



Novice League Tagpro: Week 4 Edition

By Activ, Bert, Borgus, Button, Ducky and Hibana

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In Summary

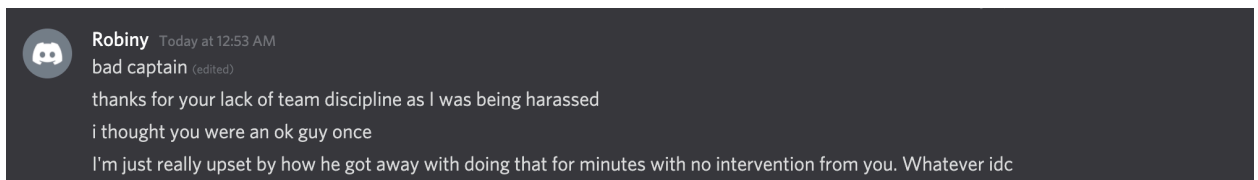
Introduction, by Button

Howdy folks. We're technically cheating here by covering some Week 5 Drama in the Week 4 edition, but let's be honest, none of you are going to still care about the drama by next Friday when Week 5 comes out. Oh yeah, and there's stuff about the actual games too, that's pretty neat, huh.

Week 5 Robiny/Ray-Ray Drama Recap, by Button

Oh boy is this one a doozy. Things kicked off at 12:30 a.m. on the 17th of February, when as Robiny of BBCC and Killjoy of ATLF were talking about the B-team Flairbenders/Bohemian Cap City match, which was a convincing sweep for the Flairbenders, Ray-Ray came in swinging with a "you suck mane weak mental" directed at Robiny. Poor spelling aside, Robiny responded by ironically saying he wasn't going to get into a debate with Ray-Ray over it, but alleges that Ray-Ray called Robiny racist 20 times,

including accusing him of using a hard r. Ray-Ray doubles down on this stance, as Hadouken and pk wisely note from the very start that this conversation isn't going to be good for anyone, but Robiny and Ray-Ray plow ahead by arguing that the other should be banned. Robiny appears to try to move on to the conversation about GASP/NISH calculation, but Ray-Ray isn't willing to let the issue go and comes at Robiny with a “watch your tone peasant” and again alleges that Robiny is racist. Cheezedoodle steps in and attempts to defuse the situation, but Ray-Ray keeps going after being provoked by Hadouken. He accuses cheese of being racist for using the word “hang,” but the situation seems to be defusing right up until Gleg arrives with this screenshot:



This leaking of DMs provokes Robiny back into action, coming after Gleg for not controlling Ray-Ray's behavior. He again notes that Ray-Ray has accused Robiny of dropping the hard R, and Ray-Ray continues provoking him by calling Robiny racist. Gleg and Ray-Ray start tag-teaming Robiny's past behavior, as Robiny shoots back at them, as Ray-Ray seemingly bafflingly brings the race of the discord admins into the conversation. Ray-Ray and Robiny continue going over the same thing, that Ray-Ray accused Robiny of being racist, while Ray-Ray proudly affirms that yes, he did in fact say that and believes it. Ray-Ray's response to Robiny's claim that Ray-Ray called him racist 20 times during pre-game chat is that Ray-Ray in fact only called him racist 7 times, which is of course far more reasonable to do than calling him racist 20 times. While the conversation tries to move past it, Robiny and Ray-Ray continually harken back to their argument. A new

combatant in no name enters the field, when after Robiny tells Gleg to control Ray-Ray's behavior, no name replies with the good ole 'no u control ur behavior.' True or not, Robiny brings in the spicy "shush you traded me within a week because you're unable to draft or trade correctly." No name responds to this with "I traded you for being an insufferable prick, actually" but Robiny self replies saying "your roster changed more that a moth's cryalis and you still got fucked out of playoffs."

Perhaps weird analogy aside, in the meantime Ray-Ray has been arguing with Cheezedoodle in DMs, and after referring to Cheeze several times with a slur related to those who are disabled, Ray-Ray ends up earning himself a mute, bringing an end to his part in this saga. However, no name and Robiny have no intentions of letting things go just yet. For the night, however, the drama is over.

Our case restarts itself at around 10 a.m. Eastern Time, after things ended around 1:37 a.m. for the combatants to rest. Robiny gets things going again with saying Gleg enabled Ray-Ray's behavior, and comparing Ray-Ray to a rabid dog. No name argues that there is actually a specific event inciting Ray-Ray, and tries to clear Gleg of the blame. When Robiny asks him to air the specific event publicly, the accusation from no name is as follows: "During an eggball game on TPM last month, you got into a heated exchange with Tre while multiple people were in channel, including Ray and myself. During that exchange, Tre (who's black), used the n-word. According to them, you parroted what he said and then abruptly left the channel. Admittedly, I wasn't paying full attention when it happened since I was playing another game, so I don't know what you said, but I do remember you saying something and then leaving and then people being pissed about what you said the rest of the night." Robiny's response to this is saying that the CRC

should be more picky about captains, and no name points out how he's not responding to this allegation. Robiny calls no name a "fucking shit captain" and says he's grateful no name isn't captaining, to which point no name defends his own captaining ability. Robiny and no name continue to argue over no name's captaining ability, and no name continues to defend his captaining name.

The channel once more starts to move on from the Robiny drama, but NLTP legend vinny brings up one of Robiny's points again, and we're back into the thick of things. The argument is now over how many times Robiny has told someone else to commit neck rope, with Gleg re-entering the arena. No name again gets into argument with Robiny over the decision to trade him in a previous season. The basis of Robiny's argument is that no name was putting him in with lineups that were not built to succeed and no name was putting Robiny in an unfair position, while no name says that Robiny is a toxic presence and he was traded at the request of his then-teammates. They continue to argue over the events of season 25, as Robiny alleges that no name let his team down as a captain, while no name argues that he was putting in as much effort as he was able to in order to put his team in a position to succeed. After another insult from Robiny, no name says "Robiny, why the fuck are you even here? Literally no one in this community wants you around and yet all you do is sit around making your garbage takes being a shitty person in every channel I see. You got banned indefinitely from ELTP because you're incapable of being a good person. You should've been banned indefinitely here too," which enflames the argument and continues it. Robiny returns to the argument that no name did not put him in a position to succeed, and the performance of his teammates was such that he had no other option to tilt, while no name takes issue with the attack on Robiny's teammates.

We now return to the racism allegation in a TPM lobby. Robiny insists that this is not true, while no name and Gleg seem to be certain that it did in fact happen. We manage to turn to the topic of circumcision, and for the umpteenth time, there appears to be an end to the drama, however beast mode unwisely notes this, and Robiny takes the opportunity to try to restart it. Fortunately, Activ disrupts the argument by bringing in pick-em stats for the Flairbender sweep of BCC, and we start debating about the actual game, rather than what people typed/said. After a while of peace, and a bit of continued chirping between no name and Robiny, no name eventually drops what appears to be a screenshot of Robiny saying the n word. However, he soon retracts it, revealing that it was a faked screenshot by an unknown author, and Cheezedoodle appears to wake up from his slumber. Although the screenshot has been established as fake, the author is as of now unknown, with pk wisely noting that the faking of a screenshot with a slur likely being the largest actual offense committed. After Cheeze catches up, he tries to establish an end to the drama, with the end casualty list being Ray-Ray, muted the previous night, Robiny, muted after his comments in the morning, and a warning that anyone else trying to stir up drama would be muted as well, which is, for now, the final end to it.

In summary? Robiny may or may not be racist, but Ray-Ray is here to tell us that he is and will not back down. Gleg is a bad captain because he can't control Ray-Ray, but actually Ray-Ray is justified so Gleg is fine. No name is a bad captain but actually he's a good captain and actually Robiny's bad and toxic. Cheeze is the only admin with enough balls to mute people and by god he'll do it too.

Update:

https://www.reddit.com/r/NLTP/comments/swj15h/disciplinary_announcement_rayray_gleg_robiny/

TLDR: Ray-Ray has been banned for the remainder of S26, Gleg is censured, no official disciplinary action for any of the other players in the drama, namely no name and Robiny. Is the end of drama surrounding Robiny? Probably not. If more developments occur, we'll update on you in the next edition of NLTP Newsroom. Coming soon. ™.

Could this all have been avoided? Yes, by not arguing with people who aren't going to change their opinion, and argue in bad faith. In conclusion, when someone calls you bad just mute them and don't argue about it for hours and make a poor unpaid worker sort through all of it. Come on. You're adults. Well, some of you at least. Hopefully. Maybe.

A-team Standings

1. Weed The People: 8-0-0-0
2. Bohemian Cap City: 5-0-0-3
3. Misaki Bombs: 4-0-0-4
4. The Last Flairbenders: 4-0-0-4
5. Miami Ballphins: 4-0-0-4
6. Land Before Timers: 4-0-0-4
7. OD Future: 3-1-0-4

8. Legends of the Splittin' Temple: 2-1-1-4
9. WCYDinos: 2-0-1-5
10. Puparazzi: 2-0-0-6

Matchup Of The Week: Weed The People vs. OD Future, by Button

G1H1 score: 4-1 WTP

G1H2 score: 4-2 ODF

G1 aggregate: **6-5 WTP**

G2H1 score: 3-2 WTP

G2H2 score: 7-3 WTP

G2 aggregate: **10-5 WTP**

Another week, another time for me to question Homie's TC allotment. And now he gets to play against the 8th place seed, so that'll surely be a sweep for Weed the People. Right? Game 1's first half really gets exciting when Homie wins a tag for WTP and starts cleaning up OD Future. flaccid makes a nice move on a juiced up laserpig as beast mode unwisely brings the flag back to base to get taken down off his teammate's poost and WTP is off to the races. OD would strike back with a tagpro of their own, however, as beast mode would hit a bomb while managing a high velocity to go straight to the flag. There was a solid chance to be past 3 for GratefulDead with a rolling bomb off re, but unfortunately while killing RedKillTiger with a bomb, laserpig would snipe his own teammate backwards and end the momentum. WTP's next cap would come off of OD Future ASAPing it, with too many flaccids in the WTP base allowing flaccid trip to take an easy trip (eh?) in. A nice move

by RedKill and laserpig whiffing on taking the boost would allow them to bring it up to 3-1, and a nice RB usage plus an unfortunate bomb from laserpig would make it 4-1. The story of the first half was really some regrettable usage of map elements from laserpig, as he may be sober but his ball was definitely not moving like it at some points.

Moving into the second half, OD would show off some nice coordination with a triple sac onto homie to clear the way for beast mode to bring the score back to 4-2. Homie would find an amazing double tap onto GratefulDead right next to the team gate when he was past 4 to prevent it from being 4-3, but laser would insist on making that the score with the help of beast getting revenge by blocking the Homie snipe. beast would tie it up as Homie got his timing slightly off and sniped right before RKT would have gotten a defusal on him, and being past 3 plus a nice laserpig bomb would get him in there. WTP would clench tightly to their lead though, with flaccid finding one of his own through what was either luck, good comms on the bomb timer, or just plain timers getting him past everyone as beast mode was unfortunately stuck in lagging out mode. OD would pull it back into a tie with a GratefulDead cap, but would quickly find themselves back in a deficit to a tagpro lead RB FC combo as Grommit gets his own return to bring it to 6-5 WTP, and although beast mode would have a chance, GratefulDead could not seal the block on RKT and RKT would stop GratefulDead's own chance to seal the deal for the people.

Some Ring is the worst map in spectator mode when not zoomed in on, and Hjalpa showcased why in Game 2. Come on man, my new prescription isn't in yet. OD Future will want to examine this game with a microscope, as while they were able to hang close in the first game, they just could not keep up in the second. They would actually strike first, as a nice laserpig handoff and questionable pathing by flaccid trip into an Irony solo would get

beast mode on the board, but on the first pup round they would unfortunately showcase how not to use a tagpro and RB FC, losing a capping opportunity and letting Homie out past 4. Can't ruin your KDA by grabbing if you just cap, 5head. Irony would find a BEAUTIFUL boost to get past the WTP defense and solid blocks would secure a 2-1 lead. Grommit would find the next blow with OD Future just caught out of position on OD, and bad OD would lead to another future cap for Grom, as it's just odd how OD's always out of place. Shitty wordplay aside, the defenders would mostly manage for the rest of the game, as a recurring trend for WTP is much lower grabs than OD, with fewer groups than OD in every single half and a little future seeing birdie told me that in Week 5 they would have barely more than half the grabs of LST in a pivotal half. It seems to be mostly due to a combination of few grabs by the WTP defenders, and getting off long holds when those grabs do come about, but an interesting trend to see.

flaccid trip would strike quickly in the second half, capping only 12 seconds in, seemingly aided by some early game Chicago lag that OD was suffering from. It was unfortunately maybe a sign of things to come, as while laserpig would find a nice boost route to sneak past Homie with a rolling to tie things up, Grommit would quickly make it 2-1 on the half, then watch flaccid walk one in for a 6-3 match lead. He would then find a boost off flaccid with some solid blocks from the D to bring it to 7-3, but beast mode would get an out in the process and score with some creative boost angles. Grommit would work his way around OD though to get it to 8-3, use a triple rolling to get another Homie cap in, and flaccid would use a juke with a Homie tagpro to get a 10-3 dagger, although Irony found a beautiful split on flaccid and mind controlled him into flacciding out of rage to get

in a last second cap for the final score, of 10-4. Welp, pack it up folks, WTP will not drop a single point in a game for the rest of the season... right?

Play of the Match: <https://youtu.be/v4iCVPe32yg?t=716> Why not a defensive one, for once? Homie wins a tagpro and gets 6 tags onto OD, with a couple returns including the one for a flaccid trip cap.

Offensive Player of the Match: flaccid trip picked up long holds and caps aplenty as he terrorized Irony and GratefulDead.

Defensive Player of the Match: Homie, because. I mean. Why'd he get allowed to manip through minors again?

New Blood in Town: Bohemian Cap City vs. Puparazzi, by Button

G1H1 score: 5-4 BCC

G1H2 score: 0-3 PUP

G1 aggregate: 5-7 PUP

G2H1 score: 3-3

G2H2 score: 2-0 BCC

G2 aggregate: 5-3 BCC

It's the debut of a new lineup for Puparazzi. J24Gordon does actually remain as a starter, with WRIG and astor being replaced for HYPE and LAGITRON, aka Prime.

IPlannedThat aka Vader starts things off with a long hold, before ultimately kissing with

Adarssh due to a tagpro won by Rick G. of BCC, but unfortunately BCC was not able to capitalize on an opportunity due to a nice HYPE grab that turns into a beautiful handoff for Prime, who gets past 3, and J24 keeps UNIT out of the way for a 1-0 lead the other way. The next chance came when Prime took advantage of pups to take a free grab, and although he missed a boost past 3, he was still able to take advantage of a Vader tagpro to walk in a 2-0 lead. Adarssh would get revenge in the play of the match, before both sides would take turns holding. A couple pup rounds later, J24Gordon finds himself not on the flag tile and gets nubstepped by Rick G, but in the meantime the teams were trading tagpros, and Gordon would ultimately get revenge by getting a cap of his own after the tagpros made like cousins and smacked each other on the lips. Ralph Wiggum would strike next after a nice return and then boost route through mid, and Prime got solo'd by Adarssh. Adarssh would next find a good out and after a questionable Prime boost and Vader flaccid, he read his blocks well to take a 4-3 lead. He would punish Puparazzi again for a questionable boost choice by J24 to make it 5-3, but Puparazzi would find one more chance in the final minute when Prime won a rolling bomb and was able to juke his way past BCC with it intact to pull within one heading into the second half.

The second half was the story of Vader. He would find first blood off of a great poost handoff by Prime, the second time Puparazzi really effectively used poost in the corner to get off a good handoff past 3, and UNIT-02 was not able to slow things down enough. His next cap would come off of a good OD grab, and bombing past 3. He would whiff an easy boost cap, but it turned out to be an elaborate boat for a bomb off the wall and onto the flag tile. Finally, he would secure a dagger when HYPE bombed Adarssh into a spike and

solod out UNIT, before a nice fake by Vader let him read the block perfectly and secure a 7-5 win for Puparazzi.

Coming into the first half of Some Ring, I am again reminded that spectating the map sucks. Ralph would strike first after a kiss by UNIT and a Prime flaccid, finding a bomb route to the boost to take him past everyone with Vader just barely not able to get to the flag tile in time. Vader would continue his dominance by working around BCC with a juke juice and finding a boost in for a tied game, showing why despite having 2 rolling bombs on his team he refused to give them the flag. Prime would pay back Vader's refusal to die by handing off himself for a Vader rolling bomb, that he would expertly defuse to work his way around UNIT's juke juice and make it 2-1. He found his third in a row after a HYPE handoff got him past 3 members of BCC, and the boosts make capping on Some Ring all too easy. BCC would eventually get the momentum back with a pup sweep picking up two tagpros and a rolling grab for UNIT, with some cleanup work enabling him to bring it back to 3-2. Rick G. would pick up a rolling bomb and juke juice, showing why he's one of the league leaders in pups, and using them to get past the Puparazzi defense and missed boost aside, walk in a 3-3 tie.

The second half would feature the return of Cel, after replacing UNIT the previous week, this time coming in for Adarssh due to a work emergency, and she would prove to be the difference maker. Prime had an excellent chance on the first pup round, picking up a rolling bomb as the FC while past all of BCC's defense, but no faith in HYPE's solo ability led to it amounting to nothing. Off the back of that Cel nearly found an angle, but Prime defused the situation again. Rick G. would have another chance after a rolling grab on the second pup round, but took an unfortunate corner to give a juke juice time to catch up. Cel

would eventually get first blood after some solid OD by BCC led to Vader getting impatient and boosting in, but ended up allowing her past 3, and Unit forced a Prime flaccid to make it 4-3. Puparazzi's offense found a lot of hold throughout the half, but were just not able to convert it, and ultimately, double tagpros on BCC on the final pup round led to a second cap and the dagger for the game, and a split week between the new Puparazzi and Bohemian Cap City.

Play of the Match: https://youtu.be/DX55yd_QgT4?t=368 by Adarssh, using the bomb nicely to get a grab off re, works past J24Gordon then humiliates HYPE in the corner to get past 3 with Ralph Wiggum finding a return. Rick G. is able to hold it down and with some pushing from Adarssh, gets BCC their first cap of the week.

Offensive Player of the Match: Vader, whose impressive performance in G1H2 won Puparazzi their 3 points for the week.

Defensive Player of the Match: Ralph Wiggum, who found tons of returns while also showing off some offensive moves.

I Taught Them That : Misaki Bombs vs. Legends of the Splittin' Temple, by Activ.

G1H1	1-5	G2H1	7-3
G1H2	4-1	G2H2	5-5
G1	5-6	G2	12-8

Pre-Game Points: In doing research for this matchup, there were some stats that stuck out to me. These four offenders were all in the top 6 for good handoffs coming into this week, so you know that there's going to be a lot of holding and past 2 situations. Another interesting tidbit is that Poet and Hibana had the most combined caps for a defensive duo this season (9 and 9), so that also shows me that every player on MSB is good enough with the flag to keep regrab trains going on forever. For me, this matchup probably comes down to who can execute better in 2v2 situations, and who can handle TPs better. On these two maps, it feels like TPs are extra effective this week, so it'll be interesting to see who's better at leading.

G1H1: Man, MSB was not great at getting powerups. LST doubled MSB's pup count (12-6), and made full use of the extra quantity. Pups make [getting caps easier](#) than usual, and even if you don't get a cap, at least the other team can't take advantage. But, honestly, it felt like LST could've just given MSB all the TPs and they wouldn't have been able to get a cap. Out of those 6 pups, MSB got 4 TPs, and only got 1 cap from them. Whether it was [not staying near the FC](#) or [\[getting NRTag-hungry\]](#), MSB really squandered some solid chances. Another issue that I saw from MSB players were just some brain farts regarding game IQ. Either they were [not holding double blocks on a past 3 situation](#), or just [pushing too far on OD for whatever reason](#), and these head-scratching errors led to LST caps. That wasn't to say that LST just got lucky due to MSB's ineptitude though. There were some great plays by LST's defense, mainly KahnMan, that allowed for zeus and Button to continue their favorite playstyles. KahnMan felt like he was doing everything at points, whether it was [soloing people in the middle of the map](#), [holding huge blocks for caps](#), or [hitting solid snipes that led to caps](#). LST ended this half with a 5-1 lead, and they weren't even breaking a sweat.

Player of the Half : KahnMan really showcased his defensive prowess this half, both on that statsheet and on the tiles. He really stifled the MSB offense and stymied a significant amount of capping opportunities for them. Well done Mr. Scooby-Doo aficionado.

G1H2: I do have to say that I've been blessed with two great streamers covering the two matchups I'm writing about. I do have to give kudos to rob delaney for making me laugh due to his over-the-top reactions that still feel normal for his character. Him [collapsing in his chair](#) when his team gave up a pup while 3v2 is just perfect, and he kept me entertained during the lulls of the series. But, while rob kept me entertained, MSB kept making me groan at how they handled their TP leads. The clip of the series has to be rob claiming that 'he taught MSB how to lead' and then [Hibana stubs his toe on a tile and fails a TP lead](#). Here's [Another failed TP lead here](#) just to showcase rob's despair some more. What's wild though is that MSB had some great chances regardless. [Beef Jukie](#) and [Poeticalto](#) both clipped their balls on tiles in what would've been definite past-4 situations, and on the other side of the field, [KahnMan](#) and [zeus](#) didn't stay on the flag tile for long enough for the caps to register. In the last minute of the half, MSB managed to mount a mini-comeback, and were only down a cap with 20 seconds to go. Hibana went to grab the flag and was past 2, but then when he came to the base, [he hesitated and slowed down](#), allowing for the LST defenders to catch up, and that just feels like an accurate representation of MSB this half. Close but no cigar. LST manages to hold on to their lead and wins the first game 6-5.

Player of the Half : Waluigi, since he was the only player on MSB who had competent TP leads that led to caps, and also because he got 19 tags as an offender, which is pretty impressive. He directly contributed to 3 of the 4 caps that MSB had, so he wins the award for this half.

Some Ring: One thing that I noticed in the previous halves that I'll mention right now before delving into this Some Ring game. Both teams hit some of the cleanest boost routes I've seen yet. Beef Jukie, Waluigi, Button, and zeus are able to get some crazy angles and it makes for great viewing. And on a map like Some Ring, which is littered with boosts and open space, there is potential for some amazing caps. It's mainly now about great OD positioning and preventing these offenders from doing that.

G2H1: MSB came into this half looking for revenge for Apparition, and they got it in spades. After a relatively muted 2-2 game after 4 minutes, MSB started picking up the pace and capped 5 more times to take a 7-3 lead heading into G2H2. I mentioned above that the keys for winning were clean boost routes and great OD positioning, and reviewing this half it was clear to me that MSB were the better team in both avenues. MSB did great when it came to [closing down on FCs](#), and whenever they were on OD, they always had one player in front of the base [just cleaning up using the boosts](#). MSB was able to kill any momentum LST could've had with great techniques like this. And on the clean boost routes, MSB had those in spades. Caps like [this](#), [this](#), and [this](#) were just great to witness. They even got [decent TP leads](#), mainly by Waluigi, that led to caps. Overall, it was just a total team performance with little to criticize, really.

Player of the Half : Hibana, for his two-way performance this half with 2 caps, 16 returns, and 3 pups. What can I say, I really like two-way performances and I'm not afraid to admit it.

G2H2: With a 4 cap lead, all MSB needed to do was play 3 OD or just play 4 on defense, because this map is so chokey and the base is so small that it's hard to cap if there's too many players. But, MSB kept going for dank plays. After 9 minutes, the score was 3-3, because for every [cap that LST got](#), MSB [was able to counter with their own](#). But, the same thing happened at the last minute like it did in Game 1. Four caps were scored in the last minute of this half, but unfortunately for LST, it was 2 for each team. MSB was able to just counterpunch each of LST's caps with one of their own, and in the end LST couldn't make any ground. In the end, MSB wins the half and the game on Some Ring with a score of 12-8.

Player of the Half : Beef Jukie, for his almost 3 minutes of hold, 3 caps, and 17 returns. Also one of his caps [was an expert RB defuse](#), and I think that should get more love.

Play of the Series : It was pretty close, but I think I've gotta give it to the [expert Beef Juke RB defuse](#), mainly because this is the first time I've seen someone actually use a premature defuse correctly. It was a high IQ play by him, and that's why I think it was the best play of the series.

The End of Victor Messi: The Last Flairbenders vs. WCYDinos, by Borgus

G1H1	G1H2	G1AGG		G2H1	G2H2	AGG
1-3	3-5	4-8		3-1	4-3	7-4

G1H1 started out hot and steamy with both teams capping within the first minute to start the game. Dinos would use that steam to bring in two more caps at the 1:34 and 2:18 mark making the score 3-1 Dinos. Once both sides got their balls under them the game settled down. There would be a few more capping opportunities from both sides but neither would capitalize.

G1H2 would have more action than the first half. The first round of pups is a pup sweep by Flairbenders. The combination of the pup sweep and a mis-use of a boost by FC 360 allows Killjoy to walk it in at the 1:11 mark. The pup sweep then leads to another cap for Flairbenders 16 seconds later to even the score 3-3. A juke by Bert on Clair0 trying to get out while in base leads to Bert being past 4, and a cap at the 2:58 mark giving the Flairbenders a 4-3 lead. That would be the last cap for Flairbenders as things go south for them. The Flairbenders OD breaks down allowing 360 to bring in the cap, tying the game at 4-4. Vic then gets the flag and oofs a boost straight into a wall corner, destroying his easy past 4 and a cap. Next an ill-advised kiss by Flairbenders leads to a Dinos cap. Vic then gets hot subbed by JH13, and we see JH13 have a shot to cap with a TP lead. But JH boosts ahead into a Dino and gets returned, which ends up leading to a Dino cap shortly afterwards making the score 6-4--Dinos lead with 1:31 left in the game. It would seem Flairbenders get tilted and Dinos end up capping 2 more times making the final score 8-4.

G2H1 starts off slow for the first 2 minutes. At the 8:10 mark Killjoy hits a great boost combo to go down, up-left, and then down-right (is this a cheat code?!) to have an opportunity to cap but the blocks don't hold up for Flairbenders causing a return. Both flags are out at the 6:50 mark, but 360 mishits a boost leading to a cap by Killjoy—Flairbenders lead 1-0. Next a great bomb block by Killjoy in base leads to a walk-in cap for Bert at the 6:01 mark—Flairbenders 2-0. Spacetiger strikes next, going off screen causing the Flairbenders OD to lose sight. Spacetiger then boosts up and past the OD to the back wall to bring in Dinos' first cap—Flairbenders 2-1. Bert will then bring in one more cap to close out the half with a score of 3-1 Flairbenders.

G2H2 Flairbenders come out swinging in the second half like it's fight night, capping 4 times in the first 5 minutes and giving Flairbenders a 7-1 lead. Dinos finally settled down with 2:30 left in the half and got a cap, but it was too late to stage a comeback on a map like Some Ring—Flairbenders 7-2. 2 more caps would be brought in by Dinos to bring the final score to 7-4 Flairbenders. This game always seemed in control by Flairbenders with Dinos making a push at the end to win but it would be too late. One thing to note about game 2 is JH13 playing instead of Vic. This should be something to keep an eye on for week 5 to see if a roster change may happen.

Play of the Match: 40:34 by Killjoy

(<https://clips.twitch.tv/StormyDullCardPermaSmug-oHohKnvIRwPkYYGb>) -for a bomb block that leads to a cap for the Flairbenders

Offensive Player of the Match: spacetiger – For scoring the most caps and second most hold only behind his teammate clairo

Defensive Player of the Match: 360broscope – for having the most returns and second most prevent behind his teammate Clew3. 360 gets the edge for also bringing in 2 caps.

4D OO: Miami Ballphins vs. Land Before Timers, by Button and Bort

G1H1 score: 4-0

G1H2 score: 2-3

G1 aggregate: 6-3

G2H1 score: 4-0

G2H2 score: 2-2

G2 aggregate: 6-2

This was a perhaps surprising result for the Ballphins. Things started fast for them, as a couple returns by the reunited Jarvis and Catalyst and a solid block from drewfa got depptonic past the world except bergieberg, and while he held on for enough time to get the OD back in position, a nice bomb by depp would clear the way for him to walk in an early 1-0 lead. The first half was dominated by the Ballphins, and it mostly came down to solid OD by them and being able to hold the flag for a long time on LBT. Drewfa would find second blood after hitting a bomb and making some nice movies on bergie and chunky while Catalyst found a snipe on AD and depptonic pushed llama into a flaccid. LBT was able to come away with tagpros, but were unable to find a way to capitalize on them. This would be exemplified when drewfa got his second cap of the half despite an LBT pup sweep with a juice and tagpro, and Jarvis almost got a cap after if not for a nice bomb save by llamatron.

The final cap came after bergie had a rolling grab but LBT lost a tagpro, with Catalyst sniping AnthonyDavis milliseconds before it expired to enable Jarvis to get past 3 and push drewfa into chucky for a 4-0 Ballphins half, as LBT showed that even if you have 4 defenders, you can still get capped on, but you have to be able to find caps yourself.

In the second half, the Ballphins would continue their defensive dominance for the first half of the half. A great bomb by Catalyst to spike bergie, slow AnthonyDavis who was past a horde down enough to get returned, and keep chucky out of position on a tagpro would end up leading to the Ballphins' first cap of the half. Jarvis cleared out chucky with the tagpro and llamatron was caught out of position going for an RB top, allowing depptonic to easily boost past 3 and walk in a cap. Bergieberg was determined not to get shut out, however, and after getting a grab for free with Ballphins on pups, he capped for free with Ballphins still on pups. He then had solid OD to prevent the Ballphins from getting one the other way with a good defusal onto Catalyst's RB FC into a grab to stop an opportunity. AnthonyDavis and llamatron would win 2 tagpros on one of the later pup rounds, getting bergie past 4, but he missed the boost when he could have gone either clean off the back wall or straight into the flag and lost the chance. Chucky got a second grab off and 3 of the Ballphins died to llama, but AD, bergie, and llama completely failed to 3v1 block drewfa and let him get a free grab off, ending the opportunity. After winning a tagpro, Catalyst was able to help Jarvis convert for a 6-1 lead with 90 seconds to go, bergie would find a perfect boost route and then use a Chucky lead to secure a third of the half, but unfortunately it was too little, too late for LBT.

It's unfortunate that AD seemed to be having serious lag issues all game. On Some Ring, the offenders really need to be able to hold for extended periods of time, as well as get out easily with the various map elements. In the first half, AD seemed incredibly sluggish, and the LBT offense was lethargic. That was also due in part to the great defense by Catalyst and Jarvis, both of whom seem to play well together and with their offense. MIA never seemed to lose control of the pace of the game, even when they lost pups, with depptonic continuing to make his case as a top A-team offender. Collectively, higher prevent and better coordination gave MIA a four cap lead that seemed essentially insurmountable at halftime. After spending some time messing with settings to fix AD's ping, the second half started with a quick cap for LBT by AD, and it seemed like maybe there was hope...until he had to refresh again to fix his lag, which immediately resulted in a cap for MIA in the five seconds he was gone. After a scrappy tagpro fight, MIA managed another cap, giving them a 5 cap lead that proved to be too much for LBT. The defense on both sides tightened up for the end of the game, with only the MIA defense allowing a single cap, and credit should be given to the OD on both sides. Barring the one cap at the end, OD on both sides was incredibly tight, with both sides always having at least one ahead or on flag tile. Unfortunately the first half deficit was far too large, and MIA completed the sweep.

Play of Game 1: <https://youtu.be/s8ezDaWutTk?t=1442> by bergieberg. What a boost route.
What a boost route.

Offensive Player of Game 1: drewfa, with great caps and hero play on OD.

Defensive Player of Game 1: Catalyst, for some plays that had a huge impact that doesn't show just on a stat line. But also, his stat line wasn't that bad either.

B-team Standings

1. Bohemian Cap City: 10-0-0-2
2. Land Before Timers: 7-1-1-3
3. WCYDinos: 6-2-0-4
4. OD Future: 6-1-0-5
5. The Last Flairbenders: 5-2-0-5
6. Puparazzi: 5-0-1-6
7. Legends of the Splittin' Temple: 4-0-3-5
8. Weed The People: 5-0-0-7
9. Misaki Bombs: 4-1-0-7
10. Miami Ballphins: 1-0-2-9

Matchup Of The Week: Bohemian Cap City vs. Puparazzi, by Ducky

G1H1 score: 6-6 (GnaStrafDel [O], Kooler [O], iM RADICAL [D], im a goat [D]) vs. (kwib [O], (frodo) [O], Porps [D], kolmogorov [D])

G1H2 score: 1-5 (Kooler [O], Cel [O], Robiny [D], im a goat [D]) vs. (kwib [O], (frodo) [O], Porps [D], kolmogorov [D])

G1 aggregate: 7-11

G2H1 score: 4-2 (GnaStrafDel [O], Kooler [O], iM RADICAL [D], im a goat [D]) vs. (J24gordon [O], (frodo) [O], Porps [D], kolmogorov [D])

G2H2 score: 4-4 (Kooler [O], Cel [O], Robiny [D], im a goat [D]) vs. (J24gordon [O], kwib [O], Porps [D], kolmogorov [D])

G2 aggregate: 8-6

G3H1 score: 3-2 (GnaStrafDel [O], Cel [O], iM RADICAL [D], Robiny [D]) vs. (kwib [O], (frodo) [O], Porps [D], J24gordon [D])

G3H2 score: 2-7 (GnaStrafDel [O], Cel [O], iM RADICAL [D], Robiny [D]) vs. (kwib [O], (frodo) [O], J24gordon [D], kolmogorov [D])

G3 aggregate: 5-9

BCC came out into game 1 looking like they thought that this team was going to be an easy win, so they didn't try for the first 5 minutes of the first half and then when they saw they were down by 3 caps they finally decided to try. The best analogy that I can think of is someone waking up early on a Monday morning, rolling out of bed and then getting hit by a bus. The rest of the game consisted of Puparazzi dominating the game and BCC trying to catch up, which resulted in BCC's first loss this season.

Once BCC finally woke up, it started being a pretty interesting game. There wasn't really a time in this game that one team was largely ahead of another, which made it interesting and exciting to watch to see who would actually take the win. BCC usually had a 1 cap lead which was maintained most of the game. I'm actually surprised that Puparazzi did not play

(frodo) on his own map for both halves, but maybe he didn't want to play it? I just thought that was weird.

The biggest difference in this game was pups. Puparazzi, true to their name, killed it in pups and that is how they kicked BCC's undefeated streak down. Also, J24gordon literally played both sides of the map and BCC couldn't keep up with him. Cel had a few good routes into a capture, but I kind of felt like she was a little off of her game, I hope she's doing alright.

<https://www.twitch.tv/videos/1293104215>

Play of the Match: 1:10:56-1:11:20 by J24gordon - Insane route and I loved watching it.

Offensive Player of the Match: J24gordon - He literally dominated on offense, even when he was on defense.

Defensive Player of the Match: kolmogorov - Look at this sophomore go, I'm proud of him growing so much from last season. Definite kolm stan.

When Will Miami Win?: Land Before Timers vs. Miami Ballphins, by Ducky

G1H1 score: 4-4 (black magic [O], Omnivore [O], Tinderfella [D], APthatsME [D]) vs. (astor [O], Penis Wings [O], Ducky [D], adam1 [D])

G1H2 score: 2-1 (black magic [O], kl [O], Tinderfella [D], APthatsME [D]) vs. (astor [O], Farva [O], Ducky [D], Trapsin [D])

G1 aggregate: 6-5

G2H1 score: 3-0 (kl [O], Omnivore [O], Conj [D], Tinderfella [D]) vs. (Penis Wings [O], Farva [O], adam1 [D], Trapsin [D])

G2H2 score: 2-4 (kl [O], black magic [O], Conj [D], Tinderfella [D]) vs. (adam1 [O], Astor [O], Penis Wings [D], Trapsin [D])

G2 aggregate: 5-4

G3H1 score: 7-0 (kl [O], Omnivore [O], Conj [D], APthatsME [D]) vs. (adam1 [O], Farva [O], Penis Wings [D], Ducky [D])

G3H2 score: 3-1 (black magic [O], Omnivore [O], Conj [D], APthatsME [D]) vs. (astor [O], Farva [O], Ducky [D], Trapsin [D])

G3 aggregate: 10-1

G1H1: Miami came out strong in this first half, they honestly looked like a well oiled machine and they held a 4-1 lead until the very last minute of the half. Astor made a statement as he came back to play for the Ballphins. He was one of the key players that held that lead for that long, but when the last minute of the half hit ... It was like a frantic run to the finish. LBT didn't wake up until the last minute, it's almost like Bert waking up and being like, "Oh shoot I have to write this review" and then somehow getting it done in the end.

G1H2: In this half, the teams were playing a lot more evenly. Defensively, LBT dominated the half. There was a capture by LBT with the nearing last minute that sealed the fate of the game.

G2H1: The only thing that Miami dominated in this half was getting popped and dropping the flag. It was almost like LBT woke up from their nap from game 1 and came to the map to play. LBT played like an a-team level team.

G2H2: The statistics show something very different than what happened during this half. I know the general audience doesn't hear the VC that is happening between team members but I wish I would've recorded the Ballphins, because Astor came into the chat with a fire and lit the team on fire to push them to try to win. I have never seen my team play like that, and I loved it. I know they lost the game and LBT capitalized on their mistakes, but I'm proud.

I'm just going to do this summary of game 3 all in one paragraph because that's really all that needs to be said. Kl came out, and slapped Miami, and we couldn't recover from it.

<https://www.youtube.com/watch?v=3dK3llRbs04>

Play of the Match: 45:36-45:58 by black magic - He literally juke every single player on Miami.

Offensive Player of the Match: kl - He came and ate us.

Defensive Player of the Match: Conj - Big Defender.

Shattered Mentals: WCYDinos vs. The Last Flairbenders, by Bert

G1H1 score: 2-1

G1H2 score: 5-4

G1 aggregate: 7-5

G2H1 score: 2-1

G2H2 score: 4-3

G2 aggregate: 6-4

G3H1 score: 7-4

G3H2 score: 3-1

G3 aggregate: 10-5

After a short boring start, TLF got started with the play of the match by Logi (see below) to give them an early 1-cap lead. They promptly forgot how to play offense for the rest of the half. Primarily, the issue was that TLF played Apparition as if they could hold and get out like other, more open, maps, and so they played far more timidly in their past-2s, giving WCYD plenty of chances to get back on OD and try to recover what should've been a capping opportunity, including one disturbing contain fail that should've been the easiest walk-in cap imaginable. An unwise push during pups lead to a free RB for WCYD that OD GOD managed to turn into a cap for his team, giving them a 2-1 lead at the half, and even with multiple pup sweeps, TLF managed only 1 cap. In the second half, the offenses had a field day, with OD GOD and.....slobonmyknob????? She's back? Anyway, the TLF defense melted to rub and bump grabs from the ODGOD and slob duo, while Jer32 and SIS also began to find some momentum on the Scorch-Tea defense. The deciding factor seemed to be the number of tagpros that each team got, with WCYD always sacrificing one pup in

order to put extra numbers on the tagpro, and this gave them much more control over the pace of the game, resulting in +1 differential on the half, for a 2-cap win total.

This game also had a couple very easy “should’ve been caps” on the side of TLF, primarily in the form of tagpro leads protecting FCs on flag tile while a two-person contain chases a return in the corner. Alas, TLF failed to convert, and so despite them frequently contesting pups, even the tagpros, WCYD always seemed to get a little bit more out of their leads than TLF, with all three of the first half caps coming from leads. The second half was very close for the first 8 minutes when WCYD finally made their move. After losing pups (RB to a TLF tagpro), OD GOD managed to get another great defusal to put the OD out of position, including the tagpro, giving his team a one cap lead. He then followed this up with a great boost block on a solo OD, giving his team another walk in cap, and a two cap lead with a minute left. He then followed THAT up with a really nice pup chain (RB into a defusal to win a tagpro), which gave his team a final cap which proved to be too much for TLF, who never managed to get enough going and lost game 2 after another two very close halves.

TLF’s mentals seemed kind of shot at this point. Whereas before they were only a little bit sloppy with pups and OD, this game they fell apart. I guess losing four halves by one cap can do that to you. The first three minutes was littered with bad OD grabs, bad OD pushing, pushing for pups when they needed to stay ahead, and swiping for returns when they needed to fight pups, and it gave WCYD a 5 cap lead in the first three minutes. TLF capped thrice with a couple pup wins and the game quieted down a bit, but despite this push and a chance to cut the lead to one, TLF stumbled on their momentum and gave up a few to end

the half, putting them back down three. They never managed to get the momentum back either, with G3H2 showing a stumbling Sgt Ducky (Clockblocker, lol) and Jer32, neither of whom could generate much on their own, and neither of whom seemed to want to work with the other. Both teams defenses did quite a good job this half, making sure to choke the tight Apparition lanes, and in the last 6 minutes, each team only capped once, but that was more than enough for WCYD to hold their lead and secure the sweep.

<https://youtu.be/AiJoxNlzZCw?t=950>

Play of the Match: 15:50 - 16:10 by LogisticMap - after a great bump grab and narrow escape, Logi pushes an opportunity and nearly secures it singlehandedly with a bomb. He then activates his large brain and baits OD GOD into avoiding a kiss, and uses this leverage to remove a boost, giving the defenders time to return OD GOD, and ends with a nice weave to secure the first cap of the match.

Offensive Player of the Match: OD GOD - for some incredibly smart RB plays to generate capping opportunities, being deadly with the flag, and correctly assessing his chances to push for caps of his own

Defensive Player of the Match: Tea - who shut down a TLF offense that had been hot coming off the previous weeks. Often leading in prevent, this was a breakout game for Tea and the team should look to have them replicate this week's performance.

Worst Player of the Series is Spheroid: **OD Future** vs. **Weed The People**, by Activ

G1H1	2-6	G2H1	0-0	G3H1	0-4
G1H2	6-3	G2H2	1-5	G3H2	2-2
G1	8-9	G2	1-5	G3	2-6

G1H1: I'm really surprised pk fell to B-Team, but adding him to WTP's squad of rookies was a very smart move by Homie / FLY, because pk's veteran presence and [game awareness](#) is a huge help. This half started out with a bang, with a [quick cap by pk](#) to really set the tone for how the rest of the 10 minutes would go. The first three minutes were just constant regrab trains by WTP and an ability for ODD to get a reset. MC Ride managed to get a hat-trick within the first four minutes, and he impressed me with his [mechs](#). Around the halfway point of the half (heh) , ODD finally managed to get their defense under control and were able to actually get some legitimate capping opportunities. While some of their opportunities were [near misses](#), others were just [reckless pushes into the base](#). These quick boosts into base really hurt ODD's momentum, mainly because the regrab wasn't set and WTP was able to play solid anti-re until eventually getting reset. Something that the commentary pointed out was that WTP's grabs somehow worked out most of the time, either leading to an out past 2 or a decent handoff, which I agree with. It's also a pretty risky strategy that could be detrimental if the ODD defense wises up to it. Another issue that I saw was that neither team ever kissed. The eu. counts 2 kisses, which sounds about right, and on a chokey map like Apparition, kisses are pretty effective. If ODD kissed more, I think they would've done better on an offensive front. In the end, WTP managed to capitalize on their strong start to the half and pepper some more caps along the way to get out to a 6-2 lead. WTP had a one minute hold advantage and a 3 minute prevent advantage over ODD, so it was a pretty solid performance.

Best Player of the Half : MC Ride, a rookie who I had no idea about, but he had 3 caps on 7 grabs, while also getting 3 minutes of prevent and 12 tags. I like well-rounded performances, and this is definitely one of them.

G1H2: For G1H2, it almost felt like a team reversal. ODD came shooting right out the gate, and within two minutes, Spheroid had three caps in 90 seconds and the score was within one cap. Like flaccid trip said in his power rankings, Spheroid is in the midst of a breakout season, and when [he's on](#), [he's on](#). It also felt like ODD really focused on pups, at least early on in the half. These pups really helped them control the pace of the game and also [chip away at the lead more easily](#). There were a couple of [gaffes](#) from ODD within this period of success, but they ended up tying this game before the five minute mark. The risky plays from WTP that ended up working in the first half, were not netting the same results in the second. Bringing flags into the backs of bases, going through gates and needlessly popping, grabbing on OD when the flag's been out, there were just too many brain farts from this WTP side. But, WTP somehow persisted and didn't tilt out of the game. They get a cap with a TP lead and take the lead with 90 seconds remaining. I'm just going to say here that ODD really sucks at using that bomb near the spikes. [Homer here](#) dies using that bomb, and that wasn't the only time. Smally does it [here](#) as well. This doesn't bode well for a map like Some Ring where that base bomb is the most powerful tool in the map, but I digress. ODD gets one more chance to tie the game up after the last pup round spawns and Smally gets a

juice, but he [biffs it again](#) and WTP hangs on to win the first game on Apparition. Really felt like ODD had all the momentum after the first 90 seconds so kudos to WTP for hanging on by a thread.

Player of the Half : Spheroid at one point had 4 caps in 5 grabs. An instrumental part in the comeback, but it's a shame that ODD couldn't get any points from it.

G2H1: I am writing this blurb before I watch this Some Ring game. In terms of what I've seen from Some Ring, this is a map that's holdy, while at the same time kinda chokey. Great OD, constant resets and strong comms are the keys here, and getting pups will probably be the difference between a 4-0 game and a 0-0 game. From what I've seen from WTP and ODD on Apparition, whichever team gets more TPs and fewer pops takes this match. Let's see if I'm right.

Wow, a scoreless half on Some Ring. Well this should be easy for me to review. There weren't really a lot of clear cut capping opportunities, but I've done my best to show them here. The first opportunity came 7 minutes in, as MC Ride [missed a gimme boost](#) into the flag. Then another return for cap opportunity for WTP but [Homer Jay narrowly avoids SilentOne](#) to prevent it. The final opportunity is again WTP, but it's not really a gimme one. If MC [bombs down](#) from base to base then he probably gets the cap but it's a hard route to hit, especially for a rookie. That's all of the chances I saw. ODD didn't have any clear cut misses that I saw at least, but that could probably be attributed to the solid OD by WTP for the most part. Pups wise, WTP got 7 TPs, but only once they had a double TP round. That one double TP round was when they got their three capping chances. There were no kisses this half, which I feel like is something that both teams could improve on in the second half. I also saw something that I'd like to point out here. I saw a lot of re / anti-re right on top of the flag tile and I feel like on a map this big, you can't really narrow in on anti-re here. You've got to play sort of a 'zone' anti, where you chase and try to return the FC until the midpoint of the map, and then you let them go. I don't know, it's something to think about.

Player of the Half : STINK, with 5 pups, 2:18 hold off 7 grabs, and almost 2 minutes of prevent. I mean, what else can I say, no one capped.

G2H2: It didn't take long for the first cap to come on Some Ring in this half, and [what a cap it was](#). Like, seriously, that's definitely a top ten play, like FLY said. The first three minutes of this half were jam-packed, with near misses from [ODD](#) and [WTP](#), and basically 10x the action of the last half. I also am really impressed by the OD of WTP this half. [This](#) is pretty much the ideal positioning, and to see this from rookies (and pk) is a testament to how well FLY has coached them. And hey, look at that, there were way more kisses this half, 5 for each team. WTP capitalized on some of their kisses, with [MC Ride](#) and [pk](#) getting caps from them. This half was all WTP after a point though, especially with how they used their pups. So, combining their pup usage, their effective kisses, and their great OD it isn't a shock to me that WTP won this half pretty comfortably. I'll also shout out STINK because he had some great snipes on this map. He was all over the place, in a good way. And my predictions at the beginning of this Some Ring match still held true. WTP got more TPs and had less pops than ODD, and they won the game. Call me Nostradamus or something idk.

Player of the Half : For the first three minutes, it was probably **SilentOne**, with a great cap, an almost great cap, and a great cap save. For the rest of the half though it was **pk**, with the final three caps. Also **this cap** by pk is pretty cool with the momentum conservation after hitting the 45 corner.

G3H1: The theme of this half for me was ‘anti-climatic, until it wasn’t’. For the first 9:30, there was only one cap and a whole lot of holding / regrab. To be fair though, that one cap was **pretty unfortunate** for ODD. Then for the last 30 seconds, there were three caps, all by WTP, to move the scoreline to a 4-0 WTP lead. The 30 second cap train was just a combination of **tightrope maneuvers**, **bad OD**, and **strong blocks**, which must’ve been demoralizing for ODD. Something that I noticed about ODD was that they were pretty reckless with boosts and bombs throughout the half. It’s something I see in a lot of B-Teamers, in that they see a bomb / boost and they just want to use it, without really ever thinking about the area of effect. **Zoomie** and **Corinth** showcased some of that impulsivity here, and it killed what little momentum ODD might’ve had at that point in time. Also ODD kept grabbing while WTP had the flag, and it was pretty evident especially when that cap train happened. The WTP FC would be starting off past 1 already since as soon as WTP would cap, a player from ODD would grab the flag and get immediately returned. Poor decision making really hurt ODD here, especially since they did so well to keep WTP to just 1 cap until the very end, where they just collapsed.

Player of the Half : Let’s give it to **FragrantFowl**, with two quick caps near the end of the half to extend the WTP lead, while also getting 13 tags, tied for the most this half.

G3H2: In this half, it definitely felt like ODD had opportunities to cap, but sadly WTP did **just enough** to **stymie them from capping** the flag. However, WTP did very well in general to make sure they had people ahead at all times. Heavy prevent and heavy contain were huge themes in this half. Considering WTP had a 4 cap lead, it was the right move, and it paid off in spades. Even though ODD had some **flashes of brilliance**, they couldn’t really get a consistent regrab train going. There were four caps in total by the 5 minute mark, 2 by each team, and then after the midway point there were no caps. Not even an inkling of an opportunity by either team. Strong OD also nullified some capping opportunities. Not much else to say, but that this WTP could be a decent playoff contender.

Player of the Half : The strong prevent and contain of **SilentOne** really stopped ODD from capitalizing on any momentum they might’ve had this half. And he’s my first double POTH player, congrats!

Play of the Series : **SilentOne’s cap on Some Ring**. It elicited an amazing reaction from the commentators, and it’s one of the caps where you can’t really say you messed up.

BuzzBeaters don’t win: Legends of the Splittin’ Temple vs. Misaki Bombs, by Ducky

G1H1 score: 9-1 (icePlatypus [O], PASSTHEFLAG [O], Borgus [D], GospelofJuke [D]) vs.

(Thanos Ball [O], sweatypete [O], #1baller [D], praoprao [D])

G1H2 score: 0-6 (Jarek [O], icePlatypus [O], smoji [D], ErectChris [D]) vs. (Thanos Ball [O], sweatypete [O], #1baller [D], Hadouken! [D])

G1 aggregate: 9-7

G2H1 score: 2-0 (Jarek [O], PASSTHEFLAG [O], Borgus [D], GospelofJuke [D]) vs. (xyzes [O], sweatypete [O], praoprao [D], Hadouken! [D])

G2H2 score: 8-2 (IcePlatypus [O], PASSTHEFLAG [O], Borgus [D], Smoji [D]) vs. (xyzes [O], sweatypete [O], praoprao [D], #1baller [D])

G2 aggregate: 10-2

G3H1 score: 3-2 (Jarek [O], icePlatypus [O], smoji [D], GospelofJuke [D]) vs. (xyzes [O], Thanos Ball [O], #1baller [D], Hadouken! [D])

G3H2 score: 4-6 (Jarek [O], PASSTHEFLAG [O], Borgus [D], ErectChris [D]) vs. (xyzes [O], Thanos Ball [O], praoprao [D], Hadouken! [D])

G3 aggregate: 7-8

In the first half, I feel like both teams were slow to start, but once LST finally woke up to the game, they came to play. Misaki didn't know what to do or even how to respond to the numerous captures by LST. In the second half, it felt like the roles were switched because Misaki made all of the right moves and LST couldn't seem to catch up. Overall, high scoring halves.

In the first half of the second game, it was a pretty boring and uneventful half. In the second half, LST came with a hunger to win and completely wiped out Misaki. Misaki was scrambling to regain momentum and it was just not enough to come back. What was weird

was that both teams put together had similar stats, but obviously LST just capitalized on the mistakes of Misaki more.

In the first half of the third game, it was a low scoring half that dragged out until the end. There wasn't anything too fancy done by either team, just them capitalizing on each other's mistakes. The second half of game 3 was probably the most exciting half of the night because at first Misaki was up by a large lead, and then LST somehow came back to tie it up. Thanos ball then decided to shock everyone by having a buzzer beater (saving from going into overtime) capture.

<https://www.youtube.com/watch?v=LsKPeAEHFHk>

Play of the Match: 1:17:58-1:18:04 by Thanos Ball, xyzes, Haduoken!, praoprao - Amazing capture and teamwork, I'm not even on this team and I'm proud. I liked the combos more on this cap than the last second capture by Thanos in the last half of the third game, don't come at me.

Offensive Player of the Match: Thanos Ball - He had insane combos throughout the night and I believe he really helped his team to the win of game 3.

Defensive Player of the Match: Borgus - What can't Borgus do?

Community Pick-Ems

Top 5 this week , the person with the most points at the end of the reg season gets a prize.

flaccid trip wins the W4 prize money with a combined score of 19.5 pts.

Name	Agg Pts.	Points (A)	Points (B)
flaccid trip	19.5	10.5	9
Cel	16.5	10.5	6
praoprao	16.5	8.5	8
GnaStrafDel	15.5	10.5	5
inthesomeday	15.5	6.5	9

Top 10 for the season, so far

Name	Points (A)	Name	Points (B)
Ralph Wiggum	35	Rick G. #853	42
JARVISLANDRY	33	inthesomeday	39
inthesomeday	32	KahnMan	38
Rick G. #853.	32	Ralph Wiggum	37
AnthonyDavis	31.5	AnthonyDavis	33
Activia	31	LogisticMap	31
JH13	31	WRIG	30
WRIG	31	Activia	28
GnaStrafDel	31	JARVISLANDRY	27
flaccid trip	30.5	Button	26

Match Graphics

Synopsis

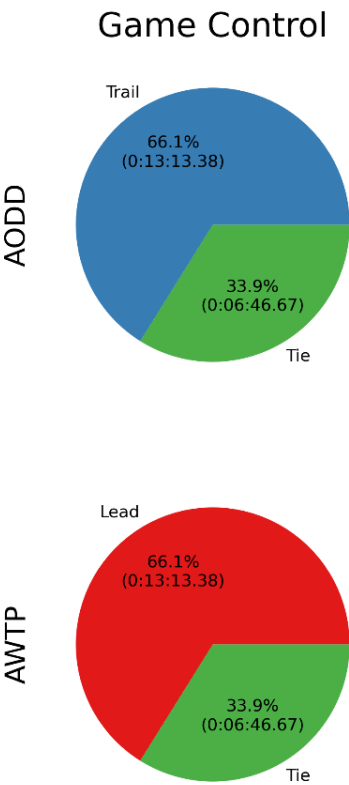
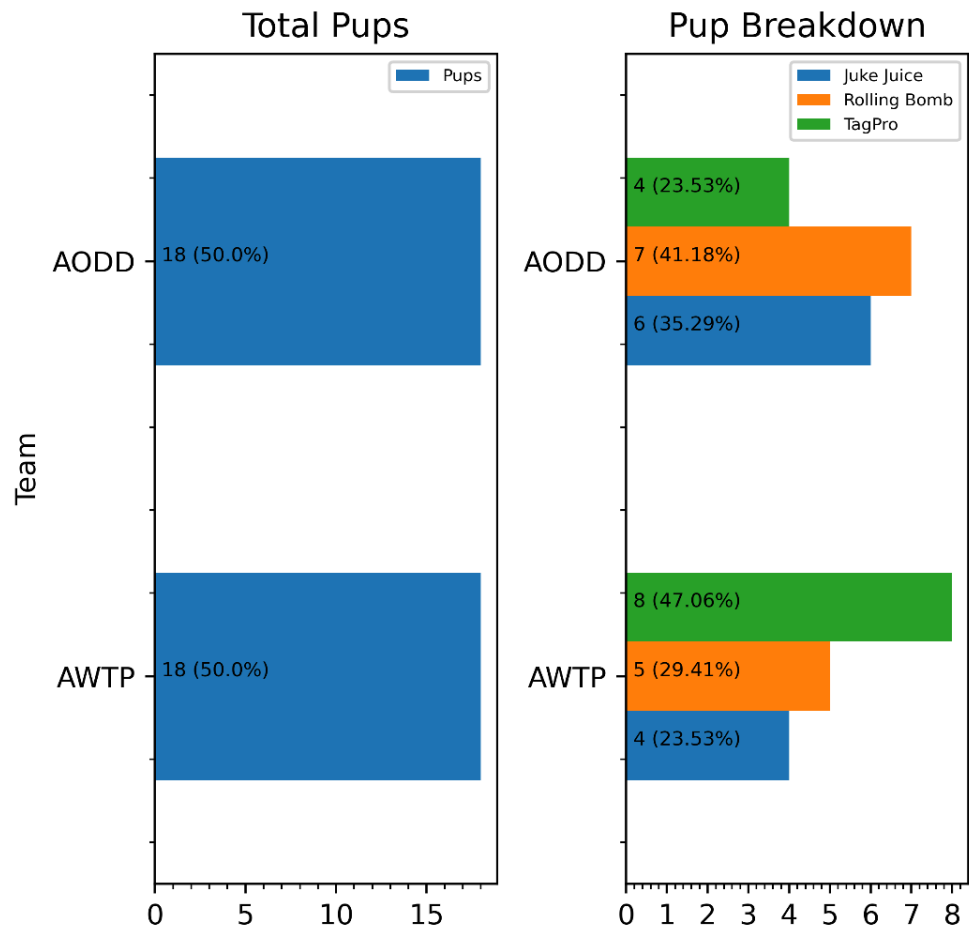
This section is intended to provide a quick graphical overview of all NLTP/nLTP games that occurred for the week. Every provided graphic contains the following information for each team:

- Total Pups
- Pup Distribution
- Game Control
- Game Team Statistics

Maps played were as follows:

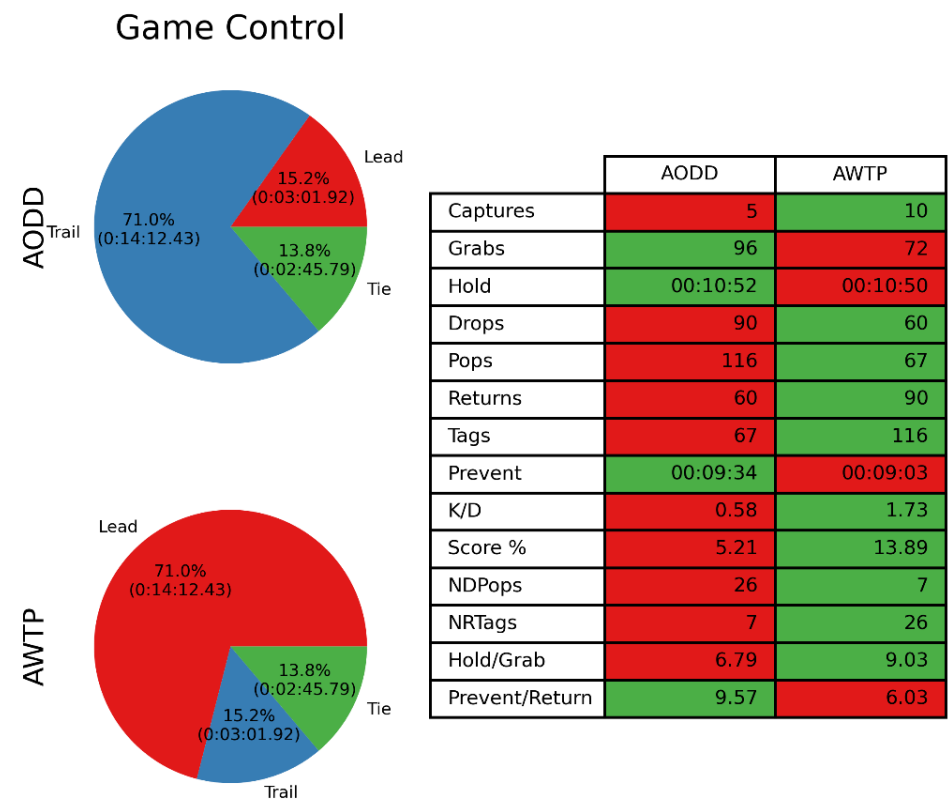
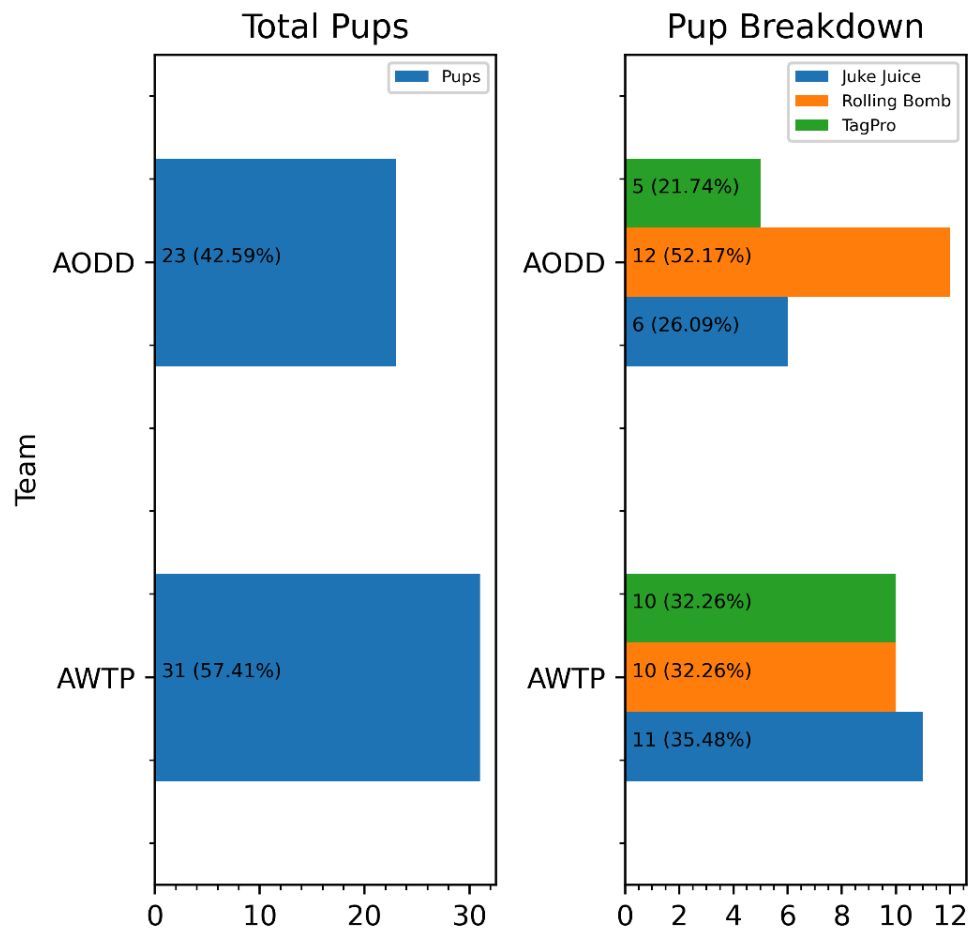
Game	NLTP	nLTP
<u>Game 1</u>	Apparition 2021	Apparition 2021
<u>Game 2</u>	Some Ring	Some Ring
<u>Game 3</u>		Apparition 2021

Game 1



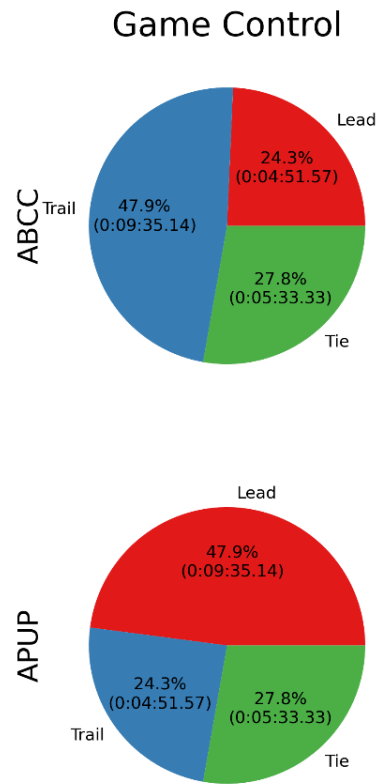
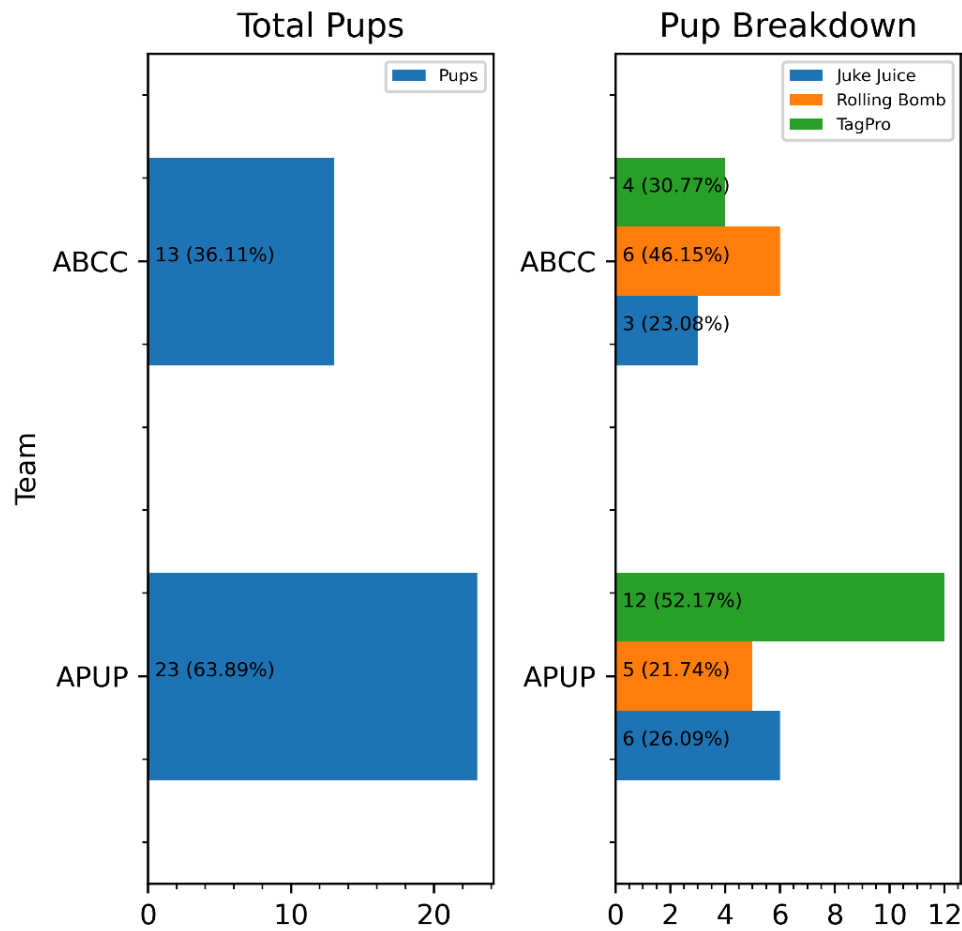
	AODD	AWTP
Captures	5	6
Grabs	74	66
Hold	00:09:17	00:09:05
Drops	67	59
Pops	101	82
Returns	59	66
Tags	73	96
Prevent	00:09:55	00:10:45
K/D	0.72	1.17
Score %	6.76	9.09
NDPops	34	23
NRTags	14	30
Hold/Grab	7.53	8.26
Prevent/Return	10.08	9.77

Game 2



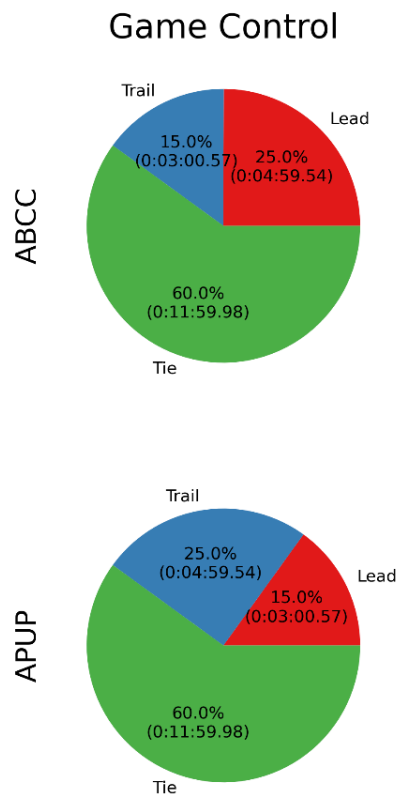
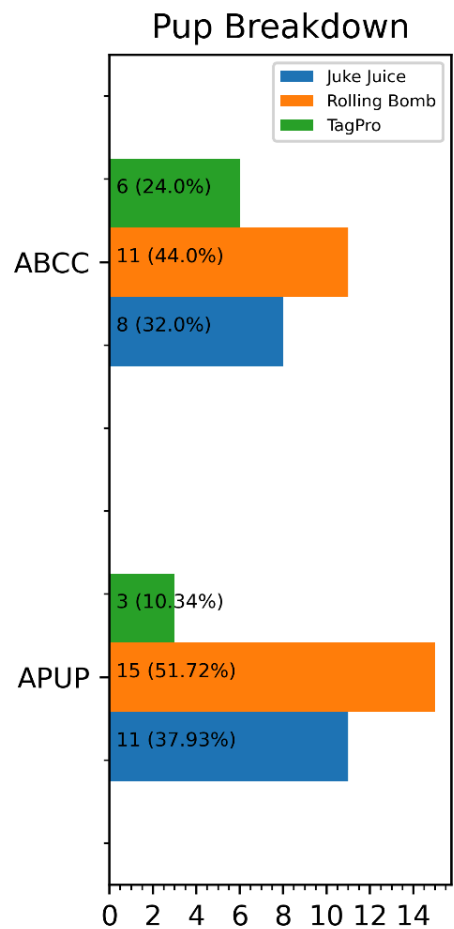
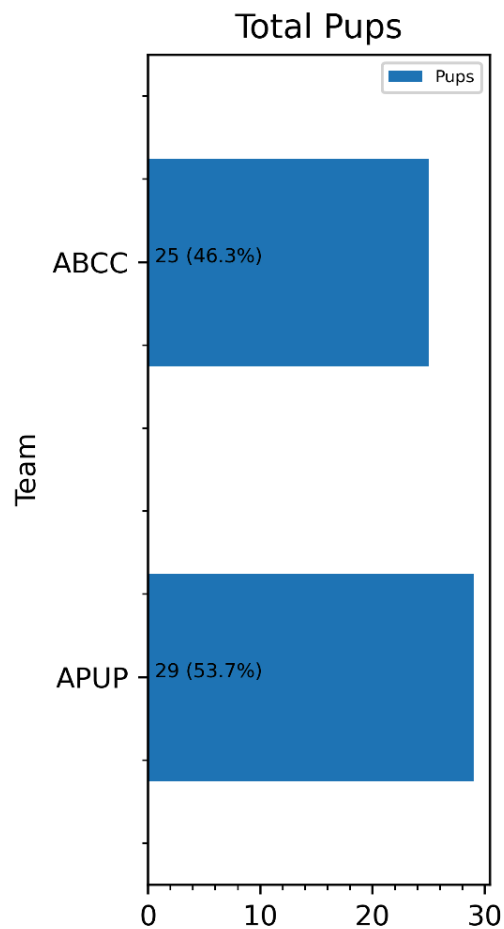
ABCC vs. APUP

Game 1



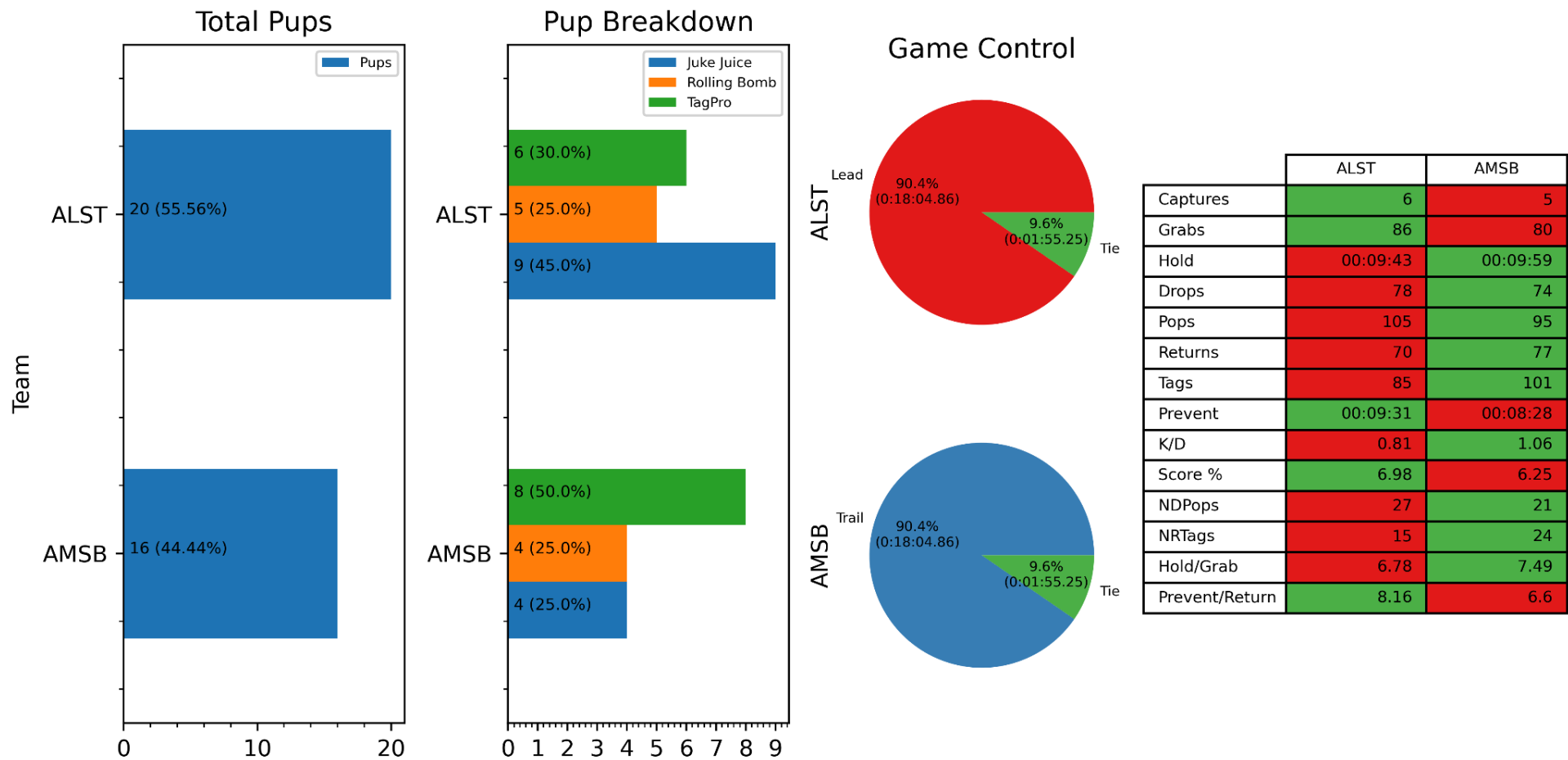
	ABCC	APUP
Captures	5	7
Grabs	71	87
Hold	00:10:50	00:10:57
Drops	65	78
Pops	101	96
Returns	76	63
Tags	88	92
Prevent	00:08:16	00:09:13
K/D	0.87	0.96
Score %	7.04	8.05
NDPops	36	18
NRTags	12	29
Hold/Grab	9.15	7.55
Prevent/Return	6.53	8.78

Game 2

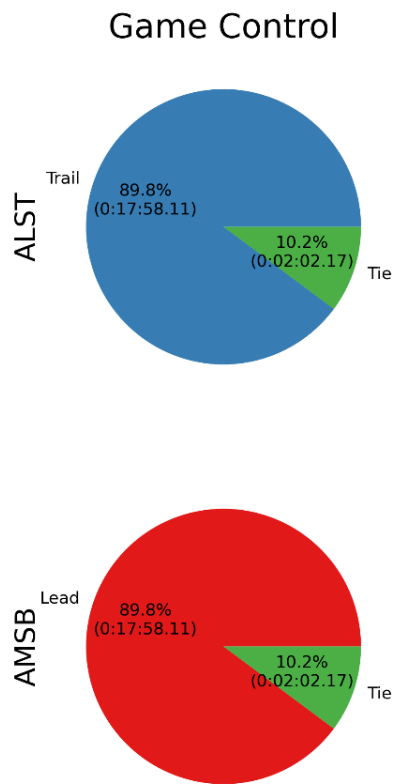
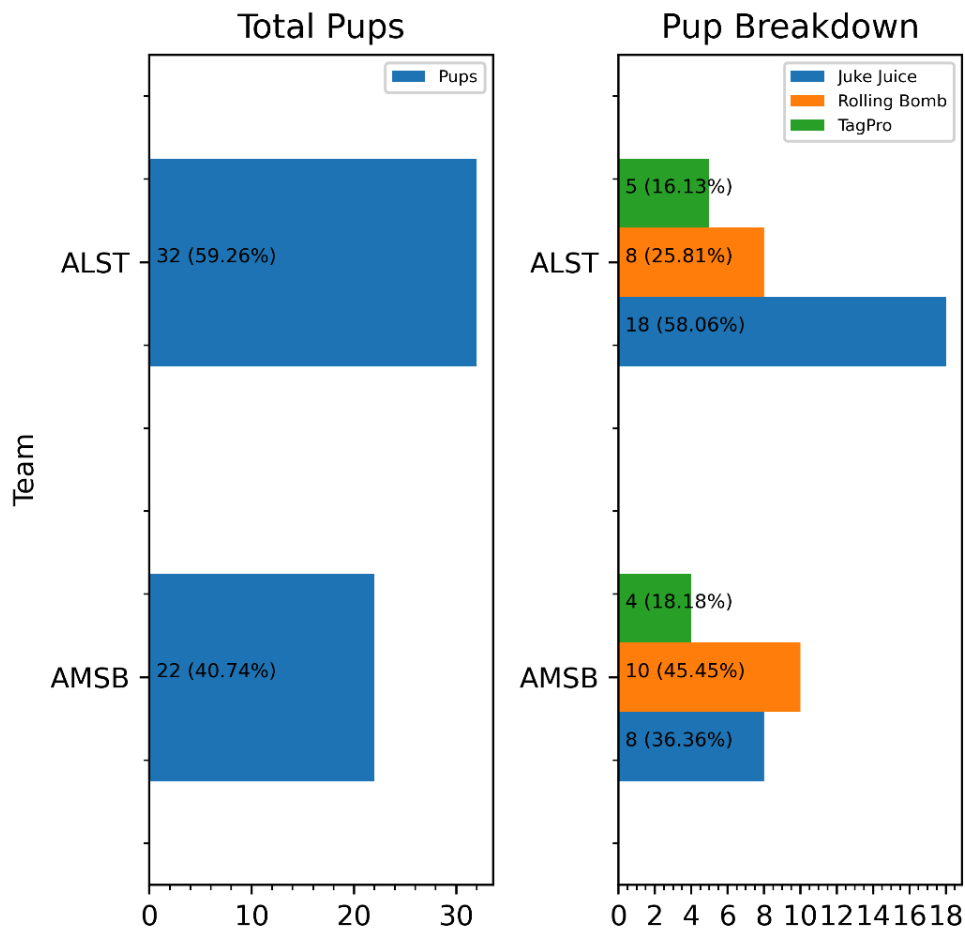


	ABCC	APUP
Captures	5	3
Grabs	91	93
Hold	00:10:43	00:10:22
Drops	84	89
Pops	90	101
Returns	89	84
Tags	101	90
Prevent	00:10:16	00:10:42
K/D	1.12	0.89
Score %	5.49	3.23
NDPops	6	12
NRTags	12	6
Hold/Grab	7.07	6.69
Prevent/Return	6.92	7.64

Game 1



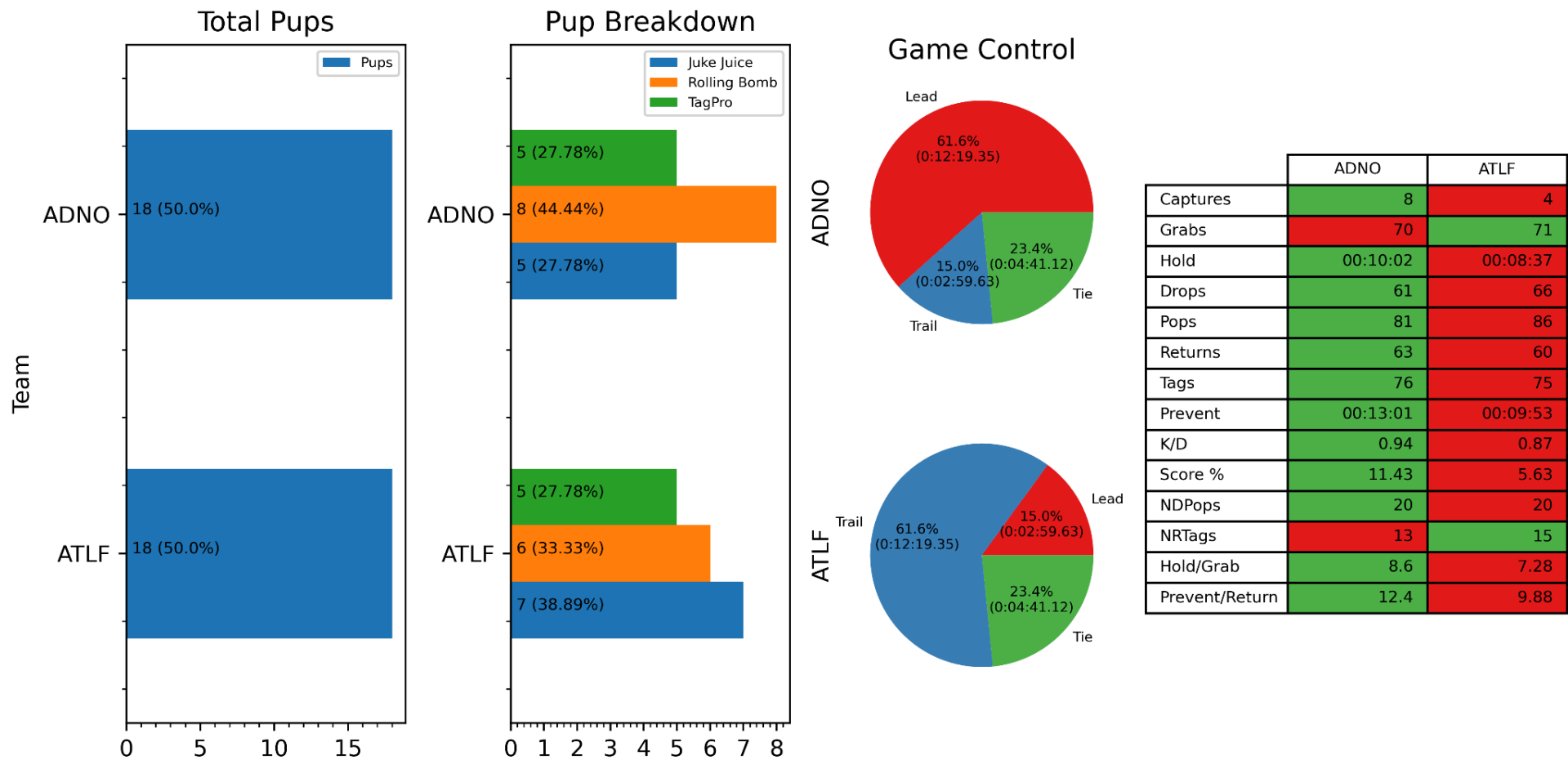
Game 2



	ALST	AMSB
Captures	8	12
Grabs	111	99
Hold	00:10:00	00:11:01
Drops	103	85
Pops	113	96
Returns	85	103
Tags	96	113
Prevent	00:09:50	00:11:01
K/D	0.85	1.18
Score %	7.21	12.12
NDPops	10	11
NRTags	11	10
Hold/Grab	5.41	6.68
Prevent/Return	6.94	6.42

ADNO vs. ATLF

Game 1

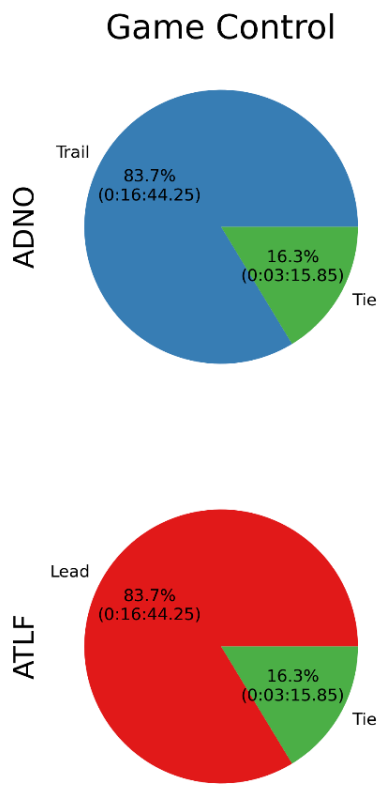
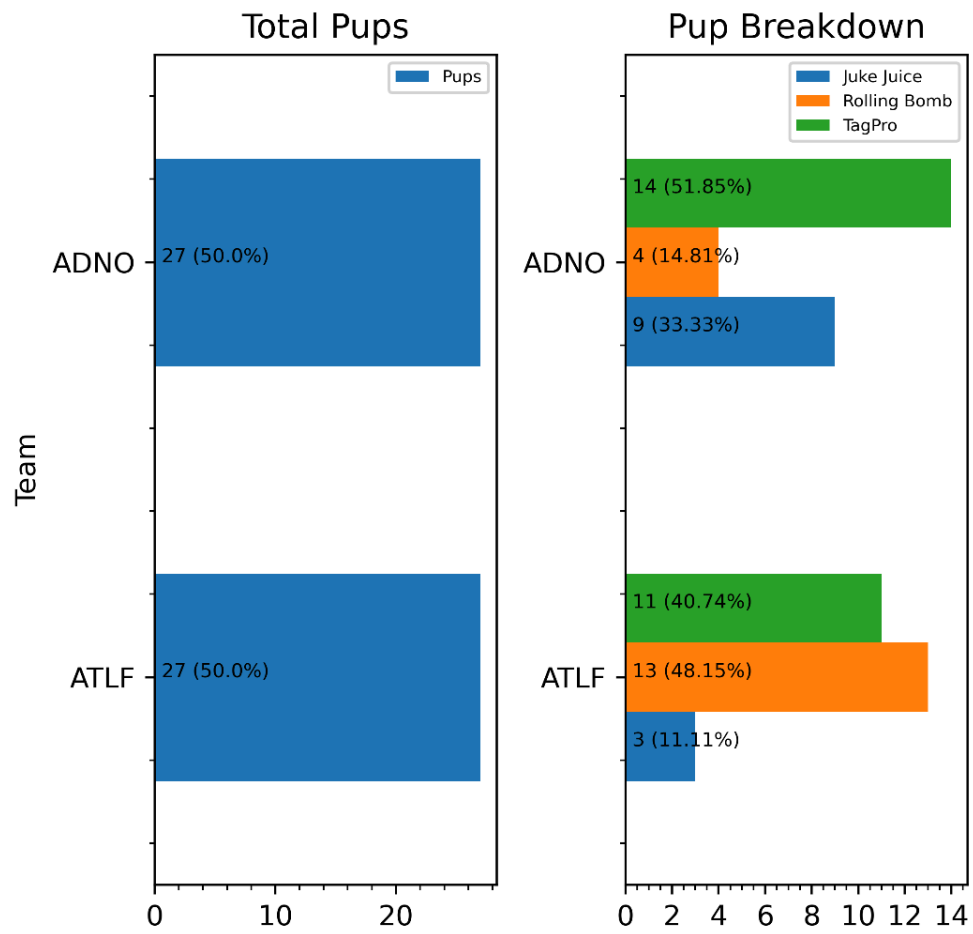


Team

ADNO

ATLF

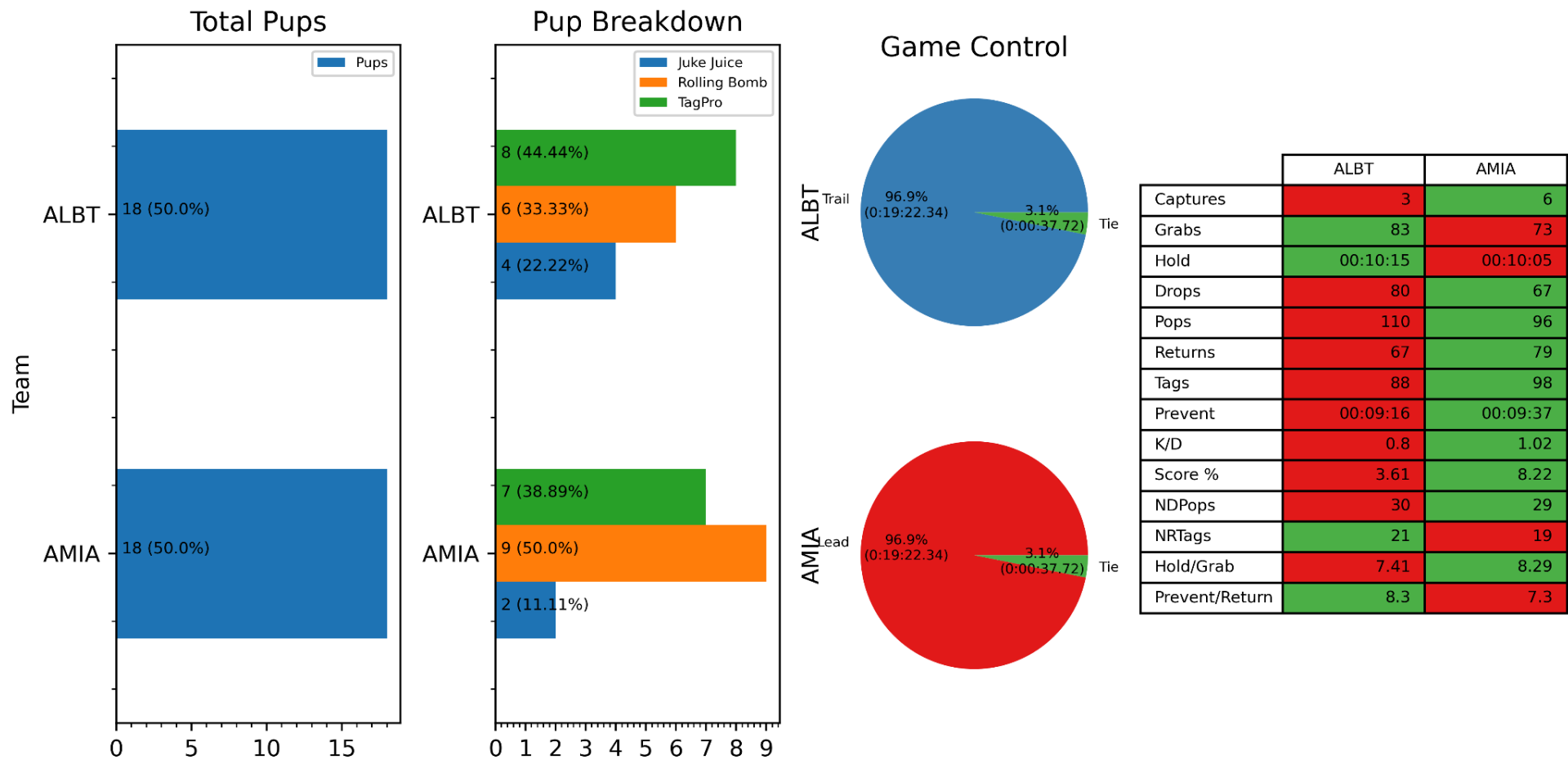
Game 2



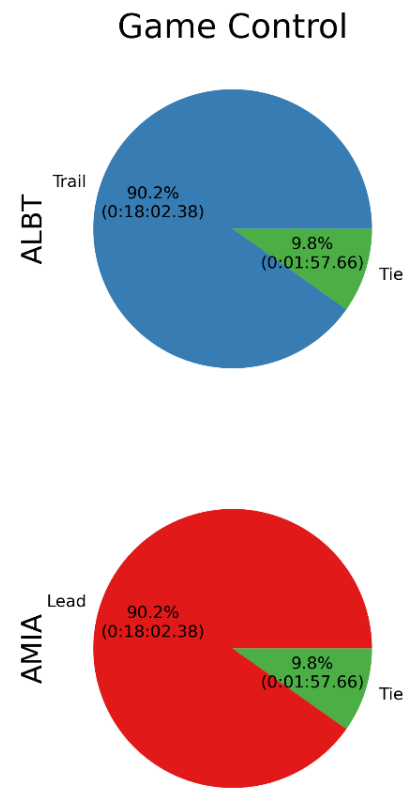
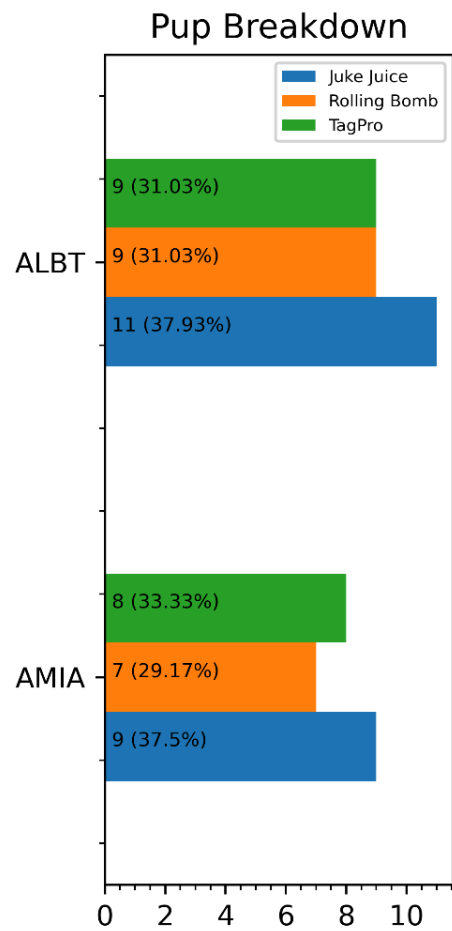
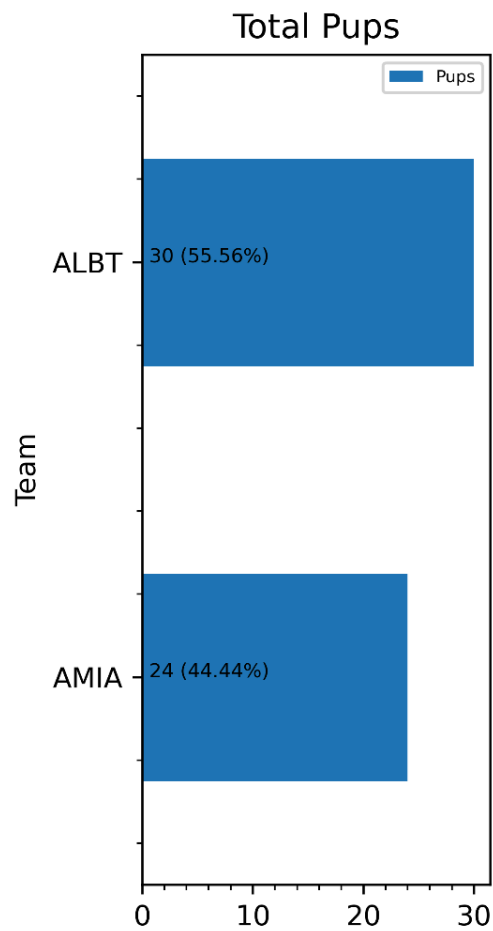
	ADNO	ATLF
Captures	4	7
Grabs	65	75
Hold	00:10:18	00:10:04
Drops	59	67
Pops	90	102
Returns	67	59
Tags	102	90
Prevent	00:10:40	00:09:48
K/D	1.13	0.88
Score %	6.15	9.33
NDPops	31	35
NRTags	35	31
Hold/Grab	9.51	8.05
Prevent/Return	9.55	9.97

ALBT vs. AMIA

Game 1



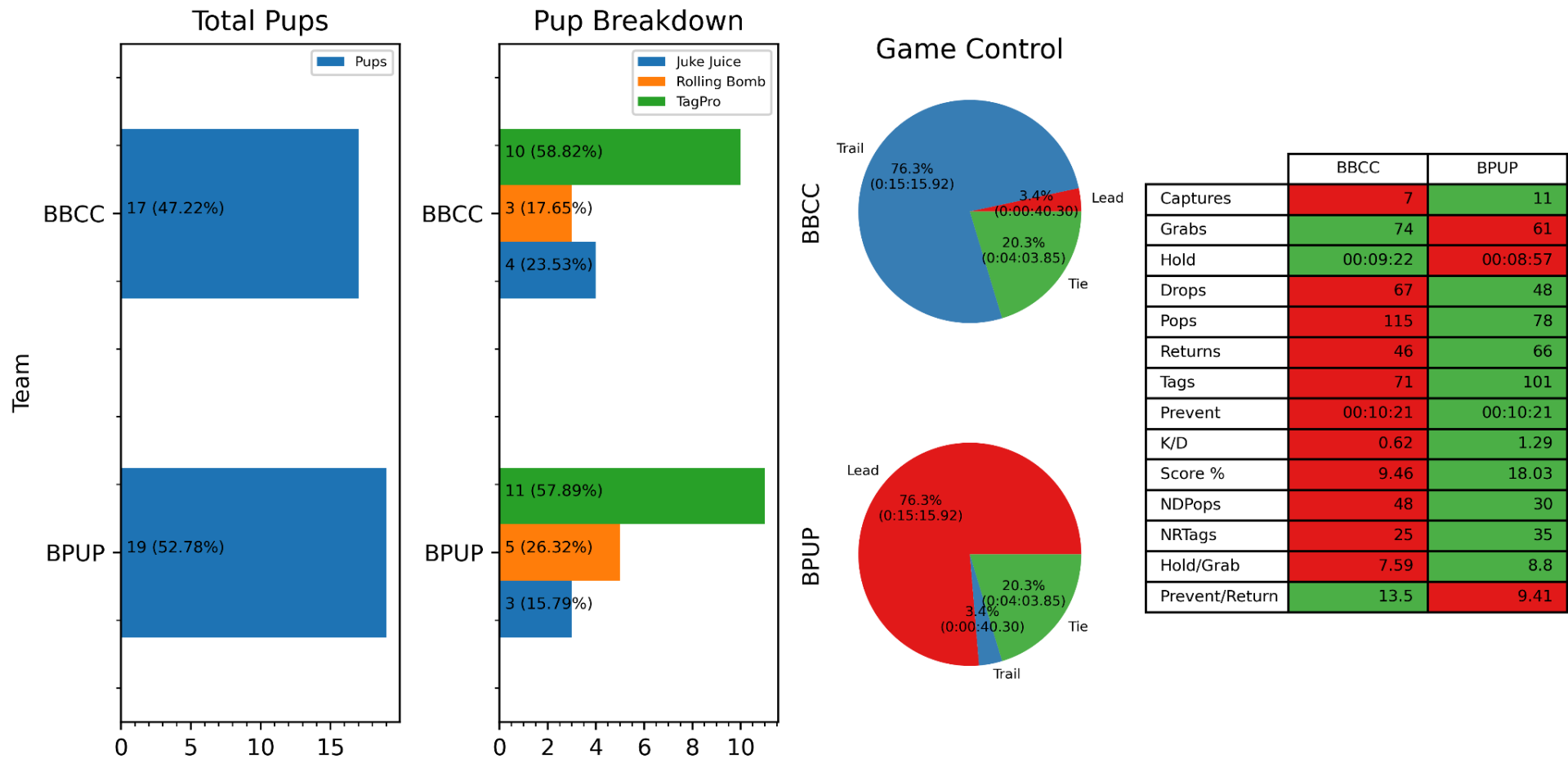
Game 2



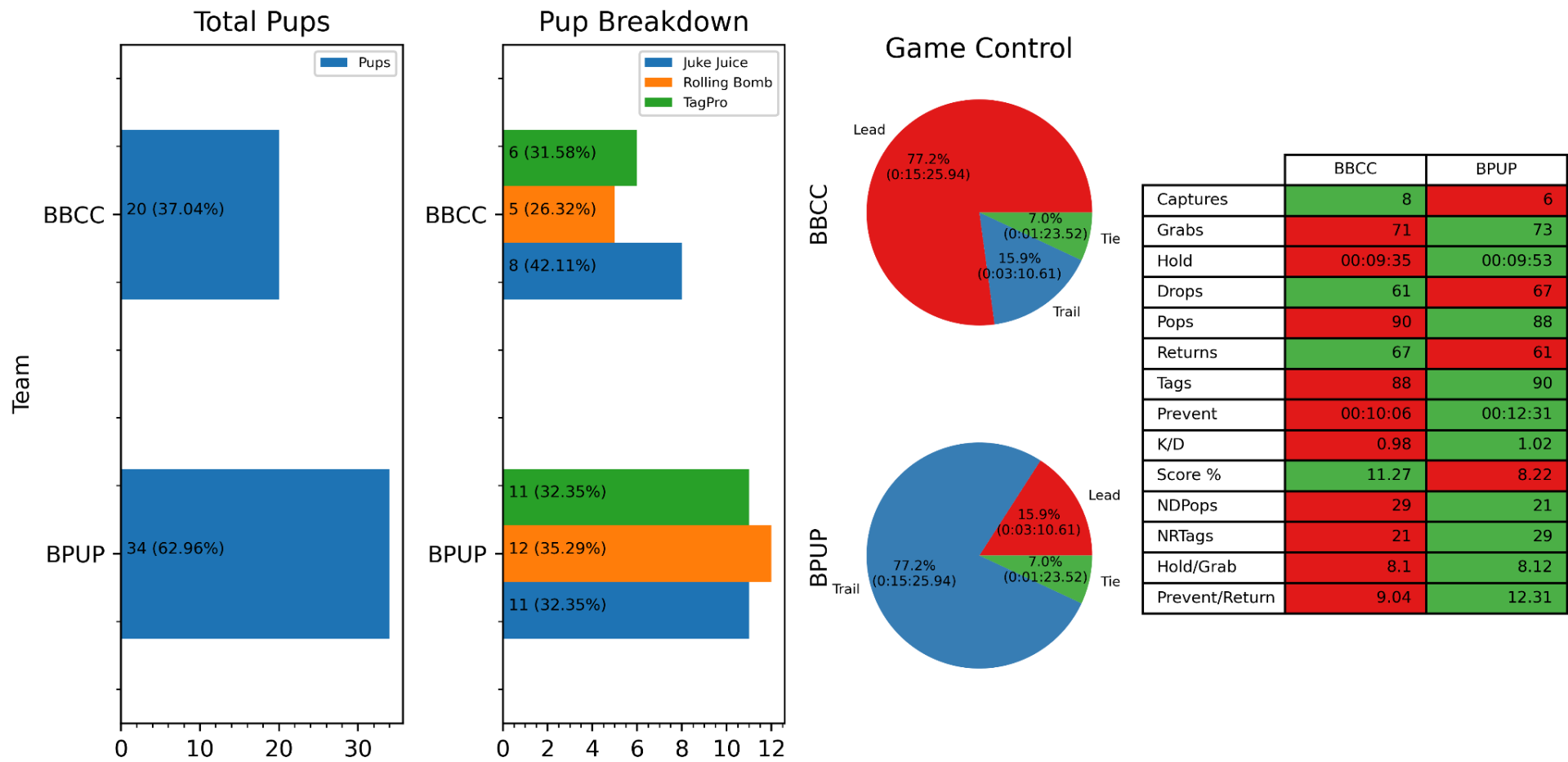
	ALBT	AMIA
Captures	2	6
Grabs	85	78
Hold	00:09:37	00:12:24
Drops	81	71
Pops	99	92
Returns	71	81
Tags	92	99
Prevent	00:05:31	00:10:59
K/D	0.93	1.08
Score %	2.35	7.69
NDPops	18	21
NRTags	21	18
Hold/Grab	6.79	9.54
Prevent/Return	4.66	8.14

BBCC vs. BPUP

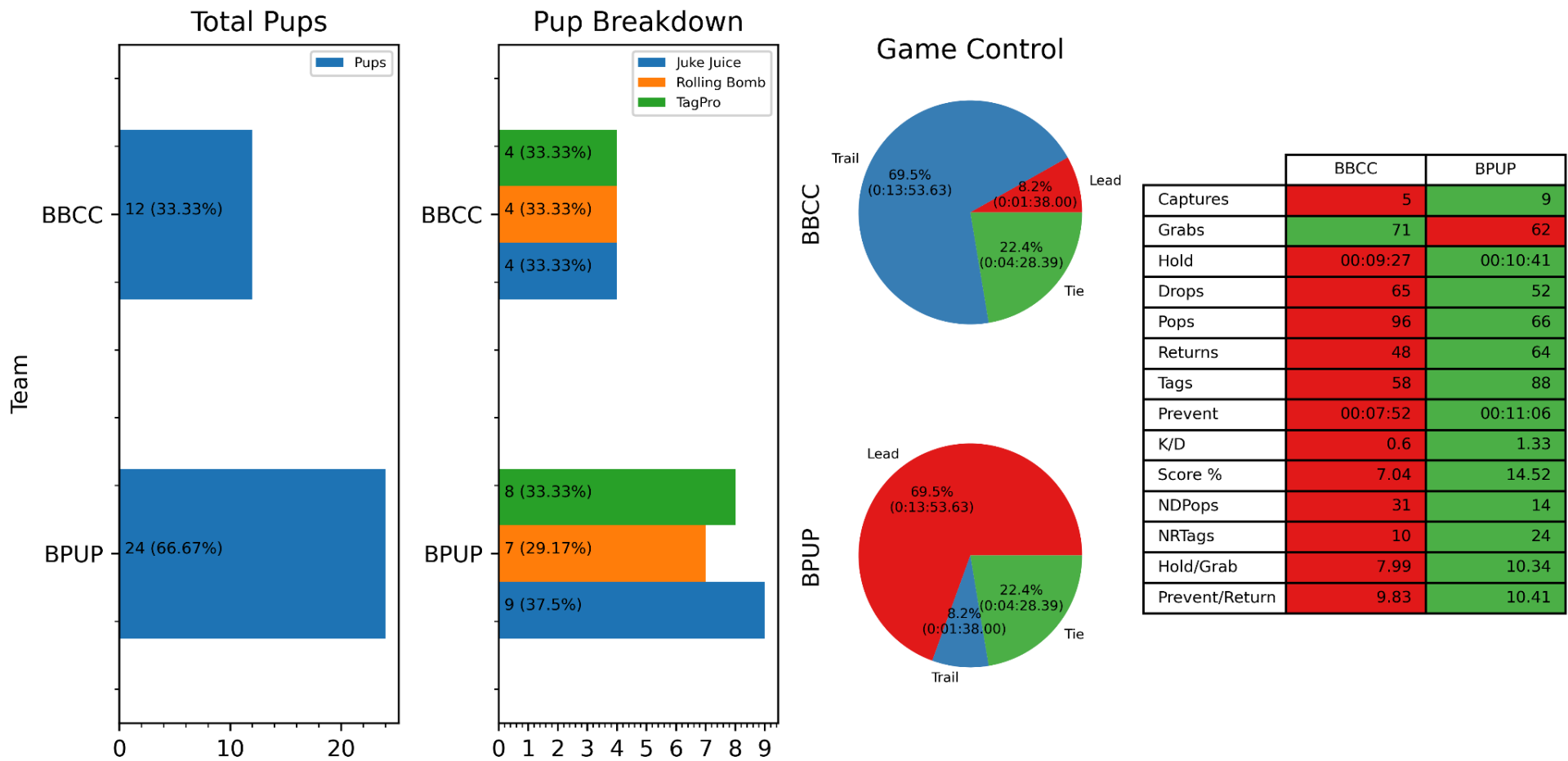
Game 1



Game 2



Game 3



Team

BBCC

BPUP

0 10 20 0 1 2 3 4 5 6 7 8 9

BBCC

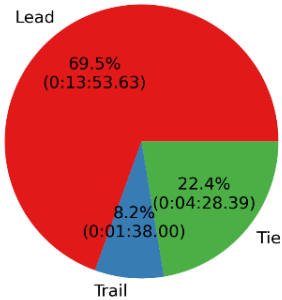
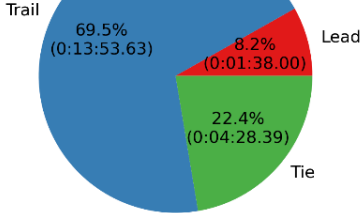
BPUP

Juke Juice
Rolling Bomb
TagPro

BBCC

BPUP

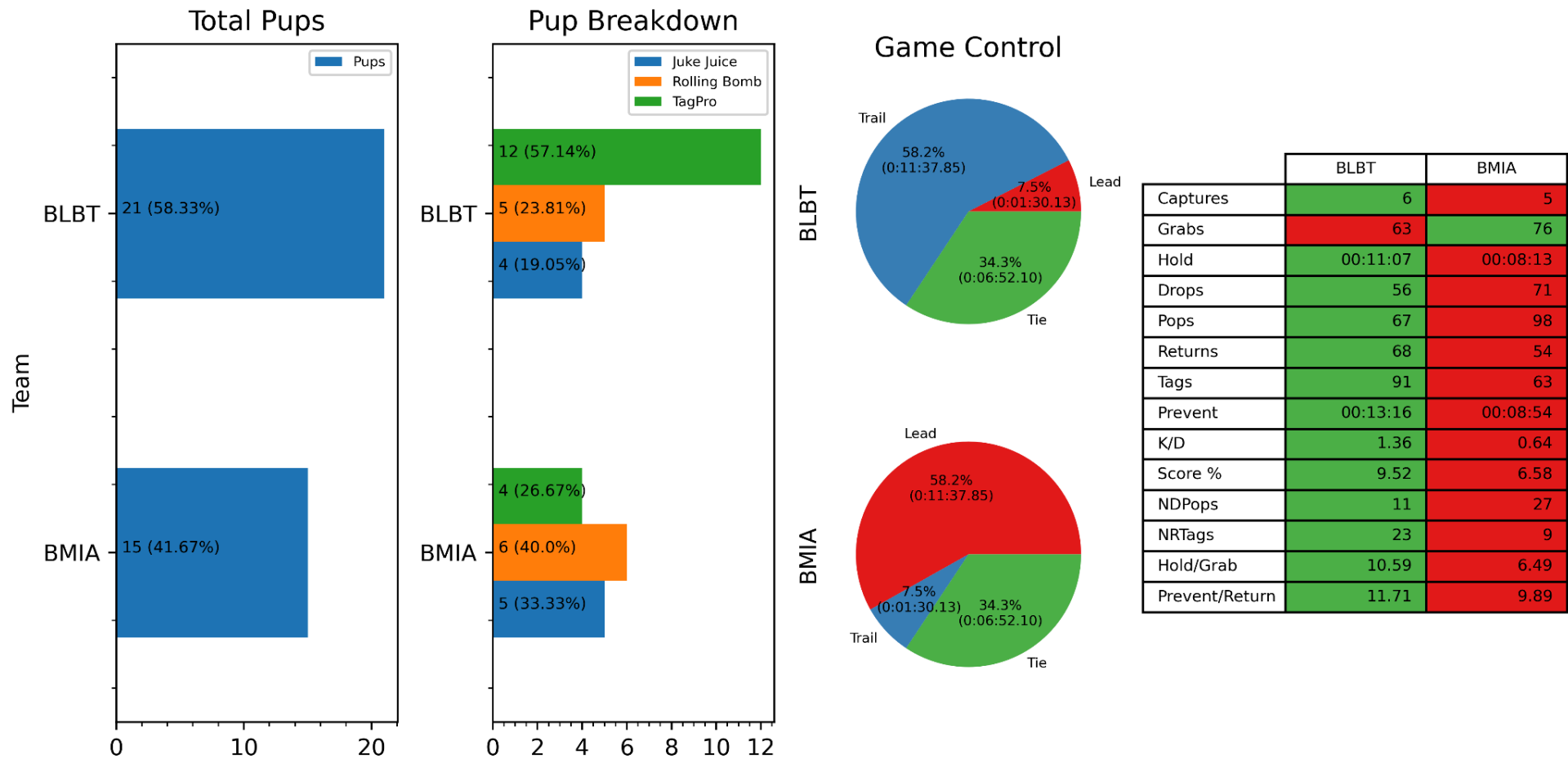
Game Control



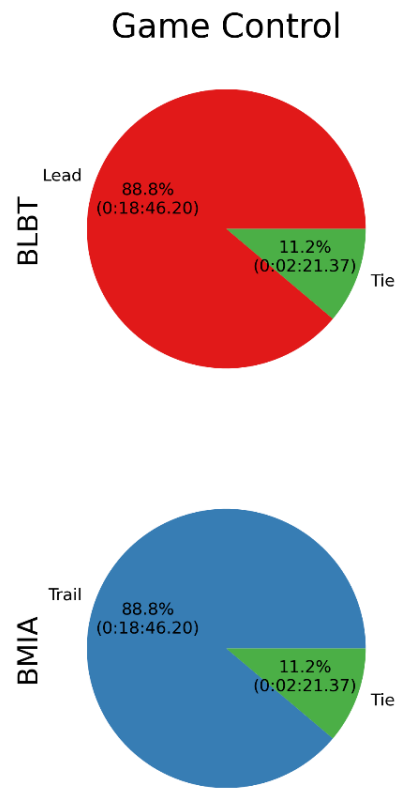
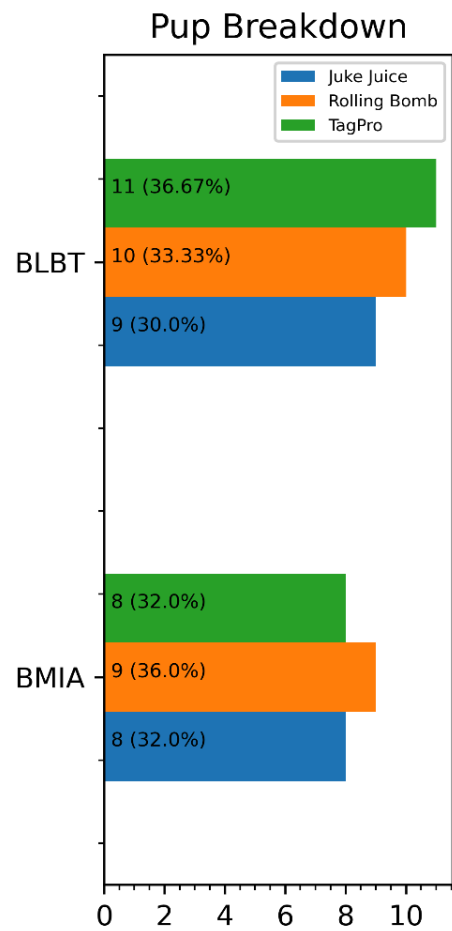
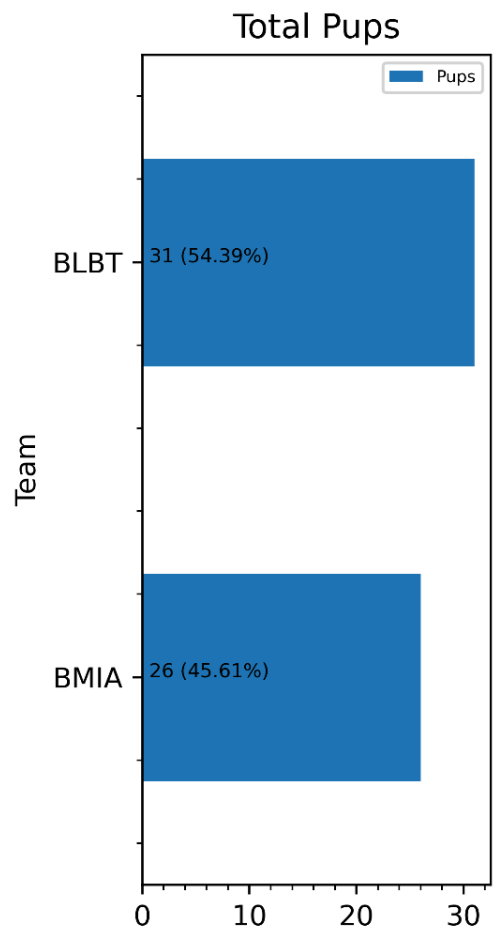
	BBCC	BPUP
Captures	5	9
Grabs	71	62
Hold	00:09:27	00:10:41
Drops	65	52
Pops	96	66
Returns	48	64
Tags	58	88
Prevent	00:07:52	00:11:06
K/D	0.6	1.33
Score %	7.04	14.52
NDPops	31	14
NRTags	10	24
Hold/Grab	7.99	10.34
Prevent/Return	9.83	10.41

BLBT vs. BMIA

Game 1

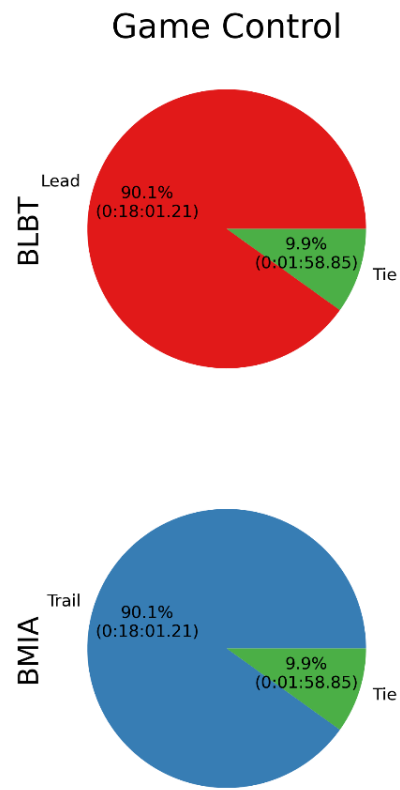
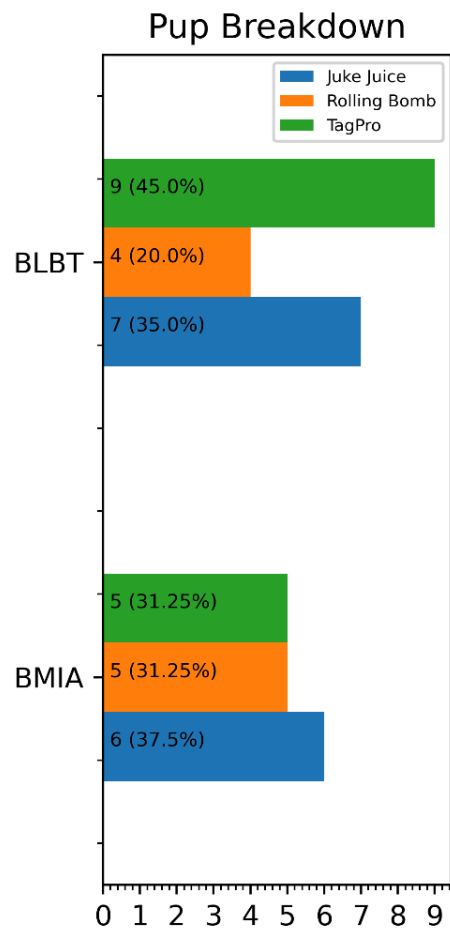
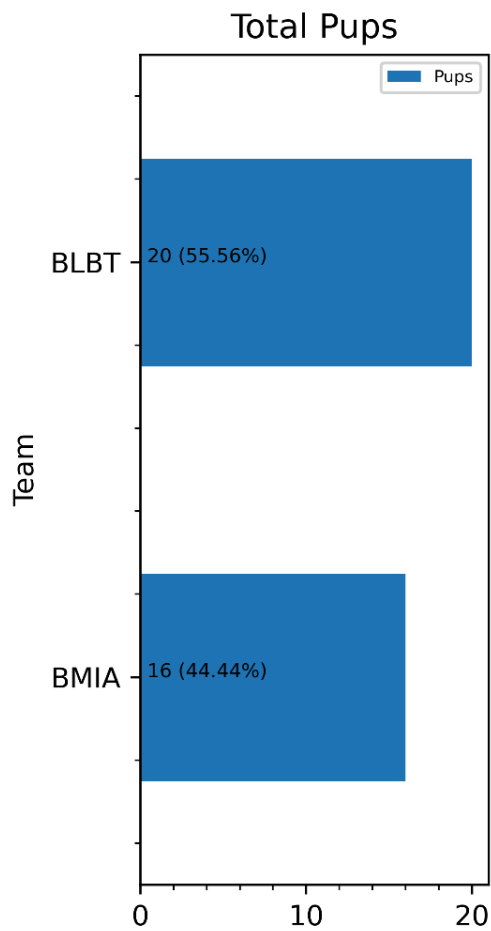


Game 2



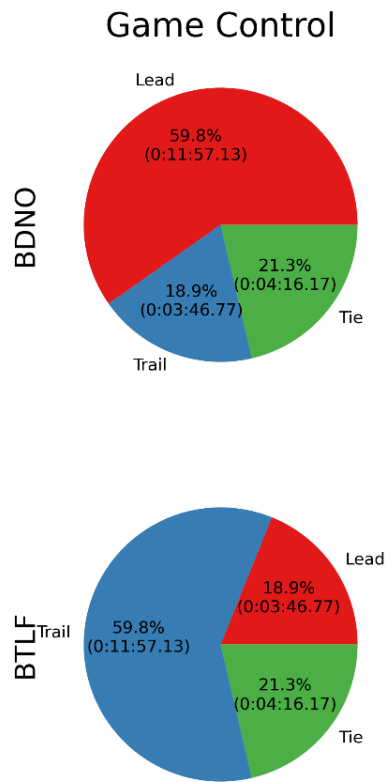
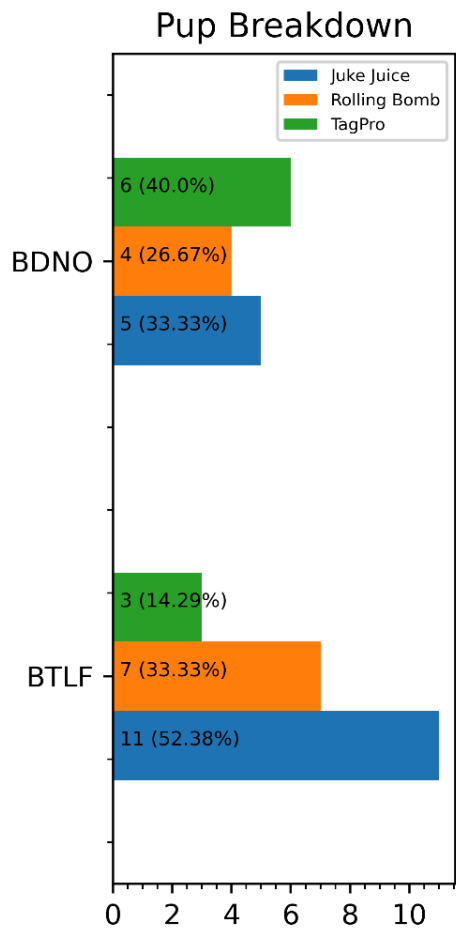
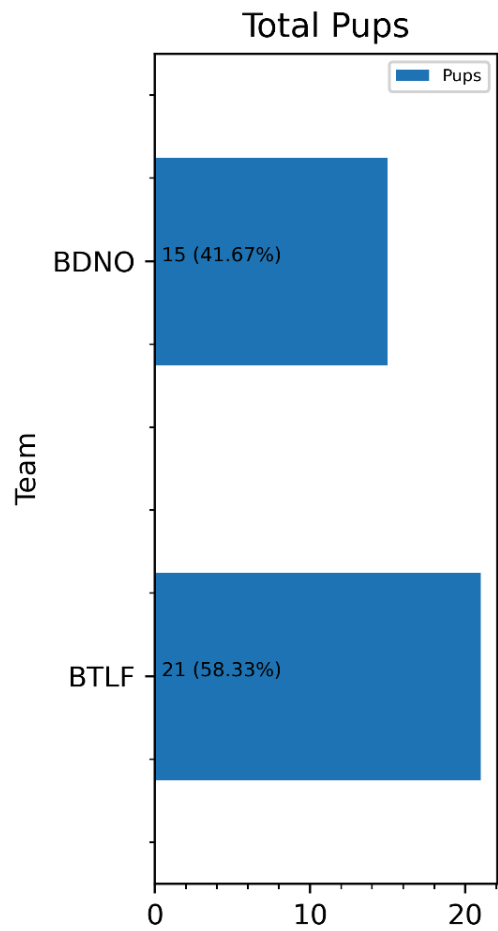
	BLBT	BMIA
Captures	5	4
Grabs	83	80
Hold	00:15:50	00:12:28
Drops	77	76
Pops	93	98
Returns	76	77
Tags	98	93
Prevent	00:10:21	00:04:05
K/D	1.05	0.95
Score %	6.02	5.0
NDPops	16	22
NRTags	22	16
Hold/Grab	11.45	9.35
Prevent/Return	8.17	3.18

Game 3



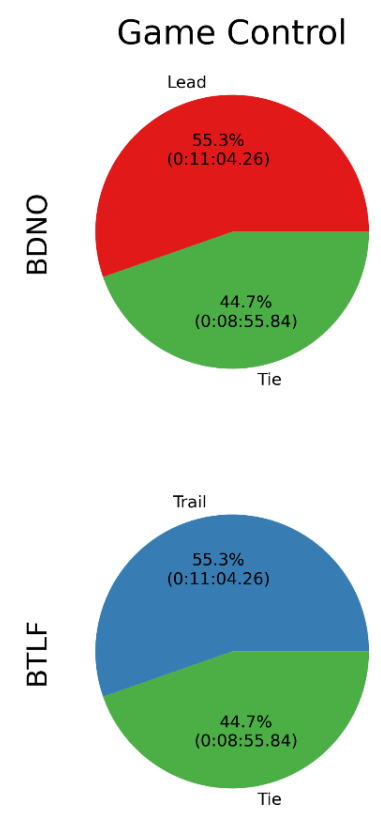
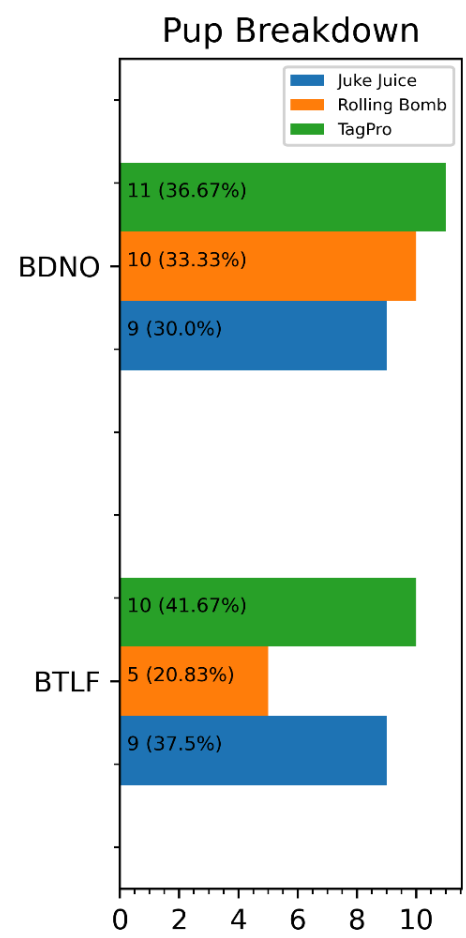
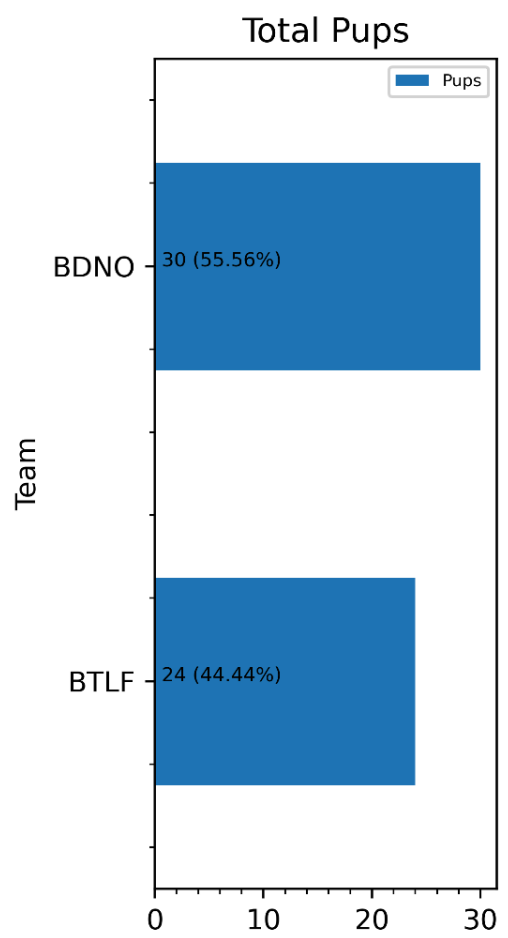
	BLBT	BMIA
Captures	10	1
Grabs	74	81
Hold	00:10:17	00:08:22
Drops	63	80
Pops	78	105
Returns	79	63
Tags	96	73
Prevent	00:13:02	00:09:16
K/D	1.23	0.7
Score %	13.51	1.23
NDPops	15	25
NRTags	17	10
Hold/Grab	8.34	6.2
Prevent/Return	9.9	8.83

Game 1



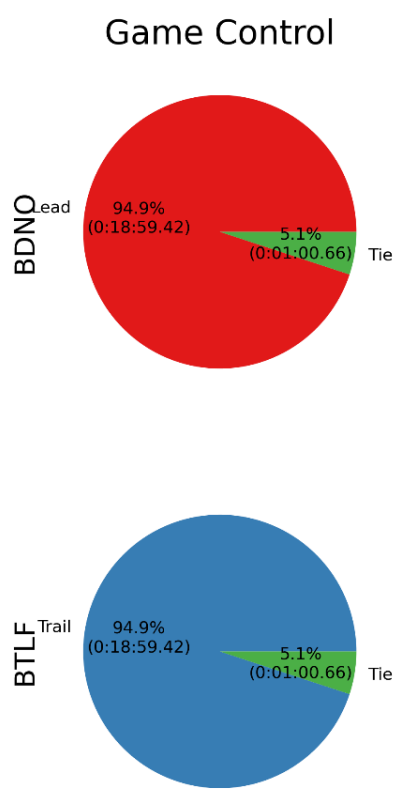
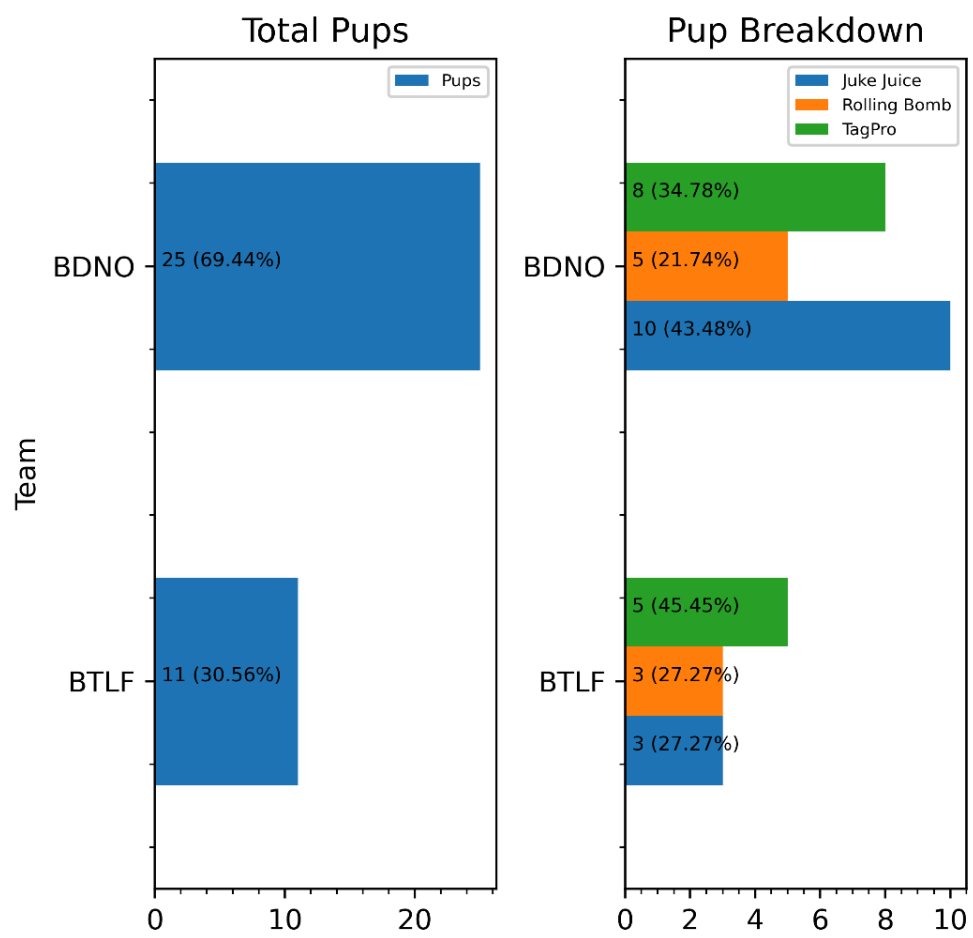
	BDNO	BTLF
Captures	7	5
Grabs	68	68
Hold	00:09:16	00:09:13
Drops	61	63
Pops	80	89
Returns	62	60
Tags	80	70
Prevent	00:10:16	00:12:18
K/D	1.0	0.79
Score %	10.29	7.35
NDPops	19	26
NRTags	18	10
Hold/Grab	8.18	8.13
Prevent/Return	9.94	12.3

Game 2



	BDNO	BTLF
Captures	6	4
Grabs	75	85
Hold	00:10:33	00:10:38
Drops	67	81
Pops	94	103
Returns	81	67
Tags	103	94
Prevent	00:10:01	00:10:17
K/D	1.1	0.91
Score %	8.0	4.71
NDPops	27	22
NRTags	22	27
Hold/Grab	8.44	7.51
Prevent/Return	7.42	9.21

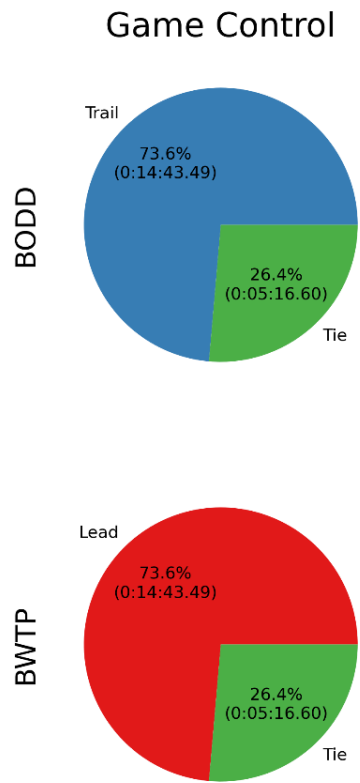
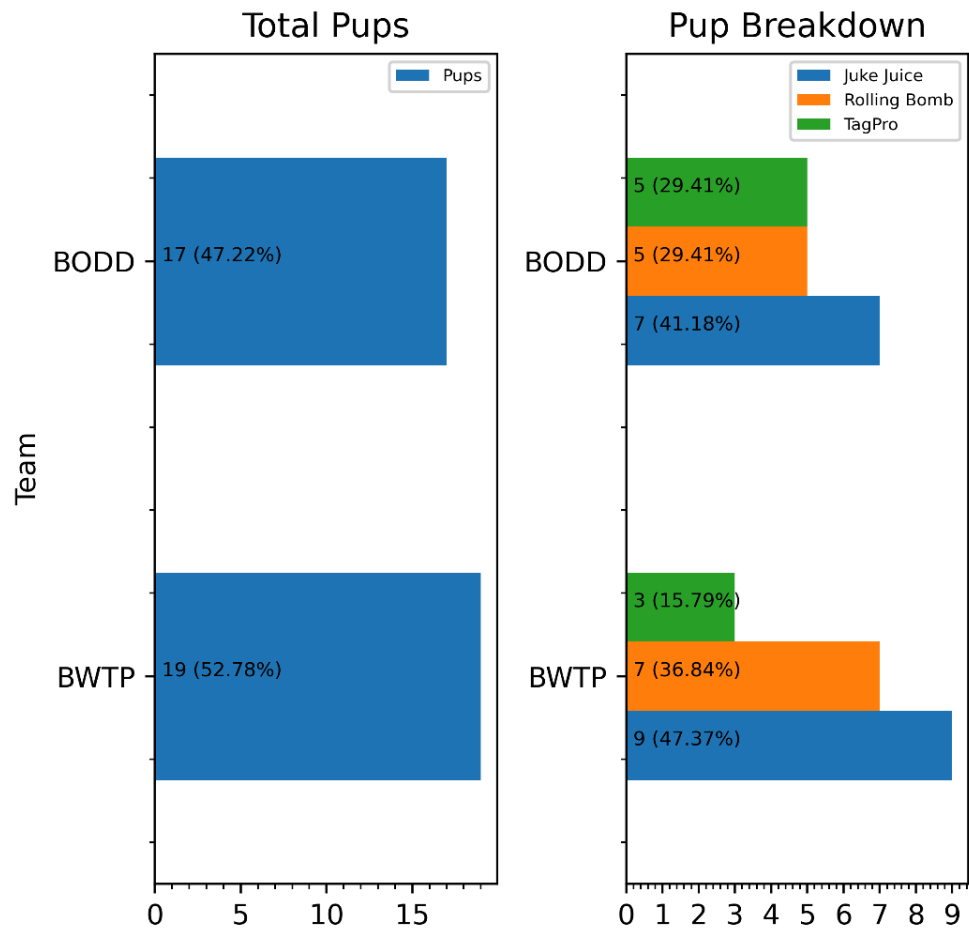
Game 3



	BDNO	BTLF
Captures	10	5
Grabs	76	82
Hold	00:10:20	00:09:55
Drops	66	77
Pops	92	105
Returns	72	63
Tags	89	83
Prevent	00:10:45	00:09:49
K/D	0.97	0.79
Score %	13.16	6.1
NDPops	26	28
NRTags	17	20
Hold/Grab	8.16	7.26
Prevent/Return	8.96	9.35

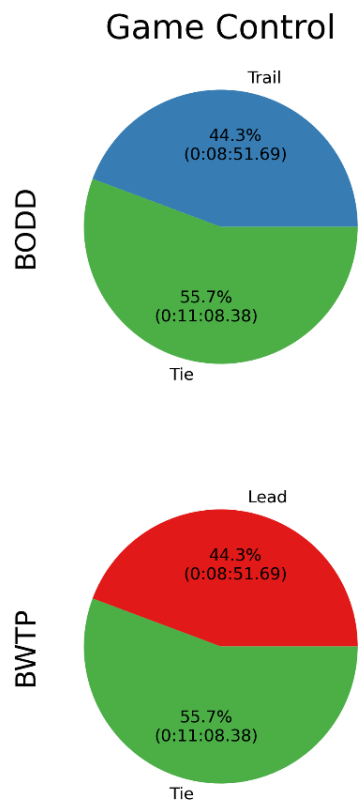
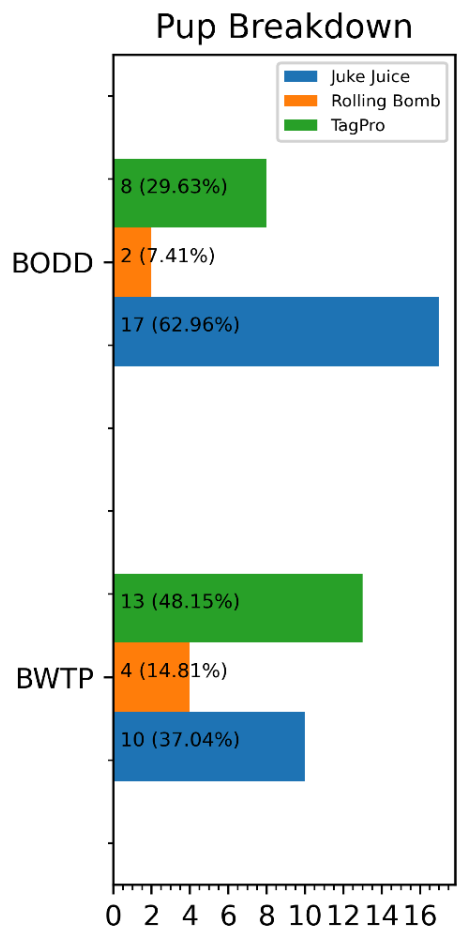
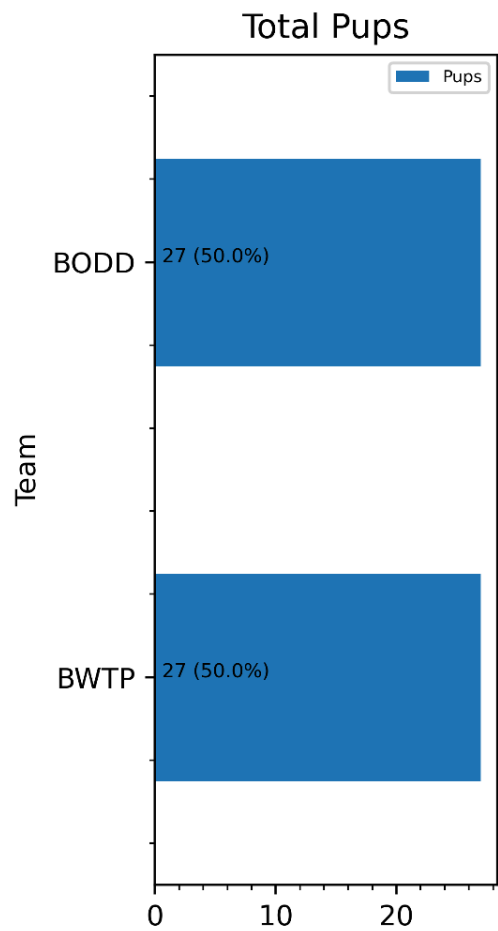
BODD vs. BWTP

Game 1



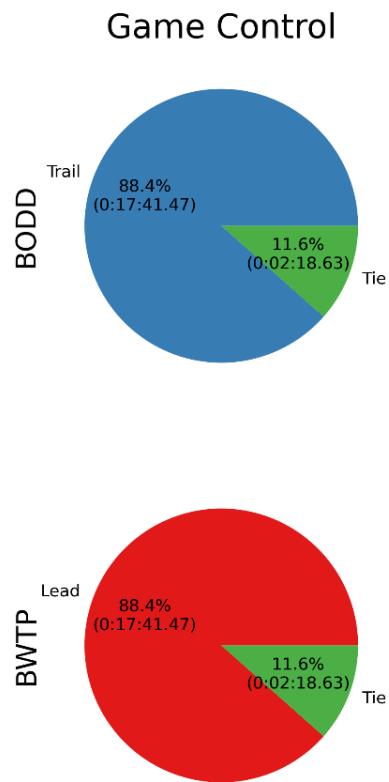
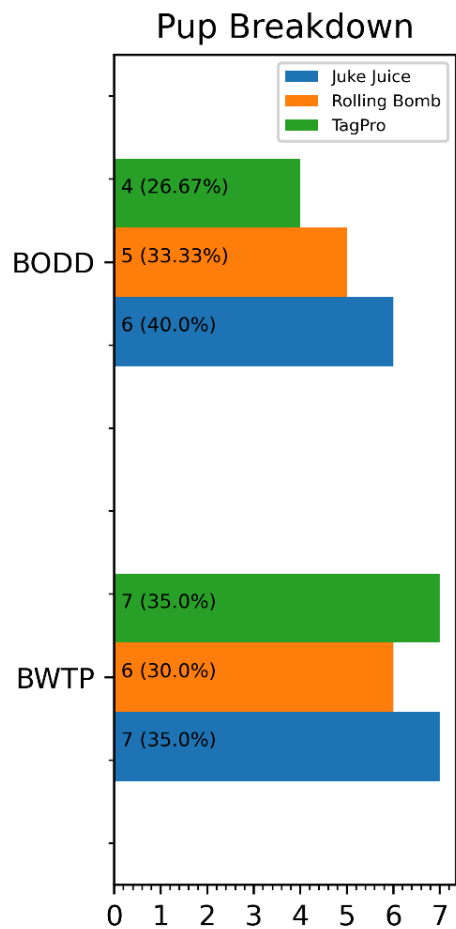
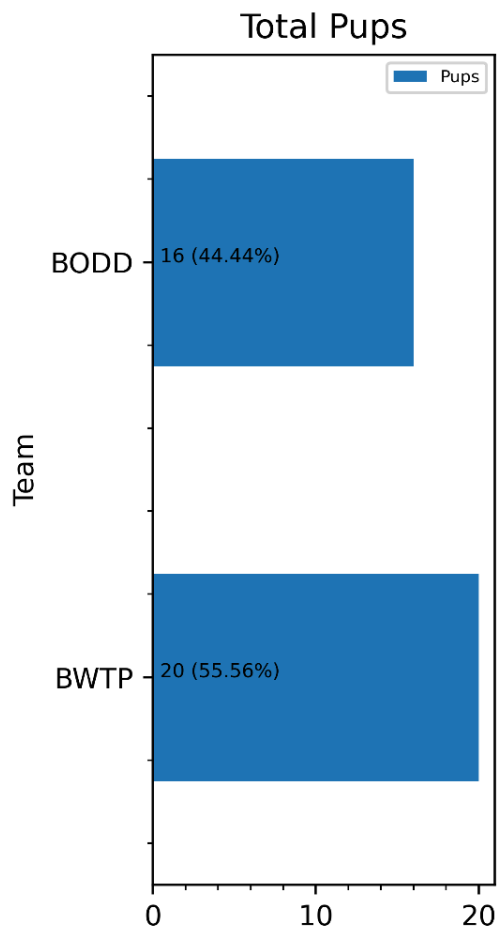
	BODD	BWTP
Captures	8	9
Grabs	71	70
Hold	00:11:26	00:09:58
Drops	62	61
Pops	77	74
Returns	57	61
Tags	66	69
Prevent	00:11:07	00:09:07
K/D	0.86	0.93
Score %	11.27	12.86
NDPops	15	13
NRTags	9	8
Hold/Grab	9.66	8.54
Prevent/Return	11.7	8.97

Game 2



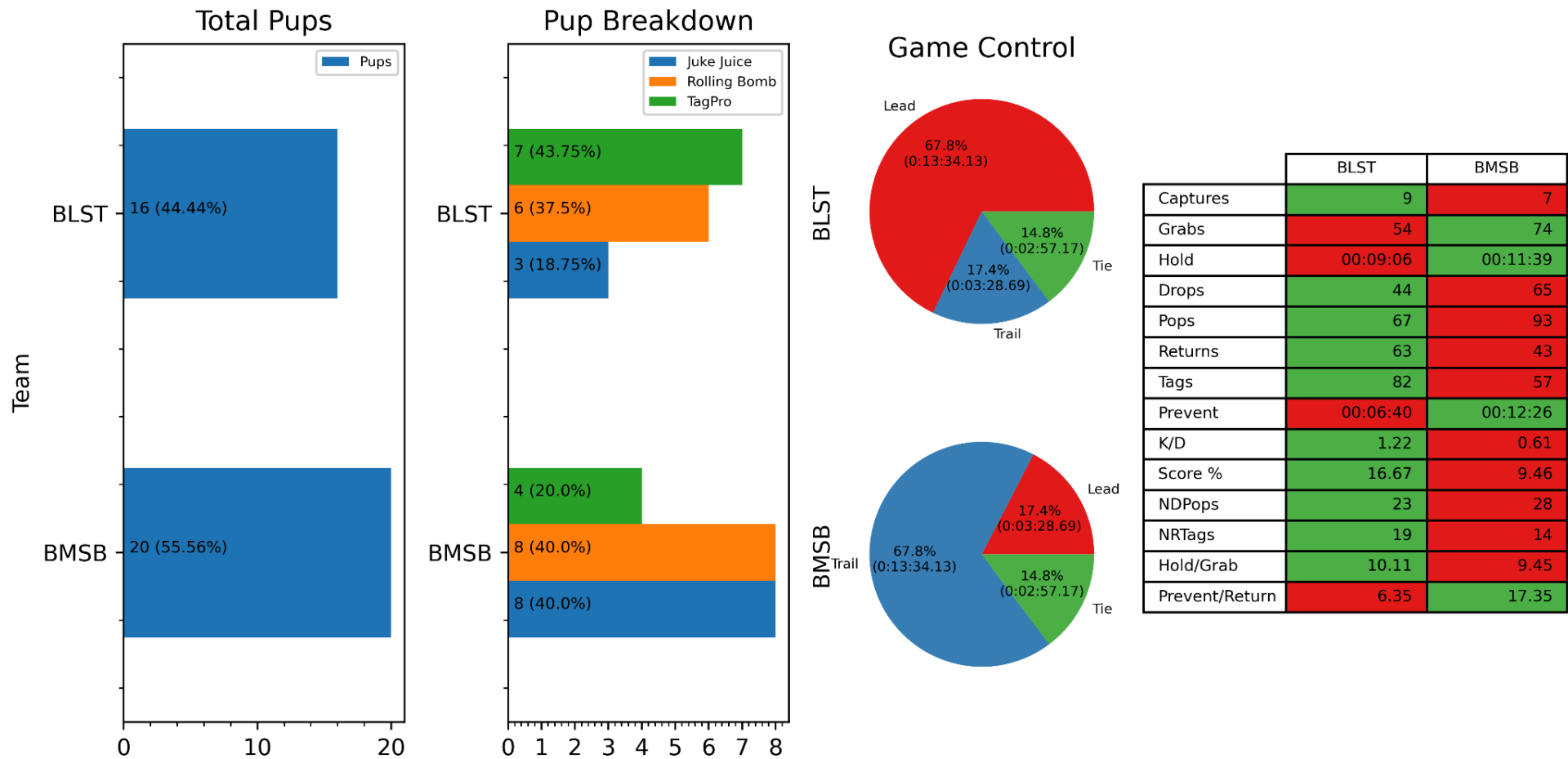
	BODD	BWTP
Captures	1	5
Grabs	81	68
Hold	00:12:16	00:11:49
Drops	79	61
Pops	103	79
Returns	61	79
Tags	79	103
Prevent	00:09:07	00:07:45
K/D	0.77	1.3
Score %	1.23	7.35
NDPops	24	18
NRTags	18	24
Hold/Grab	9.09	10.43
Prevent/Return	8.97	5.89

Game 3

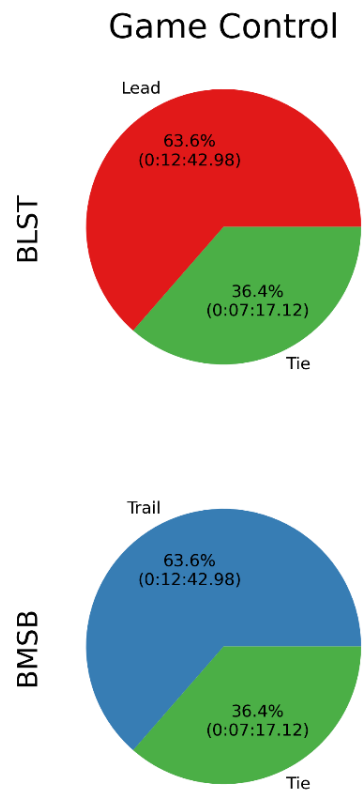
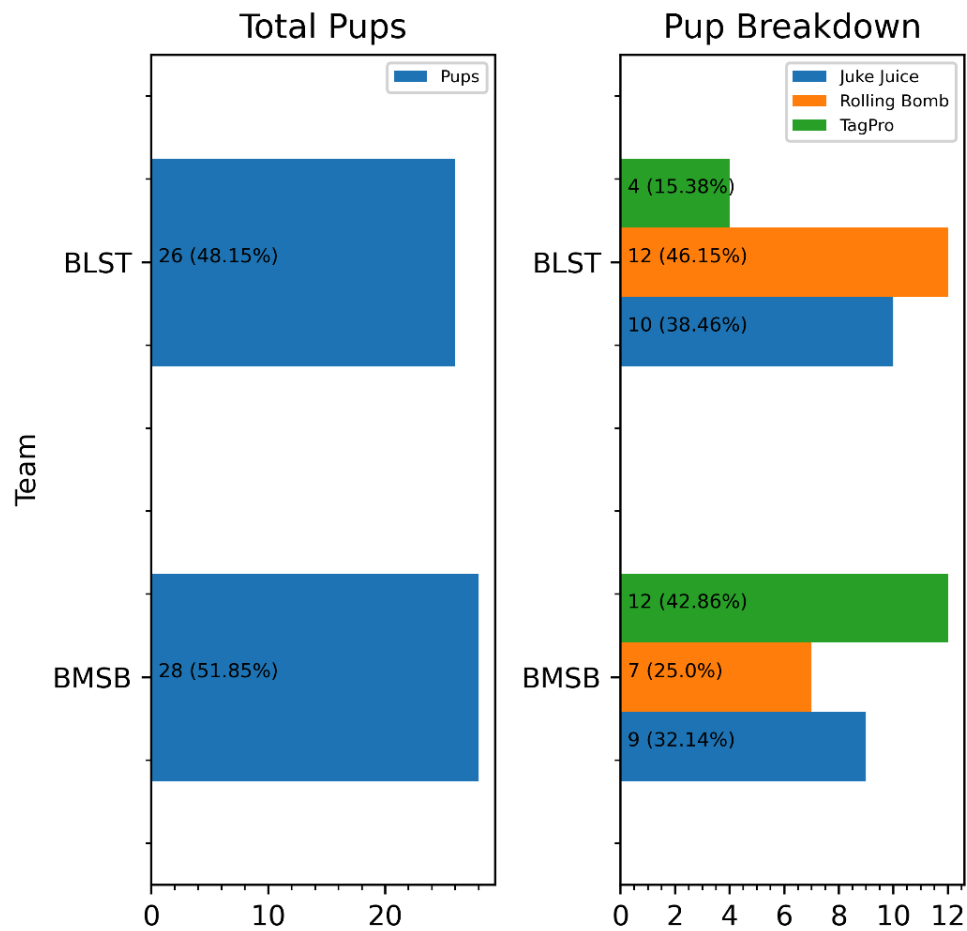


	BODD	BWTP
Captures	2	6
Grabs	83	74
Hold	00:08:44	00:08:17
Drops	80	67
Pops	104	80
Returns	65	79
Tags	73	97
Prevent	00:10:59	00:11:46
K/D	0.7	1.21
Score %	2.41	8.11
NDPops	24	13
NRTags	8	18
Hold/Grab	6.31	6.72
Prevent/Return	10.14	8.94

Game 1

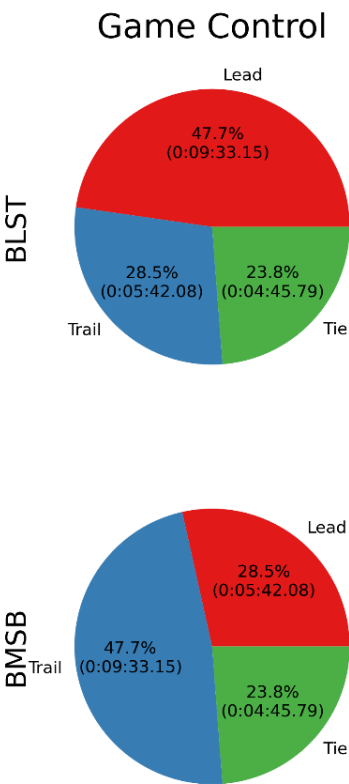
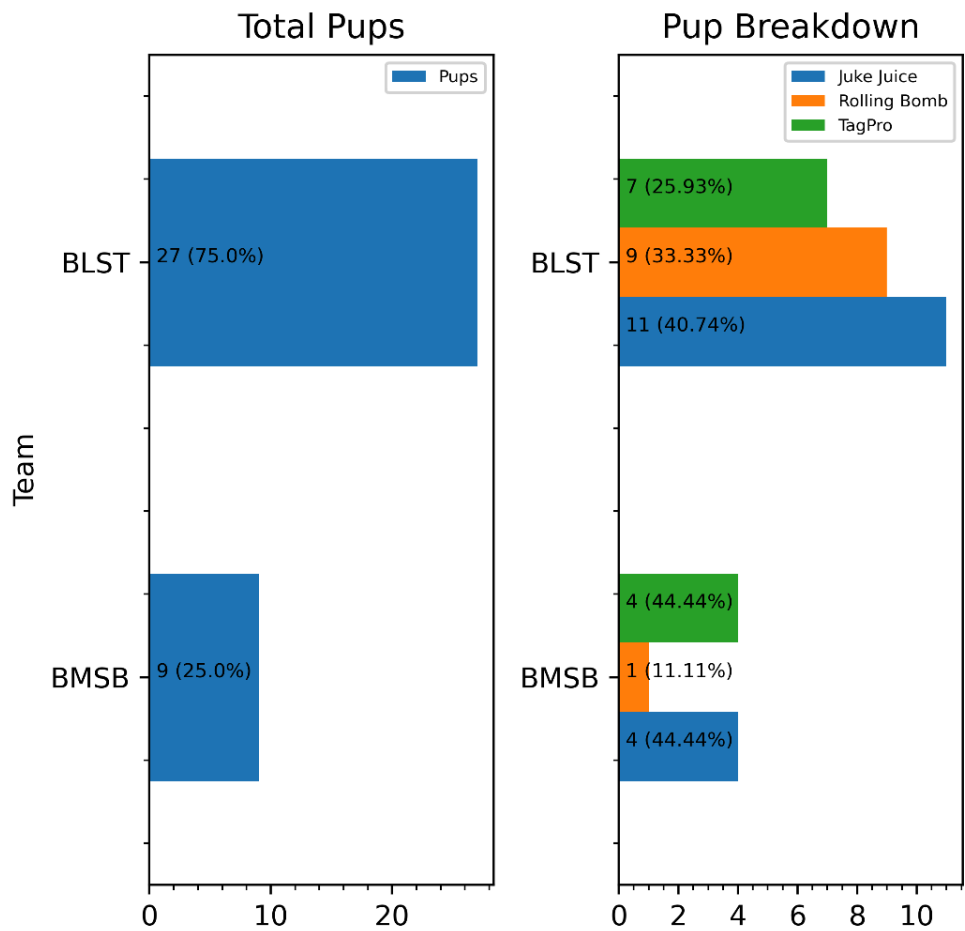


Game 2



	BLST	BMSB
Captures	10	2
Grabs	75	86
Hold	00:12:19	00:11:27
Drops	63	82
Pops	85	88
Returns	82	63
Tags	88	85
Prevent	00:08:50	00:08:09
K/D	1.04	0.97
Score %	13.33	2.33
NDPops	22	6
NRTags	6	22
Hold/Grab	9.85	7.99
Prevent/Return	6.46	7.76

Game 3



	BLST	BMSB
Captures	7	8
Grabs	69	72
Hold	00:09:59	00:09:41
Drops	61	63
Pops	71	86
Returns	61	58
Tags	79	64
Prevent	00:11:27	00:10:54
K/D	1.11	0.74
Score %	10.14	11.11
NDPops	10	23
NRTags	18	6
Hold/Grab	8.68	8.07
Prevent/Return	11.26	11.28

In Summary

(Final thoughts about the week, a sentence or two from each author. Can be about a breakout team, or how the leagues doing, or whatever you want)

Ducky- Leave me alone.

Button- Spheroid didn't deserve the offensive ball of the match. He deserved the least valuable ball of the match.