



Summer Blitz Championship 2020

Official Competition Results & Final Standings

Event Code: ICCRL-SB-2020

Event Dates:	June - July 2020
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	98 engines (88 completed all games)
Total Games Played:	168,691 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, 2020

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	3518	1590	73.1%	38.7%	1162	616	-188
2	Horsie 1.1	3504	1611	72.5%	37.6%	1167	604	-160
3	Stockfish 12	3530	1589	71.9%	38.0%	1142	604	-157
4	Integral v7	3497	1545	70.7%	39.5%	1092	610	-157
5	Alexandria 6.1	3508	1572	70.1%	40.2%	1102	631	-161

6	Caissa 1.24	3492	1560	69.9%	40.1%	1090	625	-155
7	Clover 9.1	3478	1541	69.2%	41.2%	1066	634	-159
8	Gillespie 5.8	3489	1539	68.5%	40.1%	1054	617	-132
9	PlentyChess 7.0.0	3486	1509	67.9%	41.9%	1025	632	-148
10	Dragon by Komodo 3.3	3465	1472	66.8%	41.2%	982	606	-116

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3496	Elite Level
Total Games (Top 10)	15,528	9.2% of total
Highest Score	73.1%	1. Berserk 13
Average Draw Rate	39.9%	Normal for top engines
Decisive Games	9,349	60.2%
Drawn Games	6,179	39.8%
Rating Spread (1st-10th)	53 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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