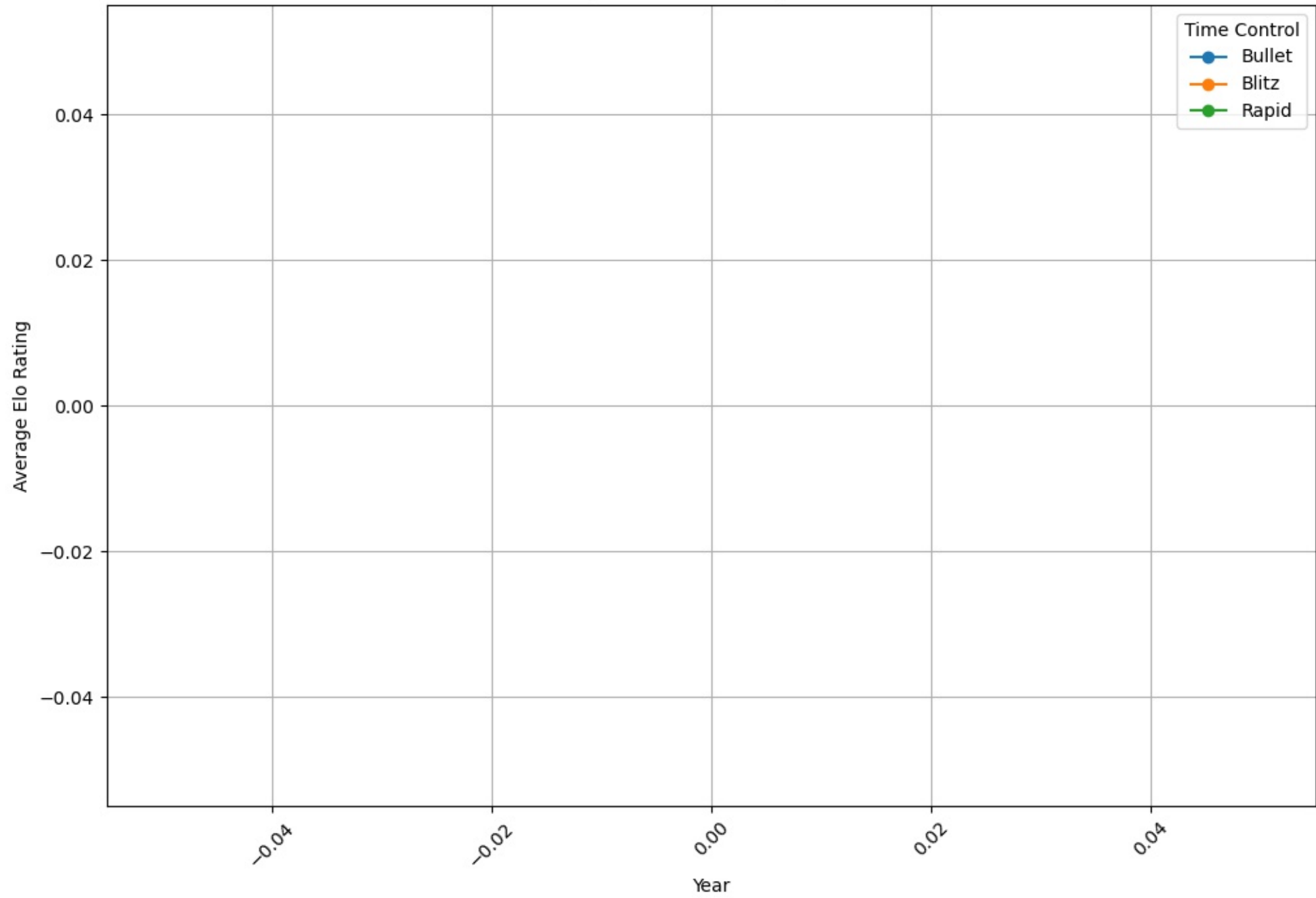
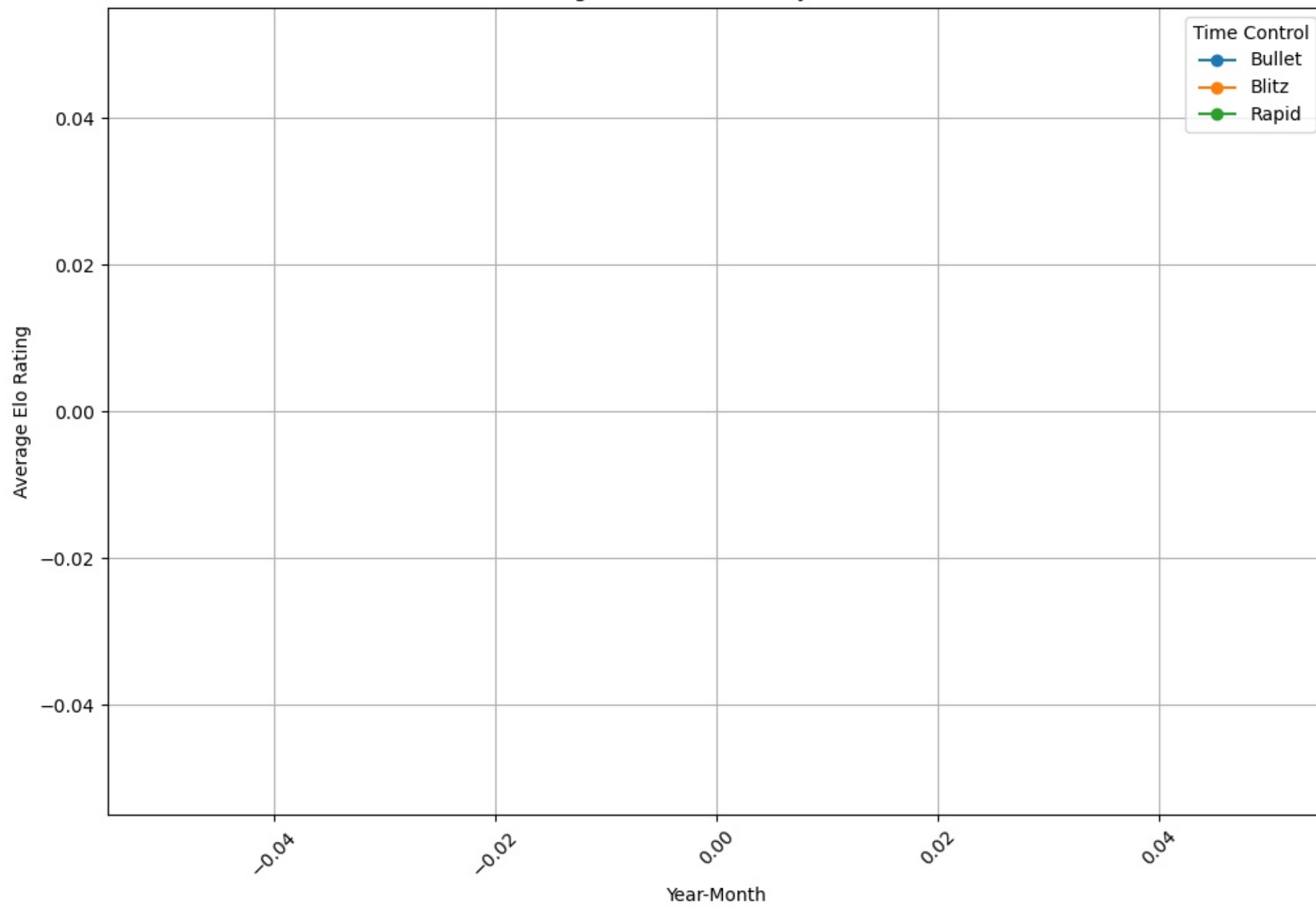


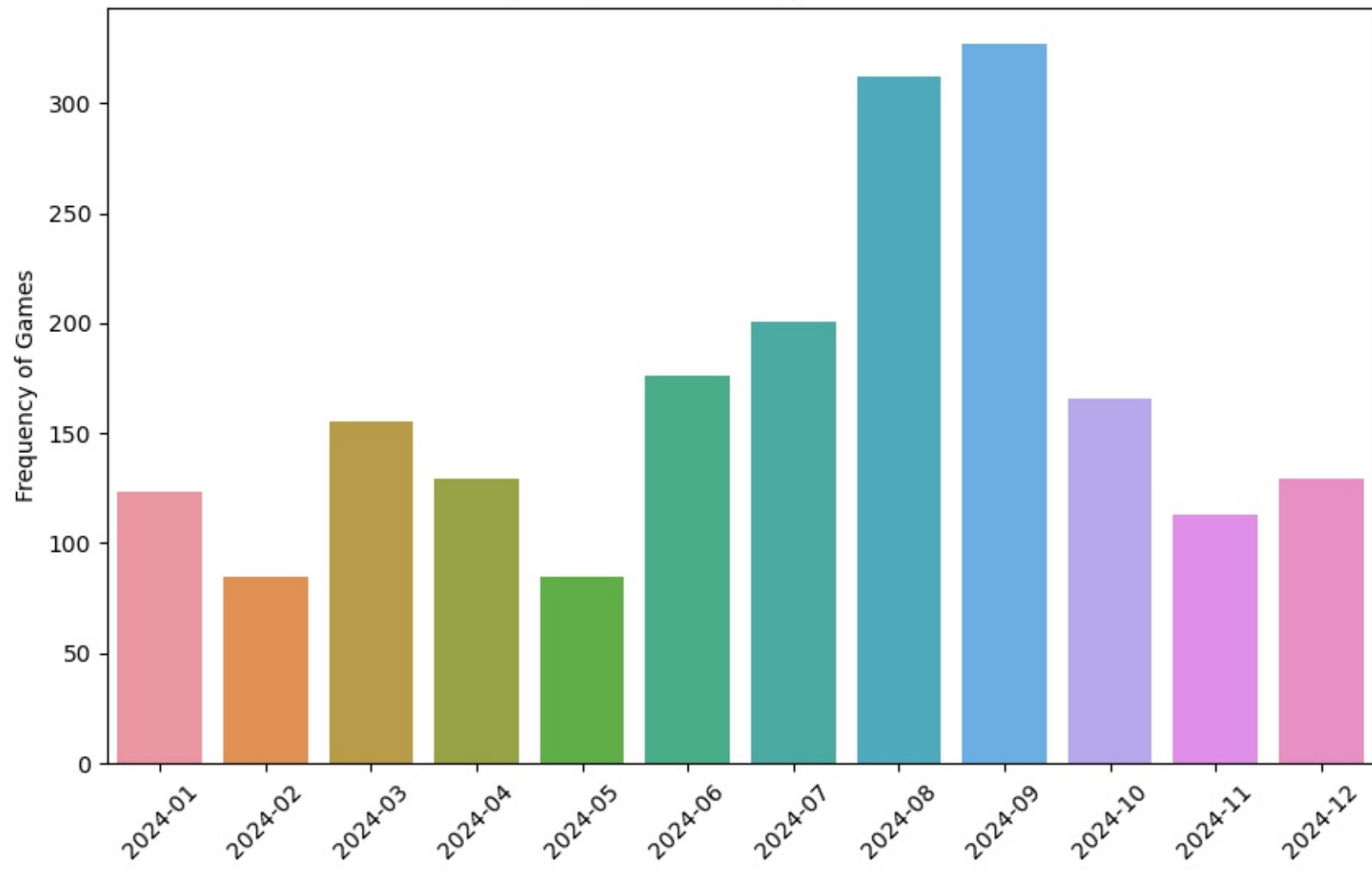
Elo Rating Over the Year by Time Control



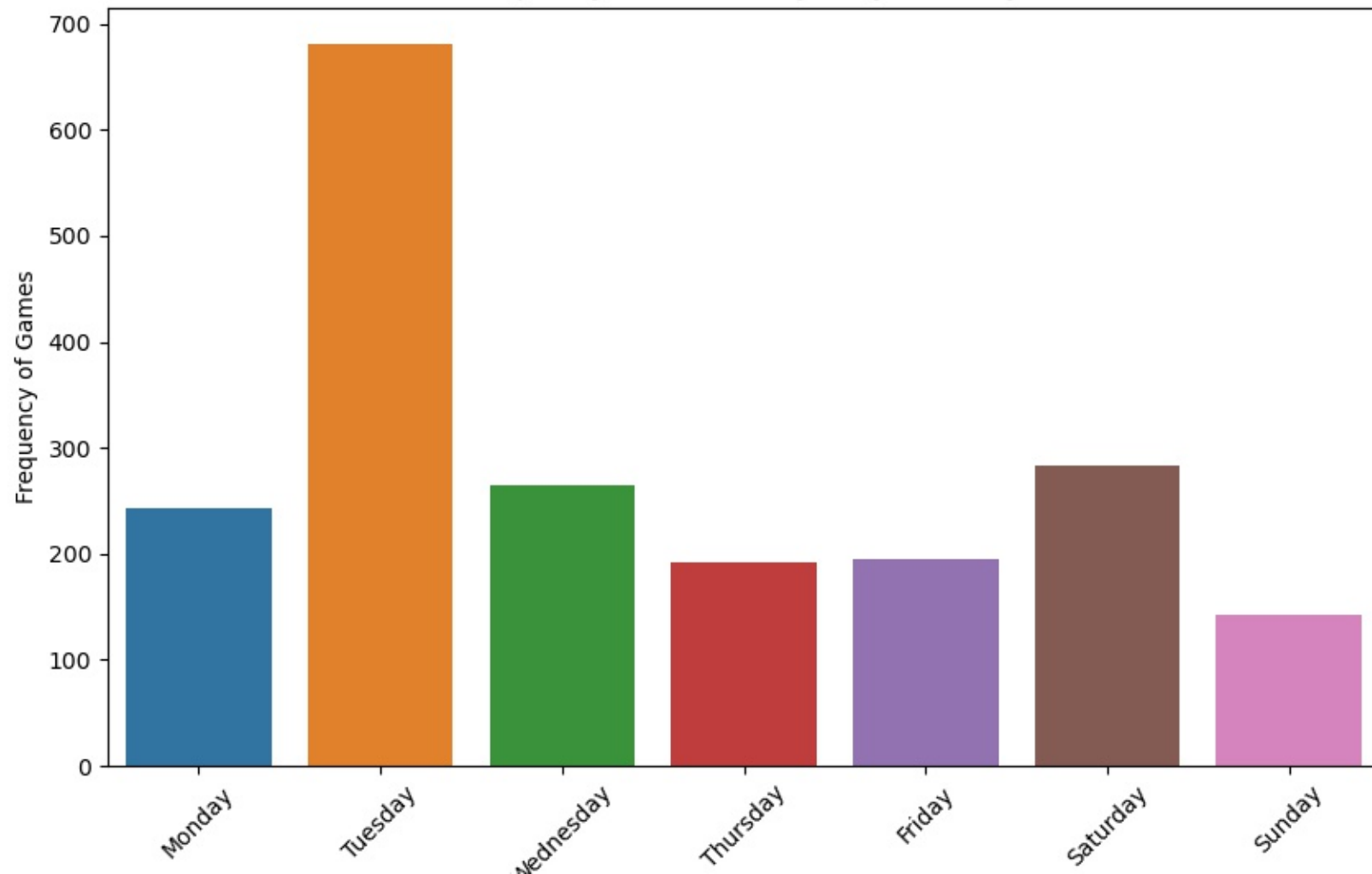
Elo Rating Over the Months by Time Control



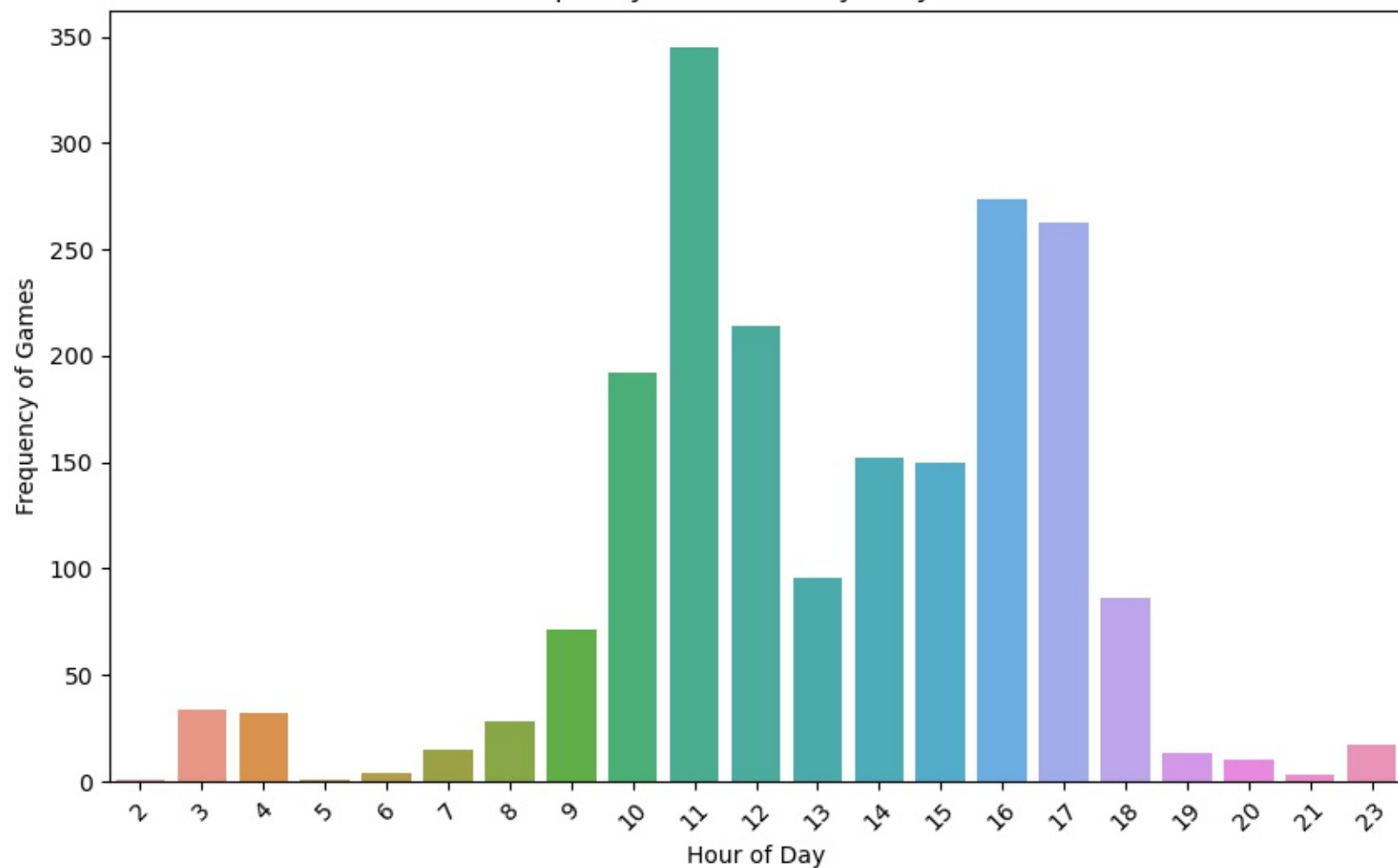
Frequency of Games Played Over Months



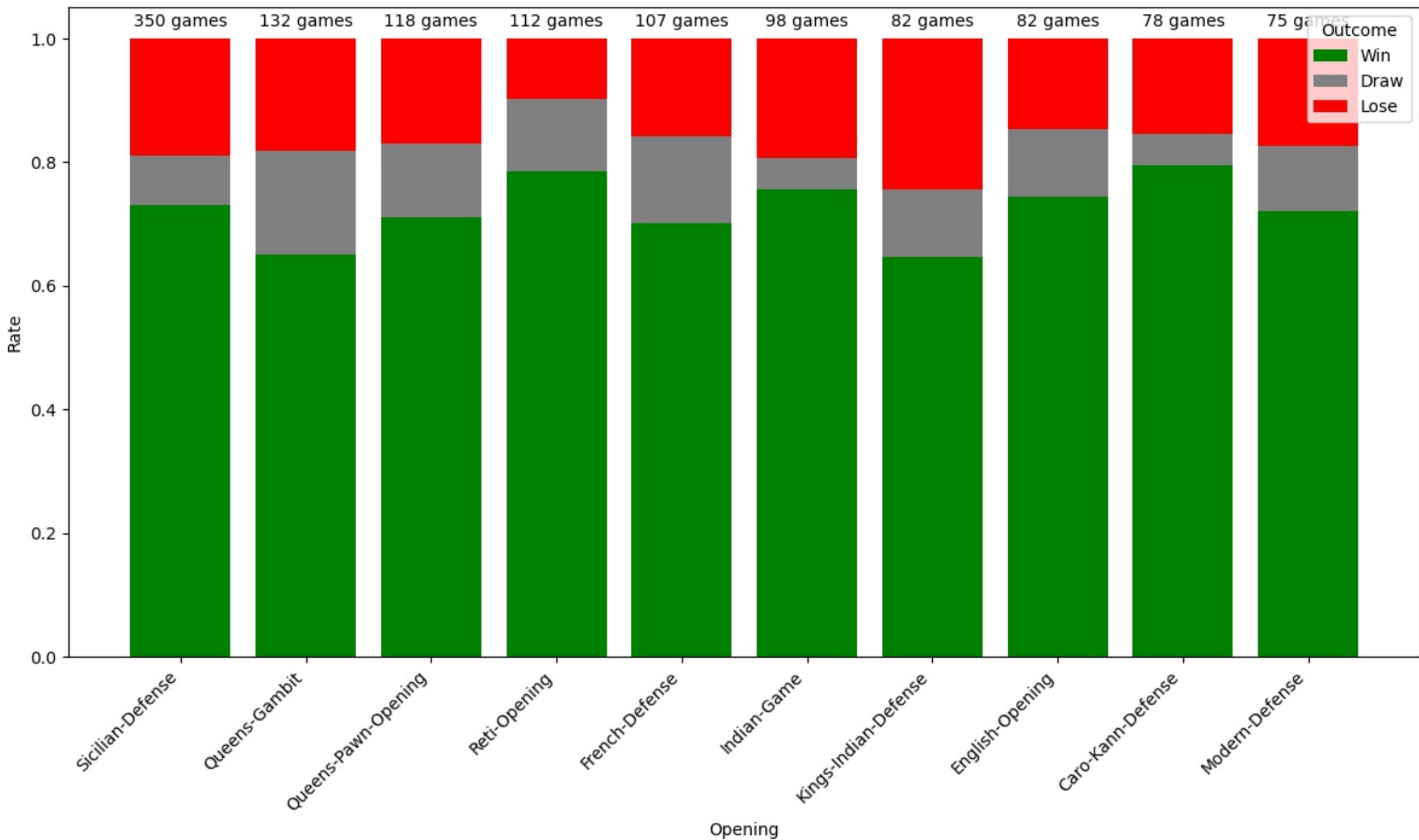
Frequency of Games Played by Weekday



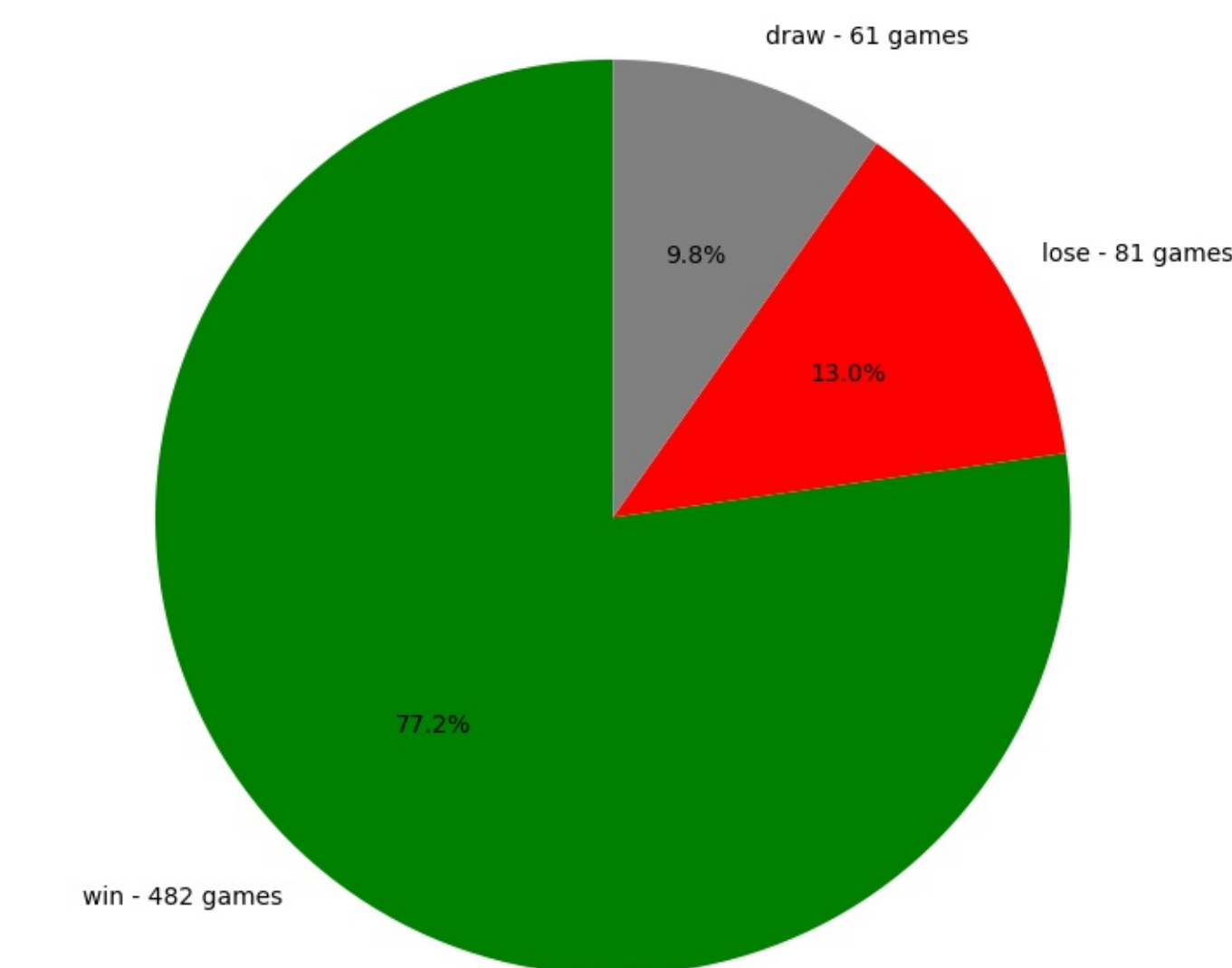
Frequency of Games Played by Hour



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

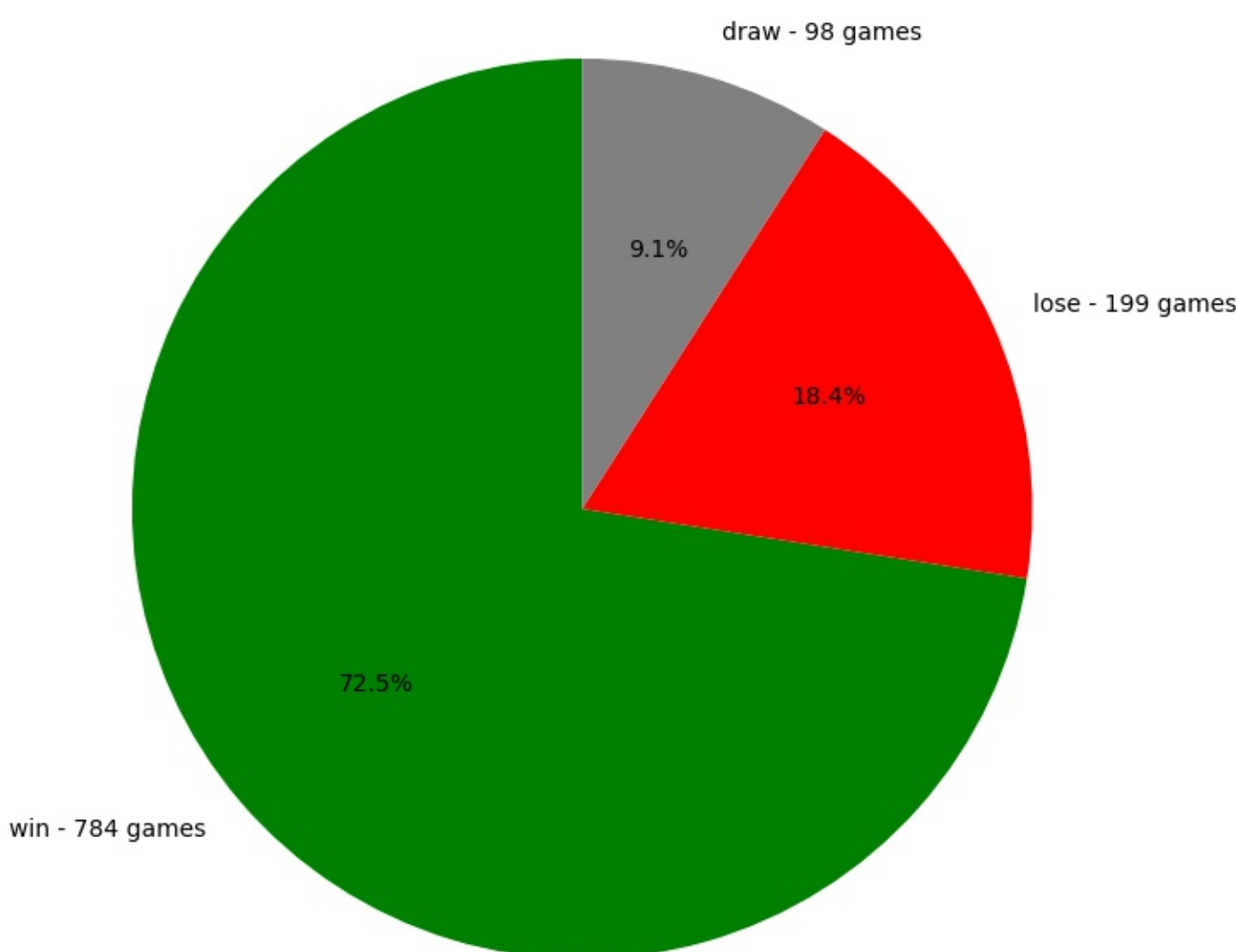


3 + 1 Win/Loss/Draw Distribution



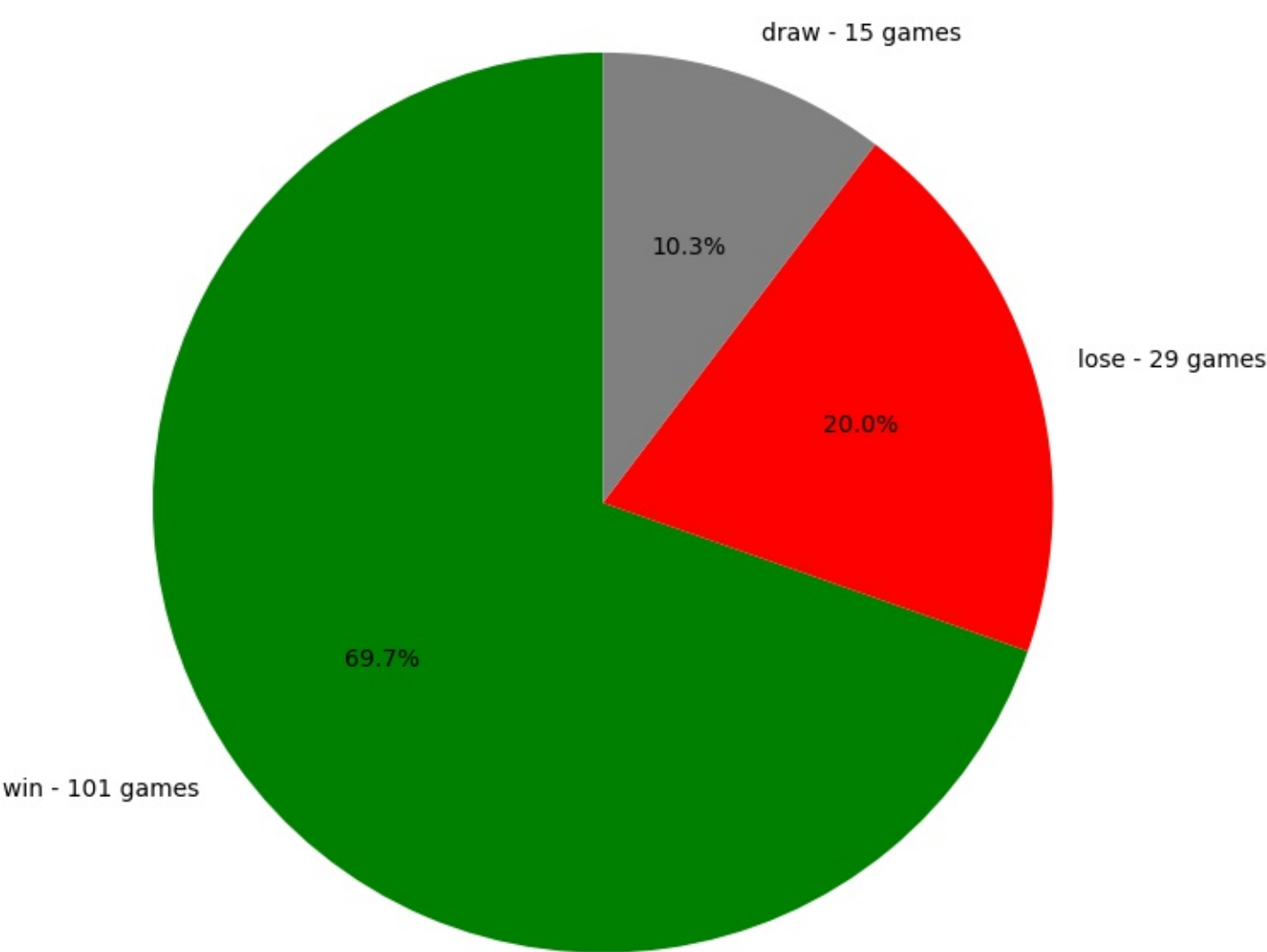
Total: 624 games

3 + 0 Win/Loss/Draw Distribution



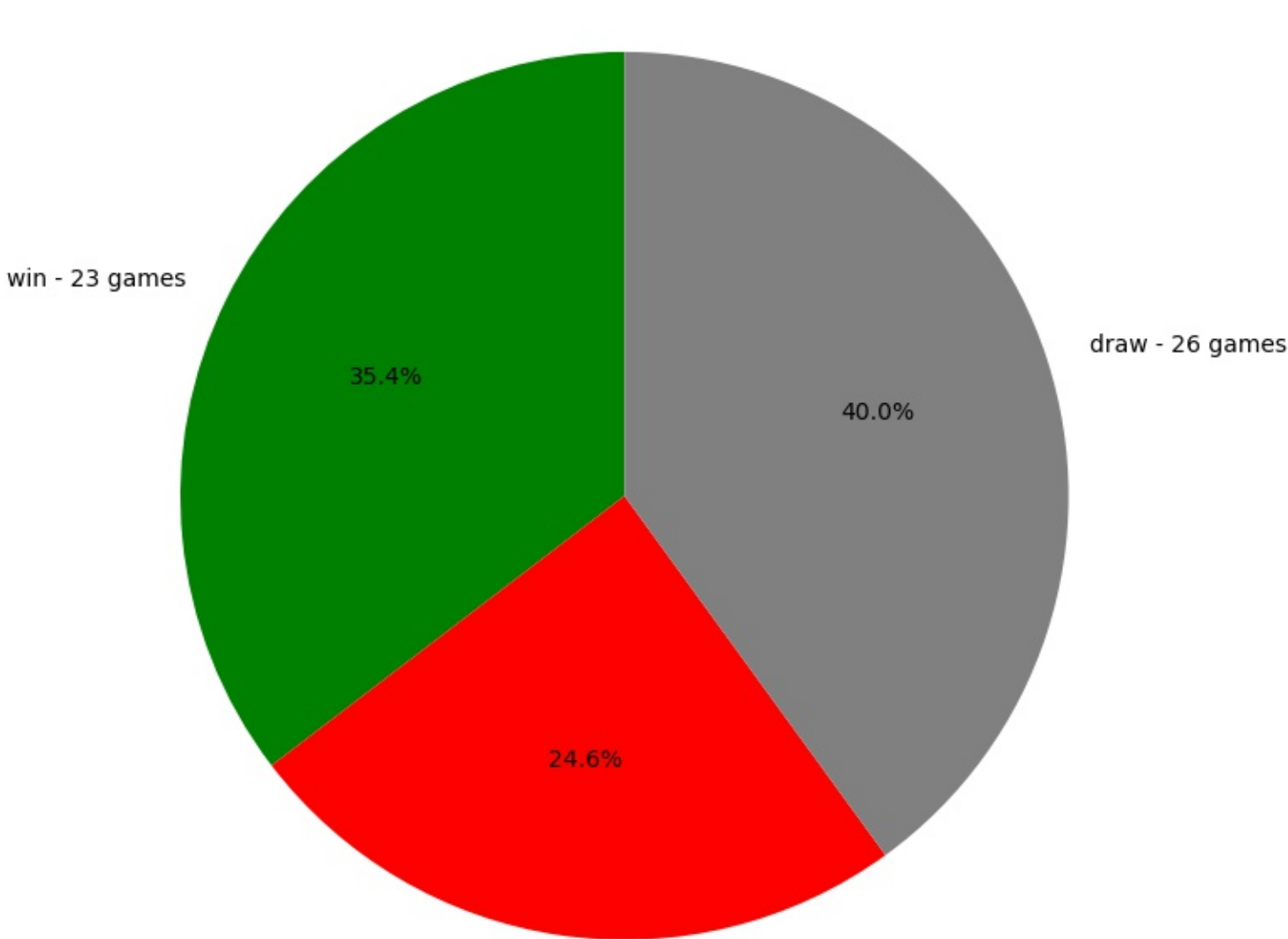
Total: 1081 games

1 + 0 Win/Loss/Draw Distribution



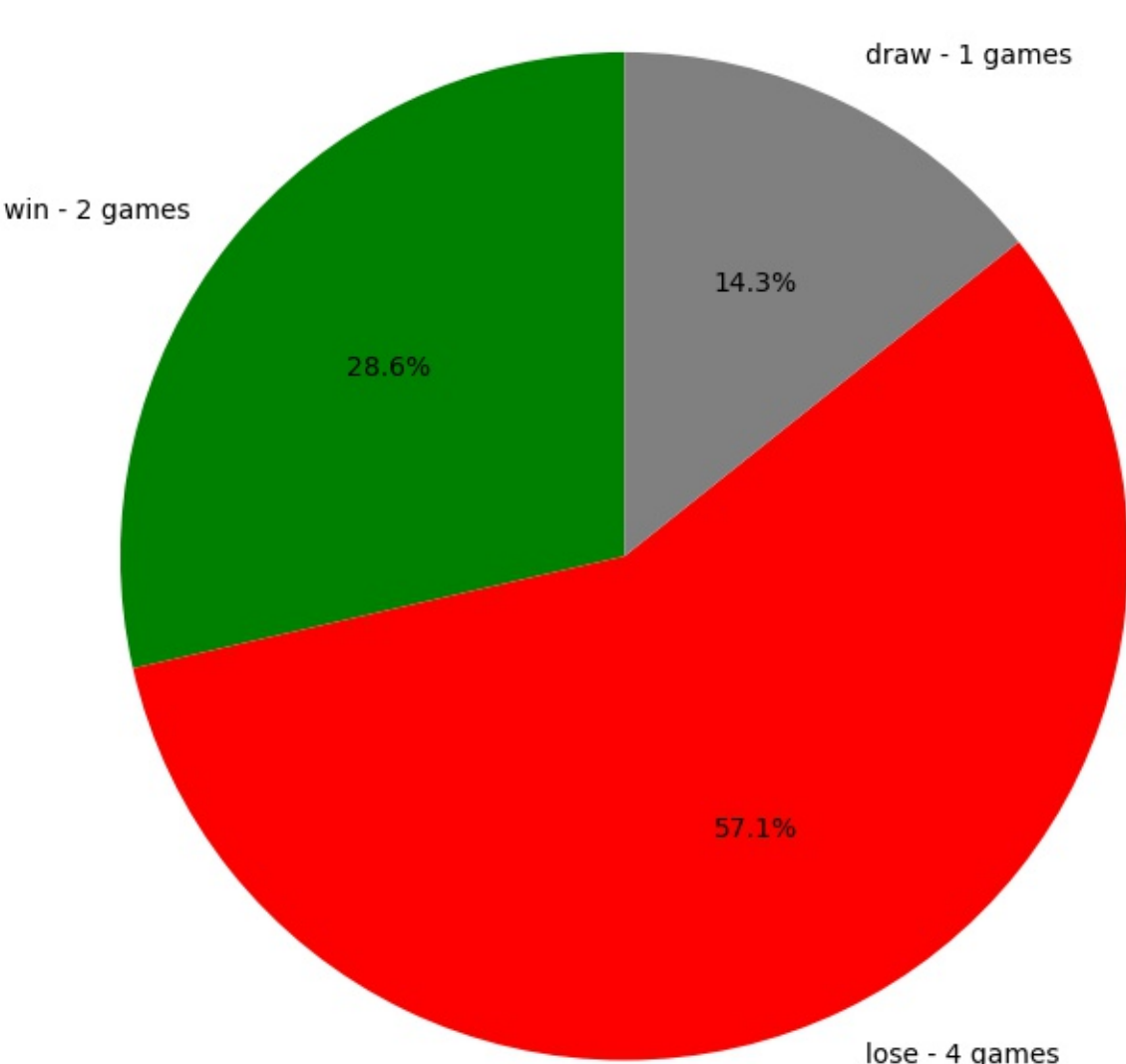
Total: 145 games

10 + 2 Win/Loss/Draw Distribution



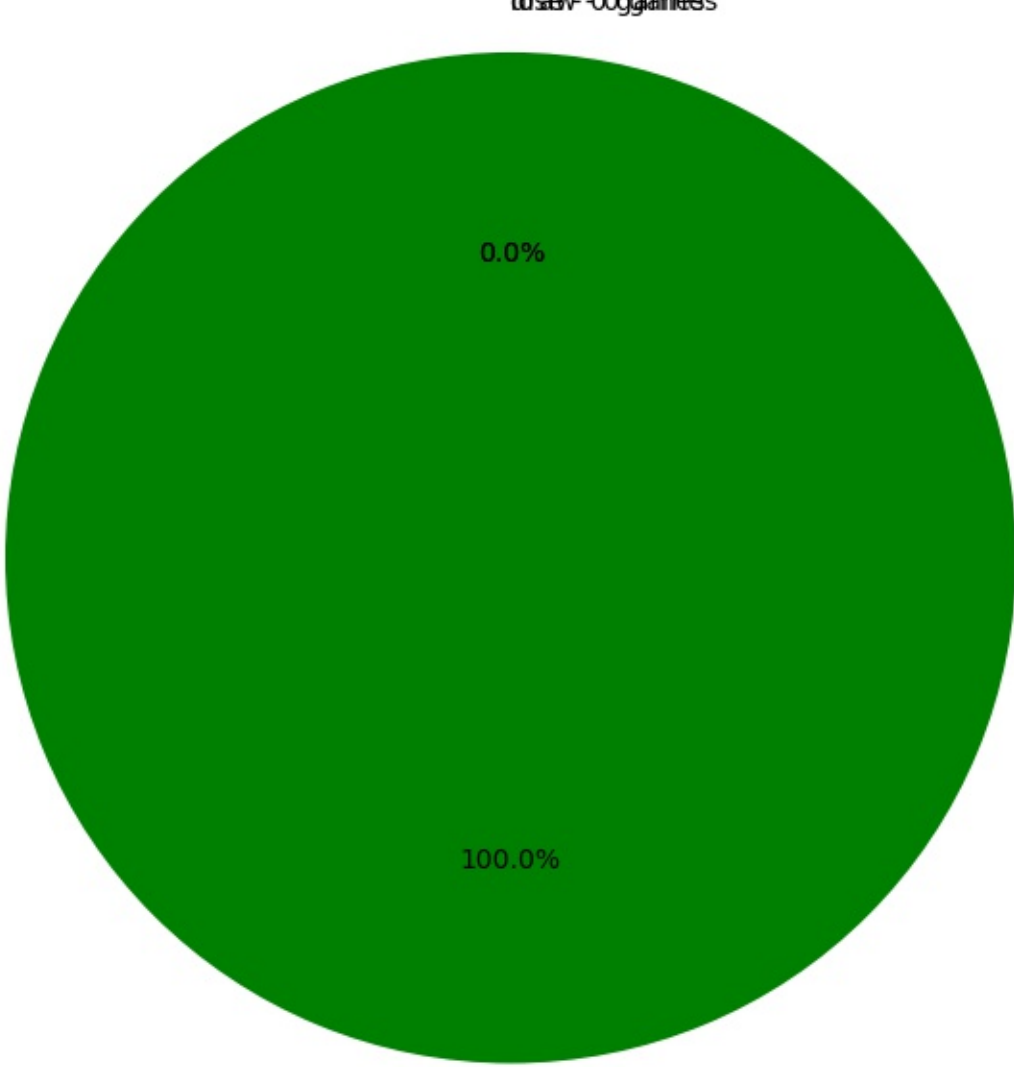
Total: 65 games

10 + 0 Win/Loss/Draw Distribution



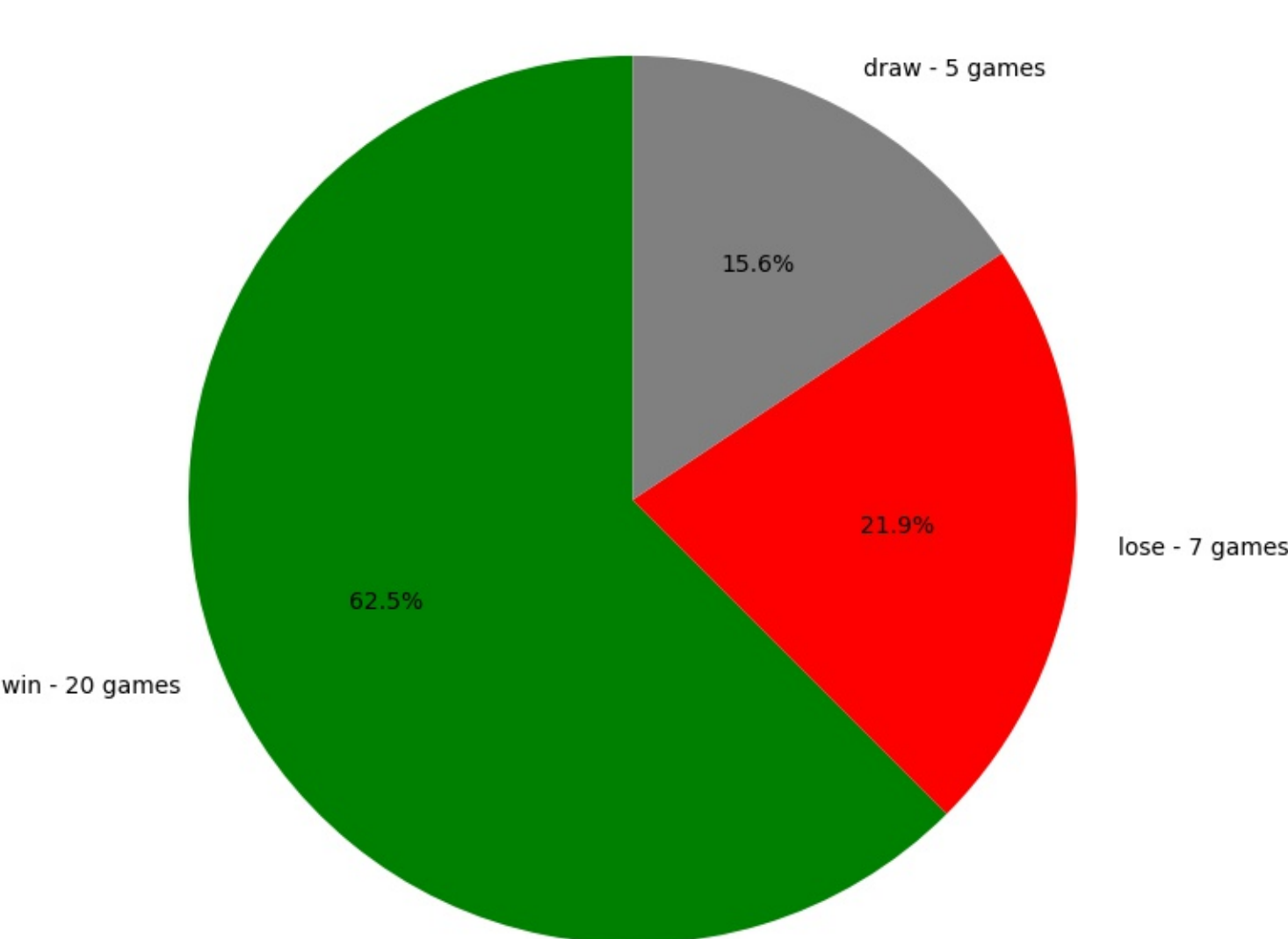
Total: 7 games

3 + 2 Win/Loss/Draw Distribution



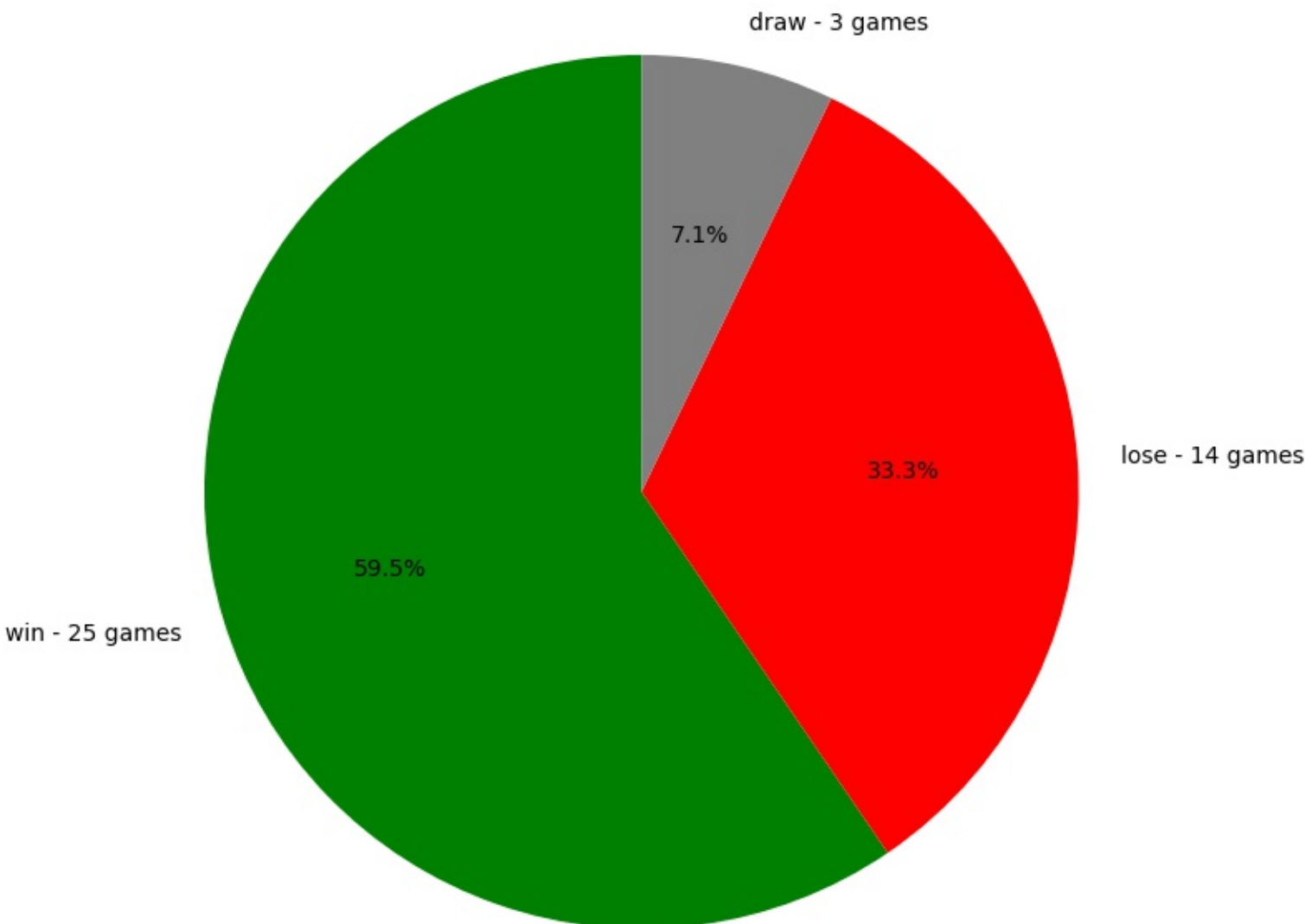
Total: 1 games

5 + 1 Win/Loss/Draw Distribution



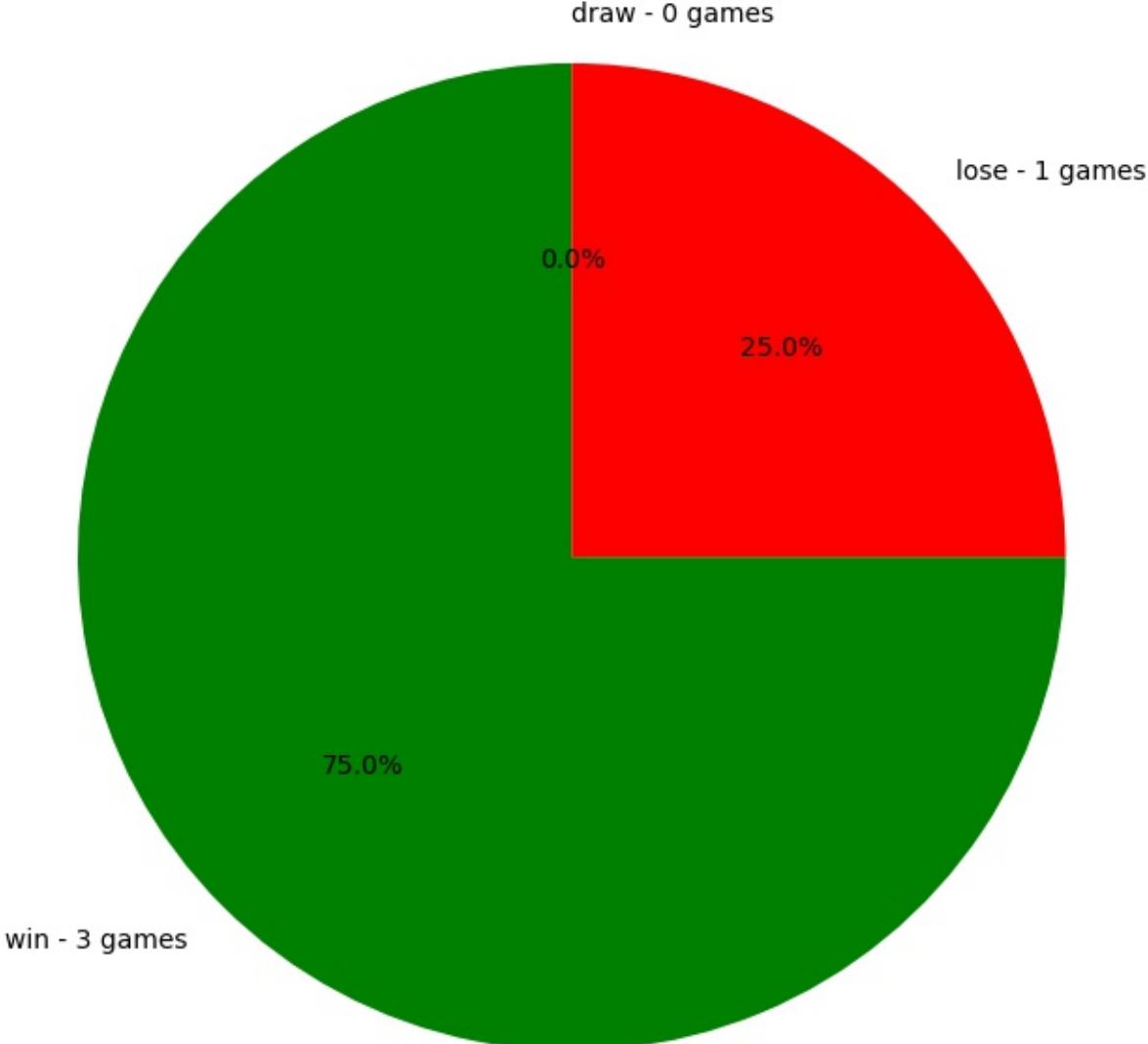
Total: 32 games

1 + 1 Win/Loss/Draw Distribution



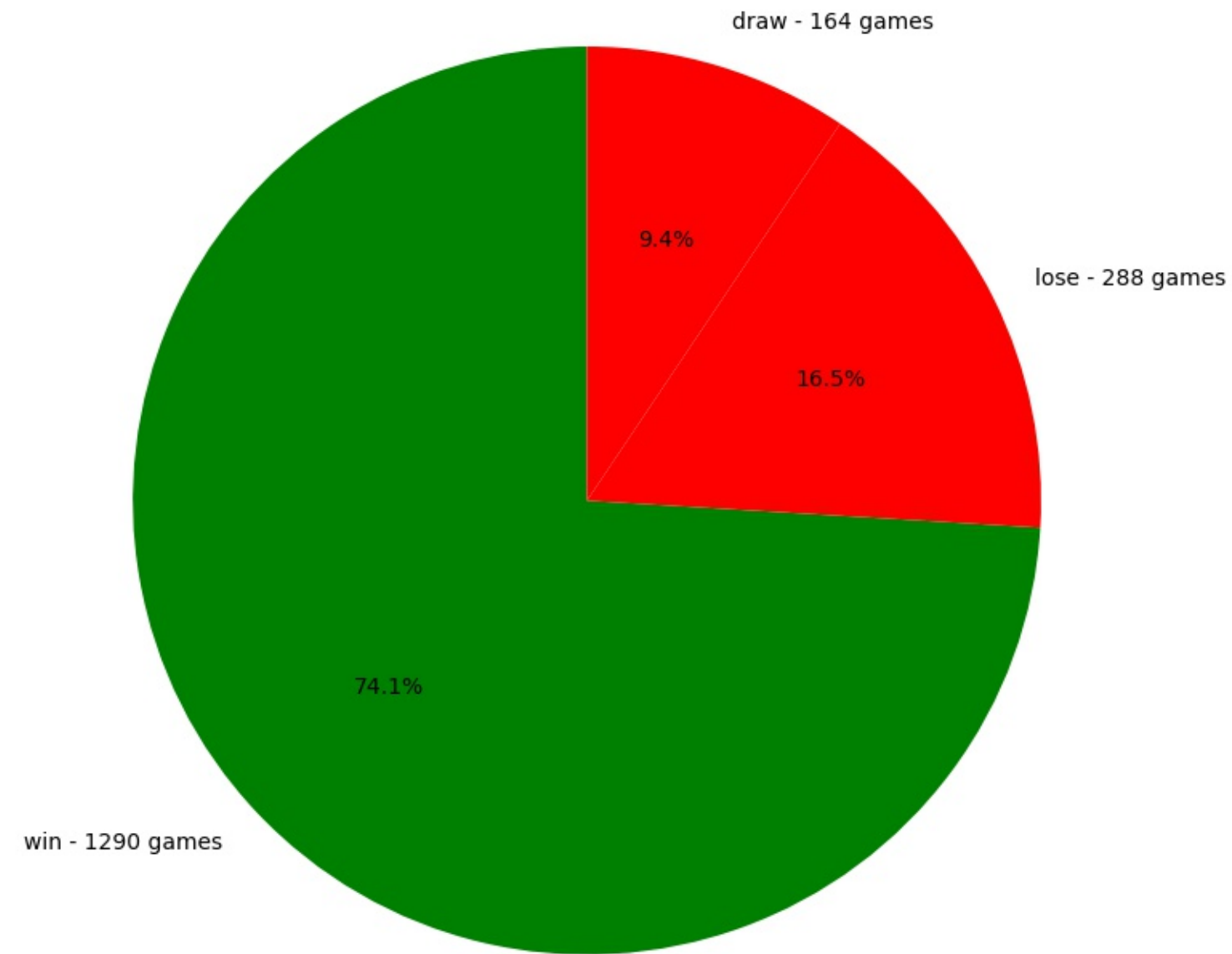
Total: 42 games

5 + 0 Win/Loss/Draw Distribution



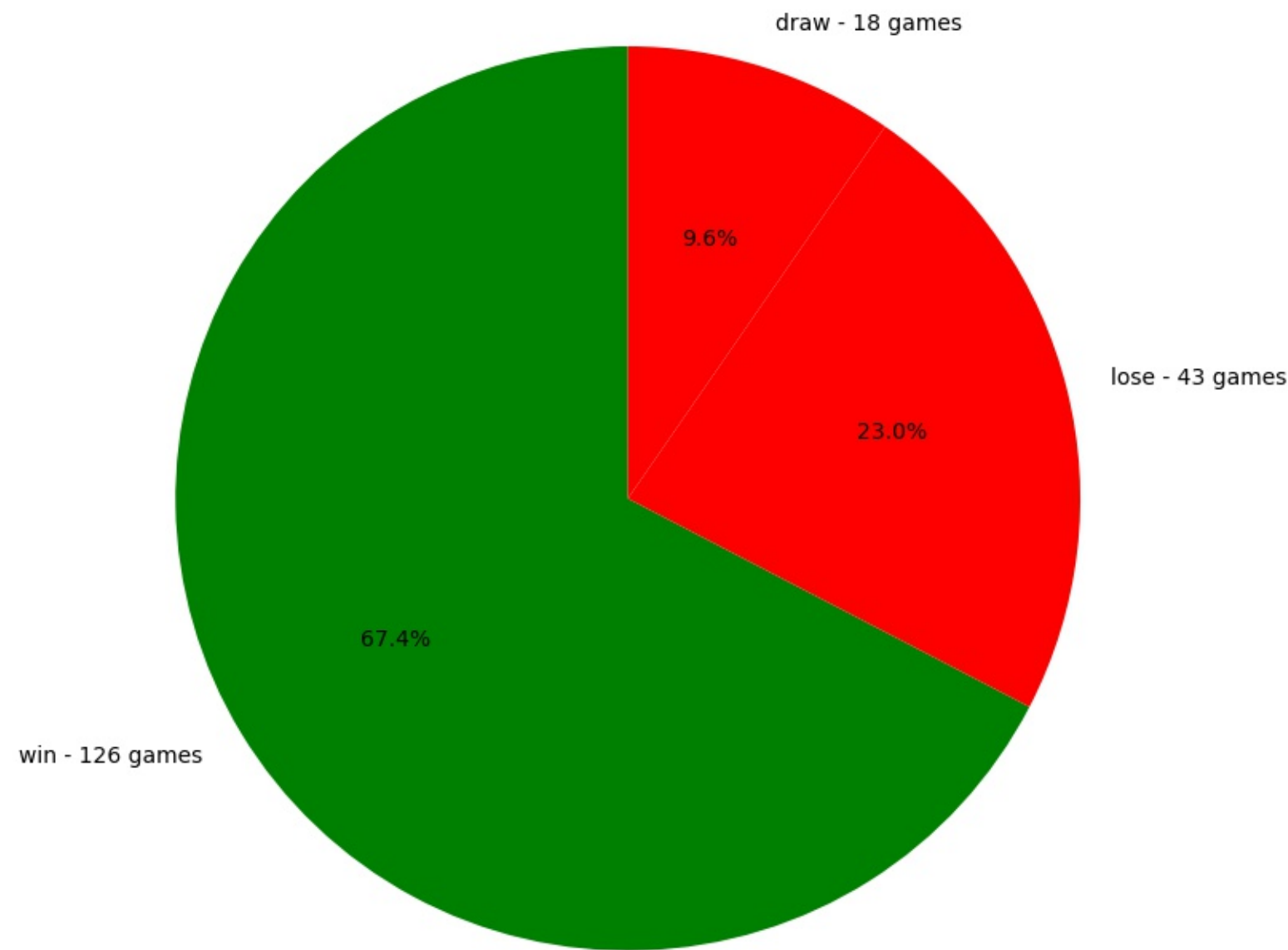
Total: 4 games

blitz Win/Loss Distribution



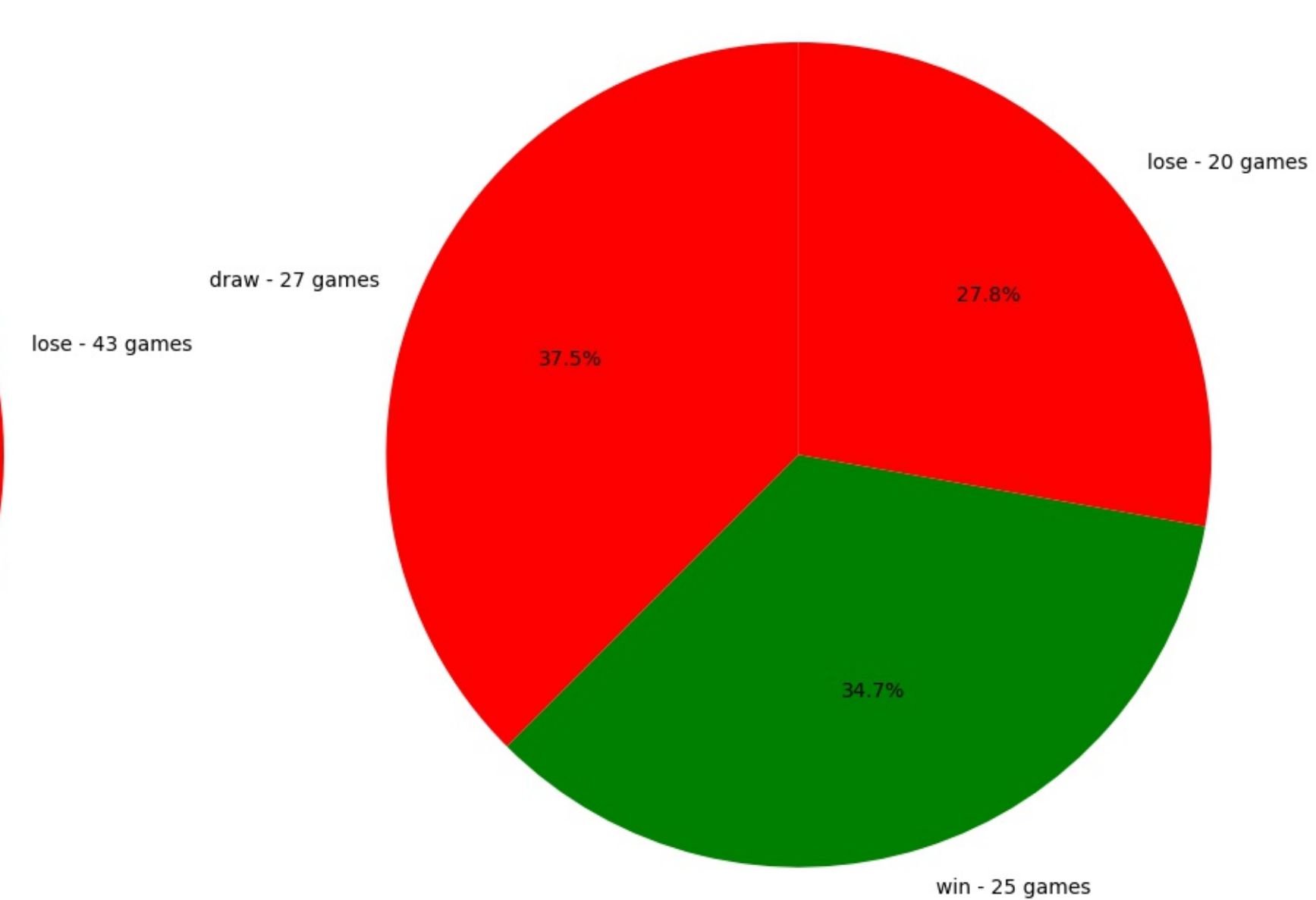
Total: 1742 games

bullet Win/Loss Distribution



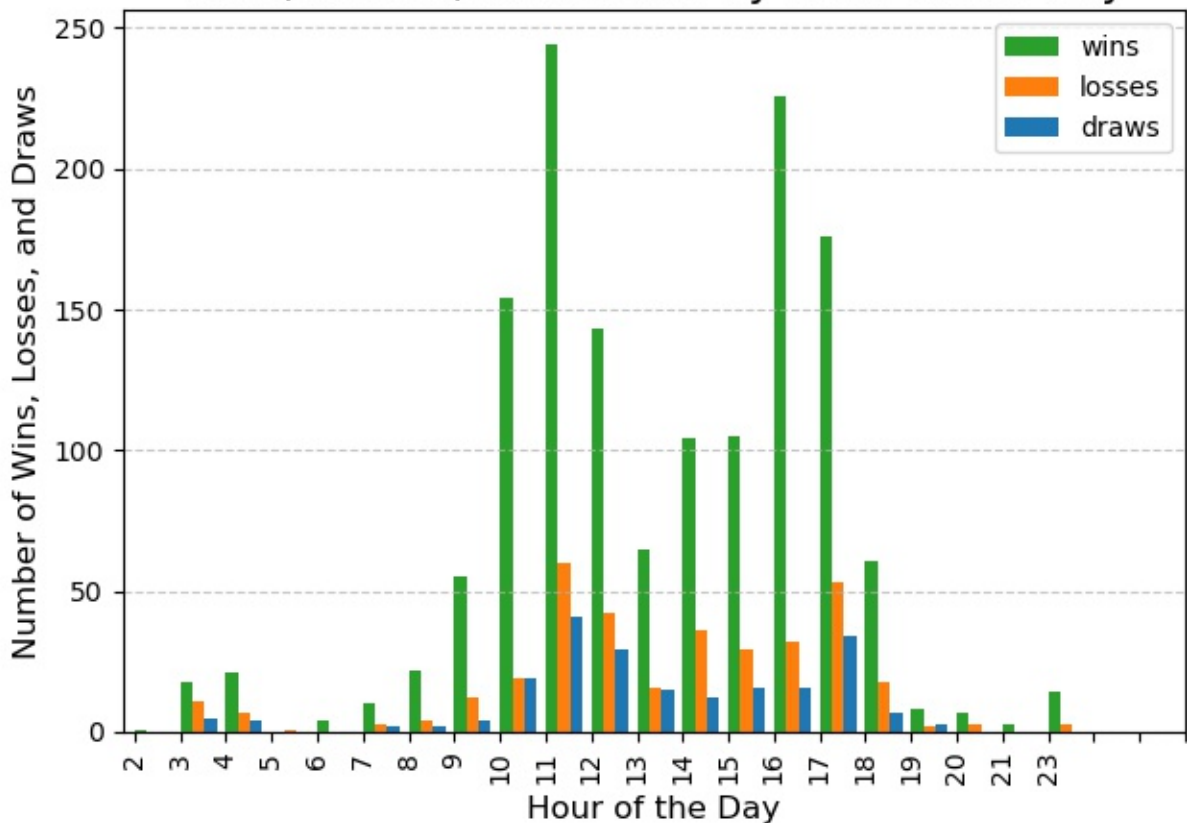
Total: 187 games

rapid Win/Loss Distribution

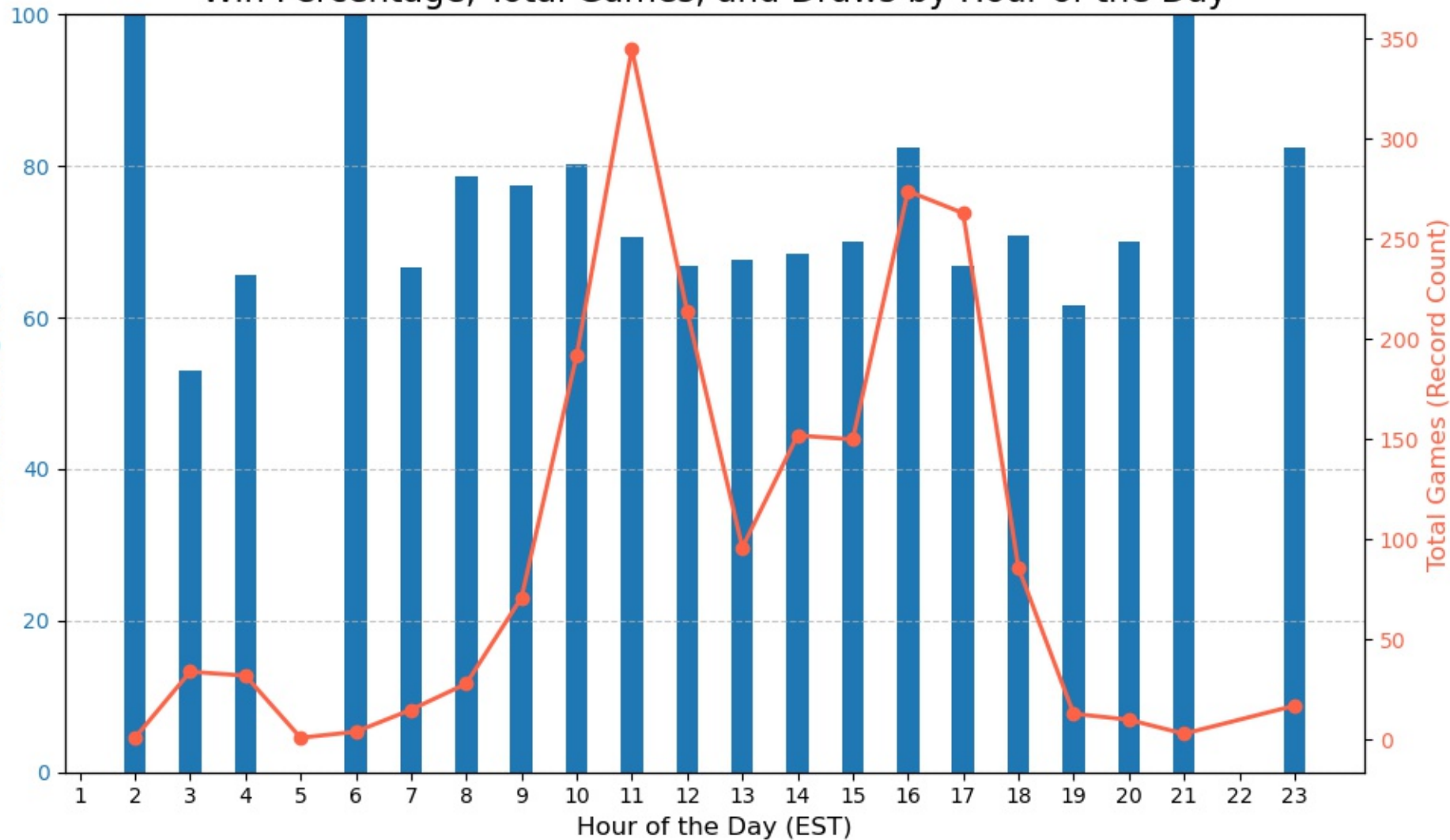


Total: 72 games

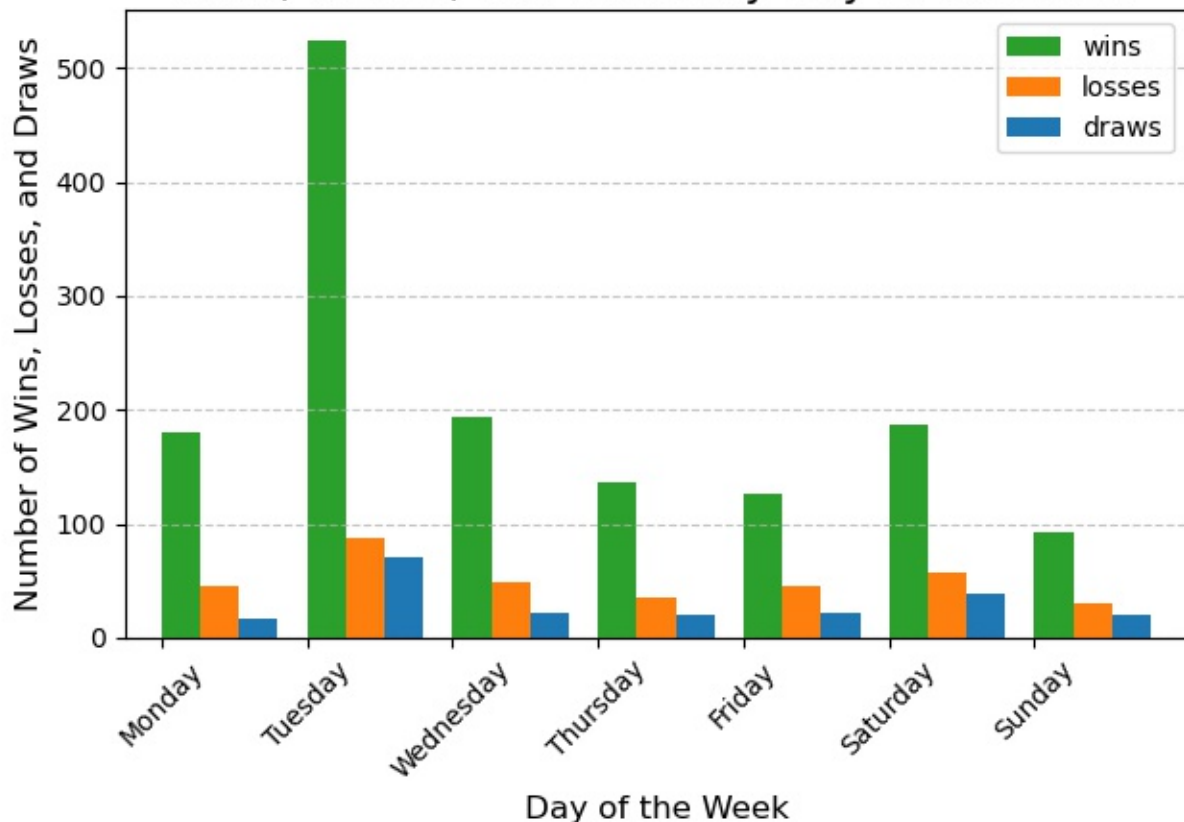
Wins, Losses, and Draws by Hour of the Day



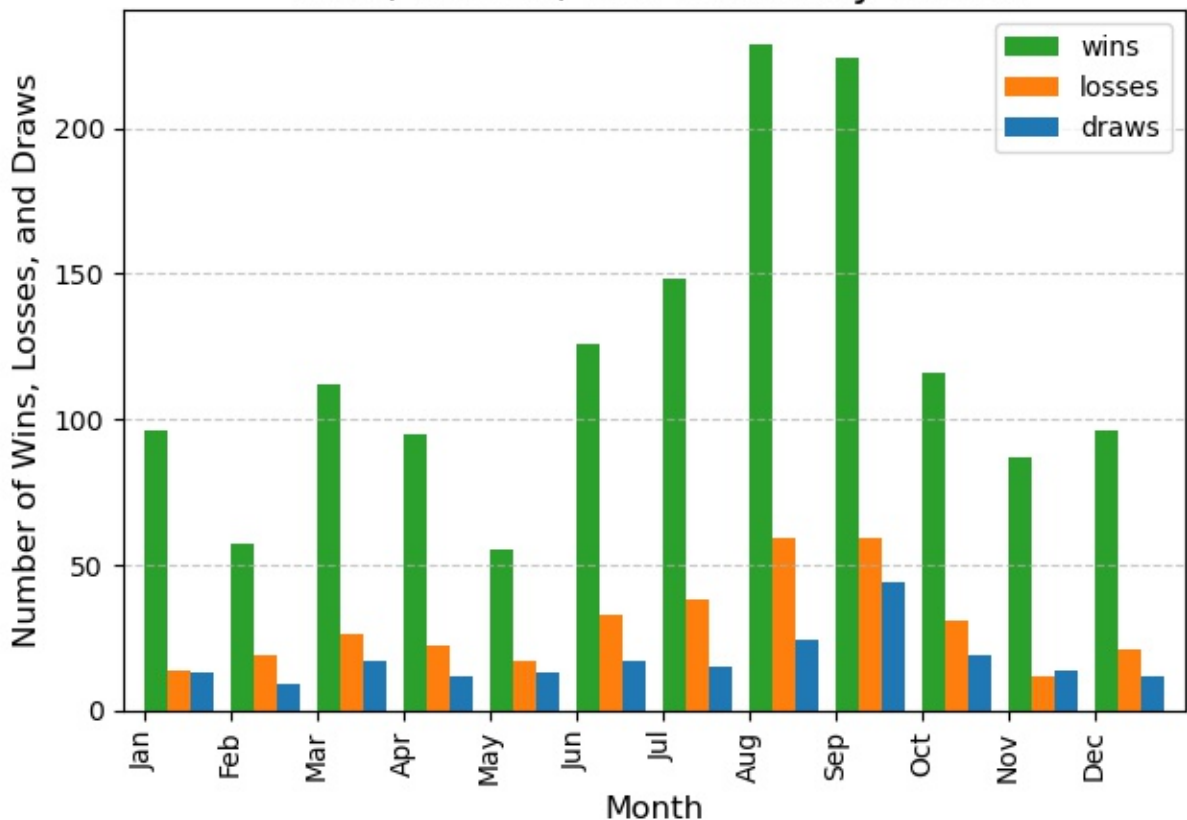
Win Percentage, Total Games, and Draws by Hour of the Day



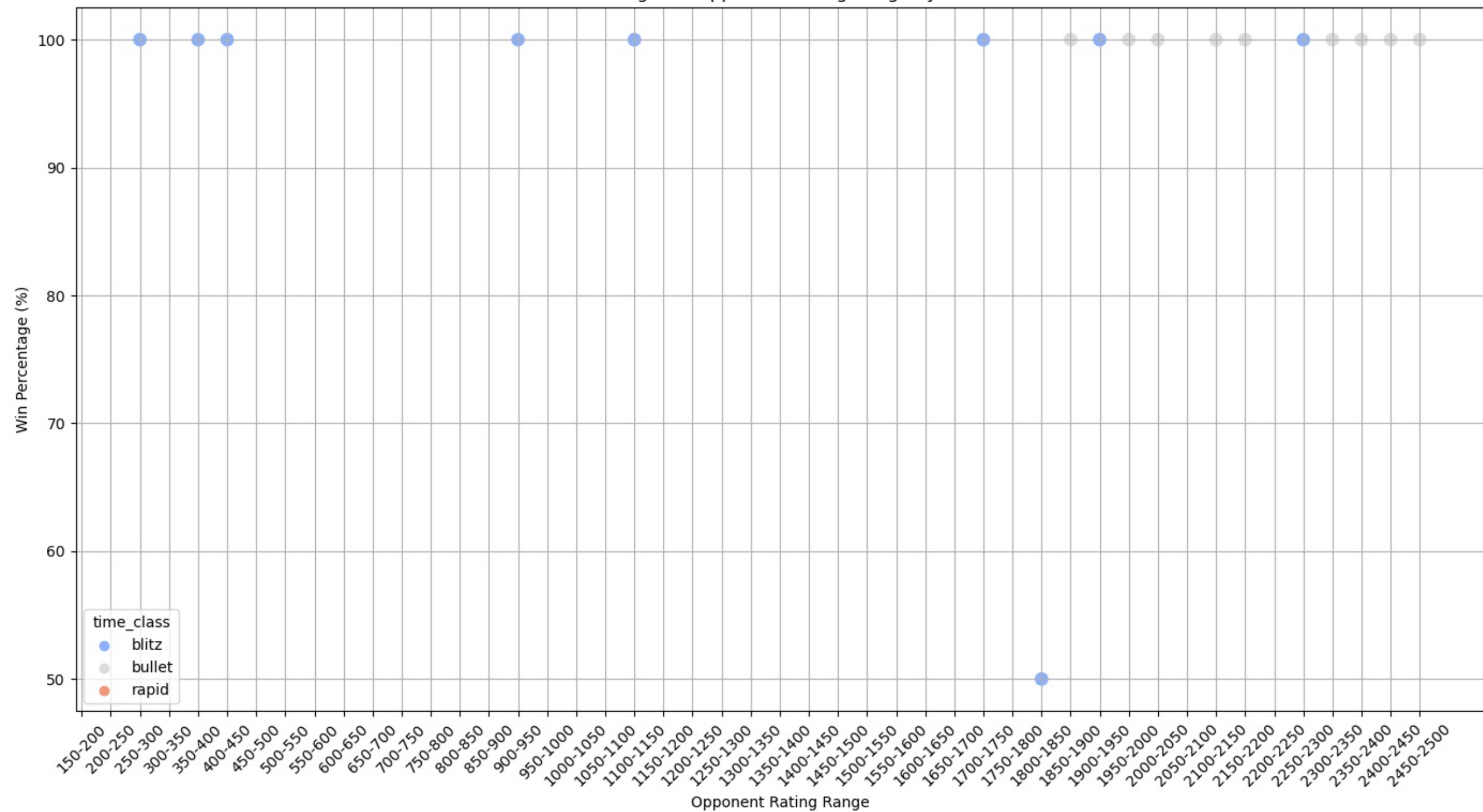
Wins, Losses, and Draws by Day of the Week



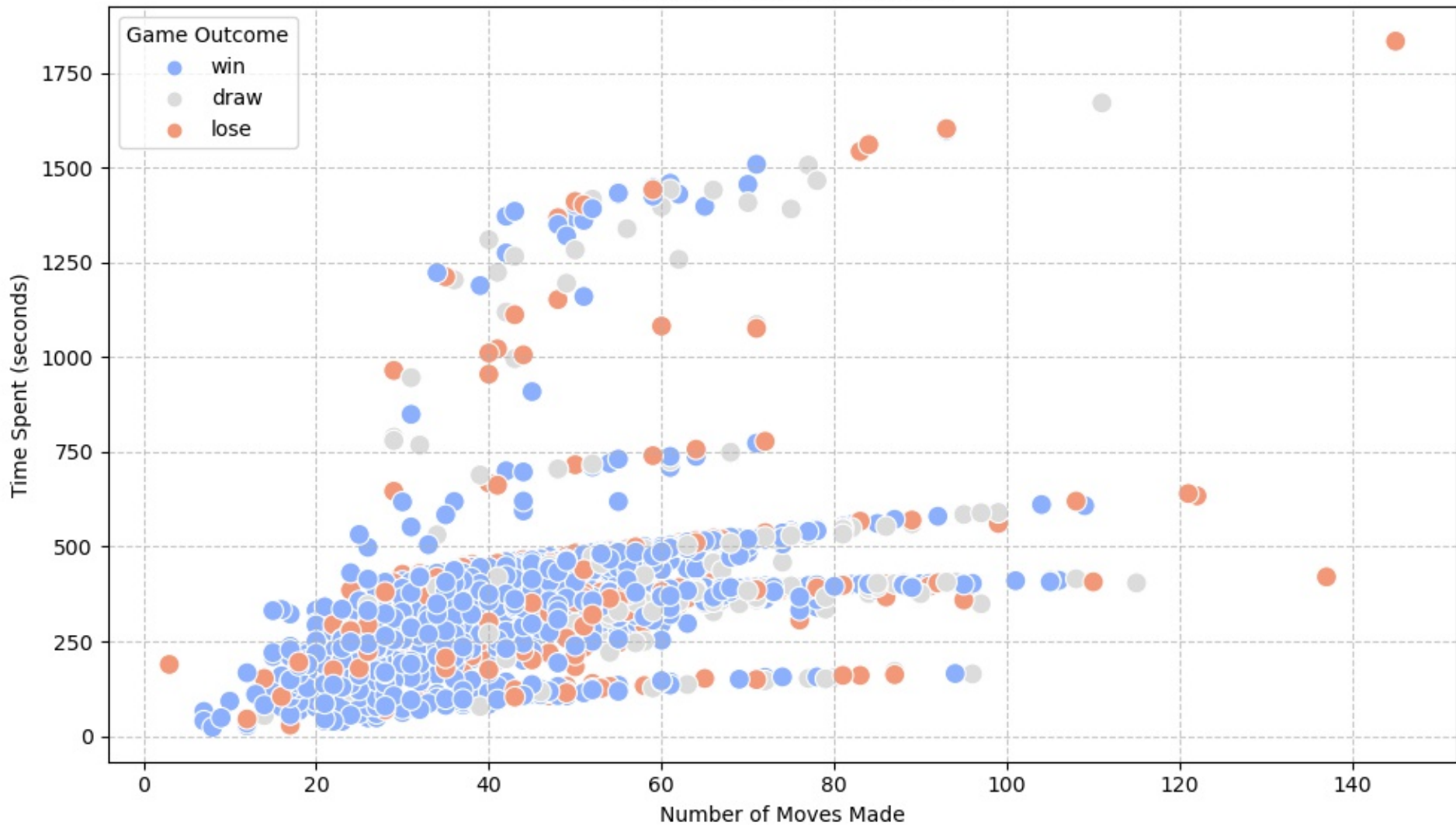
Wins, Losses, and Draws by Month



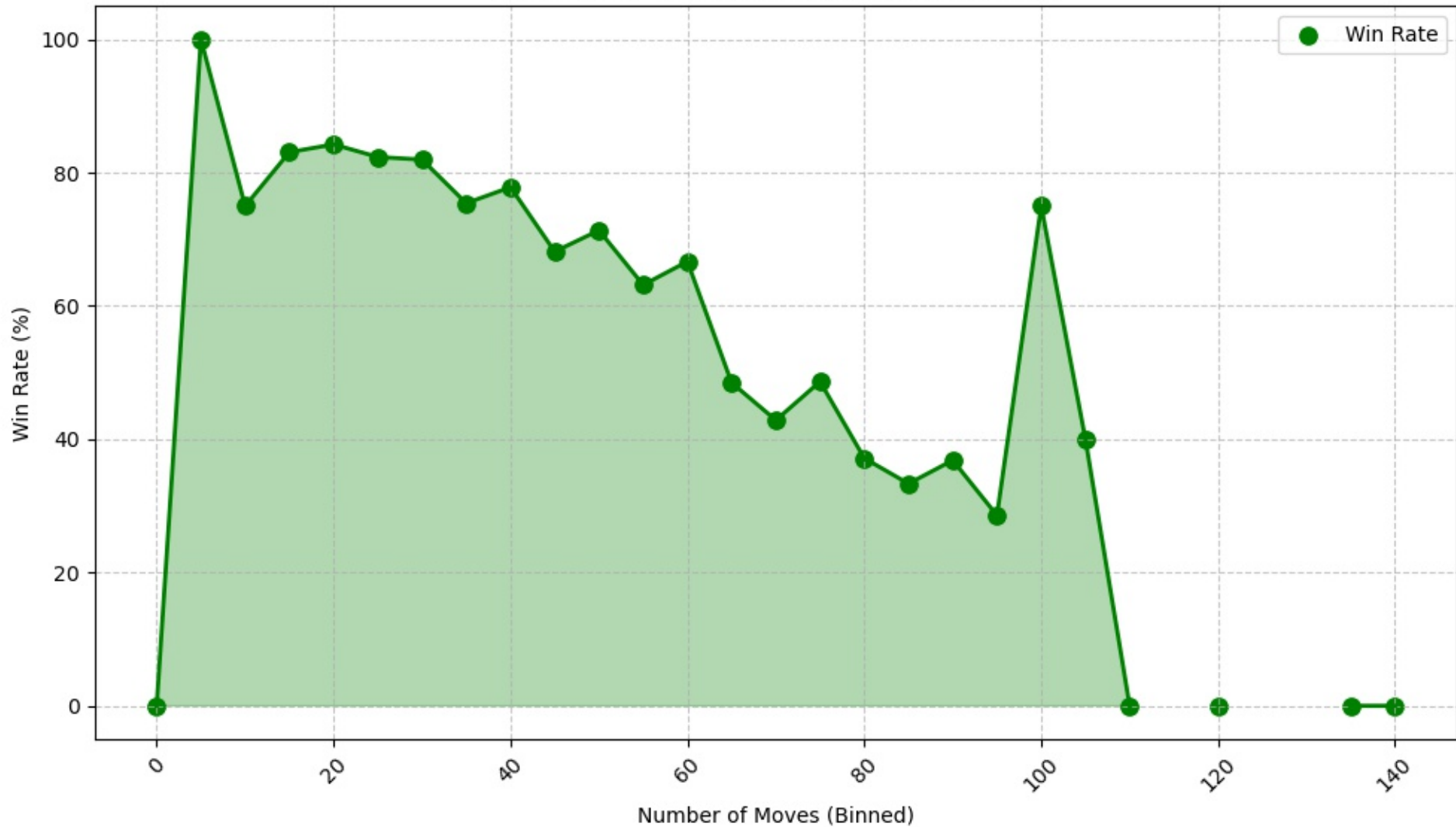
Win Percentage vs. Opponent Rating Range by Time Class



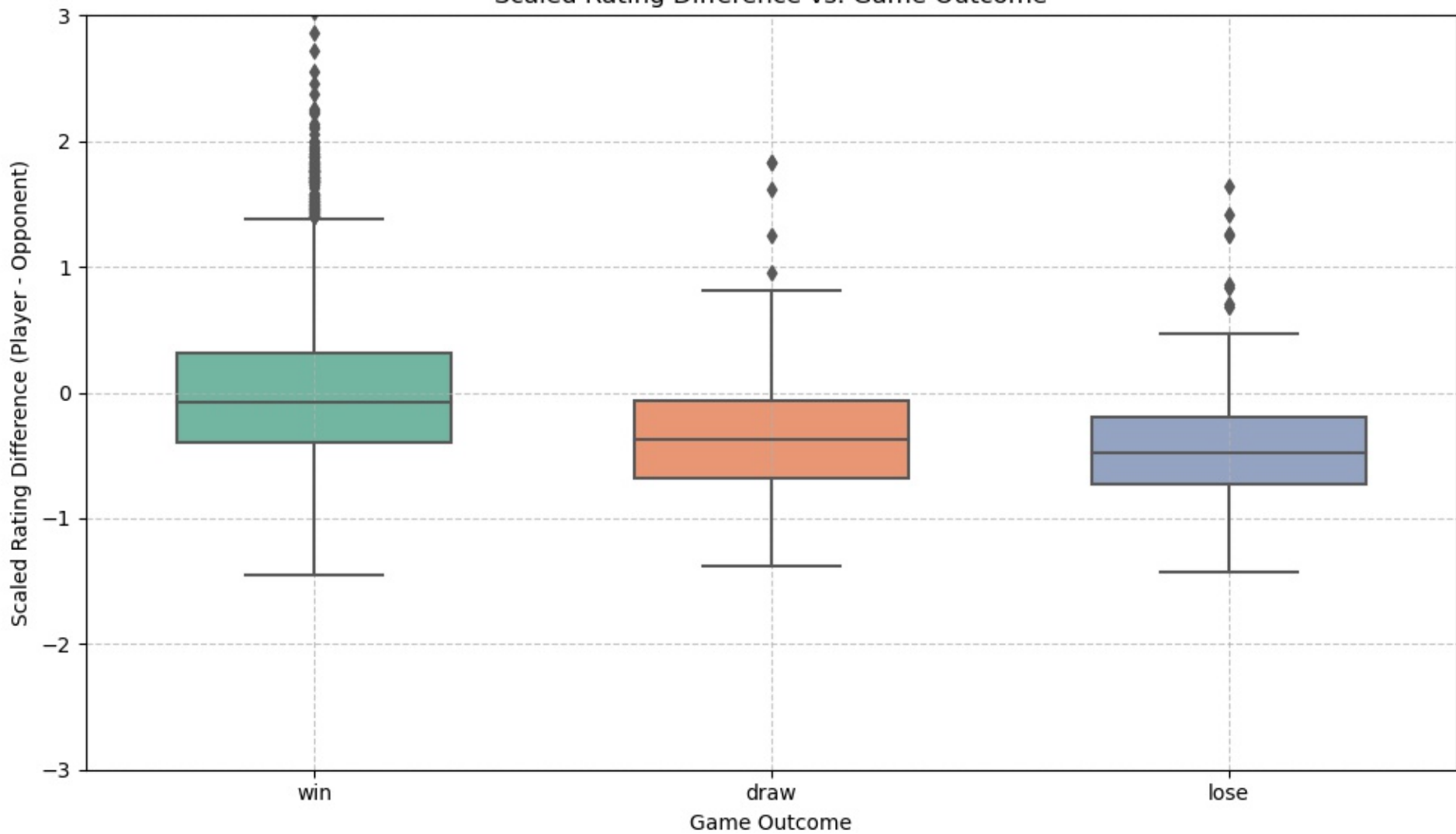
Moves vs. Game Outcome



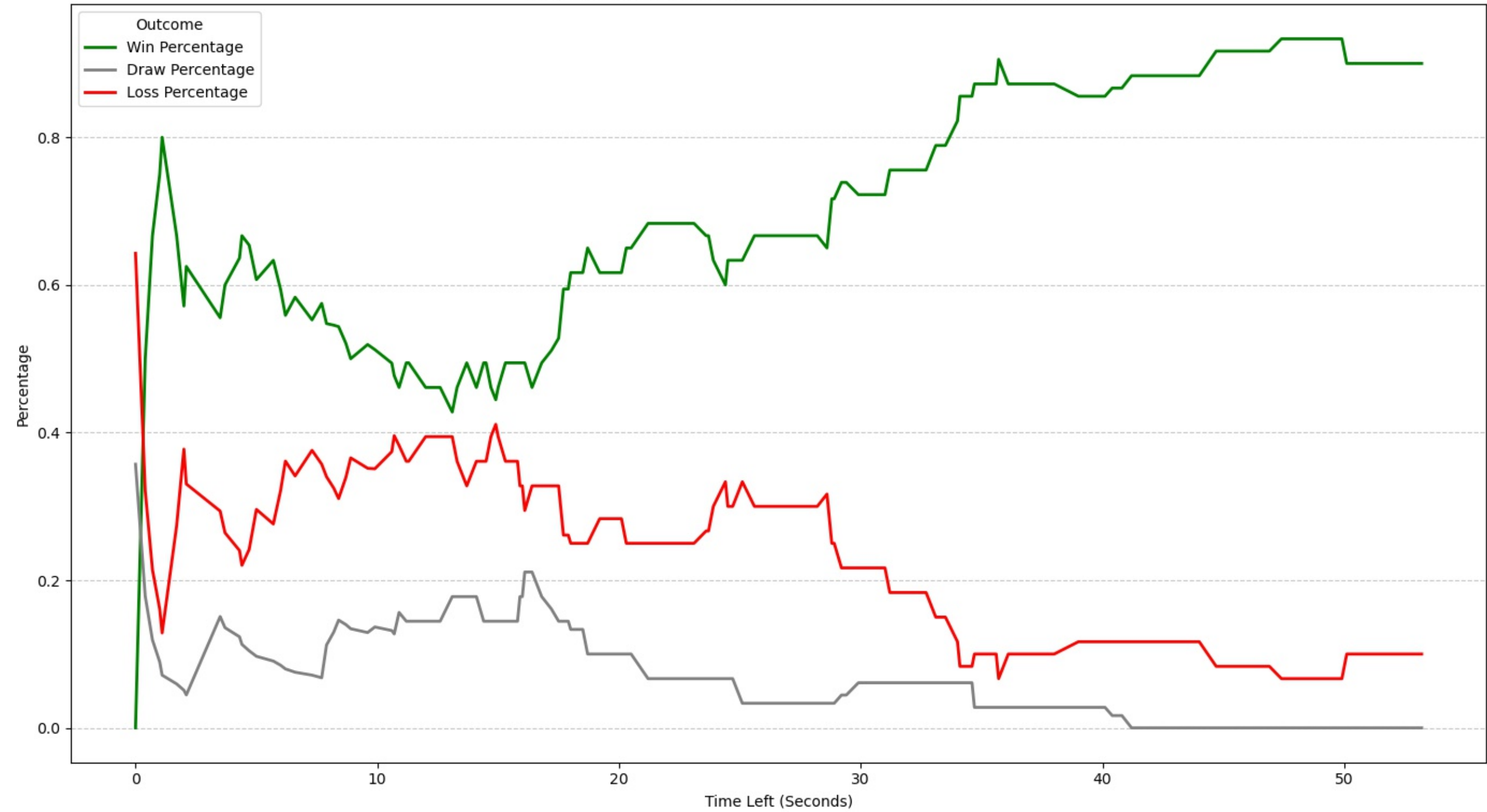
Win Rate vs. Number of Moves Made (Binned)



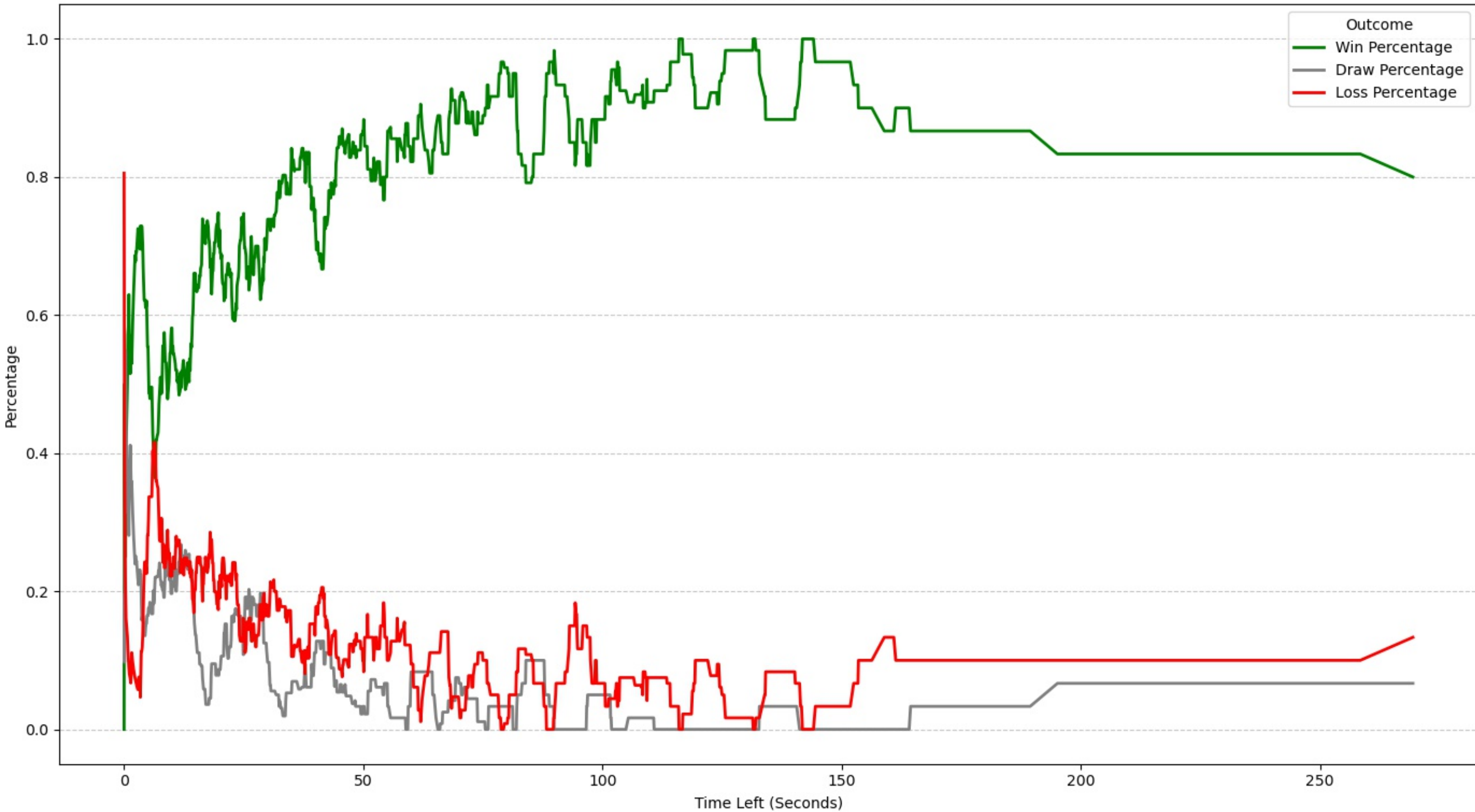
Scaled Rating Difference vs. Game Outcome



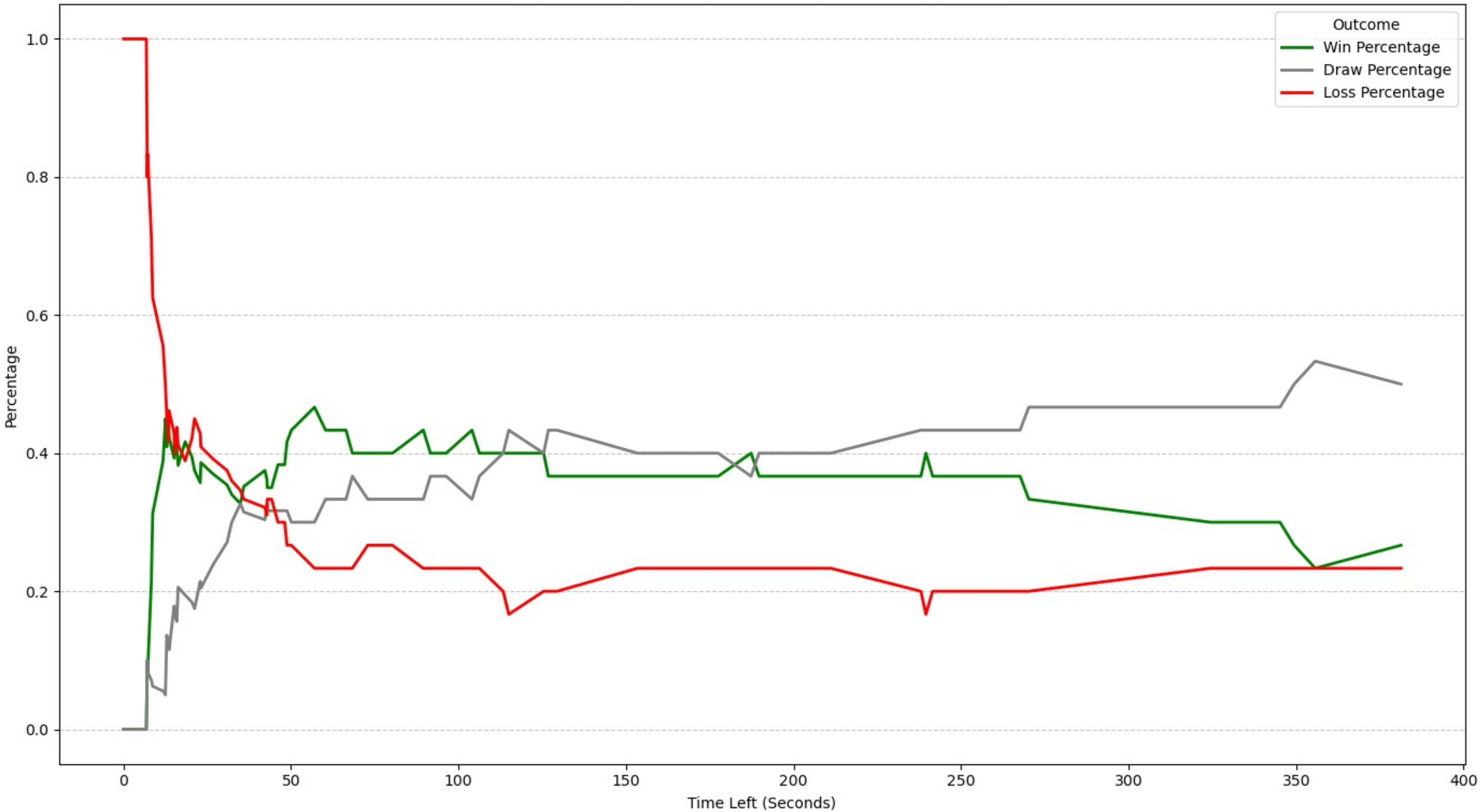
Win/Draw/Loss Percentages by Time Left (Bullet Games)



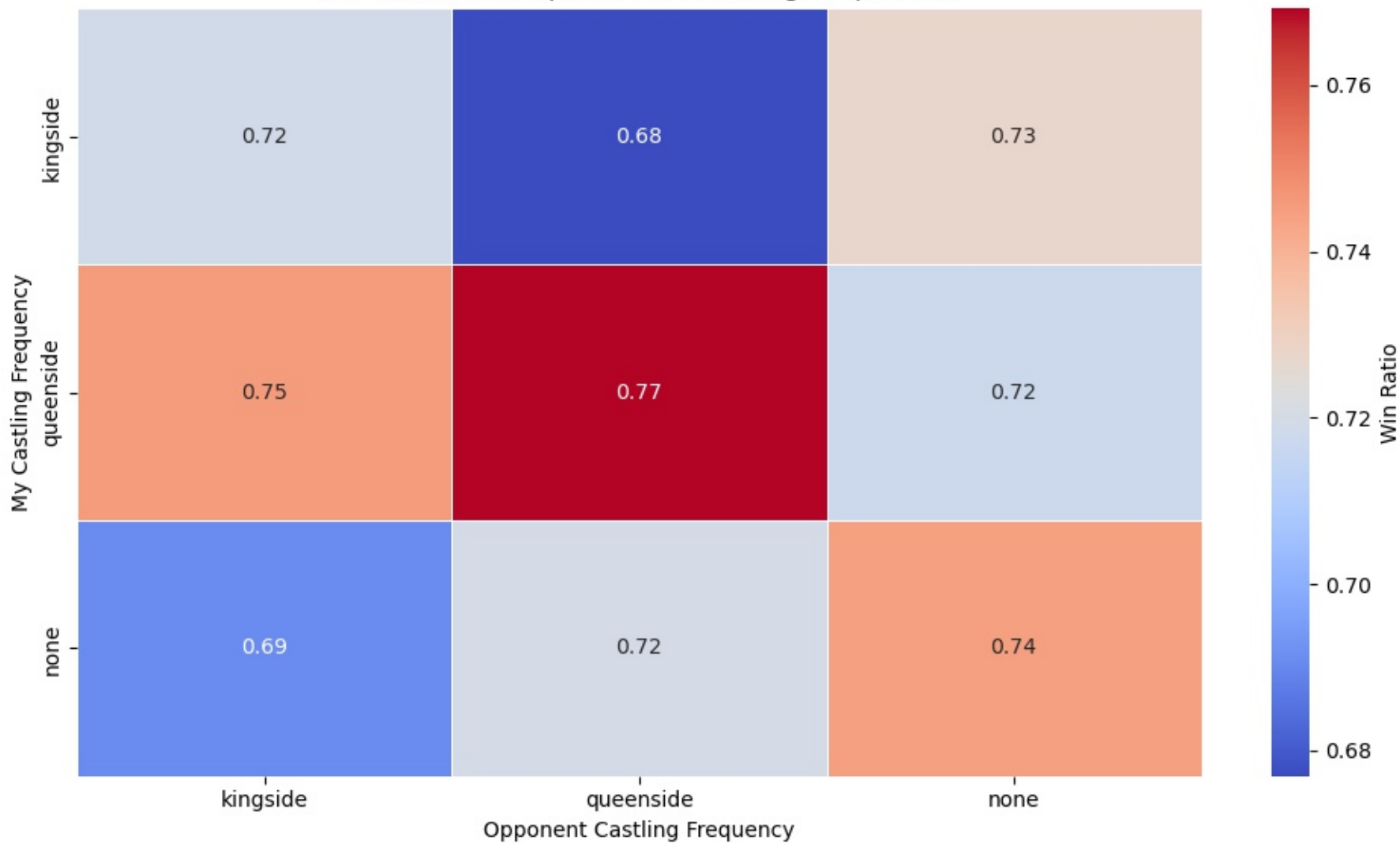
Win/Draw/Loss Percentages by Time Left (Blitz Games)



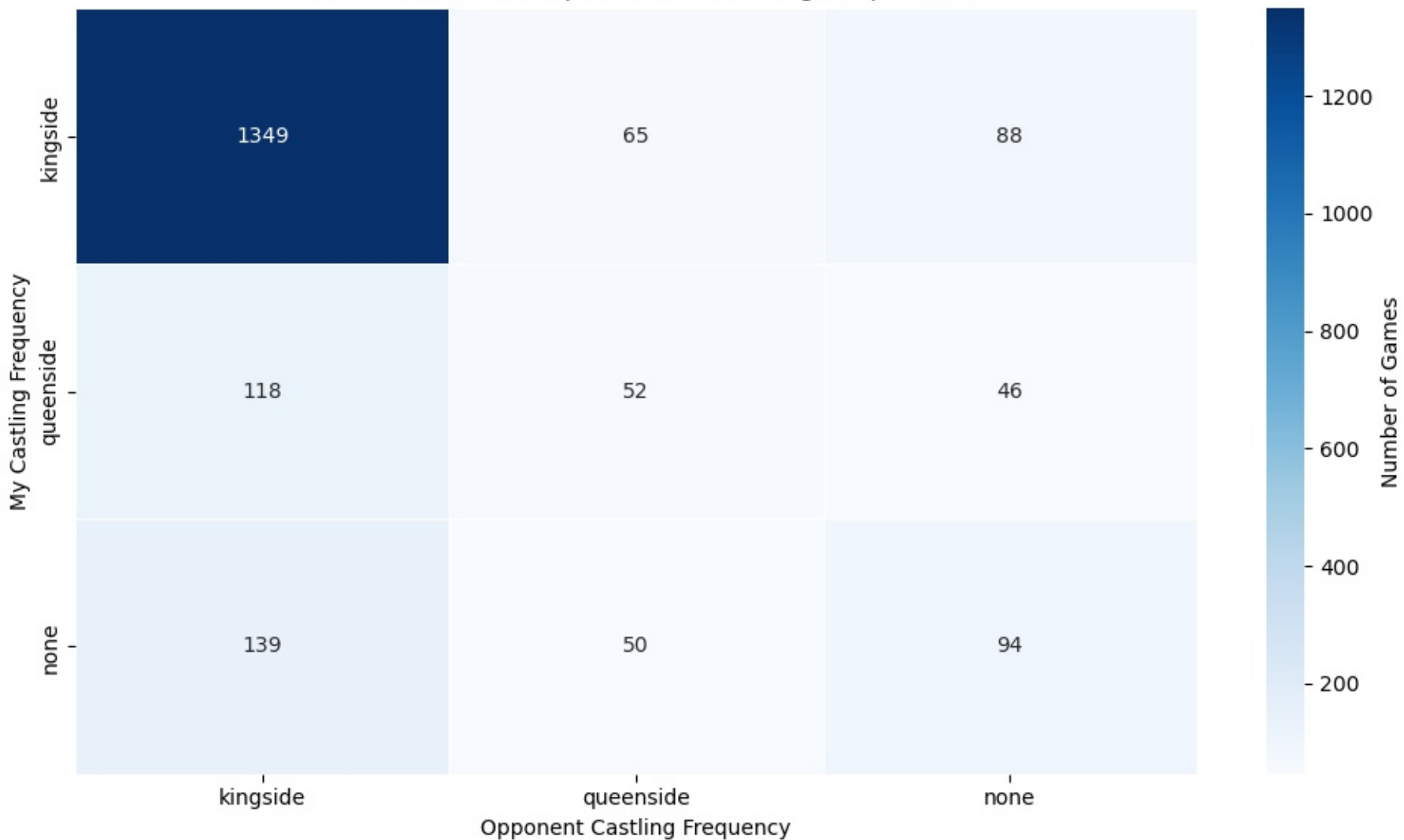
Win/Draw/Loss Percentages by Time Left (Rapid Games)



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies



Rating Over Time for Different Time Controls

