

Example 3 values: The average local move value is $M = (B - W) / (b + w) = (27 - (-11)) / (1 + 2) = 38/3 \approx 12.67$ points. The locale's average starting position value is $P = B - b*M = 27 - 1*38/3 = 81/3 - 38/3 = 43/3 \approx 14.33$ points.

Example 3 interpretation: In a basic ko situation, there is a difference of 3 plays between Black versus White winning the ko. Therefore one has to divide by 3 when calculating the average local move value and comparing it to per move values of ko threat plays. The locale of *Example 3's* starting position has the average value $43/3$ points. With the 1 play in *Dia. 3.2*, Black gains $38/3$ points and afterwards the locale's count becomes $43/3 + 38/3 = 81/3 = 27$ points. With 2 successive white plays in *Dia. 3.4*, White lets Black lose $2 * 38/3 = 76/3$ points and afterwards the locale's count becomes $43/3 - 76/3 = -33/3 = -11$ points.

4.4 Local Positional Judgement

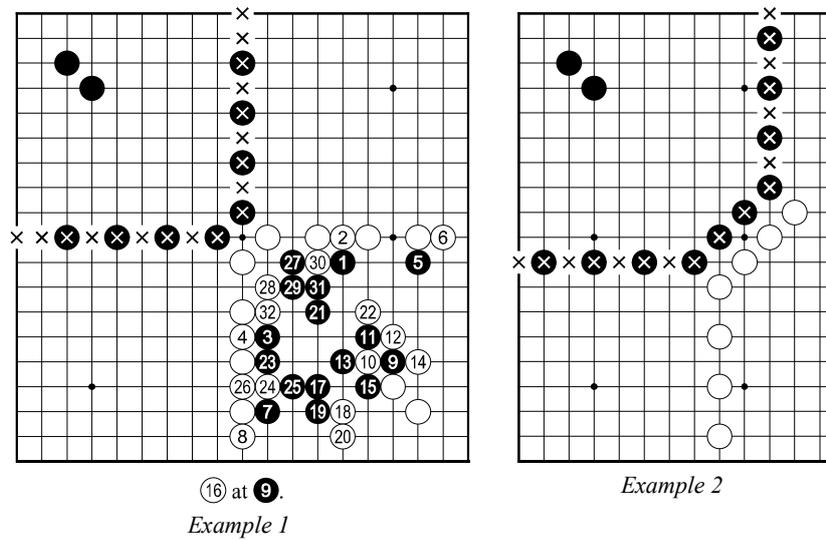
Local Positional Judgement counts or approximates the likely territory and the territorial value of outside stones. For this purpose, values or estimates of current territory, early corner moves, influence stones and unsettled groups are determined. In particular, influence stones are studied with respect to opposing territory, extensions or excess numbers of stones. Current territory is calculated as in *4.2 Current Territory in Quiet Groups* (p. 162). A more advanced method uses iterative endgame calculations, for which the reader might wish to consult textbooks on the endgame. Deciding between playing versus not playing elsewhere is a possible application of Local Positional Judgement. See *3.11 Playing Elsewhere* (p. 107).

4.4.1 Early Corner Moves

The average local move value of an early corner move is about 14 points.

This average local move value of a player's stone includes his territory, his territorial value of influence and the reduction of both territory and territorial value of influence of the opponent. A decrement of opposing value equals an increment in favour of the player. First moves in empty corners, approach moves, moves forming corner enclosures and other early corner stones are assumed to have almost the same value. Although we do not know the exact size yet, there are two approximations to an

early play's average local move value. The classic approximation justifies twice the komi, that is currently about 14 points. It makes the simplifying assumption of small linear decrements of move values during the game fair for both players and relies on the empty board's colour symmetry of either player making the game's first move. The alternative approximation is derived by means of the following examples:

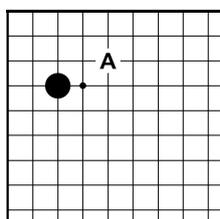


Example 1: What is the value of the game's first move? We assess the value of Black's stones in the upper left. Assuming that each invasion would die, the crosses encircle the territory remaining after an imagined simplified sente end-game reduction. 10 black stones are needed to make 79 points. The 7.9 points per stone are the territory efficiency but not the average local move value, which must refer to both Black's territory and White's prevented territory. To calculate the latter, we rely on the symmetry of the starting position and assume Black's 10th line stones to have equally much inside and outside influence. Since 80% of Black's stones in the upper left corner have outside influence, its territorial value is $80\% * 79 = 63.2$ points. Altogether the aforementioned 10 stones represent $79 + 63.2 = 142.2$ points while White has 0 points in the upper left corner. Its count is $142.2 - 0 = 142.2$ points. In the colour-inverse position with 10 white stones in the upper left, Black has 0 points there while White has 142.2 points; the count is $0 - 142.2 = -142.2$ points. To calculate the average local move value,

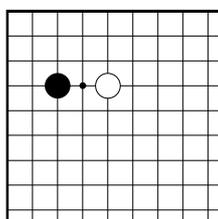
we divide the difference of counts by the sum of numbers of excess plays:
 $(142.2 - (-142.2)) / (10 + 10) = 284.4 / 20 = 14.22$ points.

Example 2: This is an alternative to *Example 1*. It is an exercise to kill invasions. 12 black stones make 95 points of territory. 10 of 12 stones or some 83.33% have also outside influence and would support a reduction of 83.33% * 95 \approx 79.17 points if, in an idealised view of an imagined bigger board, the white stones were at a distance and all the black stones could use their outside influence well. So all 12 stones represent some 174.17 points. Hence the average local move value is $(174.17 - (-174.17)) / (12 + 12) \approx 14.51$ points.

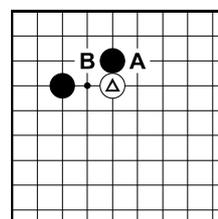
Conclusion: After rounding down, a reasonable approximation of the average local move value of an early corner move is about 14 points.



Example 3 (14 points)



Example 4 (14 points)



Example 5 (14 points)

Example 3: From *Examples 1 + 2*, we know that early during the game the average local move value of playing at A is about 14 points.

Example 4: This is stable and considered perfectly equal for Black and White. Early in the game, playing either stone as an approach move must therefore have almost the same value as playing a first stone in an empty corner: 14 points.

Example 5: White A and an ensuing sequence ending by a white move (White plays 1 stone more during that sequence) leads to a joseki position with an equal number of black and white stones that therefore can be assigned the count 0, if this includes both territory and territorial value of influence. The easiest understood good move for Black is Black B, is played in a one move sequence, during which Black plays 1 stone more than White, and creates a position where tewari removal of the stones at B and triangle exhibit our well known corner enclosure with a value of 14 *per stone* or 28 points for the two black stones. The difference of numbers of additionally played stones is 1 more black stone (after Black B) versus 1 more white stone (after completion of the joseki); this amounts to a difference of 2 moves. Now we can calculate the average *per move* value of either player's next move: $(28 - 0) / 2 = 14$ points.