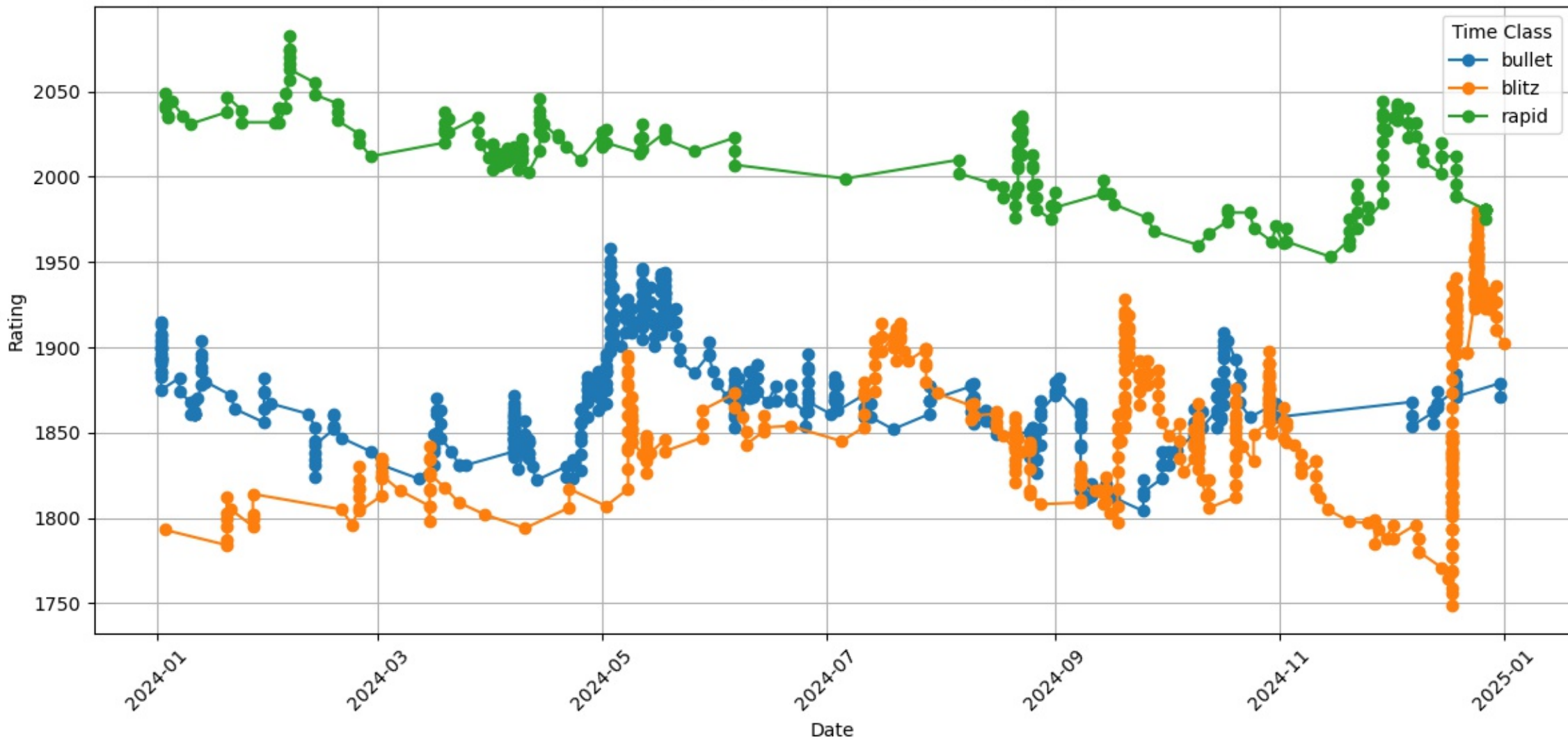
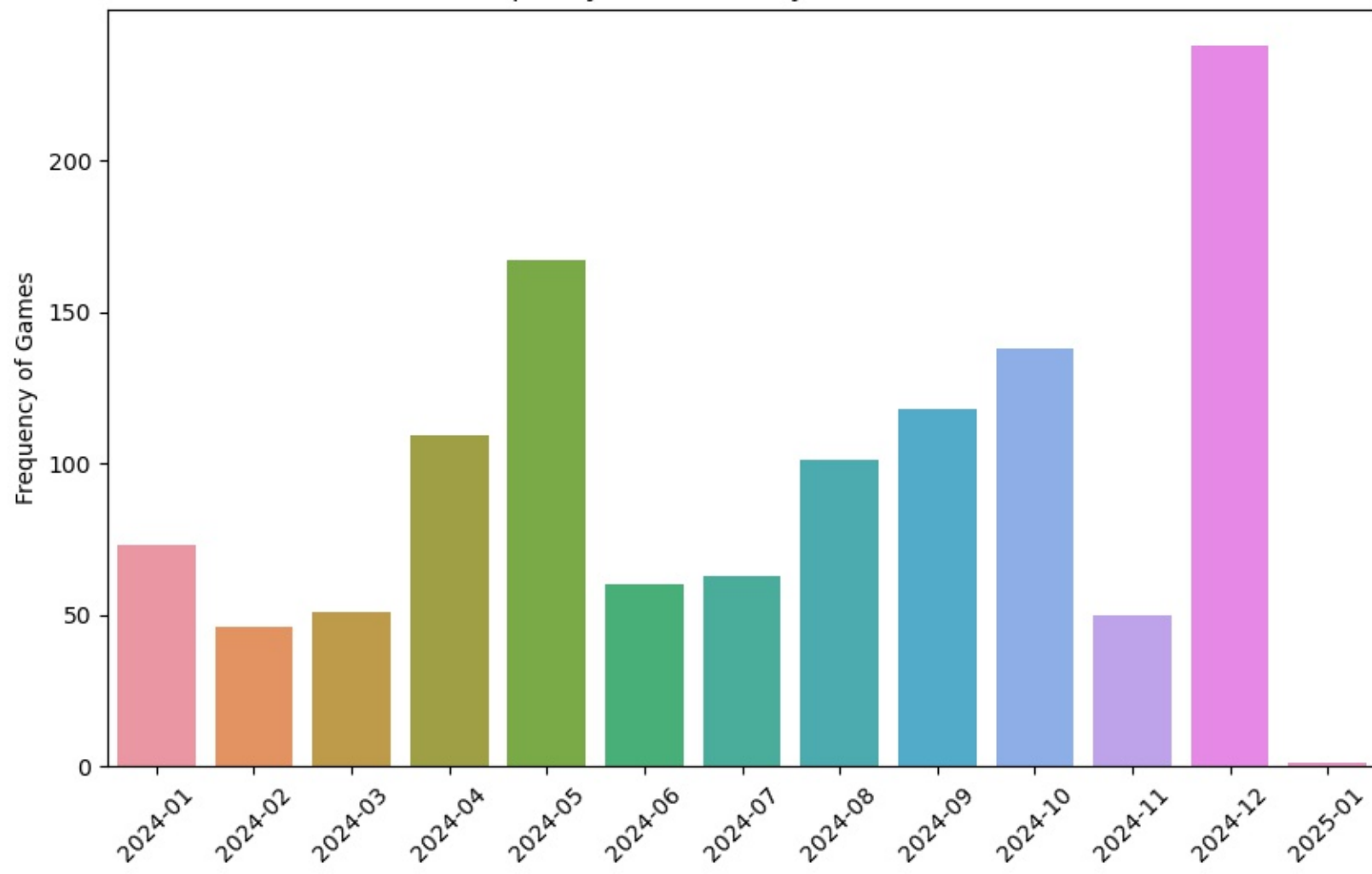


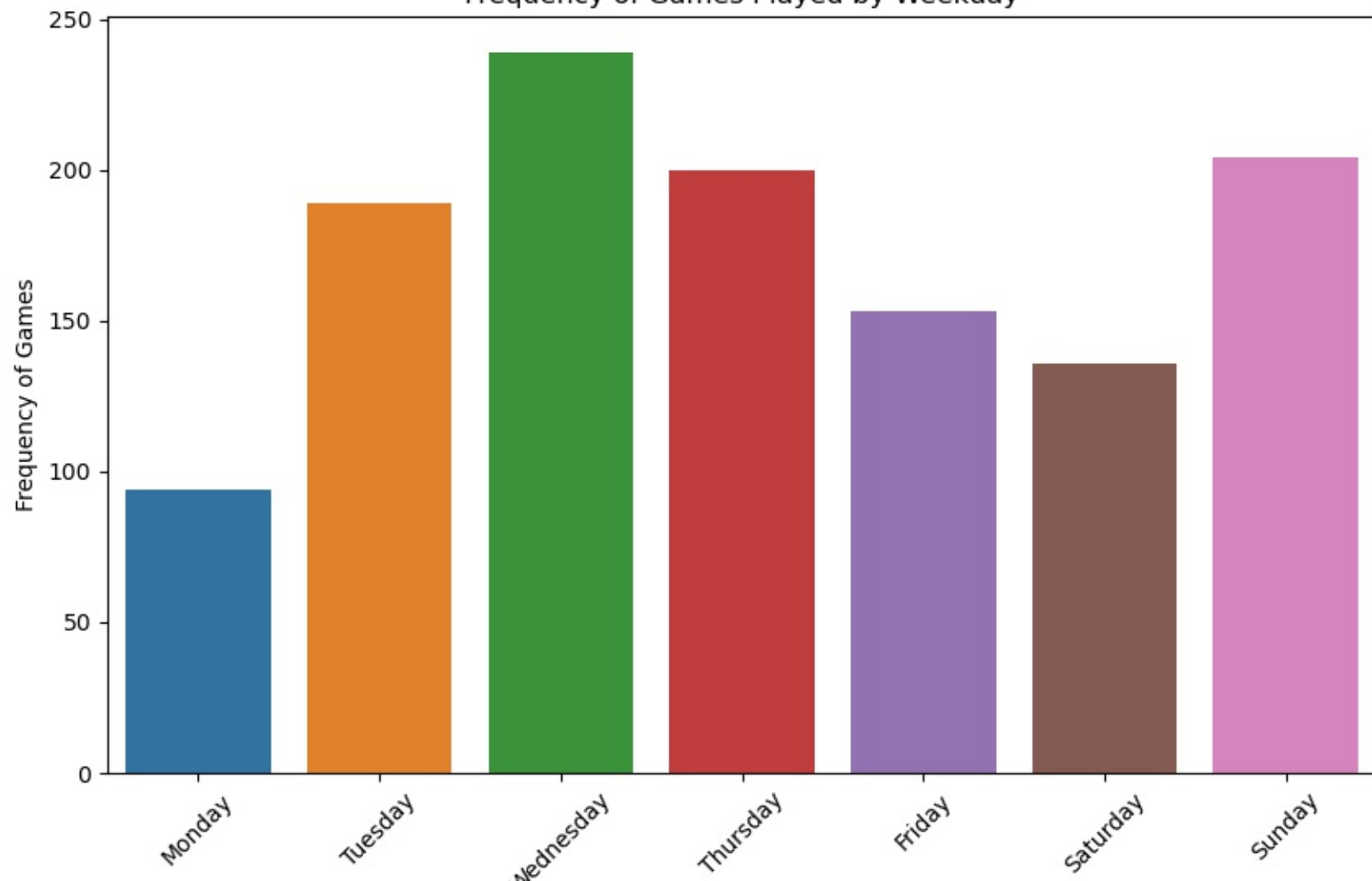
Rating Over Time for Different Time Controls



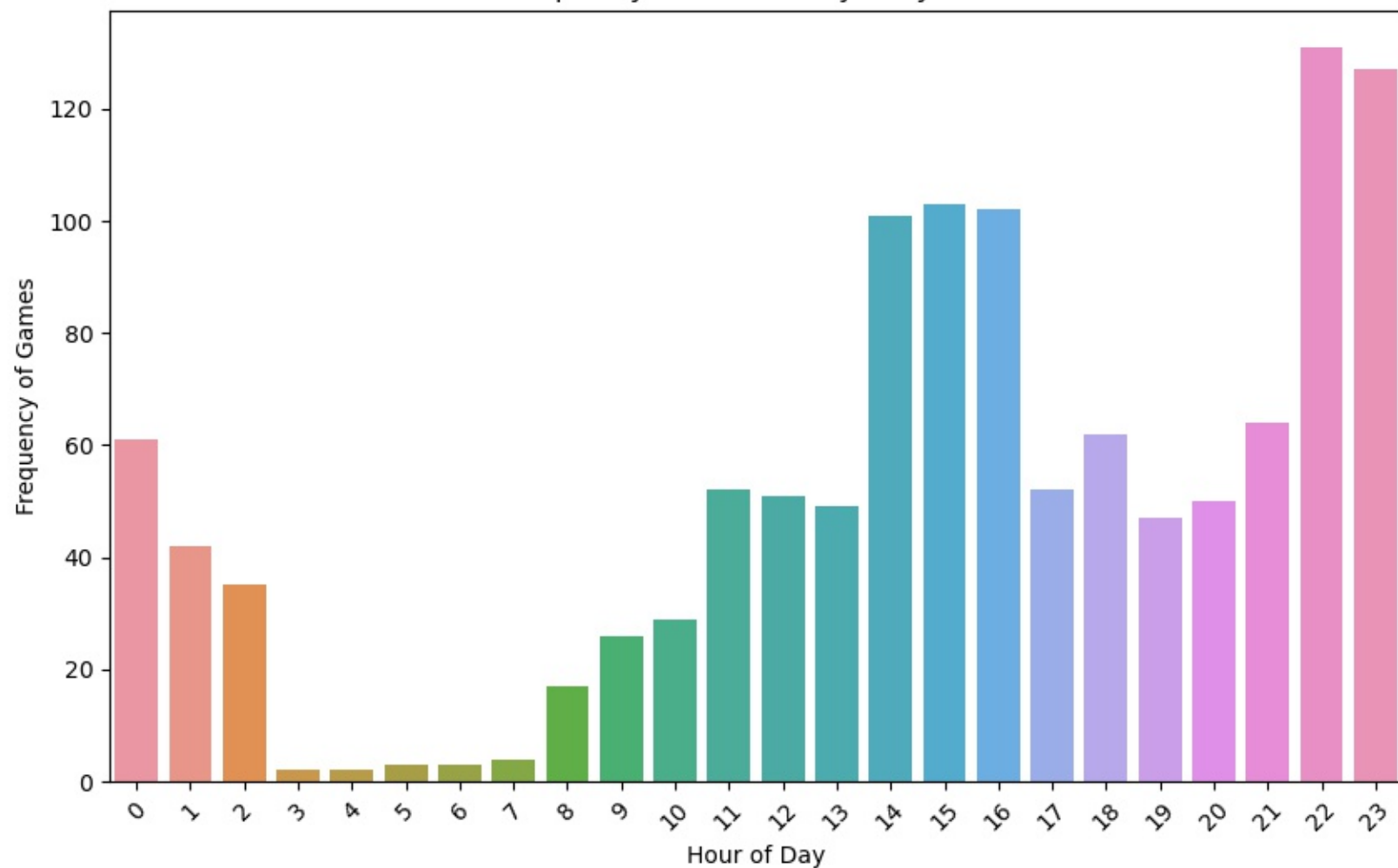
Frequency of Games Played Over Months



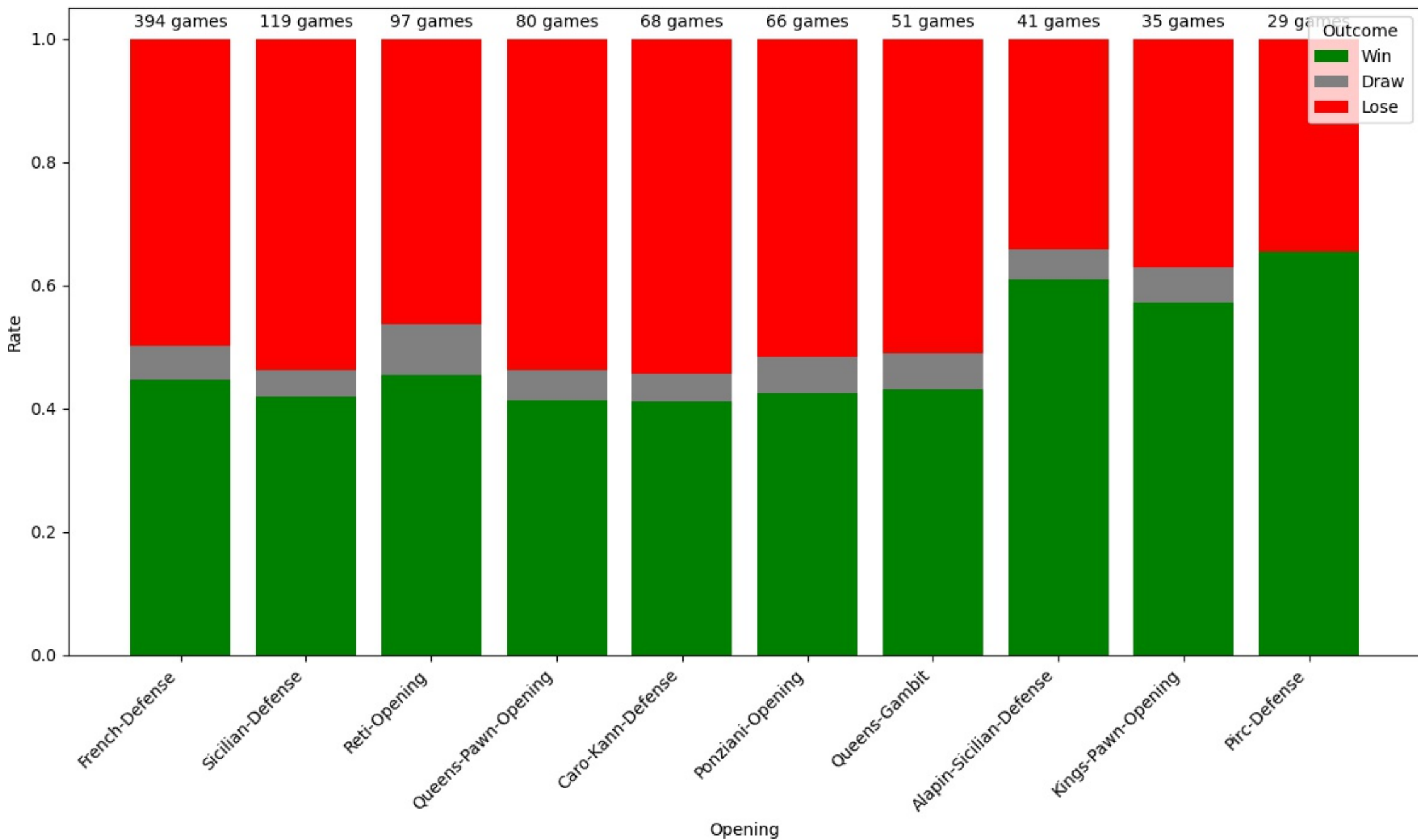
Frequency of Games Played by Weekday



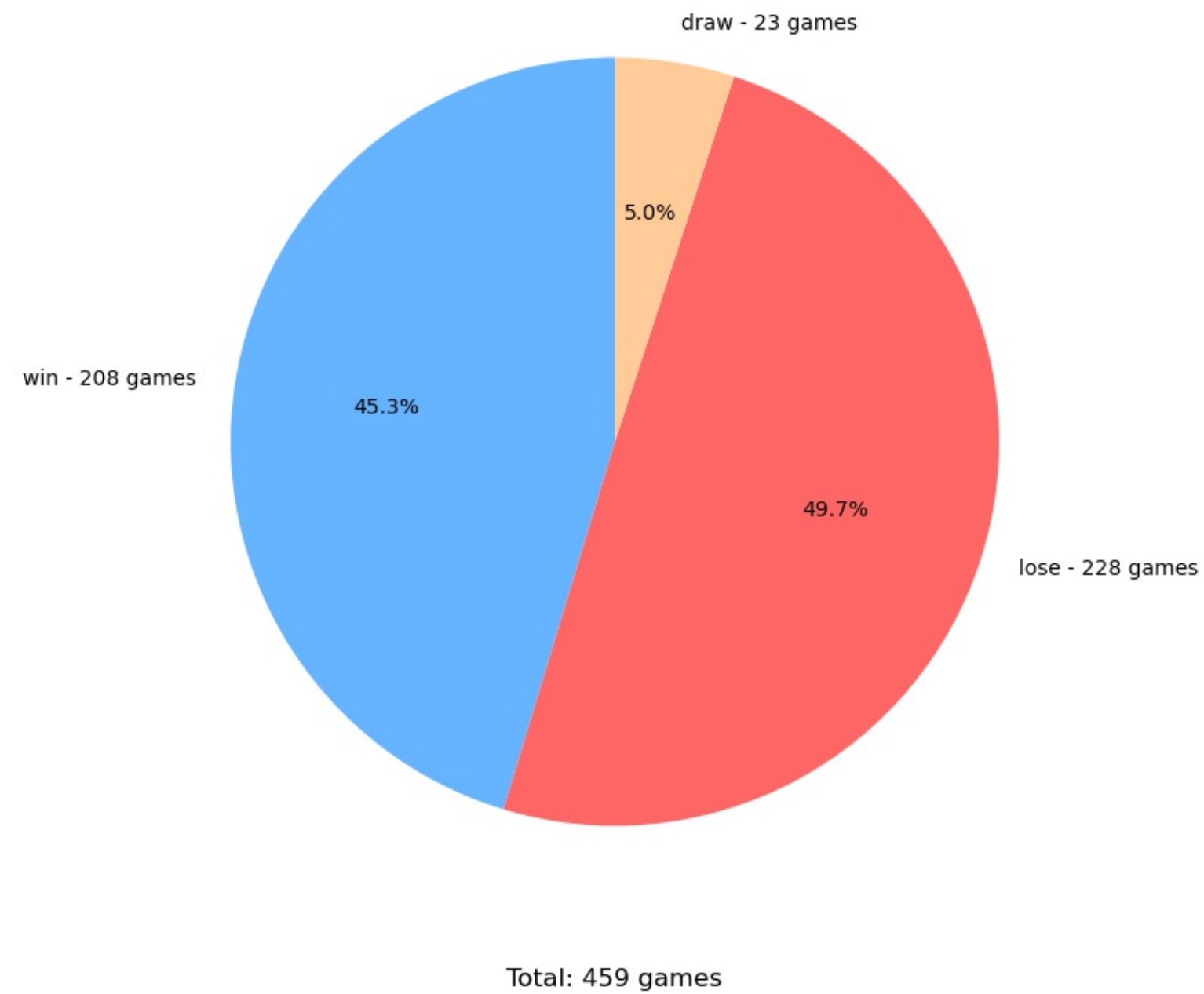
Frequency of Games Played by Hour



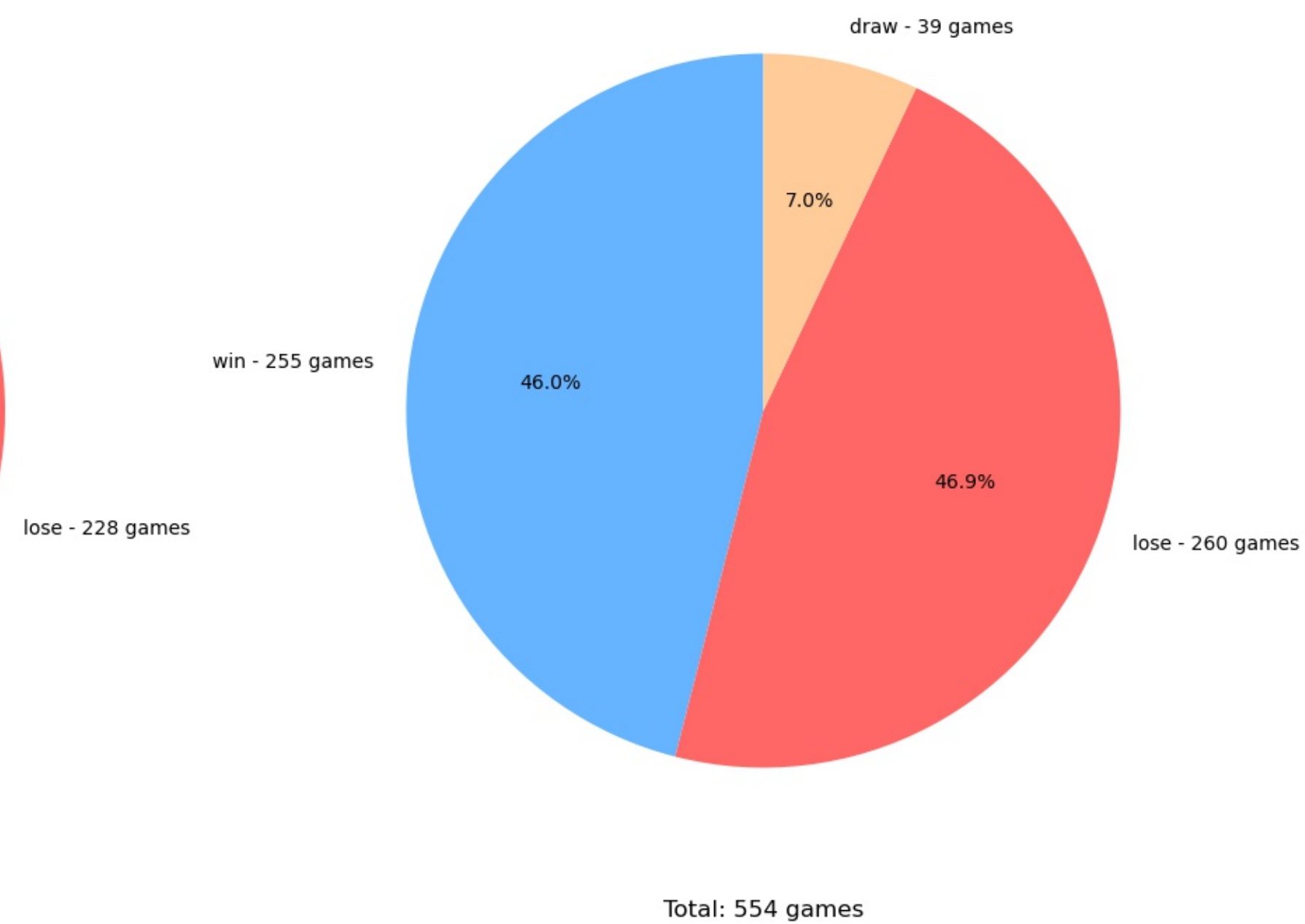
Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)



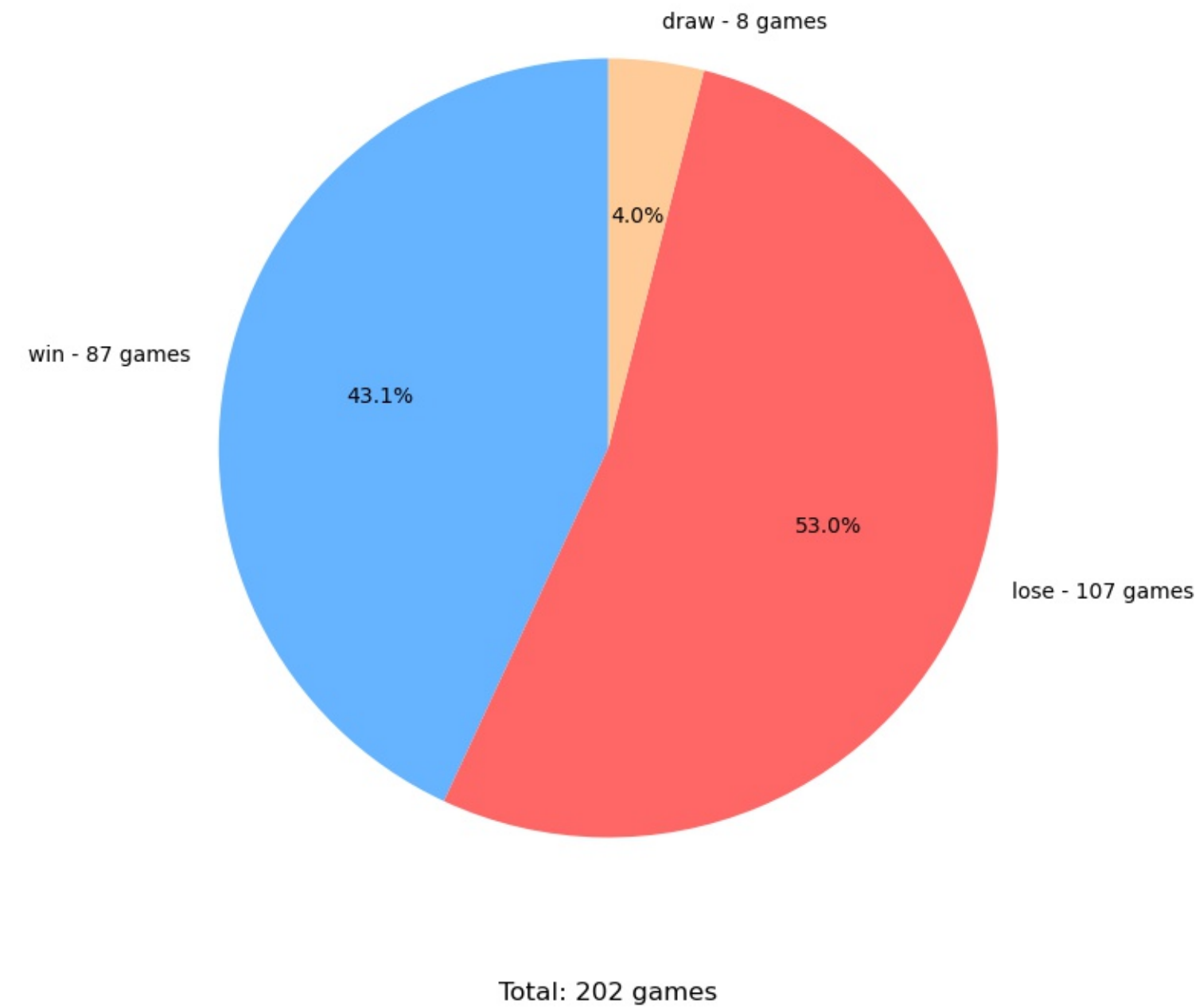
bullet Win/Loss/Draw Distribution



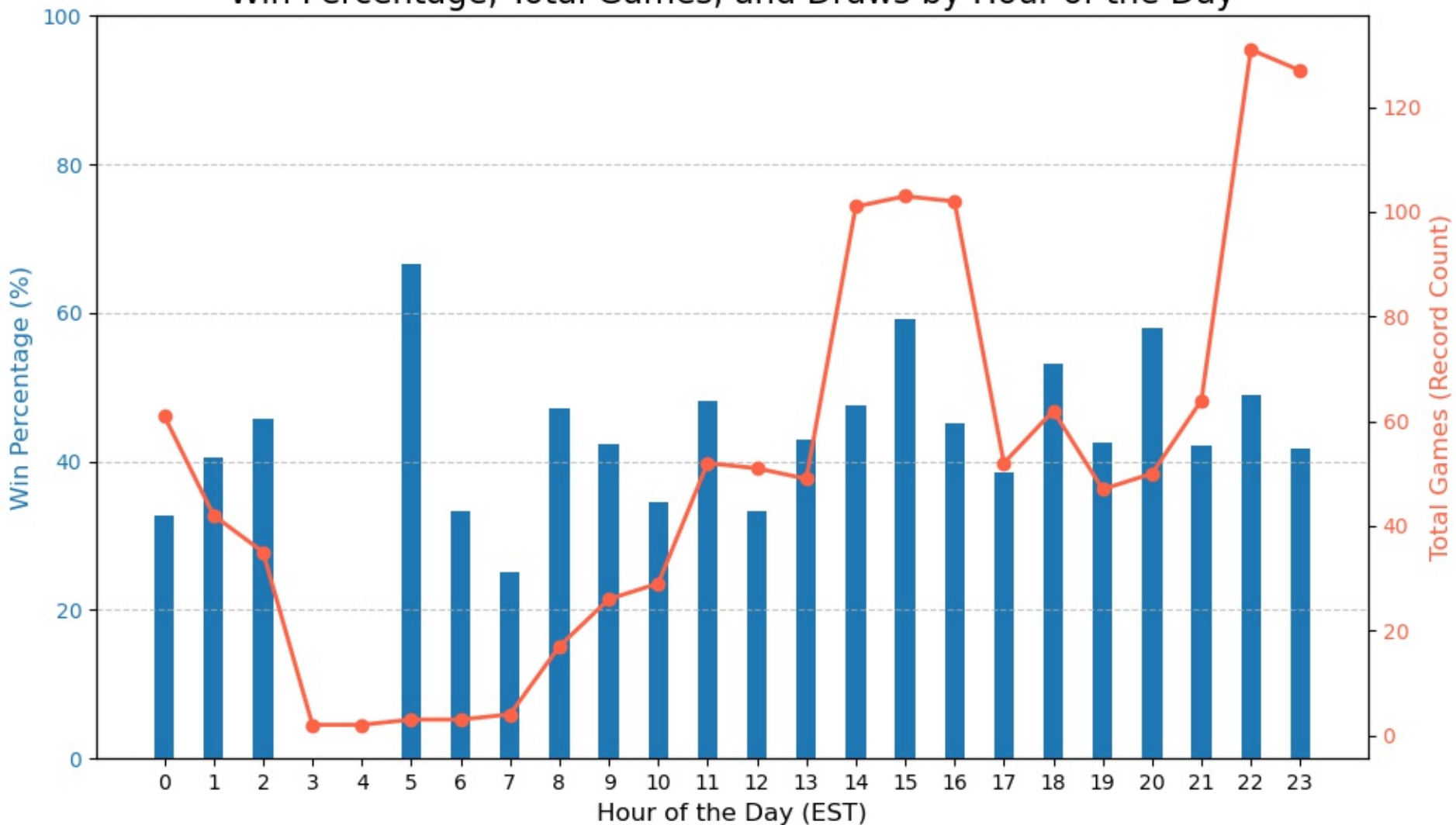
blitz Win/Loss/Draw Distribution



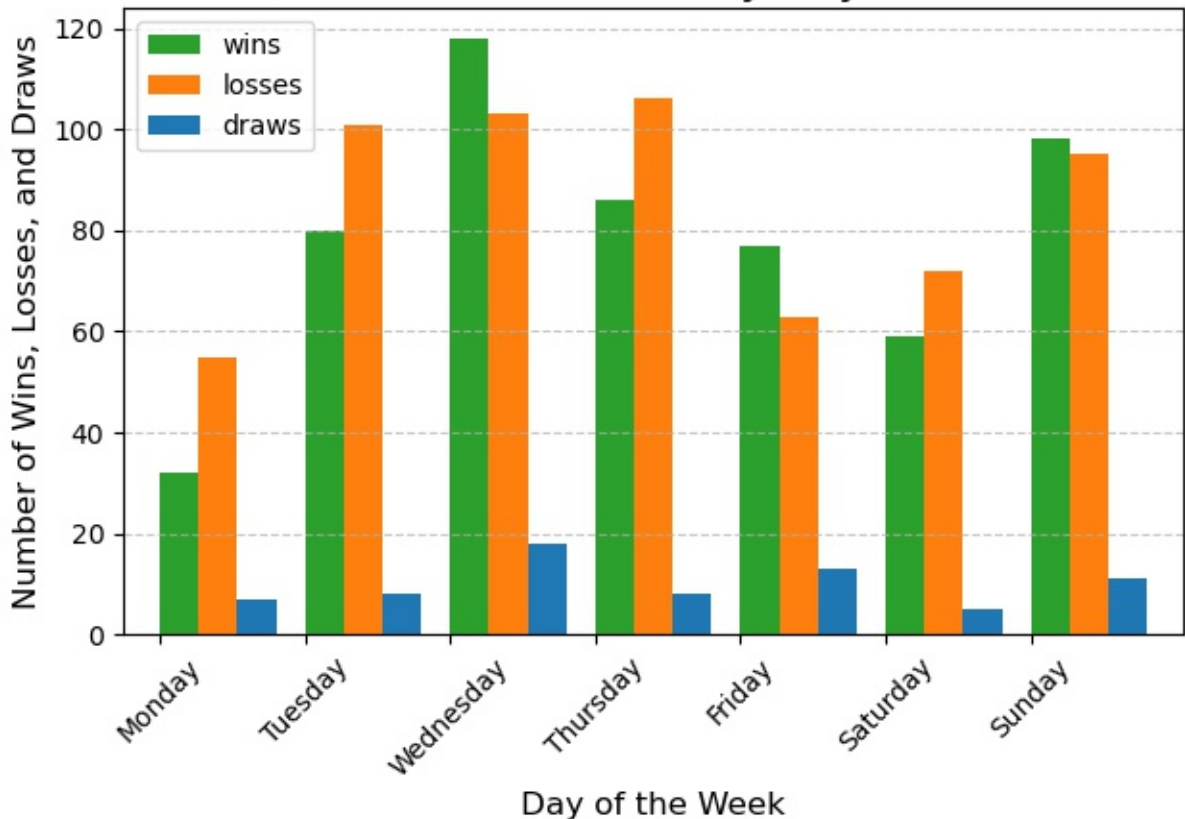
rapid Win/Loss/Draw Distribution



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

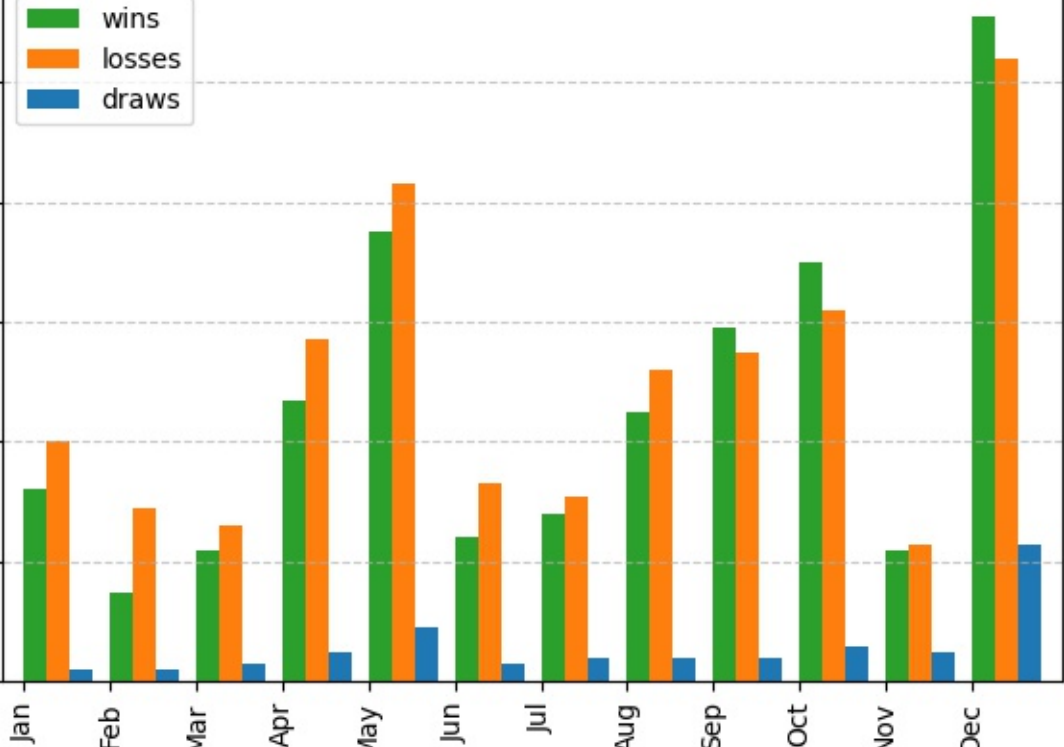
Sep

Oct

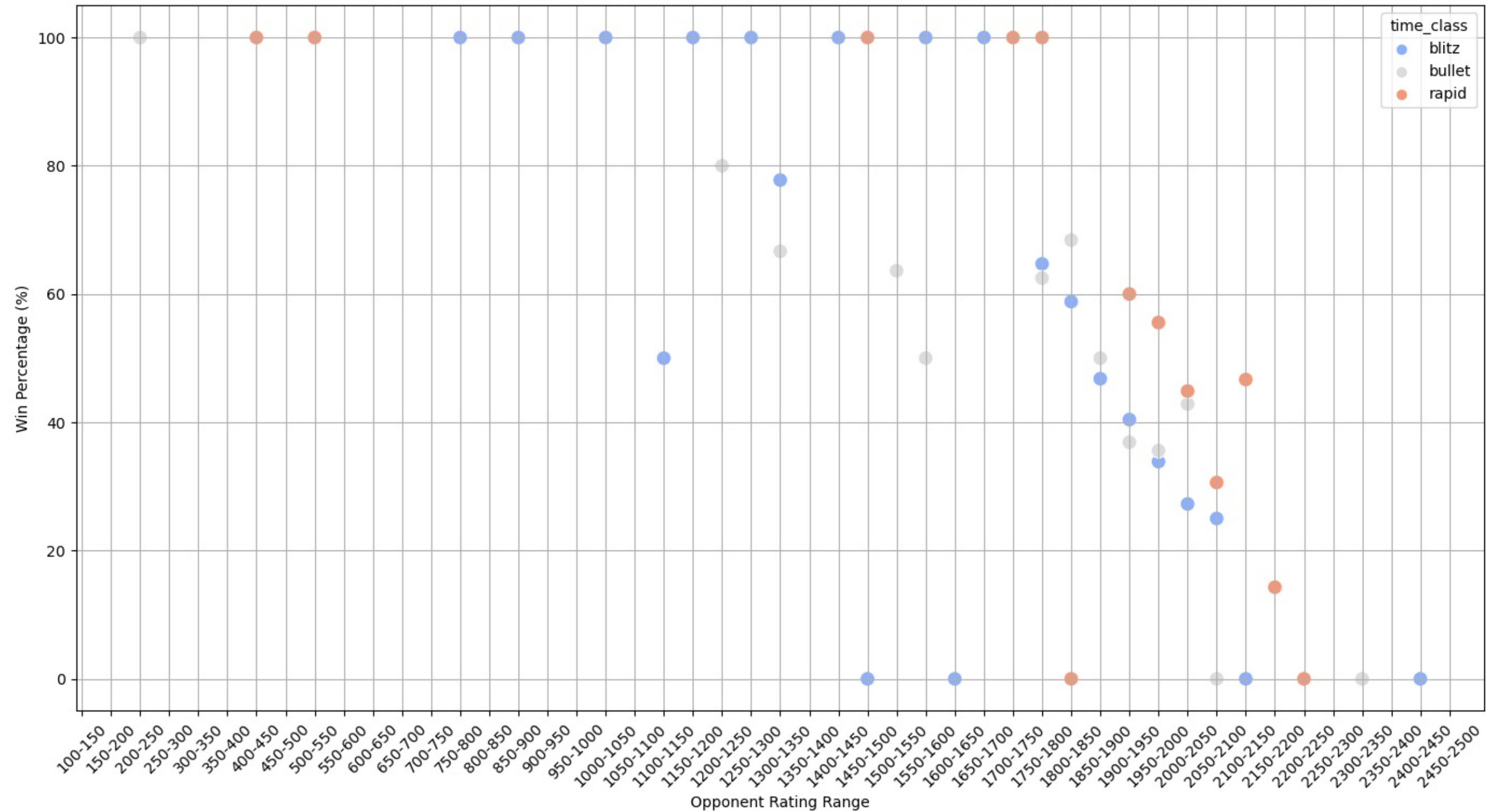
Nov

Dec

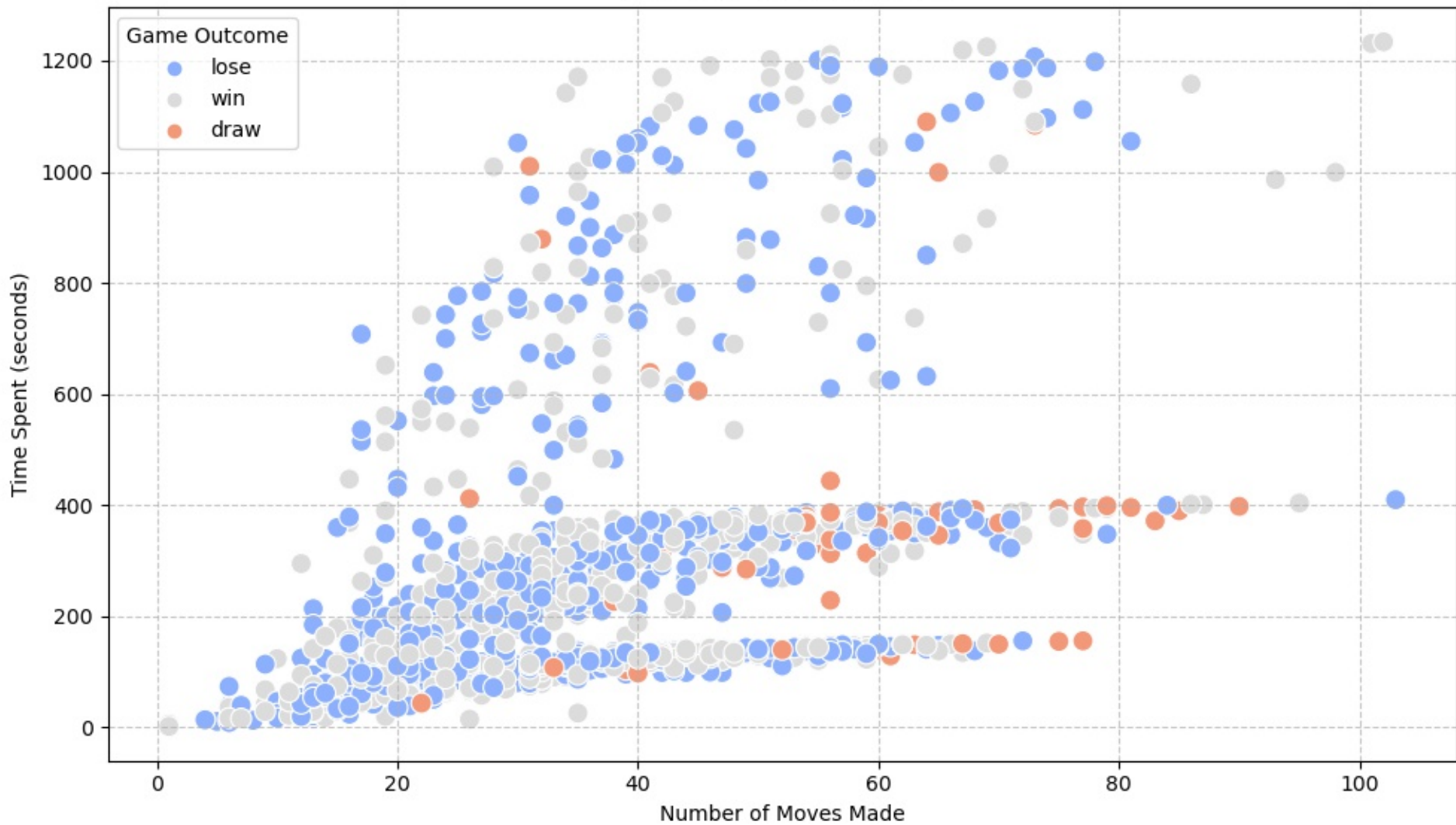
Month



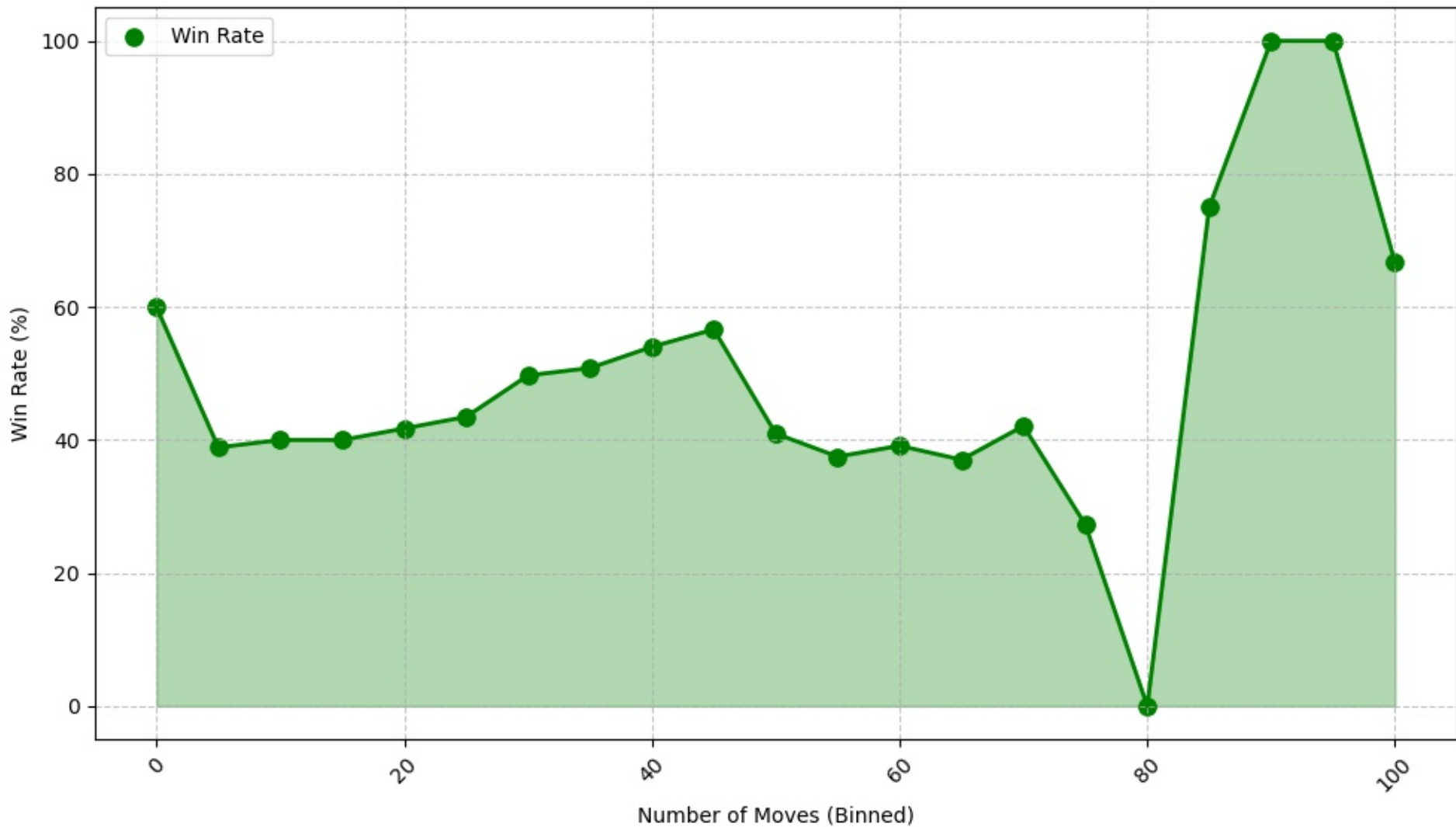
Win Percentage vs. Opponent Rating Range by Time Class



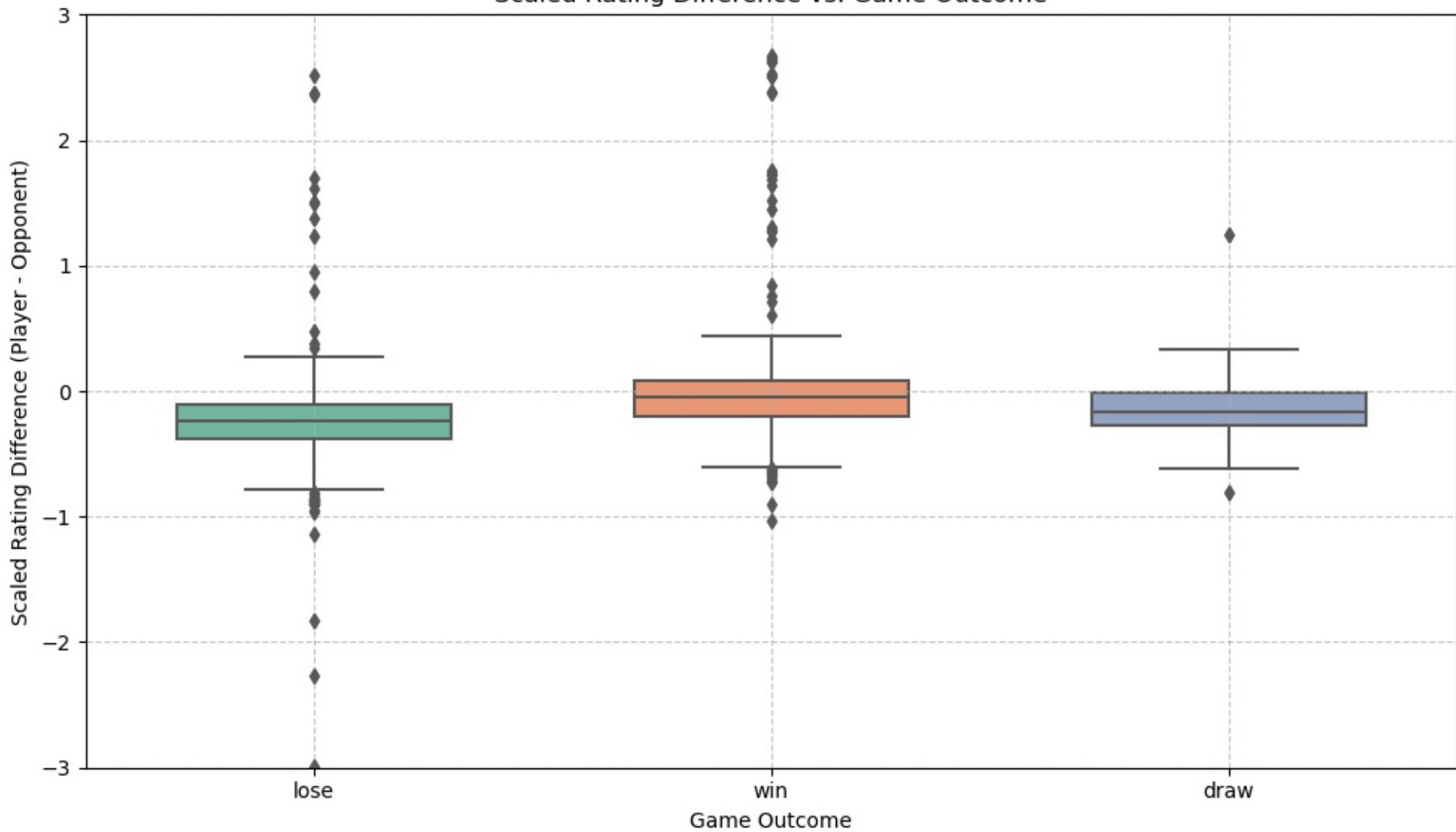
Moves vs. Game Outcome



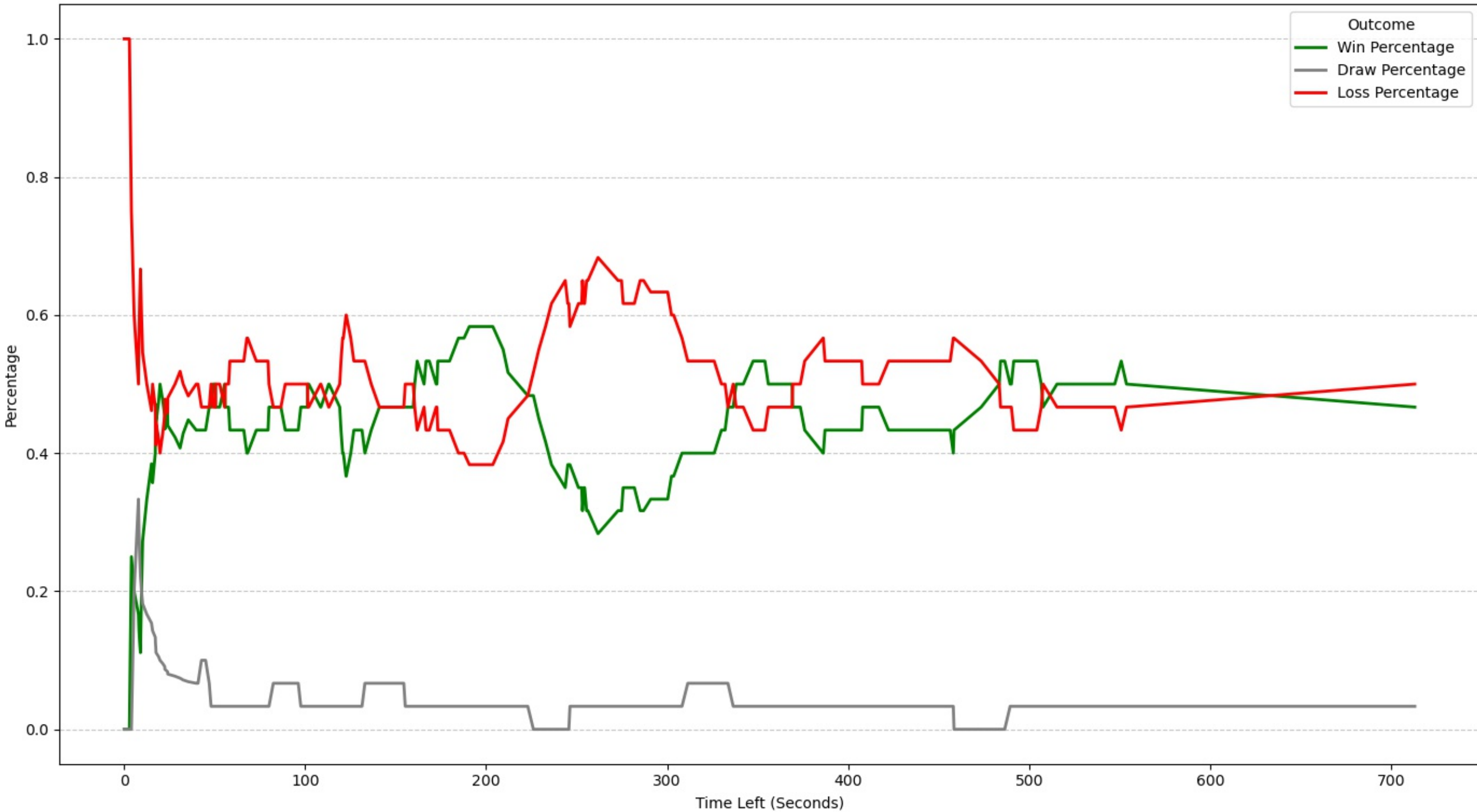
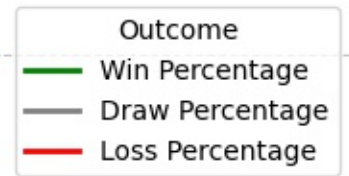
Win Rate vs. Number of Moves Made (Binned)



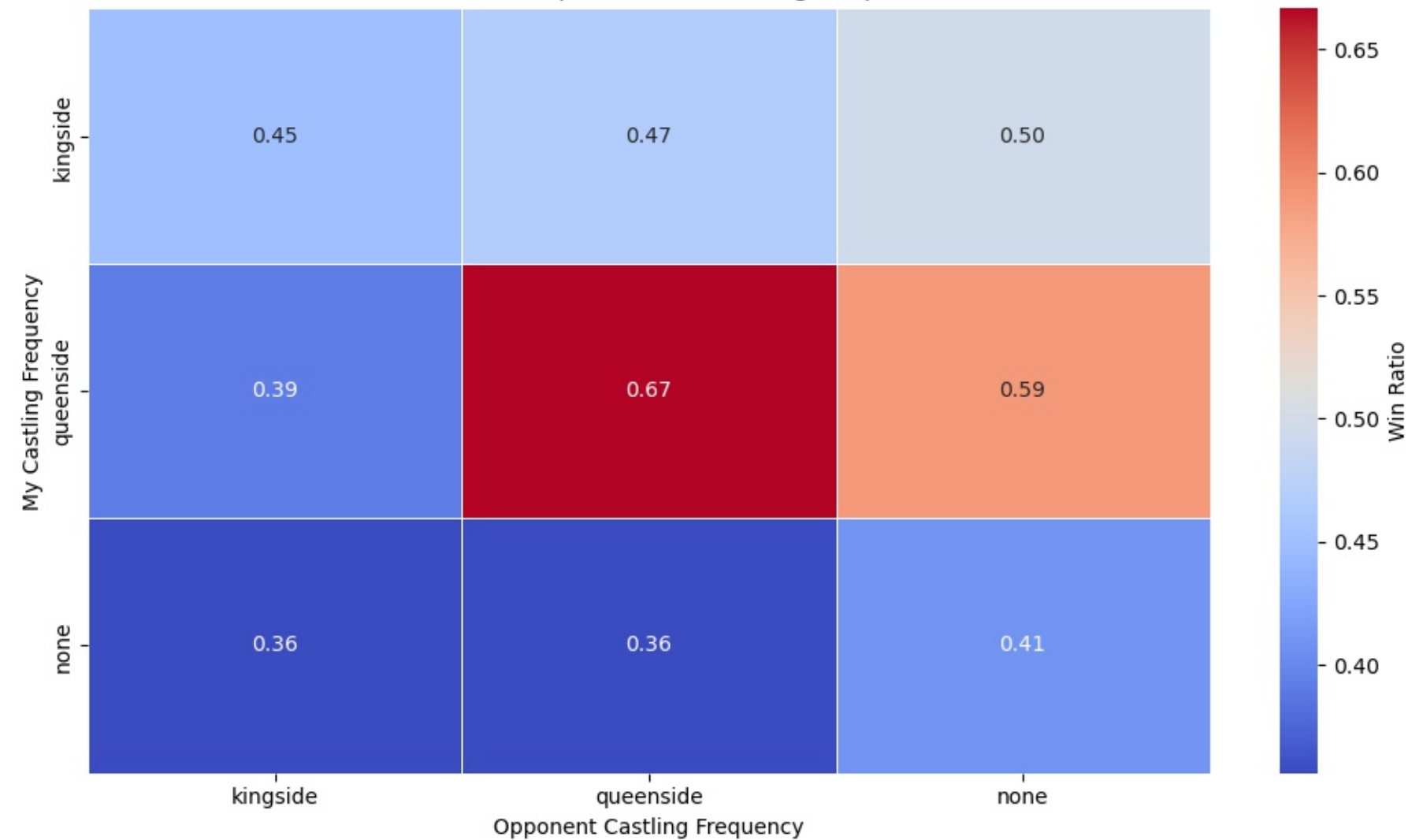
Scaled Rating Difference vs. Game Outcome



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



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies

