

# Rules of Go (Weiqi)

## For World Mind Sports Games 2008

*revised 16-7-2008*

### Appendix 1

#### Fill-in Counting

1. Fill-in counting is adopted in the rules to determine victory or defeat of the players.
2. The Ing-style go sets are the official game sets. The containers must have 180 stones for each player to start the game.
3. At the end of the game, Black gives up 6 and  $\frac{1}{2}$  points as compensation (komi) to White.
4. When the counting is finished, the referee shall ascertain which player passed first. If White passed first, White shall receive an additional compensation of 1 point.

#### Procedure

1. At the start of the game, each side should make sure that the number of stones in his container is exactly 180.
2. When both sides confirm the conclusion of the play, they should remove the dead stones from the board as the first step of counting.
3. Three White stones are placed on Black's territory, indicating that Black gives White 6 points in komi. (The remaining 0.5 point will be given later.)
4. Then, both sides fill the dead, removed, and remaining stones into the territory of the same color, according to the principle that "each empty point can be claimed as one's territory".
5. If a player does not have enough territory to fill in all the stones, the surplus stones, known as "losing stones", shall be used to fill in his opponent's "winning territory".
6. In case of a seki with even number of empty points with liberties for both players, the two players each fill in equal number of stones. If the number of empty points is odd, the last point shall remain unfilled.

7. The side owning the “winning territory” constitutes the base point for counting. An empty point in the “winning territory” is counted as 1 point, while the opponent’s “losing stones” are counted as 2 points each. The “winning territory” generally is set at a corner or along a side of the board.

8. The formula for calculating the score:

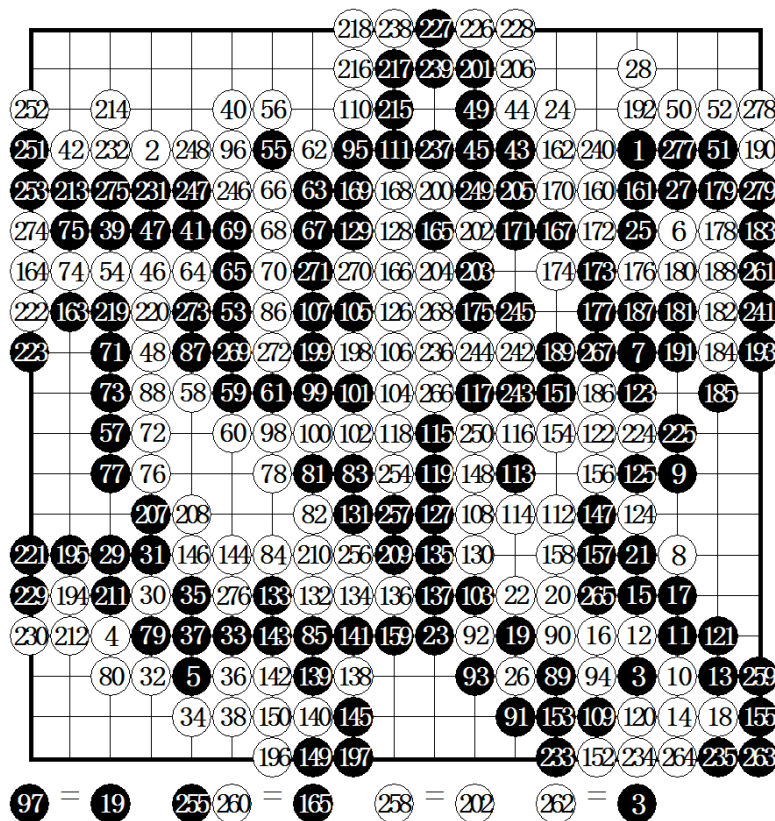
If Black owns the winning territory, his score is: “points of the winning territory” – “the remaining 0.5 point of komi” – “1 if White passed first” = “the score”.

If White owns the winning territory, his score is: “points of the winning territory” + “the remaining 0.5 point of komi” + “1 if White passed first” = “the score”.

9. After counting the points, both sides shall put all the stones back to the containers to ascertain that the number of stones is 180 for each.

10. The fill-in counting and score calculation shall be conducted under the supervision of the referee on site. Any dispute shall be brought to the attention of the Chief Referee; or, further, to the Arbitration Committee for adjudication.

The following are some examples of fill-in counting:

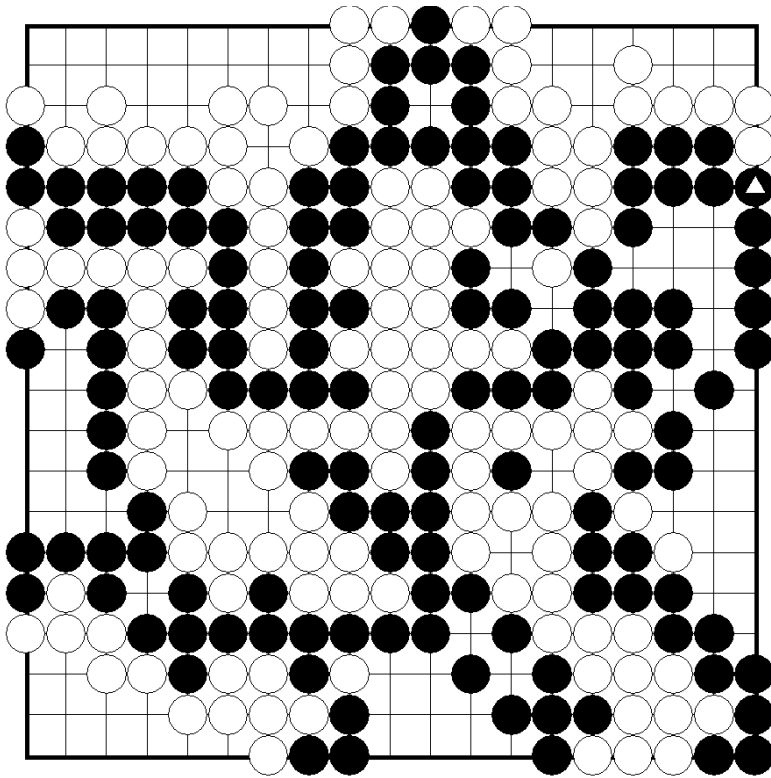


The 1st Game  
Actual game  
record

Total moves:  
279.

Black 279 ends  
the game (thus,  
White passes  
first).

The 1st Game  
Diagram of the  
end of the  
game.



Points of territory  
on the board:

Black has 6 more  
points.

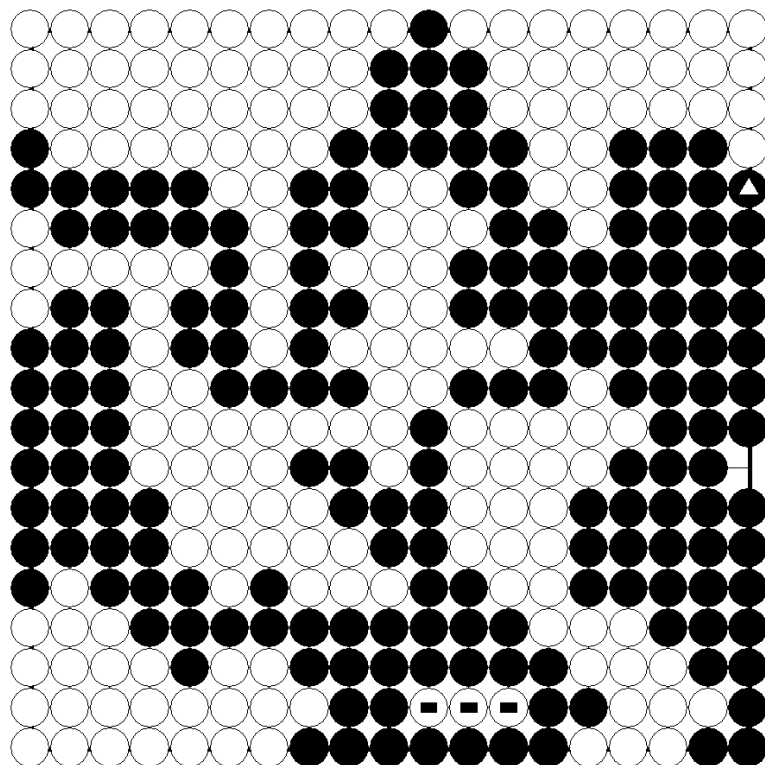
Stones and  
spaces on the  
board:

Black: 184

White: 177

### The 1st Game Diagram of fill-in counting

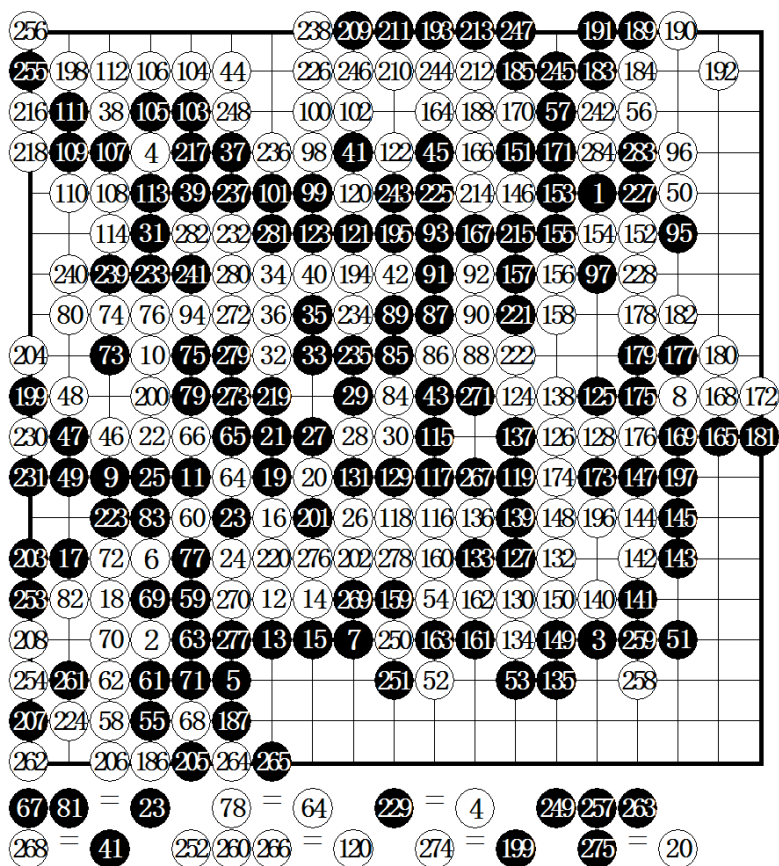
3 white stones are  
filled into the empty  
points of black  
territory, indicating  
Black gives up 6  
points in komi.  
Black's "winning  
territory" is 1 point.  
1 point is deducted  
because White  
passed first and the  
remaining 0.5 point  
of komi is also  
deducted.



Result of  
calculation: Black loses by 0.5 point.

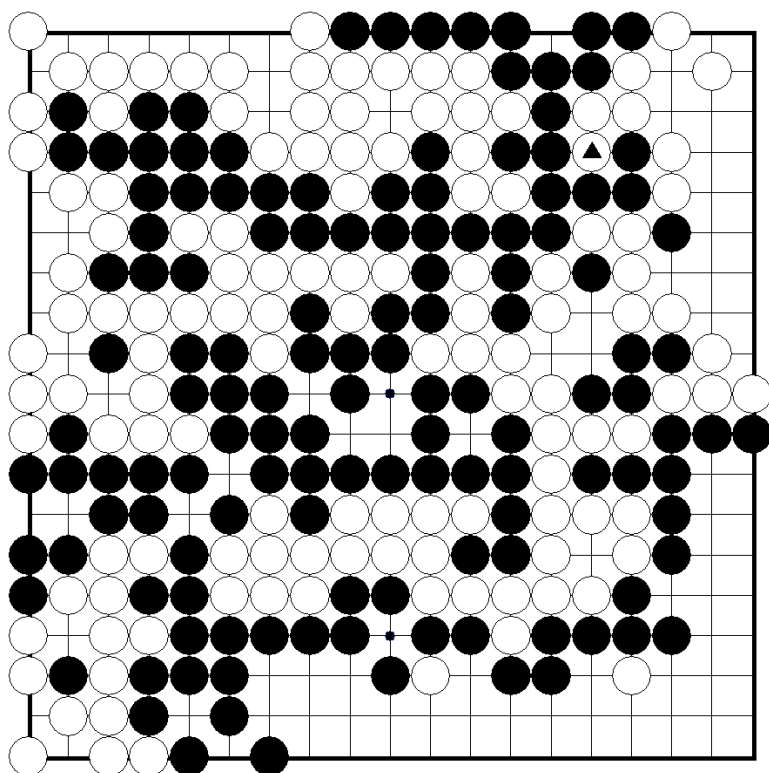
## The 2nd Game Actual game record

Total moves: 284. White ends the game (thus, Black passes first).



## The 2nd Game

Diagram of the end of the game



Points of territory  
on the board:

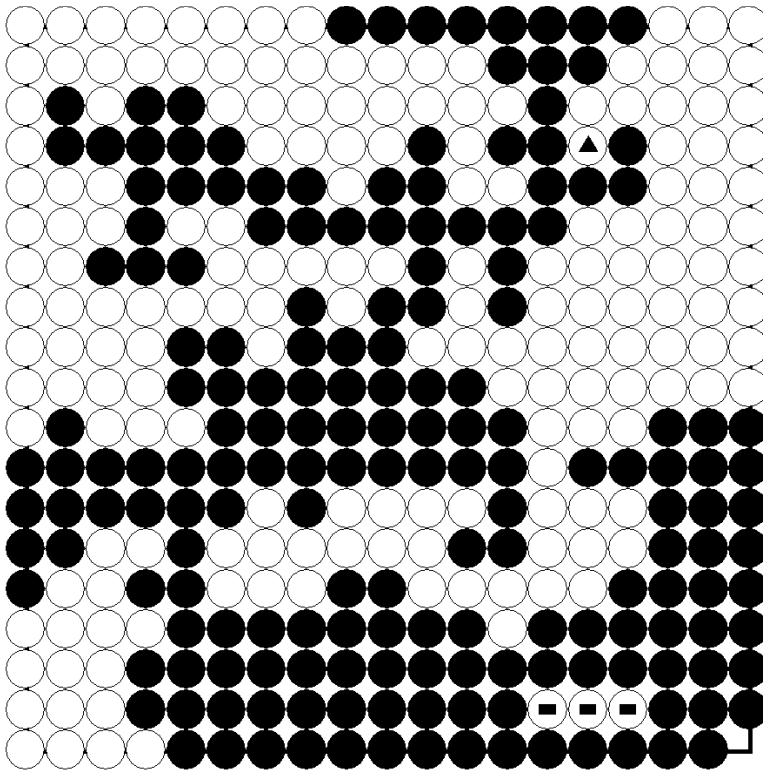
Black has 7 more  
points.

Stones and  
spaces on the  
board:

Black: 184

White: 177.

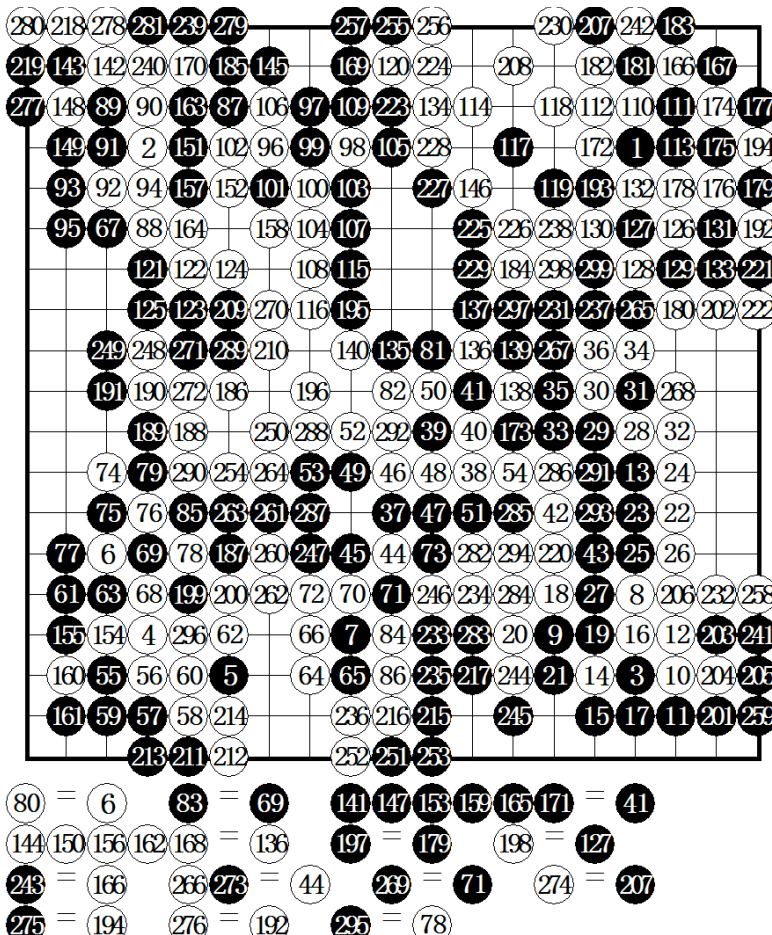
The 2nd Game Diagram of fill-in counting



3 white stones are filled into the empty points of black, indicating Black gives up 6 points as komi. Black's "winning territory" is 1 point. Black passed first thus no point shall be deducted from Black. The remaining 0.5 point in komi is deducted.

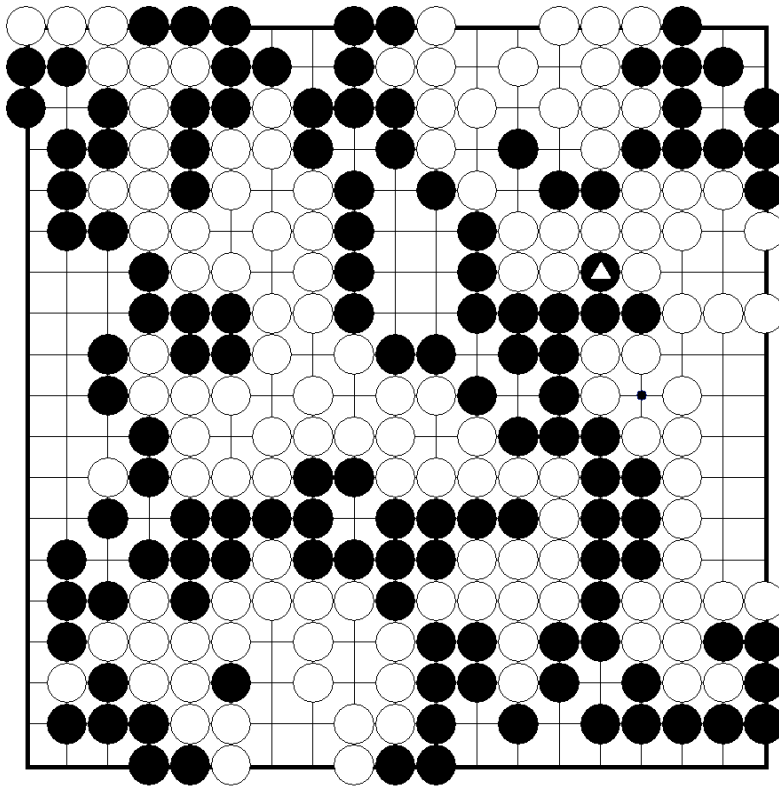
Result of calculation: Black wins by 0.5 point.

The 3rd Game Actual game record



Total moves: 299  
Black ends the game (thus White passes first) .

The 3rd Game  
Diagram of the end of the game



Points of territory on the board:

Black has 14 more points.

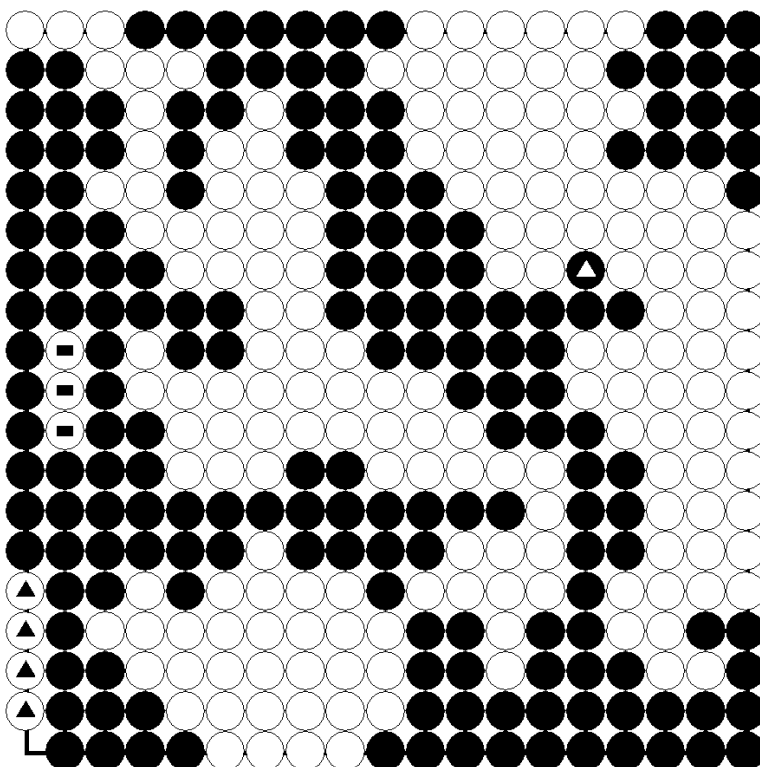
Stones and spaces on the board:

Black: 188

White: 173.

### The 3rd Game Diagram of fill-in counting

3 white stones are filled into the empty points of black, indicating Black gives up 6 points as komi. 3 white “losing stones” are filled into the empty points of

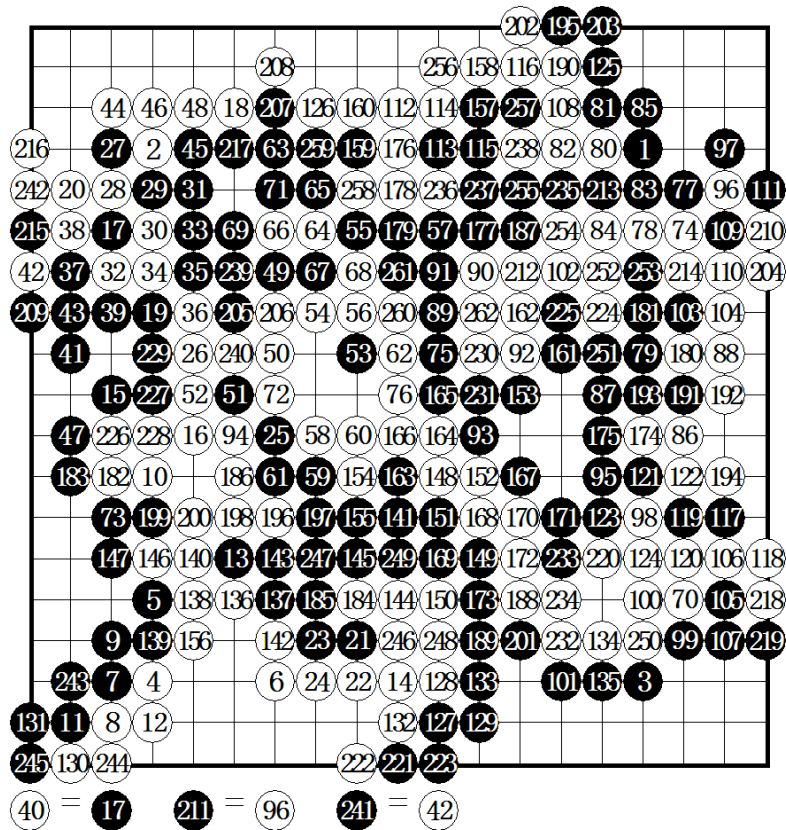


black. Each “losing stone” counts for 2 points. Black’s “winning territory” is 9 points. But 1 point should be deducted because White passed first, in addition to the remaining 0.5 point in komi.



Result of calculation: Black wins by 7.5 points.

The 4th Game Actual game record



Total moves:  
262. White  
ends the game  
(thus Black  
passes first).

The 4th Game

Diagram of the end of the game

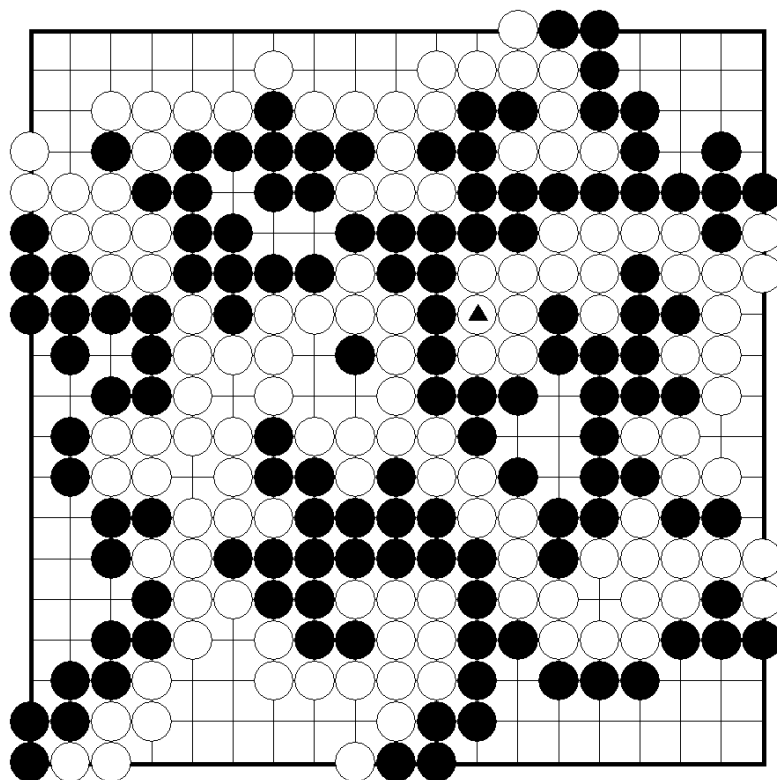
Points of  
territory on the  
board:

White has 1  
more point.

Stones and  
spaces on the  
board:

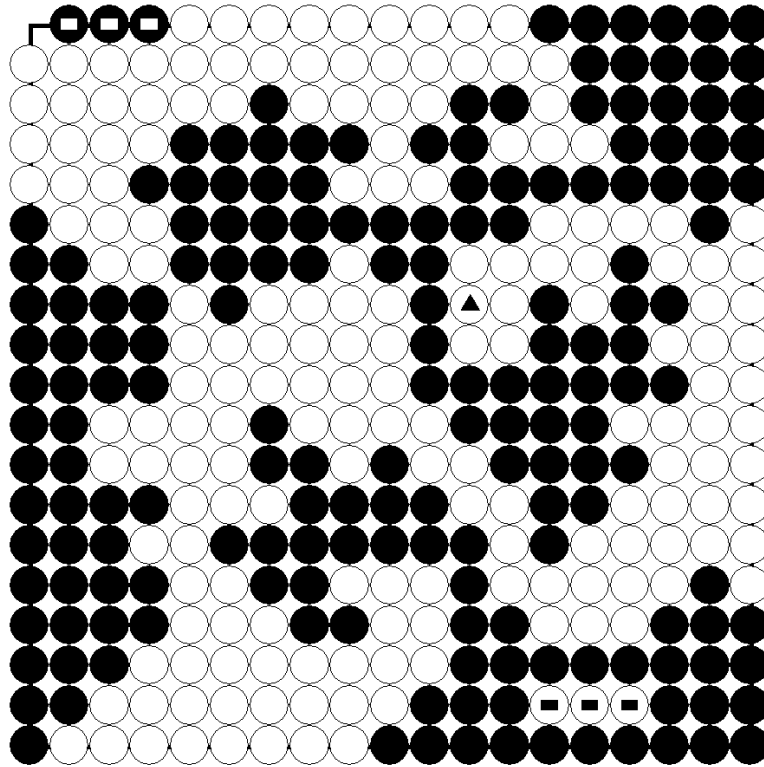
Black: 180

White: 181



The 4th Game Diagram of fill-in counting

3 white stones are filled into the empty points of black, indicating Black gives up 6 points as komi. 3 black "losing stones" are filled into the empty points of

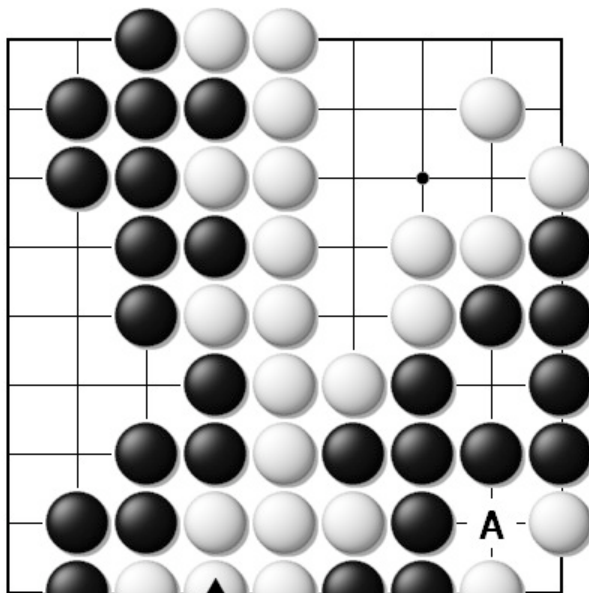


white. Each "losing stone" counts for 2 points. Thus, White's "winning territory" is 7 points. As Black passed first, no point shall be deducted. But Black should give white the remaining 0.5 point in komi. Result of calculation: White wins by 7.5 points.

The 5th Game Simulated game record of 9x9 board

(Seki on 1 point) Total moves: 54

White ends the game (thus Black passes first.)



The 5th Game Diagram of the end of the game

Points on the board:  
Black has 6 more points.  
Stones and spaces on the board:



Black: 43.5

White: 37.5

The 5th Game Diagram of fill-in counting

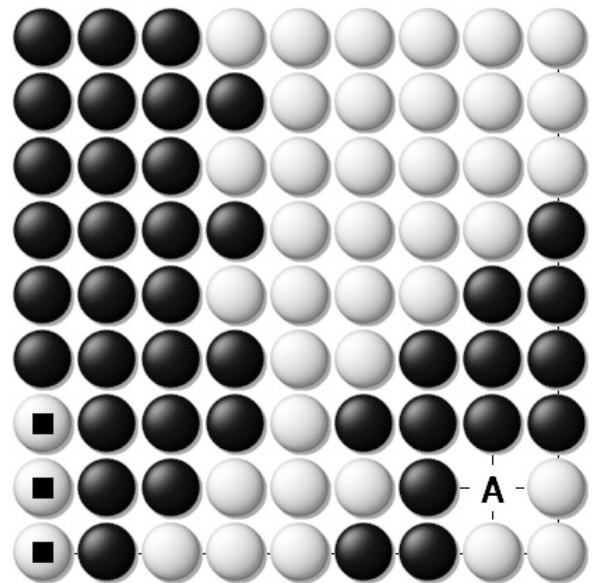
3 white stones are filled into the empty points of black, indicating Black gives up 6 points as komi.

Neither side has "winning territory".

No stone shall be filled into the A point because it is a seki point.

Black passed first. No point shall be deducted except the remaining 0.5 point in komi.

Result of calculation: White wins by 0.5 point.

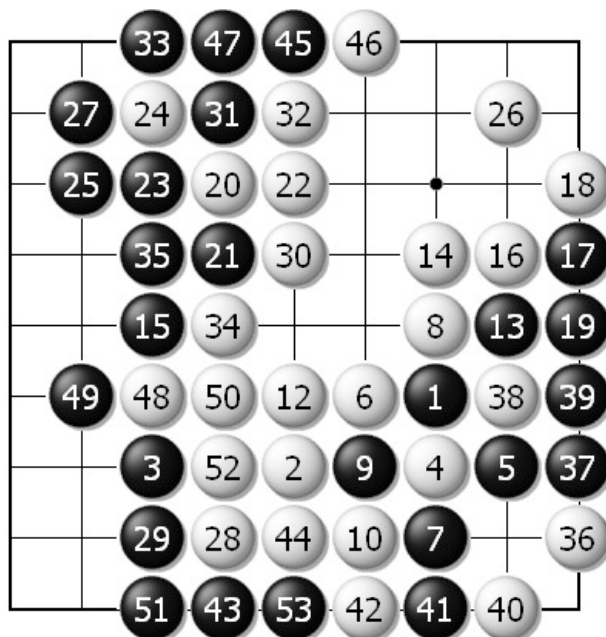


The 6th Game Simulated game record of 9x9 board

(Seki on 1 point)

Total moves: 53

Black 53 ends the game (thus White passes first).



The 6th Game Diagram of the end of the game

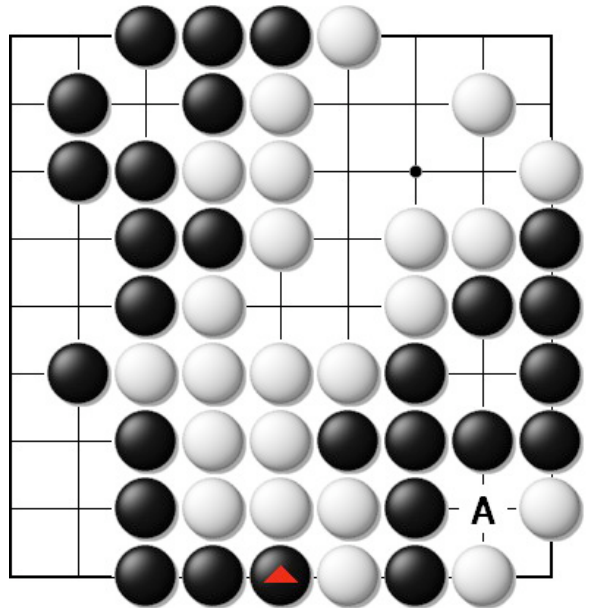
Points on the board:

Black has 7 more points.

Stones and spaces on the board:

Black: 44.5

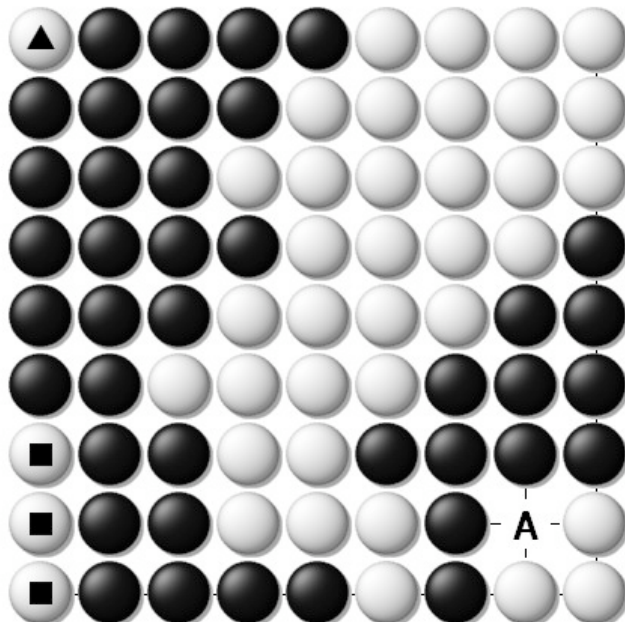
White: 36.5



The 6th Game Diagram of fill-in counting

3 white stones are filled into the empty points of black, indicating Black gives

up 6 points as komi. 1 white “losing stone” is filled into an empty point of black. Black’s “winning territory” is 2 points. No stone shall be filled into the A point because it is a seki point.



1 point is deducted because White passed first, in addition to the remaining 0.5 point in komi.

Result of calculation: Black wins by 0.5 point.