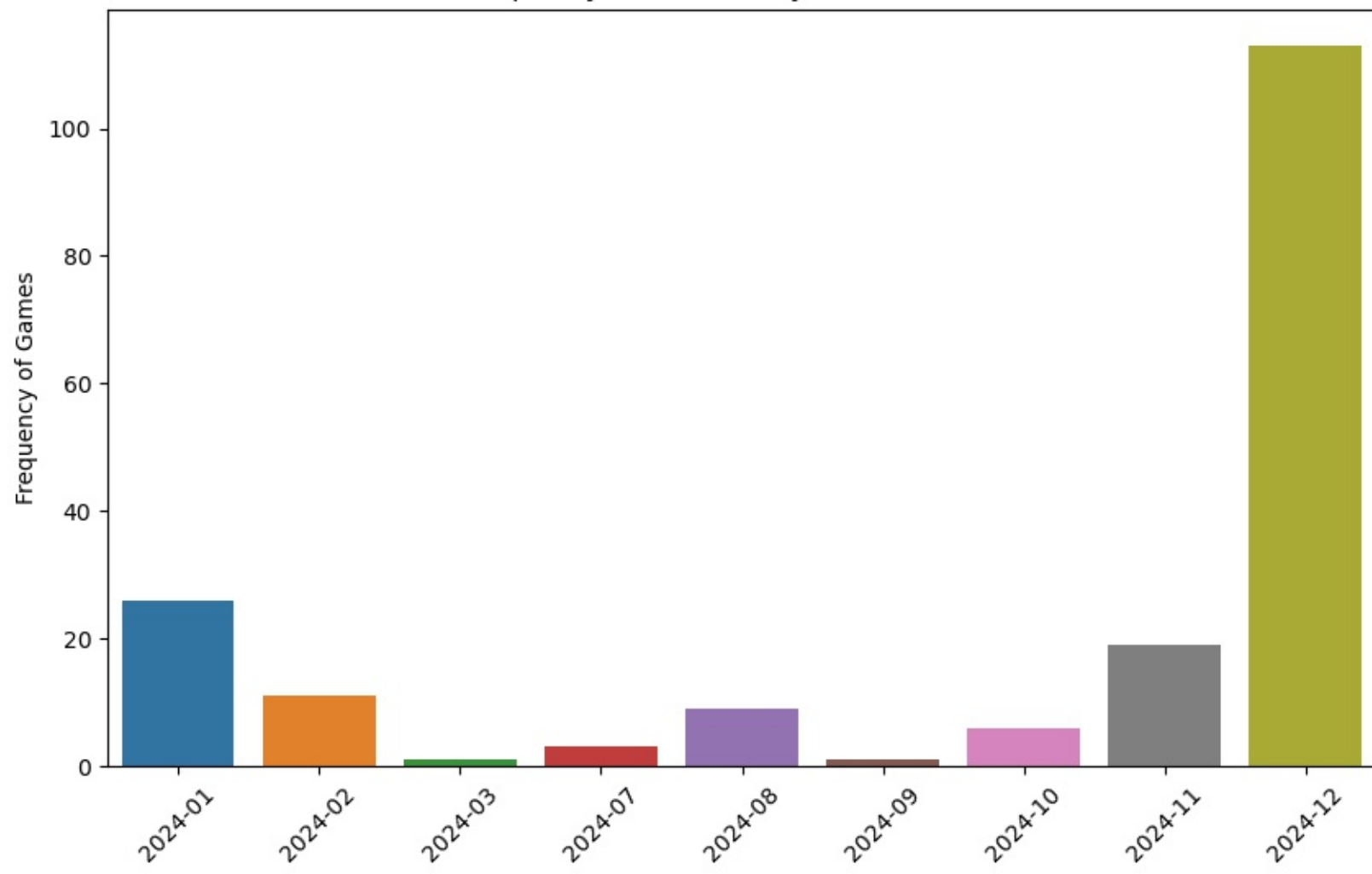
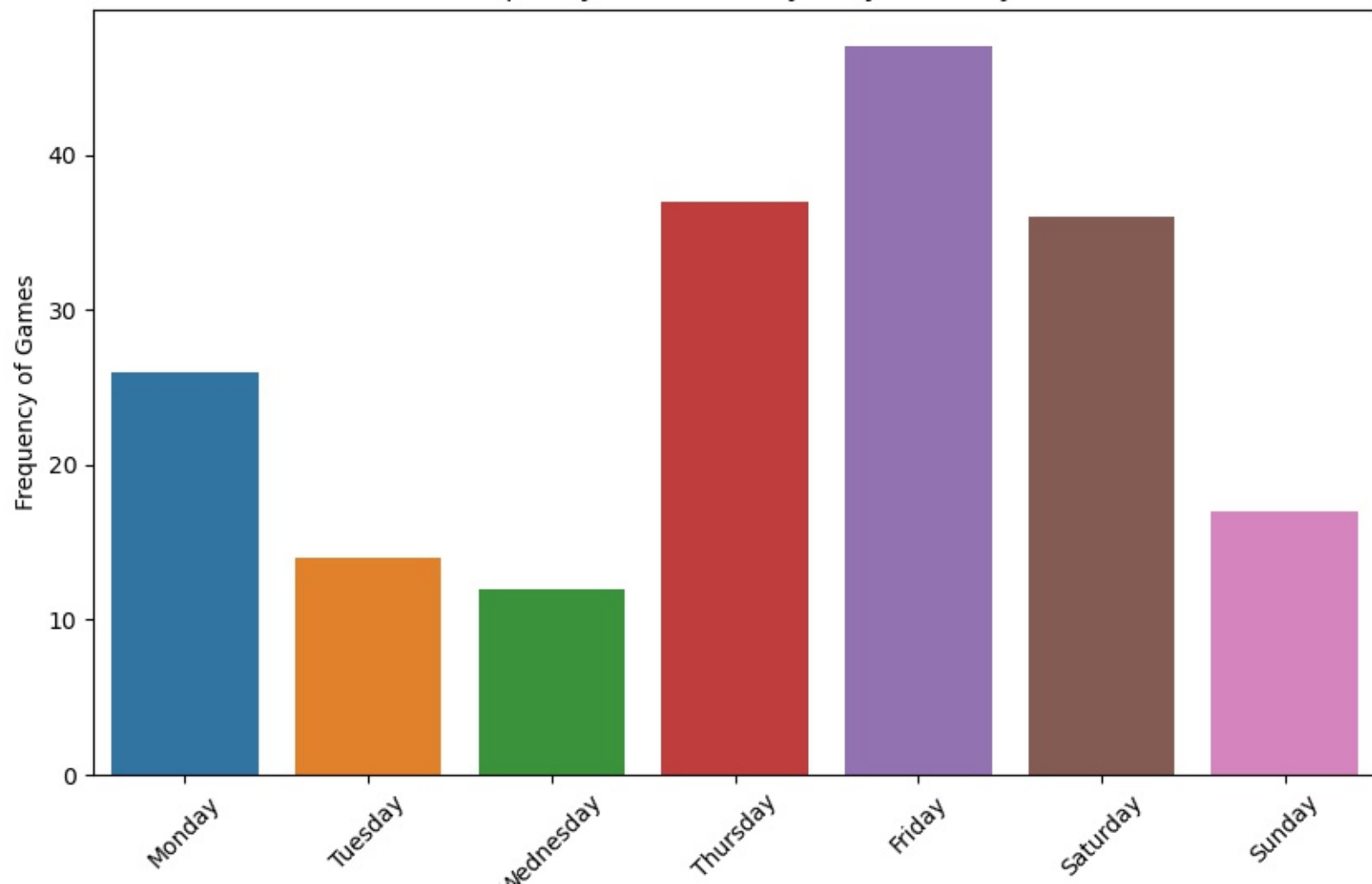


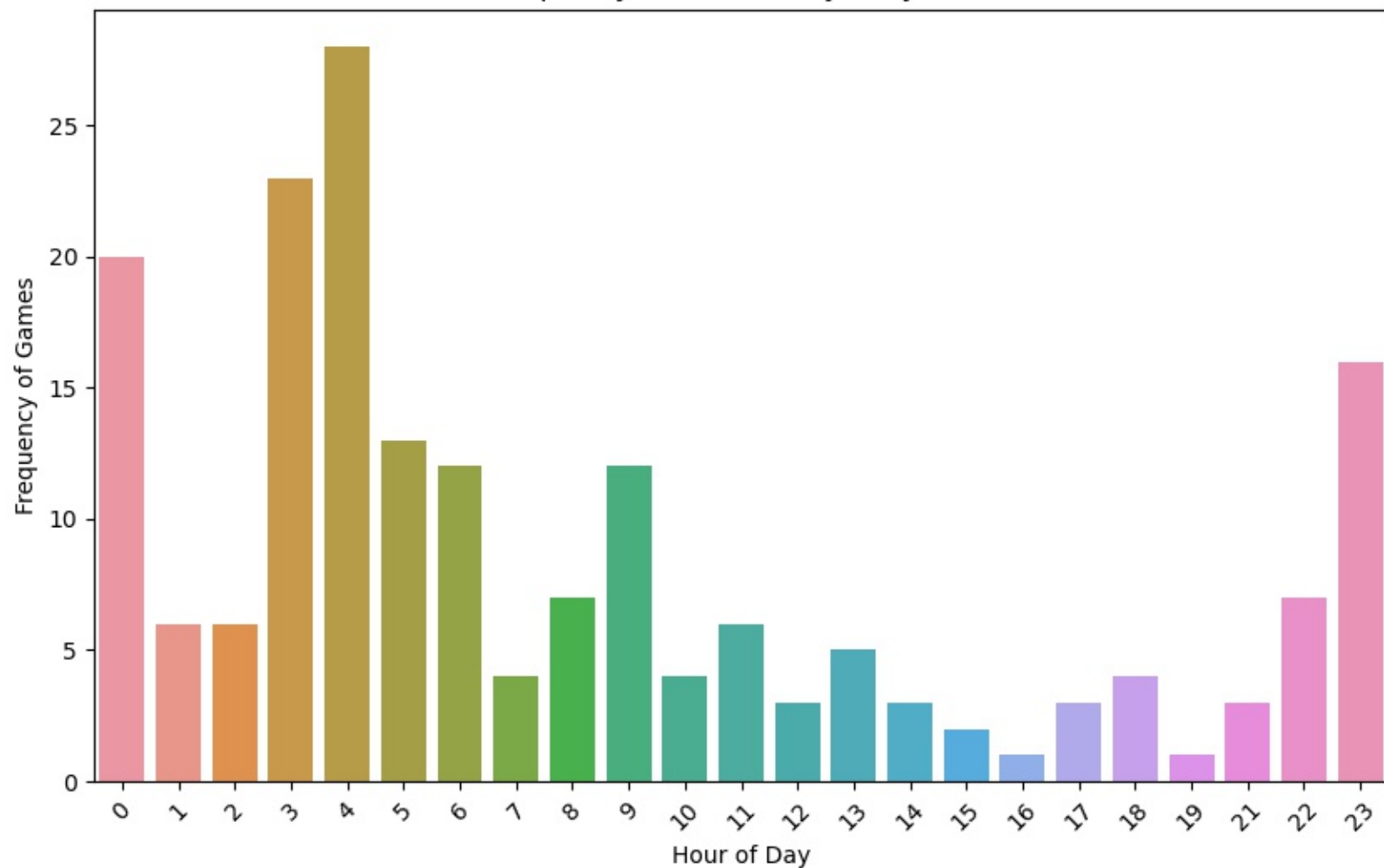
Frequency of Games Played Over Months



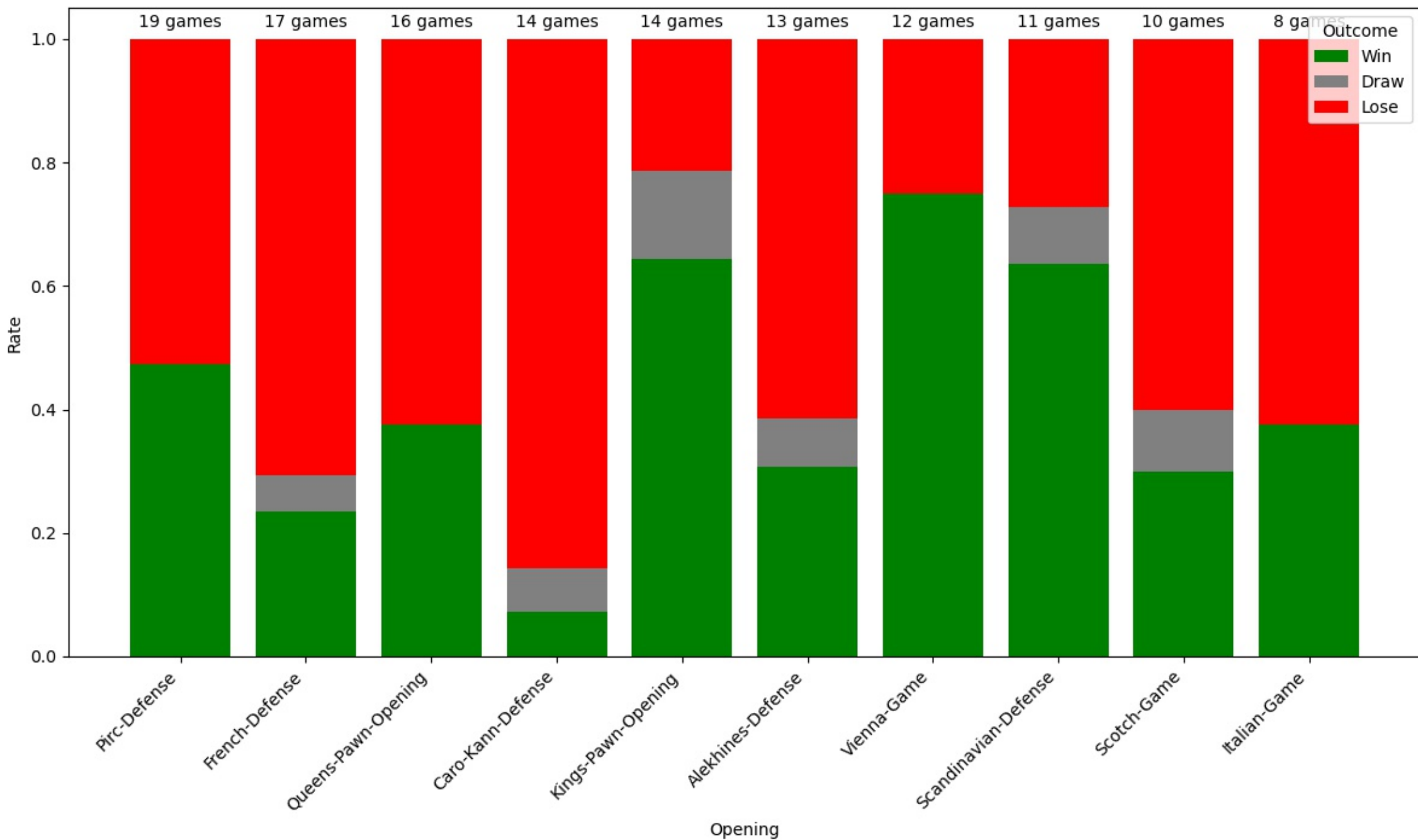
Frequency of Games Played by Weekday



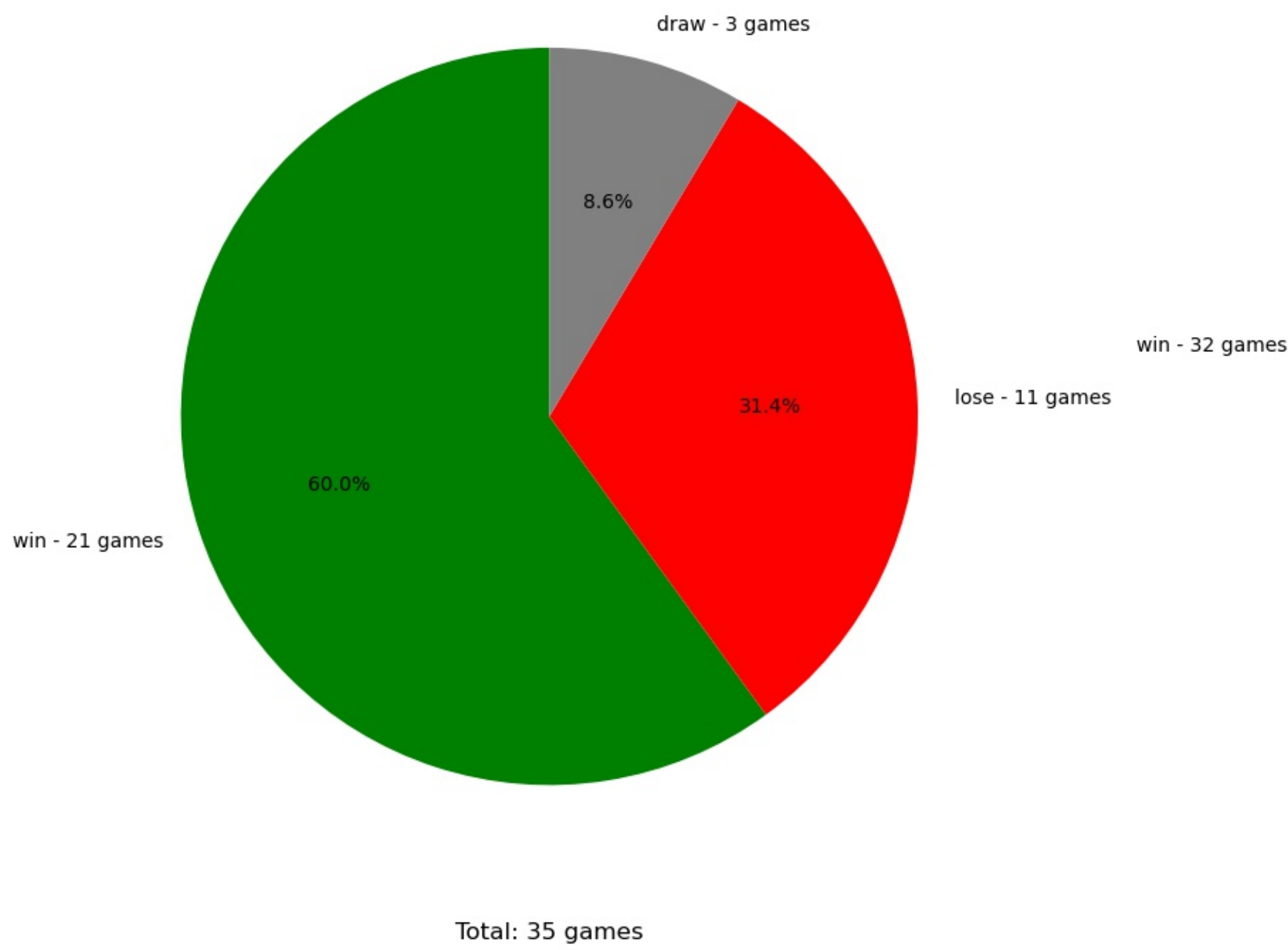
Frequency of Games Played by Hour



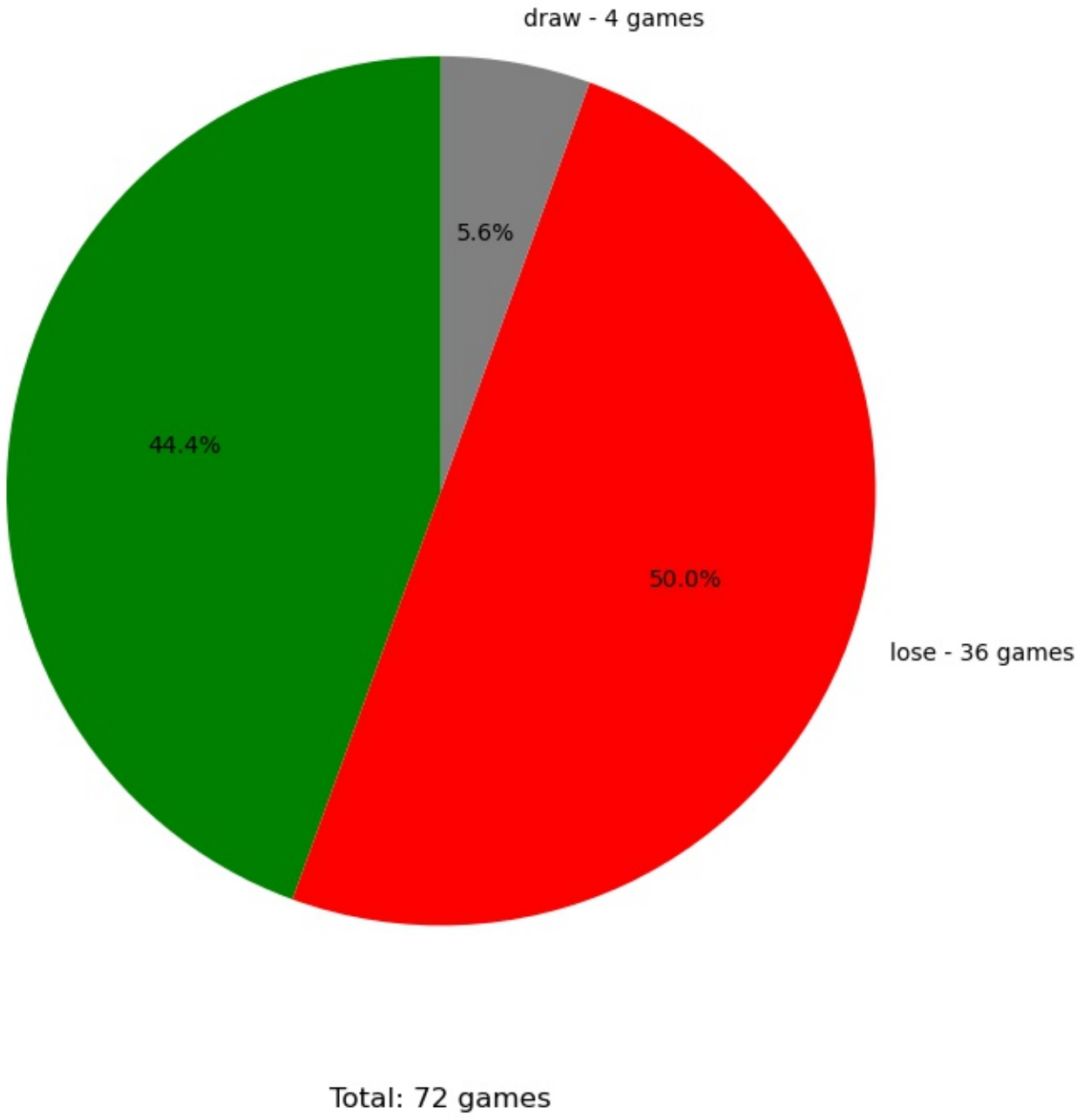
Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)



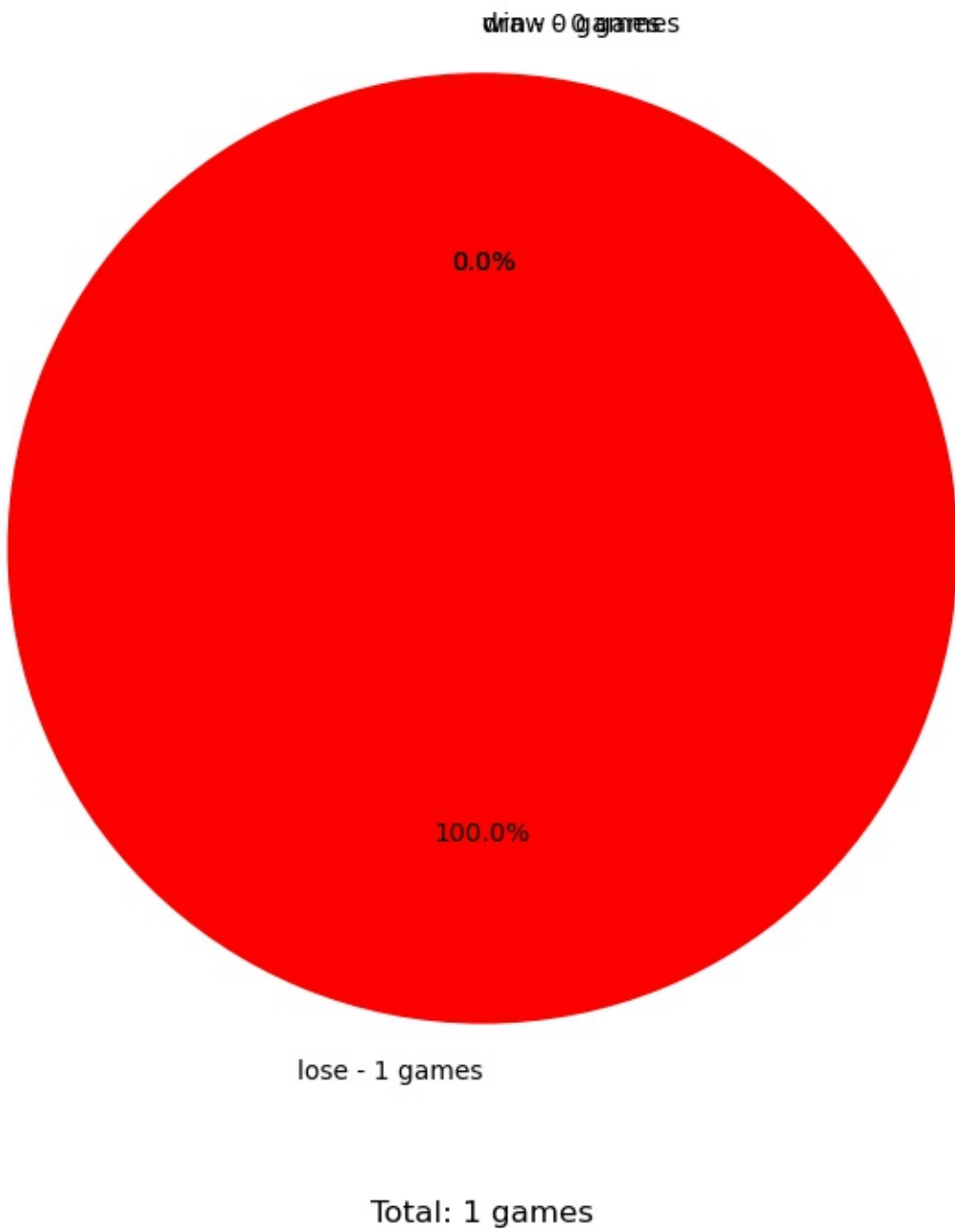
15m + 10s Win/Loss/Draw Distribution



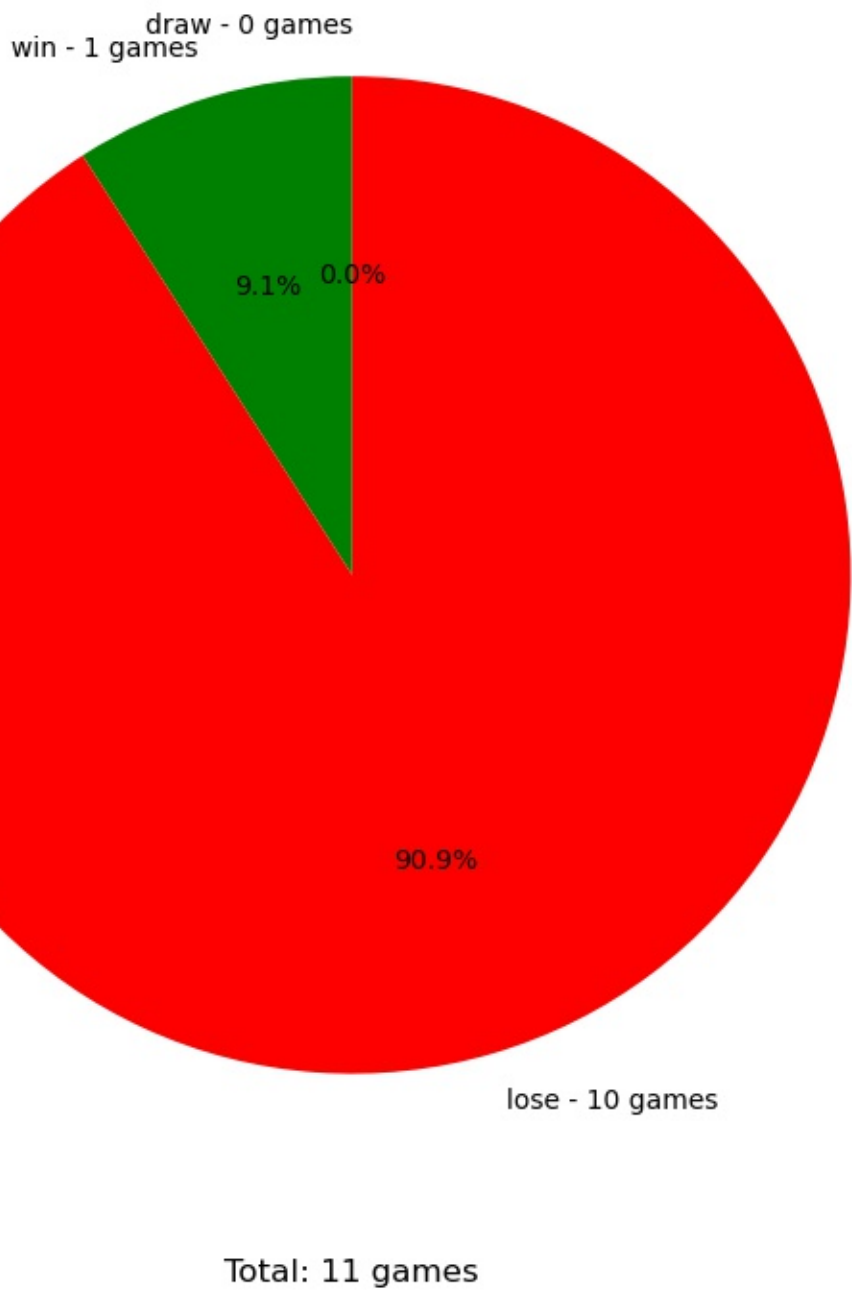
10m + 0s Win/Loss/Draw Distribution



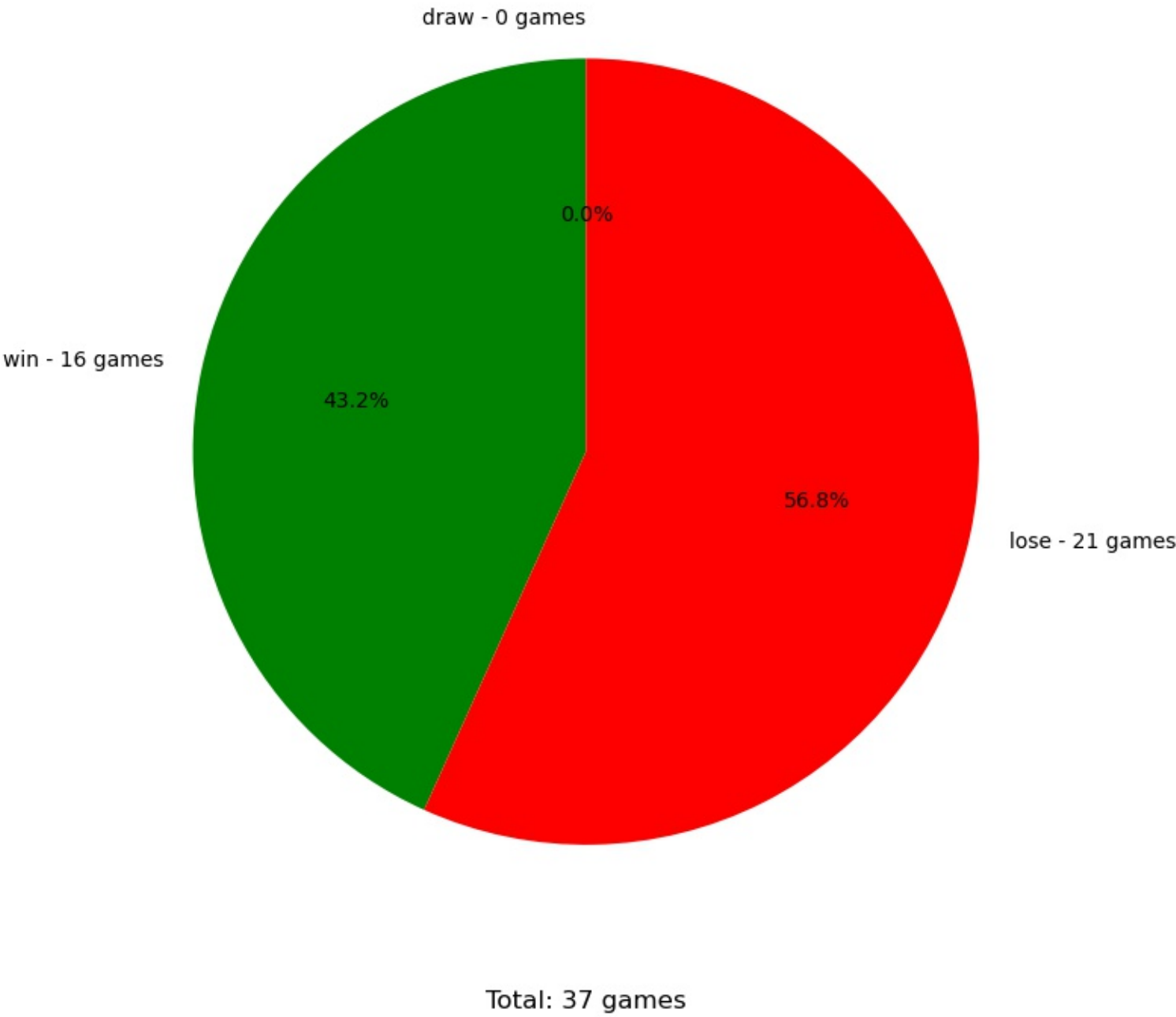
60m + 0s Win/Loss/Draw Distribution



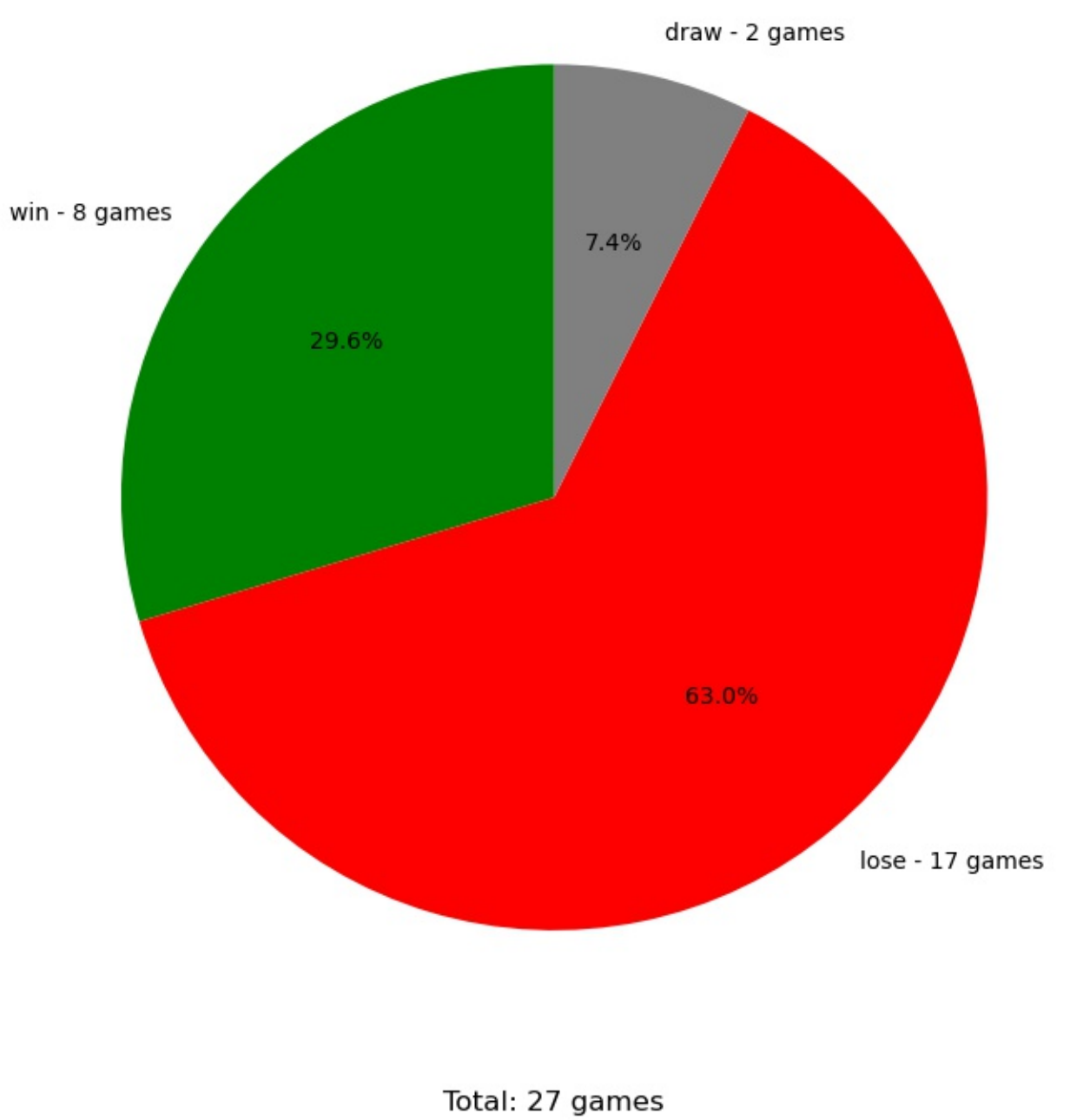
3m + 0s Win/Loss/Draw Distribution



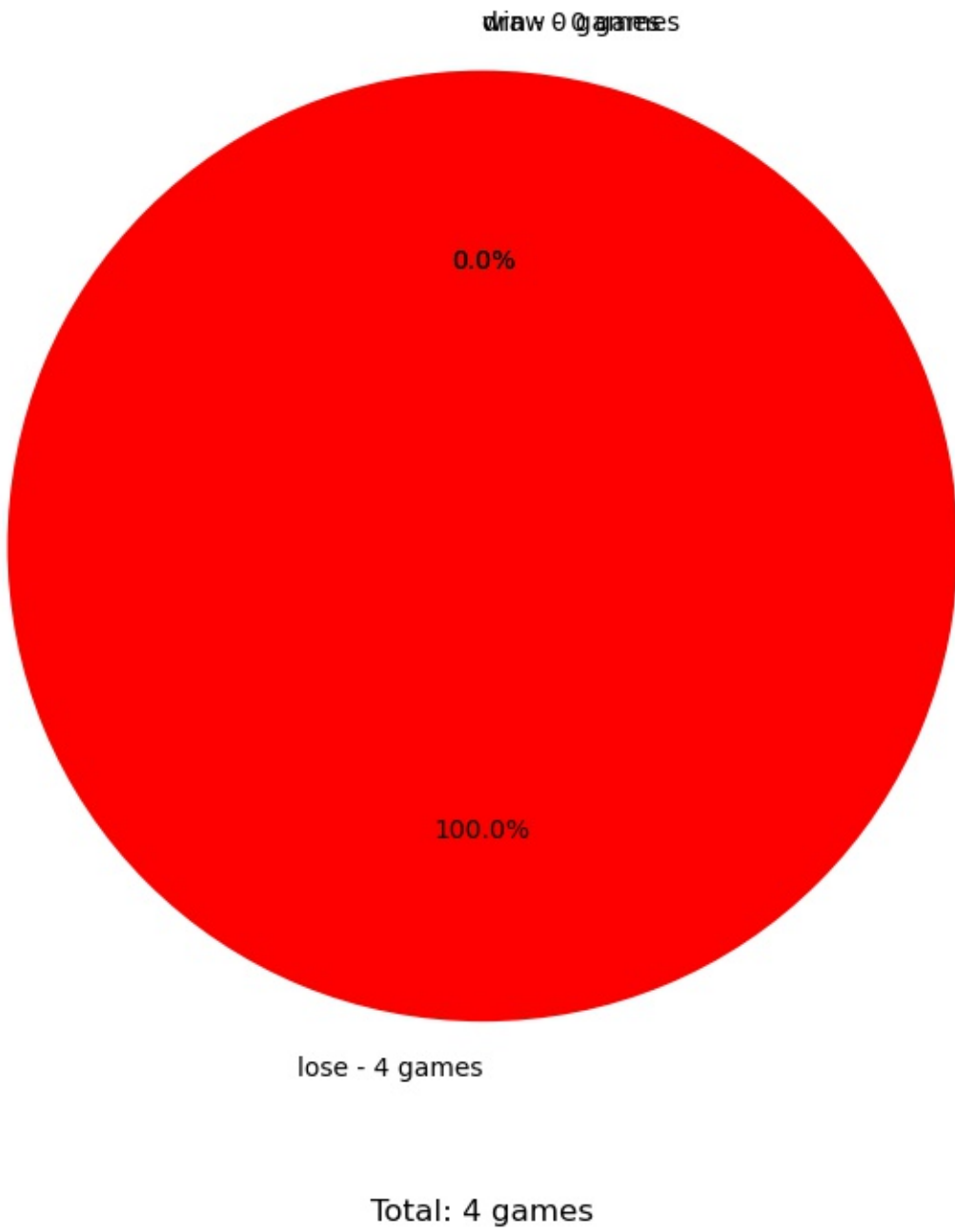
5m + 0s Win/Loss/Draw Distribution



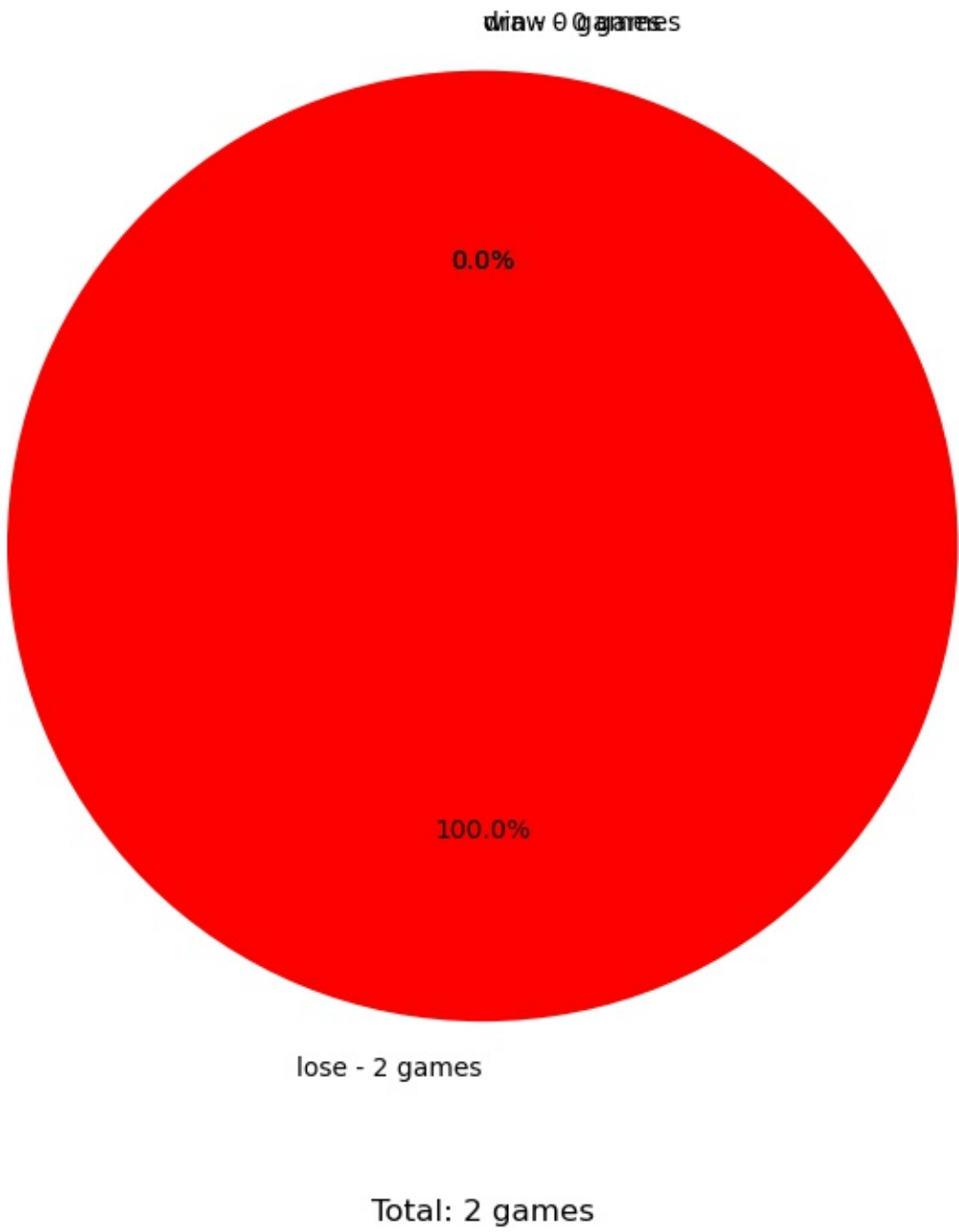
3m + 2s Win/Loss/Draw Distribution



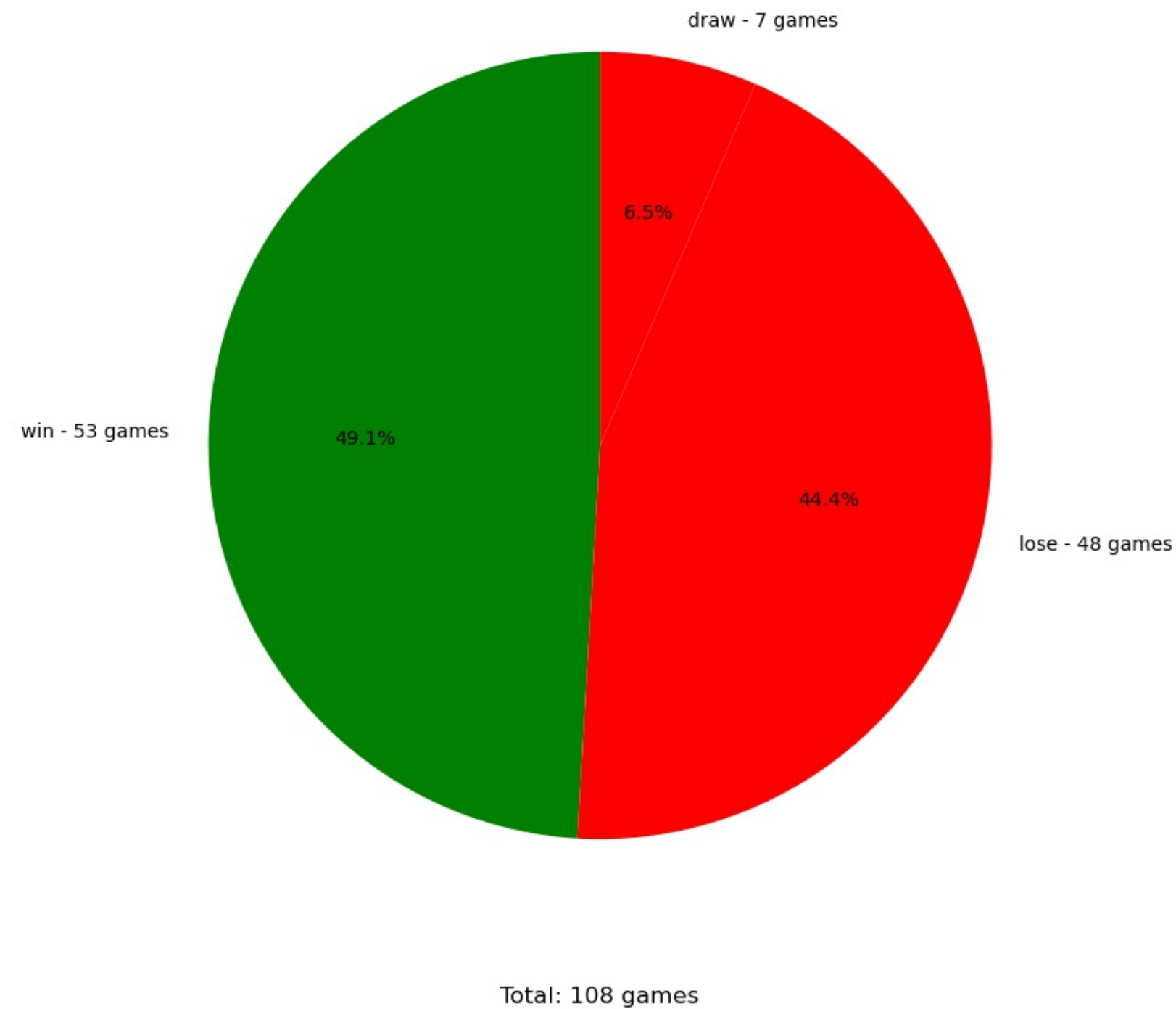
1m + 0s Win/Loss/Draw Distribution



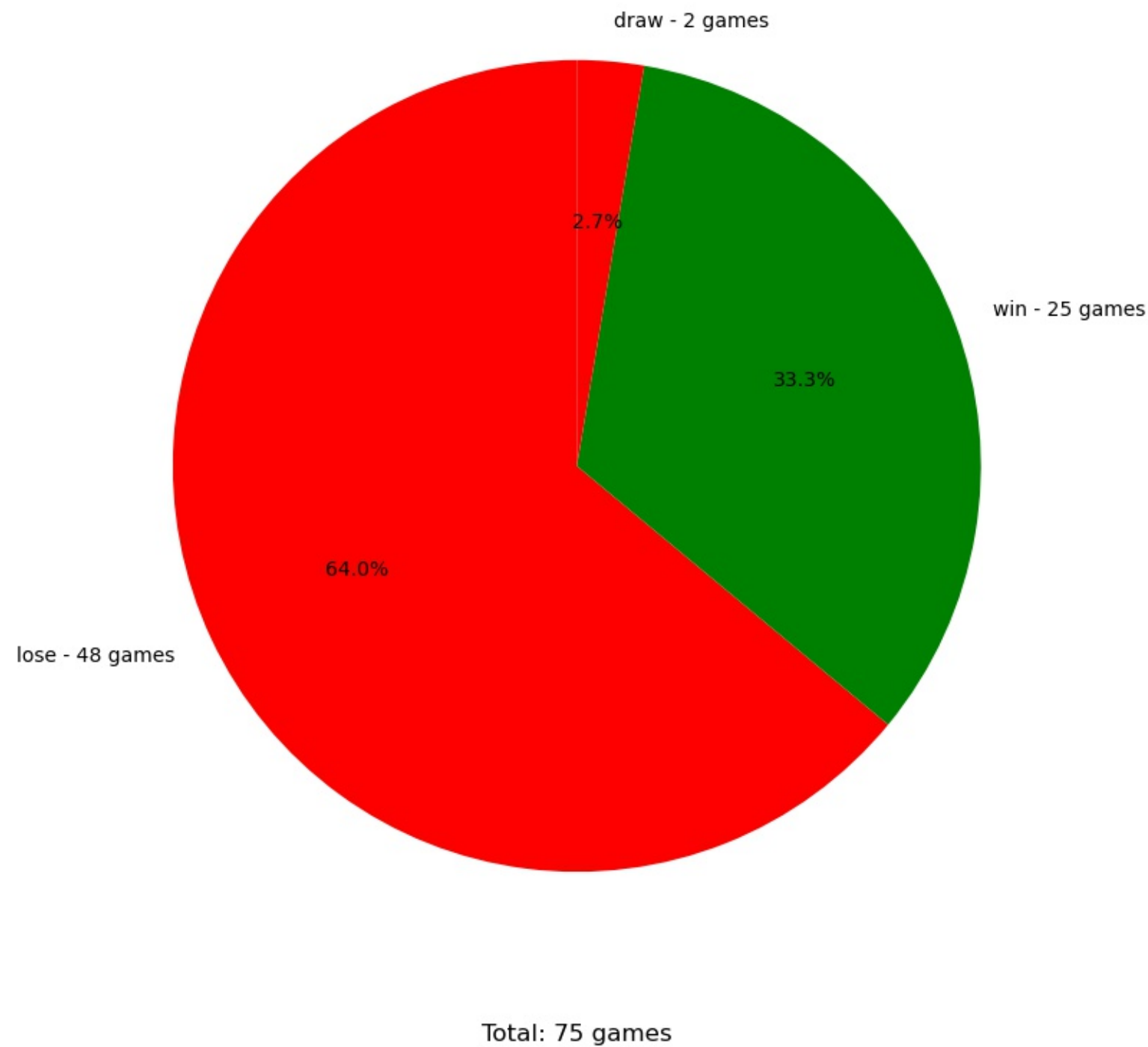
1m + 1s Win/Loss/Draw Distribution



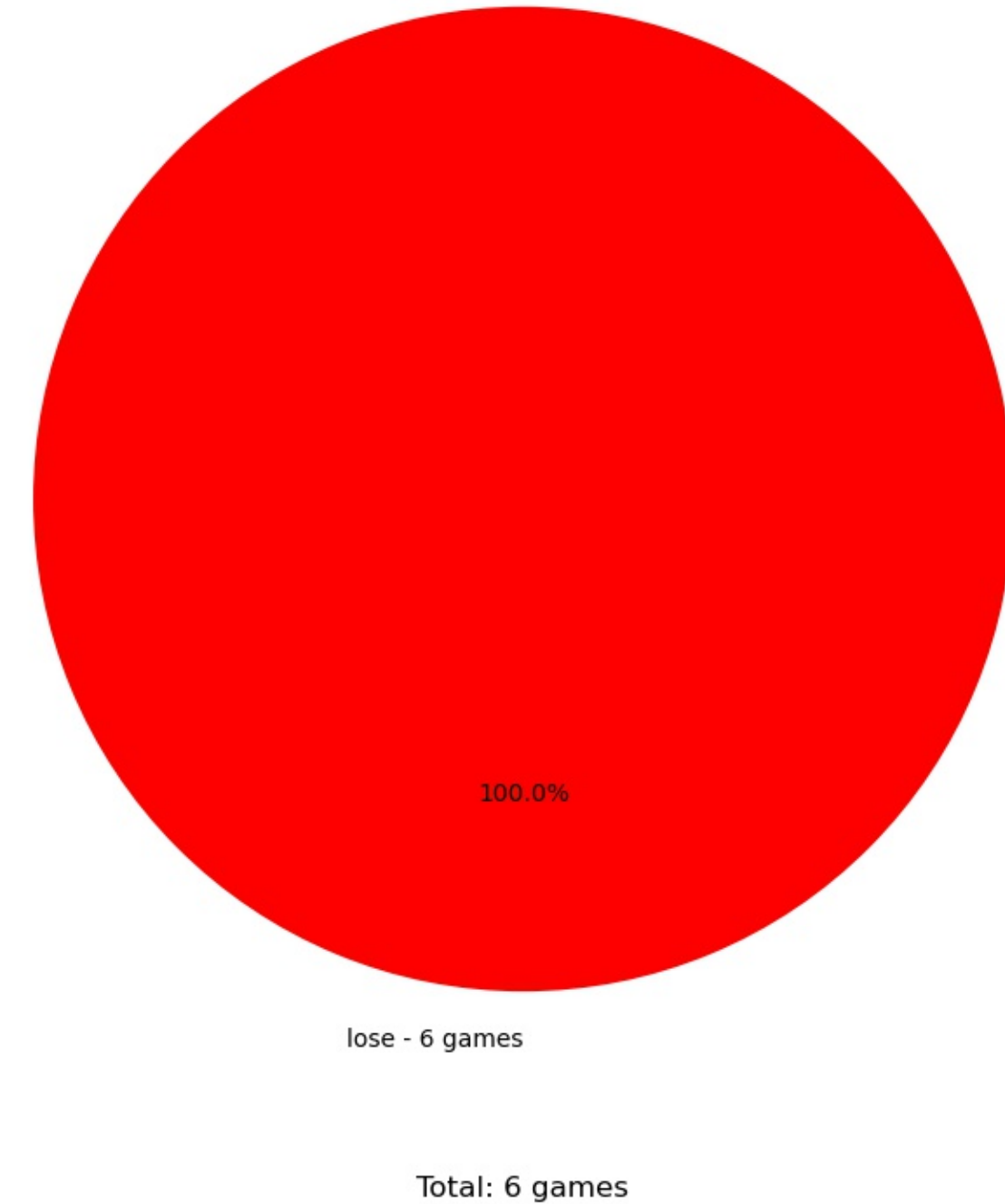
rapid Win/Loss Distribution



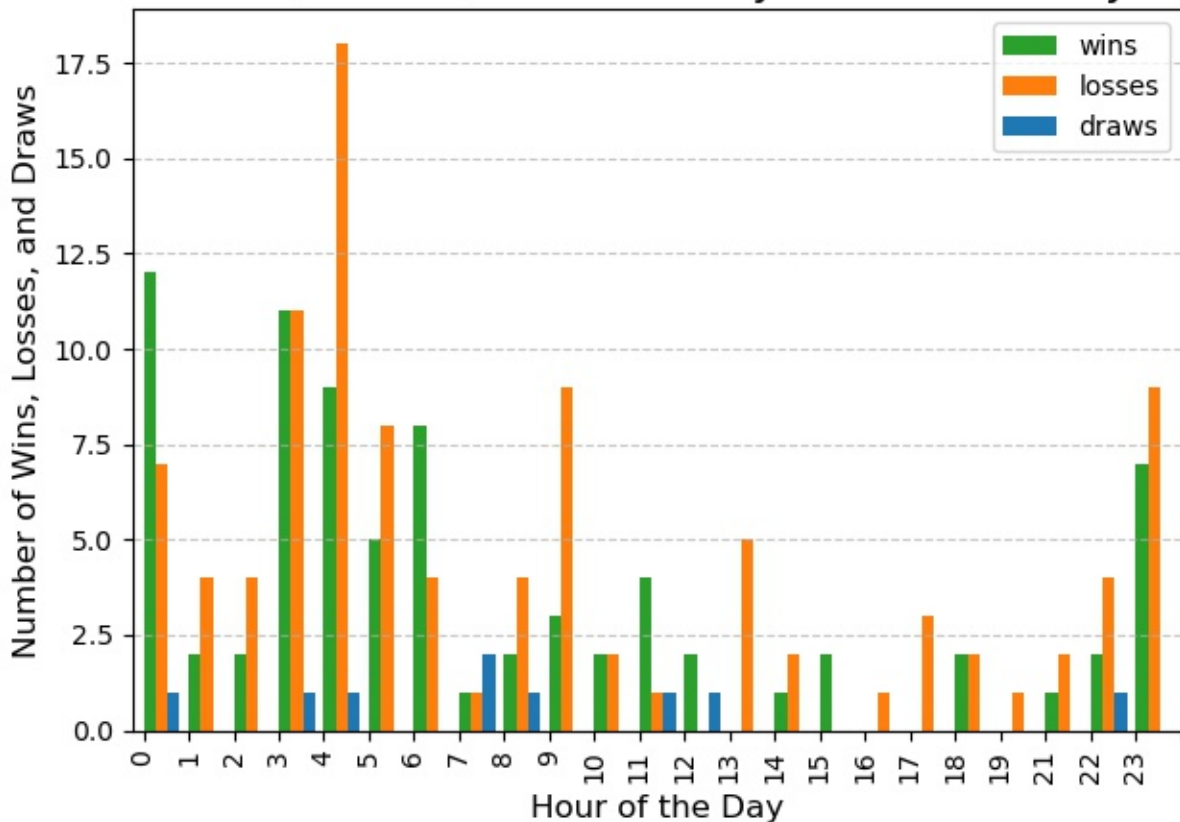
blitz Win/Loss Distribution



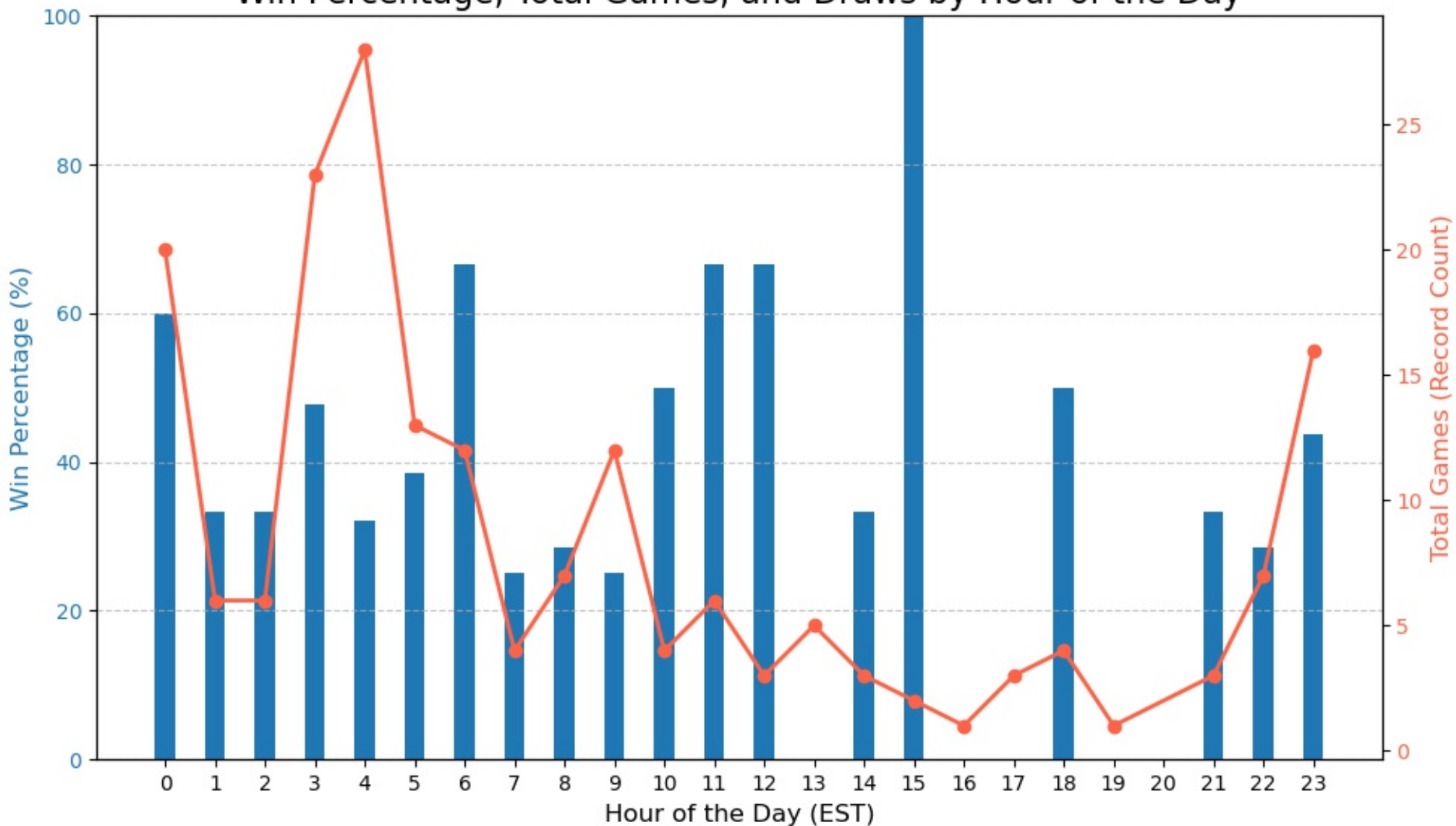
bullet Win/Loss Distribution



# Wins, Losses, and Draws by Hour of the Day

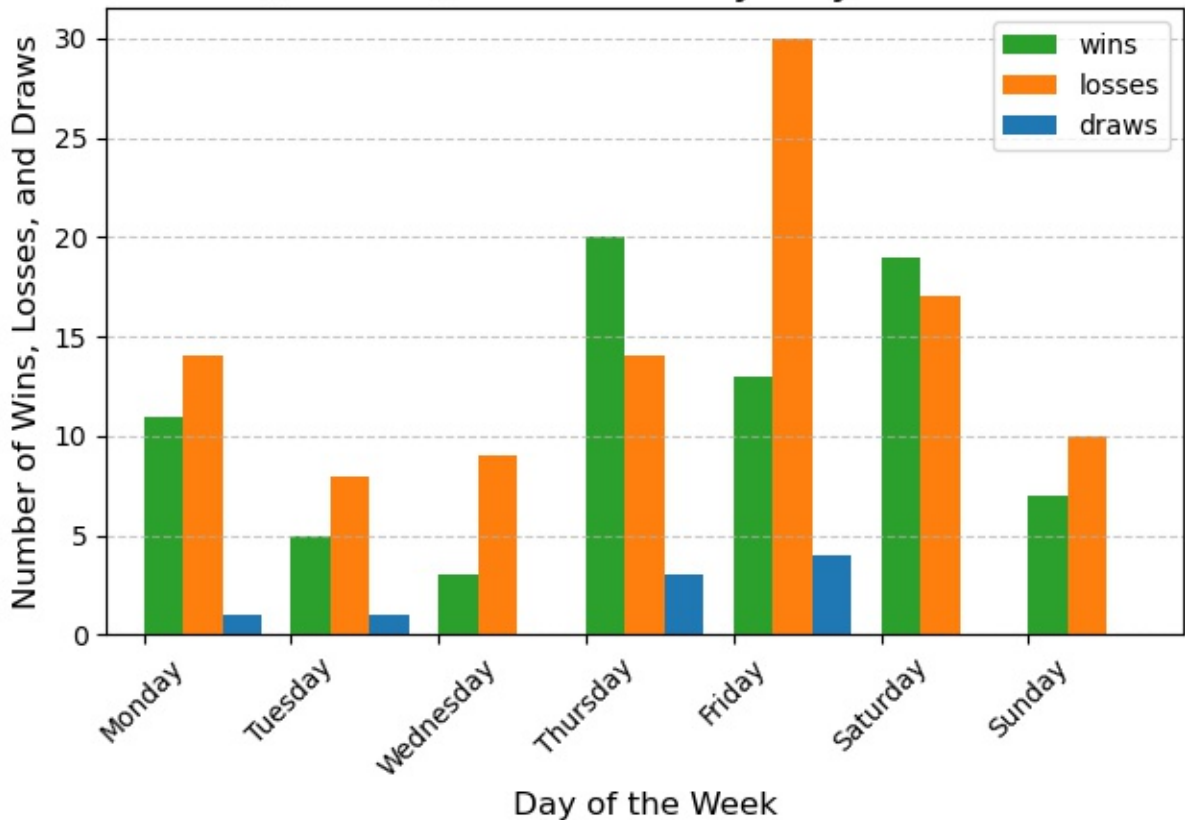


# Win Percentage, Total Games, and Draws by Hour of the Day

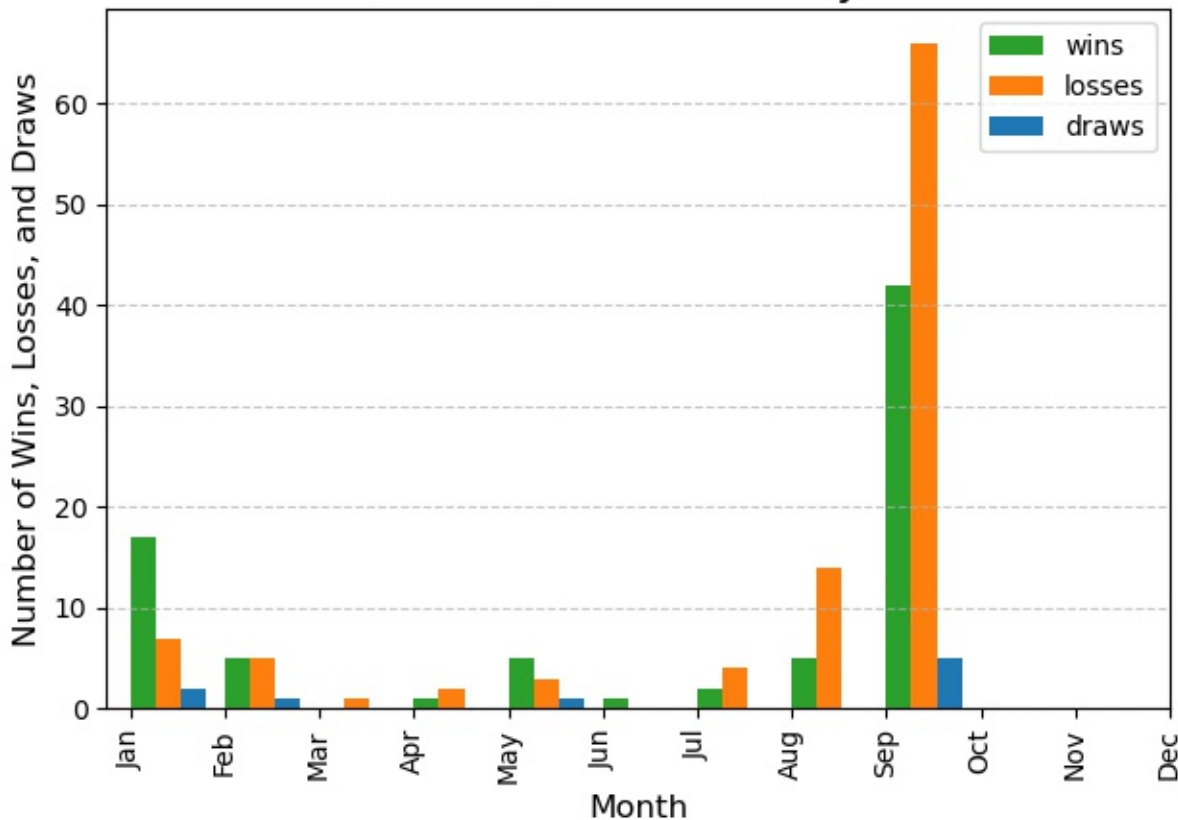




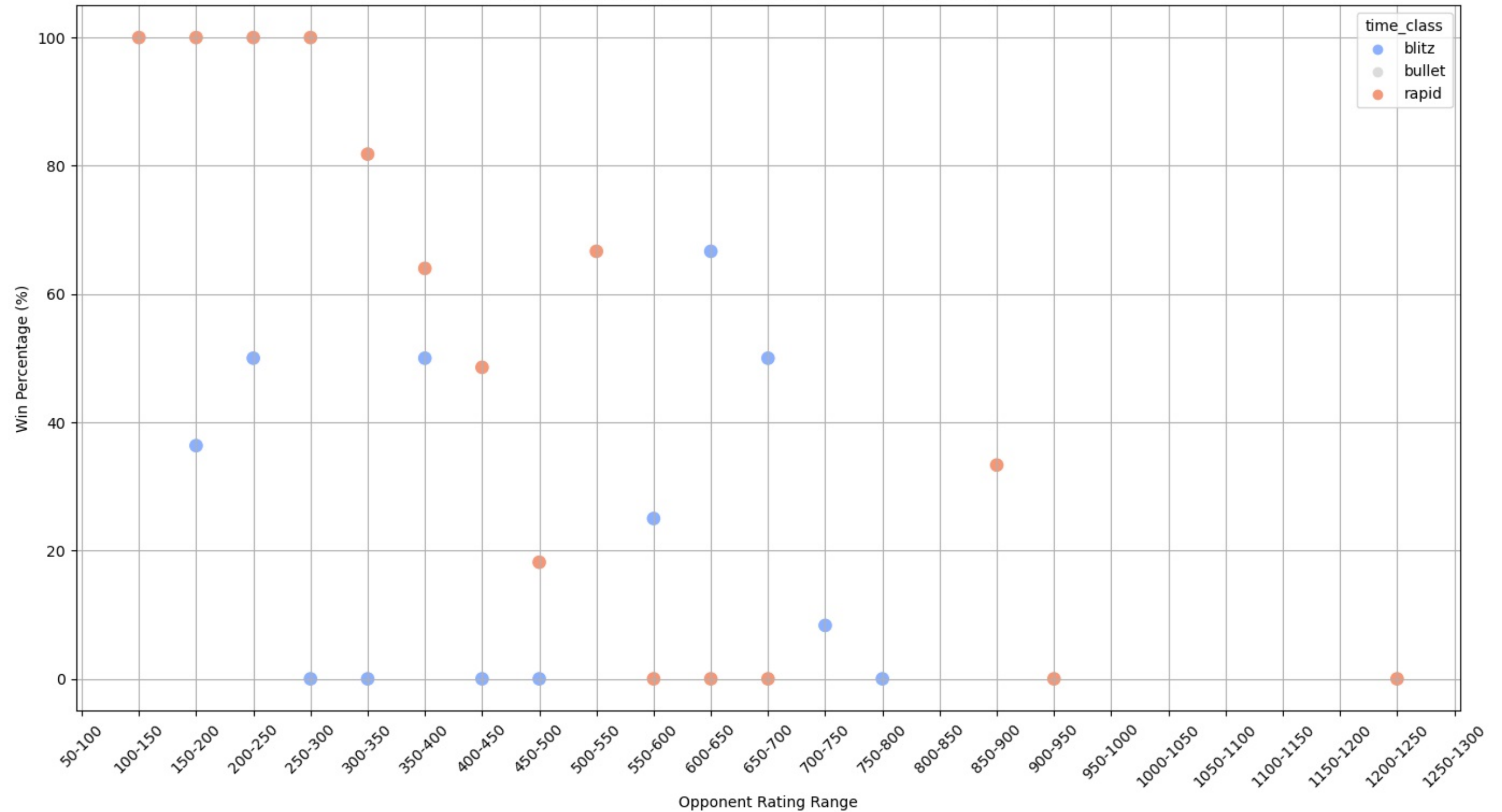
# Wins, Losses, and Draws by Day of the Week



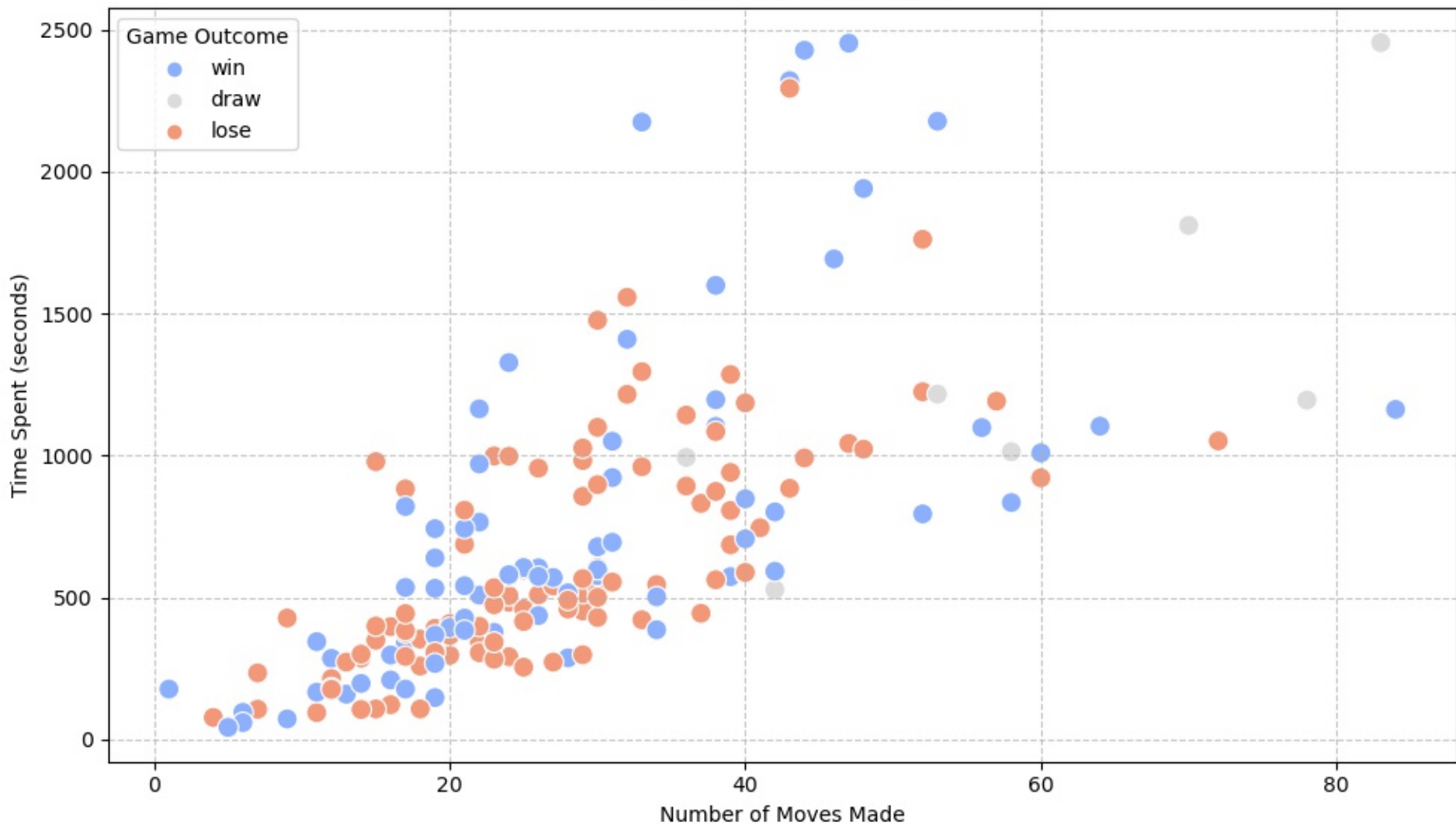
# Wins, Losses, and Draws by Month



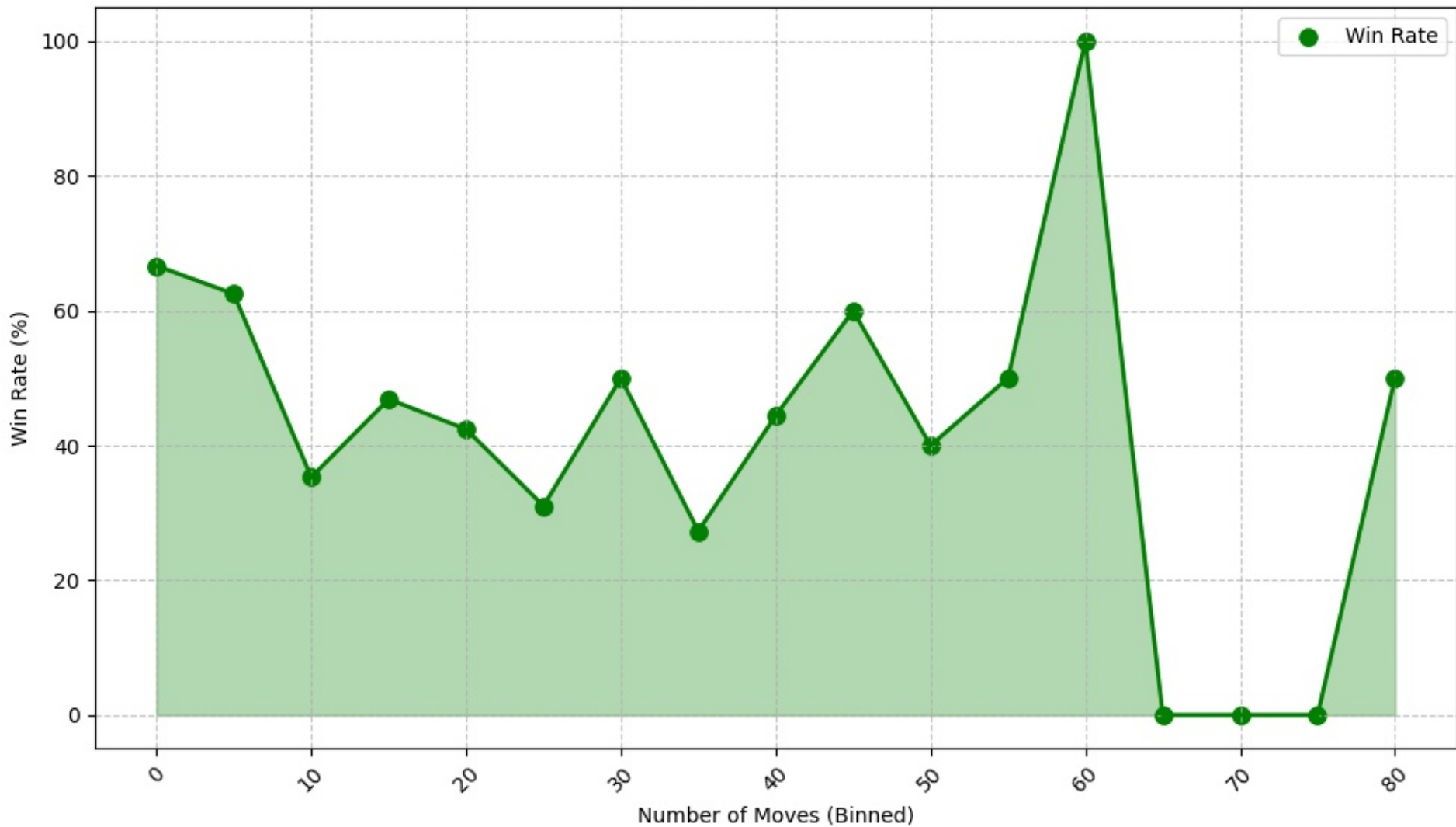
Win Percentage vs. Opponent Rating Range by Time Class



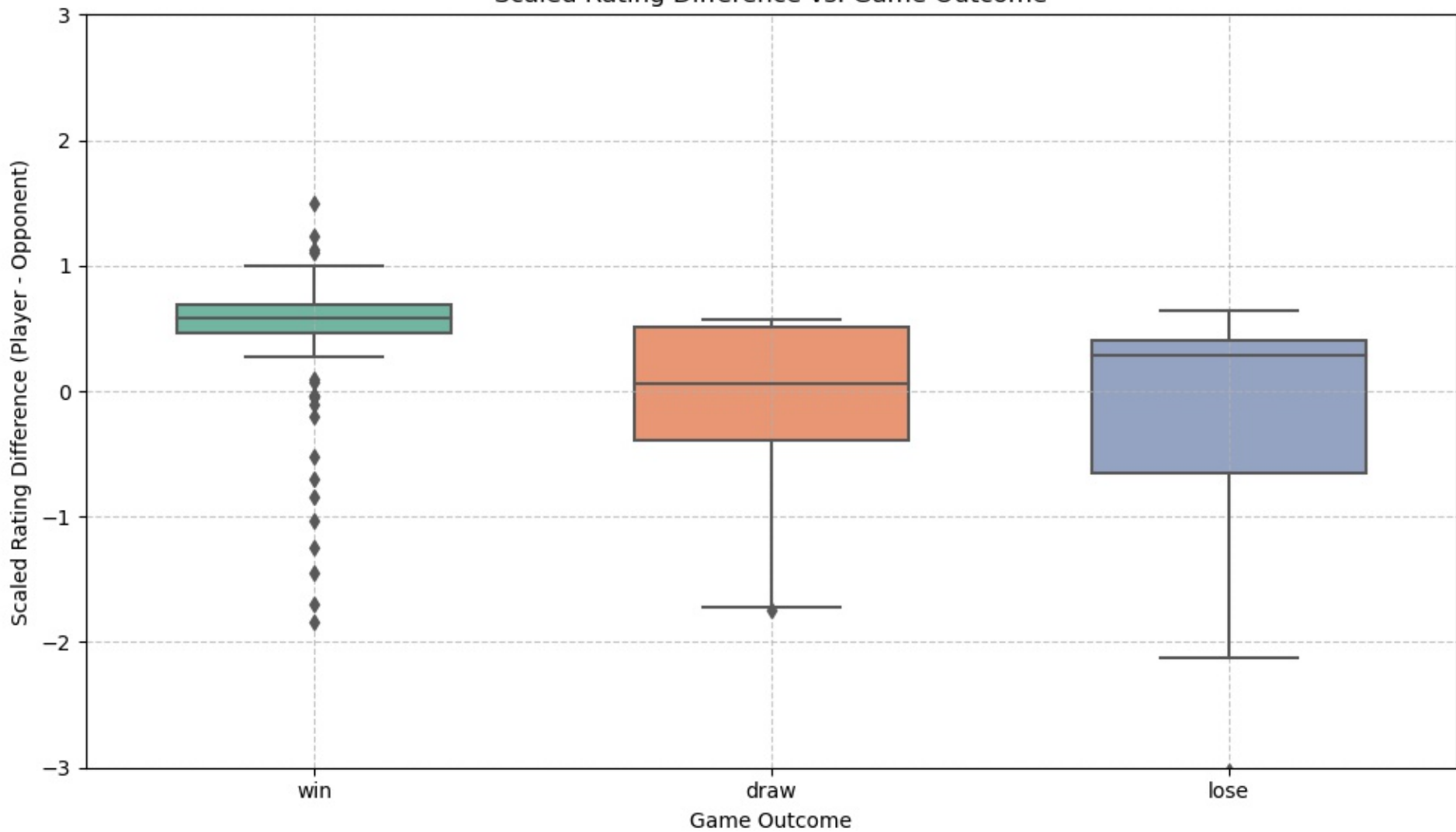
Moves vs. Game Outcome



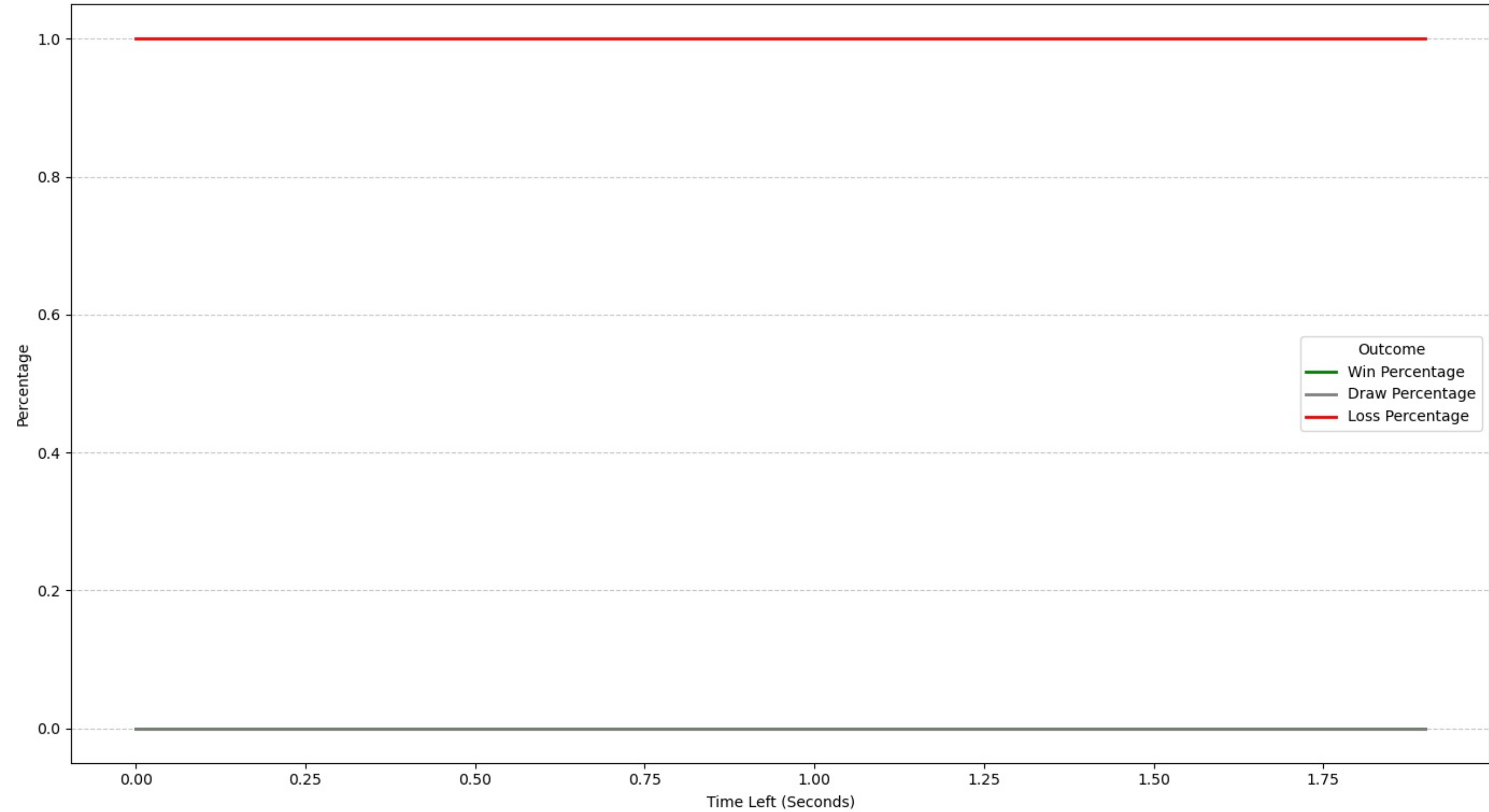
Win Rate vs. Number of Moves Made (Binned)



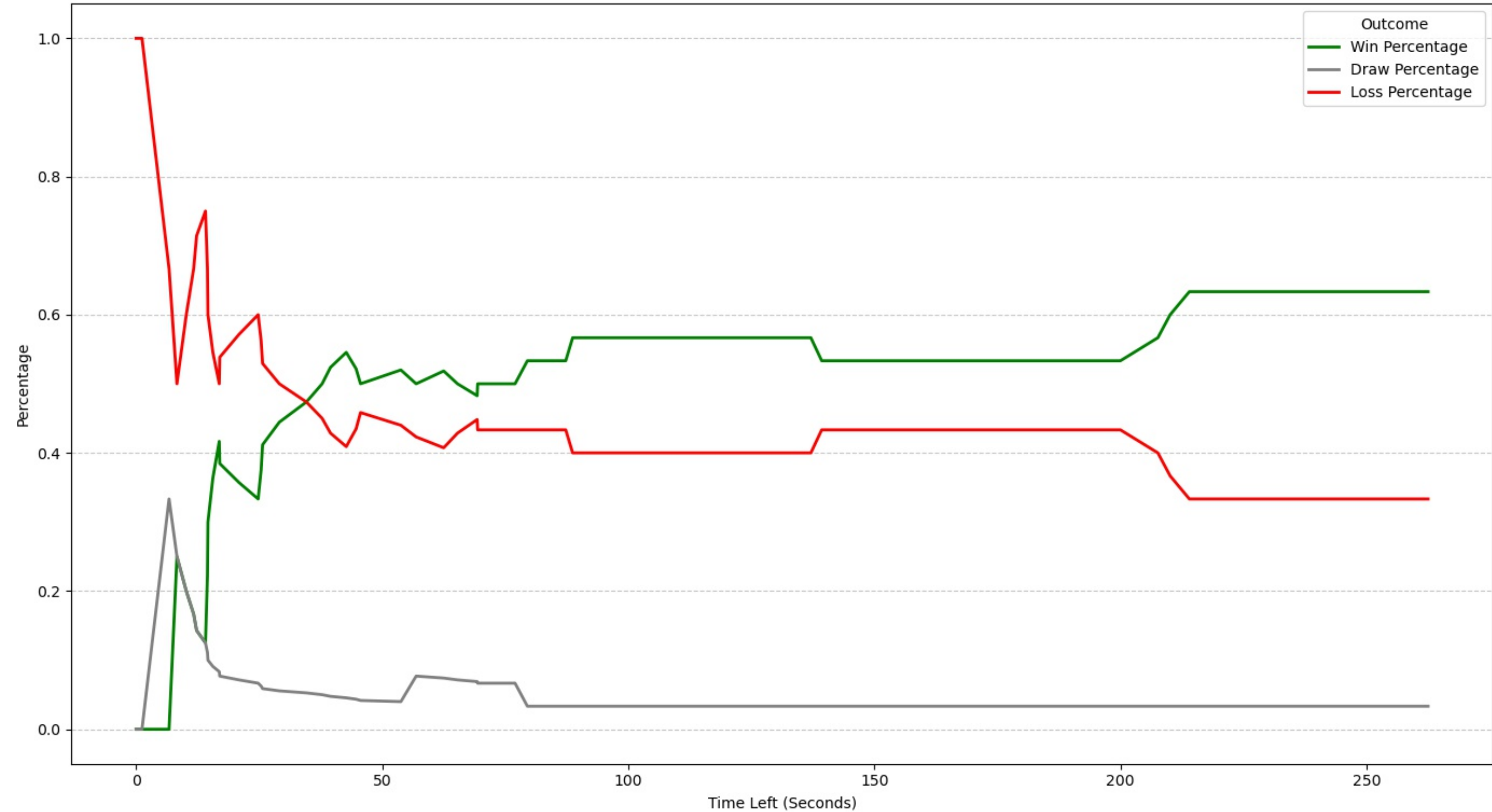
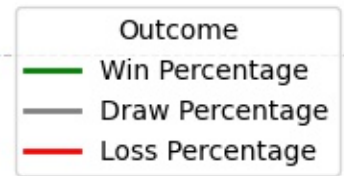
Scaled Rating Difference vs. Game Outcome



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



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

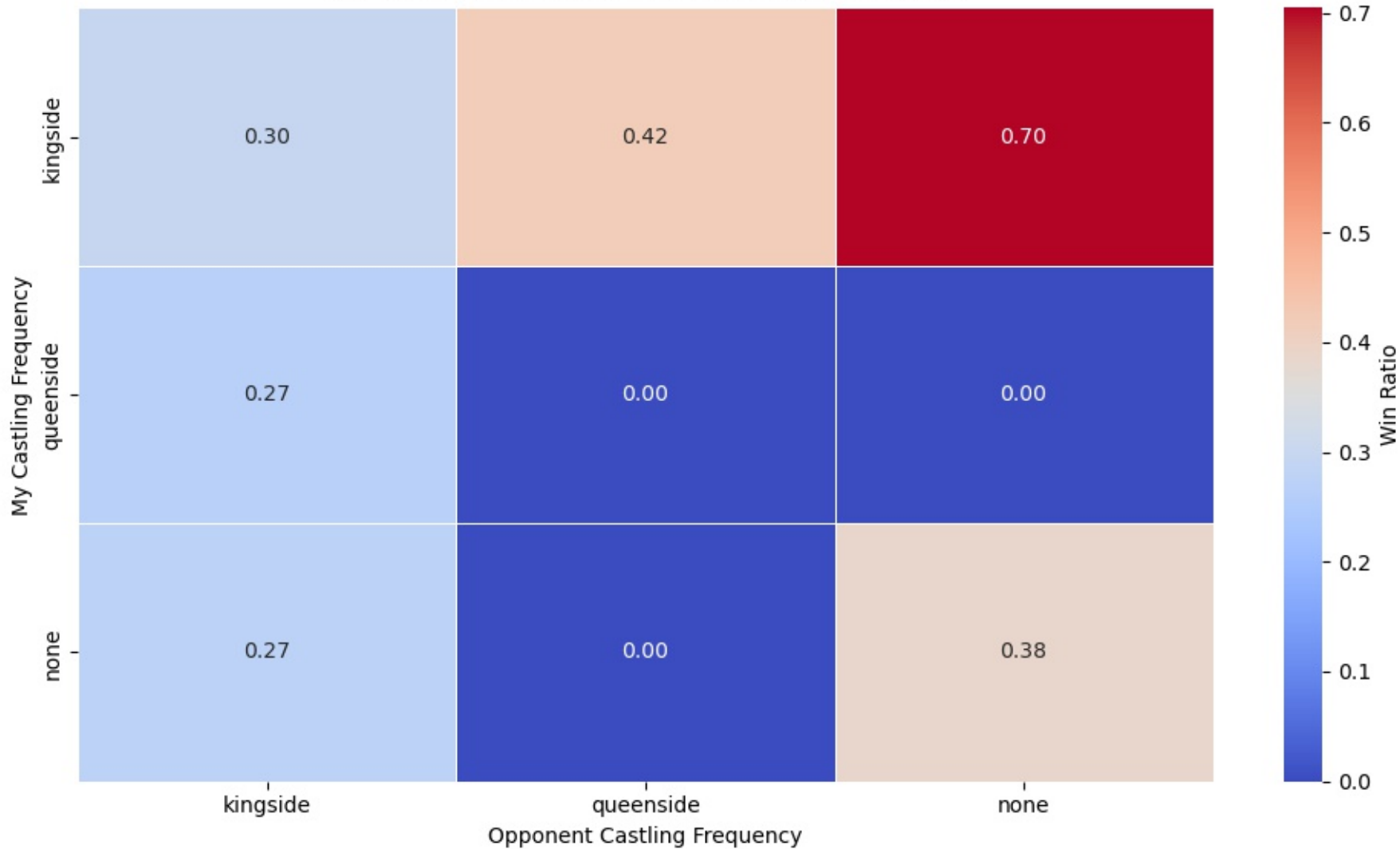




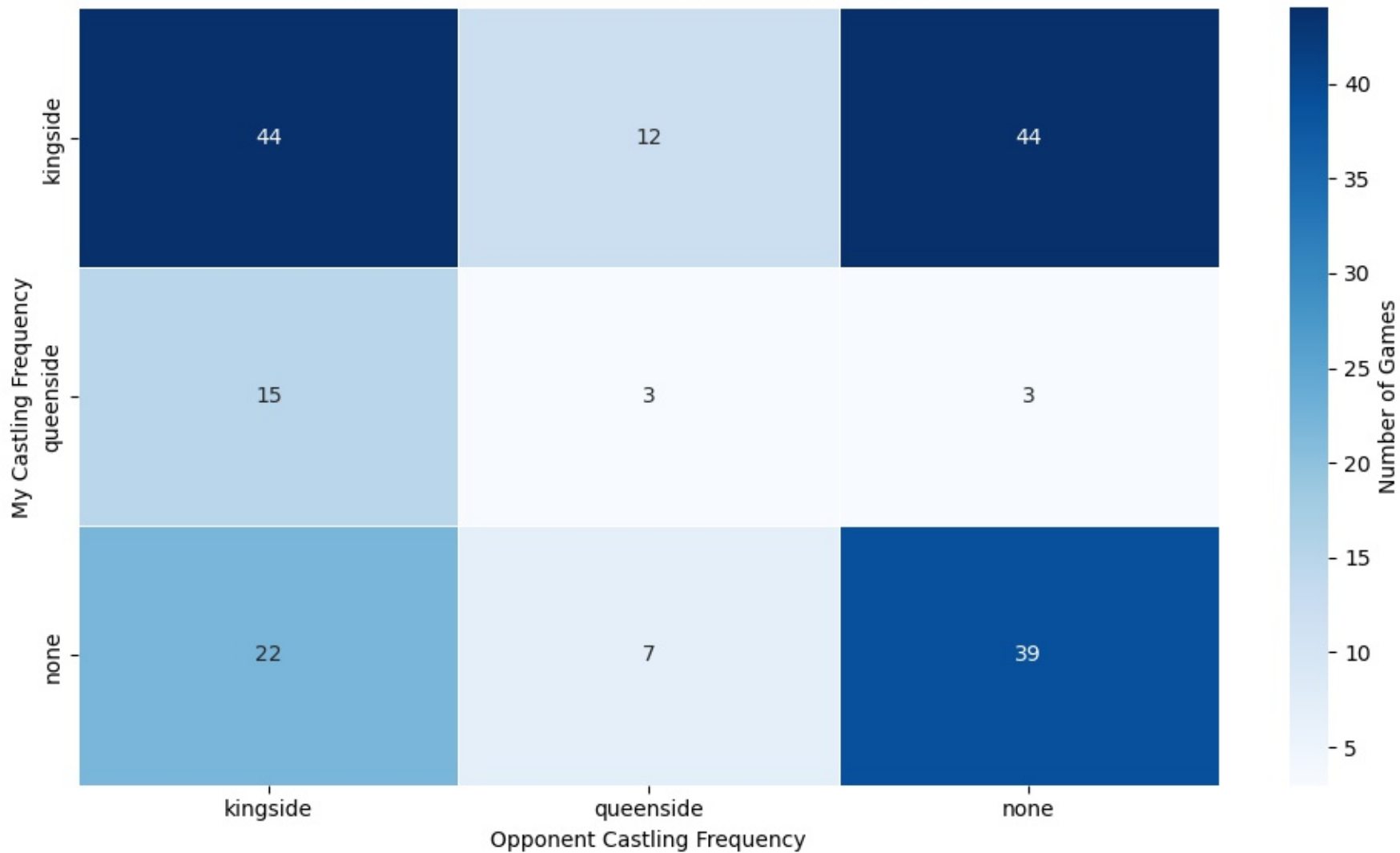
Win/Draw/Loss Percentages by Time Left (Rapid Games)



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies



# Rating Over Time for Different Time Controls

