



Summer Blitz Championship 2024

Official Competition Results & Final Standings

Event Code: ICCRL-SB-2024

Event Dates:	June 15 - July 15, 2024
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	138 engines (124 completed all games)
Total Games Played:	181,778 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:	July 29, 2024

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	PlentyChess 7.0.0	3622	1618	72.9%	39.0%	1179	630	-191
2	Gillespie 7.0	3612	1596	72.6%	38.0%	1159	607	-170
3	Stockfish 16	3607	1601	71.4%	39.0%	1143	624	-166
4	Torch v4	3597	1550	70.7%	39.9%	1095	617	-162
5	Alexandria 7.7	3581	1553	70.4%	39.1%	1093	606	-146

6	Reckless 0.7	3573	1541	69.7%	39.1%	1073	603	-135
7	Caissa 1.24	3568	1513	68.8%	41.4%	1040	626	-153
8	Dragon by Komodo 3.3	3559	1506	68.1%	41.3%	1025	621	-140
9	Clover 9.1	3541	1507	68.0%	41.5%	1024	625	-142
10	Berserk 13	3531	1509	67.3%	42.7%	1016	644	-151

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3579	Elite Level
Total Games (Top 10)	15,494	8.5% of total
Highest Score	72.9%	1. PlentyChess 7.0.0
Average Draw Rate	40.1%	Normal for top engines
Decisive Games	9,291	60.0%
Drawn Games	6,203	40.0%
Rating Spread (1st-10th)	91 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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