



Winter Rapid Championship 2025

Official Competition Results & Final Standings

Event Code: ICCRL-WR-2025

Event Dates:	December 1 - December 20, 2025
Time Control:	15 min + 10 sec increment (Rapid)
Competition Type:	Rapid Championship
Total Participants:	138 engines (124 completed all games)
Total Games Played:	178,528 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, 2026

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	3649	1593	73.4%	37.9%	1168	603	-178
2	PlentyChess 7.0.0	3633	1599	72.5%	38.6%	1158	617	-176
3	Gillespie 7.3.0	3621	1567	71.7%	38.9%	1124	609	-166
4	Torch v4	3614	1567	71.2%	38.5%	1115	602	-150
5	Alexandria 8.1.2	3606	1534	70.3%	38.6%	1079	592	-137

6	Reckless 0.8.0	3598	1548	69.6%	41.0%	1077	634	-163
7	Caissa 1.24	3581	1533	68.8%	40.6%	1054	621	-142
8	Dragon by Komodo 3.3	3581	1493	68.7%	42.2%	1026	629	-162
9	Clover 9.1	3561	1490	67.5%	40.8%	1006	607	-123
10	Berserk 13	3553	1510	66.9%	41.3%	1010	622	-122

Competition Statistics & Analysis

Metric	Value	Benchmark
Average Rating (Top 10)	3599	Elite Level
Total Games (Top 10)	15,434	8.6% of total
Highest Score	73.4%	1. Stockfish 17.1
Average Draw Rate	39.8%	Normal for top engines
Decisive Games	9,298	60.2%
Drawn Games	6,136	39.8%
Rating Spread (1st-10th)	96 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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