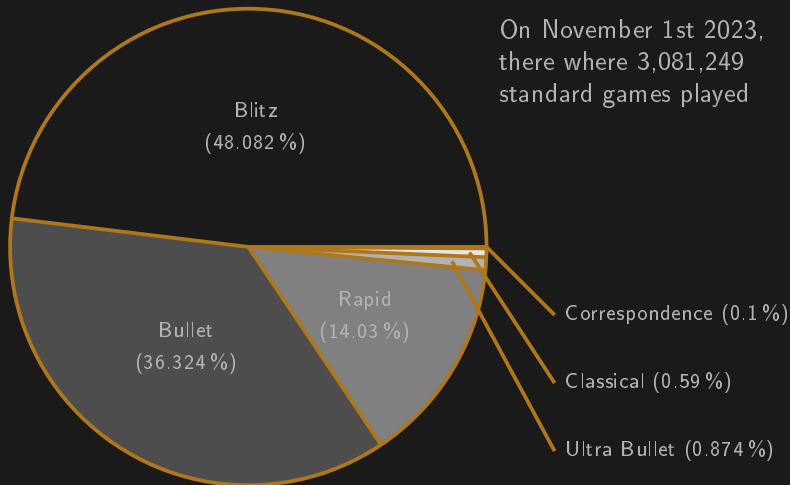
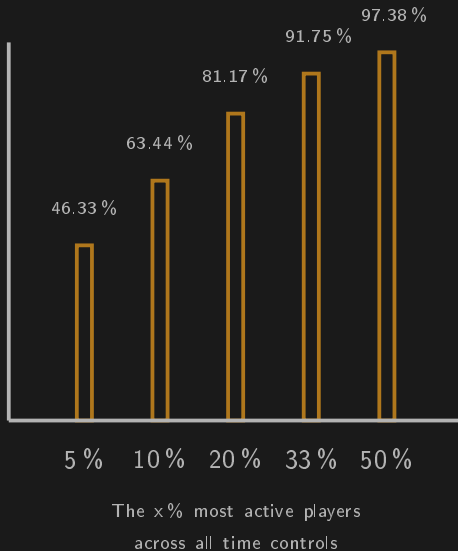


# A day in lichess.org



# Pareto in lichess

Some players are more active than others. The Pareto Rule broadly states that 20 % of causes are responsible for 80 % of outcomes. As it turns out, something similar happens with lichess, where the 5 % most active players were involved in almost 50 % (!) of all games, and the 20 % most active were involved in just over 80 %.



# Distribution of games by average rating

This distribution shows the average rating of the players involved in a given game (by increments of 50) on the x-axis, and the amount of games on the y-axis. Sort of like a normal rating distribution, but for games instead of players.

