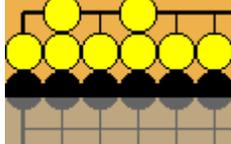
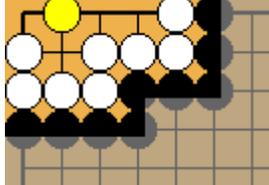
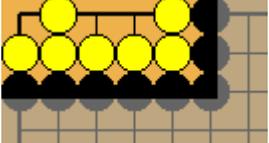
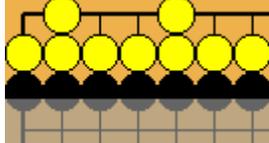
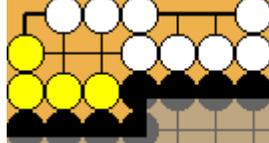
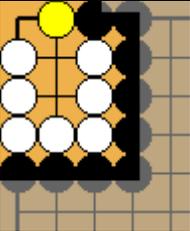
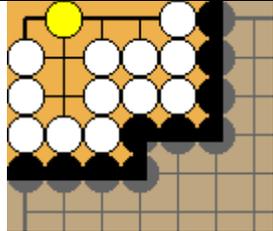
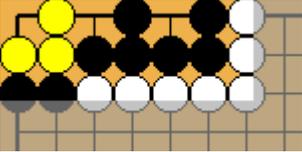
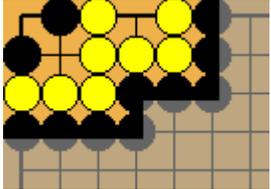
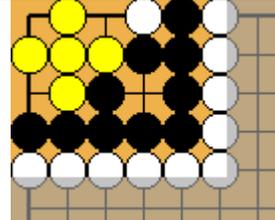
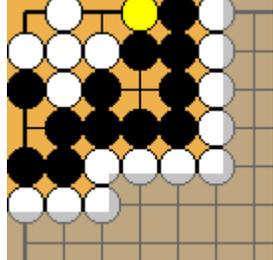
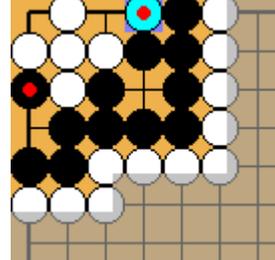
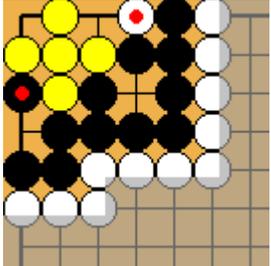
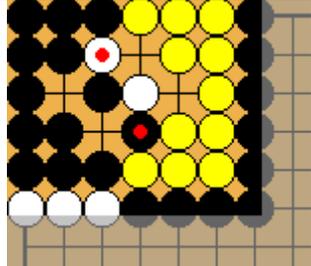
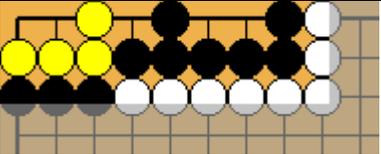
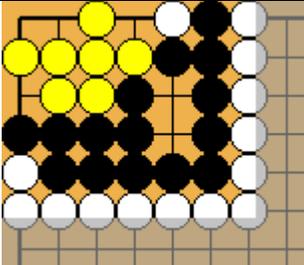
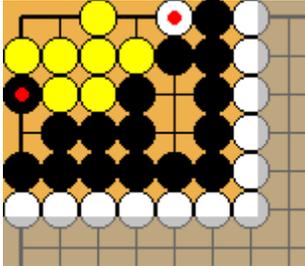
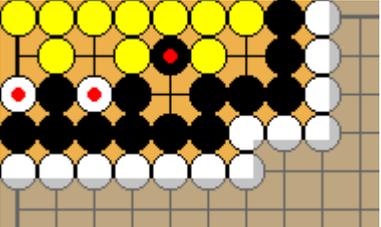
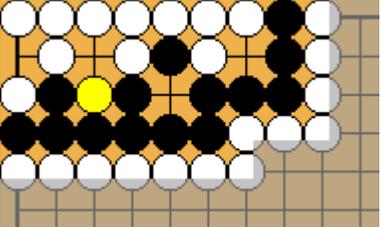
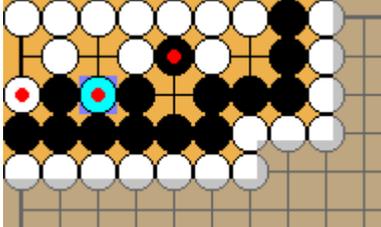


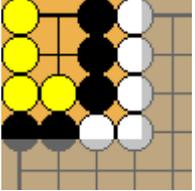
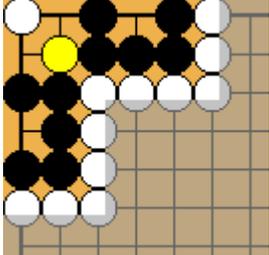
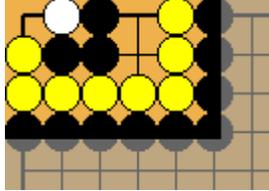
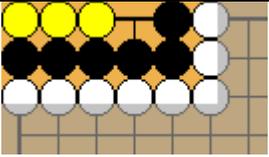
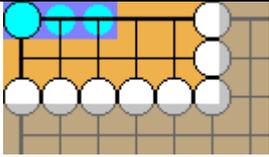
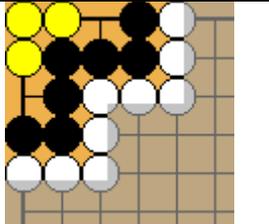
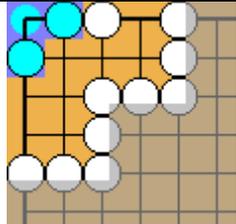
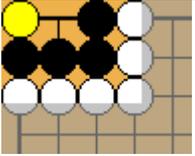
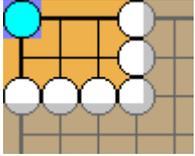
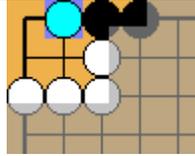
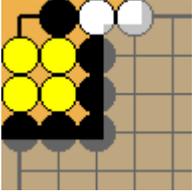
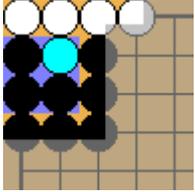
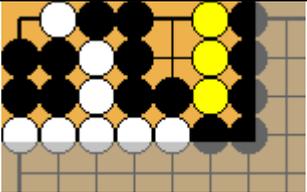
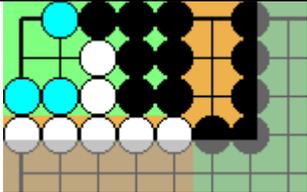
Classification of positions

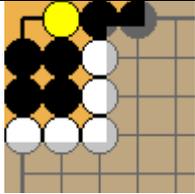
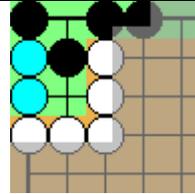
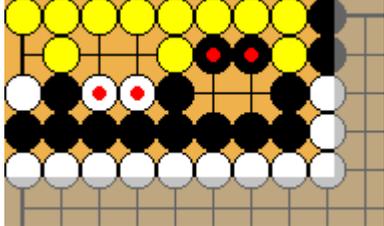
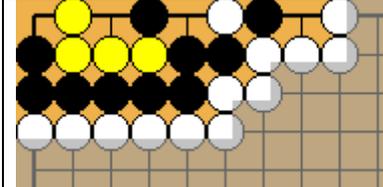
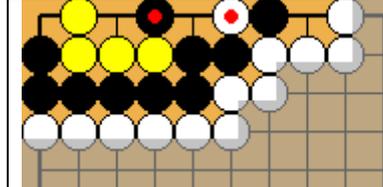
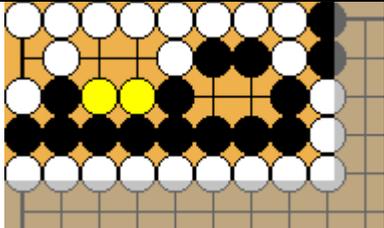
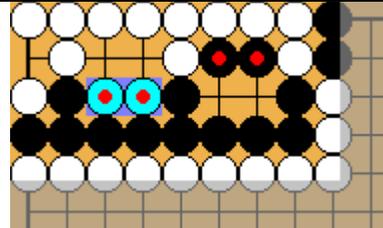
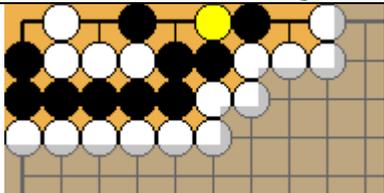
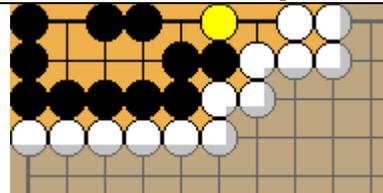
Independent of Ko rule during evaluation

1	 <p>2 Eyes / 1 string</p>	 <p>2 Eyes / 2 strings</p>	 <p>3 Eyes / one string</p>	 <p>3 Eyes / 2 strings</p>
2	<p>Number of strings with the property "has two taboo-points" that are bridged via Dame is irrelevant. Number of taboo-points > 2 per string is irrelevant. The property "two taboo-points" is sufficient. A string does not get "more life", if it contains additional taboo-points.</p>			
3	 <p>2 Eyes / 1 string / prisoners</p>	 <p>2 Eyes / 2 strings / prisoners</p>	 <p>3 Eyes / 1 string / prisoners</p>	 <p>3 Eyes / 3 strings / prisoners</p>
4	<p>Number of opponent's prisoners within an Eye is irrelevant. The opponent cannot force the Eye not to be turned into a taboo-point.</p>			
5	 <p>2 Eyes</p>		 <p>3 Eyes</p>	
6	 <p>2 Eyes / 1 string</p>	 <p>2 Eyes / 2 strings</p>	 <p>3 Eyes / 1 string</p>	 <p>3 Eyes / 2 strings</p>
7	<p>The size of an Eye is irrelevant. The opponent cannot force the Eye not to be turned into a taboo-point.</p>			

8	 <p>2 Eyes</p>		 <p>3 Eyes</p>	
9	 <p>1 Eye each / 1 Dame</p>	 <p>1 Eye each / 1 Dame</p>		 <p>1 Eye each / 1 Ko / 1 Dame</p>
10			 <p>Double-Ko @ 1 Eye each</p>	 <p>end of evaluation = cycle</p>
11		 <p>Double-Ko @ 1 Eye each</p>	 <p>Double-Ko @ successive Ko</p>	

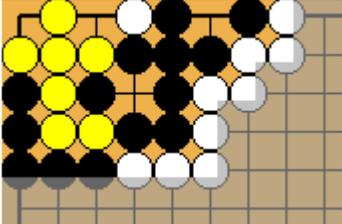
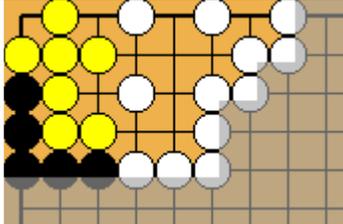
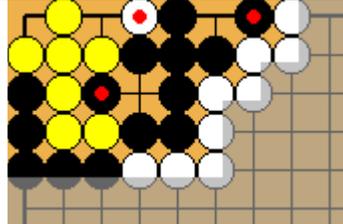
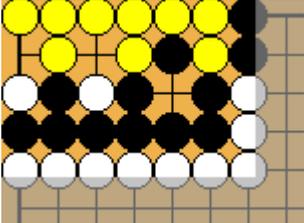
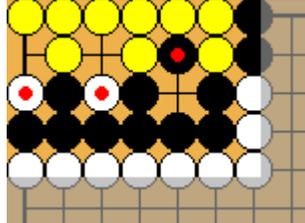
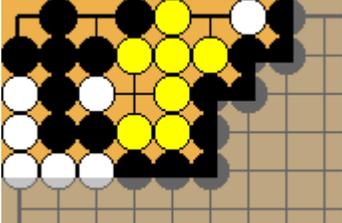
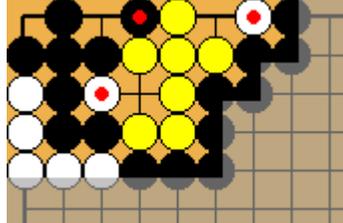
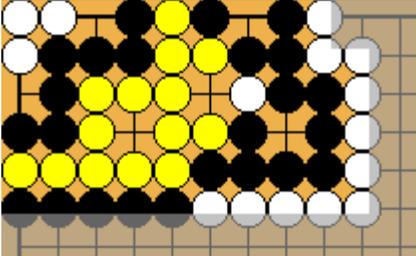
12	 <p>1 Eye each / 1 Dame</p>			 <p>1 Eye each / 1 Ko / 1 Dame</p>
13			 <p>1 Eye each / 2 Ko</p>	
14	<p>Size of opposing eyes in a Seki must be equivalent, i.e. contain the same number of effective Dame to force it into a taboo-point. Opponent's stones inside the eye are possible, too.</p>			
15	 <p>Triple-Ko (string)</p>			
16	 <p>Triple-Ko (single stone)</p>	 <p>end of evaluation = cycle</p>		

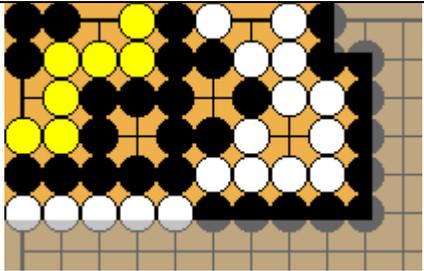
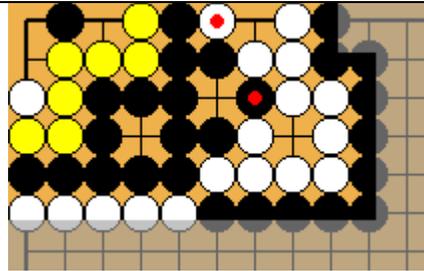
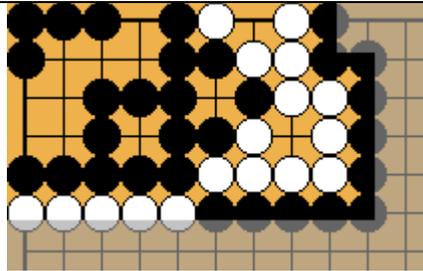
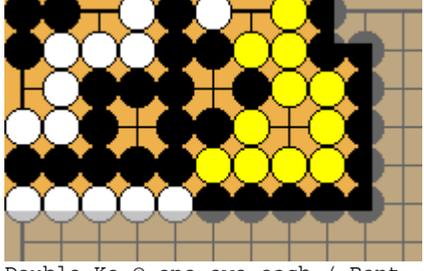
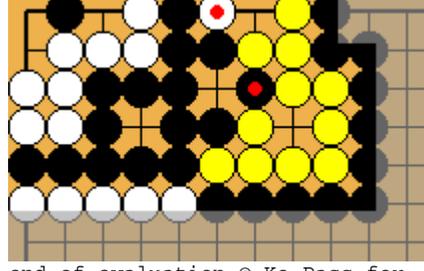
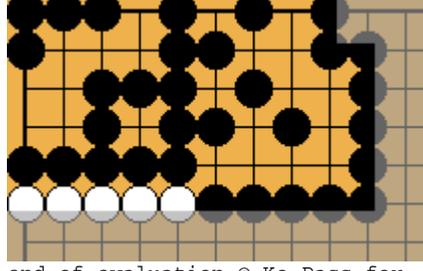
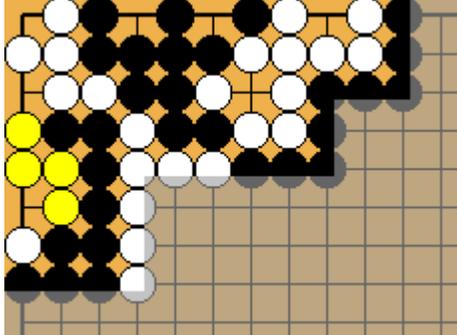
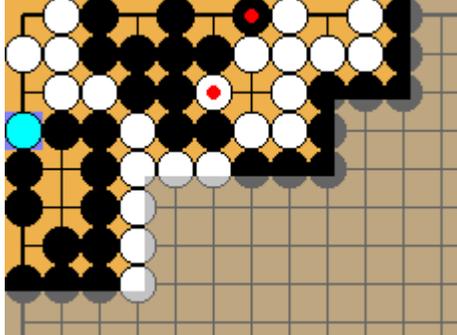
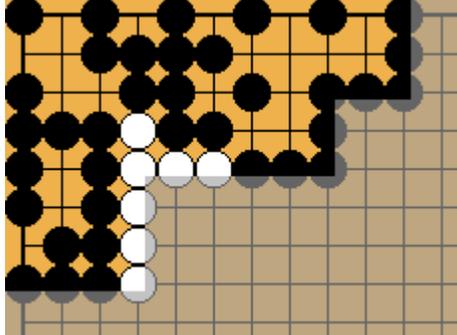
<p>17</p>	 <p>2 Dame each</p>	 <p>2 Dame vs. Eye & Dame</p>	 <p>2 Dame / 1 Ko = Mannen Ko</p>	
<p>18</p>	 <p>Nakade</p>	 <p>end of evaluation</p>	 <p>Nakade @ Bent-Four only</p>	 <p>end of evaluation</p>
<p>19</p>	 <p>Nakade</p>	 <p>end of evaluation</p>	 <p>Uttegaeshi</p>	 <p>end of evaluation</p>
<p>20</p>	 <p>position not played out (J1989 #1)</p>	 <p>end of evaluation</p>	 <p>position not played out (string not connected)</p>	 <p>end of evaluation</p>
<p>21</p>	 <p>position not played out (J1989 #5)</p>	 <p>end of evaluation</p>		

<p>22</p>	 <p>position not played out (J1989 #1)</p>	 <p>end of evaluation</p>		
<p>23</p>	 <p>Chosei I (big string)</p>		 <p>Chosei II (string)</p>	 <p>end of evaluation = cycle</p>
<p>24</p>	 <p>Chosei I (2-stone string)</p>	 <p>end of evaluation = cycle</p>		
<p>25</p>	 <p>Chosei II (single stone)</p>	 <p>end of evaluation</p>		

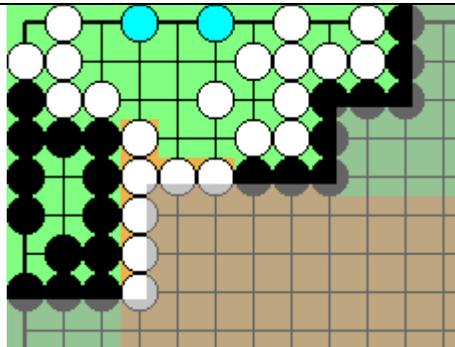
26				
27				
28				

Dependent on Ko rule during evaluation

<p>51</p>	 <p>Triple-Ko @ one Eye vs. no Eye (string with Eye)</p>	 <p>end of evaluation @ Ko-Pass for every single Ko >>> equals @ Ko-Pass for all Ko for both</p>		 <p>end of evaluation @ no Ko-Pass = cycle</p>
<p>52</p>	 <p>Triple-Ko / no Dame</p>			 <p>end of evaluation @ no Ko-Pass = cycle</p>
<p>53</p>	 <p>Triple-Ko @ one Eye vs. no Eye (string without Eye)</p>			 <p>end of evaluation @ no Ko-Pass = cycle</p>
<p>54</p>	 <p>Double-Ko @ one eye each / Bent-</p>			

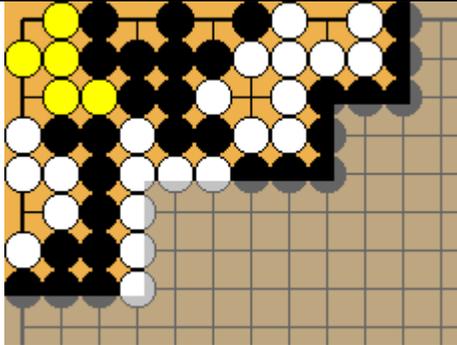
<p>55</p>	<p>Four</p>  <p>Double-Ko @ one eye each / Bent-Four</p>	 <p>end of evaluation @ Ko-Pass for every single Ko</p>	 <p>end of evaluation @ Ko-Pass for all Ko for both</p>	<p>end of evaluation @ no Ko-Pass</p> <p>>>> equals @ Ko-Pass for all Ko for both</p>
<p>56</p>	 <p>Double-Ko @ one eye each / Bent-Four</p>	 <p>end of evaluation @ Ko-Pass for every single Ko</p>	 <p>end of evaluation @ Ko-Pass for all Ko for both</p>	<p>end of evaluation @ no Ko-Pass</p> <p>>>> equals @ Ko-Pass for all Ko for both</p>
<p>57</p>	 <p>Double-Ko @ 1 eye each / Dame @ successive false eyes</p>	 <p>end of evaluation @ Ko-Pass for every single Ko (White's choice I) = cycle >>> equals end of evaluation @ no Ko-Pass</p>	 <p>end of evaluation @ Ko-Pass for all Ko for both</p>	

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end of evaluation @ Ko-Pass for every single
Ko (White's choice II)
>>> equals
end of evaluation @ no Ko-Pass

59



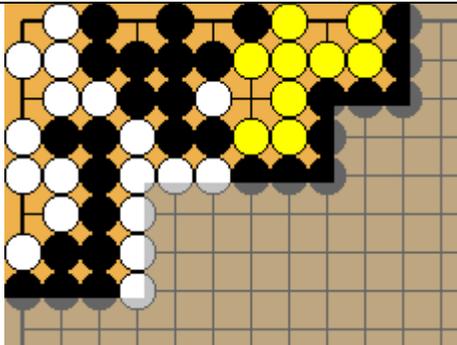
Double-Ko @ 1 eye each / Dame @ successive
false eyes

end of evaluation @ Ko-Pass for every single
Ko
>>> refer to diagrams (I) and (II) above

>>> equals
end of evaluation @ no Ko-Pass

end of evaluation @ Ko-Pass for all Ko for
both
>>> refer to diagram above

60



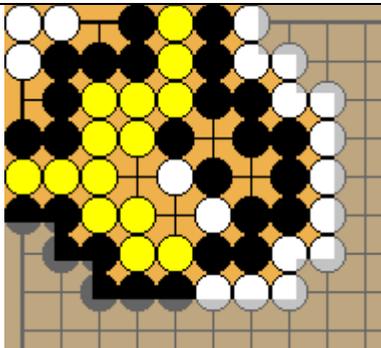
Double-Ko @ 1 eye each / Dame @ successive
false eyes

end of evaluation @ Ko-Pass for every single
Ko
>>> refer to diagrams (I) and (II) above

>>> equals
end of evaluation @ no Ko-Pass

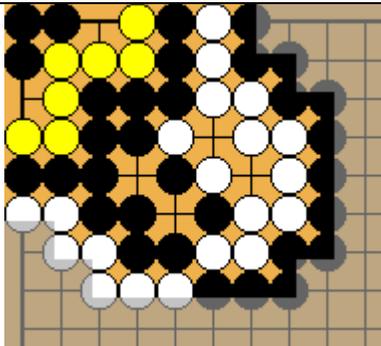
end of evaluation @ Ko-Pass for all Ko for
both
>>> refer to diagram above

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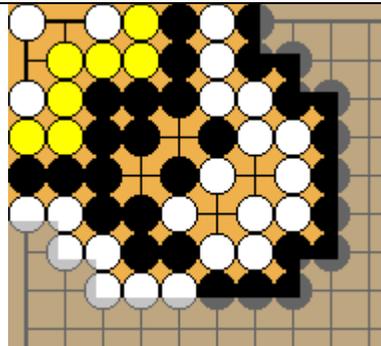


Bent-Four / Double Ko @ successive Ko

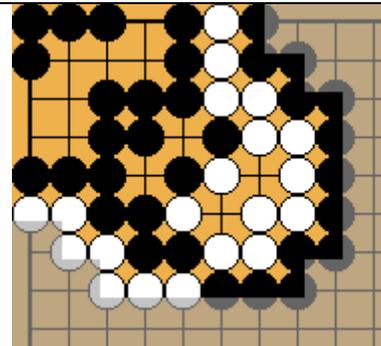
62



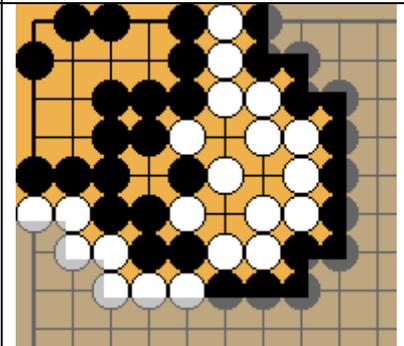
Bent-Four / Double Ko @ successive Ko



end of evaluation @ Ko-Pass for every single Ko

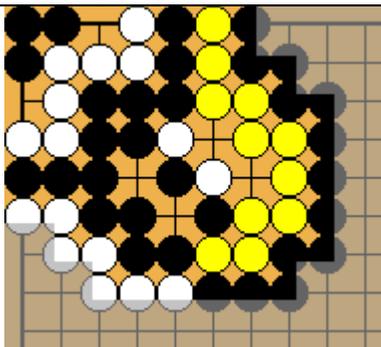


end of evaluation @ Ko-Pass for all Ko for both

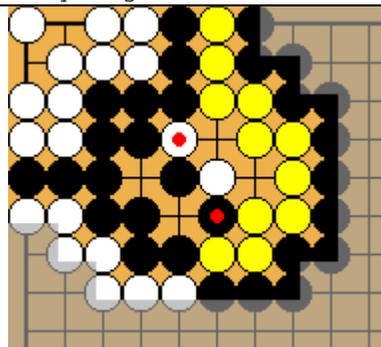


end of evaluation @ no Ko-Pass

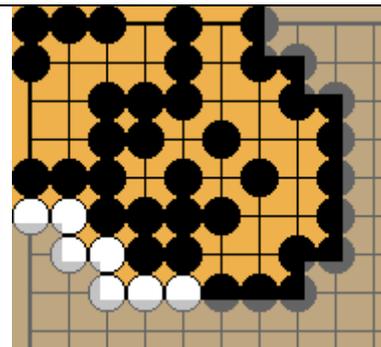
63



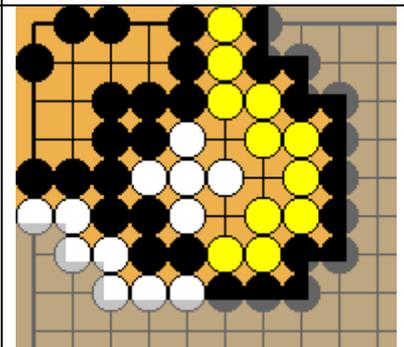
Bent-Four / Double Ko @ successive Ko



end of evaluation @ Ko-Pass for every single Ko = cycle

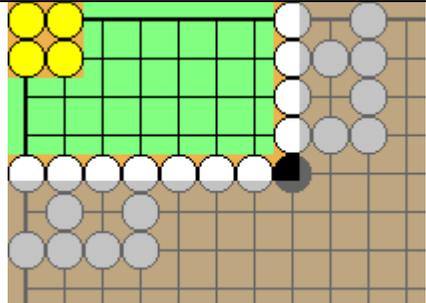
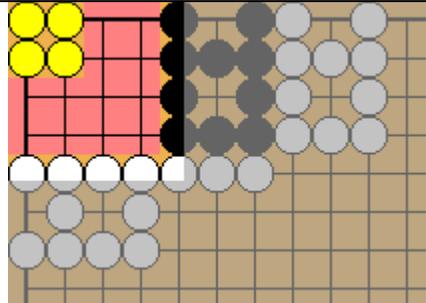


end of evaluation @ Ko-Pass for all Ko for both



end of evaluation @ no Ko-Pass

Legend

	White stone / string under evaluation	
	White / Black stone	
	Black / White stone at the "border" of the evaluation-relevant part of the board, these stones are assumed to be part of a two-eye-formation.	
	part of the board that might be relevant for evaluation	
	part of the board that might not be relevant for evaluation	
	successor of a stone (may be one of a string) under evaluation	
	successor of a stone (may be one of a string) under evaluation is a Dame that is part of a two-eye-formation	
	on-site = points of the board that are taken by the stone / string under evaluation	
	own-local = points of the board that can be reached from the stone / string under evaluation following the lines on the board, unless a string that can be forced into a two-eye-formation of the same colour is reached	
	both-local = points of the board that can be reached from the stone / string under evaluation following the lines on the board, unless a string that can be forced into a two-eye-formation of any colour is reached	
	stone is part of a cycle	
 <p>on-site</p>	 <p>own-local</p>	 <p>both-local</p>

Ko-Pass

Ko-Pass for every single Ko	A player must not recapture a Ko, unless he has passed once for this very special Ko.
Ko-Pass for all Ko for both	A player must not recapture a Ko, unless he or his opponent has passed once for "Ko".
no Ko-Pass	A player is free to recapture any Ko.