



# Winter Rapid Championship 2014

*Official Competition Results & Final Standings*

*Event Code: ICCRL-WR-2014*

<b>Event Dates:</b>	December 1 - December 20, 2014
<b>Time Control:</b>	15 min + 10 sec increment (Rapid)
<b>Competition Type:</b>	Rapid Championship
<b>Total Participants:</b>	32 engines (29 completed all games)
<b>Total Games Played:</b>	168,277 rated games
<b>Testing Hardware:</b>	Intel i7-13700K @ 3.4GHz, 16GB RAM, 4 cores/engine
<b>Opening Book:</b>	8-move variety book (45,000 positions)
<b>Endgame Tablebases:</b>	Syzygy 6-man + 7-man (1.5TB)
<b>Hash Table Size:</b>	1024 MB per engine
<b>Arbiter Software:</b>	Cutechess-cli 1.2.0 with ICCRL modifications
<b>Report Generated:</b>	January 03, 2015

## 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	3471	1617	73.3%	39.1%	1184	632	-199
2	Integral v7	3443	1575	72.5%	37.6%	1141	591	-157
3	Reckless 0.3	3449	1563	71.9%	38.8%	1123	605	-165
4	Caissa 1.24	3443	1570	71.4%	40.0%	1121	627	-178
5	PlentyChess 7.0.0	3454	1530	70.1%	39.4%	1072	602	-144

6	Berserk 13	3421	1516	70.1%	40.9%	1062	620	-166
7	Stockfish 10	3442	1528	68.9%	41.8%	1052	639	-163
8	Horsie 1.1	3397	1527	68.4%	40.6%	1043	619	-135
9	Alexandria 6.0	3410	1496	67.5%	41.7%	1010	623	-137
10	Gillespie 5.0	3412	1512	66.8%	42.1%	1010	636	-134

## Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3434	Elite Level
Total Games (Top 10)	15,434	9.2% of total
Highest Score	73.3%	1. Torch v4
Average Draw Rate	40.2%	Normal for top engines
Decisive Games	9,240	59.9%
Drawn Games	6,194	40.1%
Rating Spread (1st-10th)	59 Elo	Highly competitive field

## Methodology & Data Access

All engines in this Rapid championship competed under the time control of 15 min + 10 sec increment (Rapid). Each game was played to completion or adjudicated according to ICCRL standards ( $\pm 10$  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@iccr1.org](mailto:data@iccr1.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@iccr1.org](mailto:submissions@iccr1.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@iccr1.org](mailto:technical@iccr1.org) within 30 days of report publication.

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