

## Chess Style Report

1. Performance Profile
2. Style Parameters
3. Overall Synthesis
4. Opening Repertoire
5. Training Recommendations
6. Opponent Preparation

### PLAYER OVERVIEW

## Chessortag Style Report: Xue, Haowen

Comprehensive breakdown across performance, style tags, openings, and preparation.

## 1. Performance Profile

### 1.1 Win Rate

#### Win–Loss–Draw by Color

Color	Win %	Loss %	Draw %	Avg Opponent Elo
White				
Black				
<strong>Total</strong>				

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### 1.2 Accuracy: Player vs Phases and Structures

#### Accuracy System (Player)

Phase / Structure	Moves	Avg Loss (cp)	Accuracy Score
Overall			
Opening			
Middlegame			
Endgame			
Queenful			
Queenless			

#### Comparison with Peer and GM Baseline

Phase	Player	Same-Age Peer	GM Baseline
Overall			
Opening			
Middlegame			
Endgame			

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### 1.3 Advantage Conversion

Advantage Threshold	White: W / D / L	Black: W / D / L
Reached +1		
Reached +3		
Reached +5		
Reached +7		

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### 1.4 Defensive Conversion

Deficit Threshold	White: W / D / L	Black: W / D / L
Reached -1		
Reached -3		
Reached -5		
Reached -7		

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### 1.5 Volatility/Trajectory

<b>Volatility Type</b>	<b>White</b>	<b>Black</b>
Smooth crush (controlled opponent)		
Smooth collapse (opponent controlled)		
Small swings ( $\sim \pm 1.0$ )		
Medium swings ( $\sim \pm 2.0$ )		
Big swings (4+ swings of $\pm 2.0$ )		
High-precision draws (no swings $> \pm 0.8$ )		

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## 1.6 Engine Decision Quality

<b>Metric</b>	<b>Player</b>	<b>Peer Avg</b>	<b>GM Baseline</b>
Top-1 move %			
Top-3 move %			
Blunder rate (>100cp loss)			

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## 1.7 Tactical Conversion

<b>Metric</b>	<b>Value</b>
Tactical opportunities found	
Tactical opportunities missed	
Tactical conversion rate	

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## 1.8 Knight/Bishop Exchanges

<b>Tag Name</b>	<b>Player Count</b>	<b>Player Ratio</b>	<b>Top GM Ratio</b>
Accurate knight/bishop exchange			
Inaccurate knight/bishop exchange			
Bad knight/bishop exchange			
<b>Total exchange frequency</b>			

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## 1.9 Forced Moves

Tag Name	Player Count	Player Ratio	Top GM Ratio
Forced moves			

FORCED MOVES FREQUENCY VS TOP GMS

0% 25% 50% 75% 100%

Top GMs  
You

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## 1.10 Winning/Losing Position Handling

Tag Name	Player Count	Player Ratio	Top GM Ratio
Winning position handling			
Losing position handling			

WINNING POSITION HANDLING VS TOP GMS

0% 25% 50% 75% 100%

Top GMs  
You

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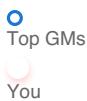
## 2. Style Parameters

### 2.1 Maneuver

Tag Name	Player Count	Player Ratio	Top GM Ratio
Constructive maneuver			
Constructive maneuver (prepare)			
Neutral maneuver			
Misplaced maneuver			
Opening maneuver			
<b>Overall maneuver ratio</b>			

OVERALL MANEUVER RATIO VS TOP GMS

0% 10% 20% 30% 40%



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### 2.2 Prophylaxis

Tag Name	Player Count	Player Ratio	Top GM Ratio
Direct prophylactic			
Latent prophylactic			
Meaningless prophylactic			
Failed prophylactic			
<b>Overall prophylaxis ratio</b>			

OVERALL PROPHYLAXIS RATIO VS TOP GMS

0% 10% 20% 30% 40%

Top GMs  
You

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## 2.3 Semantic Control

Tag Name	Player Count	Player Ratio	Top GM Ratio
Control: simplify			
Control: plan kill			
Control: freeze/bind			
Control: blockade passed pawn			
Control: file seal			
Control: king safety shell			
Control: space clamp			
Control: regroup/consolidate			
Control: slowdown			
<b>Overall semantic control ratio</b>			

### SEMANTIC CONTROL RATIO VS TOP GMs

0% 15% 30% 45% 60%

Top GMs  
You

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## 2.4 Control Over Dynamics

Tag Name	Player Count	Player Ratio	Top GM Ratio
Control over dynamics (overall)			
CoD: file seal			
CoD: freeze/bind			
CoD: king safety			
CoD: regroup/consolidate			
CoD: plan kill			
CoD: blockade passed pawn			
CoD: simplify			
CoD: space clamp			
CoD: slowdown			

### CONTROL OVER DYNAMICS VS TOP GMS

0% 15% 30% 45% 60%

Top GMs  
You

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## 2.5 Initiative

Tag Name	Player Count	Player Ratio	Top GM Ratio
Initiative attempt			
Deferred initiative			
Premature attack			
C-file pressure			

### INITIATIVE ATTEMPT RATIO VS TOP GMS

0% 10% 20% 30% 40%

Top GMs  
You

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## 2.6 Tension Management

Tag Name	Player Count	Player Ratio	Top GM Ratio
Tension creation			
Neutral tension creation			

TENSION CREATION RATIO VS TOP GMS

0% 5% 10% 15% 20%

Top GMs  
You

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## 2.7 Structural Play

Tag Name	Player Count	Player Ratio	Top GM Ratio
Structural integrity			
Structural compromise (dynamic)			
Structural compromise (static)			

STRUCTURAL INTEGRITY RATIO VS TOP GMS

0% 20% 40% 60% 80%

Top GMs  
You

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## 2.8 Sacrificial Play

Tag Name	Player Count	Player Ratio	Top GM Ratio
Tactical sacrifice			
Positional sacrifice			
Inaccurate tactical sacrifice			
Speculative sacrifice			
Desperate sacrifice			
Tactical combination sacrifice			
Tactical initiative sacrifice			
Positional structure sacrifice			
Positional space sacrifice			
<b>Overall sacrifice ratio</b>			

### OVERALL SACRIFICE RATIO VS TOP GM'S

0% 3% 6% 9% 12%

Top GMs  
You

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## 2.9 Style Synthesis

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## 3. Overall Synthesis

### 3.1 Ability Evaluation

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### 3.2 FIDE Rating Estimation

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## 4. Opening Repertoire

### 4.1 White Openings

Opening Line	Variation Name	Games	Win %	Draw %	Loss %	Avg Accuracy
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### 4.2 Black Openings

Opening Line	Variation Name	Games	Win %	Draw %	Loss %	Avg Accuracy
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### 4.3 Main Repertoires

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### 4.4 Secondary Weapons

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### 4.5 Theoretical Depth

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## 4.6 Connection to Style

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## 4.7 Underperforming vs Shining Openings

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## 4.8 Practical Takeaways

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# 5. Training Recommendations

## 5.1 Key Priorities

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## 5.2 Study Methods

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## 5.3 Practical Habits

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# 6. Opponent Preparation

## 6.1 Opening Choices When Facing This Player as White

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## 6.2 Opening Choices When Facing This Player as Black

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## 6.3 Middlegame Strategies

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## 6.4 Endgame Strategies

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## 6.5 Psychology and Risk Profile

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## 6.6 Summary Game Plan

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