



Winter Rapid Championship 2020

Official Competition Results & Final Standings

Event Code: ICCRL-WR-2020

Event Dates:	December 1 - December 20, 2020
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	92 engines (83 completed all games)
Total Games Played:	175,854 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, 2021

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	Stockfish 12	3567	1600	73.0%	38.7%	1167	618	-185
2	Torch v4	3554	1611	72.6%	38.4%	1170	619	-178
3	Gillespie 5.8	3545	1577	71.9%	38.9%	1134	613	-170
4	Integral v7	3517	1551	71.1%	40.5%	1102	628	-179
5	Dragon by Komodo 3.3	3526	1563	70.6%	39.5%	1102	617	-156

6	PlentyChess 7.0.0	3530	1534	69.7%	40.2%	1068	617	-151
7	Alexandria 6.1	3512	1512	68.8%	40.9%	1040	618	-146
8	Clover 9.1	3501	1528	68.6%	41.4%	1048	633	-153
9	Horsie 1.1	3487	1512	67.6%	41.7%	1021	630	-139
10	Berserk 13	3481	1470	67.2%	41.9%	988	616	-134

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3522	Elite Level
Total Games (Top 10)	15,458	8.8% of total
Highest Score	73.0%	1. Stockfish 12
Average Draw Rate	40.2%	Normal for top engines
Decisive Games	9,249	59.8%
Drawn Games	6,209	40.2%
Rating Spread (1st-10th)	86 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@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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