



## Chinese Go Terms

The romanization given in this Chinese Go Terms list is in Hanyu Pinyin. If the simplified characters and the traditional characters for a Chinese term are different, then the traditional characters [1] will be listed in parentheses.

When you encounter two characters with the same Hanyu Pinyin romanization, it is possible that they represent different Chinese characters with the same pronunciation.

There are four main tones in Hanyu Pinyin (yīng, yáng, shǎng, qù), as well as a light tone. The light tone has no diacritical tone marks. Due to the difficulty in entering the diacritical tone marks in computers, it is common to see the them replaced by numbers in the form ying1, yang2, shang3 and qu4. Also, ü is often entered as v or uu for the same reason.

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### A

- 安定 āndìng - settle

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### B

- 白 bái - white
- 白方 bái fāng - white player
- 败 (敗) bài - failure
- 败着 (敗著) bài zhāo - losing move
- 扳 bān - hane
- 扳断 bān duàn - hane through
- 板六 bǎn liù - rectangular six
- 半劫 bàn jié - half-point ko
- 棒接 bàng jiē - pole connection
- 包围 (包圍) bāo wéi - surround
- 薄 báo - thin

- 保留 - bǎoliú - leaving a local position temporarily, waiting how surrounding situation will develop
- 抱吃 bào chī - capturing technique by atari
- 本身劫 běn shēn jié - local ko threat
- 本身劫材 běn shēn jié cái - local ko threat
- 本手 běn shǒu - proper move
- 笨重 bèn zhòng - heavy
- 崩 bēng - collapse
- 崩溃 (崩潰) bēng kuì - collapse
- 逼 bī - checking extension
- 鼻顶 (鼻頂) bí dǐng - nose tesuji
- 比气 (比氣) bǐ qì - capturing race
- 比赛 (比賽) bǐ sài - tournament
- 边 (邊) biān - side
- 变化 (變化) biàn huà - variation
- 变相中国流 (變相中国流) biàn xiàng zhōng guó liú - mini chinese opening
- 变形中国流 (變形中國流) biàn xíng zhōng guó liú - mini chinese opening
- 变着 (變著) biàn zhāo - unusual play
- 并 (並) bìng - horizontal stretch
- 补强 (補強) bǔ qiáng - mend and strengthen a position
- 布局 (佈局) bù jú - opening
- 不利 bù lì - disadvantageous
- 不入 bù rù - suicide
- 不入子 bù rù zǐ - suicide
- 不提三目 bù tí sān mù - three points without capturing

- 不提五目 bù tí wǔ mù - five points without capturing
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## C

- 猜先 cāi xiān - guessing the stones (Nigiri: random color choice before the game)
- 猜子 cāi zǐ - guessing the stones (Nigiri: random color choice before the game)
- 参考 (參考) cān kǎo - reference
- 残忍 cánrěn - bloody / merciless
- 拆 chāi - extension
- 拆逼 chāi bī - checking extension
- 拆二 chāi èr - two-space extension
- 拆三 chāi sān - three-space extension
- 拆四 chāi sì - four-space extension
- 拆五 chāi wǔ - five-space extension
- 拆一 chāi yī - one-space extension
- 缠绕 (纏繞) chánrǎo - harassment technique
- 长 (長) cháng - stretch
- 长考 (長考) cháng kǎo - think for a long time
- 长气 (長氣) cháng qì - increase liberties
- 长生 (長生) cháng shēng - eternal life
- 场合定式 (場合定式) chǎng hé dìng shì - situational joseki
- 超大飞 (超大飛) chāo dà fēi - very large knight's move
- 超高目 chāo gāo mù - 4-6 point
- 超时 (超時) chāo shí - lose by time
- 成功 chéng gōng - success
- 成立 chéng lì - possible

- 秤砣 chènɡ tuó - two-stone edge squeeze
- 吃 chī - capture
- 吃亏 (吃虧) chī kuī - loss
- 持棋 chí qí - jigo
- 冲 (衝) chōng - push through
- 重复 (重複) chóng fù - overconcentrated
- 初段 chū duàn - 1 dan
- 初级 (初級) chū jí - beginner level
- 刺 cì - peep
- 次序 cì xù - sequence
- 错误 (錯誤) cuò wù - mistake
- 错小目 (錯小目) cuò xiǎo mù - rotating 3-4 points

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## D

- 搭 dā - attach
- 打 dǎ - atari
- 打吃 dǎ chī - atari
- 打二还一 (打二還一) dǎ èr huán yī - capture two recapture one
- 打挂 (打掛) dǎ guà - adjourn game
- 打劫 dǎ jié - ko
- 打入 dǎ rù - invasion
- 打三还一 (打三還一) dǎ sān huán yī - capture three recapture one
- 大 dà - large
- 大场 (大場) dà chǎng - big point
- 大飞 (大飛) dà fēi - large knight's move

- 大局感 dà jú gǎn - whole board thinking
- 大龙 (大龍) dà lóng - dragon
- 大模样 (大模樣) dà mó yàng - large-scale framework
- 大盘 (大盤) dà pán - large board (19x19)
- 大棋盘 (大棋盤) dà qí pán - large board (19x19)
- 大伸腿 dà shēn tuǐ - large monkey jump
- 大头鬼 (大頭鬼) dà tóu guǐ - two-stone edge squeeze
- 大压梁 (dà yā liáng) - Da Ya Liang
- 大眼 dà yǎn - eye with two or more spaces
- 大猪嘴 (大豬嘴) dà zhū zuǐ - j group
- 带钩 (帶鉤) dài gōu - long l group
- 单关 (單關) dān guān - one-space jump
- 单官 (單官) dān guān - neutral point
- 单劫 (單劫) dān jié - half-point ko
- 单行道 (單行道) dān xíng dào - one-way street
- 挡 (擋) dǎng - block
- 刀把五 dāo bǎ wǔ - bulky five
- 刀板五 dāo bǎn wǔ - bulky five
- 刀柄五 dāo bǐng wǔ - bulky five
- 刀五 dāo wǔ - bulky five
- 倒扑 (倒撲) dào pū - snapback
- 倒贴 (倒貼) dào tiē - reverse komi
- 倒脱靴 (倒脫靴) dào tuō xuē - under the stones
- 低 dī - low
- 敌 (敵) dí - enemy

- 抵 dǐ - hold up; push against, to support, to resist
- 抵抗 dǐkàng - to resist; resistance
- 敌人 (敵人) dí rén - enemy
- 地 dì - territory
- 地盘 (地盤) dì pán - territory
- 地域 dì yù - territory
- 点 (點) diǎn - placement; point
- 点方 (點方) diǎn fāng - eye-stealing tesuji
- 点角 (點角) diǎn jiǎo - corner invasion
- 点目 (點目) diǎn mù - counting
- 点眼 (點眼) diǎn yǎn - placement inside opponent's eye
- 丁四 dīng sì - farmer's hat; pyramid four
- 顶 (頂) dǐng - bump
- 定式 dìng shì - joseki
- 定型 dìng xíng - settle
- 东坡棋 (東坡棋) dōng pō qí - mirror go
- 斗方 (鬥方) dòu fāng - carpenter's square
- 读秒 (讀秒) dú miǎo - byo-yomi
- 渡 dù - bridge under
- 断 (斷) duàn - cut
- 段 duàn - dan
- 对策 (對策) duìcè - countermeasure
- 对局 (對局) duì jú - play game
- 对杀 (對殺) duì shā - capturing race
- 对弈 (對弈) duì yì - play game

- 遁 dùn - to escape, flee (逃遁 táodùn); (disappear)
  - 多元劫 duō yuán jié - multiple ko
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## E

- 恶手 (惡手) è shǒu - bad move
  - 二间拆 (二間拆) èr jiān chāi - two-space extension
  - 二间跳 (二間跳) èr jiān tiào - two-space jump
  - 二连星 (二連星) èr lián xīng - ni ren sei
  - 二手劫 èr shǒu jié - one-move approach ko
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## F

- 发展 (發展) fā zhǎn - develop
- 法 fǎ method, way (also 下法 xiàfǎ)
- 反扳 fǎn bǎn - counter hane
- 反打 fǎn dǎ - counter atari
- 反攻 fǎn gōng - counter attack
- 反击 (反擊) fǎn jī - counter attack
- 反夹 (反夾) fǎn jiā - counter pincer
- 反提 fǎn tí - recapture
- 方法 fāng fǎ - technique
- 方四 fāng sì - square four
- 方向 fāng xiàng - direction
- 方形 fāng xíng - mouth shape
- 防 fáng - defend
- 防守 fáng shǒu - defend

- 飞 (飛) fēi - knight's move
- 飞刀 (飛刀) - fēi dāo - (question : meaning = joseki hamete?)
- 飞压 (飛壓) fēi yā - press
- 废着 (廢著) fèi zhāo - useless move
- 废子 (廢子) fèi zǐ - useless stones
- 分投 fēn tóu - splitting move
- 分先 fēn xiān - even game
- 封 fēng - seal in
- 封手 fēng shǒu - sealed move
- 封锁 (封鎖) fēng suǒ - seal in
- 浮棋 fú qí - floating stones
- 浮子 fú zǐ - floating stones
- 负 (負) fù - lose
- 复盘 (復盤) fù pán - game review

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## G

- 概念 gài niàn - concept
- 感觉 (感覺) gǎn jué - feeling
- 高 gāo - high
- 高级 (高級) gāo jí - advanced level
- 高目 gāo mù - 4-5 point
- 根据 (根據) gēn jù - base
- 根据地 (根據地) gēn jù dì - base
- 攻 gōng - attack
- 攻击 (攻擊) gōng jī - attack



- 公气 (公氣) gōng qì - shared liberty
- 攻守 gōng shǒu - attack and defence
- 共活 gòng huó - seki
- 孤棋 gū qí - floating stones
- 挂角 (掛角) guà jiǎo - corner approach
- 拐 guǎi - bend
- 怪着 (怪著) guài zhāo - ghost move
- 关 (關) guān - one-space jump
- 官子 guān zǐ - endgame
- 龟甲 (龜甲) guī jiǎ - tortoise shell
- 规则 (規則) guī zé - rules
- 鬼手 guǐ shǒu - ghost move
- 滚包 (滾包) gǔn bāo - squeeze
- 滚打 (滾打) gǔn dǎ - squeeze
- 滚打包收 (滾打包收) gǔn dǎ bāo shōu - squeeze
- 过分 (過分) guò fēn - overplay
- 国手 (國手) guoshou -

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## H

- 好点 (好點) hǎo diǎn - good point
- 和棋 hé qí - draw
- 黑 hēi - black
- 黑方 hēi fāng - black player
- 黑先 hēi xiān - Black plays first
- 厚 hòu - thick

- 后悔 (後悔) hòu huǐ - regret
- 后面推车 (後面推車) hòu miàn tuī chē - pushing from behind
- 厚实 (厚實) hòu shí - thick
- 厚势 (厚勢) hòu shì - influence
- 后手 (後手) hòu shǒu - gote
- 后手劫 (後手劫) hòu shǒu jié - a ko in which the opponent makes the first capture
- 后续手段 (後續手段) hòu xù shǒu duàn - follow-up
- 后中先 (後中先) hòu zhōng xiān - gote with hidden sente
- 虎 hǔ - tiger's mouth
- 虎口 hǔ kǒu - tiger's mouth
- 互破 hù pò - mutual damage
- 互围 (互圍) hù wéi - mutual surrounding of territory
- 花见劫 (花見劫) huā jiàn jié - picnic ko
- 花六 huā liù - rabbit six
- 花五 huā wǔ - crossed five
- 还原 (還原) huán yuán - transposition
- 缓 (緩) huǎn - slow
- 缓慢 (緩慢) huǎn màn - slow
- 缓气劫 (緩氣劫) huǎn qì jié - approach ko
- 缓手 (緩手) huǎn shǒu - slow
- 缓征 (緩徵) huǎn zhēng - loose ladder
- 缓征子 (緩徵子) huǎn zhēng zǐ - loose ladder
- 黄莺扑蝶 huángyīng pū dié - a yellow oriole captures the butterfly = PattingTheRaccoonsBelly, a 1st-line capturing technique?
- 回手 huí shǒu - take back

- 回提 huí tí - recapture
  - 悔棋 huǐ qí - take back
  - 活棋 huó qí - living group
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## J

- 急 jí - urgent
- 级 (級) jí - kyu
- 急所 jí suǒ - urgent point
- 挤 (擠) jǐ - bump into diagonal; choke; atekomi
- 技巧 jì qiào - technique
- 计算 (計算) jìsuàn: to count [3] / to calculate / to compute; calculation; (reading/analysis)
- 佳 jiā - excellent
- 夹 (夾) jiā - clamp; pincer
- 枷 jiā - net
- 枷吃 jiā chī - net
- 假劫 jiǎ jié - false ko threat
- 假双活 (假雙活) jiǎ shuāng huó - false seki
- 假眼 jiǎ yǎn - false eye
- 假眼活 jiǎ yǎn huó - two-headed dragon
- 尖 jiān - diagonal
- 尖冲 (尖衝) jiān chōng - shoulder hit
- 尖顶 (尖頂) jiān dǐng - diagonal attachment
- 坚实 (堅實) jiān shí - solid
- 见合 (見合) jiàn hé - miai
- 教 jiāo - teach

- 交叉点 (交叉點) jiāo chā diǎn - point
- 交点 (交點) jiāo diǎn - point
- 焦点 (焦點) jiāo diǎn - focal point
- 交换 (交換) jiāo huàn - exchange
- 角 jiǎo corner (angle, horn-shaped)
- 叫吃 jiào chī - atari
- 教师 (教師) jiào shī - teacher
- 教室 jiào shì - classroom
- 基本功 jī běn gōng - fundamentals
- 接不归 (接不歸) jiē bù guī - connect and die
- 劫 jié - ko
- 劫材 jié cái - ko threat
- 结果 (結果) jié guǒ - result
- 劫活 jié huó - live by ko
- 詰棋 (詰棋) jié qí - life and death problem
- 劫杀 (劫殺) jié shā - kill by ko
- 劫争 jié zhēng - ko fight
- 解答 (jiě dá) - answer, solution
- 金柜角 (金櫃角) jīn guì jiǎo - carpenter's square
- 金鸡独立 (金雞獨立) jīn jī dú lì - double shortage of liberties also known as Golden Chicken Standing on One Leg
- 紧 (緊) jǐn - tight
- 紧带钩 (緊帶鉤) jǐn dài gōu - long l group without outside liberties
- 紧劫 (緊劫) jǐn jié - direct ko
- 紧气 (緊氣) jǐn qì - reduce liberties

- 紧气劫 (緊氣劫) jǐn qì jié - direct ko
  - 禁着点 (禁著點) jìn zháo diǎn - illegal point
  - 净吃 (淨吃) jìng chī - unconditional kill (淨= clean, only)
  - 净活 (淨活) jìng huó - unconditional life
  - 净杀 (淨殺) jìng shā - unconditional death
  - 净死 (淨死) jìng sǐ - unconditional death
  - 救 jiù - rescue; save
  - 聚 jù - placement inside opponent's eye
  - 俱乐部 (俱樂部) jù lè bù - club
  - 聚六 jù liù - six-space killable eye shape
  - 聚三 jù sān - three-space killable eye shape
  - 聚四 jù sì - four-space killable eye shape
  - 聚五 jù wǔ - five-space killable eye shape
  - 决战 juézhàn - decisive battle
  - 诀窍 (訣竅) jué qiào - secrets of success / tricks of the trade
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## K

- 卡眼 kǎ yǎn - falsify eye
- 开拆 (開拆) kāi chāi - extension
- 开花 (開花) kāi huā - ponnuki
- 开劫 (開劫) kāi jié - create ko
- 开局 (開局) kāi jú - opening
- 看花劫 kàn huā jié - picnic ko
- 抗 kàng - to resist, fight; to oppose to defy
- 靠 kào - attach one line higher than enemy stone

- 空 kōng - empty
- 空间 (空間) kōng jiān - space
- 空三角 kōng sān jiǎo - empty triangle
- 空 kòng - territory
- 跨 kuā - attach at waist of knight's move
- 跨断 (跨斷) kuā duàn - waist cut
- 快 kuài - fast
- 快棋 kuài qí - blitz game
- 宽 (寬) kuān - loose; wide
- 宽带钩 (寬帶鉤) kuān dài gōu - long l group with outside liberties
- 宽气 (寬氣) kuān qì - increase liberties
- 宽气劫 (寬氣劫) kuān qì jié - approach ko
- 亏 (虧) kuī - loss
- 亏损 (虧損) kuī sǔn - loss
- 扩大 (擴大) kuò dà - enlarge; expand
- 扩张 (擴張) kuò zhāng - enlarge; expand

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## L

- 赖皮劫 (賴皮劫) lài pí jié - many move approach ko
- 拦 (攔) lán - checking extension; prevent opponent's advance
- 拦逼 (攔逼) lán bī - checking extension
- 烂柯 (爛柯) làn kē - ranka
- 老师 (老師) lǎo shī - teacher
- 类型 (類型) lèixíng - pattern, type
- 冷着 (冷著) lěng zhāo - unexpected move

- 利 lì - profit
- 立 lì - descent; stand
- 利用 lì yòng - make use
- 连 (連) lián - connect; continuous
- 连扳 (連扳) lián bān - double hane
- 连环劫 (連環劫) lián huán jié - double ko
- 连接 (連接) lián jiē - connect
- 联棋 (聯棋) lián qí - pair go
- 两分 (兩分) liǎng fēn - equal
- 劣势 (劣勢) liè shì - inferior
- 裂型 (裂型) liè xíng - split shape
- 龙 (龍) lóng - dragon
- 漏着 (漏著) lòu zhāo - oversight
- 落子 luò zǐ - playing stone on board

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## M

- 满意 (滿意) mǎnyì - satisfied
- 慢 màn - slow
- 盲点 (盲點) máng diǎn - blind spot
- 梅花六 méi huā liù - rabbit six
- 梅花五 méi huā wǔ - crossed five
- 门吃 (門吃) mén chī - capturing technique by atari
- 迷你中国流 (迷你中國流) mí nǐ zhōng guó liú - mini chinese opening
- 妙手 miào shǒu - excellent move
- 妙着 (冷著) miào zhāo - excellent move

- 模仿棋 mó fǎng qí - mirror go
- 模样 (模樣) mó yàng - territorial framework
- 目 mù - point of territory
- 目外 mù wài - 3-5 point

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## N

- 内气 (內氣) nèi qì - internal liberty
- 逆官子 nì guān zǐ - reverse endgame move
- 逆先 nì xiān - reverse sente
- 逆先手 nì xiān shǒu - reverse sente
- 逆转 (逆轉) nì zhuǎn - overturn game
- 粘 nián - connect
- 凝形 níng xíng - overconcentrated shape
- 扭断 (扭斷) niǔ duàn - crosscut
- 扭十字 niǔ shí zì - crosscut
- 扭十字长一方 (扭十字長一方) niǔshízì cháng yīfāng - extend in a crosscut
- 扭羊头 (扭羊頭) niǔ yáng tóu - ladder

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## P

- 爬 pá - crawl
- 盘渡 (盤渡) pán dù - bridge under
- 盘角板六 (盤角板六) pán jiǎo bǎn liù - rectangular six in the corner
- 盘角曲四 (盤角曲四) pán jiǎo qū sì - bent four in the corner
- 抛劫 (拋劫) pāo jié - throw-in ko
- 配合 pèi hé - coordination



- 碰 pèng - attach to the side
  - 便宜 pián yí - profit
  - 骗着 (騙著) piàn zhāo - trick play, hamete
  - 平衡 píng héng - balance
  - 破 pò - break
  - 剖析 - pōuxī dissection / self-analysis
  - 破解 pòjiě - solution, answer to a problem
  - 扑 (撲) pū - throw in
  - 葡萄六 pú tao liù - rabbit six
  - 谱 (譜) pǔ - game record
  - 普通 pǔ tōng - common
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## Q

- 欺着 (欺著) qī zhāo - trick play, hamete
- 棋盘 qí bǎn - go board
- 棋风 (棋風) qí fēng - playing style
- 棋盒 qí hé - stone container
- 棋筋 qí jīn - key stones
- 棋精 qí jīng - key stones
- 棋理 qí lǐ - go theory
- 棋力 qí lì - strength in go
- 棋盘 (棋盤) qí pán - go board
- 棋谱 (棋譜) qí pǔ - game record
- 棋石 qí shí - stone
- 棋手 qí shǒu - player

- 棋书 (棋書) qí shū - go book
- 棋院 qí yuàn - go institute
- 棋钟 (棋鐘) qí zhōng - clock
- 棋子 qí zǐ - stone
- 弃 (棄) qì – abandon, to discard, throw away
- 弃子 (棄子) qì zǐ - sacrifice
- 气 (氣) qì - liberty
- 气合 (氣合) qì hé - fighting spirit
- 气紧 (氣緊) qì jǐn - shortage of liberties
- 浅消 (淺消) qiǎn xiāo - erasure
- 墙 (牆) qiáng - wall
- 强 (強) qiáng - strong
- 墙壁 (牆壁) qiáng bì - wall
- 强棋 (強棋) qiáng qí - strong group
- 巧手 qiǎo shǒu - clever move
- 巧着 (巧著) qiǎo zhāo - clever move
- 切断 (切斷) qiè duàn - cut
- 侵消 qīn xiāo - erasure
- 轻 (輕) qīng - light
- 侵入 qīng rù - invasion
- 轻盈 (輕盈) qīng yíng - light
- 求活 qiú huó - make life
- 曲 qū - bend
- 曲尺 qū chǐ - carpenter's square
- 曲三 qū sān - bent three

- 曲四 qǔ sì - bent four
  - 覷 (覷) qù - peep
- 

## R

- 让子 (讓子) ràng zǐ - handicap
  - 让子棋 (讓子棋) ràng zǐ qí - handicap game
  - 认输 (認輸) rèn shū - resign
  - 弱 ruó - weak
  - 弱棋 ruó qí - weak group
- 

## S

- 三间拆 (三間拆) sān jiān chāi - three-space extension
- 三间跳 (三間跳) sān jiān tiào - three-space jump
- 三劫 sān jié - triple ko
- 三劫循环 (三劫循環) sān jié xún huán - triple ko
- 三连星 (三連星) sān lián xīng - san ren sei
- 三目正中 sān mù zhèng zhōng - center of three stones
- 三三 sān sān - 3-3 point
- 三手劫 sān shǒu jié - two-move approach ko
- 三子正中 sān zǐ zhèng zhōng - center of three stones
- 杀 (殺) shā - kill
- 杀棋 (殺棋) shā qí - kill
- 杀气 (殺氣) shā qì - capturing race
- 上 shàng - upper
- 上级 (上級) shàng jí - advanced level

- 上下同形 shàng xià tóng xíng - symmetrical position
- 稍 shāo - somewhat; a little
- 伸气 (伸氣) shēn qì - increase liberties
- 伸腿 shēn tuǐ - monkey jump
- 生死劫 shēng sǐ jié - all-dominating ko
- 胜 (勝) shèng - win
- 胜负手 (勝負手) shèng fù shǒu - all-or-nothing move
- 胜着 (勝著) shèng zhāo - winning move
- 失败 (失敗) shī bài - failure
- 实地 (實地) shí dì - solid territory
- 十番棋 shí fān qí - ten-game match
- 实接 (實接) shí jiē - solid connection
- 石塔 shí tǎ - two-stone edge squeeze
- 实战 (實戰) shí zhàn - actual game situation
- 实战手 (實戰手) shí zhàn shǒu - situational move
- 势 (勢) shì - influence
- 室 shì - house; room
- 势力 (勢力) shì lì - influence
- 试应手 (試應手) shì yìng shǒu - probe
- 收官 shōu guān - play endgame
- 收官子 shōu guān zǐ - play endgame
- 收后 (收後) shōu hòu - last play
- 收气 (收氣) shōu qì - reduce liberties
- 守 shǒu - defend
- 手 shǒu - move

- 手段 shǒu duàn - technique
- 手割 shǒu gē - reorder sequence
- 守角 shǒu jiǎo - corner enclosure
- 手筋 shǒu jīn - tesuji
- 手顺 (手順) shǒu shùn - sequence
- 手谈 (手談) shǒu tán - hand talk
- 授子 shǒu zǐ - handicap
- 授子棋 shǒu zǐ qí - handicap game
- 书 (書) shū - book
- 输 (輸) shū - lose
- 书本 (書本) shū běn - book
- 梳形 shū xíng - comb formation
- 梳形板六 shū xíng bǎn liù - comb formation
- 双 (雙) shuāng - bamboo joint
- 双吃 (雙吃) shuāng chī - double atari
- 双打 (雙打) shuāng dǎ - double atari
- 双打吃 (雙打吃) shuāng dǎ chī - double atari
- 双倒扑 (雙倒撲) shuāng dào pū - double snapback
- 双方 (雙方) shuāng fāng - both sides
- 双飞燕 (雙飛燕) shuāng fēi yàn - 4-4 point double low approach
- 双挂 (雙掛) shuāng guà - double approach
- 双活 (雙活) shuāng huó - seki
- 双叫吃 (雙叫吃) shuāng jiào chī - double atari
- 双劫 (雙劫) shuāng jié - double ko
- 双头龙 (雙頭龍) shuāng tóu lóng - two-headed dragon

- 双征 (shuāng zhēng) - double ladder
- 顺序 (順序) shùn xù - sequence
- 死活 sǐ huó - life and death
- 死活题 (死活題) sǐ huó tí - life and death problem
- 死棋 sǐ qí - dead group
- 死子 sǐ zǐ - dead stone
- 四间拆 (四間拆) sì jiān chāi - four-space extension
- 四角穿心 sì jiǎo chuān xīng - occupying four corners and center
- 四劫 sì jié - quadruple ko
- 四劫循环 (四劫循環) sì jié xún huán - quadruple ko
- 四连星 (四連星) sì lián xīng - yon ren sei
- 松 sōng - slack
- 松气 (松氣) sōng qì - increase liberties
- 松气劫 (松氣劫) sōng qì jié - approach ko
- 俗手 sú shǒu - crude move
- 随手 (隨手) suí shǒu - hasty move
- 随手棋 (隨手棋) suí shǒu qí - hasty move
- 损 (損) sǔn - loss
- 损劫 (損劫) sǔn jié - losing ko threat
- 损失 (損失) sǔn shī - loss
- 顺序 (順序) sùn xù - sequence

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## T

- 弹性 (彈性) tán xìng - flexibility
- 塘 táng - block

- 套劫 tāo jié - two stage ko
- 逃 táo - escape
- 逃遁 táodùn - to escape, to run away, flee
- 逃生 táo shēng - escape
- 腾挪 (騰挪) téng nuó - sabaki
- 提 tí - remove from board
- 提劫 tí jié - taking the ko
- 提子 tí zǐ - remove from board
- 天王山 tiān wáng shān - tennouzan
- 天下大劫 tiān xià dà jié - all-dominating ko
- 天下劫 tiān xià jié - all-dominating ko
- 天元 tiān yuán - tengen
- 跳 tiào - jump
- 贴目 (貼目) tiē mù - komi
- 铁柱 (鐵柱) tiě zhù - iron pillar
- 挺 tǐng - push up; stand
- 投降 tóu xiáng - resign
- 投子 tóu zǐ - resign
- 透点 (透點) tòu diǎn - placement
- 图 (圖) tú - diagram
- 退 tuì - pull back
- 托 tuō - attach underneath
- 脱骨 (脫骨) tuò gǔ - under the stones
- 脱先 (脫先) tuò xiān - tenuki

## W

- 挖 wā - wedge
  - 外目 wài mù - 3-5 point
  - 外气 (外氣) wài qì - outside liberty
  - 弯三 (彎三) wān sān - bent three
  - 弯四 (彎四) wān sì - bent four
  - 万年劫 (萬年劫) wàn nián jié - ten thousand year ko
  - 围 (圍) wéi - surround
  - 围棋 (圍棋) wéi qí - go
  - 尾巴 wěi bā - tail
  - 味道 wèi dào - aji
  - 文凭 (文憑) wén píng - diploma
  - 稳当 (穩當) wěndang - stable; firm
  - 问应手 (問應手) wèn yìng shǒu - probe
  - 乌龟不出头 (烏龜不出頭) wū guī bù chū tóu - crane's nest
  - 无理 (無理) wú lǐ - overplay
  - 无忧劫 (無憂劫) wú yōu jié - picnic ko
  - 五子棋 wú zǐ qí - gomoku narabe
  - 五间拆 (五間拆) wǔ jiān chāi - five-space extension
  - 五连星 (五連星) wǔ lián xīng - go ren sei
  - 五五 wǔ wǔ - 5-5 point
- 

## X

- 细棋 (細棋) xì qí - close game
- 瞎劫 xiā jié - false ko threat



- 下 xià - lower
- 下法 xiàfǎ - method
- 先手 xiān shǒu - sente
- 先手劫 xiān shǒu jié - a ko in which the player makes the first capture
- 先手利 xiān shǒu lì - forcing move
- 先中后 (先中後) xiān zhōng hòu - sente with hidden gote
- 陷阱 xiànjǐng - a trap
- 象步 xiàng bù - elephant's move
- 象步飞 (象步飛) xiàng bù fēi - elephant's move
- 象飞 (象飛) xiàng fēi - elephant's move
- 向小目 xiàng xiǎo mù - facing 3-4 points
- 象眼 xiàng yǎn - center of elephant's move
- 消劫 xiāo jié - ending the ko
- 小 xiǎo - small
- 小飞 (小飛) xiǎo fēi - knight's move
- 小尖 xiǎo jiān - diagonal
- 小林流 xiǎo lín liú - kobayashi opening
- 小目 xiǎo mù - 3-4 point
- 小盘 (小盤) xiǎo pán - small board (13x13 or smaller)
- 小棋盘 (小棋盤) xiǎo qí pán - small board (13x13 or smaller)
- 小伸腿 xiǎo shēn tuǐ - small monkey jump
- 小猪嘴 (小豬嘴) xiǎo zhū zuǐ - tripod group with extra leg
- 效果 xiào guǒ - effect; result
- 效率 xiào lǜ - efficiency
- 新布局 (新佈局) xīn bù jú - new opening

- 新手 xīn shǒu - new move
- 星 xīng - star point
- 星位 xīng wèi - star point
- 形 xíng - shape
- 形势 (形勢) xíng shì - situation
- 形势判断 (形勢判斷) xíng shì pàn duàn - positional judgement
- 形状 (形狀) xíng zhuàng - shape
- 秀策流 xiù cè liú - shusaku opening
- 虚手 (虛手) xū shǒu - pass
- 虚着 (虛著) xū zháo - pass
- 序盘 (序盤) xù pán - opening
- 学生 (學生) xué shēng - student
- 雪崩 xuě bēng - avalanche
- 循环劫 (循環劫) xún huán jié - double ko

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## Y

- 压 (壓) yā - push down
- 压力 (壓力) yā lì - pressure
- 延气 (延氣) yán qì - increase liberties
- 眼 yǎn - eye
- 眼位 yǎn wèi - eye potential; eye space
- 眼形 yǎn xíng - eye shape; eye space
- 妖刀 yāo dāo - magic sword
- 摇橹劫 (搖橹劫) yáo lǔ jié - double ko
- 要点 (要點) yào diǎn - vital point

- 要子 yào zǐ - key stones
- 业余 (業餘) yè yú - amateur
- 一方地 yī fāng dì - one-sided territory
- 一间拆 (一間拆) yī jiān chāi - one-space extension
- 一间跳 (一間跳) yī jiān tiào - one-space jump
- 一手劫 yī shǒu jié - direct ko
- 一子解双征 (一子雙双征) yī zǐ jiě shuāng zhēng - dual ladder breaker
- 疑问手 (疑問手) yí wèn shǒu - questionable move
- 弈棋 yì qí - play game
- 引征 yǐn zhēng - ladder breaker
- 赢 (贏) yíng - win
- 应氏 (應氏) yìng shì - ing's
- 硬腿 yìng tuǐ - first line descent
- 优势 (優勢) yōu shì - superior
- 有利 yǒu lì - advantageous
- 有眼杀无眼 (有眼殺無眼) yǒu yǎn shā wú yǎn - eye kills no eye
- 有眼杀瞎 (有眼殺瞎) yǒu yǎn shā xiā - eye kills no eye
- 右 yòu - right
- 余味 (餘味) yú wèi - aji
- 愚形 yú xíng - dumpling shape
- 宇宙流 yǔ zhòu liú - cosmic style
- 原则 (原則) yuán zé - principle
- 院生 yuàn shēng - insei

- 枣 (zǎo) - jujube (Chinese Date Wood)
- 扎钉 (扎釘) zhā dīng - iron pillar
- 胀牯牛 (脹牯牛) zhàng gǔ niú - oshitsubushi
- 胀死牛 (脹死牛) zhàng sǐ niú - oshitsubushi
- 着 (著) zhāo - move
- 真眼 zhēn yǎn - real eye
- 镇 (鎮) zhèn - capping play
- 镇神头 (鎮神頭) zhèn shén tóu - dual ladder breaker
- 镇头 (鎮頭) zhèn tóu - capping play
- 证 , 证书 ; zhèng, zhèngshū - (Dan grade?) certificate, rank diploma
- 征 zhēng - ladder
- 争棋 (爭棋) zhēng qí - official challenge match
- 征子 zhēng zǐ - ladder
- 征子劫 zhēng zǐ jié - ladder ko
- 整体 (整體) zhěng tǐ - chain
- 整型 zhěng xíng - settle
- 正解 zhèng jiě - solution
- 正确 (正確) zhèng què - correct
- 证书 (證書) zhèng shū - certificate
- 正着 (正著) zhèng zhāo - proper move
- 指导棋 (指導棋) zhí dǎo qí - teaching game
- 直二 zhí èr - straight two
- 直三 zhí sān - straight three
- 直四 zhí sì - straight four
- 职业 (職業) zhí yè - professional

- 只此一手 zhǐ cǐ yī shǒu - only move
- 治孤 zhì gū - managing isolated weak group
- 中 zhōng - center
- 钟 (鐘) zhōng - clock
- 中腹 zhōng fù - center
- 中国流 (中國流) zhōng guó liú - chinese opening
- 中级 (中級) zhōng jí - intermediate level
- 中盘 (中盤) zhōng pán - middle game
- 终盘 (終盤) zhōng pán - endgame
- 中心 zhōng xīn - center
- 中央 zhōng yāng - center
- 中原 zhōng yuán - center
- 重 zhòng - heavy
- 主动 (主動) zhǔdòng - (to take the) initiative
- 专业 (專業) zhuān yè - professional
- 转换 (轉換) zhuǎn huàn - exchange
- 装倒扑 (裝倒撲) zhuāng dào pū - a move that threatens a snapback
- 装劫 (裝劫) zhuāng jié - a move that threatens a ko
- 撞气 (撞氣) zhuàng qì - reduce self liberties
- 追 zhuī - chase
- 追捕 zhuī bǔ - chase
- 子 zǐ - stone; unit in chinese counting
- 自然流 zì rán liú - natural style
- 自杀 (自殺) zì shā - suicide
- 左 zuǒ - left

- 左右同形 zuǒ yòu tóng xíng - symmetrical position
- 做活 zuò huó - make life
- 做劫 zuò jié - create ko
- 作战 zuòzhàn - combat
- 做棋 zuo4 qi2 - 'arranging stones' - phase for counting (Chinese Rules)

[1] [Fantizi to jiantizi converter](#): this is also a character-to-pinyin converter, move the mouse over any Chinese word to see the reading and definition.

[2] *Shi* is an especially interesting concept from a Chinese point of view as this monograph shows: [Geo-Strategic Lessons from Go](#).

[3] Source for translations:

- [MDBG](#)
- [nciku - Chinese English Dictionary](#)

e.g. 计算 jìsuàn = to count / to calculate / to compute (traditional: 計算)

