



Summer Blitz Championship 2021

Official Competition Results & Final Standings

Event Code: ICCRL-SB-2021

Event Dates:	June - July 2021
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	106 engines (95 completed all games)
Total Games Played:	171,115 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, 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	Horsie 1.1	3539	1587	72.8%	38.2%	1156	605	-174
2	Torch v4	3551	1569	72.1%	37.6%	1130	590	-151
3	Stockfish 13	3553	1566	72.0%	38.2%	1127	598	-159
4	Gillespie 6.1	3536	1553	70.7%	38.9%	1098	604	-149
5	Integral v7	3507	1549	70.3%	39.9%	1088	617	-156

6	Berserk 13	3500	1524	69.5%	39.6%	1059	603	-138
7	Alexandria 6.5	3510	1519	68.8%	40.1%	1045	609	-135
8	Reckless 0.4	3499	1533	68.5%	40.8%	1050	626	-143
9	Caissa 1.24	3487	1520	67.6%	40.6%	1027	616	-123
10	PlentyChess 7.0.0	3497	1488	67.4%	42.5%	1002	632	-146

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3517	Elite Level
Total Games (Top 10)	15,408	9.0% of total
Highest Score	72.8%	1. Horsie 1.1
Average Draw Rate	39.6%	Normal for top engines
Decisive Games	9,308	60.4%
Drawn Games	6,100	39.6%
Rating Spread (1st-10th)	42 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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