

GO

Go is a game of pure skill, with no random element. While the rules are short and simple, the strategy and tactics are as deep as you wish to make them. A handicap system allows an even game between players at different levels. Go is played by people of all ages. A typical club game lasts under one hour.

The rules of Go are simple, however the strategy and tactics are more challenging than chess.

Go originated some 4,000 years ago in China and spread to Japan and Korea around the 6th century AD. It came to the West at the end of the 19th Century.

Join us to play go

- Enjoy time in pleasant company
- As you play listen to good music & enjoy agreeable drinks
- Take up a new challenge, keep your brain healthy
- Take part in tournaments around England
- Learn a new language, words like: *ko*, *seki*, *atari* and *sente*



St Albans Go Club

The rules of GO

The aim of the game is to control empty territory on the board.

- Start with an empty board, black plays first
- Stones are placed at intersections and then do not move
- Stones are captured (die) when they have no liberties
- A player may not leave the board in the same state as after their last move – to avoid stalemate: eternal repetition (*ko*)
- The game ends when there are no useful moves left

The game is usually played on a 19 x 19 board, although beginners often start on 9 x 9 or 13 x 13 boards. This allows the basic skills of the game to be learned.

Eyes

A group of stones can surround an empty intersection where the opposition cannot live, this is called an eye. If a group has two eyes it cannot be captured. Part of your strategy is to create eyes and to link your stones to them.

Scoring

The score is the number of empty intersections that a colour controls.

St Albans Go Club

<http://www.stalbans-go.org.uk/>

We meet every Wednesday at the White Lion Public House in Sopwell Lane, St Albans AL1 1RN from about 8pm.

British Go Association

<http://www.britgo.org/>