

# Examples for Area Scoring - Part 4

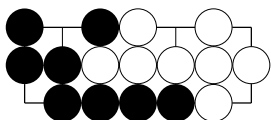
by Robert Jasiek

## Regular Dead Kos

For the purpose of this section, a "ko" is a pair of two adjacent intersections on that a succession of two alternating plays could recreate the position, provided this would be allowed. A "regular dead ko" is a ko that perfect play will dissolve inevitably in favour of one particular player, that is within, i.e. not at a boundary, of what traditional Go theory calls area of that player's independently alive strings, and so that perfect play does neither fill one eye of a previously so called living two-liberty group nor do something similar in a so called seki.

*Notes for the theoretically interested reader: This is not a formal, general definition. However, here it is sufficient to understand why an example is in this section. For simplicity, a ko is also called a dead ko if it contains a ko stone of the player that can dissolve the ko in his favour and if thus only an opposing play would provide some so called dead stone that then could be removed. Tradition for the name "dead ko" is rather short because the author has invented this term just a couple of years ago. It has been a necessary invention because many much less frequent ko shapes had been called by names while the rather frequent dead ko shapes had not been given a name yet. The previous illiteracy had consequences: Mostly study of the shapes had been thoroughly neglected, except by a handful of modern rules experts.*

### Example 1



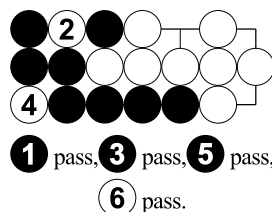
#### General Information

- diagram index: 0029
- traditional description: "dead ko"
- board size: 7x3
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: -21

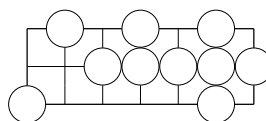
### Variation 1

This is a possible perfect play.

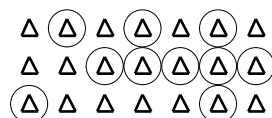
#### Alternation



#### Position at the End of the Alternation

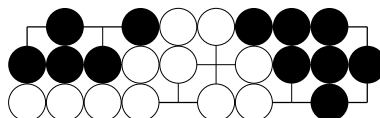


#### Scoring



$$0 - 21 = -21$$

### Example 2



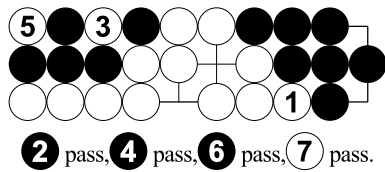
#### General Information

- diagram index: 0030
- traditional description: "dead ko and one two-sided dame"
- board size: 10x3
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: -12

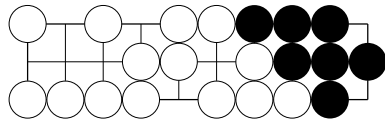
### Variation 1

This is a possible perfect play.

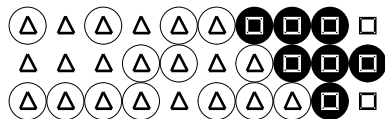
### Alternation



### Position at the End of the Alternation

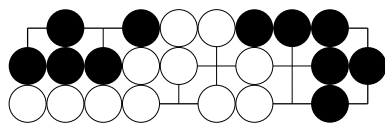


### Scoring



$$9 - 21 = -12$$

### Example 3



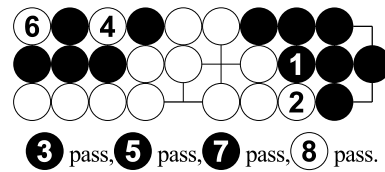
### General Information

- diagram index: 0031
- traditional description: "dead ko and two two-sided dame"
- board size: 10x3
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: -12

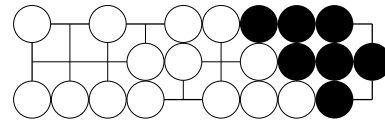
### Variation 1

This is a possible perfect play.

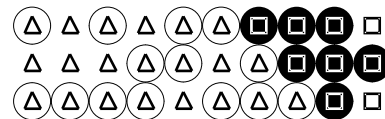
### Alternation



### Position at the End of the Alternation

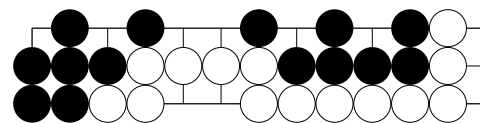


### Scoring



$$9 - 21 = 12$$

### Example 4



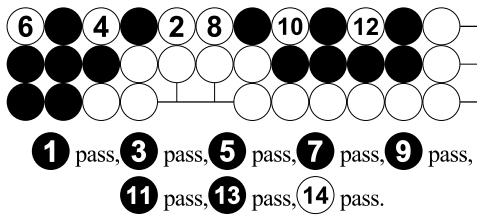
### General Information

- diagram index: 0032
- traditional description: "two separate dead kos"
- board size: 13x3
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:100
- total reading time: <1m
- perfect play score: -39

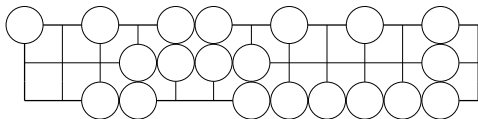
### Variation 1

This is a possible perfect play.

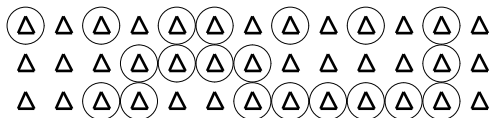
### Alternation



### Position at the End of the Alternation

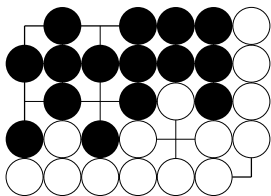


### Scoring



$$0 - 39 = -39$$

### Example 5



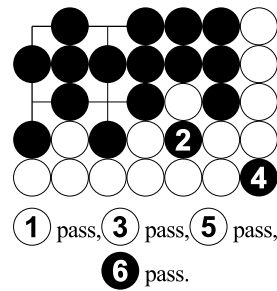
### General Information

- diagram index: 0033
- traditional description: "three dead kos"
- board size: 7x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:1,000
- total reading time: <1m
- perfect play score: 35

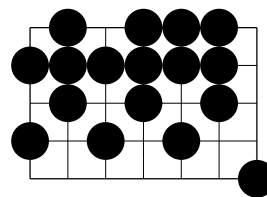
### Variation 1

This is a possible perfect play.

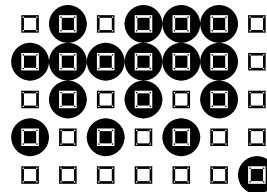
### Alternation



### Position at the End of the Alternation



### Scoring

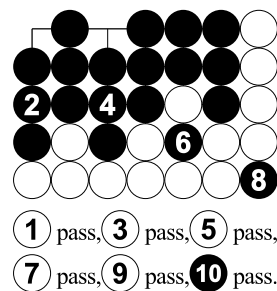


$$35 - 0 = 35$$

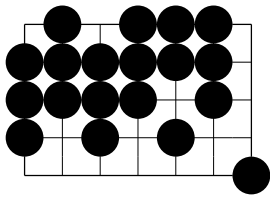
### Variation 2

This is a possible perfect play.

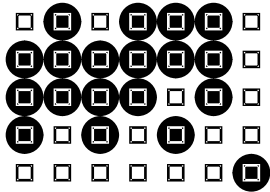
### Alternation



### Position at the End of the Alternation

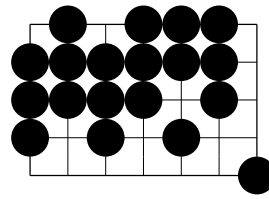


### Scoring

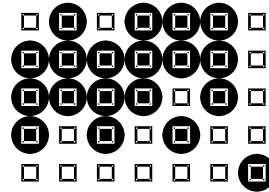


$$35 - 0 = 35$$

### Position at the End of the Alternation



### Scoring

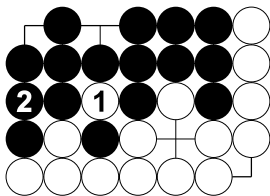


$$35 - 0 = 35$$

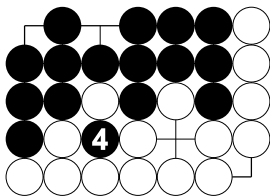
### Variation 3

This is a possible perfect play.

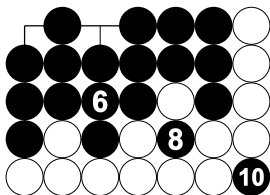
### Alternation



③ pass.



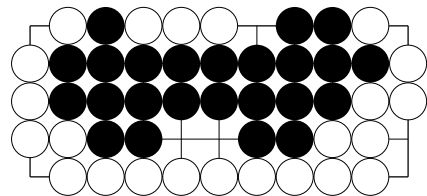
⑤ pass.



⑦ pass, ⑨ pass, ⑪ pass,

⑫ pass.

### Example 6



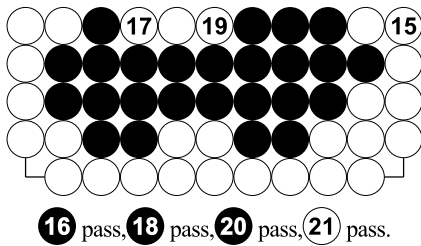
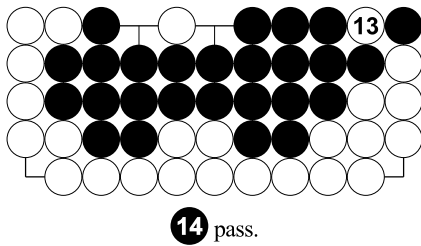
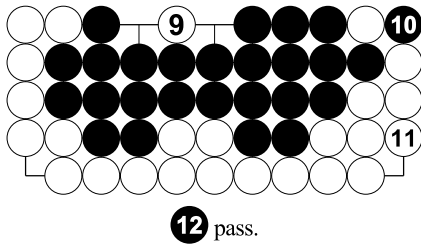
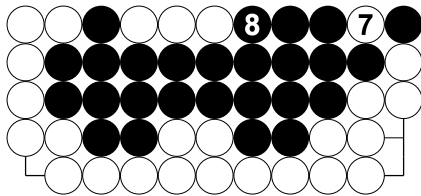
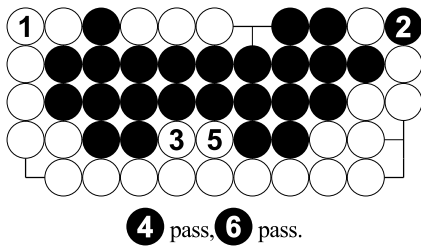
### General Information

- diagram index: 0034
- traditional description: "dead string next to two dead kos"
- board size: 11x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:10 to 1:1,000
- total reading time: <1m
- perfect play score: -55
- acknowledgement: Makrai Jozsef

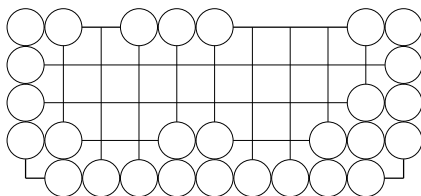
### Variation 1

This is a possible perfect play. Move 11 should be a play and not a pass so that under the positional superko rule together with the rule about two successive ending passes the play 13 becomes possible.

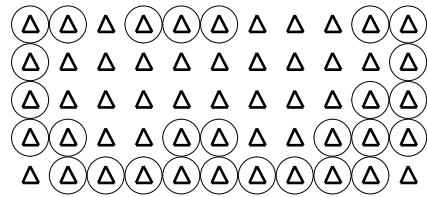
### Alternation



### Position at the End of the Alternation

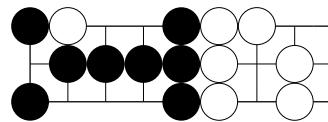


### Scoring



$0 - 55 = -55$

### Example 7



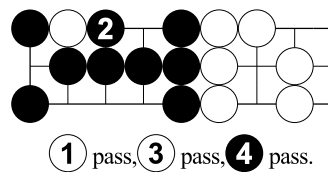
### General Information

- diagram index: 0035
- traditional description: "dead ko"
- 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: 3

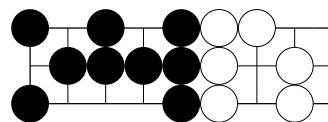
### Variation 1

This is a possible perfect play.

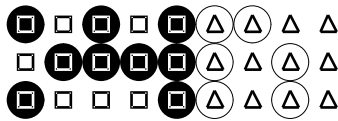
### Alternation



### Position at the End of the Alternation



### Scoring

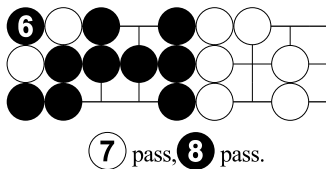
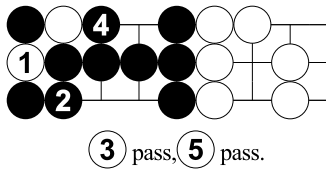


$$15 - 12 = 3$$

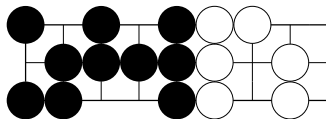
### Variation 2

This is a possible perfect play.

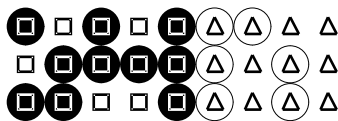
#### Alternation



#### Position at the End of the Alternation



### Scoring



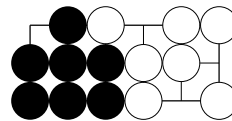
$$15 - 12 = 3$$

## Irregular Dead Kos

An "irregular dead ko" is a ko that is not a regular dead ko but that would be a regular dead ko if, in traditional terms, a pass in a succession of passes might, if legal, serve as a ko threat.

*Notes for the theoretically interested reader: On the 19x19 board, irregular dead kos never occur in practice. On the 9x9 board, so far there has been only one report about a game with an irregular dead ko. The tinier the board the more likely irregular dead kos become because fewer and fewer tenukis are available.*

## Example 1



### General Information

- diagram index: 0036
- traditional description: "dead ko"
- board size: 6x3
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:10,000,000 to never
- total reading time: <1m
- perfect play score: 2

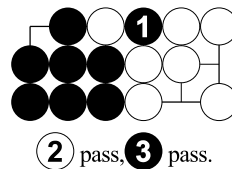
### Remark

The behaviour of this position, where no tenuki is reasonably available, is a special strategic consequence of superko.

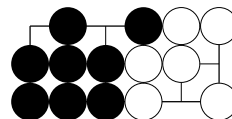
### Variation 1

This is a possible perfect play.

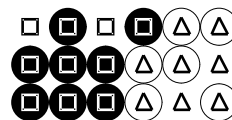
#### Alternation



#### Position at the End of the Alternation



### Scoring

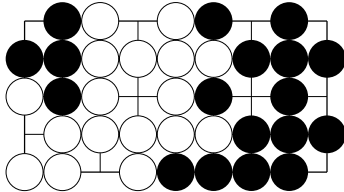


$$10 - 8 = 2$$

## Regular Dead Kos and Basic Endgame Kos

Basic endgame kos shall be discussed in later sections. Here only their possible coexistence with regular dead kos is pointed out.

### Example 1



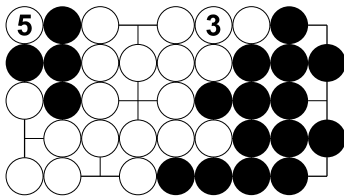
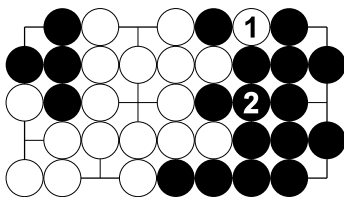
### General Information

- diagram index: 0037
- traditional description: "dead ko and two basic endgame kos"
- board size: 9x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:100
- total reading time: <1m
- perfect play score: -11

### Variation 1

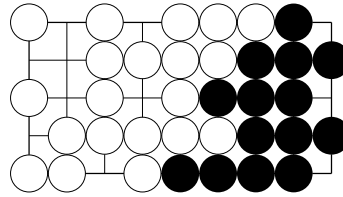
This is a possible perfect play.

#### Alternation

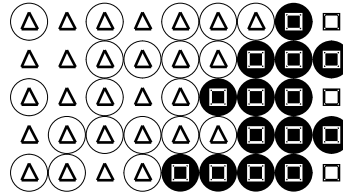


4 pass, 6 pass, 7 pass.

### Position at the End of the Alternation



### Scoring



$$17 - 28 = -11$$