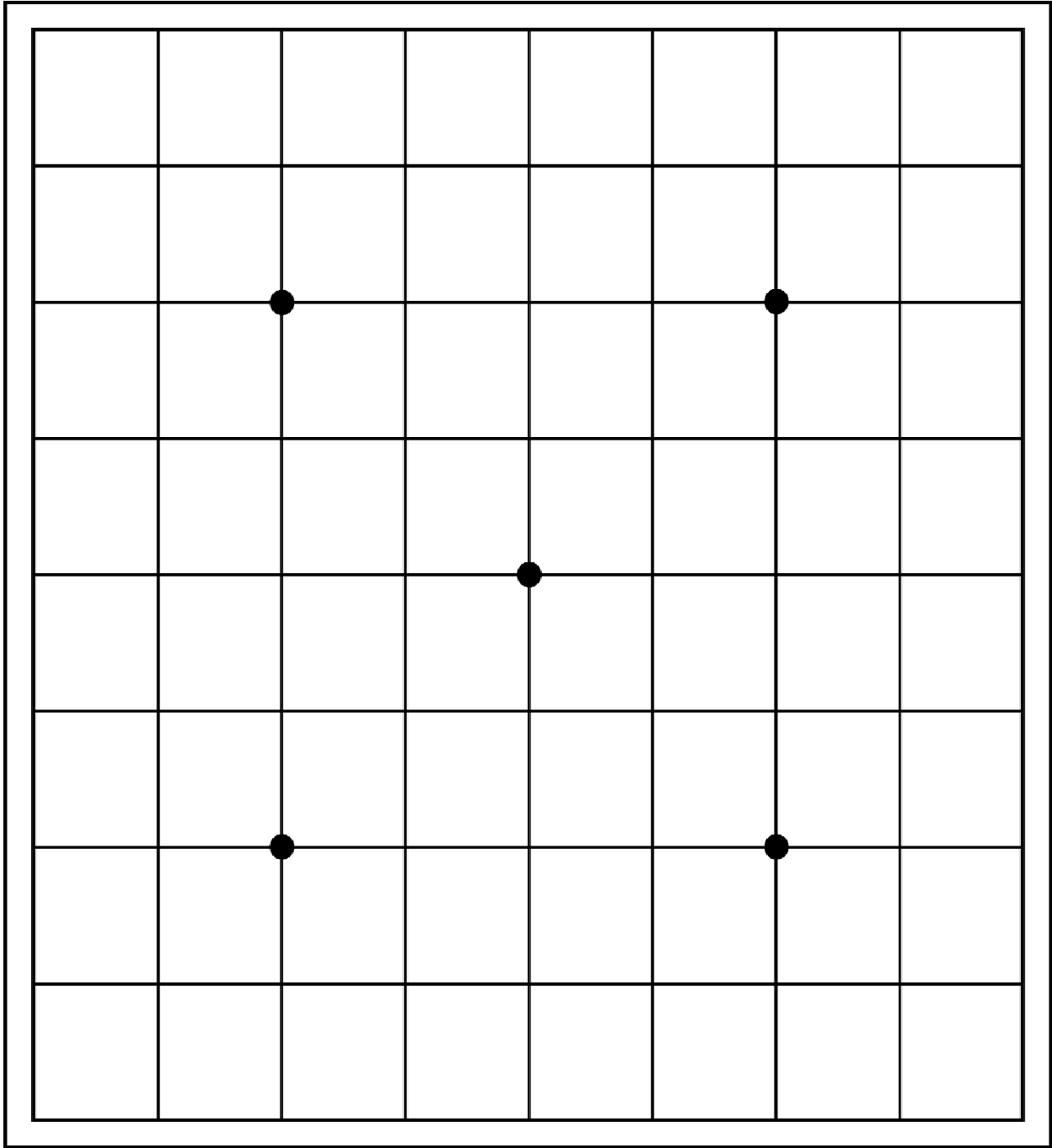




# Penn Go Society



Wednesday evenings: 5:30 – 10:30 p.m.  
Bistro Room, Houston Hall, 3417 Spruce Street  
University of Pennsylvania, Philadelphia, PA 19104  
<http://chapters.usgo.org/penngo>





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## *Rules of Go*

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There are 2 players. One player is black, the other white. Black moves first. The pieces are referred to as “stones”.

The game is played on a 19x19 board. A 9x9 or 13x13 board can be used for a quicker game.

Players alternate moves by placing stones, one at a time. Stones are placed at intersections of lines (not in the spaces like checkers or chess). Stones can also be placed at intersections along the edge or in the 4 corners.

Once stones are placed, they are not moved. Stones can only be removed if captured (see below).

A single stone is captured if the opponent’s stones occupy all its adjacent points (“liberties”). When captured, a stone is removed from the board.

A group of stones can be captured when all its liberties have been taken.

A stone cannot be placed where it has no liberties (is in “atari”) unless by playing there it completes the capture of an opponent’s group.

A board position cannot be repeated. That is, a capture that goes back and forth is not allowed. The players must play elsewhere before returning to capture back at the original position.

A player may “pass” (i.e., not place a stone) if there are no more useful moves. If both players pass, then the game is ended and the amount of surrounded territory is determined.

A player’s score is determined by adding territory (surrounded intersections) and captured stones. The player with the highest score wins.