Winter Rapid Championship 2015

Official Competition Results & Final Standings
Event Code: ICCRL-WR-2015

Event Dates:	December 1 - December 20, 2015
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	42 engines (38 completed all games)
Total Games Played:	178,441 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, 2016

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	Clover 9.1	3473	1595	73.3%	37.8%	1169	602	-176
2	Stockfish 10	3484	1586	72.1%	38.2%	1142	606	-162
3	Dragon by Komodo 3.3	3461	1592	71.6%	39.8%	1139	632	-179
4	Alexandria 6.0	3460	1585	71.0%	39.9%	1125	632	-172
5	Integral v7	3439	1568	70.7%	39.5%	1108	619	-159

6	Horsie 1.1	3434	1516	70.0%	39.2%	1061	594	-139
7	Berserk 13	3424	1523	68.8%	39.7%	1048	604	-129
8	Reckless 0.3	3435	1536	68.3%	41.7%	1049	640	-153
9	Caissa 1.24	3422	1529	68.0%	41.2%	1038	630	-139
10	Gillespie 5.0	3427	1507	67.0%	42.6%	1010	641	-144

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3445	Elite Level
Total Games (Top 10)	15,537	8.7% of total
Highest Score	73.3%	1. Clover 9.1
Average Draw Rate	40.0%	Normal for top engines
Decisive Games	9,337	60.1%
Drawn Games	6,200	39.9%
Rating Spread (1st-10th)	46 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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