

100 Endgames You Must Blow 6 4 Started from the top and now we here

Games

1 Bd. 10 Mon 20:00	2 Bd. 5 Tue 15:00	3 Bd. 4 Wed 20:00	4 Bd. 3 Wed 21:30	5 Bd. 8 Thu 20:00	6 Bd. 6 Sat 02:00	7 Bd. 1 Sat 10:00	8 Bd. 9 Sat 17:00	9 Bd. 2 Sun 12:00	10 Bd. 7 Sun 16:00
z0x DamianDragon	0 Shiba_in_the_park BobAndersonS2	1 sgis rsmillie94	1 pic1991 pulsarS12b	0 Ruslan_Shumilov ReheatedLeftovers	1 ekopp2000 SteveMcKinnon	% Sup12 pepellou	% kotoole KapuBen	1 mronemore HampshireHawk	1 alex-arsenault cathode-ray-jepsen
T6dDfLFR	LVARI03B	m06KzVsD	1kue1Xy6	ZnC31D0a	c61DHfRb	HGIK4Pcn	zkYSMWVG	3pVII16D	fru6vzH0

A22 English Opening: King's
English Variation, Two
Knights Variation, Reversed
Dragon

000 Queen's Pawn Game:
Mason Variation

E40 Nimzo-Indian Defense:
Normal Line

075 Neo-Grünfeld Defense:
Delayed Exchange Variation

000 Queen's Pawn Game:
Mason Variation

B22 Sicilian Defense: Alapin
Variation, Smith-Morra
Declined

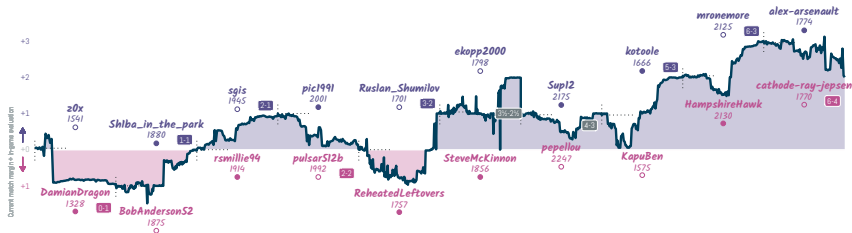
A08 King's Indian Attack:
Sicilian Variation

B10 Caro-Kann Defense:
Accelerated Panov Attack

B13 Caro-Kann Defense:
Panov Attack, Modern
Defense, Mises Line

B32 Sicilian Defense:
Kalashnikov Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
100 Endgames You Must Blow	6	5	3	2	0	0	0	10h 32m 52s	43.9	7.8%	3.4%	3.8%
Started from the top and now we here	4	3	5	2	0	0	0	10h 8m 29s	49.5	9.7%	3.2%	4.7%

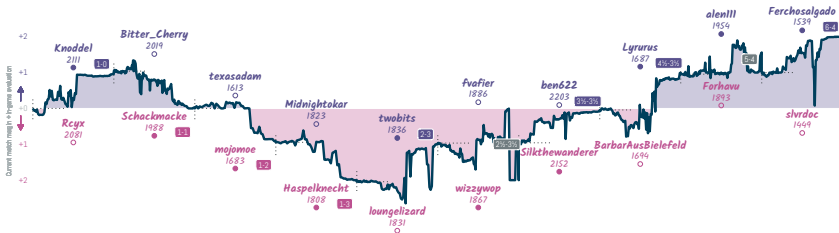
Notes | Games section - games linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Completely Checked Out 6 4 Morphy's Law

Games

1 Bd. 2	Wed 17:00	2 Bd. 3	Wed 18:00	3 Bd. 9	Thu 01:00	4 Bd. 7	Fri 09:00	5 Bd. 6	Fri 13:00	6 Bd. 5	Fri 14:00	7 Bd. 1	Fri 21:15	8 Bd. 8	Sat 18:00	9 Bd. 4	Sun 16:00	10 Bd. 10	Sun 23:00
Knoddell	1	Bitter_Cherry	0	texasadam	0	Midnightokar	0	twobits	1	fvafler	%	ben622	%	Lyrurus	1	alen111	%	Ferchosalgado	1
Rcyx	0	Schackmacke	1	majomoe	1	Haspelknecht	1	lounge lizard	0	wizzwop	%	Silkthewanderer	0	BarbarAusBielefeld	0	Forhavu	%	slvrdoc	0
Fdzb2GKq		ghYCSrex		y1Yp2NwI		2zKr1vGL		o1JDA1KX		ItgM18re		bgxoxz34		eBDtZAMH		R12qvJTd		oU3N7IXk	
E61 King's Indian Defense		A36 English Opening: Symmetrical Variation, Botvinnik System		D32 Tarrasch Defense: Two Knights Variation		B23 Sicilian Defense: Closed		C53 Italian Game: Classical Variation, Diuoco Pionissimo		A07 King's Indian Attack: Sicilian Variation		B40 Sicilian Defense: Kveins Variation		B92 Sicilian Defense: Najdorf Variation, Opocansky Variation		D51 Queen's Gambit Declined: Modern Variation, Knight Defense		D00 Queen's Pawn Game: Mason Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Completely Checked Out	6	5	3	2	0	0	0	10h 16m 47s	54.2	8.6%	4.3%	6.2%
Morphy's Law	4	3	5	2	0	0	0	10h 41m 6s	58.1	8.4%	6.2%	6.5%

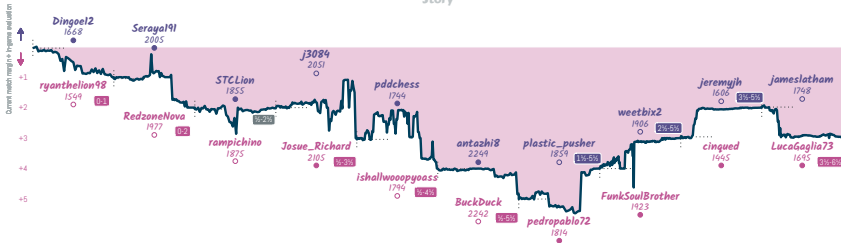
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for W moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Hung Pawn and Quartered 3½ 6½ The Pawn Runners

Games

1 Bd. 9 Tue 12:00 Dingoe12 ryantheion98	2 Bd. 3 Tue 18:30 Seraya191 RedzoneNova	3 Bd. 5 Wed 21:00 STCLion rampichino	4 Bd. 2 Thu 20:00 j3084 Josue_Richard	5 Bd. 7 Fri 14:00 pddchess ishallwoopyoass	6 Bd. 1 Fri 15:00 antazhi8 BuckDuck	7 Bd. 6 Fri 18:45 plastic_pusher pedropablo72	8 Bd. 4 Sun 09:00 weetbix2 FunkSoulBrother	9 Bd. 10 Sun 14:00 jeremyjh cinqued	10 Bd. 8 Sun 15:00 jameslatham LucaGaglia73
UbskxLQR	96u1B54H	Gnpbzd06	qLpsr7cJ	CT1bU7Jv	1rNPGYM2	86tdr8Yw	47FB02SC	wzn5c9cx	EvKefk6k
D06 French Defense: Normal Variation	B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined	B27 Sicilian Defense: Katalimov Variation	E32 Nimzo-Indian Defense: Classical Variation	C02 French Defense: Advance Variation, Paulsen Attack	D38 Queen's Gambit Declined: Ragozin Defense	A48 London System	E91 King's Indian Defense: Orthodox Variation	B90 Sicilian Defense: Najdorf Variation, Lipnitsky Attack	A15 English Opening: Anglo-Indian Defense, King's Indian Formation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hung Pawn and Quartered	3½	3	6	1	0	0	0	7h 34m 45s	57.2	6%	3.5%	5.5%
The Pawn Runners	6½	6	3	1	0	0	0	8h 13s	49.3	5.5%	2.5%	4.8%

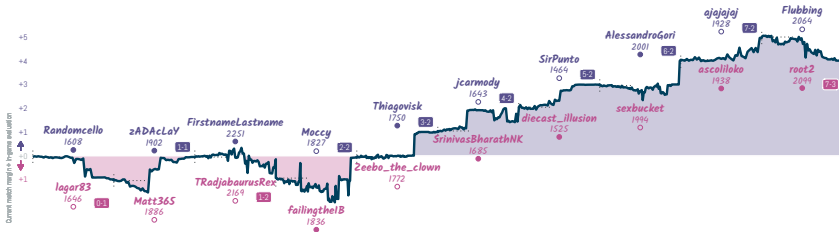
Notes | Games section - games IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 25 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for W moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Save the Opening Trees 7 3 The Devil Wears Pragganandhaa

Games

1 Bd. 9 Randomcello lagar83	Tue 18:30 2 Bd. 5 zADAcLaY Matt365	Wed 17:00 3 Bd. 1 FirstnameLastname TRadjabaurusRex	Thu 16:00 4 Bd. 6 Moccy failingtheIB	Thu 17:00 5 Bd. 7 Thiagovisk Zeebo_the_clown	Thu 19:00 6 Bd. 8 jcarmody SrinivasBharathNK	Fri 15:30 7 Bd. 10 SirPunto diecast_illusion	Fri 21:00 8 Bd. 3 AlessandroGori sexbucket	Sat 21:00 9 Bd. 4 ajajajaj ascoliloko	Sun 07:00 10 Bd. 2 Flubbing root2	Sun 20:00 11 Bd. 1 ajajajaj ascoliloko
WuNLR5cG	BLwmUcCj	BILJY2CF	hv24xGMf	SwIBo3E9	BEqvKDSV	bTmP696T	QQf5M1Ti	91hdkw0h	8q8v4yvC	
C78 Ruy Lopez: Morphy Defense, Arhangelsk Variation	B12 Caro-Kann Defense: Advance Variation, Butvinsk-Carls Defense	C65 Ruy Lopez: Berlin Defense	B54 Sicilian Defense: Modern Variations, Main Line	B18 Caro-Kann Defense: Classical Variation, Main Line	C50 Italian Game	B00 Pirc Defense	B13 Caro-Kann Defense: Exchange Variation	C18 French Defense: Winawer Variation, Petrovian Variation	E30 Nimzo-Indian Defense: Knech Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Save the Opening Trees	7	7	3	0	0	0	0	8h 30m 3s	47.6	8.8%	4.4%	4.7%
The Devil Wears Pragganandhaa	3	3	7	0	0	0	0	7h 52m 3s	60.7	8.8%	2.6%	6.7%

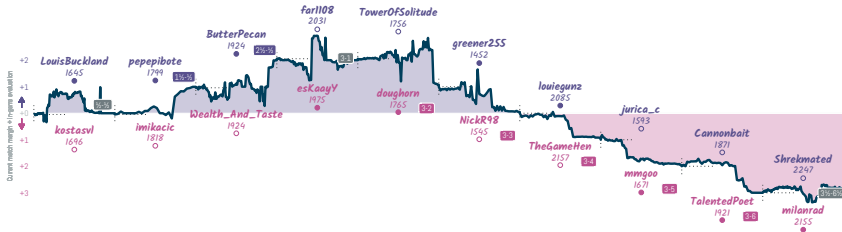
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Knights Only Want One Thing and It's ... 3½ 6½ Somebody write smth and submit it

Games

1 Bd. 8 Wed 18:00	2 Bd. 6 Wed 22:15	3 Bd. 4 Wed 22:00	4 Bd. 3 Thu 14:00	5 Bd. 7 Thu 16:00	6 Bd. 10 Sat 17:00	7 Bd. 2 Sat 19:00	8 Bd. 9 Sat 20:00	9 Bd. 5 Sun 09:00	10 Bd. 1 Sun 17:15
LouisBuckland kostasvl	pepebibote imikacic	ButterPecan Wealth_And_Taste	far1108 esKaayY	TowerOfSolitude doughorn	greener255 NickR98	louiegunz TheGameHen	jurica_c mmg00	Cannonbait TalentedPoet	Shrekemated milanrad
MXjXZxC4	zfHnu7mS	PwIoergl	NEte1vaW	drihl1kt	w1qKw4dc	40baaCn6	KXeHH34d	TojZm5yY	Z9ajcyCG
B13 Caro-Kann Defense: Pawo Attack, Modern Defense, Mieses Line	D02 French Defense: Advance Variation	A20 English Opening: King's English Variation	B24 Sicilian Defense: Closed	C78 Roy Lopez: Morphy Defense	A85 Dutch Defense: Queen's Knight Variation	A80 Dutch Defense	A40 English Defense	D08 Queen's Gambit Declined: Albin Counter gambit, Kienasz Variation	E84 King's Indian Defense: Sämisch Variation, Panno Main Line

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	3½	2	5	3	0	0	0	8h 16m 21s	56.0	10%	3.9%	7.2%
Somebody write smth and submit it	6½	5	2	3	0	0	0	7h 32m 47s	48.5	7.2%	3.6%	5.3%

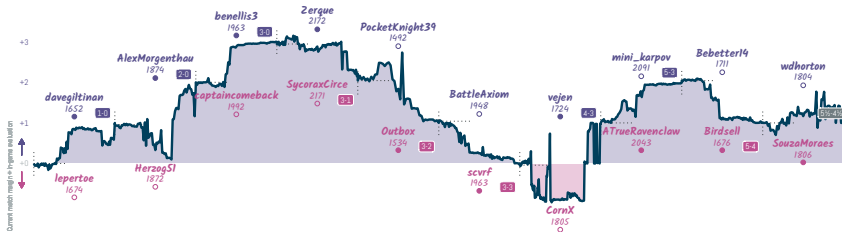
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for W moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Colle-Zuckerberg Metasystem 5½ 4½ Hoosier Daddy and the Knight of the L...

Games

1 Bd. 9 Tue 18:30 davegiltinan leptoe	2 Bd. 5 Tue 18:30 1 AlexMorgenthau 0 Herzog51	3 Bd. 3 Wed 13:00 1 benellis3 0 captaincomeback	4 Bd. 1 Thu 21:00 1 Zergue 0 SycoraxCirce	5 Bd. 10 Sat 01:00 0 PocketKnight39 1 Outbox	6 Bd. 4 Sat 01:00 0 BattleAxiom 1 scvrf	7 Bd. 7 Sat 14:00 0 vejen 1 CornX	8 Bd. 2 Sat 14:45 1 mini_karpov 0 ATrueRavenclaw	9 Bd. 8 Sat 17:00 1 Bebetter14 0 Birdsell	10 Bd. 6 Sun 18:00 0 wdhorton 1 SouzaMoraes
AZQKXWVq	APvVK16z	9EuP8r50	L1nFdxTf	v2tx1GvI	ymUsYjDM	WBODoHTo	zT1mca9X	wZ6ZxHPz	rp96XWj4
E21 Nimzo-Indian Defense: Three Knights Variation	A10 English Opening	D00 Queen's Pawn Game: Mason Variation	B32 Sicilian Defense: Accelerated Dragon	B01 Scandinavian Defense: Mieses-Kotroc Variation	B23 Sicilian Defense: Closed	B23 Sicilian Defense: Closed	E69 King's Indian Defense: Fianchetto Variation, Immediate Fianchetto	B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation	A01 Nimzo-Larsen Attack: Classical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Colle-Zuckerberg Metasystem	5½	5	4	1	0	0	0	10h 7m 56s	56.8	7.7%	3.5%	5.2%
Hoosier Daddy and the Knight of the Living Dead	4½	4	5	1	0	0	0	10h 14m 51s	58.5	6.2%	3%	6.2%

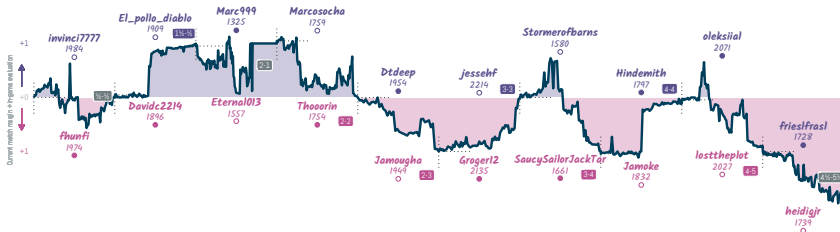
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Fast and Firouzjous 4½ 5½ The Borgov Collective

Games

1 Bd. 3 Mon 14:00	2 Bd. 5 Mon 16:30	3 Bd. 10 Mon 20:00	4 Bd. 7 Tue 20:00	5 Bd. 4 Sat 10:00	6 Bd. 1 Sat 22:00	7 Bd. 9 Sat 23:00	8 Bd. 6 Sun 02:00	9 Bd. 2 Sun 11:00	10 Bd. 8 Sun 16:00
invinci7777 fhunfi	% El_pollo_diablo % Davidc2214	1 Marc999 0 Eternal013	% Marcosocha % Thoorin	0 Dtdeep 1 Jamougha	0 jessehf 1 Groger12	1 Stormerofbarns 0 SaucySailorJackTar	0 Hindemith 1 Jamoke	1 oleksiial 0 lostthepilot	0 friestfrasl 1 heidigr
1VFtBNnh	IuJz9yks	tYS9zUnS	2YtRrLOG	sBr1Wuxt	jLnt6H7l	OyMs9a0g	LtuzfmZW	61gNp0oK	AuTuW9va
A80 Dutch Defense: Classical Variation	B22 Sicilian Defense: Alapin Variation, Stoltz Attack	C40 Elephant Gambit: Paulsen Countergambit	B12 Caro-Kann Defense: Advance Variation, Tal Variation	E70 King's Indian Defense: Kramer Variation	A49 Indian Defense: Przpiorka Variation	A45 Indian Defense	C24 Bishop's Opening: Vienna Hybrid	C45 Scotch Game: Mieses Variation	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fast and Firouzjous	4½	3	4	3	0	0	0	9h 1m 22s	50.3	6.7%	5.1%	4.4%
The Borgov Collective	5½	4	3	3	0	0	0	9h 50m 12s	46.2	7.7%	3.6%	3.6%

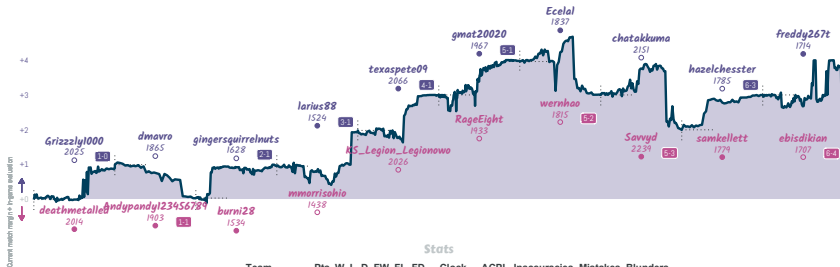
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Elo darkness, my old friend 6 4 The En Peasants

Games

1 Bd. 3 Wed 08:00	2 Bd. 5 Fri 19:00	3 Bd. 9 Fri 19:00	4 Bd. 10 Sat 20:00	5 Bd. 2 Sat 19:15	6 Bd. 4 Sun 07:00	7 Bd. 6 Sun 14:00	8 Bd. 1 Sun 13:00	9 Bd. 7 Sun 15:00	10 Bd. 8 Sun 20:45
Grizzly1000 1 deathmetalled 0	dmavro 0 Andyandy123456789	gingersquirrelnuts 0 burni28	larius88 1 mmorrisohio 0	texaspete09 1 KS_Legion_Legionowo 0	gmat20020 1 RageEight 0	Ecelal 1 wernhao 0	chatakkuma 0 Savvyd 1	hazelchesster 0 samkellett 1	freddy267t 1 ebisdikian 0
C9aJAMNE	kbnRuJNJ	NO8NUK1t	cNoBX9Lg	2PE2c8Bb	d9gBLTqg	BWdowLuG	3LkBex0N	UnSVHfXt	qRkrpz7o
A80 Dutch Defense	B23 Sicilian Defense: Closed	B23 Sicilian Defense: Closed	B15 Caro-Kann Defense: Tartakower Variation	A04 Zukertort Opening: Dutch Variation	D45 Semi-Slav Defense: Staiz Variation	C11 French Defense: Classical Variation, Steinitz Variation	E38 Nimzo-Indian Defense: Classical Variation, Berlin Variation	A85 Dutch Defense: Queen's Knight Variation	D02 Queen's Pawn Game: Symmetrical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Elo darkness, my old friend	6	6	4	0	0	0	0	8h 53m 47s	51.6	7.5%	1.3%	4.9%
The En Peasants	4	4	6	0	0	0	0	8h 45m 10s	53.9	11.4%	3.4%	5.2%

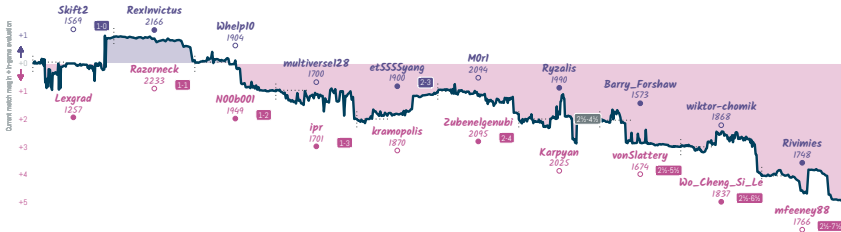
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 25 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Chesstosterone 2½ 7½ 0-0-0 0-0-0 You Don't Have To Go

Games

1 Bd. 10	Tue 14:00	2 Bd. 1	Tue 18:00	3 Bd. 4	Wed 19:00	4 Bd. 8	Wed 19:30	5 Bd. 5	Thu 23:30	6 Bd. 2	Fri 09:00	7 Bd. 3	Sat 04:00	8 Bd. 9	Sat 20:00	9 Bd. 6	Sat 20:30	10 Bd. 7	Sun 18:00
SkiFt2	1	RexInvictus	0	Whelp10	0	multiverse128	0	et5555yang	1	MDr1	0	Ryzalis	0	Barry_Forshaw	0	wiktor-chomik	0	Rivimies	0
Lexgrad	0	Razorneck	1	N00b001	1	ipr	1	kramopolis	1	Zubenelgenubi	1	Karpyan	1	vonSlattery	1	Wo_Cheng_Si_Le	1	mfeeney88	1
xh0pP7ub		npfua6EC		DgGm7152		1nV4HtRW		fvC1c77x		a09B8QCY		VG4K93k8		9VsQjefd		WHcOohmv		vMMit6BZ	
C02 French Defense: Advance Variation, Milner-Barry Gambit		C90 Ruy Lopez: Closed, Pinnik Variation		C85 Ruy Lopez: Classical Variation, Zukertort Gambit		A48 Indian Defense: Knights Variation		E80 Grünfeld Defense: Counterthrust Variation		E01 Catalan Opening: Closed		A57 Benko Gambit		B38 Sicilian Defense: Accelerated Dragon, Maróczy Bind		A43 Indian Defense: Praporka Variation		D30 Queen's Gambit Declined	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chesstosterone	2½	2	7	1	0	0	0	9h 22m 49s	59.1	10.8%	3.9%	6.5%
0-0-0 0-0-0 You Don't Have To Go	7½	7	2	1	0	0	0	9h 2m 25s	49.0	8.7%	2.9%	6.3%

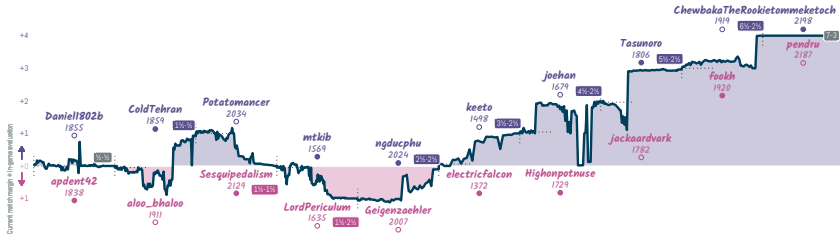
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 10 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Avengers: Middlegame 7 3 Thomas the Chess Engine

Games

1 Bd. 6 Mon 14:00 Daniel1802b apdent42	2 Bd. 5 Wed 18:00 ColdTehran aloo_bhaloo	3 Bd. 2 Wed 20:30 Potatomancer Sesquipedalism	4 Bd. 9 Wed 21:00 mtkib LordPericulum	5 Bd. 3 Thu 13:00 ngducphu Geigenzaehler	6 Bd. 10 Thu 18:00 keeto electricfalcon	7 Bd. 8 Sat 10:00 joehan Highonpotnuse	8 Bd. 7 Sun 14:00 Tasunoro jackaardvark	9 Bd. 4 Sun 16:00 ChewbakaTheRookie fookh	10 Bd. 1 tommeketoch pendru
0wH3yTc5	dvmE82Y1	Kutq17c8	4YQXUz85	wU90XEK6	BAjSm0JK	oMoNq3P8	jE68yWuc	DQhzZeTf	
A57 Benko Gambit: Zaitsev Variation, Nescafe Frappe Attack	B41 Sicilian Defense: Kan Variation, Maroczy Bind, Riti Variation	D11 Slav Defense: Modern Line	C53 Italian Game: Classical Variation	B90 Sicilian Defense: Najdorf Variation	B29 Sicilian Defense: O'Kelly Variation, Venice System, Stainer Line	B56 Sicilian Defense: Classical Variation	B39 Sicilian Defense: Accelerated Dragon, Maroczy Bind	A67 Benoni Defense: Timmerman Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Avengers: Middlegame	7	6	2	1	0	0	1	5h 35m 10s	51.1	7.5%	3.1%	5.3%
Thomas the Chess Engine	3	2	6	1	0	0	1	7h 6m 39s	64.5	7.5%	3.4%	5.9%

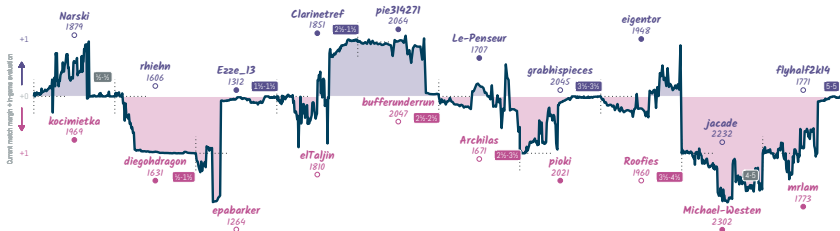
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

No Name, No Captain, No Problem 5 5 The Knight Shift

Games

1 Bd. 5	Tue 19:00	2 Bd. 9	Tue 23:00	3 Bd. 10	Wed 19:00	4 Bd. 6	Fri 19:00	5 Bd. 2	Sat 16:15	6 Bd. 8	Sat 18:00	7 Bd. 3	Sat 19:30	8 Bd. 4	Sun 17:00	9 Bd. 1	Sun 18:30	10 Bd. 7	Mon 00:00
Narski	%	rhiehn	0	Ezze_13	1	Clarinetref	1	pie314271	0	Le-Penseur	0	grabhispieces	1	eigentor	0	jacade	%	flyhalf2k14	1
kocimietka	%	diegothdragon	1	epabarker	0	elTaljin	0	bufferunderrun	1	Archilas	1	pioki	0	Roofies	0	Michael-Westen	%	mrlam	0
mtRu1m9N		U77Wdmx1		mkDwOwNA		Olyoktr2		QxnIxGn6		sGhTnpHW		wNMQIWQO		2wM7TR26		19qmPFVw		Os9e9Zrt	
035 Queen's Gambit Declined: Exchange Variation, Positional Variation		037 Queen's Gambit Declined: Hiarwitz Attack		A44 Benoni Defense: Old Benoni		020 Queen's Gambit Accepted: Sadosko Variation		B17 Caro-Kann Defense: Karpov Variation, Modern Variation		A73 Benoni Defense: Classical Variation, Main Line		000 Queen's Pawn Game: Mason Variation		A58 Benko Gambit Accepted: Fully Accepted Variation		B93 Sicilian Defense: Najdorf Variation, Zagreb Variation		B40 Sicilian Defense: Delayed Alapin Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No Name, No Captain, No Problem	5	4	4	2	0	0	0	9h 53m 35s	43.1	6.8%	2.6%	6%
The Knight Shift	5	4	4	2	0	0	0	10h 37m 32s	43.3	8.3%	2.6%	5.8%

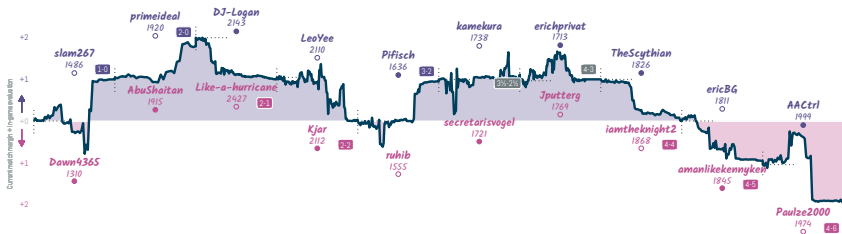
Notes | Games section - games are linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Hope Chess United 4 6 Scachs d'Amor

Games

1 Bd. 10 Tue 00:00 slam267 Dawn4365	2 Bd. 4 Tue 17:00 1 primeideal 0 AbuShaitan	3 Bd. 1 Tue 19:00 1 DJ-Logan 0 Like-a-hurricane	4 Bd. 2 Thu 00:00 0 LeoYee 1 Kjar	5 Bd. 9 Thu 18:00 0 Pifisch 1 ruhif	6 Bd. 8 Fri 09:00 1 kamekura 0 secretarisvogel	7 Bd. 7 Sat 17:00 % erichprivat % Jputterg	8 Bd. 5 Sat 19:00 % TheScythian % iamtheknight2	9 Bd. 6 Sun 08:00 0 ericBG 1 amanlikekenyken	10 Bd. 3 Sun 17:00 0 AACTrl 1 Paulze2000
JOUW9S28	nAy6Z2K6	nFpY1rwK	sGxY9IYg	tx1m736P	It1YDraU	HfdD1lrX	Pg3HqMdZ	U3JbtFkV	kNlodnZS
000 Queen's Pawn Game: Mason Variation	812 Caro-Kann Defense: Advance Variation, Tal Variation	A49 Indian Defense: Przepiorka Variation	C03 French Defense: Tarrasch Variation, Morzevich Variation	D85 Grünfeld Defense: Exchange Variation, Nadanian Attack	A01 Nimzo-Larsen Attack: Classical Variation	A13 English Opening: Agricoart Defense, Catalan Defense	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	E91 King's Indian Defense: Orthodox Variation	A30 English Opening: Symmetrical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hope Chess United	4	3	5	2	0	0	0	9h 44m 23s	40.2	7.4%	2%	4.9%
Scachs d'Amor	6	5	3	2	0	0	0	7h 34m 59s	35.2	7.4%	2.8%	3.1%

Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

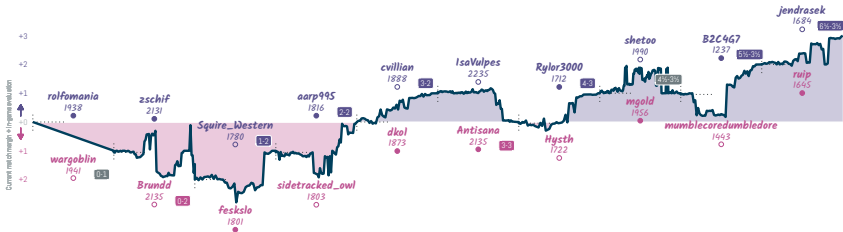
Powerful Kingsmen 6½ 3½ **Whiskey on the Rooks**

Games

	1 Bd. 4	2 Bd. 2	The 18:00	3 Bd. 7	The 18:15	4 Bd. 6	Fri 03:00	5 Bd. 5	Sat 13:00	6 Bd. 1	Sat 19:30	7 Bd. 8	Sun 15:30	8 Bd. 3	Sun 14:00	9 Bd. 10	Sun 17:00	10 Bd. 9	Sun 20:30
rolifomania	0F	zschiF		0	Squire_Western	1	aarp995	1	civilian	1	IsaVulpes	0	shetoo	%	B2C4G7		jendrasek	1	
wargoblin	1X	Brundd		1	feskislo	0	sidetracked_owl	0	dkol	0	Antisana	1	Hysth	%	mumblecoredumbled	0	he ruip	0	
		pMIaDFJM			cS3FFLd1		H6i0HuTb		x1fg0aQ2		f1hh61C9		xSqFmXWP		fgZTABah		DLj13rKR		uUN6heI5

C50 Italian Game: Hungarian Defense

Story



Stats

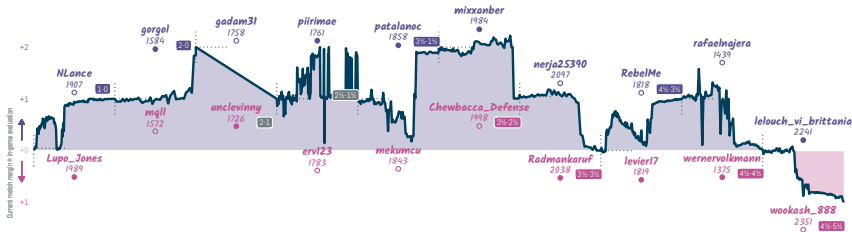
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Powerful Kingsmen	6%	6	2	1	0	1	0	8h 37m 6s	61.2	7.7%	3.7%	7.4%
Whiskey on the Rooks	3%	2	6	1	1	0	0	8h 20m 18s	76.1	7.4%	5.7%	9.4%

Magners Carlsberg 4½ 5½ THE MONSTER TRUCKS OF CHESS

Games

1 Bd. 4 Mon 16:15 NLance Lupo_Jones	2 Bd. 9 Tue 20:00 gorgol mgll	3 Bd. 8 Tue 20:00 gadam31 unclevinny	4 Bd. 7 Wed 18:15 OF piirimae 1X erv123	5 Bd. 5 Wed 23:00 % patalanoc % mekumcu	6 Bd. 3 Sat 15:00 1 mixxanber 0 Chewbacca_Defense1	7 Bd. 2 Sun 10:00 0 nerja25390 1 Radmankaruf	8 Bd. 6 Sun 13:00 0 RebelMe 1 levier17	9 Bd. 10 Sun 18:30 1 rafaelnajera 0 wernervolkman	10 Bd. 1 Sun 20:30 0 lelouch_vi_brittania 1 wookash_888
3f7yIzxM	nYuLprFQ		Rb6Dty8P	oKDWMYMF	Eu4a0QVw	vnTtrjWW	vSPzoSAd	TyWBnePn	Rq3ed2Uo
C42 Russian Game: Stafford Gambit	E48 Nimzo-Indian Defense: Normal Variation, Bishop Attack, Classical Defense		A41 Queen's Pawn Game	D88 Grünfeld Defense: Exchange Variation, Classical Variation	D35 Queen's Gambit Declined: Exchange Variation, Positional Variation	C78 Ruy Lopez: Morphy Defense	D01 Rapport-Jobava System	C78 Ruy Lopez: Morphy Defense, Neo-Akhangelisk Variation	B87 Sicilian Defense: Sasin Attack, Flank Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Magners Carlsberg	4½	4	4	1	0	1	0	9h 19m 15s	55.9	6.8%	1.6%	5.7%
THE MONSTER TRUCKS OF CHESS	5½	4	4	1	1	0	0	7h 59m 35s	52.6	6.4%	3.4%	4.8%

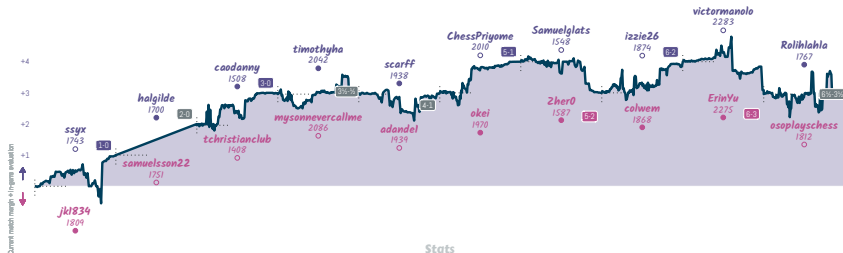
Notes | Games section - games IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Mi Caissa, su Caissa 6½ 3½ Nepo Gonna Give You Up

Games

1 Bd. 7 ssyx jk1834	Thu 15:00	2 Bd. 8 1 halgilde 0 samuelsson22	3 Bd. 10 1X caodanny 0F tchristianclub	Fri 17:00	4 Bd. 2 1 timothyha 0 mysonnevercallme	Sat 07:15	5 Bd. 4 % scarff % adandel	Sat 12:15	6 Bd. 3 % ChessPriome % okei	Sat 21:00	7 Bd. 9 1 Samuelglats 0 Zher0	Sun 11:00	8 Bd. 5 0 izzie26 1 colwem	Sun 12:00	9 Bd. 1 1 victormanolo 0 ErinYu	Sun 15:00	10 Bd. 6 0 Rolihlahla 1 osoplayschess	Sun 15:30
XbmDohwD			CZN26K5Z		vLCHPEG7		IZb5GJ08		H1313hHM		28x1DgNF		KpiJadGX		tdXfsbN8		A87NE0g3	
ADD Polish Opening: Czech Defense			B10 Caro-Kann Defense		C21 Danish Gambit		B92 Sicilian Defense: Najdorf Variation, Opocansky Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D15 Slav Defense: Three Knights Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A45 Indian Defense		C29 Vienna Game: Vienna Gambit, Paulsen Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Mi Caissa, su Caissa	6½	4	2	3	1	0	0	10h 42m 47s	40.8	9.6%	3.8%	5.3%
Nepo Gonna Give You Up	3½	2	4	3	0	1	0	8h 50m 11s	45.8	10.1%	4.3%	5.8%

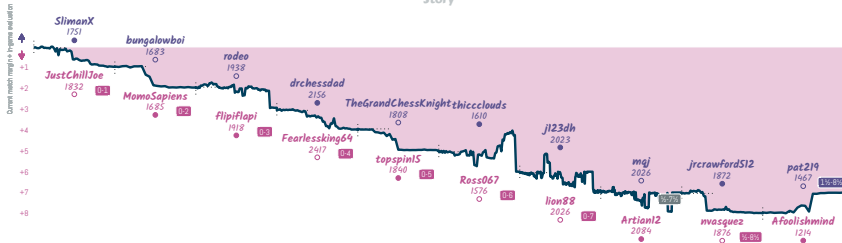
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Tilting at Windmills 1½ 8½ You Come at the King, You Best not Miss

Games

1 Bd. 7	Wed 12:00	2 Bd. 8	Wed 18:00	3 Bd. 4	Thu 11:30	4 Bd. 1	Thu 14:30	5 Bd. 6	Fri 12:15	6 Bd. 9	Fri 17:30	7 Bd. 3	Fri 22:00	8 Bd. 2	Fri 22:00	9 Bd. 5	Sun 16:00	10 Bd. 10	Sun 18:00
SlimanX	0	bungslowboi	0	rodeo	0	drchessdad	0	TheGrandChessKnight	0	thiccclouds	0	jl23dh	0	maj	½	jrcrawford512	0	pat219	1
JustChillJoe	1	MomoSapiens	1	flipiflapi	1	Fearlessking64	1	topspin15	1	Ross067	1	lion88	1	Artian12	½	nvassquez	1	Afoolishmind	0
CTSNTsJf		f5PeQwG6		cRSN6Xcv		hcF2FPB1		f6mThH46		JGAOQK7d		IPnYk6wF		LQfrKGN7		2o9LzwwE		rNkKVtZy	
B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B12 Caro-Kann Defense: Maróczy Variation		C04 French Defense: Tarrasch Variation, Guimard Defense, Main Line		C01 French Defense: Exchange Variation		C27 Vienna Game: Frankenstein-Dracula Variation		B30 Sicilian Defense: Nychmetdinov-Rossolimo Attack		C89 Roy Lopez: Marshall Attack, Modern Variation		D47 Semi-Slav Defense: Meran Variation, Lundin Variation		C52 Italian Game: Evans Gambit, Tartakower Attack		C53 Italian Game: Classical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Tilting at Windmills	1½	1	8	1	0	0	0	7h 59m 25s	55.8	7.5%	3.8%	5.9%
You Come at the King, You Best not Miss	8½	8	1	1	0	0	0	8h 52m 57s	38.1	5.4%	3%	4%

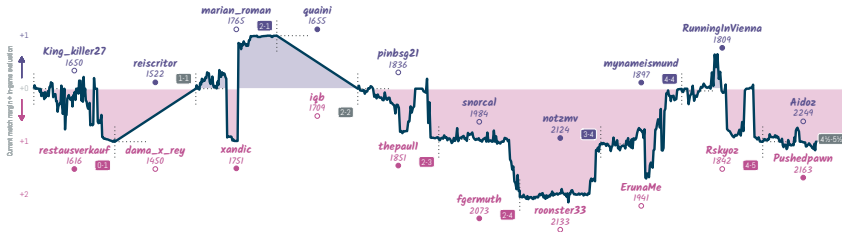
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis shows the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Fork and Knight 4½ 5½ The Hippopotamus in the Swamp

Games

1 Bd. 9 Wed 18:00 King_killer27 rehausverkauf	2 Bd. 10 reiscritor dama_x_rey	3 Bd. 7 Fri 21:00 1X marian_roman 0F xandic	4 Bd. 8 1 quaini 0 iqb	5 Bd. 5 Sat 13:00 0F pinbsg21 1X thepaul	6 Bd. 3 0 snorcal 1 fgermuth	7 Bd. 2 Sat 14:00 0 notzmv 1 rooster33	8 Bd. 4 Sat 16:00 1 mynameismund 0 ErunaMe	9 Bd. 6 Sat 16:00 1 RunningInVienna 0 Rskyoz	10 Bd. 1 Sun 14:00 0 Aidoz 1 Pushedpaw	Mon 06:00 ½
waaBnDT6		YSH41asY		hvSwGCP	tvUju71j	H5JGHmY8	tPoDmrul	1PZB4VDe	CRdL3fn6	
000 Queen's Pawn Game: Mason Variation		002 Queen's Pawn Game: London System		A45 Queen's Pawn Game: Chapman Variation	B12 Caro-Kann Defense: Advance Variation, Tail Variation	B10 Caro-Kann Defense: Two Knights Attack	C79 Ruy Lopez: Morphy Defense, Steinert Deferred	B22 Sicilian Defense: Alapin Variation	C65 Ruy Lopez: Berlin Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork and Knight	4½	3	4	1	1	1	0	7h 44m 33s	48.1	8.9%	3.2%	5.5%
The Hippopotamus in the Swamp	5½	4	3	1	1	1	0	8h 46m 53s	46.1	9.5%	4.6%	4.9%

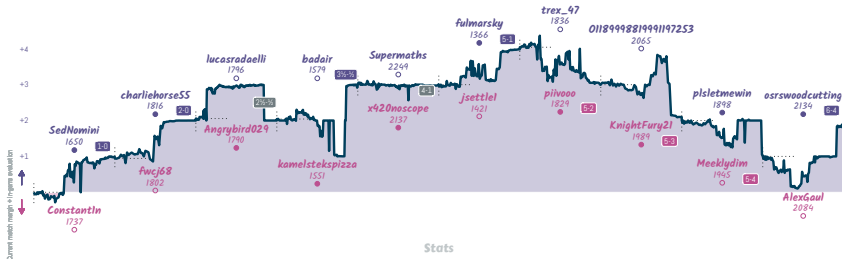
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Sevian deadly sins 6 4 The League of Extraordinary Patzers

Games

1 Bd. 8 Tue 21:00	2 Bd. 6 Thu 18:00	3 Bd. 7 Thu 23:00	4 Bd. 9 Fri 18:00	5 Bd. 1 Sat 13:00	6 Bd. 10 Sat 17:15	7 Bd. 5 Sat 17:00	8 Bd. 3 Sun 07:00	9 Bd. 4 Sun 17:00	10 Bd. 2 Sun 22:30
SedNomini Constantin	1 charliehorse55 fwcj68	1 lucasradaelli Angrybird029	% badair kamelstekspizza	1 Supermaths x420noscope	% fulmarsky jsettle1	1 trex_47 piivooo	0 0118999881999119725 KnightFury21	1 plsletmewin Meeklydim	0 oerswoodcutting AlexGaul
F6A8BdS6	JxoSBYPQ	txkn1nLm	kYVoD5fr	3p3CrVM9	YTfa83Ch	ImiPJ3vZ	Y41R9nkA	pAFqLcqc	sUoSVhcx
E32 Nimzo-Indian Defense: Classical Variation	B23 Sicilian Defense: Closed	C65 Ruy Lopez: Berlin Defense	C44 Ponziani Opening: Jenisch Counterattack	E32 Nimzo-Indian Defense: Classical Variation	D43 Semi-Slav Defense	B12 Caro-Kann Defense: Advance Variation, Short Variation	E09 Catalan Opening	B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation	B30 Sicilian Defense: Nymmetdinov-Rossolimo Attack

Story



Stats

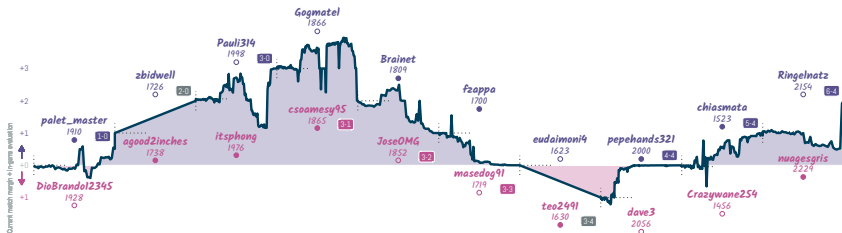
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sevian deadly sins	6	5	3	2	0	0	0	11h 15m 48s	43.4	7.7%	2%	5.1%
The League of Extraordinary Patzers	4	3	5	2	0	0	0	11h 29m 55s	47.7	6.5%	4.2%	5.3%

The winging it gambit 6 4 Tropic Blunder

Games

1 Bd. 4 Wed 16:00 palet_master DioBrando12345 0	2 Bd. 7 1 zbidwell agood2inches 0	3 Bd. 3 Thu 15:15 1X Pauli314 itsphong 0F	4 Bd. 5 Thu 18:00 1 Gogmatel csoamesy95 0	5 Bd. 6 Fri 01:00 0 Brainet JoseOMG 1	6 Bd. 8 Sat 14:00 0 fzappa masedog91 1	7 Bd. 9 0 eudaimoni4 teo2491 1	8 Bd. 2 Sun 10:00 0F pepehands321 dave3 1X	9 Bd. 10 Sun 14:00 1 chiasmata Crazywane254 0	10 Bd. 1 Sun 17:00 1 Ringelnatz nuagesgris 0
gl26npaJ		jd0wng4c	hjvL0LHS	6WDKzs4	Hf7nvXvB		55QJ0180	QhLXCX9T	FaRxAPsG
D87 Grünfeld Defense: Exchange Variation, Seville Variation		D57 Ruy Lopez: Berlin Defense, Rio Gambit Accepted	D47 Semi-Slav Defense: Moran Variation, Wide Variation	A58 Benko Gambit Accepted: Fully Accepted Variation	D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		C03 French Defense: Exchange Variation	B10 Caro-Kann Defense	A15 English Opening: Anglo-Indian Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The winging it gambit	6	5	3	0	1	1	0	6h 39m 51s	43.9	6.3%	1.9%	6.3%
Tropic Blunder	4	3	5	0	1	1	0	7h 5m 27s	45.9	5.8%	2.2%	6.3%

Notes | Games section - games linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for all moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Smells Like Teen Vedit

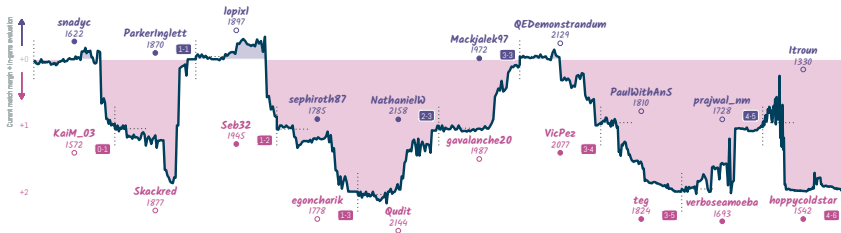
4 6

Sponsored by Chessable Threefold Repetition Technology

Games

1 Bd. 9 Tue 19:00 snadyc KaiM_03	2 Bd. 5 Wed 18:00 ParkerInglett Skackred	3 Bd. 4 Wed 19:00 lopixl Seb32	4 Bd. 7 Thu 22:00 sephiroth87 egoncharik	5 Bd. 1 Sat 19:00 NathanielW Qudit	6 Bd. 3 Sat 21:00 MackJalek97 gavalanche20	7 Bd. 2 Sat 22:00 QEDemonstrandum VicPez	8 Bd. 6 Sun 12:00 PaulWithAnS teg	9 Bd. 8 Sun 13:00 prajwal_nm verboseamoeba	10 Bd. 10 Sun 15:00 Itroun happycoldstar
ks5adq2h	eQN3ZCgd	Hz1HBNZC	CUatxFIT	Iez5y0Ng	bgYQAxGv	1c8GISSy	IrV6FpdI	YueXfDL1	2MNVjblW
B19 Caro-Kann Defense: Classical Variation	B33 Sicilian Defense: Open	A36 English Opening: Symmetrical Variation, Botvinnik System	B94 Sicilian Defense: Najdorf Variation	B32 Sicilian Defense: Kalashnikov Variation	B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyuskin Variation	C59 Italian Game: Two Knights Defense, Polesia Defense, Bishop Check Line	B12 Caro-Kann Defense: Advance Variation, Short Variation	B11 Caro-Kann Defense: Two Knights Attack, Mironov Variation, Exchange Line	B22 Sicilian Defense: Alapin Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Smells Like Teen Vedit	4	4	6	0	0	0	0	8h 44m 32s	46.2	7.5%	1.9%	5.7%
Sponsored by Chessable Threefold Repetition Technology	6	6	4	0	0	0	0	7h 20m 59s	41.2	6.9%	2.5%	4.1%

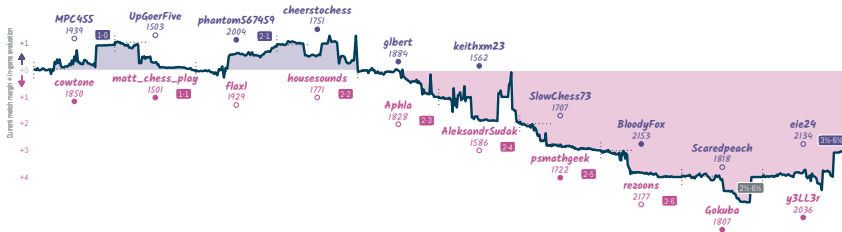
Notes | Games section - game IDs linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colour (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.

Phantom's Ghostly Pirate Crew 3½ 6½ Prophylactic Pawnstorm

Games

1 Bd. 4	Mon 16:00	2 Bd. 10	Tue 17:00	3 Bd. 3	Wed 19:30	4 Bd. 7	Wed 23:00	5 Bd. 5	Thu 20:30	6 Bd. 9	Fri 22:00	7 Bd. 8	Sat 15:00	8 Bd. 1	Sat 17:00	9 Bd. 6	Sat 18:00	10 Bd. 2	Sun 08:00
MPC455 cowtone	1 0	UpGoerFive matt_chess_play	0 1	phantom567459 flaxl	1 0	cheerstochess housesounds	0 1	glbert Aphla	0 1	keithxm23 AleksandrSudak	0 1	SlowChess73 psmathgeek	0 1	BloodyFox rezoons	0 1	Scaredpeach Gokuba	½ ½	eie24 y3LL3r	1 0
PZ3I7zS9		8o1vSA1f		B4vtANWJ		peaQdQFF		tpmdBgKZ		2T8zHg4F		U11svHKP		mdJrKunx		y8WpRJsv		IGRFuIT4	
C12 French Defense: MacCutcheon Variation, Lasker Variation		B13 Caro-Kann Defense: Exchange Variation		C47 Four Knights Game: Scottish Variation Accepted		C52 Italian Game: Evans Gambit, Pierce Defense		C11 French Defense: Steinitz Variation		B11 Caro-Kann Defense: Two Knights Attack, Mindeno Variation, Exchange Line		D01 Rapport-Jobava System		D85 Grünfeld Defense: Exchange Variation, Classical Variation		A05 Zukartort Opening		B99 Sicilian Defense: Najdorf Variation, Main Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Phantom's Ghostly Pirate Crew	3½	3	6	1	0	0	0	7h 49m 19s	50.8	7.4%	4.2%	4.8%
Prophylactic Pawnstorm	6½	6	3	1	0	0	0	8h 55m 13s	43.8	5.6%	2.7%	4.5%

Notes | Games section - games (ids) linked to game URLs, games that were played but later forfeited are treated as though they weren't played (and therefore aren't linked); all game start times are listed as UTC and rounded to the nearest 15 minutes. Story section - games are ordered from left to right by time of completion. Unplayed games are assigned instead by scheduled time, and unplayed pairings without scheduled times are shown last. The y-axis shows the match score difference between the teams, and the x-axis tracks the moves played in each game. Both axes are scaled for consistency and legibility. The circles below players' ratings indicate colours (filled means Black). The scores after each game track the overall match score. Stats section - W: wins, L: losses, D: draws, FW: forfeit wins, FL: forfeit losses, FD: scheduling draws, Clock: total clock time used, ACPL: team's average centipawn loss (accounting for 0 moves), Inaccuracies/Mistakes/Blunders: % of team's moves that comprised of each error type. Other: title rankings only shown for the top 10 teams in the pre-match standings, ignoring tiebreaks.