

NOTES ON RULES OF PLAY DIAGRAM

P

The pass-count is denoted by **P**. It is incremented whenever a player passes, and reset to zero whenever a stone is played.

press clock

The clock must be pressed after you have played a stone or passed. Your clock stops and your opponent's clock starts. Both clocks are stopped during a *pause*, otherwise one of the clocks is always running.

play stone

The stone is placed on a legal intersection and any opponent strings without liberty are removed. Keep the prisoners visible to your opponent. Any existing pass count is set to zero.

pass stone

Give a stone to your opponent - the stone counts as a prisoner. It is courteous to say "I pass". The pass count is incremented. It is best not to pass until all the dame have been filled.

pause

After two successive passes (when $p = 2$) both players' clocks are stopped and the game is paused. If players disagree about the status of any string, then the game is resumed maintaining the **B-W** alternation sequence.

end game

The status of all strings has been agreed. Remove any strings as required, then count the game.

stop game

This condition can be reached when players dispute the status of strings after two passes. The alternation was resumed, then both players immediately passed again. At this stage $p = 4$, and if black passed last then white must again pass. The game is scored without removing *any* strings from the board.

The moral of the story here is that if your opponent asks for a resumption, then carry on and *play* a stone (don't pass) - it costs you nothing!

References

- [1] BGA, Tournament rules of play,
www.britgo.org/files/rules/rulesofplay.pdf

RULES OF PLAY

