AllowRule / allow\_rule

NONE = 0

OPP\_OR\_EMPTY = 1

SINGLE\_TO\_ZERO = 2

SINGLE\_ONLY\_ALL = 3

SINGLE\_ALL\_TO\_ZERO = 4

TWO\_ONLY\_ALL = 5

TWO\_ONLY\_ALL\_RIGHT = 6

FIRST\_TURN\_ONLY\_RIGHT\_TWO = 7

RIGHT\_2\_1ST\_THEN\_ALL\_TWO = 8

CaptExtraPick / pickextra

NONE = 0

PICKCROSS = 1

PICKTWOS = 2

ChildRule / child\_rule

NONE = 0

OPP\_ONLY = 1

NOT\_1ST\_OPP = 2

ChildType / child\_type

NOCHILD = 0

NORMAL = 1

WALDA = 2

ONE\_CHILD = 3

WEG = 4

BULL = 5

CrossCaptOwn / xcpickown

LEAVE = 0

PICK\_ON\_CAPT = 1

ALWAYS\_PICK = 2

Goal / goal

MAX\_SEEDS = 0

DEPRIVE = 1

TERRITORY = 2

Direct / sow\_direction

CW = -1

CCW = 1

SPLIT = 0

GrandSlam / grandslam

LEGAL = 0

NOT\_LEGAL = 1

NO\_CAPT = 2

OPP\_GETS\_REMAIN = 3

LEAVE\_LEFT = 4

LEAVE\_RIGHT = 5

LapSower / mlap

OFF = 0

LAPPER = 1

LAPPER\_NEXT = 2

RoundFill / round\_fill

NO\_ROUNDS = 0

LEFT\_FILL = 1

RIGHT\_FILL = 2

OUTSIDE\_FILL = 3

UCHOOSE = 4

UMOVE = 5

SHORTEN = 6

RoundStarter / round\_starter

ALTERNATE = 0

LOSER = 1

WINNER = 2

SowPrescribed / prescribed

NONE = 0

SOW1OPP = 1

ARNGE\_LIMIT = 2 # arrange seeds or limit children and captures

PLUS1MINUS1 = 3

BASIC\_SOWER = 4

MLAPS\_SOWER = 5

SowRule / sow\_rule

NONE = 0

SOW\_BLKD\_DIV = 1

OWN\_SOW\_CAPT\_ALL = 2

SOW\_SOW\_CAPT\_ALL = 3

NO\_SOW\_OPP\_2S = 4

CHANGE\_DIR\_LAP = 5

StartPattern / sow\_pattern

ALL\_EQUAL = 0

GAMACHA = 1

ALTERNATES = 2

ALTS\_WITH\_1 = 3

CLIPPEDTRIPLES = 4

TWOEMPTY = 5