



Winter Rapid Championship 2017

Official Competition Results & Final Standings

Event Code: ICCRL-WR-2017

Event Dates:	December 1 - December 20, 2017
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	62 engines (56 completed all games)
Total Games Played:	180,013 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, 2018

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	Integral v7	3496	1590	73.2%	36.8%	1163	585	-158
2	Stockfish 10	3515	1569	72.0%	38.0%	1129	596	-156
3	Horsie 1.1	3481	1567	71.4%	40.0%	1119	626	-178
4	Dragon by Komodo 3.3	3488	1556	71.1%	39.1%	1106	608	-158
5	PlentyChess 7.0.0	3498	1569	70.2%	40.0%	1101	628	-160

6	Caissa 1.24	3467	1550	69.5%	40.7%	1077	630	-157
7	Alexandria 6.0	3473	1520	69.0%	41.3%	1048	627	-155
8	Berserk 13	3448	1527	68.4%	40.0%	1043	611	-127
9	Reckless 0.3	3454	1496	67.6%	42.3%	1010	633	-147
10	Gillespie 5.0	3452	1510	67.5%	42.3%	1019	639	-148

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3477	Elite Level
Total Games (Top 10)	15,454	8.6% of total
Highest Score	73.2%	1. Integral v7
Average Draw Rate	40.1%	Normal for top engines
Decisive Games	9,271	60.0%
Drawn Games	6,183	40.0%
Rating Spread (1st-10th)	44 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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