

---

**PETER SELINGER**, Dalhousie University

*On 3-terminal positions in Hex*

The theory of passable games is a version of combinatorial game theory over partially ordered sets of atoms. It is suitable for modelling monotone set coloring games such as Hex. In this talk, I will apply this theory to obtain results about 3-terminal positions in Hex. I'll introduce a family of positions called superswitches and give applications to the verification of Hex templates. I'll also give a characterization of pivoting templates, and describe how they can be used to derive a new handicap strategy for  $11 \times 11$  Hex. This is joint work with Eric Demer.