

Examples for Ikeda Territory I Scoring - Part 1

by Robert Jasiek

Preface

Compromise

These rules form the compromise ruleset proposed by the AGA and EGF delegates.

Testing

Since the rules have not been tested in millions of games yet, a study that frequent pass-fights do not occur is also necessary and done for each example.

Counting

Japanese Fill-in Counting or Point-by-Point Counting for Territory Scoring are possible counting methods for Ikeda Territory I Scoring.

Variations

Variations are shown regardless of whether they are common for advanced players. In easy positions they tend to use easy variations - in complex positions their preference varies. The rules do not prescribe a particular variation and they do not require perfect play. The players choose a variation and they may make strategic mistakes during the alternation or the playout.

For each example further variations would be possible that are not shown.

Rights and Duties

The agreement phase does not involve strategy in the sense of planning moves made during the agreement phase. Instead the agreement phase involves each player's freedom and right to either agree or disagree. If both players agree, then they have the duty to remove strings according to their agreement, the duty to omit the playout, and the duty to proceed with scoring. If the players disagree, then they have the duty not to remove any strings during the agreement phase, the duty to perform the playout phase, and only then the duty to proceed with scoring.

During the scoring phase, there is no strategy any longer but the players have the duty to determine the correct score, i.e. that score that exists for the final position.

Contents

Emphasis is on scoring. For most examples, the previous part of the alternation, the result, and the winner are not shown.

In this document, the prisoners of opposing colour are added to a player's score. The equivalent definition would be to subtract the prisoners of a player's own colour from his score.

Rules

- A move is either a play or a pass.
- Suicide is allowed.
- Positional Superko: A play may not recreate any earlier position of the game, not even the position just before the current play. The alternation and the playout are considered together here.
- The game consists of the following phases: 1) alternation, 2) agreement, 3) playout, 4) scoring.
- The alternation ends with 2 successive passes.
- During the agreement phase, the players may either agree or disagree about removals of strings.
- If the players agree, then removals of strings are done accordingly and the playout is omitted.
- If the players disagree, then removals occur due to the playout.
- The playout ends with 2 successive passes.
- During the playout, a player making a pass pays 1 of his own stones.
- If the same player starts the playout and makes the last pass of the playout, then that last pass is free.
- The prisoners are the stones removed during plays, the stones removed during the agreement, and the stones paid for making passes during the playout.
- Territory Scoring: A player's score is the number of empty intersections surrounded only by his stones plus prisoners of opposing colour.

Regular Divided Or Semi-Divided Positions

Characterization

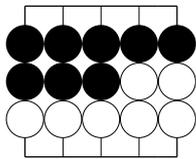
In practice, typically the positions are without value of sente, basic endgame kos, and two-sided dame.

Remarks for the theoretically interested reader: A position is "divided" if each perfect play leads to a final position with the same intersections scoring for or - this extra condition is superfluous under Area

Scoring - being occupied by stones of Black, White, or neither player. "Regular" means that previous ko restrictions or previously started parts of long cycles do not play a role and that no stones are removed from intersections that do not score in the final position. "Regular semi-divided positions" are those where either player needs to force his opponent to get a regular divided position with always the same intersections scoring for or being occupied by stones of Black, White, or neither player but where both players have also other perfect play available.

During the ployout starting from a regular divided position and according to a formal proof, a pass-fight does not occur. In particular, this applies to any example in this section. Regular semi-divided positions behave similarly.

Example 1



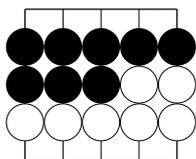
General Information

- diagram index: 0000
- traditional description: "basic territories"
- 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: 0
- pass-fight: none

Variation 1

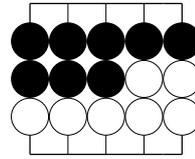
This is a possible perfect play.

Alternation



① pass, ② pass.

Position at the End of the Alternation

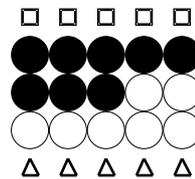


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



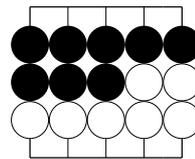
$$(5 + 0) - (5 + 0) = 0$$

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

Variation 2

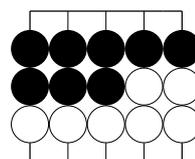
This is a possible perfect play.

Alternation



① pass, ② pass.

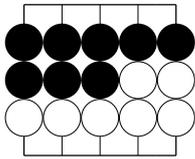
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



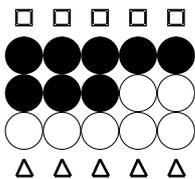
③ pass, ④ pass.

stones paid for passes: 1 black, 1 white

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

Scoring

There are 1 black prisoner stone and 1 white prisoner stone - those paid for passing during the playout.



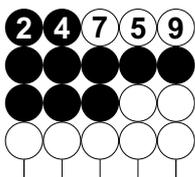
$$(5 + 1) - (5 + 1) = 0$$

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

Variation 3

This is a possible variation. The moves 2, 4, 7, and 9 are strategic mistakes.

Alternation



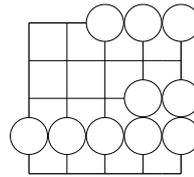
① pass, ③ pass,

⑥ pass, ⑧ pass,

⑩ pass, ⑪ pass.

No move may be taken back. In Go, moves may not be taken back. In particular, none of the moves 2, 4, 7, or 9 may be taken back. The play 2 is Black's strategic mistake because he fills his own so called territory during the alternation. The play 4 is Black's strategic mistake because, as is said in traditional Go theory, he kills his own string. Each of the plays 7 and 9 is White's strategic mistake because he fills his own so called territory during the alternation.

Position at the End of the Alternation



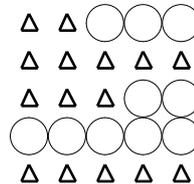
prisoner stones: 10 black, 0 white

Agreement

The players agree not to remove any strings.

Scoring

There are 10 black and 0 white prisoner stones.



$$(0 + 0) - (15 + 10) = -25$$

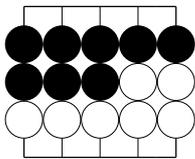
Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 15 points of territory and 10 black prisoner stones.

White wins by 25 points. This is the consequence of Black having made the severer strategic mistakes.

Variation 4

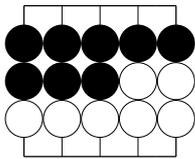
This is a possible variation. Move 6 is a strategic mistake.

Alternation



① pass, ② pass.

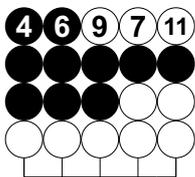
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout



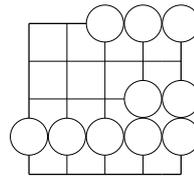
③ pass, ⑤ pass,
⑧ pass, ⑩ pass,
⑫ pass, ⑬ pass.

stones paid for passes: 3 black, 2 white
stones removed: 10 black, 0 white

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

Black may not take back his move 6. In Go, moves
may not be taken back.

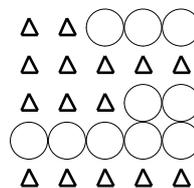
Position at the End of the Playout



prisoner stones: 13 black, 2 white

Scoring

There are 13 black and 2 white prisoner stones.

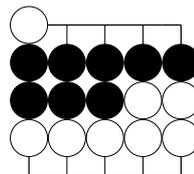


$$(0 + 2) - (15 + 13) = -26$$

Black's score consists of 0 points of territory and 2
white prisoner stones. White's score consists of 15
points of territory and 13 black prisoner stones.

White wins by 26 points. This is the consequence of
Black's strategic mistake.

Example 2



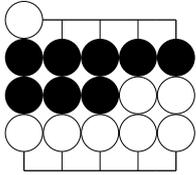
General Information

- diagram index: 0001
- traditional description: "basic territories and dead stone"
- 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

Variation 1

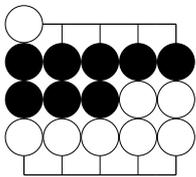
This is a possible perfect play.

Alternation



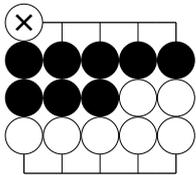
① pass, ② pass.

Position at the End of the Alternation

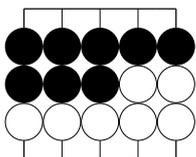


Agreement

The players agree to remove the marked string.



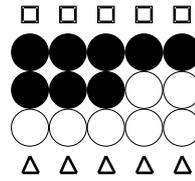
Position at the End of the Agreement



prisoner stones: 0 black, 1 white

Scoring

There is 1 white prisoner stone.



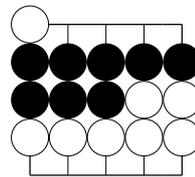
$$(5 + 1) - (5 + 0) = 1$$

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

Variation 2

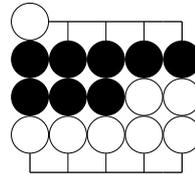
This is a possible perfect play.

Alternation



① pass, ② pass.

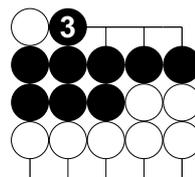
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Payout



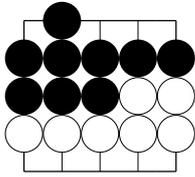
④ pass, ⑤ pass.

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

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

Remark for the theoretically interested reader: The example has a regular semi-divided position.

Position at the End of the Playout



prisoner stones: 0 black, 2 white

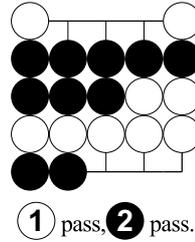
Scoring

There are 2 white prisoner stones.

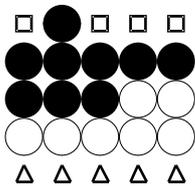
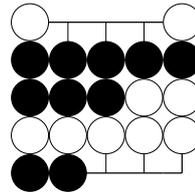
Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation



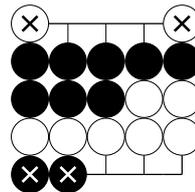
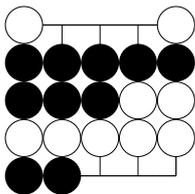
$$(4 + 2) - (5 + 0) = 1$$

Black's score consists of 4 points of territory and 2 white prisoner stones. White's score consists of 5 points of territory and 0 black prisoner stones.

Agreement

The players agree to remove the marked strings.

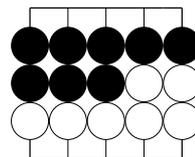
Example 3



General Information

- diagram index: 0002
- traditional description: "basic territories and dead stones"
- 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: 0
- pass-fight: none

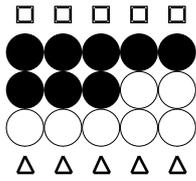
Position at the End of the Agreement



prisoner stones: 2 black, 2 white

Scoring

There are 2 black and 2 white prisoner stones.

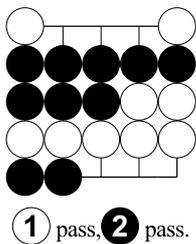


$$(5 + 2) - (5 + 2) = 0$$

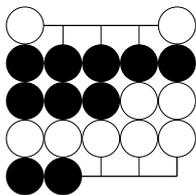
Variation 2

This is a possible perfect play.

Alternation



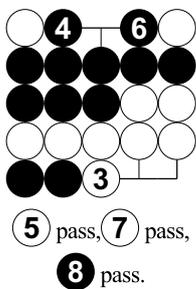
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

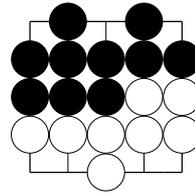
Playout



stones paid for passes: 1 black, 2 white
stones removed: 2 black, 2 white

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

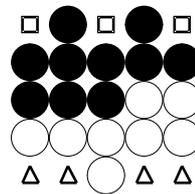
Position at the End of the Playout



prisoner stones: 3 black, 4 white

Scoring

There are 3 black and 4 white prisoner stones.



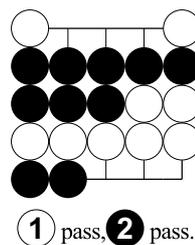
$$(3 + 4) - (4 + 3) = 0$$

Black's score consists of 3 points of territory and 4 white prisoner stones. White's score consists of 4 points of territory and 3 black prisoner stones.

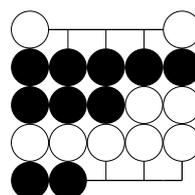
Variation 3

This is a possible variation. Move 4 is a strategic mistake.

Alternation



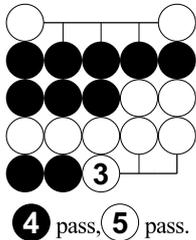
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

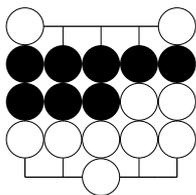


stones paid for passes: 1 black, 0 white
stones removed: 2 black, 0 white

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

Black may not take back his move 4. In Go, moves may not be taken back.

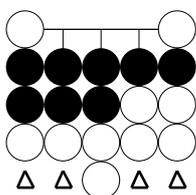
Position at the End of the Playout



prisoner stones: 3 black, 0 white

Scoring

There are 3 black and 0 white prisoner stones.



$$(0 + 0) - (4 + 3) = -7$$

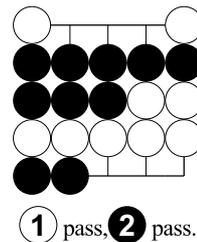
Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 4 points of territory and 3 black prisoner stones. The unmarked empty intersections score for neither player.

White wins by 7 points. This is the consequence of Black's strategic mistake.

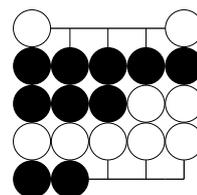
Variation 4

This is a possible perfect play. By coincidence, the moves 3 and 4 are not strategic mistakes because the score after the end of this variation is the same as the score after variation 2 and because either player could force something like variation 2 by starting with approaching liberties and removing stones and thereby forcing the opponent to do likewise.

Alternation



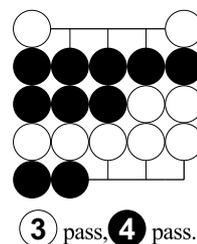
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

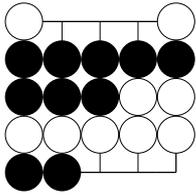
Playout



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.

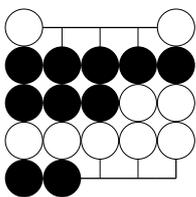
Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

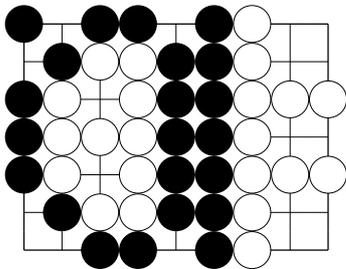
There are 1 black and 1 white prisoner stones.



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

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.

Example 4



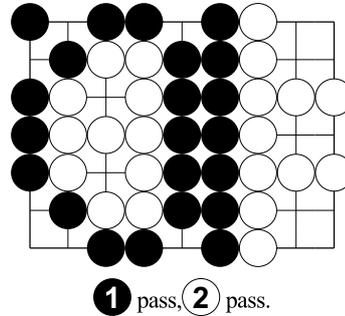
General Information

- diagram index: 0003
- traditional description: "false eyes"
- board size: 9x7
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1,000 to 1:100,000
- total reading time: <1m
- perfect play score: -5
- pass-fight: none

Variation 1

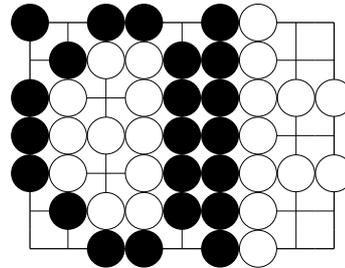
This is a possible perfect play.

Alternation



1 pass, 2 pass.

Position at the End of the Alternation

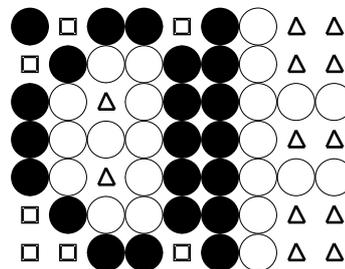


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.

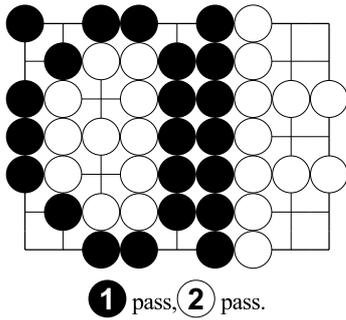


$$7 - 12 = -5$$

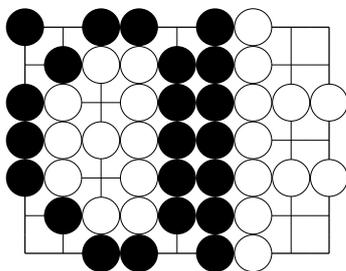
Variation 2

This is a possible perfect play.

Alternation



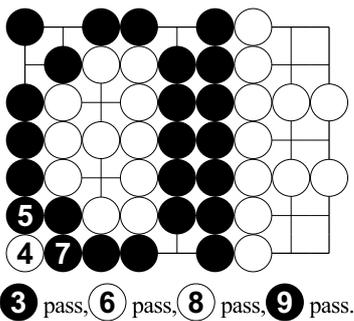
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

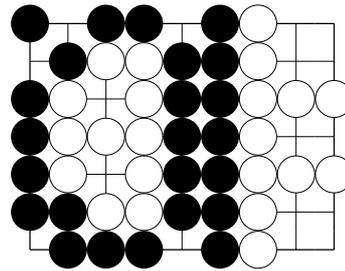
Playout



stones paid for passes: 1 black, 2 white
stones removed: 0 black, 1 white

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

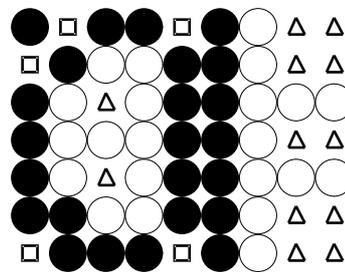
Position at the End of the Playout



prisoner stones: 1 black, 3 white

Scoring

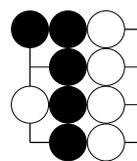
There are 1 black and 3 white prisoner stones.



$$(5 + 3) - (12 + 1) = -5$$

Black's score consists of 5 points of territory and 3 white prisoner stones. White's score consists of 12 points of territory and 1 black prisoner stone.

Example 5



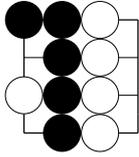
General Information

- diagram index: 0004
- traditional description: "dead nakade"
- board size: 4x4
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: <1m
- perfect play score: -16
- pass-fight: none

Variation 1

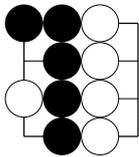
This is a possible perfect play.

Alternation



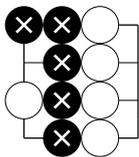
- ① pass,
- ② pass.

Position at the End of the Alternation

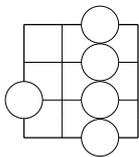


Agreement

The players agree to remove the marked string.



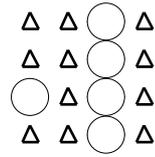
Position at the End of the Agreement



prisoner stones: 5 black, 0 white

Scoring

There are 5 black and 0 white prisoner stones.



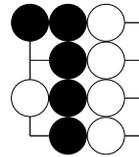
$$(0 + 0) - (11 + 5) = -16$$

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 11 points of territory and 5 black prisoner stones.

Variation 2

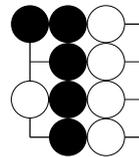
This is a possible perfect play.

Alternation



- ① pass,
- ② pass.

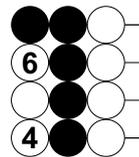
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

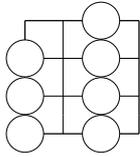


- ③ pass,
- ⑤ pass,
- ⑦ pass,
- ⑧ pass.

stones paid for passes: 3 black, 1 white
stones removed: 5 black, 0 white

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

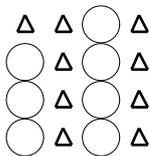
Position at the End of the Playout



prisoner stones: 8 black, 1 white

Scoring

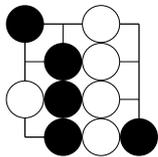
There are 8 black and 1 white prisoner stones.



$$(0 + 1) - (9 + 8) = -16$$

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 9 points of territory and 8 black prisoner stones.

Example 6



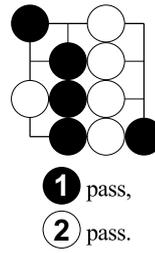
General Information

- diagram index: 0007
- traditional description: "capturable living stone in basic territory and dead stones"
- board size: 4x4
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: 3m
- perfect play score: -16
- pass-fight: none

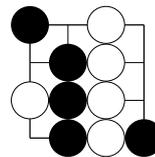
Variation 1

This is a possible perfect play.

Alternation

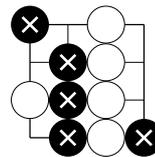


Position at the End of the Alternation

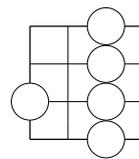


Agreement

The players agree to remove the marked strings.



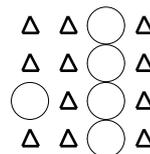
Position at the End of the Agreement



prisoner stones: 5 black, 0 white

Scoring

There are 5 black and 0 white prisoner stones.



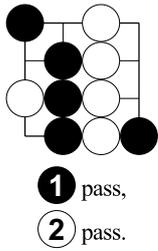
$$(0 + 0) - (11 + 5) = -16$$

Black's score consists of 0 points of territory and 0 white prisoner stones. White's score consists of 11 points of territory and 5 black prisoner stones.

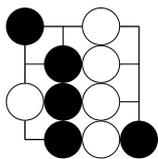
Variation 2

This is a possible perfect play.

Alternation



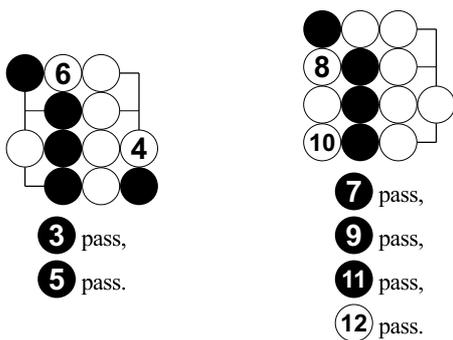
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

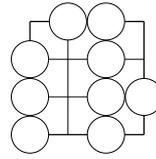
Playout



stones paid for passes: 5 black, 1 white
stones removed: 5 black, 0 white

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

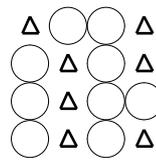
Position at the End of the Playout



prisoner stones: 10 black, 1 white

Scoring

There are 10 black and 1 white prisoner stones.



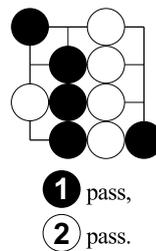
$$(0 + 1) - (7 + 10) = -16$$

Black's score consists of 0 points of territory and 1 white prisoner stone. White's score consists of 7 points of territory and 10 black prisoner stones.

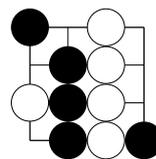
Variation 3

This is a possible perfect play.

Alternation



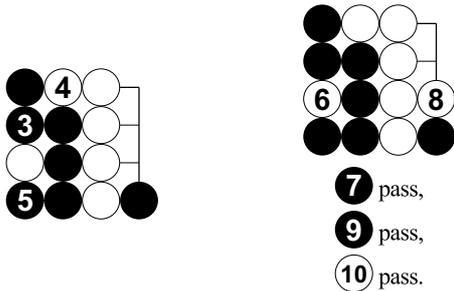
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

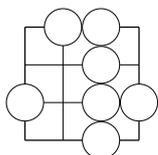
Playout



stones paid for passes: 2 black, 1 white
stones removed: 7 black, 1 white

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

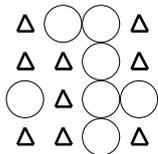
Position at the End of the Playout



prisoner stones: 9 black, 2 white

Scoring

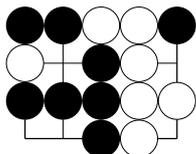
There are 9 black and 2 white prisoner stones.



$$(0 + 2) - (9 + 9) = -16$$

Black's score consists of 0 points of territory and 2 white prisoner stones. White's score consists of 9 points of territory and 9 black prisoner stones.

Example 7



General Information

- diagram index: 0005

- traditional description: "snapback and dead stone"
- board size: 5x4
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:100
- total reading time: 5m
- perfect play score: 1

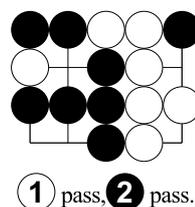
Remarks

If reading is done as pure rules application, then 75% of the total reading time is spent for calculating numbers of removed stones and territories, 20% for reading move-sequences, 5% for stones paid for passing. If reading is done as a combination of pure rules application and highly sophisticated means of strategic theory for positional judgement, then the total reading time drops to <1m.

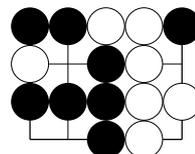
Variation 1

This is a possible perfect play.

Alternation

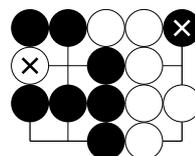


Position at the End of the Alternation

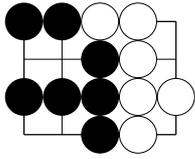


Agreement

The players agree to remove the marked strings.



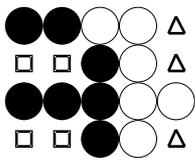
Position at the End of the Agreement



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



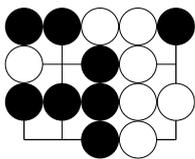
$$(4 + 1) - (3 + 1) = 1$$

Black's score consists of 4 points of territory and 1 white prisoner stone. White's score consists of 3 points of territory and 1 black prisoner stone.

Variation 2

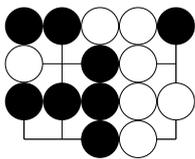
This is a possible perfect play.

Alternation



① pass, ② pass.

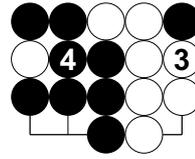
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

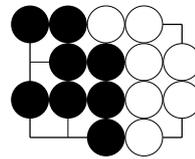


⑤ pass, ⑥ pass.

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

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

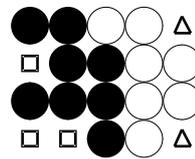
Position at the End of the Playout



prisoner stones: 2 black, 2 white

Scoring

There are 2 black and 2 white prisoner stones.



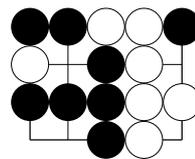
$$(3 + 2) - (2 + 2) = 1$$

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

Variation 3

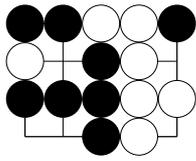
This is a possible perfect play.

Alternation



① pass, ② pass.

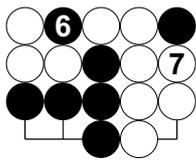
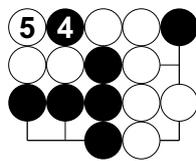
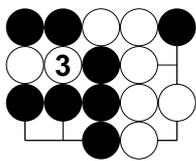
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

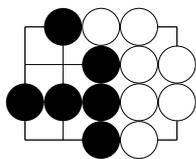


8 pass, 9 pass.

stones paid for passes: 1 black, 0 white
stones removed: 4 black, 3 white

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

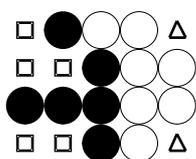
Position at the End of the Playout



prisoner stones: 5 black, 3 white

Scoring

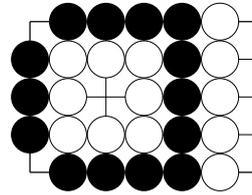
There are 5 black and 3 white prisoner stones.



$$(5 + 3) - (2 + 5) = 1$$

Black's score consists of 5 points of territory and 3 white prisoner stones. White's score consists of 2 points of territory and 5 black prisoner stones.

Example 8



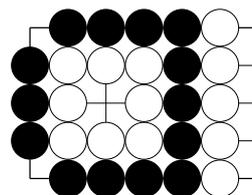
General Information

- diagram index: 0006
- traditional description: "basic territories"
- board size: 7x5
- board parity: odd
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:10
- total reading time: 3m
- perfect play score: 14
- pass-fight: none

Variation 1

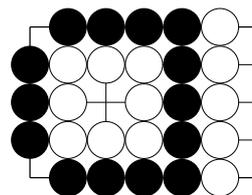
This is a possible perfect play.

Alternation



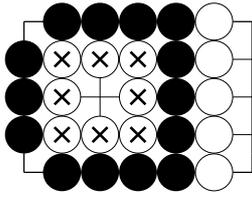
1 pass, 2 pass.

Position at the End of the Alternation

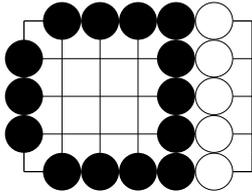


Agreement

The players agree to remove the marked string.



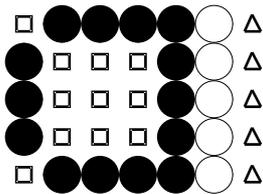
Position at the End of the Agreement



prisoner stones: 0 black, 8 white

Scoring

There are 0 black and 8 white prisoner stones.



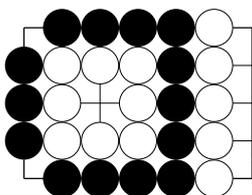
$$(11 + 8) - (5 + 0) = 14$$

Black's score consists of 11 points of territory and 8 white prisoner stones. White's score consists of 5 points of territory and 0 black prisoner stones.

Variation 2

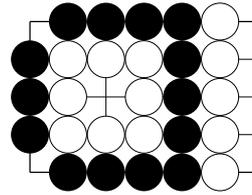
This is a possible perfect play.

Alternation



① pass, ② pass.

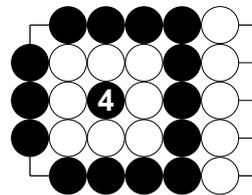
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

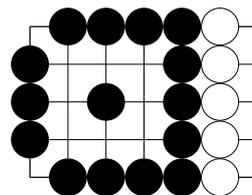


③ pass, ⑤ pass, ⑥ pass.

stones paid for passes: 1 black, 2 white
stones removed: 0 black, 8 white

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

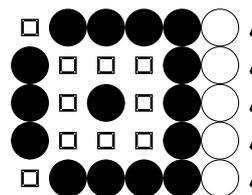
Position at the End of the Playout



prisoner stones: 1 black, 10 white

Scoring

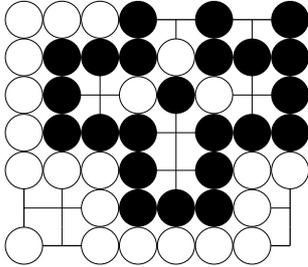
There are 1 black and 10 white prisoner stones.



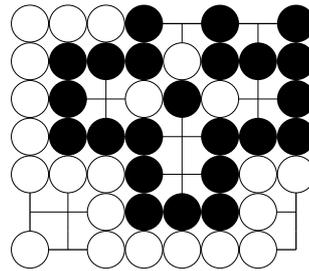
$$(10 + 10) - (5 + 1) = 14$$

Black's score consists of 10 points of territory and 10 white prisoner stones. White's score consists of 5 points of territory and 1 black prisoner stone.

Example 9

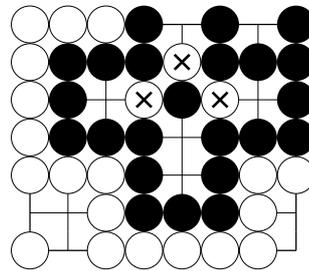


Position at the End of the Alternation



Agreement

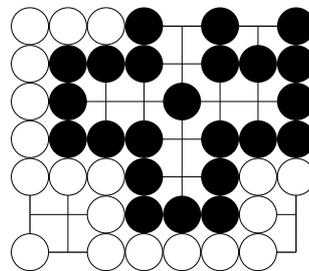
The players agree to remove the marked strings.



General Information

- diagram index: 0008
- traditional description: "capturable-2 stone"
- board size: 8x7
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1,000 to 1:100,000
- total reading time: 5m
- perfect play score: 7
- pass-fight: none

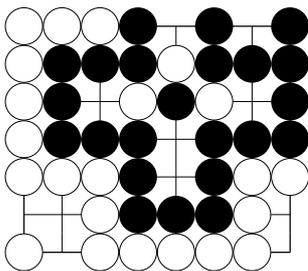
Position at the End of the Agreement



Variation 1

This is a possible perfect play.

Alternation

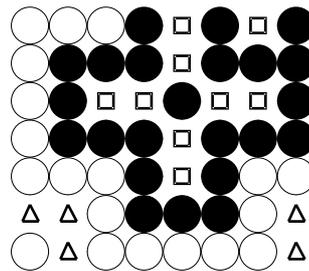


① pass, ② pass.

prisoner stones: 0 black, 3 white

Scoring

There are 0 black and 3 white prisoner stones.



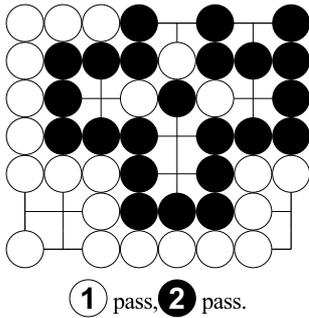
$$(9 + 3) - (5 + 0) = 7$$

Black's score consists of 9 points of territory and 3 white prisoner stones. White's score consists of 5 points of territory and 0 black prisoner stones.

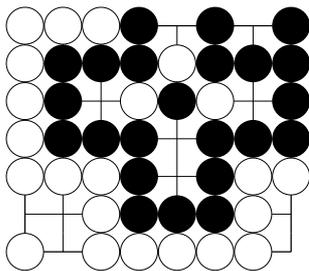
Variation 2

This is a possible perfect play.

Alternation



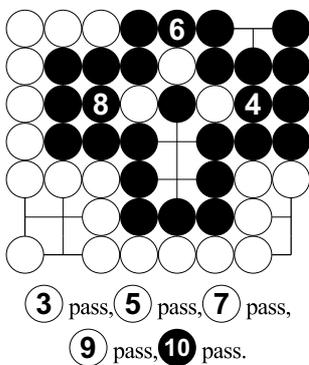
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

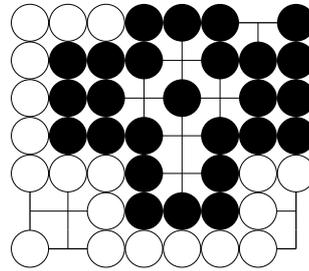
Playout



stones paid for passes: 1 black, 4 white
stones removed: 0 black, 3 white

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

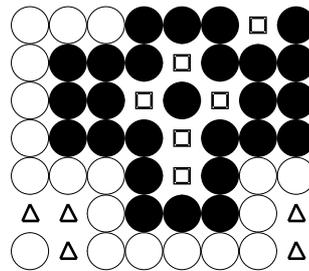
Position at the End of the Playout



prisoner stones: 1 black, 7 white

Scoring

There are 1 black and 7 white prisoner stones.



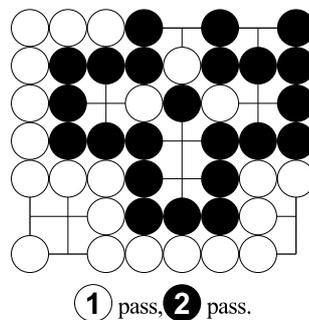
$$(6 + 7) - (5 + 1) = 7$$

Black's score consists of 6 points of territory and 7 white prisoner stones. White's score consists of 5 points of territory and 1 black prisoner stone.

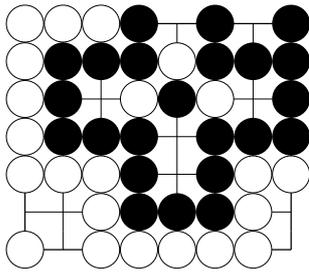
Variation 3

This is a possible perfect play.

Alternation

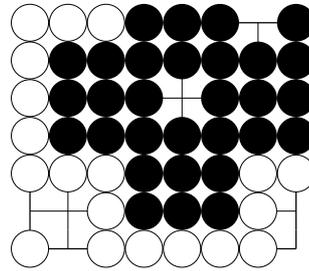


Position at the End of the Alternation



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

Position at the End of the Playout



Agreement

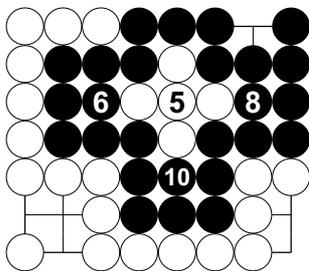
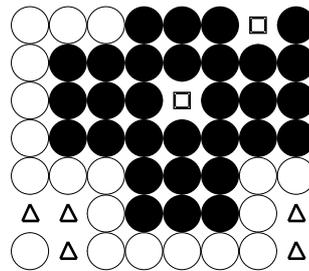
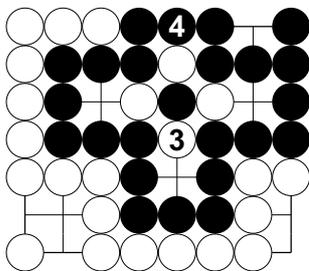
The players disagree in the agreement phase.

prisoner stones: 2 black, 12 white

Playout

Scoring

There are 2 black and 12 white prisoner stones.

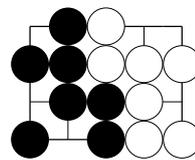
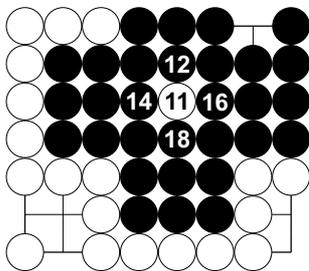


$$(2 + 12) - (5 + 2) = 7$$

Black's score consists of 2 points of territory and 12 white prisoner stones. White's score consists of 5 points of territory and 2 black prisoner stones.

(7) pass, (9) pass.

Example 10



(13) pass, (15) pass, (17) pass,
(19) pass, (20) pass.

stones paid for passes: 1 black, 6 white
stones removed: 1 black, 6 white

General Information

- diagram index: 0009
- traditional description: "basic territories"
- board size: 5x4
- 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

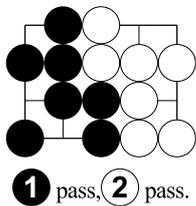
Remarks

The very remarkable fact about this position is that pass-fights do not occur. The equal number of moves of value during the playout ensures this. With respect to not occurring pass-fights, this position behaves like every other regular divided position.

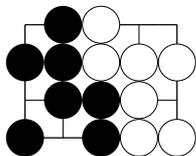
Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation

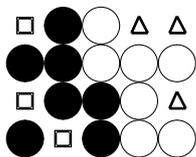


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



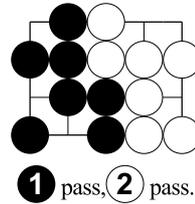
$$(3 + 0) - (3 + 0) = 0$$

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

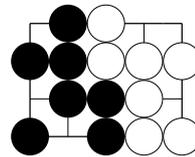
Variation 2

This is a possible perfect play. Black's attempt to create and gain by a pass-fight is in vain. The score is the same as in variation 1.

Alternation



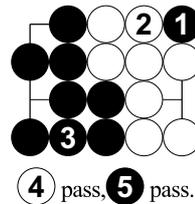
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

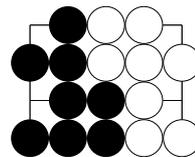
Playout



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

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

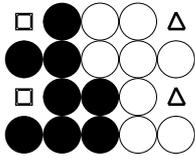
Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

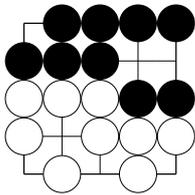
There are 1 black and 1 white prisoner stones.



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

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.

Example 11



General Information

- diagram index: 0010
- traditional description: "basic territories"
- board size: 5x5
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:10
- total reading time: 5m
- perfect play score: -1
- pass-fight: none

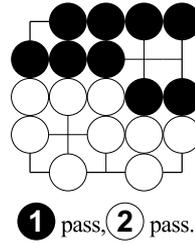
Remarks

The very remarkable fact about this position is that pass-fights do not occur. The equal number of moves of value during the playout ensures this. With respect to not occurring pass-fights, this position behaves like every other regular divided position.

Variation 1

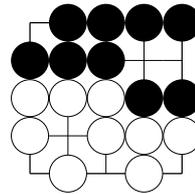
This is a possible perfect play.

Alternation



① pass, ② pass.

Position at the End of the Alternation

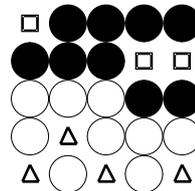


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



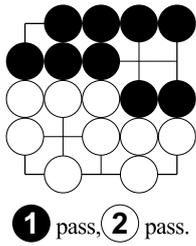
$$(3 + 0) - (4 + 0) = -1$$

Black's score consists of 3 points of territory and 0 white prisoner stones. White's score consists of 4 points of territory and 0 black prisoner stones.

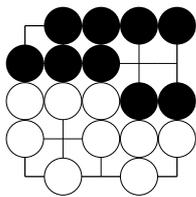
Variation 2

This is a possible perfect play.

Alternation



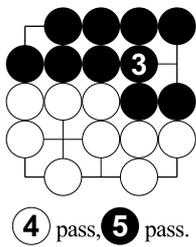
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

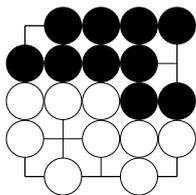
Playout



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.

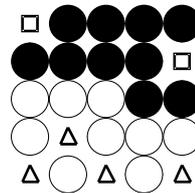
Position at the End of the Playout



prisoner stones: 0 black, 1 white

Scoring

There are 0 black and 1 white prisoner stones.



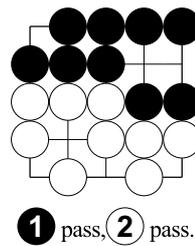
$$(2 + 1) - (4 + 0) = -1$$

Black's score consists of 2 points of territory and 1 white prisoner stone. White's score consists of 4 points of territory and 0 black prisoner stones.

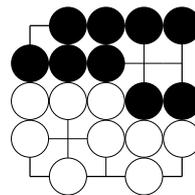
Variation 3

This is a possible perfect play.

Alternation



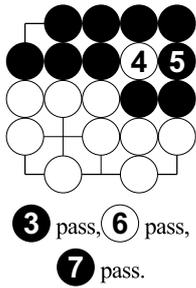
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

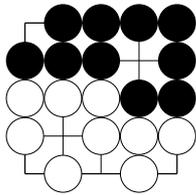
Playout



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

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

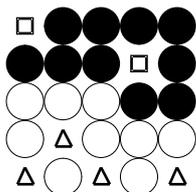
Position at the End of the Playout



prisoner stones: 1 black, 2 white

Scoring

There are 1 black and 2 white prisoner stones.



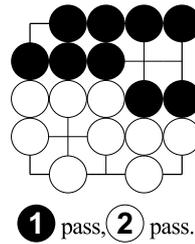
$$(2 + 2) - (4 + 1) = -1$$

Black's score consists of 2 points of territory and 2 white prisoner stones. White's score consists of 4 points of territory and 1 black prisoner stone.

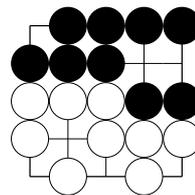
Variation 4

This is a possible perfect play.

Alternation



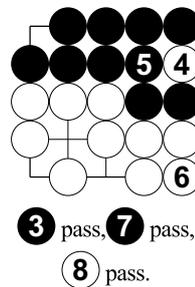
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

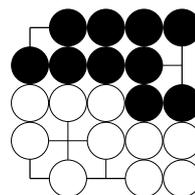
Playout



stones paid for passes: 2 black, 1 white
stones removed: 0 black, 1 white

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

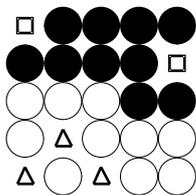
Position at the End of the Playout



prisoner stones: 2 black, 2 white

Scoring

There are 2 black and 2 white prisoner stones.



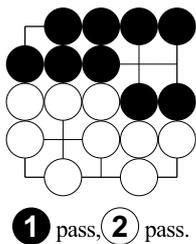
$$(2 + 2) - (3 + 2) = -1$$

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

Variation 5

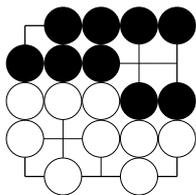
This is a possible perfect play.

Alternation



① pass, ② pass.

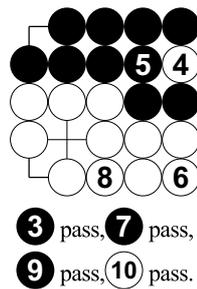
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

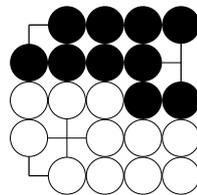


③ pass, ⑦ pass,
⑨ pass, ⑩ pass.

stones paid for passes: 3 black, 1 white
stones removed: 0 black, 1 white

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

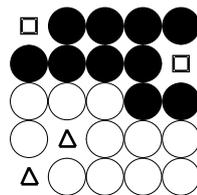
Position at the End of the Playout



prisoner stones: 3 black, 2 white

Scoring

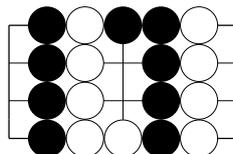
There are 3 black and 2 white prisoner stones.



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

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

Example 12



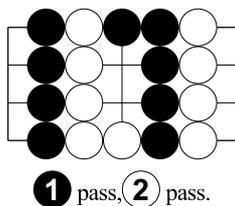
General Information

- diagram index: 0011
- traditional description: "symmetrical even stable seki"
- board size: 7x4
- board parity: even
- black - white stones: 0
- to move: Black
- frequency: 1:1 to 1:100
- total reading time: 2m
- perfect play score: 0
- pass-fight: none

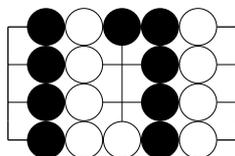
Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation

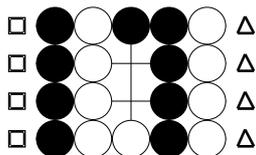


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



$$(4 + 0) - (4 + 0) = 0$$

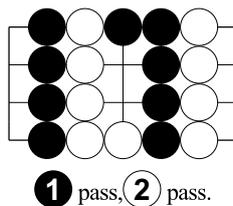
Black's score consists of 4 points of territory and 0 white prisoner stones. White's score consists of 4

points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

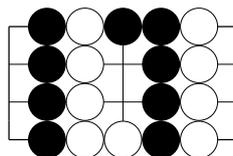
Variation 2

This is a possible perfect play with an odd number of tenuki plays during the playout outside the seki but inside divided regions.

Alternation



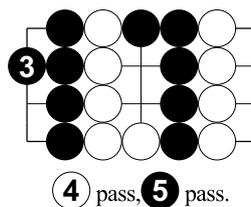
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

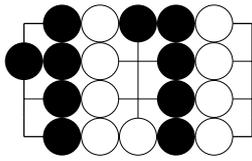
Playout



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.

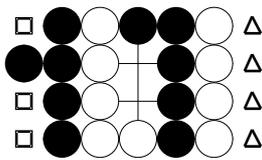
Position at the End of the Playout



prisoner stones: 0 black, 1 white

Scoring

There are 0 black and 1 white prisoner stones.



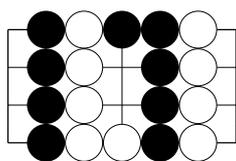
$$(3 + 1) - (4 + 0) = 0$$

Black's score consists of 3 points of territory and 1 white prisoner stone. White's score consists of 4 points of territory and 0 black prisoner stones. The unmarked empty intersections score for neither player.

Variation 3

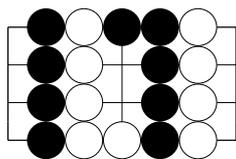
This is a possible perfect play with an even number of tenuki plays during the playout outside the seki but inside divided regions.

Alternation



① pass, ② pass.

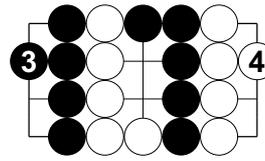
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

Playout

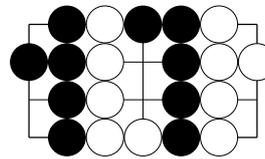


⑤ pass, ⑥ pass.

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.

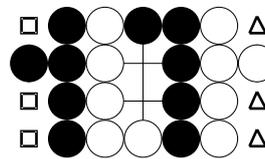
Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

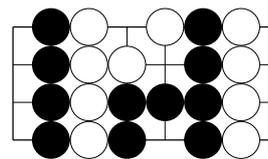
There are 1 black and 1 white prisoner stones.



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

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

Example 13



General Information

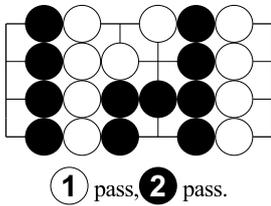
- diagram index: 0012

- traditional description: "symmetrical odd stable seki"
- board size: 8x4
- board parity: even
- black - white stones: 1
- to move: White
- frequency: 1:1 to 1:100
- total reading time: 2m
- perfect play score: 0
- pass-fight: none

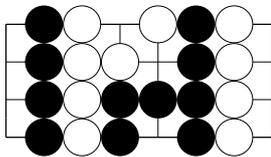
Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation

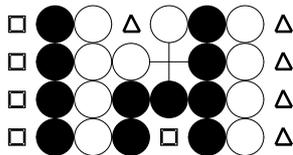


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



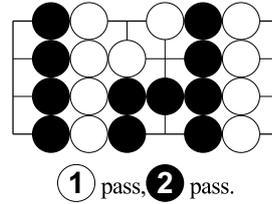
$$(5 + 0) - (5 + 0) = 0$$

Black's score consists of 5 points of territory and 0 white prisoner stones. White's score consists of 5 points of territory and 0 black prisoner stones. The unmarked empty intersection scores for neither player.

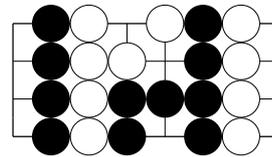
Variation 2

This is a possible perfect play with an odd number of tenuki plays during the playout outside the seki but inside divided regions. There is an unequal number of moves in the playout.

Alternation



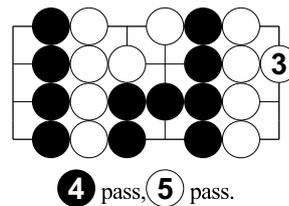
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

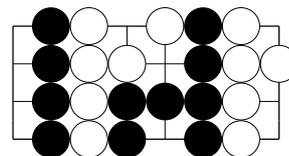
Playout



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.

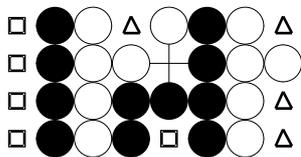
Position at the End of the Playout



prisoner stones: 1 black, 0 white

Scoring

There are 1 black and 0 white prisoner stones.



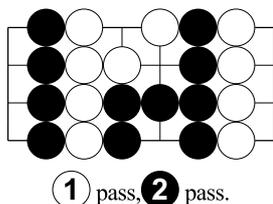
$$(5 + 0) - (4 + 1) = 0$$

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. The unmarked empty intersection scores for neither player.

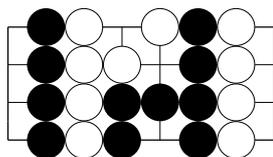
Variation 3

This is a possible perfect play with an odd number of tenuki plays during the playout outside the seki but inside divided regions. There is an equal number of moves in the playout.

Alternation



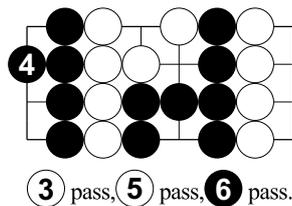
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

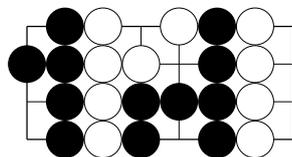
Playout



stones paid for passes: 1 black, 2 white
stones removed: 0 black, 0 white

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

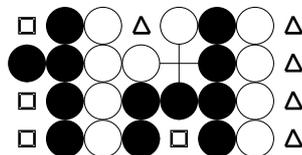
Position at the End of the Playout



prisoner stones: 1 black, 2 white

Scoring

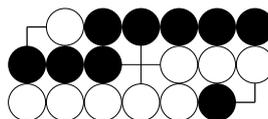
There are 1 black and 2 white prisoner stones.



$$(4 + 2) - (5 + 1) = 0$$

Black's score consists of 4 points of territory and 2 white prisoner stones. White's score consists of 5 points of territory and 1 black prisoner stone. The unmarked empty intersection scores for neither player.

Example 14



General Information

- diagram index: 0013
- traditional description: "symmetrical odd seki with dead stones"
- board size: 7x3

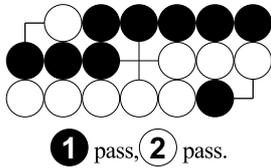
- board parity: odd
- black - white stones: 0
- to move: Black
- frequency: 1:10 to 1:1,000
- total reading time: 3m
- perfect play score: 0
- pass-fight: none

Remark for the theoretically interested reader: The example has a regular semi-divided position.

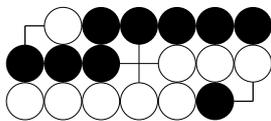
Variation 1

This is a possible perfect play.

Alternation



Position at the End of the Alternation

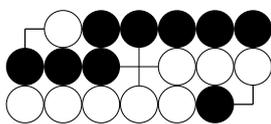


Agreement

The players agree not to remove any strings.

Scoring

There are no prisoners.



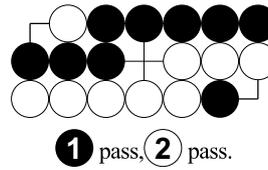
$$(0 + 0) - (0 + 0) = 0$$

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.

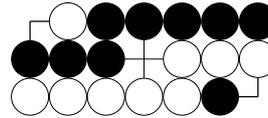
Variation 2

This is a possible perfect play.

Alternation

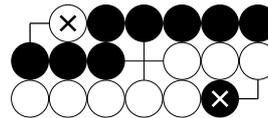


Position at the End of the Alternation

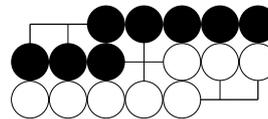


Agreement

The players agree to remove the marked strings.



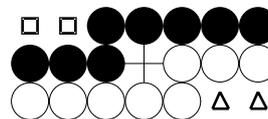
Position at the End of the Agreement



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



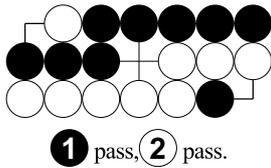
$$(2 + 1) - (2 + 1) = 0$$

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. The unmarked empty intersection scores for neither player.

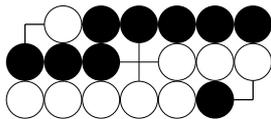
Variation 3

This is a possible perfect play.

Alternation



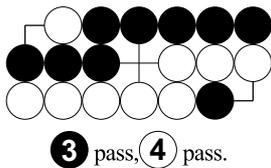
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

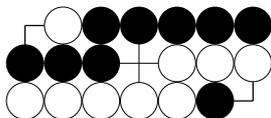
Playout



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.

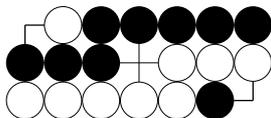
Position at the End of the Playout



prisoner stones: 1 black, 1 white

Scoring

There are 1 black and 1 white prisoner stones.



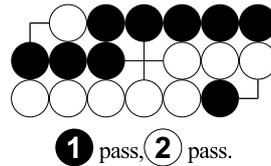
$(0 + 1) - (0 + 1) = 0$

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.

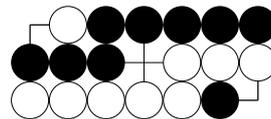
Variation 4

This is a possible perfect play.

Alternation



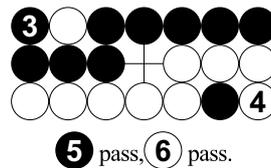
Position at the End of the Alternation



Agreement

The players disagree in the agreement phase.

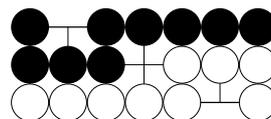
Playout



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

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

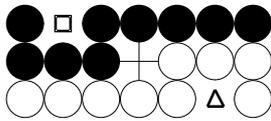
Position at the End of the Playout



prisoner stones: 2 black, 2 white

Scoring

There are 2 black and 2 white prisoner stones.



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

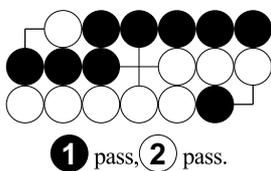
Black's score consists of 1 point of territory and 2 white prisoner stones. White's score consists of 1 point of territory and 2 black prisoner stones. The unmarked empty intersection scores for neither player.

Variation 5

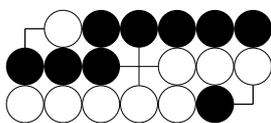
This is an example of either beginners' level or unsportsmanlike behaviour.

Although this is a commentary on the rules of play rather than on tournament rules, there shall be at least a reminder that both work together. One might already consider the agreement phase to be part of the tournament rules while the playout phase is part of the rules of play.

Alternation

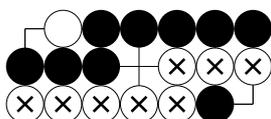


Position at the End of the Alternation



Agreement

The players agree to remove the marked string.



If beginners agree like this, it can be excused but a tournament official might want to advise them.

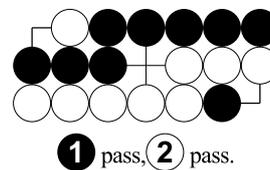
Above beginners' level, in a tournament this is unsportsmanlike behaviour by both players for the following reasons: The agreement phase is meant to be a shortcut of the playout phase and of the removals possible therein. In a playout, the marked string could be removed only by very weak alternating play. If advanced players agree to remove the marked string nevertheless, then they cooperate in cheating the tournament officials or the other participants. Presumably the two players want to let Black win the game, maybe because thereby he gets a prize.

Each player has the right to make strategic mistakes during plays or passes of the alternation or the playout and has the right to agree or disagree during the agreement phase. However, each player also has the duty to be fair towards all participants of a tournament by exercising competitive spirit according to his mental skill.

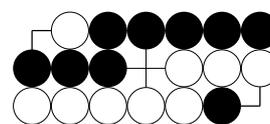
Variation 6

This is an example of either beginners' level or unsportsmanlike behaviour.

Alternation

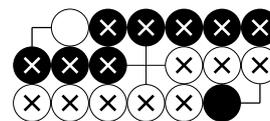


Position at the End of the Alternation



Agreement

The players agree to remove the marked strings.



If beginners agree like this, it can be excused but a tournament official might want to advise them.

Above beginners' level, in a tournament this is unsportsmanlike behaviour by both players, even though the players would determine the correct score. Compared to variation 5, the reasons are weaker and cheating is not a reason. The agreement phase is meant to be a shortcut of the playout phase and of the removals possible therein. In a playout, the marked strings could be removed only by very weak alternating play. If it were allowed to remove strings unreasonably by agreement like here, then sooner or later this would be encouragement to try more and more unreasonable means.

The agreement phase has and shall keep only one function: to be meant as an abbreviation of the playout phase.

This discussion ought not to be abused as a pretence to prohibit some or all strategic mistakes during the alternation or the playout phases. Otherwise the players would be treated like criminals, starting with White's failure to resign at move 2 of a game. Go lives from the players' strategic mistakes. One must not confuse strategic mistakes with unsportsmanlike behaviour. Strategic mistakes are given due to plays or passes. Sportsmanlike or unsportsmanlike behaviour is given for those actions of the players unrelated to the moves of the alternation or the playout.