
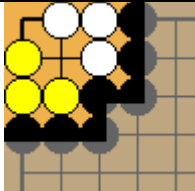
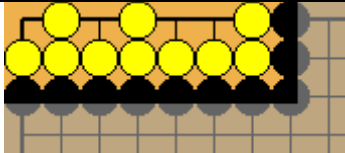
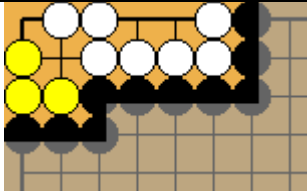
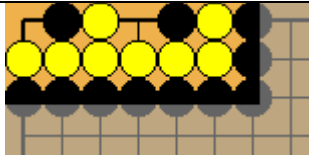
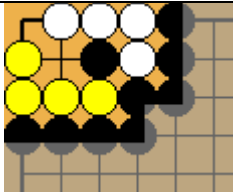
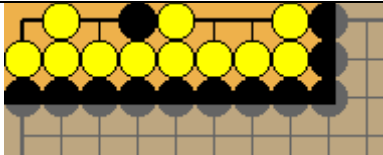
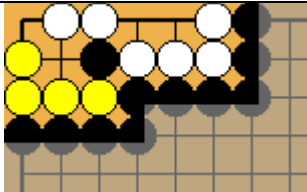
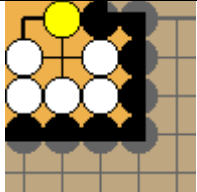
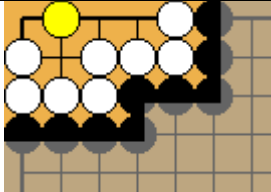
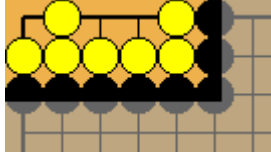

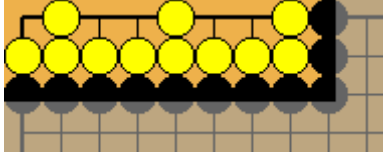
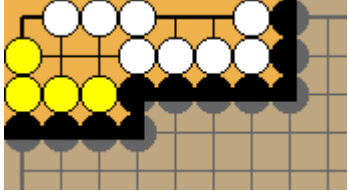
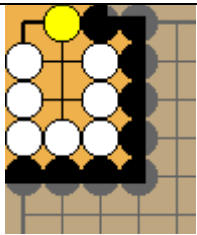
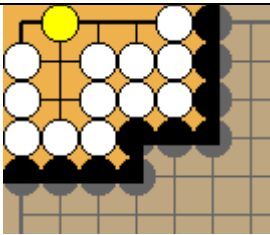
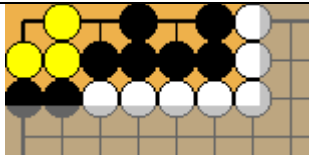
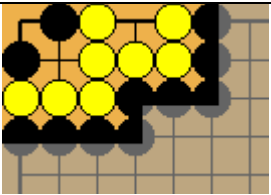
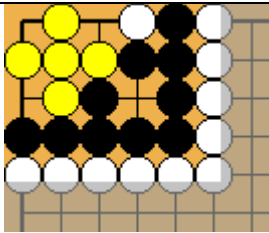
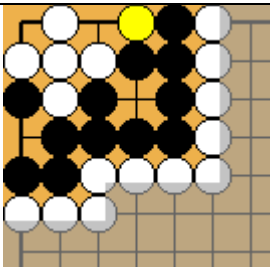
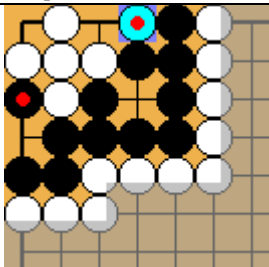
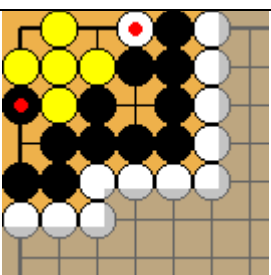
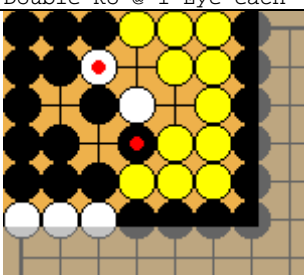
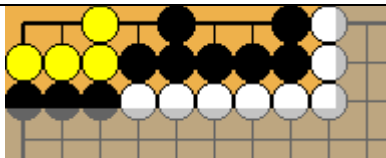
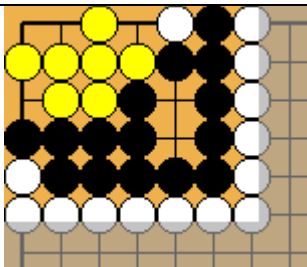
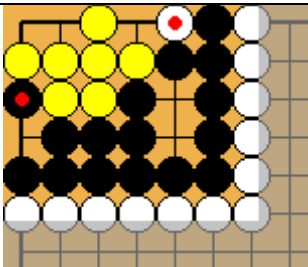
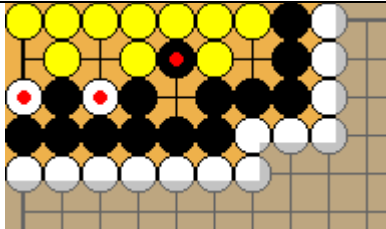
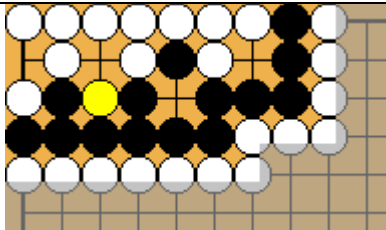
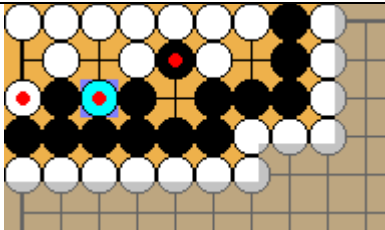


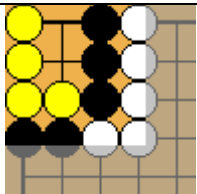
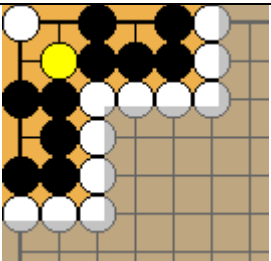
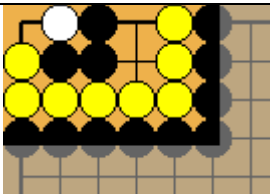
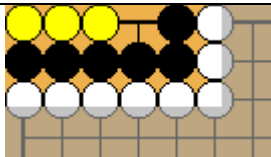
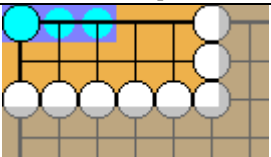
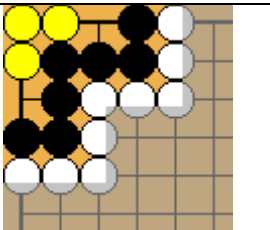
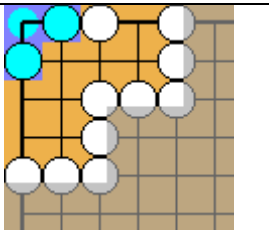



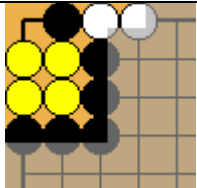


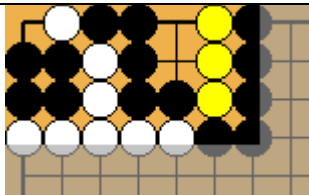
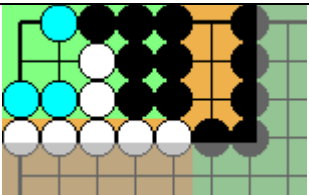
Classification of positions

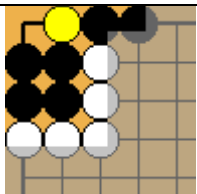
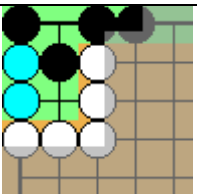
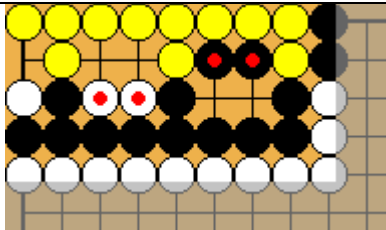
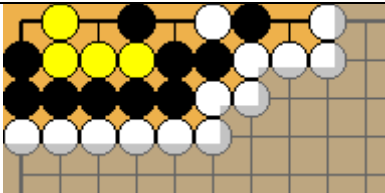
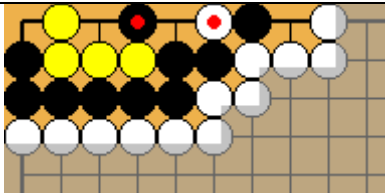
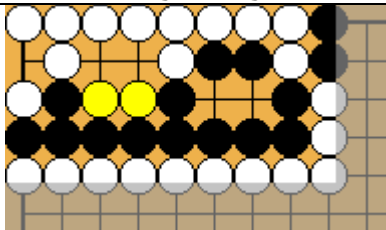
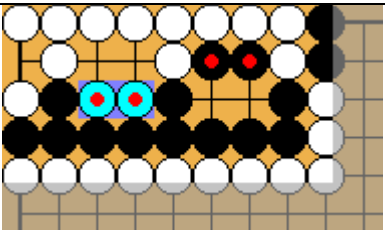
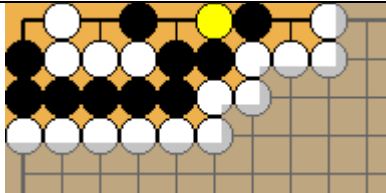
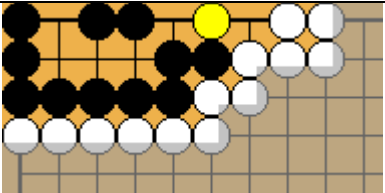
Independent of Ko rule during evaluation

1	 2 Eyes / 1 string	 2 Eyes / 2 strings	 3 Eyes / one string	 3 Eyes / 2 strings
2	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.			
3	 2 Eyes / 1 string / prisoners	 2 Eyes / 2 strings / prisoners	 3 Eyes / 1 string / prisoners	 3 Eyes / 3 strings / prisoners
4	Number of opponent's prisoners within an Eye is irrelevant. The opponent cannot force the Eye not to be turned into a taboo-point.			
5	 2 Eyes		 3 Eyes	
6	 2 Eyes / 1 string	 2 Eyes / 2 strings	 3 Eyes / 1 string	 3 Eyes / 2 strings
7	The size of an Eye is irrelevant. The opponent cannot force the Eye not to be turned into a taboo-point.			

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

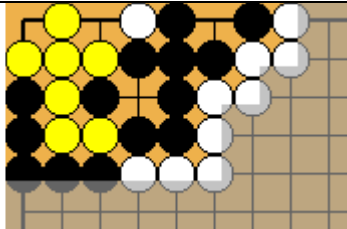
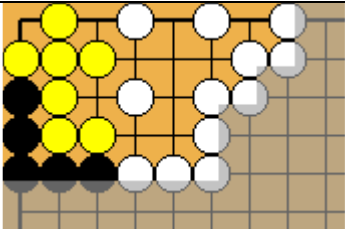
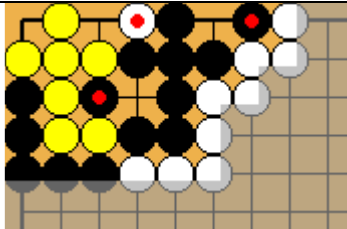
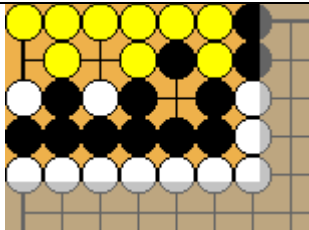
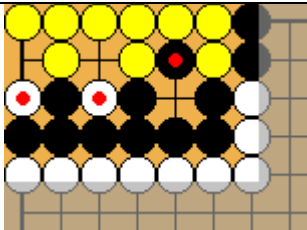
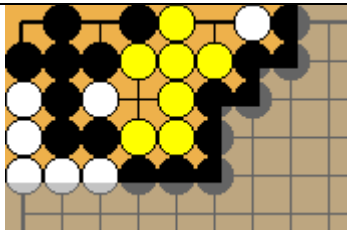
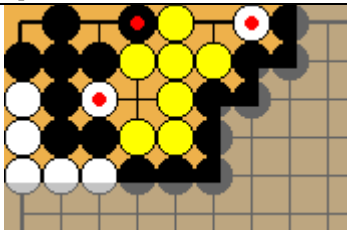
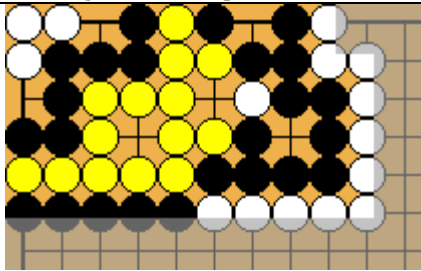
12	 <p>1 Eye each / 1 Dame</p>			 <p>1 Eye each / 1 Ko / 1 Dame</p>
13			 <p>1 Eye each / 2 Ko</p>	
14	Size of opposing eyes in a Seki must be equivalent, i.e. contain the same number of effective Dame to force it into a taboo-point. Opponent's stones inside the eye are possible, too.			
15	 <p>Triple-Ko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

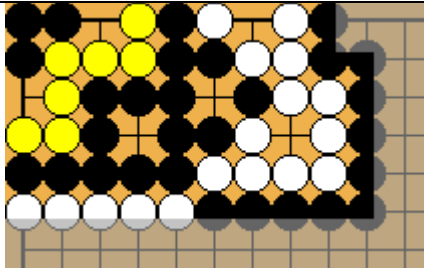
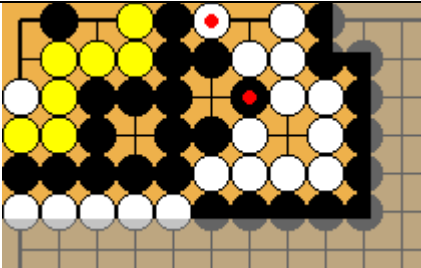
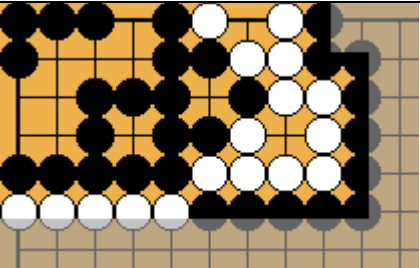
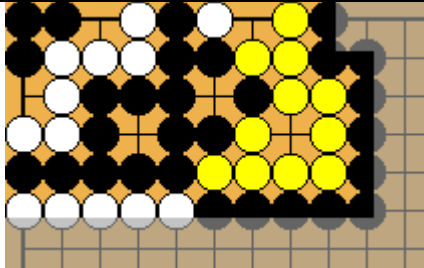
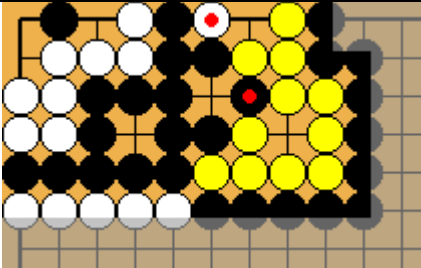
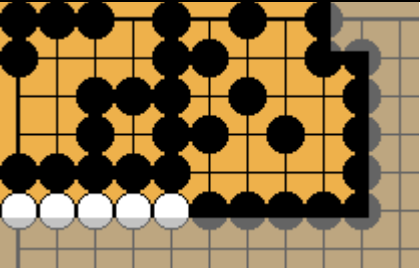
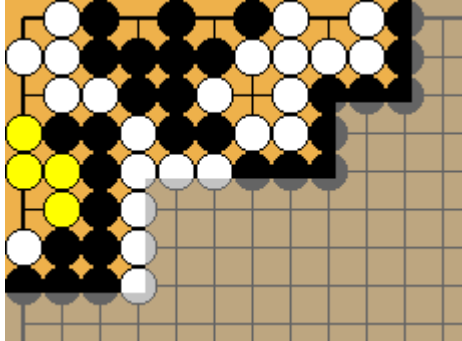
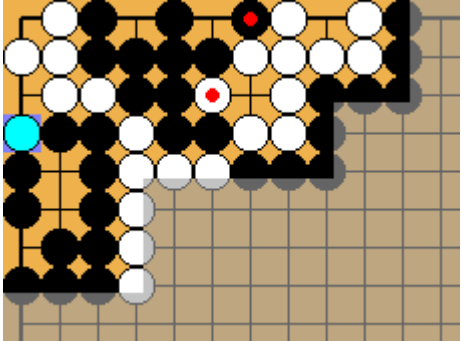
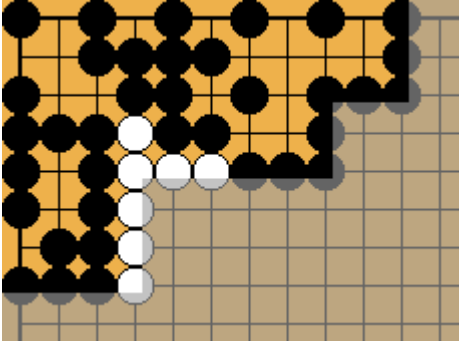
17	 <p>2 Dame each</p>	 <p>2 Dame vs. Eye & Dame</p>	 <p>2 Dame / 1 Ko = Mannen Ko</p>	
18	 <p>Nakade</p>	 <p>end of evaluation</p>	 <p>Nakade @ Bent-Four only</p>	 <p>end of evaluation</p>
19	 <p>Nakade</p>	 <p>end of evaluation</p>	 <p>Uttegaeshi</p>	 <p>end of evaluation</p>
20	 <p>position not played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

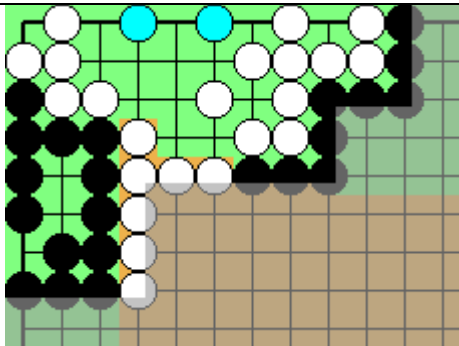
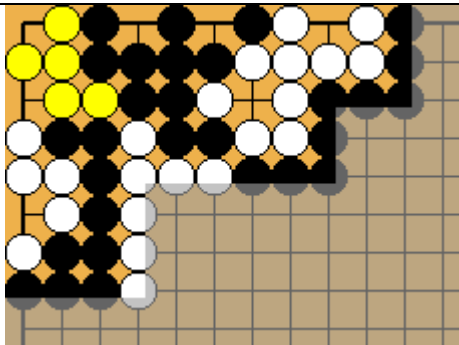
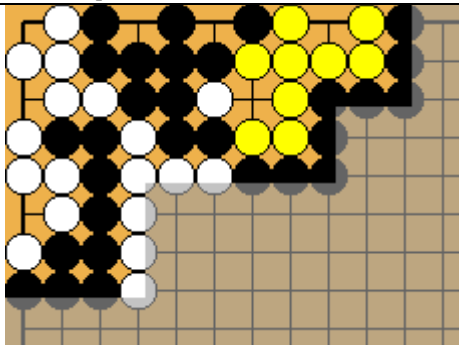
22	 <p>position not played out (J1989 #1)</p>	 <p>end of evaluation</p>		
23	 <p>Chosei I (big string)</p>		 <p>Chosei II (string)</p>	 <p>end of evaluation = cycle</p>
24	 <p>Chosei I (2-stone string)</p>	 <p>end of evaluation = cycle</p>		
25	 <p>Chosei II (single stone)</p>	 <p>end of evaluation</p>		

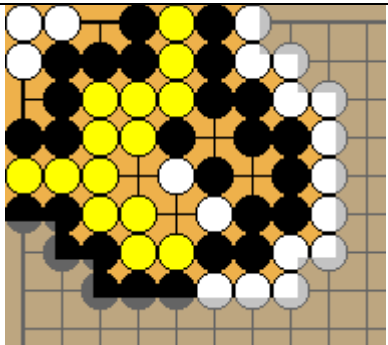
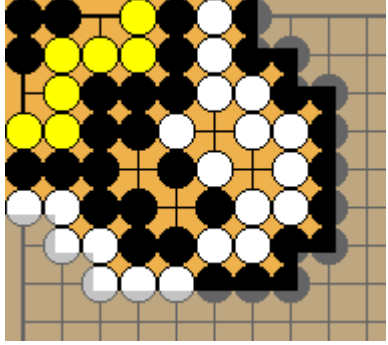
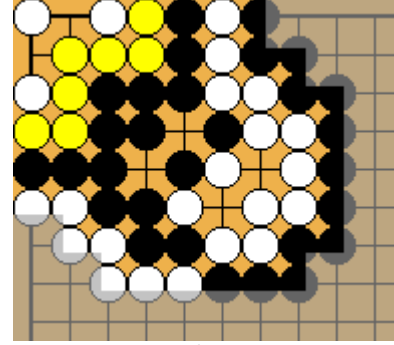
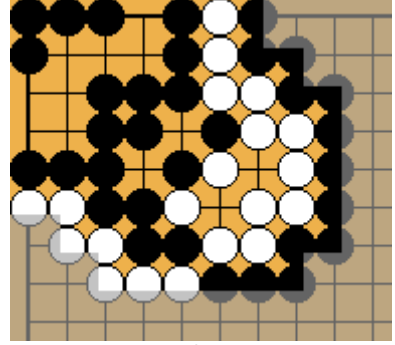
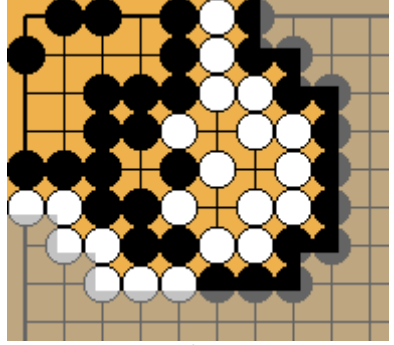
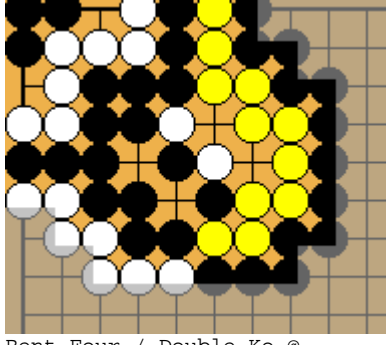
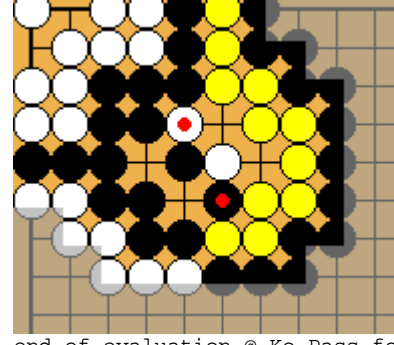
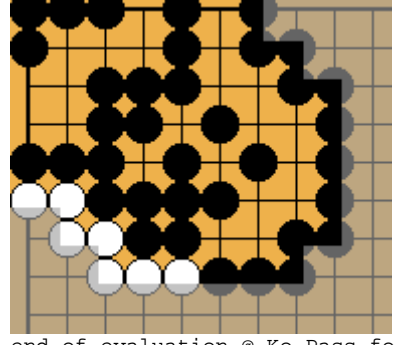
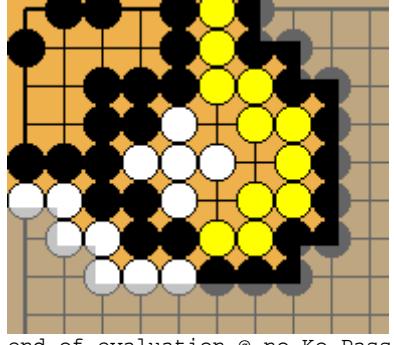
26				
	Robert's #0000	end of evaluation (I)	end of evaluation (II)	
27				
	indirect Ko (string) I		indirect Ko (string) II	end of evaluation
28				
	indirect Ko (single stone)	end of evaluation		

Dependent on Ko rule during evaluation













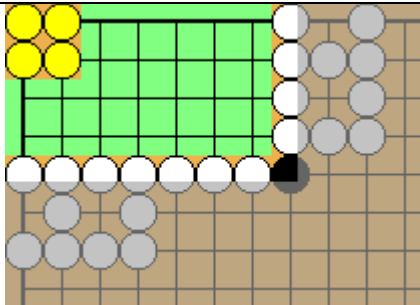
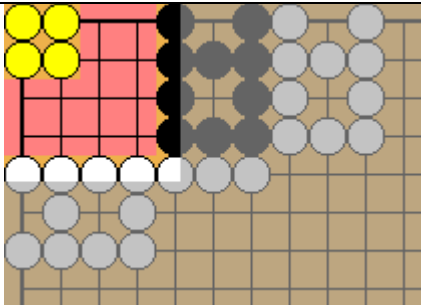
51	 <p>Triple-Ko @ one Eye vs. no Eye (string with Eye)</p>	 <p>end of evaluation @ Ko-Pass for every single Ko >>> equals @ Ko-Pass for all Ko for both</p>	 <p>end of evaluation @ no Ko-Pass = cycle</p>
52	 <p>Triple-Ko / no Dame</p>		 <p>end of evaluation @ no Ko-Pass = cycle</p>
53	 <p>Triple-Ko @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

	Four			
55	 <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>
56	 <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>
57	 <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>	

58		 <p>end of evaluation @ Ko-Pass for every single Ko (White's choice II) >>> equals end of evaluation @ no Ko-Pass</p>	
59	 <p>Double-Ko @ 1 eye each / Dame @ successive false eyes</p>	<p>end of evaluation @ Ko-Pass for every single Ko >>> refer to diagrams (I) and (II) above >>> equals end of evaluation @ no Ko-Pass</p>	<p>end of evaluation @ Ko-Pass for all Ko for both >>> refer to diagram above</p>
60	 <p>Double-Ko @ 1 eye each / Dame @ successive false eyes</p>	<p>end of evaluation @ Ko-Pass for every single Ko >>> refer to diagrams (I) and (II) above >>> equals end of evaluation @ no Ko-Pass</p>	<p>end of evaluation @ Ko-Pass for all Ko for both >>> refer to diagram above</p>

61	 <p>Bent-Four / Double Ko @ successive Ko</p>			
62	 <p>Bent-Four / Double Ko @ successive Ko</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>
63	 <p>Bent-Four / Double Ko @ successive Ko</p>	 <p>end of evaluation @ Ko-Pass for every single Ko = cycle</p>	 <p>end of evaluation @ Ko-Pass for all Ko for both</p>	 <p>end of evaluation @ no Ko-Pass</p>

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	
<div> on-site</div>	<div> own-local</div>	<div> both-local</div>

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.