The benchmark currently contains the following properties. These properties are described in more detail in the benchmark's accompanying proposal.

The table below indicates, for each property, its name (note that properties are referred to by number in Table 2 of the proposal), a brief description, the trace to which it refers, and the expected verdict. '?' denotes an unknown verdict at present. Observe that the expected verdict of property 4 is an integer value, rather than a truth value.

#	Property Name and Description	Appplicable Trace	Verdict
1	A piece has finished falling before another pieces appears on the board.	TetrisTrace(a)	T
1	A piece has finished falling before another pieces appears on the board.	TetrisTrace(b)	F
2	No drawing occurs outside of the panel	FractalTreeTrace(a)	F
2	No drawing occurs outside of the panel	FractalTreeTrace(b)	T
3	There are no more than N clients connected to the server at any given time	ChatTrace	T(for N<4)
4	What is the sum of all the strings created using StringBuilder?	ChatTrace	?
5	IsKey	Encryption	?
6	IsNotKey	Encryption	?
7	Next()-HasNext()	FractalTreeTrace	T
8	SafeLock()	Semaphores	T