

## LONDON OPEN GO CONGRESS

# RULES OF PLAY

The London Open rules of play are the AGA-style rules used by the BGA, with the one exception that the illegal move rule is replaced by the EGF rule 4 below. The London Open Rules implement the second option for the rules of play in the EGF General Tournament Rules.

1. Komi in an even game is  $7\frac{1}{2}$  to White. In a handicap game, White wins Jigo.
2. Whenever a player passes, the player must hand a 'pass stone' to the opponent. This stone is added to the opponent's prisoners. Note that it is always legal to pass.
3. It is illegal to for a player play so as to recreate a board position of the game, previously created by a play of the same player (ko and natural situational superko).
4. If an illegal move is made and if this is noticed within three moves, then the game must be unwound to the position just before the illegal move and the offender then plays a legal move. If the illegal move is noticed after three moves, the game just continues as it is.
5. Play pauses after two consecutive passes. The players must then attempt to agree on the status of every group. If the status of all groups is agreed, then the players must ensure that White passes last. So if necessary, White must pass again and hand over another pass stone.
6. If there is a dispute about the status of any groups after two consecutive passes, then play resumes on the clock, with the opponent of the last player to pass going first. The resumption can be repeated as many times as necessary with two passes causing the game to pause for an attempt at agreement on group status.
7. If at the start of a resumption, both players pass (so making four consecutive passes in all), then the players accept that they cannot agree on the status of all groups. In this case the game stops and all stones remain on the board for counting purposes. Again the players must ensure that White passes last.
8. The score is determined exactly as in normal territory counting i.e. place any prisoners into the opponent's territory. Territory is defined as empty points surrounded by stones of the same colour. So eye points in seki **do** count as territory.

## ***WHAT YOU SHOULD DO DIFFERENTLY UNDER AGA RULES***

### **Dame are worth one point each**

- a. Fill all dame before passing. Missing the last dame costs you two points.
- b. Play any dame within a seki that does not destroy the seki.

### **Playing inside your own territory or your opponent's costs nothing.**

You can reinforce any potentially unsafe situation at no cost. However do this only when all dame have been filled.

### **Bent four in the corner must be played out.**

Bent four is not treated in any privileged way. For example, if there are external ko threats that cannot be removed, then the fight continues. If necessary, this and any other special situations must simply be played out until the relevant stones are actually captured.

### **Repeating positions are illegal.**

Situations such as cycling round triple ko are no longer treated as jigo. Playing a move to complete the cycle is illegal and Rule 3 would then be applied.

### **Considerations about the last end-game ko can get complicated.**

For example, if the opponent plays dame instead of a real ko threat, just fill the ko and don't play another dame.