

Strategies described in 'Strategies for the Iterated Prisoner's Dilemma'.  
Scores when played 50 moves.

TfT: 150, 121, 119  
TfT0.8: 74  
ITfT1.0: 150  
ITfT0.9: 105  
Tf2T: 95, 124  
2TfT: 150, 145, 150  
DTfT: 54, 152  
GTfT1.0: 150  
GTfT0.8: 114  
STfT: 147, 120  
C1.0: 50, 147  
C0.9: 88  
C0.8: 180  
C0.5: 121  
GRIM: 150

CCPavlov: 146, 104, 150, 150  
DDPavlov: 144, 126

WhatEver: 59, 73, 114, 112, 74

The WhatEver strategy is any strategy that wasn't constant, or wasn't any of the ones listed in the cited document.