisk	%	jcarmody	0	zADAcLaY	1	ajajajaj	1	Moccy	1
kcs4Pho4		fQexgbE4		AuBylPaK		2ePDEBvX		GPMkVDPj		8COQvjcS		M28M7PMt		GfdEbcT1		DpPjf1WG		KyXHXaUv	
C02 French Defense: Advance Variation		C07 Queen's Gambit Declined: Vienna Variation, Quiet Variation		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		B10 Caro-Kann Defense		E12 Queen's Indian Defense: Karpov Variation		B13 Caro-Kann Defense: Pioner Attack, Modern Defense, Misses Line		B01 Scandinavian Defense: Modern Variation		B20 Sicilian Defense: Mergani's Variation		A21 English Opening: King's English Variation, Reversed Sicilian		C02 French Defense: Advance Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Completely Checked Out	3	2	6	2	0	0	0	9h 16m 40s	53.7	8%	3.9%	6.7%
Save the Opening Trees	7	6	2	2	0	0	0	8h 49m 50s	43.1	8.5%	4.1%	4.9%

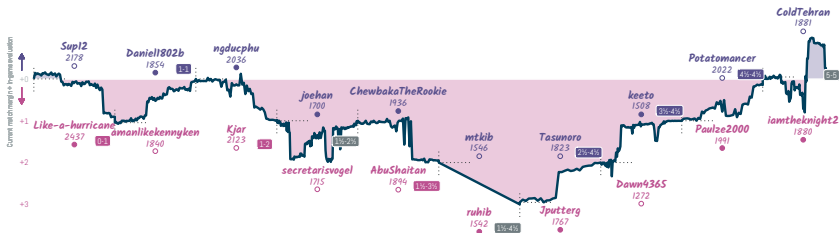
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#3 Avengers: Middlegame 5 5 Scachs d'Amor

Games

<div><div><div></div><div></div><div></div></div><div>Wed 07:45</div><div>B6</div></div>	<div><div><div></div><div></div><div></div></div><div>Wed 20:30</div><div>B2</div></div>	<div><div><div></div><div></div><div></div></div><div>Thu 01:00</div><div>B8</div></div>	<div><div><div></div><div></div><div></div></div><div>Fri 08:30</div><div>B4</div></div>	<div><div><div></div><div></div><div></div></div><div>Sat 10:00</div><div>B9</div></div>	<div><div><div></div><div></div><div></div></div><div></div><div>B7</div></div>	<div><div><div></div><div></div><div></div></div><div>Sun 16:00</div><div>B10</div></div>	<div><div><div></div><div></div><div></div></div><div>Sun 18:00</div><div>B3</div></div>	<div><div><div></div><div></div><div></div></div><div>Sun 20:00</div><div>B5</div></div>	<div><div><div></div><div></div><div></div></div><div>Sun 20:00</div><div></div></div>	<div><div><div></div><div></div><div></div></div><div></div><div></div></div>
<div>Sup12</div> <div>Like-a-hurricane</div> <div>0</div>	<div>Daniel1802b</div> <div>amanlikekennyken</div> <div>1</div>	<div>ngducphu</div> <div>Kjar</div> <div>0</div>	<div>joehan</div> <div>secretarisvogel</div> <div>%</div>	<div>ChewbakaTheRookie</div> <div>AbuShaitan</div> <div>0</div>	<div>mtkib</div> <div>ruhik</div> <div>0f</div>	<div>Tasunoro</div> <div>Jputterg</div> <div>1x</div>	<div>keeto</div> <div>Dawn4365</div> <div>1</div>	<div>Potatomancer</div> <div>Paulze2000</div> <div>0</div>	<div>ColdTehran</div> <div>iamtheknight2</div> <div>%</div>	<div></div> <div></div> <div>%</div>
<div>BzVmwSa1</div>	<div>KXhHmaOq</div>	<div>66mVSMpB</div>	<div>J9wDmteZ</div>	<div>FwfT1XVM</div>		<div>ogXOyoBd</div>	<div>e5RfMN1T</div>	<div>M8b2zXk8</div>	<div>avh7UYXT</div>	
<div>A88 Dutch Defense: Leningrad Variation, Warsaw Variation</div>	<div>B13 Caro-Kann Defense: Pianov Attack, Modern Defense, Carlsbad Line</div>	<div>E01 Catalan Opening: Closed</div>	<div>E00 Catalan Opening</div>	<div>B15 Caro-Kann Defense: Tartakower Variation</div>	<div></div>	<div>B07 Pirc Defense: Byrne Variation</div>	<div>D02 Queen's Pawn Game: Symmetrical Variation</div>	<div>E00 Catalan Opening</div>	<div>C02 French Defense: Advance Variation, Main Line</div>	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Avengers: Middlegame	5	4	3	2	0	1	0	7h 2m 41s	40.4	5.9%	3.9%	3.3%
Scachs d'Amor	5	3	4	2	1	0	0	6h 45m 27s	44.8	5.9%	4.7%	3.9%

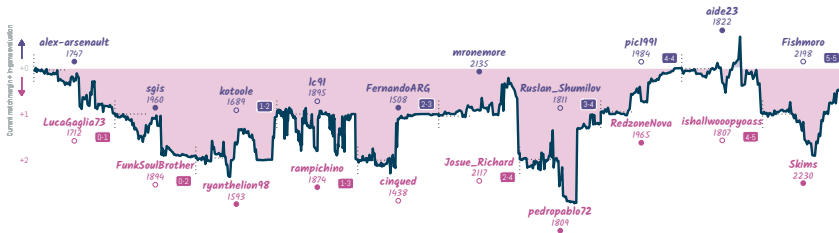
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#9 **100 Endgames You Must Blow** 5 5 #8 **The Pawn Runners**

Games

B8	Wed 17:00	B4	Wed 20:00	B9	Thu 00:00	B5	Thu 21:00	B10	Fri 20:15	B2	Sat 13:00	B7	Sun 15:15	B3	Sun 16:00	B6	Sun 18:00	B1	Sun 17:15
alex-arsenault	0	sgis	0	kotoole	1	lc91	0	FernandoARG	1	mronemore	0	Ruslan_Shumilov	1	pic1991	0	side23	1	Fishmore	0
LucaGaglia73	1	FunkSoulBrother	1	ryantheion98	0	rampichino	1	cinqued	0	Josue_Richard	1	pedropablo72	0	RedzoneNova	0	ishallwoopyoass	1	Skims	0
w2DY2tvZ		10EGhWjk		wnbywHdw		MfwjMGhS		G7QiygYH		1cn4YnHZ		Rtp0nmzf		xAkjBYhv		E23E57wJ		GvRPzAgB	
B32 Sicilian Defense: Kalashnikov Variation		D45 Semi-Slav Defense: Main Line		B22 Sicilian Defense: Alapin Variation, Barmen Defense		E61 King's Indian Defense		D02 Queen's Pawn Game: Zukertort Variation		C29 Vienna Game: Vienna Gambit, Paulsen Attack		A04 Zukertort Opening: Sicilian Invitation		A18 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D12 Slav Defense: Quiet Variation, Schallapp Defense		A45 Trompowsky Attack: Classical Defense, Big Center Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Must Blow	5	5	5	0	0	0	0	10h 2m 8s	56.5	8.1%	3.9%	7.9%
The Pawn Runners	5	5	5	0	0	0	0	8h 35m 54s	57.7	9.5%	6%	6.9%

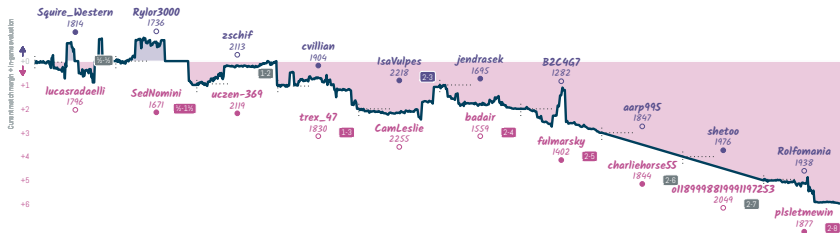
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#6 **Powerful Kingsmen** 2 8 **Sevian deadly sins**

Games

B7	Tue 22:00	B8	Wed 23:00	B2	Thu 17:45	B5	Thu 18:30	B1	Thu 19:00	B9	Fri 20:00	B10	Sat 17:00	B6	B3	B4	Sun 20:00		
Squire_Western	%	Rylor3000	0	zschif	%	cvillian	0	IsaVulpes	1	jendrasek	0	B2C4G7	0	aarp995	0f	shetoo	0f	Rolfomania	0
lucasradaelli	%	SedNomini	1	uczen-369	%	trex_47	1	CamLeslie	0	badair	1	fulmarsky	1	charliehorse55	1x	o1189998819991187253	o1189998819991187253	plsletmewin	1
1dePfxZF		pYP71WWZ		WGfvcaFo		c62wNBm5		s8jJMU6S		MndOySQA		M51HX3Ae					JMELmZUA		
B33 Sicilian Defense: Lasker-Polken Variation, Sveshnikov Variation, Chelyabinsk Variation		A45 Indian Defense		B77 Sicilian Defense: Dragon Variation, Yugoslav Attack		C02 French Defense: Advance Variation, Paulsen Attack		D30 Queen's Gambit Declined: Tarrasch Defense, Pseudo-Tarrasch		A41 Queen's Pawn Game		A01 Nimzo-Larsen Attack: Modern Variation						B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Powerful Kingsmen	2	1	5	2	0	2	0	8h 30m 44s	54.8	7.2%	2.7%	6.2%
Sevian deadly sins	8	5	1	2	2	0	0	7h 52m 33s	45.0	7.5%	1.3%	4.3%

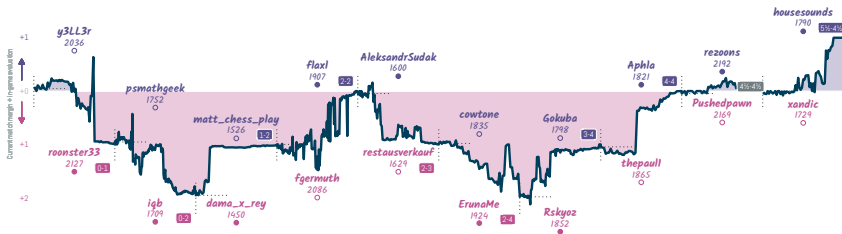
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#7 Prophylactic Pawnstorm 5½ 4½ The Hippopotamus in the Swamp

Games

B2	Thu 13:00	B8	Thu 13:00	B10	Fri 12:00	B3	Fri 15:00	B9	Sat 11:00	B4	Sat 15:00	B6	Sat 18:00	B5	Sun 21:00	B1	Sun 21:00	B7	Mon 03:30
y3LL3r	0	psmathgeek	0	matt_chess_play	1	flaxl	1	AleksandrSudak	0	cowtone	0	Gokuba	1	Aphla	1	rezoons	½	housesounds	1
roonster33	1	iqb	1	dama_x_rey	0	fgermuth	0	restauserverkauf	1	ErunaMe	1	Rskyoz	0	thepaul1	0	Pushedpaw	½	xandic	0
UMagL7Lb		83bsqHKM		3Tt8kmwH		IRm8wdCD		UD8wtpI4		wnfrg1Gg		9dIEL8dn		9YP1SjzN		RL6W3uTB		FD4a9H16	
B41 Sicilian Defense: Kan Variation, Maroczy Bind, R6ti Variation		B30 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack		B00 Nimzowitsch Defense: Williams Variation		D15 Slav Defense: Chameleon Variation		B31 Sicilian Defense: Nyezhmetdinov-Rossolimo Attack, Fianchetto Variation		A05 King's Indian Attack: Wahls Defense		A15 English Opening: Anglo-Indian Defense, King's Knight Variation		B05 Alekhine Defense: Modern Variation, Main Line		C02 French Defense: Advance Variation, Euwe Variation		E32 Nimzo-Indian Defense: Classical Variation, Keres Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Prophylactic Pawnstorm	5½	5	4	1	0	0	0	8h 25m 20s	44.4	6.8%	2.9%	4.9%
The Hippopotamus in the Swamp	4½	4	5	1	0	0	0	8h 35m 11s	46.8	6.6%	3.6%	5.1%

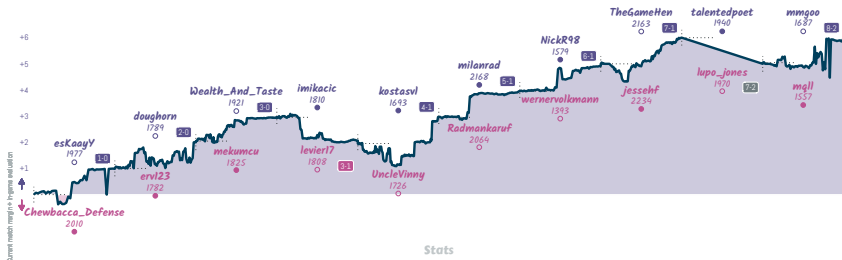
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Somebody write smth and submit it 8 2 THE MONSTER TRUCKS OF CHESS

Games

B3	Tue 23:00	B7	Tue 22:30	B5	Wed 23:00	B6	Thu 15:30	B8	Thu 16:00	B2	Sat 01:00	B10	Sat 17:00	B1	Sat 22:00	B4	B9	Sun 21:00	
esKaayY	1	doughorn	1	Wealth_And_Taste	1	imikacic	0	kostasvl	1	milanrad	1	NickR98	1	TheGameHen	1	talentedpoet	0f	mmgoo	1
Chewbacca_Defense0	0	erv123	0	mekumcu	0	levier17	1	UncleVinny	0	Radmankaruf	0	wernervolkman	0	jessehf	0	lupo_jones	1x	mgll	0
qeay6r60		ZGBsb9a8		OACKug2u		HqDQMqGH		d5wSIqys		K0y1zdJ2		1LnRyByx		1gPQdHJL				UtBsJgm6	
A50 Queen's Indian Accelerated		E32 Nimzo-Indian Defense: Classical Variation, Keres Defense		E91 King's Indian Defense: Kaszlik Variation		B34 Sicilian Defense: Accelerated Dragon, Modern Variation		A35 English Opening: Symmetrical Variation, Four Knights Variation		C47 Four Knights Game: Scotch Variation Accepted		C54 Italian Game: Classical Variation, Gioco Gambit, Traditional Line		D00 Queen's Pawn Game: Mason Variation				B50 Sicilian Defense: Delayed Alapin	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Somebody write smth and submit it	8	8	1	0	0	1	0	7h 42m 36s	40.2	5.4%	2.8%	4%
THE MONSTER TRUCKS OF CHESS	2	1	8	0	1	0	0	9h 46s	58.4	10.5%	4%	5.1%

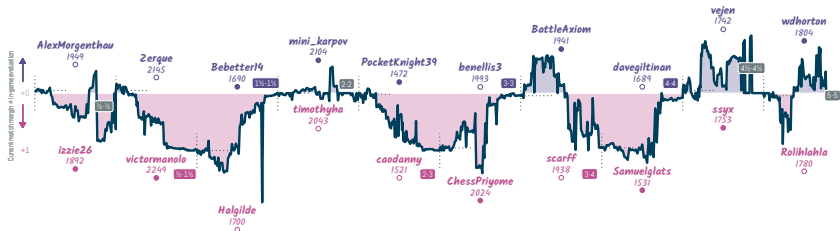
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Colle-Zuckerberg Metasystem 5 5 #5 Mi Caissa, su Caissa

Games

B5	Wed 18:00	B1	Thu 00:00	B8	Fri 21:00	B2	Sat 07:00	B10	Sat 16:30	B3	Sat 17:30	B4	Sat 20:00	B9	Sun 12:00	B7	Sun 14:15	B6	Sun 17:00
AlexMorgenthau izzie26	% Zerque victormanolo	0 Bebetter14 1 Halgilde	1 mini_karpov 0 timothyha	% PocketKnight39 caodanny	1 benellis3 ChessPriyome	0 BattleAxiom scarff	1 davegiltinan 1 Samuelglats	0 vejen ssyx	% wdhorton Rolihlahla	%									
5C3M2oou	dVZB4B1u	z1sKfgZt	qa3x9dby	QRMY9Lt	d0u1MhVM	tzpeFqeo	OhcrALBi	WuF9cJZC	wzkWpUR										
B13 Caro-Kann Defense: Exchange Variation	B01 Scandinavian Defense: Gubinsky-Melts Defense	B38 Queen's Gambit Declined Ragozin Defense	B02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	B15 Slav Defense: Three Knights Variation	B30 Sicilian Defense: Najdorf-Rossolimo Attack	C42 Russian Game: Italian Variation	B34 Sicilian Defense: Accelerated Dragon, Modern Variation	B05 Modern Defense: Three Pawns Attack	B22 Sicilian Defense: Alapin Variation										

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Colle-Zuckerberg Metasystem	5	3	3	4	0	0	0	10h 45m 1s	60.0	8.9%	4.5%	7.2%
Mi Caissa, su Caissa	5	3	3	4	0	0	0	11h 1m 35s	59.2	10%	3.8%	8.1%

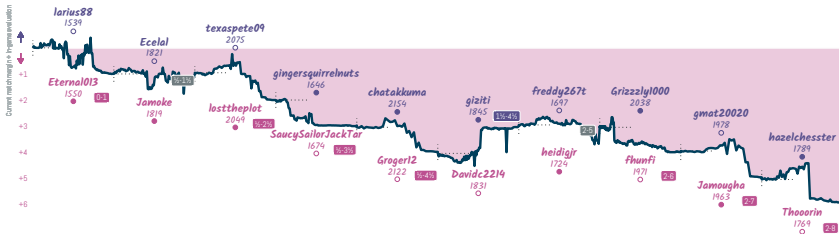
[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis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

Elo darkness, my old friend 2 8 The Borgov Collective

Games

B0	Mon 19:30	B6	Thu 13:00	B2	Fri 21:30	B9	Fri 22:00	B1	Sat 12:00	B5	Sat 14:00	B8	Sat 22:00	B3	Sun 09:00	B4	Sun 16:00	B7	Sun 19:15
IariusB8	0	Ecclai	%	texaspete09	0	gingersquirreln	0	chatakkuma	0	giziti	0	freddy267t	%	Grizzly1000	0	gmat20020	0	hazelchesster	0
EternaJ03	1	Jamoke	%	losttheplot	1	SaucySailorJackT	1	Groger12	1	Davidc2214	0	heidigir	%	thunfi	1	Jamuhua	1	Thoorin	1
A7KrBZUz		w3o3BzIL		6aDvYx1w		TqXoNfzR		4QwCX7Bv		5XKLadee		YHl1PcJC		fnV5eXcB		Ne14QIZd		ngwYBtwX	
B40 Sicilian Defense: Alapin Variation, Sharzer Variation		A78 Benoni Defense: Classical Variation, Czernik Defense		C46 Four Knights Game		A46 Yusupov-Rubinstein System		B32 Sicilian Defense: Kalashnikov Variation		B01 Scandinavian Defense: Mieses-Kotroc Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		C10 French Defense: Rubinstein Variation, Blackmore Defense		C45 Scotch Game: Schmidt Variation		C16 French Defense: Winawer Variation, Advance Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Elo darkness, my old friend	2	1	7	2	0	0	0	9h 36m 7s	53.8	7%	4.2%	7%
The Borgov Collective	8	7	1	2	0	0	0	9h 39m 30s	39.4	8.1%	3.6%	5.2%

[Notes: "Games": start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played); "Story": y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played, both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last); "Stats": (F)W(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 team; Allow: ranks only shown for the top 10 teams at the start of the round; Inactive: inactive; colors not shown for Round 3.

6½ 3½

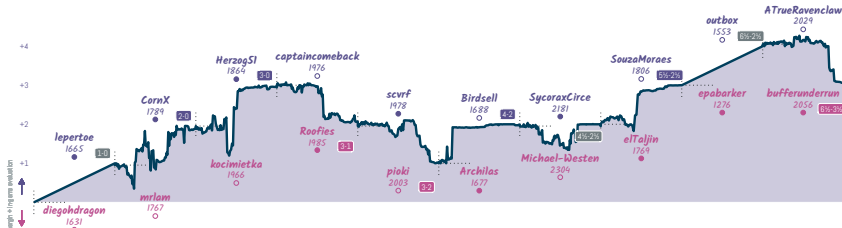
3½

The Knight Shift

Games

B9	B7		Wed 17:00		B5		Thu 17:00		B4		Fri 12:00		B3		Sat 07:00		B8		Sat 14:00		B1		Sat 17:00		B6		Sun 15:00		B10		B2		Sun 19:00																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
leptote		1X	CornX		1	Herzog51		1	captaincomeback		0	scvrf		0	Birdsell		1	SycoraxCirce		%	SouzaMoraes		1	outbox		1X	ATrueRavenclaw		0	dieghodragon		0F	mrlam		0	Roofies		0	piokt		1	Archias		0	Michael-Westen		%	eFaljin		0	epabarker		0F	bufferunderrun		0	TrueRavenclaw		1	bufferunderrun		0	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw		0	bufferunderrun		1	TrueRavenclaw</	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hoosier Daddy and the Knight of the Living Dead	6½	4	3	1	2	0	0	8h 24m 10s	33.9	6.8%	2.7%	3%
The Knight Shift	3½	3	4	1	0	2	0	7h 35m 40s	37.0	5.4%	2.4%	3.8%

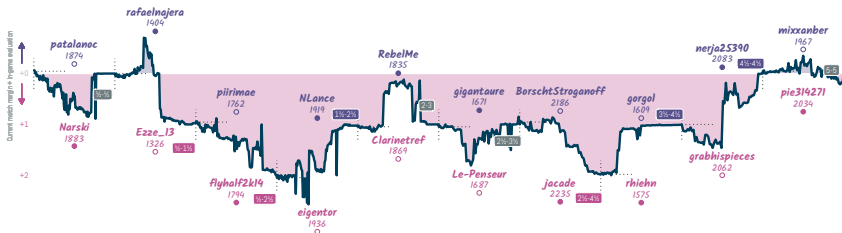
[Notes: 'Games' start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played); 'Story'-y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played, both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last); 'Stats' - (F)W(D)L: (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracy/Mistakes/Blunders: % moves of each error type; Also: ranks only shown for the top 10 teams at the start of the round (ignore tiebreaks; ranks not shown for Round 1).

Magners Carlsberg 5 5 No Name, No Captain, No Problem

Games

B5	Tue 18:00	B10	Wed 19:00	B7	Wed 20:00	B4	Thu 17:00	B6	Thu 17:00	B8	Sat 13:00	B1	Sat 16:00	B9	Sat 21:15	B2	Sun 18:00	B3	Sun 23:00
patalanoc	%	rafaelnajera	0	piirimae	0	NLance	1	RebelMe	%	gigantaure	%	BorschtStroganoff	0	gorgol	1	nerja25390	1	mixxanber	%
Narski	%	Etze_13	1	flyhalf2k14	1	eigentor	0	Clarinetref	%	Le-Penseur	%	jacade	%	rhienn	0	grabhispieces	0	pie314271	%
ZGPfZcUc		nVUyybow		rf0BS5ph		dzNCSHtE		o7EDvuJt		lo2kzSWn		xerBUdF		2CjDgXdK		DUjNG1ct		Lh0B169o	
B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pawn Formation		B35 Queen's Gambit Declined: Exchange Variation, Positional Variation		B22 Sicilian Defense: Alapin Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		B13 Caro-Kann Defense: Exchange Variation		B18 Caro-Kann Defense: Classical Variation, Main Line		A17 English Opening: Anglo-Indian Defense, Hedgehog System		A05 King's Indian Attack: Symmetrical Defense		B06 Modern Defense: Standard Defense		B90 Sicilian Defense: Najdorf Variation, English Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magners Carlsberg	5	3	3	4	0	0	0	9h 38m 16s	46.3	9.6%	3.9%	4.7%
No Name, No Captain, No Problem	5	3	3	4	0	0	0	9h 56m 13s	45.1	9.1%	3.7%	4.9%

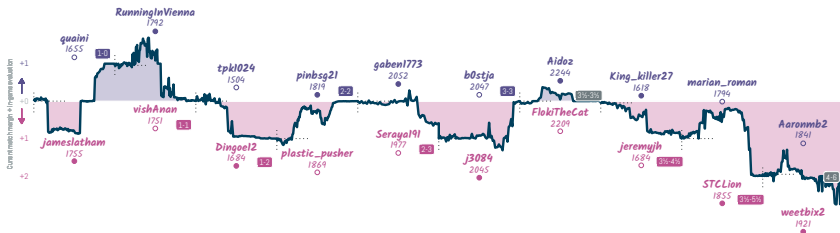
[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis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

Fork and Knight 4 6 Hung Pawn and Quartered

Games

B8	Wed 01:00	B7	Thu 13:00	B10	Thu 20:45	B5	Thu 21:00	B3	Fri 12:00	B2	Fri 19:00	B1	Sat 10:00	B9	Sun 15:00	B6	Sun 15:00	B4	Mon 01:30
quaini	1	RunningInVienna	0	tpk1024	0	pinbsg21	1	gaben1773	0	b0stja	1	Aidoz	0	King_killer27	0	marian_roman	0	Aaronmb2	0
jameslatham	0	vishAnan	1	Dingoe12	1	plastic_pusher	0	Seraya191	0	j3084	0	FlokiTheCat	1	jeremyjh	1	STCLion	1	weetbix2	1
fcVvUjea		8RoFfHLr		7mRZWnt3		1V09TFVf		zp8T3CAX		XFetU4K6		eesn88VW		9uvom9y9		nc0orK4L		7xPPKUrT	
D18 Slav Defense: Czech Variation, Classical System		B58 Sicilian Defense: Classical Variation		A43 Benoni Defense: Old Benoni		D00 Queen's Pawn Game: Mason Variation		D53 Queen's Gambit Declined		A45 Indian Defense		D93 Grünfeld Defense: Three Knights Variation, Hungarian Variation		C98 Roy Lopez: Closed, Closed Defense		A45 Indian Defense		C10 French Defense: Rubinstein Variation, Blackburne Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork and Knight	4	3	5	2	0	0	0	8h 1m 14s	47	8.1%	4.3%	5%
Hung Pawn and Quartered	6	5	3	2	0	0	0	7h 58m 47s	42	6.4%	5%	4.8%

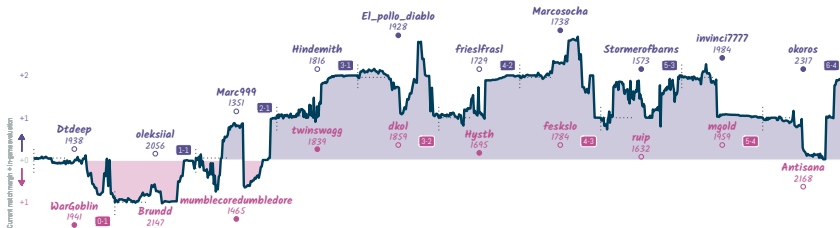
[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played); 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis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

Fast and Firouzjous 6 4 Whiskey on the Rooks

Games

B4	Wed 11:00	B2	Thu 18:00	B10	Thu 21:00	B6	Fri 02:00	B5	Fri 10:00	B8	Fri 14:00	B7	Fri 20:00	B9	Sun 09:30	B3	Sun 14:30	B1	Sun 21:00
Dtdeep	0	oleksiial	1	Marc999	1	Hindemith	1	El_pollo_diablo	0	frieslfrasl	1	Marcosocha	0	Stormerofbarns	1	invinci7777	0	okoros	1
WarGoblin	1	Brundd	0	mumblecoredumbledore	0	twinswagg	0	dkol	0	Hysth	0	fesklslo	1	ruip	0	mgold	1	Antisana	0
CA7W58ka		tXP6YhJ5		cuP1ONPo		RmkLf1tN		AUCW46hV		kgV8KEZP		j6z2AyM0		wEH1cS1B		d1J4FL0n		c4HfcckQ	
C84 Roy Lopez: Closed, Martinez Variation		D52 Queen's Gambit Declined: Cambridge Springs Defense, Capablanca Variation		C08 French Defense: Alapin Gambit		B11 Caro-Kann Defense: Two Knights Attack: Mindeno Variation, Exchange Line		B20 Sicilian Defense: Wing Gambit, Marshall Variation		C28 Queen's Gambit Accepted: Classical Defense, Staletitz Variation, Development Variation		B20 Sicilian Defense		A50 Indian Defense: Normal Variation		C78 Roy Lopez: Morphy Defense, Neo-Akhangelisk Variation		E32 Nimzo-Indian Defense: Classical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Firouzjous	6	6	4	0	0	0	0	8h 49m 39s	51.6	6.1%	4.2%	5.4%
Whiskey on the Rooks	4	4	6	0	0	0	0	10h 5m 38s	55.5	8.3%	3.3%	6.6%

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

Phantom's Ghostly Pirate Crew 7½ 2½ Tropic Blunder

Games

B4	Mon 16:00	B9	Wed 02:30	B6	Wed 19:00	B3	Thu 10:00	B5	Fri 08:00	B7	Sat 03:15	B1	Sat 08:00	B2	Sat 08:00	B10	Sat 17:15	B8	Sun 13:00
MPC455	1	keithxm23	%	LyallpurChess	1	phantom567459	1	Jebotto	0	ineptitudeinaction	1	eie24	1	BloodyFox	0	UpGoerFive	1	SlowChess73	0
DioBrando12345	0	Teo2491	%	JoseOMG	0	itsphong	0	leo2dipikke	0	Agood2inches	0	nuagesgris	0	dave3	0	Crazywane254	0	masedog91	1
pKOSwPXJ		Fz9GjdpY		RbYmVB4s		1z89kvbc		3sKSLQrx		h1NPCShq		1MS7dLaZ		H0IIGR0c		eqE0Bg3f		L6E9fDAu	
C19 French Defense: Winawer Variation, Poisoned Pawn Variation		B12 Caro-Kann Defense: Advance Variation		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B15 Caro-Kann Defense: Tartakower Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B87 Sicilian Defense: Sasin Attack, Flank Variation		C65 Ruy Lopez: Berlin Defense		C45 Scotch Game: Schmidt Variation		B20 Sicilian Defense: Bowdler Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Phantom's Ghostly Pirate Crew	7½	7	2	1	0	0	0	6h 19m 30s	46.8	7.4%	3.2%	5.7%
Tropic Blunder	2½	2	7	1	0	0	0	7h 38m 57s	59.2	7.4%	4.6%	6.9%

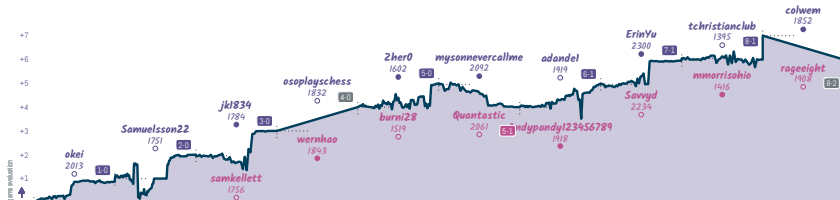
[Notes] Games: start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played). Story: y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis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

Nepo Gonna Give You Up 8 2 The En Peasants

Games

B2	Tue 19:00	B8	Wed 21:00	B7	Thu 20:00	B6	B9	Fri 09:00	B3	Fri 15:00	B4	Sat 13:00	B1	Sun 18:00	B10	Sun 19:00	B5	
okei	1	Samuelsson22	1	jk1834	1	osoplayschess	1X	Zher0	1	mysonnevercallme	0	adandel	1	ErinYu	1	tchristianclub	1	colwem
KS_Legion_Leonowo	ebisdikian	0	samkellett	0	wernhao	0	burni28	0	Quantastic	1	Andypandy123456789	0	Savvyd	0	mmorrisohio	0	rageeight	
t3rxvE9c	8CeJtafn	UGj4EK2g	gMRq1j6p	DASksDmq	jTSdHZd1	cW89R1y1	advbwQsu											
A58 Benko's Gambit Accepted: Fully Accepted Variation	A80 Dutch Defense	B33 Sicilian Defense: Open	A00 Mieses Opening	C40 Latvian Gambit: Markowski Variation	E25 Nimzo-Indian Defense: Sämisch Variation, Keres Variation	C41 Philidor Defense: Exchange Variation	B50 Sicilian Defense: Delayed Alapin											

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nepo Gonna Give You Up	8	7	1	0	1	1	0	5h 2m 7s	42.4	8.5%	5.1%	5.1%
The En Peasants	2	1	7	0	1	1	0	5h 16m 14s	61.4	12.7%	5.5%	6.4%

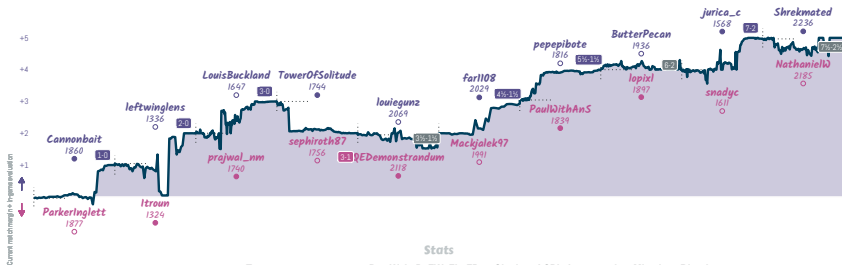
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NA Knights Only Want One Thing and It's ... 7½ 2½ Smells Like Teen Vidit

Games

B5	Tue 18:30	B10	Wed 15:00	B8	Wed 15:00	B7	Thu 18:30	B2	Sat 12:00	B3	Sat 15:00	B6	Sat 17:00	B4	Sun 15:00	B9	Sun 20:00	B1	Sun 21:00
Cannonbait	1	leftwinglens	1	LouisBuckland	1	TowerOfSolitude	0	louiegunz	½	far1108	1	pepepibote	1	ButterPecan	½	jurica_c	1	ShrekMated	½
ParkerInglett	0	Itroun	0	prajwal_nm	0	sephiroth87	1	QEDemonstrandum	½	MackJalek97	0	PaulWithAns	0	lopixl	½	snadyc	0	NathanielW	½
M4EErK5Z		34QkwCwX		RLD1KTvQ		11L51z3B		CpW2GnD1		EwLmb1kj		PjbsDUZW		Dyoq4yJI		75oky5fD		MJz3d5ri	
C45 Scotch Game: Misses Variation		C06 French Defense: Knight Variation		D00 Queen's Pawn Game: Mason Variation		A40 Modern Defense		A03 Bird Opening: Dutch Variation		A01 Nimzo-Larsen Attack: Classical Variation		A30 English Opening: Symmetrical Variation		A81 Dutch Defense: Classical Variation		D59 Queen's Gambit Declined: Modern Variation		A05 King's Indian Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knights Only Want One Thing and It's Forking Disgusting	7½	6	1	3	0	0	0	7h 50m 53s	32.1	6.6%	2%	3.8%
Smells Like Teen Vidit	2½	1	6	3	0	0	0	9h 26m 10s	42.7	5.9%	3.1%	5.1%

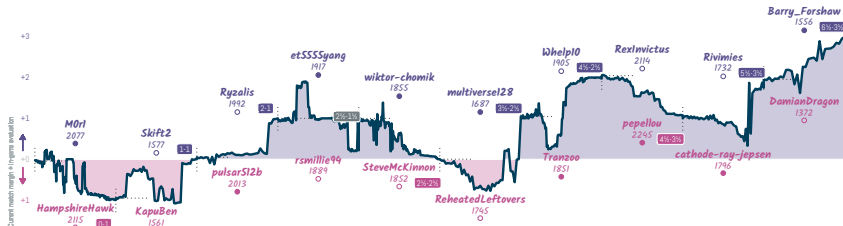
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Chesstosterone 6½ 3½ Started from the top and now we here

Games

B2	Tue 20:00	B9	Thu 12:00	B3	Fri 18:00	B4	Sat 12:00	B6	Sat 20:00	B8	Sat 22:00	B5	Sun 12:00	B1	Sun 13:00	B7	Sun 17:45	B10	Sun 20:00
M0r1	0	Skift2	1	Ryzalis	1	et5555yang	%	wiktor-chomik	0	multiverse128	1	Whelp10	1	RexInvictus	0	Rivimies	1	Barry_Forshaw	1
HampshireHawk	1	KapuBen	0	pulsar512b	0	rsmillie94	%	SteveMcKinnon	1	ReheatedLeftovers	0	Tranzoo	0	pepellou	1	cathode-ray-jepsen	0	DamianDragon	0
1v37IxI0		1qNO1FMN		Tu2dN3Uu		RrvG9tK8		mQEYrko		BorV02dU		7YxMPiRh		bVoVdsFE		4IIcco0R		Dla1sCC2	
C08 Roy Lopez: Closed, Anti-Marshall		B12 Caro-Kann Defense: Advance Variation, Tal Variation		C51 Italian Game: Evans Gambit Declined		D90 Grünfeld Defense: Three Knights Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		A40 Horwitz Defense		C11 French Defense: Steinitz Variation, Boleslavsky Variation		B23 Sicilian Defense: Closed		E48 Nimzo-Indian Defense: Normal Variation, Bishop Attack, Classical Defense		B30 Sicilian Defense: Old Sicilian	

Story



Stats

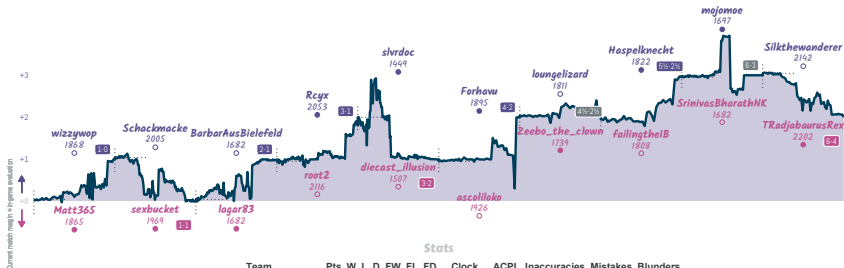
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chesstosterone	6½	6	3	1	0	0	0	8h 5m 13s	48.8	6.3%	3.4%	6%
Started from the top and now we here	3½	3	6	1	0	0	0	7h 38m 43s	55.2	6%	2.6%	6.8%

NA Morphy's Law 6 4 The Devil Wears Pragganandhaa

Games

B5	Wed 17:00	B3	Thu 18:00	B9	Thu 18:30	B2	Thu 18:30	B10	Thu 23:00	B4	Fri 19:00	B7	Sat 13:00	B6	Sun 08:30	B8	Sun 13:30	B1	Sun 15:00
wizzywop Matt365	1 0	Schackmacke sexbucket	0 1	BarbarAusBielefeld lagar83	1 0	Rcyx root2	1 0	slvrdoc diecast_illusion	0 1	Forhavu ascolliloko	1 0	lounge lizard Zeebo_the_clown	0 1	Haspelknecht failingtheIB	1 0	mojomoe SrinivasBharathNK	1 0	Silkthewanderer TRadjabaurusRex	0 1
1jvKnX6E		qqkMOYI6		P8k9rjP6		x0zftIgr		LQJL5P0u		cd1KVRCE		8EGuLknj		fSx0sza1		y8zfxDB7		qWa17LUc	
C86 Ruy Lopez: Open, Bernstein Variation		C86 Ruy Lopez: Open, Bernstein Variation		B39 Sicilian Defense: Accelerated Dragon, Maroczy Bind, Breyer Variation		B34 Sicilian Defense: Accelerated Dragon, Modern Variation		D08 Queen's Gambit Declined: Marshall Defense		C65 Ruy Lopez: Berlin Defense		C53 Italian Game: Classical Variation, Diuoco Pianissimo		B43 Sicilian Defense: Kan Variation, Knight Variation		C47 Four Knights Game: Scotch Variation Accepted		A11 English Opening: Caro-Kann Defensive System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Morphy's Law	6	5	3	2	0	0	0	9h 43m 33s	42.3	6.5%	3.4%	3.6%
The Devil Wears Pragganandhaa	4	3	5	2	0	0	0	8h 44m 19s	47.6	4.4%	3.1%	5.2%

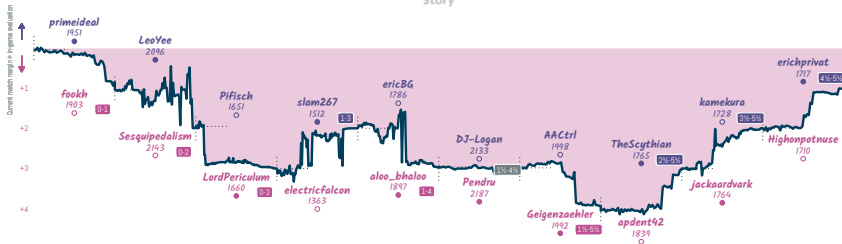
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Hope Chess United 4½ 5½ Thomas the Chess Engine

Games

B4	Tue 19:15	B2	Tue 21:30	B9	Wed 12:00	B10	Thu 11:30	B5	Sat 08:00	B1	Sat 14:15	B3	Sat 14:00	B6	Sat 18:00	B7	Sun 04:00	B8	Sun 19:30
primeideal	0	LeoYee	0	Pifisch	0	slam267	0	ericBG	0	DJ-Logan	%	AACtrl	0	TheScythian	1	kamekura	1	erichprivat	1
fookh	1	Sesquipedalism	1	LordPericulum	1	electricfalcon	1	aloo_bhaloo	1	Pendru	%	Geigenzaehler	0	apdent42	0	jackaardvark	0	Highonpotnuse	0
MYMQmfk		smocTo01		5xrx8t8P		6mKxABy1		bF6QLE1p		eTqQs9xn		TG4jqzJP		1NcCa0Y9		hV7gttko		XvtkggFB	
B30 Sicilian Defense: Nymmetdinov-Rossolimo Attack		A15 English Opening: Anglo-Indian Defense, King's Indian Formation		C10 French Defense: Paulsen Variation		A40 Modern Defense		E92 King's Indian Defense: Potsdamer Variation, Stein Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		A08 Nimzo-Larsen Attack: Classical Variation		C01 French Defense: Exchange Variation		A01 Nimzo-Larsen Attack: Modern Variation		D00 Queen's Pawn Game: Chigorin Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hope Chess United	4½	4	5	1	0	0	0	8h 11m 36s	52.9	5.5%	2%	5.8%
Thomas the Chess Engine	5½	5	4	1	0	0	0	8h 15m 26s	52.0	9%	1.7%	5.2%

[Notes] 'Games': start times shown in UTC and rounded to the nearest 15 minutes; forfeited games are treated identically to unplayed games (even if they were played); 'Story': y-axis tracks the match score gap between the teams while also showing in-game evaluations from Lichess's server analysis; x-axis tracks moves played, both axes scaled for consistency and legibility; games ordered from left to right by time of last move, with unplayed games assigned instead by scheduled time, and unplayed pairings without scheduled times shown last; 'Stats': (F)W(D)L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1.

The League of Extraordinary Patzers 5 5 Tilting at Windmills

Games

B2	Tue 21:30	B6	Wed 17:00	B8	Thu 16:00	B5	Thu 19:00	B9	Fri 18:00	B10	Fri 21:00	B3	Sat 04:00	B1	Sat 14:30	B7	Sun 15:00	B4	Sun 15:00
AlexGaul mqj	% fwcj68 TheGrandChessKnight	1 ConstantIn bungalowboi	0 Abolizer goirish	0 kamelstekspizza thiccclouds	1 jsettle1 pat219	0 KnightFury21 jl23dh	1 x420noscope drchessdad	% Angrybird029 SlimanX	1 Meeklydim rodeo	0 rodeo	1								
PPrfVRUs		nFFSPur1		38ea8bBY		5Imqm1Yk		5yUvbMh2		cKF6c50e		jK4dXxjV		y6TB6F1Y		8zv0LHa1		tYzPb9ep	
E10 Blumenfeld Counter gambit		C42 Russian Game: Italian Variation		B10 Caro-Kann Defense		E68 King's Indian Defense, Fianchetto Variation, Classical Variation		D75 Neo-Grünfeld Defense: Delayed Exchange Variation		B07 Pirc Defense		E71 King's Indian Defense: Makogonov Variation		C02 French Defense: Advance Variation, Euwe Variation		B15 Caro-Kann Defense: Tartakower Variation		C03 French Defense: Tarrasch Variation, Maroczy Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The League of Extraordinary Patzers	5	4	4	2	0	0	0	10h 30m 30s	46.0	7.9%	4.1%	5.3%
Tilting at Windmills	5	4	4	2	0	0	0	11h 7m 52s	42.5	8.9%	2.4%	4.8%

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