Summer Blitz Championship 2014

Official Competition Results & Final Standings
Event Code: ICCRL-SB-2014

Event Dates:	June - July 2014
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	38 engines (34 completed all games)
Total Games Played:	179,987 rated games
Testing Hardware:	Intel i7-13700K @ 3.4GHz, 16GB RAM, 4 cores/engine
Opening Book:	8-move variety book (45,000 positions)
Endgame Tablebases:	Syzygy 6-man + 7-man (1.5TB)
Hash Table Size:	1024 MB per engine
Arbiter Software:	Cutechess-cli 1.2.0 with ICCRL modifications
Report Generated:	August 14, 2014

Top 10 Final Standings

All ratings calculated using Bayesian Elo with K=10 rating system

Rank	Engine	Rating	Games	Score	Draw%	Wins	Draws	Losses
1	Torch v4	3413	1599	73.0%	38.8%	1166	619	-186
2	Berserk 13	3394	1613	72.3%	39.3%	1166	634	-187
3	Clover 9.1	3385	1588	71.8%	38.9%	1140	616	-168
4	Gillespie 5.0	3397	1549	70.9%	38.8%	1098	601	-150
5	Integral v7	3367	1544	70.4%	40.1%	1086	619	-161

6	PlentyChess 7.0.0	3389	1536	70.0%	41.3%	1074	633	-171
7	Stockfish 10	3386	1540	68.9%	41.5%	1060	638	-158
8	Alexandria 6.0	3364	1524	68.1%	41.4%	1037	631	-144
9	Reckless 0.3	3357	1519	68.0%	42.5%	1032	645	-158
10	Caissa 1.24	3339	1517	67.2%	41.4%	1018	628	-129

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3379	Elite Level
Total Games (Top 10)	15,529	8.6% of total
Highest Score	73.0%	1. Torch v4
Average Draw Rate	40.4%	Normal for top engines
Decisive Games	9,265	59.7%
Drawn Games	6,264	40.3%
Rating Spread (1st-10th)	74 Elo	Highly competitive field

Methodology & Data Access

All engines in this Blitz championship competed under the time control of 3 min + 2 sec increment (Blitz). Each game was played to completion or adjudicated according to ICCRL standards (±10 pawn advantage for 50 moves, or tablebase adjudication when applicable). Opening positions selected from our verified 8-move opening book to ensure variety while maintaining theoretical soundness.

Complete Game Archives: All PGN files for this competition are available for download at data@iccrl.org (approximately 4.2GB compressed). Cross-tables, head-to-head statistics, and move-by-move analysis are available through the ICCRL web interface.

Engine Submissions: To submit an engine for future ICCRL competitions, please send your UCI-compliant executable along with complete documentation to submissions@iccrl.org. All submissions must include source code or detailed technical specifications for verification purposes.

Questions & Appeals: For questions about testing methodology, to report discrepancies, or to file a formal appeal, contact the ICCRL Technical Committee at technical@iccrl.org within 30 days of report publication.

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