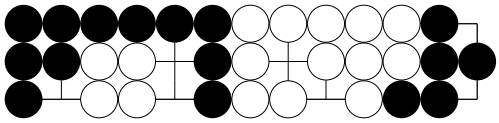
Examples for Area Scoring - Part 3

by Robert Jasiek

One-sided Plays

A general formal definition of "one-sided play" is not available yet. In the discussed examples, the following types occur: 1) one-sided dame, 2) one-sided plays in asymmetrical sekis, 3) one-sided plays for string removals from sekis, 4) one-sided defence in sekis versus opposing throw-in.

Example 1



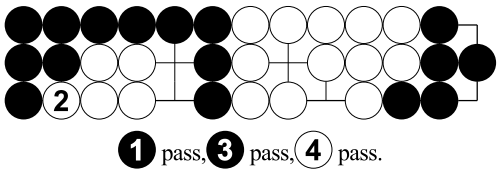
General Information

- diagram index: 0025
- traditional description: "one-sided dame"
- board size: 13x3
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:10 to 1:1,000
- total reading time: <1m
- perfect play score: -1

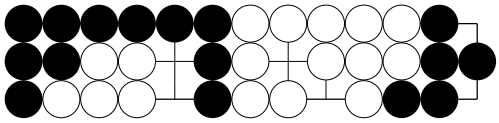
Variation 1

This is a possible perfect play.

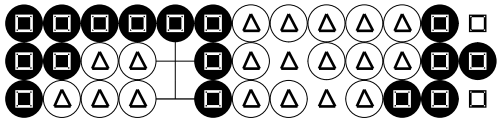
Alternation



Position at the End of the Alternation



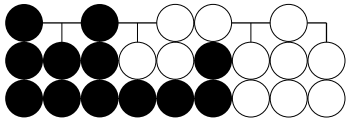
Scoring



18 - 19 = -1

The unmarked empty intersections score for neither player.

Example 2



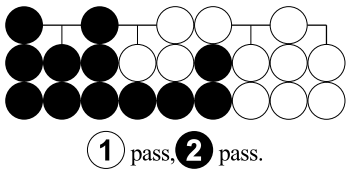
General Information

- diagram index: 0026
- traditional description: "asymmetrical seki"
- board size: 9x3
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:10 to 1:1,000
- total reading time: <1m
- perfect play score: 0

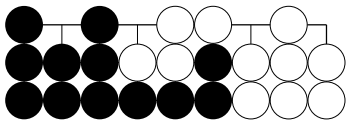
Variation 1

This is a possible perfect play.

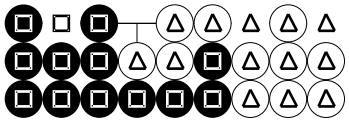
Alternation



Position at the End of the Alternation



Scoring



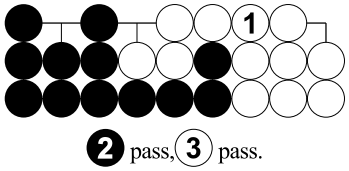
13 - 13 = 0

The unmarked empty intersection scores for neither player.

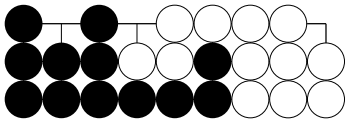
Variation 2

This is a possible perfect play.

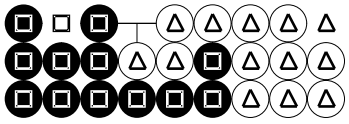
Alternation



Position at the End of the Alternation



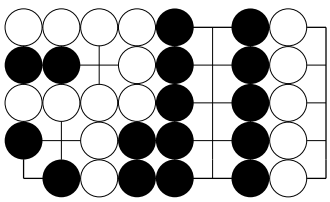
Scoring



13 - 13 = 0

The unmarked empty intersection scores for neither player.

Example 3



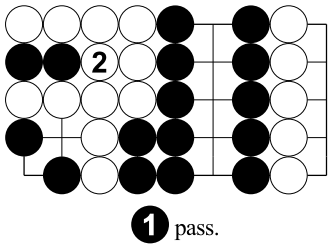
General Information

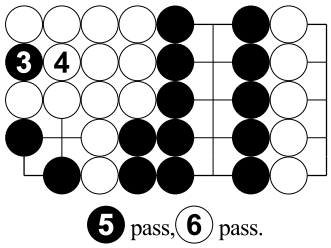
- diagram index: 0027
- traditional description: "iterative removal of dead stones in a seki"
- board size: 9x5
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:100 to 1:1,000
- total reading time: <1m
- perfect play score: -4

Variation 1

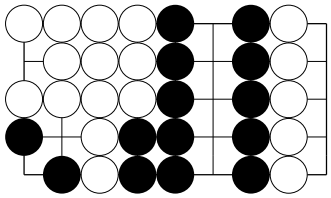
This is a possible perfect play.

Alternation

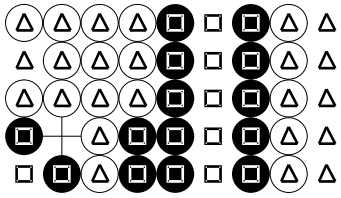




Position at the End of the Alternation



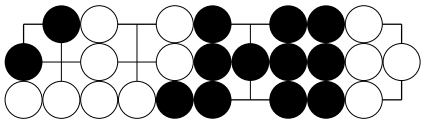
Scoring



20 - 24 = -4

The unmarked empty intersection scores for neither player.

Example 4



General Information

- diagram index: 0028
- traditional description: "seki with optional throw-in"
- board size :11x3
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:10 to 1:1,000
- total reading time: 2m
- perfect play score: 0

Remarks

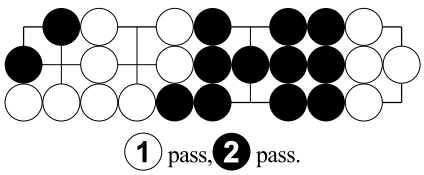
According to empirical statistical data made by John Fairbairn in a collection of then roughly 15,000 (?) professional games called GoGoD, the frequency is 1:800. However, it should be pointed out that most games in that collection are Japanese and Japanese professional games have a tendency towards rather low percentages of sekis. In countries with more aggressive playing styles or among amateurs, sekis are more frequent (in case of amateurs playing on Go servers, much more frequent). Thus there this type of seki would also be more frequent.

Normally White should not initiate the exchange sequence of variation 4.

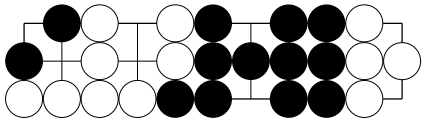
Variation 1

This is a possible perfect play.

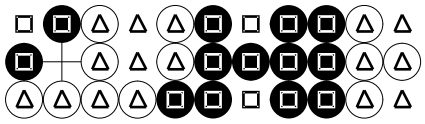
Alternation



Position at the End of the Alternation



Scoring



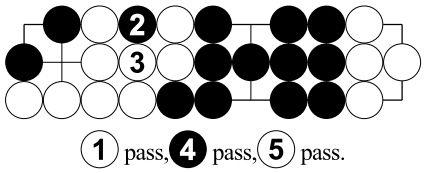
16 - 16 = 0

The unmarked empty intersection scores for neither player.

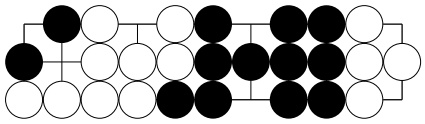
Variation 2

This is a possible perfect play. The throw-in is superfluous.

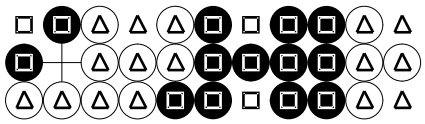
Alternation



Position at the End of the Alternation



Scoring



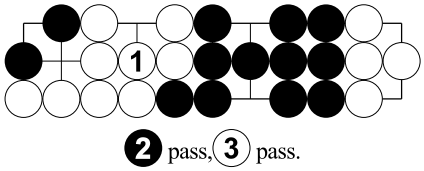
16 - 16 = 0

The unmarked empty intersection scores for neither player.

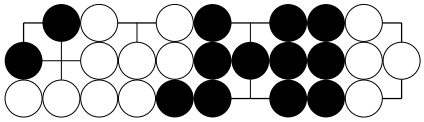
Variation 3

This is a possible perfect play. Unless White wants to play 1 as a negative ko threat on a bigger board, the play 1 is superfluous.

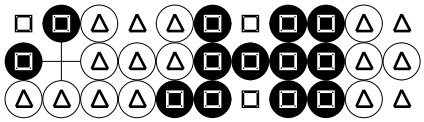
Alternation



Position at the End of the Alternation



Scoring



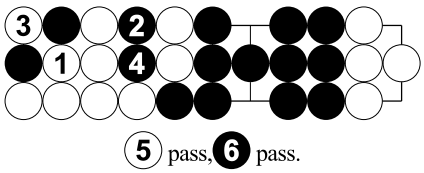
16 - 16 = 0

The unmarked empty intersection scores for neither player.

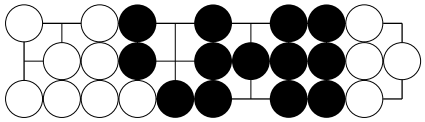
Variation 4

Normally move 1 is a strategic mistake. On a bigger board, it is hardly conceivable that White should, expressed in traditional terms, ever have a chance to sacrifice 1 point and make his plays as two negative ko threats in sente.

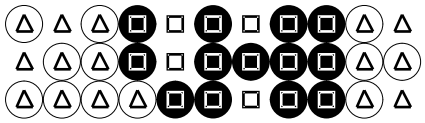
Alternation



Position at the End of the Alternation



Scoring



17 - 16 = 1