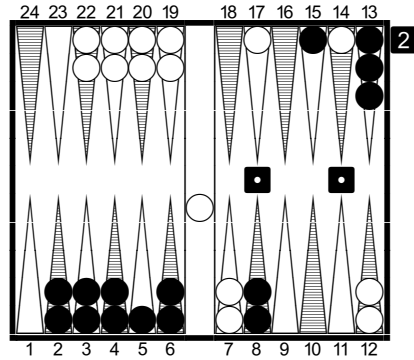


Problem 1



○ is Player 2

score: 0
pip: 142

5 point match

pip: 105
score: 2

● is Player 1

XGID=a-BBBABbB---bCaA-a-bbbb---1:-1:1:11:2:0:0:5:10

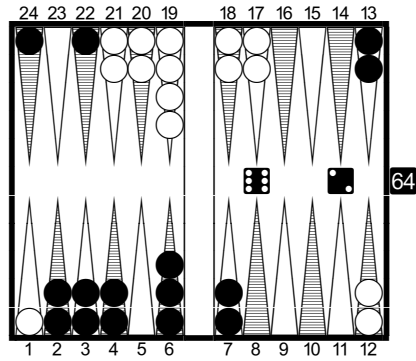
● to play 11

1.	Rollout ¹	15/14* 5/4 2/1(2)	eq: +0.503
	Player:	70.72% (G:48.98% B:0.89%)	Conf.: ± 0.009 (+0.494...+0.513) - [100.0%]
	Opponent:	29.28% (G:5.94% B:0.41%)	Duration: 2 minutes 59 seconds
2.	Rollout ¹	15/14* 6/5 6/4	eq: +0.416 (-0.088)
	Player:	69.21% (G:42.80% B:2.82%)	Conf.: ± 0.010 (+0.405...+0.426) - [0.0%]
	Opponent:	30.79% (G:5.34% B:0.38%)	Duration: 2 minutes 50 seconds
3.	Rollout ¹	15/14* 14/13 6/5(2)	eq: +0.410 (-0.094)
	Player:	69.31% (G:41.65% B:2.29%)	Conf.: ± 0.012 (+0.398...+0.421) - [0.0%]
	Opponent:	30.69% (G:5.22% B:0.22%)	Duration: 2 minutes 44 seconds
4.	Rollout ¹	15/14* 14/13 5/3	eq: +0.327 (-0.176)
	Player:	67.23% (G:43.26% B:2.45%)	Conf.: ± 0.011 (+0.316...+0.339) - [0.0%]
	Opponent:	32.77% (G:6.39% B:0.38%)	Duration: 2 minutes 56 seconds
5.	Rollout ¹	15/14* 5/2	eq: +0.324 (-0.180)
	Player:	67.01% (G:44.35% B:3.00%)	Conf.: ± 0.010 (+0.313...+0.334) - [0.0%]
	Opponent:	32.99% (G:6.70% B:0.56%)	Duration: 3 minutes 03 seconds
6.	Rollout ¹	15/14* 6/5 2/1(2)	eq: +0.223 (-0.281)
	Player:	64.42% (G:46.25% B:1.00%)	Conf.: ± 0.011 (+0.211...+0.234) - [0.0%]
	Opponent:	35.58% (G:9.59% B:0.97%)	Duration: 2 minutes 59 seconds
7.	Rollout ¹	15/14* 14/13 2/1(2)	eq: +0.208 (-0.295)
	Player:	64.27% (G:45.09% B:1.13%)	Conf.: ± 0.010 (+0.199...+0.218) - [0.0%]
	Opponent:	35.73% (G:9.34% B:0.81%)	Duration: 2 minutes 42 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 2



○ is Player 2

score: 2
pip: 122

11 point match

pip: 122
score: 4

● is Player 1

XGID=-aBBB-CB----bB---bbdbbA-A-:0:1:62:4:2:0:11:4

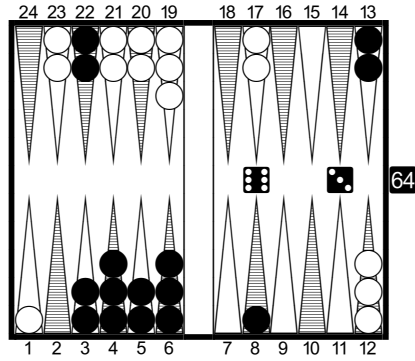
● to play 62

1.	Rollout ¹	24/16	eq: -0.342
	Player:	42.37% (G:14.14% B:0.60%)	Conf.: ± 0.011 (-0.353...-0.331) - [100.0%]
	Opponent:	57.63% (G:22.09% B:0.88%)	Duration: 1 minute 16 seconds
2.	Rollout ¹	24/22 13/7	eq: -0.514 (-0.172)
	Player:	36.57% (G:6.82% B:0.16%)	Conf.: ± 0.010 (-0.523...-0.504) - [0.0%]
	Opponent:	63.43% (G:11.23% B:0.40%)	Duration: 1 minute 27 seconds
3.	Rollout ¹	22/14	eq: -0.644 (-0.303)
	Player:	35.48% (G:11.01% B:0.62%)	Conf.: ± 0.016 (-0.660...-0.629) - [0.0%]
	Opponent:	64.52% (G:19.38% B:0.81%)	Duration: 2 minutes 27 seconds
4.	Rollout ¹	24/22 7/1*	eq: -0.680 (-0.338)
	Player:	33.09% (G:8.31% B:0.12%)	Conf.: ± 0.013 (-0.693...-0.667) - [0.0%]
	Opponent:	66.91% (G:14.35% B:0.59%)	Duration: 2 minutes 45 seconds
5.	Rollout ¹	22/16 6/4	eq: -0.738 (-0.396)
	Player:	34.73% (G:10.87% B:0.44%)	Conf.: ± 0.014 (-0.752...-0.724) - [0.0%]
	Opponent:	65.27% (G:22.39% B:1.13%)	Duration: 2 minutes 14 seconds
6.	Rollout ¹	13/11 13/7	eq: -1.000 (-0.658)
	Player:	28.35% (G:8.29% B:0.34%)	Conf.: ± 0.000 (-1.000...-1.000) - [0.0%]
	Opponent:	71.65% (G:22.85% B:1.15%)	Duration: 2 minutes 20 seconds
7.	XG Roller+	22/16 13/11	eq: -1.000 (-0.658)
	Player:	31.57% (G:8.98% B:0.40%)	
	Opponent:	68.43% (G:28.23% B:2.38%)	

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 3



○ is Player 2

score: 4
pip: 119

7 point match

pip: 124
score: 2

● is Player 1

XGID=-a-BCBC-A---cB---b-cbbBb--:0:0:1:63:2:4:0:7:10

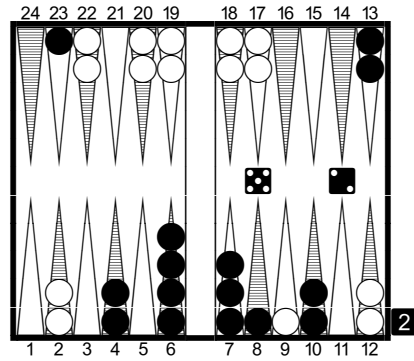
● to play 63

1.	Rollout ¹	13/7 4/1*	eq: +0.139
	Player:	48.54% (G:18.82% B:0.25%)	Conf.: ± 0.013 (+0.126...+0.152) - [100.0%]
	Opponent:	51.46% (G:19.94% B:2.65%)	Duration: 2 minutes 12 seconds
2.	Rollout ¹	13/10 13/7	eq: -0.010 (-0.149)
	Player:	46.62% (G:12.39% B:0.27%)	Conf.: ± 0.011 (-0.021...+0.001) - [0.0%]
	Opponent:	53.38% (G:13.80% B:0.72%)	Duration: 1 minute 54 seconds
3.	Rollout ¹	8/2 4/1*	eq: -0.031 (-0.170)
	Player:	44.75% (G:16.28% B:0.16%)	Conf.: ± 0.013 (-0.044...-0.017) - [0.0%]
	Opponent:	55.25% (G:16.22% B:1.34%)	Duration: 2 minutes 14 seconds
4.	Rollout ¹	22/16 4/1*	eq: -0.054 (-0.193)
	Player:	45.77% (G:17.84% B:0.34%)	Conf.: ± 0.013 (-0.067...-0.041) - [0.0%]
	Opponent:	54.23% (G:28.91% B:3.49%)	Duration: 2 minutes 07 seconds
5.	Rollout ¹	22/13	eq: -0.165 (-0.304)
	Player:	45.01% (G:15.67% B:0.88%)	Conf.: ± 0.012 (-0.177...-0.152) - [0.0%]
	Opponent:	54.99% (G:20.38% B:0.86%)	Duration: 2 minutes 02 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 4



○ is Player 2

score: 0
pip: 146

Unlimited Game
Jacoby Beaver

pip: 130
score: 0

● is Player 1

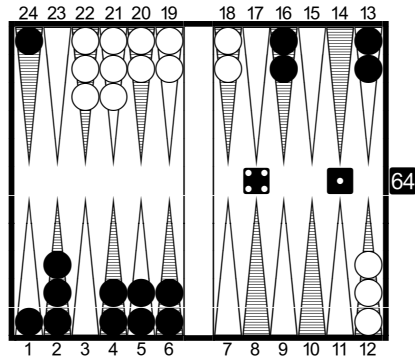
XGID=-b-B-DCAaB-bB---bbbb-bA--:1:1:1:52:0:0:3:0:10

1.	Rollout ¹	23/21 13/8	eq: +0.129
	Player:	48.69% (G:13.23% B:0.80%)	Conf.: ± 0.011 (+0.118...+0.140) - [100.0%]
	Opponent:	51.31% (G:17.40% B:0.59%)	Duration: 3 minutes 15 seconds
2.	Rollout ¹	10/5 7/5	eq: +0.033 (-0.096)
	Player:	45.11% (G:14.06% B:0.75%)	Conf.: ± 0.015 (+0.018...+0.048) - [0.0%]
	Opponent:	54.89% (G:17.92% B:0.99%)	Duration: 3 minutes 20 seconds
3.	Rollout ¹	10/8 10/5	eq: +0.031 (-0.098)
	Player:	45.61% (G:13.39% B:0.67%)	Conf.: ± 0.010 (+0.020...+0.041) - [0.0%]
	Opponent:	54.39% (G:18.00% B:0.69%)	Duration: 3 minutes 31 seconds
4.	Rollout ¹	13/11 13/8	eq: +0.027 (-0.102)
	Player:	44.54% (G:13.22% B:0.69%)	Conf.: ± 0.009 (+0.017...+0.036) - [0.0%]
	Opponent:	55.46% (G:16.14% B:0.58%)	Duration: 3 minutes 34 seconds
5.	Rollout ¹	23/16	eq: -0.013 (-0.142)
	Player:	44.96% (G:11.30% B:0.70%)	Conf.: ± 0.011 (-0.024...-0.001) - [0.0%]
	Opponent:	55.04% (G:20.49% B:0.79%)	Duration: 4 minutes 01 second
6.	Rollout ¹	23/21 8/3	eq: -0.058 (-0.187)
	Player:	43.42% (G:13.02% B:0.90%)	Conf.: ± 0.010 (-0.069...-0.048) - [0.0%]
	Opponent:	56.58% (G:22.83% B:0.91%)	Duration: 3 minutes 44 seconds
7.	Rollout ¹	10/8 6/1	eq: -0.067 (-0.196)
	Player:	42.16% (G:12.85% B:0.54%)	Conf.: ± 0.011 (-0.078...-0.056) - [0.0%]
	Opponent:	57.84% (G:19.43% B:0.81%)	Duration: 3 minutes 21 seconds
8.	Rollout ¹	8/1	eq: -0.102 (-0.231)
	Player:	39.67% (G:12.17% B:0.50%)	Conf.: ± 0.010 (-0.112...-0.092) - [0.0%]
	Opponent:	60.33% (G:16.05% B:0.64%)	Duration: 3 minutes 36 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 5



○ is Player 2

score: 3
pip: 96

5 point match
Crawford

pip: 119
score: 4

● is Player 1

XGID=-AC-BBB-----cB--B-bbbcc-A--0:0:1:41:4:3:1:5:10

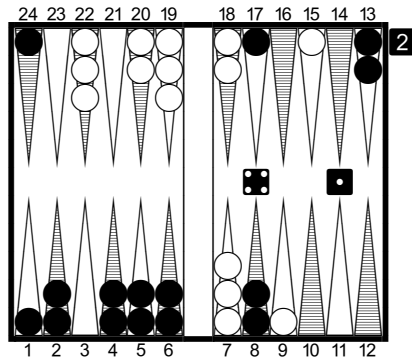
● to play 41

1.	Rollout ¹	13/9 2/1	eq: -1.264
	Player:	21.22% (G:4.40% B:0.11%)	Conf.: ± 0.006 (-1.270...-1.259) - [100.0%]
	Opponent:	78.78% (G:34.44% B:1.25%)	Duration: 1 minute 17 seconds
2.	Rollout ¹	24/23 13/9	eq: -1.344 (-0.079)
	Player:	21.90% (G:5.48% B:0.18%)	Conf.: ± 0.006 (-1.349...-1.338) - [0.0%]
	Opponent:	78.10% (G:39.08% B:1.62%)	Duration: 1 minute 26 seconds
3.	Rollout ¹	5/4 5/1	eq: -1.362 (-0.098)
	Player:	17.44% (G:3.26% B:0.07%)	Conf.: ± 0.005 (-1.367...-1.356) - [0.0%]
	Opponent:	82.56% (G:35.53% B:0.86%)	Duration: 1 minute 18 seconds
4.	Rollout ¹	6/1	eq: -1.382 (-0.117)
	Player:	18.15% (G:2.93% B:0.06%)	Conf.: ± 0.006 (-1.388...-1.376) - [0.0%]
	Opponent:	81.85% (G:37.24% B:0.84%)	Duration: 1 minute 20 seconds
5.	Rollout ¹	5/1 2/1	eq: -1.397 (-0.133)
	Player:	17.70% (G:3.21% B:0.06%)	Conf.: ± 0.006 (-1.403...-1.392) - [0.0%]
	Opponent:	82.30% (G:37.57% B:0.99%)	Duration: 1 minute 18 seconds
6.	Rollout ¹	24/23 5/1	eq: -1.449 (-0.185)
	Player:	18.66% (G:3.77% B:0.07%)	Conf.: ± 0.006 (-1.455...-1.443) - [0.0%]
	Opponent:	81.34% (G:41.12% B:1.30%)	Duration: 1 minute 25 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 6



○ is Player 2

score: 0
pip: 131

7 point match

pip: 118
score: 0

● is Player 1

XGID=-AB-BBBcBa--B-a-Abcb-c-A-:1:-1:1:41:0:0:0:7:10

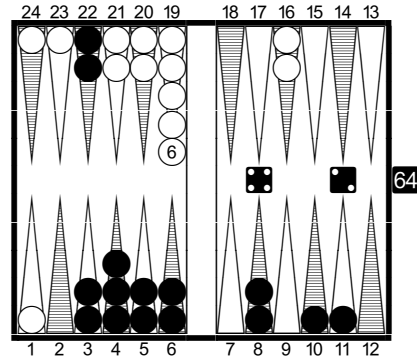
● to play 41

1.	Rollout ¹	13/9* 2/1	eq: +0.060
	Player:	54.11% (G:34.31% B:0.41%)	Conf.: ± 0.010 (+0.050...+0.070) - [100.0%]
	Opponent:	45.89% (G:20.12% B:3.00%)	Duration: 2 minutes 04 seconds
2.	Rollout ¹	24/23 13/9*	eq: -0.027 (-0.087)
	Player:	52.42% (G:31.91% B:0.92%)	Conf.: ± 0.010 (-0.037...-0.017) - [0.0%]
	Opponent:	47.58% (G:22.99% B:3.84%)	Duration: 2 minutes 13 seconds
3.	Rollout ¹	13/12 13/9*	eq: -0.068 (-0.128)
	Player:	51.04% (G:29.93% B:0.70%)	Conf.: ± 0.010 (-0.078...-0.058) - [0.0%]
	Opponent:	48.96% (G:21.03% B:3.40%)	Duration: 2 minutes 13 seconds
4.	Rollout ¹	13/9* 9/8	eq: -0.080 (-0.140)
	Player:	50.54% (G:27.69% B:0.77%)	Conf.: ± 0.010 (-0.090...-0.070) - [0.0%]
	Opponent:	49.46% (G:18.91% B:2.26%)	Duration: 1 minute 56 seconds
5.	Rollout ¹	17/16 13/9*	eq: -0.116 (-0.176)
	Player:	49.88% (G:29.10% B:0.68%)	Conf.: ± 0.010 (-0.126...-0.106) - [0.0%]
	Opponent:	50.12% (G:22.28% B:3.56%)	Duration: 2 minutes 10 seconds
6.	Rollout ¹	24/23 17/13	eq: -0.281 (-0.341)
	Player:	46.80% (G:14.03% B:0.28%)	Conf.: ± 0.009 (-0.290...-0.272) - [0.0%]
	Opponent:	53.20% (G:14.90% B:0.65%)	Duration: 2 minutes 13 seconds
7.	Rollout ¹	17/13 2/1	eq: -0.370 (-0.430)
	Player:	43.20% (G:12.08% B:0.26%)	Conf.: ± 0.007 (-0.378...-0.363) - [0.0%]
	Opponent:	56.80% (G:12.16% B:0.32%)	Duration: 1 minute 59 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 7



○ is Player 2

score: 0
pip: 99

7 point match

pip: 121
score: 3

● is Player 1

XGID=-a-BCBB-B-AA---b--fbbBaa-:0:0:1:42:3:0:0:7:10

● to play 42

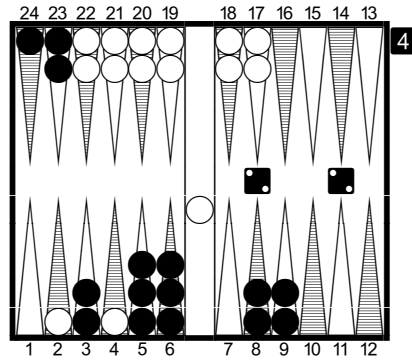
1.	Rollout ¹	11/7 4/2	eq: +0.452
	Player:	63.15% (G:11.82% B:0.77%)	Conf.: ± 0.013 (+0.438...+0.465) - [100.0%]
	Opponent:	36.85% (G:13.99% B:0.49%)	Duration: 1 minute 20 seconds
2.	Rollout ¹	11/7 8/6	eq: +0.339 (-0.112)
	Player:	60.41% (G:10.97% B:0.47%)	Conf.: ± 0.011 (+0.329...+0.350) - [0.0%]
	Opponent:	39.59% (G:12.62% B:0.43%)	Duration: 53.1 seconds
3.	Rollout ¹	11/7 10/8	eq: +0.336 (-0.116)
	Player:	60.70% (G:10.78% B:0.62%)	Conf.: ± 0.012 (+0.324...+0.348) - [0.0%]
	Opponent:	39.30% (G:10.35% B:0.31%)	Duration: 58.2 seconds
4.	Rollout ¹	10/6 4/2	eq: +0.170 (-0.282)
	Player:	55.89% (G:8.64% B:0.27%)	Conf.: ± 0.012 (+0.158...+0.181) - [0.0%]
	Opponent:	44.11% (G:9.03% B:0.29%)	Duration: 54.0 seconds
5.	Rollout ¹	8/2	eq: +0.146 (-0.306)
	Player:	55.48% (G:10.62% B:0.51%)	Conf.: ± 0.012 (+0.134...+0.157) - [0.0%]
	Opponent:	44.52% (G:13.72% B:0.70%)	Duration: 59.9 seconds
6.	Rollout ¹	11/5	eq: +0.144 (-0.308)
	Player:	54.50% (G:7.16% B:0.34%)	Conf.: ± 0.010 (+0.134...+0.155) - [0.0%]
	Opponent:	45.50% (G:8.42% B:0.26%)	Duration: 50.4 seconds
7.	Rollout ¹	8/6 8/4	eq: +0.126 (-0.326)
	Player:	53.74% (G:7.82% B:0.39%)	Conf.: ± 0.011 (+0.116...+0.137) - [0.0%]
	Opponent:	46.26% (G:9.07% B:0.31%)	Duration: 46.2 seconds
8.	Rollout ¹	11/9 10/6	eq: +0.121 (-0.331)
	Player:	54.04% (G:7.34% B:0.25%)	Conf.: ± 0.011 (+0.110...+0.132) - [0.0%]
	Opponent:	45.96% (G:7.98% B:0.22%)	Duration: 47.2 seconds
9.	Rollout ¹	10/4	eq: +0.111 (-0.340)
	Player:	53.71% (G:6.77% B:0.24%)	Conf.: ± 0.011 (+0.101...+0.122) - [0.0%]

Opponent: 46.29% (G:9.32% B:0.23%) Duration: 46.9 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 8



○ is Player 2

score: 5
pip: 135

7 point match

pip: 143
score: 4

● is Player 1

XGID=a-aBaCC-BB-----bbbbbbBA--2:-1:1:22:4:5:0:7:10

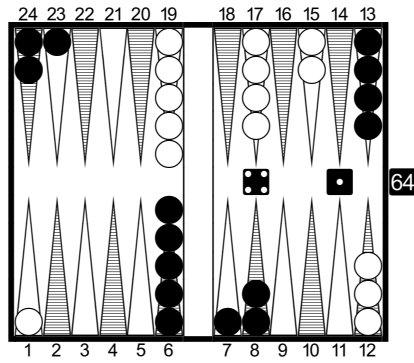
● to play 22

1.	Rollout ¹	9/7(2) 6/4* 3/1	eq: -0.536
	Player:	23.18% (G:3.68% B:0.35%)	Conf.: ± 0.009 (-0.545...-0.527) - [100.0%]
	Opponent:	76.82% (G:49.12% B:19.16%)	Duration: 5 minutes 28 seconds
2.	Rollout ¹	9/7 8/4* 6/4	eq: -0.620 (-0.083)
	Player:	19.02% (G:5.91% B:1.15%)	Conf.: ± 0.006 (-0.625...-0.614) - [0.0%]
	Opponent:	80.98% (G:32.88% B:6.92%)	Duration: 3 minutes 06 seconds
3.	Rollout ¹	9/7(2) 5/1	eq: -0.622 (-0.085)
	Player:	18.91% (G:4.56% B:0.33%)	Conf.: ± 0.006 (-0.628...-0.615) - [0.0%]
	Opponent:	81.09% (G:37.61% B:10.84%)	Duration: 3 minutes 54 seconds
4.	Rollout ¹	9/7(2) 8/4*	eq: -0.641 (-0.104)
	Player:	17.96% (G:4.37% B:0.77%)	Conf.: ± 0.006 (-0.647...-0.634) - [0.0%]
	Opponent:	82.04% (G:40.04% B:12.24%)	Duration: 3 minutes 24 seconds
5.	Rollout ¹	9/7(2) 6/4* 5/3	eq: -0.643 (-0.107)
	Player:	17.85% (G:4.25% B:0.67%)	Conf.: ± 0.006 (-0.649...-0.637) - [0.0%]
	Opponent:	82.15% (G:41.41% B:12.85%)	Duration: 3 minutes 38 seconds
6.	Rollout ¹	8/4* 6/4 5/3	eq: -0.649 (-0.113)
	Player:	17.54% (G:5.19% B:0.90%)	Conf.: ± 0.005 (-0.655...-0.644) - [0.0%]
	Opponent:	82.46% (G:32.27% B:6.37%)	Duration: 2 minutes 48 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 9



○ is Player 2

score: 1
pip: 145

5 point match

pip: 176
score: 0

● is Player 1

XGID=-a----EAB---cD-b-d-e---AB-:0:0:1:41:0:1:0:5:10

● to play 41

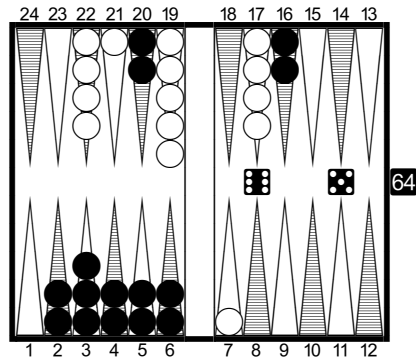
1.	Rollout ¹	13/9 6/5	eq: -0.630
	Player:	39.72% (G:8.75% B:0.53%)	Conf.: ± 0.025 (-0.656...-0.605) - [100.0%]
	Opponent:	60.28% (G:24.89% B:4.87%)	Duration: 6 minutes 04 seconds
2.	Rollout ¹	24/23 13/9	eq: -0.714 (-0.083)
	Player:	36.93% (G:8.34% B:0.37%)	Conf.: ± 0.022 (-0.735...-0.692) - [0.0%]
	Opponent:	63.07% (G:21.79% B:3.38%)	Duration: 5 minutes 42 seconds
3.	Rollout ¹	13/9 8/7	eq: -0.716 (-0.086)
	Player:	36.52% (G:8.58% B:0.45%)	Conf.: ± 0.020 (-0.736...-0.697) - [0.0%]
	Opponent:	63.48% (G:21.36% B:3.12%)	Duration: 4 minutes 51 seconds
4.	Rollout ¹	23/22 13/9	eq: -0.722 (-0.091)
	Player:	36.95% (G:8.26% B:0.74%)	Conf.: ± 0.026 (-0.748...-0.696) - [0.0%]
	Opponent:	63.05% (G:23.50% B:6.77%)	Duration: 7 minutes 37 seconds
5.	Rollout ¹	13/8	eq: -0.741 (-0.111)
	Player:	36.18% (G:8.20% B:0.52%)	Conf.: ± 0.026 (-0.767...-0.715) - [0.0%]
	Opponent:	63.82% (G:21.94% B:6.62%)	Duration: 6 minutes 45 seconds
6.	Rollout ¹	7/3 6/5	eq: -0.754 (-0.124)
	Player:	36.91% (G:7.78% B:0.59%)	Conf.: ± 0.030 (-0.784...-0.725) - [0.0%]
	Opponent:	63.09% (G:25.14% B:7.40%)	Duration: 7 minutes 22 seconds
7.	Rollout ¹	6/1*	eq: -0.758 (-0.127)
	Player:	35.46% (G:8.18% B:0.20%)	Conf.: ± 0.025 (-0.783...-0.732) - [0.0%]
	Opponent:	64.54% (G:20.96% B:5.61%)	Duration: 7 minutes 40 seconds
8.	Rollout ¹	8/4 6/5	eq: -0.764 (-0.134)
	Player:	38.27% (G:7.54% B:0.67%)	Conf.: ± 0.034 (-0.798...-0.730) - [0.0%]
	Opponent:	61.73% (G:28.47% B:11.07%)	Duration: 8 minutes 12 seconds
9.	Rollout ¹	23/18	eq: -0.769 (-0.138)
	Player:	36.14% (G:7.25% B:0.76%)	Conf.: ± 0.027 (-0.796...-0.741) - [0.0%]
	Opponent:	63.86% (G:22.95% B:6.00%)	Duration: 7 minutes 31 seconds

10.	Rollout ¹	24/20 6/5	eq: -0.769 (-0.139)
	Player:	37.96% (G:7.96% B:0.87%)	Conf.: ± 0.031 (-0.800...-0.738) - [0.0%]
	Opponent:	62.04% (G:28.05% B:7.34%)	Duration: 8 minutes 25 seconds
11.	Rollout ¹	24/23 24/20	eq: -0.797 (-0.167)
	Player:	35.39% (G:7.64% B:0.71%)	Conf.: ± 0.026 (-0.823...-0.771) - [0.0%]
	Opponent:	64.61% (G:21.78% B:4.18%)	Duration: 7 minutes 41 seconds
12.	Rollout ¹	24/20 8/7	eq: -0.801 (-0.171)
	Player:	35.38% (G:7.78% B:0.51%)	Conf.: ± 0.024 (-0.825...-0.778) - [0.0%]
	Opponent:	64.62% (G:22.26% B:3.65%)	Duration: 7 minutes 03 seconds
13.	Rollout ¹	8/7 8/4	eq: -0.810 (-0.179)
	Player:	35.85% (G:8.17% B:0.65%)	Conf.: ± 0.026 (-0.836...-0.783) - [0.0%]
	Opponent:	64.15% (G:24.15% B:6.09%)	Duration: 6 minutes 52 seconds
14.	Rollout ¹	24/23 8/4	eq: -0.844 (-0.214)
	Player:	35.71% (G:7.41% B:0.57%)	Conf.: ± 0.030 (-0.874...-0.815) - [0.0%]
	Opponent:	64.29% (G:24.74% B:6.58%)	Duration: 7 minutes 31 seconds
15.	Rollout ¹	24/23 7/3	eq: -0.848 (-0.218)
	Player:	34.33% (G:7.61% B:0.63%)	Conf.: ± 0.024 (-0.873...-0.824) - [0.0%]
	Opponent:	65.67% (G:21.64% B:5.33%)	Duration: 6 minutes 44 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 10



○ is Player 2

score: 0
pip: 96

7 point match

pip: 115
score: 3

● is Player 1

XGID=-BCBBBa-----Bd-eBad---:0:0:1:65:3:0:0:7:10
● to play 65

1.	Rollout ¹	20/15 20/14	eq: +0.533
	Player:	60.73% (G:7.42% B:0.34%)	Conf.: ± 0.009 (+0.524...+0.541) - [100.0%]
	Opponent:	39.27% (G:1.96% B:0.06%)	Duration: 54.0 seconds
2.	Rollout ¹	20/14 16/11	eq: +0.123 (-0.409)
	Player:	52.72% (G:10.97% B:0.30%)	Conf.: ± 0.010 (+0.113...+0.133) - [0.0%]
	Opponent:	47.28% (G:6.63% B:0.27%)	Duration: 1 minute 06 seconds
3.	Rollout ¹	20/15 16/10	eq: +0.123 (-0.410)
	Player:	52.60% (G:11.16% B:0.27%)	Conf.: ± 0.009 (+0.114...+0.132) - [0.0%]
	Opponent:	47.40% (G:8.40% B:0.35%)	Duration: 59.2 seconds
4.	Rollout ¹	20/9	eq: -0.004 (-0.537)
	Player:	50.54% (G:8.17% B:0.25%)	Conf.: ± 0.010 (-0.014...+0.006) - [0.0%]
	Opponent:	49.46% (G:4.81% B:0.17%)	Duration: 1 minute 04 seconds
5.	Rollout ¹	16/5	eq: -0.136 (-0.669)
	Player:	47.52% (G:5.95% B:0.12%)	Conf.: ± 0.009 (-0.145...-0.127) - [0.0%]
	Opponent:	52.48% (G:3.16% B:0.07%)	Duration: 1 minute 02 seconds
6.	Rollout ¹	16/11 16/10	eq: -0.379 (-0.911)
	Player:	39.53% (G:5.95% B:0.14%)	Conf.: ± 0.008 (-0.387...-0.370) - [0.0%]
	Opponent:	60.47% (G:4.05% B:0.08%)	Duration: 1 minute 19 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply