Summer Blitz Championship 2019

Official Competition Results & Final Standings
Event Code: ICCRL-SB-2019

Event Dates:	June - July 2019
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	84 engines (76 completed all games)
Total Games Played:	168,299 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, 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	3507	1605	72.7%	37.9%	1167	607	-169
2	Torch v4	3510	1600	72.2%	39.2%	1155	627	-182
3	Gillespie 5.5	3502	1582	71.4%	39.8%	1129	630	-177
4	Reckless 0.3	3492	1560	71.3%	39.1%	1111	609	-160
5	Integral v7	3470	1560	70.3%	41.0%	1096	639	-175

6	PlentyChess 7.0.0	3488	1532	69.9%	40.1%	1070	613	-151
7	Berserk 13	3454	1525	68.8%	40.8%	1048	622	-145
8	Alexandria 6.0	3460	1538	68.3%	41.8%	1050	643	-155
9	Dragon by Komodo 3.3	3450	1498	67.7%	42.3%	1013	633	-148
10	Horsie 1.1	3432	1477	67.1%	41.2%	990	608	-121

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3476	Elite Level
Total Games (Top 10)	15,477	9.2% of total
Highest Score	72.7%	1. Caissa 1.24
Average Draw Rate	40.3%	Normal for top engines
Decisive Games	9,246	59.7%
Drawn Games	6,231	40.3%
Rating Spread (1st-10th)	75 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.