Winter Rapid Championship 2024

Official Competition Results & Final Standings
Event Code: ICCRL-WR-2024

Event Dates:	December 1 - December 20, 2024
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	134 engines (121 completed all games)
Total Games Played:	177,000 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, 2025

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	Gillespie 7.2.0 64-bit 4CPU	3622	1654	73.4%	38.8%	1202	340	112
2	Stockfish 17.1	3614	1653	72.1%	39.3%	1191	649	-187
3	PlentyChess 7.0.0	3606	1648	71.5%	39.2%	1178	645	-175
4	Gillespie 7.3.0	3604	1624	70.8%	38.8%	1150	630	-156
5	Alexandria 8.1.2	3593	1617	70.4%	39.0%	1138	630	-151

6	Reckless 0.8.0	3589	1578	69.5%	39.8%	1097	627	-146
7	Caissa 1.24	3577	1561	68.6%	39.6%	1070	617	-126
8	Dragon by Komodo 3.3	3576	1548	68.4%	40.7%	1058	629	-139
9	Clover 9.1	3567	1539	67.6%	41.9%	1040	644	-145
10	Berserk 13	3562	1529	66.5%	42.6%	1017	651	-139

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3591	Elite Level
Total Games (Top 10)	15,951	9.0% of total
Highest Score	73.4%	1. Gillespie 7.2.0 64-bit 4CPU
Average Draw Rate	40.0%	Normal for top engines
Decisive Games	9,889	62.0%
Drawn Games	6,062	38.0%
Rating Spread (1st-10th)	60 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@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.

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