Problem 1

13 14 15 16 17 18   19 20 21 22 23 24

64

12 11 10 9 8 7   6 5 4 3 2 1

○ is Player 2

score: 0
pip: 138

Unlimited Game
Jacoby Beaver

pip: 140
score: 0

● is Player 1

XGID=aAa-BBBB-A--bC---c-db-bAA-:0:0:1:21:0:0:3:0:10

● to play 21

1.	Rollout[1]	24/23 13/11		eq: +0.127
	Player:	52.69% (G:19.31% B:0.76%)	Conf.: ± 0.015 (+0.112...+0.142) - [100.0%]	
	Opponent:	47.31% (G:16.44% B:1.02%)	Duration: 1 minute 36 seconds	
2.	Rollout[1]	9/6		eq: +0.041 (-0.086)
	Player:	50.88% (G:19.94% B:0.72%)	Conf.: ± 0.015 (+0.027...+0.056) - [0.0%]	
	Opponent:	49.12% (G:19.07% B:0.99%)	Duration: 1 minute 37 seconds	
3.	Rollout[1]	24/23 9/7		eq: +0.030 (-0.097)
	Player:	50.05% (G:18.34% B:0.61%)	Conf.: ± 0.015 (+0.015...+0.045) - [0.0%]	
	Opponent:	49.95% (G:16.15% B:0.82%)	Duration: 1 minute 35 seconds	
4.	Rollout[1]	24/21		eq: +0.028 (-0.099)
	Player:	51.46% (G:18.01% B:0.69%)	Conf.: ± 0.014 (+0.014...+0.042) - [0.0%]	
	Opponent:	48.54% (G:19.94% B:1.37%)	Duration: 1 minute 35 seconds	
5.	Rollout[1]	4/2* 2/1		eq: +0.028 (-0.099)
	Player:	48.83% (G:23.81% B:0.40%)	Conf.: ± 0.017 (+0.011...+0.045) - [0.0%]	
	Opponent:	51.17% (G:20.44% B:1.74%)	Duration: 1 minute 19 seconds	
6.	Rollout[1]	13/11 9/8		eq: -0.035 (-0.162)
	Player:	50.89% (G:18.41% B:0.75%)	Conf.: ± 0.021 (-0.056...-0.014) - [0.0%]	
	Opponent:	49.11% (G:23.46% B:2.46%)	Duration: 1 minute 31 seconds	
7.	Rollout[1]	13/10		eq: -0.043 (-0.170)
	Player:	50.75% (G:18.18% B:0.76%)	Conf.: ± 0.015 (-0.058...-0.028) - [0.0%]	
	Opponent:	49.25% (G:22.36% B:2.10%)	Duration: 1 minute 28 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 2

○ is Player 2

score: 0
pip: 152

7 point match

pip: 178
score: 0
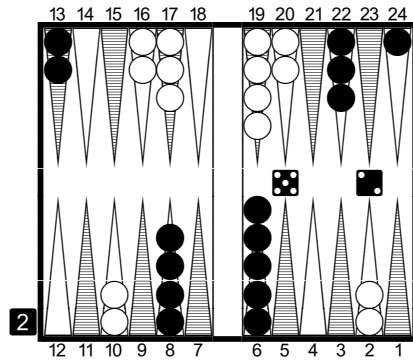
● is Player 1

XGID=--b---E-D-b--B--bc-db-C-A-:1:1:1:52:0:0:0:7:5

● to play 52

1.	Rollout[1]	8/3 6/4		eq: -0.460
	Player:	33.01% (G:6.82% B:0.57%)	Conf.: ± 0.013 (-0.473...-0.448) - [100.0%]	
	Opponent:	66.99% (G:29.75% B:1.65%)	Duration: 5 minutes 49 seconds	
2.	Rollout[1]	6/4 6/1		eq: -0.543 (-0.083)
	Player:	29.43% (G:6.14% B:0.32%)	Conf.: ± 0.012 (-0.555...-0.531) - [0.0%]	
	Opponent:	70.57% (G:27.64% B:1.74%)	Duration: 5 minutes 18 seconds	
3.	Rollout[1]	8/1		eq: -0.546 (-0.085)
	Player:	27.62% (G:6.10% B:0.29%)	Conf.: ± 0.010 (-0.556...-0.536) - [0.0%]	
	Opponent:	72.38% (G:23.89% B:1.31%)	Duration: 4 minutes 37 seconds	
4.	Rollout[1]	8/6 8/3		eq: -0.552 (-0.092)
	Player:	29.10% (G:5.88% B:0.35%)	Conf.: ± 0.011 (-0.563...-0.541) - [0.0%]	
	Opponent:	70.90% (G:27.83% B:1.43%)	Duration: 5 minutes 12 seconds	
5.	Rollout[1]	13/8 6/4		eq: -0.576 (-0.116)
	Player:	29.68% (G:5.96% B:0.50%)	Conf.: ± 0.011 (-0.587...-0.564) - [0.0%]	
	Opponent:	70.32% (G:31.70% B:1.85%)	Duration: 5 minutes 16 seconds	
6.	Rollout[1]	13/11 13/8		eq: -0.584 (-0.123)
	Player:	27.53% (G:5.40% B:0.42%)	Conf.: ± 0.010 (-0.594...-0.574) - [0.0%]	
	Opponent:	72.47% (G:26.67% B:1.34%)	Duration: 4 minutes 57 seconds	
7.	Rollout[1]	24/22 8/3		eq: -0.602 (-0.141)
	Player:	27.28% (G:5.54% B:0.40%)	Conf.: ± 0.011 (-0.612...-0.591) - [0.0%]	
	Opponent:	72.72% (G:28.25% B:1.43%)	Duration: 5 minutes 07 seconds	
8.	Rollout[1]	13/6		eq: -0.613 (-0.153)
	Player:	27.03% (G:5.14% B:0.55%)	Conf.: ± 0.010 (-0.623...-0.603) - [0.0%]	
	Opponent:	72.97% (G:27.94% B:1.51%)	Duration: 4 minutes 45 seconds	
9.	Rollout[1]	24/22 6/1		eq: -0.632 (-0.172)
	Player:	25.05% (G:4.80% B:0.36%)	Conf.: ± 0.010 (-0.642...-0.623) - [0.0%]	
	Opponent:	74.95% (G:25.21% B:1.13%)	Duration: 4 minutes 35 seconds	

Problem 3

○ is Player 2

score: 1
pip: 129

5 point match

pip: 134
score: 2
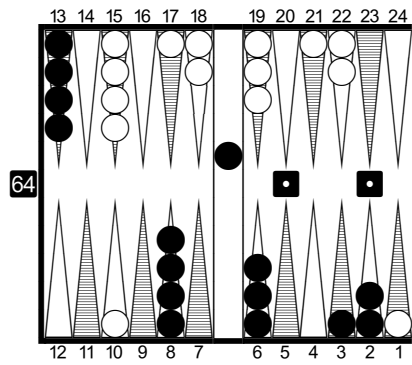
● is Player 1

XGID=-aBA--C-D-a--D-d-abc-ab--A:0:0:1:11:2:1:0:5:10

● to play 11

1.	Rollout[1]	Bar/23 2/1*(2)		eq: -0.557
	Player:	43.19% (G:14.92% B:1.27%)	Conf.: ± 0.021 (-0.578...-0.535) - [100.0%]	
	Opponent:	56.81% (G:21.26% B:1.22%)	Duration: 2 minutes 30 seconds	
2.	Rollout[1]	Bar/24 13/10*		eq: -0.710 (-0.153)
	Player:	41.89% (G:15.20% B:2.54%)	Conf.: ± 0.022 (-0.732...-0.687) - [0.0%]	
	Opponent:	58.11% (G:22.83% B:2.48%)	Duration: 2 minutes 49 seconds	
3.	Rollout[1]	Bar/23 3/1*		eq: -0.735 (-0.178)
	Player:	41.38% (G:14.37% B:1.21%)	Conf.: ± 0.023 (-0.758...-0.712) - [0.0%]	
	Opponent:	58.62% (G:22.81% B:1.34%)	Duration: 2 minutes 28 seconds	
4.	Rollout[1]	Bar/24 6/3		eq: -0.754 (-0.197)
	Player:	40.08% (G:10.99% B:1.38%)	Conf.: ± 0.021 (-0.775...-0.733) - [0.0%]	
	Opponent:	59.92% (G:20.80% B:0.70%)	Duration: 2 minutes 08 seconds	
5.	Rollout[1]	Bar/24 8/7(2) 3/2		eq: -0.774 (-0.217)
	Player:	39.13% (G:10.32% B:1.15%)	Conf.: ± 0.021 (-0.795...-0.754) - [0.0%]	
	Opponent:	60.87% (G:20.02% B:1.05%)	Duration: 2 minutes 16 seconds	
6.	Rollout[1]	Bar/24 3/1* 2/1		eq: -0.801 (-0.244)
	Player:	39.33% (G:13.67% B:1.21%)	Conf.: ± 0.021 (-0.822...-0.780) - [0.0%]	
	Opponent:	60.67% (G:21.65% B:1.49%)	Duration: 2 minutes 27 seconds	
7.	Rollout[1]	Bar/24 8/7 2/1*(2)		eq: -0.802 (-0.246)
	Player:	39.71% (G:15.78% B:1.27%)	Conf.: ± 0.023 (-0.825...-0.779) - [0.0%]	
	Opponent:	60.29% (G:22.50% B:2.27%)	Duration: 2 minutes 54 seconds	
8.	Rollout[1]	Bar/24 13/12 2/1*(2)		eq: -0.845 (-0.288)
	Player:	39.47% (G:15.19% B:1.24%)	Conf.: ± 0.022 (-0.867...-0.822) - [0.0%]	
	Opponent:	60.53% (G:22.79% B:2.93%)	Duration: 2 minutes 54 seconds	
9.	Rollout[1]	Bar/23 8/7(2)		eq: -0.904 (-0.347)
	Player:	41.60% (G:13.29% B:1.90%)	Conf.: ± 0.023 (-0.927...-0.882) - [0.0%]	
	Opponent:	58.40% (G:26.24% B:1.83%)	Duration: 2 minutes 35 seconds	
10.	Rollout[1]	Bar/24 8/7 3/1*		eq: -0.913 (-0.357)
	Player:	38.80% (G:14.88% B:1.20%)	Conf.: ± 0.023 (-0.936...-0.891) - [0.0%]	
	Opponent:	61.20% (G:23.70% B:2.02%)	Duration: 3 minutes 00 second	

Problem 4
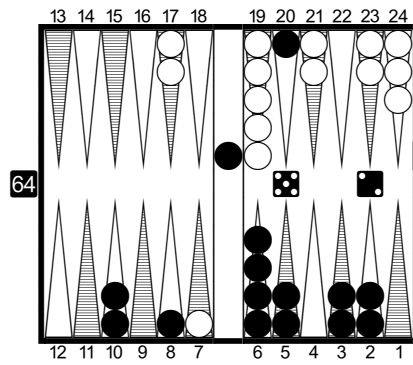
○ is Player 2

score: 4
pip: 79

5 point match
Crawford

pip: 117
score: 0

● is Player 1
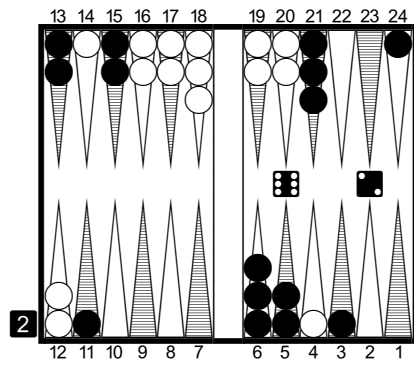
XGID=--BB-BDaA-B------b-eAb-bcA:0:0:1:52:0:4:1:5:10

● to play 52

1.	Rollout[1]	Bar/18		eq: -0.456
	Player:	27.01% (G:2.63% B:0.12%)	Conf.: ± 0.003 (-0.460...-0.453) - [100.0%]	
	Opponent:	72.99% (G:22.01% B:0.25%)	Duration: 1 minute 14 seconds	
2.	Rollout[1]	Bar/20 8/6		eq: -0.541 (-0.084)
	Player:	22.90% (G:1.21% B:0.05%)	Conf.: ± 0.002 (-0.543...-0.538) - [0.0%]	
	Opponent:	77.10% (G:5.18% B:0.02%)	Duration: 1 minute 09 seconds	
3.	Rollout[1]	Bar/20 6/4		eq: -0.554 (-0.097)
	Player:	22.22% (G:1.46% B:0.05%)	Conf.: ± 0.003 (-0.557...-0.551) - [0.0%]	
	Opponent:	77.78% (G:13.71% B:0.08%)	Duration: 1 minute 22 seconds	
4.	Rollout[1]	Bar/20 10/8		eq: -0.594 (-0.137)
	Player:	20.24% (G:1.28% B:0.04%)	Conf.: ± 0.003 (-0.596...-0.591) - [0.0%]	
	Opponent:	79.76% (G:14.75% B:0.07%)	Duration: 1 minute 18 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

www.eXtremeGammon.com Version: 2.10, MET: Kazaross XG2

Problem 5

○ is Player 2

score: 2
pip: 135

5 point match

pip: 185
score: 1

● is Player 1

XGID=---AaBC----AbBaBbbcbbC--A-:1:1:1:62:1:2:0:5:10

● to play 62

1.	Rollout[1]	21/15 6/4*		eq: -0.073
	Player:	35.22% (G:6.69% B:0.70%)	Conf.: ± 0.016 (-0.088...-0.057) - [100.0%]	
	Opponent:	64.78% (G:30.80% B:3.96%)	Duration: 6 minutes 02 seconds	
2.	Rollout[1]	21/15 11/9		eq: -0.194 (-0.122)
	Player:	31.29% (G:5.60% B:0.42%)	Conf.: ± 0.013 (-0.208...-0.181) - [0.0%]	
	Opponent:	68.71% (G:25.63% B:3.69%)	Duration: 4 minutes 53 seconds	
3.	Rollout[1]	21/13		eq: -0.208 (-0.136)
	Player:	30.80% (G:5.44% B:0.53%)	Conf.: ± 0.013 (-0.221...-0.196) - [0.0%]	
	Opponent:	69.20% (G:26.00% B:2.66%)	Duration: 5 minutes 07 seconds	
4.	Rollout[1]	13/7 6/4*		eq: -0.216 (-0.144)
	Player:	32.41% (G:5.44% B:0.48%)	Conf.: ± 0.021 (-0.237...-0.196) - [0.0%]	
	Opponent:	67.59% (G:37.74% B:6.78%)	Duration: 6 minutes 46 seconds	
5.	Rollout[1]	11/5 6/4*		eq: -0.239 (-0.166)
	Player:	31.10% (G:5.28% B:0.56%)	Conf.: ± 0.016 (-0.255...-0.222) - [0.0%]	
	Opponent:	68.90% (G:32.09% B:4.54%)	Duration: 6 minutes 17 seconds	
6.	Rollout[1]	21/15 5/3		eq: -0.243 (-0.170)
	Player:	30.28% (G:5.06% B:0.50%)	Conf.: ± 0.013 (-0.256...-0.230) - [0.0%]	
	Opponent:	69.72% (G:28.16% B:3.26%)	Duration: 4 minutes 54 seconds	
7.	Rollout[1]	21/15 13/11		eq: -0.243 (-0.171)
	Player:	30.22% (G:4.98% B:0.45%)	Conf.: ± 0.013 (-0.256...-0.230) - [0.0%]	
	Opponent:	69.78% (G:28.22% B:2.85%)	Duration: 4 minutes 57 seconds	
8.	Rollout[1]	15/9 6/4*		eq: -0.265 (-0.192)
	Player:	31.23% (G:4.98% B:0.61%)	Conf.: ± 0.020 (-0.284...-0.245) - [0.0%]	
	Opponent:	68.77% (G:39.36% B:8.04%)	Duration: 6 minutes 43 seconds	
9.	Rollout[1]	24/22 21/15		eq: -0.276 (-0.203)
	Player:	29.27% (G:4.80% B:0.41%)	Conf.: ± 0.013 (-0.288...-0.263) - [0.0%]	
	Opponent:	70.73% (G:27.17% B:2.47%)	Duration: 5 minutes 34 seconds	
10.	Rollout[1]	11/3		eq: -0.319 (-0.246)
	Player:	27.97% (G:5.30% B:0.44%)	Conf.: ± 0.012 (-0.331...-0.306) - [0.0%]	
	Opponent:	72.03% (G:24.79% B:2.89%)	Duration: 5 minutes 02 seconds	

Problem 6

○ is Player 2

score: 0
pip: 149

5 point match
Crawford

pip: 141
score: 4
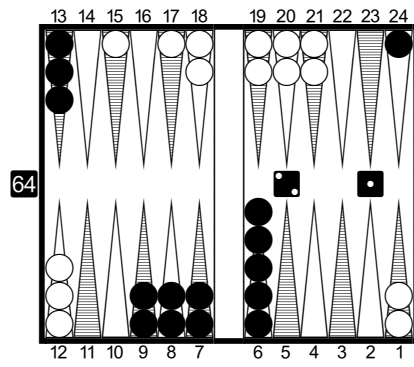
● is Player 1

XGID=-b----EBBB--cC-a-abbbb--A-:0:0:1:21:4:0:1:5:10

● to play 21

1.	Rollout[1]	24/22 6/5		eq: -0.112
	Player:	45.62% (G:13.14% B:1.54%)	Conf.: ± 0.006 (-0.118...-0.106) - [100.0%]	
	Opponent:	54.38% (G:20.20% B:0.74%)	Duration: 3 minutes 58 seconds	
2.	Rollout[1]	24/22 9/8		eq: -0.184 (-0.072)
	Player:	42.10% (G:13.16% B:1.78%)	Conf.: ± 0.005 (-0.189...-0.179) - [0.0%]	
	Opponent:	57.90% (G:21.98% B:0.74%)	Duration: 3 minutes 48 seconds	
3.	Rollout[1]	24/23 13/11		eq: -0.202 (-0.090)
	Player:	41.18% (G:14.03% B:1.92%)	Conf.: ± 0.006 (-0.207...-0.196) - [0.0%]	
	Opponent:	58.82% (G:20.15% B:0.82%)	Duration: 3 minutes 43 seconds	
4.	Rollout[1]	13/11 6/5		eq: -0.203 (-0.091)
	Player:	41.48% (G:13.06% B:1.47%)	Conf.: ± 0.006 (-0.210...-0.197) - [0.0%]	
	Opponent:	58.52% (G:23.06% B:1.31%)	Duration: 3 minutes 49 seconds	
5.	Rollout[1]	7/5 6/5		eq: -0.214 (-0.102)
	Player:	40.73% (G:15.64% B:2.17%)	Conf.: ± 0.006 (-0.220...-0.208) - [0.0%]	
	Opponent:	59.27% (G:20.30% B:1.14%)	Duration: 3 minutes 40 seconds	
6.	Rollout[1]	24/22 8/7		eq: -0.215 (-0.103)
	Player:	40.67% (G:13.25% B:1.76%)	Conf.: ± 0.006 (-0.221...-0.209) - [0.0%]	
	Opponent:	59.33% (G:23.20% B:0.91%)	Duration: 3 minutes 50 seconds	
7.	Rollout[1]	13/10		eq: -0.227 (-0.115)
	Player:	40.03% (G:13.87% B:1.38%)	Conf.: ± 0.006 (-0.233...-0.221) - [0.0%]	
	Opponent:	59.97% (G:19.78% B:1.05%)	Duration: 3 minutes 33 seconds	
8.	Rollout[1]	24/23 6/4		eq: -0.228 (-0.116)
	Player:	40.00% (G:11.61% B:1.78%)	Conf.: ± 0.006 (-0.234...-0.222) - [0.0%]	
	Opponent:	60.00% (G:23.20% B:0.86%)	Duration: 3 minutes 50 seconds	
9.	Rollout[1]	24/23 9/7		eq: -0.262 (-0.150)
	Player:	38.15% (G:12.24% B:1.52%)	Conf.: ± 0.005 (-0.268...-0.257) - [0.0%]	
	Opponent:	61.85% (G:20.79% B:0.77%)	Duration: 4 minutes 04 seconds	
10.	Rollout[1]	6/3		eq: -0.262 (-0.150)
	Player:	38.31% (G:12.80% B:1.57%)	Conf.: ± 0.006 (-0.268...-0.256) - [0.0%]	
	Opponent:	61.69% (G:21.87% B:1.01%)	Duration: 3 minutes 50 seconds	

Problem 7

13 14 15 16 17 18 19 20 21 22 23 24

12 11 10 9 8 7 6 5 4 3 2 1
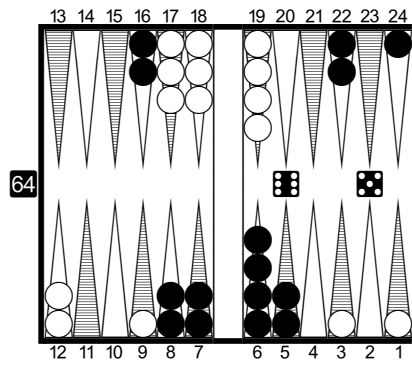
○ is Player 2

score: 0
pip: 157

3 point match

pip: 164
score: 0

● is Player 1

XGID=-a-a-BDBBa--b---Bccd--B-A-:0:0:1:65:0:0:0:3:10

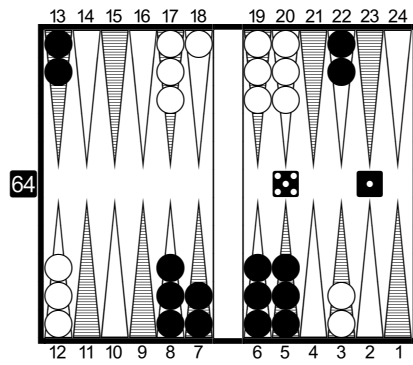● to play 65

1.	Rollout[1]	22/11		eq: +0.238
	Player:	54.48% (G:17.92% B:1.91%)	Conf.: ± 0.019 (+0.219...+0.257) - [100.0%]	
	Opponent:	45.52% (G:13.30% B:1.57%)	Duration: 3 minutes 54 seconds	
2.	Rollout[1]	22/16 6/1*		eq: +0.116 (-0.122)
	Player:	51.33% (G:17.64% B:1.32%)	Conf.: ± 0.018 (+0.098...+0.134) - [0.0%]	
	Opponent:	48.67% (G:13.55% B:1.54%)	Duration: 4 minutes 07 seconds	
3.	Rollout[1]	16/5		eq: +0.047 (-0.191)
	Player:	49.87% (G:17.99% B:1.95%)	Conf.: ± 0.020 (+0.027...+0.067) - [0.0%]	
	Opponent:	50.13% (G:14.01% B:1.62%)	Duration: 3 minutes 26 seconds	
4.	Rollout[1]	16/11 16/10		eq: +0.024 (-0.214)
	Player:	49.98% (G:16.12% B:1.28%)	Conf.: ± 0.018 (+0.006...+0.041) - [0.0%]	
	Opponent:	50.02% (G:14.48% B:1.70%)	Duration: 3 minutes 35 seconds	
5.	Rollout[1]	22/16 8/3*		eq: -0.006 (-0.244)
	Player:	49.28% (G:17.78% B:2.39%)	Conf.: ± 0.020 (-0.027...+0.014) - [0.0%]	
	Opponent:	50.72% (G:16.18% B:2.05%)	Duration: 4 minutes 26 seconds	
6.	Rollout[1]	7/1* 6/1		eq: -0.014 (-0.251)
	Player:	47.39% (G:19.70% B:1.05%)	Conf.: ± 0.018 (-0.032...+0.005) - [0.0%]	
	Opponent:	52.61% (G:13.70% B:1.37%)	Duration: 3 minutes 32 seconds	
7.	Rollout[1]	16/10 6/1*		eq: -0.077 (-0.315)
	Player:	47.36% (G:17.54% B:1.37%)	Conf.: ± 0.022 (-0.099...-0.055) - [0.0%]	
	Opponent:	52.64% (G:17.08% B:1.83%)	Duration: 3 minutes 41 seconds	
8.	Rollout[1]	8/3* 7/1*		eq: -0.161 (-0.399)
	Player:	45.49% (G:18.84% B:1.12%)	Conf.: ± 0.020 (-0.182...-0.141) - [0.0%]	
	Opponent:	54.51% (G:17.62% B:2.23%)	Duration: 3 minutes 54 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 8

13 14 15 16 17 18   19 20 21 22 23 24

64

12 11 10 9 8 7   6 5 4 3 2 1

○ is Player 2

score: 4
pip: 147

7 point match

pip: 141
score: 4

● is Player 1

XGID=---b-CCBC---cB---cacc-B---:0:0:1:51:4:4:0:7:10

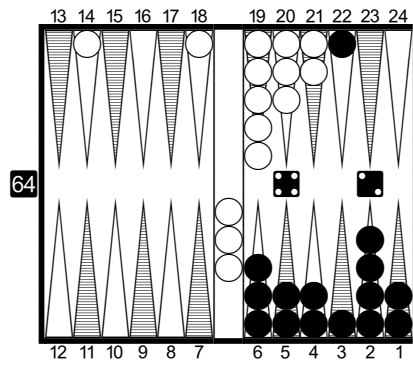● to play 51

1.	Rollout[1]	22/16		eq: +0.042
	Player:	52.25% (G:12.67% B:0.85%)	Conf.: ± 0.015 (+0.027...+0.058) - [100.0%]	
	Opponent:	47.75% (G:15.98% B:1.04%)	Duration: 2 minutes 24 seconds	
2.	Rollout[1]	13/7		eq: -0.052 (-0.094)
	Player:	49.08% (G:11.43% B:0.60%)	Conf.: ± 0.017 (-0.069...-0.035) - [0.0%]	
	Opponent:	50.92% (G:11.55% B:1.08%)	Duration: 2 minutes 21 seconds	
3.	Rollout[1]	13/8 5/4		eq: -0.079 (-0.121)
	Player:	48.58% (G:12.04% B:0.86%)	Conf.: ± 0.016 (-0.095...-0.063) - [0.0%]	
	Opponent:	51.42% (G:12.92% B:1.11%)	Duration: 2 minutes 12 seconds	
4.	Rollout[1]	8/2		eq: -0.091 (-0.133)
	Player:	48.46% (G:11.83% B:0.48%)	Conf.: ± 0.016 (-0.107...-0.076) - [0.0%]	
	Opponent:	51.54% (G:13.01% B:0.92%)	Duration: 2 minutes 06 seconds	
5.	Rollout[1]	8/7 6/1		eq: -0.141 (-0.183)
	Player:	46.98% (G:11.69% B:0.75%)	Conf.: ± 0.015 (-0.156...-0.126) - [0.0%]	
	Opponent:	53.02% (G:13.16% B:0.71%)	Duration: 2 minutes 09 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 9

13 14 15 16 17 18   19 20 21 22 23 24

64

12 11 10 9 8 7   6 5 4 3 2 1

XGID=cBDABBC-------a---aecbA---:0:0:1:42:3:1:0:5:10

● to play 42

○ is Player 2

score: 1
pip: 146

5 point match

pip: 71
score: 3

● is Player 1

1.	Rollout[1]	22/18* 5/3		eq: +2.332
	Player:	93.92% (G:86.68% B:11.88%)	Conf.: ± 0.009 (+2.323...+2.341) - [100.0%]	
	Opponent:	6.08% (G:0.49% B:0.02%)	Duration: 30.2 seconds	
2.	Rollout[1]	22/18* 6/4		eq: +2.251 (-0.081)
	Player:	92.28% (G:84.98% B:15.92%)	Conf.: ± 0.010 (+2.241...+2.261) - [0.0%]	
	Opponent:	7.72% (G:0.62% B:0.03%)	Duration: 32.6 seconds	
3.	Rollout[1]	22/18* 3/1		eq: +2.226 (-0.106)
	Player:	91.21% (G:84.17% B:17.22%)	Conf.: ± 0.010 (+2.216...+2.236) - [0.0%]	
	Opponent:	8.79% (G:0.26% B:0.04%)	Duration: 39.0 seconds	
4.	Rollout[1]	22/18* 18/16		eq: +2.207 (-0.125)
	Player:	91.27% (G:83.63% B:15.19%)	Conf.: ± 0.010 (+2.197...+2.217) - [0.0%]	
	Opponent:	8.73% (G:0.73% B:0.08%)	Duration: 35.3 seconds	
5.	Rollout[1]	5/3 5/1		eq: +2.166 (-0.166)
	Player:	92.59% (G:78.48% B:6.66%)	Conf.: ± 0.009 (+2.157...+2.175) - [0.0%]	
	Opponent:	7.41% (G:0.44% B:0.02%)	Duration: 29.0 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

www.eXtremeGammon.com Version: 2.10, MET: Kazaross XG2

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Problem 10

13 14 15 16 17 18   19 20 21 22 23 24

○ is Player 2

score: 0
pip: 108

7 point match

pip: 105
score: 2
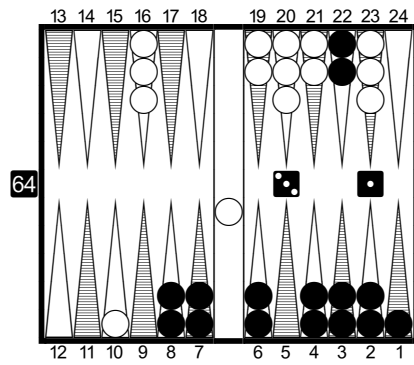
● is Player 1

XGID=aABBB-BBB-a-----c--bcbBc--:0:0:1:31:2:0:0:7:10

● to play 31

1.	Rollout[1]	8/5 6/5		eq: -0.034
	Player:	46.48% (G:17.69% B:0.28%)	Conf.: ± 0.011 (-0.045...-0.023) - [100.0%]	
	Opponent:	53.52% (G:16.78% B:0.72%)	Duration: 46.2 seconds	
2.	Rollout[1]	8/7 8/5		eq: -0.158 (-0.124)
	Player:	44.98% (G:15.56% B:0.24%)	Conf.: ± 0.011 (-0.169...-0.147) - [0.0%]	
	Opponent:	55.02% (G:14.10% B:0.40%)	Duration: 50.2 seconds	
3.	Rollout[1]	8/4		eq: -0.228 (-0.194)
	Player:	44.84% (G:13.61% B:0.19%)	Conf.: ± 0.010 (-0.238...-0.218) - [0.0%]	
	Opponent:	55.16% (G:11.38% B:0.44%)	Duration: 53.6 seconds	
4.	Rollout[1]	8/5 7/6		eq: -0.260 (-0.225)
	Player:	45.61% (G:19.89% B:0.31%)	Conf.: ± 0.013 (-0.273...-0.246) - [0.0%]	
	Opponent:	54.39% (G:25.29% B:1.33%)	Duration: 1 minute 18 seconds	
5.	Rollout[1]	7/6 7/4		eq: -0.292 (-0.258)
	Player:	43.08% (G:13.16% B:0.21%)	Conf.: ± 0.009 (-0.301...-0.283) - [0.0%]	
	Opponent:	56.92% (G:10.64% B:0.40%)	Duration: 38.3 seconds	
6.	Rollout[1]	7/6 4/1		eq: -0.304 (-0.269)
	Player:	42.31% (G:14.71% B:0.20%)	Conf.: ± 0.008 (-0.311...-0.296) - [0.0%]	
	Opponent:	57.69% (G:15.63% B:0.60%)	Duration: 45.4 seconds	
7.	Rollout[1]	7/4 2/1		eq: -0.306 (-0.271)
	Player:	43.10% (G:13.65% B:0.19%)	Conf.: ± 0.009 (-0.315...-0.296) - [0.0%]	
	Opponent:	56.90% (G:14.72% B:0.60%)	Duration: 46.1 seconds	
8.	Rollout[1]	4/3 4/1		eq: -0.339 (-0.304)
	Player:	42.62% (G:10.67% B:0.14%)	Conf.: ± 0.010 (-0.349...-0.328) - [0.0%]	
	Opponent:	57.38% (G:11.42% B:0.52%)	Duration: 44.1 seconds	
9.	Rollout[1]	7/3		eq: -0.341 (-0.307)
	Player:	41.66% (G:12.92% B:0.19%)	Conf.: ± 0.008 (-0.349...-0.333) - [0.0%]	
	Opponent:	58.34% (G:15.23% B:0.59%)	Duration: 43.7 seconds	
10.	Rollout[1]	8/7 4/1		eq: -0.404 (-0.370)
	Player:	39.23% (G:12.22% B:0.14%)	Conf.: ± 0.012 (-0.416...-0.392) - [0.0%]	
	Opponent:	60.77% (G:14.43% B:0.57%)	Duration: 1 minute 00 second	

11.	Rollout[1]	8/5 2/1		eq: -0.410 (-0.376)
	Player:	41.58% (G:16.78% B:0.23%)	Conf.: ± 0.013 (-0.423...-0.397) - [0.0%]	
	Opponent:	58.42% (G:22.14% B:0.94%)	Duration: 1 minute 07 seconds	

[1] 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply