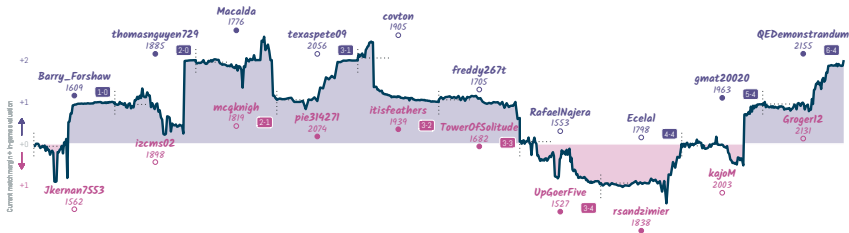


Forking Legends 6 4 Perpetual check out this blunder

Games

B9	Tue 13:00	B5	Wed 02:00	B7	Wed 15:00	B2	Thu 22:30	B4	Fri 19:30	B8	Sat 14:00	B10	Sat 18:00	B6	Sun 16:00	B3	Sun 17:00	B1	Sun 18:00
Barry_Forshaw	1	thomasnguyen729	1	Macalda	0	texaspete09	1	covton	0	freddy267t	0	RafaelNajera	0	Ecelal	1	gmat20020	1	QEDemonstrandum	1
Jkernan7553	0	izcms02	0	mcqknigh	0	pie314271	0	itisfeathers	1	TowerOfSolitude	1	UpGoerFive	1	rsandzimier	0	kajoM	0	Groger12	0
6R1e0T2d		2JB4WoU8		p52Z2Fee		y0E1DXCu		jW1YkDQd		UUgf1kLe		bmoXTGDi		MbN7R5Hs		aEonJnOz		ngG1hJHb	
D02 Queen's Pawn Game: London System		E04 Catalan Opening: Open Defense		B15 Caro-Kann Defense: Tartakower Variation		B12 Caro-Kann Defense: Advance Variation, Van der Wiel Attack		B09 Pirc Defense: Austrian Attack		A04 Zukertort Opening: Kingside Fianchetto		B45 Sicilian Defense: Taimanov Variation, Normal Variation		E12 Nimzo-Indian Defense: Three Knights Variation, Duchamp Variation		A12 R4D0i Opening: Anglo-Slav Variation, New York System		B36 Sicilian Defense: Accelerated Dragon, MacAizy Bind	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Forking Legends	6	6	4	0	0	0	0	7h 54m 49s	39.3	8.3%	1.9%	3.7%
Perpetual check out this blunder	4	4	6	0	0	0	0	9h 11m 35s	47.4	7.4%	3.1%	4.3%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 9 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': (FW/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 5 February 2022.