Summer Blitz Championship 2025

Official Competition Results & Final Standings
Event Code: ICCRL-SB-2025

Event Dates:	June 15 - July 15, 2025
Time Control:	3 min + 2 sec increment (Blitz)
Competition Type:	Blitz Championship
Total Participants:	142 engines (128 completed all games)
Total Games Played:	176,477 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, 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	Stockfish 17.1	3647	1599	73.3%	37.2%	1172	594	-167
2	PlentyChess 7.0.0	3640	1578	72.7%	39.4%	1147	621	-190
3	Gillespie 7.3.0	3624	1569	71.5%	38.3%	1122	600	-153
4	Torch v4	3613	1577	71.4%	38.2%	1125	602	-150
5	Alexandria 8.1.2	3601	1544	70.4%	39.9%	1086	616	-158

6	Reckless 0.8.0	3598	1521	69.8%	39.5%	1062	600	-141
7	Caissa 1.24	3582	1548	68.8%	41.1%	1065	636	-153
8	Dragon by Komodo 3.3	3574	1516	68.1%	41.5%	1032	629	-145
9	Clover 9.1	3563	1503	67.6%	41.5%	1015	623	-135
10	Berserk 13	3552	1510	66.8%	42.8%	1009	646	-145

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3599	Elite Level
Total Games (Top 10)	15,465	8.8% of total
Highest Score	73.3%	1. Stockfish 17.1
Average Draw Rate	39.9%	Normal for top engines
Decisive Games	9,298	60.1%
Drawn Games	6,167	39.9%
Rating Spread (1st-10th)	95 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@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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