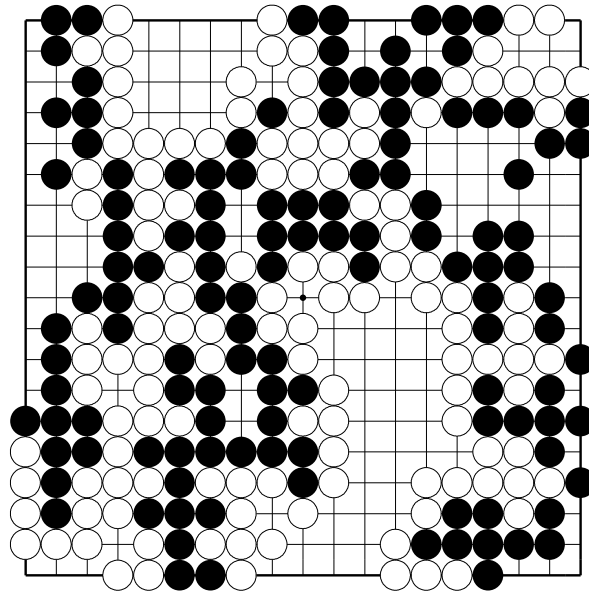


Counting a Go Game Using the Ing Scoring Method

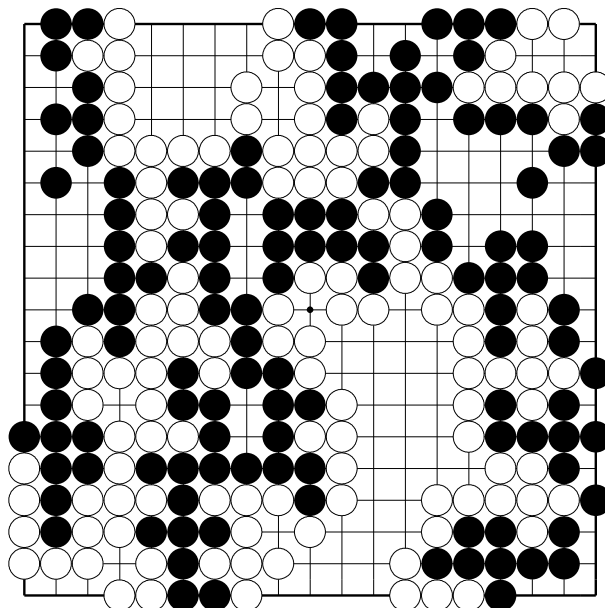
Make sure that each player has exactly 180 stones at the beginning of the game. The Ing equipment count the stones automatically. Do not mix stones from different sets during the game.

For demonstration purposes we use a game from the 1st Ing Cup, played between Cho Hun-hyeon and Nei Weiping. Players filled in the neutral points before passing because they are each worth a point, just like in the AGA rules. The final game position is shown below.



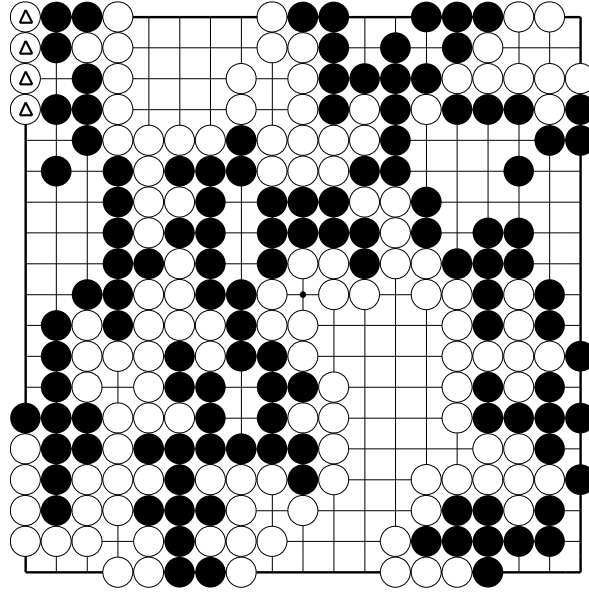
Remove Dead Stones

If there is a dispute about the status of a group, the position is played out until settled.



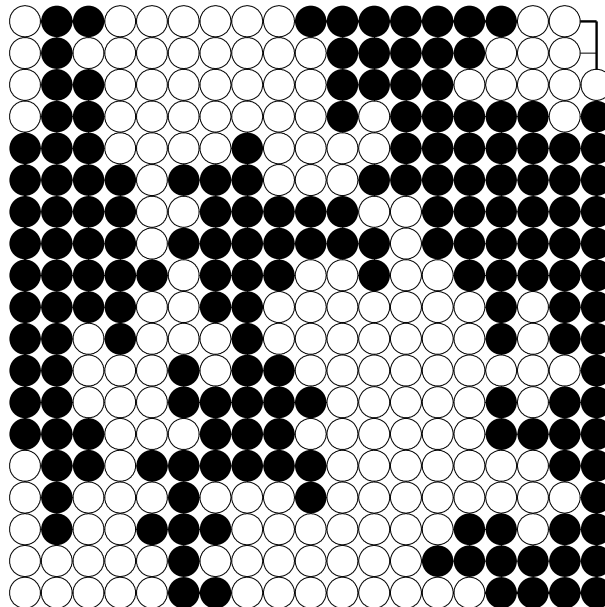
Claim komi

The Ing rules use an 8 point komi, which is equivalent to $7\frac{1}{2}$ points under the Japanese counting system. In order to claim komi White places four stones into Black's territory as shown below. Each stone is worth 2 points—one for the stone itself and a second for filling in one of Black's empty spaces.

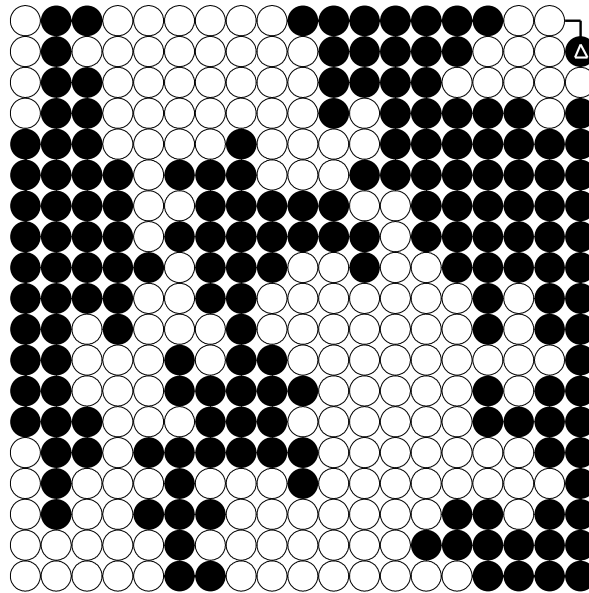


Fill in territories

Black and White each take the remaining stones from their bowls and fill in their own territory as shown below. The winner of the game will have one or more spaces remaining after the filling is complete.



The margin of victory is the sum of the empty spaces on the board plus the number of surplus stones. The usual way to count this is to place the surplus stones into the empty spaces and then counting two points for each surplus stone and an extra spot for the final vacant point. For this game, White's margin of victory is 3 points.



When the surplus stones are filled there will be exactly one space remaining on the board, which serves as a useful check that all stones have been accounted for.

Handicaps

In handicap games of N-stone handicap, White must receive N-point compensation to make the result equivalent to territory counting. If N is even, White places N/2 stones in Black's territory. If N is odd, White places (N-1)/2 stones in Black's territory and one point of Black territory is left open. In this case the margin of victory is just twice the number of losing stones. In handicap games, White wins ties.