Chess Autopsy

Report generated 14 Nov 2026

YOUR CHESS REPORT

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Rapid · 10 min 1 Sept 2026 – 14 Nov 2026 games from 1 Sept 2026 to 11 Nov 2026

850
rapid games

+290
rating, 628 → 918

52%
score · 419W 54D 377L

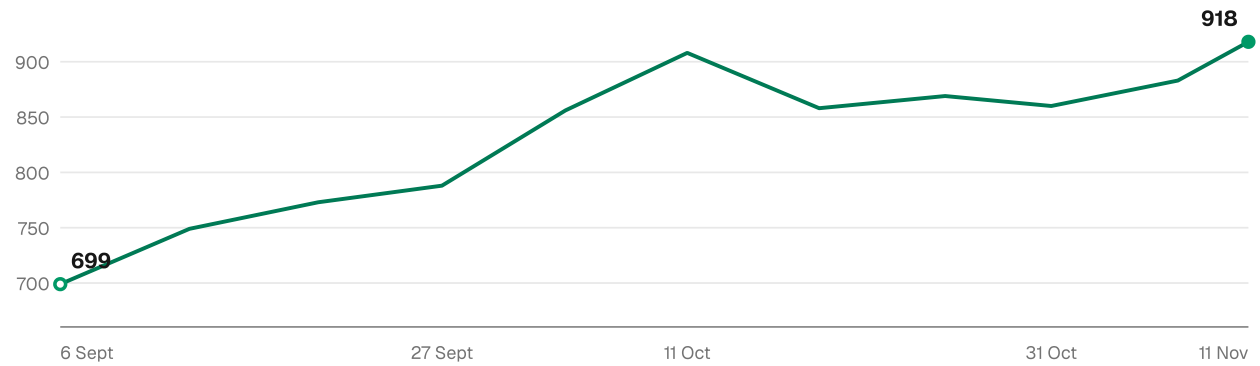
72.3
average accuracy

11 chapters · numbers computed from your games and Stockfish (sf19-lite, depth 12) · text written by AI in English

1. Summary

DATA AI

RATING



Rating after the last rated game of each week.

RESULTS



419 won 54 drawn 377 lost

52.5% score

ACCURACY

72.3 average

In wins	76.5
In draws	71.5
In losses	66.3

Chess.com accuracy, 553 of 850 games.

COMPARED WITH BEFORE

	Previous period	This period
Games	532	**850**
Score	54%	**52%**
Rating change	+240	**+290**
Accuracy	70.5	**72.3**

1 Jun 2026 – 31 Aug 2026

AI

Diagnosis

You win fast and lose slow. Games of 20 moves or fewer score 63%, and games of 61+ moves score 37%. Games that reach an endgame score 46%, against 61% for games decided in the middlegame. Your losses do not come from time trouble. You finish losses with 4:52 left on average, and 162 of the 168 engine-marked errors came with more than 2 minutes on your clock. The main leak is fast captures and fast moves in won or equal positions: 46 turnarounds against you in the last 100 games, many from 85%+ winning chances (**28 Oct · vs 906 · lost**, **28 Oct · vs 888 · lost**, **28 Oct · vs 872 · lost**, **7 Nov · vs 887 · lost**, **10 Nov · vs 922 · lost**). This is why the rating climbed to about 900 and then stopped. The last 100 games went only 902 → 918, and you score 39% against 900–949 opponents (85 games).

AI

What changed

- **Rating:** it rose faster. You gained +290 (628 → 918), against +240 (388 → 628) in the previous period.
- **Accuracy:** it went up a little, from 70.5 to 72.3.
- **Score:** it was 54% in the previous period and 52% now. The samples are 532 and 850 games, so they are not comparable. Do not read the 2-point drop as decline.
- **Opponents:** they got stronger every month. The average opponent was 743 in September, 843 in October and 881 in November. Your score stayed between 51% and 57% across those months.
- **What did not change:** the second half of the period has the plateau. The last 100 games score 50%, and the top rating band scores 39%. Next 30 days, watch your score against 900+ opponents. That band is the real test.

AI

What to keep

1. **Castling early.** When you castle by move 10, you score 55% in 371 games. When you never castle, you score 44% in 177 games. Clean wins like **28 Oct · vs 858 · won** (castled move 9, 90 accuracy) and **30 Oct · vs 802 · won** (castled move 10, 86 accuracy) follow this habit.
2. **Bouncing back after losses.** After one loss you score 54% (376 games). After two losses you score 55% (162 games). Both are above your 52% average. Losses do not tilt you. Keep that calm.
3. **The 1.e4 e5 2.Nf3 setup when Black plays something unusual.** It scores 77% in 39 games, and 81% in the 32-game sub-line. In the dossier it went 4 out of 4 (**28 Oct · vs 879 · won**, **10 Nov · vs 871 · won**, **11 Nov · vs 922 · won**, **11 Nov · vs 893 · won**). Keep playing simple developing moves there.

2. Repertoire

DATA AI

All games of the period on the left; the last 100 (with engine) on the right.

AS WHITE

Opening	Games	W · D · L	Score	Last 100: games	Accuracy	Errors / game
Scotch Game	122		57%	17	76.2 (8)	1.8
Scandinavian Defense	40		55%	2	—	—
Kings Pawn Opening	39		77%	4	71.8 (4)	1.0
Philidor Defense	31		63%	5	76.8 (3)	1.4
Caro Kann Defense	24		56%	3	—	0.3
French Defense	22		39%	2	—	—
Four Knights Game	20		55%	2	—	—
Petrovs Defense	20		63%	4	81.3 (4)	0.3

AS BLACK

Opening	Games	W · D · L	Score	Last 100: games	Accuracy	Errors / game
Petrovs Defense	84		50%	—	—	—
Kings Pawn Opening	42		57%	1	—	—
Four Knights Game	39		44%	4	—	0.8
Indian Game	37		47%	9	—	2.9
Bishops Opening	25		58%	4	76.0 (3)	1.8
Giuoco Piano Game	20		23%	2	—	—
Queens Pawn Opening	16		44%	2	—	—
Vienna Game	16		41%	3	—	3.3

BEST LINES

- **C50** Italian Game · 3 games · 100%
- **C20** Kings Pawn Opening Leonardis Variation · 11 games · 82%
- **C40** Kings Pawn Opening Kings Knight Variation · 32 games · 81%
- **B07** Pirc Defense · 11 games · 77%
- **A00** Undefined · 4 games · 75%
- **B12** Caro Kann Defense Advance Variation · 4 games · 75%
- **C41** Philidor Defense · 15 games · 73%
- **C42** Petrovs Defense Classical Damiano Variation Kholmov Gambit · 11 games · 73%

WORST LINES

- **C22** Center Game Accepted Paulsen Attack · 3 games · 0%
- **C58** Italian Game Knight Attack Polerio Bishop Check Line · 3 games · 0%
- **C50** Giuoco Piano Game Giuoco Pianissimo Italian Four Knights Variation · 6 games · 8%
- **A45** Trompowsky Attack · 5 games · 20%
- **D04** Colle System · 4 games · 25%
- **C48** Four Knights Game Spanish Variation · 4 games · 25%
- **C28** Vienna Game Falkbeer Vienna Gambit · 4 games · 25%
- **C45** Scotch · 8 games · 25%

AI

Keep

As White, keep 1.e4 e5 2.Nf3 against Black's odd second moves (77% in 39 games). Also keep it against 1.e4 e5 2.Nf3 d6 (63% in 31 games). Calm development plus early castling is working there.

AI

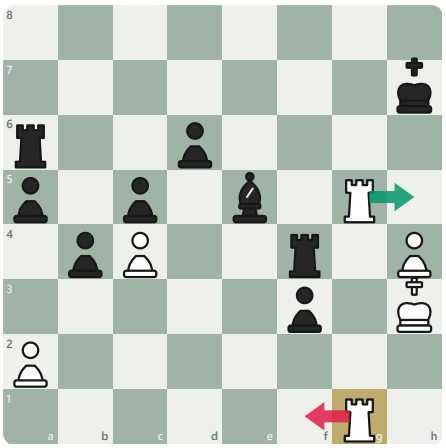
Change

As Black, the Italian Game (1.e4 e5 2.Nf3 Nc6 3.Bc4) is your worst line: 23% in 20 games (4 wins, 15 losses). In **28 Oct · vs 893 · lost** the engine flagged 7...Nd4 and 8...Nxf3+, so the trouble starts early. Prepare one simple plan: develop, castle, and avoid early knight jumps. Also note the Scotch as White (3.d4). It scored 46% in the dossier's 14 games, with 1.82 errors per game.

3. Critical positions

DATA AI

The 10 moments where your win chance fell the most in the last 100 games, plus every missed mate. Board from your side, before your move.



You played **Rf1** Best **Rh5#**

Mate

1 7 Nov · White vs 874 · lost by resignation

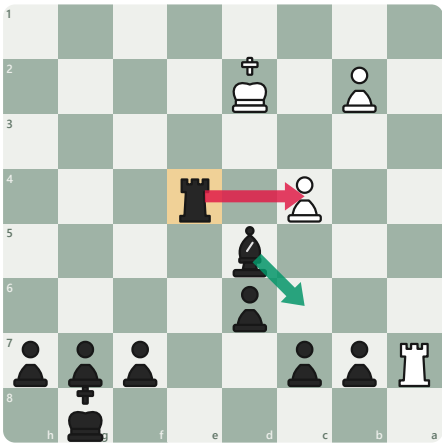
Philidor Defense Exchange Variation · move 40, White to play

Win chance **100%** → **7%**

Clock after the move	Time spent on it	Grade
2:50	**6 s**	**Blunder · decisive**

AI

Game **7 Nov · vs 874 · lost**, endgame, you were down a rook (−5). Rh5 was mate in one (Mate). You played Rf1 after 6 seconds. The engine reply runs f2 Rh5+ Kg8 Rg5+: the mate is gone and you stay −5. Your chance fell from 100% to 7%. Look for checks first, even when losing.



You played **Rxc4** Mate

Best **Bc6**

2 28 Oct · Black vs 906 · lost by checkmate

Vienna Game Max Lange Paulsen Variation · move 32, Black to play

Win chance **93%** → **0%**

Clock after the move	Time spent on it	Grade
4:23	**7 s**	**Blunder · decisive**

AI

Game **28 Oct · vs 906 · lost**, you were up +7. You took a pawn with Rxc4, and the engine reply was Ra8#, mate (Mate). Bc6 kept everything (b4 Re8 b5, still +7). The chance fell from 93% to 0%. You spent 7 seconds. Before grabbing, check every enemy check against your king.



You played **Rxe7** Mate

Best **b3**

3 10 Nov · White vs 922 · lost by checkmate

Philidor Defense Exchange Variation · move 27, White to play

Win chance **90%** → **0%**

Clock after the move	Time spent on it	Grade
3:37	3 s	Blunder · decisive

AI

Game **10 Nov · vs 922 · lost**, you were up +2. You took a bishop with Rxe7, and the reply was Qxg2#, mate (Mate). The quiet b3 kept +2 (Rd8 Qf3 Rg5). The chance fell from 90% to 0% after 3 seconds of thought. Same lesson as **28 Oct · vs 906 · lost**: a free piece means nothing if you get mated next move.



You played **Bf4+** Best **Qxa7+**

4 7 Nov · White vs 887 · lost by checkmate

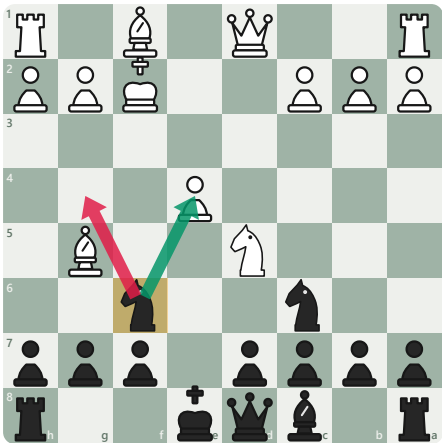
Scotch Game · move 14, White to play

Win chance **93%** → **11%**

Clock after the move	Time spent on it	Grade
8:46	4 s	Blunder · decisive

AI

Game **7 Nov · vs 887 · lost**, opening, material even. You played Bf4+. The reply Qxf4+ gxf4 Rxa8 Kb1 leaves you −3. Qxa7+ (Kc6 Qa4+ Kc7) wins a pawn instead (+1). The chance fell from 93% to 11% after 4 seconds. Your queen sat on a8, and the reply line captures it there.



You played **Ng4+**

Hanging piece — Best **Nxe4+**

Fork

5 29 Oct · Black vs 808 · lost by resignation

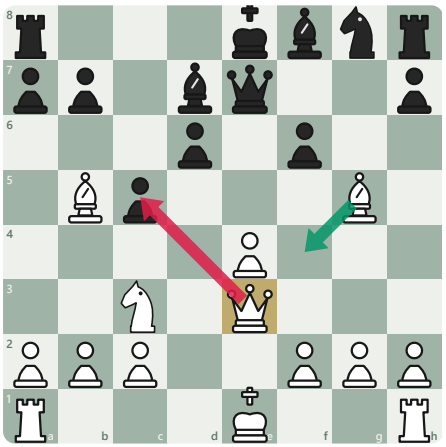
Four Knights Game Scotch Variation Accepted · move 8, Black to play

Win chance **92%** → **11%**

Clock after the move	Time spent on it	Grade
9:08	**2 s**	**Blunder · decisive**

AI

Game **29 Oct · vs 808 · lost**, you were up +1. Nxe4+ was a Fork: Kg1 Nxg5 h4 ends at +5. You played Ng4+, and the reply Qxg4 left a Hanging piece (−2). The chance fell from 92% to 11%. You spent 2 seconds. Two knight checks were possible, and you picked one without comparing them.



You played **Qxc5**

Hanging piece — Best **Bf4**

6 28 Oct · White vs 872 · lost by resignation

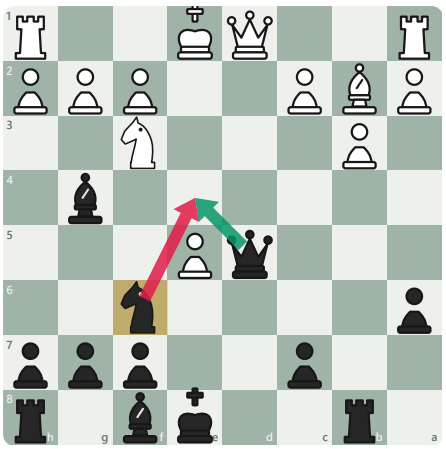
Scotch Game · move 11, White to play

Win chance **89%** → **11%**

Clock after the move	Time spent on it	Grade
9:18	**6 s**	**Blunder · decisive**

AI

Game **28 Oct · vs 872 · lost**, you were up +1. You played Qxc5, and the reply dxc5 Bxd7+ Qxd7 Bd2 ends at −7: a Hanging piece. Your queen was taken by a pawn. Bf4 kept +1. The chance fell from 89% to 11% after 6 seconds. Before any queen capture, ask: "Is that square defended?"



You played **Ne4** Hanging piece

Best **Qe4+**

7 29 Oct · Black vs 826 · lost by resignation

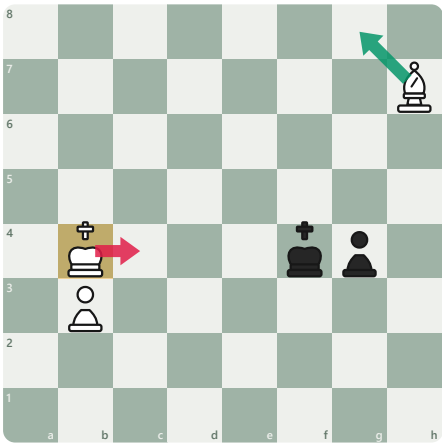
Ruy Lopez Opening Morphy Defense Exchange Lutikov Variation · move 11, Black to play

Win chance **86%** → **9%**

Clock after the move	Time spent on it	Grade
9:14	**11 s**	**Blunder · decisive**

AI

Game **29 Oct · vs 826 · lost**, you were up +1. You played Ne4, and the reply Qxd5 ends at −8: a Hanging piece (your queen). Qe4+ traded queens and kept +1 (Qe2 Qxe2+ Kxe2). The chance fell from 86% to 9%. Before moving, check what is attacked right now, starting with your queen.



You played **Kc4** Best **Bg8**

8 28 Oct · White vs 895 · lost by resignation

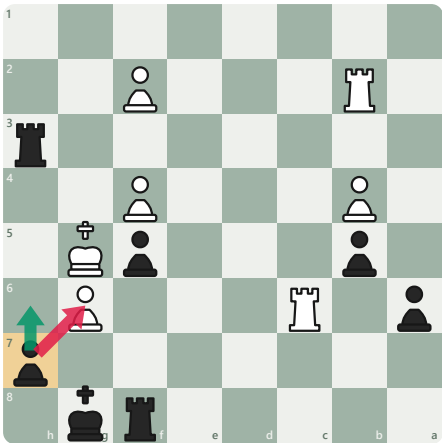
Scotch Game Classical Variation · move 45, White to play

Win chance **88%** → **12%**

Clock after the move	Time spent on it	Grade
7:01	**0 s**	**Blunder · decisive**

AI

Game **28 Oct · vs 895 · lost**, endgame, you were up +3 (a bishop). You played Kc4 in 0 seconds. In the reply line, Black's g-pawn reaches g2 while your b-pawn is only on b5. Bg8 (Kf5 Bd5 Ke5) kept control. Material never changed, yet your chance fell from 88% to 12%. Count pawn races before moving.



You played **hxg6** Best **h6#**

Mate

9 11 Nov · Black vs 927 · lost by checkmate

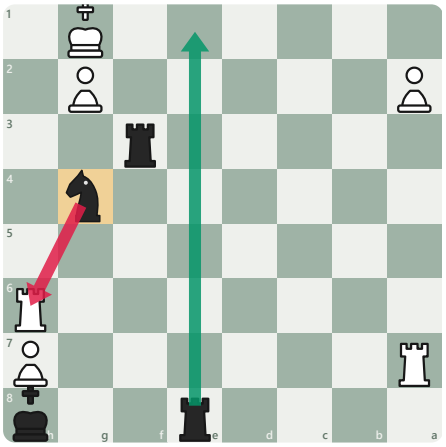
Queens Pawn Opening Symmetrical Variation · move 38, Black to play

Win chance **100%** → **31%**

Clock after the move	Time spent on it	Grade
2:40	23 s	Blunder

AI

Game **11 Nov · vs 927 · lost**, endgame, material even. h6 was mate (Mate). You played hxg6, and the reply Rxg6+ Kh8 Rxa6 Rg8+ leaves you −1. Your chance fell from 100% to 31%. You spent 23 seconds, so time was not the issue. You simply did not look at the checking and mating moves first.



You played **Nxh6** Best **Re1#** Mate

10 29 Oct · Black vs 811 · lost by resignation

Indian Game · move 34, Black to play

Win chance **100%** → **50%**

Clock after the move	Time spent on it	Grade
5:18	2 s	Blunder

AI

Game **29 Oct · vs 811 · lost**, endgame, material even. Re1 was mate (Mate). You took a rook with Nxh6 in 2 seconds instead. The chance fell from 100% to 50%. Together with **7 Nov · vs 874 · lost** and **11 Nov · vs 927 · lost**, this makes three missed mates in one. The habit is the same each time: you took or moved before checking all checks.

4. Where you go wrong

DATA AI

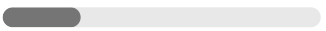
168 errors and blunders flagged by Stockfish in 100 games (inaccuracies left out).

BY PHASE

Opening		4.8 · 69 in 1,430 moves
Middlegame		6.8 · 48 in 710 moves
Endgame		4.4 · 51 in 1,171 moves

Errors per 100 of your moves.

BY MOVE NUMBER

1–5		4
6–10		32
11–15		33
16–20		28
21–25		24
26–30		17
31–40		22
41+		8

Count of errors by the move they happened on.

BY TIME LEFT ON YOUR CLOCK

over 80%		4.9 · 74 in 1,522 moves
60–80%		5.4 · 43 in 794 moves
40–60%		6.0 · 31 in 518 moves
20–40%		4.3 · 14 in 329 moves
5–20%		4.5 · 6 in 133 moves
under 5%		0.0 · 0 in 15 moves

Errors per 100 moves, by the clock after the move, as a share of the starting time.

WINNING POSITIONS NOT CONVERTED

31 games not won after reaching 75%+

Swings in the last 100 games: 46 against you, 39 in your favour.

11 Nov · vs 927 · lost peak 100%

7 Nov · vs 874 · lost peak 100%

29 Oct · vs 811 · lost peak 100%

11 Nov · vs 897 · lost peak 99%

7 Nov · vs 873 · lost peak 95%

7 Nov · vs 887 · lost peak 93%

28 Oct · vs 888 · lost peak 93%

28 Oct · vs 906 · lost peak 93%

AI

What to stop doing

1. **Playing critical moves in seconds.** Your losses end with 4:52 on the clock. 162 of 168 engine errors came with more than 2 minutes left. Six of the ten critical positions above took 7 seconds or less (**28 Oct · vs 906 · lost**, **28 Oct · vs 872 · lost**, **29 Oct · vs 808 · lost**, **29 Oct · vs 811 · lost**, **7 Nov · vs 887 · lost**, **10 Nov · vs 922 · lost**). This costs you the most, because it turns wins into losses. Instead, spend 15–20 seconds on any move when you are ahead, when the opponent just gave a check, or when you are about to capture.
2. **Grabbing material without checking the reply.** Look at **28 Oct · vs 906 · lost** Rxc4, **10 Nov · vs 922 · lost** Rxe7, **28 Oct · vs 872 · lost** Qxc5, **28 Oct · vs 846 · lost** Qxd7 and **31 Oct · vs 841 · lost** Qxg7. Each was a capture marked as a blunder (a "blunder" is a move that throws away a big part of your winning chance). Hanging piece appears 12 times in what you allowed. Instead, before every capture, list the opponent's checks and captures after it.
3. **Resigning quickly.** Resignation is 29 of your 48 dossier losses and 164 of 377 in the period. In **28 Oct · vs 849 · lost** you resigned after 3 moves, down one pawn. In **28 Oct · vs 867 · lost**, **28 Oct · vs 877 · lost** and **29 Oct · vs 826 · lost** you resigned around moves 12–15. Instead, play on at this level. Opponents at 900 also blunder: they lost 196 games to you by resigning, and 19 more on time.

5. Tactics

DATA AI

Errors and blunders in the last 100 games, by the tactical theme the algorithm found in the engine line.

WHAT YOU MISSED

Mate	3
Hanging piece	4
Fork	7
Pin	1
Skewer	0
Discovered attack	0

15 of 168 errors had a theme in the best move, the one you did not play.

AI

You missed 15 tactics. The biggest groups are Fork (7), Hanging piece (4) and Mate (3). Train 10 mate-in-one and fork puzzles daily. Before you solve, say out loud every check you see.

WHAT YOU ALLOWED

Mate	5
Hanging piece	12
Fork	8
Pin	1
Skewer	0
Discovered attack	1

27 of 168 errors gave your opponent a theme in the reply.

AI

You allowed 27 tactics, mostly Hanging piece (12), Fork (8) and Mate (5). Practice "what does the opponent threaten?" puzzles. After each of your candidate moves, check every piece the opponent can capture next.

127 errors with no theme found. Themes looked for: Mate, Hanging piece, Fork, Pin, Skewer, Discovered attack. A theme only counts when the algorithm is sure of it in the line.

6. Strategy indicators

DATA AI

From all games of the period, and the engine ones from the last 100 games. They point to habits; they do not evaluate the positions.

KING SAFETY

Castled early	55% · 371 · 194W 21D 156L
Castled later	51% · 277 · 134W 17D 126L
Never castled	44% · 177 · 71W 15D 91L
Opposite-side castling	51% · 191 · 91W 11D 89L
King still in the center	47% · 146 · 61W 14D 71L

Castled by move 10, later or never; king still on the d or e file at move 15 without castling.

AI

You score 55% when you castle by move 10 (371 games), 51% when you castle later (277 games) and 44% when you never castle (177 games). Test castling by move 10 in every game for the next 50.

PAWN STRUCTURE

With an isolated pawn	45% · 316 · 128W 27D 161L
With doubled pawns	50% · 125 · 55W 14D 56L
With a passed pawn	54% · 107 · 54W 8D 45L
No isolated or doubled pawns	53% · 299 · 148W 21D 130L

Your pawns at move 20. Shorter games are left out.

AI

An isolated pawn is a pawn with no friendly pawns on the files next to it. With one, you score 45% (316 games); without isolated or doubled pawns, you score 53% (299 games). Note it in reviews and see whether your errors cluster there.

BISHOP PAIR

Only you had it		61% · 69 · 38W 8D 23L
Only your opponent had it		50% · 59 · 26W 7D 26L

At move 20. Shorter games are left out.

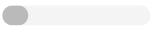
> **AI**
>
> When only you keep both bishops, you score 61% (69 games). When only the opponent has them, you score 50% (59 games). Try not to give up a bishop for a knight without a reason.

SIMPLIFYING WHEN AHEAD

Traded pieces		56% · 54 · 29W 3D 22L
Kept the pieces		100% · 4 · 4W 0D 0L · small sample

Last 100 games, by the engine: the first time you were 2 pawns up or more (in two positions in a row), whether each side lost a piece in the next 8 moves. Games that ended sooner are left out.

HOW LOSSES SLIP AWAY

To one decisive move		79% · 38 of 48 losses
Gradually, with no single mistake		17% · 8 of 48 losses · small sample

Engine-checked losses of the last 100: to one decisive move, or gradually (your chance fell 30 points or more over up to 10 moves, none of them a mistake). Losses with neither are left out.

7. Endgames

DATA AI

By the pieces on the board when the endgame began (kings and pawns don't count).

BY ENDGAME TYPE

Endgames	Games	W · D · L	Score	Converted	Last 100: games	Errors / 100 moves
Pawn endgames small sample	1		50%	—	1	9.1
Minor-piece endgames small sample	6		33%	2/2	2	0.0
Rook endgames	20		38%	3/4	2	1.9
Rook and minor-piece endgames	325		45%	62/90	41	4.8
Queen endgames small sample	5		40%	—	—	—
Queen with other pieces	151		51%	57/65	17	2.8

Converted: of the endgames you entered 2 or more points of material up, how many you won.

Errors per 100 of your moves, from the start of the endgame.

AI

Rook endgames

You score 38% in rook endings (20 games) and won 3 of the 4 you entered ahead. The dossier has only 2 of them, too few to measure errors.

AI

Rook and minor-piece endgames

This is your most common endgame, at 45% in 325 games. You converted only 62 of 90 advantages, and you make 4.8 errors per 100 moves here. That is the most expensive phase of your play.

AI

Queen with other pieces

With queens still on, you score 51% (151 games). You converted 57 of 65 advantages, with only 2.8 errors per 100 moves. That is much cleaner than rook-and-piece endgames.

8. Patterns

DATA AI

SESSIONS AND TILT

Overall	52%	850
After one loss	54%	376
After two losses	55%	162

97 sessions, 8.8 games each on average, longest 32.

AI

After one loss you score 54%, and after two losses 55%. Both are above your 52% average, so you do not need a forced break after a single loss.

GAME NUMBER IN THE SESSION

1st of session	50%	97
2nd	55%	91
3rd to 5th	56%	236
6th+	50%	426

AI

Your first game of a session scores 50% and games 6 and later score 50% (426 games). Games 3–5 peak at 56% (236 games), so warm up and stop around game 5.

TIME OF DAY

Late night	51%	201 · acc 71.2
Morning	53%	18 · acc 72.2
Afternoon	59%	182 · acc 74.5
Evening	50%	449 · acc 71.9

AI

Afternoon is your best time: 59% in 182 games, with 74.5 accuracy. Night scores 50% in 449 games and late night 51% in 201 games, so move your sessions earlier when you can.

DAY OF THE WEEK

Mon	49%	71
Tue	50%	131
Wed	49%	114
Thu	53%	120
Fri	54%	83
Sat	56%	187
Sun	52%	144

AI

Saturday is best at 56% (187 games), and Monday and Wednesday are lowest at 49%. The gap is small, so do not plan around weekdays.

STRONGER AND WEAKER OPPONENTS (LAST 100 GAMES)



Opponent's rating minus yours, before the game.

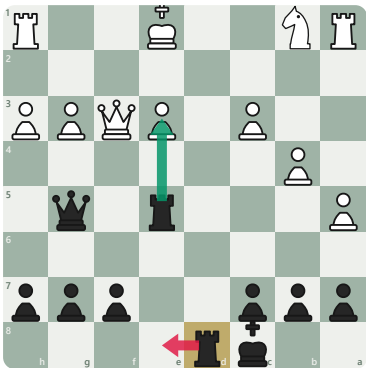
AI

In the last 100 games, the scores in each rating gap range from 43% to 55%. Each gap has only 16–23 games, so there is no clear pattern. Opponent strength is not what decides your results.

9. Games to review

DATA AI

The games where you had the biggest advantage and still did not win (not already shown in section 3). Key moment drawn.



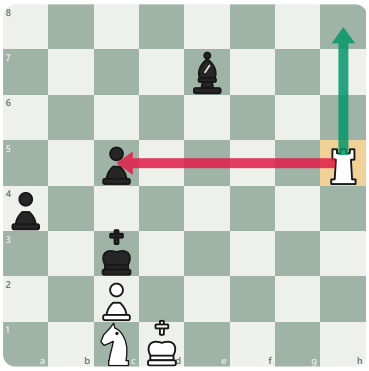
1 **11 Nov · Black vs 897 · lost by checkmate**

Queens Pawn Opening Zukertort Chigorin Variation · 37 moves

Best win chance	Key moment	Clock then
99%	**18. Rde8** (best Rxe3+)	**6:17**

AI

You reached 99% winning chances, then played 18...Rde8 with 6:17 left, and the chance fell to 41%. The engine wanted Rxe3+, a check that you skipped. Open the Chess.com analysis at move 18 and see why that check was better.



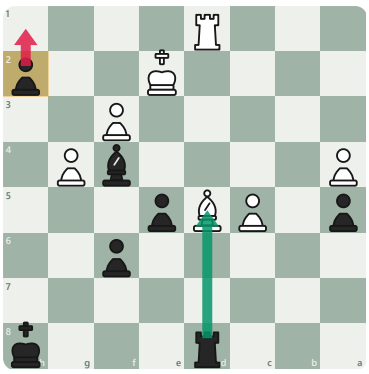
2 **7 Nov · White vs 873 · lost by checkmate**

Scotch Game · 61 moves

Best win chance	Key moment	Clock then
95%	**39. Rxc5+** (best Rh8)	**5:58**

AI

This is the Scotch. You were at 95% before 12.Be2, and later at 88% before 39.Rxc5+, which fell to 31% with 5:58 on the clock. The engine preferred the quiet Rh8 over the check. Compare both moves in the analysis.



3 28 Oct · Black vs 893 · lost by resignation

Indian Game Tartakower Defense · 74 moves

Best win chance	Key moment	Clock then
93%	**41. h1=Q** (best Rxd5)	**3:35**

AI

At move 41 you promoted with h1=Q, and the chance fell from 93% to 34%. The engine wanted Rxd5 instead. Check in the analysis why promoting was not the best move there. Also note 58...Kb6, played with under 2 minutes left.



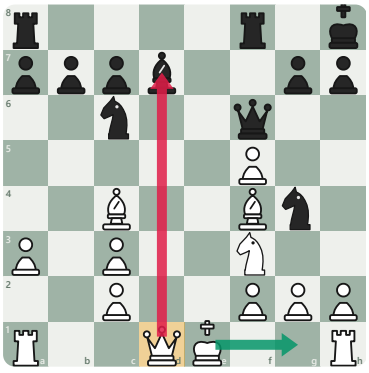
4 28 Oct · Black vs 888 · lost by resignation

Ruy Lopez Opening Morphy Defense Caro Variation · 45 moves

Best win chance	Key moment	Clock then
93%	**22. Bxd4** (best Rxe4)	**8:03**

AI

You were at 89%, then 20...cxd4 and 22...Bxd4 dropped it to 50%. The engine preferred exd4 and then Rxe4. Look at those two captures, which were made with over 8 minutes on the clock.



5 28 Oct · White vs 846 · lost by abandonment

Scotch Game · 21 moves

Best win chance	Key moment	Clock then
92%	**13. Qxd7** (best O-O)	**8:25**

AI

At move 13 you took with Qxd7 instead of castling, and the chance fell from 62% to 10%. You had 8:25 left. This game is the clearest example of "castle first, grab later". Review it with the king-safety numbers in mind.

10. Two-week plan

AI

AI

Two-week plan

Week 1

- Do 15 minutes of mate-in-1/2 and hanging-piece puzzles every day. Track your solve rate.
- In every game, say "checks, captures, threats" before each capture. Afterwards, write down how many captures you made in under 5 seconds.
- Replay **28 Oct · vs 906 · lost**, **28 Oct · vs 872 · lost**, **29 Oct · vs 808 · lost**, **29 Oct · vs 826 · lost** and **10 Nov · vs 922 · lost**. For each one, write one sentence: "what I missed".

Week 2

- Spend 30 minutes on your Scotch plan (develop, castle, queen moves once). Play 10 games with it and count the queen moves in the first 10.
- Do two endgame sessions of 20 minutes each, converting won positions from **28 Oct · vs 895 · lost** and **7 Nov · vs 873 · lost** against the computer.
- Measure your blunders per game in your next 20 analyzed games. The target is under 0.7.

AI

What to study

1. **A blunder check before every move (top priority).** The data behind it: 12 Hanging piece and 5 Mate allowed, plus three missed mates in one (**29 Oct · vs 811 · lost**, **7 Nov · vs 874 · lost**, **11 Nov · vs 927 · lost**). The routine is short: look at checks, then captures, then threats, for both sides. Do 15 minutes of puzzles daily, mostly mate in 1–2 and hanging pieces. Then replay **28 Oct · vs 906 · lost**, **28 Oct · vs 872 · lost**, **29 Oct · vs 826 · lost** and **10 Nov · vs 922 · lost** and find the opponent's reply yourself before looking.
2. **Your Scotch as White (1.e4 e5 2.Nf3 Nc6 3.d4).** It has the most games and 1.82 errors per game. In **28 Oct · vs 850 · drew**, **7 Nov · vs 837 · lost**, **7 Nov · vs 887 · lost** and **7 Nov · vs 888 · lost** your queen moved three times in the first 10 moves. Learn one plan: after 4...Nxd4 5.Qxd4, develop both bishops and knight, then castle, before the queen moves again. Replay **28 Oct · vs 872 · lost**, **28 Oct · vs 846 · lost**, **7 Nov · vs 873 · lost** and **7 Nov · vs 887 · lost** for 20 minutes each.
3. **Rook and minor-piece endgames.** These are 325 games at 45%, with 4.8 errors per 100 moves and only 62 of 90 advantages won. Twice a week, take a won position from your own games and play it out against the computer until you win. Start with **28 Oct · vs 895 · lost** from move 45.
4. **Black against the Italian (1.e4 e5 2.Nf3 Nc6 3.Bc4).** You score 23% in 20 games. Write down one simple setup: knight to f6, bishop to c5 or e7, castle, and no early knight jumps. Then replay **28 Oct · vs 893 · lost** to see where it went wrong.

AI

Routine rules

- **When to play:** in the afternoon whenever possible (59%, against 50% at night).
- **How long:** stop after 5 games. Games 3–5 score 56%, and game 6 onward drops to 50%. Your average session is 8.8 games, and the longest was 32.
- **Before the first game:** solve 5 puzzles. First games score only 50%.
- **After a loss:** you do not need to stop. Your post-loss scores are 54–55%. Instead, take 1 minute to name the move that lost it.
- **During each game:** you have time to spare, so use it. Spend at least 15 seconds on any move when you are winning, when you are about to capture, or when the opponent gives a check.

11. How to track

DATA AI

Today's value comes from your games; the target comes from the AI.

Clock left in losses

4:52

Target: 3:00 or less

AI

Today you finish losses with 4:52 left. Using that extra time on key moves should lower it. Your error rate does not rise with less time on the clock, so spending it costs you nothing.

Serious errors per game (engine)

0.92

Target: 0.6 or less

AI

Today you make 0.92 blunders per game. Most of them are fast captures and missed checks. The blunder-check routine targets exactly these.

Errors per game (engine)

1.68

Target: 1.3 or less

AI

Today the engine marks 1.68 errors of all kinds per game. Since 162 of 168 came with plenty of time, slowing down should cut them directly.

Losses by resignation (last 100 games)

29 of 48

Target: under 20 of 48

AI

Today 29 of your 48 losses are resignations. Playing on gives opponents at this level the chance to blunder back.

Average accuracy

72.3

no target

Losses on time

3.0%

no target

Score after two losses in a row

55.0%

no target