

# UBC FINAL | RULES

## Scoring

- Scoring system: 1 point for match win and 1 point for PR win.
- Max 12 matches in total.
- In case of 12-12 score, the lowest average PR wins.
- In case of 12-12 score, and the average PR is within 0.03 in absolute value, then we go to sudden death.
- Sudden death is 1-point matches, where the first play to win both a match and PR wins.
- Losing a match on time forces a resign action.

## Technical rules

- Dice on checker allowed.
- Time: 14 min + 12 sec delay
- Length: 7 point matches.
- If a roll is invalid, the delay time is reset.

## Extremegammon2 Analysis settings

- Analysis setting: XG++ on all moves (1st pass)
- Luck is calculated on 1-ply
- Search interval: Huge search interval
- Bear-off database: 15 checkeress over 9 points
- Check-boxes on: "Use opening book", "Wrong Double/Take is an error" and "Do not roll opening book moves". Notice that resign errors count.

## Decision rules

- A player cannot force artificial decisions to increase decision count.
- A trailing player is forced to double post-crawford to avoid getting extra cube decisions.
- When a position is "gin" no more decisions can be gained.