



# Winter Rapid Championship 2016

*Official Competition Results & Final Standings*

*Event Code: ICCRL-WR-2016*

<b>Event Dates:</b>	December 1 - December 20, 2016
<b>Time Control:</b>	15 min + 10 sec increment (Rapid)
<b>Competition Type:</b>	Rapid Championship
<b>Total Participants:</b>	52 engines (47 completed all games)
<b>Total Games Played:</b>	171,390 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, 2017

## 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	Berserk 13	3484	1593	73.1%	37.0%	1164	589	-160
2	Dragon by Komodo 3.3	3480	1587	72.6%	38.2%	1151	606	-170
3	Clover 9.1	3470	1573	71.8%	39.8%	1129	626	-182
4	Integral v7	3464	1550	70.9%	40.4%	1099	625	-174
5	Gillespie 5.0	3478	1569	70.5%	39.2%	1106	615	-152

6	Reckless 0.3	3464	1540	69.8%	40.8%	1074	628	-162
7	Caissa 1.24	3447	1544	69.1%	41.0%	1067	632	-155
8	Stockfish 10	3464	1513	68.5%	41.6%	1036	629	-152
9	Alexandria 6.0	3441	1515	67.8%	41.3%	1026	626	-137
10	Torch v4	3438	1497	67.4%	41.1%	1009	615	-127

## Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3463	Elite Level
Total Games (Top 10)	15,481	9.0% of total
Highest Score	73.1%	1. Berserk 13
Average Draw Rate	40.0%	Normal for top engines
Decisive Games	9,290	60.0%
Drawn Games	6,191	40.0%
Rating Spread (1st-10th)	46 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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