Winter Rapid Championship 2018

Official Competition Results & Final Standings
Event Code: ICCRL-WR-2018

Event Dates:	December 1 - December 20, 2018
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	70 engines (63 completed all games)
Total Games Played:	173,678 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:	January 03, 2019

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	Caissa 1.24	3517	1603	73.2%	39.0%	1173	625	-195
2	Stockfish 10	3529	1604	72.1%	37.6%	1155	603	-154
3	Gillespie 5.2	3516	1564	71.3%	39.4%	1115	616	-167
4	Alexandria 6.0	3506	1578	71.3%	39.5%	1125	622	-169
5	Berserk 13	3484	1552	70.4%	39.4%	1092	612	-152

6	Torch v4	3494	1530	70.0%	40.4%	1070	617	-157
7	Clover 9.1	3475	1536	69.3%	40.1%	1064	615	-143
8	PlentyChess 7.0.0	3493	1538	68.2%	42.2%	1048	649	-159
9	Reckless 0.3	3468	1504	67.7%	41.9%	1018	630	-144
10	Horsie 1.1	3450	1509	67.2%	41.7%	1014	628	-133

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3493	Elite Level
Total Games (Top 10)	15,518	8.9% of total
Highest Score	73.2%	1. Caissa 1.24
Average Draw Rate	40.1%	Normal for top engines
Decisive Games	9,301	59.9%
Drawn Games	6,217	40.1%
Rating Spread (1st-10th)	67 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 (±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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