



# **ING'S GOE RULES**

**Absolutely No Adjudication  
Almost No Drawn Games**

**by Ing Chang-Ki**

Translated by  
Dr. Sidney W.K. Yuan

## **Summary of Ing's Rules**

Moves are board or pass plays; unrestricted except for invariation.

Life and death are determined by breath type; verify by removal.

Ko prevents invariations; classified as fighting or disturbing.

Stones and spaces are both territory; fill in all stones to count points.

**1996**

**These rules have been adopted by all tournaments  
sponsored by the Chinese Taipei Goe Association and the  
Ing Chang-Ki Goe Educational Foundation  
since September 1977.**

**These rules have been adopted by the European Go Federation since 1996.**

## **A Brief Biography of Mr. Ing Chang-Ki**

**by Mr. K'ung Ch'ing-Lung**

Mr. Ing Chang-Ki is a native of Ningbo (town of Cicheng) in Zhejiang province, China. He is decisive, positive, bright, and inquisitive. Mr. Ing devoted 30 years each to both banking and industry. He founded the Reward Wool Co., Cathay Chemical Works, Eagle Food Co., and the International Bill Finance Co., which are all listed on the stock market in Taiwan.

Mr. Ing has had a very strong interest in Goe since his youth, and has been promoting the game for more than sixty years without interruption. He spent 23 years (from 1973 to 1996) in formulating his version of the rules for Goe, because he realized the importance of a perfect set of rules, as Goe has evolved into an international game. The four sentences on the cover page represent a summary of the rules. His rules diversify Goe to its maximum, by allowing all board plays that don't result in invariability of board positions. By classifying ko as either fighting or disturbing, one eliminates the need for any arbitrary decisions (which always result in games with no outcome [moshubo]). It also eliminates the need for the unreasonable rule of "super ko" in the Japanese rules. The fill-in Point-Counting system is a self-checking, scientific method that preserves the final board position of a game. "Ko is classified as fighting or disturbing" and "fill in all stones to count territory points" were invented by Mr. Ing.

Mr. William F. Mann of the United States once said, "The fill-in Point-Counting method is the most unique and complete system available. However, the requirement for exactly 180 black and white stones can never be achieved in practice." Because of this remark, Mr. Ing. has devoted more than 20 years to designing special measuring bowls, and finally developed two models, 9186 and JW-101, that fulfill his dream. Mr. Ing sacrificed 23 years of his life to lay down the foundation of a unified set of Goe rules for the world. His contributions to Goe cannot be overemphasized.

## A Word from the Translator

Throughout this rules book, italic letters are used to denote Go terms that are listed in the Glossary. Japanese Go terms are presented in square brackets wherever appropriate. All Chinese names (except Taiwanese names) are given in *pingying*, the romanization system used in the People's Republic of China. Also, the word "God" which was coined by Mr. Ing. is used in place of "Go" or "Wei-chi". Wei-chi is the Chinese name for Goe based on two ideograms meaning "surrounding chess", while "Go" is a Japanese term based on a different ideogram. The corresponding Chinese pronunciation of this ideogram is "Ge." Mr. Ing often refers to China as the biological mother who gave birth to Goe (invented the game) and Japan as the foster-mother who nurtured Goe (improved upon and spread the game). From this we can see Mr. Ing's respect for the Japanese contribution to Goe. Because of this he tried to retain the Japanese term "Go". (As a matter of fact, the Chinese word "Ge" has completely replaced "Wei-chi" in the Chinese Rules.) The situation is slightly more complicated in English as the Chinese and the Japanese pronunciations for the same ideogram are different. Mr. Ing thus combined "Go" and "Ge" together and created the word "Goe", signifying the unification of two countries in their combined effort in promoting Goe.

Last but not least, I like to thank Mr. Ing for inviting me to translate the 1996 edition of the Ing Goe Rules into English, which I regard as an honor. I would also like to thank Mr. Bill Franke for proofreading the manuscript.

Sidney W.K. Yuan  
President  
Yutopian Enterprises  
May 1996



**An Introduction to the  
1996  
Ing Goe Rules**

**by Ing Chang-ki**

The game of Goe was invented by the Chinese.

It was mentioned in Jin Zhang Hua Bo Wu Ji (300 B.C.) that Emperor Yao invented Goe and taught the game to his son Danzhu. Whether or not Yao actually invented the game, it is clear that Goe, being an invaluable tool in enlightening children, was invented a long time ago. According to the legend, Emperor Yao's son Danzhu was courageous but not bright, thus Yao taught him Goe in order to enlighten him. As early as 400-500 B.C., Goe was already very popular among the upper class in China. The word "Yi" (which means Goe) can be found in the ancient books of "Lunyu," "Zuochuan," "Mengzhi," etc. Unless there are earlier written proofs to suggest otherwise, it is safe to say that goe was invented in China. If Yao indeed invented the game, then it has a history of approximately 4000 years. Nowadays, the game of Goe is very popular internationally; there are about 100 nations in the world with Goe organizations. Being tested by all the players globally throughout the history, the game of Goe remains almost unchanged. Indeed, how can one improve on something that is perfect? Mathematicians have calculated that the number of possible variations in Chess is 1040 and in Goe is 10400. The difference in complexity between the two games is astounding. The Chinese invented the compass, paper and dynamite. Why are the Chinese not known for the invention of Goe?

The game of Goe was introduced to various countries via China. Dr. Yang Liansheng, a professor of Chinese History at the Harvard University wrote an essay in 1956 called “An Investigation of the Evolution of the Counting Method of Wei-Ch’i,” which mentioned that the counting systems used by the Japanese and Koreans were that of the Chinese method introduced to these countries during the Nanbei Dynasty (420-589 A.D.). The history of the introduction of Goe into Japan and Korea is clearly stated in Baiji Zhuan of “Zhoushu, Suishi, Beishi” (Baiji” was an ancient Chinese name for Korea) and “Woguo Zhuan” (“Woguo” was an ancient Chinese name for Japan). One might assume that the Chinese have always counted stones only. This is not true

The Chinese used to count spaces, but later switched to counting stones. According to my brief investigation, the switch began to take place at the beginning of the Ming Dynasty (1368-1644 A.D.). By the end of Emperor Wan-Li’s kingdom, the stone-counting method had already become quite popular.

### **Relationships Between Goe Principles, Goe Rules, and Goe Skill**

Goe principles state that “live stones establish territory, and the side with more territory wins.” The Goe rules on the other hand define “life and death by laying down the rules for capturing and fighting ko’s.” Finally, the Goe skill of the players determines “the winner.”

Unfortunately, most players are interested only in Goe skill and overlook the importance of Goe principles and Go rules, but Goe principles provide the bases for Goe rules, which in turn are the bases of Goe skill. There is probably no question that Goe skill is the most interesting of these three aspects of the game, but one should not overlook it’s prerequisites. Otherwise, the resulting Goe rules would never conform to the principles. For example, the special rulings of the Japanese rules on bent-four-in-the-corner, three-points-without-capturing [torazu san moku], and the requirements of eliminating ko’s at the end of the game are based on the judgments of authorities with superior Goe skill intending to amend the deficiencies of the Goe rules.

It is no surprise that such amendments are becoming progressively more unreasonable. Let me give you another example. At the end of a game played in

## Preface

---

1959, Takagawa Kaku asked Go Seigen to obey the fourth precedent in the “Laws of Go” and play an extra move to eliminate a possible ko (reinforce). Go thought that the question of whether to reinforce should be up to the players to decide, not the rules. Both sides held out in this arguments for several months. Receiving no support. Go finally agreed to reinforce and lost the game by half a point. If he had not reinforced, he would have won by half a point. Winning or losing was no big deal to Go Seigen, but he urged that such unreasonable rules be amended. The Nihon Ki-in also agreed to revise its “Laws of Go.” However, 36 years have passed, and after numerous meetings, the rules committee still has failed to come up with an appropriate revision. From this, one can see that without the proper understanding of the Goe principles, even top-notch players with the best Goe skills cannot amend the rules.

With this lesson in mind, we must emphasize the teaching of Goe Principles, Goe Rules, and Goe skills as equally important topics to be taught in schools. In the past, there was no distinction between Goe Skills and Goe Rules in learning Goe. Goe Skills are ever-changing and inspiring (e.g., the technique of a knight’s move, a diagonal move, and an extension, etc.). On the other hand, Goe Rules are boring and mechanical (e.g., observing the rules of capturing stones and fighting ko’s). Despite this, Goe lessons from now on should be divided into Goe Skills, Goe Conduct, Goe Principles, Goe Rules, and Goe Equipment, and each of these five aspects of Goe, known as the Art of Goe, should be taught separately. As we move ever closer to the twenty-first century, the world is becoming progressively more computerized, and the resultant reduction of physical labor is creating a need for more intellectual capability. With fewer working hours and more free time, the Art of Goe helps to train our mental capability, unleashing more of its reputedly unlimited potential. Stressing Goe skills alone makes it very difficult for schools to accept Goe as an academic subject. This can be done only through the promotion of the Art of Goe.

江 呂 期  
Changki Ing

## **The Foundation for the Unification of Goe Rules** by **K'ung Ch'ing-Lung**

Ever since Goe has gotten the world's attention and has through tournaments become an international activity, the multi-channeled and multi-layered development of Goe has been extremely healthy and exciting. On the other hand, it is regrettable that the unification of the rules has yet to take place. Because of this, most people doubt the accuracy of the results and the legitimacy of the rules used in these international tournaments. Consequently, the Goe community has begun to demand a more complete and reasonable set of rules to replace and eliminate the necessity for the adjudications with turn people off. Should we wait until the twenty-first century, then? No, the publication of the 1996 "Ing's Goe Rules" is the solution.

The Ing rules are precise, yet profound. They are compiled nicely and written in simple language. These rules are the most reasonable and complete rule ever known, the they are tailored to the needs of our time. They are the end result of Mr. Ing's painstaking effort of studying and analyzing Goe rules for more than 20 years, making hundreds of modifications, and incorporating numerous suggestions from the rules experts from Japan, America and Europe. The contribution of the Ing Goe Rules to the Go community is as follows. They

- 1) lay down a solid foundation for a universal set of Goe rules;
- 2) give complete and accurate definitions to the four main elements of Goe, namely, capturing, ko, lie and death, and territory. They also help to make the Goe principles more colorful, and fulfill the perfect nature of Goe;
- 3) establish the theory of Goe rules by defining the relationship between Goe Rules and Goe Skills, with the former being the basis of the latter;
- 4) completely abandon the unreasonable adjudications which arise from stressing Goe Skills and not Goe Rules;
- 5) invented the new method of Fill-in-to-Count, which agrees with the basis idea of the Chinese Stone-counting Method but with an improved concept of counting both stones and spaces as territory. This method lends itself to easier computer

## Preface

---

programming on intercommunication systems, e.g., the Internet, compared to the popular Japanese Space Counting Method, and thus further facilitates the promotion of Goe.

Goe is an interesting game which directly inspires an individual intellectually and represents the culture of a nation. It has been passed on for generations as an intellectual competition and a contest for territory. Goe strongly reflects the thought of philosophy, arithmetic, and military strategy of an ancient oriental country (China). It helps to illustrate that “although it is impossible to predict the future (analogous to the vast variability of Goe), the development of the universe (game of Goe) follows certain principles (Goe principles).” Through the learning of Goe skills, Goe helps individuals to develop their intelligence, and, in return, Goe has been promoted to every corner of the world and is still going strong. This is one of the attractive points of Goe.

Mr. Ing thinks that Goe and Yijing (“I-Ching”), should receive equivalent merit (Reference 1). Anything that can withstand the test of time and the world or 5000 years and remain essentially unchanged, must have undoubted value. Mr. Ing said, “The main purpose of promoting Goe is to make it a school subject, through which the students can learn to improve their conduct (Reference 2). Mr. Ing’s profound knowledge of Goe and his highest respect for the game motivated him to devote his life to promoting Goe. He studied Goe rules painstakingly not because of interest, nor for fame or profit, but he was motivated by his sincere belief that Goe should be accepted as a school subject. This gave him great encouragement which helped him to achieve his goal.

Goe Rules and Goe Skills are as one body, with rules being inward and passive and skills being outward and active. Through Goe Rules, the development of Goe Skills is boundless; without these, it is simply not Goe. The main reason why Goe is so popular is because Goe Skills, expressed by the capability of survival and development, are so interesting. Goe Rules, on the other hand, are boring and mechanical, based on principles and laws that are inexpressible. Most people only realize the importance of Goe Rules when the development of their Goe skills is hampered, thus affecting the development of Goe itself. Two great examples in the history of Goe are, 1) the replacement of the Space Counting Method by the Stone Counting Method, and 2) the abolishment of “setup stones” (an old Chinese rule) in



the beginning of an even game. The relationships between Goe Rules and Goe Skills as pointed out by Mr. Ing are absolutely correct and objective. Therefore, the composition of Goe Rules can only be achieved via the understanding of Goe Principles and not merely Goe Skills. Otherwise, the resulting rules will not be reasonable. Mr. Ing's success stems from 20 years of studying and practicing Goe rules earnestly with an unbiased heart.

Another feature of the Ing rules is the adoption of a special summary of the rules. As a youth, Mr. Ing spent ten years studying the phonics of the Chinese language (Ref. 3). It not only makes him a very educated person in the Chinese language, but it also equips him with ample experience in the choice of Chinese words in composing the rules. He likes to use short and abstract sentences to summarize his findings of definitions or conclusions. Although they are concise, they have profound meanings. This is a brilliant idea, as they are easy to learn and memorize, facilitating the promotion of the rules.

I began to study Goe rules in the fall of 1990. My first impression was that the concept of the Ing Rules are established, and that one should try to simplify the language to make them more popular. After spending much time studying the rules in my sick bed recovering from by-pass surgery, I concluded that there is no better way to reword Ing's rule summary, and have since abandoned the thought. Afterwards, I found out that Mr. Ing tries to limit the basic rules to 1000 words as a selection process for keeping only the best. He created a number of new terms, especially the word "invariability." Other terms like "double hot stones," "twin hot stones," "ko stones," and "recycling is forbidden" are concise and to the point, which ties in closely with the rules. Mr. Ing's non-tiring spirit of making subtle changes to his rules reflects his earnest attitude and his scientific approach in improving the rules. Aside from the subjective goal of promoting Goe, the Ing Rules also adopt an objective and scientific approach to improving the rules, by exchanging information via tournaments, journals, meetings, and mutual visits. Only by so doing can the rules be perfected through the supplementation of their deficiencies by the vital information learnt.

Mr. Ing often tells people, "to succeed, one must have a plan and be resourceful." Most people think that the amendment of Goe rules is not worth their

## **Preface**

---

attention. However, for those who care about the future of Goe, this is an important task that nobody has tackled in thousands of years. Mr. Ing achieved his goal and perfected his rules by taking a down-to-earth, patient, and consistent approach, without taking any short-cuts. The official acceptance of the Ing Rules by the European Go Federation (EGF) was an important event, as most of the members of the EGF are knowledgeable and educated people. It marks the end of the authority of the “Laws of Go”, the first written rules of Goe composed by a handful of top-notch Japanese players almost half a century ago; it closes the chapter on the period of unreasonable adjudication in Goe.

### References:

- 1) Collected Articles of Ing Rules, Vol. 2, P. 322.
- 2) Collected Articles of Ing Rules, Vol. 1, P. 252.

## **An Introduction To The 1996 Ing Goe Rules**

by Yang Yu-Chia

Goe is a national treasure of China and will be a worldwide popular intellectual competition in the 21st century. With the increase of the size of the prizes in international Goe tournaments, and the growth of the population, the Goe mania has quickly swept through the entire world! Unfortunately, there are no unified written international Goe rules. As a result, tournament rules change from location to location depending upon the rules of the sponsoring country. This is very peculiar, not to mention that the rules adopted by some of these countries contain unreasonable adjudications. This is the biggest challenge faced by Goe in the 21st century.

Fortunately, there is hope. The Ing rules composed between 1975 and 1955 reach the goal of requiring no adjudications and result in almost no drawn games. They meet the needs of being complete, concise, reasonable, and well suited for international tournaments. Mr. Ing devoted 20 years to studying Goe rules and came up with the following rules summary: “Moves are board or pass plays; unrestricted except for invariation. Life and death are determined by breath type; verify by removal. Ko prevents invariations; classified as fighting or disturbing. Stones and spaces are both territory; fill in all stones to count points.” These rules were established, based on the foundation of Goe principles, with the “Eight Point Komi,” which was arrived at scientifically, using statistics. Together with the “Time Purchasing Penalty Point System,” which is most suitable for a one day tournament, and the uniform and exquisite Goe equipment, the stage has been prepared for a set of unified international rules.

During the 39th European Go Congress (July 1995), which took place in Poland, the 24 members of the European Go Federation (EGF) voted the Ing Rules to be the official rules of the EGF. Aside from being overjoyed that the Ing Rules have finally been approved by the European Go Community after 20 years of hard work, we also applaud the EGF for their leadership in working towards a set of Unified International Rules.

I began to work for the Ing Goe Foundation in 1983 and was fortunate enough to learn the Ing Rules directly from Mr. Ing Chang-Ki, who enlightened me tremendously as far as the evolution and the differences among various Goe rules.  
Goe

## Preface

---

was invented by the Chinese, and was introduced into Korea and Japan during the Nanbei Dynasty. At that time, the Chinese practiced the method of Space Counting (known as counting “lu”). This is essentially the same method used nowadays by the Japanese (counting “mu” or [muko]) and the Koreans (counting “hu”). “Lu”, “mu” and “hu” are three different characters the need for adjudications, which arose from the First and Second Generation Rules. For this, we must thank Mr. Ing for his efforts. At the same time, we also hope that in adopting the Ing Rules as their official rules, the EGF has set an example of taking the first step towards a set of which have the same meaning, as far as the definition of territory is concerned. We call this the first generation of Goe Rules. At the end of the Ming Dynasty, the Chinese switched to counting the stones of one side only, and required the side with more groups to pay a “group tax.” This counting method was passed on to the present, except that the rule on the “group tax” was abolished. We call this the second generation of Goe Rules. Since these rules were passed on verbally through generations, they are also known as Verbal Rules. Verbal Rules are adequate for beginners, but they are impractical for official tournaments.

On October 2, 1949, the Nihon Ki-in led the crowd in publishing the “Laws of Go,” intending to convert the Verbal Rules to a written form. Unfortunately, due to the deficiency of the 1st and 2nd generation rules, the “Written Rules” were problematic and led to more disputes than ever. As a summary, the problems created by the adjudications of the “Laws of Go” include: 1) the need to reinforce one stone, in case of a “ten-thousand-year ko” [“man-nen-ko”], 2) the cycling of ko threats between two dead groups prevents either group from being killed, 3) the special case of three-points-without-capturing [torazu san moku], 4) a bent-four-in-the-corner is not an integrated part of the whole board and is unconditionally dead, 5) mandatory reinforcements at the end of the game, and 6) games with no outcome [mushobu] for certain ko shapes, e.g. triple ko’s, quadruple ko’s, eternal ko’s, cycle ko’s, etc. The first five problems arose from adopting spaces as territory which disallow one to determine life and death by removal. The last problem stems from the deficiency of the First and Second Generation Ko Rules, which only resolve ko fights involving a “single hot stone.”

As the importance of the role of Goe rules increases, it is regrettable that there are not too many countries which have a profound understanding of the subject.

China, Japan, Korea, America, and New Zealand are among the countries that have written Goe rules. Unfortunately, these rules were evolved from those of the First and Second Generations and still contain unreasonable special rulings. Moreover, it is a shame that these rules were named after the countries, which provides the main resistance to the unification of the Goe rules. In my humble opinion, to facilitate the constitution of a set of unified international rules, we should adopt the Ing Goe Rules as the blueprint.

The 1996 edition of the Ing rules provides a good example of a Third Generation Goe Rules set, through which the Goe community can study the rules in leisure, without having to spend time exploring the background. Because of Mr. Ing's 20 years of painstaking effort in improving the rules, his rules have completely abandoned unified international rules.

## TABLE OF CONTENTS

### Preface

An Introduction to The 1996 Ing Goe Rules (by Ing Chang-Ki)	4
The Foundation for The Unification Of Goe Rules (by K'ung Ch'ing-Lung)	7
An Introduction To The 1996 Ing Goe Rules (by Yang Yu-Chia)	11
History of Condification of the Goe Rules	16

### ING'S GOE RULES

Chapter One — Overall Rules	19
Goe	
Game	
Chapter Two — Rules of Competition	21
Moves are board or pass plays; unrestricted except for invariation.	
Life and death are determined by breath type; verify by removal.	
Ko prevents invariations; classified as fighting or disturbing.	
Stones and spaces are both territory; fill in all stones to count points.	
Chapter Three — Tournament Rules	25
Tournament agreement	
Handicaps	
Time limits	
Penalties	
Chapter Four — Equipment Specifications	29
The Goe board	
The Goe stones	
The Goe bowls	
The measuring device	
The Goe table	
The Goe desk	
Chapter Five — Supplemental Rules	32
The organizer	
The co-organizers	
The referees	
The players	

**ILLUSTRATIONS**

Glossary of Goe Terminology	34
Illustrations for Ing's Goe Rules	44
Diagram of the Ping-Duan-Ji Rating Scale	51
Ing's Symbols for Tournament Results	51
Ing's Tournament System	52

**APPENDIX**

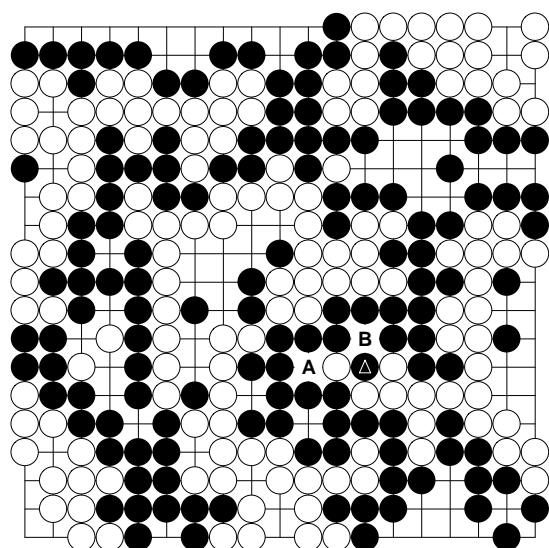
Afterward on the 1996 Ing Goe Rules	53
Pictures of Ing Goe equipment	56

## History of Codification of the Goe Rules

### 1) The Era of Verbal Rules has Ended

For over four thousand years, Goe players have been relying on rules that were passed on verbally from one generation to the other, with mutual understanding. There were no written rules. In the case of some basic regulations, like the capturing of stones and for simple ko situations, one can easily memorize these verbal rules. However, not everyone can remember rules for less common situations, e.g., eternal life ko [chosei ko], triple ko [san ko], and quadruple ko, and round-robin ko. Verbal rules might be adequate for small-scale, local tournaments or casual games. In the twentieth century, due to the rise of the Japanese professional players, major newspaper organizations began to sponsor lengthy Goe tournaments with rich prizes. Therefore Goe players as well as the general public began to pay more attention to the fairness of the rules adopted and the outcome of the tournaments. This has led to the discussion and criticism of the Goe rules. Especially, in the past decade, the number of international tournaments has increased by leaps and bounds. The era of verbal rules has indeed ended.

### 2) Go Seigen's Contributions to Codification of the Goe Rules



The first written Goe rules known as the “Laws of Go,” were published by the Nihon Ki-in on October 2, 1949. The incident which led to the constitution of the written rules was as follows.

During the ten-game to tour  
nament between Go Seigen (Wu  
Ching  
-Yuan) and Iwamoto Kaoru in  
1948, the following position  
occurred in the first game (as shown



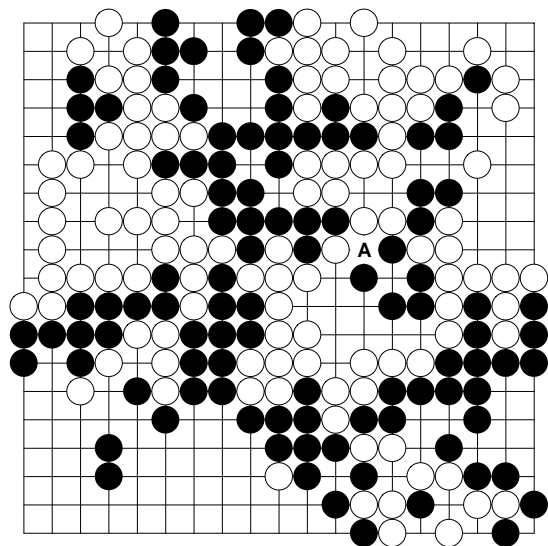


Diagram 2

A dispute arose at the end game over whether Iwamoto (Black) should eliminate the ko by connecting at 'a' or 'b.' Eliminating the ko will lead to one less point for Black. Iwamoto argued that due to the abundance of ko threats he had, he did not have to connect.

Eventually, this dispute was settled by appealing to the highest authority in Goe at that time, the 21<sup>st</sup> Honinbo Shusai, Meijin. Shusai adjudicated that the side with more ko threats did not need to reinforce, thus White wins by one or two

Professional Goe players were stunned by this decision. They were afraid that one day they might face the same situation. If the differences in the game were only one point or less, the outcome of the game might easily be reversed. Therefore, they all recognized the need of written rules. However, according to the written rules of 1949: "and direct ko at the end of the game has to be eliminated." This obviously contradicts Shusai's adjudication. Unexpectedly, in 1959 another dispute was created during the second game of a three-game tournament between Go Seigen and Takagawa Shukaku (see Dia. 2).

At the end of the game Takagawa insisted that Go Seigen (White) must reinforce at 'a' subject to the "Laws of Go." Go Seigen refused, because it would result in one less point for him. Go Seigen's philosophy was that the question of whether one needs to reinforce should be decided by the player and not by blindly following the rules. Both parties held out for a few months. Eventually Go Seigen, being outnumbered, agreed to connect at 'a' and thus lost the game by half a point. As a condition for agreeing, Go demanded that Nihon Ki-in revise its rule as soon as possible. However, more than 30 years have passed, and the rule remains the same.

### 3) Judging the Above Two Games by Ing's Rules

In the first game, Iwamoto concluded that he had more ko threats, so there was no need to connect at 'a' or 'b' (Dia. 1). This was a one-sided argument, as there is no example in the history of Goe that a final ko was left unattended. According to the Ing Rules, an intervening pass play has the same effect as an intervening board play. Go Seigen could have retaken the marked stone ("Hot Stone") after a pass play. No matter how many ko threats Iwamoto had, Go could still win the ko for he had an infinite number of pass plays. The Ing rules say that after two consecutive pass plays, the game pauses but does not end. The game only ends with four consecutive pass plays.

As for the second game between Go Seigen and Takagawa, Go was right in saying that, it is up to the players to decide whether to reinforce. It's a question of skills and not the rules. The intricate provisions in the Japanese rules are ridiculous and unfair. As expected by Go Seigen, the Nihon Ki-in failed to come up with the appropriate revision of their rules after more than thirty years.

## ING'S GOE RULES

### Chapter One: Overall Rules

#### Rule No. 1 — Goe

**Goe:** Goe is a contest for points (territory). Both the intersections surrounded or occupied by the same color stones are counted as territory. The sum of the territory from both sides is equal to the total number of intersections on the board. The difference in territory is the margin of victory.

**Skill and integrity:** Both skill and integrity are factors that determine tactics and strategy, which directly determine the outcome of a game. Skill requires practice while integrity depends on the philosophical state of mind of the player. Aside from having superior skill, legends in Goe also have high standards of integrity, without which one falls short of becoming a great player.

**Principles and rules:** Principles are the bases of Rules, and Rules are the bases of Skill. Although Goe skill is ever-changing, it cannot deviate from the rules. The profound idea behind the rules is that one should prohibit situations that result in invariant configurations on the board and allow those which result in changes and progress and lead, eventually, to the end of the game. On the other hand, there is an analog in a Yijing (“I-Ching”) saying that one should try to change when faced with invariance, changes bring about progress, and progress leads to perseverance. The Space Counting System of a thousand years ago and the Stone Counting system of five hundred years ago result in the adjudications of games with no outcome because they could not resolve all invariances. How to resolve all invariances was the enigma which puzzled rule makers for almost five thousand years.

**Goe art:** 1) sharpen Goe skill, 2) cultivate integrity, 3) study Goe principles, 4) remember Goe rules, 5) observe appropriate conduct, 6) pay attention to Goe equipment. The Goe art of skill, integrity, principles, rules, conduct and equipment constitute an important school subject for learning Goe.

## Ing's Goe Rules

---

### **Rule No. 2 — Game**

**Game:** In Goe, a single contest is called a game. The number of wins or losses is determined by the number of games played. A win is a win, regardless of whether it is a one-point victory or a win without counting. The only difference is the margin of victory.

**Goe conduct:** Correct conduct from both sides ensures harmony and a relaxed atmosphere, which upholds the dignity and character of Goe. 1) dress normally; bizarre outfits are to be avoided. 2) sit upright without leaning to one side or the other. 3) decide on the move before taking a stone from the bowl. 4) don't hold a supply of stones in the hand and rattle them by passing them from one hand to the other, or rattle the stones in the bowl. 5) don't obstruct the opponent's view by moving the stone around over the board when making a move.

**Goe equipment:** Filling-in all stones and counting both stones and spaces as territory is the most precise counting method, which requires special measuring devices. The players must observe the following rules:

- 1) Verification of the stones: Before the start of a game, the players must use the measuring device to verify the number of stones, and correct any deficiencies.
- 2) Location of stones: During the game, there should be no stones except the live and dead stones on the board, unplayed stones in the bowls and captured stones in their designated containers (or return them to the opponent).
- 3) Putting stones away: After counting by the fill-in method, each player should put away his own stones in the bowl and verify that there are 180 stones to confirm that the game was counted correctly.

**Shoutan:** With the increasing number of international tournaments, verbal communication problems are frequently encountered. Shoutan is an ancient term the Chinese used for Goe, which literally means let the hands do the talking, i.e., there is no need for verbal communication. For the signal of a pass play or resignation, a player should place one or two stones at the side of the board respectively.

## Chapter Two — Rules of Competition

### Rule No. 3 — The *move*

***Moves are board or pass plays; unrestricted except for invariation.***

***Move:*** The game starts from an empty board. Black plays first followed by White, one move at a time. A move is either a board play or a pass play, known as the rule of moves. A board play increases the number of moves in a game and creates a new board position. Moves not resulting in variation are prohibited. A pass play merely increases the number of moves. Other than resignation, a game ends with four consecutive pass plays.

***Board play:*** In these laws, the move is unrestricted except for invariation. The immediate recapturing of a hot stone and recycling (repetition of the same sequence of board positions) result in invariation and are prohibited. Self-removal of stones (or suicide) is allowed if it results in variation.

***Pass play:*** A player passes when resigning, in which case the game is over. If one side passes but does not resign, play continues. After all the neutral points [dames] are filled, two consecutive pass plays pause the game. After all the dead stones are removed from the board, two more pass plays end the game.

***Handicap game:*** At the start of a handicap game, white makes mandatory passes, known as handicap plays.

### Rule No. 4 — Life and Death

**Life and death are determined by breath type; verify by removal.**

***Life and death:*** Spaces next to stones in a life-or-death situation are called “liberties” or “breaths.” Breaths can be classified as passive or active breaths. Passive breaths can be subdivided into real or false breaths, and

## Ing's Goe Rules

---

active breaths can be subdivided into fighting breaths or disturbing breaths. Stones associated with breaths can be divided into a single stone, a group of stones, or ko stones; the breath type varies accordingly. These rules invented the rule that determines life and death by breath type (real or false).

**Breath Type:** All external breaths are false breaths unless there is a pairing up of the internal breaths and a pairing up of the external breaths on both sides. All internal breaths are real breaths with a minimum of two real breaths for a live group: permanent breaths for independent life, balancing breaths for coexistence [seki]. Breaths (real or false breaths) involving groups where life and death have not been settled are fighting breaths. When one side recycles ko threats, a ko fight becomes a disturbing ko. In a disturbing ko, the breath types have been decided (real or false), but one side insists on disturbing the game.

**Breath shape:** There are three shapes of basic breaths: eye breaths, shared breaths and ko breaths; three shapes of combined breaths: eye and shared breaths, eye and ko breaths, and shared and ko breaths; three shapes of fighting breaths: single, double and twin; and three shapes of disturbing breaths: immediate recapturing of hot stones, recycling ko threats, and recycling due to self-removal.

**Removal:** Removal (or capturing) should result in variation of board position. Breathless stones are taken off the board by the player who eliminated their last breath. When stones of both sides become breathless simultaneously, the player removes his opponent's stones. Self-removal of a group of stones results in variation after removing, and is allowed. Invariations after removing ko stones are prevented by ko fights.

### **Verification:**

The game resumes if there is any dispute about life and death after the game is paused as a result of two consecutive passes. Life and death is verified. Stones that can be removed are dead; stones that cannot be removed are alive. Any disputed shape should be verified or life and death by removal, no adjudication.

## Rule No.5 — Ko

*Ko prevents invariations; classified as fighting or disturbing.*

**Invariations:** Invariation is the cyclic repetition of board positions, when both sides refuse to yield. Invariations result in games with no outcome. How to prevent all invariations was the enigma which puzzled rule makers for almost five thousand years.

**Ko:** Ko prevents invariations. These rules classify ko as fighting or disturbing. Repeated removal of ko stones after intervening board or pass plays is a ko fight, cyclic removal of ko stones is disturbing. The hot stone rule prevents invariations by disallowing the removal of hot stones (i.e., immediate recapturing of ko stones without an intervening board or pass play) in a ko fight. The disturbing ko rule prevents invariations by forbidding the disturber from disturbing after one complete cycle (of repeated board positions). Since all the invariations are accounted for, every life and death shape can be resolved.

**Ko shapes:** When two opposing groups are locked together in the tiger's-mouth shape, the stones in the opposing side's mouth can be removed repeatedly and are known as ko stones. There are large, medium and small tiger's mouth and single, double and triple ko stones.

**Fighting ko:** A fighting ko determines the life and death of the opposing groups involved. The ko stones in the repeated fight are called hot stones. Hot stones cannot be removed until after an intervening board or pass play.

**Hot stone:** Tradition rules only have single hot stone rule. The Ing rules created double and twin hot stone rules. In an eternal life position, double hot stones are formed when a stone is added to another to make double ko stones, these become double hot stones. In a triple ko fight, besides the single hot stone there is another single or double ko stone; these are also regarded as hot stones, known as twin hot stones.

## Ing's Goe Rules

---

***Disturbing ko:*** A disturbing ko is the cyclic removal of ko stones initiated by the disturber by either fighting an unnecessary hot stone fight or recycling ko threats. If either side refuses to give in, cyclic removal of ko stones is resulted. Not only does this prevent the game from ending, it serves no purpose. After one complete cycle, the disturber is never allowed to continue disturbing. For any disturbing ko, every move in the second cycle or subsequent cycles causes invariation, and the disturber can be forbidden from disturbing at any time, enabling the game to end.

### **Rule No. 6 — Counting:**

***Stones and spaces are both territory; fill in all stones to count points.***

**Criteria:** The counting criteria in these laws are that stones and spaces are both territory. All living stones and their surrounded spaces are counted as territory points.

**Procedure:** The counting procedure requires the filling-in of all stones to measure territory, without moving any stones in the original configuration. The score is clear at a glance even to children.

***Filling-in all stones:*** After both players have filled in their stones, any remaining spaces are called winning spaces and any remaining stones are called losing stones.

Space adjacent to both black and white stones in coexistence are called shared spaces; each player fills half of them. If there is only one shared space, neither player can fill it.

**Positioning:** The winning space should be placed in a corner. If no corner is available, it should be placed on the side. Losing Stones should be filled into the opponent's winning spaces. for compensation points and penalty points, one stone for every two points is filled into a quadri-space near the winning or shared space.



**Counting:** the score of the game is the difference value between White's and Black's stones and spaces. Shared spaces are worthless; the winning space is one point and each losing stone, compensation stone, and penalty stone is two points.

## Chapter Three — Tournament Rules

### Rule No.7 — Tournament Agreement

**Tournament agreement:** For all official tournaments, the sponsor should provide the tournament agreement in a written form for the players, referees and helpers so that they can observe the rules. The contents of the agreement include 1) the name for the tournament, 2) the object of the tournament, 3) qualifications for entry, 4) the adopted rules, 5) time, date, and location, 6) the compensation (handicap) system, and time limits, 7) game rules, 8) prizes, etc.

**Game arrangement:** Tournament games should normally be played under standard conditions, with two players and one board. However, the sponsor can also adopt other arrangements, e.g., consultation games (two or more players on each side consulting each other team games (two or more players on each side taking turns), or remote games (played via computers or other telecommunications equipment.)

**Tournament system:** The selection of tournament system should be based upon the nature of the tournament, the number of contestants, and the duration of the tournament. Possibilities include, single or multiple elimination, round-robin, super go, Ing's system, the Swiss system, and ten-game match, etc. The sponsors can also come up with novel systems.

**Primary scores:** In an elimination or round-robin tournament, standings are determined by primary and secondary scores. Primary scores are equal to the number of wins: a player gets one primary point for each won game. When players are tied on primary scores, the tie breaker is determined by the secondary scores.

## Ing's Goe Rules

---

**Secondary scores:** Nowadays, the tie-breaker system using secondary scores is very popular internationally. There are four major components of the secondary scores: 1) S is the total number of won games, 2) B is the total number of lost games, 3) JH is the sum of the primary scores of all the opponents, and 4) FH is the sum of the secondary scores of all the opponents. There are the following combinations of secondary scores a) SJH, b) BJH, c) SFH, and d) BFH, which can be used to determine the final standings.

### **Rule No. 8 — Handicaps**

**Handicap:** Differences between players' strengths are adjusted by three methods of handicapping: compensation points [komi], taking black, and handicap plays. The ranking scale which reflects one's strength is classified into ping, duan [dan] and ji [kyu]. Each organization may, according to methods they stipulate, determine their own players' ranks and certify such rank for use in tournaments.

**Compensation points:** Compensation points are used to equalize games played between players of different strengths. The sponsor must determine whether to adopt the "fixed compensation" or "non-fixed compensation" and specify that in the tournament agreement.

- 1) Choosing colors: in all games with compensation points, the colors must be determined first. This is done by asking player A to hold a handful of stones and asking player B to guess even or odd.
- 2) Fixed compensation: Mandatory eight points handicap, black wins in case of drawn games. The player who guesses "odd" or "even" correctly picks the color.
- 3) Non-fixed compensation: The player who guesses "odd" or "even" incorrectly decides the number of compensation points (must be an even number). The player who guesses correctly picks the color.

**Ping ranks:** Ping ranks are awarded to professional players, running from 1 (high) to 9 (low). The difference per ping is 1/4 play or two points. A 1 ping lets a 5 ping take black and gives a 9 ping one-play handicap. Eight points is equivalent to one play, etc.

**Duan ranks:** Duan ranks are given to strong amateurs, running from 9 (high) to 1 (low). The difference per duan is 1/2 play or four points. A 9 duan lets a 7 duan take black, gives a 5 duan one handicap play, gives a 3 duan two handicap plays, and gives a 1 duan three handicap plays. The scales overlap with a 7 duan amateur equivalent to a 9 ping, and a 9 duan equivalent to a 5 ping.

**Ji rank:** Ji ranks are for players weaker than 1 duan, running from 1 ji (high) to 18 ji (low). The differences per ji is one play (without komi). A 1 duan lets a 1 ji take black, gives a 2 ji one handicap play, and gives a 18 ji seventeen handicap plays, etc. Players weaker than 18 ji are not ranked.

### **Rule No. 9 — Time Limits**

**Time limits:** The time limit of a game includes the basic time, the additional time, and break time. All major tournaments should be completed in one day, otherwise it is against the principle of announcing the tournament results on the same day. The basic time is not to exceed three hours. A typical schedule includes 1) morning game time, 2) noon break time, and 3) afternoon game time. If the basic time exceeds three hours, the following should be scheduled, 4) evening dinner time, and 5) evening game time. The sponsor should specify the above schedule in the tournament agreement, together with information on the penalty for exceeding time limits and the second reading [byo-yomi] system used..

**Basic time:** Basic time is the time allotted to each player at the beginning of the game that the player is free to spend at will. The maximum basic time should not exceed four hours, so that the game can be completed in one day for fairness sake. Unused basic time is nulled.

## Ing's Goe Rules

---

**Additional time:** When the basic time of a player expires, he may receive additional time either in the form of penalty points or second reading. The sponsor should adopt one of the above.

**Penalty points:** These rules first penalize the player two points for exceeding the basic time, before allotting an additional time equal to 1/6 of the basic time to the player. Each player is limited to three periods of additional time. If the penalty points exceed 6 points or the total additional time exceeds half of the basic time, the player loses by forfeit.

**Second reading:** The second reading or count-down system [byo-yomi] was invented by the Nihon Ki-in a few decades ago. It uses seconds as the units of the additional time period. Each period has a maximum of 60 seconds. A maximum of the periods are given to each player. If a move is made before the period expires the period is not used. The player who uses up all his additional time periods loses by forfeit.

### Rule No. 10 — Penalties

**Tardiness:** If a player fails to show up before 1/6 of the basic time has lapsed, twice the amount of time by which he is late is deducted from his basic time. If a player is late by more than 1/6 of the basic time, he forfeits the game.

**Forfeitures:** If a player fails to appear within the time limit or is unable to continue a game midway through, the game is forfeited.

**Exceeding time limits:** For fairness sake, all contestants are given the same time limit in a game. After the basic time expires, the additional time kicks in. If the additional time expires, the game is forfeited.

**Retracting moves:** There is an old Chinese saying “gentlemen don't retract moves.” Therefore, a player should not change a play after making it. Otherwise, he loses by forfeit.

**Penalized mistakes:** Making two consecutive moves is against the rule of black and white making alternate moves; recapturing a ko stone without an intervening play violates the ko rule. In either case, the game is forfeited.

**Un-penalized mistakes:** If a player makes a pass play at the end game when a point could still be gained by making a board play at the final neutral point, he loses his turn and thus give up two points, but he is not penalized. If both players overlook the final neutral point, the point is let as a shared space.

**Suspension:** If a player fails to appear or requests absence more than a stipulated number of times, he is barred from further participation in the tournament and forfeits his remaining games.

**Disqualification:** Any player who intentionally violates that rules, and obstructs the progress of the tournament, must be disqualified from entering future tournaments for a period of several years. In extreme cases, the player's certificate of pin, duan or ji level can be abrogated. The player thus loses the basic qualification to participate in any future tournaments.

## Chapter Four — Equipment Specifications

### Rule No. 11 — The Goe board

**Lines:** The board is marked with nineteen vertical lines spaced 22 mm apart, and nineteen horizontal lines 23 mm apart. The vertical lines are identified from left to right by Roman letters from A to T, skipping I. The horizontal lines are numbered 1 to 19 from bottom to top. The board should measure 450 mm vertically, 420 mm horizontally, and at least 25 mm in thickness.

**Points:** The intersections of the vertical and horizontal lines are called "points." The number of points is the square of the number of lines:  $19 \times 19 = 361$ . Points are identified by the lines with Roman letters (vertical lines) first followed by numbers (horizontal lines). The nine intersections formed by the intersections of the fourth lines from the edges and the center

## Ing's Goe Rules

---

crossed lines are called “star points.” All star points are marked by tiny dots with the center start point called “tengen.”

### **Rule No. 12 — The Goe stones**

**Color:** Stones are black and white.

**Shape:** Stones are lens-shaped, i.e., thick on the center and thin on the edge.

**Dimensions:** Stones are 21.8 mm in diameter and 10.5 mm thick.

**Weight:** Each stone weights 6.5 to 7 grams.

**Count:** The number of stones of each color equals to the total number of points minus one divided by two. For a standard board with 361 points, there should be 180 black and 180 white stones.

### **Rule No. 13 — The Goe bowls**

**Containers:** Bowls are the containers of stones. Black and white stones should be kept in separate bowls.

**Shape:** Bowls are usually circular in shape. They can also be square or rectangular. The Ing bowls with special measuring devices for fill-in-to-count method are hexagonal in shape.

### **Rule No. 14 — The measuring device**

**Counter:** The measuring device is a stone counter invented by Ing, without which would be difficult to implement the fill-in-to-count method.

**Shaps:** The shape of the measuring device is either circular, square, rectangular or hexagonal. It is either detachable from the bowls or a retractable, integrated part of the bowls. There are two types of retractable devices: 1) the retractable top and body style, and 2) the retractable top and bottom style.

The design of these devices have been evolving and improving during the past 17 years.

**Slots:** For stand-alone measuring devices, i.e., not installed in the Goe desks or tables, all circular style devices manufactured after 1977 have 19 slots with 9 spare stones in the center and 10 stones in each of the remaining 18 slots; all hexagonal style devices manufactured after 1986 have 37 slots, with four spare stones in the center and 5 stones each in the rest of the 36 slots.

**Rule No. 15 — The Goe Desk:**  
(see picture in the Appendix)

**Applications:** The desk is suitable for tournaments or daily use in the den.

**Dimensions:** It is 80 cm wide, 60 cm long, and 65 to 70 cm high.

**Measuring Device:** The measuring device of the desk is rectangular in shape with 30 slots containing 6 stones each. The bottom of the device is retractable.

**Operation:** Press a spring and rotate the desk top to present a board. Panels beside the board can be lifted up and slide into racks to reveal stones.

**Rule No. 16 — The Goe Table:**  
(see picture in the Appendix)

**Applications:** The table can be used to play Goe or used as an elegant tea table.

**Dimensions:** It is 60 cm long, 55 cm wide, and 65 cm high.

**Operation:** Rotate the semicircular drawers beside the table to reveal stones. Press a spring and rotate the table top to present a board.

## Chapter Five — Supplemental Rules

### **Rule No. 17 — The organizer**

Any person or organization who organizes a large scale tournament which involves prizes and expenses is called the 'organizer' regardless of whether the tournament is partly or entirely sponsored by a third party, or whether the tournament is named after the organizer. The organizer decides on the tournament agreement; for example, the tournament name, entry qualifications, rules adopted and tournament system, etc.

### **Rule No. 18 — The co-organizers**

Any parties given the duty to assist the organization of the tournament are called the "co-organizers." The co-organizers should follow the instruction of the organizer in conducting the opening and closing ceremonies, preparing the tournament site, public relations, communications, refereeing, time keeping, and recording games.

### **Rule No. 19 — The referees**

Traditional referees are not qualified for refereeing the Goe tournaments. The referees should study the rules and thoroughly understand the following ten subjects before taking up the duties of a referee: 1) moves are board or pass plays, 2) moves are unrestricted except for invariation, 3) breathless stones are removed (if removal provides variation), 4) life and death are determined by breath type, 5) ko prevents invariations, 6) ko is classified as fighting or disturbing (single hot stone, double hot stones, twin hot stones, recycling is prohibited), 7) stones and spaces are both territory, 8) fill in all stones to count territory, 9) four types of secondary scores, and 10) penalty for exceeding basic time. All referees must pass a test.



**Rule No. 20 – The players**

Players have the right to decide whether to enter the Goe tournament. However, after entering the tournament, players should comply with the rules set out in the tournament agreement, obey the referees' decisions, maintain good sportsmanship and conduct throughout the game, and have no right to protest against the tournament agreement.

# Glossary of Goe Terminology

## Glossary for Rule No. 1

**101 Ing's Goe Rule:** Mr. Ing Chang-Ki devoted more than 20 years between 1974 and 1995 in establishing a third generation point-counting system that results in almost no drawn games and requires no adjudication. The Japanese space counting system was the first generation rules that was introduced into Japan from China before the Song Dynasty. This initial set of rules evolved into the popular Chinese stone-counting system, practiced at the beginning of the Republic of China, know as the second generation rules. According to Professor Yang Lien-Shen of Harvard University, the transformation took about 2000 years. From this, one can see the degree of difficulty involving the transformation, which is tougher than overthrowing a dynasty. The inability of the first and second generation rules in resolving life and death prompted the need for the third generation rules, the Ing Rules. To understand the differences between the three generations of rules takes time and painstaking effort; they cannot be explained in a couple f sentences.

**102 Goe:** Goe was invented by the Chinese, although the exact date is not known. As early as 2500 years ago, Goe was already mentioned in “Lunyu” and Mengzhi.” Unless there is an earlier record showing that Goe was mentioned in another language, it is indisputable that Goe was invented by the Chinese. Not only did Goe withstand the test of time for four to five thousand years, it was introduced to Korea, Ryukyu, and Japan before spreading to the rest of the world two hundred years ago via Japan. Through the test of time and space, nobody has been able to modify the simple rules of playing black and white stones on the intersections of a square board, nor the rule of capturing or fighting a ko. The same cannot be said to any other form of arts. This is the best proof that Goe is perfect and cannot be improved upon, unlike dynamite, the compass, and printing, all of which have evolved a great deal and now significantly differ from their original Chinese invention.

**103 Contest for points:** Goe is a contest for points (i.e., intersection points or points on the board). there are 361 points on a standard board. They are known as “playing points” when making moves, “forbidden points” where moves are prohibited, “liberty points” for lie and death considerations, “territory points” for determining outcomes, “occupied points” where stones are present on them, and “spaces” where stones are absent.

**104 Goe Art:** Skill, integrity, principles, rules, conduct and equipment comprise the art of Goe. Goe art is an essential academic subject for teaching Goe.

### Glossary for Rule No. 2

**201 Game:** A match of Goe is known as a “game.” Conventionally, both sides (Black and White) sit face to face in front of the same board. Other arrangement include team games, consultation games, and simultaneous teaching games. Goe games can also be played via mail or as international games on the Internet (dedicated Goe servers appeared on the Net about four years ago). In the future, it appears that the number of games played on the Internet will far exceed those played by the convention method, as the Net offers the most convenient way of playing Goe with friendly people all over the world: using the computer screen instead of commuting.

**202 Conduct:** Maintain good sportsmanship and respect the game of Goe. The entire symphony including the conductor dress formally and neatly in an orchestra. I have yet to see such musicians perform in their undershirts and shorts. Similarly, Goe players must dress neatly and maintain good posture. This creates an atmosphere of harmony, upholds the dignity and character of Goe, and pays respect to the art of Goe.

**203 Equipment:** There is a unified standard to the equipment of any competition. For example, in a Ping-Pong match, there are strict regulations on the size of the court, dimensions of the table, height of the net, and the specifics of the ball and paddles. The standard for Goe equipment in Japan seems to be quite unified; unfortunately this cannot be said about the Chinese. Chinese emphasize on the raw material of equipment, e.g., jade, coral, and agate, etc., and pay very little attention to

## Illustrations

---

the diameter, thickness and shape of the stones, nor the dimensions and the wood grains of the board. With the increase in the number of international Goe tournaments, it is essential to have a unified standard for Goe equipment.

### Glossary for Rule No. 3

**301 Move:** also called “play.” For example, “one play at a time” and “there are board and pass plays.”

**302 Moves are board or pass plays:** a move is either board play or a pass play. Each has its own function.

**303 Unrestricted except for invariation:** this is the standard for selecting board plays. All moves are allowed except those that lead to the invariation of board positions. Without this regulation, the traditional rules result in games with no outcome, since they are unable to account for all the invariations and thus forbid the offending moves. Some of these moves include the immediate recapturing of double or twin hot stones, and the moves that result in recycling.

**304 Board play:** physically playing a stone on the board which changes the number of moves played. All board plays must result in the variation of board positions or they are prohibited.

**305 Pass play:** a play that changes the number of moves without playing a stone on the board. All games end with four consecutive pass plays, except resignations. A pass play is considered a move, thus one can retake a ko stone after an intervening pass play.

**306 Game starts from an empty board:** These rule require the board to be empty at the on set of any game, including the handicap games.

**307 Four consecutive pass plays end the game:** Other than resignations, all games must end after four consecutive pass plays. Two consecutive pass plays after all neutral points are occupied pause the game for removing dead stones. Two more consecutive pass plays end the game.

**308 Forbidden points for capturing hot stones:** Immediate recapturing of hot stones leads to invariance of board positions, thus it's a forbidden point to play.

**309 Hot Stones:** Ko stones that cannot be recaptured immediately are known as "hot stones." The name hot stone is vivid and to the point. This wonderful term was probably invented during the Ming Dynasty and not the Nanbei Dynasty, therefore it's not known to the Japanese Go community.

**310 Forbidden points for recycling:** Recycling leads to invariance of board positions and is prohibited.

**311 Points for self-removal:** Self-removal of a single stone leads to invariance, but the board position changes after a board play by the opponent. Self-removal of a group of stones leads to variation. Prohibiting moves that result in variation (as in the traditional rules) is against the principle of Goe, thus the Ing rules allow any move that results in variation.

**312 Play pauses** after two consecutive passes, but if there is disagreement about life and death as in bent-four-in-the-corner or three-points-without-capturing [torazu san moku] situations, the game resumes. Verify life and death by removal so that there is no regret on either side.

**313 Handicap Games:** White passes mandatorily at the beginning of a handicap game and allows black to play the number of moves equal to the (number of) handicap (stones). This conforms to the principles of making moves: 1) game starts from an empty board, 2) black plays first followed by white, 3) one move at a time, 4) moves are board of pass plays, 5) moves are unrestricted except for invariance. Traditional rules for handicap games violate these principles.

**314 One-sided neutral points:** Neutral points occupied by a player when his opponent has no points to contest and passes are known as "one-sided neutral points."

## Glossary for Rule No. 4

## Illustrations

---

**401 Life and death:** Stones that cannot be removed are alive; otherwise they are dead. Stones that can be removed but are not removed are also alive. It's up to the players. A seki is formed if both sides refuse to capture, as in "three-points-without-capturing" and the position invented by Kaise Takaaki.

**402 Determine life and death by breath type, verify by removal:** The presence of real or false breaths determine the life or death of stones, conforming to the principle of life and death. This is verified by removal; e.g., bent-four-in-the-corner must be verified by removal.

**403 Breaths** or breathing points are the life blood of stones. Stones with breaths are alive; stones without breaths are dead.

**404 Passive and active breaths:** While passive breaths are possessed by one side only, the possession of active breaths changes back and forth between the players. Breaths associated with a group are passive breaths; a breath associated with a ko stone can either be passive or active.

**405 Real and false breaths:** False breaths are breaths associated with a dead group, while real breaths are breaths associated with a live group.

**406 Fight for breath:** Both sides alternately occupy an active breath in fighting for life and death. The end purpose is to remove the opponent's hot stone.

**407 Disturbing breath:** Both sides cyclically occupy active breaths that have nothing to do with life and death. The end result is an interchanging of breath points. compound pattern of balancing breaths. They can be passive balancing breaths or active breaths of a ko fight or disturbing ko, and are the most complicated breath type.

**417 Removal** or capture is to take the breathless stones off the board. This is the last resort of verifying life and death.

**418 Breathless:** the state in which the breathing points surrounding a stone or

**408 Stones associated with breaths can be divided into a single stone, a group of stones, or ko stones. The breath type varies accordingly:** A single stone has only false breaths; the real breaths of a group of stones consist of territory breaths, eye breaths and/or shared breaths; ko stones only have ko breaths.

**409 Pairing up of external breaths:** Unless both sides have the same number of external breaths and both sides have the same number of internal breaths, all external breaths are false breaths.

**410 Pairing up of internal breaths:** All the internal breaths of a group with two or more individual breath points are real breaths.

**411 Permanent breaths** are real breaths belonging to stones that are independently alive. They are the passive breaths of a group of stones.

**412 Balancing breaths** are real breaths belonging to a seki (co-existing groups). They can be passive breaths of a group of stones, or active breath of a ko stone. There are two basic patterns of balancing breaths, shared breaths and ko breaths, and three compound patterns, shared and eye breaths, and eye and ko breaths, for a total of five patterns.

**413 Territory breaths** are surrounded spaces sufficient to form two or more eye breaths, i.e., a pattern of oversize eye breaths.

**414 Eye breaths:** Among passive breaths of a group of stones, eye breaths are the only breath type that include both permanent and balancing breaths. Eye breaths are also the most important basic breath type among eye, shared and ko breaths.

**415 Shared breaths:** They are the active breaths of a group of stones among the basic and compound patterns of balancing breaths. Each shared breath is counted as one point for black and one point for white.

**416 Ko breaths** are the breaths associated with ko stone(s) in basic or

## Illustrations

---

stones have all been occupied, including internal breaths. The only requirement on breathless ness is that there must be variation to the board position after removal.

**419 Two consecutive pass plays:** After two pass plays, one from each side, the game pauses and can be resumed later.

### Glossary for Rule No. 5

**501 Ko:** Ko rule is the mother of all Goe rules, without which there is no Goe. The traditional ko rule is too simple and is useless since it has no concept of preventing invariation. Classifying ko as fighting or disturbing prevents all invariations and is the most perfect ko rule.

**502 Ko prevents invariation:** In case of invariation, one must fight a ko to prevent further invariation.

**503 Ko is fighting or disturbing:** Repeated removal of hot stones after an intervening board or pass play is a ko fight; cycle removal of ko stones is disturbing. Only the most perfect ko rule can distinguish a fighting ko from a disturbing ko. In doing so, every ko position has an outcome.

**504 Ko shapes:** Position with two opposing groups locked together in the tiger's-mouth shape. A ko fight is necessary with the presence of a ko shape.

**505 Tiger's-mouth:** Half of a ko shape. there are large, medium and small tiger's mouth.

**506 Ko stone:** Stone(s) that can be removed repeatedly in a ko shape. There are single, double, and triple ko stones.

**507 Fighting ko:** The breath points on both sides are not balanced. Both players repeatedly remove the hot stones after one intervening board or pass play.

**508 Single hot stone:** A single ko stone that has removed a stone in a single ko becomes a single hot stone.



**509 Double hot stones:** When one stone is added to another to make double ko stones in an eternal life position, these become double hot stones. Without the invention of double hot stones, it's impossible to distinguish a fighting ko from a disturbing ko.

**510 Twin hot stones:** Besides the single hot stone there is another single or double hot stone; these are also regarded as hot stones, called "twin hot stones." The term, "twin hot stones" was invented about the same time as the term "double hot stones."

**511 Disturbing ko:** A disturbing ko is initiated by the disturber, in one of the following two ways: 1) by fighting an unnecessary hot stone fight, or 2) by recycling ko threats. The character of a disturbing ko is endless removal of ko stones by both sides who refuse to yield. The purpose of initiating a disturbing ko is to result in a game with no outcome when the game is obviously lost.

**512 Disturbed death:** A disturbing ko initiated by the side with dead stones. He is the disturber.

**513 Disturbed life:** A disturbing ko initiated by the side with life stones. He is the disturber.

**514 Self-disturbance:** This is theoretically possible but yet to appear in practice. It serves the same purpose as a disturbing ko and prevents the

## Illustrations

---

game from ending. Maybe it's so obvious that players are embarrassed to try it.

**515 Unnecessary hot stone fight:** The breath points have been identified as real or false, i.e., the life and death of stones have been determined. A ko fight for hot stones in this situation cannot alter the outcome and will only lead to adverse effects. Therefore, an unnecessary hot stone fight is the first cause of a disturbing ko with endless removal of ko stones.

**516 Recycle ko threats:** The original intention is to have a ko fight, but the ko threats used can be recycled endlessly by both sides, thus the ko fight becomes a disturbing ko. Recycling ko threats is the second cause of a disturbing ko.

**517 Recycling:** In the second cycle of a disturbing ko and subsequent cycles, every move causes invariation; thus it's called recycling. Recycling results in games with no outcome. These rules limit cyclic removal to one cycle. The game is back to normal after the recycling of the disturber has been limited to one cycle.

## Glossary for Rule No. 6

**601 Stones and spaces are both territory:** All the live stones on the board and the enclosed spaces are counted as territory. Stones are marked by black and white, but the spaces are not. Therefore the color of the surrounding stones determines possessor of the spaces. This is the most reasonable definition for territory out of all the rules sets.

**602 Fill-in to count points:** There are 361 points on a 19 x 19 board, and 180 each of black and white stones. After all the stones are filled-in, there should be one space left (known as the winning space). If this winning space falls in black's hemisphere then black wins; if vice versa, white wins. If the winning space is shared by black and white stones, then it is a tied game. This is the most perfect procedure for counting among all rules.

**603 Winning space:** A space left when both players' stones have all been filled into their own territory, and losing stones filled into the "remaining spaces."

**604 Losing stone:** stone(s) of one color left when both players' stones have all been filled into their own territory.

**605 Shared space:** a space adjacent to both black and white stones in coexistence [seki], shared equally by both sides.

**606 Positioning:** Locations for placing winning space, losing stones, compensation points, and penalty points.

**607 Compensation points:** points given to the opponent to equalize the game; two points for 1/4 play, eight points for even game (zero-play handicap).

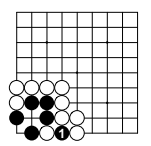
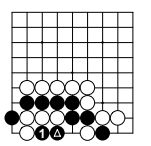
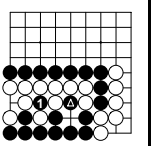
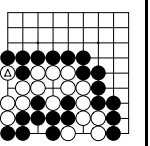
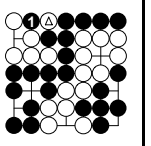
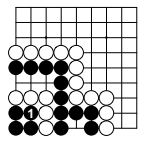
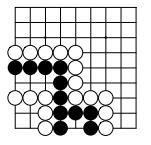
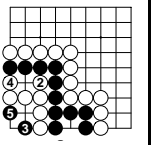
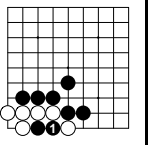
**608 Penalty points:** points penalized for exceeding the game time.

**609 Remaining spaces:** spaces left after a player's stones have all been filled into that player's territory. Most of them are winning spaces. In case of a tie, the remaining space is a shared space.

**610 Quadri-space:** any part of the board with four vacant spaces forming a square shape.

**611 Difference value:** The fill-in to count method counts only the difference value, with one point for winning space, two points each for losing stones, compensation points, and penalty points, and no points for shared spaces.

**Illustration of Moves are Board or Pass Plays; Unrestricted Except for Invariation**

<b>Board plays seek variation</b>	<b>Forbidden moves due to invariation</b>	Not allowing immediate recapturing of hot stones prevents invariations in fighting ko's		Not allowing recycling prevents invariations of disturbing ko's			
		<b>S1 Subke hot stonell</b>	<b>S2 Double hot reinforce</b>	<b>S3 Twin hot stones</b>	<b>S4 Unnecess ary fight for hot</b>	<b>S5 Recycling of ko threats</b>	
							
		The only one in traditional rules	With the four examples above, the Ing rules account for all the invariations. "Game with no outcome" becomes a historical term.				
	<b>Free choice of moves due to invariation</b>	Traditional rules forbid self-removal, but self-removal results in variation and should be allowed					
		<b>S6 Self-removal 1</b>	<b>S7 Self-removal 2</b>	<b>S8 Self-removal 3</b>	<b>S9 Self-removal as ko threat 1</b>	<b>S10 Self-removal as ko threat 2</b>	
						<b>Opponen t must reinforce within the oversize eyes after self-</b>	
		According to traditional rules, the side with a bigger eye wins. Using Ing's rules, a seki results, illustrating that self-removal provides variation			Self-removal can be used as a ko threat for eliminating the opponent's eye		

**Illustration of Moves are Board or Pass Plays; Unrestricted Except for Invariation**

<b>No contest for pass plays</b>	<b>Types of pass plays</b>	<b>Not allowing immediate recapturing of hot stones prevents invariations in fighting ko's</b>			<b>Not allowing recycling prevents invariations of disturbing ko's</b>	
		<b>S11 A resignation</b>	<b>S12 A handicap game</b>	<b>S13 Endgame pass plays</b>	<b>S14 Mutual pass plays</b>	<b>S15 Two more pass plays</b>
		<b>2:pass play</b>	<b>2:pass play</b>	<b>2,4:pass plays</b>	<b>3,4:pass plays</b>	<b>5,6:pass plays</b>
		<b>Game ends</b>	<b>Game continues</b>			<b>Game pauses</b>
	<b>Game pauses after two pass plays</b>	<b>Not allowing immediate recapturing of hot stones prevents invariations in fighting ko's</b>			<b>Not allowing recycling prevents invariations of disturbing ko's</b>	
		<b>S16 Basic diagram</b>	<b>S17 Pass plays by both sides</b>	<b>S18 Recapture after intervening pass</b>	<b>S19 Two more pass plays</b>	<b>S20 Black group is captures</b>
			<b>4,5: pass plays</b>		<b>10,11: pass plays</b>	<b>13: pass plays</b>
		<b>According to Ing's rules, a hot stone can be recaptured after an intervening board or pass play. The Japanese rules mistakenly require one to look for a ko threat, thus resulting in the dispute between Go Seigen and Iwamoto in 1948. This is illustrated in the above example by James Davies.</b>				

**Illustrations of Determine Life and Death by Breath Type; Ko is Fighting or Disturbing**

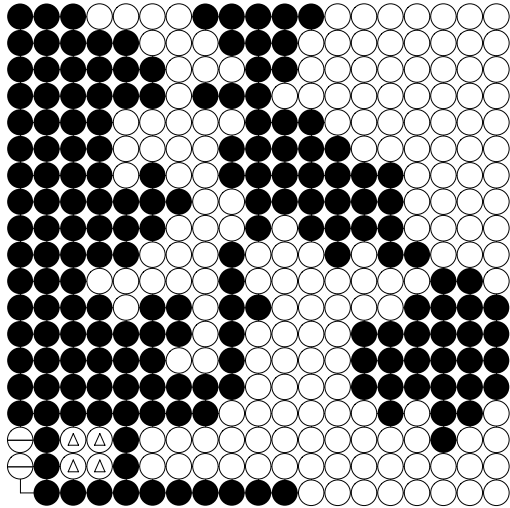
<b>Basic breath patterns</b>	<b>Q1 Eye breaths</b>	<b>Q2 Shared breaths</b>	<b>Q3 Ko breaths</b>
<b>Compound breath patterns</b>	<b>Q4 Eye &amp; shared breaths</b>	<b>Q5 Eye &amp; ko breaths</b>	<b>Q6 Shared &amp; ko breaths</b>
<b>Fighting ko breath patterns</b>	<b>Q7 Single hot stone</b>	<b>Q8 Double hot stones</b>	<b>Q9 Twin hot stones</b>
		<b>Invented by Ing</b> 	<b>Invented by Ing</b> 
<b>Disturbing ko breath patterns</b>	<b>Q10 Recycling</b>	<b>Q11 Recycling ko threats</b>	<b>Q12 Self-disturbing</b>
	<b>Invented by Ing</b> 	<b>Invented by Ing</b> 	<b>Invented by Ing</b> 
<p><b>Note: Breaths are associated with stones, and they differ according to the type of stones involved. There are a single stone, a group of stones, and ko stones. A single stone has false breaths only but no internal breaths. The passive breaths of a group of stones can be the eye breaths of permanent breaths, or shared breaths of balanced breaths. The breaths of a ko stone can be the passive balanced breaths or active fighting, or disturbing ko breaths. Ko breaths are the king of all breaths, and it's what make Goe interesting.</b></p>			

## **Illustration of stones and spaces are both territory; fill in all stones to count points**

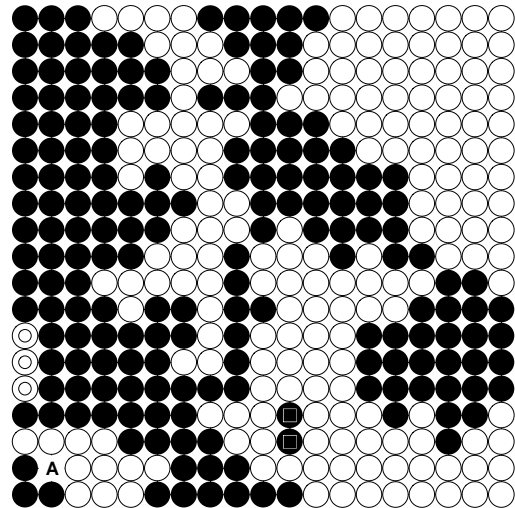
The Ing rules invented the fill-in to count procedure to go along with the definition of stones and spaces are both territory. This is the most ideal counting procedure for determining the outcome of a game. The rules are getting progressively more perfect from the first generation space comparison (before the Song Dynasty), to the second generation stone counting (after the Ming dynasty), to the present Ing's point counting system of the third generation. The space comparison method has a fatal deficiency which changes the way Goe is played by not being able to verify life and death by removal, but by adjudication. The Japanese are still practicing this counting system which is generally known as the "Japanese method." The Chinese, on the other hand, abandoned this method 500 years ago and have been using the stone counting system known as the "Chinese Method." Undoubtedly, the Ing point counting system will become the "International Method" in a few decades.

The advantages of the Ing point counting system are: 1) develop the good habit of maintaining a complete set of stones through the usage of the Ing equipment (which present the total number of stones at a glance) in applying the concept of counting both stones and spaces as territory 2) the configuration on the whole board is left undisturbed after the fill-in procedure, 3) the outcome of the game is clear at a glance (even children can follow easily). Besides the winning space, the losing stones, the compensation stones and penalty stones, the value of all the other stones cancels out and does not affect the final score. Correct positioning requires one to pick the corner for the winning space first. If no corner is available, use one of the sides instead. Losing stones are positioned along the side of a corner immediately next to the winning space. Compensation stones and penalty stones are filled separately into the quadri-space near the winning space.

## Illustrations



**Diagram 1 — With 8 -point compensation (four marked white stones): black wins by five points (two marked white stones plus winning space).**



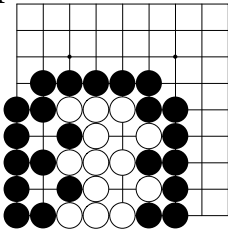
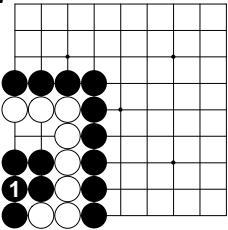
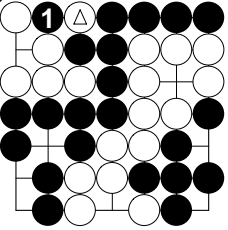
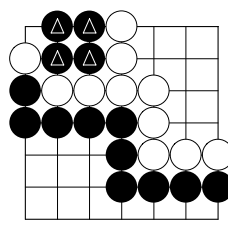
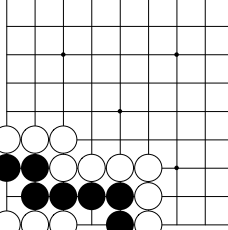
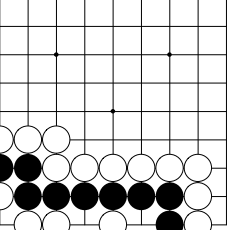
**Diagram 2 — With 4 -point penalty on White (two marked black stones): Black wins by six points (three marked white stones).**

## The Four Possible Results of Bent-four-in-the-corner

<p>Four possible outcomes of a bent-four-in-the-corner</p>	<p><b>In case of a bent-four-in-the-corner, these rules require players to verify life and death by removal. No exceptions.</b></p>			
	<p><b>No ko threat: Death</b></p>	<p><b>Large ko threat: life</b></p>	<p><b>Small ko threat; exchange</b></p>	<p><b>First player wins</b></p>

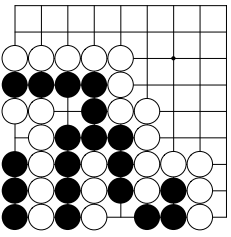
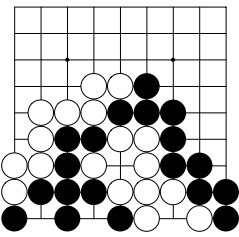
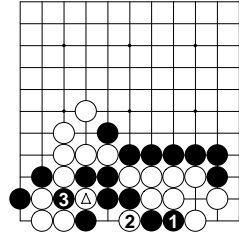
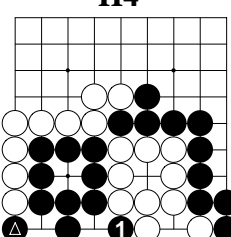
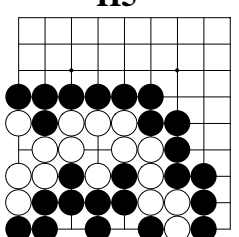
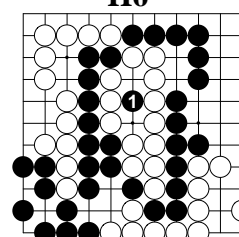


Illustration of Adjudication Versus Ing Rules for Rare Positions

Japanese rules	Game with no outcome	Requirement to reinforce a ten thousand year ko resulting in one less point	Fake life with double ko. It's not alive
Ing's rules	Groups with balanced breaths are alive in a seki after the disturber is prohibited from recycling	Spaces & stones are both territory; it doesn't cost one anything to reinforce.	After the disturber is prohibited from recycling ko threats, his groups are dead
Six Japanese adjudications	P1 	P2 	P3 
Japanese rules	Three-points-without-Capturing. White has the upper hand	Bent-four-in-the-corner is not related to the rest of the board and is unconditionally dead	Possible kos must be reinforced at the end of the game
Ing's rules	If neither side captures, it's a seki. Where do the three points come from?	Bent-four-in-the-corner is an integrated part of the whole board, with four possible outcomes	To reinforce or not is the players' decision; no one can interfere.
Six Japanese adjudications	P4 	P5 	P6 

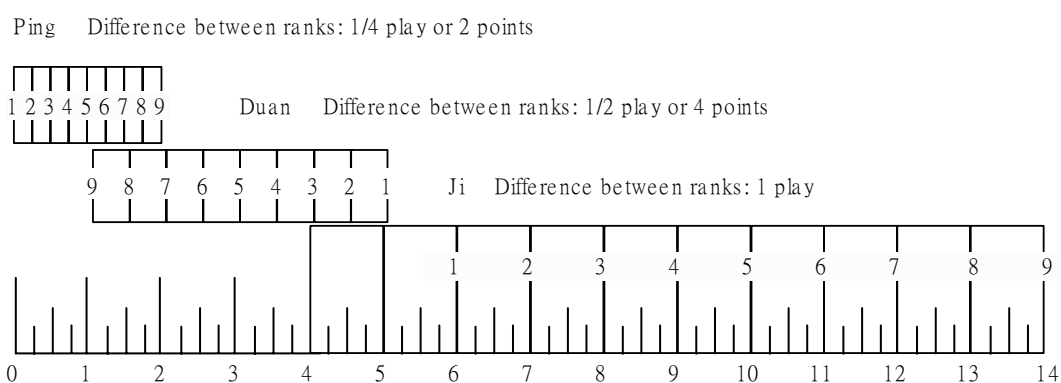
Illustrations

Illustration of Adjudication Versus Ing Rules for Rare Positions (cont.)

<b>Exam ple</b>	<b>Seki (by Kaise Takaaki)</b>	<b>Seki</b>	<b>Recycling (two space high approach joseki)</b>
<b>Corre ct soluti on</b>	If neither side wants to capture any of the three sets of triple stones, it's a seki	A special case where the external ko breaths become balanced breaths because the number of external breaths & the number of internal breaths on both sides pair up.	Recycling of double ko stone threats appeared in the game between Rin Kaiho and Komatsu Hideki
<b>Diagr ams</b>	<b>H1</b> 	<b>H2</b> 	<b>H3</b> 
<b>Exam ple</b>	<b>Triple ko with one eye each</b>	<b>False triple ko (one eye plus false breaths)</b>	<b>Recycling of ko threats with triple ko stones</b>
<b>Corre ct soluti on</b>	Breath points are not balanced. It's not a disturbing ko but a fighting ko with twin hot stones.	The side with no eye is the disturber (disturbed death), whose stones are captured after he is prohibited from recycling.	White is alive after black is prohibited from recycling ko threats
<b>Diagr ams</b>	<b>H4</b> 	<b>H5</b> 	<b>H6</b> 

## Diagram of the Ping-Duan-Ji Rating Scale

### Scale comparison



## Ing's Symbols for Tournament Results

	Won			Draw	Lost		
	Unconditional	By compensation	By forfeit		Unconditional	By compensation	By forfeit
Black	⊕	⊕	⊕	⊕	⊖	⊖	⊖
White	⊕	⊕	⊕	⊕	⊖	⊖	⊖

## Illustrations

### Ing's Tournament System

Day	1/1	1/2	1/3	1/4	1/5	1/6	1/7	1/8		
Round	1	2	3	4	5	6	7	8		
4					7		4		16	in
3				⑦ 11		④ 16		8 ⑩		
2			4 ⑪ ⑦ 15		④ 15 11 ⑩		3 ⑩ ⑧ 11		3 8 15	out
1		1 ④ 6 ⑦ 10 ⑪ 13 ⑮		③ ⑮ ④ 6 12 ⑯		③ ⑩ ⑥ ⑪ 8 15		③ 11 6 ⑮		
0	① 2 3 ④ 5 6 7 8 9 ⑩ ⑪ 12 ⑬ ⑭ ⑮ 1		1 ⑥ ③ 5 10 ⑫ 13 ⑯		③ 12 ⑥ 10 ⑧ 9		2 ⑥ 12 ⑮		6 11	
-1		2 ③ ⑤ 8 9 ⑫ 14 ⑯		1 ⑧ 5 ⑨ ⑩ 13		1 ⑫ ② 9 10		2 12		
-2			2 ⑧ ⑨ 14		① 5 ② 13		1 10 9			
-3				② 14		5 13				
-4					14					

1. This chart shows a tournament to select three winners from sixteen participants. A player gets in (leaves the tournament as a winner) when he wins four more games than he has lost. For other number of participants or desired winners, the in and out lines can be adjusted.
2. Pairings are made by closest number on the same line, except that, if possible, the same tournament.
3. Winners move up the line.
4. A box around a number indicates that it was borrowed from a different line to pair an odd number of players.

## **Afterward On the 1996 Edition of the Goe Rules** **by Ing Chang-Ki**

The advantages of the traditional verbal rule set is its simplicity and the ease of remembering it; however, over-simplicity is also one of its main shortcomings. By failing to allow all moves that result in variation and not being able to distinguish fighting ko's from disturbing ko's, the verbal rules cannot resolve the rare ko positions, e.g., eternal life ko's (or "double hot stone ko's" according to the Ing rules), triple ko's (or "twin hot stone ko's"), and cyclic ko's (or "disturbing ko's"). since the traditional rules fail to resolve these life and death situations, games in which they occur are adjudicated as games with no outcome. due to these incomplete rules, drawn games can occur in tournaments with one-game matches, regardless of whether the compensation [komi] for white is 5.5 or 8 points. This can greatly disrupt the schedule of the tournament and would eventually lead to the abolishment of these rules. The future unified international rules should have no adjudications, and among all the present rules, only Ing's rules can claim this.

Let's compare the Ing rules against the first generation (before song dynasty) and the second generation (after Ming Dynasty) rules, and look at their similarities and differences in the following areas: 1) moves, 2) removal, 3) ko, and 4) counting.

Ing's rules on moves: a) the game starts from an empty board, b) black plays first followed by white, c) one move at a time, d) moves are board or pass plays, and e) moves are unrestricted except for invariation.

a) In first and second generation traditional Chinese rules, setup stones were required for both handicap and even games, which reduced the diversity of the game and was against the principle of Goe. About three hundred years ago, the Japanese began to require even games to start from an empty board, but the rules on setup stones for handicap games remained unchanged.

b) In the old days, there was no regulation on which color playing first. This was a custom which changed with time. At the same time s the Japanese abolished the setup stones on even games, they also imposed the rule on black playing first.

c) making one move at a time is a rule that all rule sets agree upon.

## Appendix

---

d) the idea of board and pass plays was borrowed from the American Go Rules of 1934. The concept of pass was replaced by that of a pass play which is considered a move. The game pauses after two consecutive pass plays and ends after four consecutive pass plays, consolidating the rule for ending a game. This is a very important concept.

e) the rule that allows all moves except invariation was a significant invention which eliminates the need for all adjudications. Traditional rules fail to allow all moves that provide variation and forbid self-removal.

2) Ing's rules on removal: Breathless stones are removed if the removal of a single stone or a group of stones results in variation. The same applies to ko stones: removal is allowed only if it results in variation; otherwise it's a ko (requires an intervening board or pass play). Determine life and death by breath type (real or false breaths). In case of a dispute, verify by removal, so that there is no regret on either side. The first generation rules determine life and death by the number of eyes (which fails to explain coexistence [seki]) and define captured stones as those being totally enclosed. In using the space comparison method, one can't resolve the life and death of a bent-four-in-the-corner or three-points-without capturing and has to rely on adjudications. This is a fatal shortcoming. The second generation rules also have the same definition for life and death, and captured stones as the first generation, but can verify life and death by removal due to the difference in the definition of territory (by counting stones instead of comparing spaces). The traditional rules only allow the capturing of the opponent's stones, while ing's rules allow the removal of stones from either side.

3) Ing's rules on ko: Ko prevents invariations; classified as fighting or disturbing. Repeated removal of ko stones after intervening board or pass plays is a ko fight; cyclic removal of ko stones is disturbing. The hot stone rule prevents invariations by forbidding the removal of hot stones (i.e., immediate recapturing of ko stones) in a ko fight. The disturbing ko rule prevents invariations by disallowing the disturber from disturbing after one complete cycle (of repeated board positions). Since all the invariations are accounted for, every life and death shape can be resolved. A fighting ko determines life and death by fighting over single, double, or twin hot stones. A disturbing ko on the other hand, cannot alter the life and death of the position. The

disturber initiates a cyclic capturing of ko stones by fighting an unnecessary hot stone fight or recycling ko threats. There are the following four types of disturbing ko: 1) disturbed death, 2) disturbed life, 3) self-disturbance, and 4) recycling of ko threats. The traditional first and second generation rules have similar ko rules involving only the single hot stone. Ing rules completely resolve the six ko shapes that have been adjudicated as games with no outcome based on the traditional rules. Such deficiencies of the traditional rules due to over-simplicity must be amended.

4) Ing's rules on counting: The criteria for determining the outcome of the game are "both stones and spaces are territory; spaces belong to the color of the surrounding stones". The procedure for counting is "fill in all stones to count, measure territory by the number of stones." The chance of a drawn game is less than one out of ten thousand games. The outcome of the game is clear at a glance; even young children can follow. This is the most scientific and ideal counting procedure ever developed.

Other features of Ing's rules include, 1) eight-point compensation [komi], 2) penalty points for exceeding game time, 3) handicap as small as 1/4 play or 2 point for a single match, 4) Ing's symbols for tournament results, and 5) Ing's tournament system.

**Appendix**

**High Quality Purple Sandalwood Rotational Style Ing Table**



1)



2)

3)

4)

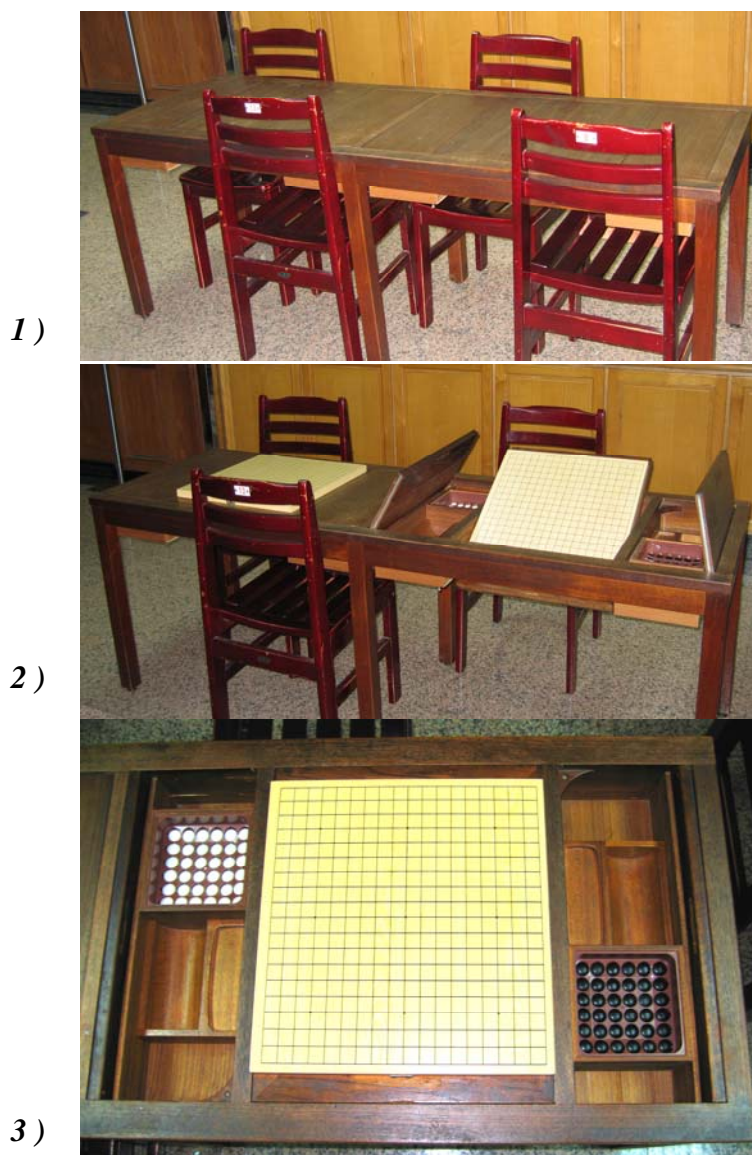
5)

6)

1) Exquisite and stylish furniture (also available in redwood and black sandalwood.	5) A view of the rotational tray and the measuring device without the covering lid.
2) Trays on both sides can be rotated out by pressing on the leverages.	6) The measuring device can be lowered by a forward-push of the tray.
3) Table top can be flipped up-side-down by releasing a spring loaded switch.	7) When gathering stones back into the tray, the sitting board for the lid can be removed.
4) A view of the rotational tray and the measuring device.	8) To inspect the number of stones, one can raise the measuring device with a backward-pull of the tray.



### Rectangular Style (Dual Board) Ing Desk



<p>1) An external view of the table (they are suitable for large tournament halls).</p>	<p>2) The board can be flipped up-side-down reviewing playing surface. The covers on the sides of the board can be opened.</p>	<p>3) A view of the table, showing the measuring devices and the space for the game clock.</p>
---	--	--

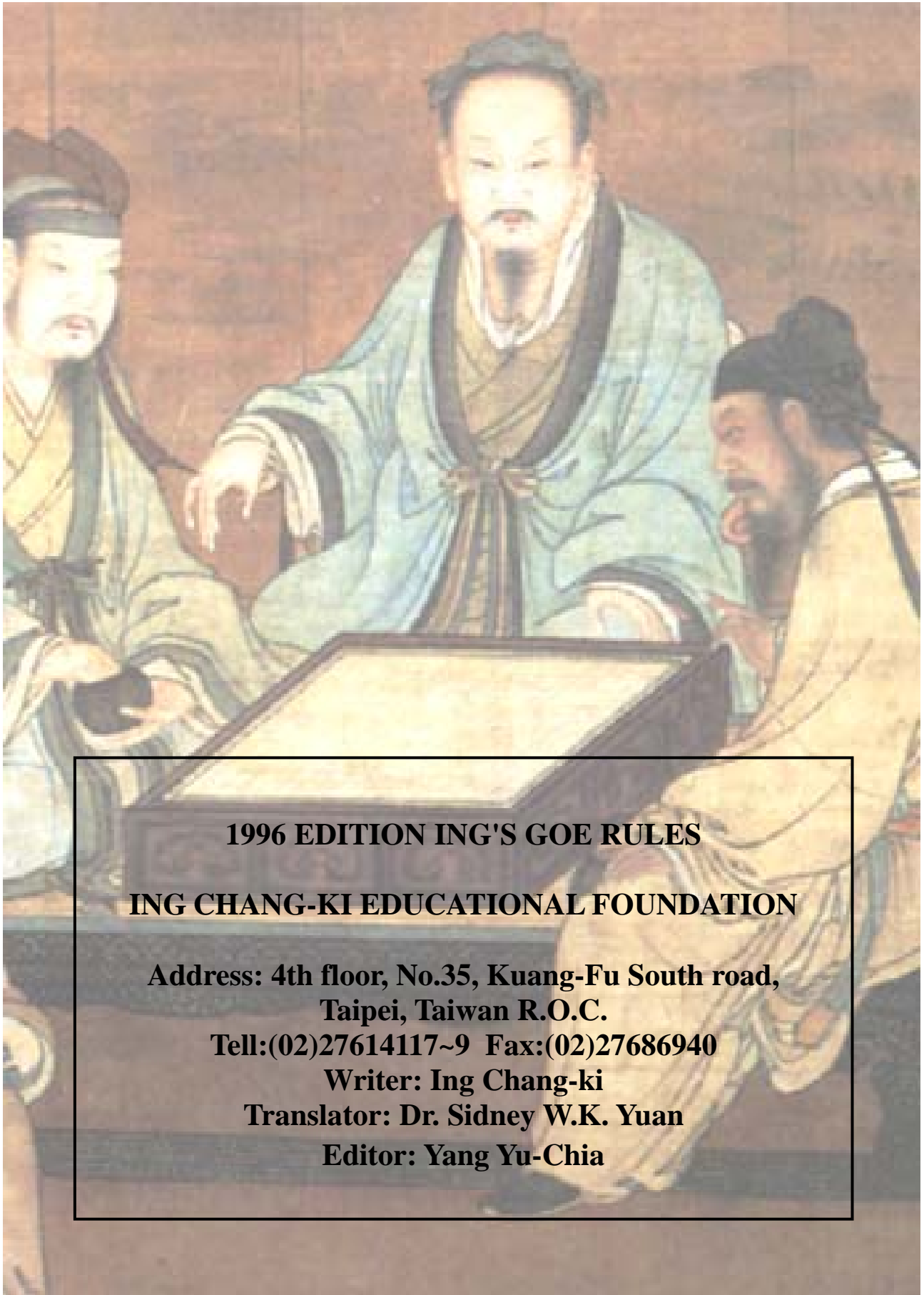
## Appendix

---

### Ing Clock / 9186B Retractable Style Ing Bowls (With Measuring Devices)



- 1) Liquid crystal displays on both sides of the clock, with Chinese/English or Chinese/Japanese voice command.
- 2) It can be programmed for basic time and overtime (with penalty point system or second-reading system).
- 3) An external view.
- 4) Press counter-clockwise on the center of the lid to open.  
Turn the lid up-side-down and place the bowl on top of it.  
Lock in place by pressing clockwise in the center. Start the game.



**1996 EDITION ING'S GOE RULES**

**ING CHANG-KI EDUCATIONAL FOUNDATION**

**Address: 4th floor, No.35, Kuang-Fu South road,  
Taipei, Taiwan R.O.C.**

**Tell:(02)27614117~9 Fax:(02)27686940**

**Writer: Ing Chang-ki**

**Translator: Dr. Sidney W.K. Yuan**

**Editor: Yang Yu-Chia**