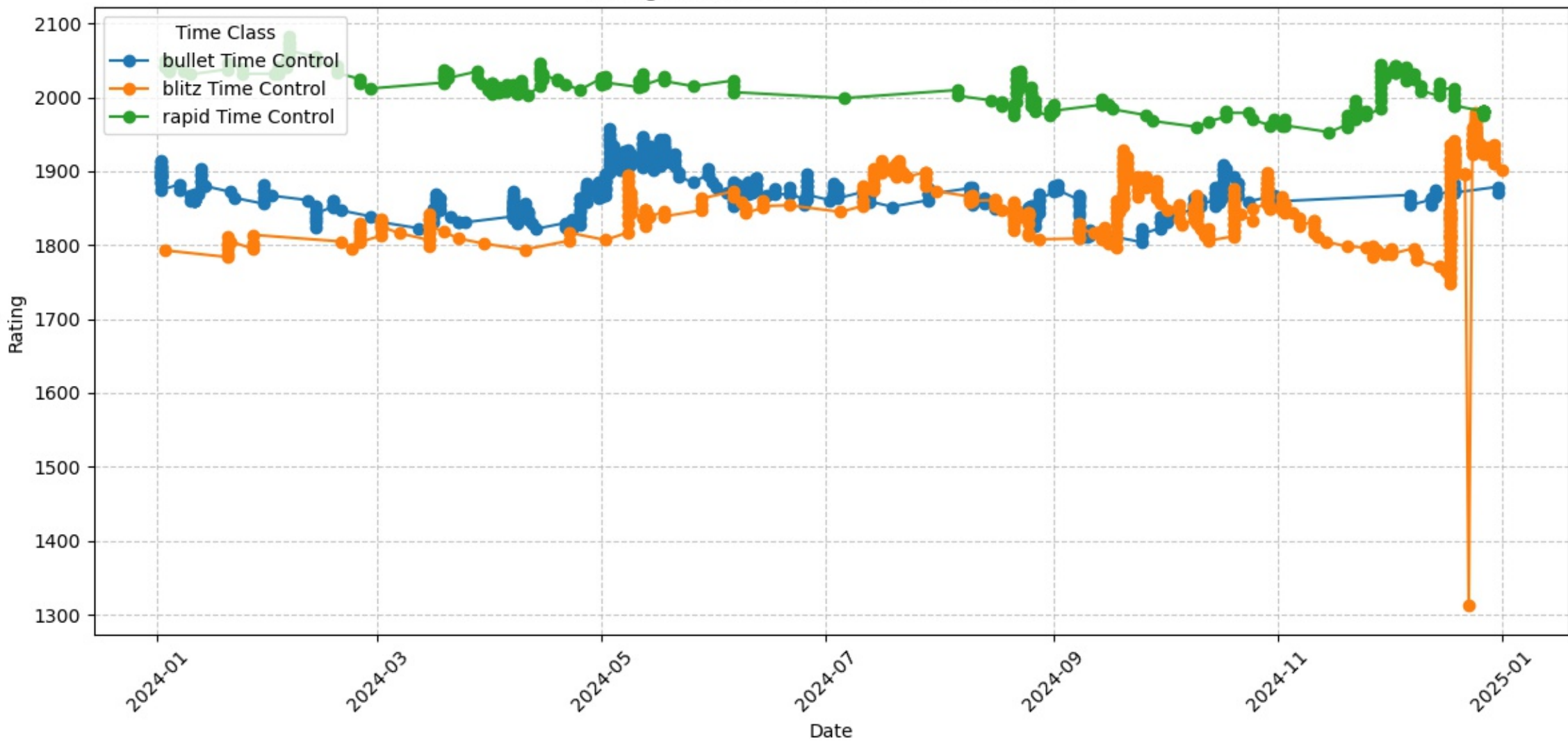
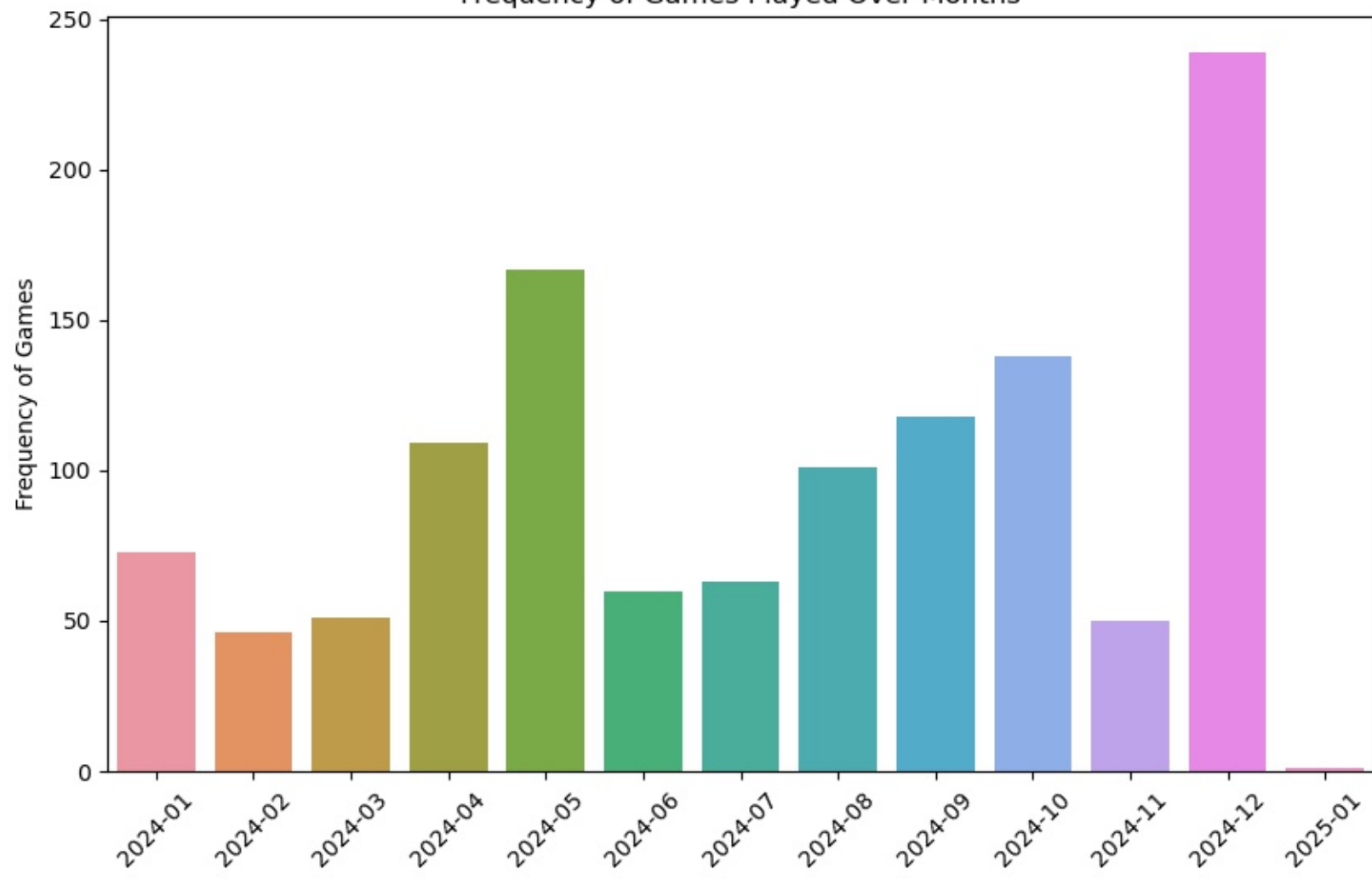


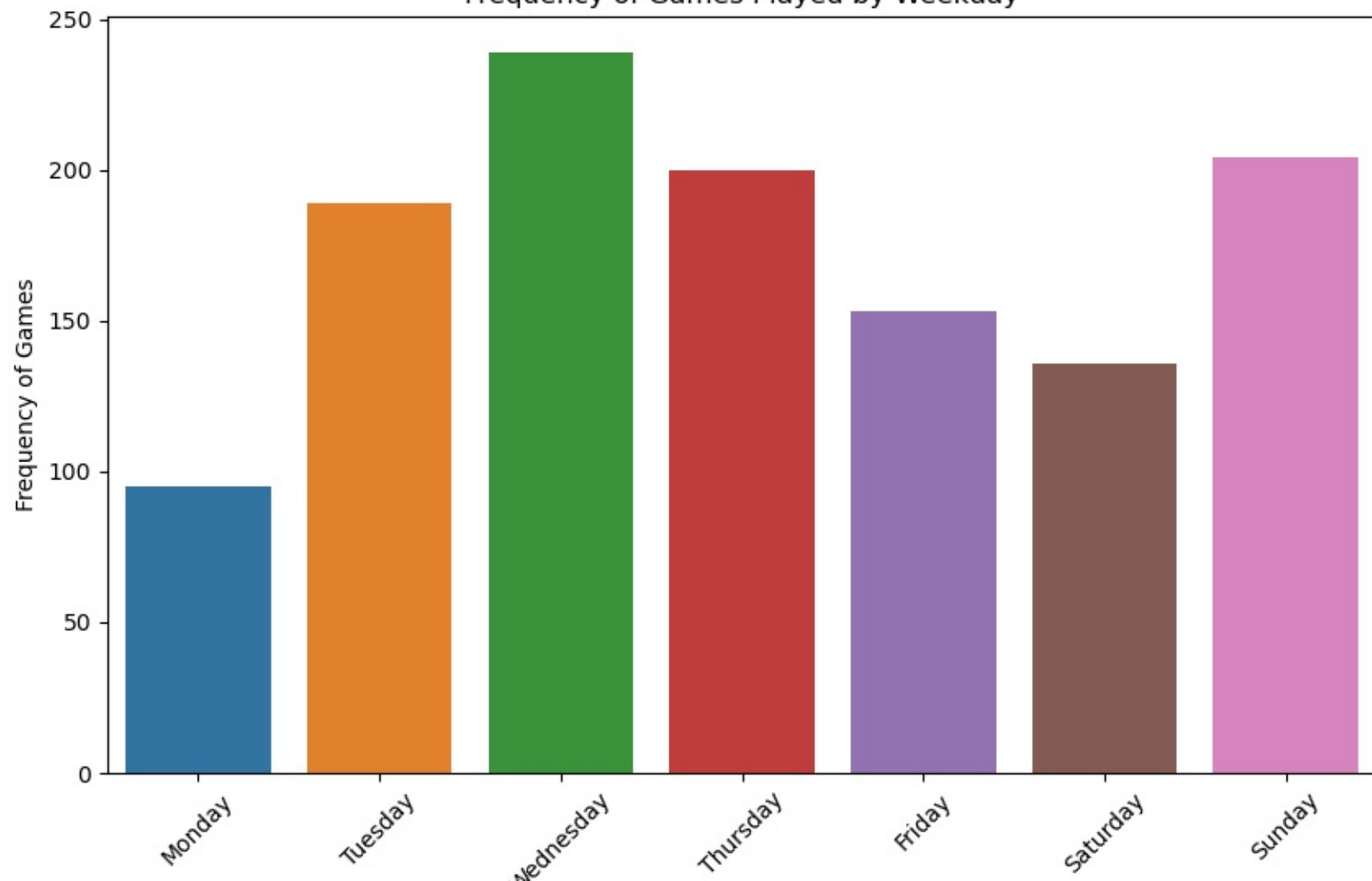
Rating Over Time for Different Time Classes



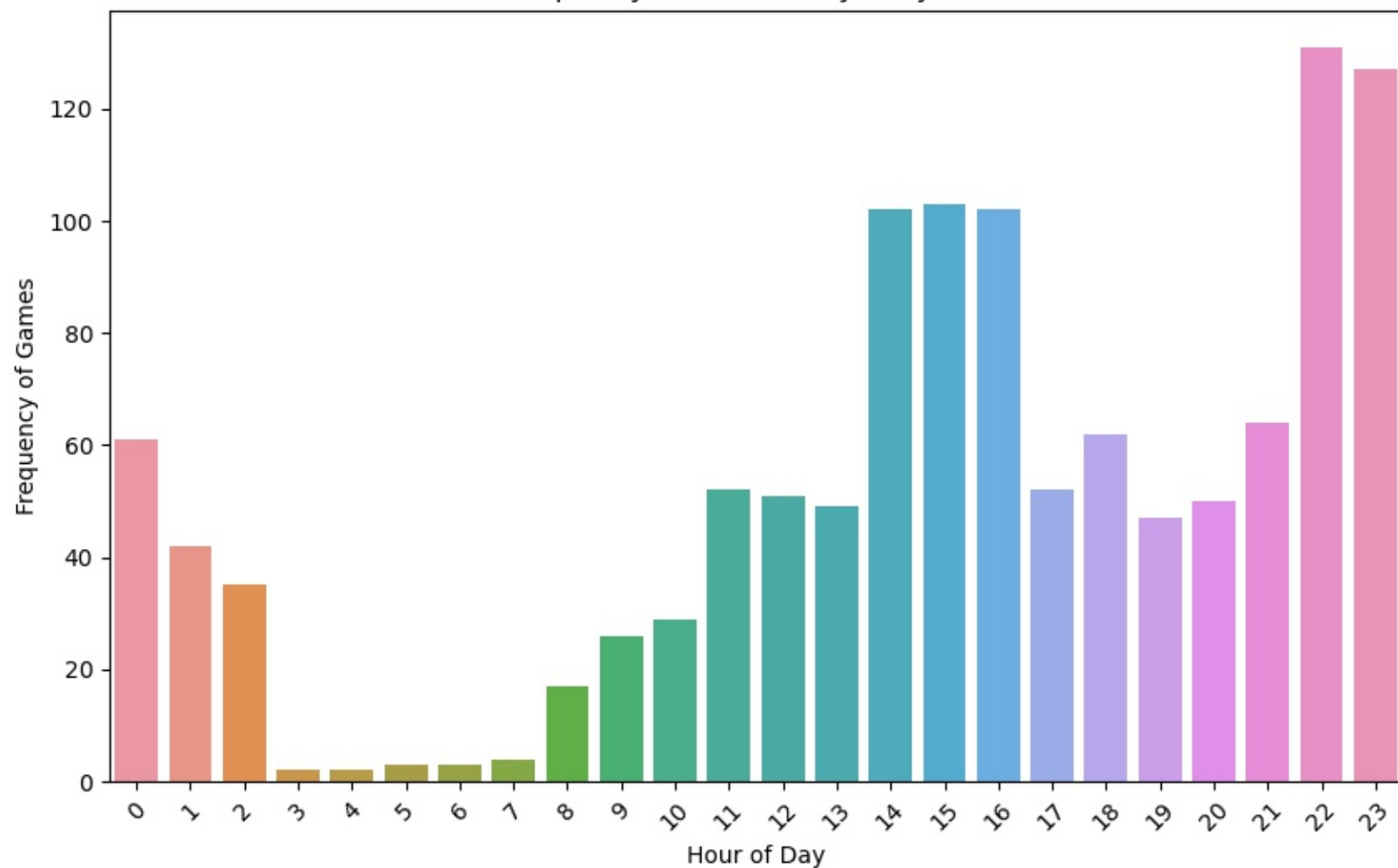
Frequency of Games Played Over Months



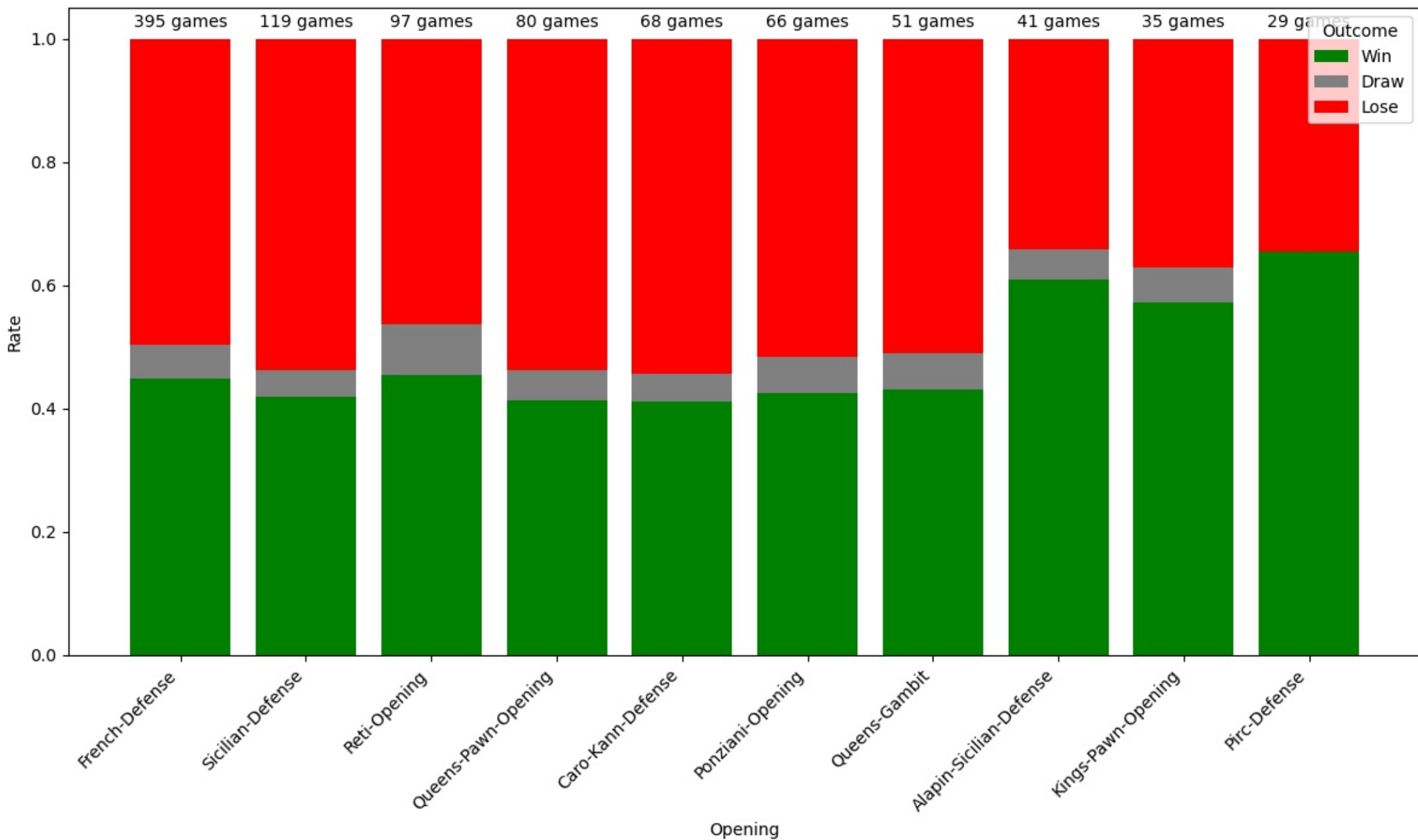
Frequency of Games Played by Weekday



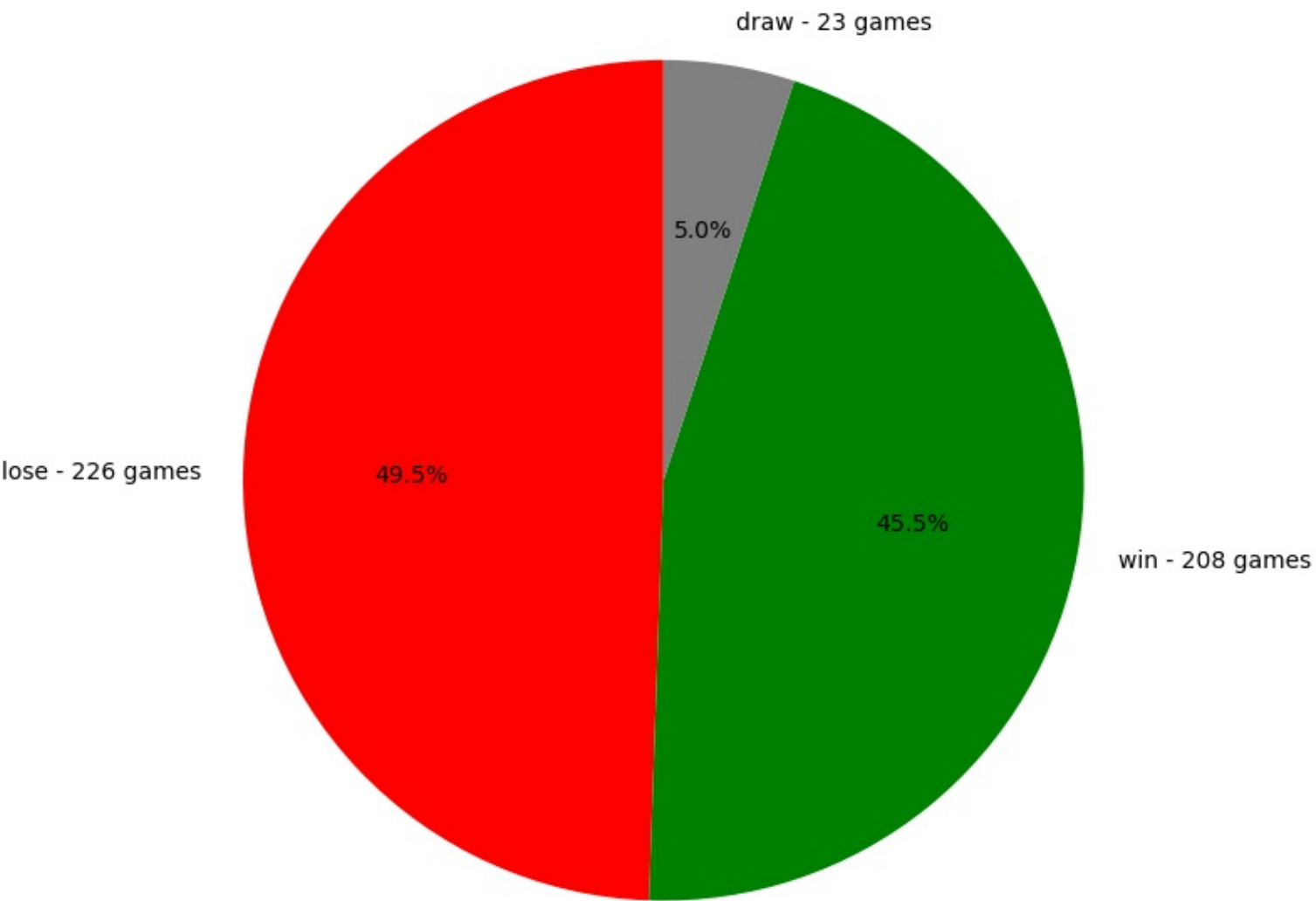
Frequency of Games Played by Hour



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

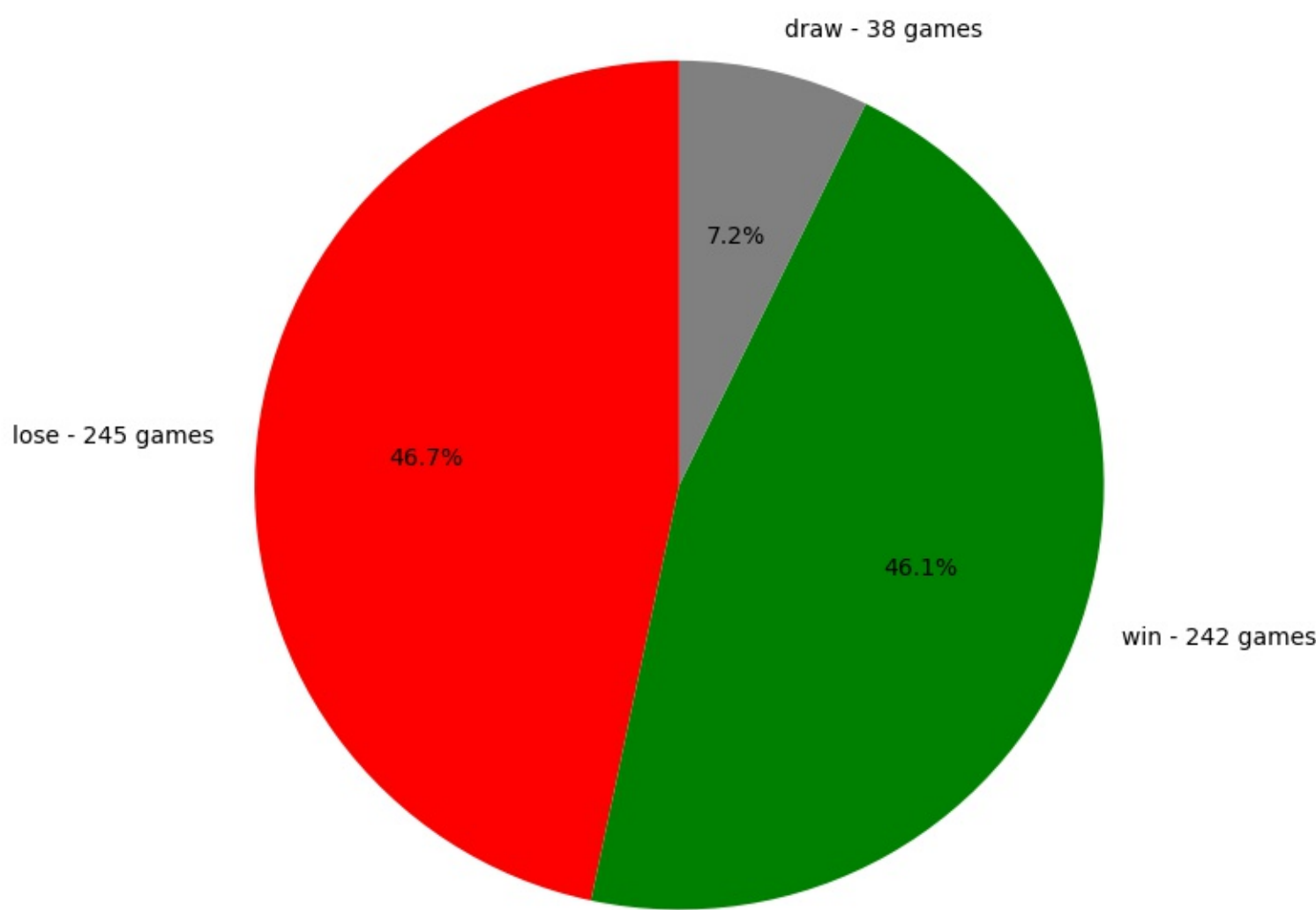


1 + 0 Win/Loss/Draw Distribution



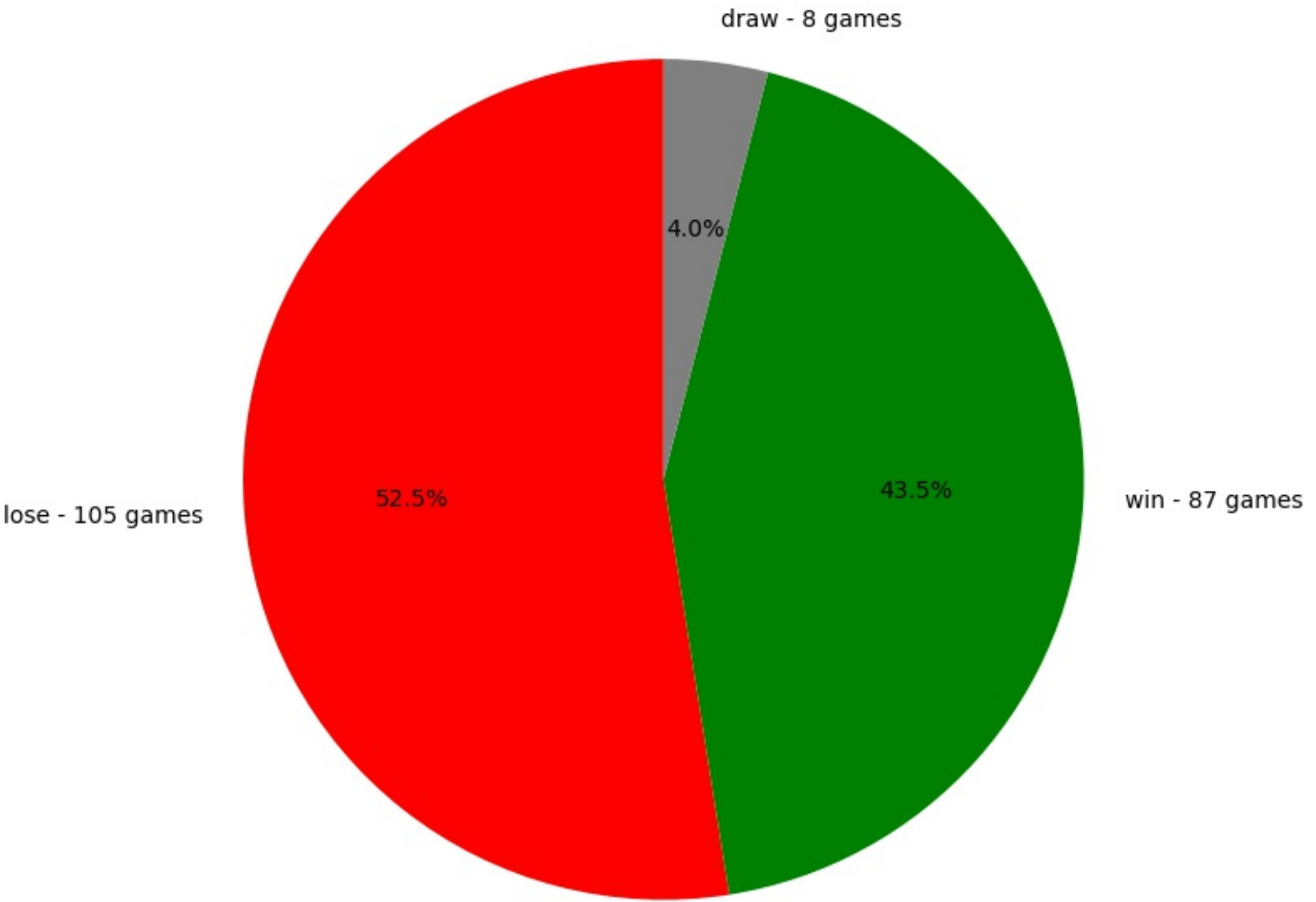
Total: 457 games

3 + 0 Win/Loss/Draw Distribution



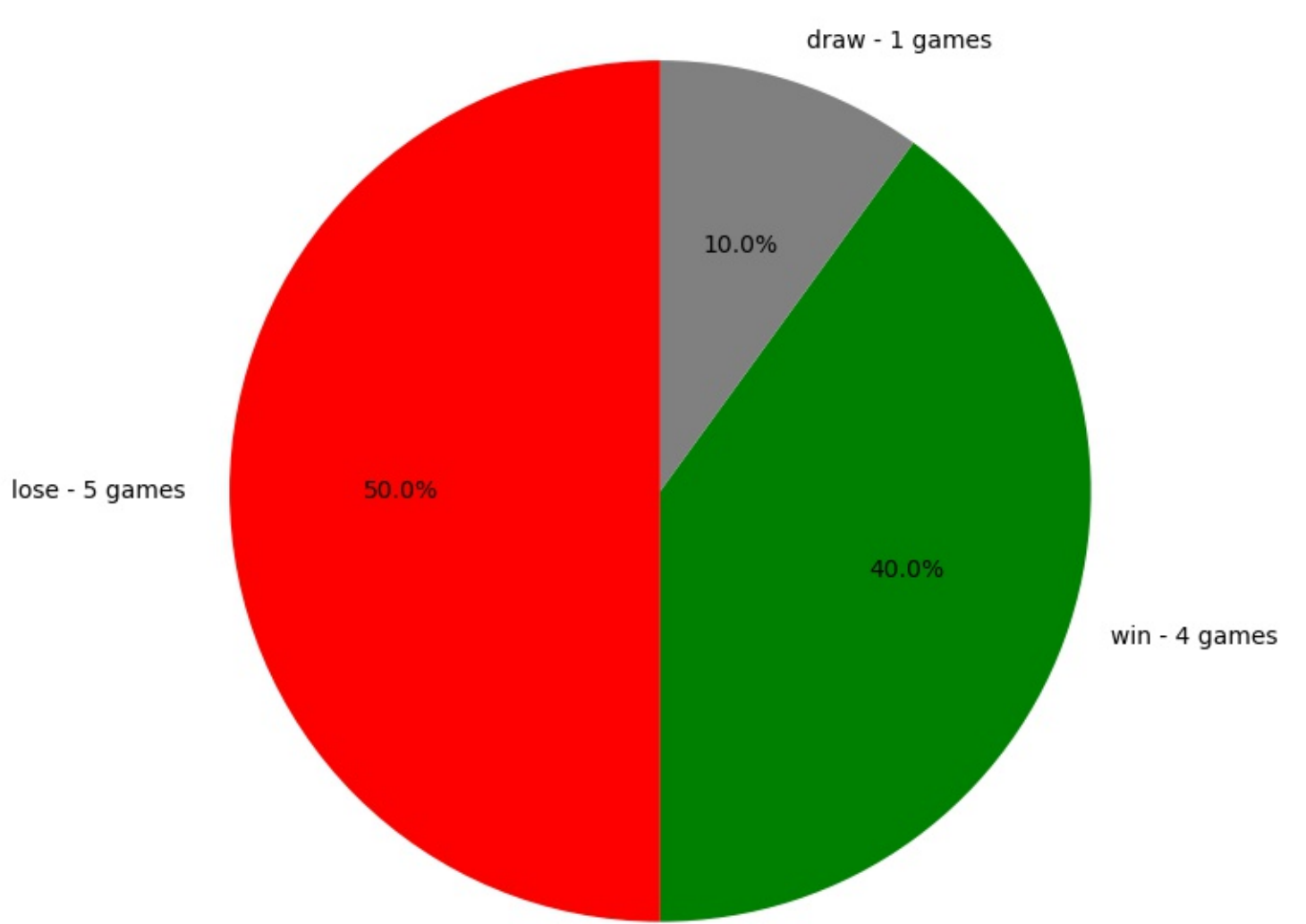
Total: 525 games

10 + 0 Win/Loss/Draw Distribution



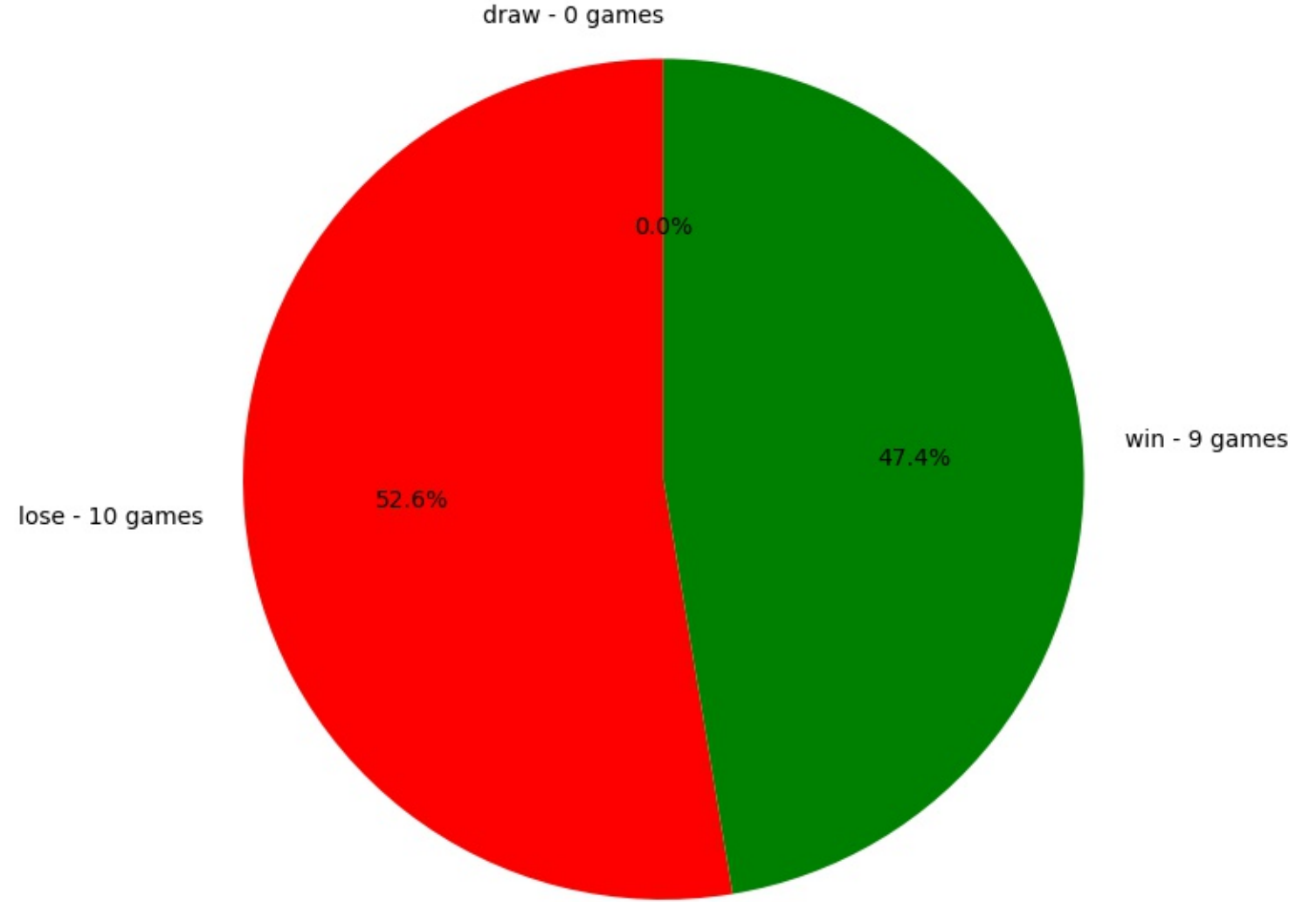
Total: 200 games

5 + 0 Win/Loss/Draw Distribution



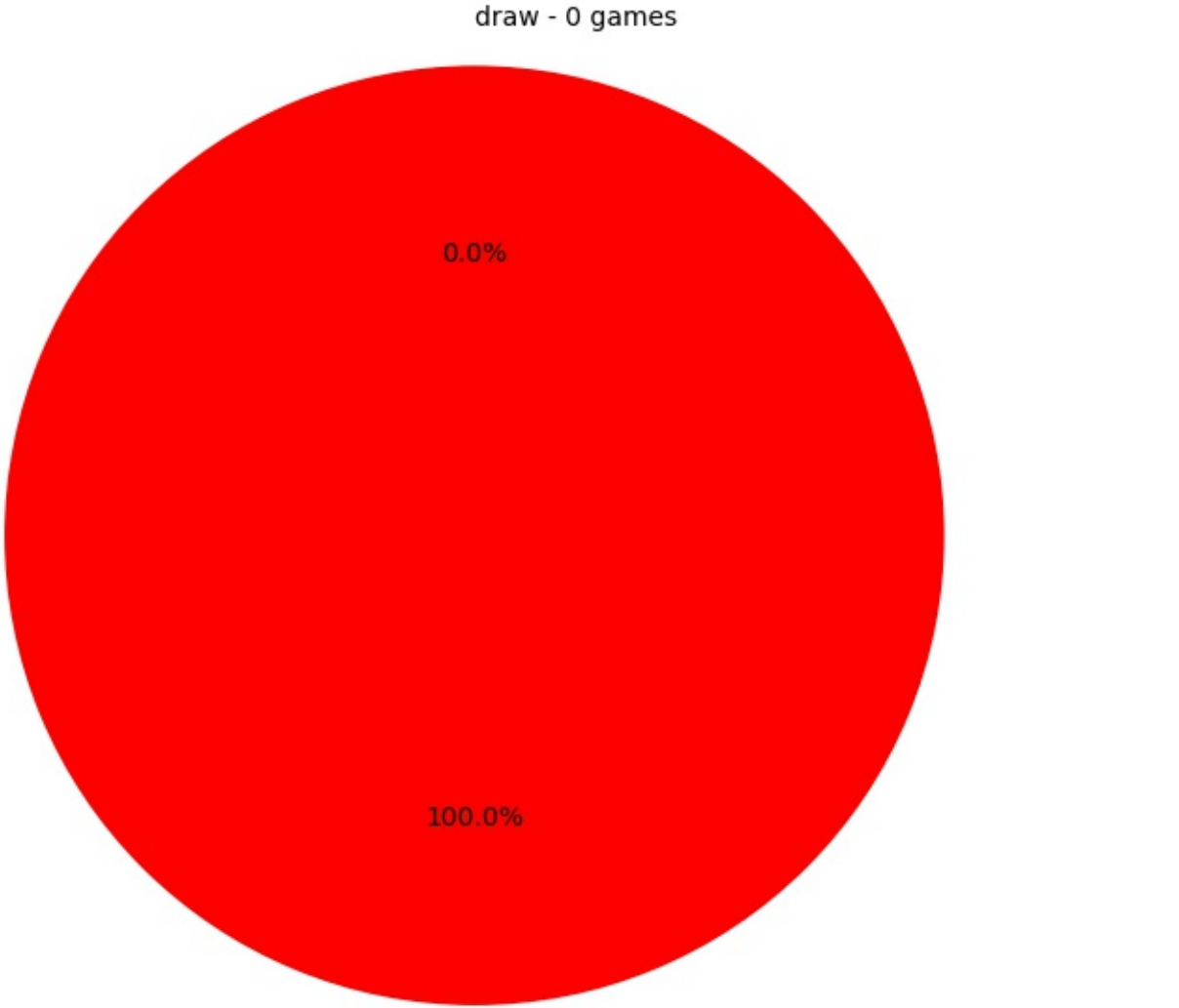
Total: 10 games

5 + 2 Win/Loss/Draw Distribution



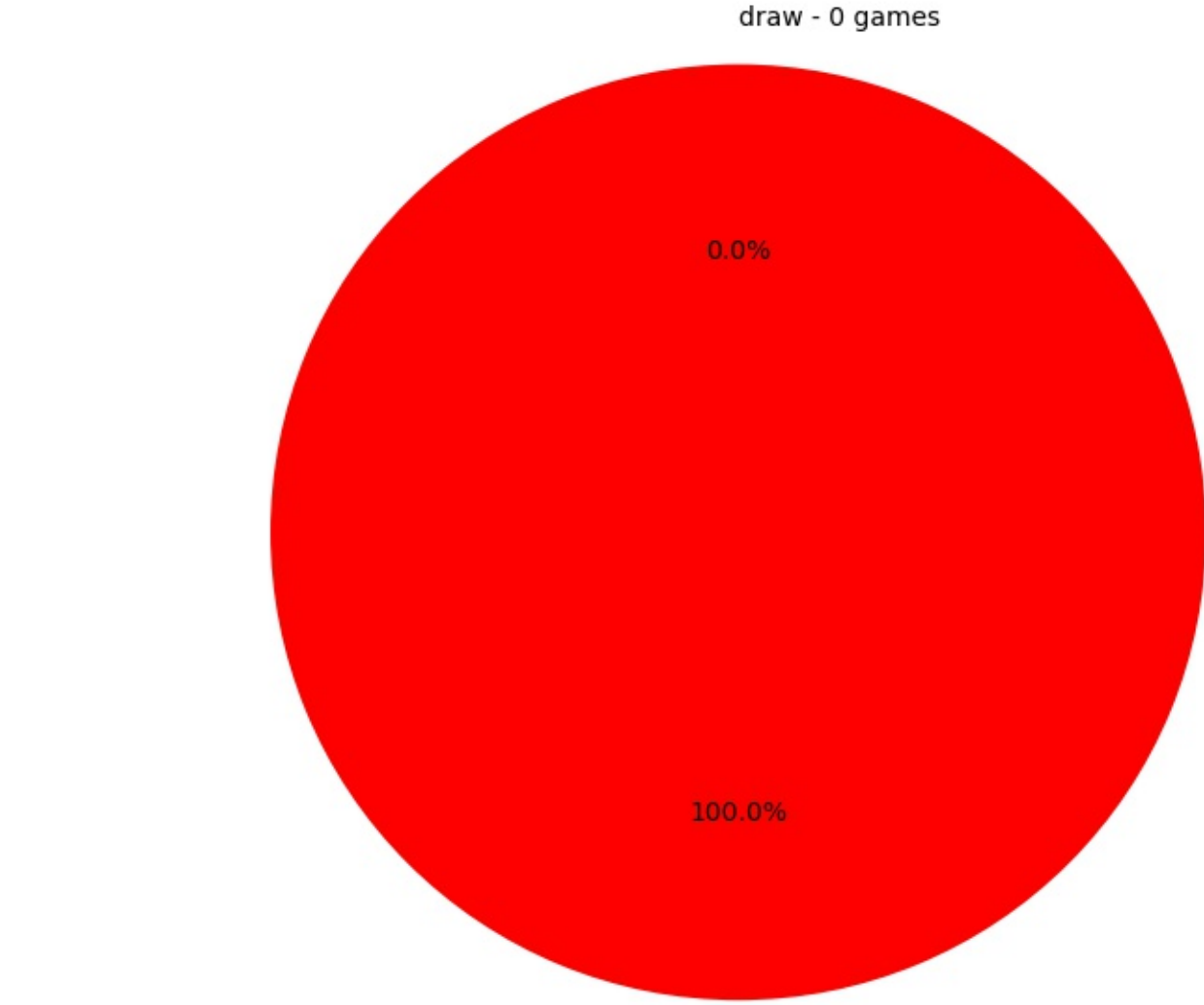
Total: 19 games

2 + 1 Win/Loss/Draw Distribution



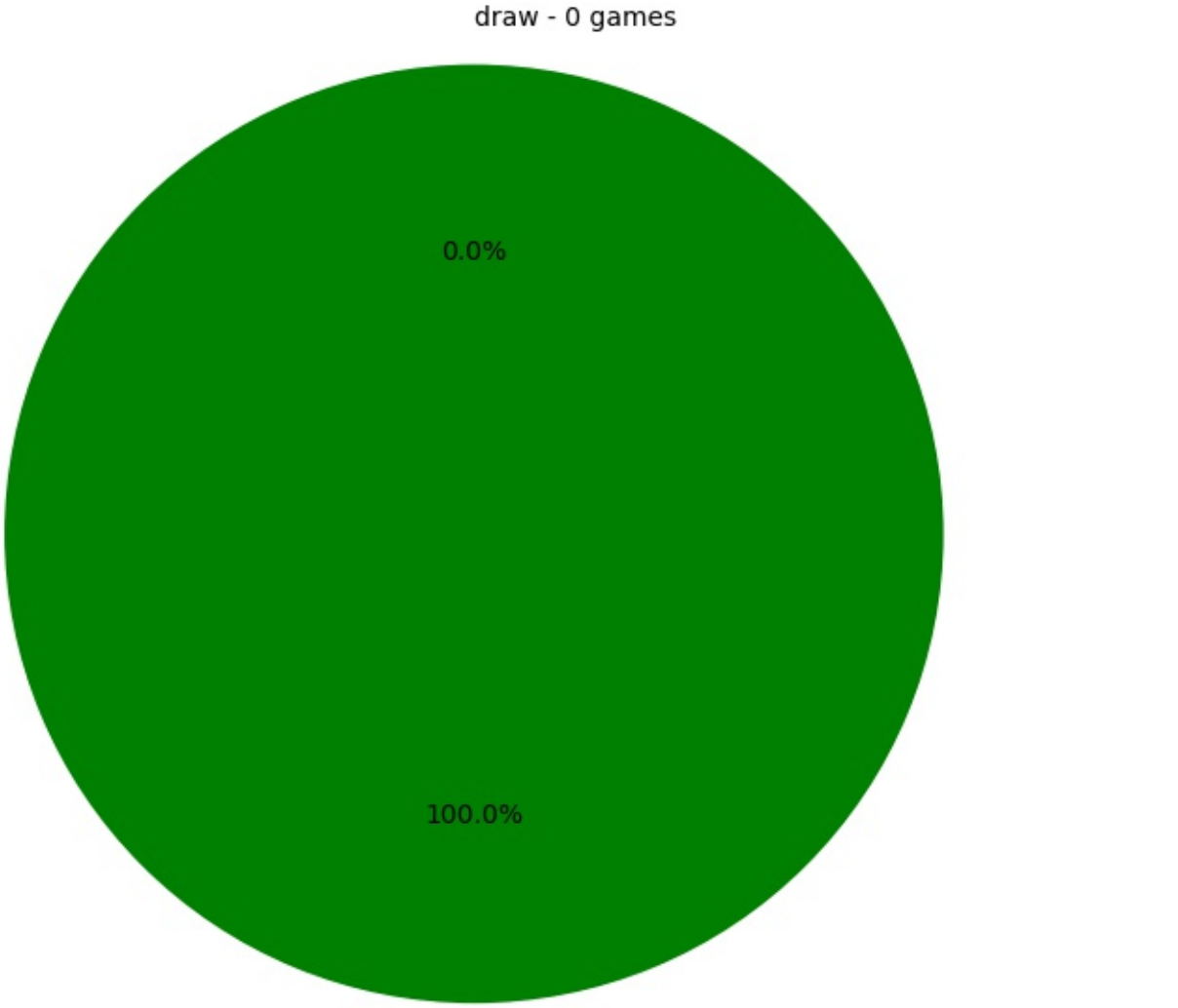
Total: 2 games

15 + 10 Win/Loss/Draw Distribution



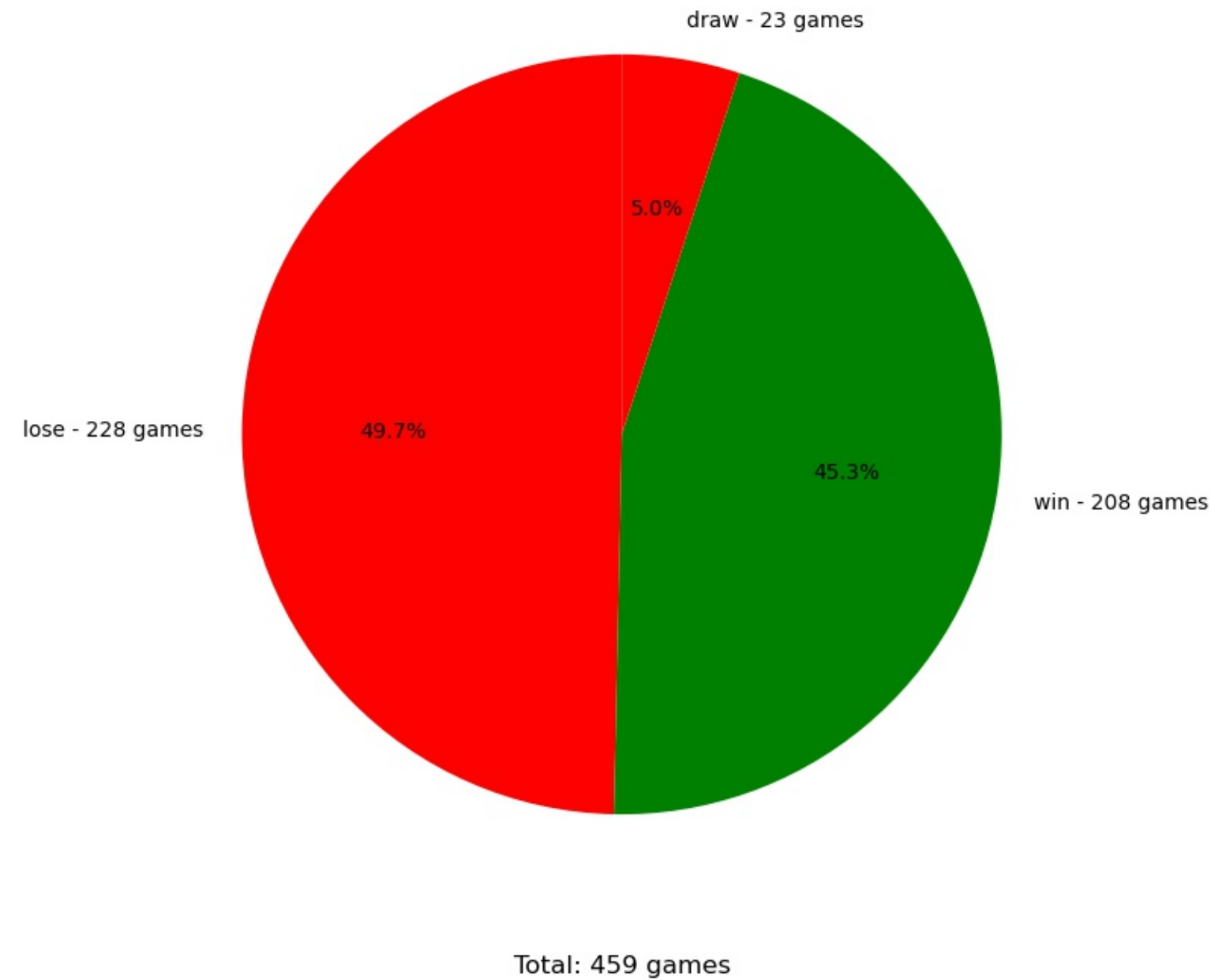
Total: 2 games

3 + 2 Win/Loss/Draw Distribution

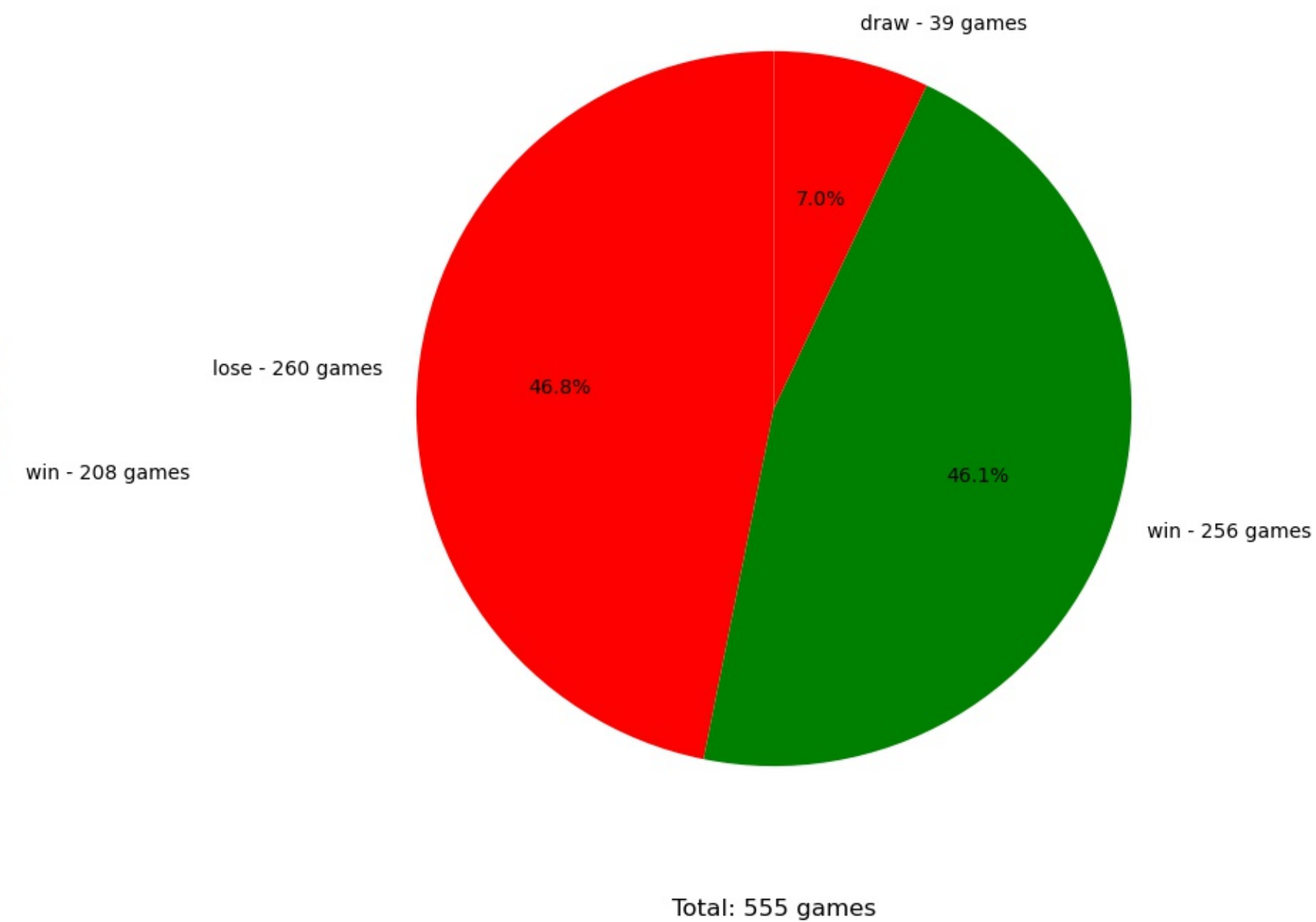


Total: 1 games

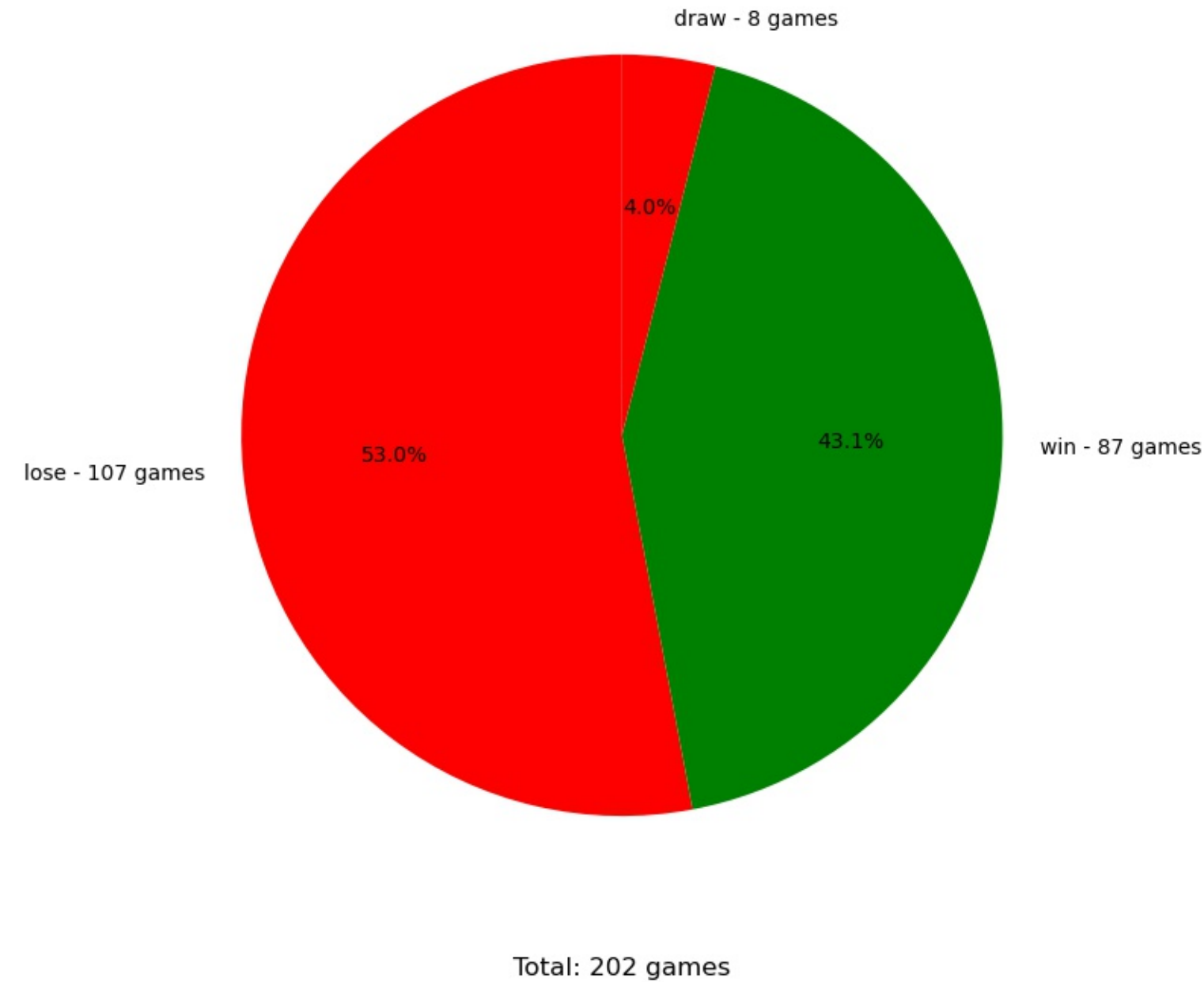
bullet Win/Loss Distribution



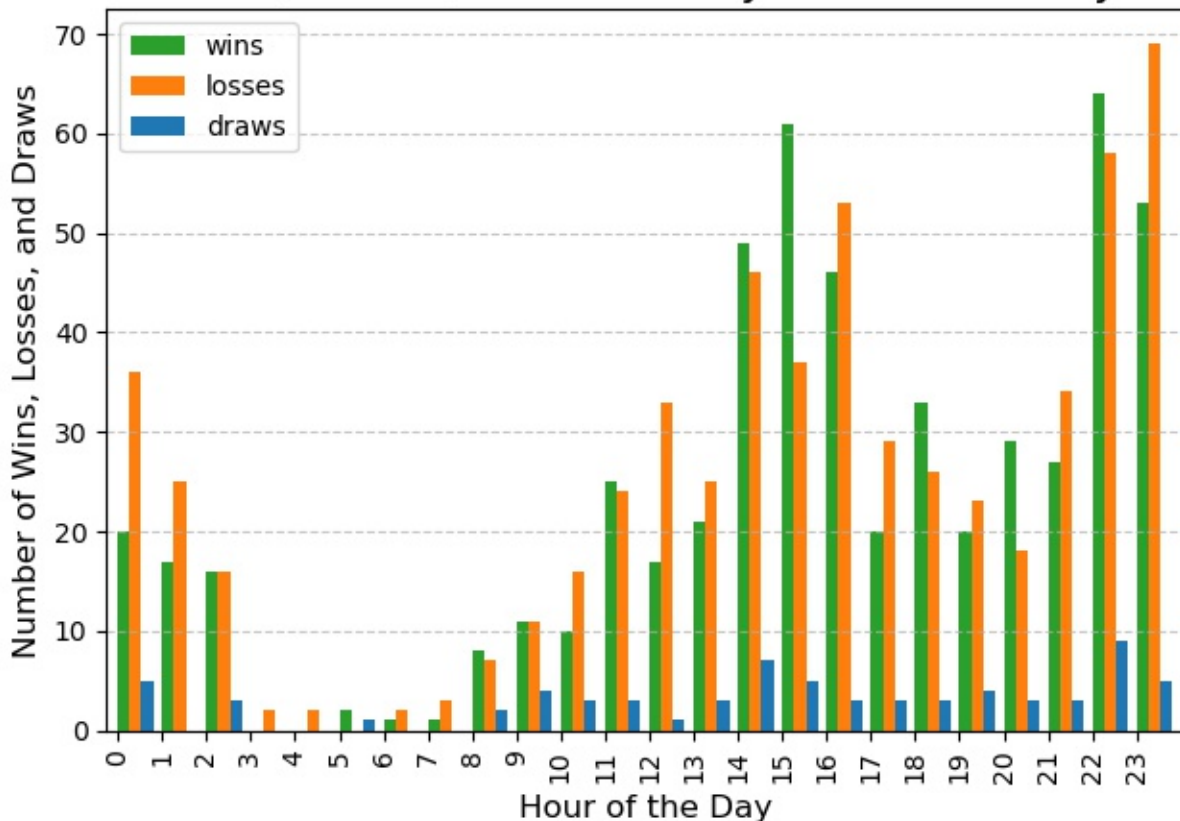
blitz Win/Loss Distribution



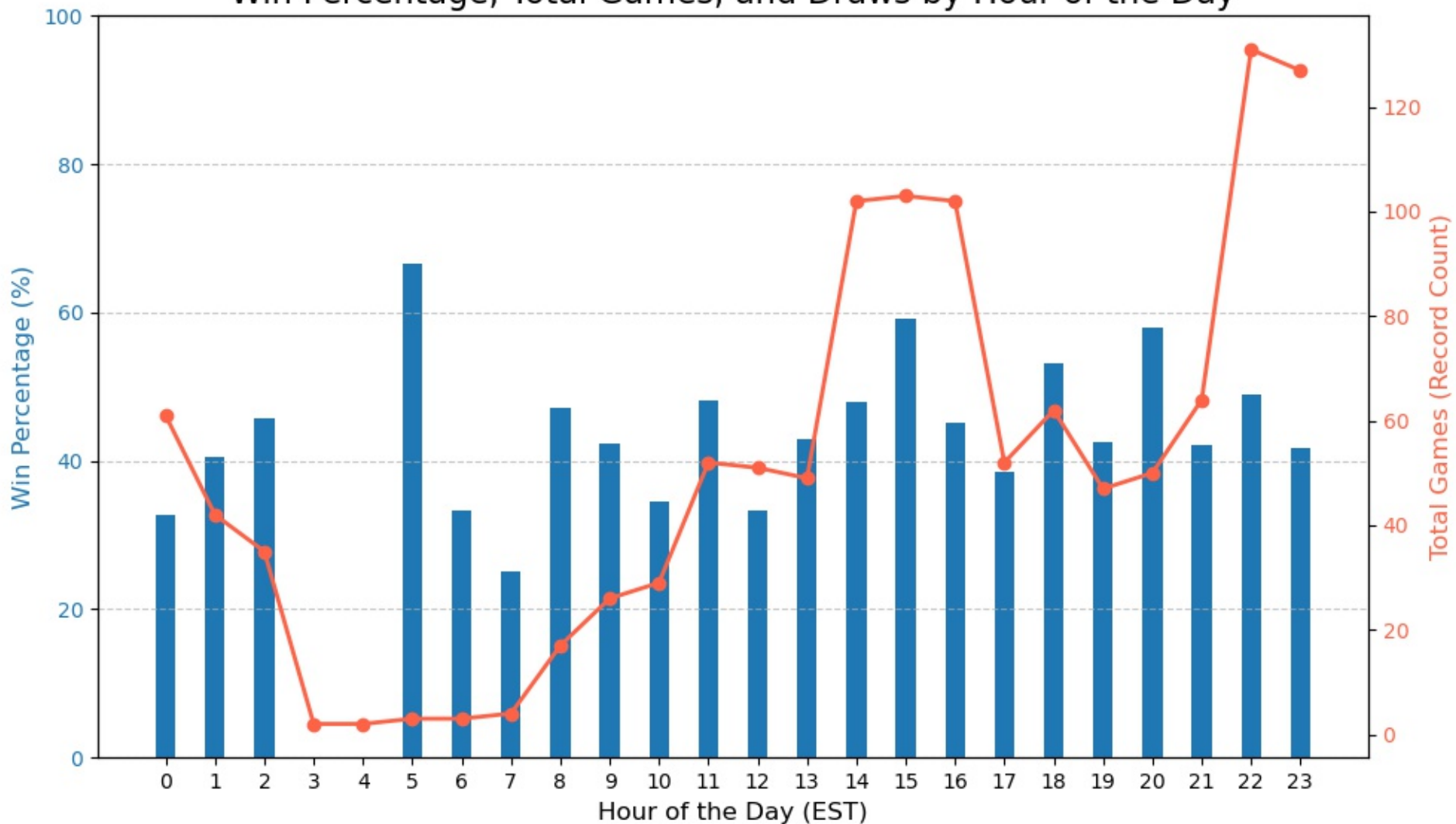
rapid Win/Loss Distribution



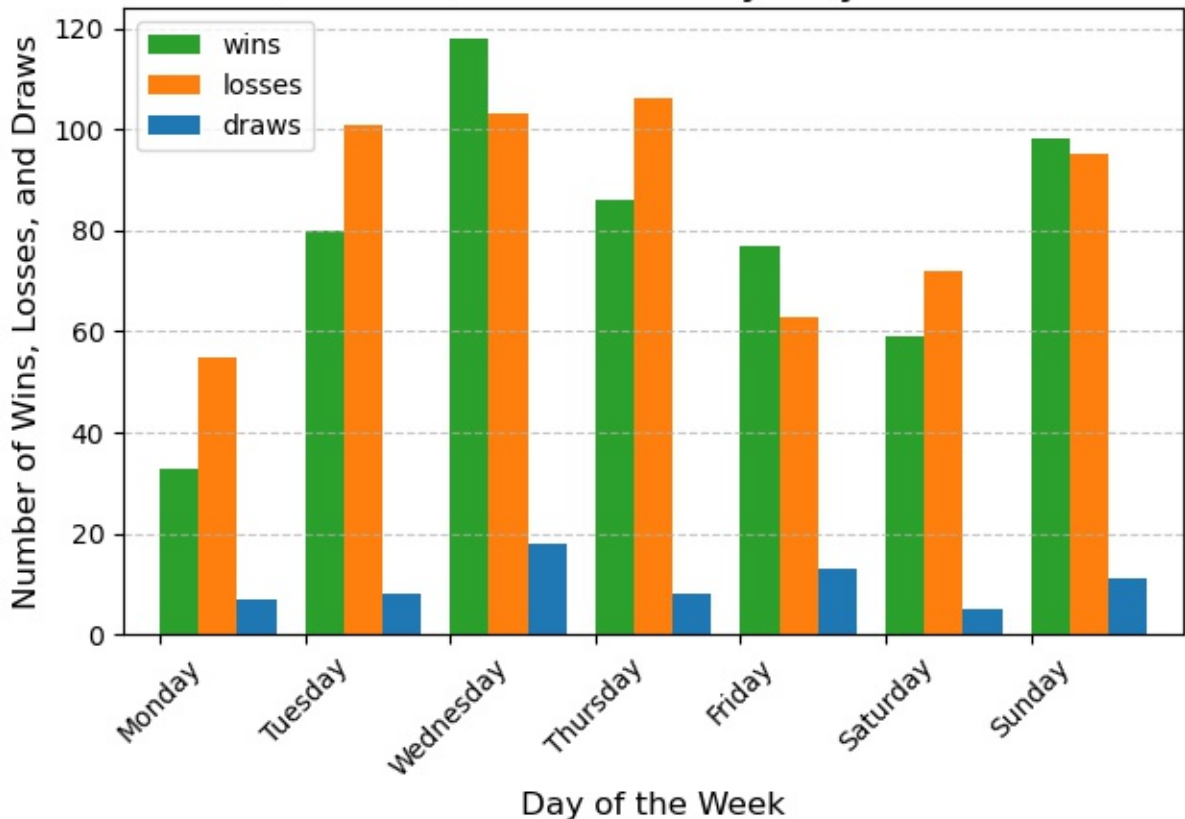
Wins, Losses, and Draws by Hour of the Day



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

Number of Wins, Losses, and Draws



100
80
60
40
20
0

Jan

Feb

Mar

Apr

May

Jun

Jul

Aug

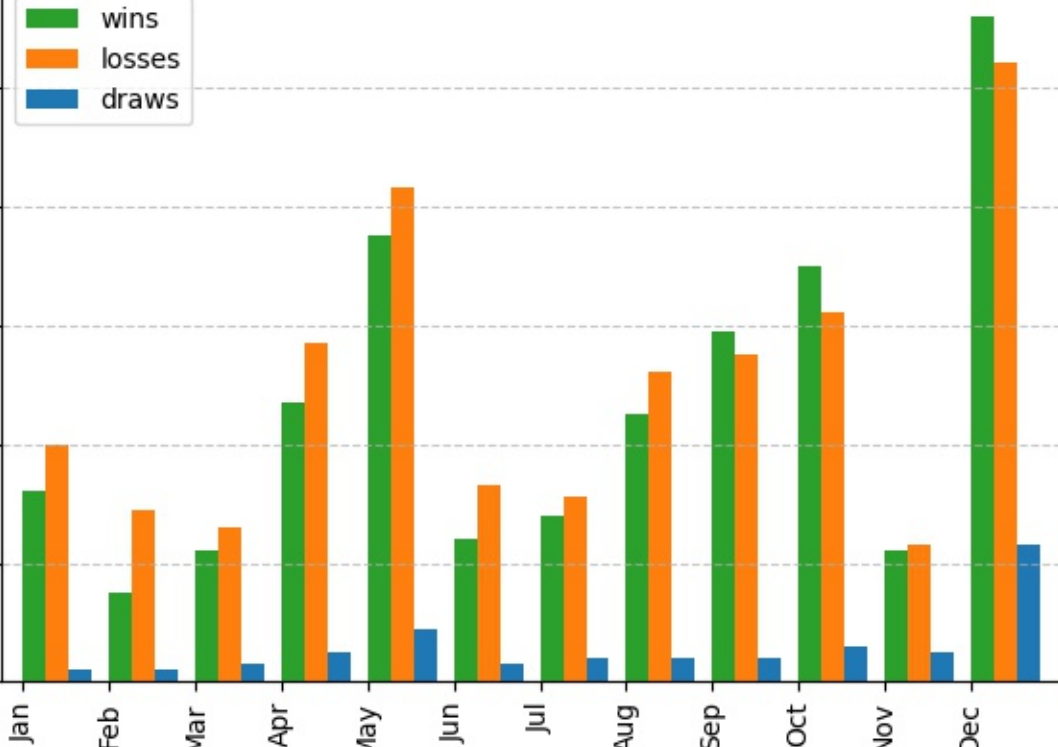
Sep

Oct

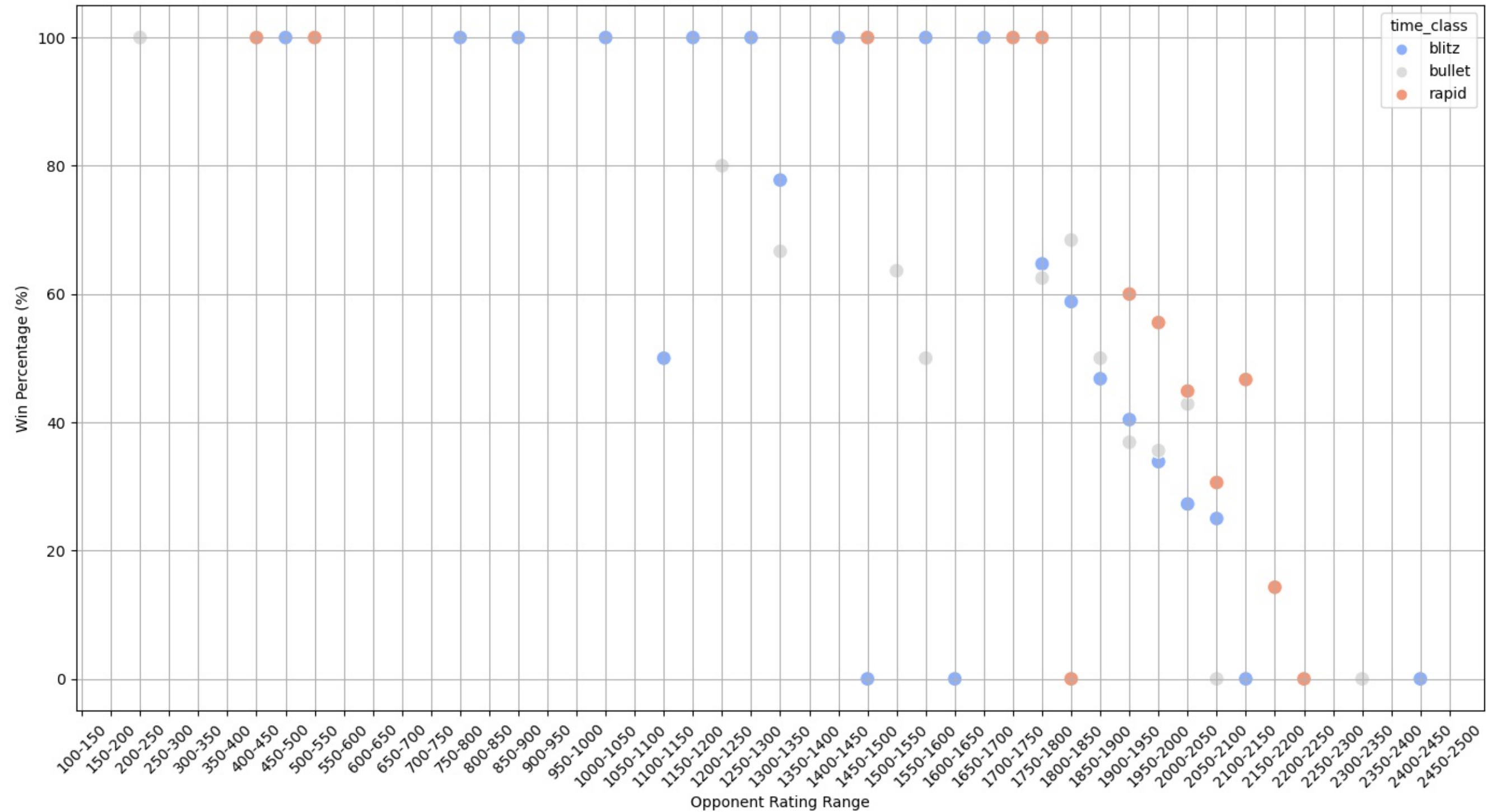
Nov

Dec

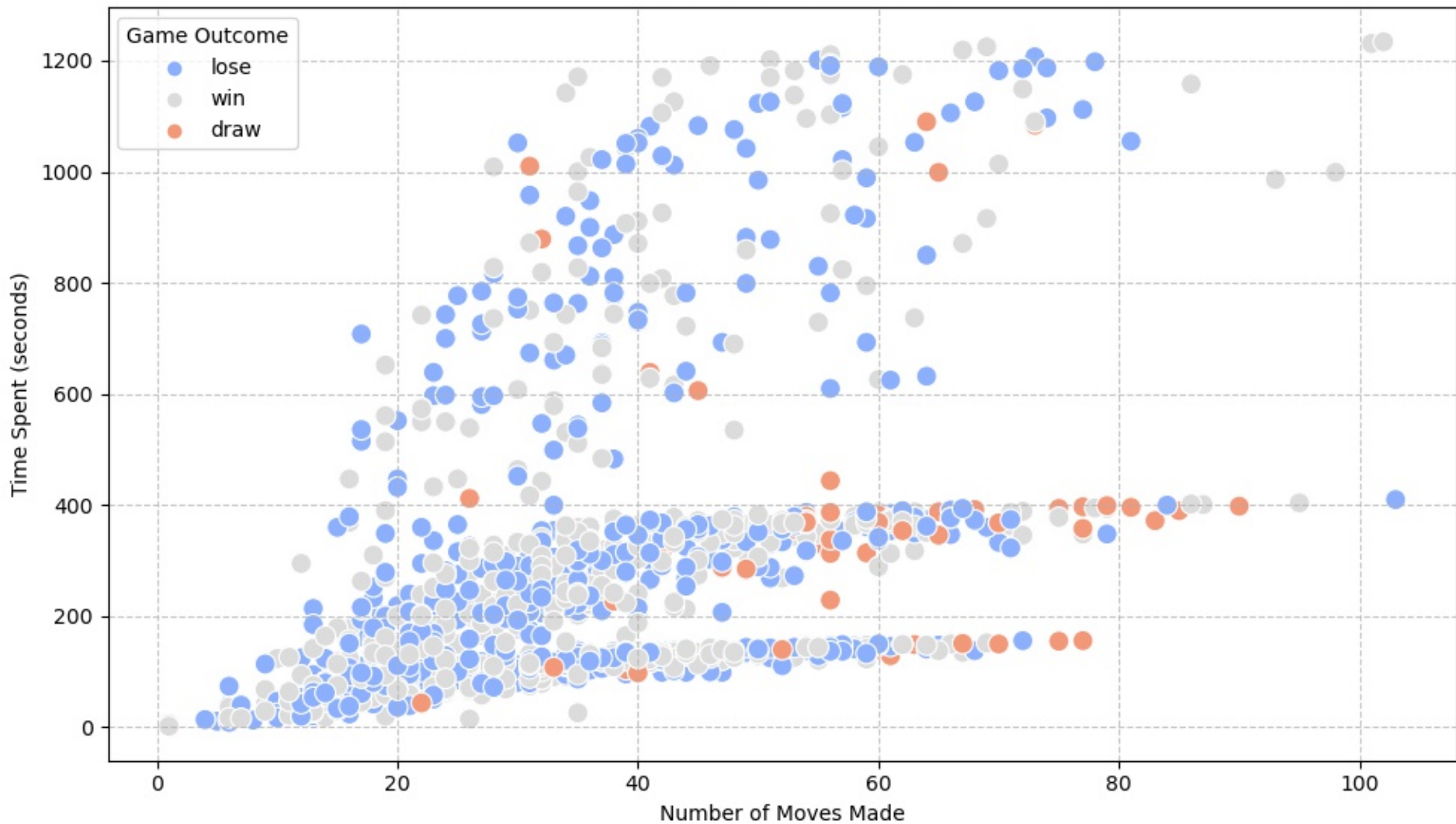
Month



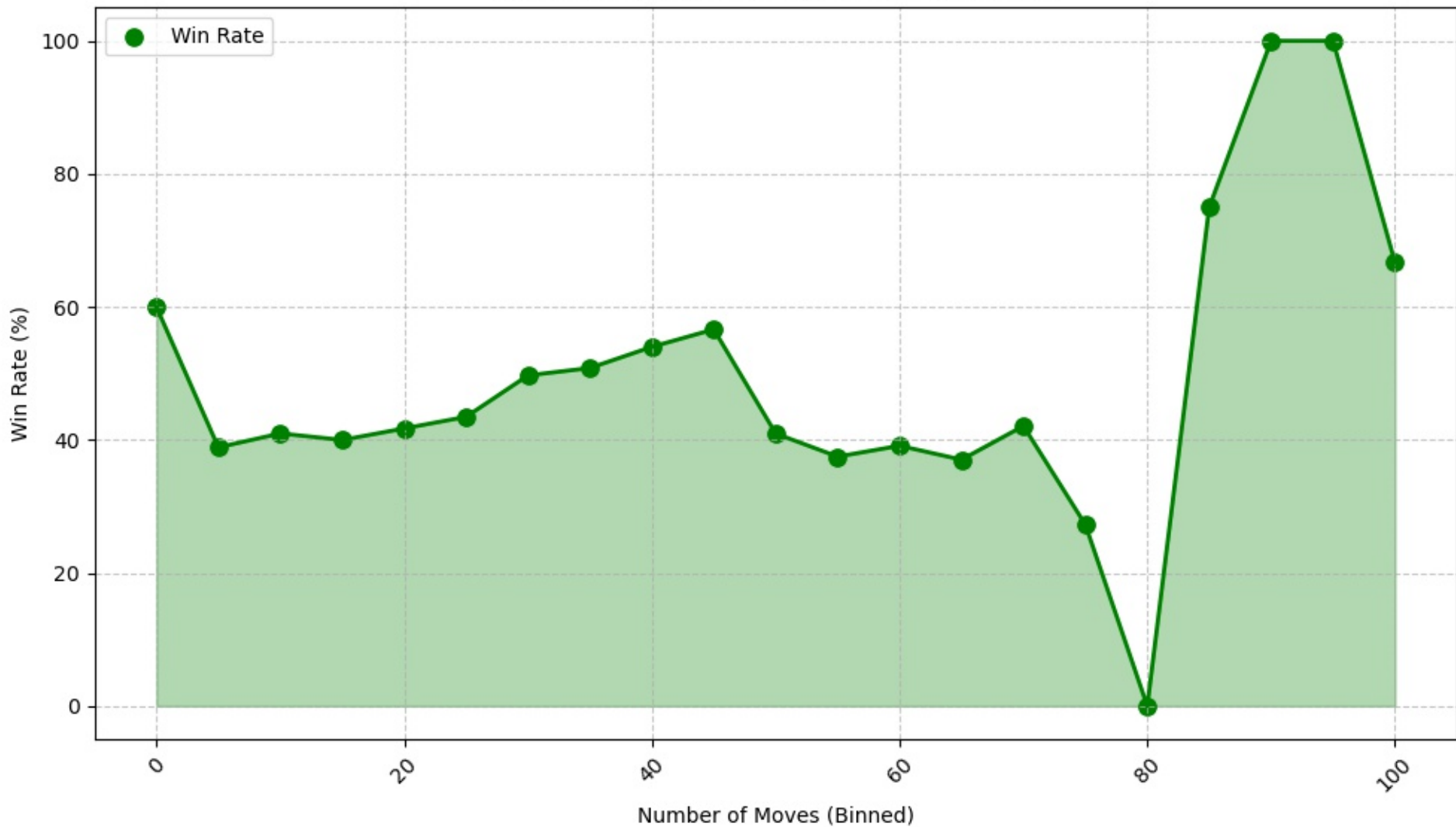
Win Percentage vs. Opponent Rating Range by Time Class



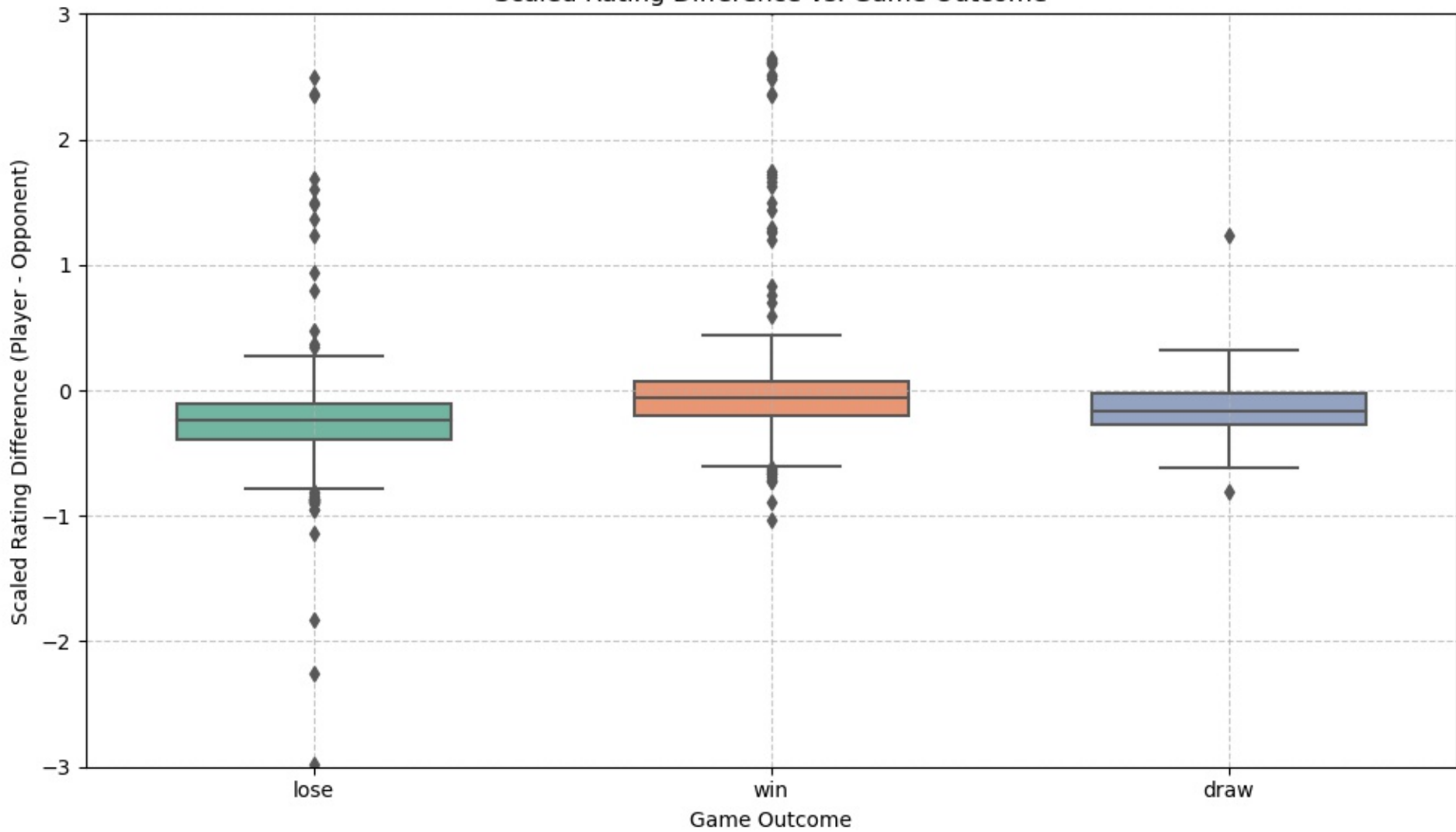
Moves vs. Game Outcome



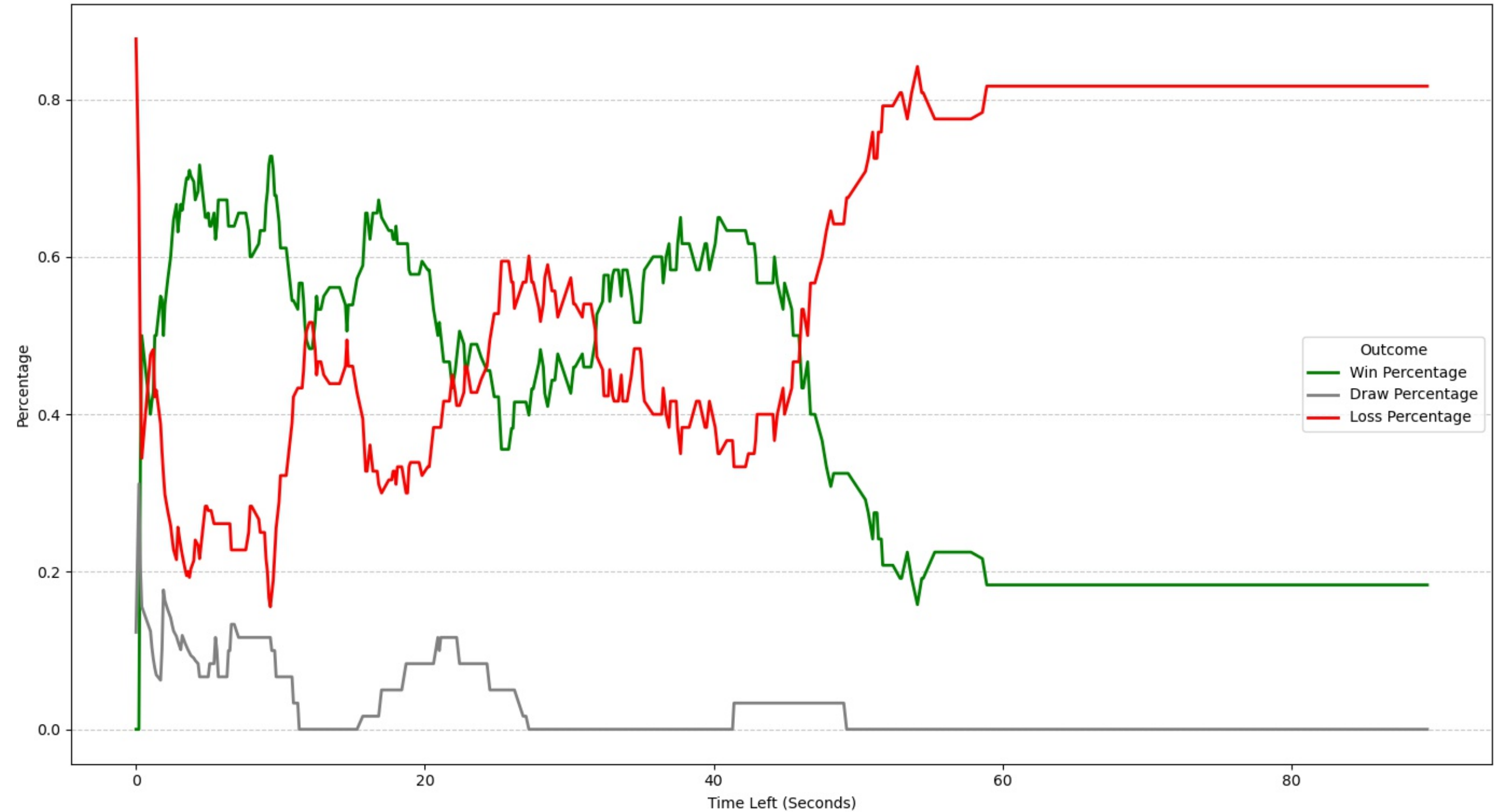
Win Rate vs. Number of Moves Made (Binned)



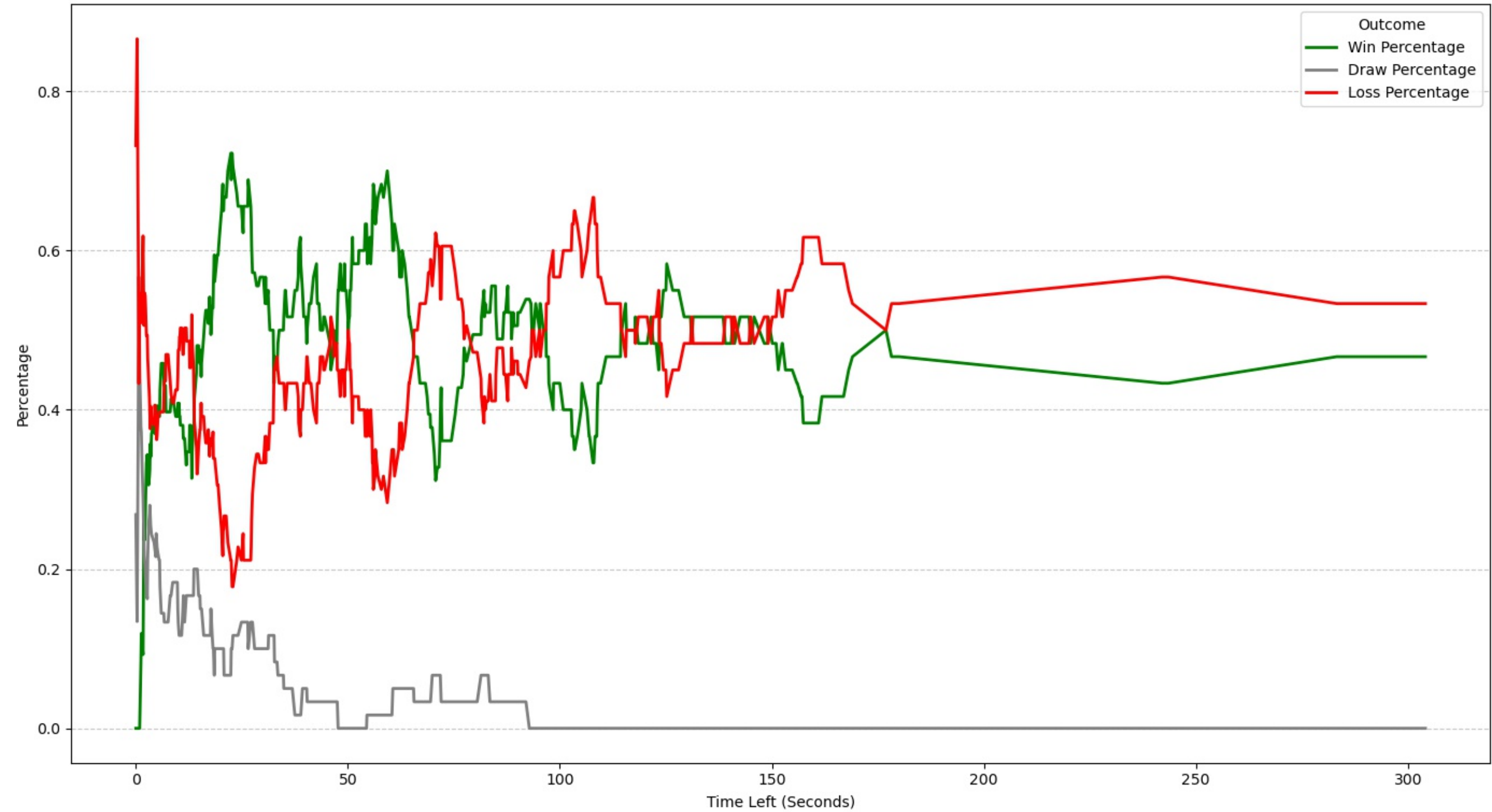
Scaled Rating Difference vs. Game Outcome



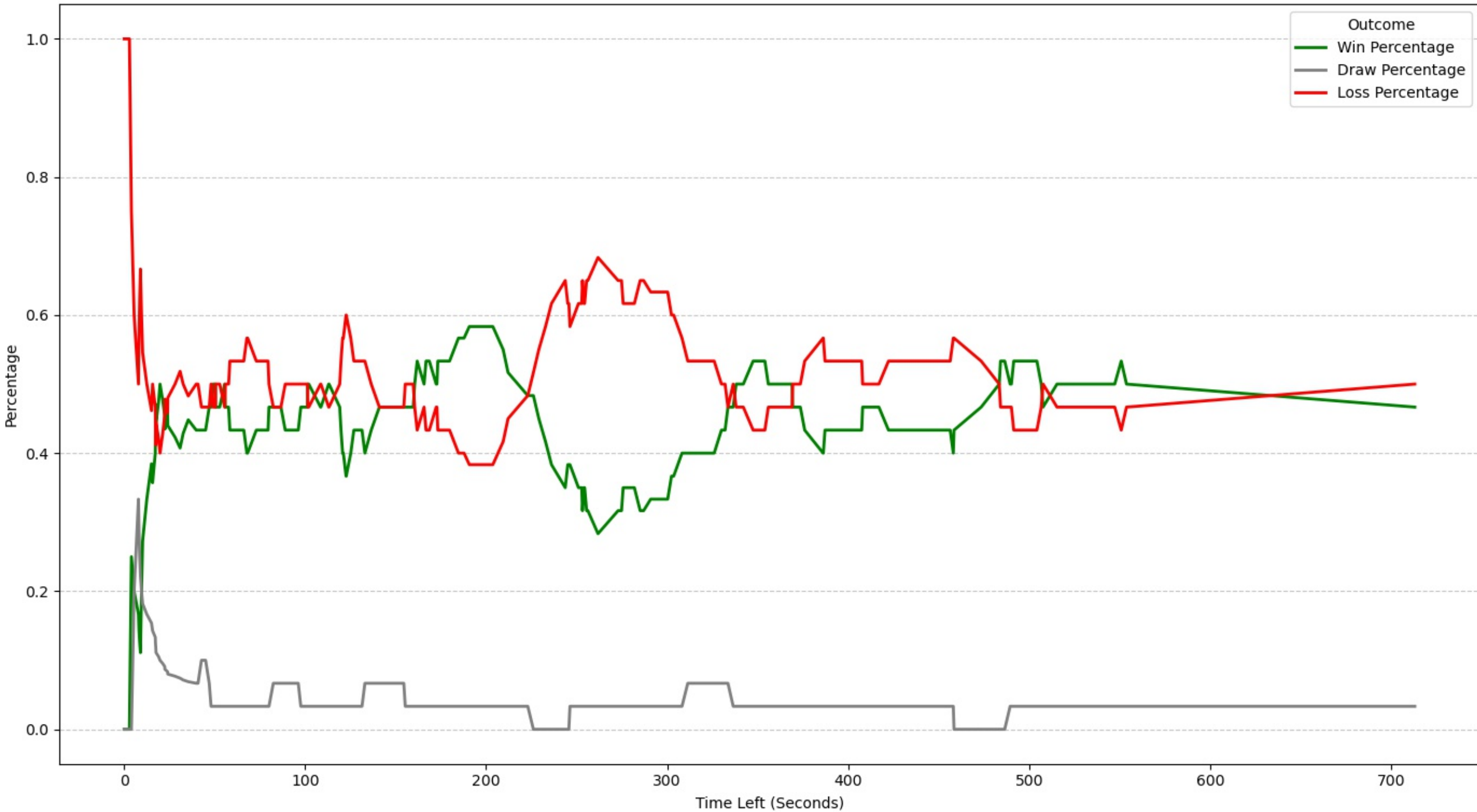
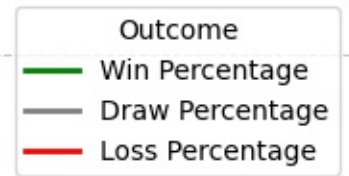
Win/Draw/Loss Percentages by Time Left (Bullet Games)



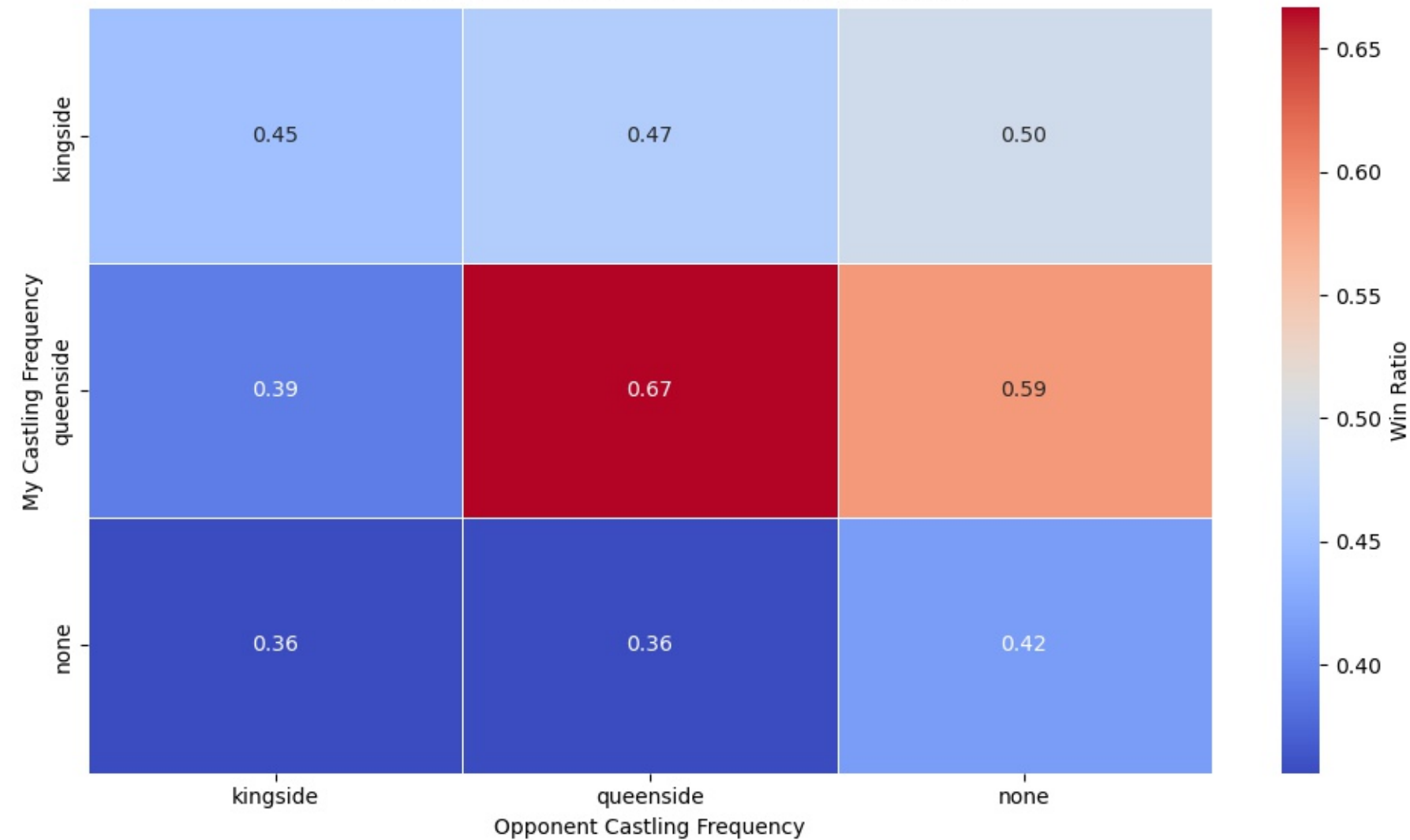
Win/Draw/Loss Percentages by Time Left (Blitz Games)



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



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies

