

Japanese	GERMAN	English (completely non-binding, for your convenience only)
日本囲碁規約（全文） 財団法人日本棋院及び財団法人関西棋院は、昭和二十四年十月に制定した日本棋院囲碁規約を改定することとし、ここに日本囲碁規約を制定する。この規約は対局者の良識と相互信頼の精神に基づいて運用されなければならない。	Japanische Go-Regeln (Volltext) Die Nihon Ki-in Foundation und die Kansai Ki-in Foundation haben beschlossen, die Nihon Ki-in Go-Regeln, die im Oktober 1949 aufgestellt wurden, zu überarbeiten und stellen hiermit die Nihon Go-Regeln auf. Diese Regeln müssen im Geiste des gesunden Menschenverstands und des gegenseitigen Vertrauens zwischen den Spielern angewandt werden.	Japan Go Rules (Full Text) The Nihon Ki-in Foundation and the Kansai Ki-in Foundation have decided to revise the Nihon Ki-in Go Rules which were established in October 1949, and hereby establish the Nihon Go Rules. These rules must be administered in the spirit of common sense and mutual trust among players.
第一条（対局） 囲碁は、「地」の多少を争うことを目的として、競技開始から第九条の「対局の停止」、までの間、両者の技芸を盤上で競うものであり、「終局」までの間着手することを「対局」という。	Artikel 1 (Partie) Das Go-Spiel ist ein Geschicklichkeitswettbewerb auf dem Brett zwischen zwei Spielern vom Beginn des Spiels bis zum "Stopp der Partie", wie in Artikel 9.1 beschrieben, mit dem Zweck eines Wettstreits um das Ausmaß von "Gebiet". Die bis zum "Ende der Partie" ausgeführten Züge werden "Partie" genannt.	Article 1 (Game) The game of Go is a contest of skill on the board between two players from the start of the game to the "stoppage of the game", as described in Article 9.1, for the purpose of competing for the extent of "territory". The moves made up until the "end of the game" are called the "game".
第二条（着手） 対局する両者は、一方が黒石を相手方が白石をもって相互に一つずつ着手することができる。	Artikel 2 (Züge) Beide Spieler dürfen jeweils einen Zug machen, wobei ein Spieler mit den schwarzen Steinen und der andere Spieler mit den weißen Steinen spielen.	Article 2 (Moves) Both players may play one move at a time, with one player playing with black stones and the other player playing with white stones.
第三条（着点） 盤上は、縦横十九路、その交点三百六十一であり、石は、第四条に合致して盤上に存在できる限り、交点のうちの空いている点（以下「空点」という）のすべてに着手できる。着手した点を「着点」という。	Artikel 3 (Besetzte Punkte) (1) Das Brett besteht aus einem Gitter aus jeweils neunzehn horizontalen und vertikalen Linien und dreihunderteinundsechzig Schnittpunkten. Diese Schnittpunkte werden im Folgenden "Brett-Punkte" genannt. (2) Ein Stein kann auf jeden leeren Punkt unter den "Brett-Punkten" (im Folgenden "leere Punkte" genannt) gespielt werden, solange er gemäß Artikel 4 auf dem Brett existieren kann und soweit Artikel 6 diesem Zug nicht entgegensteht. Der Punkt, auf dem ein solcher Zug gemacht wird, wird "besetzter Punkt" genannt.	Article 3 (Occupied points) 1. The board consists of a grid of nineteen horizontal and vertical lines each and three hundred and sixty-one intersections. These intersection points are called "board points" in the following. 2. A stone may be played at any empty point among the "board-points" (hereinafter referred to as "empty points") as long as it can exist on the board in accordance with Article 4, and insofar as Article 6 does not conflict with this move. The

		point at which such a move is made is called "occupied point".
第四条 (石の存在) 着手の完了後、一方の石は、その路上に隣接して空点を有する限り、盤上のその着点に存在するものとし、そのような空点のない石は、盤上に存在することができない。	Artikel 4 (Existenz von Steinen) (1) Nach Beendigung eines Zuges existieren die Steine eines Spielers auf ihren "besetzten Punkten" auf dem Brett, solange sie entlang der Linien des Brettes einen "leeren Punkt" neben sich haben. Steine ohne einen solchen "leeren Punkt" dürfen sich nicht auf dem Brett befinden. (2) Züge, die zu solch einem Zustand führen würden, sind verboten.	Article 4 (Existence of stones) 1. After the completion of a move, a player's stones exist on their "occupied points" on the board as long as they have an "empty point" next to them along the lines of the board. Stones without such an "empty point" may not be on the board. 2. Moves that would lead to such a condition are prohibited.
第五条 (取り) 一方の着手により、相手方の石が前条に基づき盤上に存在することができなくなった場合は、相手方のその石のすべてを取り上げるものとし、これを「ハマ」という。この場合、石を取り上げた時点をもって着手の完了とする。	Artikel 5 (Entfernung von Steinen) (1) Wenn infolge eines Zuges einer Seite Steine der anderen Seite nicht gemäß des vorigen Artikels auf dem Brett existieren können, werden alle diese Steine der anderen Seite vom Brett genommen, und als "Gefangene" bezeichnet. In diesem Fall ist der Zug abgeschlossen, wenn die Steine entfernt wurden. (2) Diese Art von Zug wird auch als das 'Schlagen' gegnerischer Steine bezeichnet.	Article 5 (Removal of Stones) 1. If, as a result of a move by one side, stones of the other side cannot exist on the board in accordance with the preceding article, all these stones of the other side shall be taken off the board, and these are called "prisoners". In this case, the move shall be completed when the stones are removed. 2. This kind of move is also called 'capturing' the opponent's stones.
第六条 (劫) 交互に相手方の石一個を取り返し得る形を「劫」という。劫を取られた方は、次の着手でその劫を取り返すことはできない。	Artikel 6 (Ko-Form) Die Form, in der abwechselnd jeweils ein Stein des anderen Spielers vom Brett genommen werden könnte, wird als "Ko-Form" bezeichnet. Der Spieler, dessen Stein in einer "Ko-Form" genommen wurde, darf in diese "Ko-Form" mit dem nächsten Zug nicht zurückschlagen.	Article 6 (Ko-shape) The shape in which one of the other player's stones could be taken from the board in turn is called "ko-shape". The player whose stone was taken in a "ko-shape" may not capture back into this "ko-shape" with the next move.
第七条 (死活) 1、相手方の着手により取られない石、又は取られても新たに相手方に取られない石を生じうる石は「活き石」という。活き石以外の石は「死に石」という。 2、第九条の「対局の停止」後での死活確認の際における同一の劫での取り返しは、行うことができない。ただし、劫を	Artikel 7 (Leben und Tod) (0) Die L&T-Statusbestimmung erfolgt nach dem "Stopp der Partie" gemäß Artikel 9.1. Die Statusbestimmung für die Steine eines Spielers beginnt jeweils mit einem Zug des Gegners. (1 A) Steine, die durch den Gegner nicht vom Brett genommen werden, erhalten den Status "Lebens-Steine". Andernfalls ... (1 B) Werden auf allen "Brett-Punkten", auf denen sich diese vom Brett genommenen Steine befanden, erneut Steine etabliert, die vom Gegner nicht vom Brett genommen werden, so erhalten diese Steine ebenfalls den Status "Lebens-Steine". Andernfalls ...	Article 7 (Life and Death) 0. The L&D status determination is carried out after the "stoppage of the game" according to Article 9.1. The status determination for a player's stones always starts with an opponent's move. 1a. Stones that are not removed from the board by the opponent are given the status "life stones". Otherwise ... 1b. If stones are re-established on all the "board points" on

<p>取られた方が取り返す劫のそれぞれにつき着手放棄を行った後は、新たにその劫を取る事ができる。</p>	<p>(1 C) Wird, nachdem diese Steine geschlagen wurden, wenigstens ein Stein etabliert, der vom Gegner nicht vom Brett genommen wird, so erhalten diese Steine den Status "Seki-Steine". Andernfalls ...</p> <p>(1 D) In allen anderen Fällen erhalten diese Steine den Status "Todes-Steine".</p> <p>(2) Nach dem "Stopp der Partie" gemäß Artikel 9.1 ist das Zurückschlagen in "Ko-Formen" blockiert und verboten.</p> <p>Verzichtet der Spieler, dessen Stein in einer "Ko-Form" genommen wurde, auf einen Zug, wird die Blockade des Zurückschlagens für eine solche "Ko-Form" aufgehoben. Nach der Aufhebung der letzten Blockade darf wieder von neuem in "Ko-Formen" zurückgeschlagen werden.</p> <p>(3) Während der L&T-Statusbestimmung ist die Wiederholung einer Zugfolge verboten, in der von beiden Seiten eine unterschiedliche Anzahl von Steinen geschlagen wird.</p>	<p>which these captured stones were located, which are not removed from the board by the opponent, these stones are also given the status "life stones". Otherwise ...</p> <p>1c. If, after these stones have been captured, at least one stone is established that is not removed from the board by the opponent, these stones are given the status "seki stones". Otherwise ...</p> <p>1d. In all other cases these stones receive the status "death stones".</p> <p>2. After the "stoppage of the game" as described in Article 9.1, capturing back into a "ko-shape" is blocked and forbidden. If the player whose stone was taken in a "ko-shape" renounces a move, the blockade of capturing back into such a "ko-shape" is removed. After the last blockade has been lifted, it is allowed to capture back into "ko-shapes" again.</p> <p>3. During L&D status determination, the repetition of a move sequence in which a different number of stones are captured by both sides is prohibited.</p>
<p>第八条 (地) 一方のみの活き石で囲んだ空点を「目」といい、目以外の空点を「駄目」という。駄目を有する活き石を「セキ石」といい、セキ石以外の活き石の目を「地」という。地の一点を「一目」という。</p>	<p>Artikel 8 (Gebiet)</p> <p>(1) "Brett-Punkte", die von "Lebens-Steinen" nur einer Seite umgeben sind, werden "nützliche Punkte" genannt.</p> <p>(2) "Leere Punkte", die keine "nützlichen Punkte" sind, werden "nutzlose Punkte" genannt.</p> <p>(3) "Lebens-Steine", die entlang der Linien des Brettes keine "nutzlosen Punkte" neben sich haben, und die keine "Seki-Steine" umschließen, werden "werthaltige Gruppen" genannt. Die "nützlichen Punkte" der "werthaltigen Gruppen" werden "Gebiet" genannt.</p>	<p>Article 8 (Territory)</p> <p>1. "Board points" surrounded by "life stones" of only one side are called "useful points".</p> <p>2. "Empty points" that are not "useful points" are called "useless points".</p> <p>3. "Life stones" that do not have any "useless point" next to them along the lines of the board, and do not enclose any "seki stones", are called "valuable groups". The "useful points" of the "valuable groups" are called "territory".</p>

<p>第九条（終局）</p> <p>1、一方が着手を放棄し、次いで相手方も放棄した時点で「対局の停止」となる。</p> <p>2、対局の停止後、双方が石の死活及び地を確認し、合意することにより対局は終了する。これを「終局」という。</p> <p>3、対局の停止後、一方が対局の再開を要請した場合は、相手方は先着する権利を有し、これに応じなければならない。</p>	<p>Artikel 9 (Ende der Partie)</p> <p>(1) Wenn ein Spieler auf einen Zug verzichtet, und dann der andere Spieler auf seinen Zug verzichtet, dann erfolgt ein "Stopp der Partie".</p> <p>(2) Nach dem "Stopp der Partie" müssen sich beide Spieler über Leben und Tod der Steine und das "Gebiet" einigen. Dies wird als das "Ende der Partie" bezeichnet.</p> <p>(3) Beantragt eine Seite nach dem "Stopp der Partie" die Wiederaufnahme der Partie, hat die andere Seite das Recht, zuerst zu spielen, und muss dem Antrag stattgeben.</p>	<p>Article 9 (End of the Game)</p> <p>1. When one player abandons a move, and then the other player abandons the move, then there is a "stoppage of the game".</p> <p>2. After the "stoppage of the game" both players must agree on the life and death of the stones and the "territory". This is called the "end of the game".</p> <p>3. If, after the "stoppage of the game", one side requests that the game be resumed, the other side has the right to play first and must accept the request.</p>
<p>第十条（勝敗の決定）</p> <p>1、終局の合意の後、地の中の相手方の死に石はそのまま取り上げ、ハマに加える。</p> <p>2、ハマをもって相手方の地を埋め、双方の地の目数を比較して、その多い方を勝ちとする。同数の場合は引き分けとし、これを「持碁」という。</p> <p>3、勝敗に関し、一方が異議を唱えた場合は、双方は対局の再現等により、勝敗を再確認しなければならない。</p> <p>4、双方が勝敗を確認した後であっても、この勝敗を変えることはできない。</p>	<p>Artikel 10 (Feststellung von Sieg oder Niederlage)</p> <p>(1) Nachdem das "Ende der Partie" vereinbart wurde, werden die "Todes-Steine" des Gegners aus dem "Gebiet" genommen und den "Gefangenen" hinzugefügt.</p> <p>(2) Die "leeren Punkte" des gegnerischen "Gebietes" werden mit "Gefangenen" aufgefüllt, und die Anzahl der jeweils resultierenden "leeren Punkte" wird verglichen. Derjenige, der die größere Anzahl hat, wird zum Sieger erklärt. Bei einem Gleichstand wird das Spiel als "Unentschieden" bezeichnet.</p> <p>(3) Erhebt eine Seite Einspruch gegen das ermittelte Ergebnis, müssen beide Seiten Sieg oder Niederlage durch eine Wiederholung der "Partie" bestätigen.</p> <p>(4) Nachdem beide Seiten den Gewinner bestätigt haben, kann der Gewinner unter keinen Umständen mehr geändert werden.</p>	<p>Article 10 (Determination of Victory or Defeat)</p> <p>1. After the "end of the game" has been agreed upon, the "death stones" of the opponent in the "territory" shall be taken away and added to the "prisoners".</p> <p>2. The "empty points" of the opponent's "territory" are filled up with "prisoners" and the number of each resulting "empty points" is compared. The one who has the greater number is declared the winner. In case of a tie, the game is called a "draw".</p> <p>3. If one side objects to the result determined, both sides must confirm victory or defeat by replaying the "game".</p> <p>4. After both sides have confirmed the winner, the winner may not be changed under any circumstances.</p>
<p>第十一条（投了）</p> <p>対局の途中でも、自らの負けを申し出て対局を終えることができる。これを「投了」という。その相手方を「中押勝」という。</p>	<p>Artikel 11 (Aufgabe)</p> <p>Ein Spieler kann mitten in der "Partie" erklären, dass er oder sie verloren hat und die "Partie" beenden. Dies wird als "Aufgabe" bezeichnet. Der Gegner wird "Sieger durch Aufgabe" genannt.</p>	<p>Article 11 (Resignation)</p> <p>A player may, in the middle of the "game", declare that he or she has lost and end the "game". This is called "resignation". The opponent is called "winner by resignation".</p>

第十二条（無勝負） 対局中に同一局面反復の状態を生じた場合において、双方が同意した時は無勝負とする。	Artikel 12 (Weder-Sieg-noch-Niederlage) Tritt die gleiche Spielsituation während einer "Partie" auf und beide Spieler sind damit einverstanden, wird die "Partie" zu einem "weder-Sieg-noch-Niederlage" Ereignis erklärt.	Article 12 (Neither-win-nor-defeat) If the same game situation occurs during a "game", and both players agree, the "game" is declared a "neither-win-nor-defeat" event.
第十三条（両負け） 1、第九条の対局停止後、対局者が有効な着手を発見し、その着手が勝敗にかかわるため終局に合意できない場合には両負けとする。 2、対局中に盤上の石が移動し、かつ対局が進行した場合は、移動した石を元の着点に戻して続行する。この場合において対局者が合意できない場合は、両負けとする。	Artikel 13 (Beide Spieler verlieren) (1) Wenn die Spieler, nach dem "Stopp der Partie" wie in Artikel 9.1 beschrieben, einen gültigen Zug entdecken und sich nicht auf das "Ende der Partie" einigen können, weil der Zug für Sieg oder Niederlage entscheidend ist, verlieren beide Spieler. (2) Wird ein Stein auf dem Brett während der "Partie" verschoben und die "Partie" ist noch im Gange, so wird der verschobene Stein an seine ursprüngliche Position zurückgebracht und die "Partie" wird fortgesetzt. Können sich die Spieler in einem solchen Fall nicht einigen, so verlieren beide Spieler.	Article 13 (Both Players Lose) 1. If, after the "stoppage of the game" as described in Article 9.1, the players discover a valid move and cannot agree on the "end of the game" because the move is crucial to victory or defeat, both players lose. 2. If a stone on the board is moved during the "game" and the "game" is still in progress, the moved stone is returned to its original position and the "game" continues. In this case, if the players cannot agree, both players shall lose.
第十四条（反則負け） 一方が以上の規則に反した場合は、双方が勝敗を確認する前であれば、その時点で負けとなる。	Artikel 14 (Regelverstoß) Verstößt ein Spieler gegen eine der oben genannten Regeln, verliert er die "Partie", soweit beide Spieler den Sieger noch nicht bestätigt haben.	Article 14 (Rule Violation) If a player violates one of the above rules, he loses the "game" as far as both players have not yet confirmed the winner.

EDITED

Japanese preamble inserted.

Typos.

German text Article 13.2.

Article 8: replacement of "eye" and "dame".

Article 3: reference to Article 6.

Answers to "Principles used = ?" ([simply follow the link](#))

RobertJasiek wrote:

How / with which principles have you derived / created the German version?

Approach #1: Stringent use of technical terms.

The use of technical terms in J89 is inconsistent and sometimes ambiguous. For example ...

territory = territory - prisoners

... could be a valid instruction in the source code of a software programme -- at first sight.

However, **territory** has been defined as a technical term with a specific meaning.

Thus, **territory** is a CONSTANT, NOT a variable.

Thus, your editor will immediately complain about the left side of the instruction above.

In Japanese, { 「...」 } / { 『...』 } is utilised e.g. for marking technical terms, similar to the usage of {"..."} / { '...'} / { „...“ } / { „...” } / { “...” } / { ‘...’ } in Western languages.

I used STRG + H for formatting the bracketed Japanese characters in a different colour throughout the entire text.

I used {"..."} for bracketing their German (and English) counterparts throughout the ENTIRE text. This included some additional editing.

As you can easily imagine, AI returns for the occurrence within a continuous text e.g. {After the game stopped, ...}, but never {After the "stoppage of the game", ...}.

For several of these terms, the continuous bracketing might look like overdoing things, but here in J89 the situation is more difficult than e.g. in your J2003.

Leaving your own stringent usage of technical terms aside for a moment, it will be evident that terms like {black-stone}, {white-string}, {hypothetical-ko}, {permanent-stone}, {local-1}, {capturable-2} are technical terms that are unknown in the common language usage. Therefore, these terms can be used as they are, no misunderstanding will arise.

Here, within the translation(s), once you are SURE that misunderstandings are EXCLUDED, you might want to enhance the readability of the text by replacing e.g. {"game"} with {game} and by dismantling e.g. the {"stoppage of the game"} issue.

Where necessary to preserve the unambiguousness of the terms, I have used different technical terms in the translation(s) for one (seen literally) with different meanings in the original.

Approach #2: Retention of the internal structure as far as possible. Addition of clarifying notes where necessary or appropriate.

J89's handling of "move" (i.e. Articles 3 to 6) follows a PASSIVE approach:

((*Text in italics = exaggerated / striking*))

- ① *Article 3 teaches us that stacking stones is not an activity within the game of Go.*
- ② *Otherwise, everything is permitted that does not result in the suffocation of one's own stones.*
- ③ *Article 4 explains what is essential to prevent the suffocation of stones.*
- ④ *And, not very surprisingly, realises that choked stones have no place on the board.*
- ⑤ *Article 5 announces the result of empirical studies according to which stones run out of air the sooner the longer they have been on the board.*
- ⑥ Article 6 prevents the endless repetition of the same two moves over and over again.

Letting ① aside, a more ACTIVE approach would be imaginable:

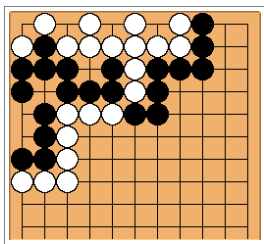
- ② Everything is permitted that does not contradict ④ or ⑤.
- ③ *If a player's move smothers opposing stones, they are taken off the board as prisoners.*
- ④ *It is forbidden to smother one's own stones. This does not apply for ③.*
- ⑤ Ko rule as ⑥ above.

You will easily realise that Article 3 does NOT include any reference to the second kind of "taboo-points" (i.e. empty point in a ko-shape immediately after capture). This is one of J89's OBVIOUS mistakes. I have added a corresponding supplement.

Article 4 states that a special kind of stones cannot "exist" on the board. Accepted, but what will we do when such stone has been placed on the board?
I have added a corresponding supplement that EXPLICITLY repeats what can be implicitly concluded from the combination of Articles 3 and 4.

The supplement to Article 5 is due to the ambiguity of "to capture" in English.
As a matter of course, "capturing" has the same meaning in J89 as it has e.g. in the game of Chess (e.g. "The white queen captured a black rook."): "taking something off the board".
However, "capturing" during ACTIVE PLAY also has the meaning of "fencing opponent's stones in, so that they can neither escape nor achieve a living shape".

Approach #3: Topology of "useless points".



[Click Here To Show Diagram Code](#)

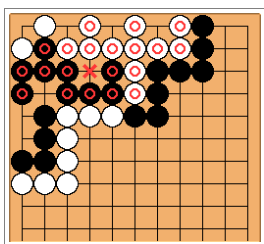
This is J89's L&D Example 24, which comment explains the effect of "useless points" on the determination of "territory", using a two-stage ko as an exemplary case. We will limit ourselves here on "useless points", and therefore neither discuss L&D, nor "territory", nor two-step ko.

There are three different types of "useless points":

- ① "Two-sided boundary points"
- ② "One-sided boundary points"
- ③ "Unplayable useless points"

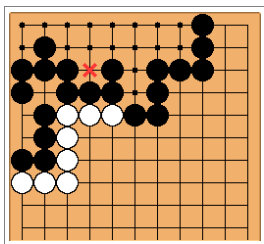
Please note that these three types can NOT be handled DIFFERENTLY in J89, as the same technical term is used to identify them. I refrained from adjusting the interpretations, so as not to make things too confusing.

"Two-sided boundary points"



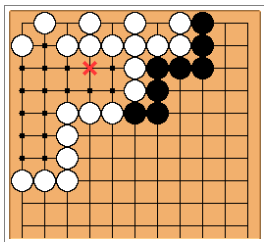
[Click Here To Show Diagram Code](#)

The "useless point" ✗ is RIGHT NEXT to the marked stones ⊙ of both sides, which are "independently alive".



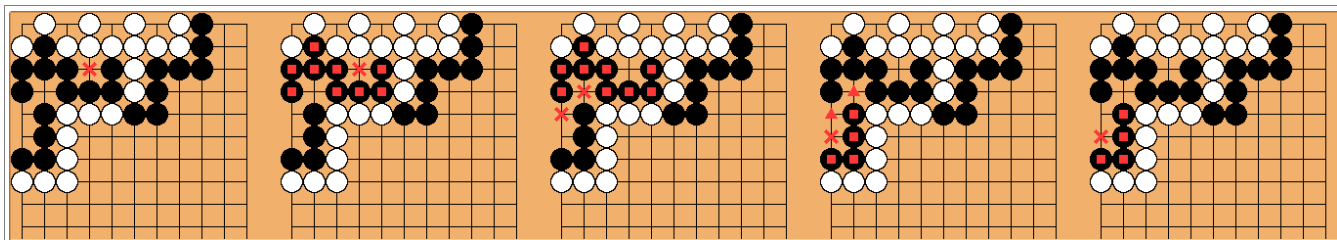
[Click Here To Show Diagram Code](#)

J89 mentions something like "useless points" next to them "ALONG THE LINES OF THE BOARD". What does "along the lines of the board" mean? The diagram above shows the region doomed worthless by the marked "useless point" from White's point of view.



[Click Here To Show Diagram Code](#)

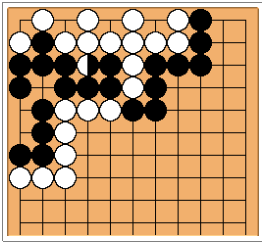
This diagram displays the region doomed worthless by the marked "useless point" from Black's point of view.



[Click Here To Show Diagram Code](#)

You can also utilise an iterative method for identifying worthless regions on the board, here displayed for such a Black region:

- ① Mark the solidly connected Black stones that are RIGHT NEXT to ✗ (with ● here).
- ② Mark the (previously unmarked) empty board points RIGHT NEXT to ● with ✗.
- ③ Mark the solidly connected Black stones, as well as the previously unmarked empty points, that are RIGHT NEXT to ▲ (= ✗ from ②).
- ④ If no stones / empty points were marked, then stop, else continue with ②.

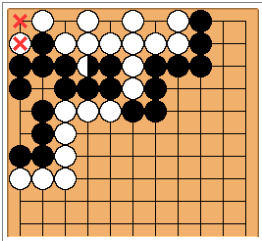


[Click Here To Show Diagram Code](#)


This "useless point" situated at the boundary between "independently alive" stones of both players can be filled by either player. Thus, this type of "useless point" will be called "two-sided boundary point" hereafter.

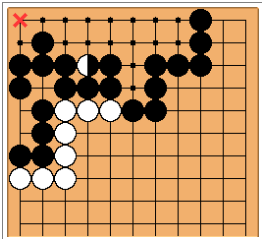
Please note that -- in principle -- IMPLICITLY enforcing the occupation of "two-sided boundary points" (as is done in J89) is nothing more than a means to make the scoring less prone to error. "Two-sided boundary points" have nothing to do with "territory"!

"One-sided boundary points"



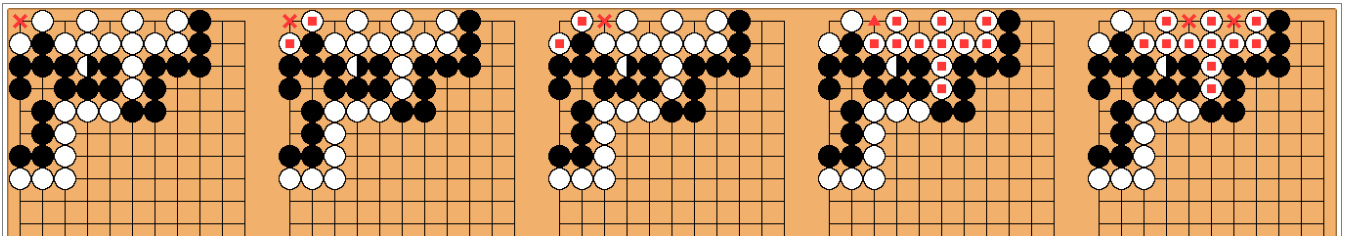
[Click Here To Show Diagram Code](#)

The "useless point"  is RIGHT NEXT to the marked White stone, which is a "death stone".



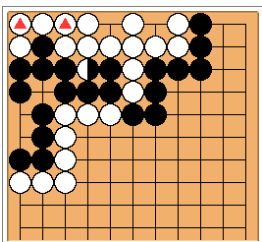
[Click Here To Show Diagram Code](#)

The diagram above shows the region doomed worthless by the marked "useless point". As a matter of course, it's a White region only.



[Click Here To Show Diagram Code](#)

The iterative method again.

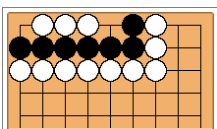


[Click Here To Show Diagram Code](#)

This "useless point" can be filled by only one player (White here). The two-stage ko makes another White move necessary, but this issue will not be discussed here. Thus, this type of "useless point" will be called "one-sided boundary point" hereafter.

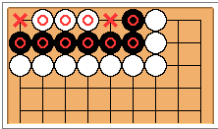
Please note that -- in principle -- IMPLICITLY enforcing the occupation of "one-sided boundary points" (as is done in J89) is nothing more than a means to make the scoring less prone to error. "One-sided boundary points" have nothing to do with "territory"!

"Unplayable useless points"



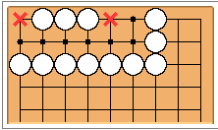
[Click Here To Show Diagram Code](#)

This is a position being part of Diagram 6 of J89's Commentary.



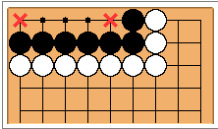
[Click Here To Show Diagram Code](#)

There are two "useless points" , which both are RIGHT NEXT to White's "life-stones"  and to Black's "life-stones" .



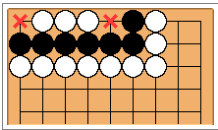
[Click Here To Show Diagram Code](#)

The diagram above shows the region doomed worthless by the marked "useless points" from White's point of view.



[Click Here To Show Diagram Code](#)

This diagram displays the region doomed worthless by the marked "useless points" from Black's point of view.

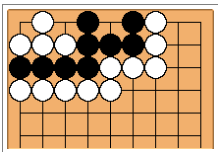


[Click Here To Show Diagram Code](#)

Neither side will play at any of the marked points.

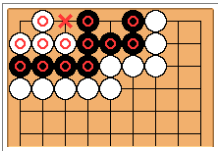
Thus, this type of "useless point" will be called "unplayable useless point" hereafter.

Please note that the determination of "territory" is ONLY affected by these "unplayable useless points".



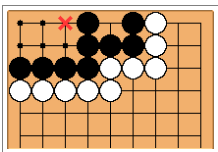
[Click Here To Show Diagram Code](#)

This position is displayed in Diagram 13 of J89's Commentary (original version).



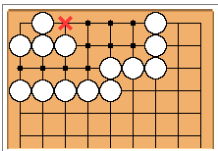
[Click Here To Show Diagram Code](#)

The "useless point"  is RIGHT NEXT to White's "life-stones" , as well as to Black's "life-stones" .



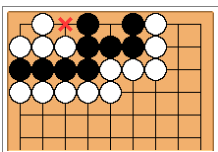
[Click Here To Show Diagram Code](#)

The diagram above shows the region doomed worthless by the marked "useless point" from White's point of view.



[Click Here To Show Diagram Code](#)

This diagram displays the region doomed worthless by the marked "useless point" from Black's point of view.

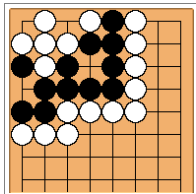


[Click Here To Show Diagram Code](#)

Neither side will play at the marked point, which therefore is an "unplayable useless point".

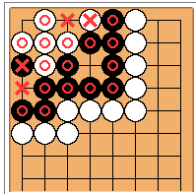
The determination of "territory" is affected by this "unplayable useless point".

.....






[Click Here To Show Diagram Code](#)

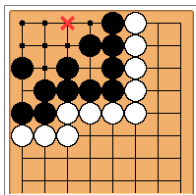
This diagram shows J89's Commentary's Diagram 14 / J89's L&D Example 25, with colours reversed.



[Click Here To Show Diagram Code](#)

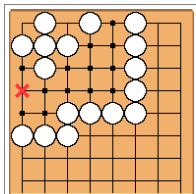
The "useless point"  at the upper edge is RIGHT NEXT to White's "life-stones" , as well as to White's "dead" (according to J89) stone .

The "useless point"  at the left edge is RIGHT NEXT to Black's "life-stones" , as well as to Black's "dead" (according to J89) stone .



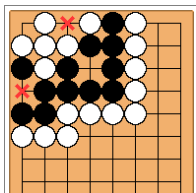
[Click Here To Show Diagram Code](#)

The diagram above shows the region doomed worthless by the marked "useless point" from White's point of view.



[Click Here To Show Diagram Code](#)

This diagram displays the region doomed worthless by the marked "useless point" from Black's point of view.

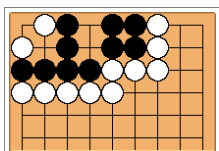


[Click Here To Show Diagram Code](#)

Neither side will play at any of the marked "useless points", which therefore are "unplayable useless points".

The determination of "territory" is affected by these "unplayable useless points".

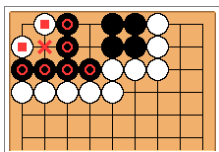
.....



[Click Here To Show Diagram Code](#)

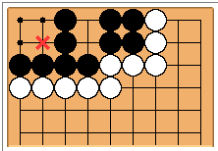
This is J89's L&D Example 2.

I have modified it slightly so as not to distract from the actual topic.



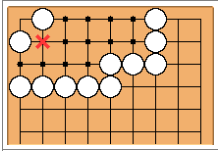
[Click Here To Show Diagram Code](#)

The "useless point"  is RIGHT NEXT to White's "seki-stones" , as well as to Black's "life-stones" .



[Click Here To Show Diagram Code](#)

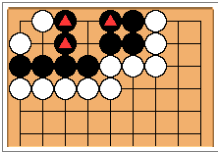
The diagram above shows the region doomed worthless by the marked "useless point" from White's point of view.



[Click Here To Show Diagram Code](#)

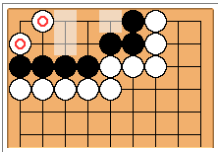
This diagram displays the region doomed worthless by the marked "useless point" from Black's point of view.

The iterative method should be clear now, so let us discuss the board's topology a bit further, instead.



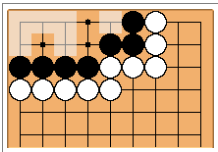
[Click Here To Show Diagram Code](#)

As a matter of course, Black stones cannot surround Black stones, as "Black stone" is the material the fences are made of. Black's marked stones simply disappear in Black's topological view on the board.



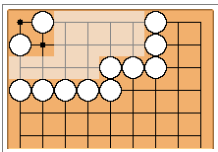
[Click Here To Show Diagram Code](#)

Neither can Black stones effectively surround "alive" White stones. White's marked stones simply disappear in Black's topological view on the board, as well as everything these stones surround.



[Click Here To Show Diagram Code](#)

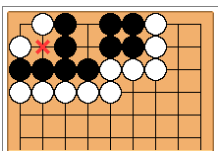
This diagram shows Black's resulting topological view on the board.



[Click Here To Show Diagram Code](#)

This is the comparable topological White view.

You will easily realise that the empty point that exists in BOTH topological views is the "useless point".



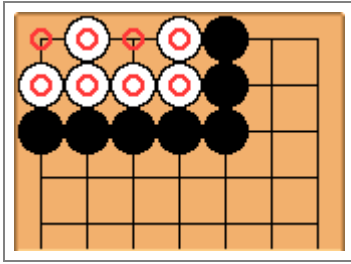
[Click Here To Show Diagram Code](#)

Neither side will play at the marked point, which therefore is an "unplayable useless point".



The determination of "territory" is affected by this "unplayable useless point".

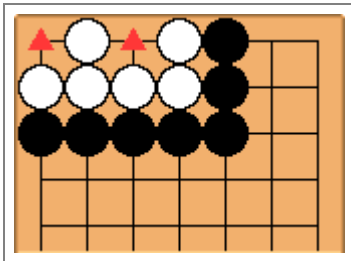
Approach #4: Topology of "valuable regions".

Already subdivided regions



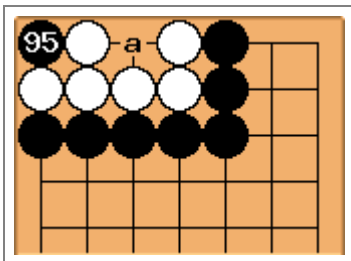
[Click Here To Show Diagram Code](#)

The aim of the game of Go is to create value through securely fencing in board points. In the diagram above, the points  are securely fenced in by White's  stones.




[Click Here To Show Diagram Code](#)

The points  create value for White.



[Click Here To Show Diagram Code](#)

Black is unable to prevent White from creating value.

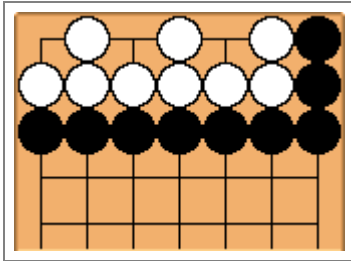
A Black move , intending to capture White's stones with another move at A, is forbidden by the rules. A division of White's formation into two parts is sufficient.

Why "95"?

Black's forbidden move is a "no-go".

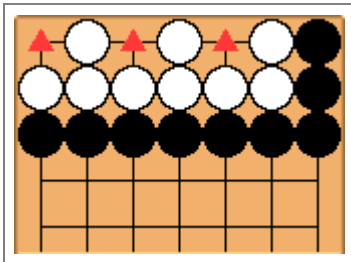
"Nine" in English sounds like "*nein*" in German, which is "no" in English.

"五" = "go" is "five" in Japanese.



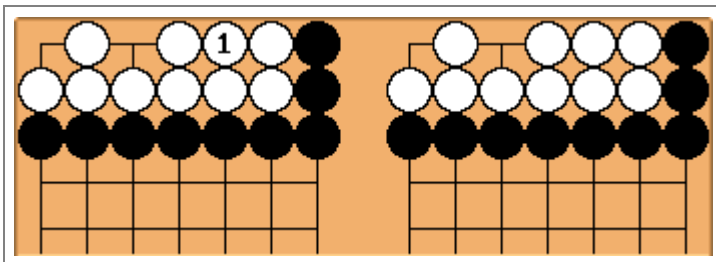
[Click Here To Show Diagram Code](#)

Further subdivision of White's formation does not fundamentally strengthen the stability of the fence (there are exceptions, of course, but which we will not discuss here).



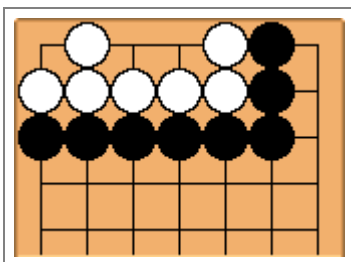
[Click Here To Show Diagram Code](#)

The points ▲ create value for White.



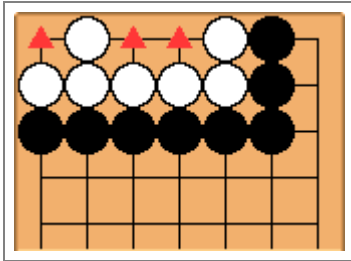
[Click Here To Show Diagram Code](#)

Please note that White could -- in principle -- transform this formation into the basic one. As a matter of course, White would do without it in practice so as not to destroy her own values.



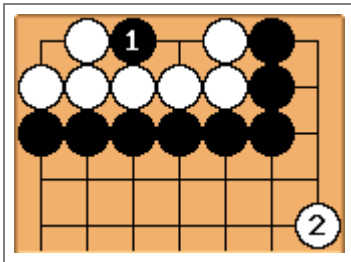
[Click Here To Show Diagram Code](#)

A larger size of a fenced part of the board does not fundamentally affect the stability of the fence.

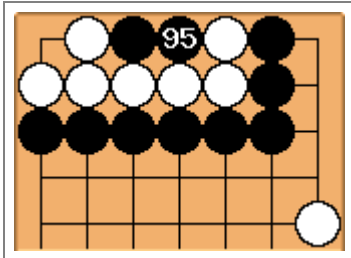


[Click Here To Show Diagram Code](#)

The points ▲ create value for White.

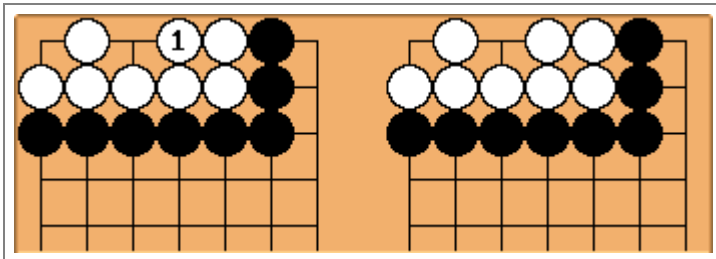


[Click Here To Show Diagram Code](#)



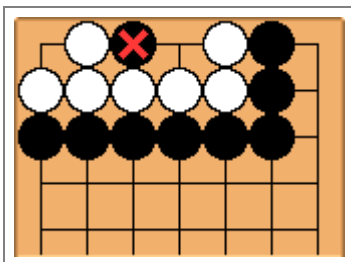
[Click Here To Show Diagram Code](#)

Again, Black is hindered to prevent White from creating value.



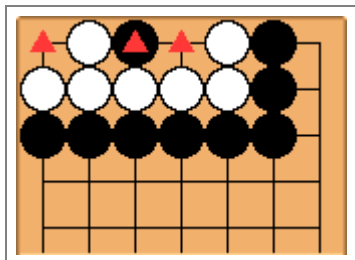
[Click Here To Show Diagram Code](#)

And again, White would be able to create the basic formation.







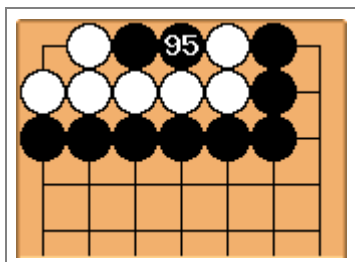
[Click Here To Show Diagram Code](#)

A Black stone ❌ inside the fenced region enhances the value of this region for White.



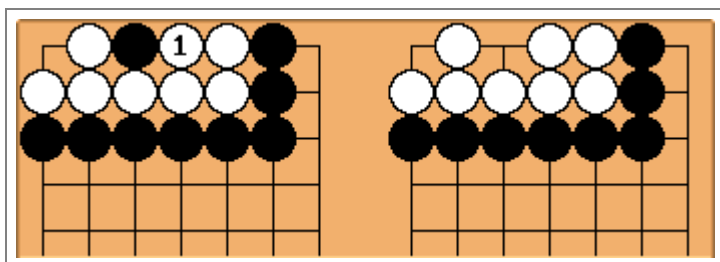
[Click Here To Show Diagram Code](#)

The points  and  create value for White.
The value of  is worth two times the value of .



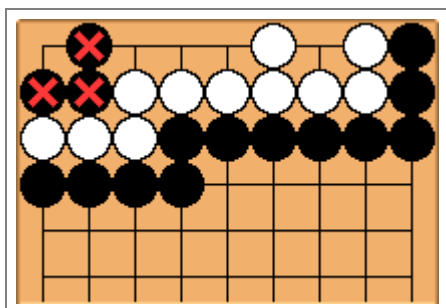
[Click Here To Show Diagram Code](#)

Again, Black is hindered to prevent White from creating value.



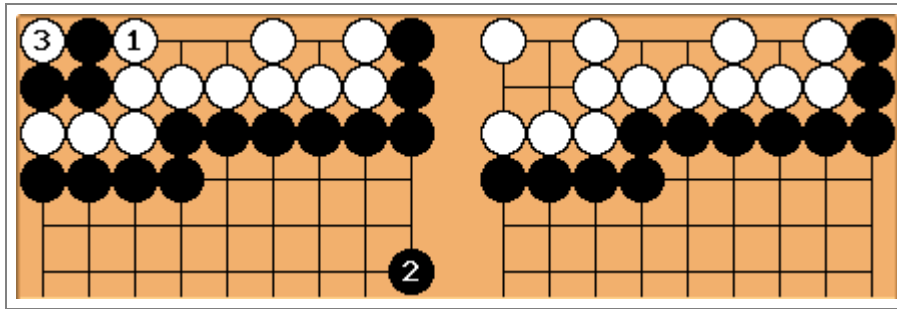
[Click Here To Show Diagram Code](#)

And again, White would be able to create the basic formation.



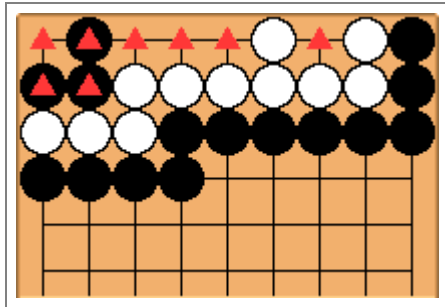
[Click Here To Show Diagram Code](#)

Here, Black's fenced-in stones  also fence something in the corner.







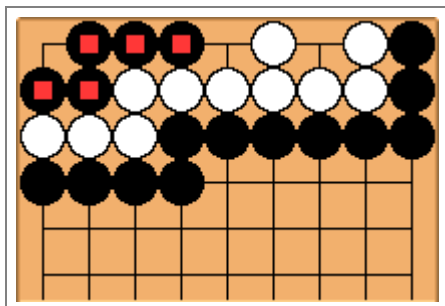
[Click Here To Show Diagram Code](#)

However, White is able to prove that Black's fence is not solid enough.




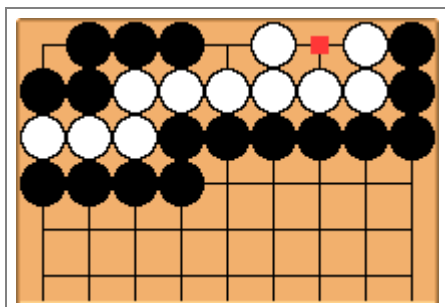
[Click Here To Show Diagram Code](#)

The points  and  create value for White.
The value of  is worth two times the value of .



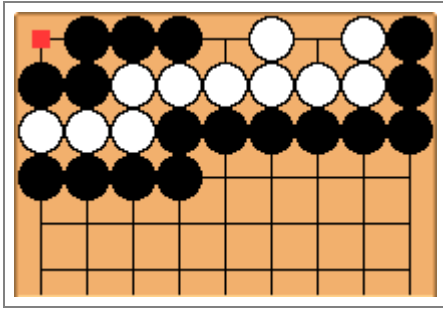
[Click Here To Show Diagram Code](#)

Obviously White was busy mending her fences elsewhere on the board.
Again, Black's stones  in the corner also fence something.



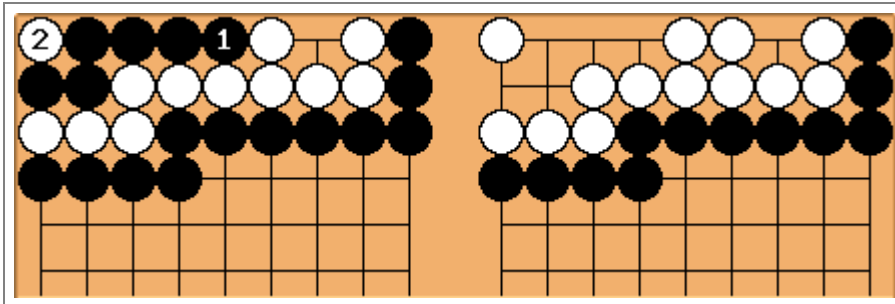
[Click Here To Show Diagram Code](#)

White fenced one point  at the upper edge.



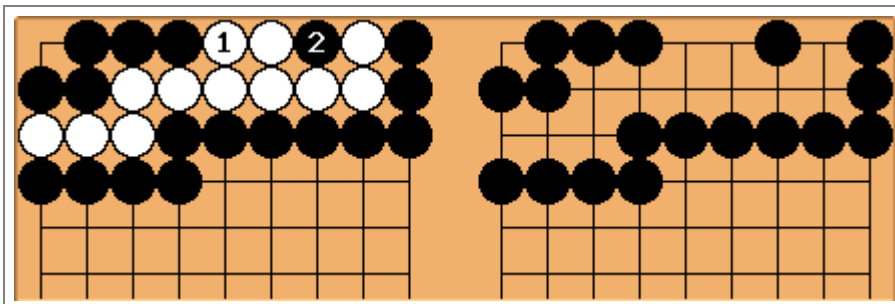
[Click Here To Show Diagram Code](#)

Black fenced one point ■ in the corner.



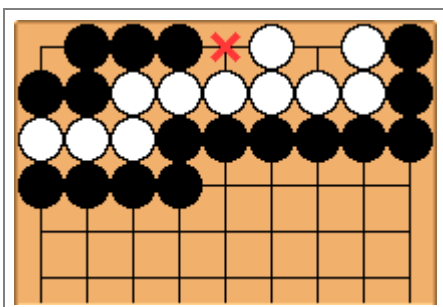
[Click Here To Show Diagram Code](#)

Black cannot prevent White from creating value.



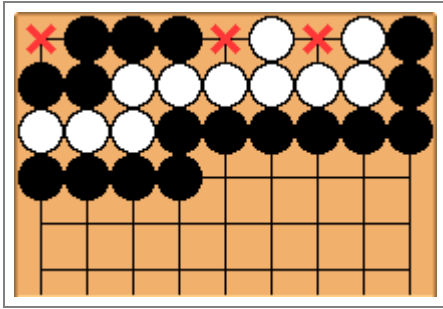
[Click Here To Show Diagram Code](#)

White cannot prevent Black from creating value.



[Click Here To Show Diagram Code](#)

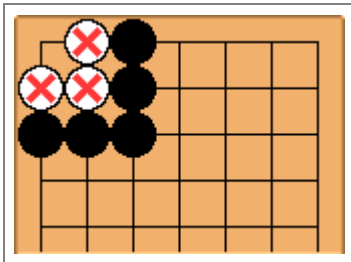
However, both fences share one point ✗ poisoned no man's land that makes the fenced areas nearby unsellable.



[Click Here To Show Diagram Code](#)


The upper area of the board has no value for anyone.

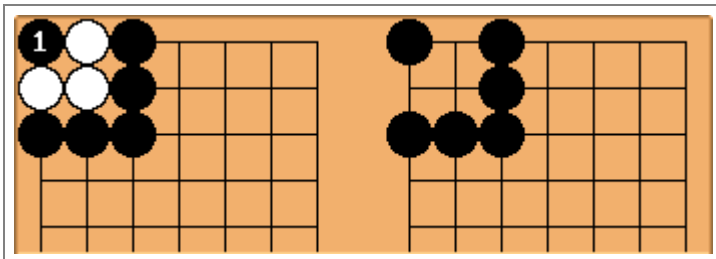
Undivided regions



[Click Here To Show Diagram Code](#)

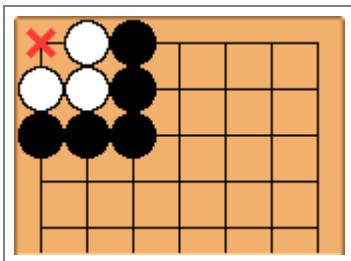
Be aware! Newbies at work!

White's  stones fence something in the corner.



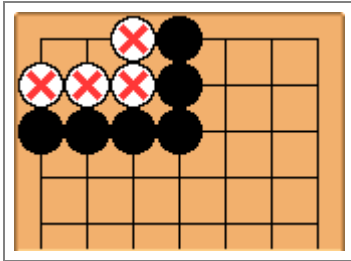
[Click Here To Show Diagram Code](#)

However, Black is able to prove that White's fence is not solid enough.



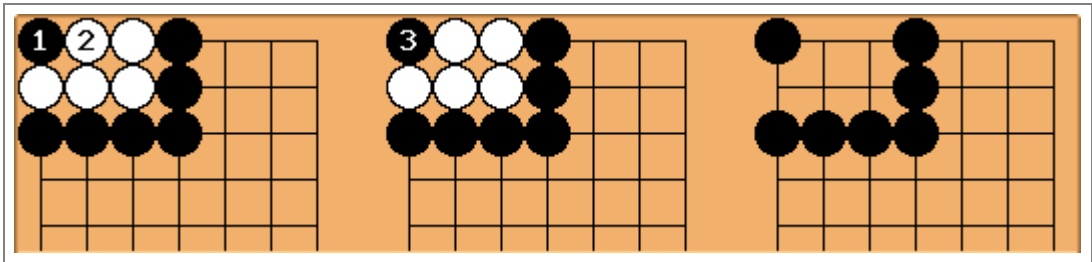
[Click Here To Show Diagram Code](#)

There is nothing of value for White in the upper left corner.



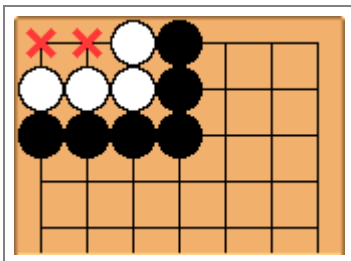
[Click Here To Show Diagram Code](#)

White's  stones fence something in the corner.



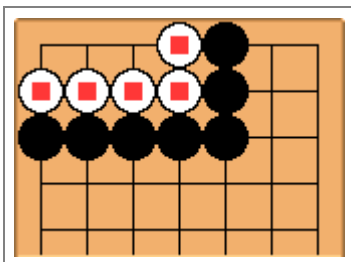
[Click Here To Show Diagram Code](#)

However, Black is able to prove that White's fence is not solid enough.
Please note that the sequence could have been stopped after ②, as this move reached a position, of which we already know that it does not contain any value for White.



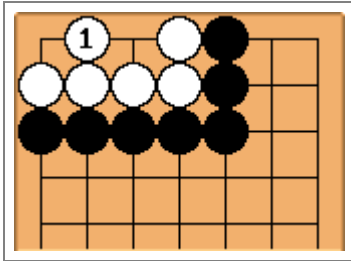
[Click Here To Show Diagram Code](#)

There is nothing of value for White in the upper left corner.



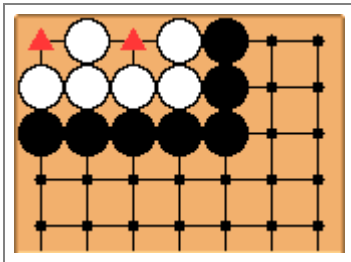
[Click Here To Show Diagram Code](#)

White's  stones fence something in the corner.



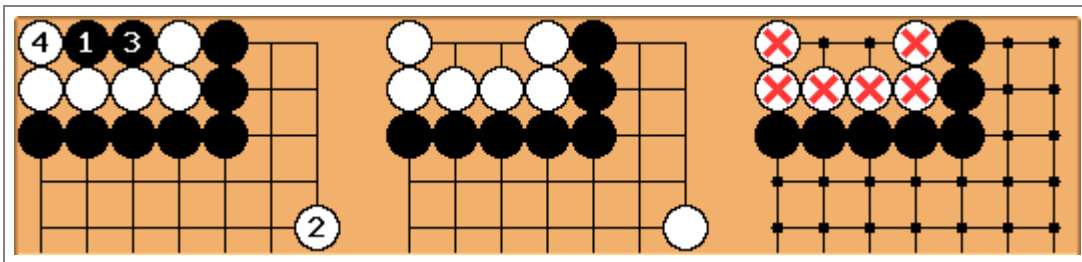
[Click Here To Show Diagram Code](#)

The foreman came by just in time to put the finishing touches on the White construction.



[Click Here To Show Diagram Code](#)

Thereafter, the points  create value for White.

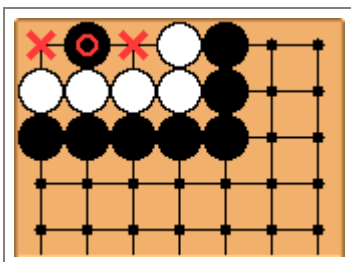


[Click Here To Show Diagram Code](#)

Another area on the board was not so lucky.

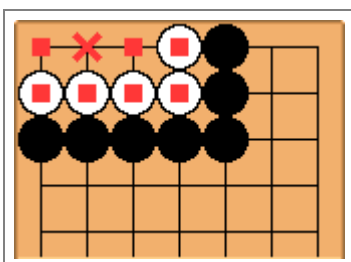
Black professionals came by and started dismantling the White fence.

White's newbies quickly stopped their efforts to repair their fence, realising that an already known state of their remaining fence was reached.



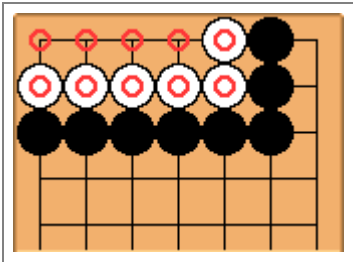
[Click Here To Show Diagram Code](#)

After this incident, there is nothing of value for White in the upper left corner.





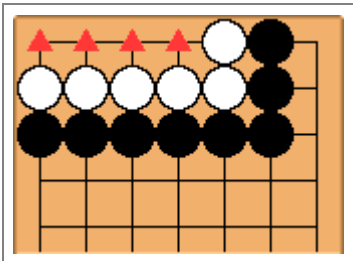
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To what extent the upper left corner contains value for whom has not yet been decided.



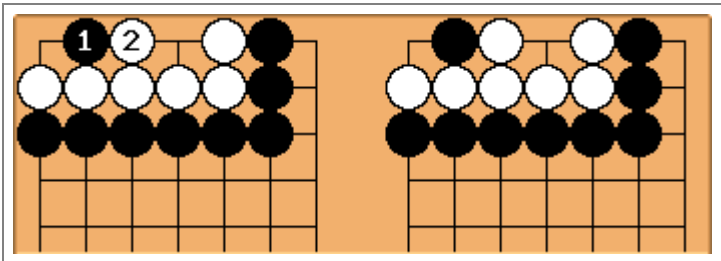
[Click Here To Show Diagram Code](#)

From here one, we will see skilled workers at work again.
In the diagram above, the points  are securely fenced in by White's  stones.




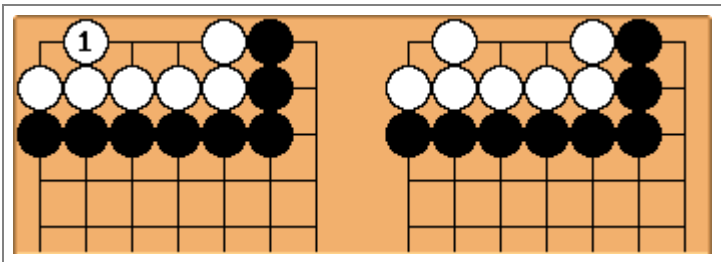
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The points  create value for White.



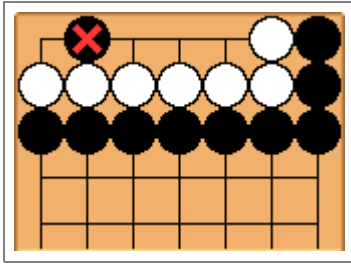
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Black cannot prevent White from creating value.
With , White returns to the previous section.




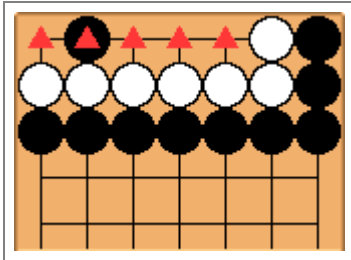
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White could also do so on her own initiative, but will refrain from doing so to not unnecessarily destroy any value.







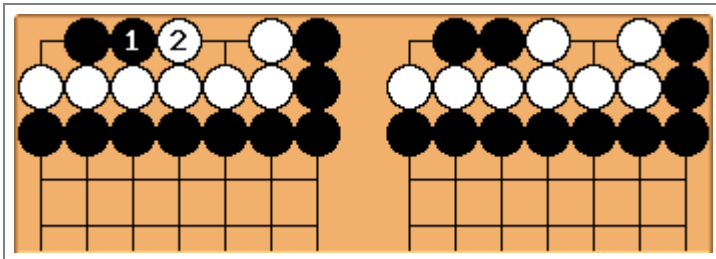
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A Black stone  inside the fenced region enhances the value of this region for White.



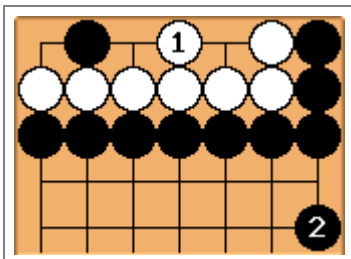
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The points  and  create value for White.
The value of  is worth two times the value of .



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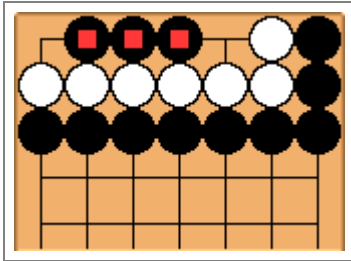
Black is hindered to prevent White from creating value.



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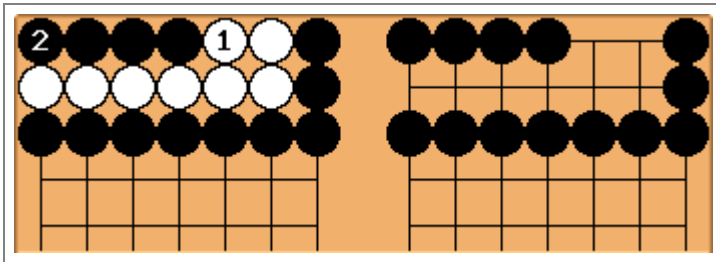
White would be able to return to the previous section.

Double fenced regions



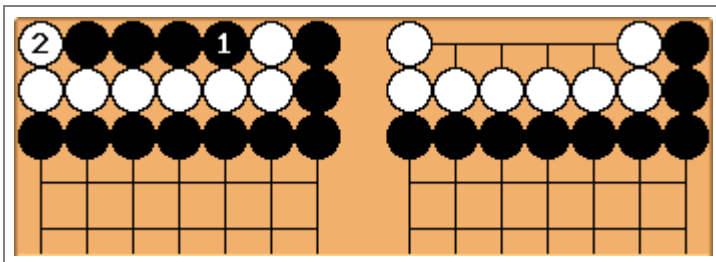
[Click Here To Show Diagram Code](#)

Something unexpected happened inside the White fence during the lunch break.



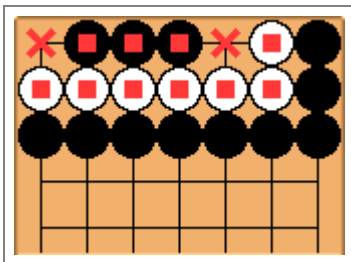
[Click Here To Show Diagram Code](#)

White is unable to dismantle the beginnings of a Black fence inside her own one.



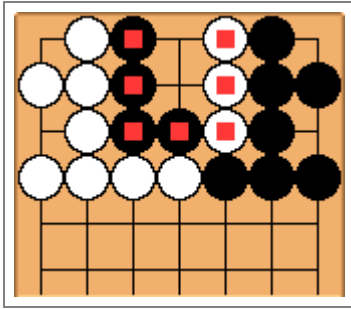
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Black also has no success in trying to remove the interfering White fence.



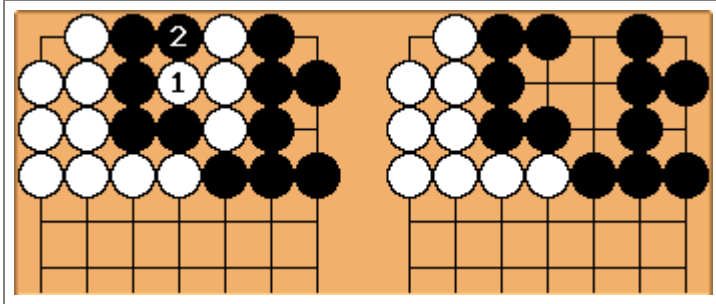
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The bosses of both companies agree to treat the two points ✗, which have obviously been fenced off by both sides, as no man's land. Cloak-and-dagger operations to dismantle the fence of the other company in moonlight will therefore not take place.



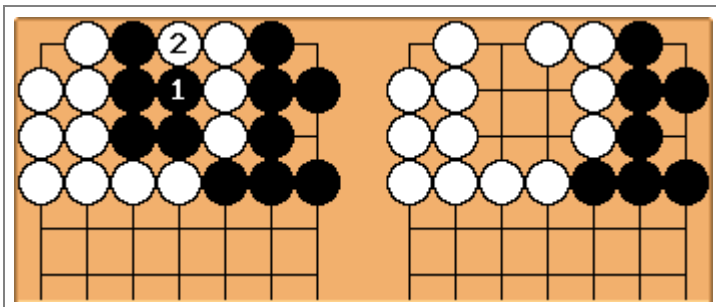
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Somewhere in the foothills of the desert.



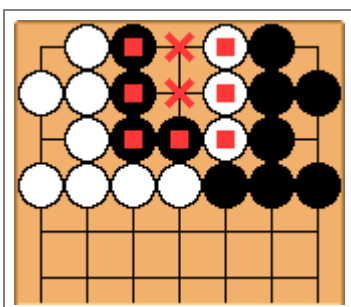
[Click Here To Show Diagram Code](#)

White is unable to dismantle the section of Black's fence inside her own one.






[Click Here To Show Diagram Code](#)

Black also has no success in trying to remove the interfering section of White's fence.



[Click Here To Show Diagram Code](#)

The bosses of both companies agree to treat the two points , which have obviously been fenced off by both sides, as no man's land.

 and  will remain in the area as memorials.

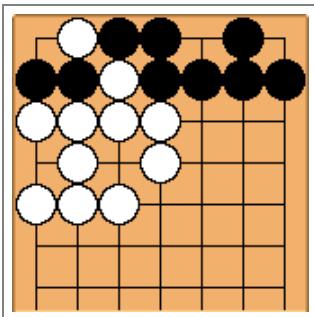
Approach #5: Territory! Territoryyyyyy!!! Where is Territory? Has anyone seen Territory? Does anyone know where my dog iiiiiis???

In the previous posting, it was stated that VALUE can only be created within called-group-by-the-common-people formations that either already contain at least two permanently-for-the-opponent-forbidden-board-point construction elements, none of which is the sole connection between the called-group-by-the-common-people formation's stones along the lines of the board, which are compatible to called-true-eye-by-the-common-people construction elements, or that can be transferred into such a called-group-by-the-common-people formation with at least two permanently-for-the-opponent-forbidden-board-point construction elements, none of which is the sole connection between the called-group-by-the-common-people formation's stones along the lines of the board, which are compatible to called-true-eye-by-the-common-people construction elements, even if the opponent plays first, and which enclosed board intersections are either unoccupied or occupied only by opposing can-be-made-to-disappear-permanently-even-if-the-opponent-plays-first called-group-by-the-common-people construction elements, which are compatible to called-dead-by-the-common-people called-group-by-the-common-people construction elements, which are compatible to called-two-eye-formations-by-some-rule-specialists construction elements, as well as to called-independently-alive-by-the-common-people called-group-by-the-common-people construction elements.

However, we must not forget the stubborn company managers who are unable to apply universal principles across the board, but only realise AFTER carrying out a lost labour of love action that the previous use of their workers was merely a waste of labour and working time.

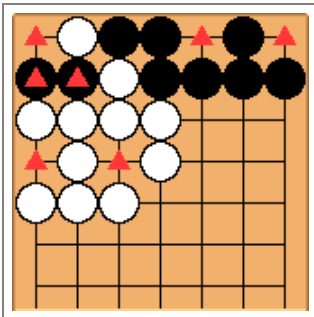
Two application examples may illustrate this.

.....








[Click Here To Show Diagram Code](#)



Called-snap-back-by-the-common-people formation.

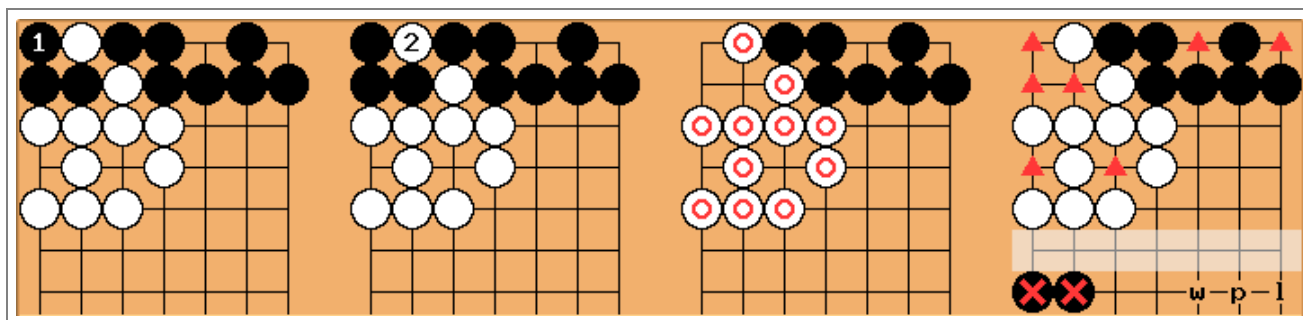


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The points  and  at the left create value for White.
The value of  is worth two times the value of .

In total, the value for White is seven times the value of .

The points  at the upper edge create value for Black.
In total, the value for Black is two times the value of .



[Click Here To Show Diagram Code](#)

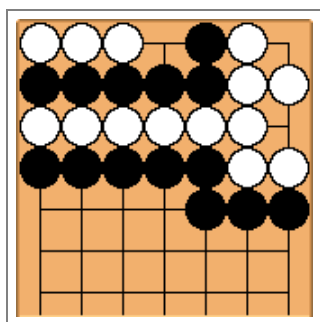
Black's company manager insist on dismantling White's fence at the top permanently, but fails.

In the end, every single part of White's fence is where it originally was.

White's value on the board is five times the value of ▲.

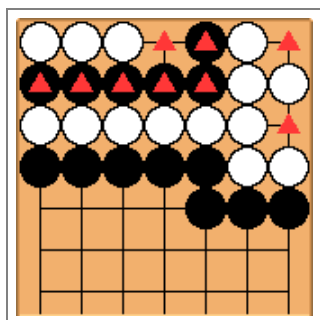
The value in White's prisoner lid is two times the value of ▲.

In total, White's value is seven times the value of ▲, the same as before Black's desperate deed.



[Click Here To Show Diagram Code](#)

Called-nakade-by-the-common-people formation.



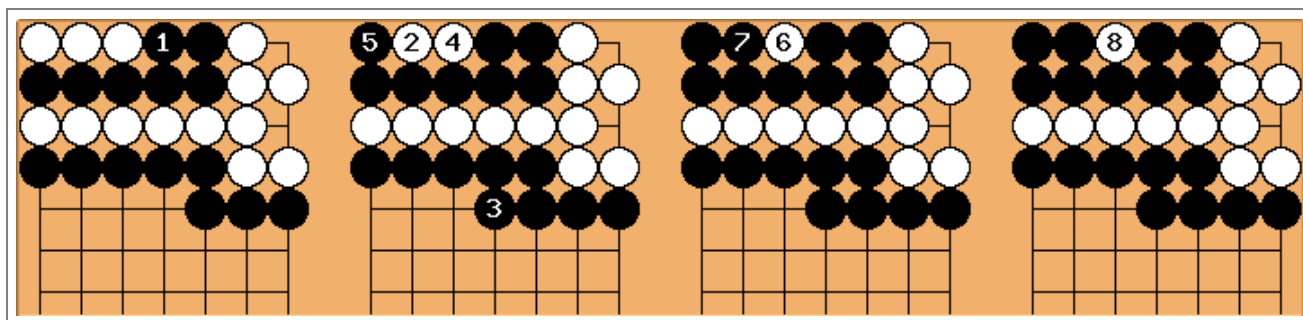
[Click Here To Show Diagram Code](#)

The points ▲ and ● create value for White.

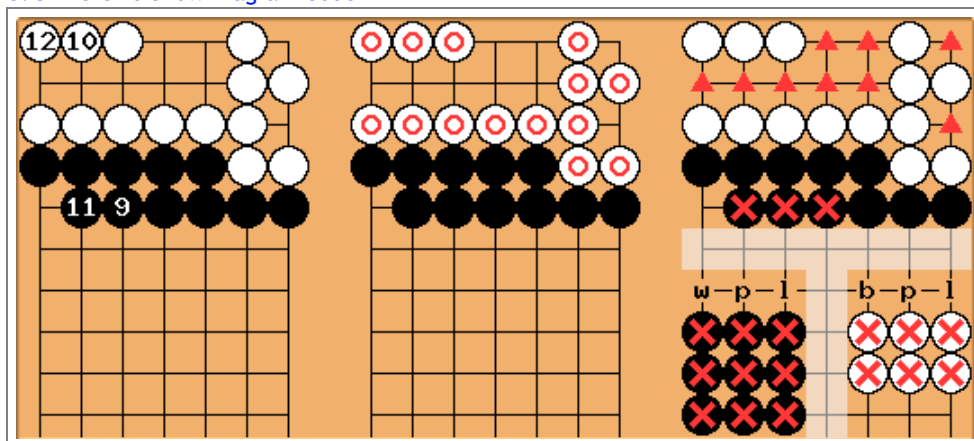
The value of ● is worth two times the value of ▲.

In total, the value for White is 15 times the value of ▲.

Please understand the lower part of the diagram being value for Black.



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Black's company manager insist on dismantling White's fence at the top permanently, but fails.

In the end, every single part of White's fence is where it originally was.

White's value on the board is nine times the value of ▲.

The value in White's prisoner lid is nine times the value of ▲.

In total, White's value is 18 times the value of ▲.

Black's value on the board has decreased by three times the value of ▲.

The value in Black's prisoner lid is six times the value of ▲.

In total, Black's value is three times the value of ▲.

White has a surplus value of 15 times the value of ▲, which equals her value before Black's desperate deed.

It should have become evident that ● is a compound of one ▲ IN the board and one ● in a layer ABOVE the board.

A player's "territory" is a direct property of the board's intersections, and as such equivalent to the set of all ▲ of that player.

Approach #6: Ambiguities brought about deliberately, which can only be removed again with a very high level of effort.

「石」

English translation: "stone".

Japanese grammar does not know an explicit plural.
Consequently, in the game of Go 「石」 can mean:

- ① "one stone".
- ② "more than one stone".
Either individually or firmly connected to each other (aka "chain / string").
- ③ "one chain / string" (of stones).
- ④ "more than one chain / string" (of stones).
Either individually or seen as a sub-component of a larger compound (aka "group").
- ⑤ "one group" (of stones).
- ⑥ "more than one group" (of stones).

Use of 「石」 within J89:

Article 2 (Play):

「石」 means ② seen individually.

Article 3 (Point of play):

「石」 means ①.

Article 4 (Stones that may exist on the board):

「石」 means ① and ③.

Article 5 (Capture):

「石」 means ① (and ② seen individually) and ③ (and ④ seen individually) and ⑤.

Article 6 (Ko):

「石」 means ①.

Article 7 (Life and death):

「石」 means ① and ③ and ⑤.

Article 8 (Territory):

「石」 means ① and ③ and ⑤.

Article 9 (End of the game):

「石」 means ① and ② seen individually and ③ and ④ seen individually and ⑤ and ⑥.

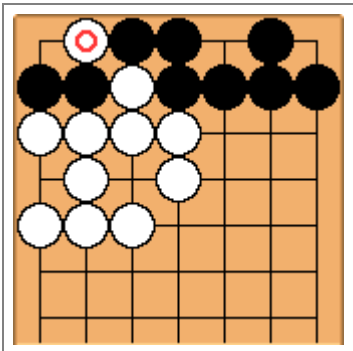
Article 10 (Determining the result):

「石」 means ① and ② seen individually and ③ and ④ seen individually and ⑤ and ⑥.

Article 13 (Both players lose):

「石」 means ① and ② and ③ at least.

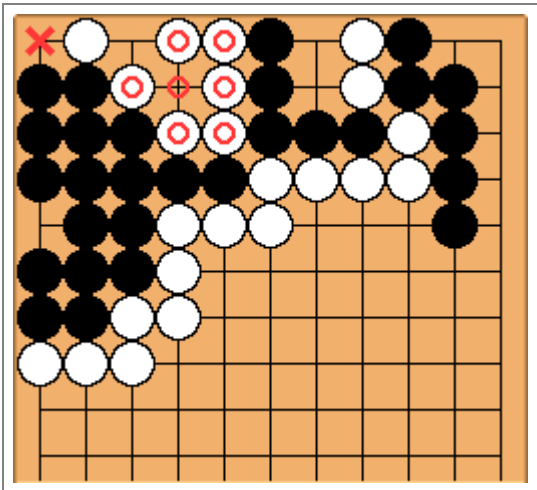
Article 7's "if capturing" (or whatever translation you prefer) enforces the verification of life & death being done for every single ① and ③ at least (you already know that ① = ③ with a length of 1).



[Click Here To Show Diagram Code](#)

One exemplary evidence.

However, when it comes to Article 8's "possess dame" (or whatever translation you prefer), 「石」 gets its main (i.e. most decisive) reference to ⑤.



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One exemplary evidence.

Approach #6: Ambiguities brought about deliberately, which can only be removed again with a very high level of effort. Contd.

"or if capturing them"

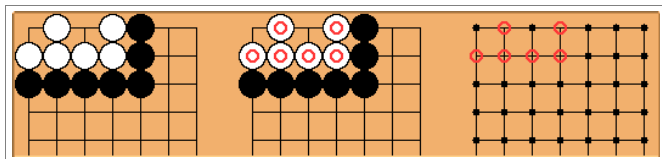
(or whatever translation you prefer for "又は取られても")

We know from the past what is aimed for in the game of Go.

Cassandra wrote:

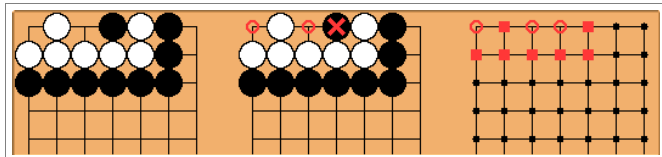
VALUE can only be created within called-group-by-the-common-people formations that either already contain at least two permanently-for-the-opponent-forbidden-board-point construction elements, none of which is the sole connection between the called-group-by-the-common-people formation's stones along the lines of the board, which are compatible to called-true-eye-by-the-common-people construction elements, or that can be transferred into such a called-group-by-the-common-people formation with at least two permanently-for-the-opponent-forbidden-board-point construction elements, none of which is the sole connection between called-group-by-the-common-people formation's stones along the lines of the board, which are compatible to called-true-eye-by-the-common-people construction elements, even if the opponent plays first, and which enclosed board intersections are either unoccupied or occupied only by opposing can-be-made-to-disappear-permanently-even-if-the-opponent-plays-first called-group-by-the-common-people construction elements, which are compatible to called-dead-by-the-common-people called-group-by-the-common-people construction elements, which are compatible to called-two-eye-formations-by-some-rule-specialists construction elements, as well as to called-independently-alive-by-the-common-people called-group-by-the-common-people construction elements.

🗡️ ① Board points permanently occupied by the stones of a player can be considered "owned" by this player / this player's stones.



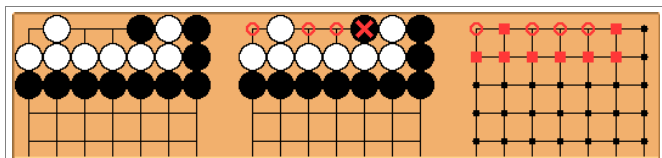
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🗡️ ② A region on the board enclosed by such stones can be considered "owned" by this player / the player's stones if it is either unoccupied or every fenced opposing stone could be permanently removed.



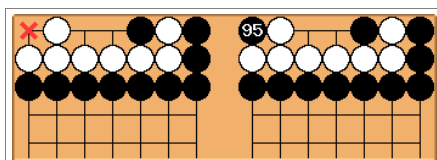
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🗡️ ③ A group of stones that includes at least two such "owned" regions (either of which includes a board point, which occupation is permanently prohibited for the opponent), none of which is the sole connection between "owned" board points along the lines of the board, even if the opponent is allowed to move first, can be called "two-prohibited-point-formation".



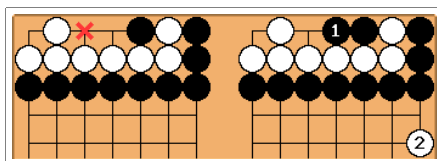
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An exemplary case.

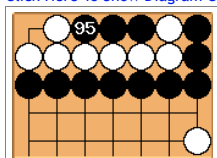


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Q.e.d #1.

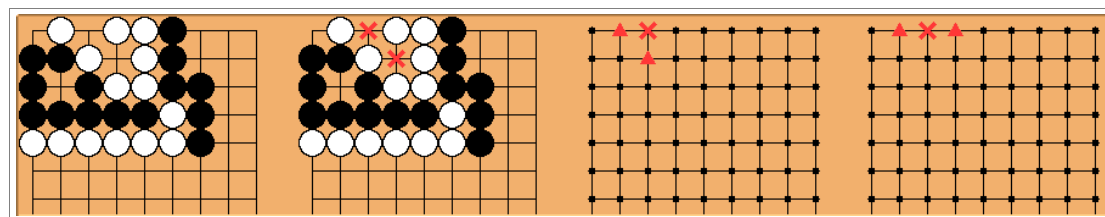


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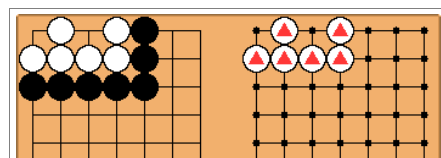
Q.e.d. #2.



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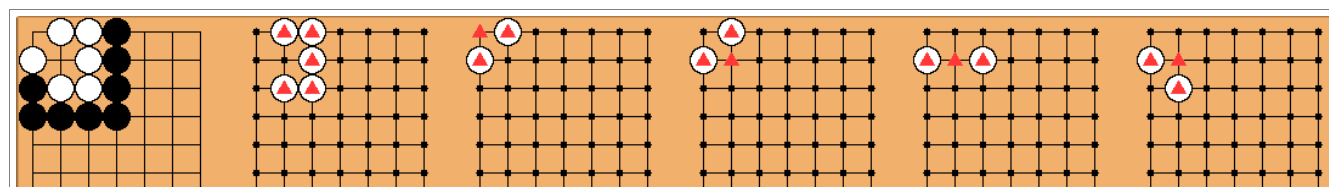
Counter-example.

④ All the stones forming a group of stones that ALREADY IS such "two-prohibited-point-formation" are firmly connected to each other, exclusively either directly next to each other or via unoccupied points along the lines of the board.



[Click Here To Show Diagram Code](#)

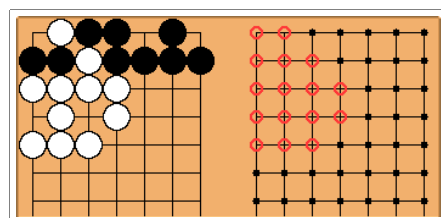
Exemplary case #1.



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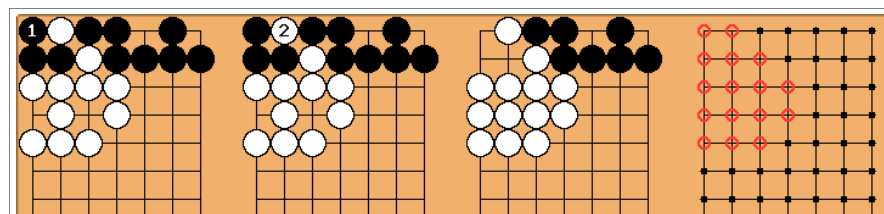
Exemplary case #2.

⑤ A group of stones that is not yet a "two-prohibited-point-formation" is successfully TRANSFORMED into a "two-prohibited-point-formation" if all the board points that were occupied or enclosed by the group of stones are still controlled by the resulting "two-prohibited-point-formation" after the transformation process.



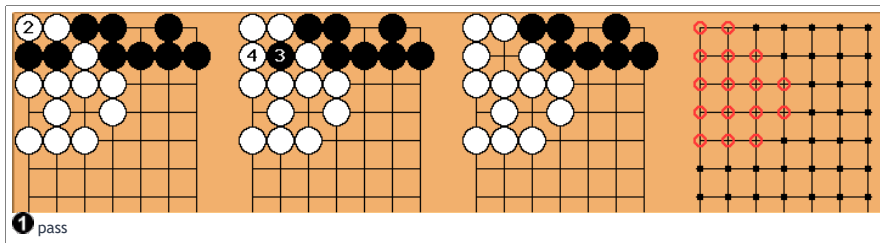
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An exemplary case.



[Click Here To Show Diagram Code](#)

Q.e.d. #1.



[Click Here To Show Diagram Code](#)

Q.e.d. #2. A variation for Black.

All you need is the distinction between "permanent" and "non-permanent".

To simplify the count at the end of the game, the "non-permanent" in the "permanent" can be taken off the board to make its way into the corresponding prisoner's lid.

No "or if capturing them" is required!

No "seki" is required!

Overdetermination is an evil!

"Every fourth even number that is dividable by 8, 4, and 2, shall be regulated by ..."

This regulation refers to the set 8, 16, 24, 32, ...

However, that set is **overdetermined!**

- ① Being dividable by 8 is an already existing property of every fourth even number.
- ② Being dividable by 4 is a property of numbers, which are dividable by 8.
- ③ Being dividable by 2 is a property of numbers, which are dividable by 8, as well as by 4.
- ④ An even number is defined by being dividable by 2.

If a regulation for this set of numbers starts with "If a number is dividable by 4, then ...", then 4, 12, 20, ... are also included in the regulations, but must later be filtered out again at great expense.

J89 uses a different concept for determining "VALUE".

The property "being considered alive" is given to TWO DIFFERENT types of groups, one of which can enclose value (commonly known as "independently alive group") but the other cannot (commonly known as "seki").

The property "can be taken" applies to TWO DIFFERENT types of stones commonly understood as "being alive", as well as to ANOTHER type of stones commonly understood as "being dead".

This results in

- ① "being considered alive" AND NOT "can be taken" contains value.
- ② "being considered alive" AND NOT "can be taken" does not contain value.
- ③ "being considered alive" AND "can be taken" contains value.
- ④ "being considered alive" AND "can be taken" does not contain value.
- ⑤ NOT "being considered alive" does not contain value.

It should be easy to see that a further property is absolutely necessary in order to be able to differentiate between ① and ② as well as ③ and ④.

The property chosen is "possesses dame" (or whatever translation you prefer for "駄目を有する").

The list above becomes in a first step:

- ① "being considered alive" AND NOT "can be taken" contains value.
- ② "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- ③ "being considered alive" AND "can be taken" contains value.
- ④ "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- ⑤ NOT "being considered alive" does not contain value.

However, the property "possess dame" is also given to two ① of different colours, which share unoccupied board points on their outside.

Thus, the list above finally becomes:

- ① a) "being considered alive" AND NOT "can be taken" AND NOT "possesses dame" contains value.
- ① b) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- ② "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- ③ a) "being considered alive" AND "can be taken" AND NOT "possesses dame" contains value.
- ③ b) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- ④ "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- ⑤ NOT "being considered alive" does not contain value.

To get rid of this not very likely unintended side-effect (of ① b) and ③ b)), the players are implicitly enforced to occupy such shared unoccupied points outside their "independently alive" groups before the final counting starts.

Approach #7: Verification of life & death and clarity of wording.

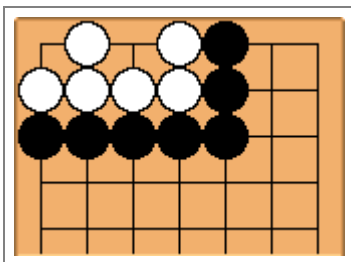
We know from the past what the Japanese understanding is of the connection between "life and death" and "territory".

Cassandra wrote:

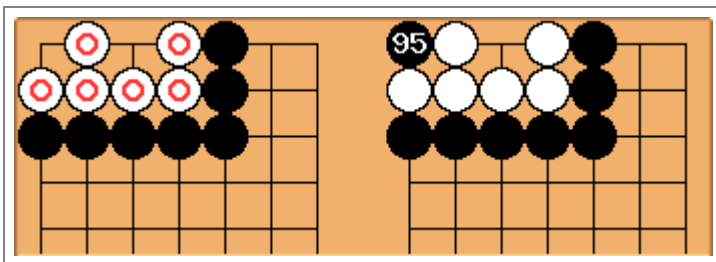
- ❶ a) "being considered alive" AND NOT "can be taken" AND NOT "possesses dame" contains value.
- ❶ b) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- ❷ "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- ❸ a) "being considered alive" AND "can be taken" AND NOT "possesses dame" contains value.
- ❸ b) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- ❹ "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- ❺ NOT "being considered alive" does not contain value.



- ❶ a) "independently alive", no capture, no "dame"



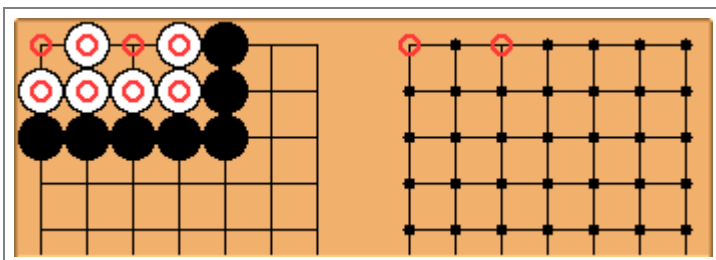
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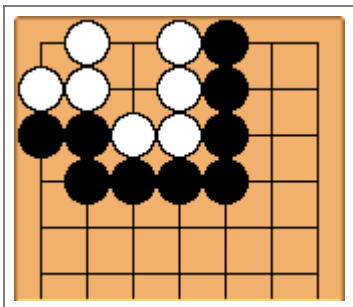
White's group is "independently alive".

It is technically impossible to capture this group, thus it "cannot" be captured.

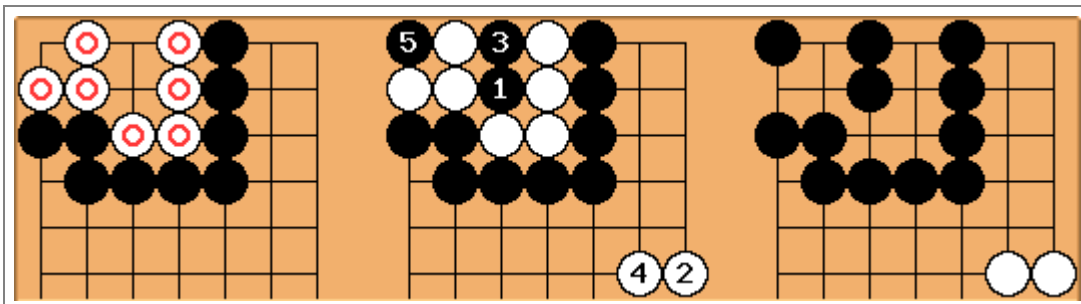


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The correct wording for the status description at end of the verification of L&D is "it is not captured".
Two board points are White territory.



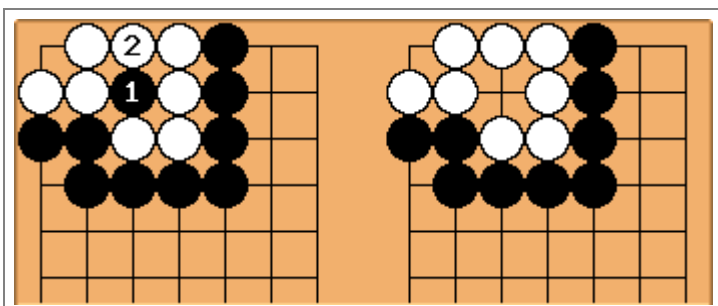
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White's group is "independently alive".

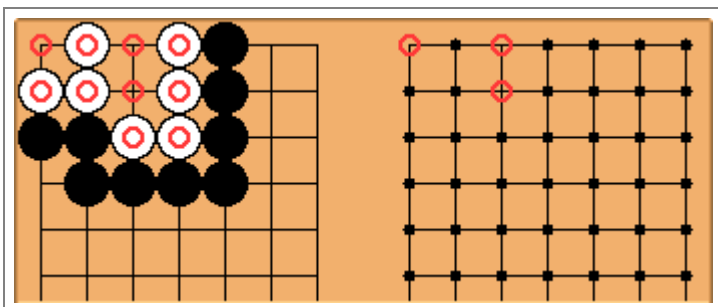
It is technically possible to capture this group, thus "it cannot be captured" is mistaken.



[Click Here To Show Diagram Code](#)


But it "will not" be captured.

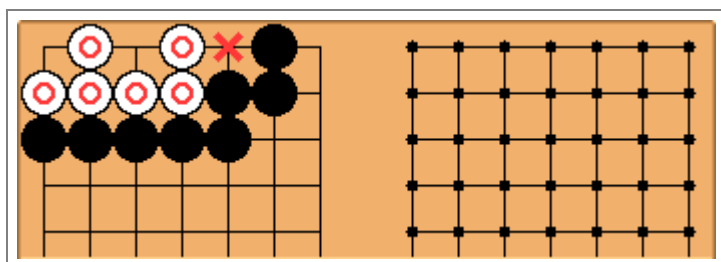
The correct wording for the status description at end of the verification of L&D is "it is not captured".



[Click Here To Show Diagram Code](#)


Three board points are White territory.


 **1** b) "independently alive", no capture, "dame"

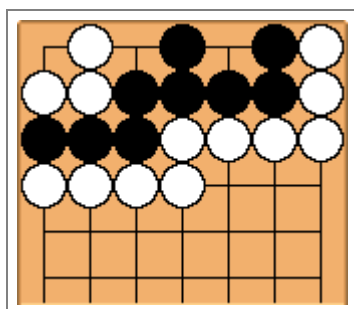


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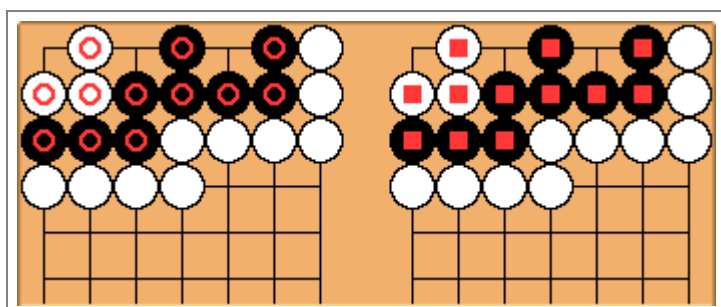
No territory.

- 1** Occupy the "dame" .
- 2** Goto **1** a).

 **2** "seki", no capture

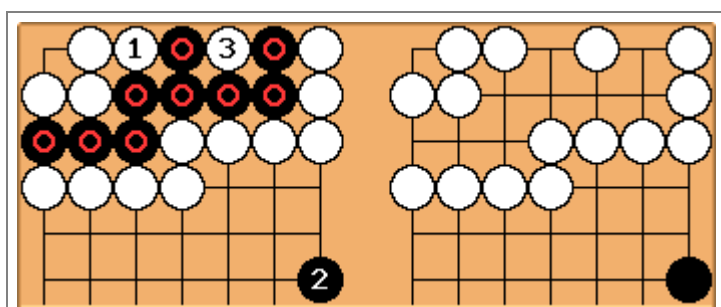


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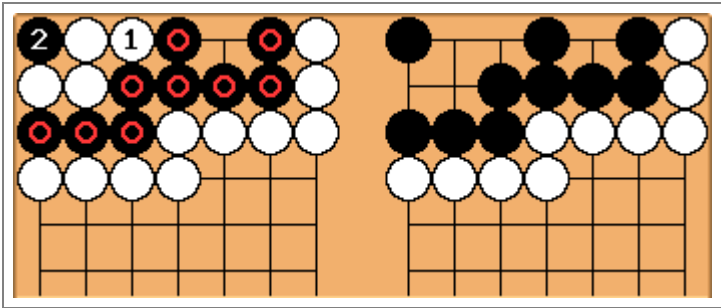
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White's and Black groups are "alive", forming a "seki".



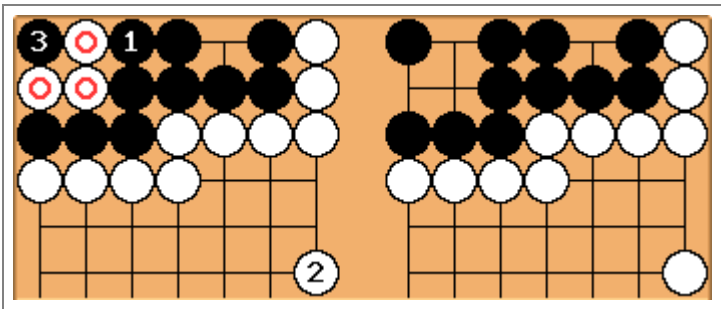
[Click Here To Show Diagram Code](#)

It is technically possible to capture Black's "alive" group, thus "it cannot be captured" is mistaken.

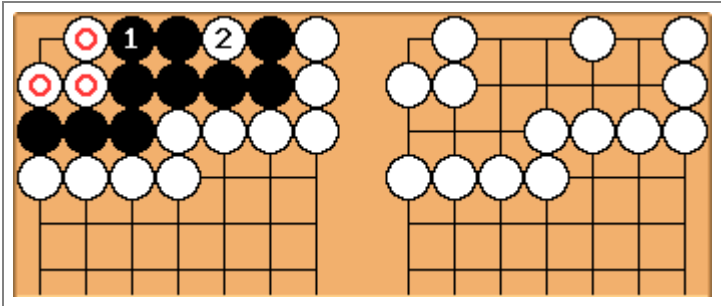


[Click Here To Show Diagram Code](#)

But it "will not" be captured.
The correct wording for the status description at end of the verification of L&D is "it is not captured".

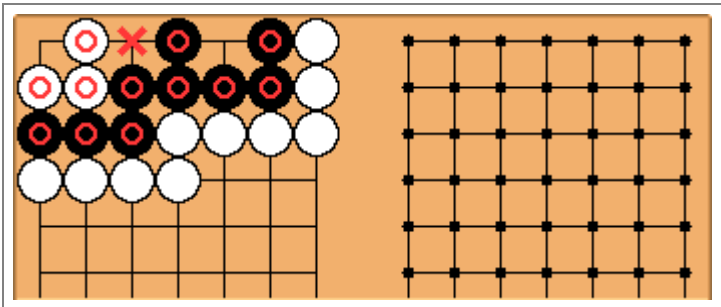


[Click Here To Show Diagram Code](#)



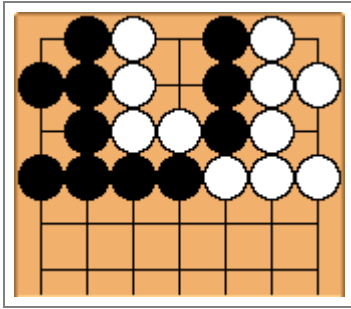
[Click Here To Show Diagram Code](#)

The same applies for White's "alive" group.

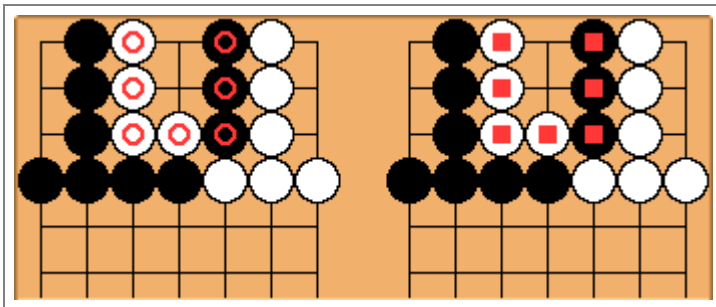


[Click Here To Show Diagram Code](#)

Both groups share a "dame" **X**, so there is no territory.

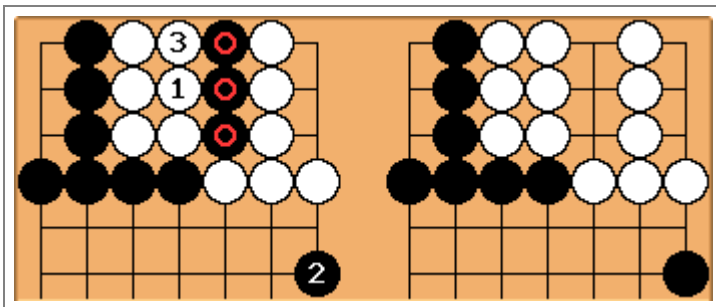


[Click Here To Show Diagram Code](#)



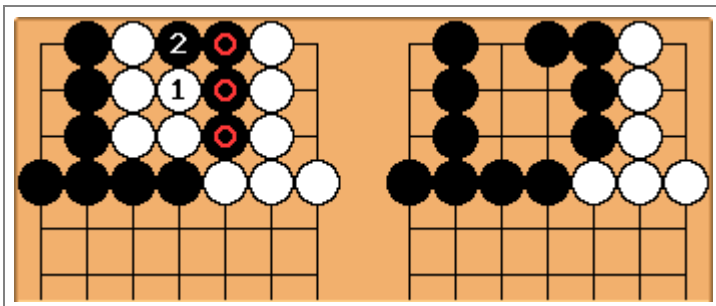
[Click Here To Show Diagram Code](#)

White's and Black groups are "alive", forming a "seki".



[Click Here To Show Diagram Code](#)

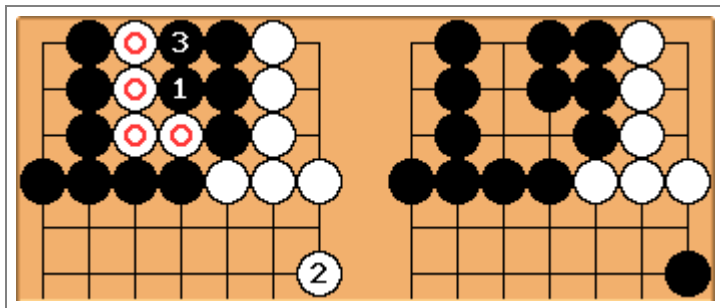
It is technically possible to capture Black's "alive" group, thus "it cannot be captured" is mistaken.



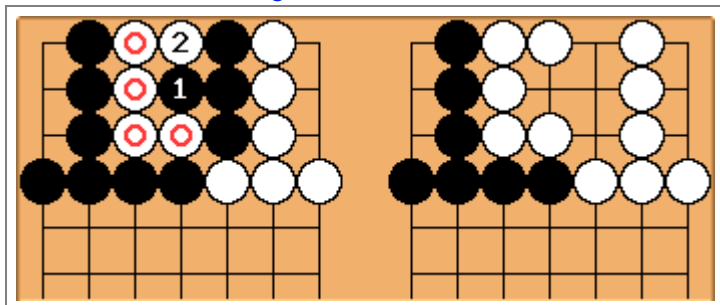
[Click Here To Show Diagram Code](#)

But it "will not" be captured.

The correct wording for the status description at end of the verification of L&D is "it is not captured".

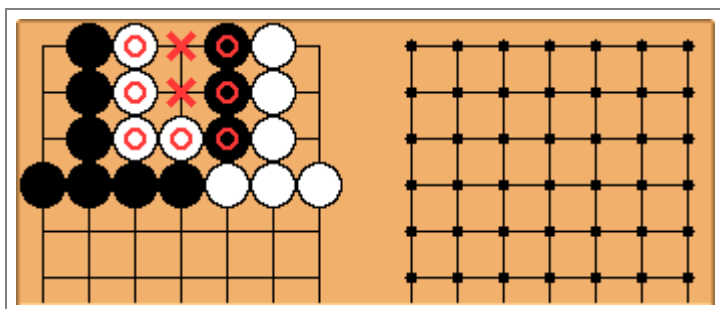


[Click Here To Show Diagram Code](#)



[Click Here To Show Diagram Code](#)

The same applies for White's "alive" group.

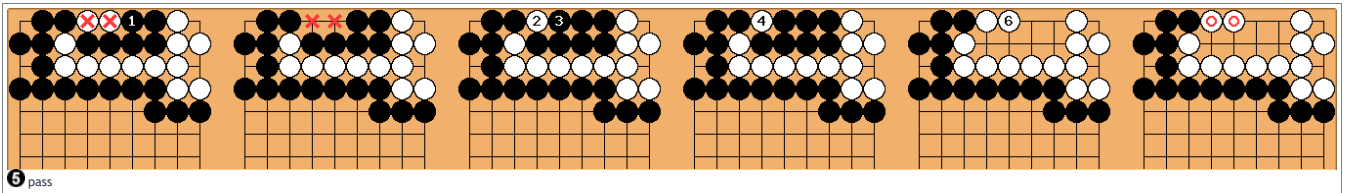


[Click Here To Show Diagram Code](#)

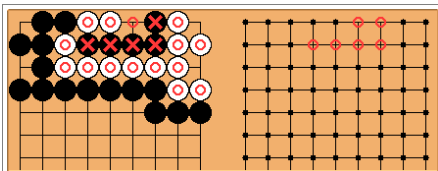
Both groups share two "dame" **X**, which implies that both sides surround something opposing "alive", so there is no territory.

1. a) being considered alive" AND NOT "can be taken" AND NOT "possesses dame" contains value.
2. b) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
3. c) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
4. a) "being considered alive" AND "can be taken" AND NOT "possesses dame" contains value.
5. b) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
6. c) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
7. NOT "being considered alive" does not contain value.

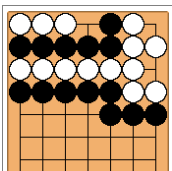
At the end of the verification sequence, White still has stones on all the board points that were occupied by her stones in the very beginning.



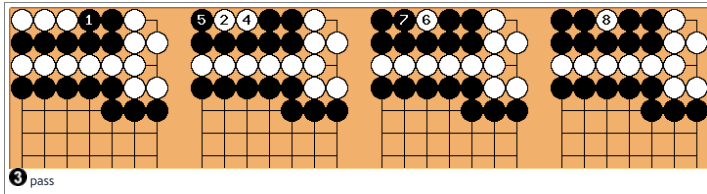
At the end of the verification sequence, White still has stones on all the board points that were occupied by her stones in the very beginning.



.....

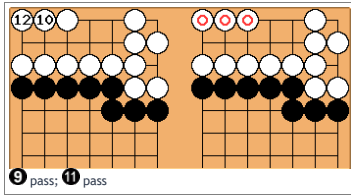


At the end of the verification sequence, White still has stones on all the board points that were occupied by her stones in the very beginning.



9 pass

[Click Here To Show Diagram Code](#)

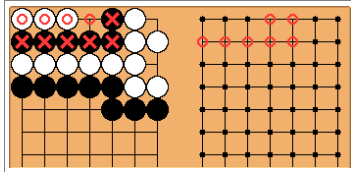


9 pass; 11 pass

[Click Here To Show Diagram Code](#)

Variation for Black.

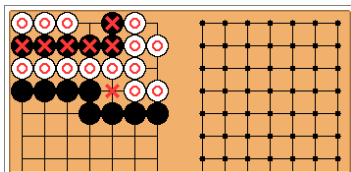
At the end of the verification sequence, White still has stones on all the board points that were occupied by her stones in the very beginning.



[Click Here To Show Diagram Code](#)

Six board points in the upper left are White territory.

3 b) "independently alive", capture, no ko, "dame"



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No territory.

- ① Occupy the "dame" X.
- ② Goto 3 a).

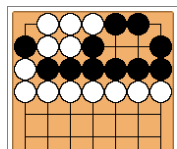
We know from the past what the Japanese understanding is of the connection between "life and death" and "territory".

Cassandra wrote:

- 1 a) "being considered alive" AND NOT "can be taken" AND NOT "possesses dame" contains value.
- 1 b) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- 2 "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- 3 a) "being considered alive" AND "can be taken" AND NOT "possesses dame" contains value.
- 3 b) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- 4 "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- 5 NOT "being considered alive" does not contain value.

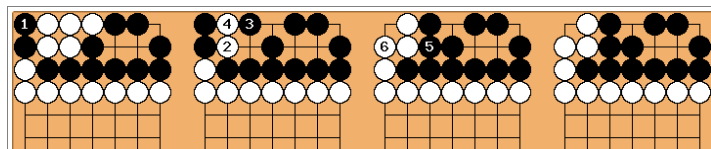
 4 "seki", capture, no ko

Patients in intensive care: survival rate ZERO!



[Click Here To Show Diagram Code](#)

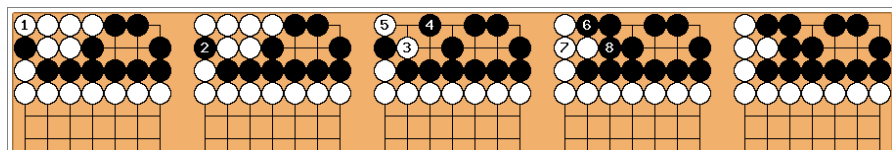
Exemplary case #1.



[Click Here To Show Diagram Code](#)

Black moves first in the corner.

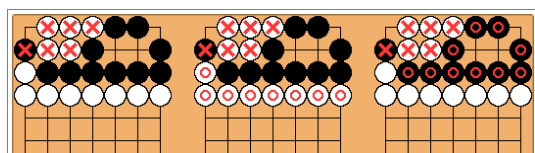
Black captured five White stones and got one point of territory, so his total value is six points.
White captured two Black stones and got one point of territory, so her total value is three points.
Black's net advantage is three points.



[Click Here To Show Diagram Code](#)

White moves first in the corner.

Black captured six White stones and got one point of territory, so his total value is seven points.
White captured two Black stones but got no territory, so her total value is two points.
Black's net advantage is five points.



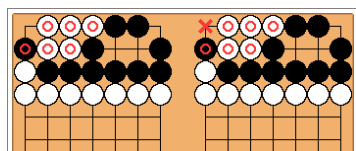
[Click Here To Show Diagram Code](#)

Uke: "It's quite confusing, isn't it? I'm afraid there will be disputes."

Tori: "I think the most elegant solution would be to declare the stones in the corner "dead" at the end of the game. After all, everyone should realise that these stones could be captured at any time."

Uke: "Ah, I see, the "dead" Black stone may not be removed from the board because it is not surrounded exclusively by "alive" White stones."

Tori: "Yes, you are right. And White's "dead" stones are not surrounded exclusively by "alive" Black stones, so they will not become prisoners as well."



[Click Here To Show Diagram Code](#)

Uke: "And what alternative do you have in mind?"

Tori: "Oh, I think we might as well declare the stones in the corner "alive"."

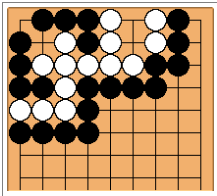
Uke: "Yes, that would work too. After all, the stones stay on the board."

Tori: "This alternative implies that there will be a "dame" at the 1-1-point. But which will not matter here, as the marked stones do not enclose anything anyway."

Uke: "Hmm, I think White will not really want to take action here. It would be best for her if both sides did nothing."

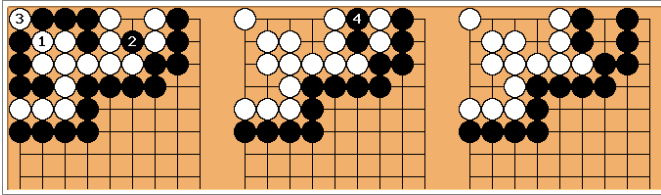
Tori: "Yes, so it will be Black who is required to act in a timely manner."

.....



[Click Here To Show Diagram Code](#)

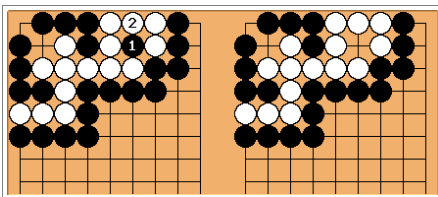
Exemplary case #2.



[Click Here To Show Diagram Code](#)

White moves first in the corner.

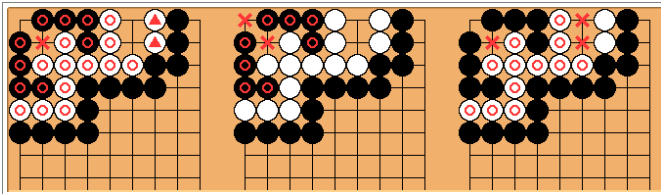
White captured eight Black stones and got eight points of territory, so her total value is sixteen points.
Black captured two White stones and got two points of territory, so his total value is four points.
White's net advantage is twelve points.



[Click Here To Show Diagram Code](#)

Black moves first at the right.

White captured one Black stone and got one point of territory, so her total value is two points.
Black did not capture any White stones, but she got one point of territory, so his total value is one point.
White's net advantage is one point.



[Click Here To Show Diagram Code](#)

Uke: "Hmm, another confusing position. But can we really be sure that every player is aware of the above move sequences?"

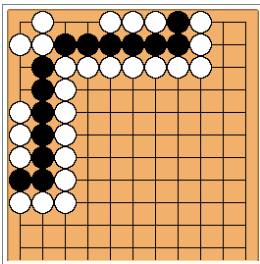
Tori: "Let's simply declare the stones in the corner "alive" at the end of the game. The status of White's two stones at the right does not matter."

Uke: "This leads to a "dame" at the 2-2-point."

Tori: "Yes, you are right. Neither Black's nor White's groups surround anything of value. Either player will want to take action in due time."

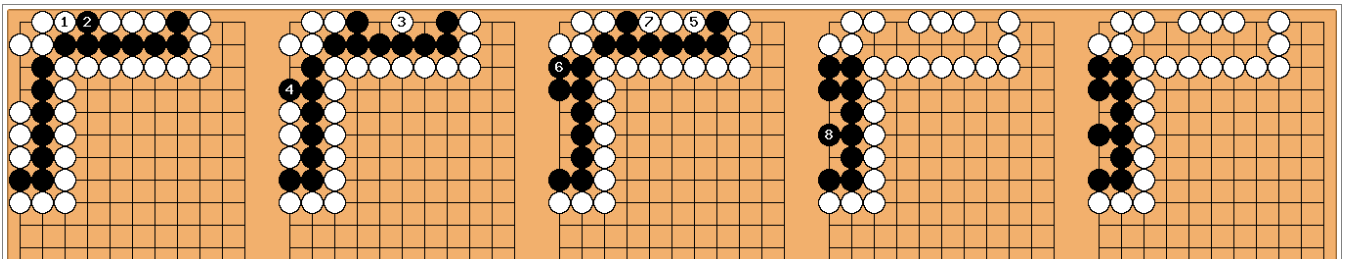
Uke: "It seems to me that both have to hurry up a lot."

Tori: "Indeed. Sometimes during the game you can't see the wood for the trees."



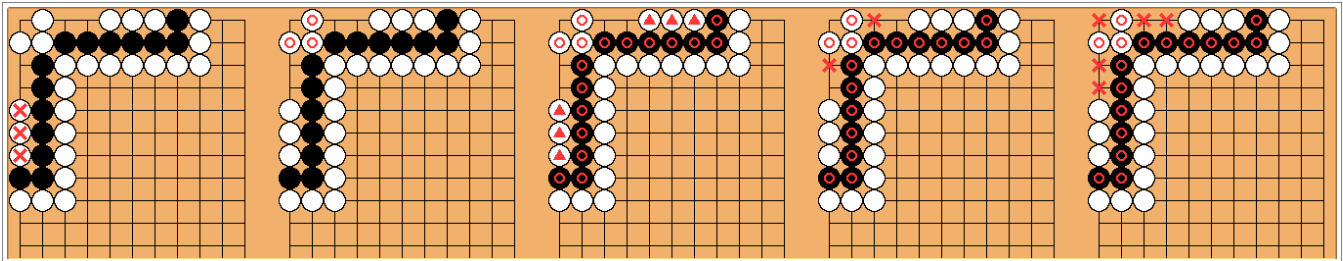
[Click Here To Show Diagram Code](#)

Exemplary case #3.



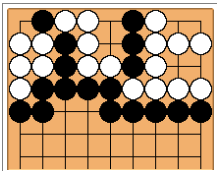
[Click Here To Show Diagram Code](#)

White captured eight Black stones and got nine points of territory, so her total value is seventeen points.
Black captured six White stones and got two points of territory, so his total value is eight points.
White's net advantage is nine points.



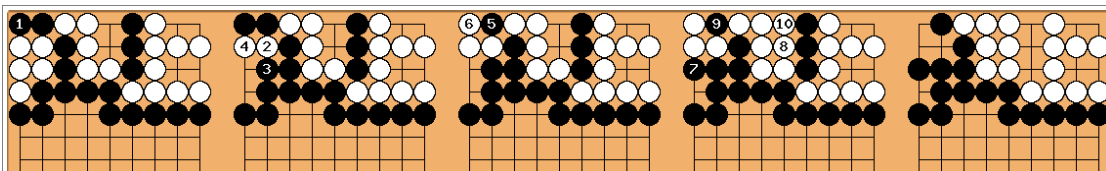
[Click Here To Show Diagram Code](#)

Uke: "Alternatively, White could also have captured the Black stones on the left, couldn't she? How can we make her choose?"
 Tori: "White's stones in the corner are "alive" anyway, so ..."
 Uke: "Yes?"
 Tori: "... let's declare Black's stones "alive" at the end of the game. The status of White's stones at the top and at the left do not matter."
 Uke: "I see, this results in two "dame" at the edges of the board."
 Tori: "Indeed, this is sufficient. And nobody surrounds anything of value."



[Click Here To Show Diagram Code](#)

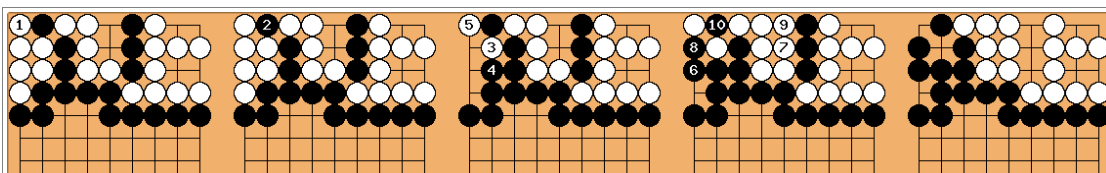
Exemplary case #4.



[Click Here To Show Diagram Code](#)

Black moves first in the corner.

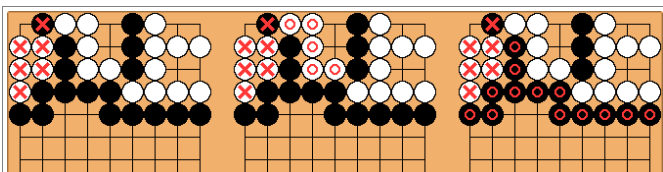
Black captured eight White stones and got four points of territory, so his total value is twelve points.
 White captured six Black stones and got three points of territory, so her total value is nine points.
 Black's net advantage is three points.



[Click Here To Show Diagram Code](#)

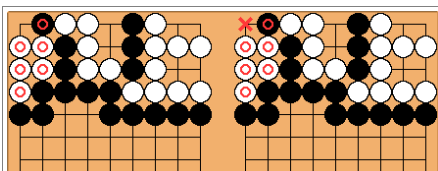
White moves first in the corner.

Black captured eight White stones and got three points of territory, so his total value is eleven points.
 White captured five Black stones and got three points of territory, so her total value is eight points.
 Black's net advantage is three points.



[Click Here To Show Diagram Code](#)

Tori: "Uke, you will see that it does not matter here who plays first in the corner."
 Uke: "Yes, but regardless of that, it is the same as in exemplary case #1. We should give Black a hidden clue by declaring the stones in the corner "dead"."



[Click Here To Show Diagram Code](#)

Uke: "Or "alive"? Hmm, I have no idea what could be better."
 Tori: "Don't worry about that. The only important thing is that Black resolves this position before the end of the game."

It should have become evident that NONE of the positions discussed above will see the end of the game!

Approach #7: Verification of life & death and clarity of wording. Contd.

We know from the past what the Japanese understanding is of the connection between "life and death" and "territory".

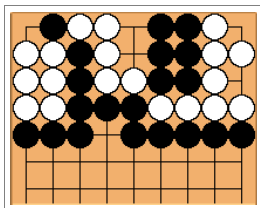
Cassandra wrote:

- 1 a) "being considered alive" AND NOT "can be taken" AND NOT "possesses dame" contains value.
- 1 b) "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- 2 "being considered alive" AND NOT "can be taken" AND "possesses dame" does not contain value.
- 3 a) "being considered alive" AND "can be taken" AND NOT "possesses dame" contains value.
- 3 b) "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- 4 "being considered alive" AND "can be taken" AND "possesses dame" does not contain value.
- 5 NOT "being considered alive" does not contain value.



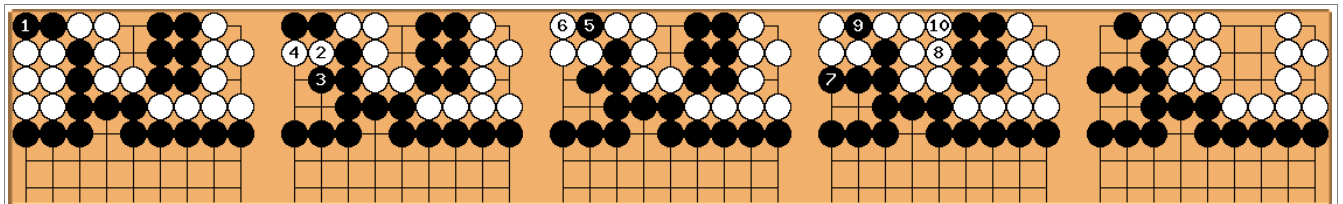
4 "seki", capture, no ko (contd.)

Projects under review by controlling: grounded because UNPROFITABLE!



[Click Here To Show Diagram Code](#)

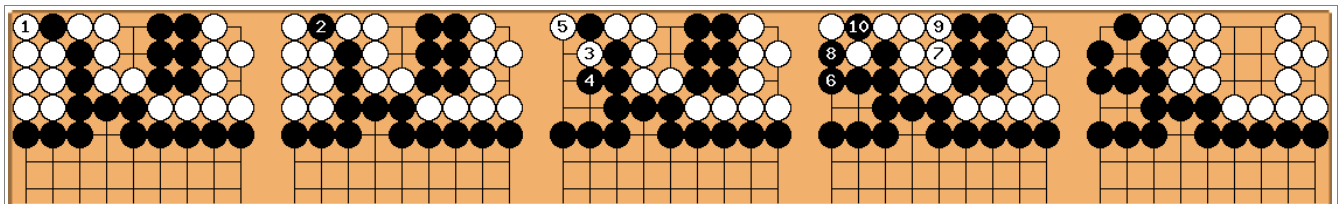
Exemplary case #1.



[Click Here To Show Diagram Code](#)

Black moves first in the corner.

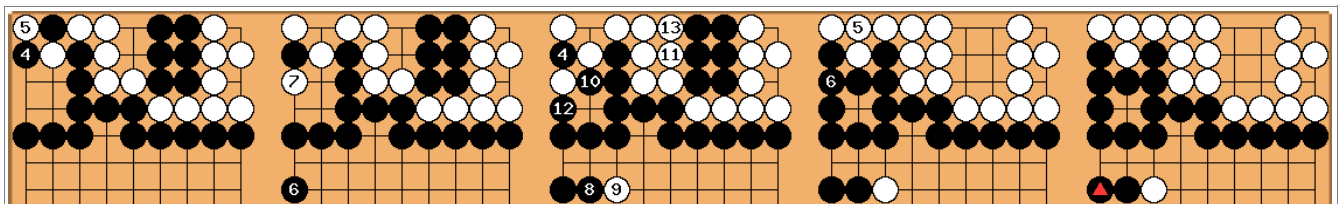
White captured nine Black stones and got six points of territory, so her total value is fifteen points. Black captured nine White stones and got five points of territory, so his total value is fourteen points. White's net advantage is one point.



[Click Here To Show Diagram Code](#)

White moves first in the corner.

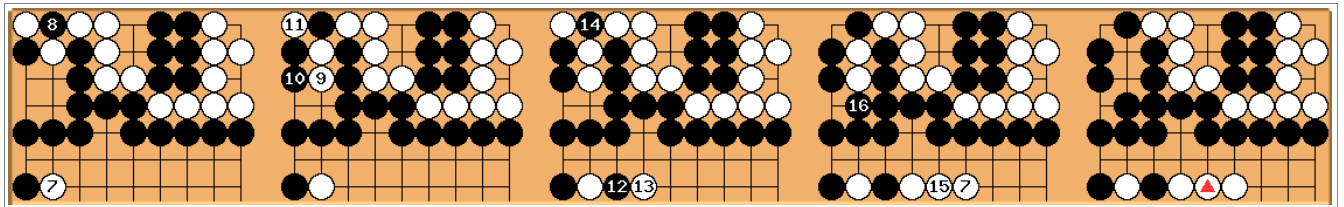
White captured eight Black stones and got six points of territory, so her total value is fourteen points. Black captured nine White stones and got four points of territory, so his total value is thirteen points. White's net advantage is one point.



[Click Here To Show Diagram Code](#)

Variation for Black.

White captured nine Black stones and got six points of territory, so her total local value is fifteen points.
Black captured eight White stones and got one point of territory, so his total local value is nine points.
White's net local gain is five points.
Black will have gained globally by his ko-threat.



[Click Here To Show Diagram Code](#)

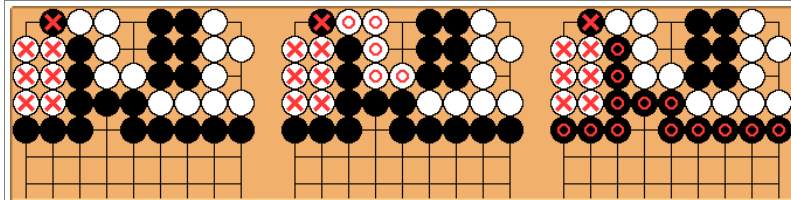
Variation for White.

Black captured eleven White stones and got four point of territory, so his total local value is fiveteen points.

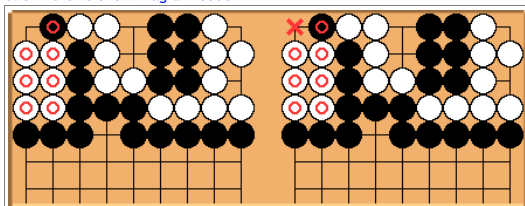
White captured three Black stones, but got no territory, so her total local value is three points.

Black's net local gain is thirteen points.

White will have gained globally by her ko-threat.



[Click Here To Show Diagram Code](#)



[Click Here To Show Diagram Code](#)

Tori: "Uke, you will see that it does not matter here who plays first in the corner."

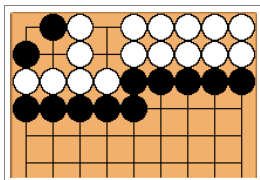
Uke: "Yes, but regardless of that, we have examined this kind of position before. We should give White a hidden clue by declaring the stones in the corner either "dead" or "alive"."

Tori: "Are you sure that White really needs this hint? It seems a bit risky to capture the single Black stone in the corner, doesn't it?."

Uke: "Oh, hell, "ko" is my blind spot after all!"

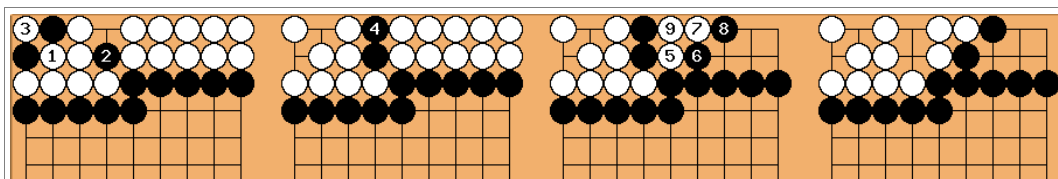
Tori: "It is far more likely that Black will win the ko-fight than White. White will shy away from giving Black the opportunity, because she has more to lose."

Uke: "Ah, then this position will see the end of the game! Interesting."



[Click Here To Show Diagram Code](#)

Exemplary case #2.



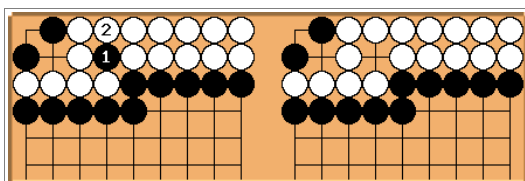
[Click Here To Show Diagram Code](#)

White moves first in the corner.

Black captured ten White stones and got five points of territory, so his total value is fiveteen points.

White captured four Black stones and got four points of territory, so her total value is eight points.

Black's net advantage is seven points.



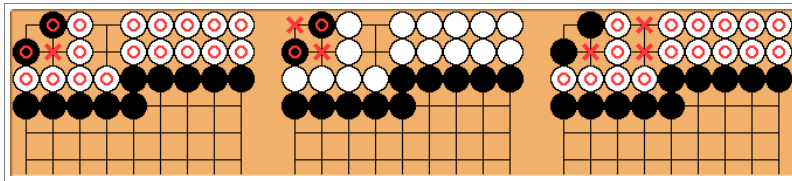
[Click Here To Show Diagram Code](#)

Black moves first at the right.

White captured one Black stone and got one point of territory, so her total value is two points.

Black did not capture any White stones, but got one point of territory, so his total value is one point.

White's net advantage is one point.



[Click Here To Show Diagram Code](#)

Uke: "Tori, I know! We had this kind of position before. Let's declare all stones at the top "alive"."

Tori: "Do you really think that is necessary? Neither of the players will want to become active here. This position will see the end of the game."

Uke: "Yes, but there will be the "dame" at the 2-2-point again."

Tori: "What it is needed for?"

Uke: "To destroy any potential value. Otherwise White would profit from doing nothing with one point, and thus achieve the same result as if Black had played erroneously in the position."

Tori: "You have understood the deeper meaning, you are making progress!"

Perhaps you have noticed that "if capturing ..." provides merely a pseudo-scientific explanation for the implicit compulsion to resolve ambiguous "seki" positions.

🧠 "dead"

Everything remaining.

No territory.