Elo Rating Over the Year by Time Control

Average Elo Rating

Year

Time Control
- Bullet
- Blitz
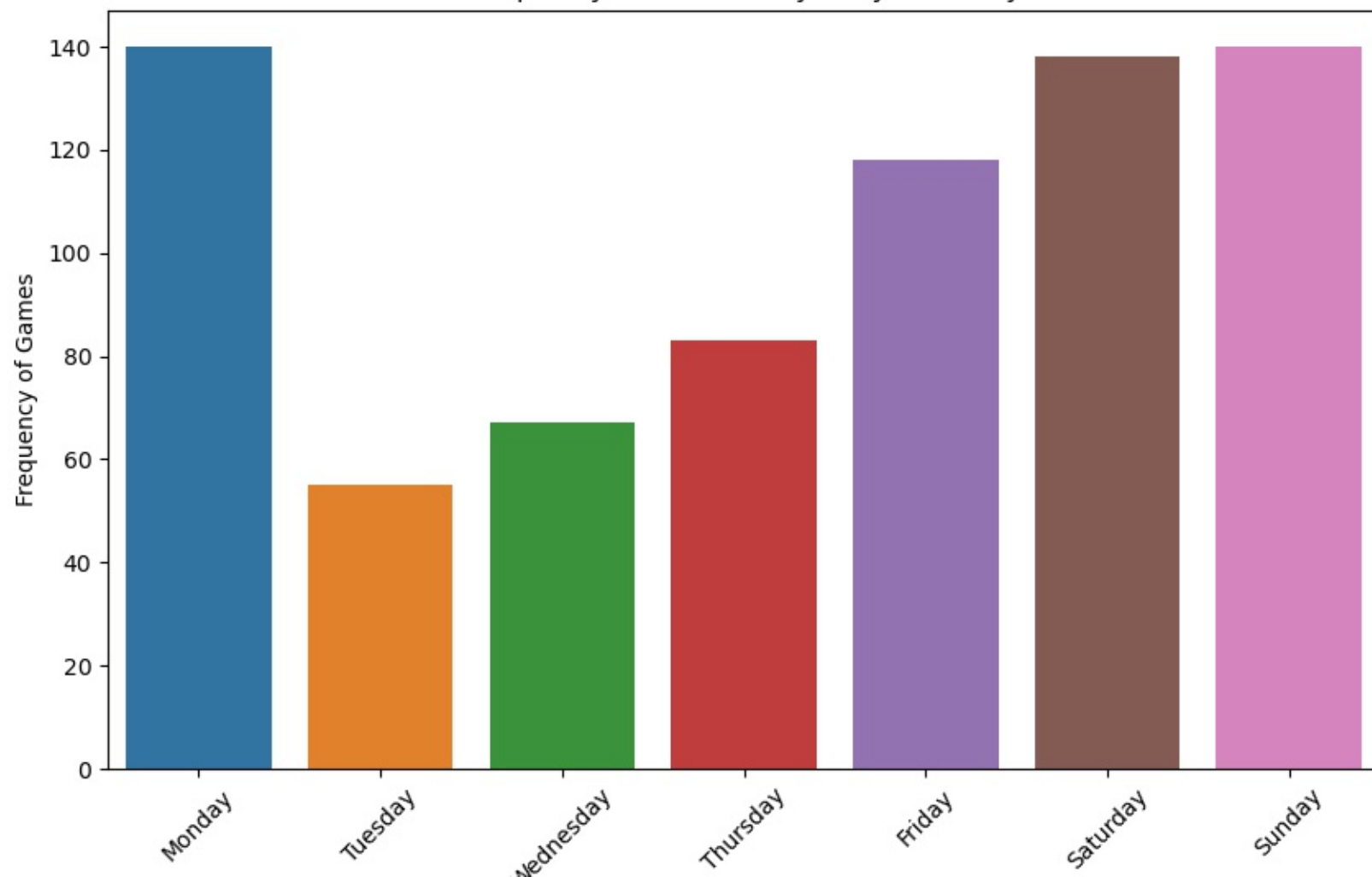- Rapid
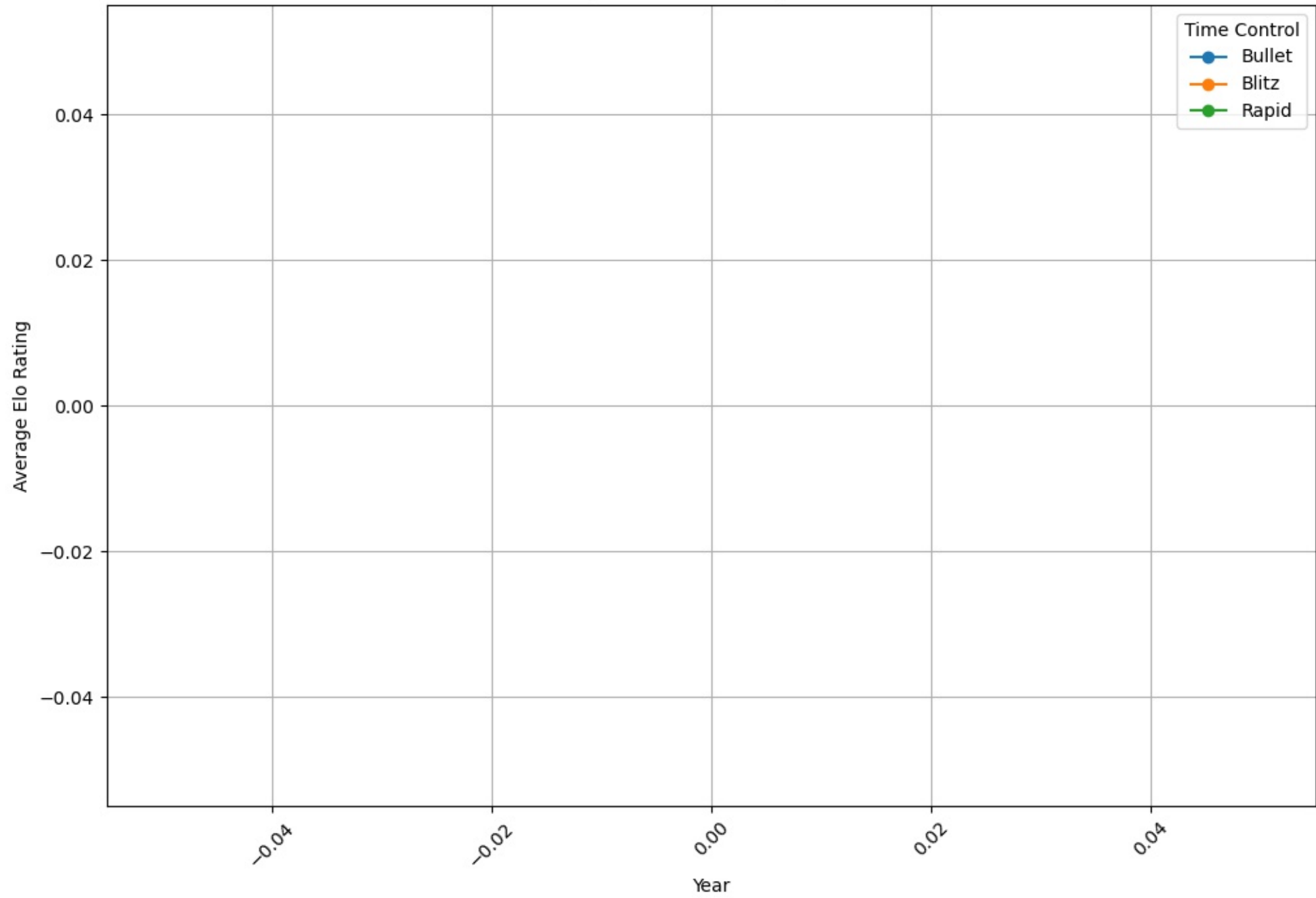
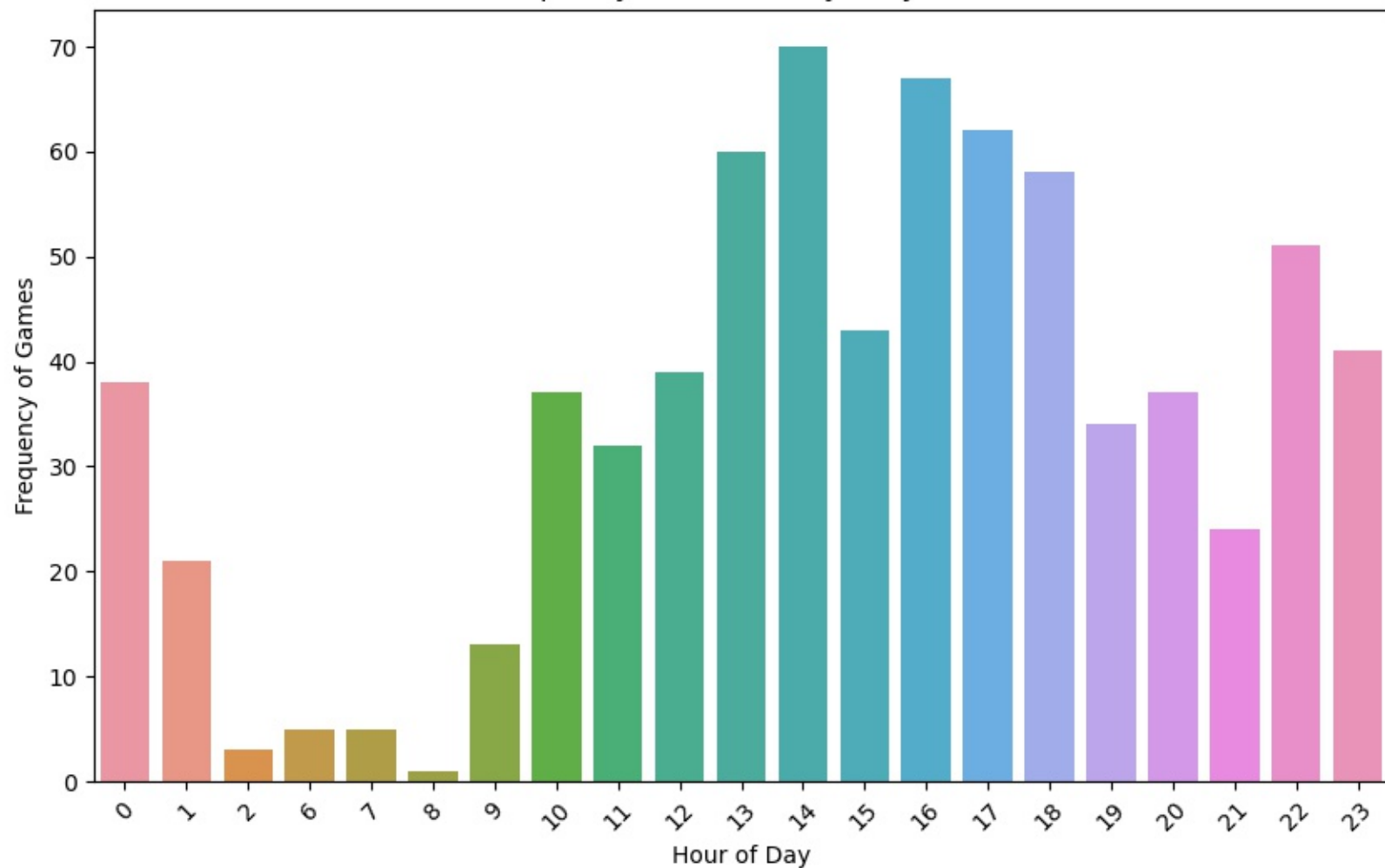Elo Rating Over the Months by Time Control
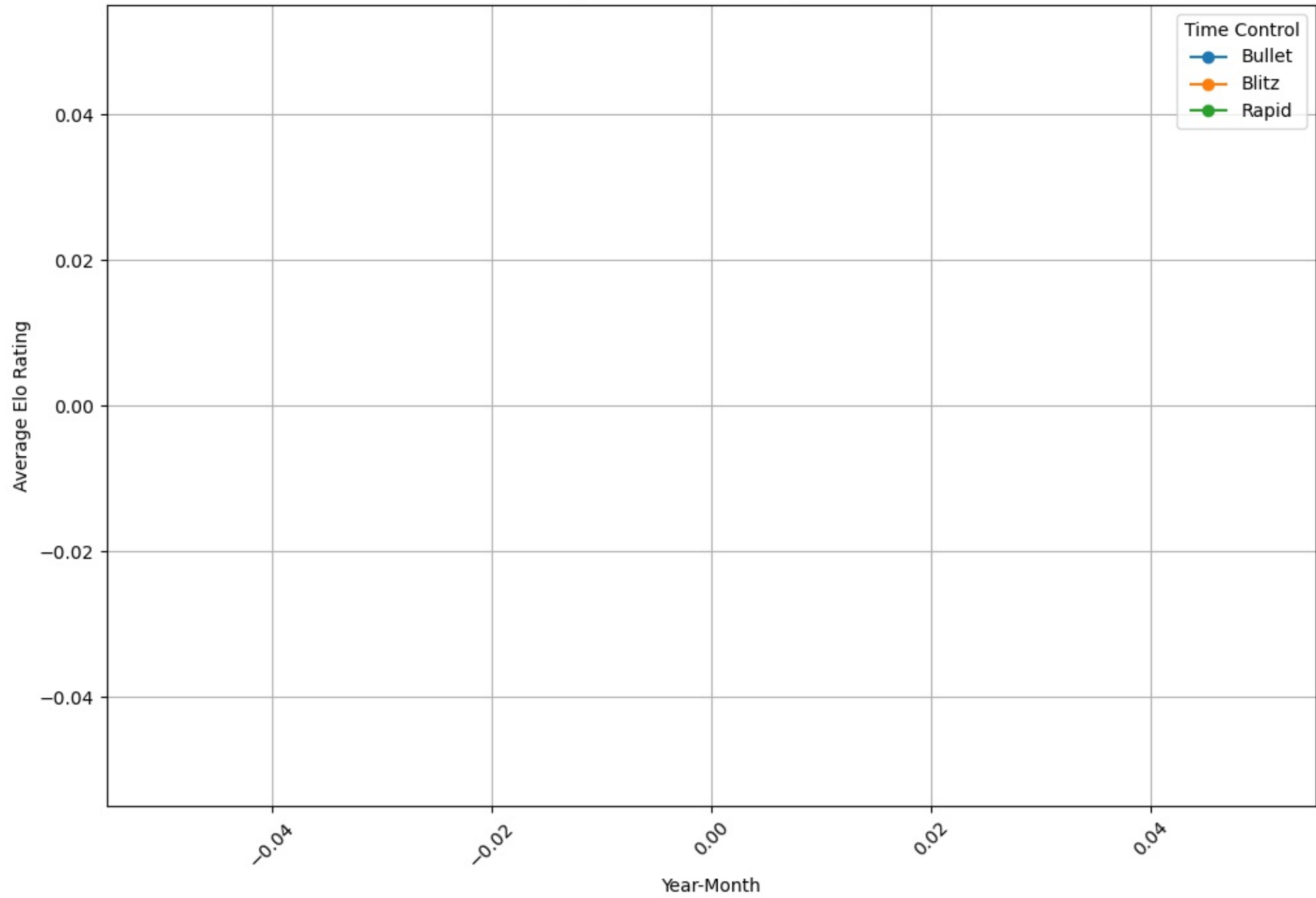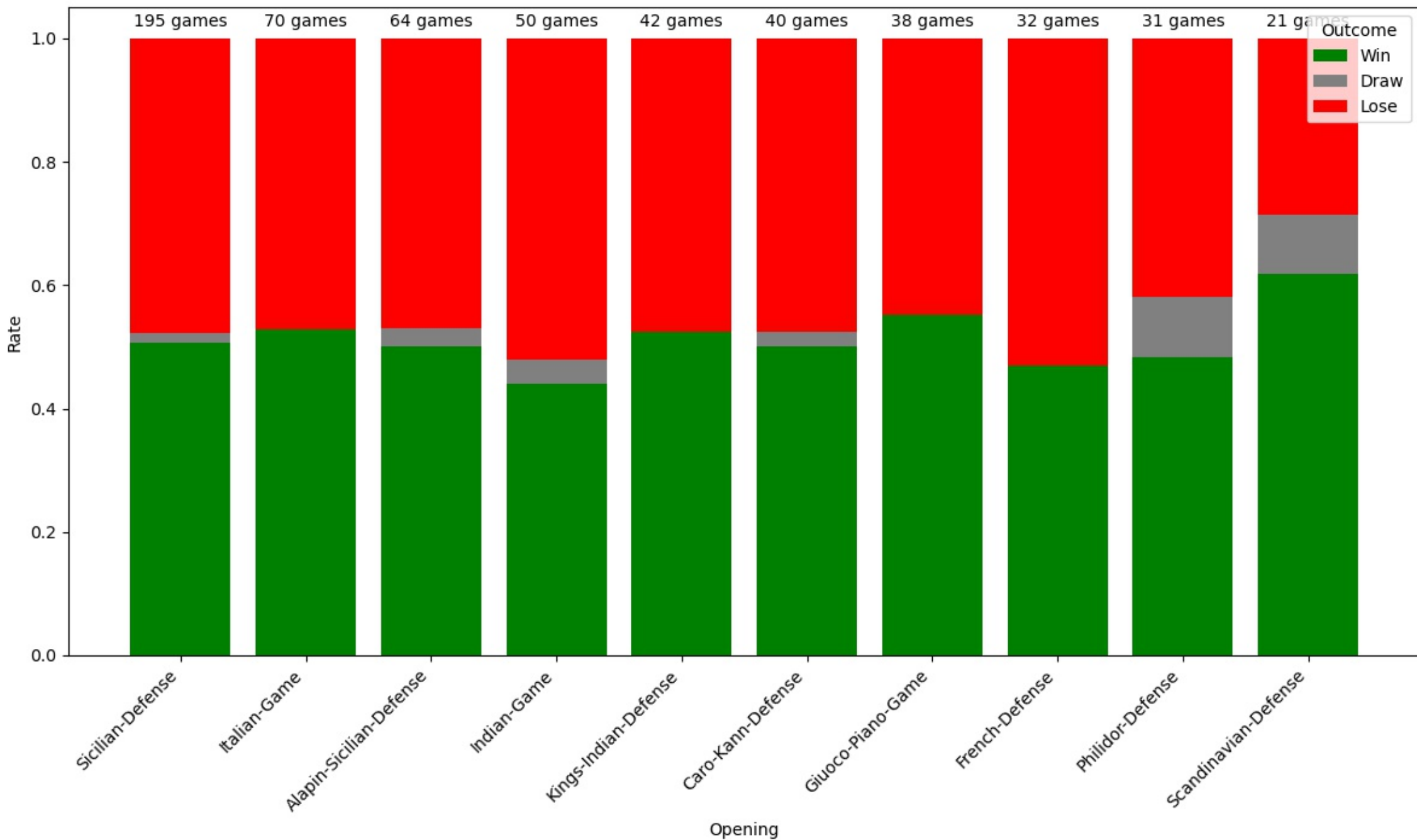
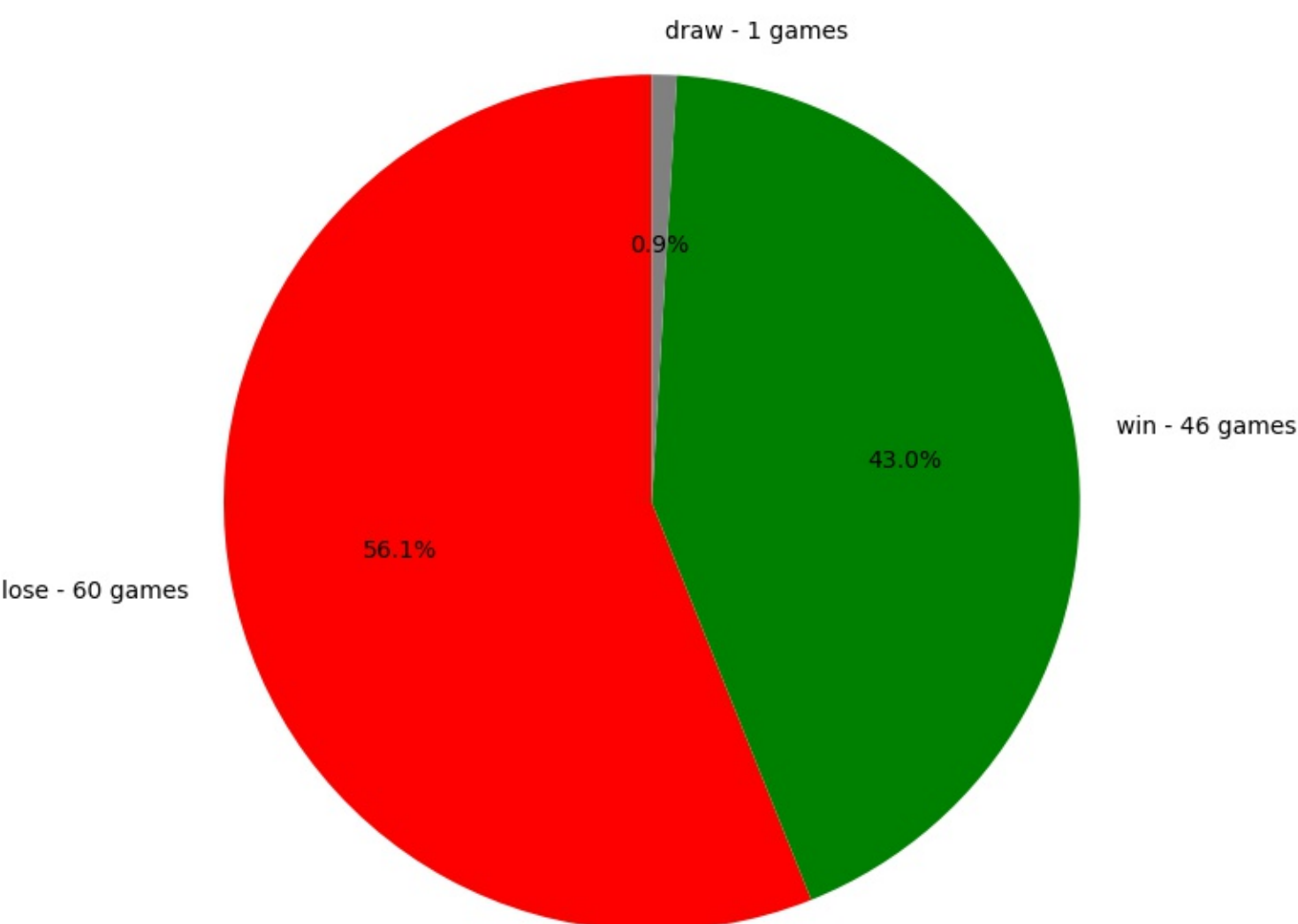Frequency of Games Played Over Months
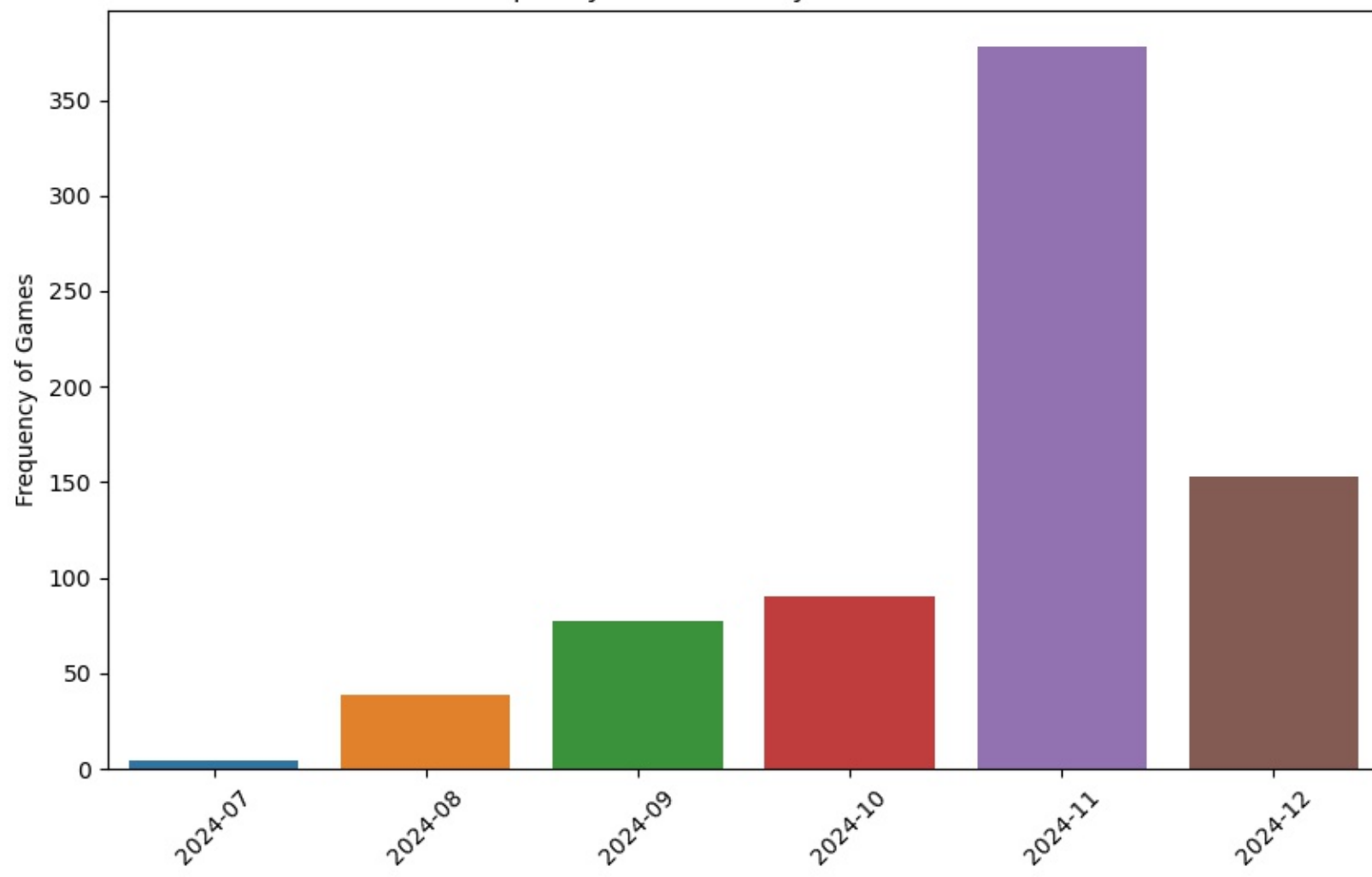
Frequency of Games Played by Weekday

Frequency of Games Played by Hour

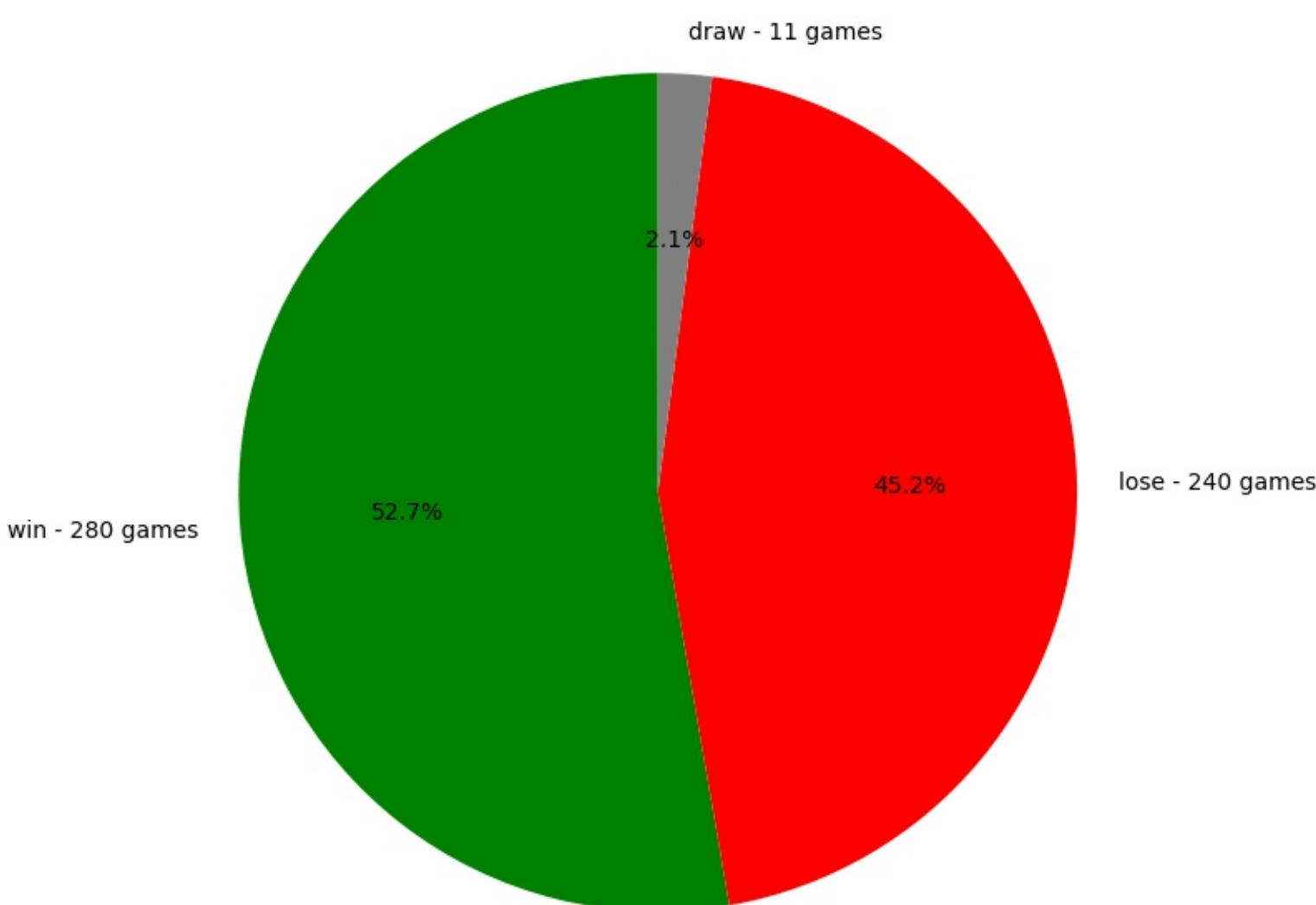Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)
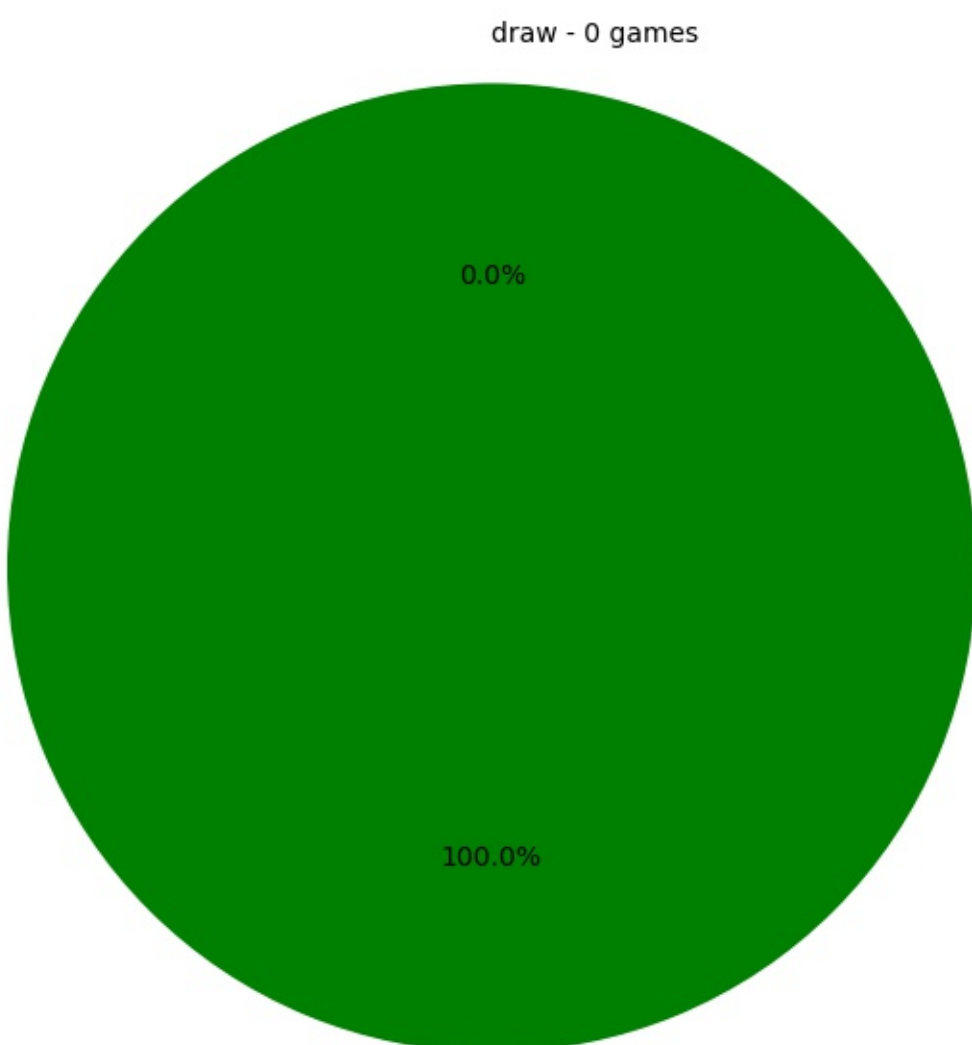
15 + 10 Win/Loss/Draw Distribution

draw - 1 games

0.9%

win - 46 games

43.0%

lose - 60 games

56.1%

Total: 107 games

10 + 0 Win/Loss/Draw Distribution

draw - 11 games

2.1%

win - 280 games

52.7%

lose - 240 games

45.2%

Total: 531 games

10 + 5 Win/Loss/Draw Distribution

draw - 0 games

0.0%

100.0%

win - 1 games

Total: 1 games

5 + 0 Win/Loss/Draw Distribution

draw - 0 games

0.0%

lose - 5 games

31.2%

win - 11 games

68.8%
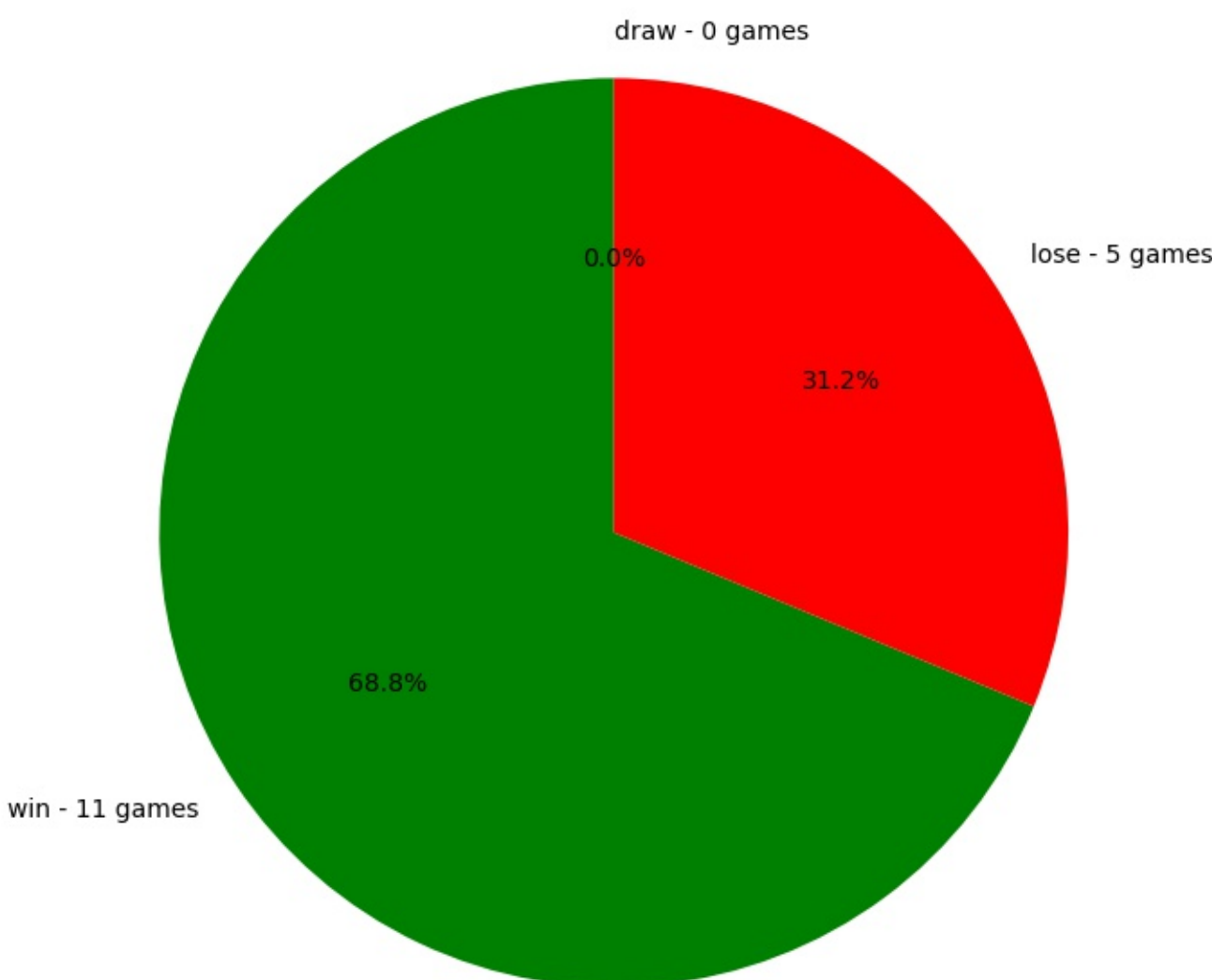
Total: 16 games

3 + 0 Win/Loss/Draw Distribution

draw - 1 games

2.0%

win - 24 games

49.0%

lose - 24 games

49.0%
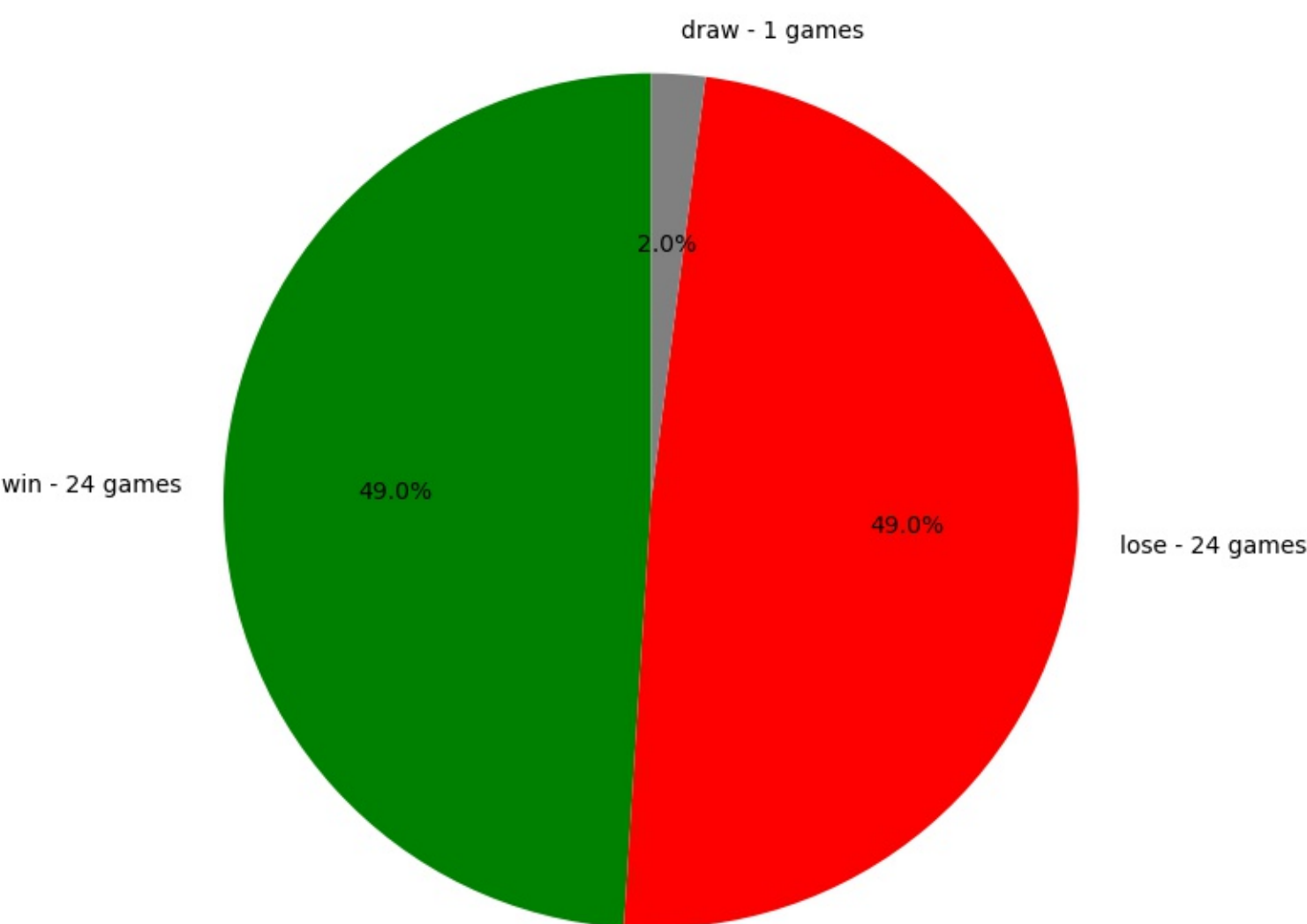
Total: 49 games

1 + 0 Win/Loss/Draw Distribution

draw - 3 games

10.0%

win - 14 games

46.7%

lose - 13 games

43.3%
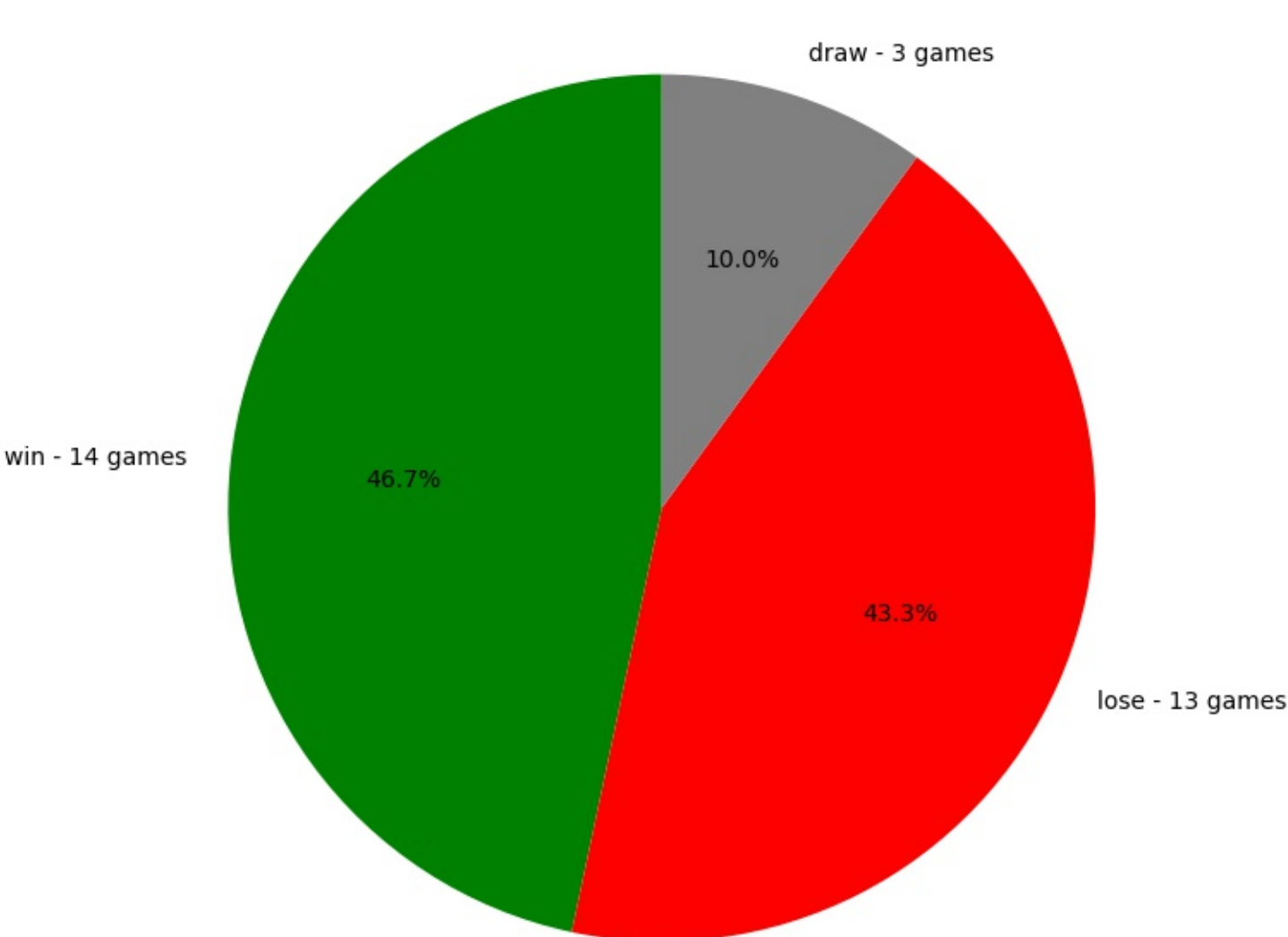
Total: 30 games

3 + 2 Win/Loss/Draw Distribution

draw - 0 games

0.0%

lose - 2 games

28.6%

win - 5 games

71.4%
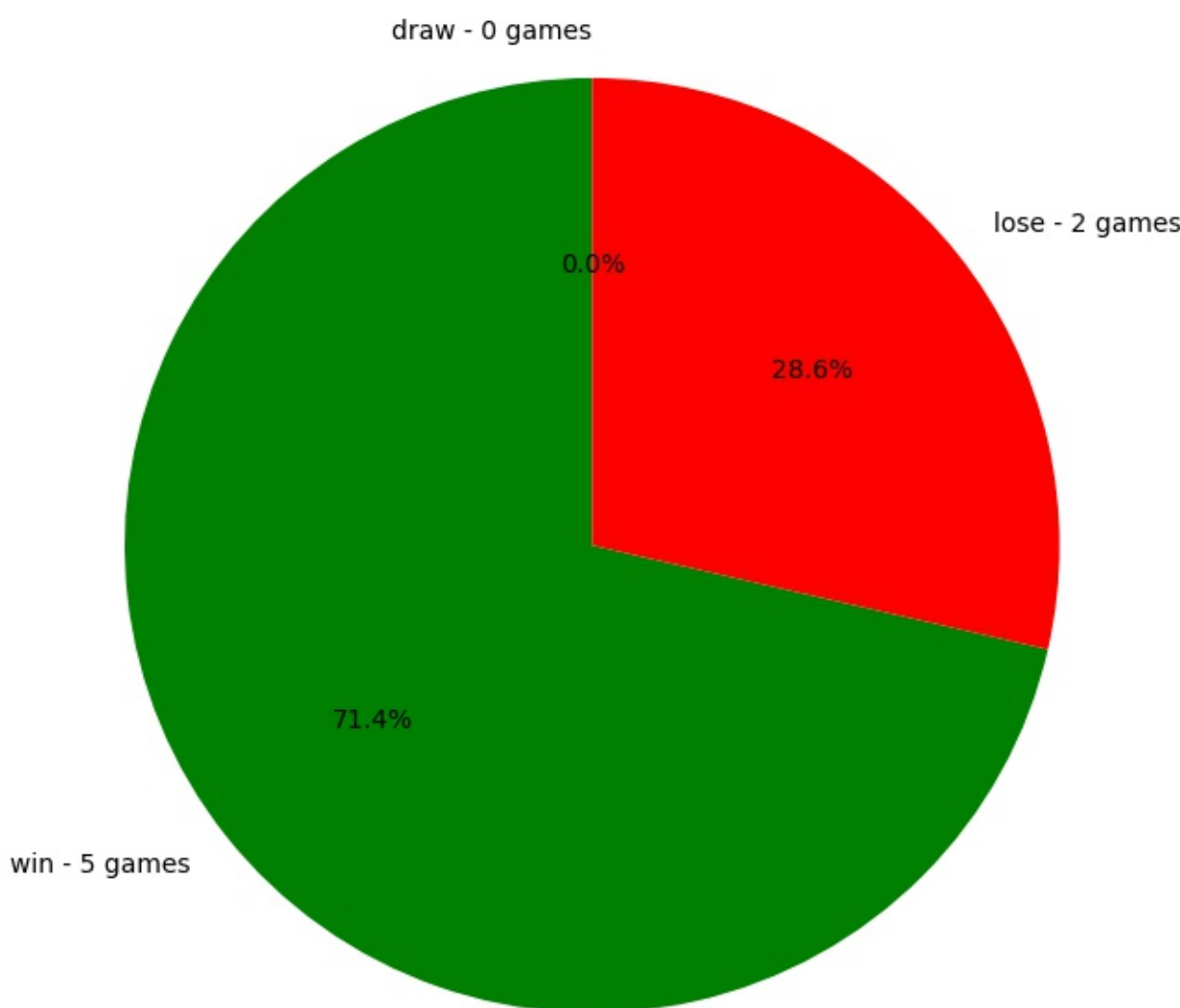
Total: 7 games

rapid Win/Loss Distribution

draw - 12 games

1.9%

win - 327 games   51.2%   46.9%   lose - 300 games

Total: 639 games

blitz Win/Loss Distribution

draw - 1 games

1.4%

win - 40 games   55.6%   43.1%   lose - 31 games

Total: 72 games
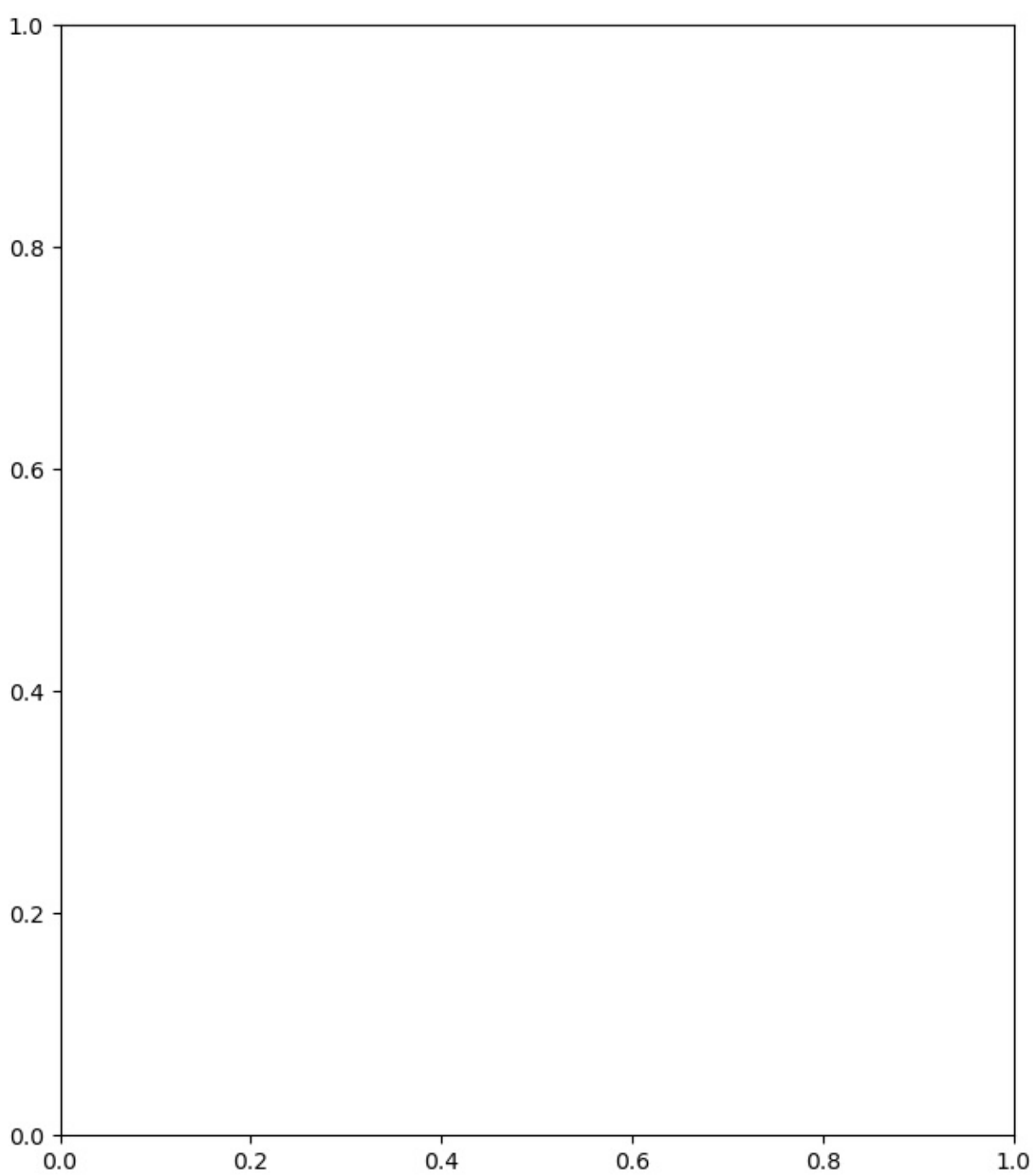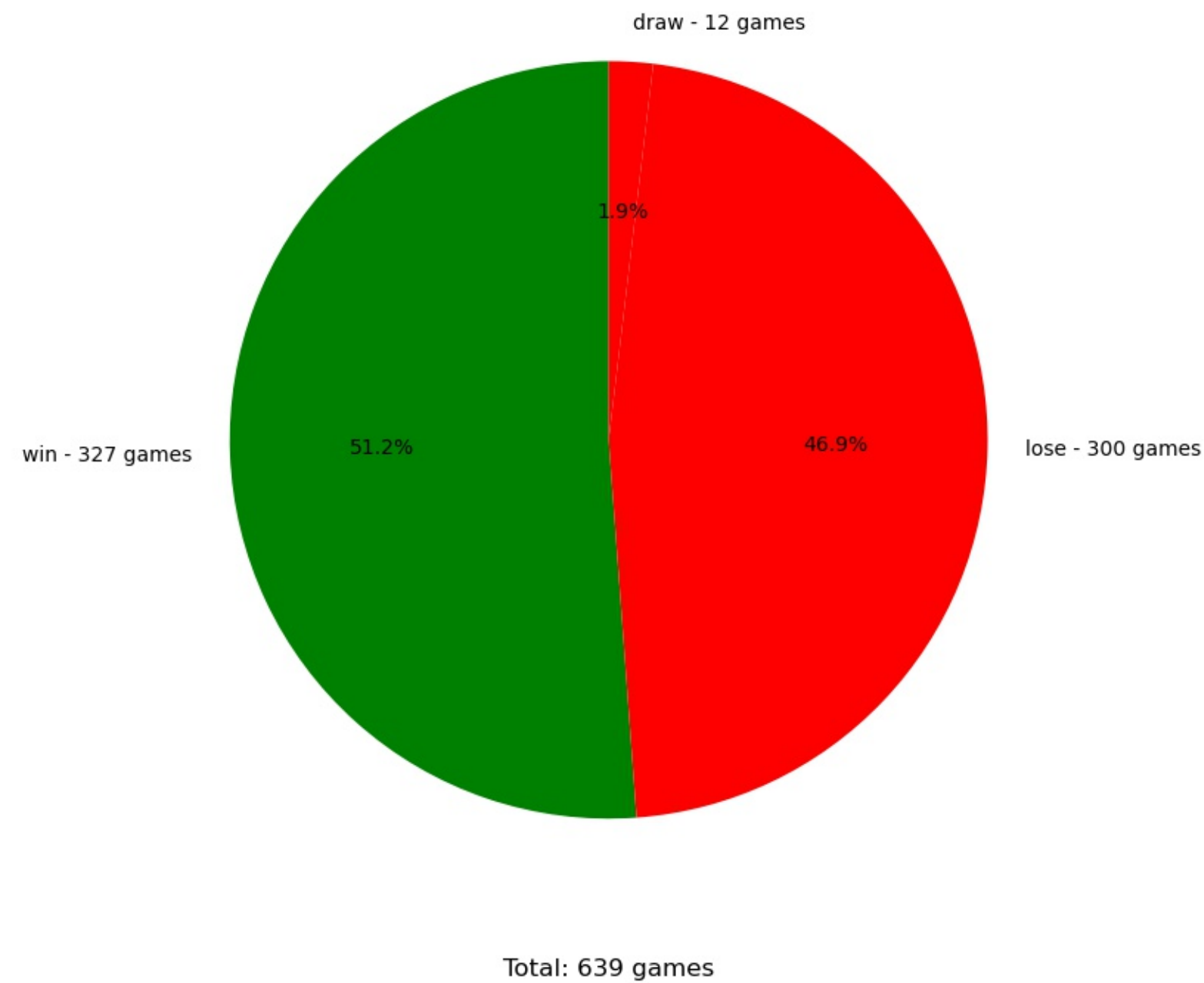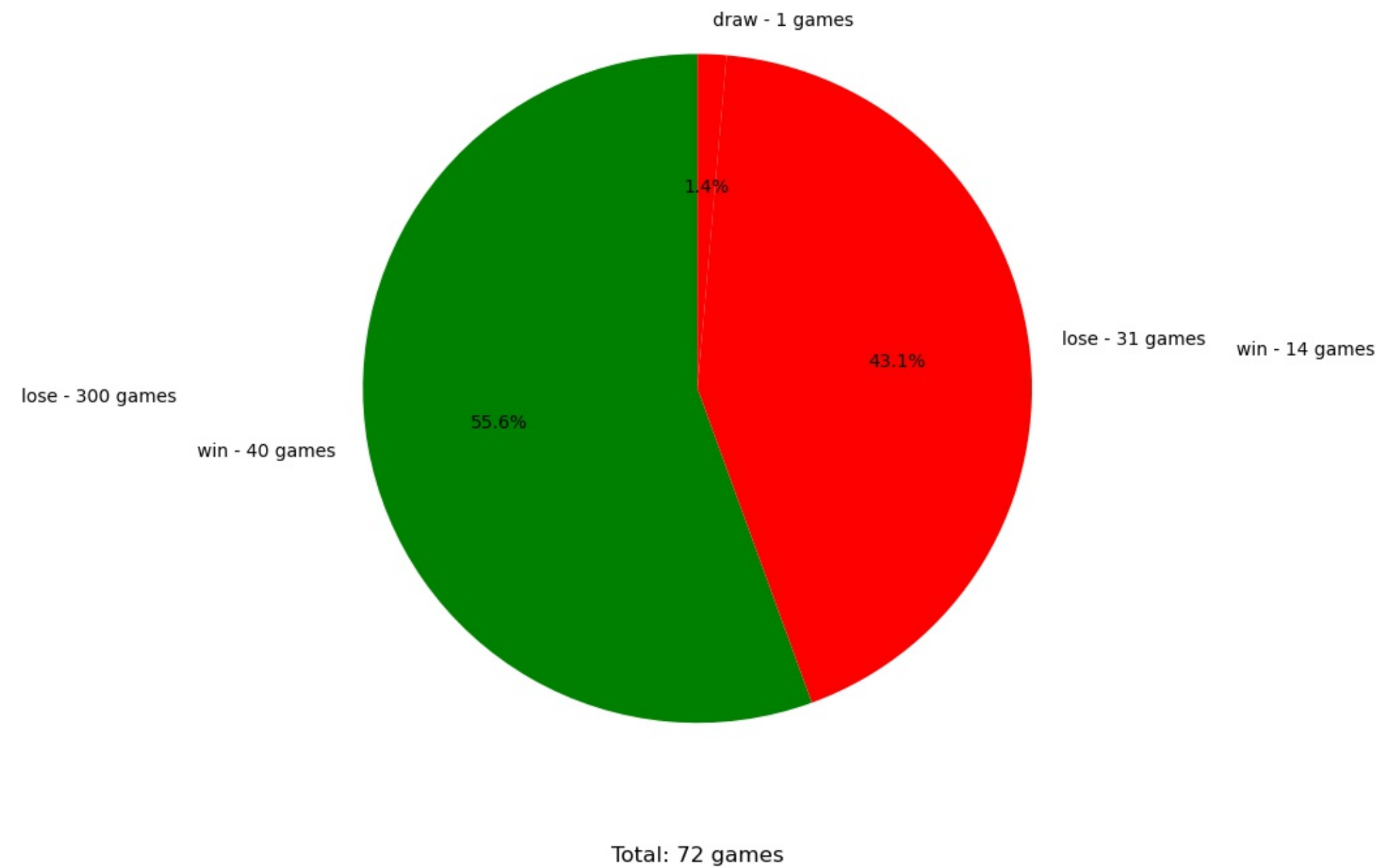
bullet Win/Loss Distribution

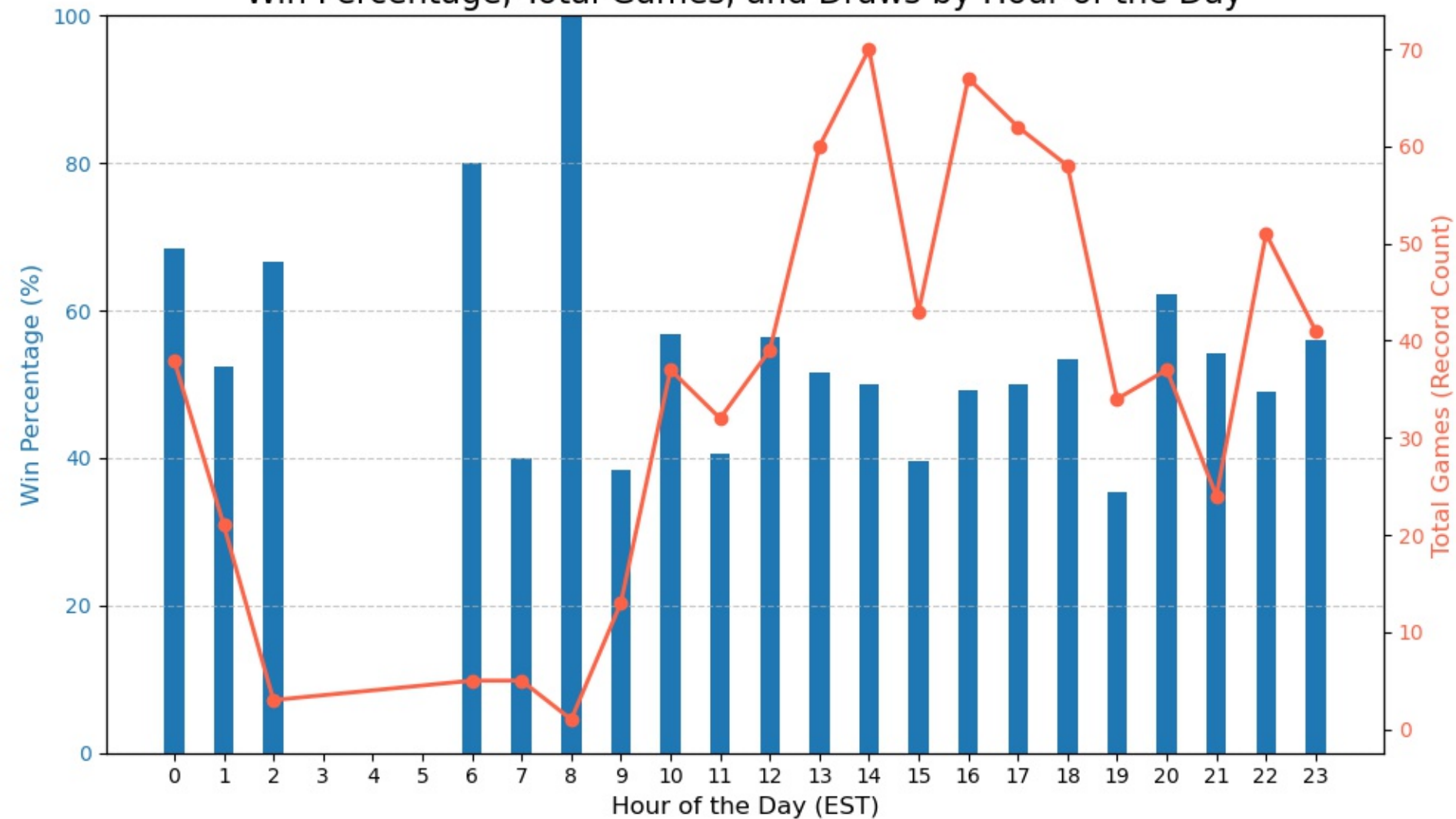draw - 3 games

10.0%

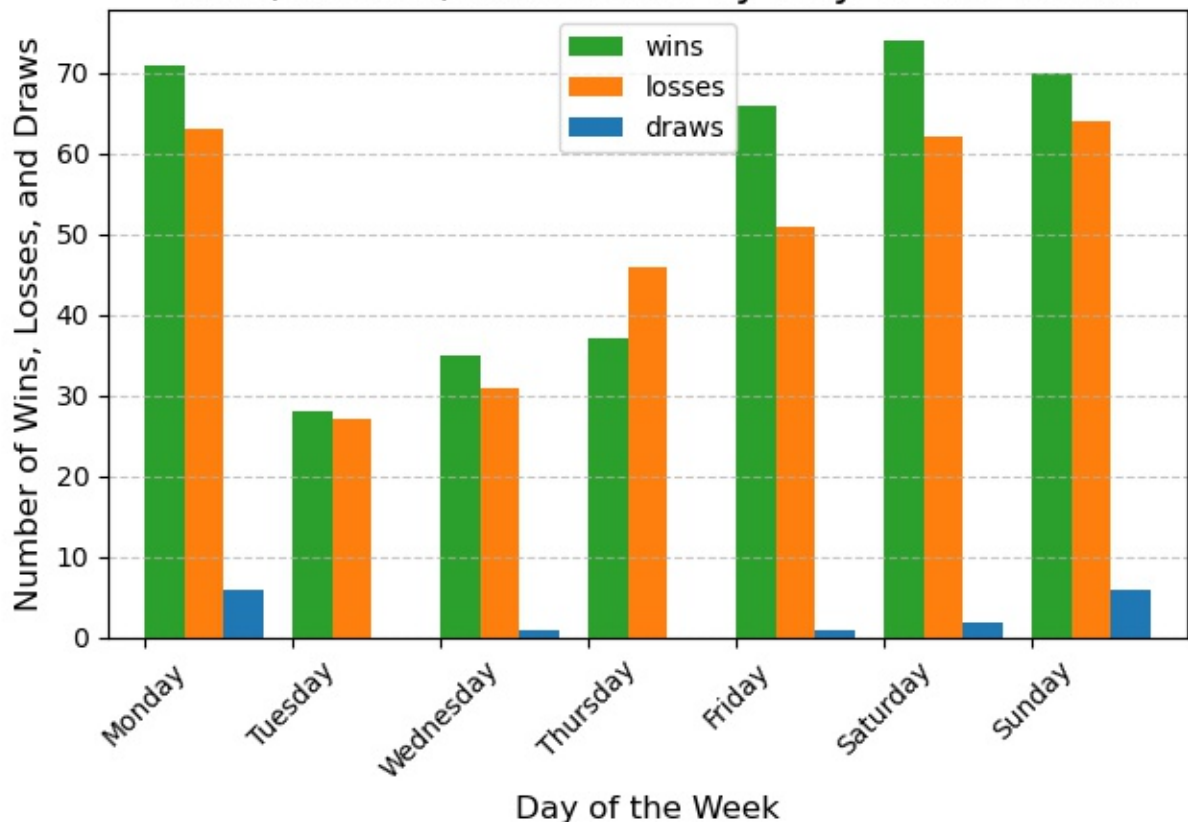win - 14 games   46.7%   43.3%   lose - 13 games

Total: 30 games
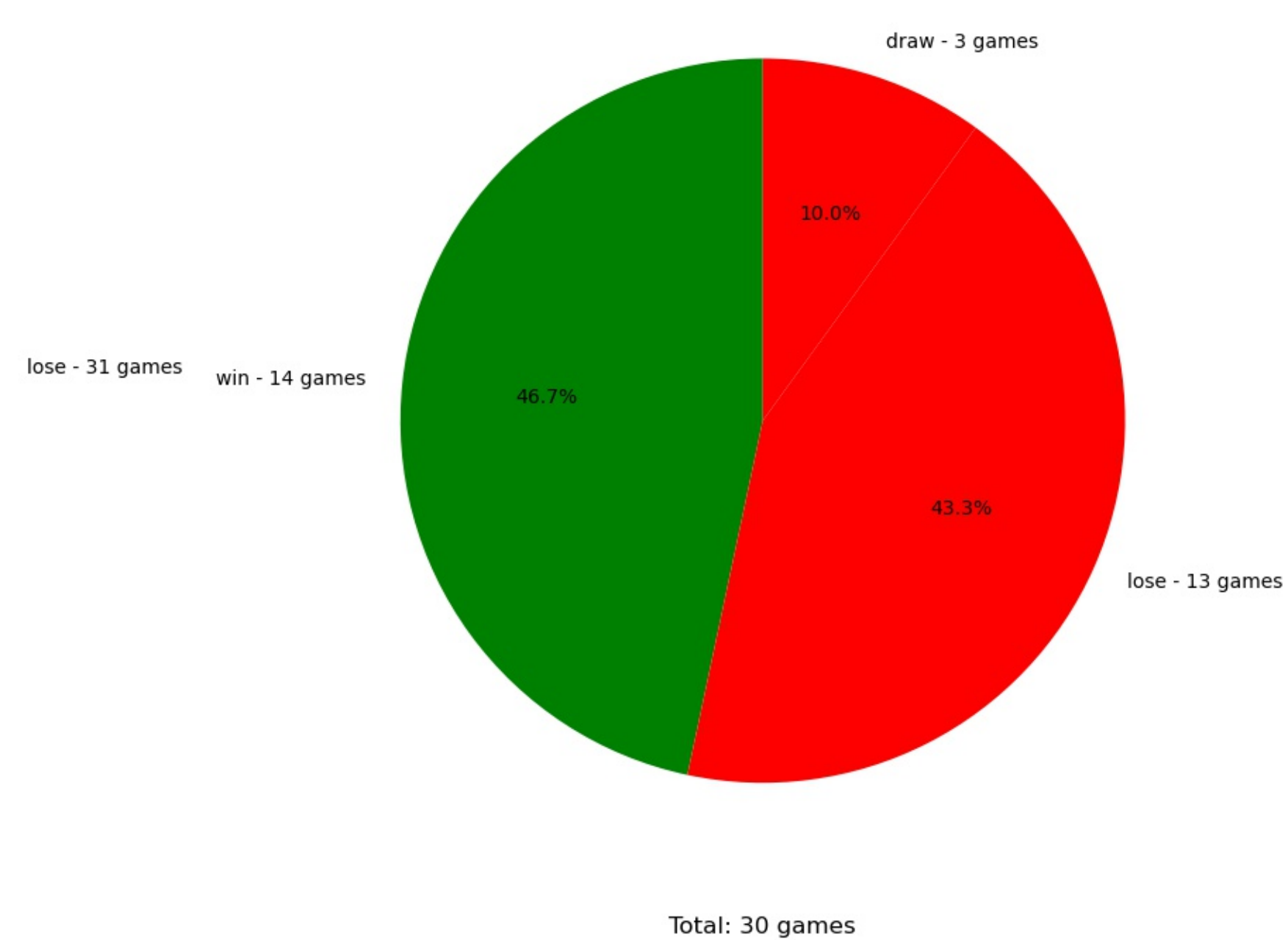
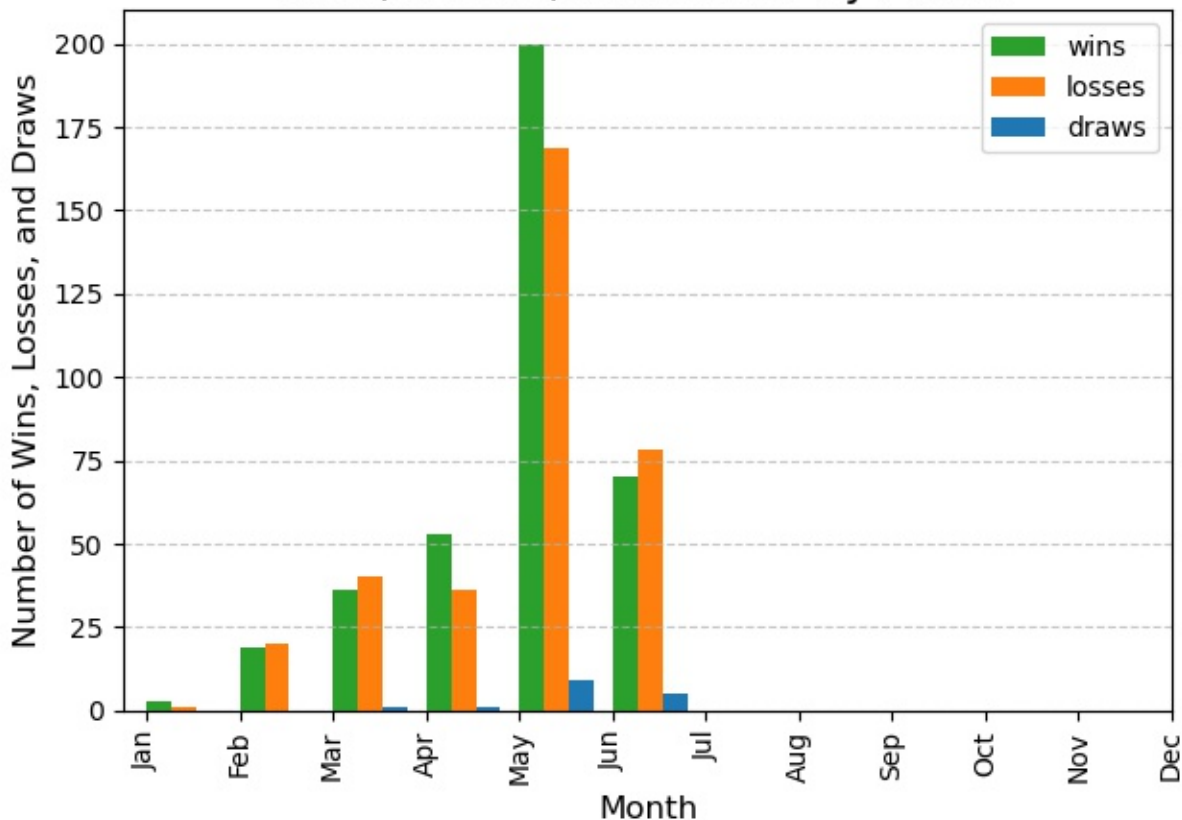Wins, Losses, and Draws by Hour of the Day
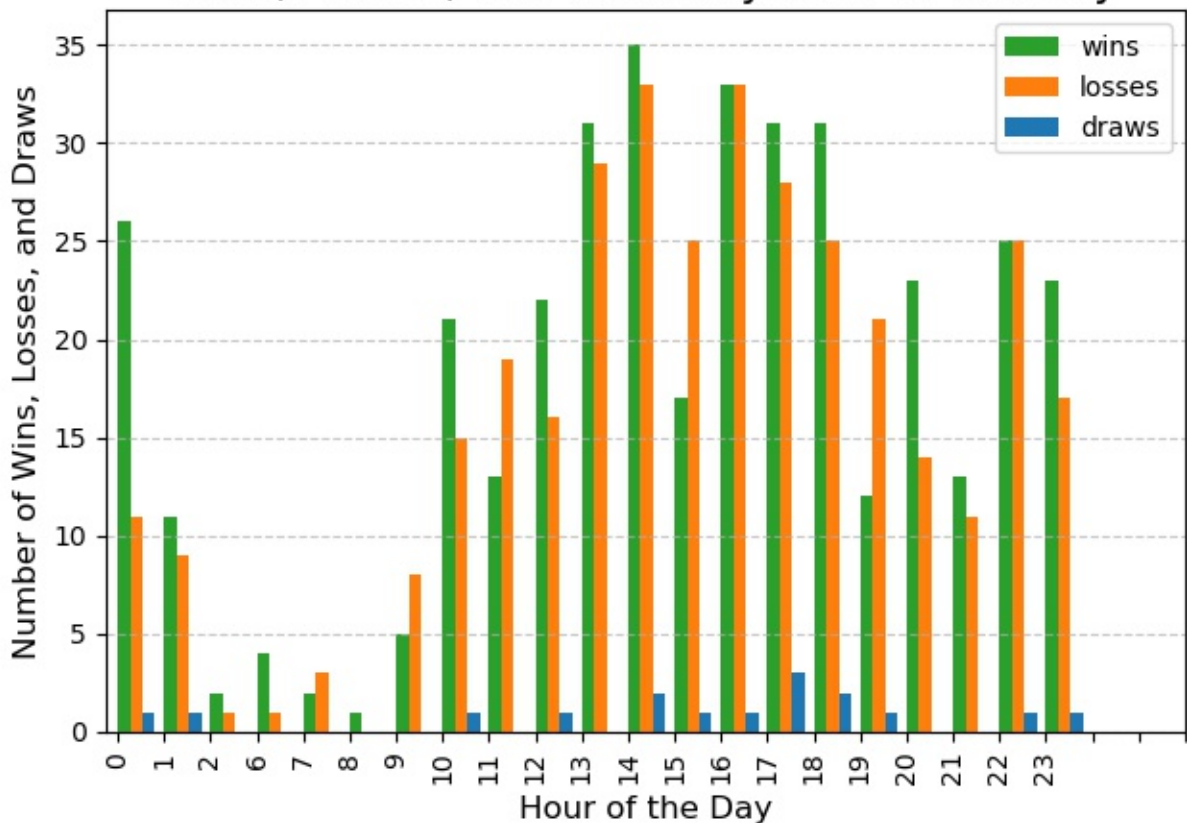
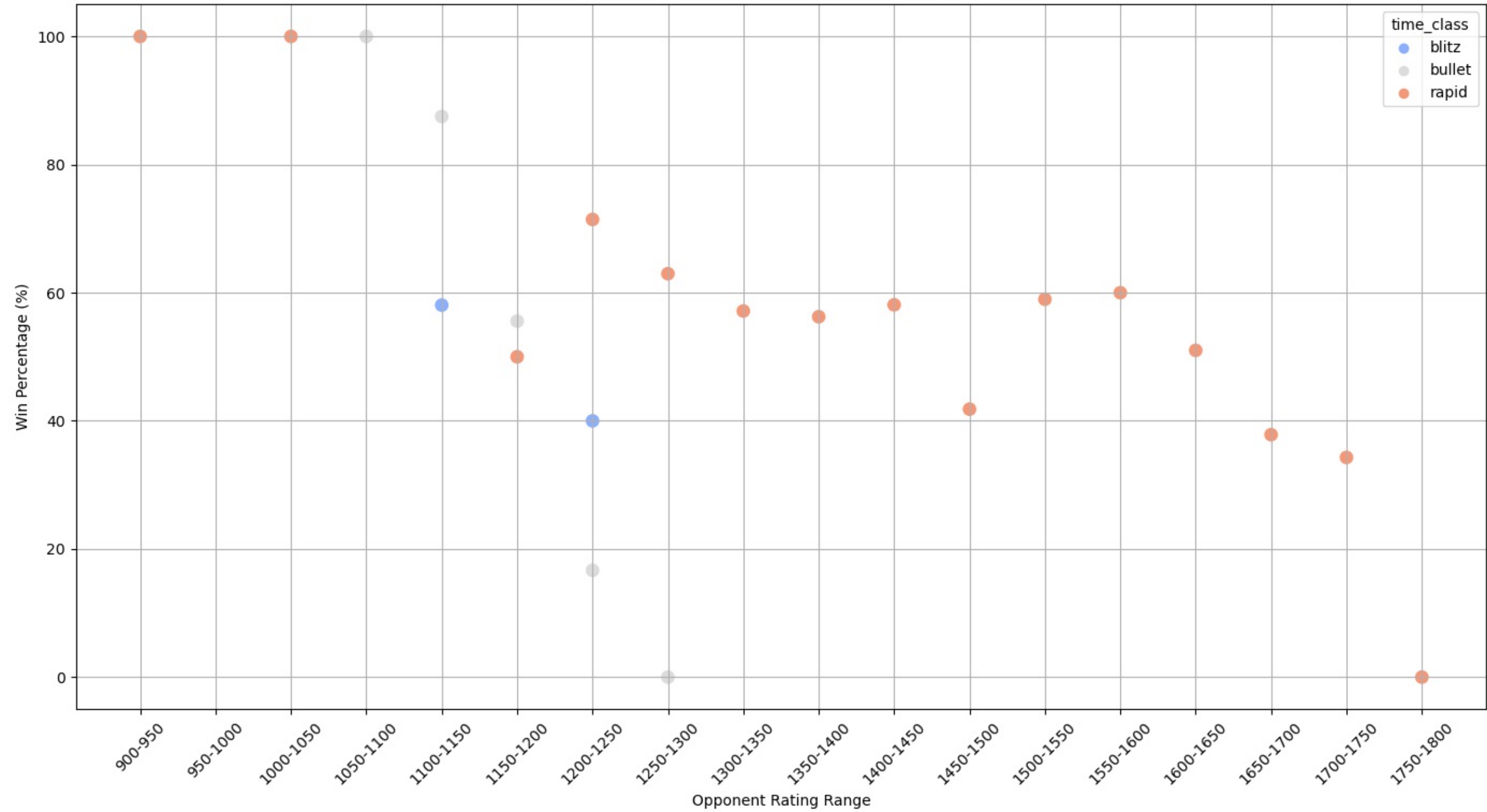Win Percentage, Total Games, and Draws by Hour of the Day

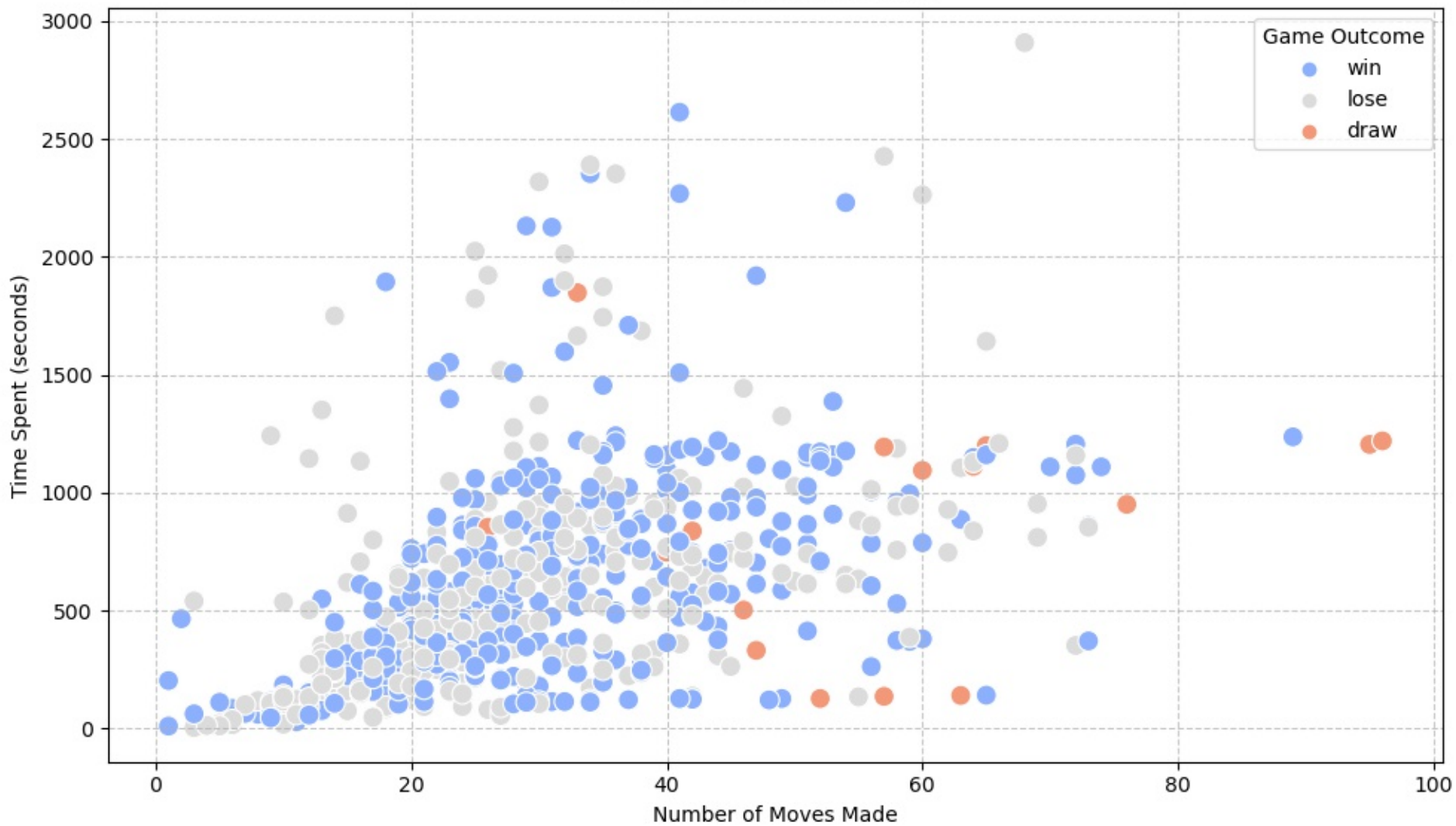Wins, Losses, and Draws by Day of the Week
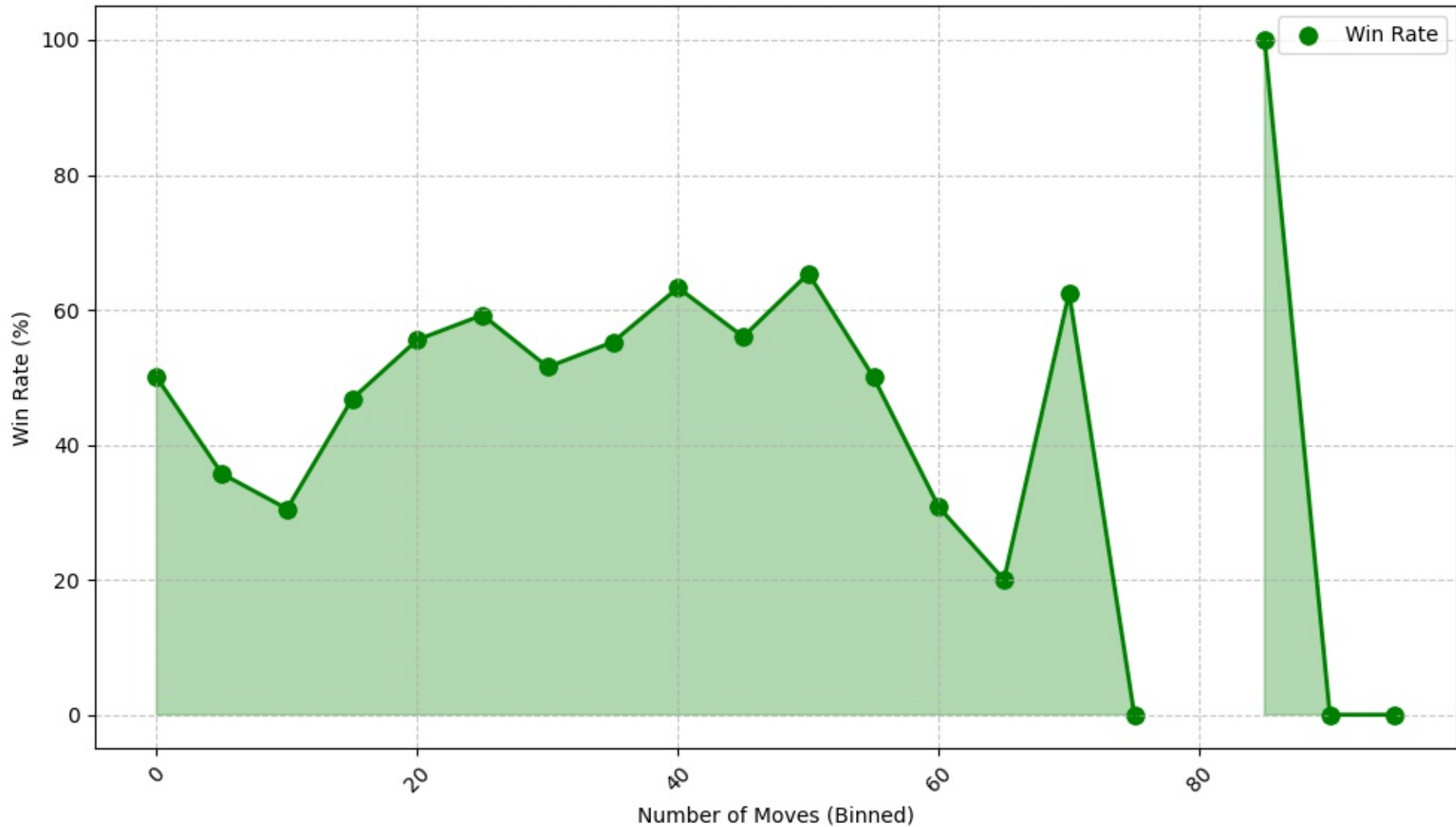
Wins, Losses, and Draws by Month

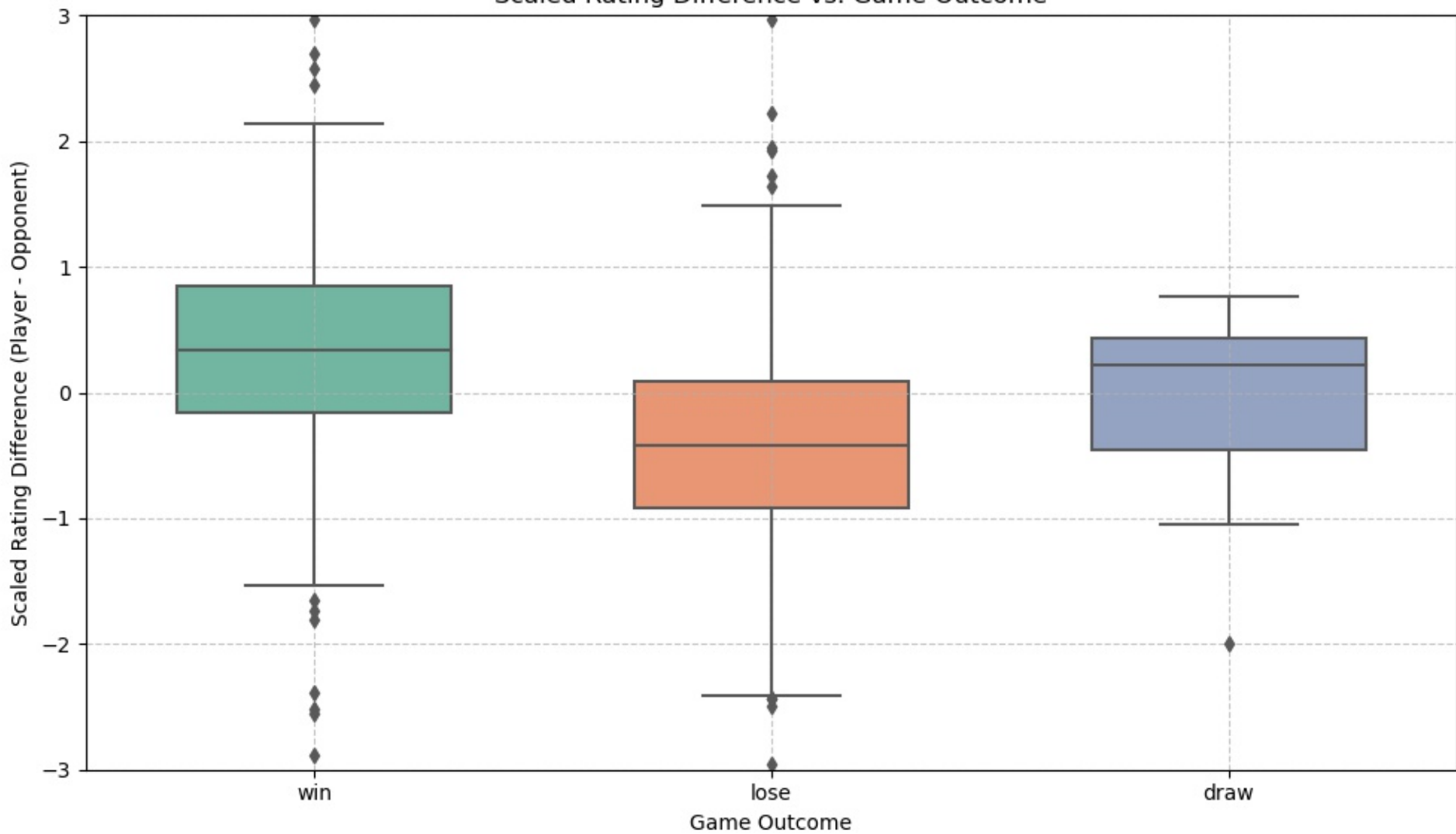Win Percentage vs. Opponent Rating Range by Time Class
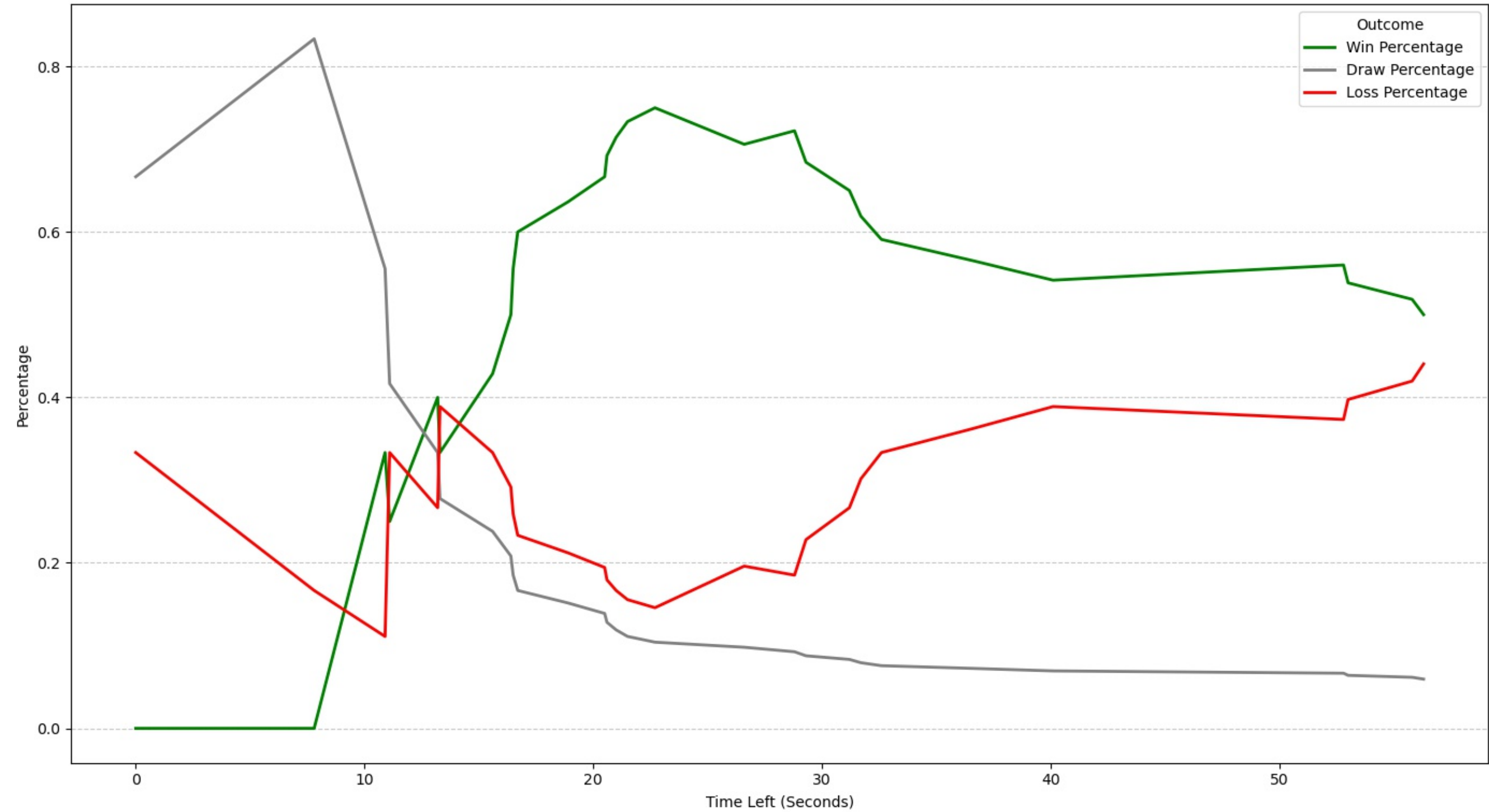
Moves vs. Game Outcome
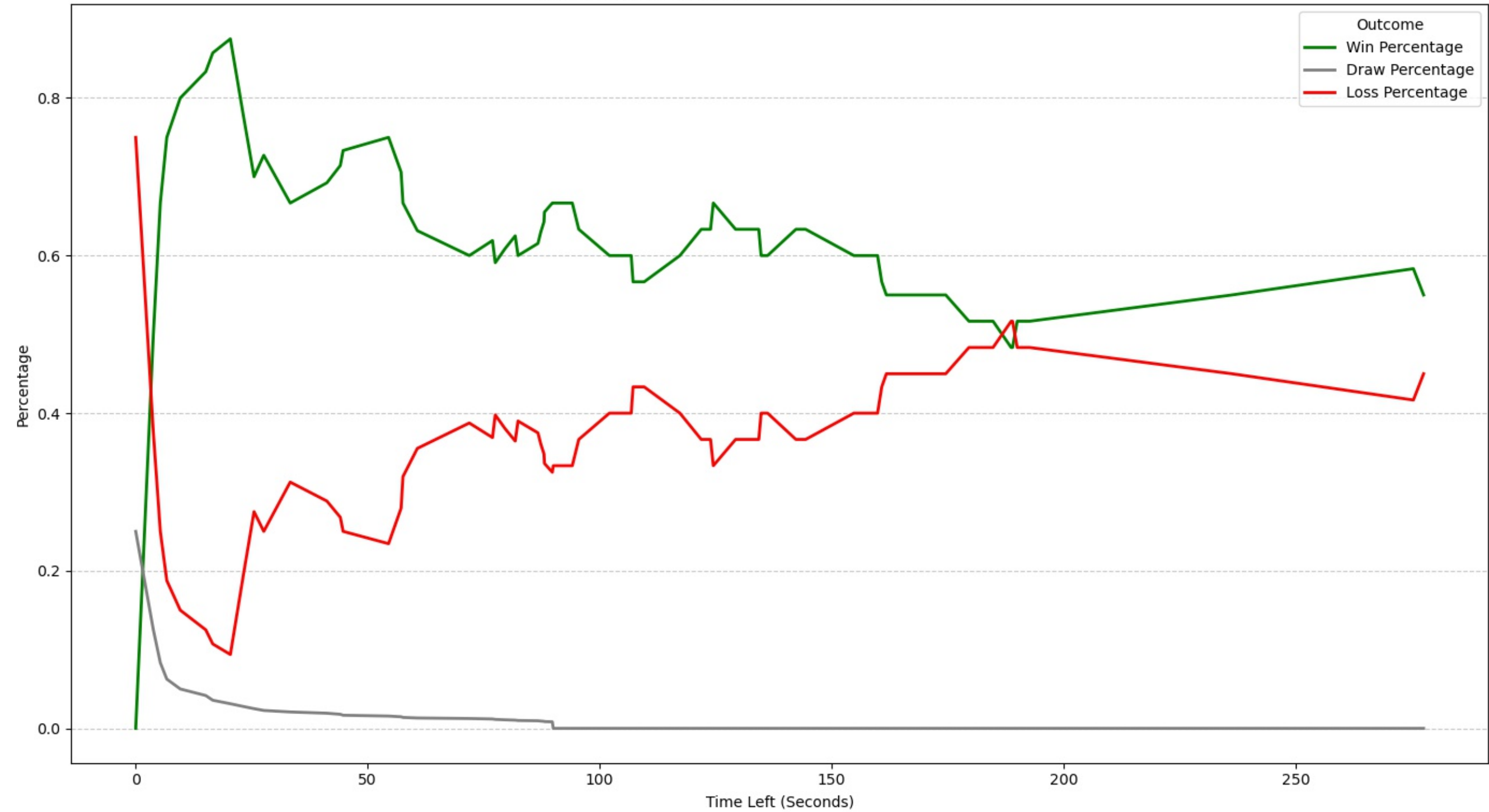
Win Rate vs. Number of Moves Made (Binned)

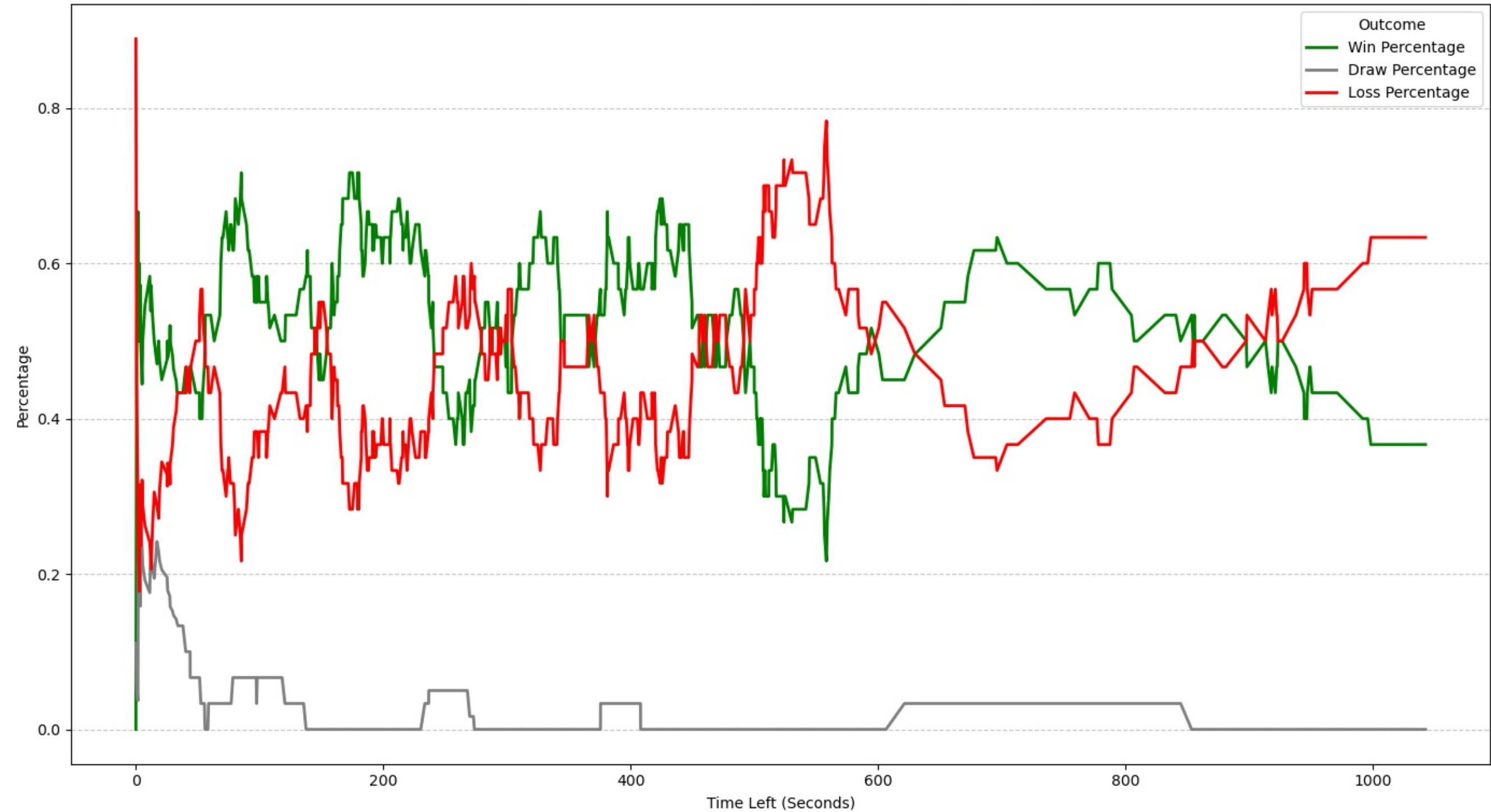Scaled Rating Difference vs. Game Outcome

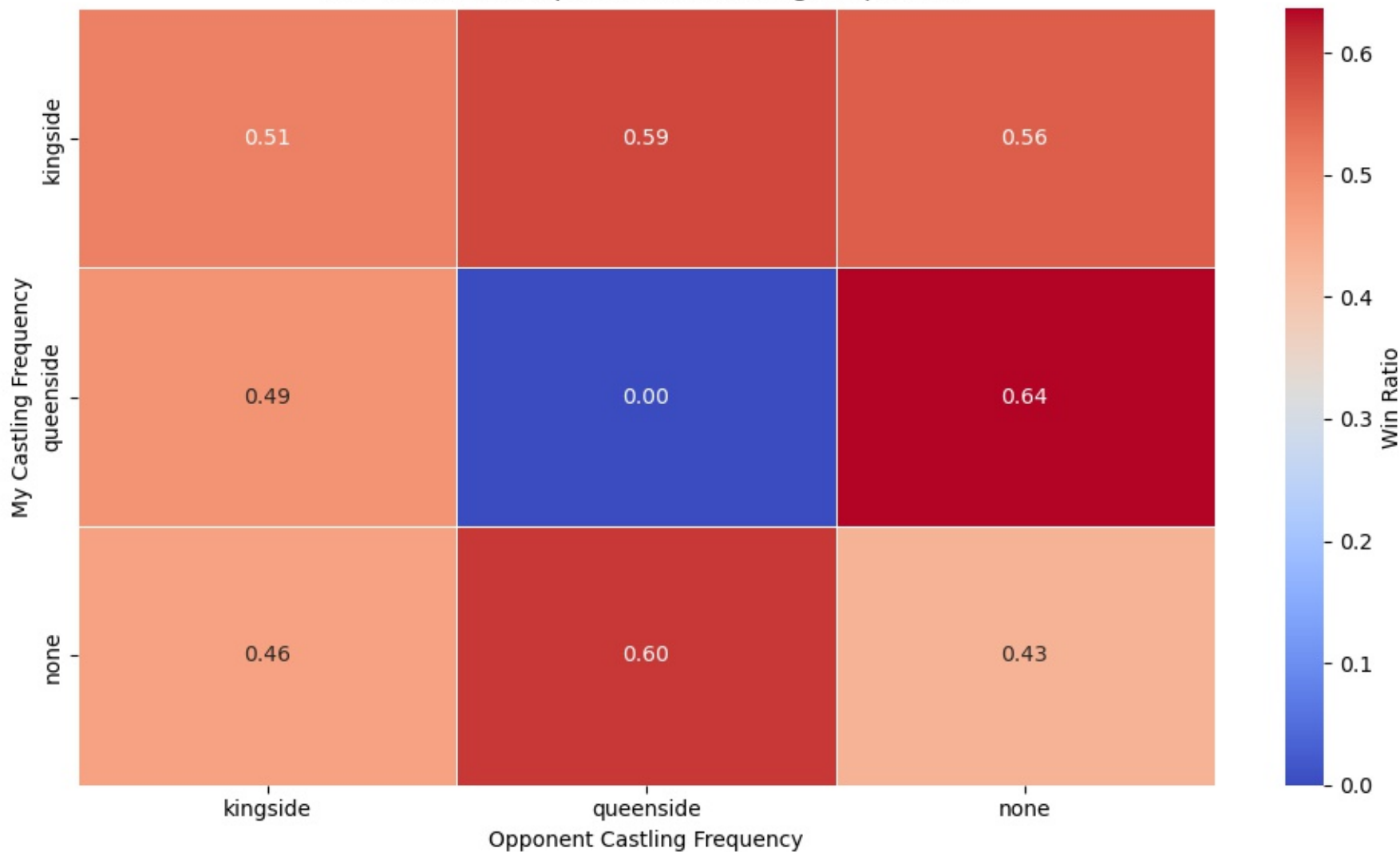Win/Draw/Loss Percentages by Time Left (Bullet Games)

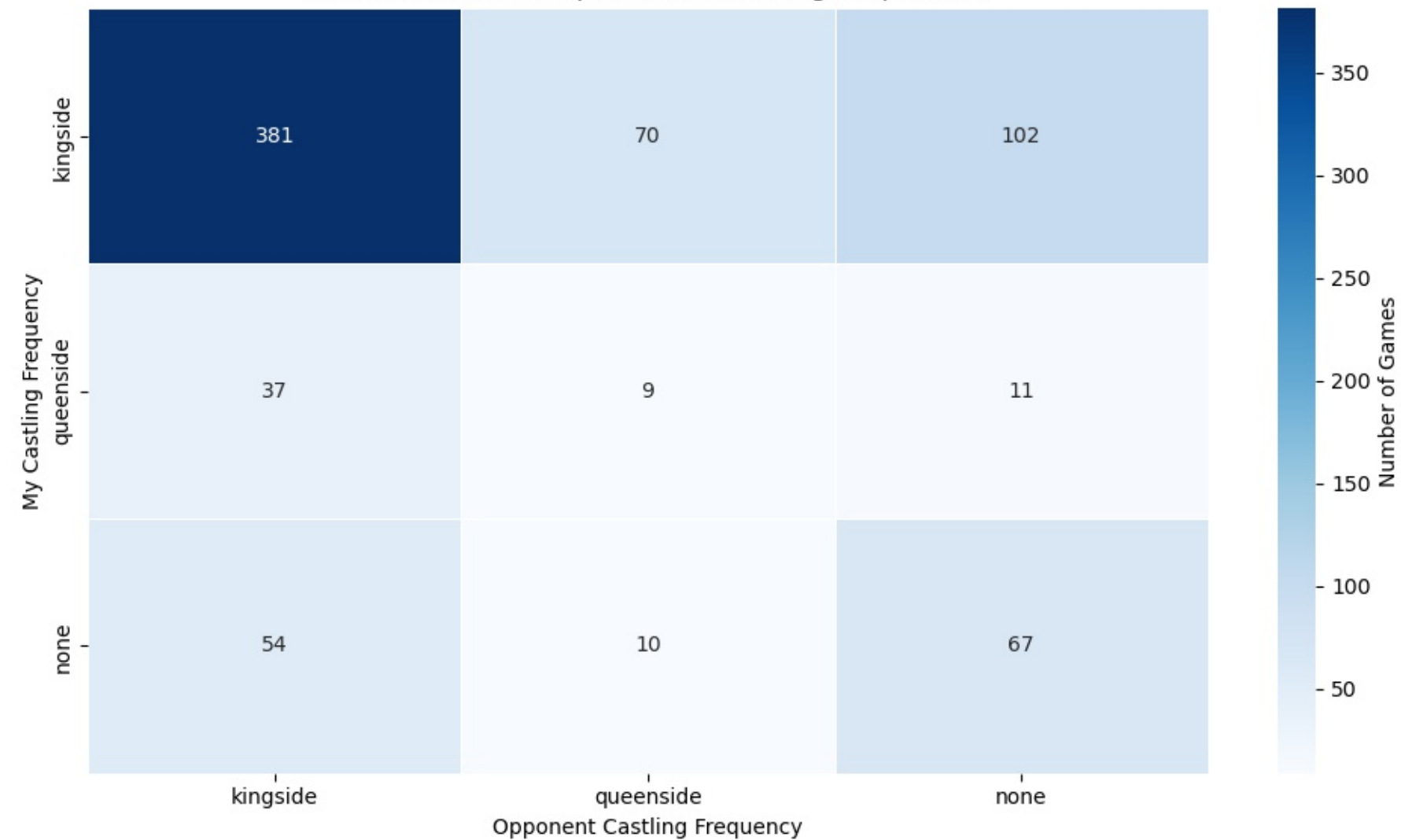Win/Draw/Loss Percentages by Time Left (Blitz Games)

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