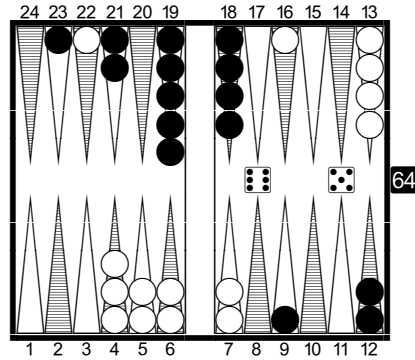


Problem 1



● is Player 2

score: 4
pip: 110

7 point match

pip: 138
score: 3

○ is Player 1

XGID=----CBBB-a--bD--A-de-bAa--:0:0:1:65:3:4:0:7:10

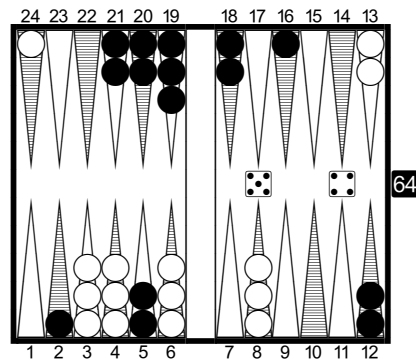
○ to play 65

1.	Rollout ¹	22/17 13/7	eq: -0.638
	Player:	30.76% (G:4.70% B:0.24%)	Conf.: ± 0.008 (-0.647...-0.630) - [100.0%]
	Opponent:	69.24% (G:7.90% B:0.14%)	Duration: 38.4 seconds
2.	Rollout ¹	22/16 13/8	eq: -0.707 (-0.069)
	Player:	27.98% (G:2.06% B:0.03%)	Conf.: ± 0.009 (-0.716...-0.698) - [0.0%]
	Opponent:	72.02% (G:2.19% B:0.07%)	Duration: 39.7 seconds
3.	Rollout ¹	13/8 13/7	eq: -0.734 (-0.095)
	Player:	30.18% (G:4.19% B:0.21%)	Conf.: ± 0.010 (-0.744...-0.723) - [0.0%]
	Opponent:	69.82% (G:10.60% B:0.31%)	Duration: 31.3 seconds
4.	Rollout ¹	13/2	eq: -0.765 (-0.127)
	Player:	29.26% (G:4.10% B:0.15%)	Conf.: ± 0.011 (-0.776...-0.754) - [0.0%]
	Opponent:	70.74% (G:11.95% B:0.29%)	Duration: 34.2 seconds
5.	Rollout ¹	22/16 7/2	eq: -0.854 (-0.215)
	Player:	26.50% (G:1.99% B:0.08%)	Conf.: ± 0.019 (-0.873...-0.834) - [0.0%]
	Opponent:	73.50% (G:3.02% B:0.06%)	Duration: 42.0 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 2



● is Player 2

score: 0
pip: 148Unlimited Game
Jacobypip: 113
score: 0

○ is Player 1

XGID=--aCCbC-C---bB--a-bcbb--A-:0:0:1:54:0:0:1:0:10

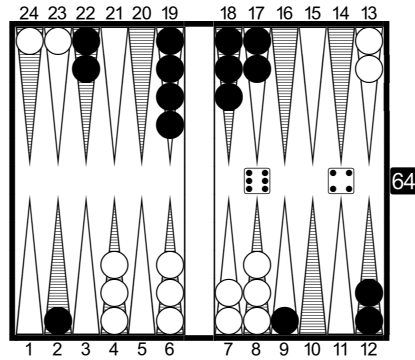
○ to play 54

1.	Rollout ¹	8/4 6/1	eq: -0.650
	Player:	31.63% (G:10.93% B:0.19%)	Conf.: ± 0.012 (-0.662...-0.638) - [100.0%]
	Opponent:	68.37% (G:15.25% B:0.70%)	Duration: 35.7 seconds
2.	Rollout ¹	8/3 6/2*	eq: -0.813 (-0.163)
	Player:	29.88% (G:10.58% B:0.24%)	Conf.: ± 0.018 (-0.831...-0.795) - [0.0%]
	Opponent:	70.12% (G:19.38% B:1.15%)	Duration: 37.7 seconds
3.	Rollout ¹	13/9 13/8	eq: -0.841 (-0.191)
	Player:	27.68% (G:9.59% B:0.31%)	Conf.: ± 0.018 (-0.860...-0.823) - [0.0%]
	Opponent:	72.32% (G:14.32% B:0.57%)	Duration: 34.9 seconds
4.	Rollout ¹	13/8 6/2*	eq: -0.876 (-0.226)
	Player:	28.24% (G:9.44% B:0.22%)	Conf.: ± 0.016 (-0.892...-0.860) - [0.0%]
	Opponent:	71.76% (G:17.45% B:0.86%)	Duration: 36.9 seconds
5.	Rollout ¹	13/4	eq: -0.973 (-0.323)
	Player:	26.21% (G:8.24% B:0.27%)	Conf.: ± 0.015 (-0.988...-0.959) - [0.0%]
	Opponent:	73.79% (G:16.90% B:0.68%)	Duration: 31.0 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 3



● is Player 2

score: 0

pip: 132

7 point match

pip: 141

score: 0

○ is Player 1

XGID=--a-C-CBCa--bB---bcd--bAA--0:0:1:64:0:0:0:7:10

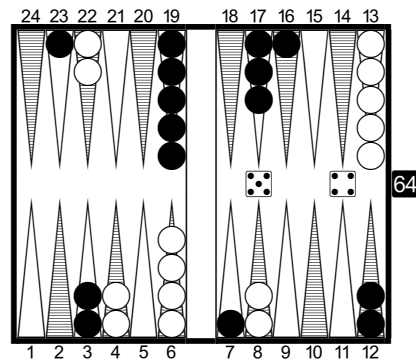
○ to play 64

1.	Rollout ¹	13/9* 8/2*	eq: +0.242
	Player:	53.53% (G:26.58% B:0.83%)	Conf.: ± 0.016 (+0.227...+0.258) - [100.0%]
	Opponent:	46.47% (G:16.66% B:2.11%)	Duration: 1 minute 00 second
2.	Rollout ¹	13/7 13/9*	eq: +0.146 (-0.097)
	Player:	52.68% (G:18.78% B:1.01%)	Conf.: ± 0.015 (+0.131...+0.160) - [0.0%]
	Opponent:	47.32% (G:14.56% B:0.82%)	Duration: 1 minute 02 seconds
3.	Rollout ¹	8/2* 6/2	eq: -0.012 (-0.254)
	Player:	47.66% (G:21.14% B:0.62%)	Conf.: ± 0.017 (-0.028...+0.005) - [0.0%]
	Opponent:	52.34% (G:13.89% B:0.87%)	Duration: 58.7 seconds
4.	Rollout ¹	13/9* 9/3	eq: -0.133 (-0.375)
	Player:	47.16% (G:16.78% B:0.81%)	Conf.: ± 0.016 (-0.149...-0.116) - [0.0%]
	Opponent:	52.84% (G:19.33% B:1.66%)	Duration: 1 minute 02 seconds
5.	Rollout ¹	24/20 8/2*	eq: -0.141 (-0.383)
	Player:	45.89% (G:16.75% B:0.73%)	Conf.: ± 0.013 (-0.154...-0.128) - [0.0%]
	Opponent:	54.11% (G:17.64% B:1.05%)	Duration: 1 minute 09 seconds
6.	Rollout ¹	24/14	eq: -0.274 (-0.516)
	Player:	44.14% (G:12.41% B:0.70%)	Conf.: ± 0.013 (-0.287...-0.261) - [0.0%]
	Opponent:	55.86% (G:19.89% B:0.70%)	Duration: 1 minute 09 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 4



● is Player 2

score: 0

pip: 153

3 point match

pip: 157

score: 0

○ is Player 1

XGID=---bB-DaB---bE--ac-e--Ba--:0:0:1:54:0:0:0:3:10

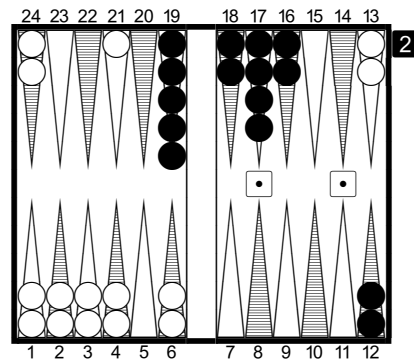
○ to play 54

1.	Rollout ¹	13/9 13/8	eq: +0.341
	Player:	56.78% (G:16.93% B:1.95%)	Conf.: ± 0.017 (+0.324...+0.358) - [100.0%]
	Opponent:	43.22% (G:11.66% B:1.00%)	Duration: 2 minutes 06 seconds
2.	Rollout ¹	22/18 13/8	eq: +0.274 (-0.067)
	Player:	56.18% (G:14.80% B:1.41%)	Conf.: ± 0.015 (+0.259...+0.289) - [0.0%]
	Opponent:	43.82% (G:13.55% B:0.87%)	Duration: 1 minute 59 seconds
3.	Rollout ¹	13/4	eq: +0.242 (-0.099)
	Player:	54.97% (G:16.08% B:1.87%)	Conf.: ± 0.017 (+0.225...+0.259) - [0.0%]
	Opponent:	45.03% (G:11.82% B:0.89%)	Duration: 1 minute 53 seconds
4.	Rollout ¹	22/13	eq: +0.230 (-0.110)
	Player:	55.85% (G:13.40% B:1.20%)	Conf.: ± 0.015 (+0.215...+0.246) - [0.0%]
	Opponent:	44.15% (G:13.34% B:0.71%)	Duration: 1 minute 50 seconds
5.	Rollout ¹	13/8 6/2	eq: +0.229 (-0.112)
	Player:	54.75% (G:16.25% B:1.20%)	Conf.: ± 0.016 (+0.213...+0.245) - [0.0%]
	Opponent:	45.25% (G:11.95% B:0.97%)	Duration: 1 minute 56 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 5



● is Player 2

score: 4
pip: 120

7 point match

pip: 127
score: 3

○ is Player 1

XGID=BBBB-B----bB--bdbe-A--B-:1:-1:1:11:3:4:0:7:10

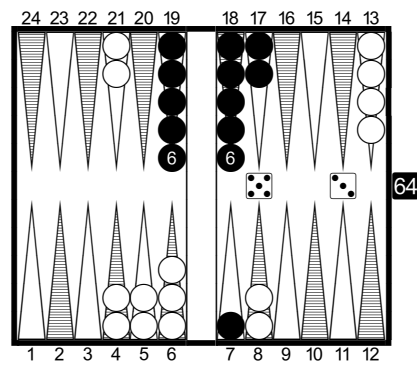
○ to play 11

1.	Rollout ¹	24/20	eq: -0.522
	Player:	31.87% (G:6.50% B:0.12%)	Conf.: ± 0.007 (-0.530...-0.515) - [100.0%]
	Opponent:	68.13% (G:12.19% B:1.08%)	Duration: 52.1 seconds
2.	Rollout ¹	24/23 21/20 6/5(2)	eq: -0.594 (-0.072)
	Player:	29.90% (G:5.33% B:0.16%)	Conf.: ± 0.007 (-0.601...-0.587) - [0.0%]
	Opponent:	70.10% (G:12.31% B:0.89%)	Duration: 51.3 seconds
3.	Rollout ¹	24/21 6/5	eq: -0.599 (-0.077)
	Player:	29.96% (G:4.26% B:0.04%)	Conf.: ± 0.007 (-0.607...-0.592) - [0.0%]
	Opponent:	70.04% (G:8.42% B:0.51%)	Duration: 57.3 seconds
4.	Rollout ¹	24/23 24/21	eq: -0.623 (-0.101)
	Player:	29.57% (G:3.46% B:0.06%)	Conf.: ± 0.006 (-0.630...-0.617) - [0.0%]
	Opponent:	70.43% (G:6.81% B:0.28%)	Duration: 56.9 seconds
5.	Rollout ¹	24/22 6/5(2)	eq: -0.629 (-0.106)
	Player:	28.87% (G:4.91% B:0.07%)	Conf.: ± 0.007 (-0.636...-0.621) - [0.0%]
	Opponent:	71.13% (G:11.58% B:0.63%)	Duration: 49.3 seconds
6.	Rollout ¹	24/22(2)	eq: -0.644 (-0.122)
	Player:	28.61% (G:3.84% B:0.04%)	Conf.: ± 0.007 (-0.651...-0.638) - [0.0%]
	Opponent:	71.39% (G:8.18% B:0.36%)	Duration: 49.5 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 7



● is Player 2

score: 0

pip: 112

Unlimited Game
Jacoby Beaver

pip: 146

score: 0

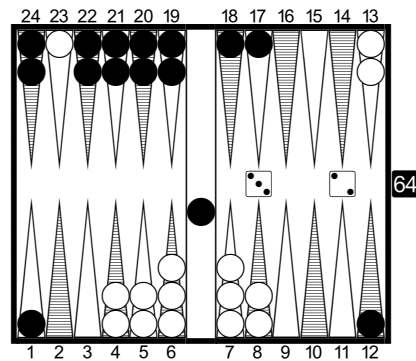
○ is Player 1

XGID=---BBCaB---D---bff-B---:0:0:1:53:0:0:3:0:10

○ to play 53

1.	Rollout ¹	21/16 13/10	eq: -0.184
	Player:	44.05% (G:7.22% B:0.22%)	Conf.: ± 0.012 (-0.197...-0.172) - [100.0%]
	Opponent:	55.95% (G:10.88% B:0.34%)	Duration: 45.2 seconds
2.	Rollout ¹	21/16 6/3	eq: -0.251 (-0.067)
	Player:	42.54% (G:6.94% B:0.22%)	Conf.: ± 0.011 (-0.262...-0.241) - [0.0%]
	Opponent:	57.46% (G:11.72% B:0.43%)	Duration: 44.5 seconds
3.	Rollout ¹	13/10 13/8	eq: -0.290 (-0.106)
	Player:	40.46% (G:6.08% B:0.16%)	Conf.: ± 0.009 (-0.299...-0.280) - [0.0%]
	Opponent:	59.54% (G:5.32% B:0.12%)	Duration: 32.4 seconds
4.	Rollout ¹	13/5	eq: -0.301 (-0.117)
	Player:	39.76% (G:5.53% B:0.13%)	Conf.: ± 0.009 (-0.310...-0.293) - [0.0%]
	Opponent:	60.24% (G:4.35% B:0.10%)	Duration: 28.2 seconds
5.	Rollout ¹	13/8 6/3	eq: -0.336 (-0.151)
	Player:	39.35% (G:5.78% B:0.15%)	Conf.: ± 0.008 (-0.344...-0.328) - [0.0%]
	Opponent:	60.65% (G:4.95% B:0.13%)	Duration: 30.7 seconds
6.	Rollout ¹	21/13	eq: -0.373 (-0.189)
	Player:	37.04% (G:4.73% B:0.14%)	Conf.: ± 0.010 (-0.383...-0.364) - [0.0%]
	Opponent:	62.96% (G:7.49% B:0.10%)	Duration: 30.9 seconds
7.	Rollout ¹	21/16 8/5	eq: -0.381 (-0.197)
	Player:	38.13% (G:6.60% B:0.20%)	Conf.: ± 0.011 (-0.393...-0.370) - [0.0%]
	Opponent:	61.87% (G:12.11% B:0.34%)	Duration: 42.0 seconds
8.	Rollout ¹	8/3 6/3	eq: -0.391 (-0.206)
	Player:	38.37% (G:5.52% B:0.13%)	Conf.: ± 0.010 (-0.400...-0.381) - [0.0%]
	Opponent:	61.63% (G:5.52% B:0.10%)	Duration: 29.3 seconds

Problem 8



● is Player 2

score: 2
pip: 115

7 point match

pip: 122
score: 4

○ is Player 1

XGID=aa--BBCCB---aB---aabbbbAb-0:0:1:32:4:2:0:7:10

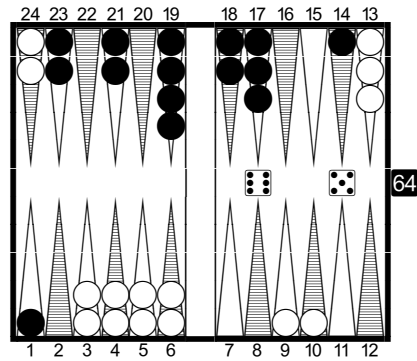
○ to play 32

1.	Rollout ¹	6/1*	eq: +0.983
	Player:	75.73% (G:38.06% B:5.68%)	Conf.: ± 0.012 (+0.971...+0.995) - [100.0%]
	Opponent:	24.27% (G:10.15% B:0.26%)	Duration: 1 minute 02 seconds
2.	Rollout ¹	7/4 6/4	eq: +0.901 (-0.082)
	Player:	74.41% (G:29.26% B:4.36%)	Conf.: ± 0.012 (+0.889...+0.913) - [0.0%]
	Opponent:	25.59% (G:7.82% B:0.21%)	Duration: 50.1 seconds
3.	Rollout ¹	13/11 13/10	eq: +0.862 (-0.121)
	Player:	75.01% (G:26.78% B:3.65%)	Conf.: ± 0.011 (+0.851...+0.874) - [0.0%]
	Opponent:	24.99% (G:9.41% B:0.30%)	Duration: 52.9 seconds
4.	Rollout ¹	13/8	eq: +0.782 (-0.201)
	Player:	72.00% (G:31.53% B:5.55%)	Conf.: ± 0.013 (+0.769...+0.795) - [0.0%]
	Opponent:	28.00% (G:11.50% B:0.19%)	Duration: 56.6 seconds
5.	Rollout ¹	13/10 7/5	eq: +0.754 (-0.229)
	Player:	71.59% (G:31.98% B:5.82%)	Conf.: ± 0.014 (+0.740...+0.768) - [0.0%]
	Opponent:	28.41% (G:13.02% B:0.45%)	Duration: 1 minute 01 second
6.	Rollout ¹	13/11 7/4	eq: +0.740 (-0.243)
	Player:	71.45% (G:31.66% B:5.90%)	Conf.: ± 0.015 (+0.725...+0.755) - [0.0%]
	Opponent:	28.55% (G:13.11% B:0.44%)	Duration: 1 minute 00 second

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 9



● is Player 2

score: 0

pip: 109

7 point match

pip: 142

score: 0

○ is Player 1

XGID=-a-BBBB-AA--Ca--cbd-b-bB-:0:0:1:65:0:0:0:7:10

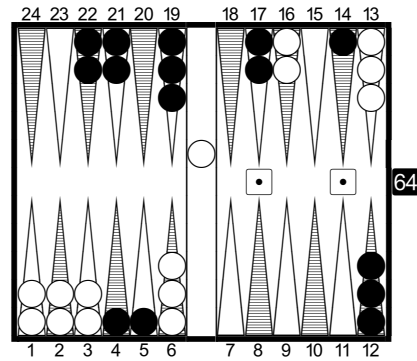
○ to play 65

1.	Rollout ¹	13/8 13/7	eq: +0.007
	Player:	52.71% (G:10.81% B:0.41%)	Conf.: ± 0.015 (-0.008...+0.022) - [100.0%]
	Opponent:	47.29% (G:19.41% B:2.87%)	Duration: 40.3 seconds
2.	Rollout ¹	13/7 9/4	eq: -0.086 (-0.094)
	Player:	49.30% (G:11.33% B:0.40%)	Conf.: ± 0.012 (-0.098...-0.075) - [0.0%]
	Opponent:	50.70% (G:17.10% B:1.77%)	Duration: 35.6 seconds
3.	Rollout ¹	13/7 10/5	eq: -0.089 (-0.096)
	Player:	49.38% (G:11.05% B:0.37%)	Conf.: ± 0.013 (-0.102...-0.076) - [0.0%]
	Opponent:	50.62% (G:17.17% B:1.75%)	Duration: 34.6 seconds
4.	Rollout ¹	13/8 9/3	eq: -0.108 (-0.115)
	Player:	48.36% (G:9.49% B:0.37%)	Conf.: ± 0.012 (-0.120...-0.096) - [0.0%]
	Opponent:	51.64% (G:15.29% B:1.44%)	Duration: 37.2 seconds
5.	Rollout ¹	13/8 10/4	eq: -0.136 (-0.143)
	Player:	47.84% (G:9.46% B:0.31%)	Conf.: ± 0.011 (-0.147...-0.125) - [0.0%]
	Opponent:	52.16% (G:15.79% B:1.40%)	Duration: 36.6 seconds
6.	Rollout ¹	10/5 9/3	eq: -0.251 (-0.258)
	Player:	44.44% (G:8.99% B:0.27%)	Conf.: ± 0.011 (-0.262...-0.240) - [0.0%]
	Opponent:	55.56% (G:14.63% B:1.21%)	Duration: 33.5 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller

Problem 10



● is Player 2

score: 2
pip: 139

7 point match

pip: 126
score: 1

○ is Player 1

XGID=-BBBaaC-----cCa-Bb-c-bb--A:0:0:1:11:1:2:0:7:10

○ to play 11

1.	Rollout ¹	Bar/24 6/5* 5/4* 4/3	eq: +0.746
	Player:	62.47% (G:38.91% B:0.93%)	Conf.: ± 0.015 (+0.732...+0.761) - [100.0%]
	Opponent:	37.53% (G:11.27% B:0.80%)	Duration: 1 minute 34 seconds
2.	Rollout ¹	Bar/24 16/15 6/5* 5/4*	eq: +0.637 (-0.109)
	Player:	60.19% (G:40.22% B:1.34%)	Conf.: ± 0.011 (+0.626...+0.648) - [0.0%]
	Opponent:	39.81% (G:15.19% B:1.79%)	Duration: 1 minute 19 seconds
3.	Rollout ¹	Bar/23 6/5* 5/4*	eq: +0.625 (-0.121)
	Player:	60.62% (G:39.17% B:1.22%)	Conf.: ± 0.014 (+0.611...+0.639) - [0.0%]
	Opponent:	39.38% (G:14.02% B:1.16%)	Duration: 1 minute 40 seconds
4.	Rollout ¹	Bar/24 16/14* 6/5*	eq: +0.399 (-0.347)
	Player:	57.03% (G:31.40% B:0.91%)	Conf.: ± 0.014 (+0.385...+0.413) - [0.0%]
	Opponent:	42.97% (G:15.14% B:1.28%)	Duration: 1 minute 40 seconds
5.	Rollout ¹	Bar/24 16/14* 14/13	eq: +0.355 (-0.392)
	Player:	53.41% (G:23.87% B:0.60%)	Conf.: ± 0.014 (+0.341...+0.369) - [0.0%]
	Opponent:	46.59% (G:14.36% B:0.84%)	Duration: 1 minute 58 seconds
6.	Rollout ¹	Bar/24 6/5*(3)	eq: +0.348 (-0.399)
	Player:	54.00% (G:26.39% B:0.69%)	Conf.: ± 0.011 (+0.336...+0.359) - [0.0%]
	Opponent:	46.00% (G:15.18% B:0.75%)	Duration: 1 minute 02 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves: 3-ply, cube decisions: XG Roller