

Problem 1

○ is Player 2
score: 3
pip: 158

7 point match

pip: 139
score: 2

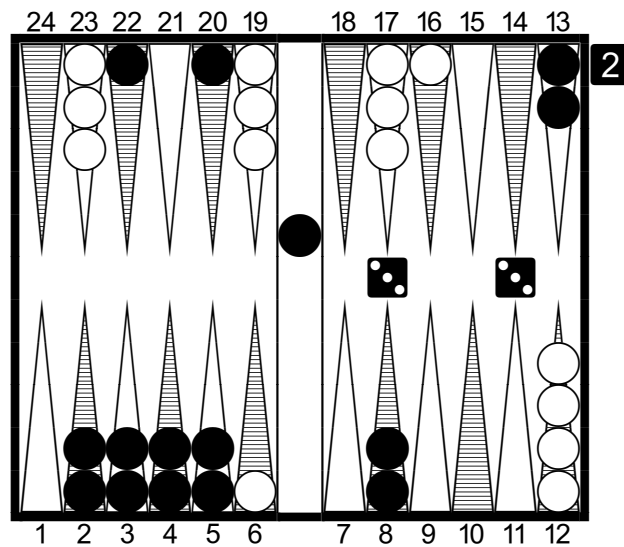
● is Player 1

XGID=-BaABaB-B--AdC--ac-e----B-:1:-1:1:52:2:3:0:7:10

● to play 52

1.	Rollout ¹	13/11 8/3	eq: +0.250
	Player:	57.12% (G:25.98% B:0.51%)	Conf.: ± 0.010 (+0.240...+0.259) - [100.0%]
	Opponent:	42.88% (G:10.87% B:1.30%)	Duration: 4 minutes 49 seconds
2.	Rollout ¹	8/6 8/3	eq: +0.156 (-0.094)
	Player:	55.23% (G:23.54% B:0.51%)	Conf.: ± 0.010 (+0.146...+0.166) - [0.0%]
	Opponent:	44.77% (G:10.38% B:1.13%)	Duration: 4 minutes 39 seconds
3.	Rollout ¹	24/22 8/3	eq: +0.147 (-0.103)
	Player:	55.06% (G:24.08% B:0.47%)	Conf.: ± 0.010 (+0.136...+0.157) - [0.0%]
	Opponent:	44.94% (G:12.57% B:1.54%)	Duration: 5 minutes 04 seconds
4.	Rollout ¹	24/22 11/6	eq: +0.057 (-0.193)
	Player:	53.50% (G:21.43% B:0.50%)	Conf.: ± 0.010 (+0.047...+0.067) - [0.0%]
	Opponent:	46.50% (G:14.02% B:1.12%)	Duration: 5 minutes 44 seconds
5.	Rollout ¹	11/9 8/3	eq: +0.049 (-0.201)
	Player:	52.15% (G:21.95% B:0.47%)	Conf.: ± 0.010 (+0.039...+0.059) - [0.0%]
	Opponent:	47.85% (G:11.94% B:1.57%)	Duration: 4 minutes 53 seconds
6.	Rollout ¹	13/11 13/8	eq: -0.008 (-0.258)
	Player:	51.53% (G:20.41% B:0.51%)	Conf.: ± 0.010 (-0.019...+0.002) - [0.0%]
	Opponent:	48.47% (G:13.43% B:2.47%)	Duration: 5 minutes 16 seconds
7.	Rollout ¹	11/4	eq: -0.022 (-0.272)
	Player:	51.35% (G:19.50% B:0.34%)	Conf.: ± 0.010 (-0.032...-0.011) - [0.0%]
	Opponent:	48.65% (G:12.82% B:1.33%)	Duration: 4 minutes 54 seconds
8.	Rollout ¹	13/6	eq: -0.052 (-0.302)
	Player:	50.33% (G:19.47% B:0.49%)	Conf.: ± 0.011 (-0.063...-0.041) - [0.0%]
	Opponent:	49.67% (G:13.85% B:2.33%)	Duration: 5 minutes 23 seconds

Problem 2



○ is Player 2

score: 0
pip: 128

Unlimited Game
Jacoby Beaver

pip: 137
score: 0

● is Player 1

XGID==BBBBa-B---dB--ac-cA-Ac-A:1:-1:1:33:0:0:3:0:10

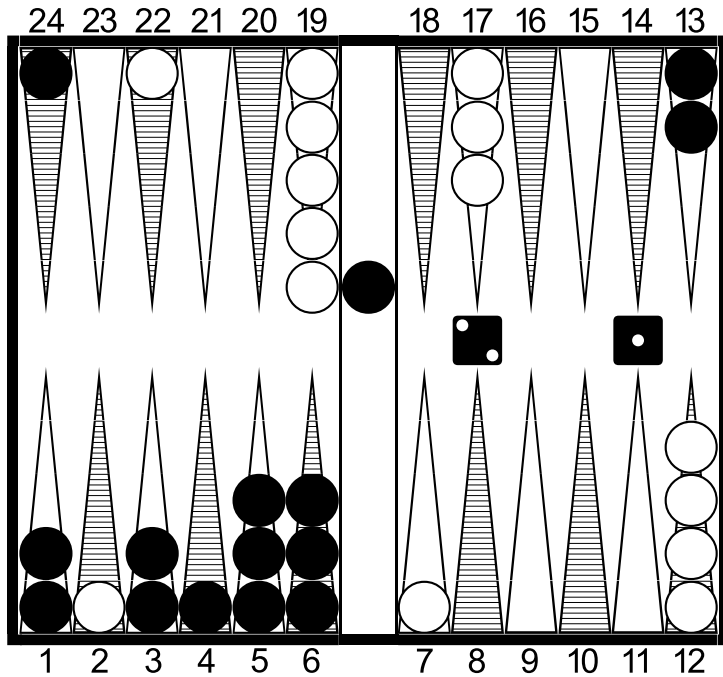
● to play 33

1.	Rollout ¹	Bar/22 13/10 13/7	eq: -0.143
	Player:	49.65% (G:15.69% B:0.28%)	Conf.: ± 0.010 (-0.153...-0.133) - [100.0%]
	Opponent:	50.35% (G:8.76% B:0.37%)	Duration: 2 minutes 47 seconds
2.	Rollout ¹	Bar/22 13/4	eq: -0.245 (-0.102)
	Player:	46.62% (G:13.51% B:0.28%)	Conf.: ± 0.010 (-0.255...-0.235) - [0.0%]
	Opponent:	53.38% (G:8.48% B:0.39%)	Duration: 2 minutes 33 seconds
3.	Rollout ¹	Bar/22 13/10(2) 8/5	eq: -0.255 (-0.112)
	Player:	46.14% (G:12.51% B:0.22%)	Conf.: ± 0.009 (-0.264...-0.246) - [0.0%]
	Opponent:	53.86% (G:7.59% B:0.24%)	Duration: 2 minutes 38 seconds
4.	Rollout ¹	Bar/22 13/10 4/1(2)	eq: -0.297 (-0.154)
	Player:	45.06% (G:14.49% B:0.21%)	Conf.: ± 0.010 (-0.307...-0.287) - [0.0%]
	Opponent:	54.94% (G:11.37% B:0.55%)	Duration: 2 minutes 28 seconds
5.	Rollout ¹	Bar/22 13/10(2) 5/2	eq: -0.310 (-0.166)
	Player:	44.90% (G:11.56% B:0.17%)	Conf.: ± 0.010 (-0.319...-0.300) - [0.0%]
	Opponent:	55.10% (G:8.86% B:0.40%)	Duration: 2 minutes 33 seconds
6.	Rollout ¹	Bar/22 13/10(2) 4/1	eq: -0.327 (-0.184)
	Player:	44.28% (G:11.94% B:0.22%)	Conf.: ± 0.010 (-0.337...-0.316) - [0.0%]
	Opponent:	55.72% (G:9.43% B:0.46%)	Duration: 2 minutes 21 seconds
7.	Rollout ¹	Bar/22 8/5 8/2	eq: -0.369 (-0.226)
	Player:	43.35% (G:8.78% B:0.12%)	Conf.: ± 0.009 (-0.379...-0.360) - [0.0%]
	Opponent:	56.65% (G:8.46% B:0.28%)	Duration: 2 minutes 37 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 3



○ is Player 2

score: 2
pip: 150

7 point match

pip: 120
score: 5

● is Player 1

XGID=BaBACCa----dB---c-e--a-AA:0:0:1:21:5:2:0:7:10

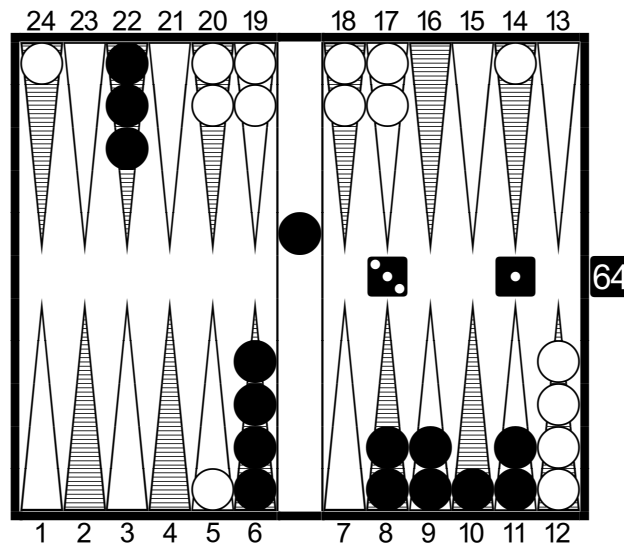
● to play 21

1.	Rollout ¹	Bar/24 4/2*	eq: +1.406
	Player:	76.39% (G:57.95% B:2.06%)	Conf.: ± 0.014 (+1.392...+1.420) - [100.0%]
	Opponent:	23.61% (G:5.49% B:0.30%)	Duration: 3 minutes 38 seconds
2.	Rollout ¹	Bar/23 5/4	eq: +1.202 (-0.205)
	Player:	73.99% (G:49.31% B:3.03%)	Conf.: ± 0.014 (+1.187...+1.216) - [0.0%]
	Opponent:	26.01% (G:5.43% B:0.21%)	Duration: 3 minutes 31 seconds
3.	Rollout ¹	Bar/22*	eq: +1.191 (-0.215)
	Player:	73.30% (G:49.80% B:4.96%)	Conf.: ± 0.015 (+1.176...+1.206) - [0.0%]
	Opponent:	26.70% (G:5.42% B:0.25%)	Duration: 5 minutes 03 seconds
4.	Rollout ¹	Bar/24 6/4	eq: +1.174 (-0.232)
	Player:	72.79% (G:49.62% B:2.03%)	Conf.: ± 0.015 (+1.159...+1.189) - [0.0%]
	Opponent:	27.21% (G:5.74% B:0.28%)	Duration: 3 minutes 19 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 4



○ is Player 2

score: 0
pip: 136

Unlimited Game
Jacoby Beaver

pip: 181
score: 0

● is Player 1

XGID=-----aD-BBAbd-a--bbbb-C-aA:0:0:1:31:0:0:3:0:10

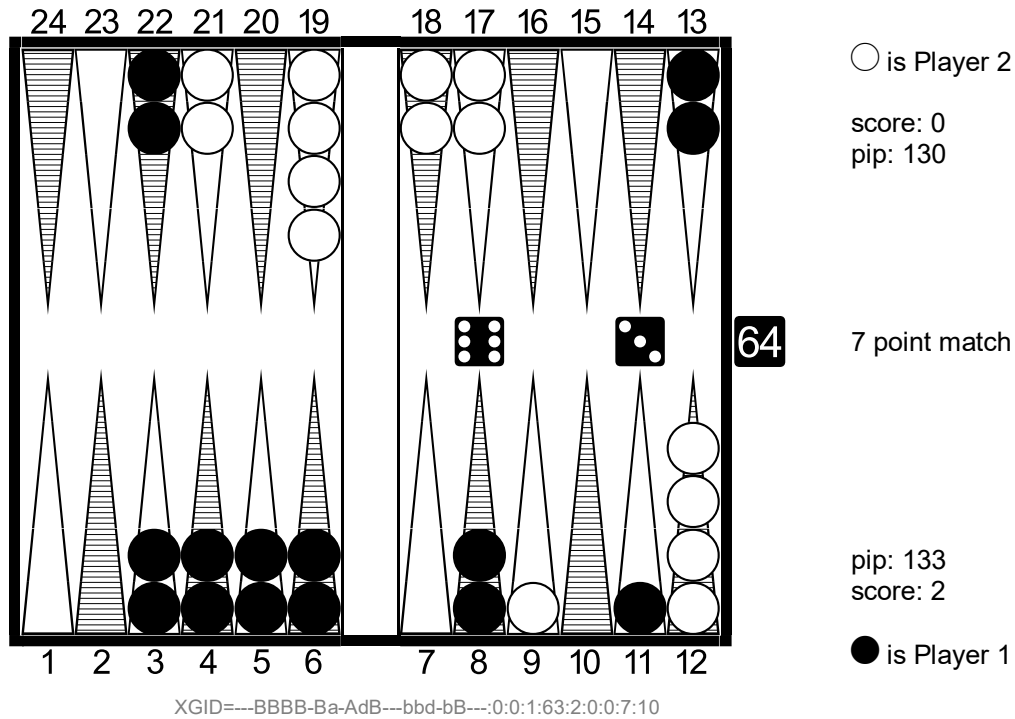
● to play 31

1.	Rollout ¹	Bar/21	eq: -0.693
	Player:	34.85% (G:6.99% B:0.33%)	Conf.: ± 0.022 (-0.715...-0.671) - [100.0%]
	Opponent:	65.15% (G:24.65% B:0.89%)	Duration: 7 minutes 13 seconds
2.	Rollout ¹	Bar/24* 24/21	eq: -0.768 (-0.075)
	Player:	32.59% (G:7.28% B:0.33%)	Conf.: ± 0.024 (-0.792...-0.743) - [0.0%]
	Opponent:	67.41% (G:23.34% B:1.03%)	Duration: 8 minutes 09 seconds
3.	Rollout ¹	Bar/22 6/5*	eq: -0.808 (-0.115)
	Player:	33.87% (G:6.93% B:0.31%)	Conf.: ± 0.024 (-0.832...-0.784) - [0.0%]
	Opponent:	66.13% (G:27.70% B:1.28%)	Duration: 7 minutes 49 seconds
4.	Rollout ¹	Bar/24* 8/5*	eq: -0.875 (-0.182)
	Player:	31.41% (G:7.84% B:0.40%)	Conf.: ± 0.025 (-0.900...-0.850) - [0.0%]
	Opponent:	68.59% (G:25.74% B:1.50%)	Duration: 8 minutes 37 seconds
5.	Rollout ¹	Bar/22 11/10	eq: -0.909 (-0.216)
	Player:	30.94% (G:5.86% B:0.29%)	Conf.: ± 0.022 (-0.931...-0.887) - [0.0%]
	Opponent:	69.06% (G:25.20% B:1.05%)	Duration: 6 minutes 50 seconds
6.	Rollout ¹	Bar/22 10/9	eq: -0.924 (-0.231)
	Player:	29.15% (G:5.49% B:0.22%)	Conf.: ± 0.019 (-0.943...-0.905) - [0.0%]
	Opponent:	70.85% (G:20.60% B:0.63%)	Duration: 6 minutes 27 seconds
7.	Rollout ¹	Bar/24* 10/7	eq: -0.968 (-0.275)
	Player:	29.65% (G:6.47% B:0.32%)	Conf.: ± 0.026 (-0.993...-0.942) - [0.0%]
	Opponent:	70.35% (G:25.04% B:1.24%)	Duration: 8 minutes 11 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 5



● to play 63

1.	Rollout ¹	22/16 11/8	eq: -0.316
	Player:	42.25% (G:8.54% B:0.17%)	Conf.: ± 0.009 (-0.326...-0.307) - [100.0%]
	Opponent:	57.75% (G:7.70% B:0.17%)	Duration: 2 minutes 11 seconds
2.	Rollout ¹	22/13	eq: -0.437 (-0.121)
	Player:	39.19% (G:4.65% B:0.12%)	Conf.: ± 0.010 (-0.447...-0.428) - [0.0%]
	Opponent:	60.81% (G:5.43% B:0.13%)	Duration: 2 minutes 31 seconds
3.	Rollout ¹	11/5 8/5	eq: -0.449 (-0.132)
	Player:	38.61% (G:6.23% B:0.10%)	Conf.: ± 0.010 (-0.459...-0.439) - [0.0%]
	Opponent:	61.39% (G:5.49% B:0.17%)	Duration: 1 minute 52 seconds
4.	Rollout ¹	11/2	eq: -0.455 (-0.139)
	Player:	38.52% (G:6.03% B:0.09%)	Conf.: ± 0.010 (-0.465...-0.445) - [0.0%]
	Opponent:	61.48% (G:5.41% B:0.18%)	Duration: 1 minute 59 seconds
5.	Rollout ¹	22/16 8/5	eq: -0.491 (-0.175)
	Player:	37.39% (G:8.72% B:0.20%)	Conf.: ± 0.009 (-0.500...-0.482) - [0.0%]
	Opponent:	62.61% (G:10.45% B:0.55%)	Duration: 1 minute 47 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 6

○ is Player 2
 score: 0
 pip: 136

7 point match

pip: 134
 score: 0

● is Player 1

XGID---AAbCB-BB--bB---cadbBa---:0:0:1:53:0:0:0:7:10

● to play 53

1.	Rollout ¹	21/18* 18/13	eq: +0.117
	Player:	54.02% (G:14.71% B:0.92%)	Conf.: ± 0.015 (+0.101...+0.132) - [100.0%]
	Opponent:	45.98% (G:16.15% B:0.67%)	Duration: 5 minutes 32 seconds
2.	Rollout ¹	21/18* 8/3	eq: +0.011 (-0.106)
	Player:	51.46% (G:14.52% B:0.82%)	Conf.: ± 0.013 (-0.002...+0.024) - [0.0%]
	Opponent:	48.54% (G:17.99% B:1.32%)	Duration: 4 minutes 32 seconds
3.	Rollout ¹	8/3 5/2	eq: -0.010 (-0.127)
	Player:	49.83% (G:9.09% B:0.33%)	Conf.: ± 0.011 (-0.021...+0.000) - [0.0%]
	Opponent:	50.17% (G:9.44% B:0.30%)	Duration: 3 minutes 40 seconds
4.	Rollout ¹	13/8 5/2	eq: -0.027 (-0.144)
	Player:	49.46% (G:8.52% B:0.29%)	Conf.: ± 0.012 (-0.038...-0.015) - [0.0%]
	Opponent:	50.54% (G:9.38% B:0.39%)	Duration: 3 minutes 51 seconds
5.	Rollout ¹	13/10 13/8	eq: -0.083 (-0.200)
	Player:	47.50% (G:9.10% B:0.31%)	Conf.: ± 0.011 (-0.094...-0.072) - [0.0%]
	Opponent:	52.50% (G:9.60% B:0.40%)	Duration: 3 minutes 50 seconds
6.	Rollout ¹	13/5	eq: -0.097 (-0.214)
	Player:	47.45% (G:9.39% B:0.46%)	Conf.: ± 0.011 (-0.108...-0.086) - [0.0%]
	Opponent:	52.55% (G:10.56% B:0.45%)	Duration: 3 minutes 37 seconds
7.	Rollout ¹	8/5 8/3	eq: -0.099 (-0.215)
	Player:	47.45% (G:8.65% B:0.34%)	Conf.: ± 0.010 (-0.109...-0.088) - [0.0%]
	Opponent:	52.55% (G:10.17% B:0.36%)	Duration: 3 minutes 30 seconds
8.	Rollout ¹	21/16 21/18*	eq: -0.125 (-0.242)
	Player:	50.16% (G:13.69% B:0.92%)	Conf.: ± 0.017 (-0.142...-0.108) - [0.0%]
	Opponent:	49.84% (G:22.84% B:1.94%)	Duration: 5 minutes 03 seconds

Problem 7

○ is Player 2
score: 3
pip: 55

7 point match

pip: 148
score: 5

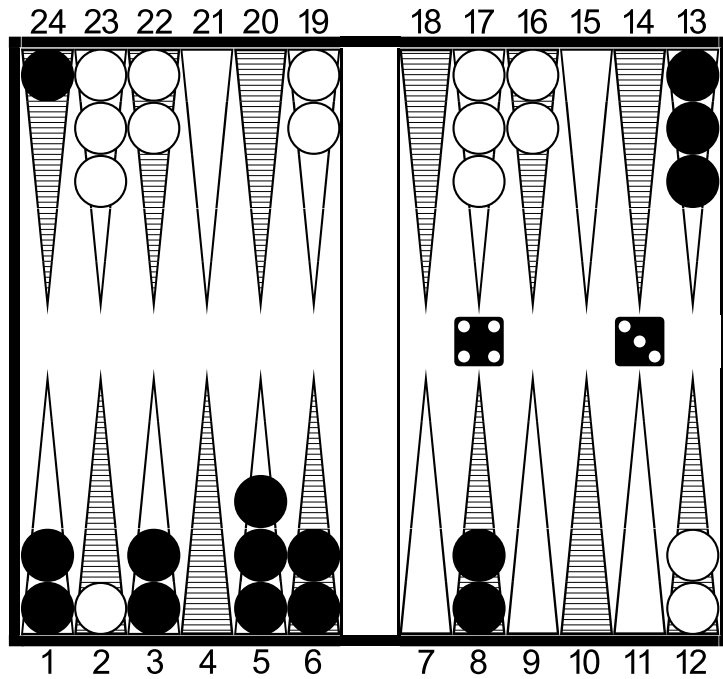
● is Player 1

XGID=----AD-CB--aC----Bccbcc-1:1:1:21:5:3:0:7:10

● to play 21

1.	Rollout ¹	19/17 13/12*	eq: -0.953
	Player:	41.26% (G:2.37% B:0.05%)	Conf.: ± 0.008 (-0.961...-0.946) - [100.0%]
	Opponent:	58.74% (G:38.93% B:0.09%)	Duration: 2 minutes 01 second
2.	Rollout ¹	13/12* 5/3	eq: -1.075 (-0.122)
	Player:	33.07% (G:1.96% B:0.02%)	Conf.: ± 0.007 (-1.083...-1.068) - [0.0%]
	Opponent:	66.93% (G:36.84% B:0.27%)	Duration: 1 minute 55 seconds
3.	Rollout ¹	13/11 13/12*	eq: -1.101 (-0.148)
	Player:	38.45% (G:2.05% B:0.06%)	Conf.: ± 0.007 (-1.108...-1.094) - [0.0%]
	Opponent:	61.55% (G:43.51% B:0.38%)	Duration: 1 minute 45 seconds
4.	Rollout ¹	13/12* 12/10	eq: -1.115 (-0.162)
	Player:	37.91% (G:2.38% B:0.04%)	Conf.: ± 0.007 (-1.123...-1.108) - [0.0%]
	Opponent:	62.09% (G:43.67% B:0.25%)	Duration: 1 minute 48 seconds
5.	Rollout ¹	13/12* 8/6	eq: -1.175 (-0.222)
	Player:	32.90% (G:1.72% B:0.00%)	Conf.: ± 0.007 (-1.183...-1.168) - [0.0%]
	Opponent:	67.10% (G:41.67% B:0.22%)	Duration: 1 minute 43 seconds
6.	Rollout ¹	13/12* 6/4	eq: -1.612 (-0.659)
	Player:	28.74% (G:1.23% B:0.03%)	Conf.: ± 0.008 (-1.620...-1.605) - [0.0%]
	Opponent:	71.26% (G:59.35% B:0.38%)	Duration: 1 minute 46 seconds
7.	Rollout ¹	13/12* 9/7	eq: -1.679 (-0.726)
	Player:	24.96% (G:1.39% B:0.04%)	Conf.: ± 0.006 (-1.685...-1.672) - [0.0%]
	Opponent:	75.04% (G:58.90% B:0.64%)	Duration: 1 minute 28 seconds
8.	Rollout ¹	13/11 6/5	eq: -1.814 (-0.861)
	Player:	14.04% (G:0.45% B:0.01%)	Conf.: ± 0.006 (-1.820...-1.808) - [0.0%]
	Opponent:	85.96% (G:54.76% B:0.18%)	Duration: 39.3 seconds

Problem 8



XGID=-BaB-CB-B--bC--bc-b--bcA-:1:-1:1:43:7:6:0:11:10

○ is Player 2

score: 6
pip: 115

11 point match

pip: 114
score: 7

● is Player 1

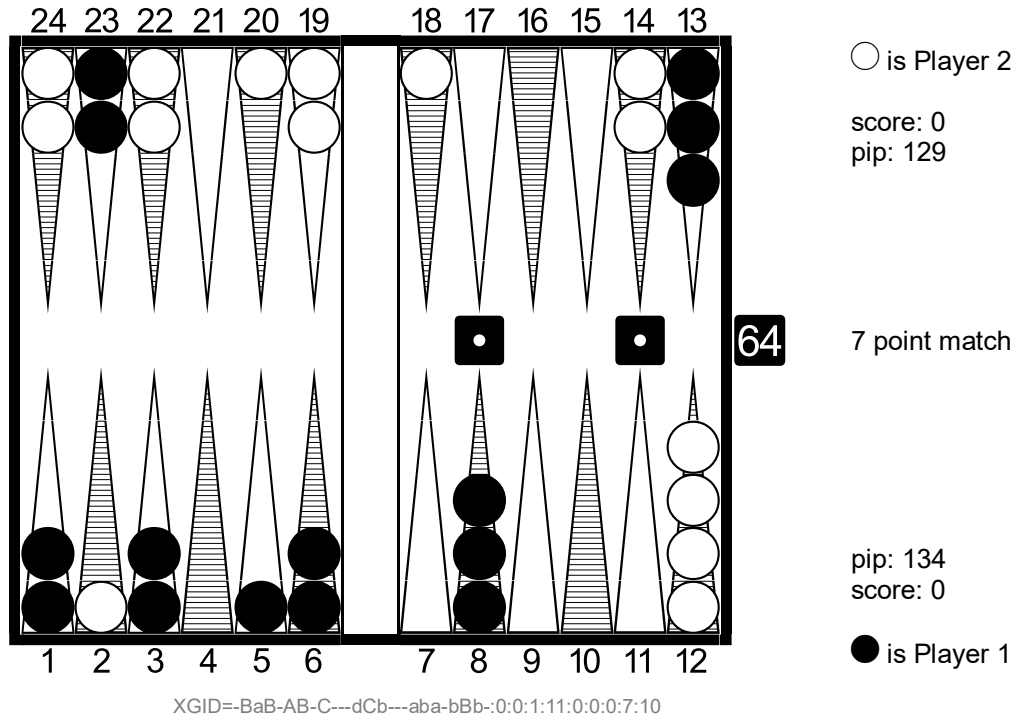
● to play 43

1.	Rollout ¹	13/6	eq: +0.291
	Player:	62.35% (G:22.33% B:0.54%)	Conf.: ± 0.007 (+0.284...+0.298) - [100.0%]
	Opponent:	37.65% (G:6.42% B:0.25%)	Duration: 1 minute 24 seconds
2.	Rollout ¹	24/20 5/2*	eq: +0.221 (-0.069)
	Player:	61.38% (G:23.72% B:0.57%)	Conf.: ± 0.007 (+0.214...+0.229) - [0.0%]
	Opponent:	38.62% (G:11.71% B:0.47%)	Duration: 1 minute 30 seconds
3.	Rollout ¹	13/9 5/2*	eq: +0.197 (-0.094)
	Player:	60.15% (G:25.23% B:0.55%)	Conf.: ± 0.008 (+0.189...+0.205) - [0.0%]
	Opponent:	39.85% (G:11.77% B:0.86%)	Duration: 1 minute 24 seconds
4.	Rollout ¹	24/21 13/9	eq: +0.132 (-0.159)
	Player:	58.74% (G:20.98% B:0.48%)	Conf.: ± 0.007 (+0.124...+0.139) - [0.0%]
	Opponent:	41.26% (G:10.68% B:0.35%)	Duration: 1 minute 23 seconds
5.	Rollout ¹	24/20 13/10	eq: +0.101 (-0.190)
	Player:	58.24% (G:20.59% B:0.65%)	Conf.: ± 0.007 (+0.094...+0.108) - [0.0%]
	Opponent:	41.76% (G:11.11% B:0.56%)	Duration: 1 minute 21 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 9



● to play 11

1.	Rollout ¹	6/5(2) 3/2*(2)	eq: +0.231
	Player:	52.76% (G:23.74% B:0.73%)	Conf.: ± 0.011 (+0.220...+0.242) - [100.0%]
	Opponent:	47.24% (G:12.96% B:0.58%)	Duration: 1 minute 26 seconds
2.	Rollout ¹	8/7 6/5 3/2*(2)	eq: +0.096 (-0.135)
	Player:	50.01% (G:25.75% B:0.95%)	Conf.: ± 0.012 (+0.084...+0.107) - [0.0%]
	Opponent:	49.99% (G:16.99% B:0.80%)	Duration: 1 minute 26 seconds
3.	Rollout ¹	8/7 5/2*	eq: +0.096 (-0.135)
	Player:	50.59% (G:25.47% B:0.77%)	Conf.: ± 0.011 (+0.084...+0.107) - [0.0%]
	Opponent:	49.41% (G:17.11% B:0.89%)	Duration: 1 minute 30 seconds
4.	Rollout ¹	8/6 3/2*(2)	eq: +0.081 (-0.150)
	Player:	50.35% (G:25.54% B:0.78%)	Conf.: ± 0.011 (+0.070...+0.092) - [0.0%]
	Opponent:	49.65% (G:15.90% B:0.77%)	Duration: 1 minute 16 seconds
5.	Rollout ¹	8/7 5/4 3/2*(2)	eq: +0.029 (-0.202)
	Player:	48.53% (G:23.98% B:0.76%)	Conf.: ± 0.009 (+0.020...+0.038) - [0.0%]
	Opponent:	51.47% (G:17.46% B:0.86%)	Duration: 1 minute 19 seconds
6.	Rollout ¹	5/2* 2/1	eq: +0.005 (-0.226)
	Player:	48.36% (G:19.21% B:0.52%)	Conf.: ± 0.014 (-0.009...+0.019) - [0.0%]
	Opponent:	51.64% (G:14.52% B:0.64%)	Duration: 2 minutes 19 seconds
7.	Rollout ¹	8/7 8/5	eq: -0.006 (-0.237)
	Player:	47.79% (G:21.54% B:0.62%)	Conf.: ± 0.012 (-0.018...+0.005) - [0.0%]
	Opponent:	52.21% (G:15.52% B:0.88%)	Duration: 1 minute 39 seconds
8.	Rollout ¹	8/7(2) 3/2*(2)	eq: -0.007 (-0.238)

Othello Quiz 2017 Rollouts

	Player:	47.78% (G:23.91% B:0.67%)	Conf.: ± 0.011 (-0.018...+0.004) - [0.0%]
	Opponent:	52.22% (G:17.78% B:0.87%)	Duration: 1 minute 16 seconds
9.	Rollout ¹	8/5 3/2*	eq: -0.008 (-0.239)
	Player:	48.79% (G:23.50% B:0.91%)	Conf.: ± 0.011 (-0.019...+0.002) - [0.0%]
	Opponent:	51.21% (G:18.27% B:0.97%)	Duration: 1 minute 23 seconds
10.	Rollout ¹	5/2* 3/2	eq: -0.027 (-0.258)
	Player:	46.89% (G:21.07% B:0.45%)	Conf.: ± 0.014 (-0.042...-0.013) - [0.0%]
	Opponent:	53.11% (G:16.54% B:0.90%)	Duration: 1 minute 54 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

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

Problem 10

○ is Player 2
score: 2
pip: 110

7 point match

pip: 131
score: 0

● is Player 1

XGID=-a-B-BCBC-aA-----bcd--bbB-:1-1:1:53:0:2:0:7:10

● to play 53

1.	Rollout ¹	24/16	eq: -0.053
	Player:	53.52% (G:13.10% B:0.57%)	Conf.: ± 0.008 (-0.062...-0.045) - [100.0%]
	Opponent:	46.48% (G:19.67% B:1.09%)	Duration: 2 minutes 28 seconds
2.	Rollout ¹	24/21 6/1*	eq: -0.154 (-0.101)
	Player:	48.30% (G:17.05% B:0.68%)	Conf.: ± 0.009 (-0.163...-0.145) - [0.0%]
	Opponent:	51.70% (G:22.03% B:1.76%)	Duration: 2 minutes 29 seconds
3.	Rollout ¹	11/6 8/5	eq: -0.174 (-0.121)
	Player:	48.01% (G:10.32% B:0.37%)	Conf.: ± 0.008 (-0.182...-0.167) - [0.0%]
	Opponent:	51.99% (G:13.56% B:1.21%)	Duration: 1 minute 48 seconds
4.	Rollout ¹	8/5 6/1*	eq: -0.178 (-0.125)
	Player:	46.61% (G:15.37% B:0.38%)	Conf.: ± 0.010 (-0.188...-0.168) - [0.0%]
	Opponent:	53.39% (G:18.07% B:2.34%)	Duration: 2 minutes 10 seconds
5.	Rollout ¹	24/21 11/6	eq: -0.188 (-0.135)
	Player:	47.11% (G:12.73% B:0.89%)	Conf.: ± 0.008 (-0.196...-0.180) - [0.0%]
	Opponent:	52.89% (G:18.69% B:0.66%)	Duration: 1 minute 52 seconds
6.	Rollout ¹	11/3	eq: -0.263 (-0.209)
	Player:	44.85% (G:9.23% B:0.32%)	Conf.: ± 0.008 (-0.271...-0.255) - [0.0%]
	Opponent:	55.15% (G:13.83% B:1.06%)	Duration: 1 minute 42 seconds
7.	Rollout ¹	11/8 6/1*	eq: -0.300 (-0.247)
	Player:	43.06% (G:11.20% B:0.37%)	Conf.: ± 0.009 (-0.309...-0.291) - [0.0%]
	Opponent:	56.94% (G:16.18% B:1.92%)	Duration: 2 minutes 01 second
8.	Rollout ¹	24/21 8/3	eq: -0.305 (-0.252)
	Player:	44.10% (G:12.94% B:0.96%)	Conf.: ± 0.009 (-0.314...-0.296) - [0.0%]
	Opponent:	55.90% (G:24.59% B:1.44%)	Duration: 2 minutes 06 seconds