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

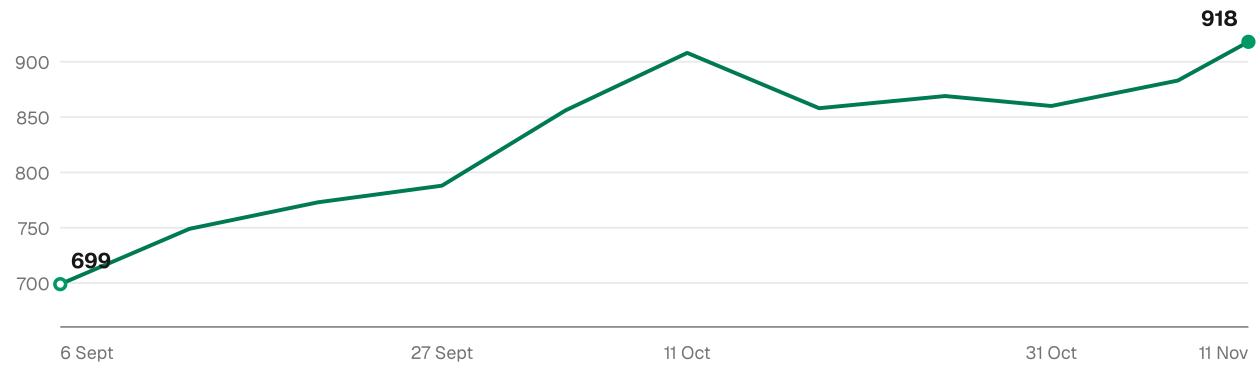
72.3
average accuracy

8 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 by punishing early mistakes. Games that end by move 20 score 63% (215 games), against your 52% overall, and 172 of your wins are by checkmate. You lose to one-move oversights, not to the clock. You miss or allow mate in one, or drop a piece in a trade. You usually play these moves in a few seconds with half your time left: your losses end with 4:52 on the clock on average, and 162 of 168 engine-flagged errors came with more than 2 minutes left. You still gained 290 points because your accuracy went up while your opponents got stronger: they averaged 743 in September and 881 in November.

AI

What changed in the period

- **Rating:** you climbed faster than before, +290 now (628 → 918) against +240 last period (388 → 628).
- **Accuracy:** it rose from 70.5 to 72.3.
- **Score:** it dipped from 54% to 52%. The samples are quite different (850 vs 532 games), so treat this as flat, not as a decline.
- **Inside the period:** September scored 54%, October 51% and November 57%. November has only 46 games, so that last figure is a hint, not a fact.
- **Average rating:** the second half averaged 865, against 770 in the first half.

What stayed the same is the type of loss. More than half your losses are by mate (199 of 377).

AI

What to keep

1. **1.e4 e5 2.Nf3 against unusual replies.** When Black does not answer with the usual moves, you score 77% (39 games). In the last 100 games you won all four of these (**28 Oct · vs 879 · won**, **10 Nov · vs 871 · won**, **11 Nov · vs 922 · won**, **11 Nov · vs 893 · won**). Keep 1.e4 and 2.Nf3.
2. **Finishing fast when the opponent slips.** Games decided before move 16 score 64% (111 games). You won by mate in 12 moves in **7 Nov · vs 882 · won** and in 14 moves in **11 Nov · vs 922 · won**. Your habit of looking for attacks on the enemy king works.
3. **Playing in the afternoon.** Afternoon games score 59% (182 games) with your best accuracy, 74.5. Night scores 50% (449 games) and late night 51% (201 games). Move sessions to the afternoon when you can.

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

Keep 1.e4 e5 2.Nf3 as White. The Philidor (2...d6) scores 63% (31 games), and odd second moves by Black score 77% (39 games).

AI

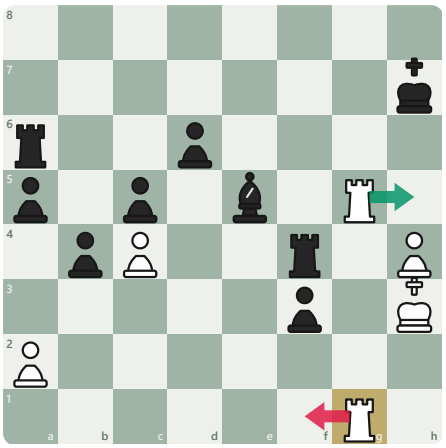
Change

Prepare the Scotch (1.e4 e5 2.Nf3 Nc6 3.d4) better. It scores 57% over the period but only 46% in your last 14 games, with 1.82 errors per game in the dossier. After 4...Nxd4 5.Qxd4, you moved your queen 3 times in the first 10 moves in **28 Oct · vs 850 · drew**, **7 Nov · vs 837 · lost**, **7 Nov · vs 887 · lost** and **7 Nov · vs 888 · lost**. Instead, develop knights and bishops and castle. As Black against 3.Bc4 (the Italian), you score only 23% in 20 games, so review that setup as well.

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

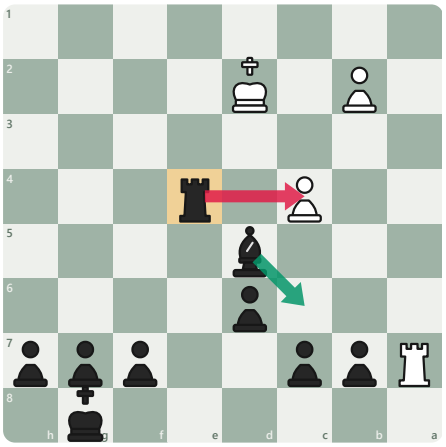
Philidor Defense Exchange Variation · move 40, White to play

Win chance **100%** → **7%**

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

AI

You were down a rook (−5), but Rh5# was mate in one. You played Rf1 in 6 seconds. The engine answered f2 Rh5+ Kg8, the king escaped, and your winning chance fell from 100% to 7%. With a rook down, always look at every check first. One of them may end the game.



You played **Rxc4** 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

You were up 7 points of material. You took a pawn with Rxc4, moving to +8, but that allowed Ra8#, mate in one. Bc6 kept your +7, and the engine's line continues b4 Re8 b5. You spent 7 seconds. Before grabbing anything, ask: "What checks does my opponent have after this?"



You played **Rxe7** 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

You were up 2. Rxe7 won a piece (+4), but the reply was Qxg2#, mate. The quiet b3 kept +2, and the engine continues Rd8 Qf3 Rg5. Your chance fell from 90% to 0% after a 3-second decision. A free piece is never free until you have checked the opponent's checks.



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

4 7 Nov · White vs 887 · lost by checkmate

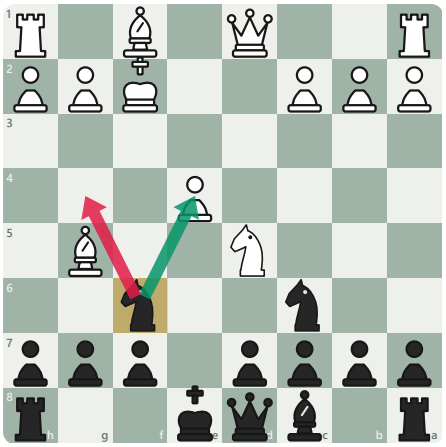
Scotch Game · move 14, White to play

Win chance **93%** → **11%**

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

AI

Material was even. Your Bf4+ ran into Qxf4+ gxf4 Rxa8, and you ended down 3. The best move was Qxa7+, and after Kc6 Qa4+ Kc7 you would be up 1. Your chance went from 93% to 11% on a 4-second move. Check what each check of yours allows the opponent to capture back.



You played **Ng4+** Best **Nxe4+**

5 29 Oct · Black vs 808 · lost by resignation

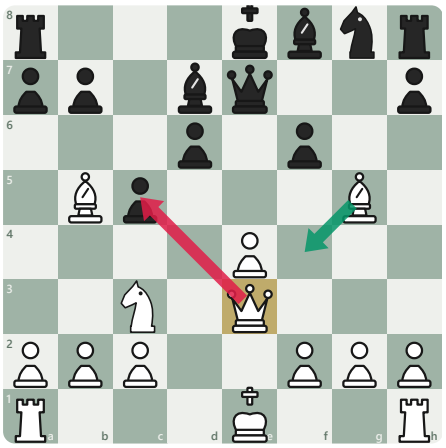
Four Knights Game Scotch Variation Accepted · move 8, Black to play

Win chance **92%** → **11%**

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

AI

You were up 1. Nxe4+ was best: after Kg1 Nxg5 h4 you would be up 5. You chose Ng4+, and Qxg4 d6 Qg3 left you down 2. Both moves give check, but only one wins material. You spent 2 seconds. When you have two checks, count what each one wins.



You played **Qxc5** Best **Bf4**

6 28 Oct · White vs 872 · lost by resignation

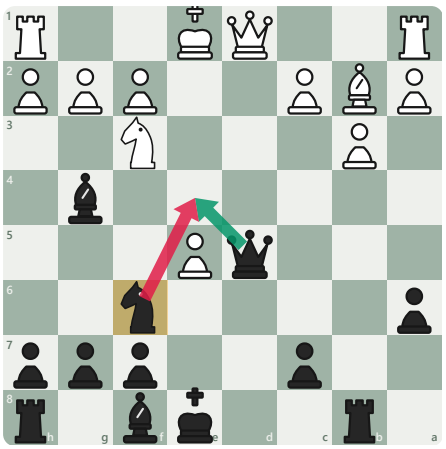
Scotch Game · move 11, White to play

Win chance **89%** → **11%**

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

AI

You were up 1. Qxc5 gave the queen for a pawn: after dxc5 Bxd7+ Qxd7 you were down 7. Bf4 kept +1, and the engine continues Bxb5 Nxb5 Bh6. You decided in 6 seconds. Before any capture with the queen, ask: "Can my queen be taken back?"



You played **Ne4** Best **Qe4+**

7 29 Oct · Black vs 826 · lost by resignation

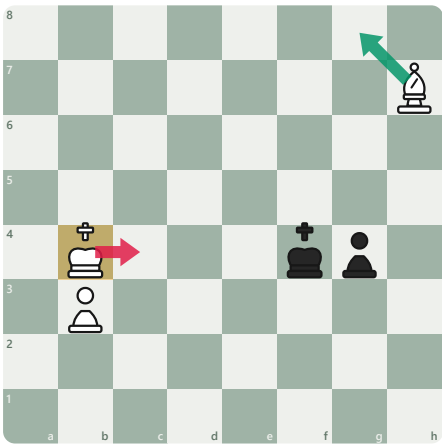
Ruy Lopez Opening Morphy Defense Exchange Lutikov Variation · move 11, Black to play

Win chance **86%** → **9%**

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

AI

You were up 1. Ne4 lost your queen: after Qxd5 Bb4+ Kf1 you were down 8. Qe4+ was best, trading queens with Qe2 Qxe2+ Kxe2 and keeping +1. Before moving another piece, first check whether your queen is attacked.



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

8 28 Oct · White vs 895 · lost by resignation

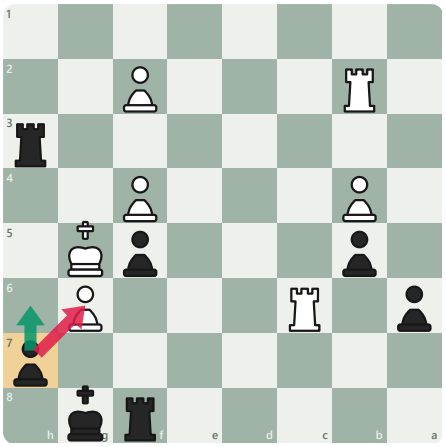
Scotch Game Classical Variation · move 45, White to play

Win chance **88%** → **12%**

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

AI

This was an ending, bishop and pawn against a lone pawn, and you were up 3. Kc4 let Black's pawn run: the engine line is g3 b4 g2. Bg8 was best, and the engine continues Kf5 Bd5 Ke5. You spent 0 seconds, and the chance went from 88% to 12%. In pawn races, always look at the enemy pawn first.



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

mate

9 11 Nov · Black vs 927 · lost by checkmate

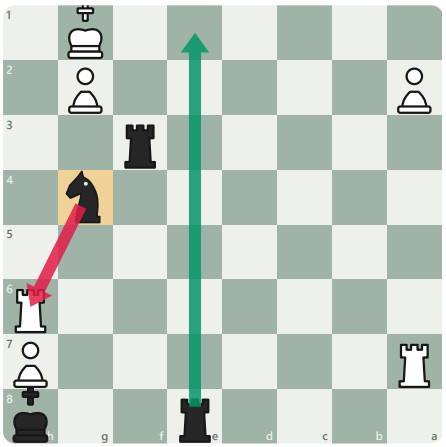
Queens Pawn Opening Symmetrical Variation · move 38, Black to play

Win chance **100%** → **31%**

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

AI

Material was even, and h6# was mate in one. You played hxg6, and after Rxg6+ Kh8 Rxa6 you were down 1. Your chance fell from 100% to 31%, even though you spent 23 seconds on the move. Look at checks first. Here a pawn move was the mate.



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

Material was even, and Re1# was mate in one. You played Nxh6 instead, grabbing a rook, and the engine replied gxf3 Nf5 a4. Material stayed even, but your chance dropped from 100% to 50%. You used 2 seconds. Checks come before captures, every time.

4. Where you go wrong

DATA AI

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

BY PHASE

Opening (to move 15)	4.8 · 69 in 1,439 moves
Middlegame (16–40)	6.1 · 91 in 1,496 moves
Endgame (41+)	2.1 · 8 in 376 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. **Moving without checking both sides' checks.** Mate decides 199 of your 377 losses. Five of the ten critical positions are mate in one: missed in **29 Oct · vs 811 · lost**, **7 Nov · vs 874 · lost** and **11 Nov · vs 927 · lost**, allowed in **28 Oct · vs 906 · lost** and **10 Nov · vs 922 · lost**. **7 Nov · vs 859 · lost** also ended with a mate in one you allowed. Before every move, run a "blunder check": list your checks, captures and threats, then the opponent's replies to your move.
2. **Deciding critical moves in seconds.** In those positions you spent 0–7 seconds on the move (**28 Oct · vs 895 · lost**, **29 Oct · vs 808 · lost**, **29 Oct · vs 811 · lost**, **7 Nov · vs 874 · lost**, **7 Nov · vs 887 · lost**, **10 Nov · vs 922 · lost**, **28 Oct · vs 906 · lost**, **28 Oct · vs 872 · lost**). Your losses end with 4:52 left, and no engine error came under 30 seconds of clock. You have the time. Spend 20–30 seconds whenever a capture, a check or a trade is on the board.
3. **Resigning early.** 29 of your last 48 losses were resignations. Some came very fast: **28 Oct · vs 849 · lost** after 3 moves, a pawn down, plus **7 Nov · vs 860 · lost** (9 moves), **28 Oct · vs 872 · lost** and **29 Oct · vs 826 · lost** (12) and **29 Oct · vs 808 · lost** (13). At your level, opponents throw games away too. You had 39 comebacks in the analyzed games, and 196 of your wins came from opponents resigning. Keep playing unless you are down a queen with nothing going on.

5. 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% (376 games), and after two losses 55% (162). That is above your average, so losses do not tilt you. You do not need a forced break after a defeat.

GAME NUMBER IN THE SESSION

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

AI

Games 2–5 of a session score 55–56%, while game 6 onward drops to 50% across 426 games, half your total. End sessions after 5 games.

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

The afternoon gives 59% (182 games), against 50% at night (449) and 51% late at night (201). Play your serious games in the afternoon when possible.

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%. These gaps are small, so do not plan around the weekday.

STRONGER AND WEAKER OPPONENTS (LAST 100 GAMES)



Opponent's rating minus yours, before the game.

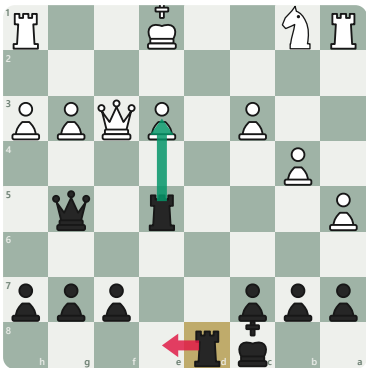
AI

In the last 100 games, your score sits between 43% and 55% whatever the rating gap, with only about 20 games per group. Opponent rating does not explain your losses. Your own oversights do.

6. 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.



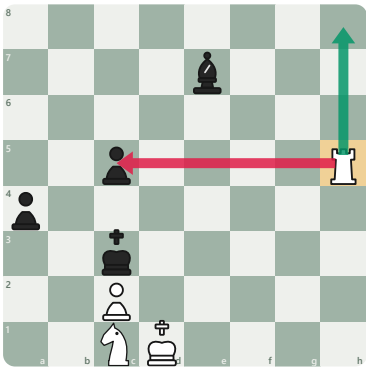
1 **11 Nov · Black vs 897 · lost by checkmate**

Queens Pawn Opening Zukertort Chigorin Variation · 37 moves

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

AI

You had a 99% chance before move 18. You played Rde8, but Rxe3+ (a check) was best, and the chance fell to 41%. Open the Chess.com analysis at move 18 and see why that check mattered. It is a pure "checks first" lesson.



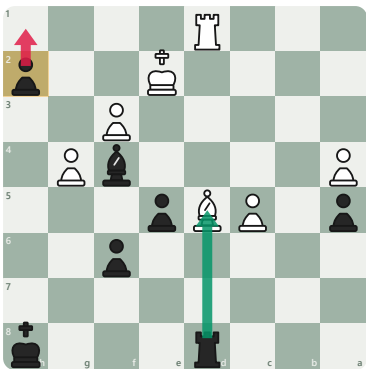
2 **7 Nov · White vs 873 · lost by checkmate**

Scotch Game · 61 moves

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

AI

You were at 95%, then 88%, and still lost by mate. At move 39, Rxc5+ dropped you to 31%, and the engine preferred the quiet Rh8. Moves 42 and 44 were also blunders. Review moves 39–44 and ask what each of your checks allowed the opponent to do.



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

This was a 74-move fight. At move 41 you promoted with h1=Q, but Rxd5 was best, and the chance fell from 93% to 34%. Check in the analysis why a new queen was worse than the capture. Look at what the opponent could do right after your promotion.



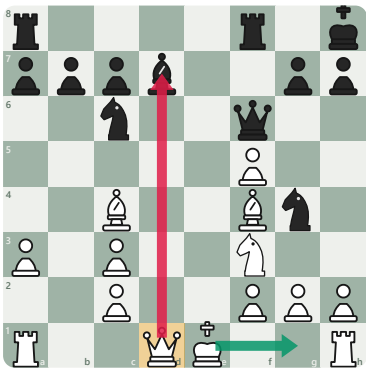
4 28 Oct · Black vs 888 · lost by resignation

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 89–93% around moves 20–22. You played cxd4 when exd4 was better, then Bxd4 when Rxe4 was better, and dropped to 50%. You used only 5 seconds per move in that phase with over 8 minutes left. Review it as a "slow down when winning" game.



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, Qxd7 was played with the king uncastled; O-O was best, and the chance fell from 62% to 10%. Afterwards your opponent's queen took on c3 and a1 with check. Look at how leaving the king in the center and grabbing with the queen cost the game.

7. Two-week plan

AI

AI

2-week plan

Week 1

- Do 15 minutes of mate-in-one and mate-in-two puzzles every day. Track your daily success rate.
- In every game, say "checks, captures, threats — mine, then theirs" before each capture or check. Spend at least 20 seconds on those moves. Measure it by reviewing 3 losses at the end of the week: your decisive moves should no longer take under 10 seconds.
- Play no more than 5 games per session.

Week 2

- Review the five Scotch games listed above (30 minutes), then play them with the "one extra queen move" rule. Track your Scotch score over the week.
- Do 20 minutes of pawn-ending practice twice.
- Follow a no-resign rule unless you are down a queen. Count how many of the week's losses you played to the end and how many you turned around.

AI

What to study

1. **Mate in one and mate in two, both sides (top priority).** This covers your 199 mate losses and the five mate-in-one critical positions. Do 15 minutes a day of Chess.com puzzles with the mate themes. Then set up **28 Oct · vs 906 · lost**, **29 Oct · vs 811 · lost**, **7 Nov · vs 874 · lost**, **10 Nov · vs 922 · lost** and **11 Nov · vs 927 · lost** on the board and find the mate yourself before checking the answer.
2. **Counting material before trades and captures.** You lost or misplayed material in exchanges in **28 Oct · vs 872 · lost**, **29 Oct · vs 808 · lost**, **29 Oct · vs 826 · lost** and **7 Nov · vs 887 · lost**. For each one, write the trade sequence move by move and add up what each side gets. Do 10 minutes a day of puzzles where one side wins a piece.
3. **Scotch principles after 5.Qxd4.** Review **28 Oct · vs 850 · drew**, **7 Nov · vs 837 · lost**, **7 Nov · vs 873 · lost**, **7 Nov · vs 887 · lost** and **7 Nov · vs 888 · lost** (30 minutes total). In each, mark every queen move in the first 10 moves and where your king castled. Then play the Scotch in a few unrated games with one rule: no more than one more queen move before move 10.
4. **Simple endings.** Games that reach move 41 score only 41% (253 games). **28 Oct · vs 895 · lost** shows a pawn race, and in long games your clock gets low (**28 Oct · vs 893 · lost**, **11 Nov · vs 939 · lost**, **11 Nov · vs 930 · lost**, **11 Nov · vs 927 · lost**). Spend 20 minutes twice a week on king-and-pawn endings and stopping a passed pawn with your king. A passed pawn is one with no enemy pawn able to block or capture it.

AI

Routine rules

- Prefer the afternoon. If you play at night, which is when most of your games happen, keep it to one short session.
- Do 5 puzzles before your first game: game 1 of a session scores only 50%.
- Stop after 5 games. Game 6 onward drops to 50%.
- After a loss you can keep playing, since your results do not drop. First look for 1 minute at the decisive move in the Chess.com analysis.
- Keep the clock habit simple: with 10 minutes you can afford 20–30 seconds on every capture and check. Losing on time is rare for you (10 of 377 losses).

8. 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 your losses end with 4:52, half your clock unused. Using more time on critical moves should lower this number and your blunders together.

Serious errors per game (engine)

0.92

Target: 0.6 or less

AI

Today you make 0.92 blunders per game. A blunder is an error that swings the game. Most of yours are missed or allowed mates and dropped pieces, which the blunder check is built to stop.

Errors per game (engine)

1.68

Target: 1.3 or less

AI

Today you make 1.68 errors per game, counting blunders and smaller mistakes together. Slowing down on captures and trades should bring it down steadily.

Losses by resignation (last 100 games)

29 of 48

Target: 40% of losses or less

AI

Today 29 of your last 48 losses were resignations, 60%. At your level opponents give games back, so playing on should turn some of these into draws or wins.

Average accuracy

72.3

no target

Losses on time

3.0%

no target

Score after two losses in a row

55.0%

no target