

Examples for Area Scoring - Part 2

by Robert Jasiek

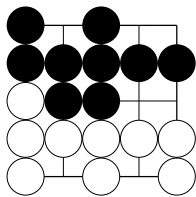
Two-sided Dame and Teire

For this document, "dame" are empty intersections in between, what traditional Go theory calls, living groups of both players. "teire" are empty intersections for that filling becomes forced when dame are filled. "Two-sided" means that, if the teire are already filled, either player could fill such a dame intersection without endangering the living status of his adjacent group.

Remarks for the theoretically interested reader: These are not formal, general definitions. They would be beyond the scope of this paper. Here it is sufficient to understand why the following examples belong to this section.

Under Area Scoring, it has been a custom to fill all two-sided dame and teire. However, strategically this is not necessary; it is sufficient to create an even number of them. For good strategy, one should be careful though how to count them if one does not fill them all. The number of possible teire intersections can differ from the minimal number of necessary teire plays. At the end of the alternation, the latter matters in the sum of minimally necessary teire plays and possible two-sided-dame plays. This sum should be even then. In particular, it is even if the players simply fill all the two-sided dame and minimally necessary teire during the alternation.

Example 1



General Information

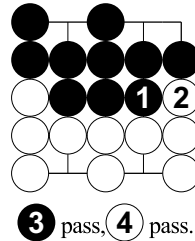
- diagram index: 0014
- traditional description: "even number of two-sided dame"
- board size: 5x5
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10

- total reading time: <1m
- perfect play score: 1

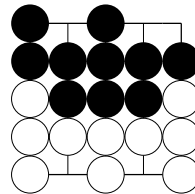
Variation 1

This is a possible perfect play.

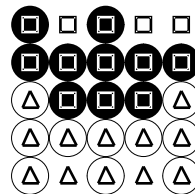
Alternation



Position at the End of the Alternation



Scoring

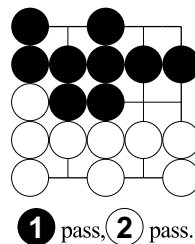


$$13 - 12 = 1$$

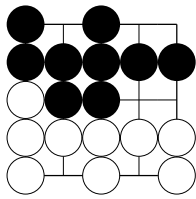
Variation 2

This is a possible perfect play.

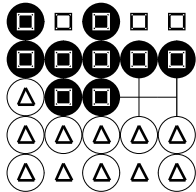
Alternation



Position at the End of the Alternation



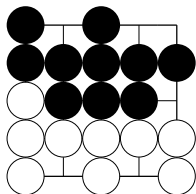
Scoring



$$12 - 11 = 1$$

The unmarked empty intersections score for neither player.

Example 2



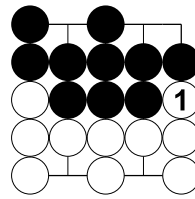
General Information

- diagram index: 0015
- traditional description: "odd number of two-sided dame"
- board size: 5x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 1

Variation 1

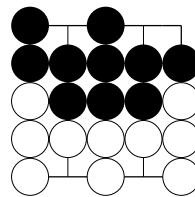
This is a possible perfect play.

Alternation

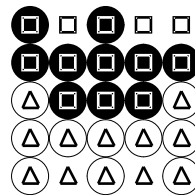


2 pass, 3 pass.

Position at the End of the Alternation

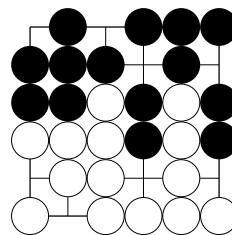


Scoring



$$13 - 12 = 1$$

Example 3



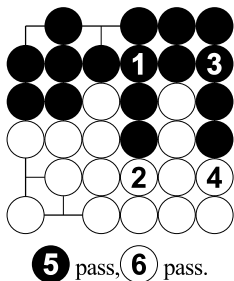
General Information

- diagram index: 0016
- traditional description: "even number of two-sided dame and even number of teire"
- board size: 6x6
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 0

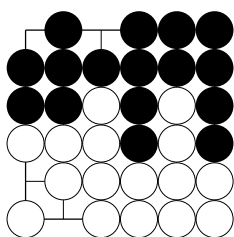
Variation 1

This is a possible perfect play.

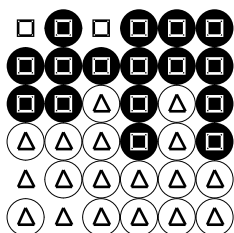
Alternation



Position at the End of the Alternation

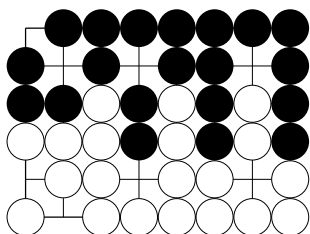


Scoring



$$18 - 18 = 0$$

Example 4



General Information

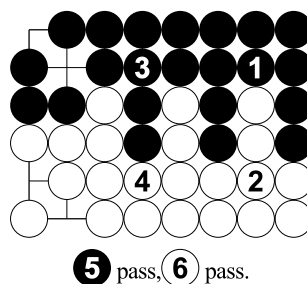
- diagram index: 0017
- traditional description: "even number of two-sided dame and even number of teire"
- board size: 8x6

- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 0

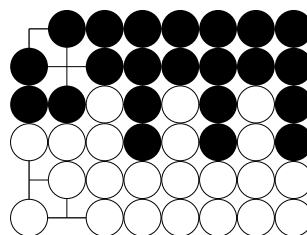
Variation 1

This is a possible perfect play.

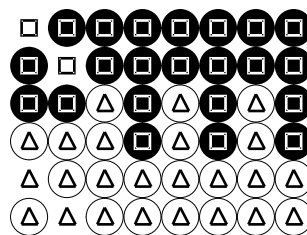
Alternation



Position at the End of the Alternation



Scoring

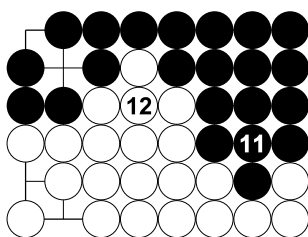
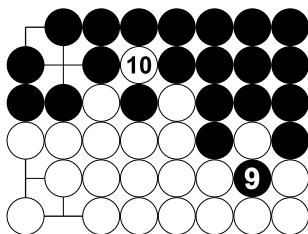
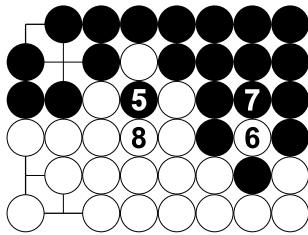
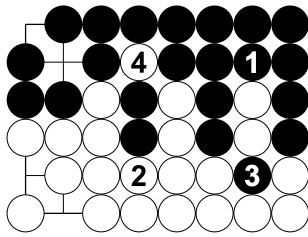


$$24 - 24 = 0$$

Variation 2

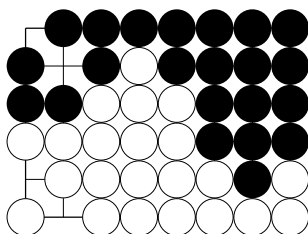
This is a possible perfect play. Here it is possible to make strategic exchanges with what was supposed to be dame and teire

Alternation

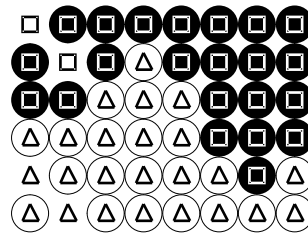


13 pass, 14 pass.

Position at the End of the Alternation

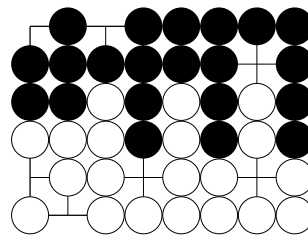


Scoring



$$24 - 24 = 0$$

Example 5



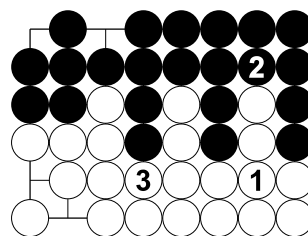
General Information

- diagram index: 0018
- traditional description: "even number of two-sided dame and odd number of teire"
- board size: 8x6
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 0

Variation 1

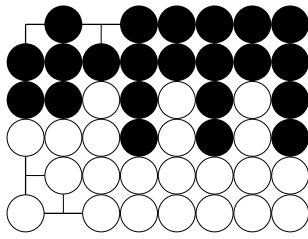
This is a possible perfect play.

Alternation

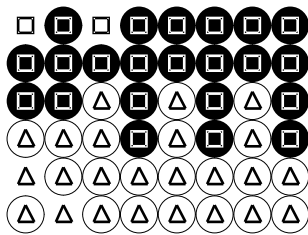


4 pass, 5 pass.

Position at the End of the Alternation

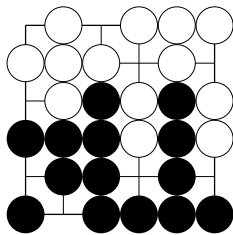


Scoring



$$24 - 24 = 0$$

Example 6



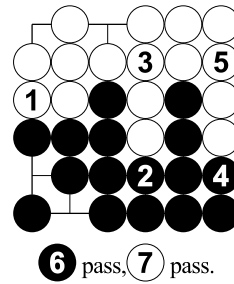
General Information

- diagram index: 0019
- traditional description: "odd number of two-sided dame and even number of teire"
- board size: 6x6
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 0

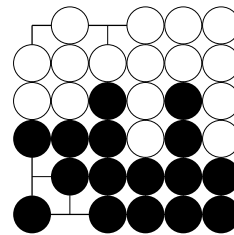
Variation 1

This is a possible perfect play.

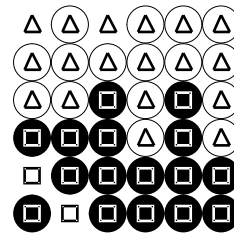
Alternation



Position at the End of the Alternation

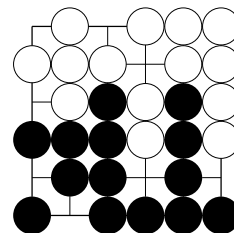


Scoring



$$18 - 18 = 0$$

Example 7



General Information

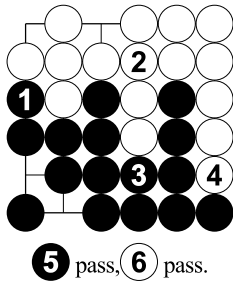
- diagram index: 0020
- traditional description: "odd number of two-sided dame and odd number of teire"
- board size: 6x6
- board parity: even
- black - white stones: 0
- to move: Black

- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 0

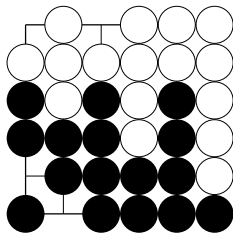
Variation 1

This is a possible perfect play.

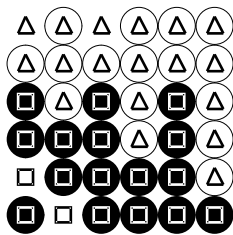
Alternation



Position at the End of the Alternation

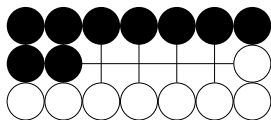


Scoring



$$18 - 18 = 0$$

Example 8



General Information

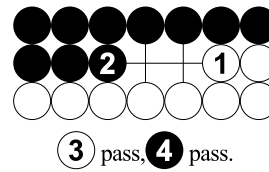
- diagram index: 0021
- traditional description: "seki with even number of two-sided dame before the rest becomes zero-sided"

- board size: 7x3
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:100
- total reading time: <1m
- perfect play score: 1

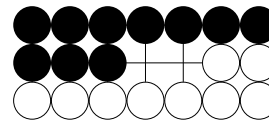
Variation 1

This is a possible perfect play.

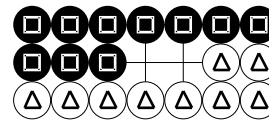
Alternation



Position at the End of the Alternation



Scoring



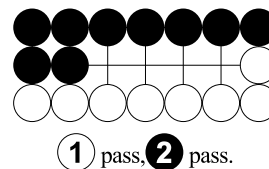
$$10 - 9 = 1$$

The unmarked empty intersections score for neither player.

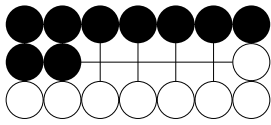
Variation 2

This is a possible perfect play.

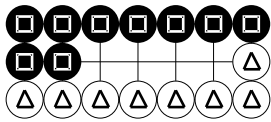
Alternation



Position at the End of the Alternation



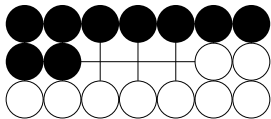
Scoring



$9 - 8 = 1$

The unmarked empty intersections score for neither player.

Example 9



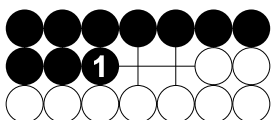
General Information

- diagram index: 0022
- traditional description: "seki with odd number of two-sided dame before the rest becomes zero-sided"
- board size: 7x3
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:100
- total reading time: <1m
- perfect play score: 1

Variation 1

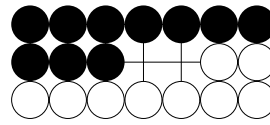
This is a possible perfect play.

Alternation

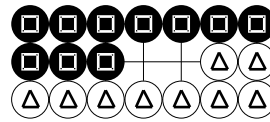


② pass, ③ pass.

Position at the End of the Alternation



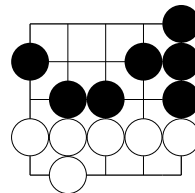
Scoring



$10 - 9 = 1$

The unmarked empty intersections score for neither player.

Example 10



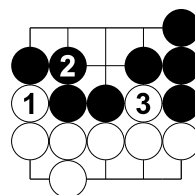
General Information

- diagram index: 0023
- traditional description: "two-sided dame and flexible teire"
- board size: 5x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 1

Variation 1

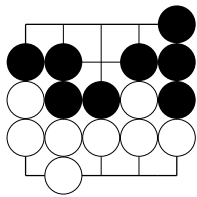
This is a possible perfect play.

Alternation

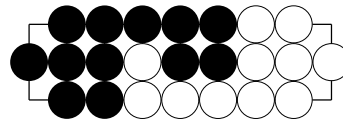


④ pass, ⑤ pass.

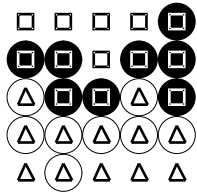
Position at the End of the Alternation



Position at the End of the Alternation



Scoring



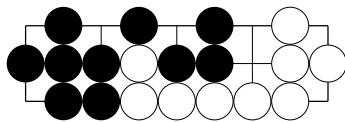
13 - 12 = 1

Scoring



14 - 13 = 1

Example 11



General Information

- diagram index: 0024
- traditional description: "teire with oiotoshi"
- board size: 9x3
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: 1

Variation 1

This is a possible perfect play.

Alternation

