Examples for Ikeda Territory I Scoring - Part 2

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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 Ikeda Scoring, generally two-sided dame are unvaluable during the alternation but become valuable during the playout. Therefore generally it is recommended to develop a custom of filling all two-sided dame and teire already during the alternation. 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 start of the playout, the latter matters in the sum of minimally necessary teire plays and possible two-sided dame plays. This sum should be even at the start of the playout. In particular, it is even if the players simply fill all the two-sided dame and minimally necessary teire already during the alternation.

The filling of dame and teire during the alternation creates a regular divided or semi-divided position. Basic endgame kos shall neither exist nor be created. During the filling of dame and teire in the alternation, during the playout, and according to a formal proof, a pass-fight does not occur. In particular, this applies to any example in this section.

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
- pass-fight: none

Remarks

If there is an even number of two-sided dame, neither player needs to fill the dame during the alternation. However, both can fill them all during the alternation.

Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



Black's score consists of 3 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.



Position at the End of the Alternation



Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 4

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



Black's score consists of 3 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone. The unmarked empty intersections score for neither player.

Variation 5

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



Black's score consists of 3 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 6

This is a possible perfect play.



Position at the End of the Alternation



Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



(3+0) - (2+0) = 1

Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

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
- pass-fight: none

Remark

If there is an odd number of dame, at least one player is interested in filling one dame during the alternation.

Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation



Position at the End of the Alternation





Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



Black's score consists of 3 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

Move 2 is a strategic mistake.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout



prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.



Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

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: 2m
- perfect play score: 0
- pass-fight: none

Remarks

If the total number of two-sided dame and teire is even, then they or an even number of them can be filled during the alternation or they can be filled during the playout. The simplest strategy of both players is to fill them all during the alternation.

Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

Move 3 is a strategic mistake.



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout



prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.



$$(2+0) - (2+1) = -1$$

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

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: 5m
- perfect play score: 0
- pass-fight: none

Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation



Alternation



Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



The players agree not to remove any strings.

Scoring

There are no prisoners.



(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

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

Alternation

Position at the End of the Alternation

There are 3 black and 3 white prisoner stones.

Agreement

The players agree not to remove any strings.

Scoring

There are 3 black and 3 white prisoner stones.

(2+3) - (2+3) = 0

Black's score consists of 2 points of territory and 3 white prisoner stones. White's score consists of 2 points of territory and 3 black prisoner stones.

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: 2m
- perfect play score: 0
- pass-fight: none

Remark

The total number of two-sided dame and teire should be even at the start of the playout.

Variation 1

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2 +	1)	- (2	+1)	0 = 0
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Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 5

This is a possible perfect play.

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 6

Move 2 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

(2+0) - (2+1) = -1

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 7

Move 4 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

(2+0) - (2+1) = -1

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

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: 2m
- perfect play score: 0
- pass-fight: none

Remark

The total number of two-sided dame and teire should be even at the start of the playout.

Variation 1

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

$$(2+1) - (2+1) = 0$$

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

Move 2 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

(2+0) - (2+1) = -1

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

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: 2m
- perfect play score: 0
- pass-fight: none

Remark

The total number of two-sided dame and teire should be even at the start of the playout.

Variation 1

This is a possible perfect play.

Alternation

5 pass, **6** pass.

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

Move 3 is a strategic mistake.

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

$$(2+0) - (2+1) = -1$$

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.

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: 0
- pass-fight: none

Remarks

The total number of two-sided dame and teire should be even at the start of the playout. For this, it does not matter whether some two-sided-dame are in sekis or in between independently alive groups.

Variation 1

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 0 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 2

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 0 points of territory and 1 black prisoner stone. The unmarked empty intersections score for neither player.

Variation 3

This is a possible perfect play.

Alternation

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 0 points of territory and 1 black prisoner stone. The unmarked empty intersections score for neither player.

(0+1) - (0+1) = 0

Variation 4

Move 3 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones	paid for passes: 0 black, 1	white
stones	removed: 0 black, 0 white	

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Position at the End of the Playout

prisoner stones: 0 black, 1 white

Scoring

There are 0 black and 1 white prisoner stones.

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 0 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 5

Move 4 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

$$(0+0) - (0+1) = -1$$

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 0 points of territory and 1 black prisoner stone. 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: 0
- pass-fight: none

Remarks

The total number of two-sided dame and teire should be even at the start of the playout. For this, it does not matter whether some two-sided dame are in sekis or in between independently alive groups.

Variation 1

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(0+0) - (0+0) = 0

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 0 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 2

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 0 points of territory and 1 black prisoner stone. The unmarked empty intersections score for neither player.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 0 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 4

Move 2 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 0 black, 1 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 0 black, 1 white

Scoring

There are 0 black and 1 white prisoner stones.

(0+1) - (0+0) = 1

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 0 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Example 10

Alternation

Position at the End of the Alternation

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: 3m
- perfect play score: 1
- pass-fight: none

Remarks

Black can choose either of the intersections marked T for making his teire play. He does not need to play on all of them. It is sufficient to play on exactly one of them.

The number 3 of possible teire intersections differs from the minimal number 1 of necessary Black's teire plays. At the start of the playout, the latter matters in the sum of minimally necessary teire plays and possible two-sided dame plays.

Variation 1

This is a possible perfect play.

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

Black's score consists of 5 points of territory and 0 white prisoner stones. White's score consists of 4 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 5 points of territory and 1 white prisoner stone. White's score consists of 4 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

prisoner stones: 1 black, 1 white

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 5 points of territory and 1 white prisoner stone. White's score consists of 4 points of territory and 1 black prisoner stone.

Variation 4

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 5 points of territory and 1 white prisoner stone. White's score consists of 4 points of territory and 1 black prisoner stone.

Variation 5

Move 2 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

Black's score consists of 5 points of territory and 0 white prisoner stones. White's score consists of 4 points of territory and 1 black prisoner stone.

Variation 6

Move 4 is a strategic mistake.

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

Black's score consists of 5 points of territory and 0 white prisoner stones. White's score consists of 4 points of territory and 1 black prisoner stone.

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: 3m
- perfect play score: 0
- pass-fight: none

Variation 1

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

(2+0) - (2+0) = 0

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 0 black prisoner stones.

Variation 2

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 3

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 4

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 5

This is a possible perfect play.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

(2+1) - (2+1) = 0

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone.

Variation 6

Move 3 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 1 white stones removed: 0 black, 0 white

There is an equal number of moves in this playout. So also the last pass is costly.

Position at the End of the Playout

prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.

Black's score consists of 4 points of territory and 1 white prisoner stone. White's score consists of 2 points of territory and 1 black prisoner stone. The unmarked empty intersections score for neither player.

Variation 7

Move 4 is a strategic mistake.

Alternation

Position at the End of the Alternation

Agreement

The players disagree in the agreement phase.

Playout

stones paid for passes: 1 black, 0 white stones removed: 0 black, 0 white

There is an unequal number of moves in this playout. So the last pass is free.

Position at the End of the Playout

prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.

Black's score consists of 2 points of territory and 0 white prisoner stones. White's score consists of 2 points of territory and 1 black prisoner stone.