Summer Blitz Championship 2016

Official Competition Results & Final Standings
Event Code: ICCRL-SB-2016

Event Dates:	June - July 2016
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	58 engines (52 completed all games)
Total Games Played:	174,523 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, 2016

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	PlentyChess 7.0.0	3462	1600	72.8%	39.1%	1165	625	-190
2	Gillespie 5.0	3452	1584	72.2%	37.3%	1143	590	-149
3	Integral v7	3425	1588	71.8%	39.9%	1139	634	-185
4	Clover 9.1	3419	1586	71.2%	39.3%	1129	623	-166
5	Horsie 1.1	3403	1569	70.3%	38.9%	1102	610	-143

6	Berserk 13	3399	1520	69.7%	39.3%	1059	597	-136
7	Caissa 1.24	3401	1539	68.7%	40.9%	1058	629	-148
8	Stockfish 10	3417	1502	68.8%	41.8%	1032	627	-157
9	Alexandria 6.0	3400	1508	67.4%	40.4%	1016	609	-117
10	Reckless 0.3	3388	1489	67.3%	41.8%	1002	622	-135

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3416	Elite Level
Total Games (Top 10)	15,485	8.9% of total
Highest Score	72.8%	1. PlentyChess 7.0.0
Average Draw Rate	39.9%	Normal for top engines
Decisive Games	9,319	60.2%
Drawn Games	6,166	39.8%
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.

This page is intentionally left blank.