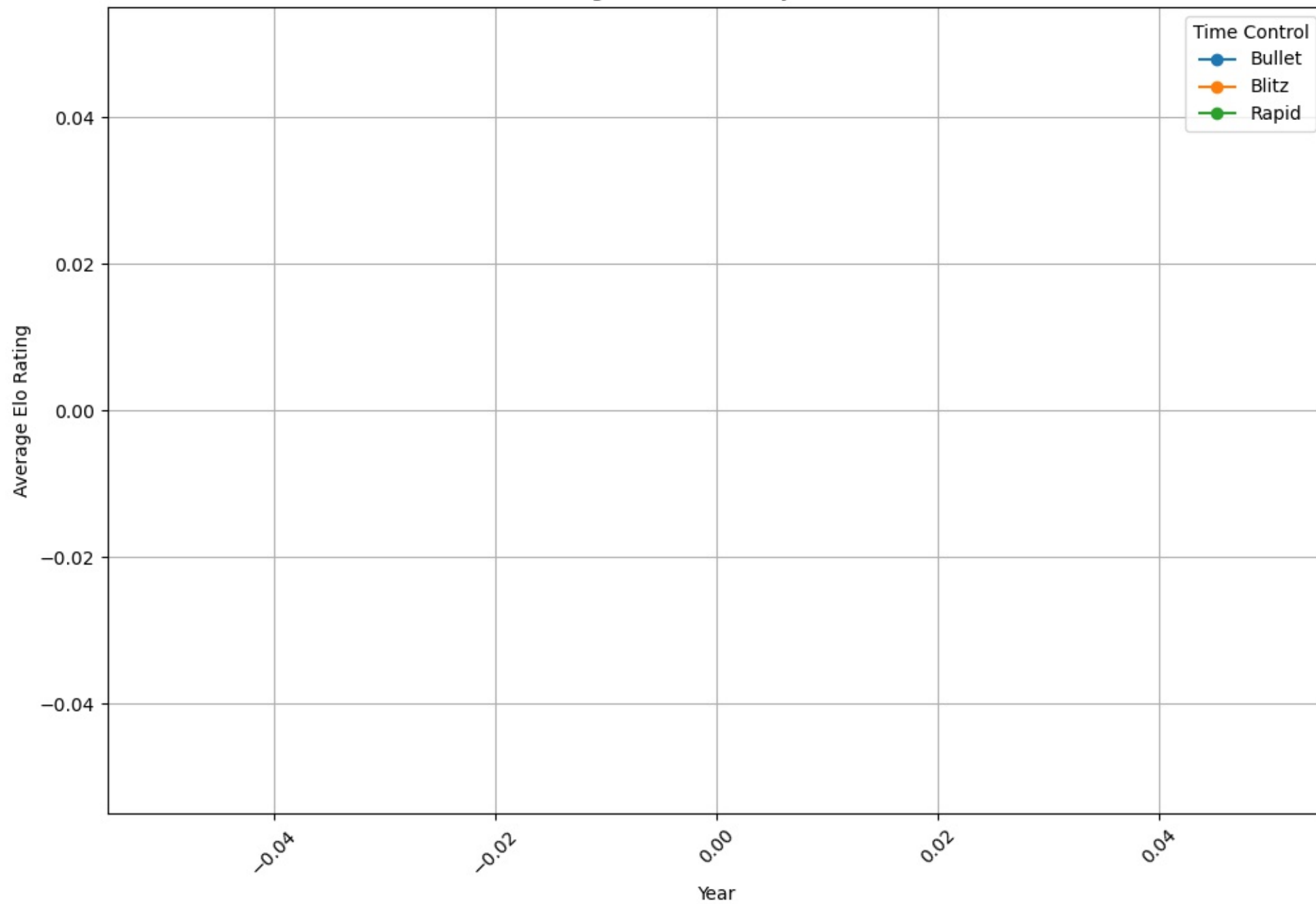
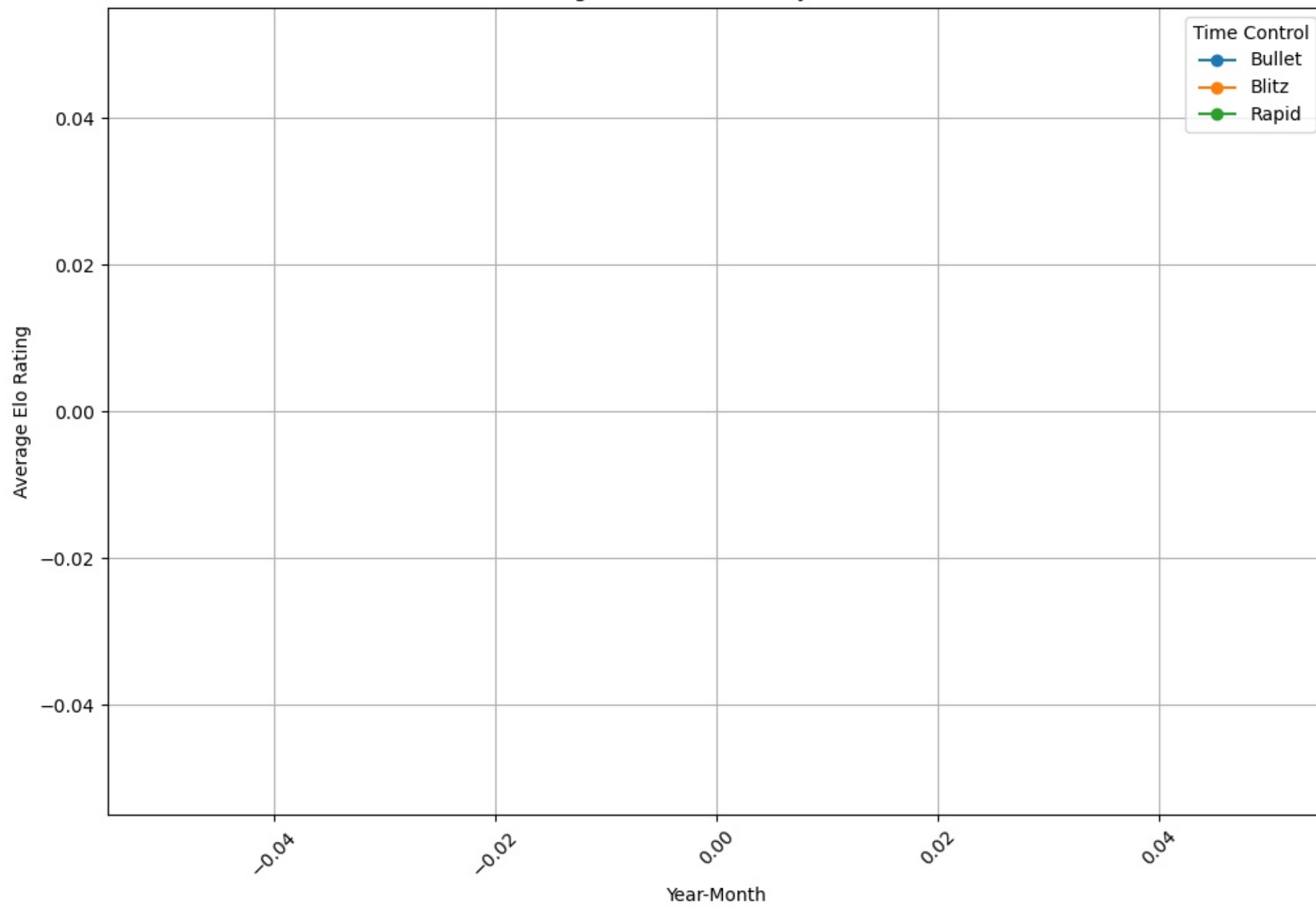


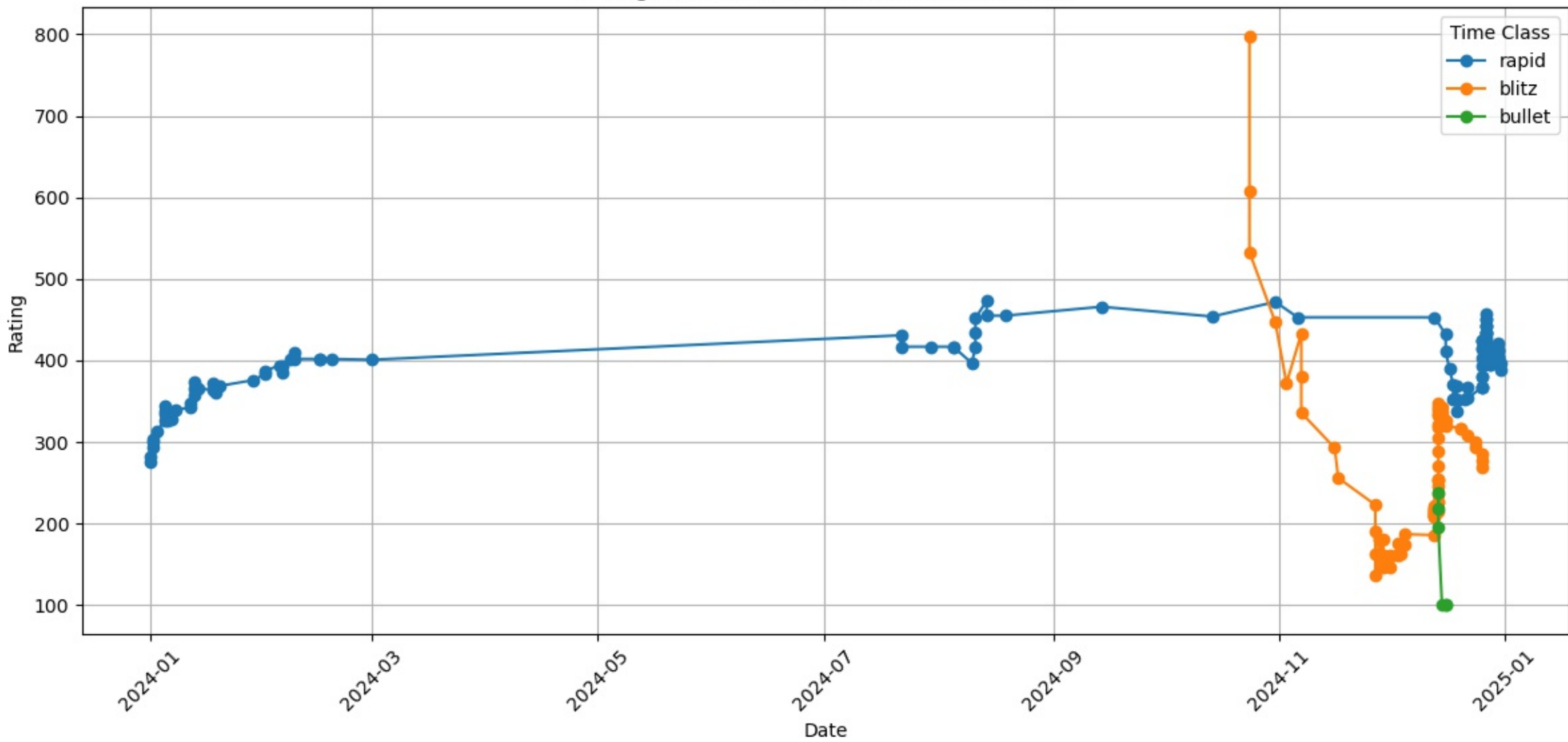
Elo Rating Over the Year by Time Control



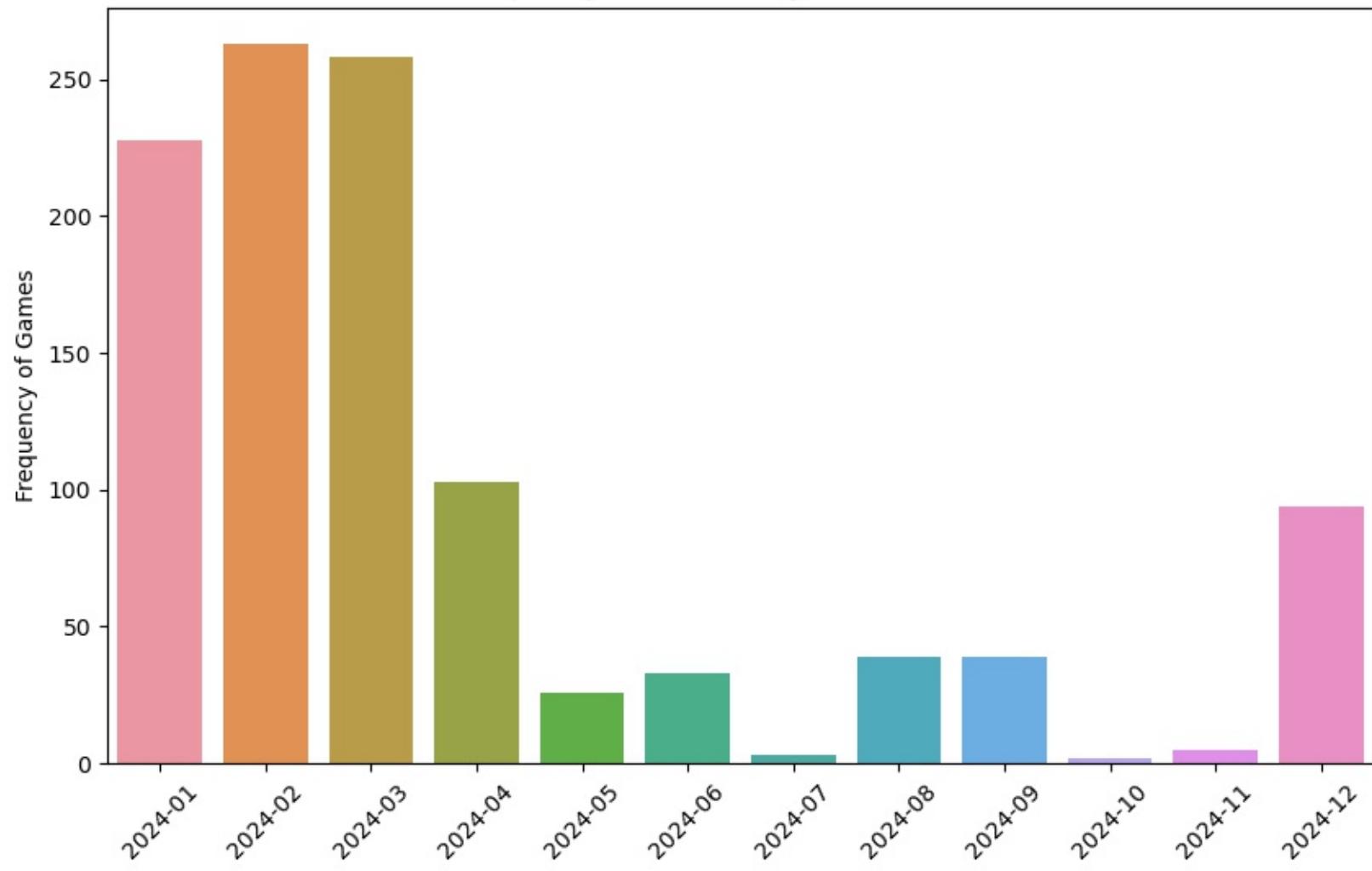
Elo Rating Over the Months by Time Control



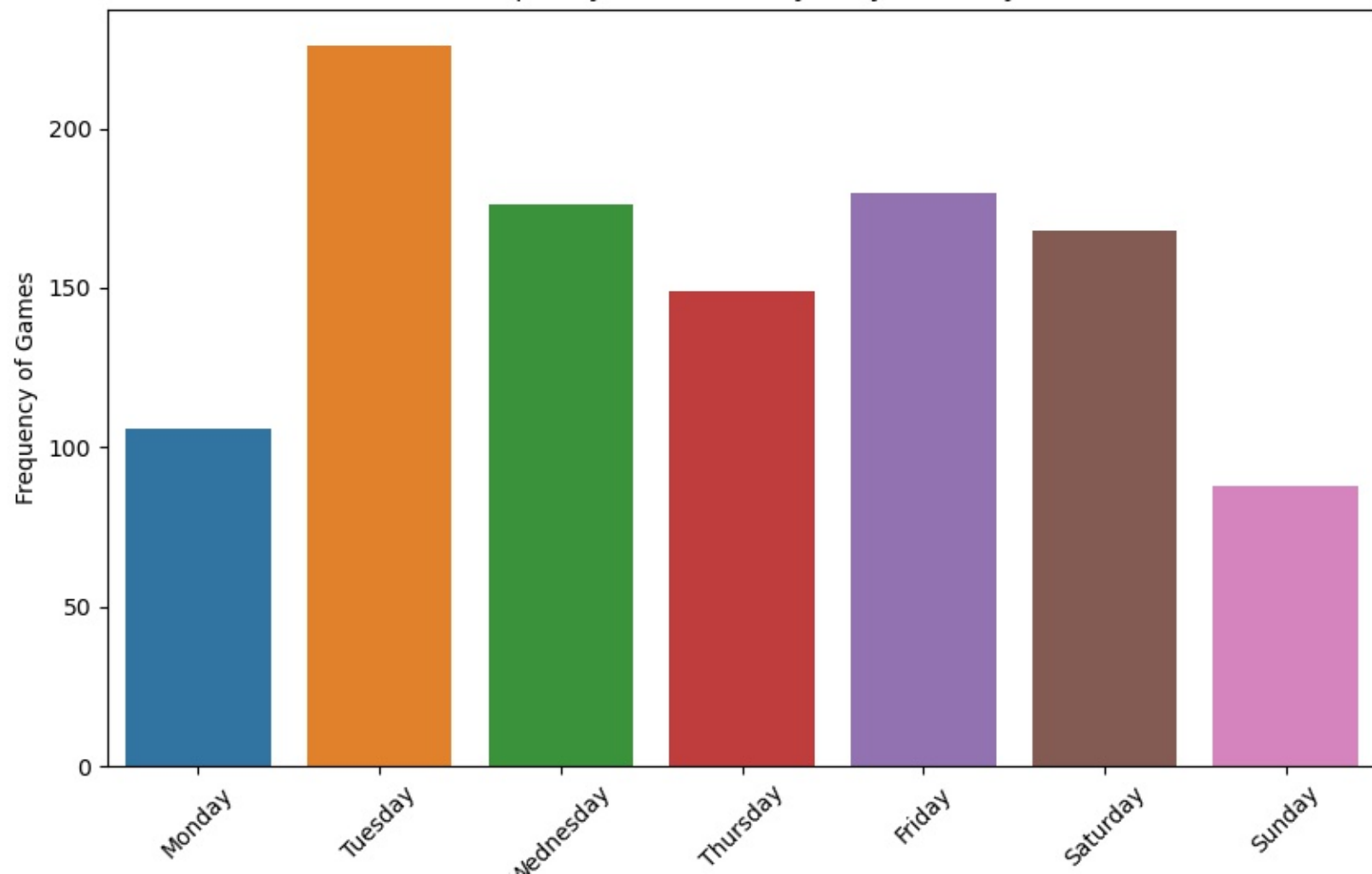
Rating Over Time for Different Time Controls



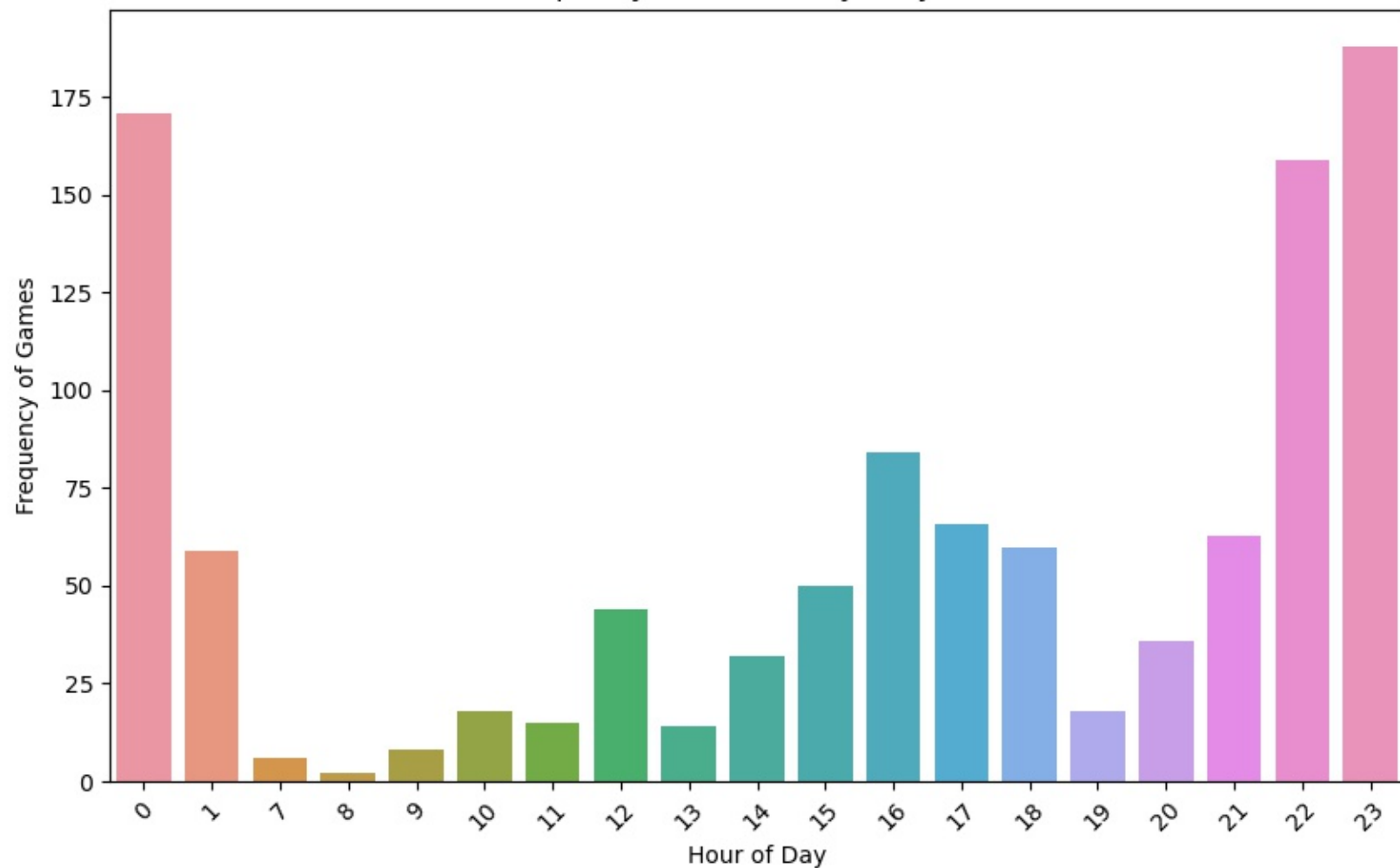
Frequency of Games Played Over Months



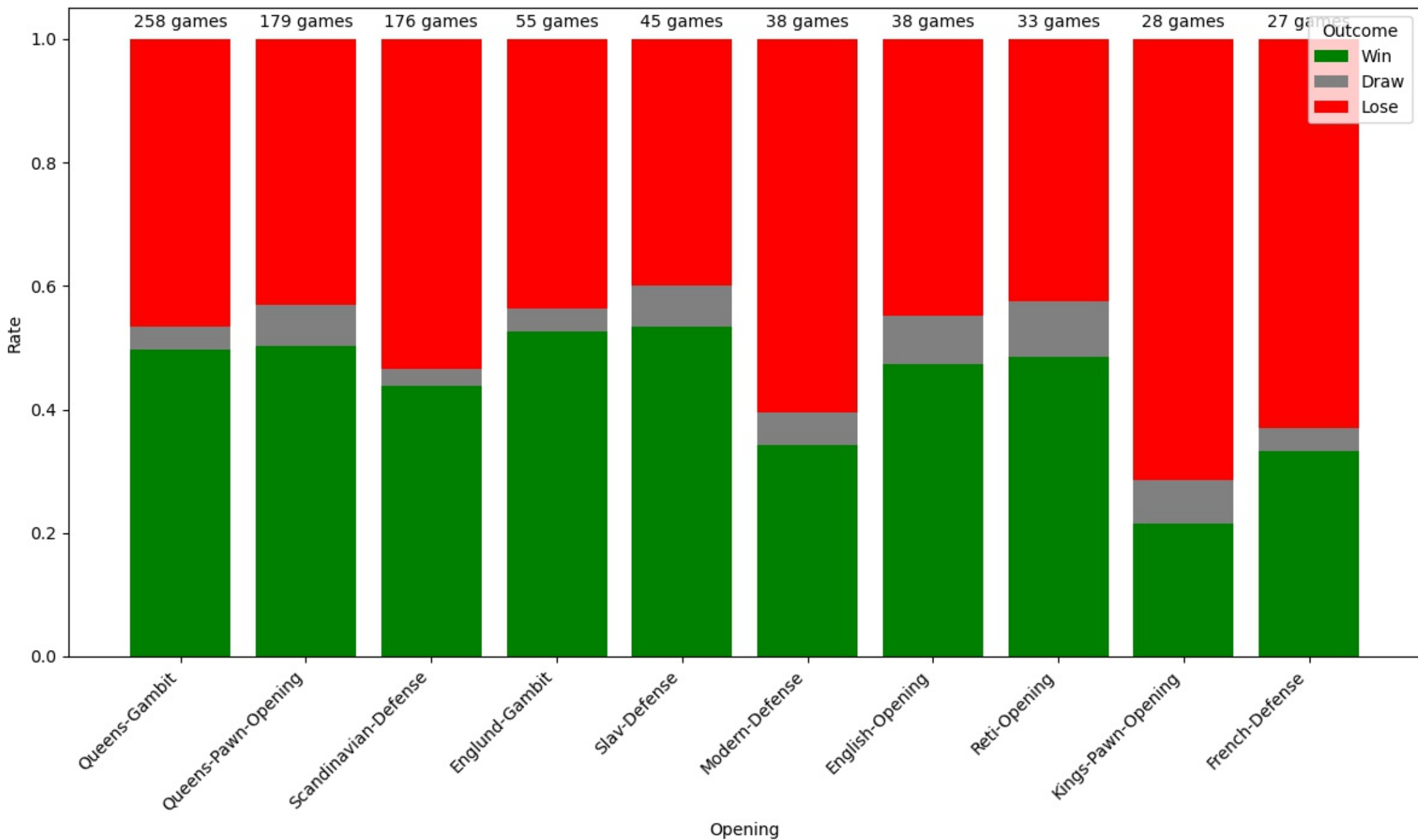
Frequency of Games Played by Weekday



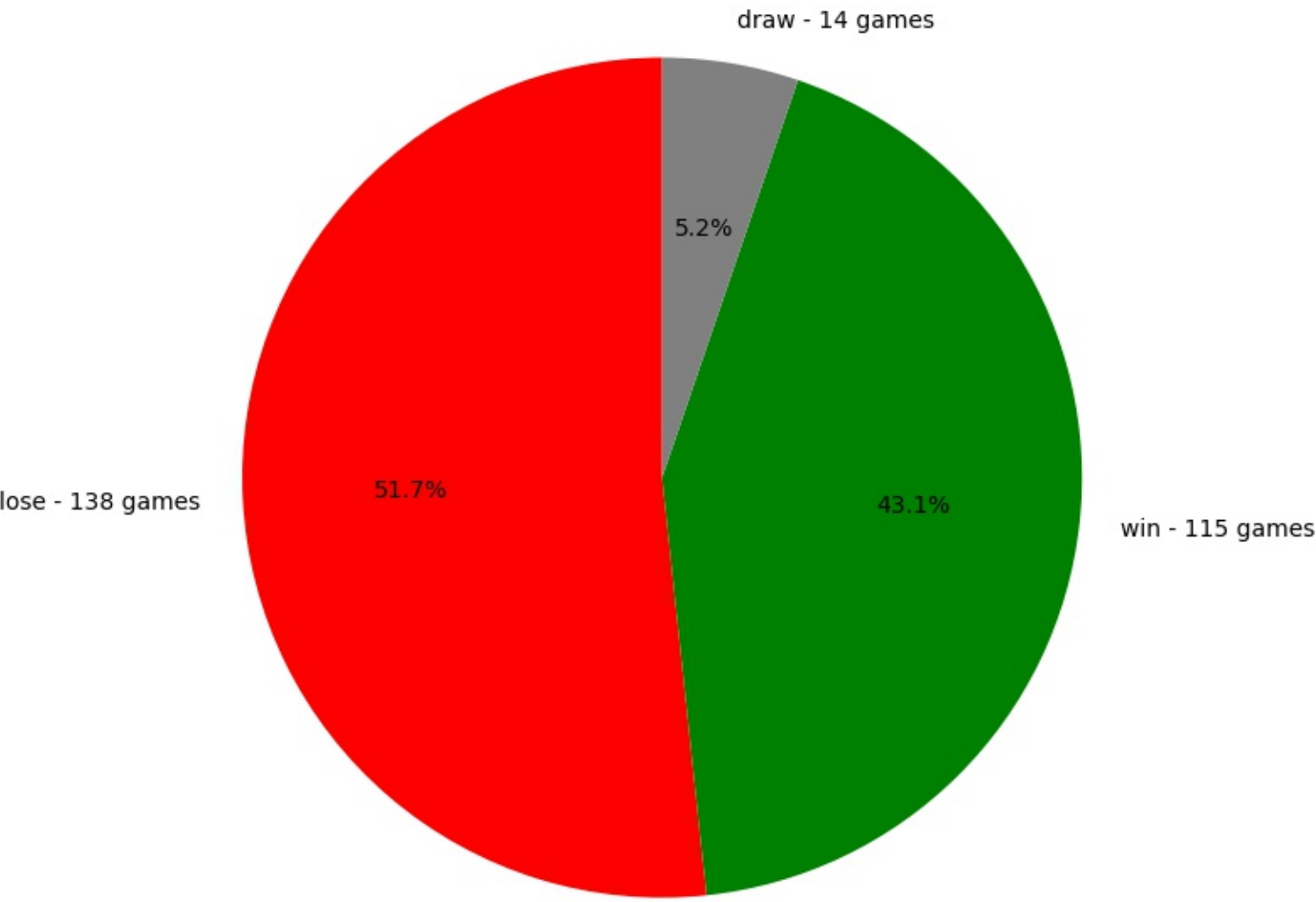
Frequency of Games Played by Hour



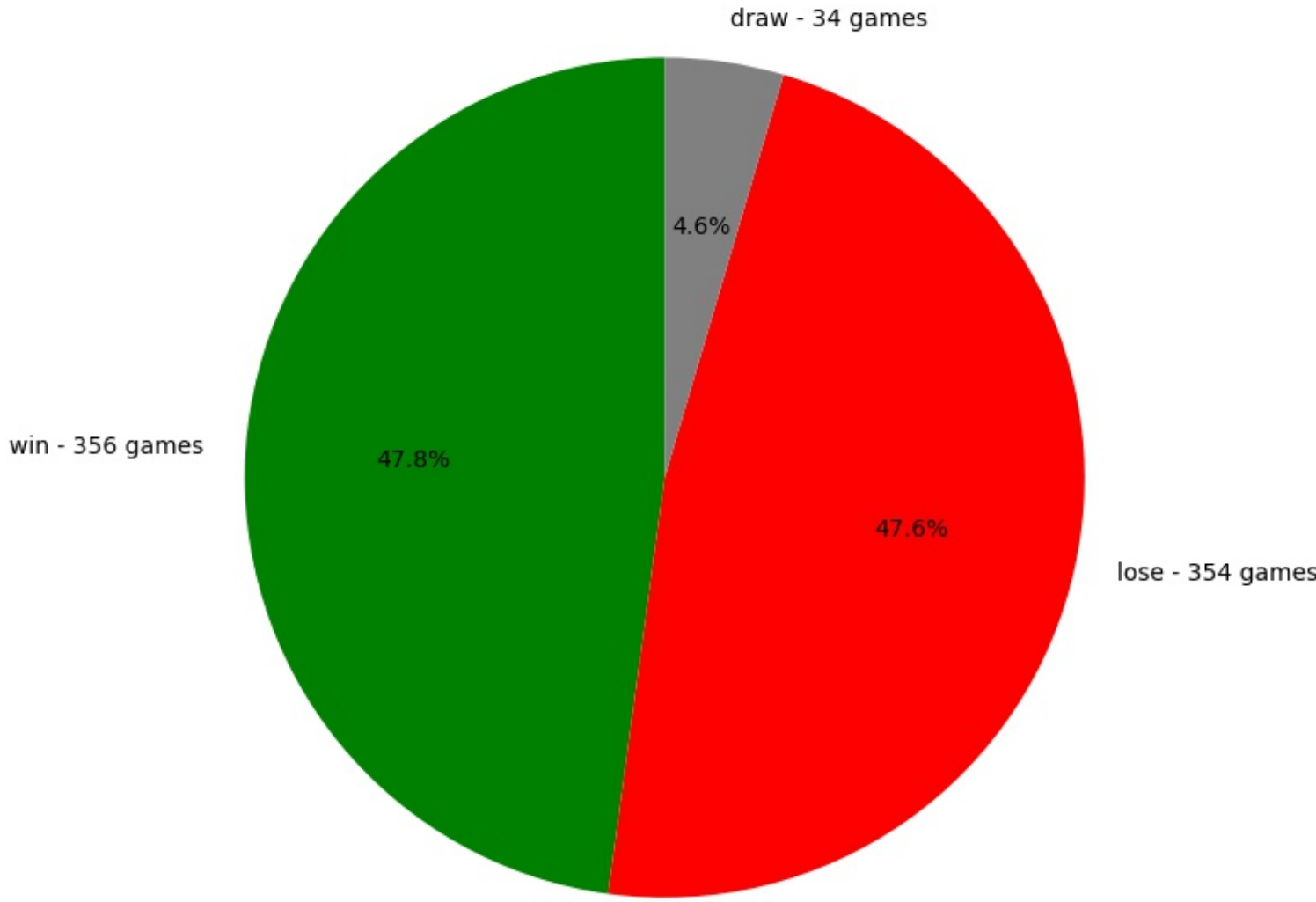
Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)



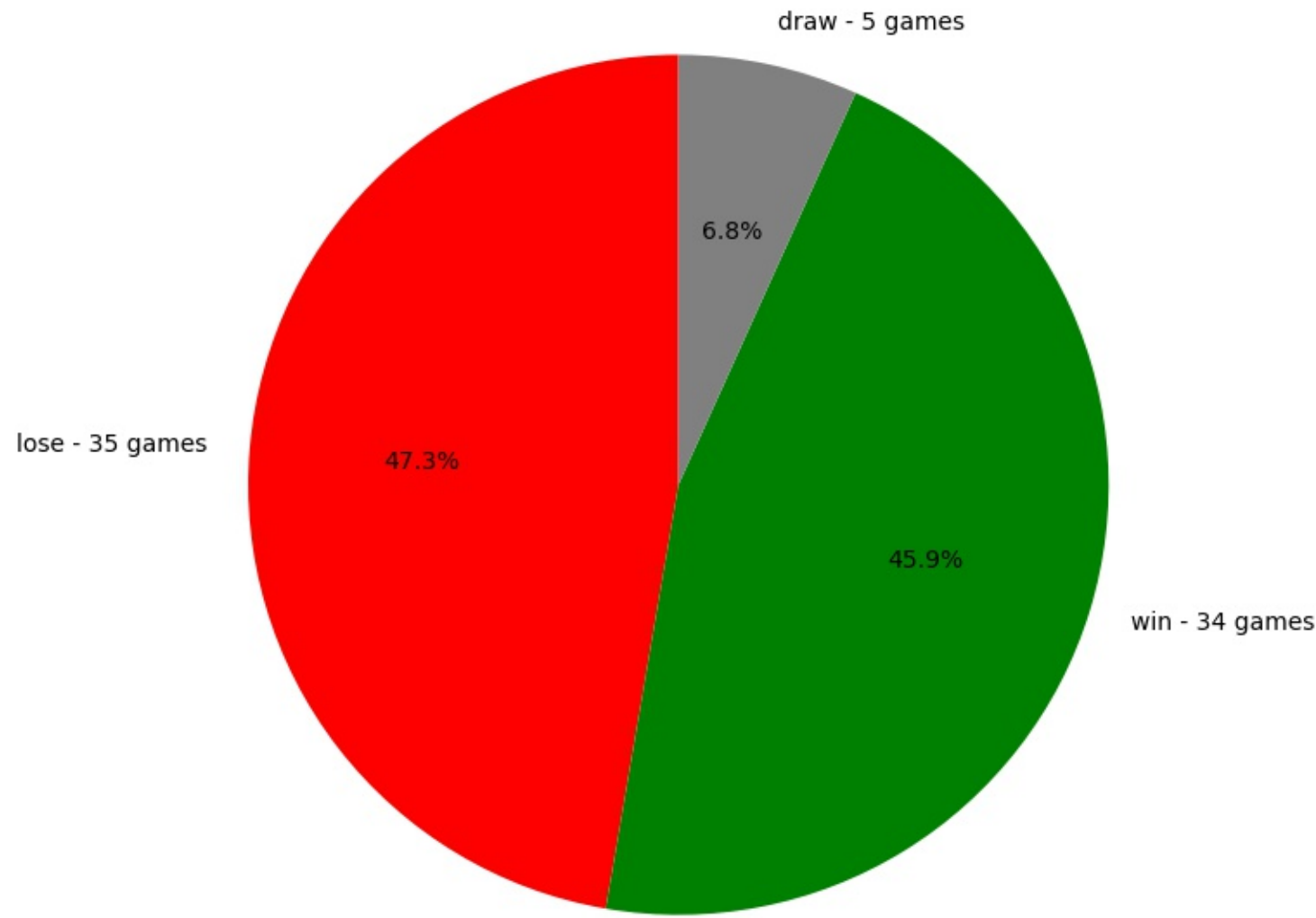
3 + 0 Win/Loss/Draw Distribution



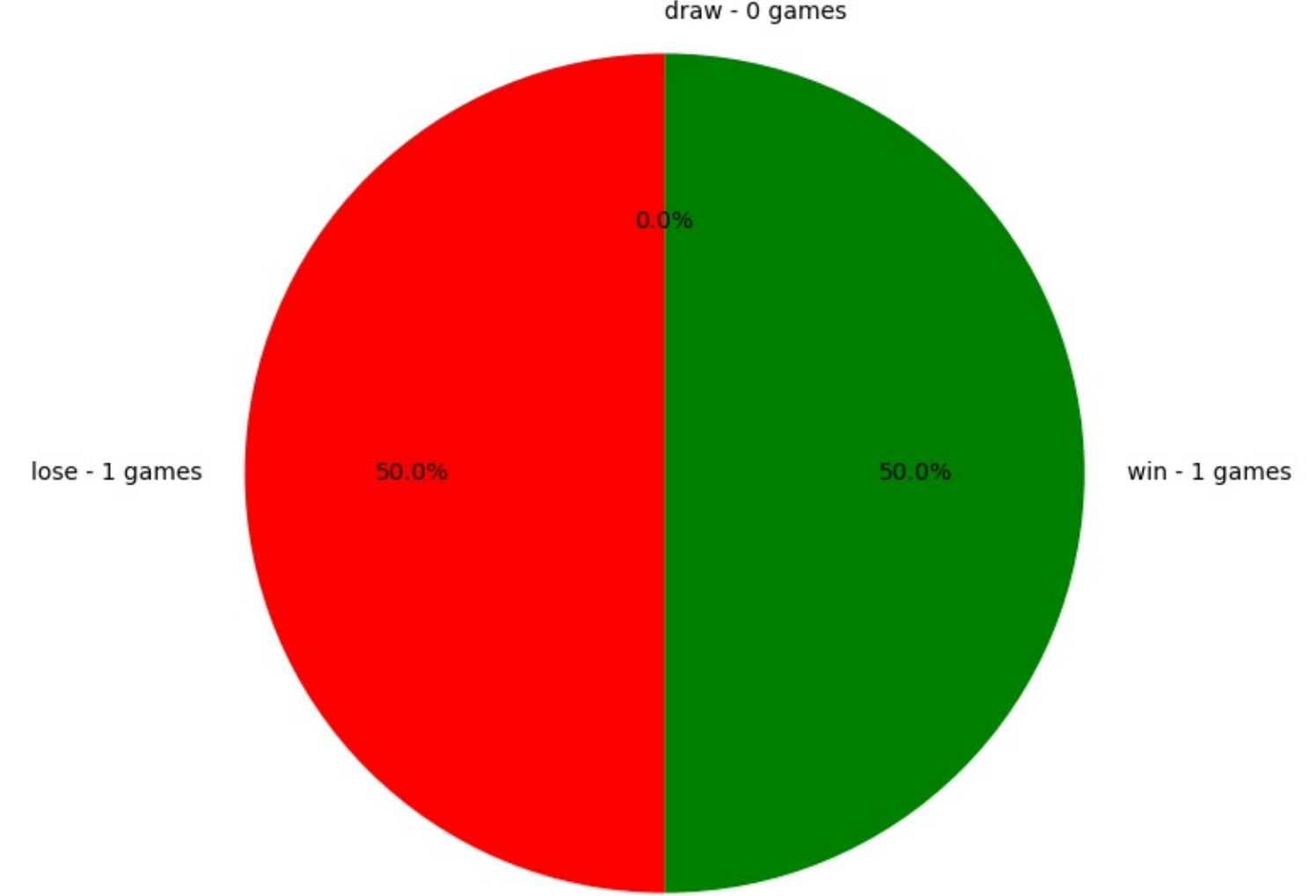
1 + 0 Win/Loss/Draw Distribution



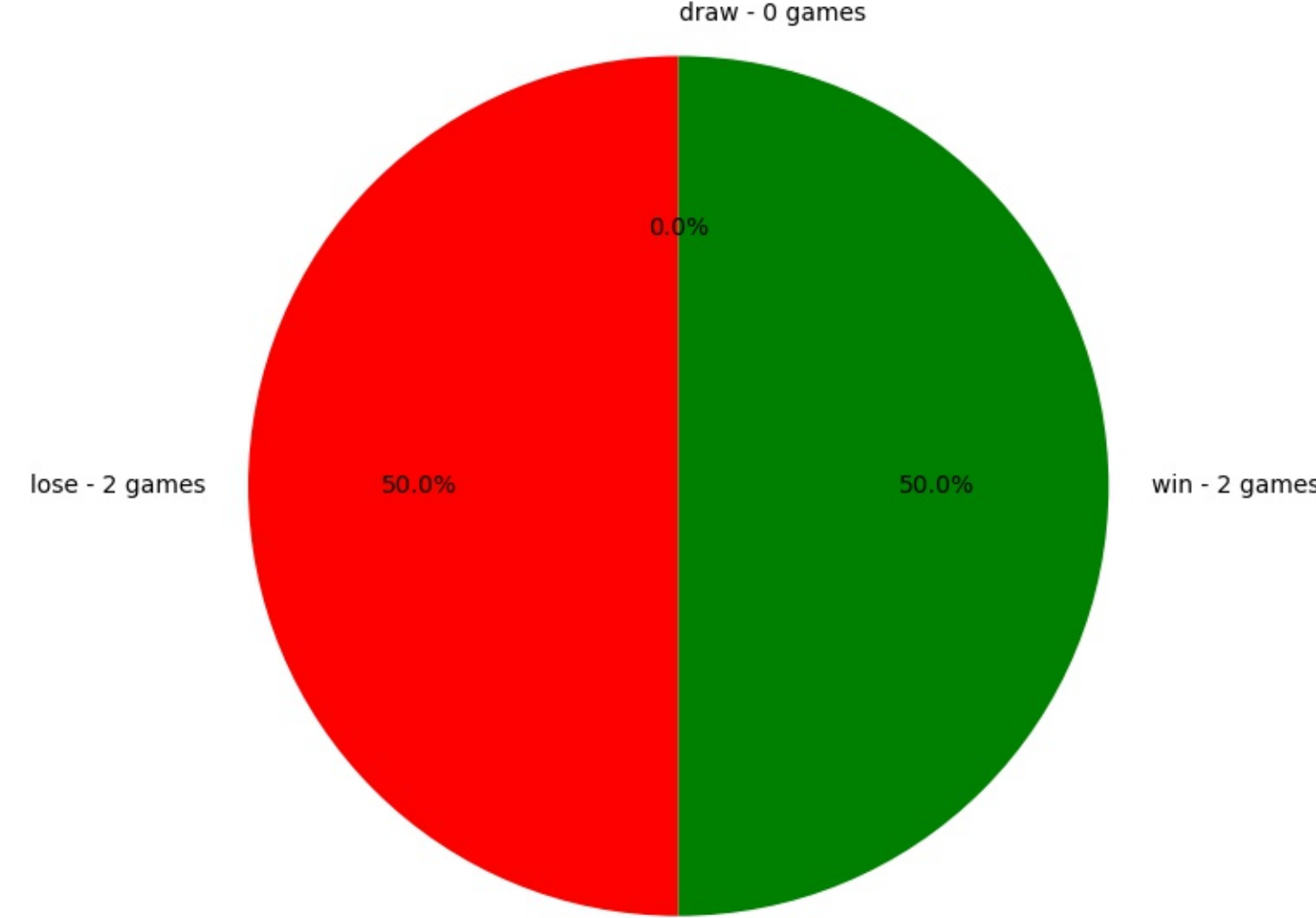
10 + 0 Win/Loss/Draw Distribution



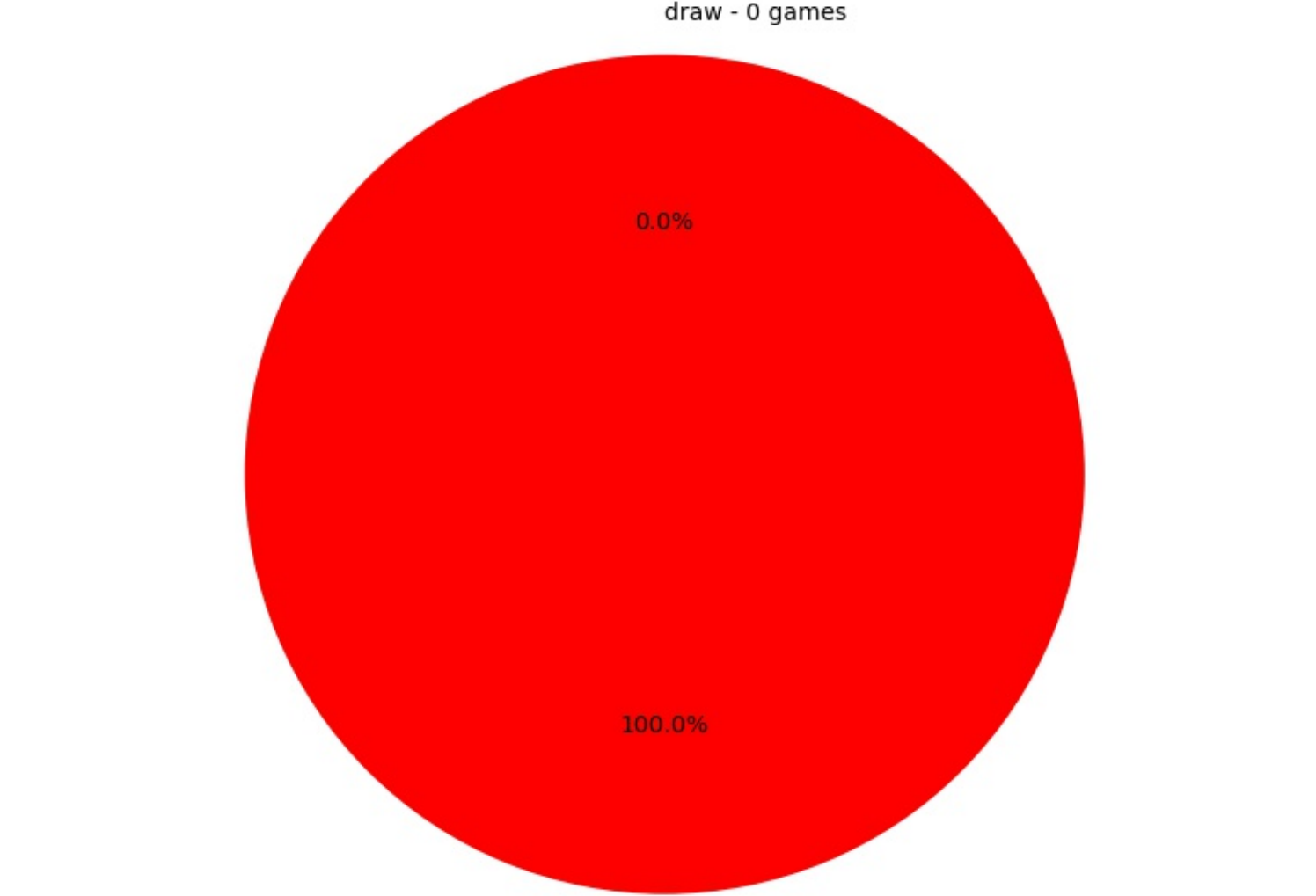
3 + 2 Win/Loss/Draw Distribution



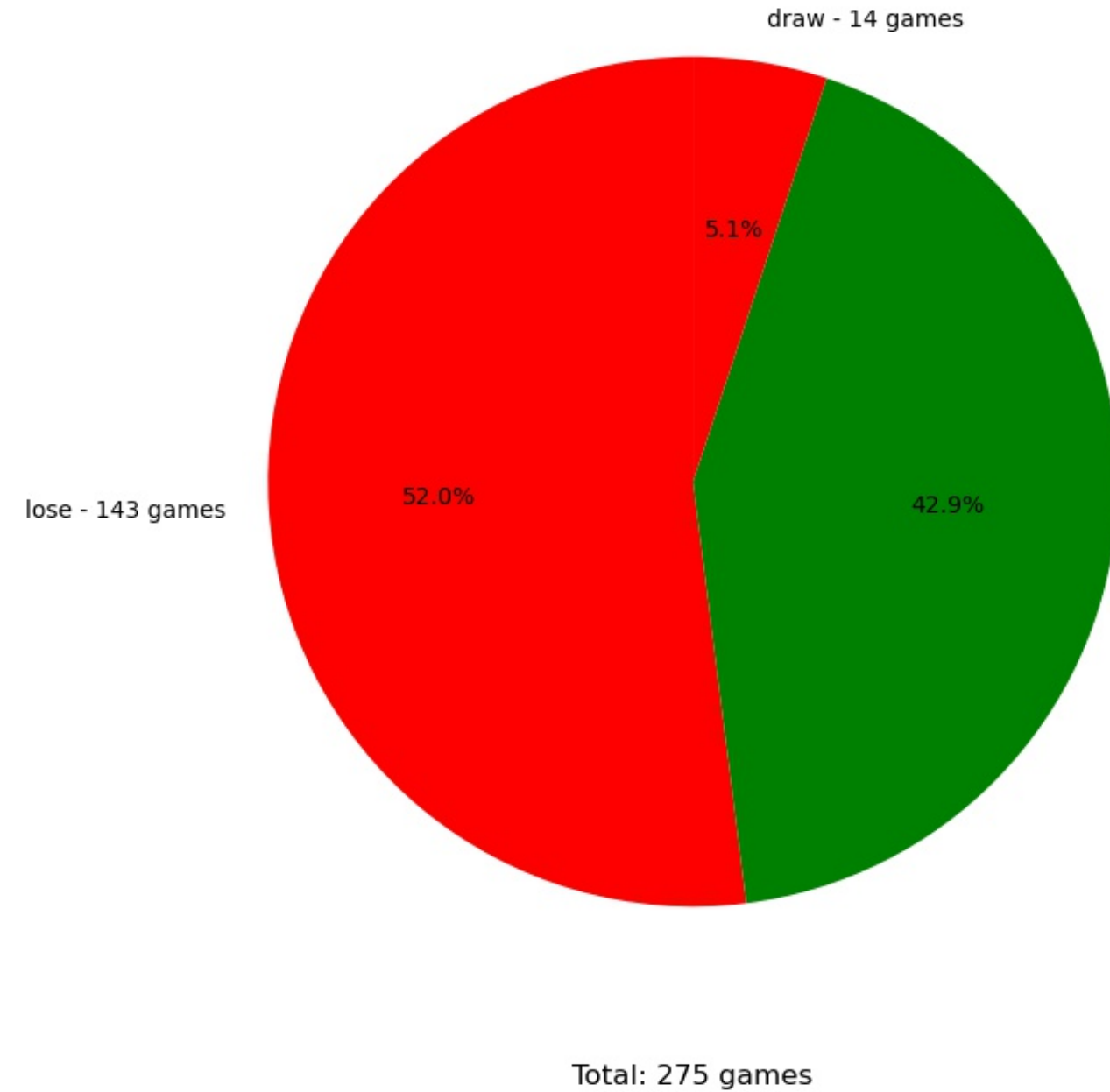
5 + 0 Win/Loss/Draw Distribution



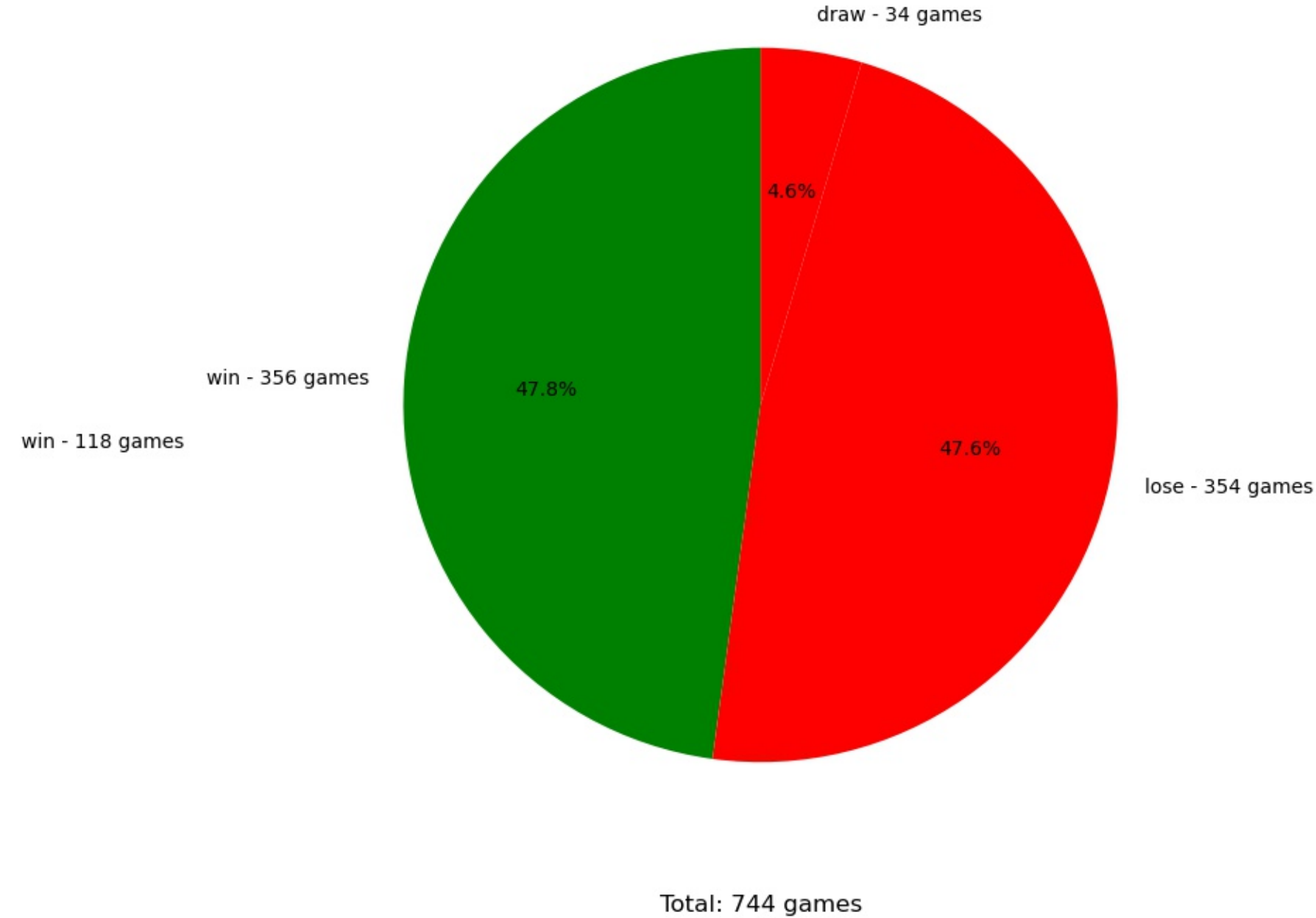
5 + 2 Win/Loss/Draw Distribution



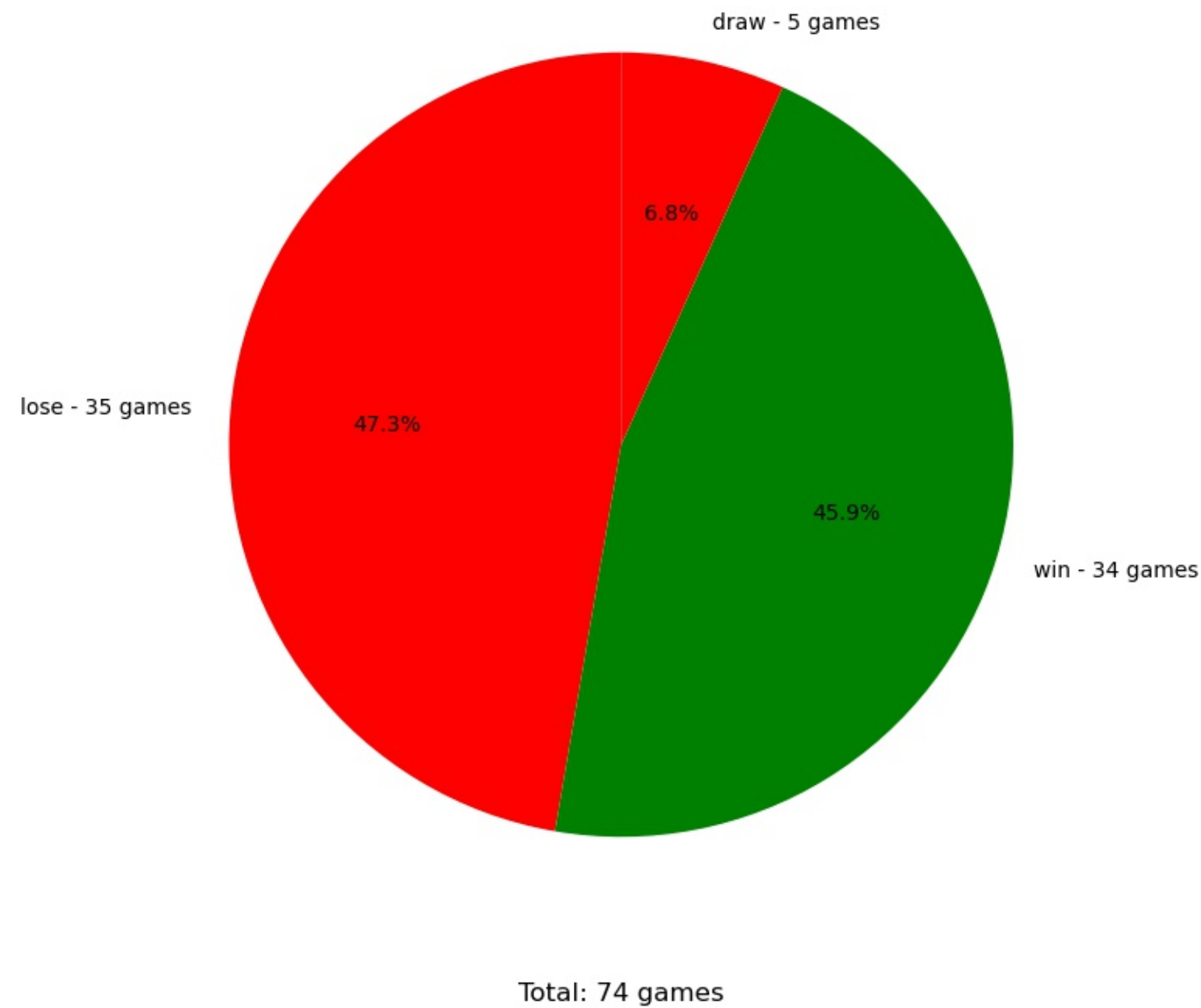
blitz Win/Loss Distribution



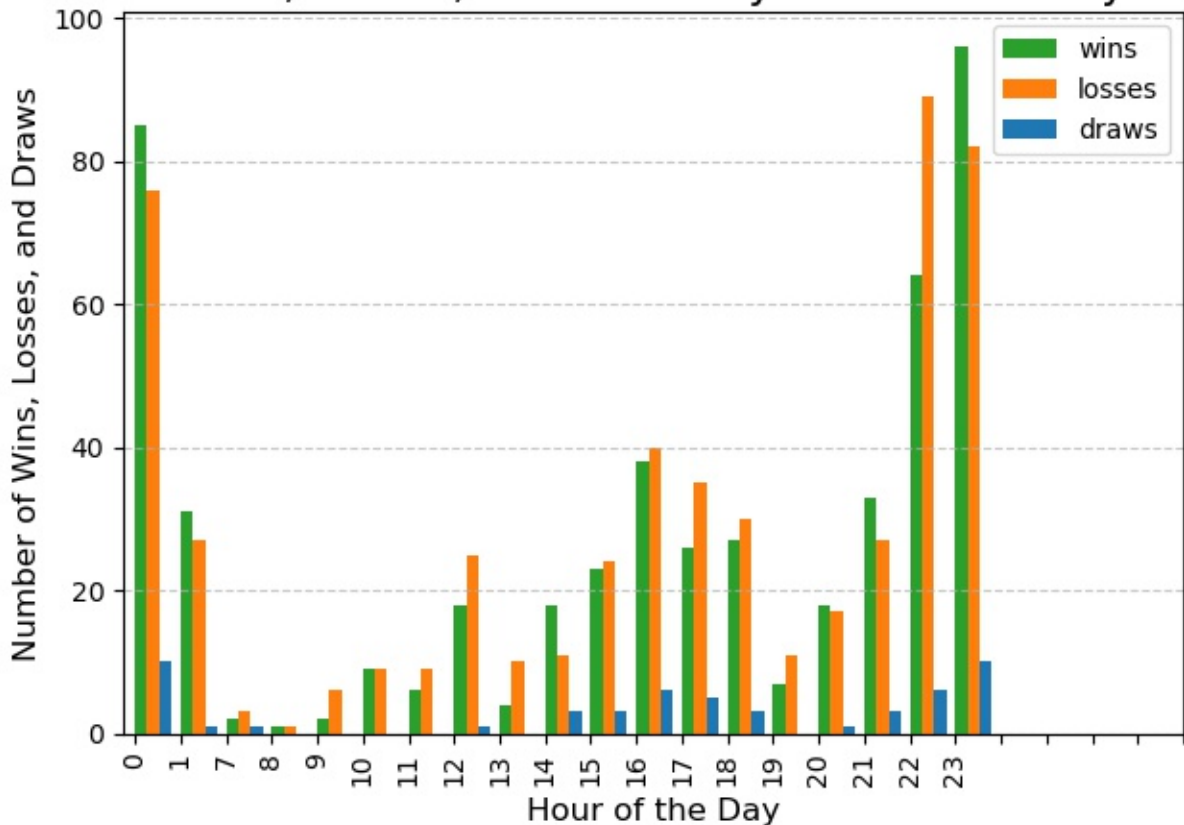
bullet Win/Loss Distribution



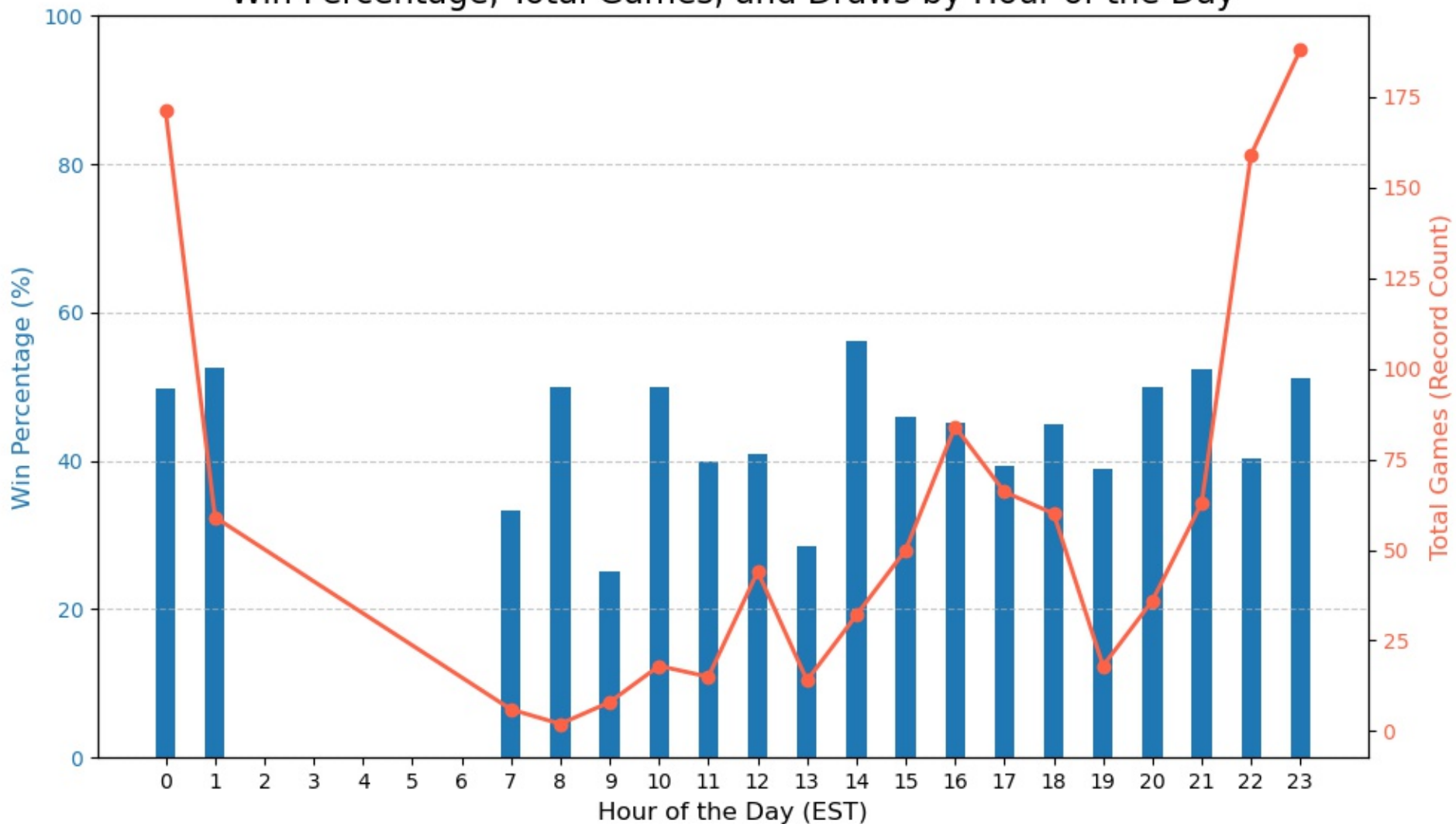
rapid Win/Loss Distribution



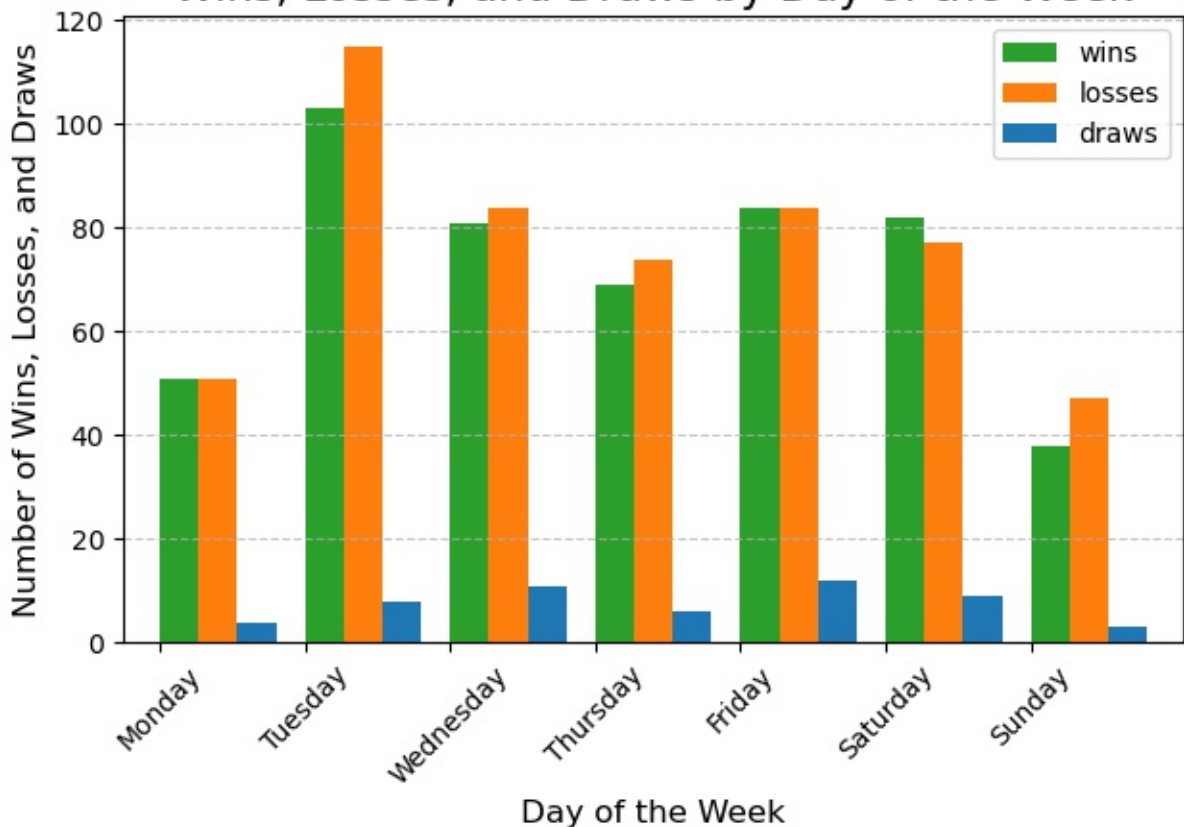
Wins, Losses, and Draws by Hour of the Day



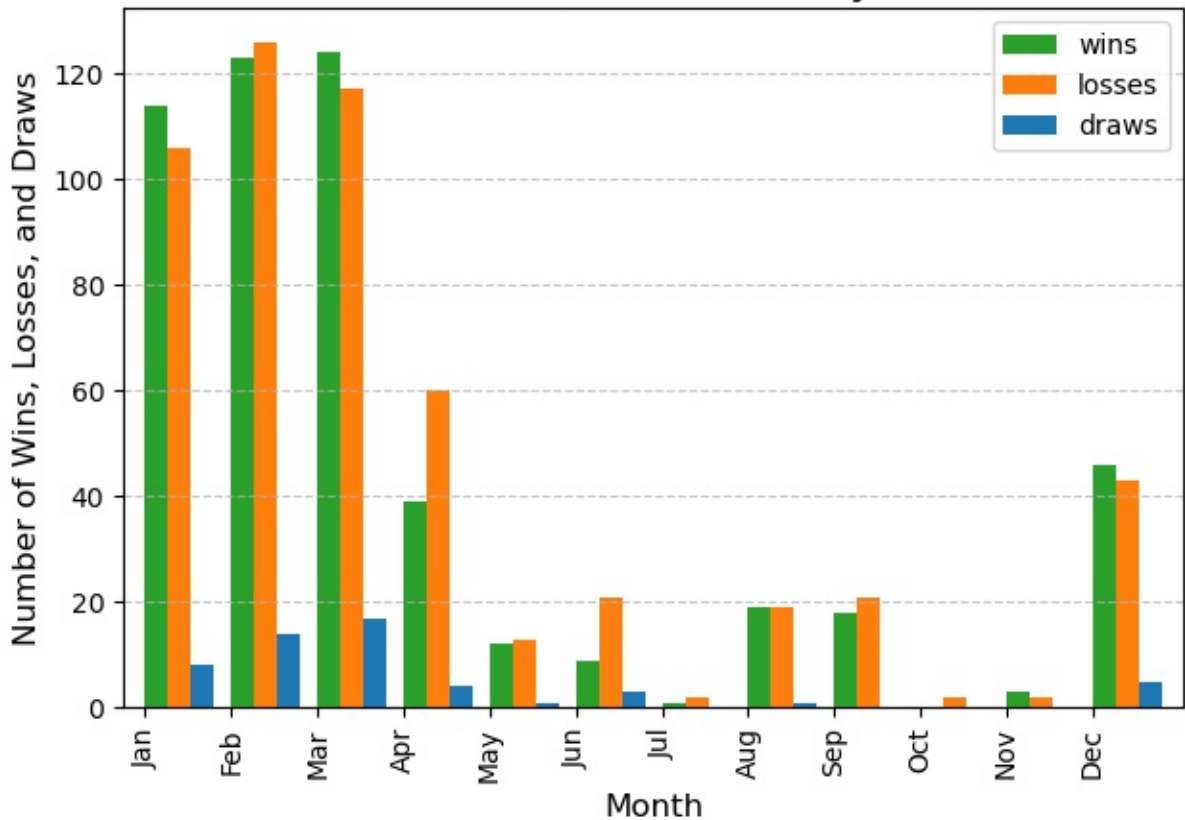
Win Percentage, Total Games, and Draws by Hour of the Day



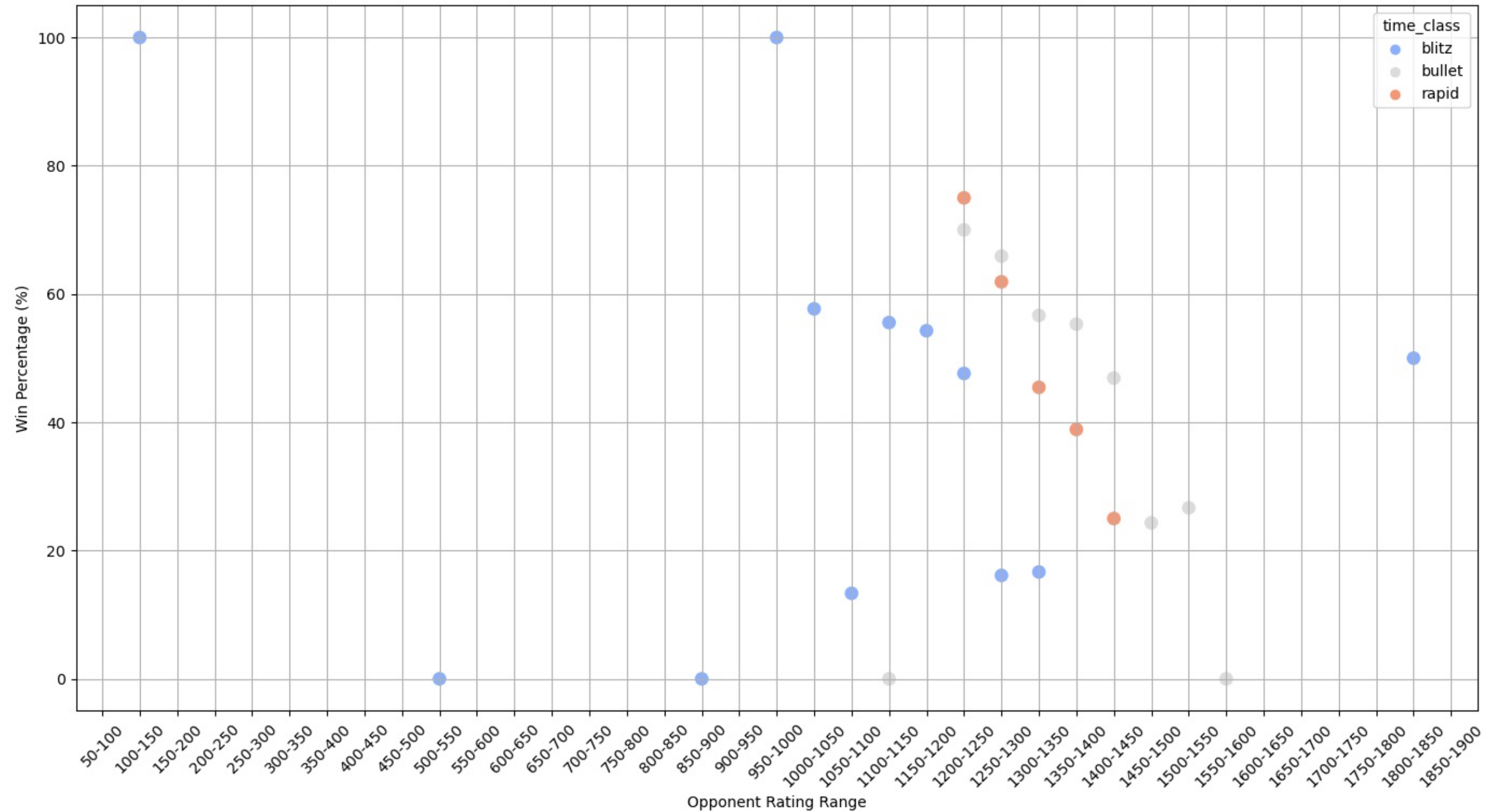
Wins, Losses, and Draws by Day of the Week



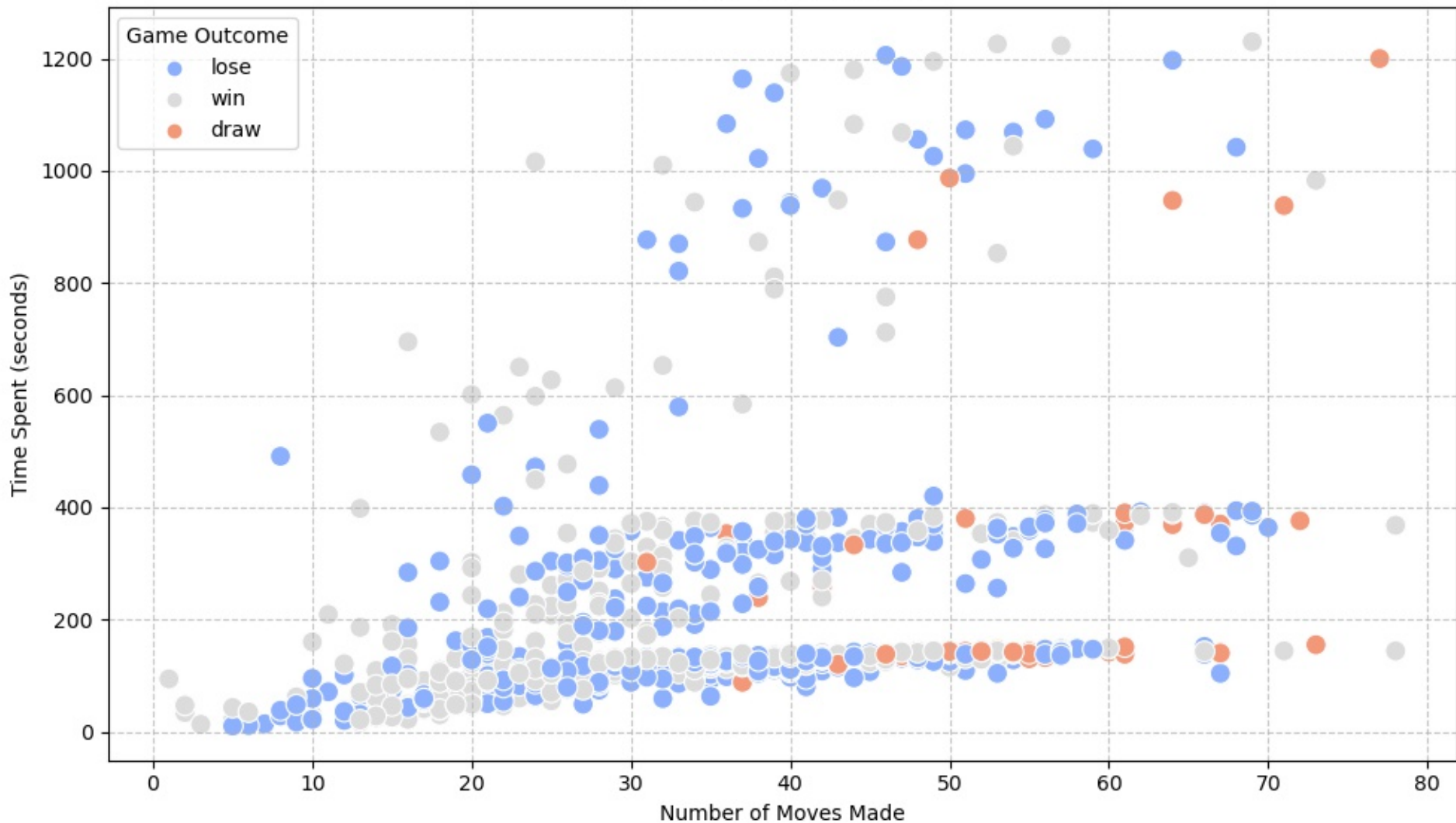
Wins, Losses, and Draws by Month



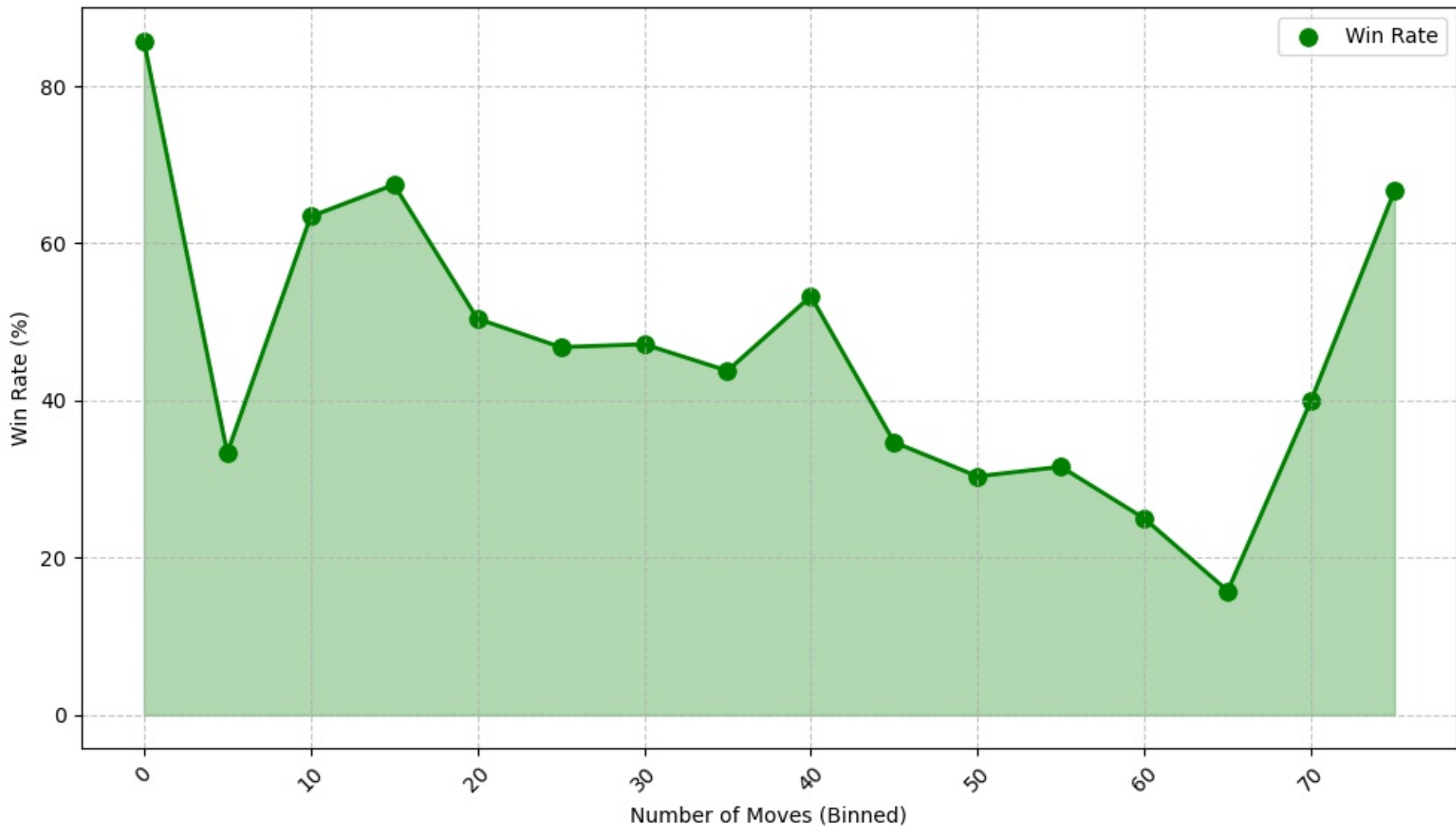
Win Percentage vs. Opponent Rating Range by Time Class



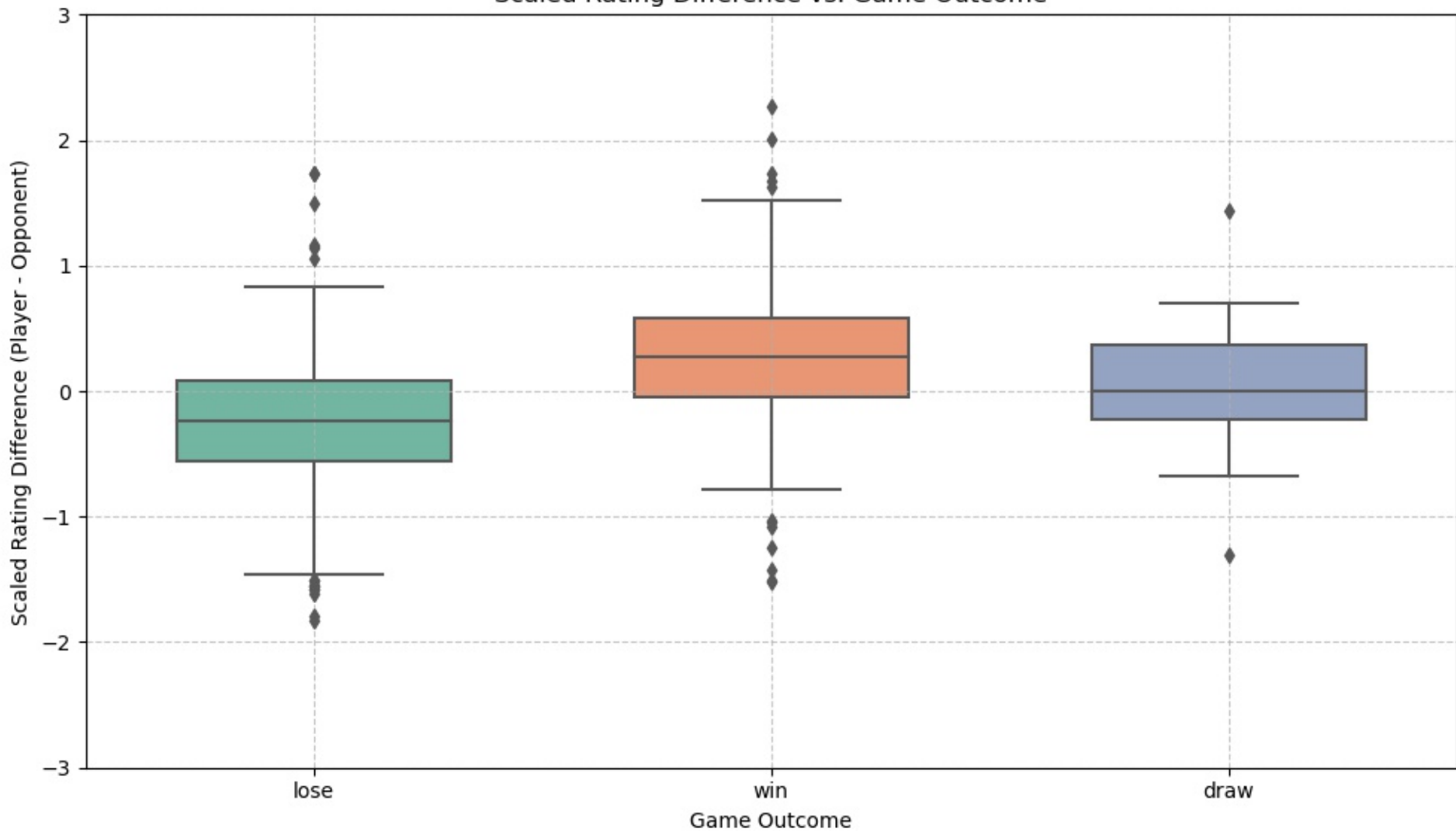
Moves vs. Game Outcome



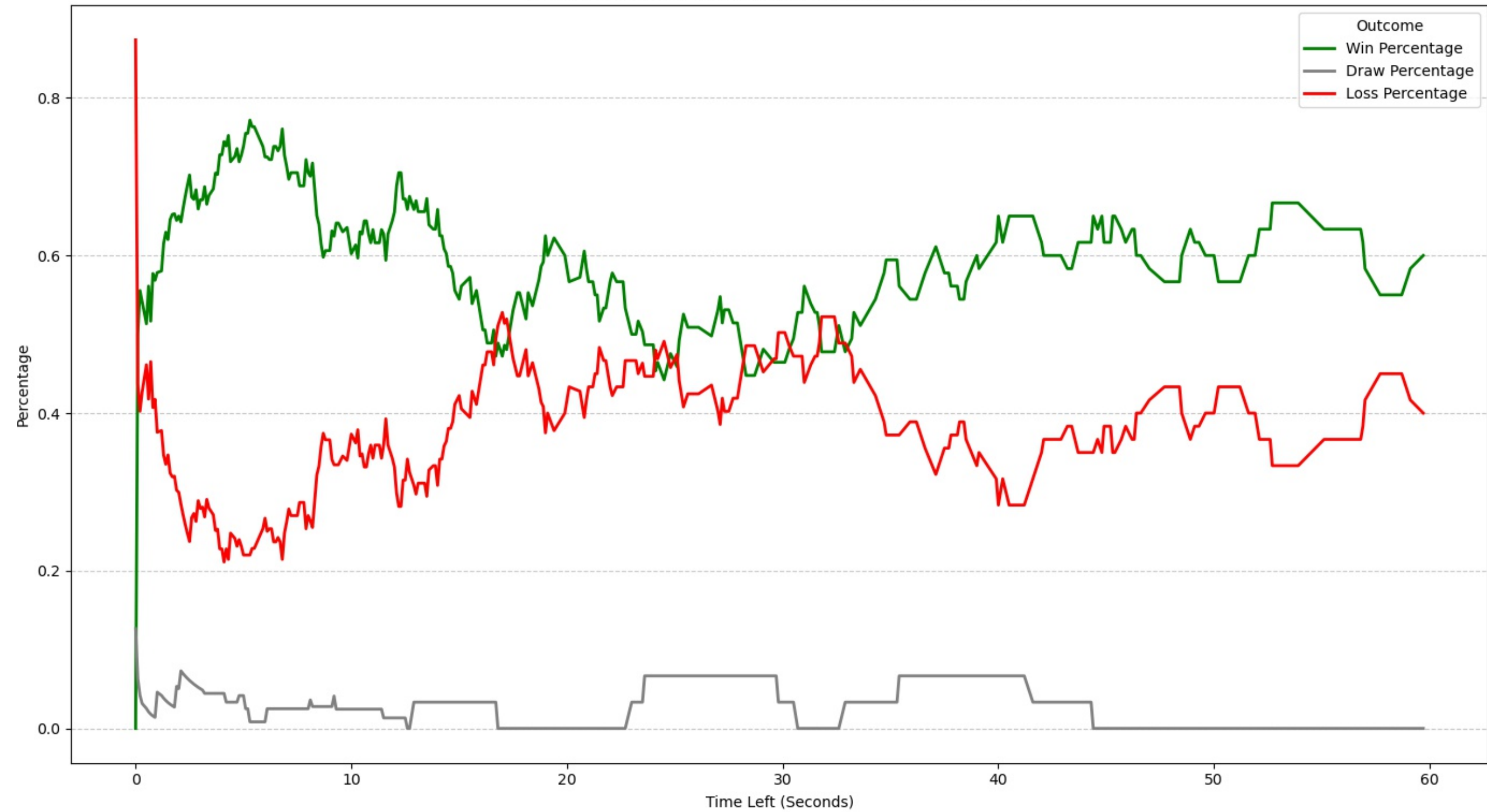
Win Rate vs. Number of Moves Made (Binned)



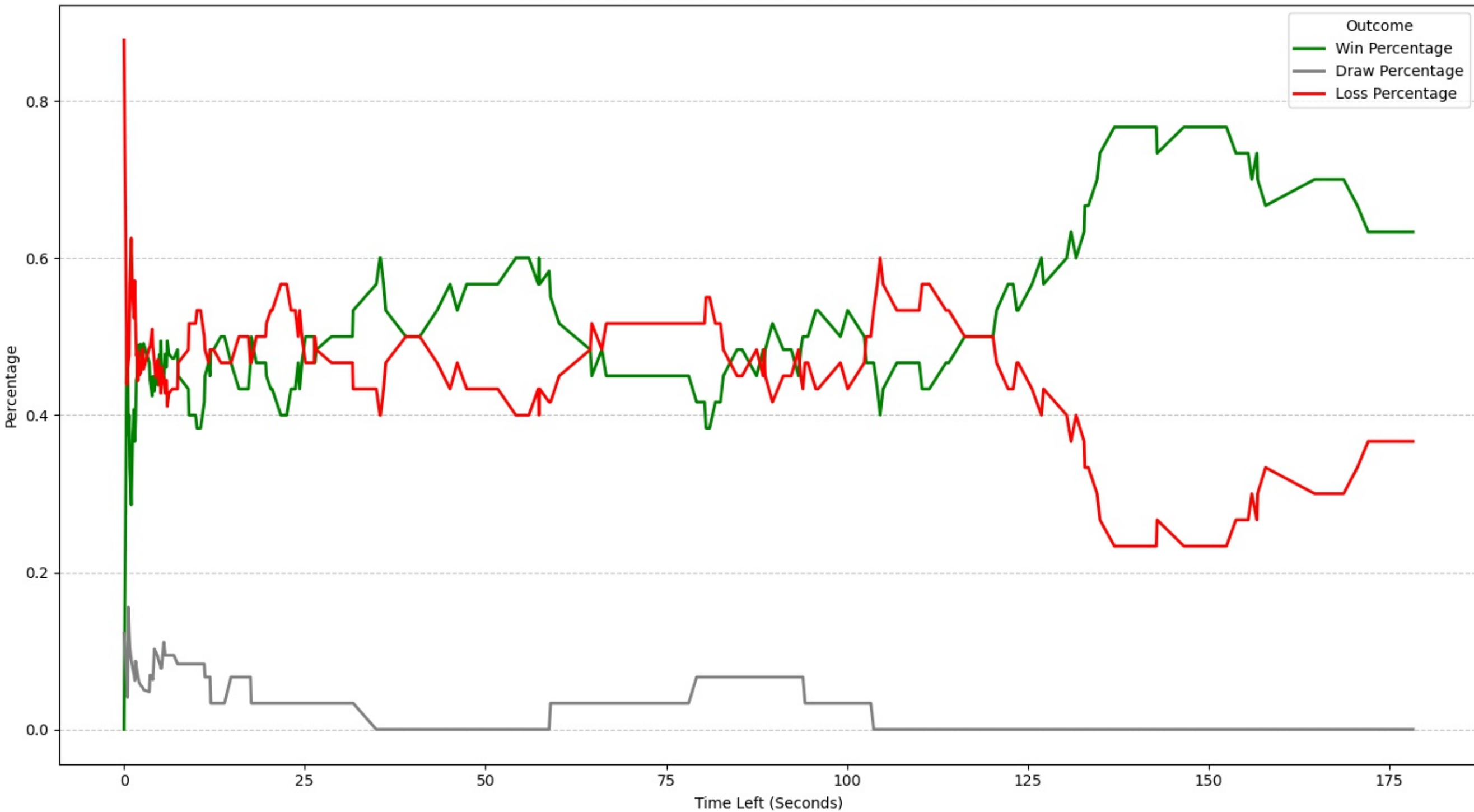
Scaled Rating Difference vs. Game Outcome



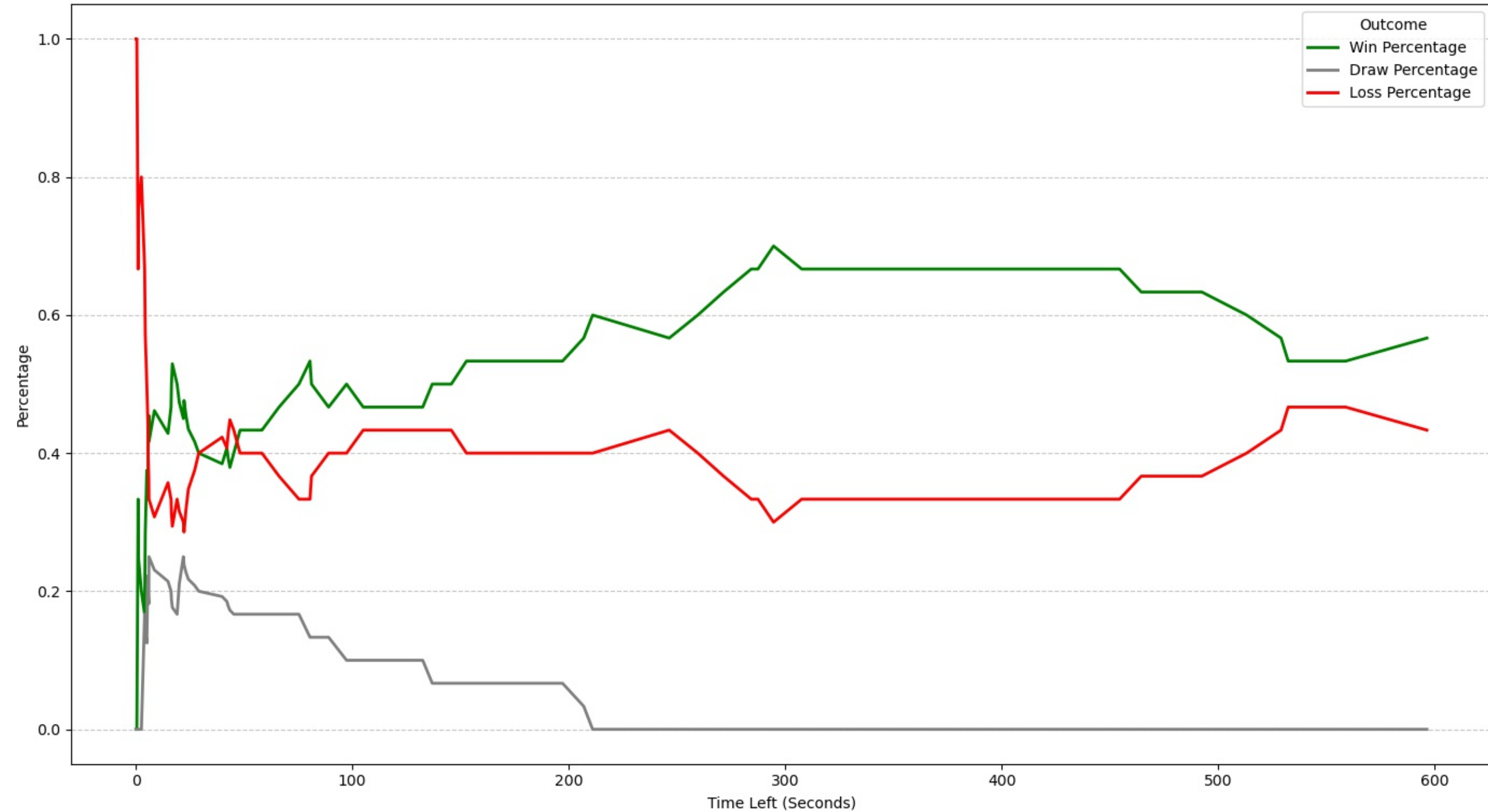
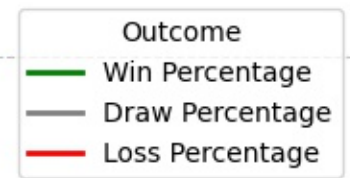
Win/Draw/Loss Percentages by Time Left (Bullet Games)



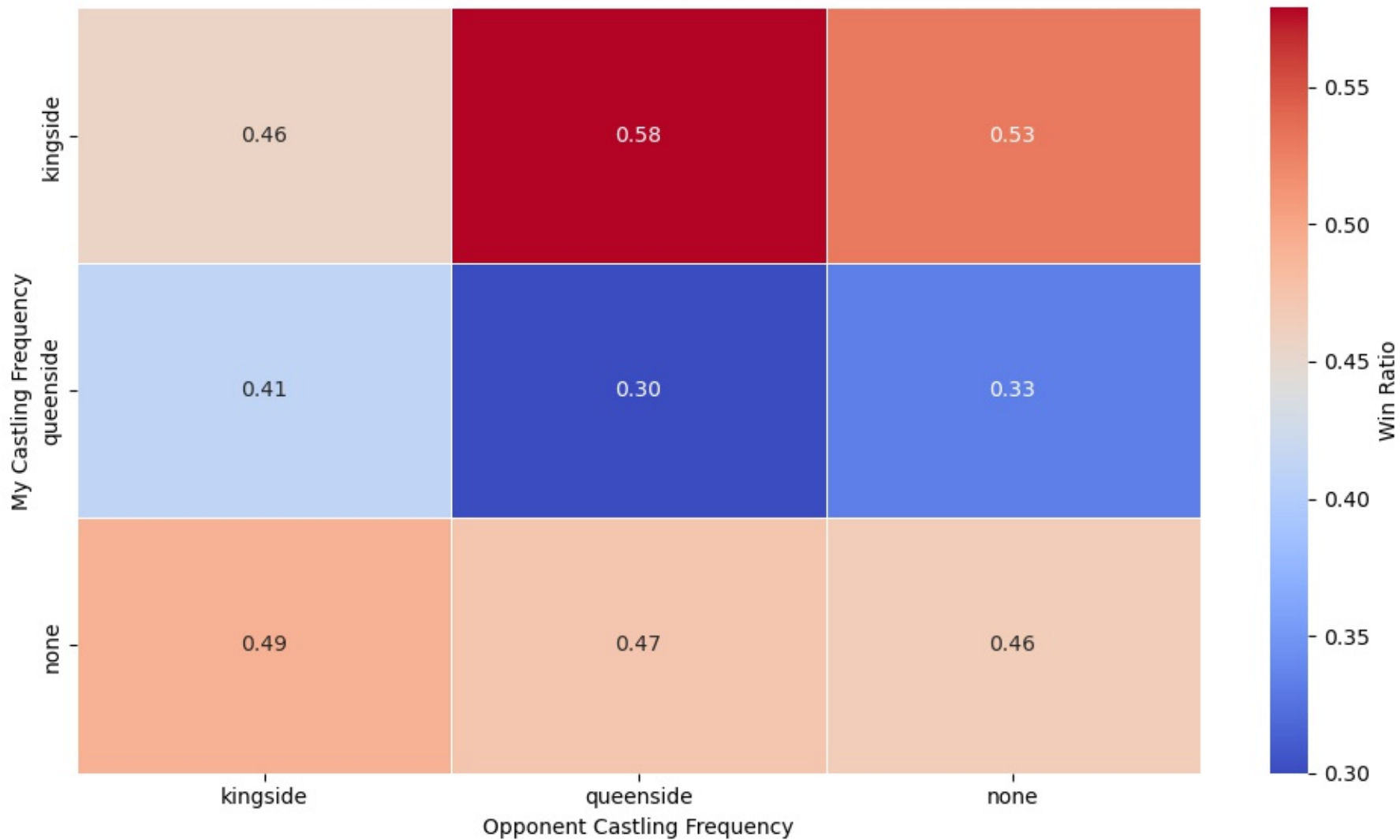
Win/Draw/Loss Percentages by Time Left (Blitz Games)



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



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies

