



# Summer Blitz Championship 2015

*Official Competition Results & Final Standings*

*Event Code: ICCRL-SB-2015*

<b>Event Dates:</b>	June - July 2015
<b>Time Control:</b>	3 min + 2 sec increment (Blitz)
<b>Competition Type:</b>	Blitz Championship
<b>Total Participants:</b>	48 engines (43 completed all games)
<b>Total Games Played:</b>	182,417 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>	August 14, 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	Reckless 0.3	3433	1575	73.0%	38.0%	1149	598	-172
2	PlentyChess 7.0.0	3439	1607	72.0%	39.3%	1156	631	-180
3	Clover 9.1	3408	1584	71.6%	39.2%	1134	620	-170
4	Gillespie 5.0	3412	1580	70.9%	39.7%	1120	626	-166
5	Caissa 1.24	3396	1536	70.3%	40.9%	1080	628	-172

6	Berserk 13	3378	1523	70.1%	41.0%	1068	624	-169
7	Integral v7	3379	1508	69.3%	39.7%	1044	598	-134
8	Horsie 1.1	3362	1510	68.3%	40.2%	1030	607	-127
9	Stockfish 10	3388	1524	67.6%	41.7%	1030	634	-140
10	Torch v4	3369	1515	67.0%	43.2%	1015	654	-154

## Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3396	Elite Level
Total Games (Top 10)	15,462	8.5% of total
Highest Score	73.0%	1. Reckless 0.3
Average Draw Rate	40.3%	Normal for top engines
Decisive Games	9,242	59.8%
Drawn Games	6,220	40.2%
Rating Spread (1st-10th)	64 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 ( $\pm 10$  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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