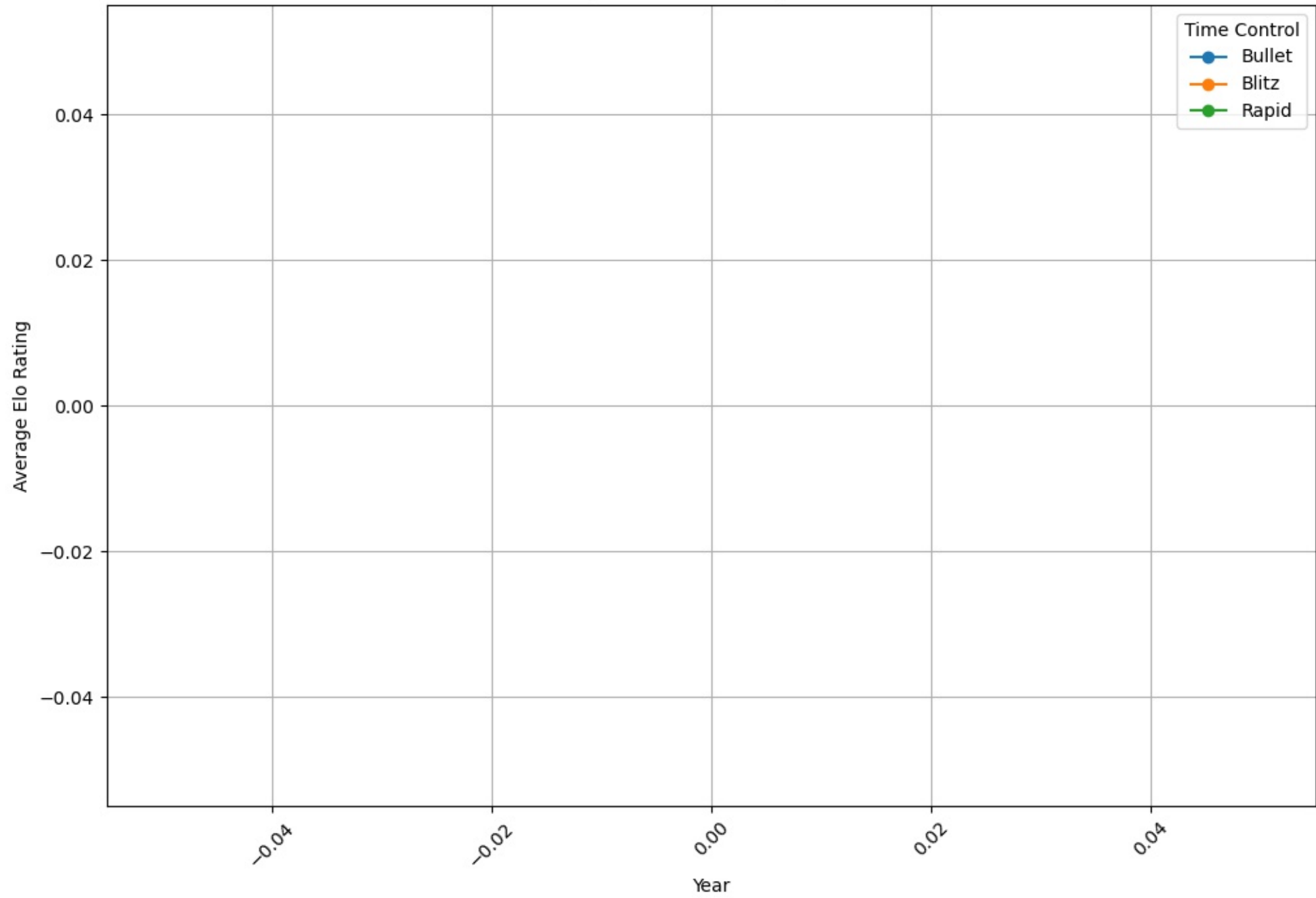
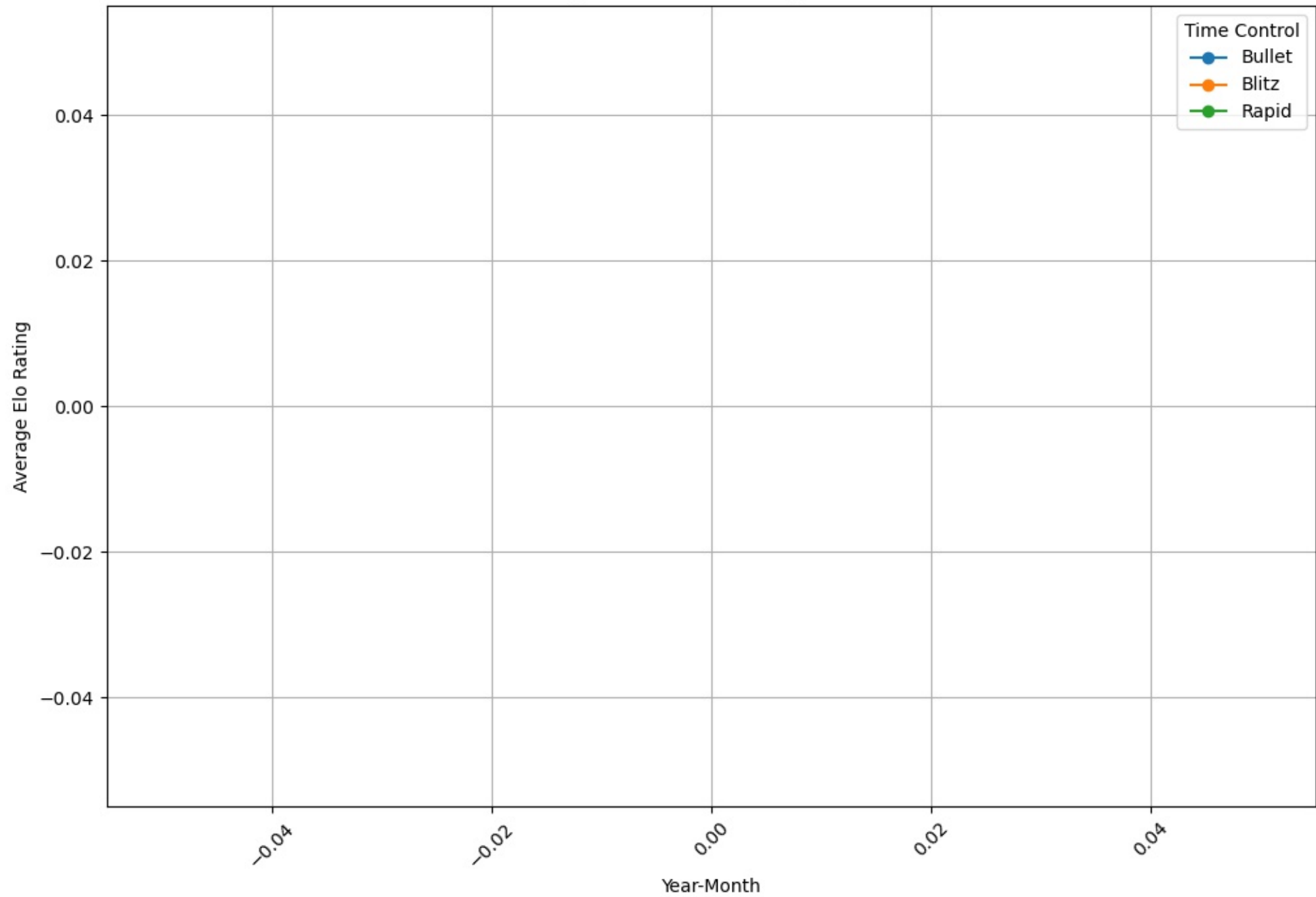


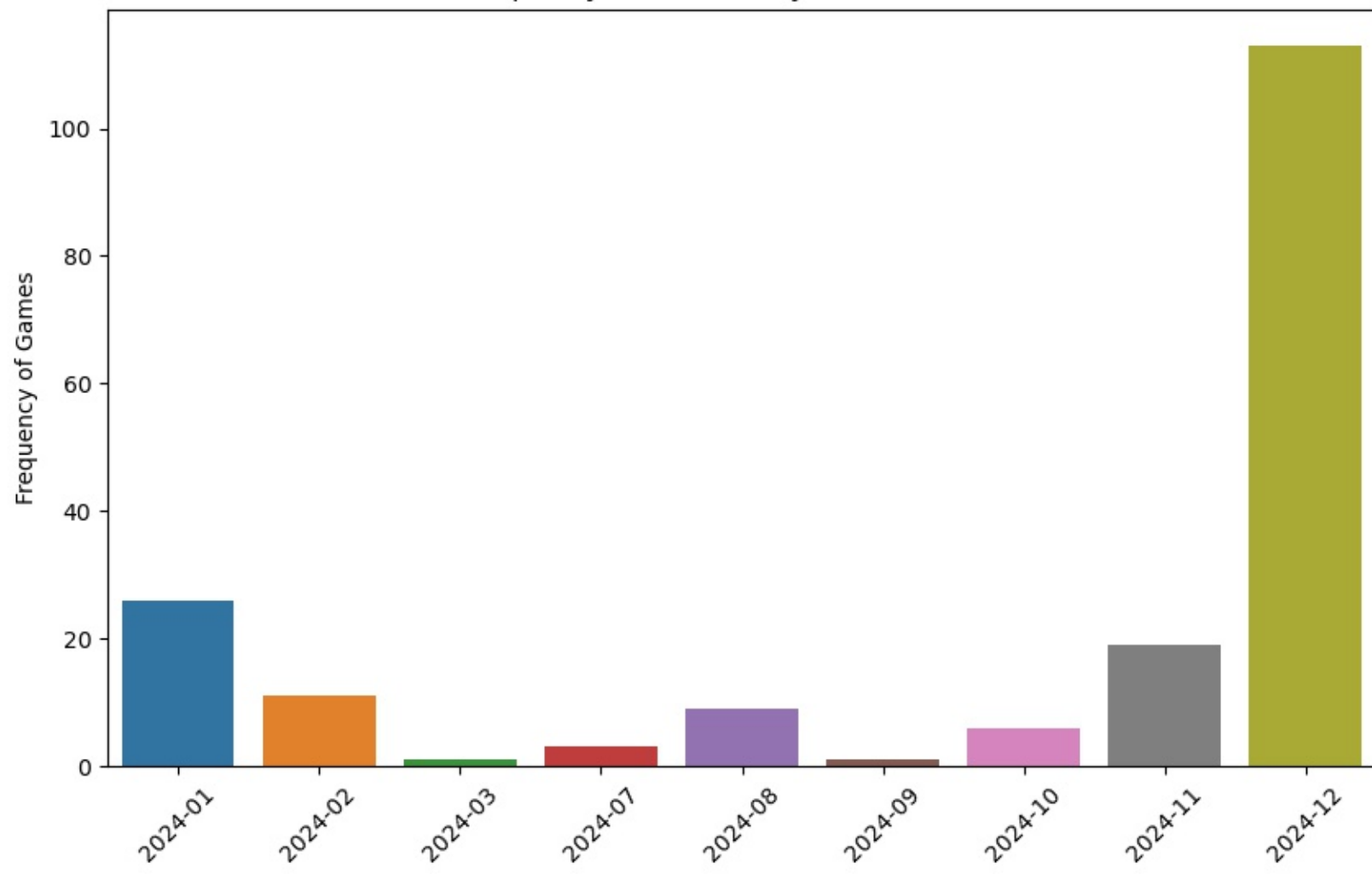
Elo Rating Over the Year by Time Control



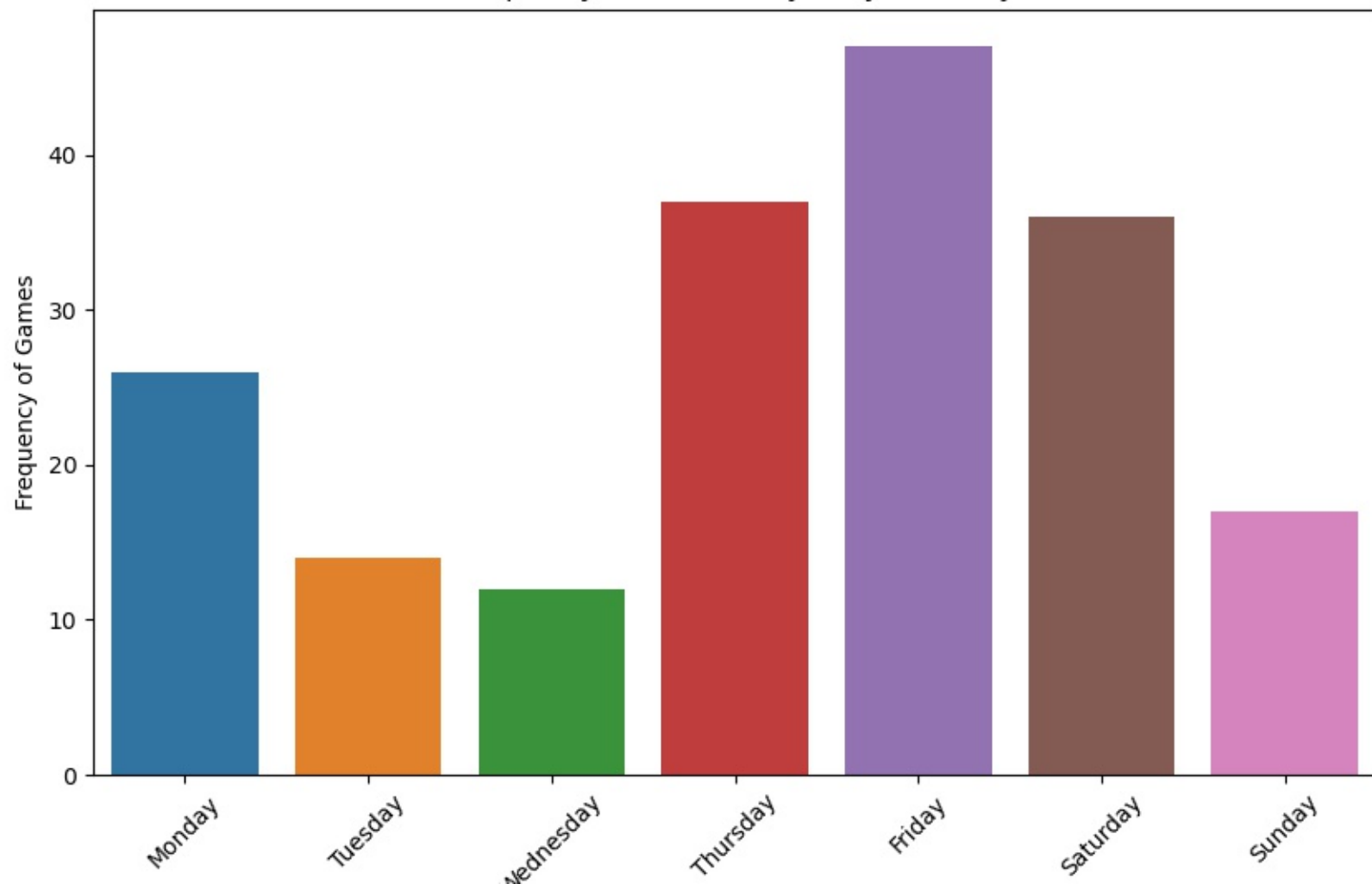
Elo Rating Over the Months by Time Control



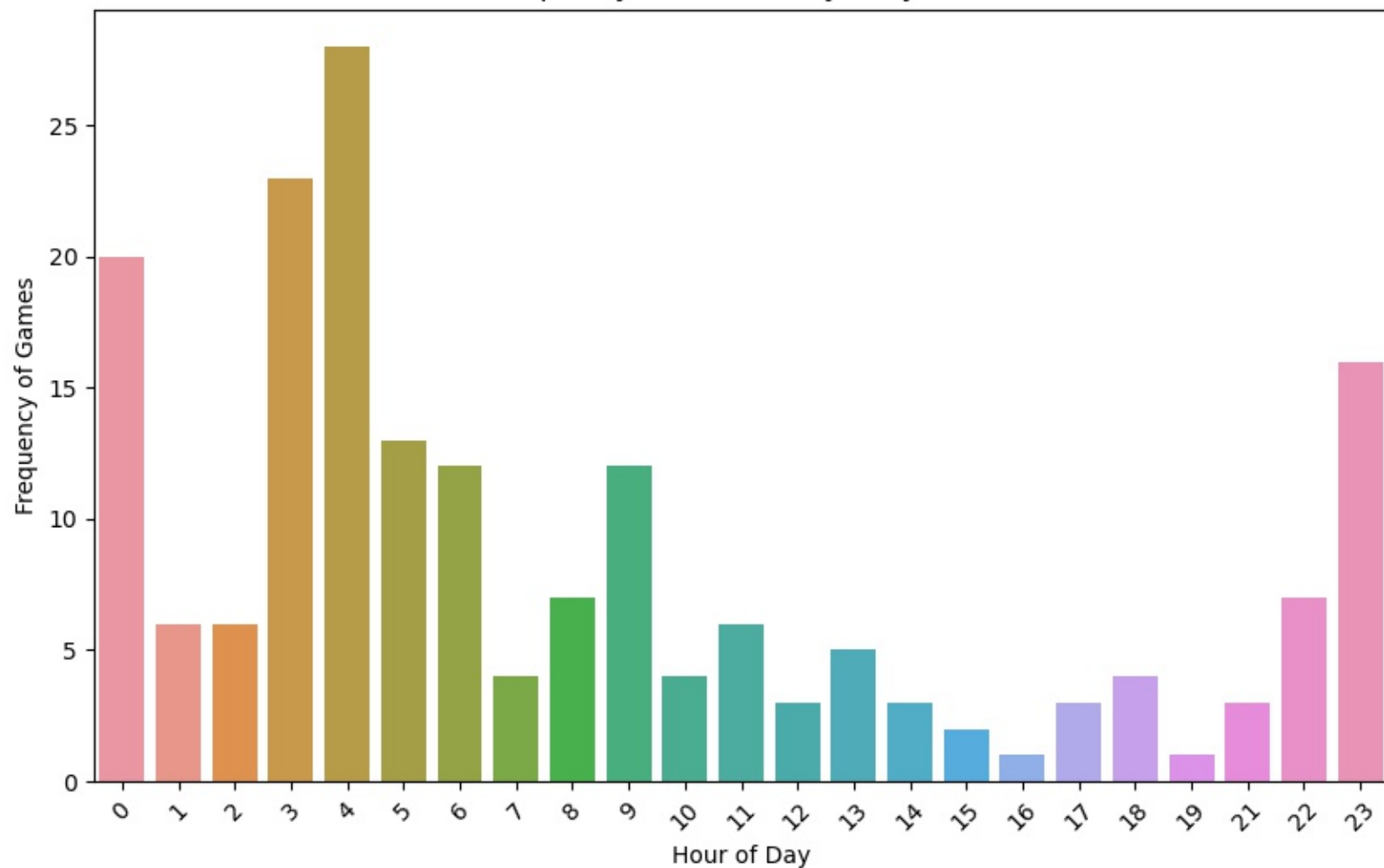
Frequency of Games Played Over Months



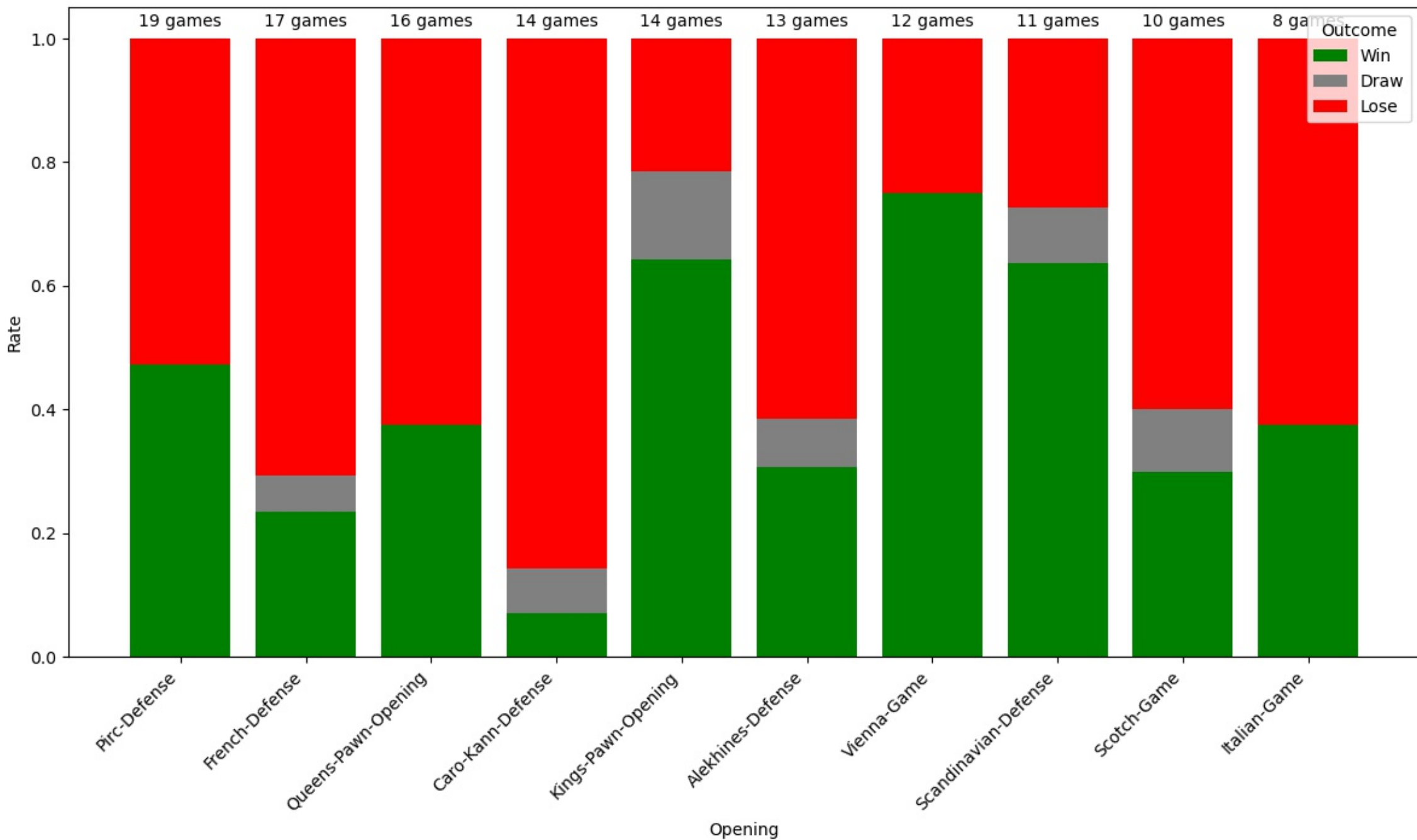
Frequency of Games Played by Weekday



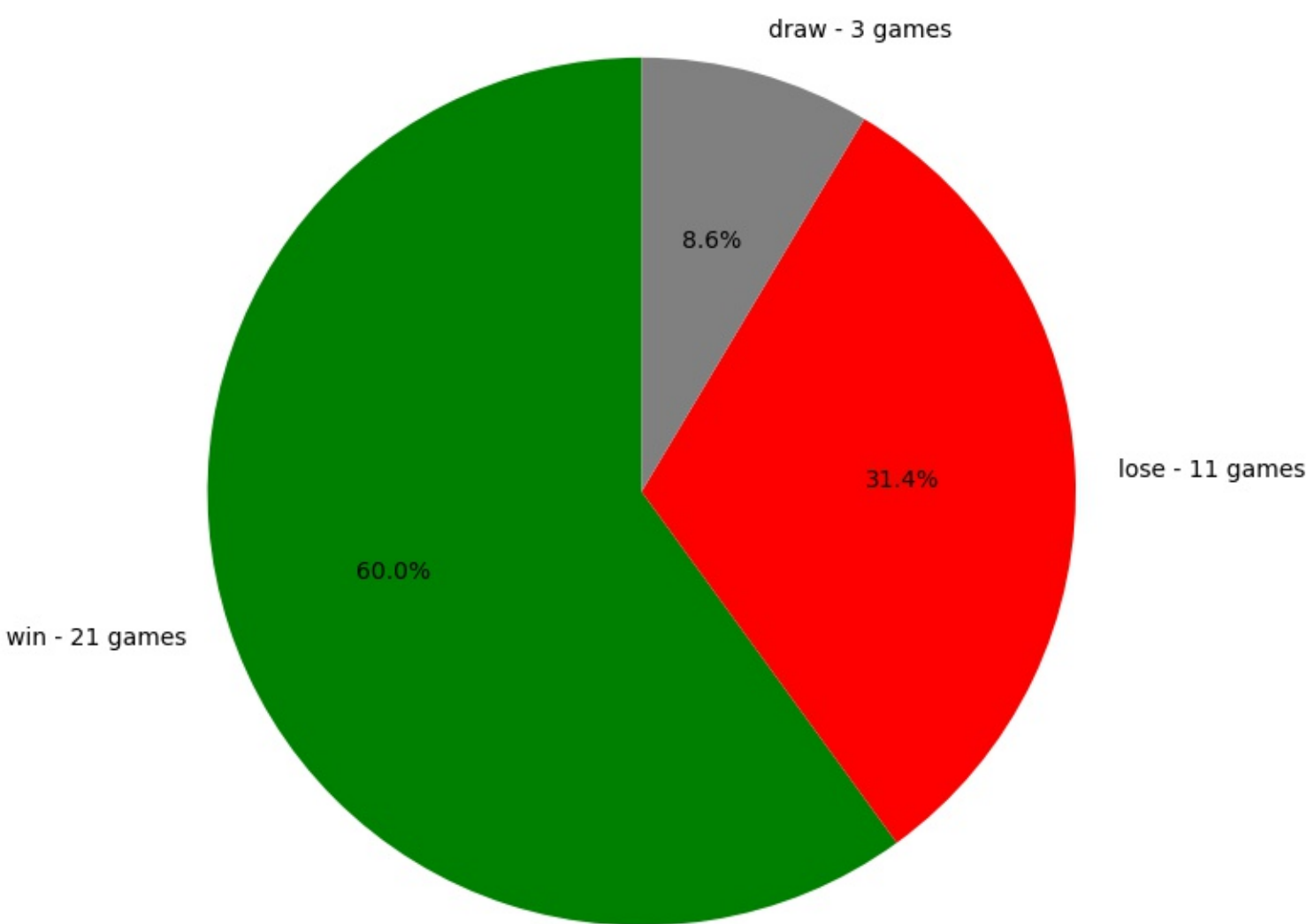
Frequency of Games Played by Hour



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

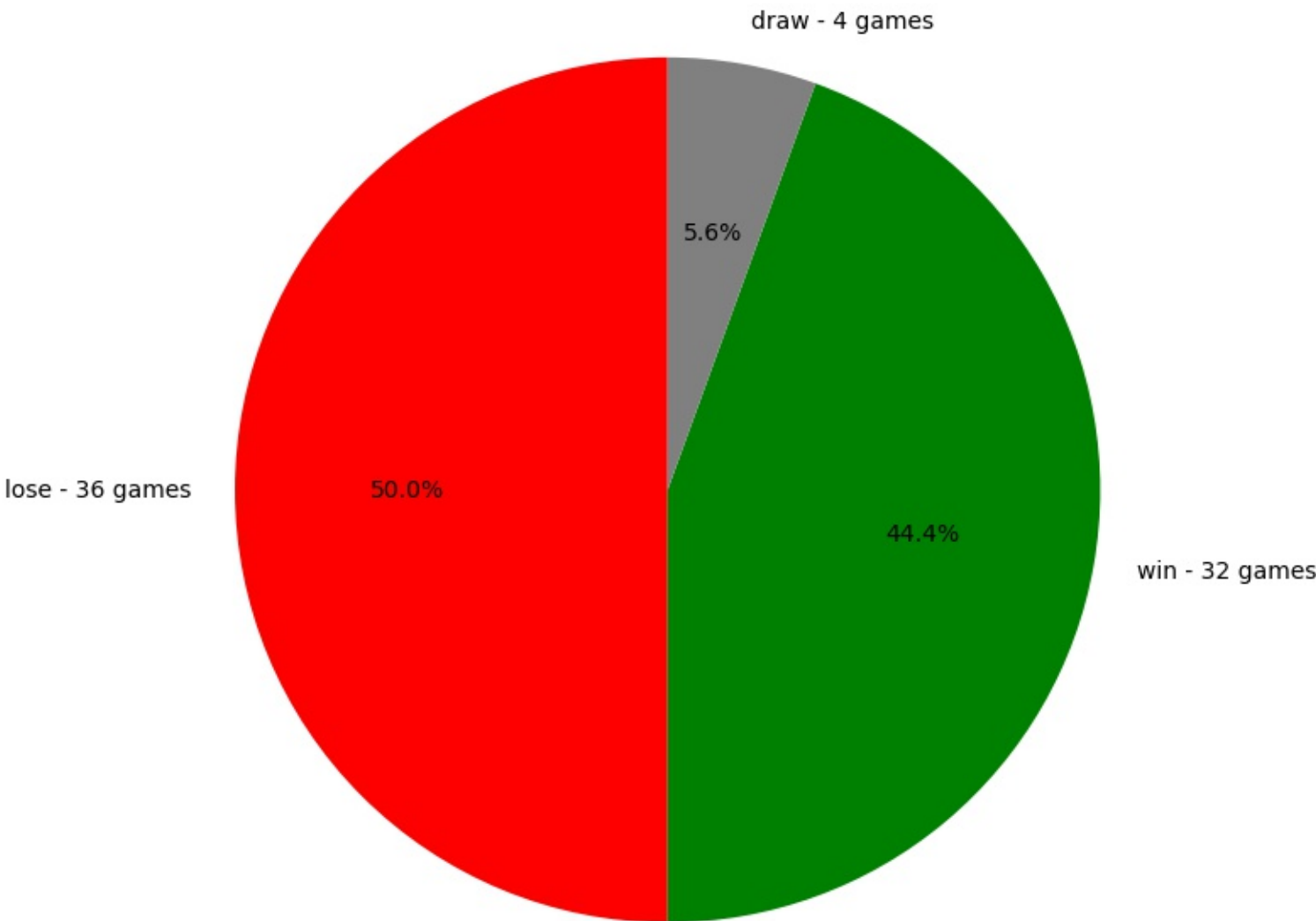


15 + 10 Win/Loss/Draw Distribution



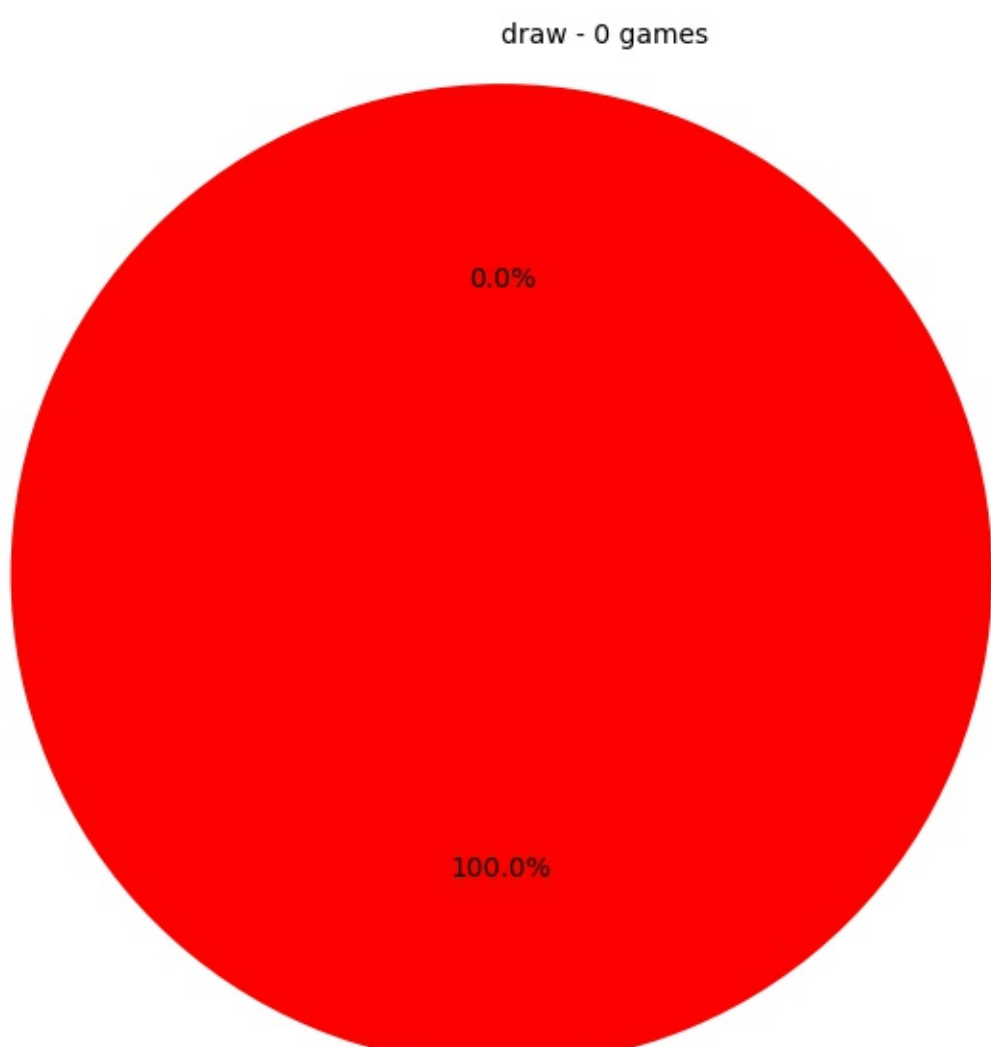
Total: 35 games

10 + 0 Win/Loss/Draw Distribution



Total: 72 games

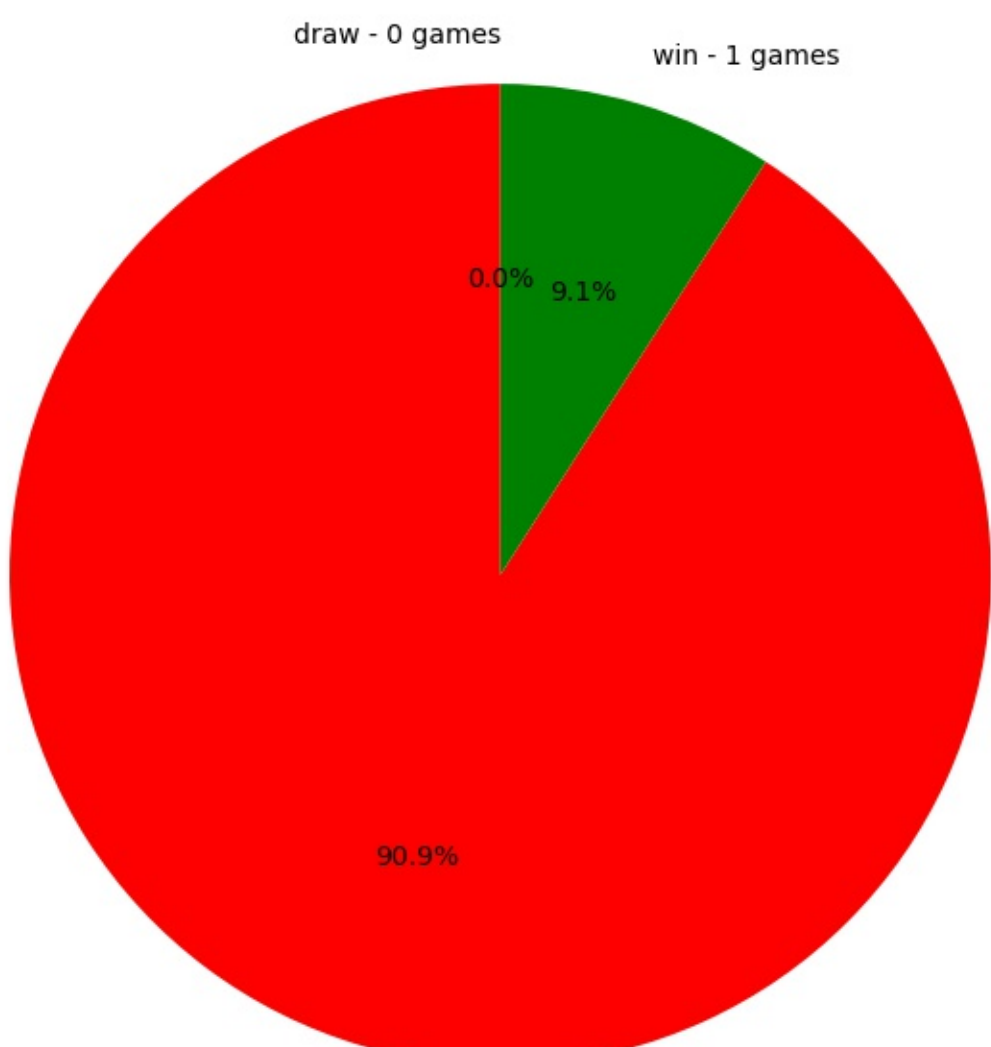
60 + 0 Win/Loss/Draw Distribution



lose - 1 games

Total: 1 games

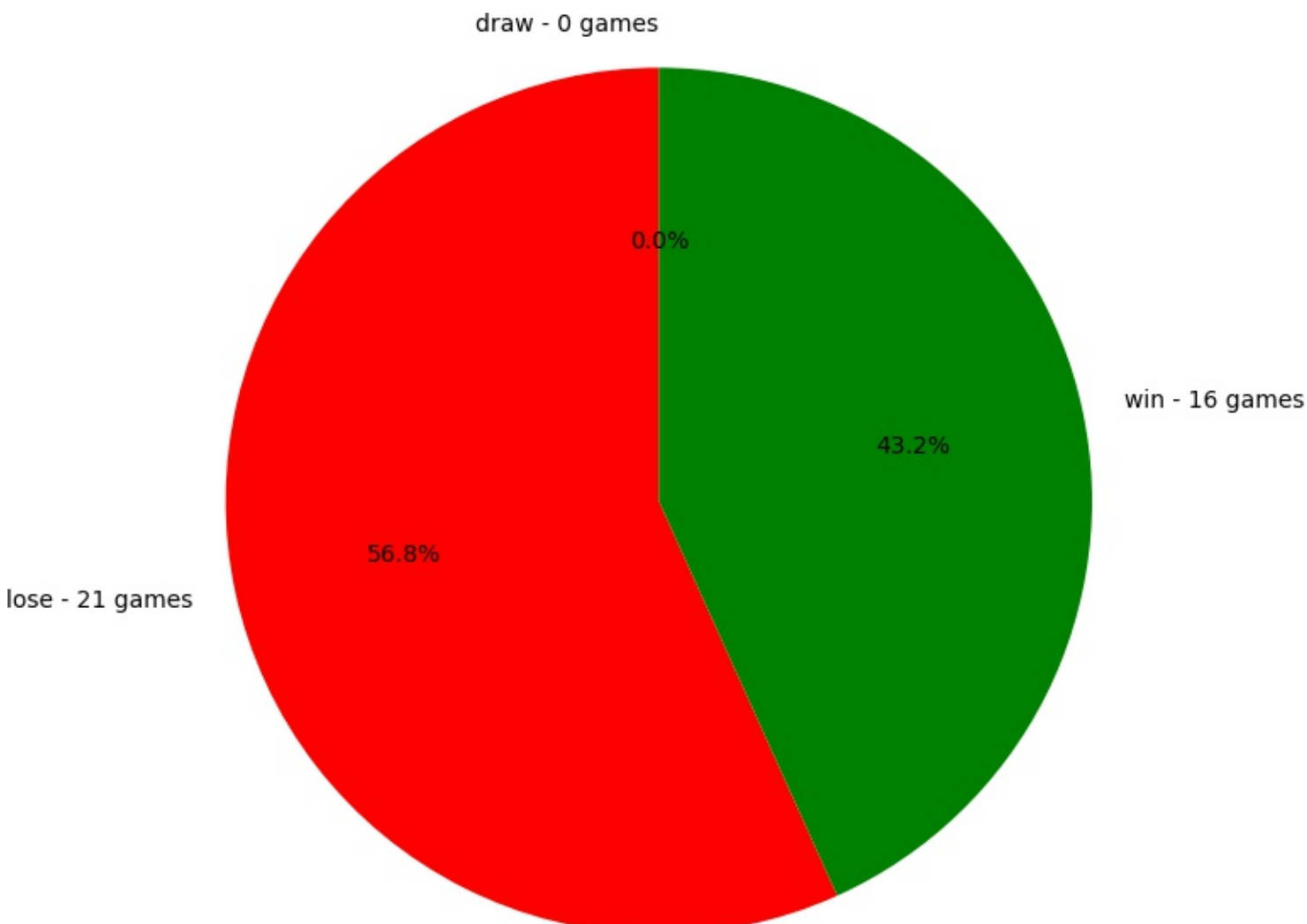
3 + 0 Win/Loss/Draw Distribution



lose - 10 games

Total: 11 games

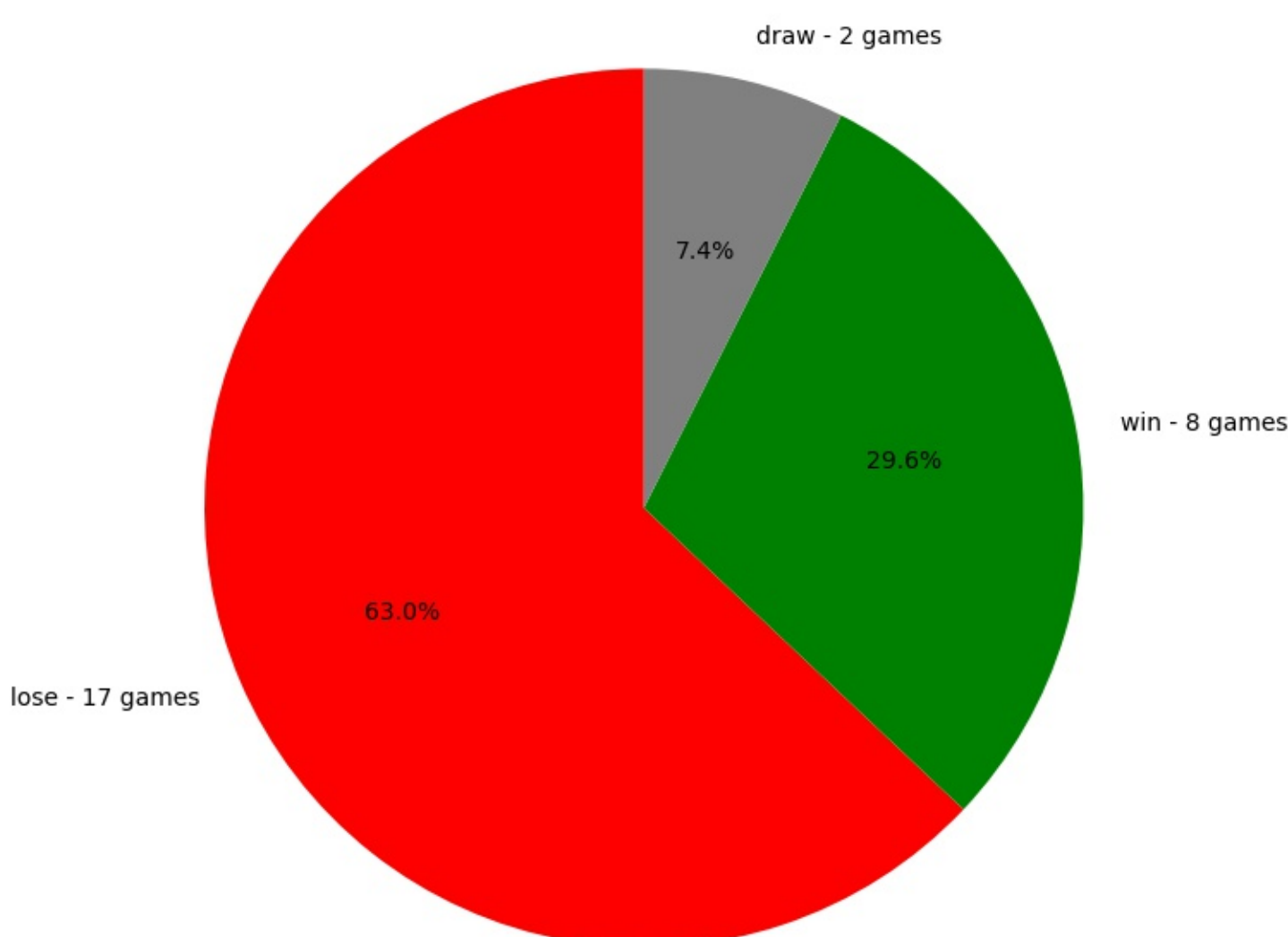
5 + 0 Win/Loss/Draw Distribution



win - 16 games

Total: 37 games

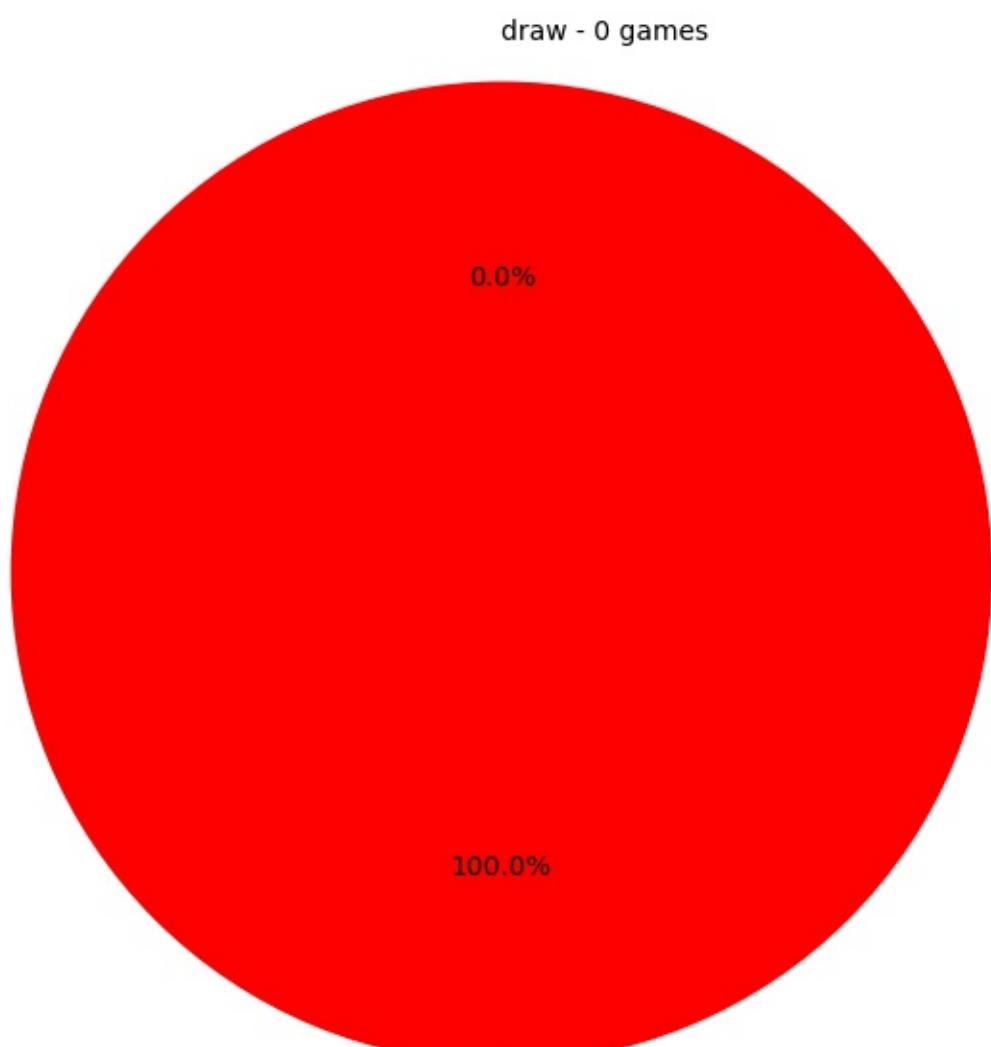
3 + 2 Win/Loss/Draw Distribution



win - 8 games

Total: 27 games

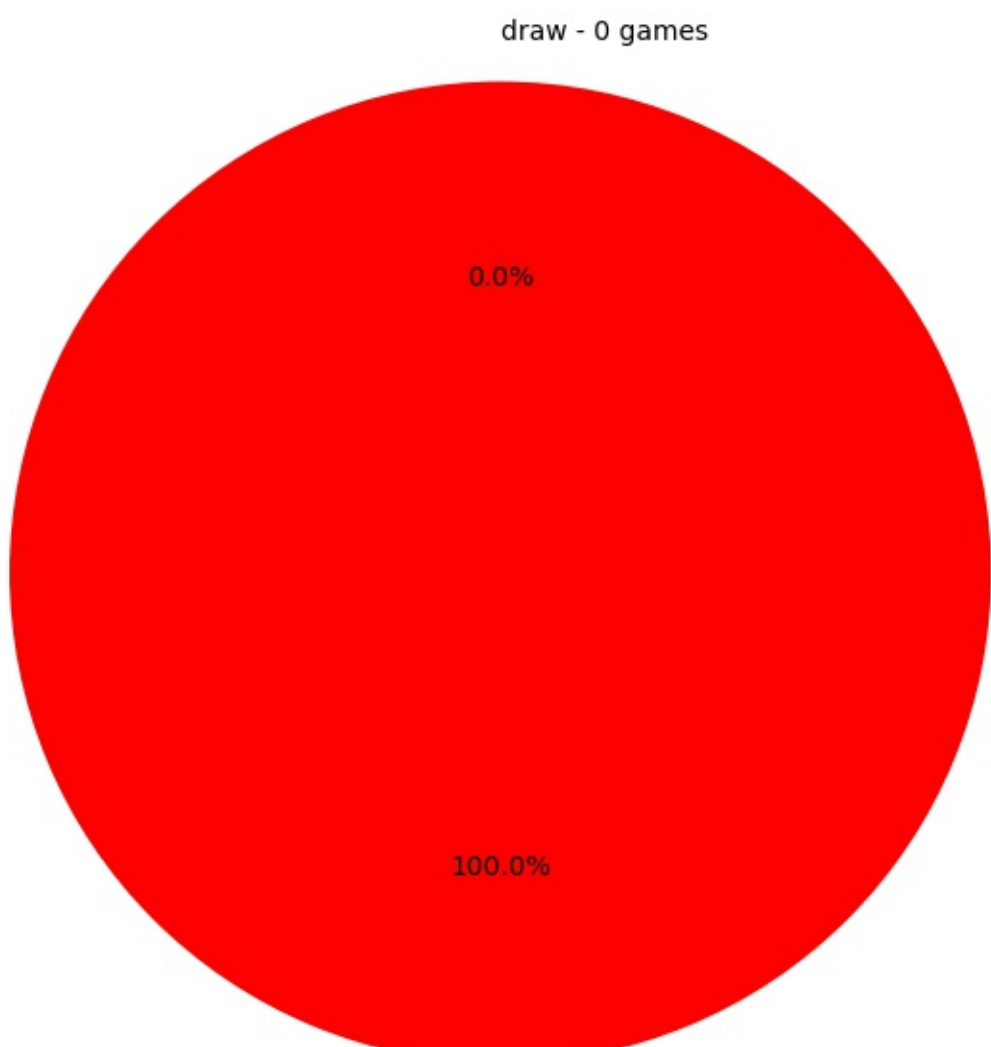
1 + 0 Win/Loss/Draw Distribution



lose - 4 games

Total: 4 games

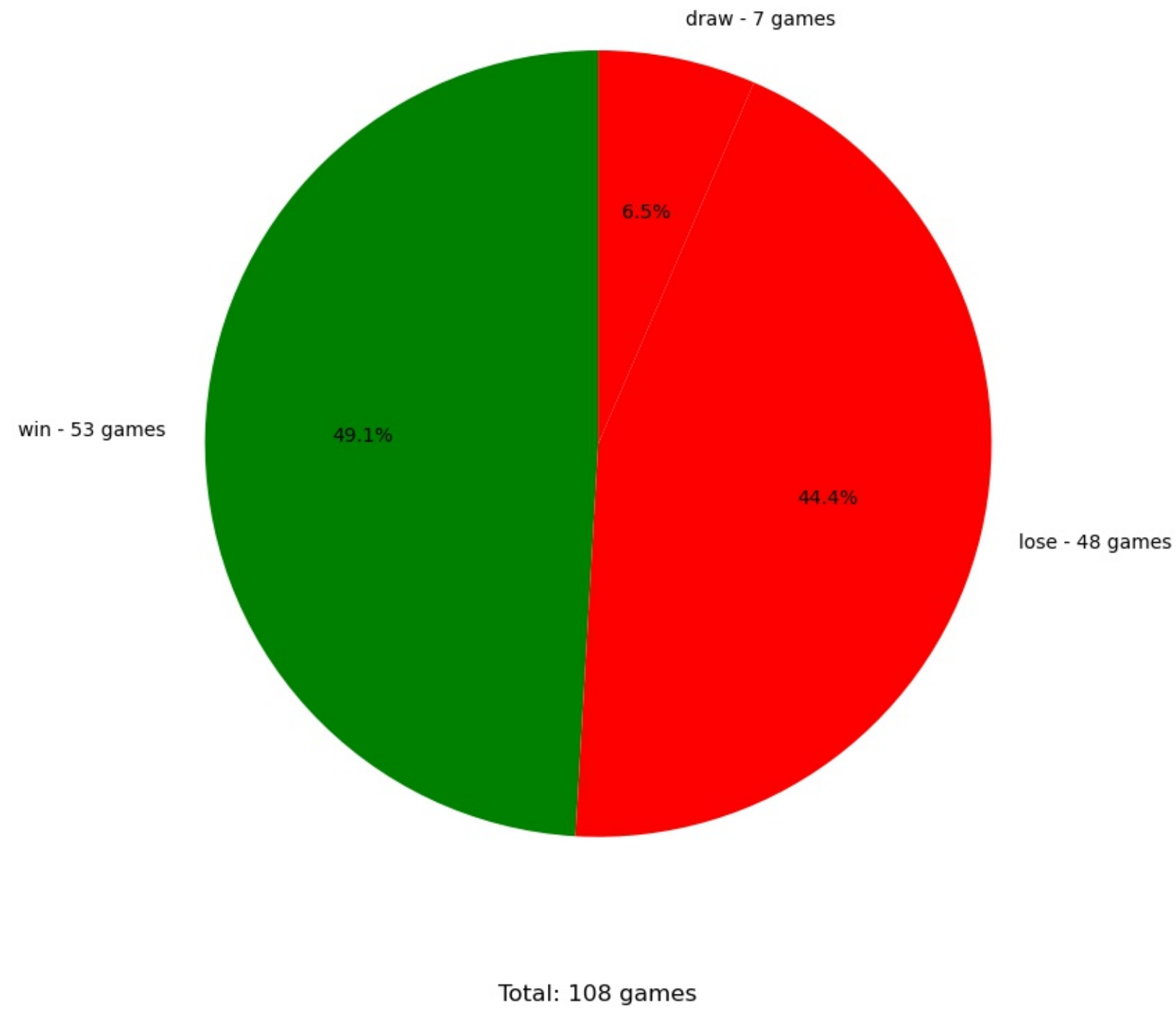
1 + 1 Win/Loss/Draw Distribution



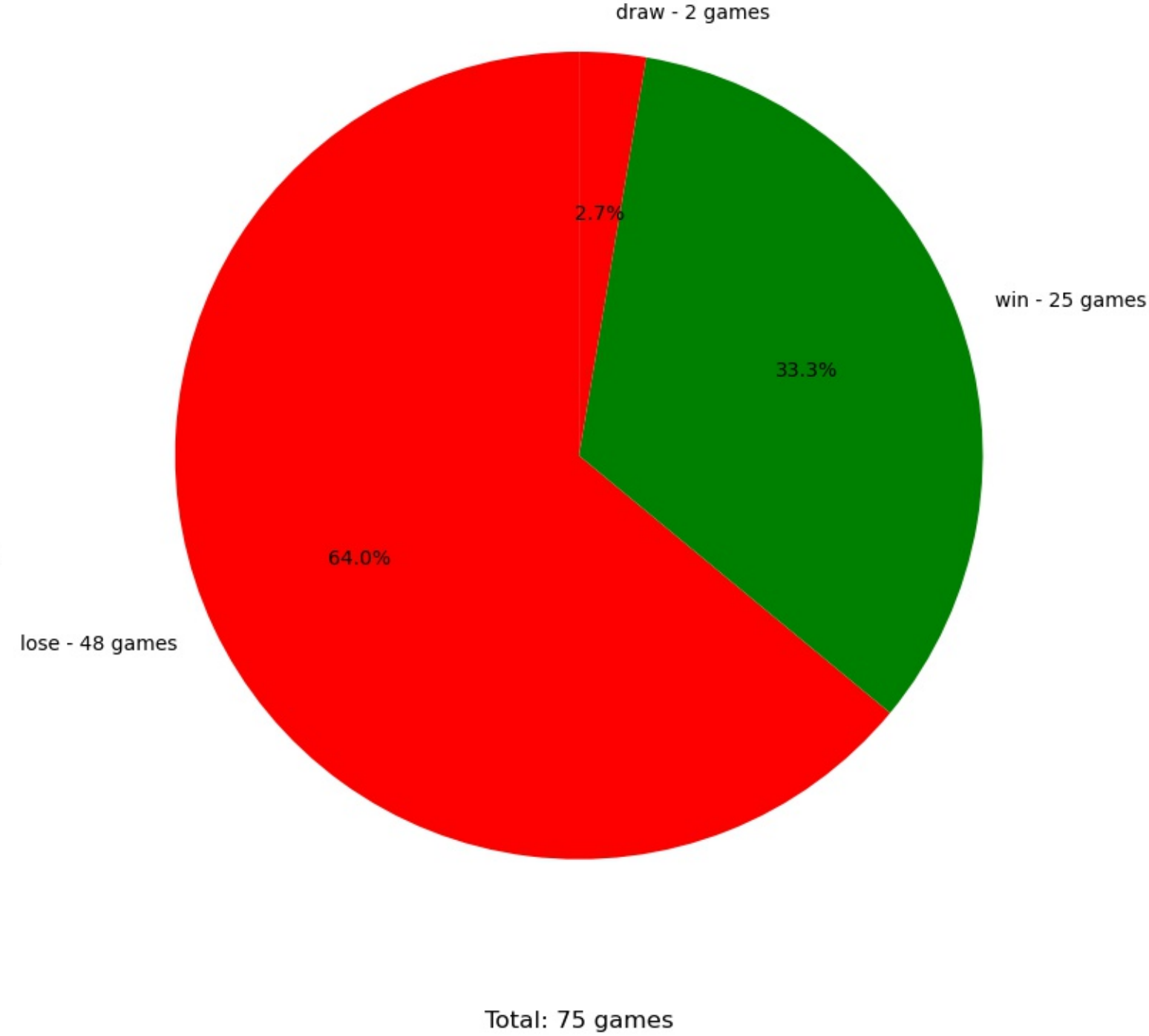
lose - 2 games

Total: 2 games

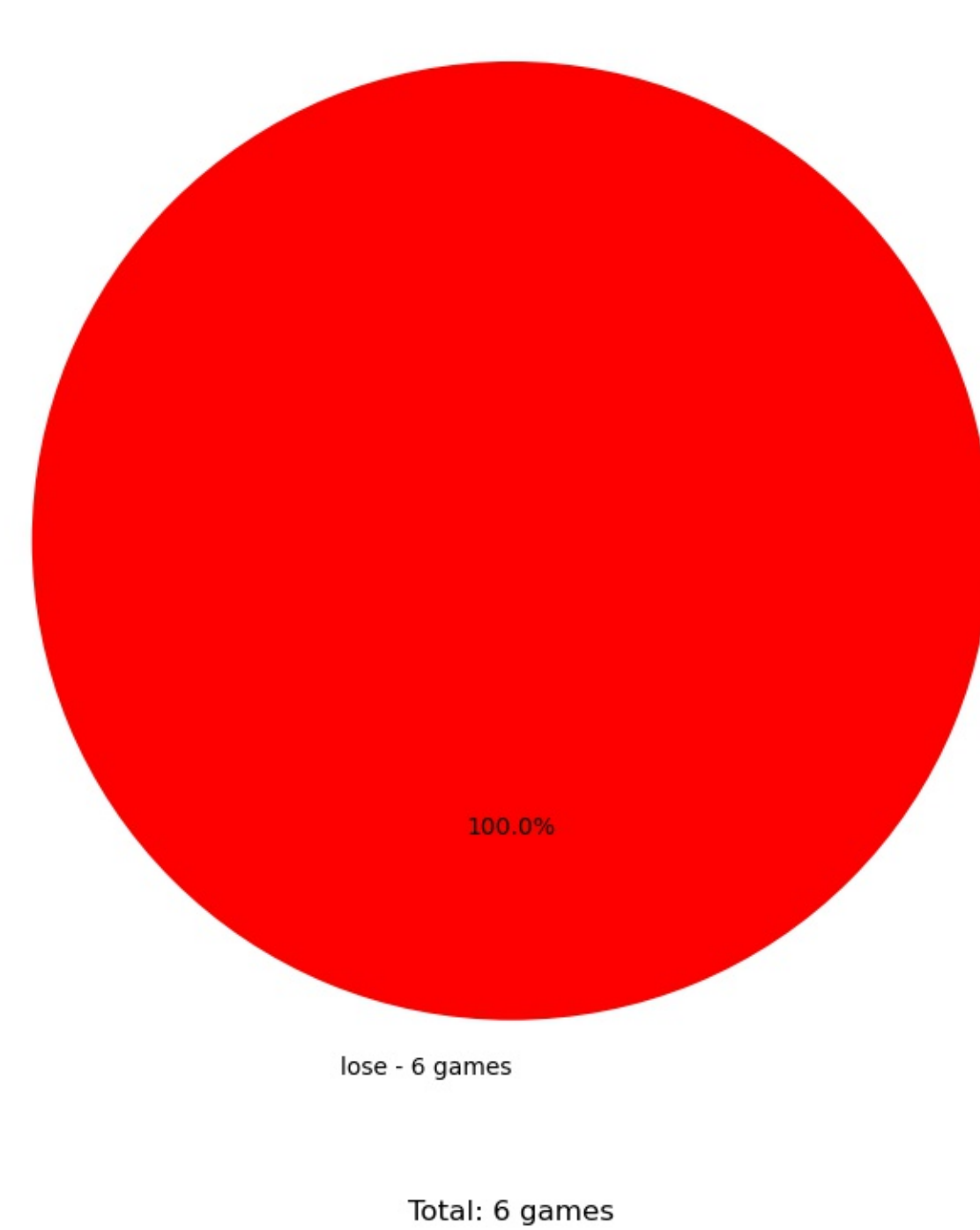
rapid Win/Loss Distribution



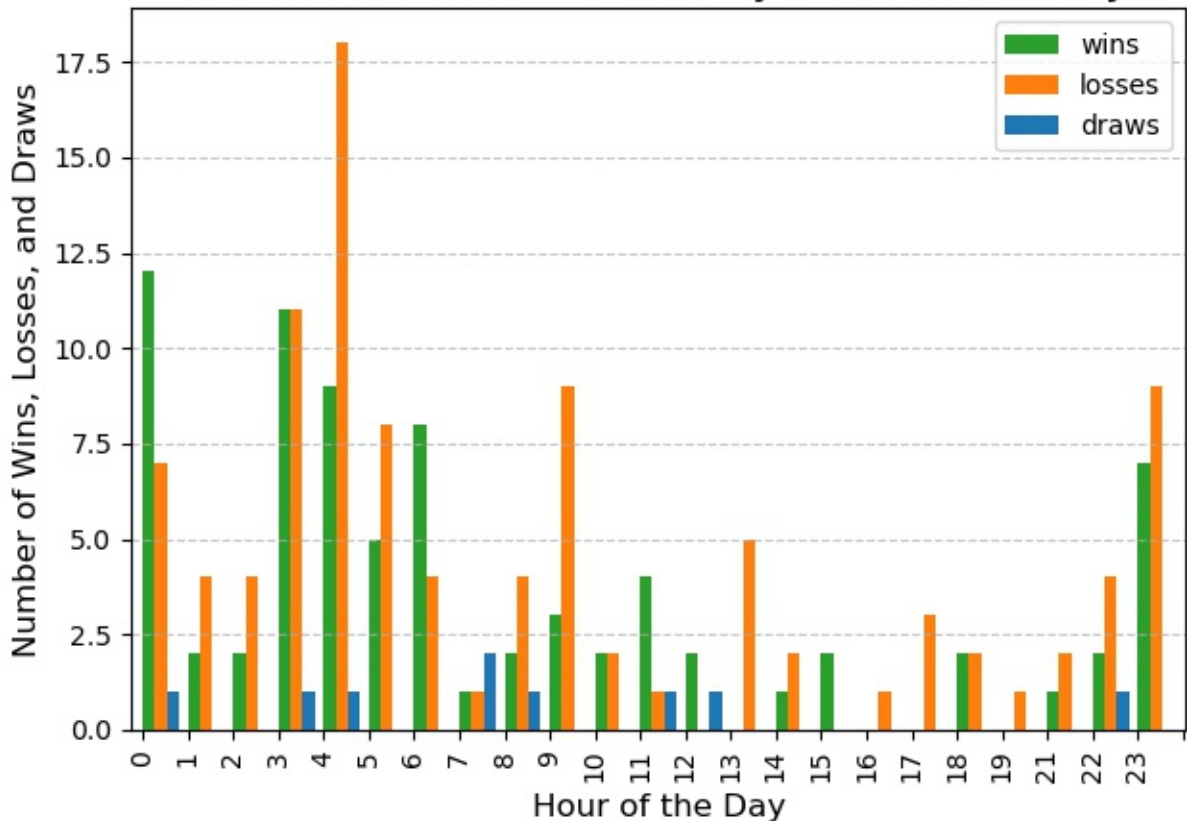
blitz Win/Loss Distribution



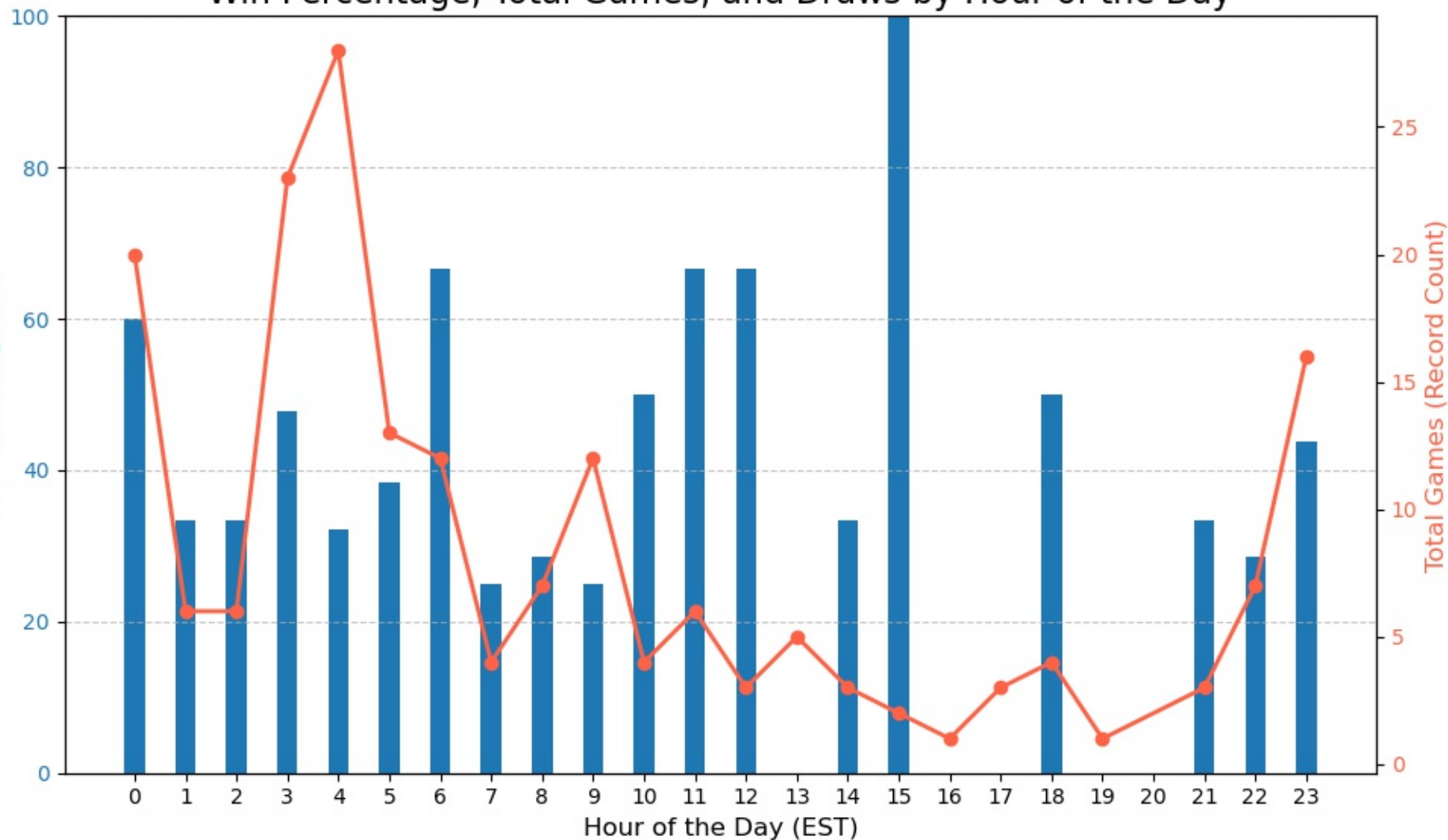
bullet Win/Loss Distribution



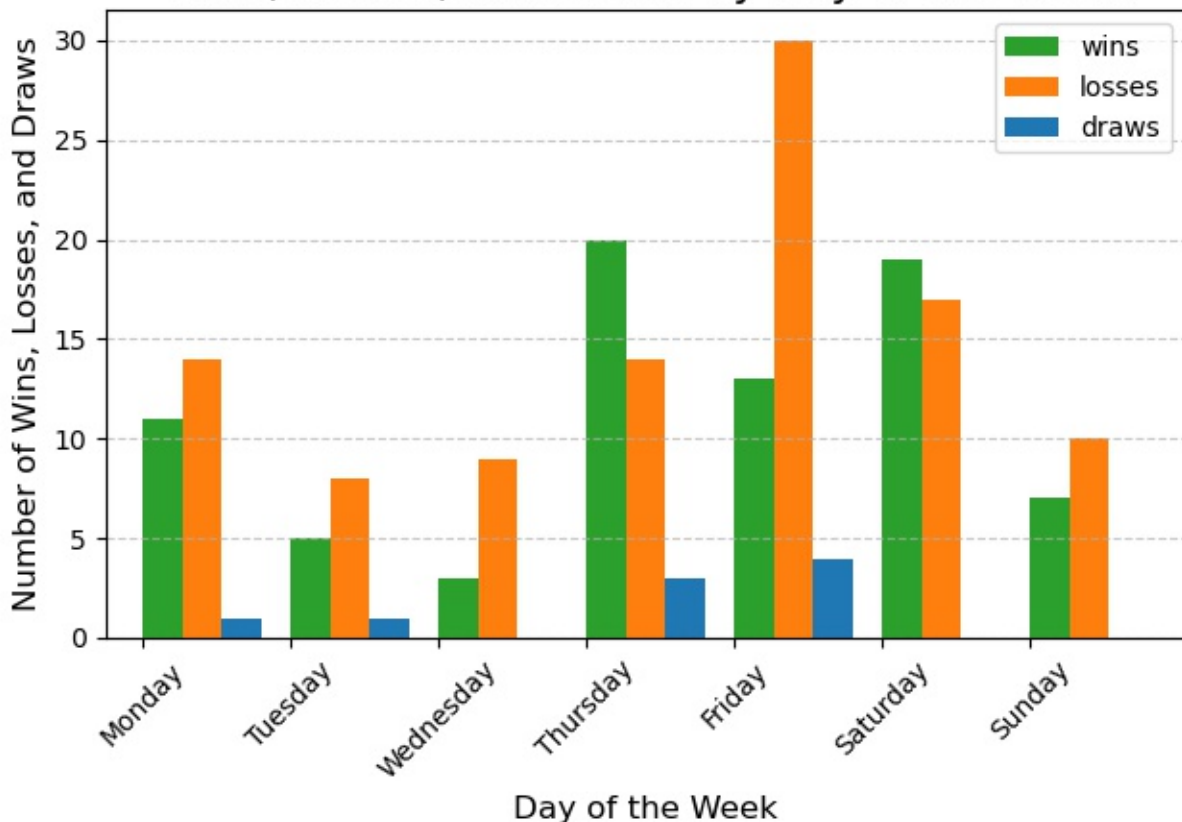
Wins, Losses, and Draws by Hour of the Day



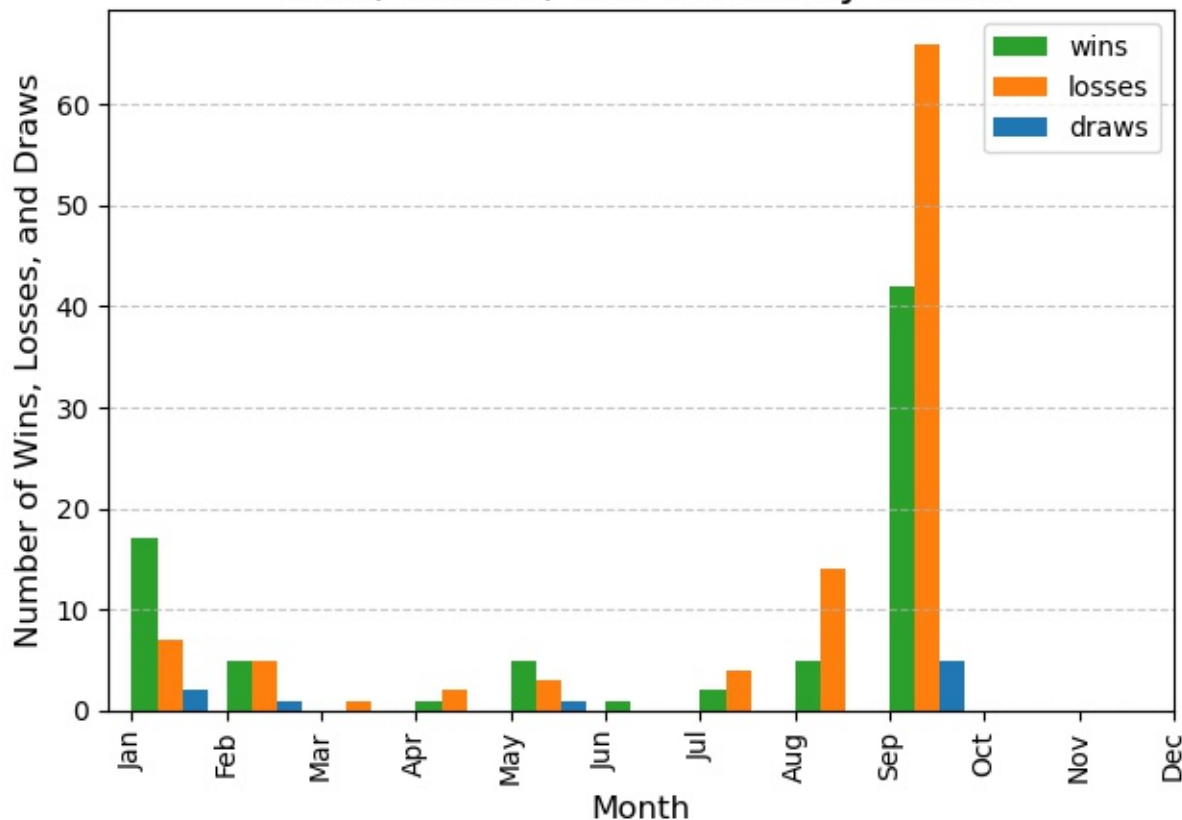
Win Percentage, Total Games, and Draws by Hour of the Day



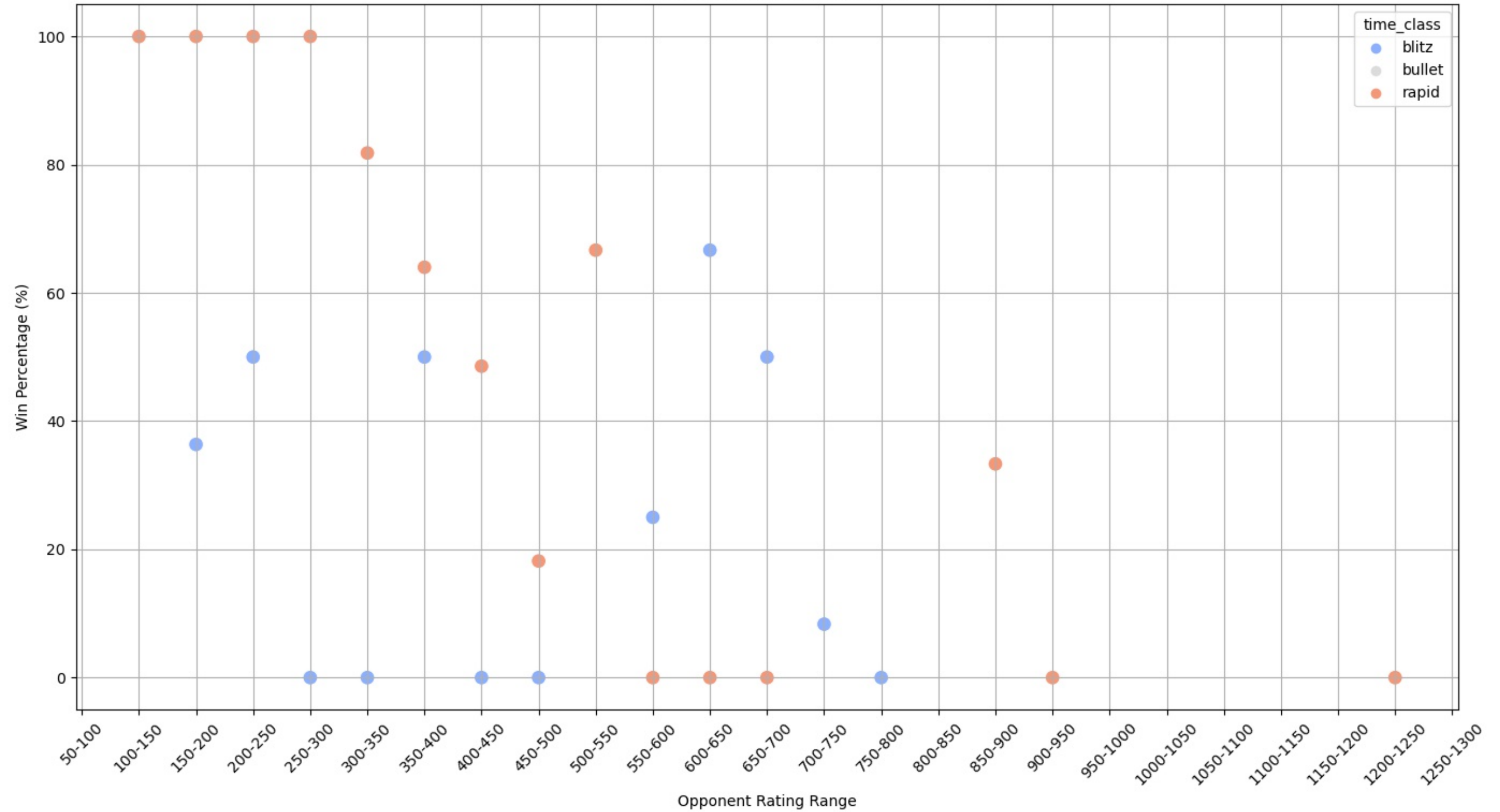
Wins, Losses, and Draws by Day of the Week



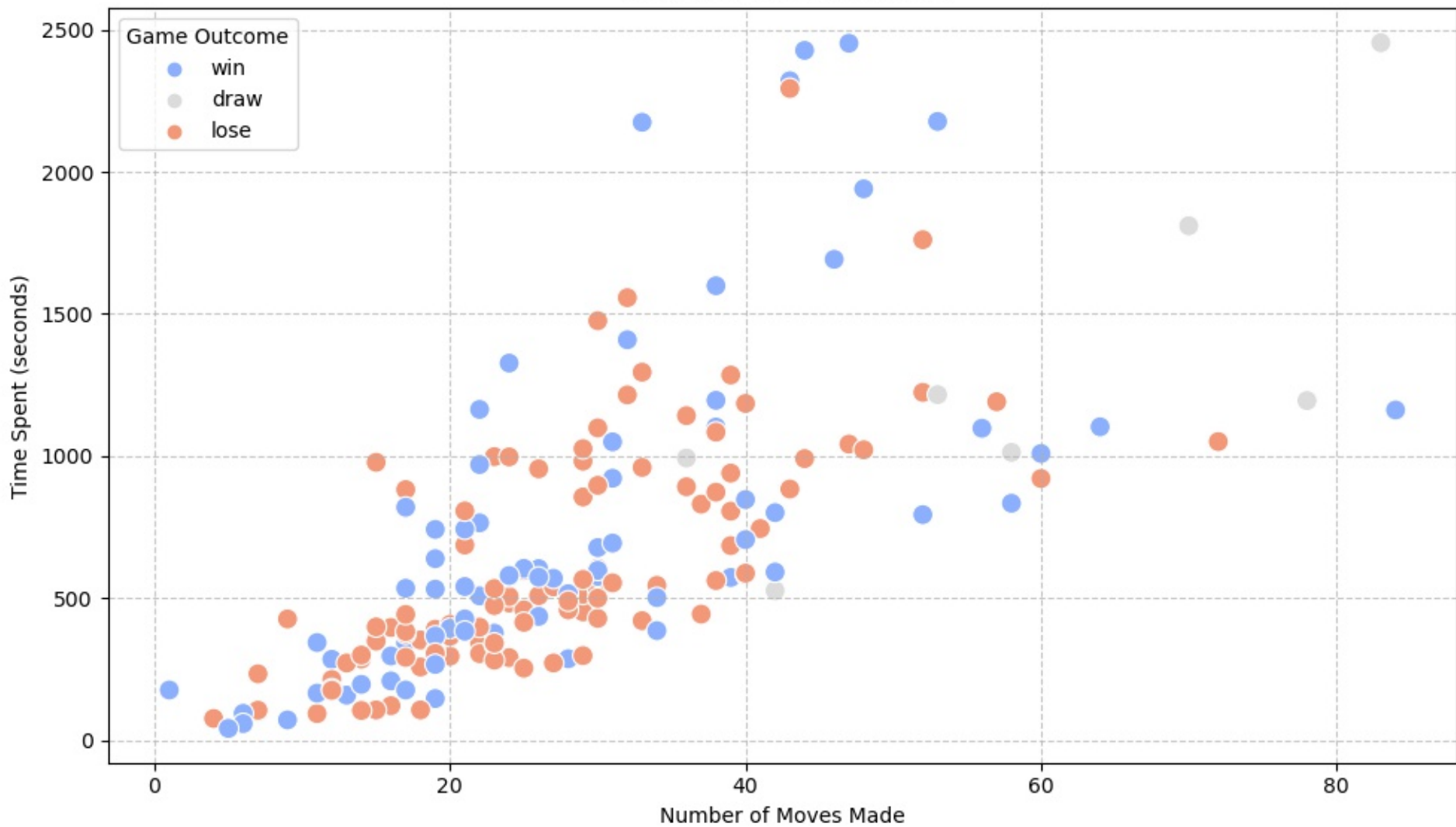
Wins, Losses, and Draws by Month



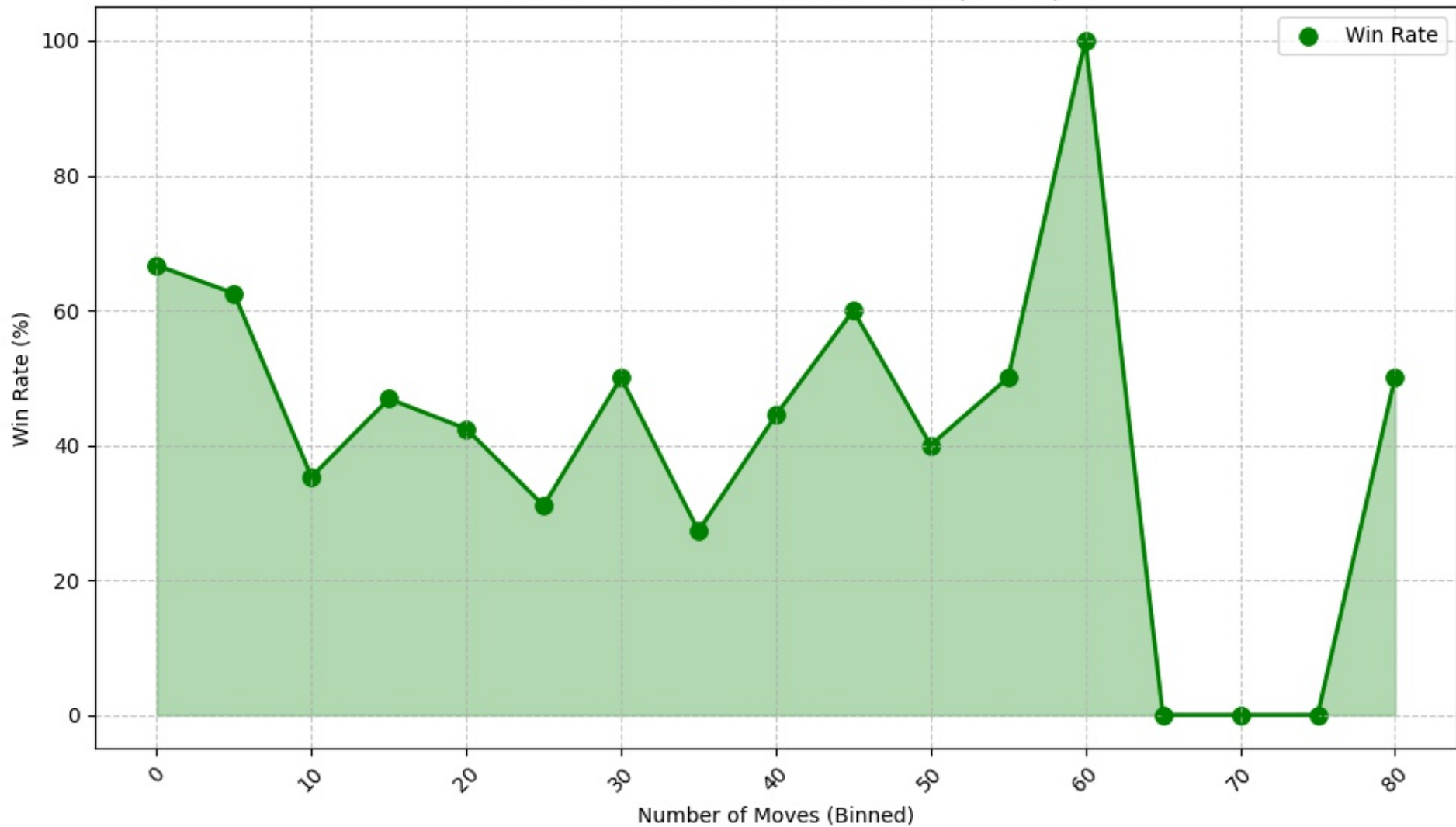
Win Percentage vs. Opponent Rating Range by Time Class



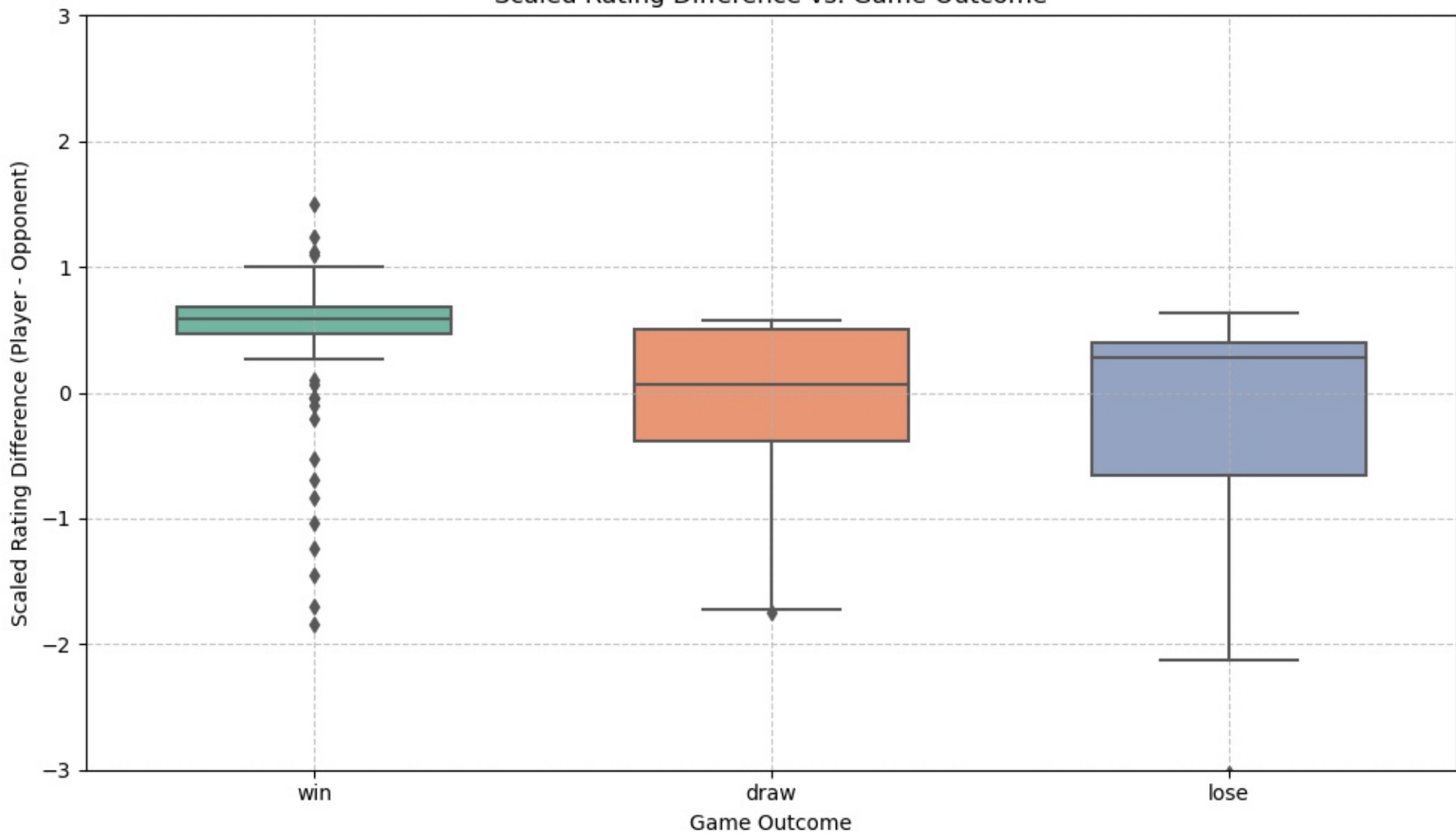
Moves vs. Game Outcome



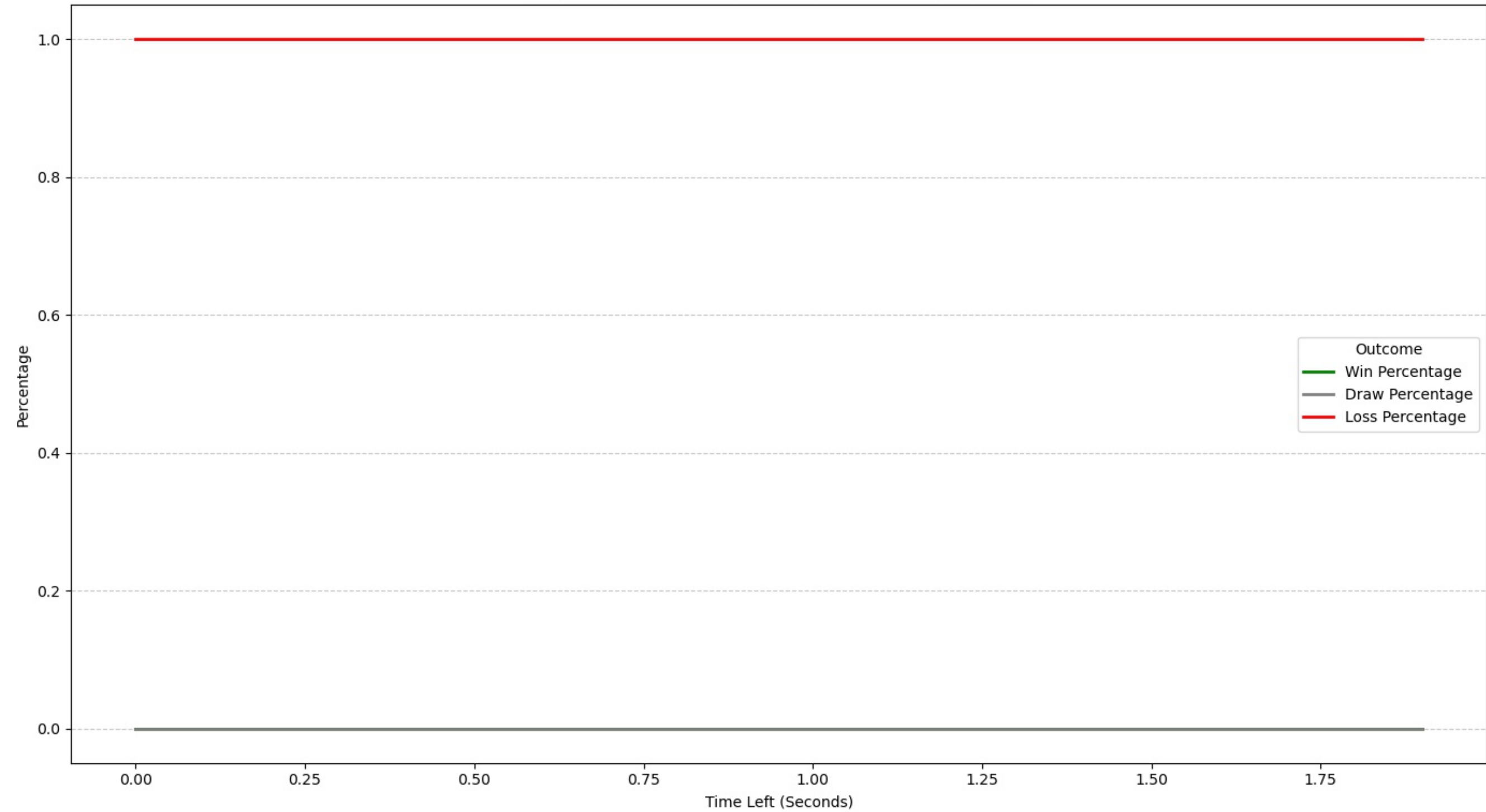
Win Rate vs. Number of Moves Made (Binned)



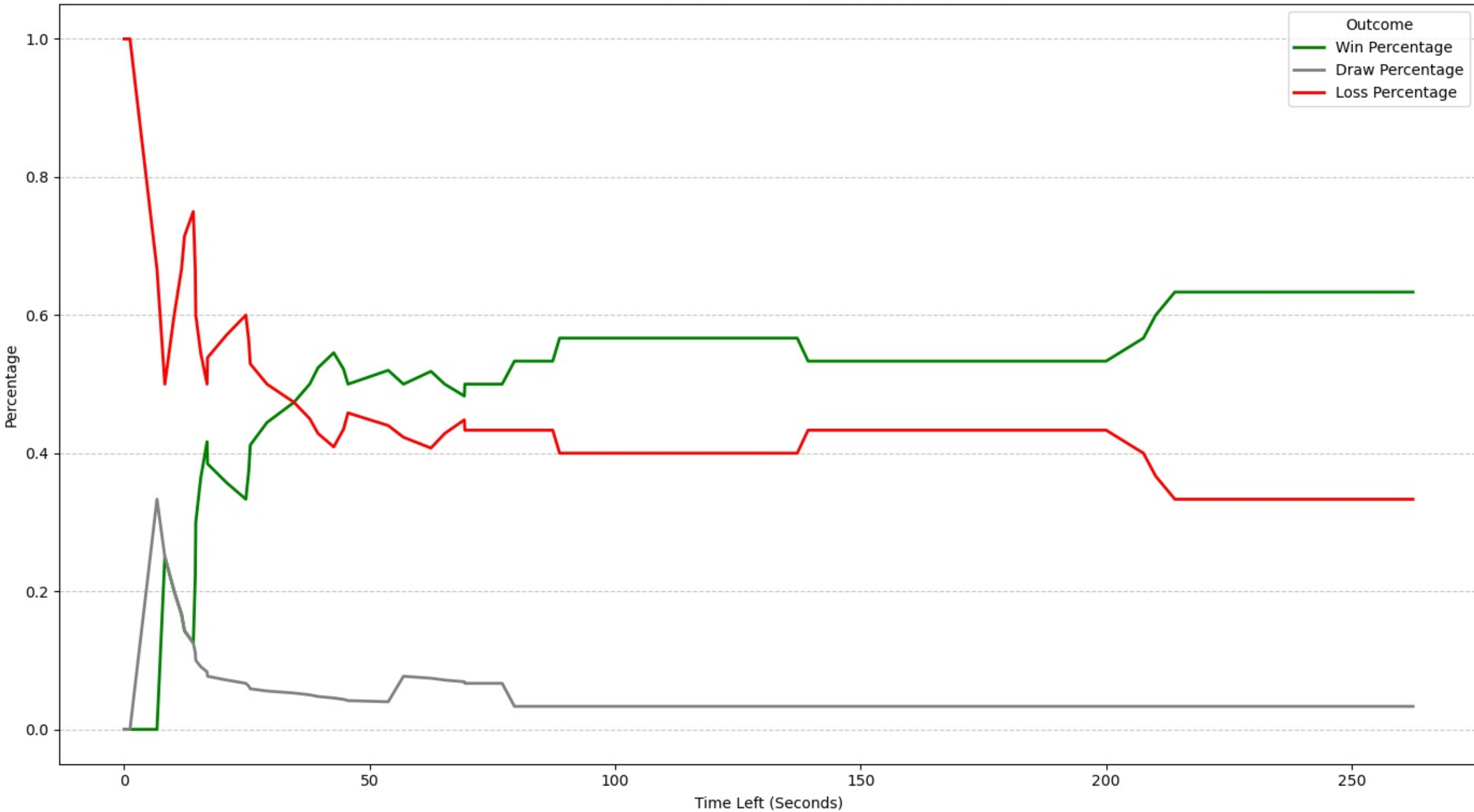
Scaled Rating Difference vs. Game Outcome



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



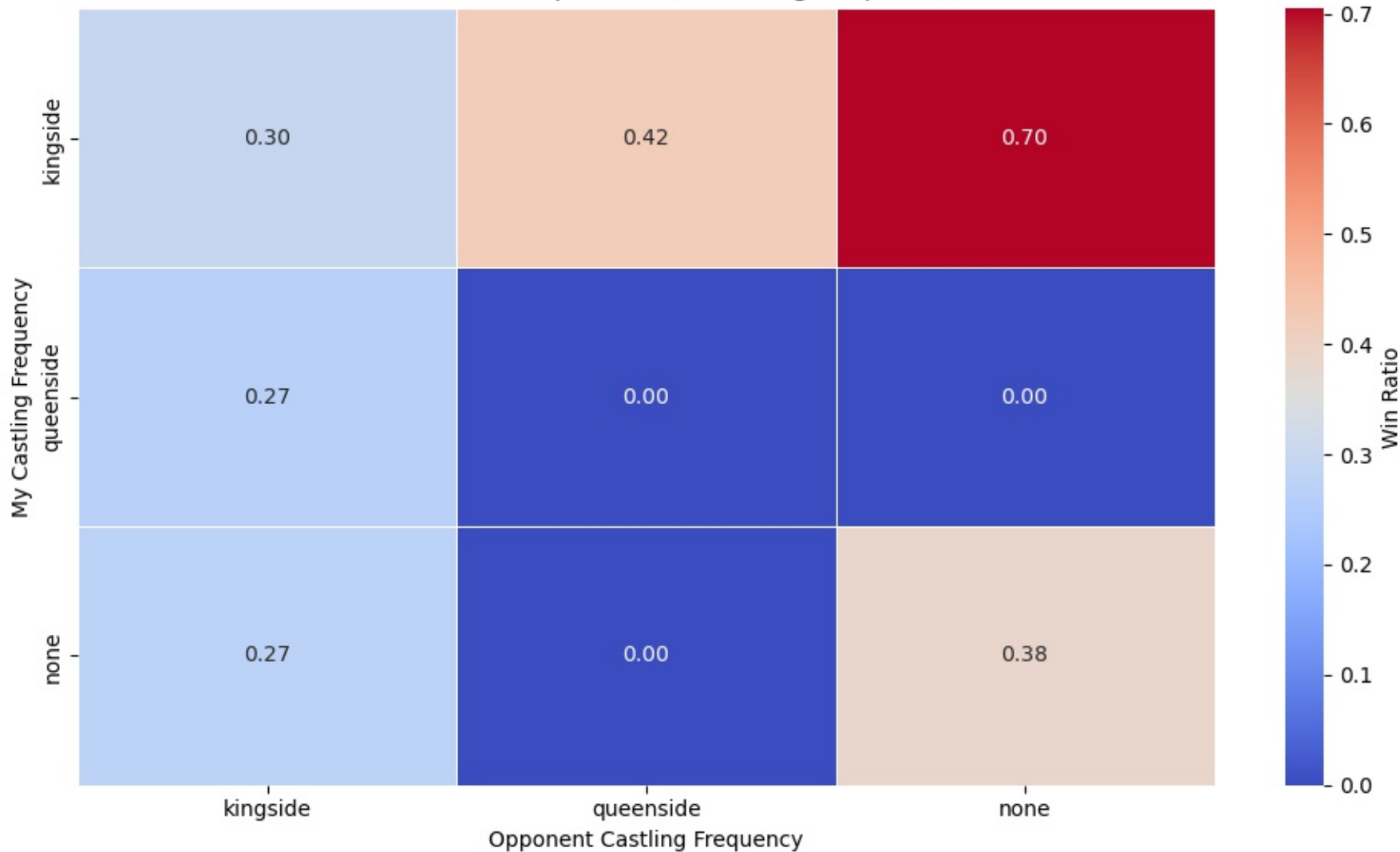
Win/Draw/Loss Percentages by Time Left (Blitz Games)



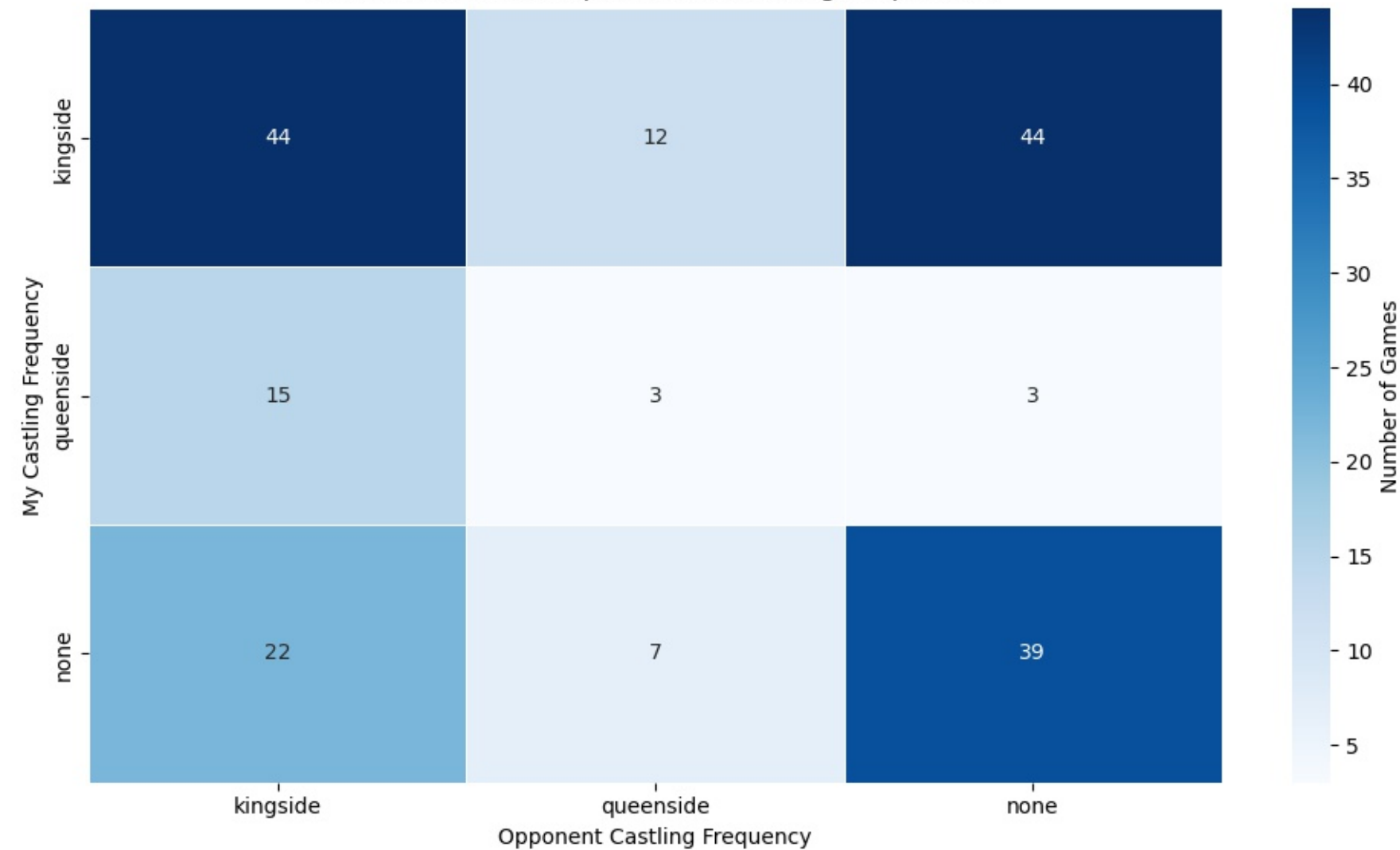
Win/Draw/Loss Percentages by Time Left (Rapid Games)



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies



Rating Over Time for Different Time Controls

