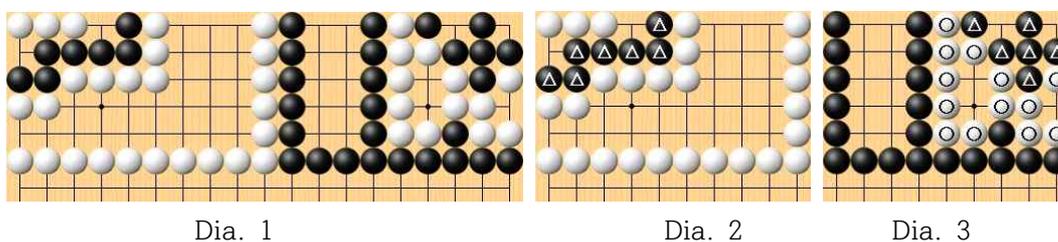


Confirmation of Life and Death of Stones and Points after the Passes (Attachment 2)

1. Confirmation of Life and Death of Stones after the First set of Passes.

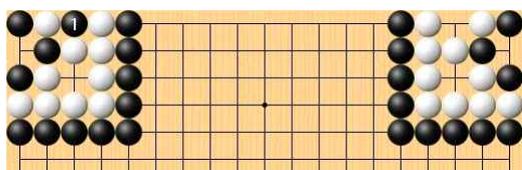
After the first set of passes, both players confirm the life and death of stones by considering the local situation only. For example, in case of Ko, Ko threats of other areas are not effective, but only local Ko threats are effective. At this stage, if one player can prove that he can capture an opponent's group of stones while the opponent cannot rescue this group, the stones belonging to this group are regarded as dead stones.

1) Confirmation of Life and Death, Example 1



After the first set of passes, two parts of Dia. 1 will be separated in two parts as Dia. 2 and Dia. 3. Dia. 3 is Dual life/Seki/Tie, but black stones of Dia. 2 are dead because there is no local Ko threat for Black.

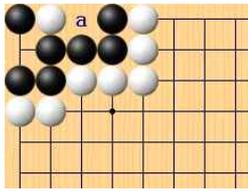
2) Confirmation of Life and Death, Example 2



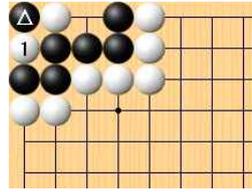
Dia. 1 (The Korean Rules of Baduk (Go), Diagram 18)

Before the first set of passes Black can make a draw or capture one of the group of white stones, but after the first set of passes all black stones are dead. (Refer to Attachment 1 of the detailed commentaries on the Recreation of the same Configuration)

3) Confirmation of Life and Death, Example 3



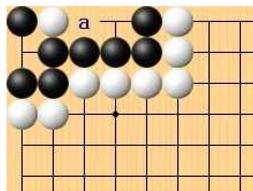
Dia. 1



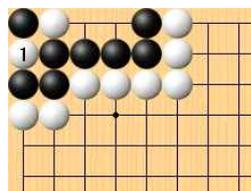
Dia. 2

If White captures the stone of marked by ▲, Black will be dead because Black has no local Ko threat. Therefore, in Diagram 1, Black must capture the white stone by playing a black stone at 'a'.

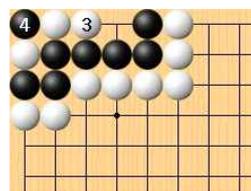
4) Confirmation of Life and Death, Example 4



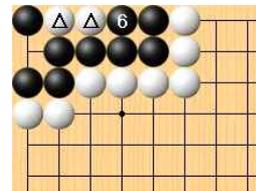
Dia. 1



Dia. 2



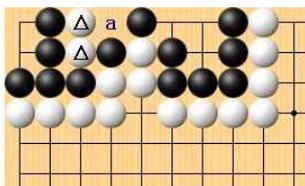
Dia. 3 (White 5 : pass)



Dia. 4

In Dia. 1 Black has no need to place an additional stone at 'a'. Even White captures one black stone as Dia. 2 and continues to play white 3 as Dia. 3. When Black captures the one white stone with black 4, there is no Ko threat for White. White has no other choice but to pass. Then Black captures two white stones.

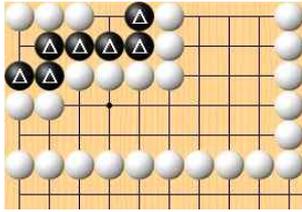
5) Confirmation of Life and Death, Example 5



Dia. 1

Black can prove that he/she can capture 2 white stones by placing 'a' as Dia. 1. On the other hand, White can not rescue these stones because of a snap back. Therefore, Black does not need to place an additional stone at 'a'.

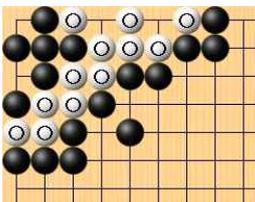
6) Confirmation of Life and Death, Example 6



Dia. 1

As White can capture Bent-four at the corner of Dia. 1, White does not need to place an additional stone.

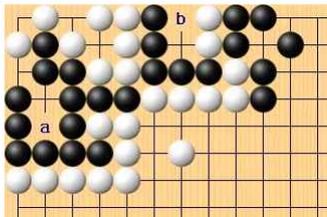
7) Confirmation of Life and Death, Example 7



Dia. 1

The white stones marked by '©' are alive because Black can not capture them. Black shall choose either a draw or Dual Life/Seki/Tie. (Refer to Attachment 1, the detailed commentaries on the Recreation of the same Configuration.)

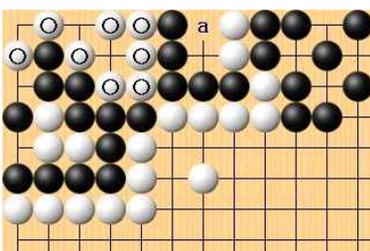
8) Confirmation of Life and Death, Example 8



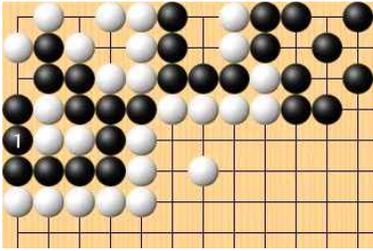
Dia. 1

As White has local Ko threats at 'b', White does not need to place a white stone at 'a'. All groups of stones are in Dual Life/Seki/Tie as they are.

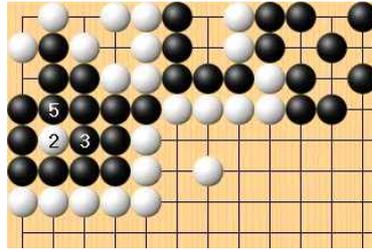
9) Confirmation of Life and Death, Example 9



Dia. 1



Dia. 2



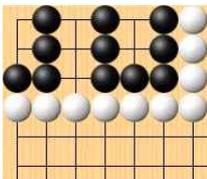
Dia. 3 (white 4 pass)

White stones marked by '◎' are alive, and the three isolated white stones are alive also. If Black tries to capture the white stones after white 2 is played in Diagram 3, the left group of black stones will be killed because Black has no Ko threat while White has Ko threats at 'a'. Therefore, all groups of stones are in Dual Life/Seki/Tie as they are. It is advantageous for Black to capture the three isolated white stones as Dia. 2 and 3 before the first or second set of passes. The three stones are alive if they are not captured before the second set of passes is made.

2. The Second set of Passes.

It is understood that both players confirmed life and death of stones and points after the first set of passes. After the second set of passes, if the two players do not agree on the life and death of groups, the referee shall judge as follow:

- 1) If the game has not ended properly, allow the player who first made a pass to play, and then end the game.



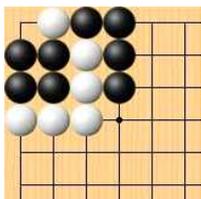
Dia. 1

If the players discover that there is a place to play as in Dia. 1 after both players made a pass the referee lets the player who first made a pass play. The game ends after it.

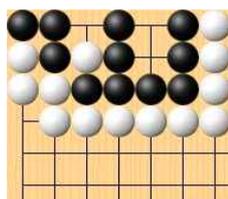
2) Judgment by right to play

- (1) If both players gave up the right to capture, this part is regarded as Dual Life/Seki/Tie. In Dia. 1 and 2, Black can capture one white stone, and White can

capture four (or three) stones. If the game ended without capturing as in Dia. 1 and 2, the stones in question are regarded as alive.

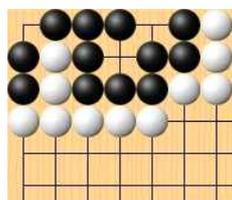


Dia. 1



Dia. 2

(2) If one player did not place where he/she can capture the opponent's stones or take advantage, it will be considered that he/she gave up the right to play. And all the right to place is at the opponent's disposal.



Dia. 1

If the game ended without capturing the two stones at the corner in Dia. 1, regarding that White gave up the right to capture them, the referee ends the game after allowing Black to connect the two stones.