



Summer Blitz Championship 2017

Official Competition Results & Final Standings

Event Code: ICCRL-SB-2017

Event Dates:	June - July 2017
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	68 engines (61 completed all games)
Total Games Played:	182,373 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, 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	Reckless 0.3	3476	1614	72.7%	38.0%	1173	612	-171
2	Alexandria 6.0	3463	1567	72.0%	38.7%	1128	606	-167
3	Gillespie 5.0	3460	1571	71.4%	38.6%	1122	607	-158
4	Dragon by Komodo 3.3	3443	1586	71.1%	40.2%	1128	637	-179
5	Integral v7	3432	1547	70.6%	40.4%	1091	624	-168

6	Horsie 1.1	3416	1523	69.4%	41.3%	1057	628	-162
7	Caissa 1.24	3423	1530	69.3%	40.3%	1060	616	-146
8	Clover 9.1	3416	1537	68.7%	41.4%	1056	636	-155
9	Stockfish 10	3432	1507	68.2%	41.3%	1027	622	-142
10	PlentyChess 7.0.0	3418	1514	67.0%	41.8%	1014	632	-132

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3437	Elite Level
Total Games (Top 10)	15,496	8.5% of total
Highest Score	72.7%	1. Reckless 0.3
Average Draw Rate	40.2%	Normal for top engines
Decisive Games	9,276	59.9%
Drawn Games	6,220	40.1%
Rating Spread (1st-10th)	58 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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