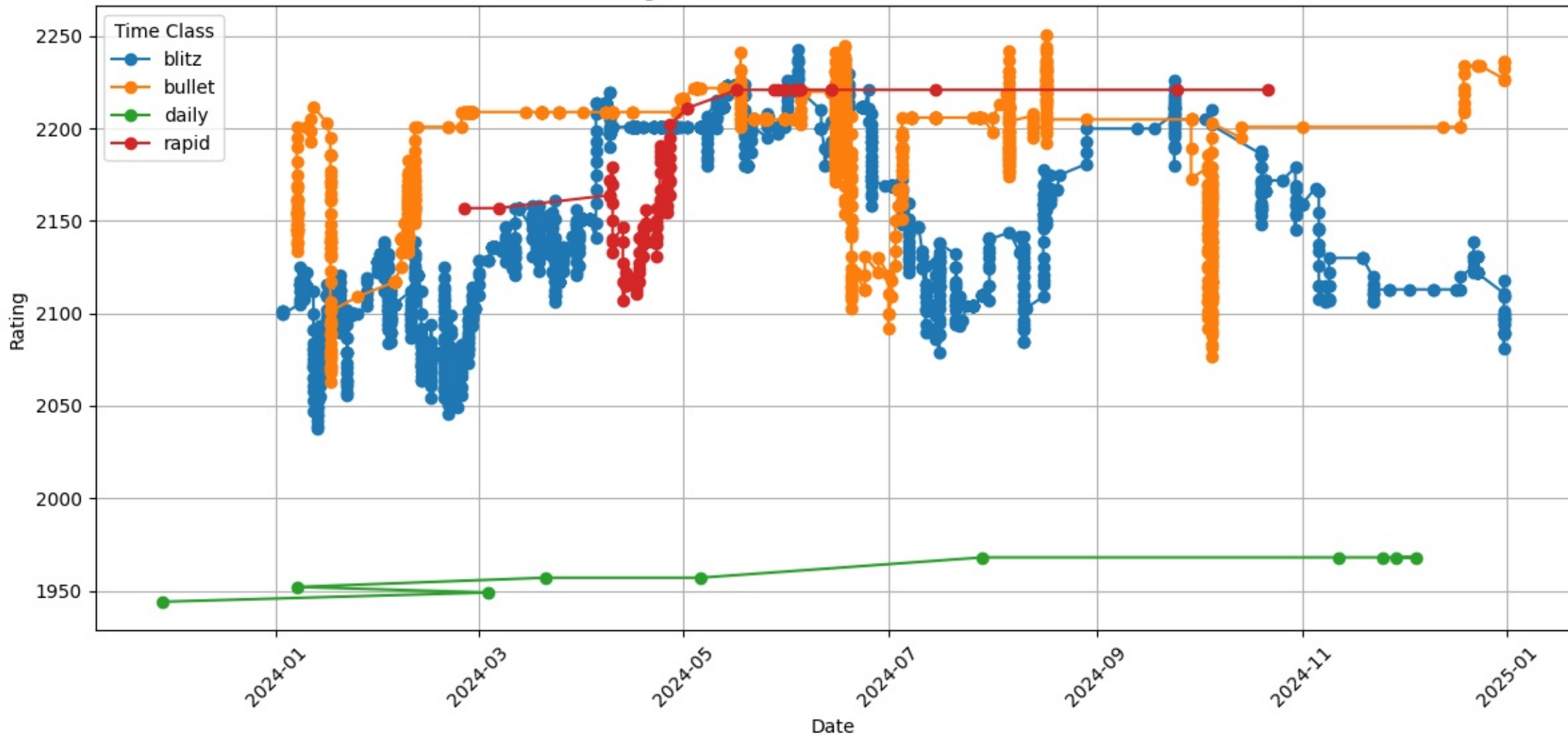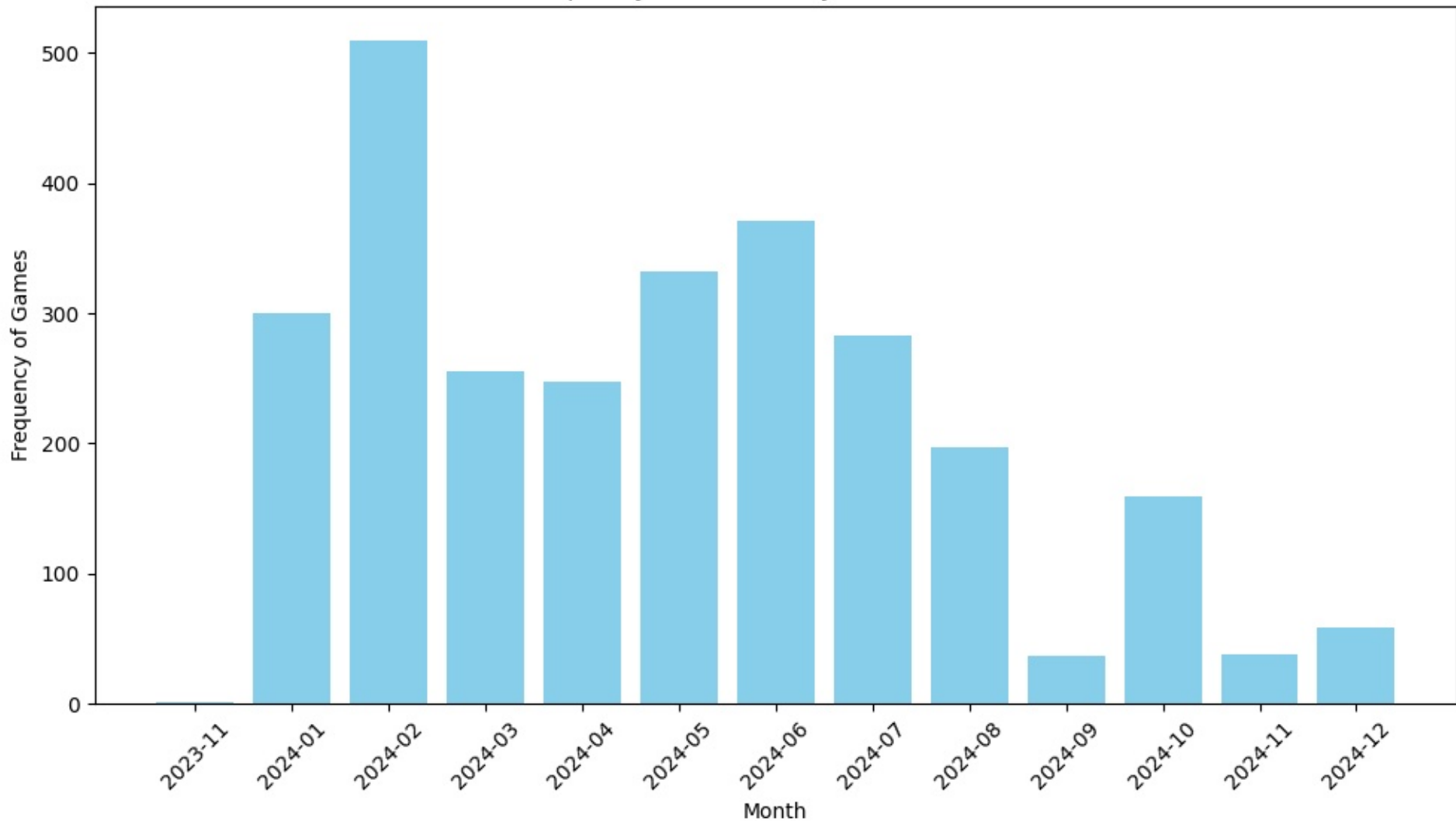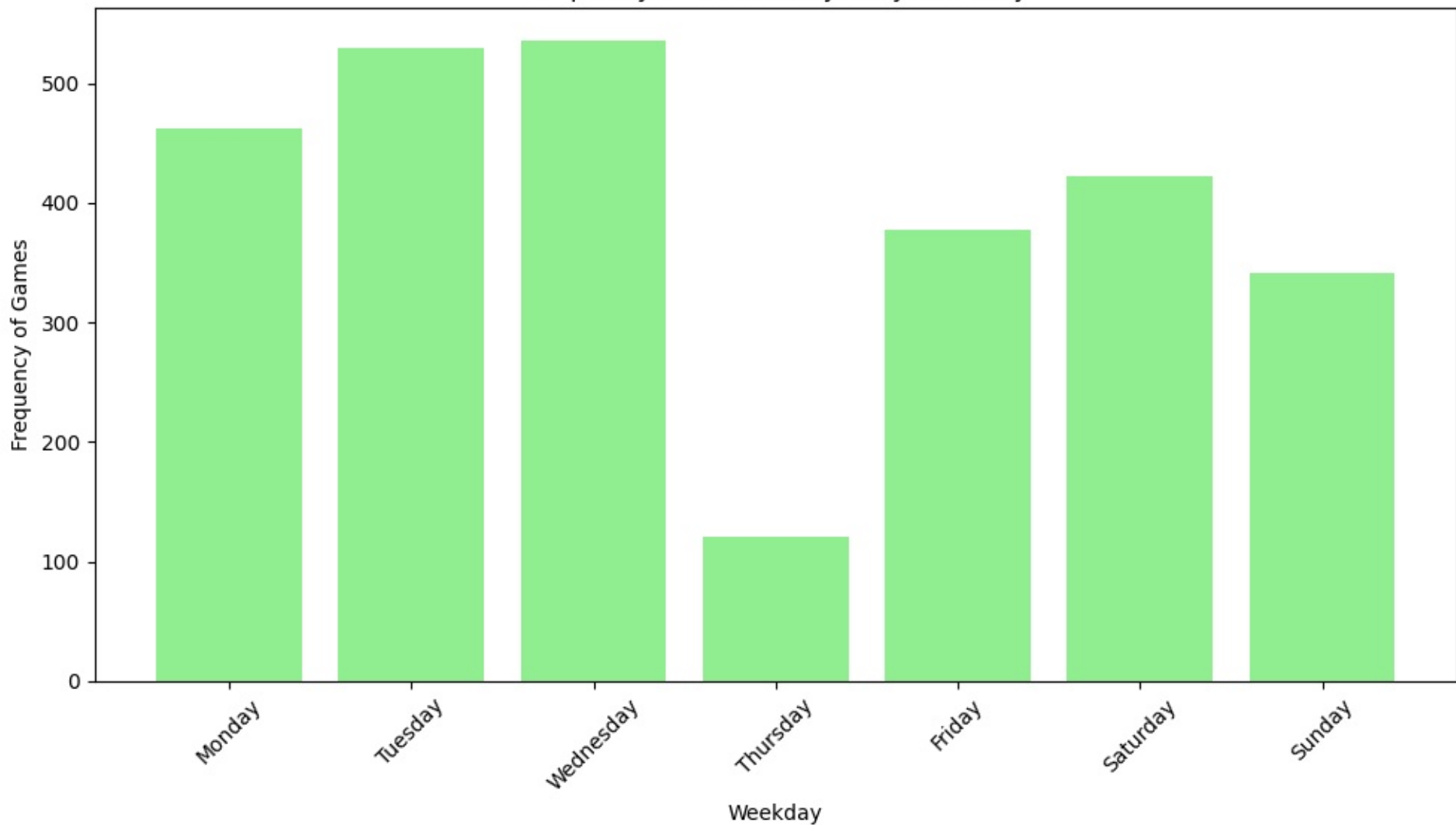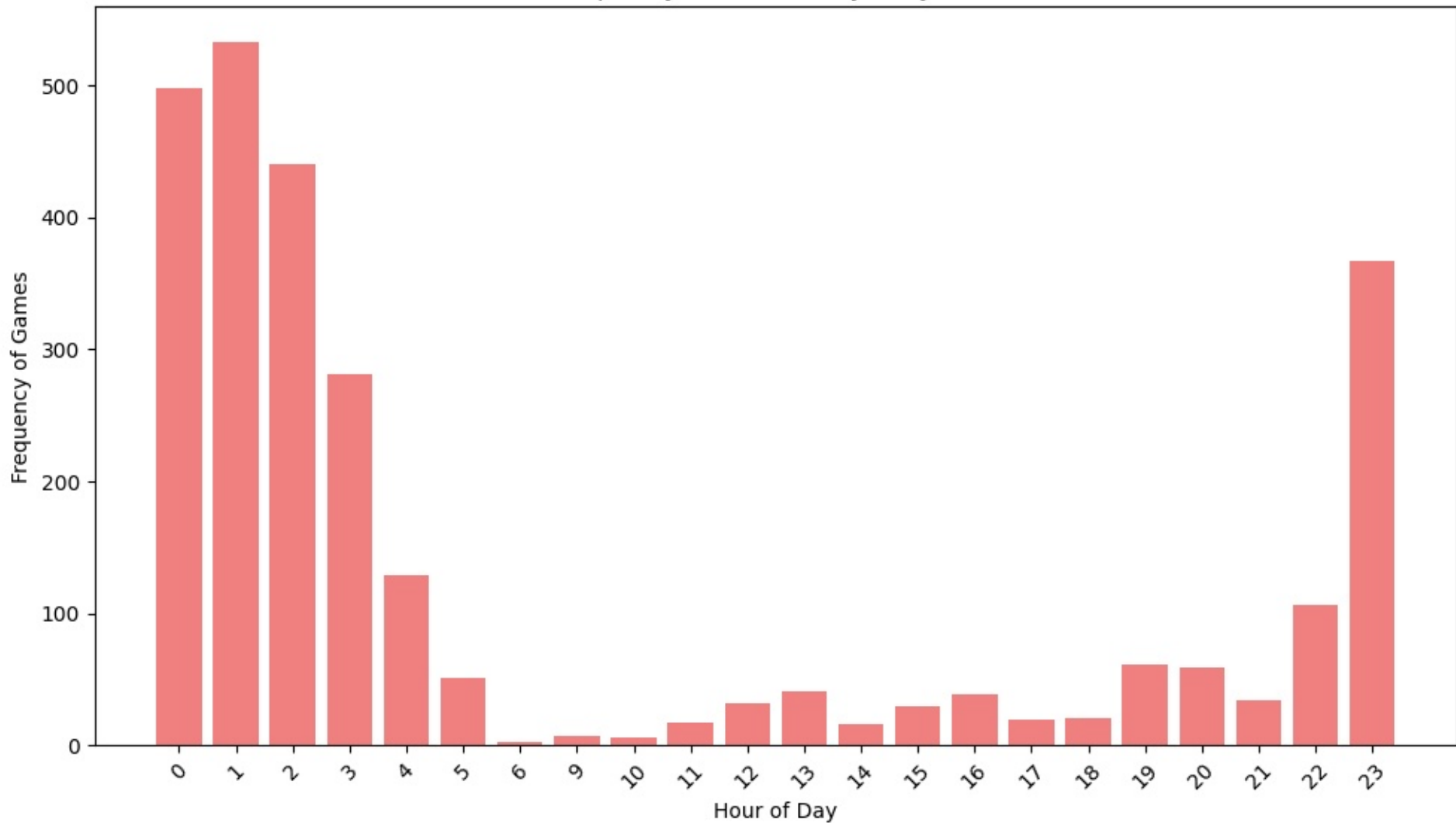Rating Over Time for Different Time Controls
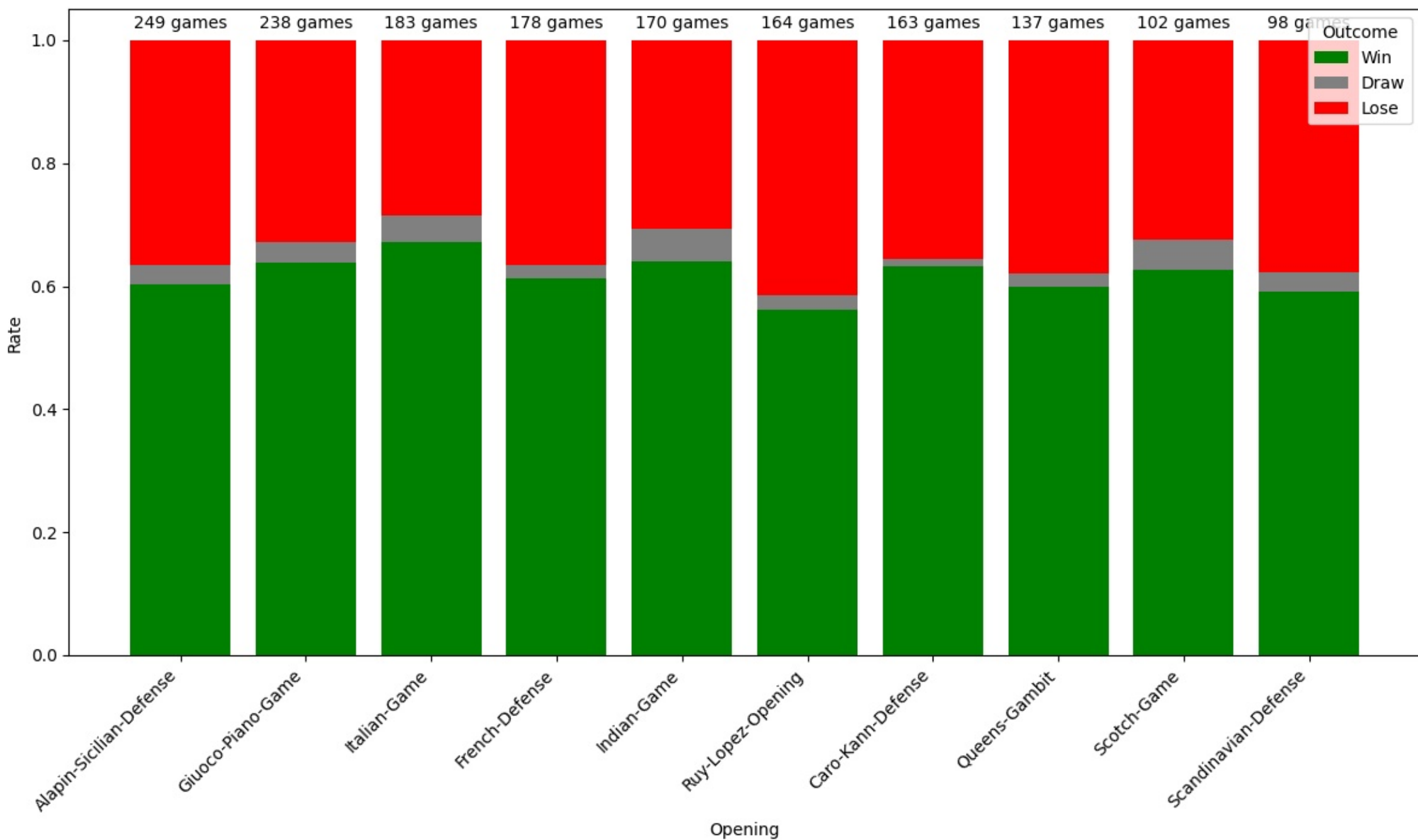
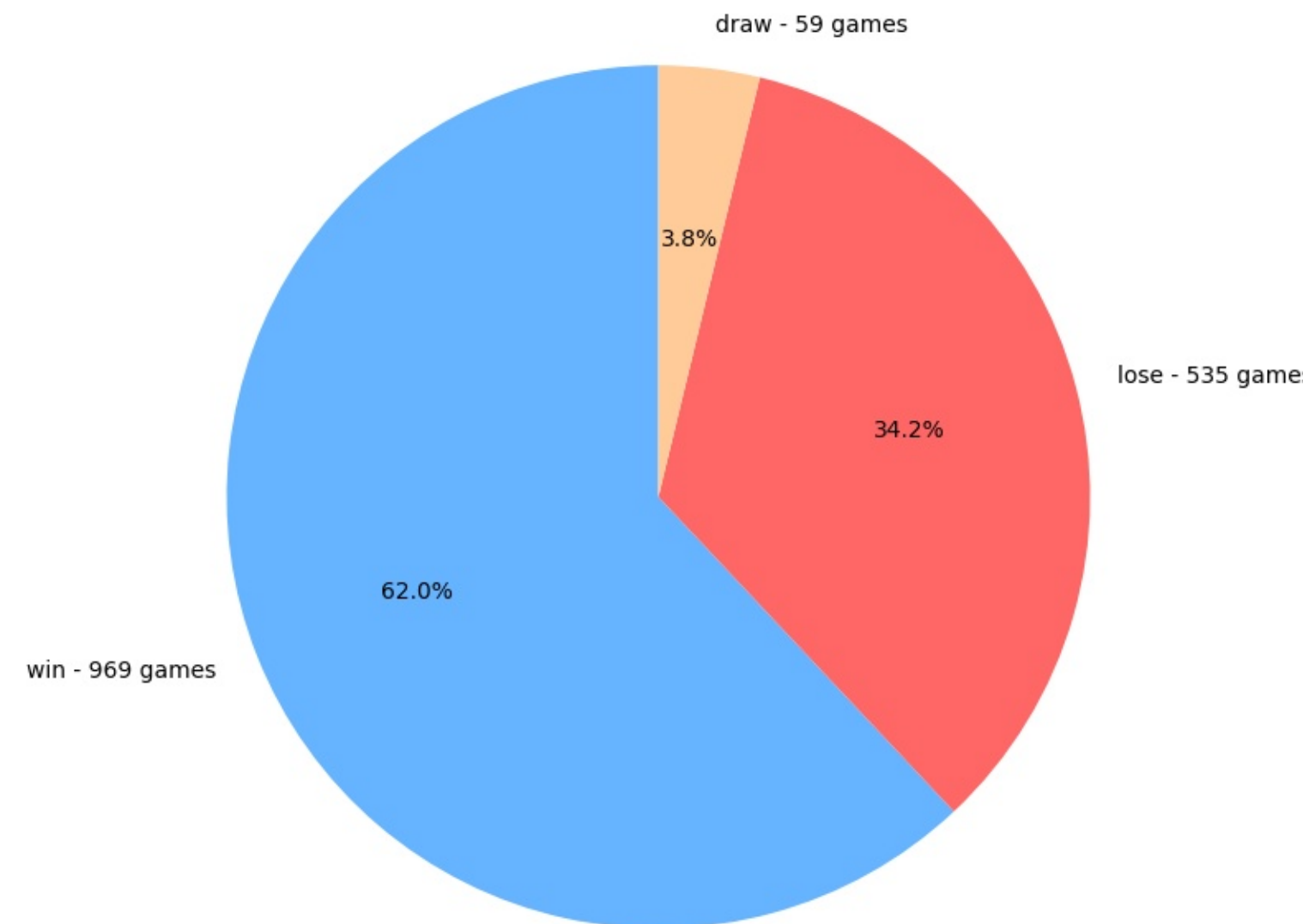Frequency of Games Played Over Months

Frequency of Games Played by Weekday

Frequency of Games Played by Hour

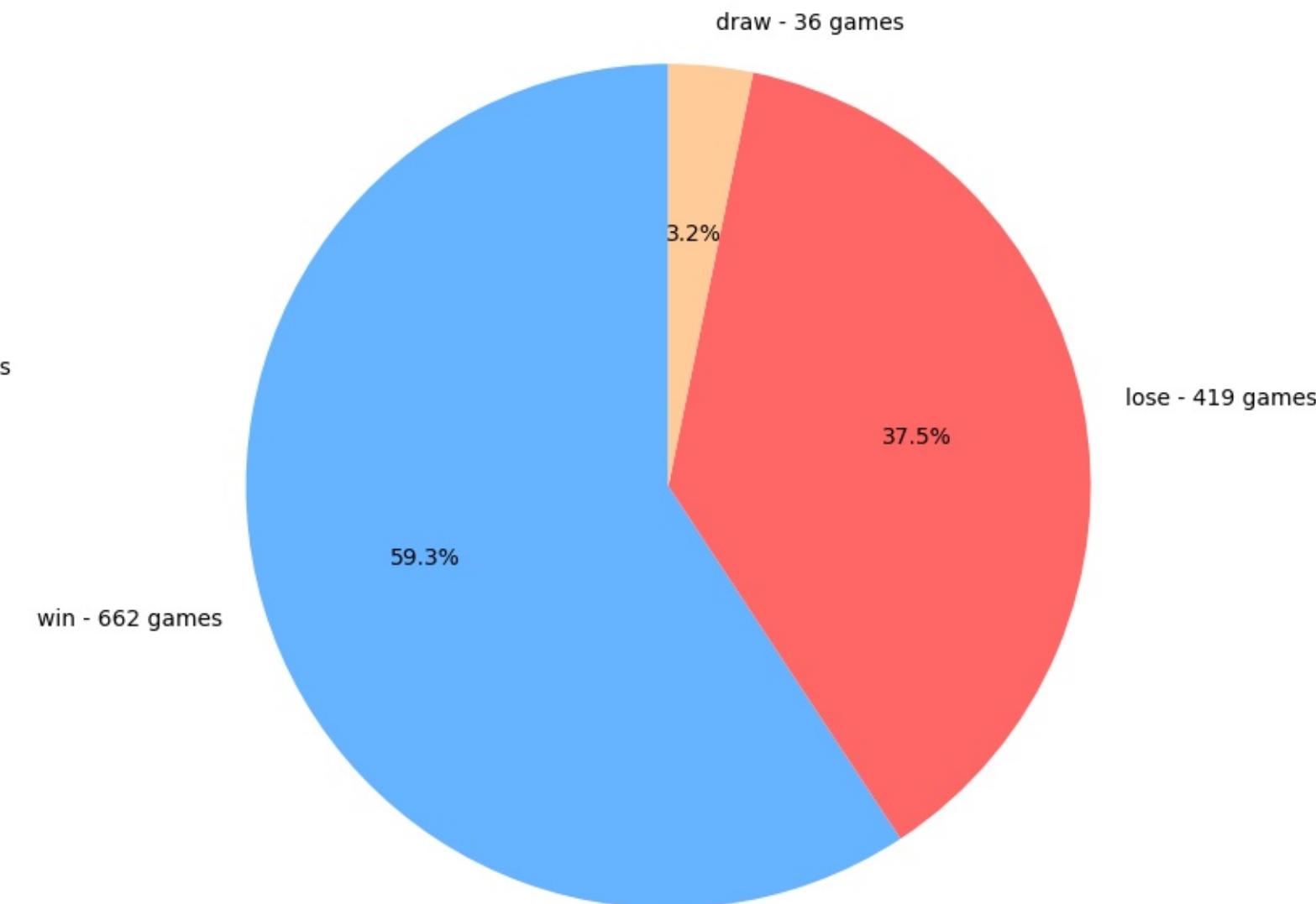Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)
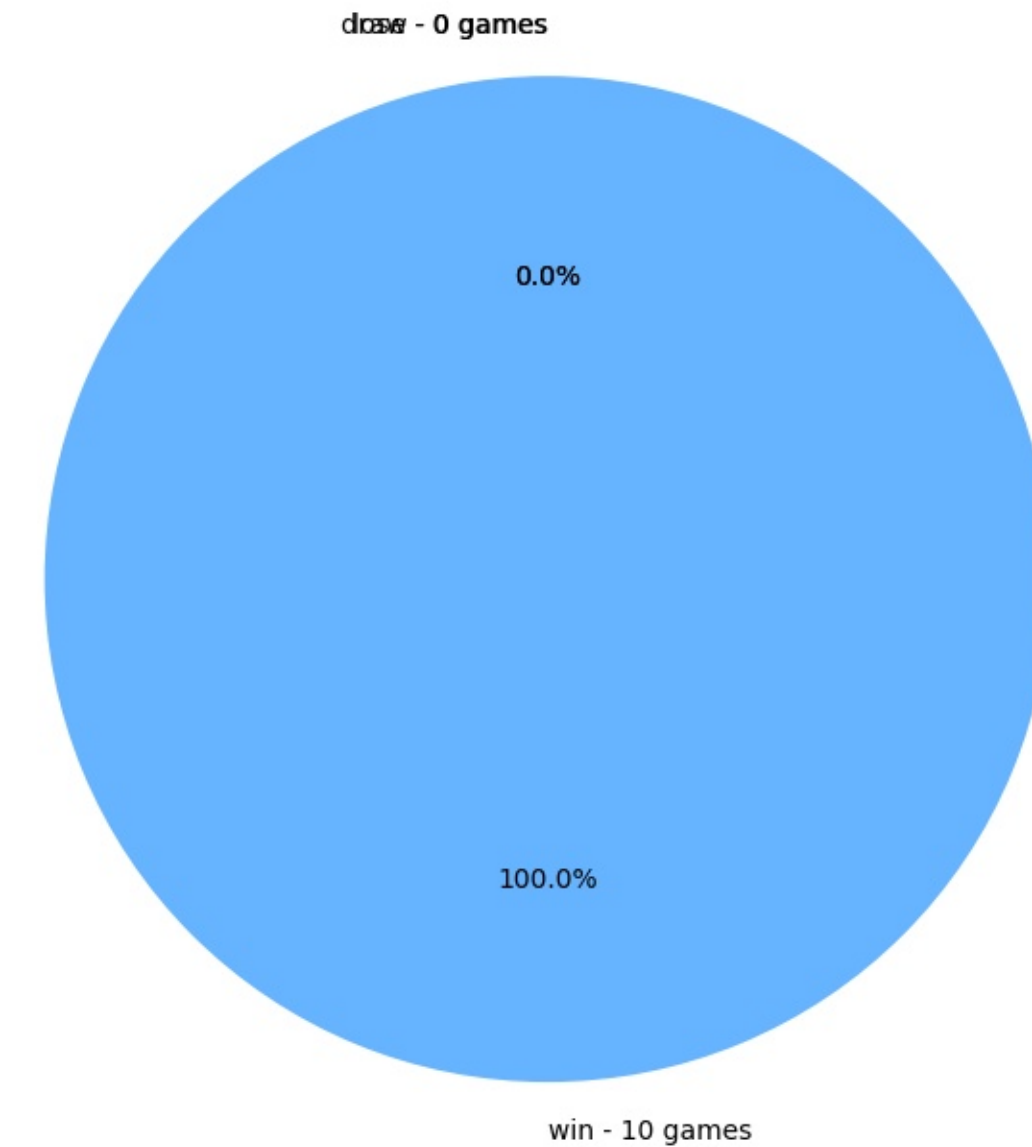
blitz Win/Loss/Draw Distribution

draw - 59 games

3.8%

lose - 535 games

34.2%

win - 969 games

62.0%

Total: 1563 games

bullet Win/Loss/Draw Distribution

draw - 36 games

3.2%

lose - 419 games

37.5%

win - 662 games

59.3%

Total: 1117 games

daily Win/Loss/Draw Distribution

lose - 0 games

draw - 0 games

0.0%

100.0%

win - 10 games

Total: 10 games

rapid Win/Loss/Draw Distribution

draw - 0 games

lose - 35 games

0.0%

35.4%

win - 64 games
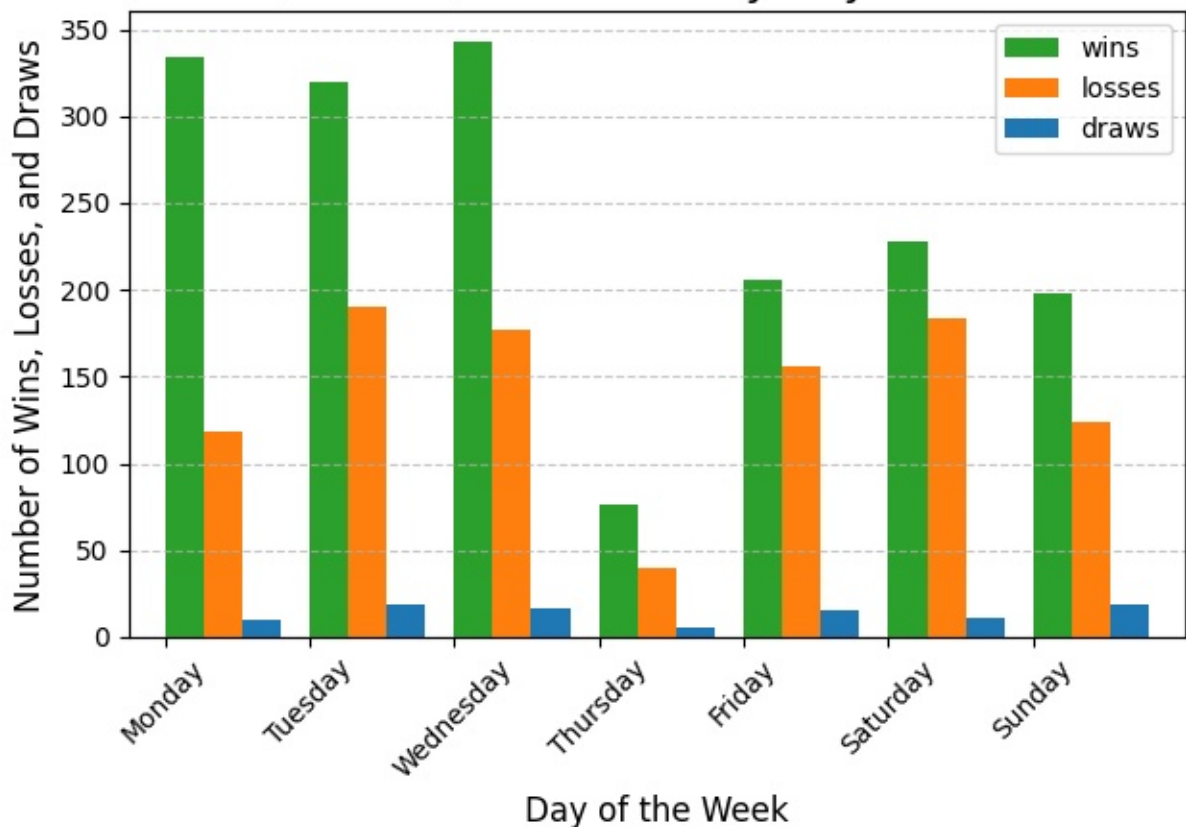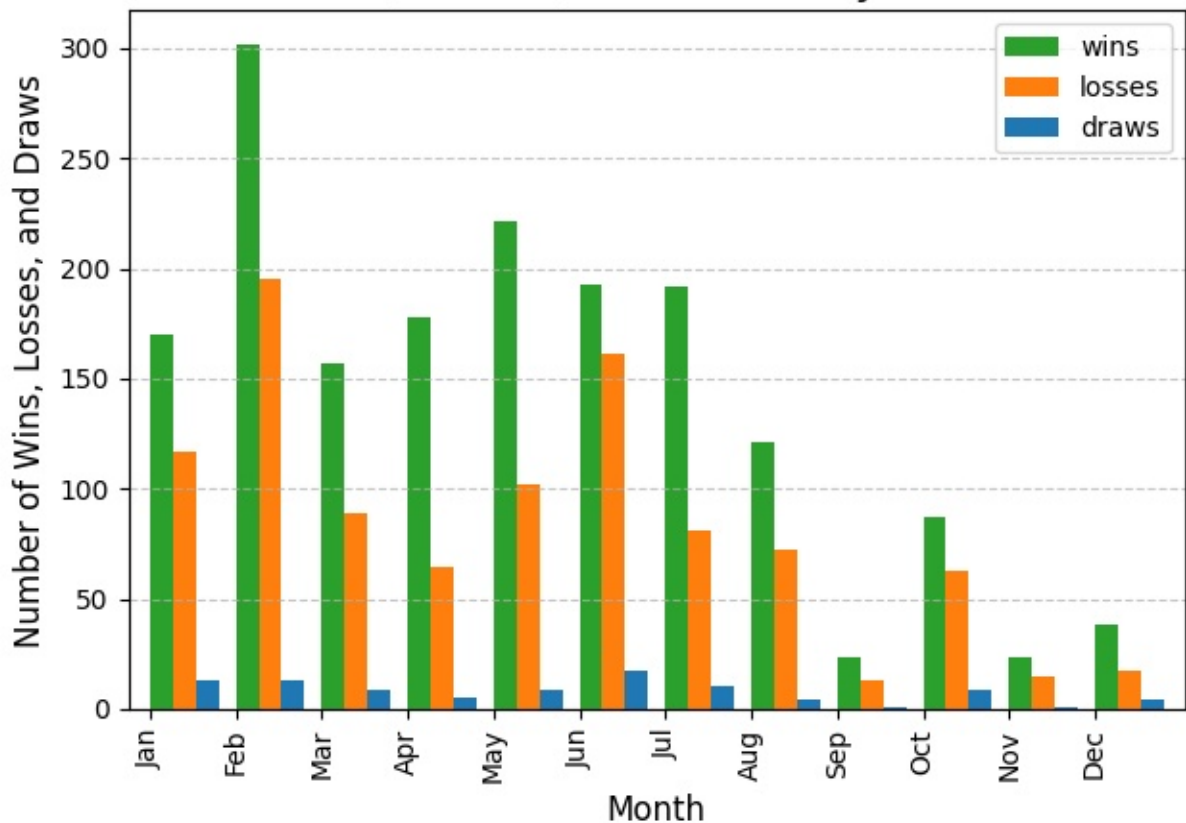
64.6%
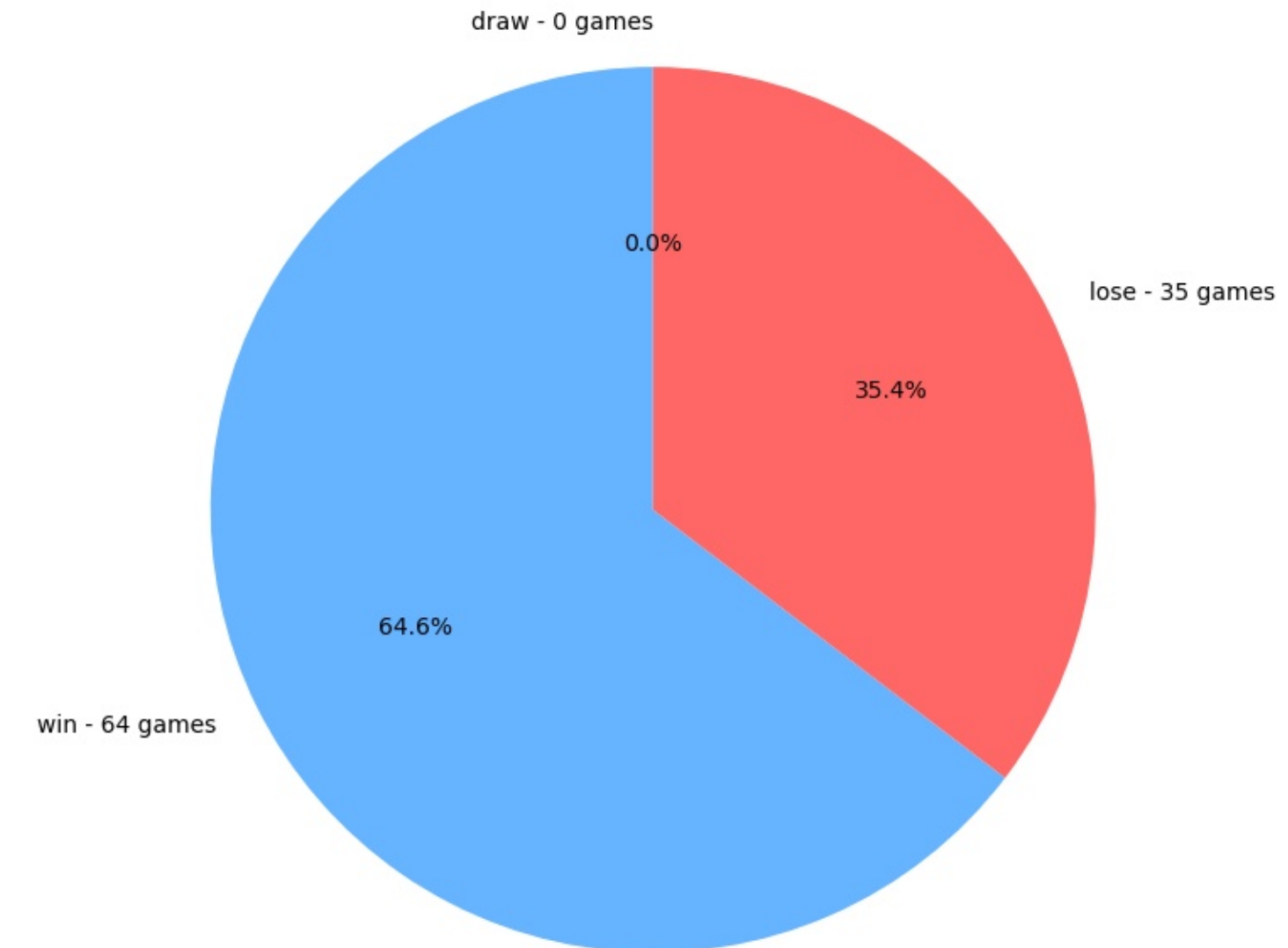
Total: 99 games

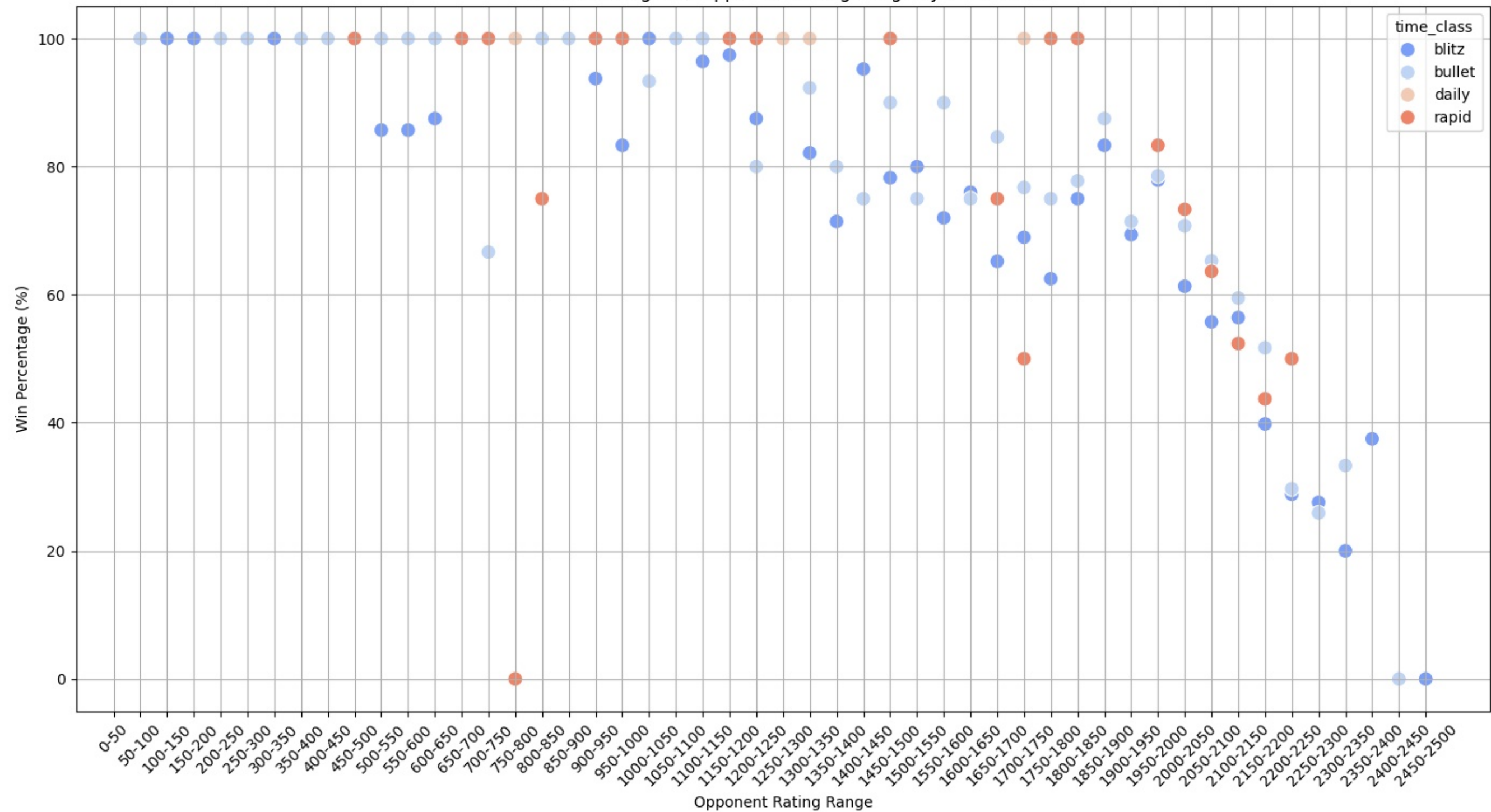Wins, Losses, and Draws by Hour of the Day
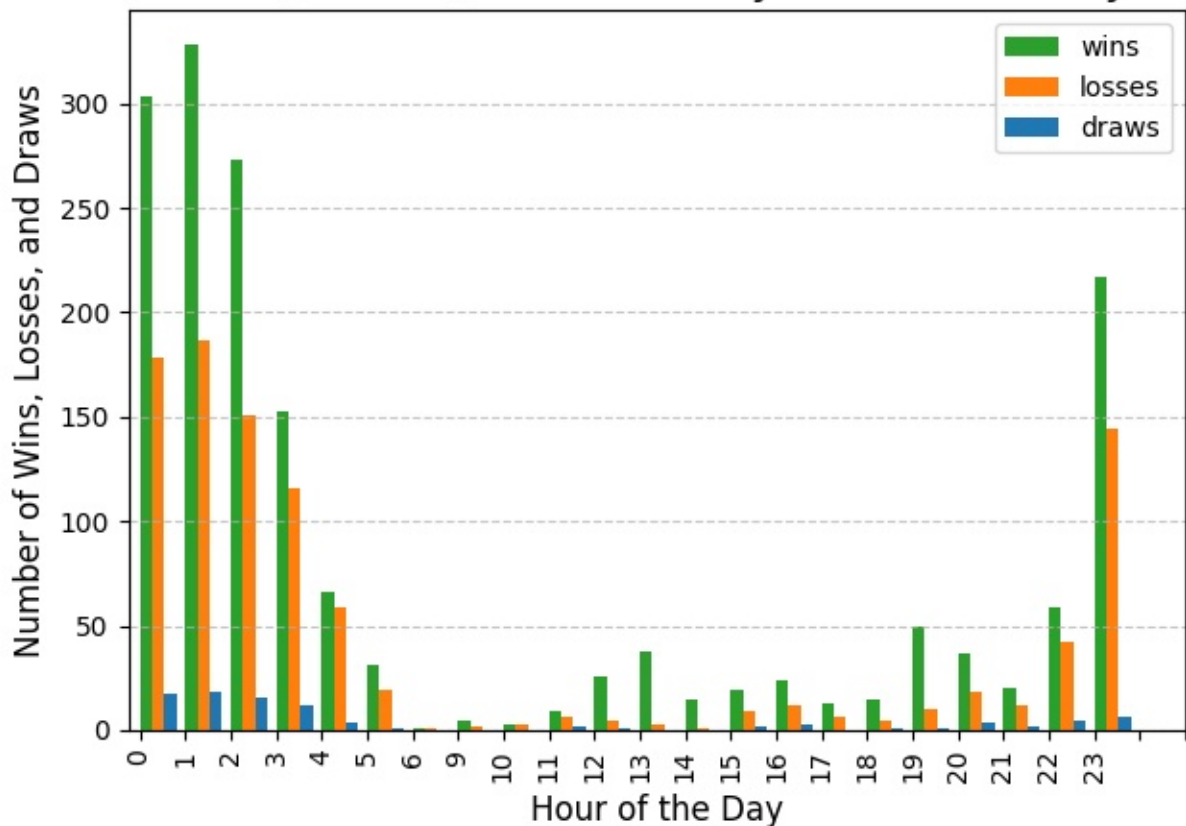
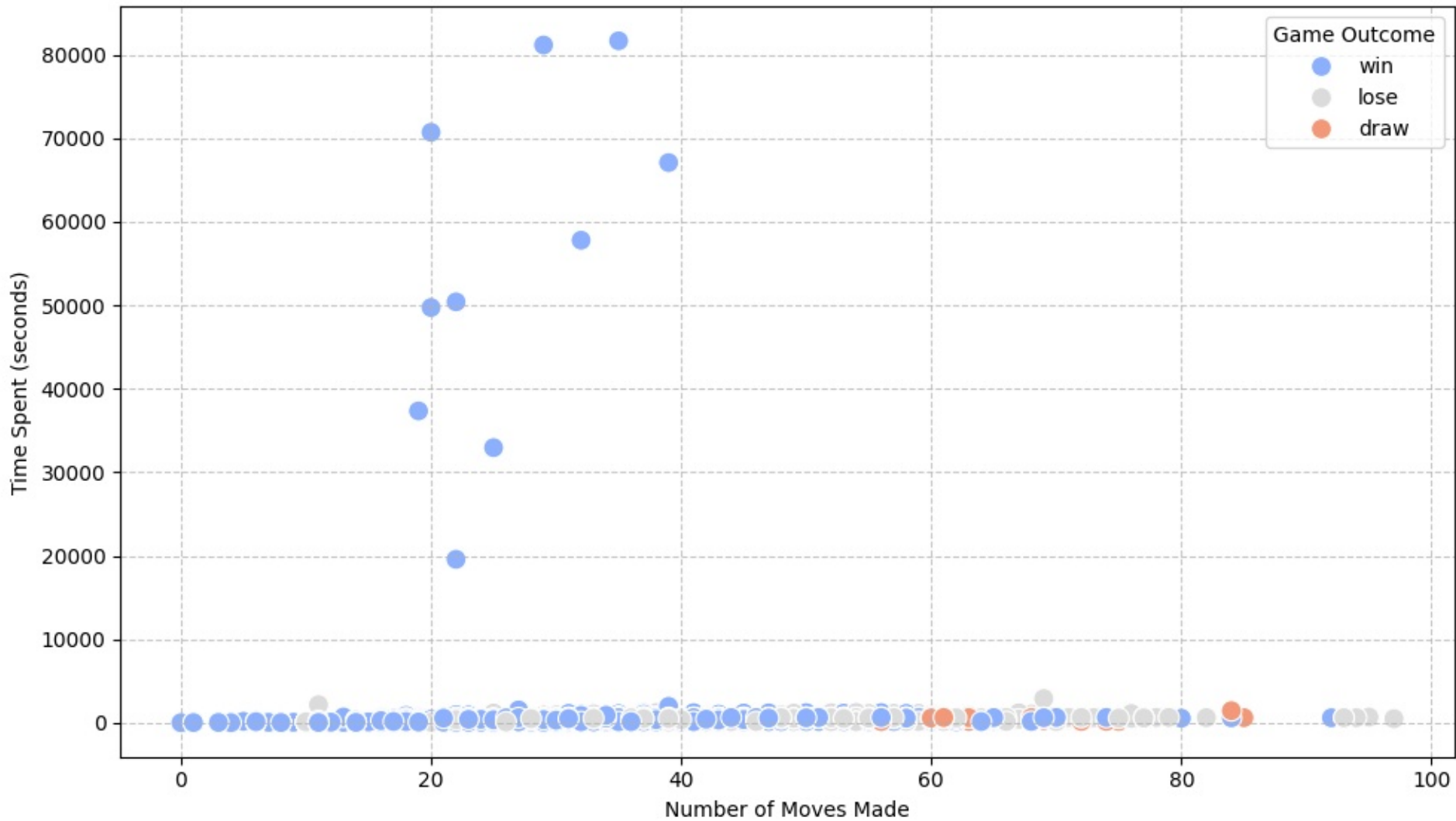Wins, Losses, and Draws by Day of the Week

Day of the Week
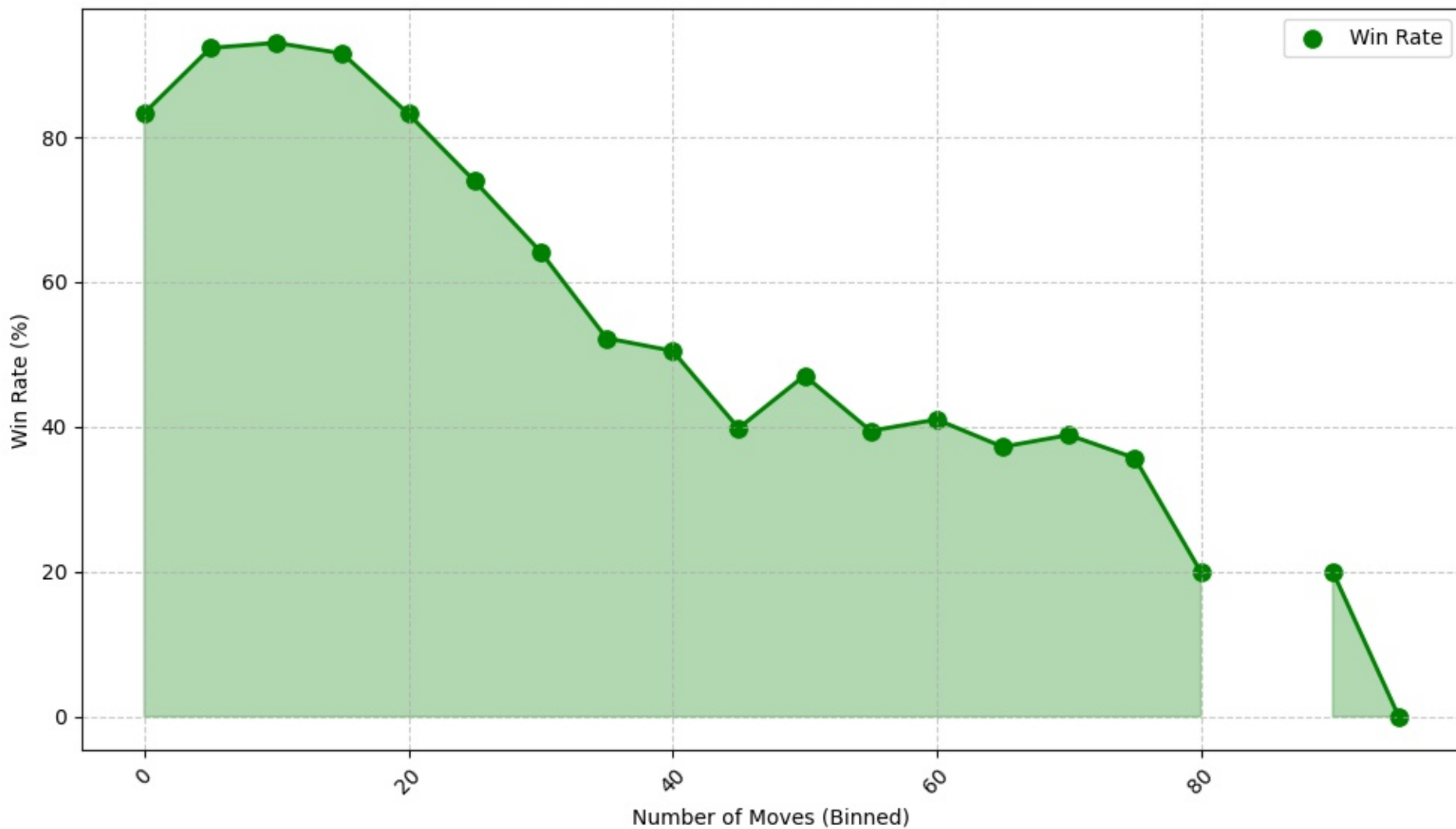
Wins, Losses, and Draws by Month

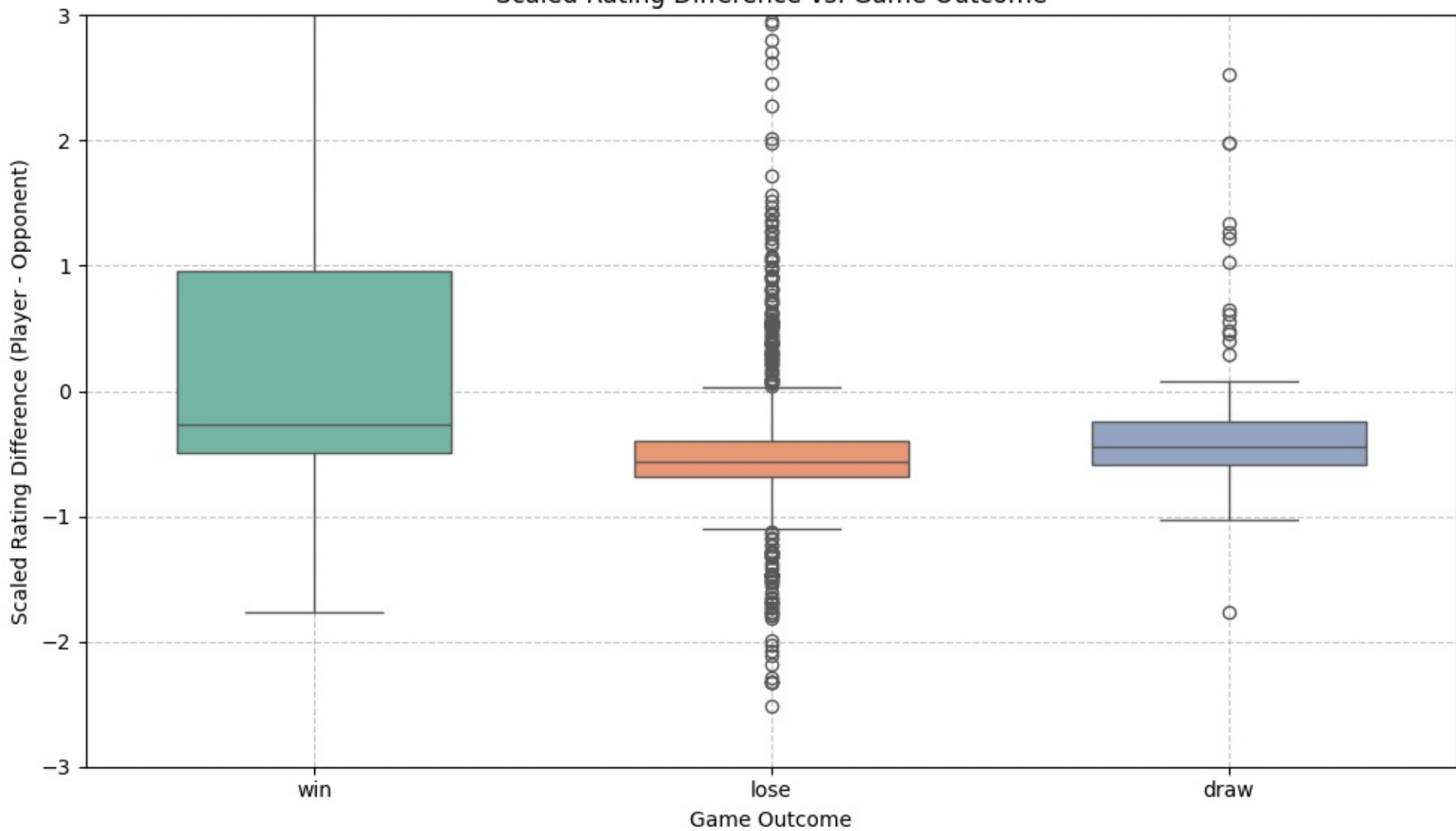Win Percentage vs. Opponent Rating Range by Time Class
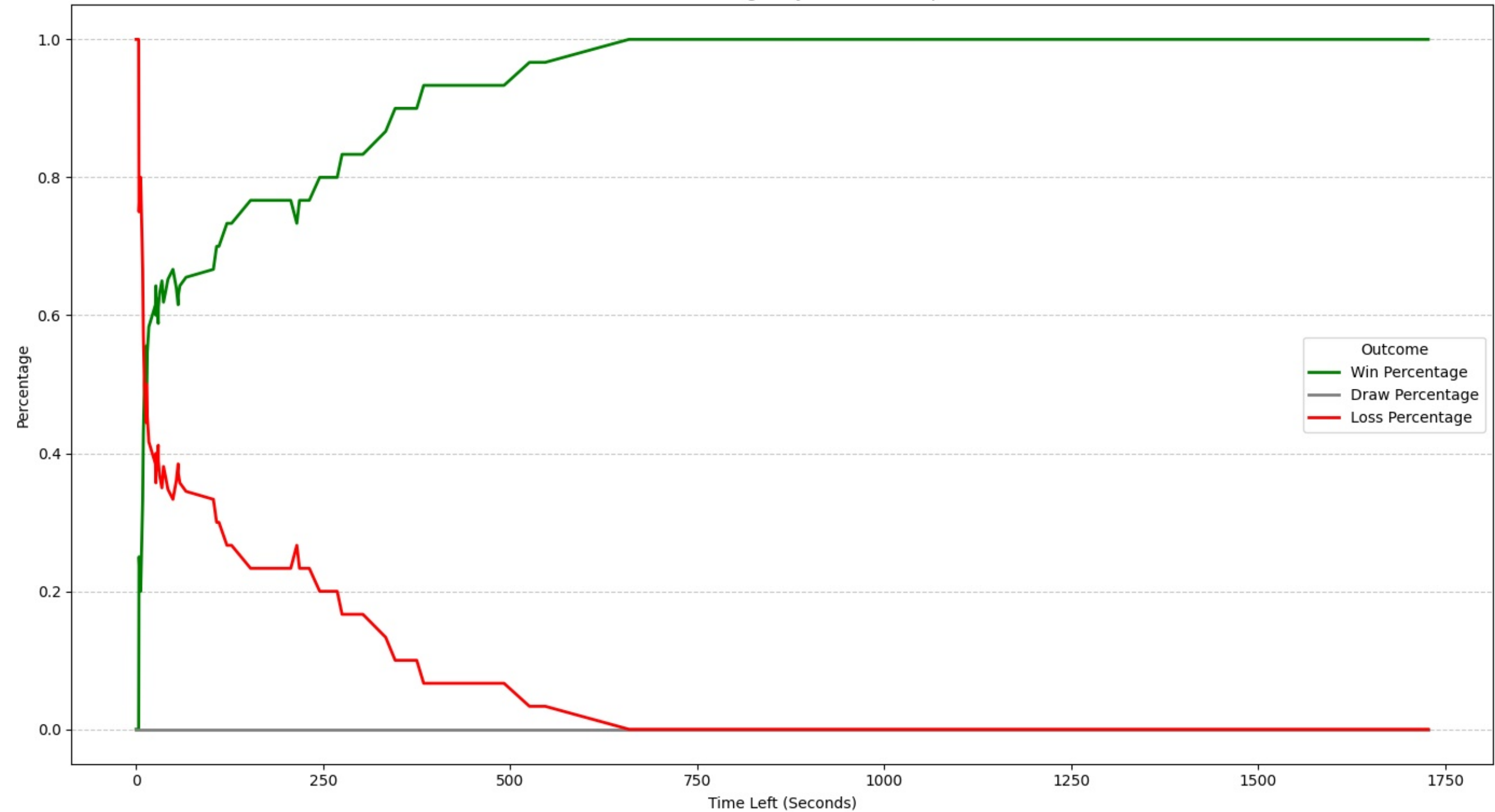
Moves vs. Game Outcome

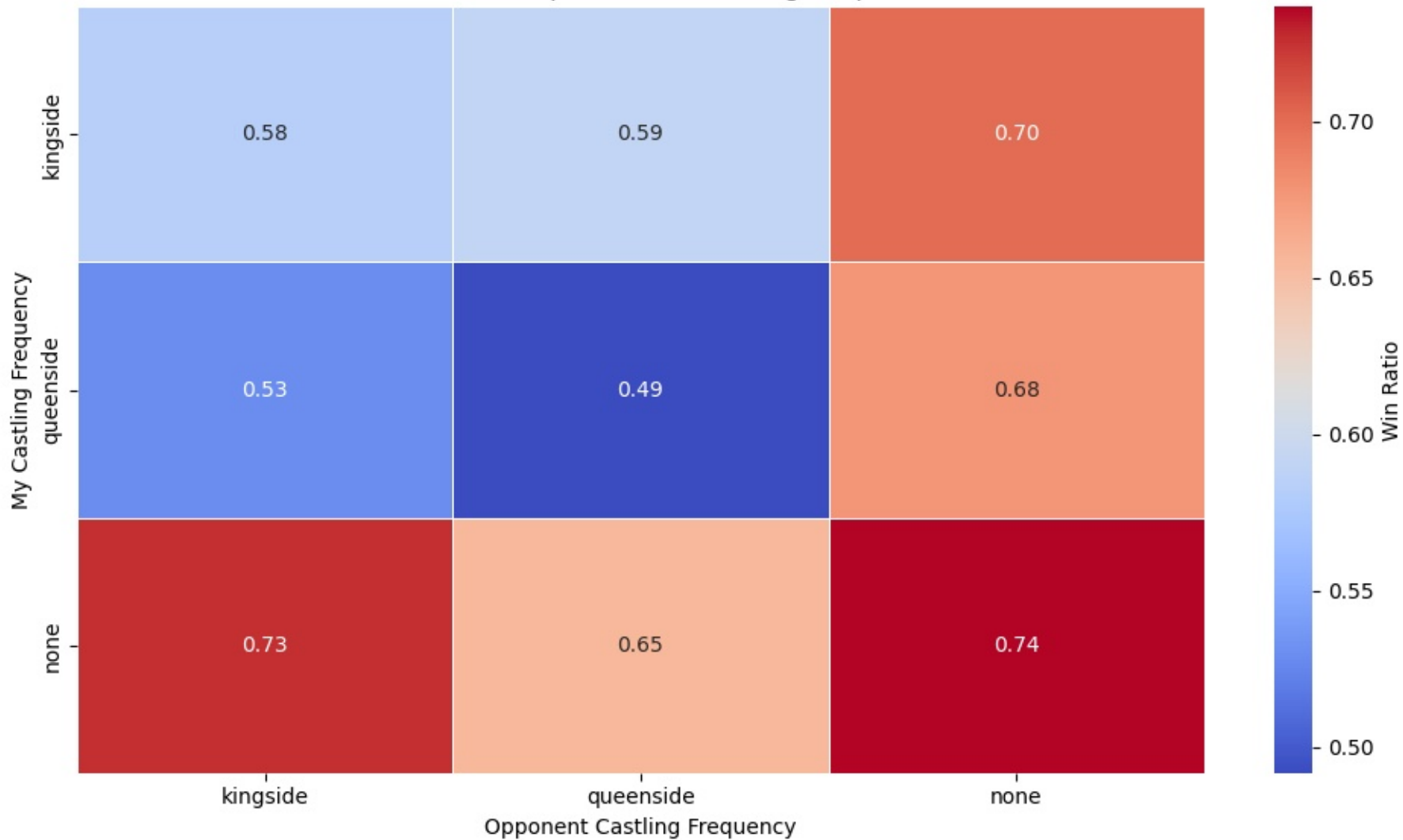Win Rate vs. Number of Moves Made (Binned)

Scaled Rating Difference vs. Game Outcome

Win/Draw/Loss Percentages by Time Left (Rapid Games)

Win Ratio Heatmap Based on Castling Frequencies

Game Count Heatmap Based on Castling Frequencies

My Castling Frequency \ Opponent Castling Frequency	kingside	queenside	none
kingside	1613	208	300
queenside	170	61	59
none	175	55	148