



Summer Blitz Championship 2018

Official Competition Results & Final Standings

Event Code: ICCRL-SB-2018

Event Dates:	June - July 2018
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	76 engines (68 completed all games)
Total Games Played:	175,004 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, 2018

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	Integral v7	3476	1577	72.7%	38.4%	1146	605	-174
2	Berserk 13	3473	1612	72.1%	37.7%	1162	608	-158
3	Dragon by Komodo 3.3	3470	1551	72.1%	38.0%	1117	589	-155
4	Torch v4	3471	1575	70.9%	39.5%	1116	622	-163
5	Reckless 0.3	3467	1550	70.4%	39.4%	1091	611	-152

6	PlentyChess 7.0.0	3465	1557	69.9%	40.5%	1088	630	-161
7	Clover 9.1	3439	1526	68.8%	39.5%	1049	602	-125
8	Gillespie 5.2	3449	1506	68.6%	40.1%	1033	603	-130
9	Caissa 1.24	3432	1488	67.4%	41.0%	1003	610	-125
10	Stockfish 10	3445	1512	67.5%	42.8%	1019	647	-154

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3458	Elite Level
Total Games (Top 10)	15,454	8.8% of total
Highest Score	72.7%	1. Integral v7
Average Draw Rate	39.7%	Normal for top engines
Decisive Games	9,327	60.4%
Drawn Games	6,127	39.6%
Rating Spread (1st-10th)	31 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@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. 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 within 30 days of report publication.

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