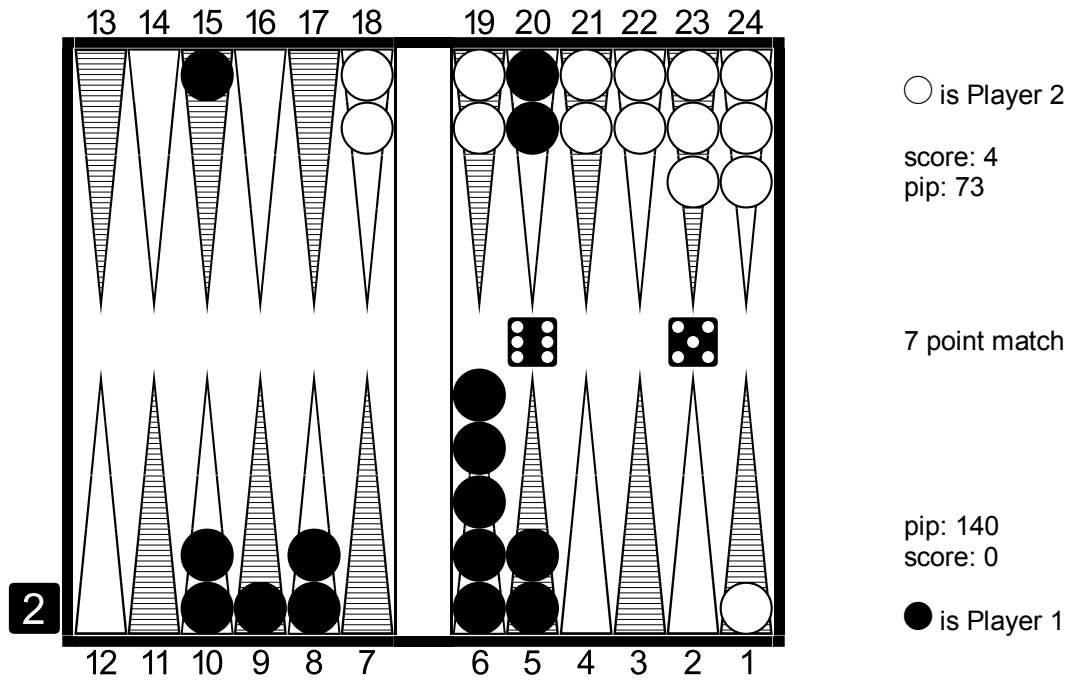


Problem 1

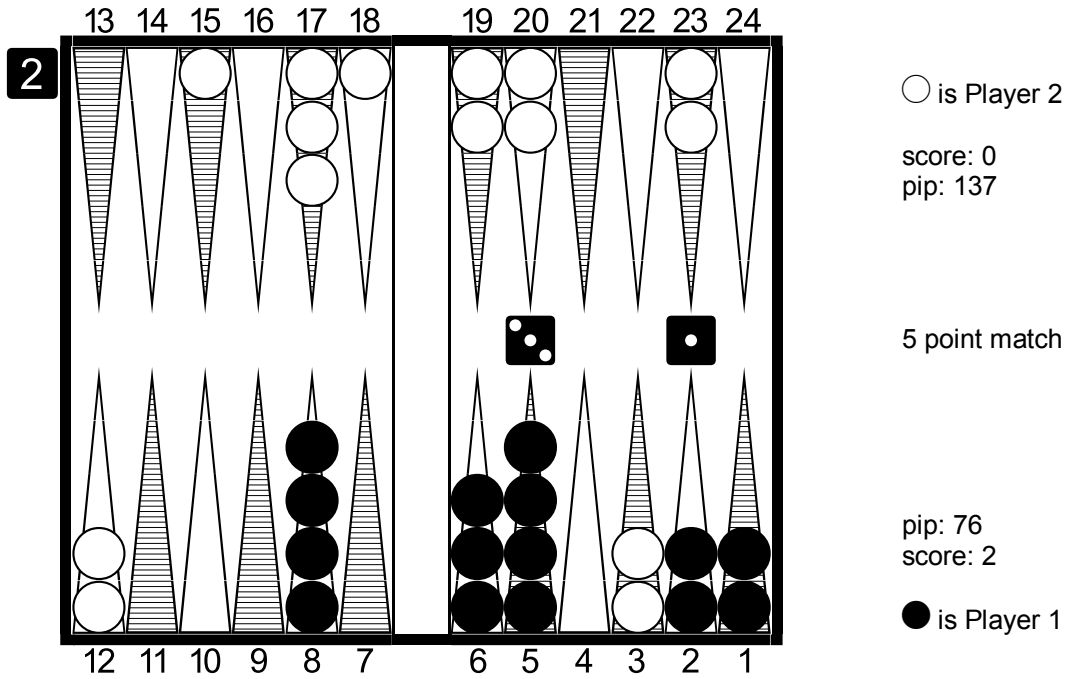


1.	Rollout ¹	15/9 6/1*	eq: +0.597
	Player:	51.07% (G:8.47% B:0.41%)	Conf.: ± 0.012 (+0.585...+0.609) - [100.0%]
	Opponent:	48.93% (G:24.71% B:0.29%)	Duration: 2 minutes 33 seconds
2.	Rollout ¹	10/4 9/4	eq: +0.420 (-0.177)
	Player:	48.22% (G:5.72% B:0.31%)	Conf.: ± 0.009 (+0.411...+0.429) - [0.0%]
	Opponent:	51.78% (G:18.94% B:0.22%)	Duration: 2 minutes 01 second
3.	Rollout ¹	20/9	eq: +0.353 (-0.244)
	Player:	47.34% (G:4.94% B:0.19%)	Conf.: ± 0.009 (+0.344...+0.362) - [0.0%]
	Opponent:	52.66% (G:20.38% B:0.10%)	Duration: 1 minute 58 seconds
4.	Rollout ¹	20/15 20/14	eq: +0.271 (-0.326)
	Player:	45.91% (G:3.29% B:0.09%)	Conf.: ± 0.009 (+0.262...+0.280) - [0.0%]
	Opponent:	54.09% (G:19.58% B:0.09%)	Duration: 1 minute 52 seconds
5.	Rollout ¹	9/3 8/3	eq: +0.226 (-0.371)
	Player:	42.91% (G:5.04% B:0.24%)	Conf.: ± 0.009 (+0.216...+0.235) - [0.0%]
	Opponent:	57.09% (G:21.74% B:0.20%)	Duration: 2 minutes 00 second
6.	Rollout ¹	15/9 10/5	eq: +0.201 (-0.396)
	Player:	41.99% (G:4.85% B:0.26%)	Conf.: ± 0.009 (+0.192...+0.210) - [0.0%]
	Opponent:	58.01% (G:18.24% B:0.11%)	Duration: 1 minute 58 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 2

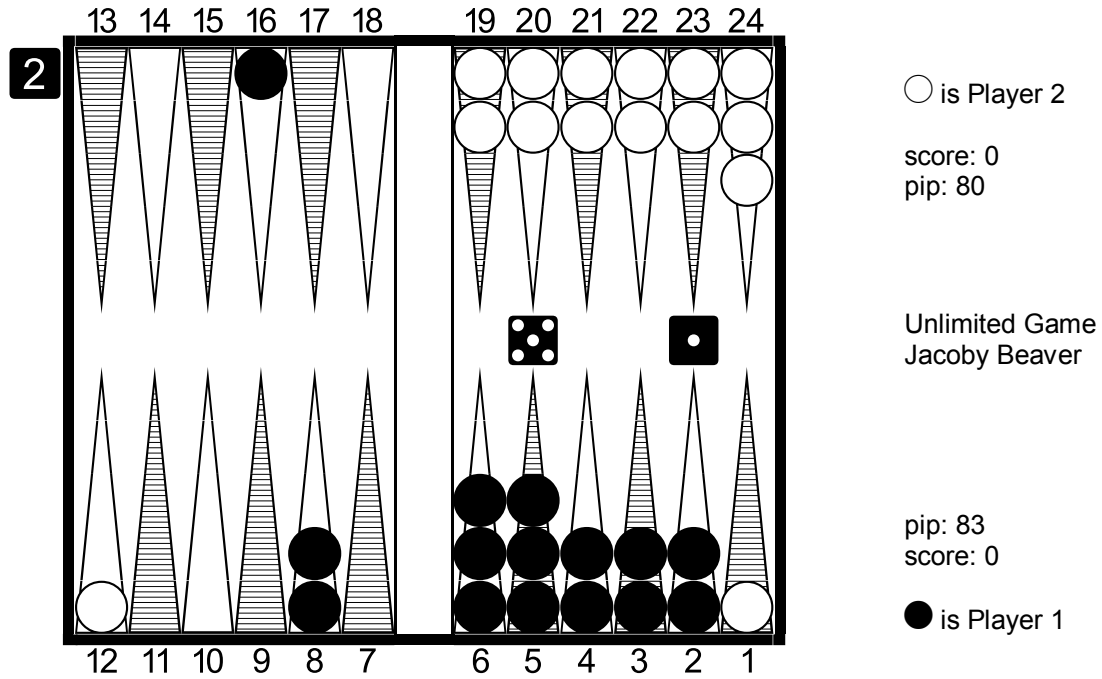


1.	Rollout ¹	8/5 2/1	eq: +0.419
	Player:	74.02% (G:13.61% B:0.27%)	Conf.: ± 0.006 (+0.412...+0.425) - [100.0%]
	Opponent:	25.98% (G:2.06% B:0.08%)	Duration: 2 minutes 08 seconds
2.	Rollout ¹	8/5 6/5	eq: +0.335 (-0.084)
	Player:	71.34% (G:13.87% B:0.18%)	Conf.: ± 0.007 (+0.328...+0.341) - [0.0%]
	Opponent:	28.66% (G:2.73% B:0.11%)	Duration: 2 minutes 00 second
3.	Rollout ¹	5/1	eq: +0.329 (-0.090)
	Player:	71.11% (G:11.99% B:0.21%)	Conf.: ± 0.006 (+0.322...+0.335) - [0.0%]
	Opponent:	28.89% (G:2.66% B:0.12%)	Duration: 1 minute 53 seconds
4.	Rollout ¹	8/4	eq: +0.324 (-0.095)
	Player:	71.22% (G:19.10% B:0.45%)	Conf.: ± 0.007 (+0.317...+0.331) - [0.0%]
	Opponent:	28.78% (G:3.32% B:0.13%)	Duration: 2 minutes 02 seconds
5.	Rollout ¹	8/7 8/5	eq: +0.233 (-0.186)
	Player:	67.80% (G:20.84% B:0.45%)	Conf.: ± 0.008 (+0.225...+0.241) - [0.0%]
	Opponent:	32.20% (G:3.55% B:0.27%)	Duration: 1 minute 47 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 3

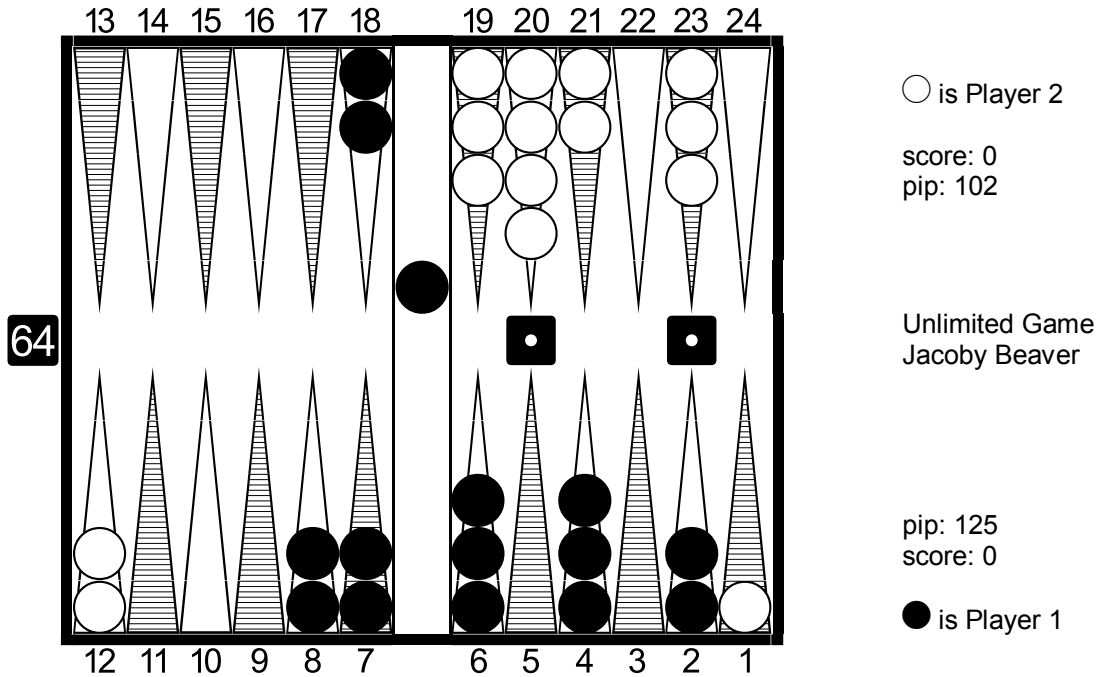


1.	Rollout ¹	6/1* 2/1	eq: +0.443
	Player:	71.60% (G:18.10% B:0.42%)	Conf.: ± 0.004 (+0.438...+0.447) - [100.0%]
	Opponent:	28.40% (G:9.97% B:0.13%)	Duration: 10.7 seconds
2.	Rollout ¹	8/7 6/1*	eq: +0.374 (-0.068)
	Player:	72.21% (G:17.24% B:0.41%)	Conf.: ± 0.005 (+0.369...+0.380) - [0.0%]
	Opponent:	27.79% (G:18.12% B:1.45%)	Duration: 14.3 seconds
3.	Rollout ¹	16/11 5/4	eq: +0.374 (-0.069)
	Player:	71.75% (G:1.83% B:0.04%)	Conf.: ± 0.005 (+0.369...+0.379) - [0.0%]
	Opponent:	28.25% (G:1.35% B:0.02%)	Duration: 16.7 seconds
4.	Rollout ¹	16/15 6/1*	eq: +0.359 (-0.083)
	Player:	69.06% (G:16.02% B:0.38%)	Conf.: ± 0.006 (+0.354...+0.365) - [0.0%]
	Opponent:	30.94% (G:9.95% B:0.14%)	Duration: 16.1 seconds
5.	Rollout ¹	6/1* 5/4	eq: +0.357 (-0.085)
	Player:	69.09% (G:16.71% B:0.39%)	Conf.: ± 0.006 (+0.352...+0.363) - [0.0%]
	Opponent:	30.91% (G:10.19% B:0.13%)	Duration: 9.9 seconds
6.	Rollout ¹	16/10	eq: +0.349 (-0.094)
	Player:	70.71% (G:1.77% B:0.04%)	Conf.: ± 0.004 (+0.345...+0.353) - [0.0%]
	Opponent:	29.29% (G:1.11% B:0.02%)	Duration: 14.8 seconds
7.	Rollout ¹	16/11 6/5	eq: +0.327 (-0.115)
	Player:	69.81% (G:1.62% B:0.03%)	Conf.: ± 0.004 (+0.323...+0.331) - [0.0%]
	Opponent:	30.19% (G:0.76% B:0.01%)	Duration: 14.8 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 4

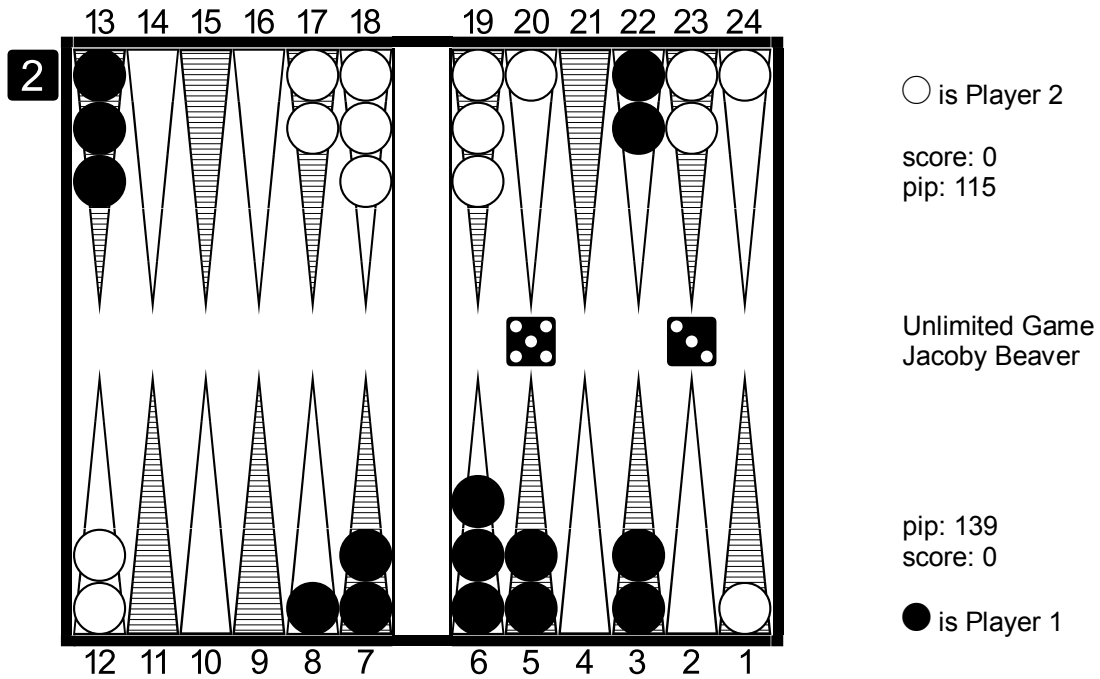


1.	Rollout ¹	Bar/24 8/7 8/6	eq: -0.519
	Player:	36.62% (G:6.75% B:0.23%)	Conf.: ± 0.013 (-0.532...-0.506) - [100.0%]
	Opponent:	63.38% (G:19.34% B:0.31%)	Duration: 1 minute 55 seconds
2.	Rollout ¹	Bar/24 4/1*	eq: -0.616 (-0.097)
	Player:	37.00% (G:7.86% B:0.28%)	Conf.: ± 0.016 (-0.632...-0.600) - [0.0%]
	Opponent:	63.00% (G:26.28% B:0.80%)	Duration: 2 minutes 09 seconds
3.	Rollout ¹	Bar/24 6/5(3)	eq: -0.639 (-0.121)
	Player:	35.46% (G:7.61% B:0.36%)	Conf.: ± 0.018 (-0.657...-0.622) - [0.0%]
	Opponent:	64.54% (G:23.08% B:0.50%)	Duration: 2 minutes 00 second
4.	Rollout ¹	Bar/24 4/3(3)	eq: -0.704 (-0.185)
	Player:	34.59% (G:6.56% B:0.23%)	Conf.: ± 0.015 (-0.719...-0.689) - [0.0%]
	Opponent:	65.41% (G:23.97% B:0.54%)	Duration: 2 minutes 02 seconds
5.	Rollout ¹	Bar/24 7/6 2/1*(2)	eq: -0.721 (-0.203)
	Player:	34.40% (G:7.25% B:0.19%)	Conf.: ± 0.014 (-0.735...-0.708) - [0.0%]
	Opponent:	65.60% (G:24.58% B:0.55%)	Duration: 1 minute 57 seconds
6.	Rollout ¹	Bar/24 4/3 2/1*(2)	eq: -0.753 (-0.235)
	Player:	35.26% (G:7.48% B:0.24%)	Conf.: ± 0.015 (-0.768...-0.739) - [0.0%]
	Opponent:	64.74% (G:29.03% B:0.62%)	Duration: 2 minutes 06 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 5



1.	Rollout ¹	13/10 13/8	eq: +0.359
	Player:	68.04% (G:19.81% B:1.00%)	Conf.: ± 0.008 (+0.350...+0.367) - [100.0%]
	Opponent:	31.96% (G:8.46% B:0.24%)	Duration: 2 minutes 10 seconds
2.	Rollout ¹	13/5	eq: +0.259 (-0.100)
	Player:	63.94% (G:20.40% B:0.77%)	Conf.: ± 0.008 (+0.251...+0.267) - [0.0%]
	Opponent:	36.06% (G:8.90% B:0.28%)	Duration: 1 minute 56 seconds
3.	Rollout ¹	13/10 6/1*	eq: +0.129 (-0.230)
	Player:	58.50% (G:24.75% B:0.80%)	Conf.: ± 0.010 (+0.118...+0.139) - [0.0%]
	Opponent:	41.50% (G:14.16% B:0.64%)	Duration: 2 minutes 20 seconds
4.	Rollout ¹	13/8 6/3	eq: +0.093 (-0.265)
	Player:	58.92% (G:16.39% B:0.61%)	Conf.: ± 0.009 (+0.084...+0.103) - [0.0%]
	Opponent:	41.08% (G:9.43% B:0.24%)	Duration: 1 minute 58 seconds
5.	Rollout ¹	13/10 8/3	eq: +0.084 (-0.275)
	Player:	58.73% (G:17.22% B:0.63%)	Conf.: ± 0.009 (+0.075...+0.093) - [0.0%]
	Opponent:	41.27% (G:10.75% B:0.34%)	Duration: 1 minute 48 seconds
6.	Rollout ¹	8/5 6/1*	eq: +0.074 (-0.285)
	Player:	56.38% (G:23.71% B:0.57%)	Conf.: ± 0.008 (+0.066...+0.082) - [0.0%]
	Opponent:	43.62% (G:12.32% B:0.52%)	Duration: 2 minutes 00 second

¹ 1296 Games rolled with Variance Reduction.

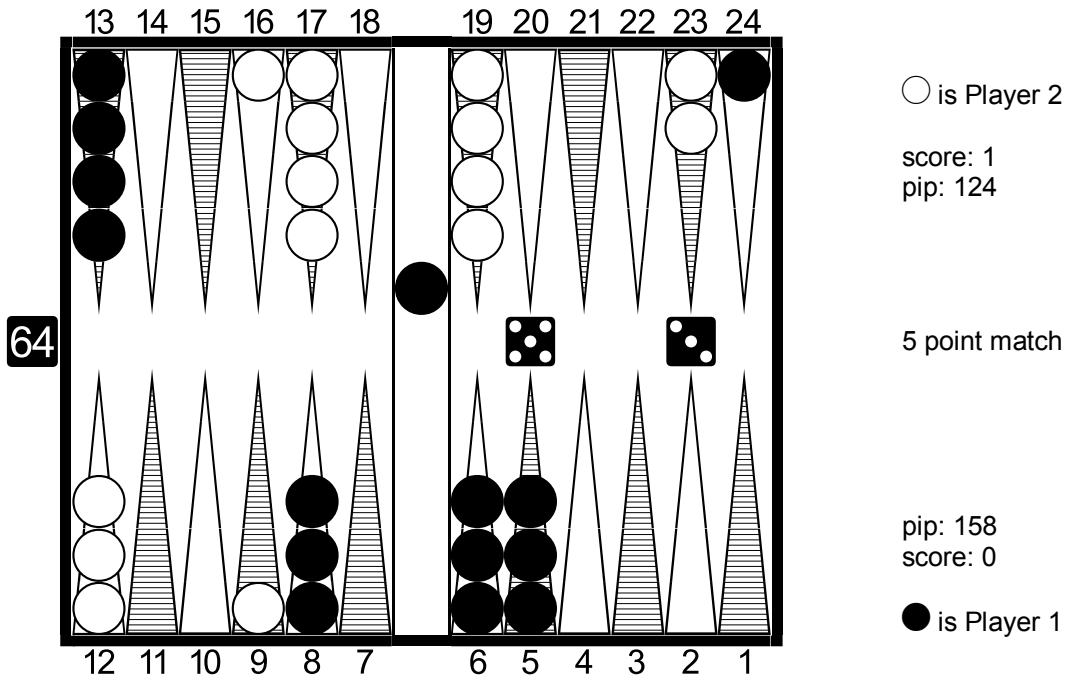
Moves and cube decisions: 3-ply

Problem 6

○ is Player 2
 score: 4
 pip: 144
 7 point match
 pip: 161
 score: 0
 ● is Player 1

1.	Rollout ¹	13/9* 6/1*	eq: +0.113
	Player:	47.52% (G:15.36% B:0.77%)	Conf.: ± 0.020 (+0.093...+0.133) - [100.0%]
	Opponent:	52.48% (G:22.37% B:3.93%)	Duration: 7 minutes 46 seconds
2.	Rollout ¹	20/15 13/9*	eq: +0.031 (-0.082)
	Player:	46.89% (G:13.28% B:0.78%)	Conf.: ± 0.018 (+0.013...+0.050) - [0.0%]
	Opponent:	53.11% (G:24.07% B:4.91%)	Duration: 7 minutes 28 seconds
3.	Rollout ¹	24/20 8/3	eq: +0.030 (-0.083)
	Player:	45.78% (G:12.49% B:0.51%)	Conf.: ± 0.016 (+0.014...+0.046) - [0.0%]
	Opponent:	54.22% (G:17.22% B:1.73%)	Duration: 7 minutes 06 seconds
4.	Rollout ¹	6/1* 5/1	eq: -0.004 (-0.117)
	Player:	42.86% (G:15.81% B:0.68%)	Conf.: ± 0.014 (-0.018...+0.011) - [0.0%]
	Opponent:	57.14% (G:14.99% B:1.80%)	Duration: 5 minutes 40 seconds
5.	Rollout ¹	24/20 13/8	eq: -0.004 (-0.117)
	Player:	45.10% (G:11.55% B:0.47%)	Conf.: ± 0.015 (-0.019...+0.011) - [0.0%]
	Opponent:	54.90% (G:15.77% B:1.23%)	Duration: 6 minutes 19 seconds
6.	Rollout ¹	24/20 6/1*	eq: -0.015 (-0.128)
	Player:	44.52% (G:12.15% B:0.43%)	Conf.: ± 0.016 (-0.031...+0.001) - [0.0%]
	Opponent:	55.48% (G:17.23% B:1.54%)	Duration: 7 minutes 23 seconds
7.	Rollout ¹	24/20 7/2	eq: -0.016 (-0.129)
	Player:	44.67% (G:12.24% B:0.45%)	Conf.: ± 0.017 (-0.033...+0.001) - [0.0%]
	Opponent:	55.33% (G:17.32% B:1.80%)	Duration: 6 minutes 58 seconds
8.	Rollout ¹	13/8 13/9*	eq: -0.065 (-0.178)
	Player:	43.87% (G:12.60% B:0.73%)	Conf.: ± 0.017 (-0.081...-0.048) - [0.0%]
	Opponent:	56.13% (G:22.38% B:3.88%)	Duration: 6 minutes 55 seconds

Problem 7

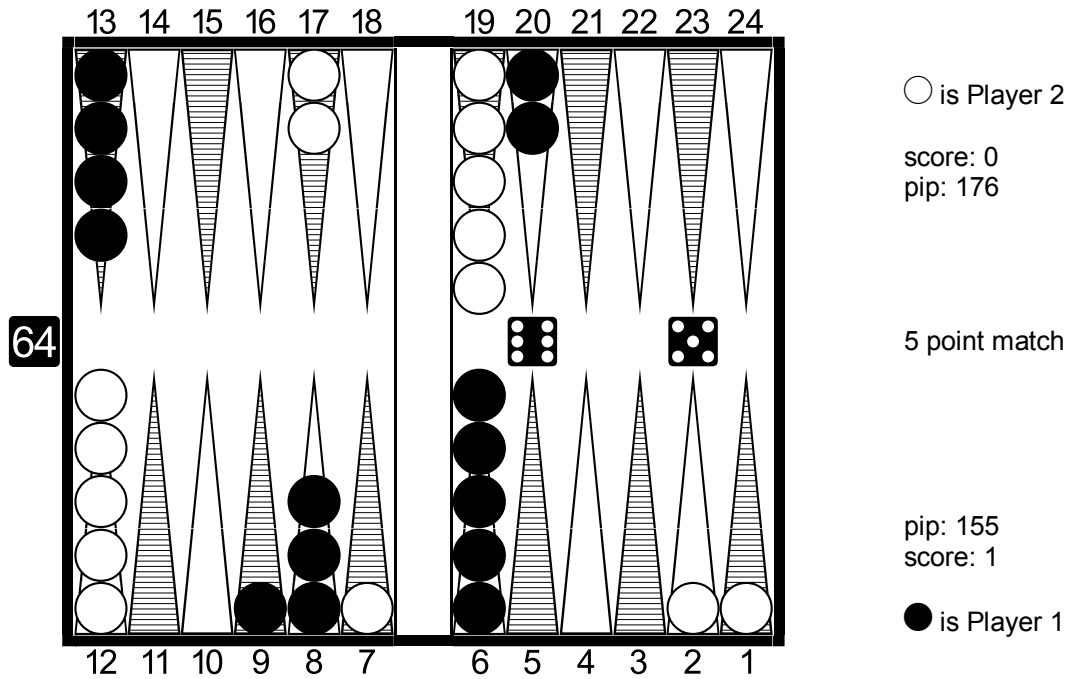


1.	Rollout ¹	Bar/20 13/10	eq: -0.763
	Player:	35.73% (G:7.93% B:0.58%)	Conf.: ± 0.021 (-0.784...-0.743) - [100.0%]
	Opponent:	64.27% (G:20.95% B:1.39%)	Duration: 4 minutes 37 seconds
2.	Rollout ¹	Bar/22 13/8	eq: -0.855 (-0.091)
	Player:	33.71% (G:7.17% B:0.33%)	Conf.: ± 0.019 (-0.873...-0.836) - [0.0%]
	Opponent:	66.29% (G:18.28% B:1.03%)	Duration: 4 minutes 07 seconds
3.	Rollout ¹	Bar/20 8/5	eq: -0.859 (-0.096)
	Player:	34.15% (G:7.58% B:0.38%)	Conf.: ± 0.018 (-0.878...-0.841) - [0.0%]
	Opponent:	65.85% (G:20.30% B:0.86%)	Duration: 3 minutes 54 seconds
4.	Rollout ¹	Bar/22 8/3	eq: -0.882 (-0.118)
	Player:	34.19% (G:7.55% B:0.41%)	Conf.: ± 0.018 (-0.900...-0.863) - [0.0%]
	Opponent:	65.81% (G:20.56% B:1.32%)	Duration: 3 minutes 53 seconds
5.	Rollout ¹	Bar/20 6/3	eq: -0.898 (-0.134)
	Player:	34.14% (G:7.61% B:0.45%)	Conf.: ± 0.018 (-0.915...-0.880) - [0.0%]
	Opponent:	65.86% (G:21.69% B:1.41%)	Duration: 4 minutes 07 seconds
6.	Rollout ¹	Bar/20 24/21	eq: -0.960 (-0.197)
	Player:	33.03% (G:6.90% B:0.58%)	Conf.: ± 0.020 (-0.980...-0.941) - [0.0%]
	Opponent:	66.97% (G:21.31% B:1.02%)	Duration: 4 minutes 43 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 8



1.	Rollout ¹	13/7* 6/1*	eq: +0.686
	Player:	61.96% (G:21.38% B:1.74%)	Conf.: ± 0.018 (+0.668...+0.705) - [100.0%]
	Opponent:	38.04% (G:7.25% B:0.37%)	Duration: 4 minutes 22 seconds
2.	Rollout ¹	13/7* 7/2*	eq: +0.624 (-0.062)
	Player:	60.55% (G:20.88% B:2.17%)	Conf.: ± 0.019 (+0.606...+0.643) - [0.0%]
	Opponent:	39.45% (G:7.68% B:0.37%)	Duration: 4 minutes 21 seconds
3.	Rollout ¹	9/3 8/3	eq: +0.617 (-0.069)
	Player:	61.00% (G:19.68% B:1.89%)	Conf.: ± 0.020 (+0.597...+0.637) - [0.0%]
	Opponent:	39.00% (G:7.20% B:0.29%)	Duration: 4 minutes 16 seconds
4.	Rollout ¹	20/9	eq: +0.533 (-0.154)
	Player:	60.79% (G:15.87% B:1.31%)	Conf.: ± 0.019 (+0.514...+0.552) - [0.0%]
	Opponent:	39.21% (G:8.51% B:0.33%)	Duration: 4 minutes 38 seconds
5.	Rollout ¹	13/8 13/7*	eq: +0.499 (-0.187)
	Player:	58.48% (G:17.86% B:1.87%)	Conf.: ± 0.018 (+0.481...+0.517) - [0.0%]
	Opponent:	41.52% (G:7.83% B:0.38%)	Duration: 5 minutes 12 seconds
6.	Rollout ¹	8/2* 6/1*	eq: +0.425 (-0.261)
	Player:	56.00% (G:19.47% B:1.24%)	Conf.: ± 0.017 (+0.408...+0.442) - [0.0%]
	Opponent:	44.00% (G:9.16% B:0.40%)	Duration: 4 minutes 37 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 9

○ is Player 2
 score: 5
 pip: 158

7 point match

pip: 176
 score: 3

● is Player 1

1.	Rollout ¹	24/20 6/5	eq: -0.081
	Player:	42.22% (G:10.14% B:0.90%)	Conf.: ± 0.022 (-0.103...-0.059) - [100.0%]
	Opponent:	57.78% (G:23.58% B:5.10%)	Duration: 8 minutes 09 seconds
2.	Rollout ¹	23/18	eq: -0.151 (-0.069)
	Player:	40.46% (G:8.87% B:0.40%)	Conf.: ± 0.017 (-0.168...-0.133) - [0.0%]
	Opponent:	59.54% (G:21.56% B:4.64%)	Duration: 7 minutes 09 seconds
3.	Rollout ¹	7/3 6/5	eq: -0.157 (-0.075)
	Player:	40.34% (G:9.12% B:0.64%)	Conf.: ± 0.018 (-0.175...-0.139) - [0.0%]
	Opponent:	59.66% (G:21.29% B:3.89%)	Duration: 6 minutes 59 seconds
4.	Rollout ¹	24/20 23/22	eq: -0.162 (-0.081)
	Player:	40.38% (G:8.90% B:0.56%)	Conf.: ± 0.017 (-0.179...-0.145) - [0.0%]
	Opponent:	59.62% (G:21.82% B:3.60%)	Duration: 7 minutes 15 seconds
5.	Rollout ¹	13/9 6/5	eq: -0.162 (-0.081)
	Player:	40.50% (G:9.12% B:0.60%)	Conf.: ± 0.020 (-0.182...-0.143) - [0.0%]
	Opponent:	59.50% (G:23.64% B:7.48%)	Duration: 8 minutes 10 seconds
6.	Rollout ¹	13/8	eq: -0.172 (-0.090)
	Player:	39.95% (G:8.54% B:0.59%)	Conf.: ± 0.016 (-0.188...-0.155) - [0.0%]
	Opponent:	60.05% (G:19.47% B:3.85%)	Duration: 6 minutes 38 seconds
7.	Rollout ¹	24/23 24/20	eq: -0.188 (-0.106)
	Player:	39.37% (G:8.59% B:0.59%)	Conf.: ± 0.018 (-0.205...-0.170) - [0.0%]
	Opponent:	60.63% (G:19.73% B:3.06%)	Duration: 7 minutes 06 seconds
8.	Rollout ¹	24/20 8/7	eq: -0.198 (-0.117)
	Player:	39.35% (G:8.82% B:0.65%)	Conf.: ± 0.018 (-0.216...-0.180) - [0.0%]
	Opponent:	60.65% (G:21.35% B:3.82%)	Duration: 7 minutes 35 seconds
9.	Rollout ¹	23/22 13/9	eq: -0.202 (-0.121)

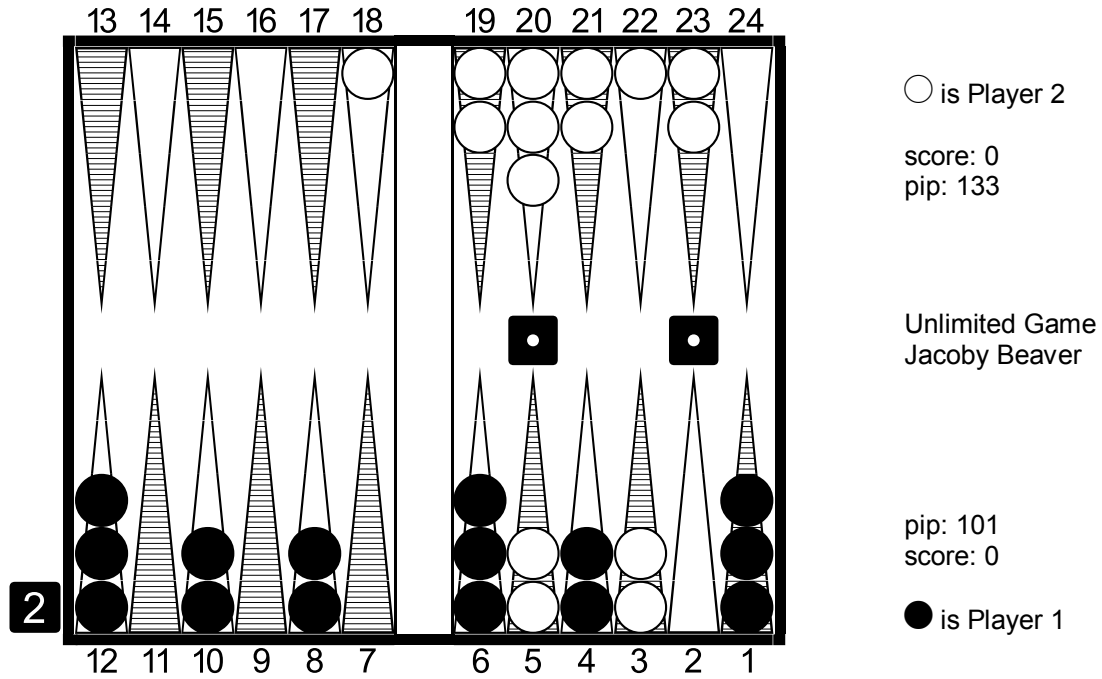
Othello Quiz 2015 Rollouts

	Player:	38.87% (G:9.05% B:0.93%)	Conf.: ± 0.018 (-0.220...-0.184) - [0.0%]
	Opponent:	61.13% (G:22.79% B:4.79%)	Duration: 7 minutes 00 second
10.	Rollout ¹	24/20 7/6	eq: -0.204 (-0.122)
	Player:	39.54% (G:8.25% B:0.48%)	Conf.: ± 0.016 (-0.220...-0.187) - [0.0%]
	Opponent:	60.46% (G:19.86% B:2.65%)	Duration: 6 minutes 47 seconds
11.	Rollout ¹	23/22 7/3	eq: -0.205 (-0.124)
	Player:	38.95% (G:8.53% B:0.34%)	Conf.: ± 0.017 (-0.222...-0.189) - [0.0%]
	Opponent:	61.05% (G:20.43% B:3.35%)	Duration: 6 minutes 18 seconds
12.	Rollout ¹	6/5 6/2	eq: -0.209 (-0.128)
	Player:	39.18% (G:9.11% B:0.68%)	Conf.: ± 0.019 (-0.228...-0.190) - [0.0%]
	Opponent:	60.82% (G:23.18% B:4.75%)	Duration: 7 minutes 30 seconds
13.	Rollout ¹	24/23 13/9	eq: -0.219 (-0.138)
	Player:	38.31% (G:8.83% B:0.55%)	Conf.: ± 0.017 (-0.236...-0.202) - [0.0%]
	Opponent:	61.69% (G:21.96% B:3.86%)	Duration: 6 minutes 56 seconds
14.	Rollout ¹	24/23 7/3	eq: -0.235 (-0.154)
	Player:	38.27% (G:8.25% B:0.62%)	Conf.: ± 0.016 (-0.252...-0.219) - [0.0%]
	Opponent:	61.73% (G:19.85% B:2.99%)	Duration: 5 minutes 49 seconds
15.	Rollout ¹	24/23 6/2	eq: -0.249 (-0.167)
	Player:	37.84% (G:8.52% B:0.45%)	Conf.: ± 0.017 (-0.265...-0.232) - [0.0%]
	Opponent:	62.16% (G:20.99% B:3.74%)	Duration: 6 minutes 34 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 10



1.	Rollout ¹	12/10 8/7(2)	eq: +0.828
	Player:	70.78% (G:8.53% B:0.14%)	Conf.: ± 0.010 (+0.818...+0.838) - [100.0%]
	Opponent:	29.22% (G:3.62% B:0.09%)	Duration: 1 minute 39 seconds
2.	Rollout ¹	10/9(2) 8/7(2)	eq: +0.679 (-0.149)
	Player:	66.95% (G:8.48% B:0.15%)	Conf.: ± 0.008 (+0.671...+0.687) - [0.0%]
	Opponent:	33.05% (G:4.28% B:0.12%)	Duration: 1 minute 28 seconds
3.	Rollout ¹	12/8	eq: +0.620 (-0.209)
	Player:	64.83% (G:8.84% B:0.15%)	Conf.: ± 0.010 (+0.609...+0.630) - [0.0%]
	Opponent:	35.17% (G:5.99% B:0.14%)	Duration: 1 minute 28 seconds
4.	Rollout ¹	12/11(2) 10/9(2)	eq: +0.610 (-0.218)
	Player:	64.40% (G:10.41% B:0.28%)	Conf.: ± 0.010 (+0.600...+0.619) - [0.0%]
	Opponent:	35.60% (G:6.38% B:0.16%)	Duration: 1 minute 24 seconds
5.	Rollout ¹	12/11(2) 12/10	eq: +0.564 (-0.264)
	Player:	63.26% (G:8.71% B:0.16%)	Conf.: ± 0.009 (+0.555...+0.574) - [0.0%]
	Opponent:	36.74% (G:6.25% B:0.17%)	Duration: 1 minute 24 seconds
6.	Rollout ¹	10/8(2)	eq: +0.559 (-0.269)
	Player:	63.12% (G:7.71% B:0.12%)	Conf.: ± 0.008 (+0.551...+0.568) - [0.0%]
	Opponent:	36.88% (G:5.85% B:0.14%)	Duration: 1 minute 36 seconds
7.	Rollout ¹	12/11(2) 8/7(2)	eq: +0.515 (-0.313)
	Player:	61.14% (G:9.93% B:0.21%)	Conf.: ± 0.009 (+0.505...+0.524) - [0.0%]
	Opponent:	38.86% (G:7.97% B:0.20%)	Duration: 1 minute 38 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply