

Baduk Terminology v0.15

This is a work in progress, compiled from many online and offline sources by Marcel Grünauer, with help from Kim Byung-moon (김병문). There are still many things that can't be right. For example, some terms have multiple, partially conflicting, meanings, and there are several terms for the same thing. Please send additions, corrections and comments to marcel@noug.at. Check http://gote.at/go/baduk_terminology.pdf regularly for updates.

There are four sections: The first section, "Baduk Terms", provides english translations for words and phrases often found in Korean baduk books. The second section, "Baduk Book Guide", provides translations for titles of Korean baduk books. The third section, "Player Names", lists the names of korean (as well as other) players along with their romanizations. The fourth section, "Example Phrases" provides useful phrases to use on baduk servers or when speaking with your Korean baduk friends.

Entries are sorted according to hangeul alphabetical order. Pronunciation for the hangeul terms is given according to the Revised Romanization, which was officially introduced by South Korean authorities in 2000.

Note that ㅓ [eo] is pronounced like the *aw* in *thaw*; ㅐ [ae] like the *a* in *bat*; ㅓ [j] like the *dg* in *edge*; ㅗ [ch] like the aspirated *ch* in *chop*; ㅡ [eu] like the *u* in *pull*, but without the lip rounding. Before ㅏ [i], ㅓ [s] (but not ㅗ [ss]) is pronounced *sh*. Double consonants are voiceless, not aspirated and more explosive than their single counterparts.

Language Notes

Making nouns from verbs For many korean verbs you can take the dictionary form (the one ending in -다 [da]) and replace the -다 with -기 [gi], thereby using the verb as a noun. For example, 바뀐다 [baggwochida] *to trade* (verb); 바뀐기 [baggwochigi] *the trading* (noun).

Plural marker -들 [deul] is the particle for forming a plural. Only necessary if you explicitly don't mean the singular; normally, a noun can be singular and plural, depending on the context. Examples: 돌 [dol] *stone(s)*, 돌들 [doldeul] *stones*; 책 [chaek] *book(s)*, 책들 [chaekdeul] *books*; 정

석 [jeongseok] *standard sequence(s)*, 정석들 [jeongseokdeul] *standard sequences*.

Stone 돌 [dol] is an originally korean word for *stone*. 석 [seok] also means *stone*, but is of chinese origin. Hence 정석 [jeongseok] *correct stone(s)*. Also 바둑돌 [badukdol] *go stone* (jap. *ishi*).

Baduk Terms

1단 [il dan] 1-dan (jap. *shodan*)

1선 마늘모 [il seon maneulmo] diagonal move on the first line (jap. *tanuki no hara*)

삼삼 [samsam] 3-3 point

가 [ga] territory (jap. *kakuteiji*)

가르기 [gareugi] through (jap. *deru*)

가벼운 [gabyeoun] light; stones with light, flexible shape which can easily be looked after, or stones which have served their purpose and can be discarded without ill effects (jap. *karui*)

가벼운모양 [gabyeoun moyang] light shape (jap. *karui katachi*)

가벼움 [gabyeoum] light (jap. *karui*)

가볍다 [gabyeopda] light

가일수 [gailsu] repair; internal reinforcement (jap. *teire*)

가지와라 정석 [gajiwara jeongseok] Kajiwara pattern

각생 [gaksaeng] compromise

갈라치기 [gallichigi] divide; separation; wedge; a wedging move which has room for expansion (e.g., a two-space extension) in either direction (jap. *wariuchi*)

갈림 [gallim] divided

감각 [gamgak] intuition

강수 [gangsusu] strong play

강요 [ganggyo] forcing move (jap. *kikashi*)

강타 [gangta] heavy blow

거북등 [geobukdeung] tortoise shell; turtle's back; shape made by the capture of 2 stones (jap. *kame no ko*)

건너가다 [geonneogada] go [pass] over; go across; cross (over)	공방 [gongbang] fight (jap. <i>tataikai</i>)
건너다 [geonneoda] underneath connection (jap. <i>watari</i>)	공배 [gongbae] neutral point (jap. <i>dame</i>)
건너뛰다 [geonneottwoda] jump ahead	공배메우기 [gongbaeme-ugi] shortage of liberties (jap. <i>damezumari</i>)
건너붙임 [geonneomutchim] jump-attachment (jap. <i>tobi tsuke</i>)	공배메움 [gongbaeme-um] shortage of liberties (jap. <i>damezumari</i>)
건너붙이다 [geonneobutchida] attach across the knight's move; jump-attach	과 [gwa] and; with. Two-shape particle -와/-과; -과 is used after a consonant
건너붙임 [geonneobutchim] jump-cutting across a knight's move (jap. <i>tsuke-koshi</i>)	과수 [gwasu] overplay (jap. <i>uchisugi</i>)
걸음 [georeum] step	관계 [gwagye] affect
걸치다 [geolchida] approach; snuggle	교환 [gyohwan] exchange
걸침 [geolchim] corner approach (jap. <i>kakari</i>)	국수 [guksu] national hand (a big title)
검토 [geomta] analyse a game	굳히다 [guthida] enclose
결정하다 [gyeoljeonghada] conclude	굳힘 [guthim] corner enclosure (jap. <i>shimari</i>); reinforce)
결코 [gyeolko] jap. <i>yume</i>	급수 [gubsu] vital point (jap. <i>kyuusho</i>)
경과도 [gyeonggwado] preceding moves diagram	궁도 [gungdo] eye space; capacity for territory (jap. <i>futokoro</i>)
경우 [gyeongu] circumstances; a situation; a case; an instance; an occasion; a time; a moment (ㅇ) 경우 = in this case)	궁도를 넓히다 [gungoreul neolhida] enlarging the eye space
계가 [gyega] counting the score	귀 [gwi] corner (jap. <i>sumi; kado</i>)
계속 [gyesok] continuation	귀가 [gwiga] returning home; homecoming
고급 [gogeup] advanced level	귀꼭사 [gwigoksa] bent four in the corner
고목 [gomok] 4-5 point (jap. <i>takamoku</i>)	귀밑머리 [gwimitmeori] sideburn
고목정석 [gomok jeongseok] 4-5 point pattern (jap. <i>takamoku joseki</i>)	귀삼수 [gwisamsu] three liberties in the corner; tombstone squeeze; fatal in three moves (jap. <i>sumi no sante</i>)
고민 [gomin] agony	근거 [geungeo] base, root
고바야시류 [gobayasiryu] Kobayashi opening	근거의요처 [geungeoeuiyocheo] base point
꼭사궁 [goksagung] bent four shape, is usually alive except in the corner (jap. <i>magari-shimoku</i>)	금기서화 [geumgiseohwa] Four Great Accomplishments
곤란 [gollan] difficulty; trouble; suffering; distress; hardship; embarrassment	급 [geup] student level (jap. <i>kyu</i>)
곤마 [gonma] baseless group of stones; weak group; pursued stones	급소 [geupso] vital point (jap. <i>kyusho</i>)
공격 [gonggyeok] attack (jap. <i>seme</i>)	급한 곳 [geophan got] urgent area
공격하다 [gonggyeokhada] attacking (jap. <i>seme</i>)	기다 [gida] crawl (jap. <i>hai</i>)
	기대기 [gidaegi] leaning attack, lean (jap. <i>motare, motareru, yoko-tsuke?</i>)
	기대조 [gidaejo] Qidaizhao

기도 [<i>gido</i>] way of baduk	끊다 [<i>ggeunda</i>] cut; cut off (jap. <i>kiri</i>)
기보 [<i>gibo</i>] game record (jap. <i>kifu</i>)	끊어 잡다 [<i>ggeuneo jabda</i>] cut-and-kill
기본 [<i>gibon</i>] basic; basis	끊어 놓기 [<i>ggeuneonohgi</i>] a cut inside the enemy territory, normally it will imply a sacrifice (jap. <i>kirikomi</i>)
기분 좋음 [<i>gibun joeum</i>] good feeling	끊어잡기 [<i>ggeunojabgi</i>] a combination of capture and other damage (jap. <i>kamitori</i>)
기분 [<i>gibun</i>] feeling; sensation; a frame of mind; mood	끌기 [<i>ggeulgi</i>] pull back (n.) (jap. <i>hiki</i>)
기사 [<i>gisa</i>] go player	끌다 [<i>ggeulda</i>] draw back; pull back
기성 [<i>giseong</i>] Go Saint (a big title) (jap. <i>kisei</i>)	끝내기 [<i>ggeunnaegi</i>] endgame; finish (jap. <i>yose</i>)
기세 [<i>gise</i>] fighting spirit	끝내다 [<i>ggeunnaeda</i>] end (with); close; bring to an end; finish
기소 [<i>giso</i>] jap. <i>godokoro</i>	끼우다 [<i>ggiuda</i>] wedge; insert (jap. <i>warikomi</i>)
기어들다 [<i>gieodeulda</i>] crawl (jap. <i>hai</i>)	끼움 [<i>ggiium</i>] insert (jap. <i>warikomi</i>)
기원 [<i>giweon</i>] baduk house; baduk club (?)	끼워넣기 [<i>ggiweoneohgi</i>] move between two enemy stones (jap. <i>warikomi</i>)
기풍 [<i>gipung</i>] style of play	끼워붙이기 [<i>ggiweobutchigi</i>] clamp
긴승부 [<i>ginseungbu</i>] a strategy for white in no-komi games in which he lets the opponent take good points but as compensation takes territory, aiming to outlast the opponent (jap. <i>amashi</i>)	나가기 [<i>nagagi</i>] a move which pushes between two enemy stones, either into a one-point jump or a knight's move (jap. <i>de</i>)
깊은 [<i>gipeun</i>] deep	나가기 [<i>nagagi</i>] through
껴붙임 [<i>ggyeobutchim</i>] clamp, a move which pincers and attaches (jap. <i>hasami tsuke</i>)	나가끊다 [<i>nagaggeunda</i>] a sequence of two moves which push and cut (jap. <i>degiri</i>)
껴안다 [<i>ggyeoanda</i>] hug	나쁘다 [<i>nabbeuda</i>] be bad; wrong; evil (jap. <i>warui</i>)
꼬부리기 [<i>ggoburiga</i>] bend (jap. <i>magari</i>)	나쁜 맛 [<i>nabbeun mat</i>] bad taste [in mouth]; bad potential (jap. <i>aji waru</i>)
꼬부리다 [<i>ggoburida</i>] turn; filled triangle	나쁨 [<i>nabbeum</i>] bad; wrong; it is bad
꼬부림 [<i>ggoburim</i>] bend around; filled triangle (jap. <i>magari, magari tsuke</i>)	낙하산 [<i>nakhasan</i>] a parachute; a chute
꼼수 [<i>ggomsu</i>] tricky play	난가 [<i>nanga</i>] rotten axe (jap. <i>ranka</i>)
꽃놀이패 [<i>ggomnolipae</i>] a flower-viewing ko, i.e. one side has everything to lose, while the other stakes almost nothing; one-sided ko; picnic ko (jap. <i>hanami ko</i>)	날일자 건너기 [<i>narilja geonneogi</i>] knight's crossing
꽃사공 [<i>ggotsagung</i>] flower four	날일자 걸침 [<i>narilja geolchim</i>] knight's approach
꽉이음 [<i>ggwakieum</i>] solid connection (jap. <i>katatsugi</i>)	날일자 굳힘 [<i>narilja guthim</i>] knight's enclosure; the 3-4 and 5-3 points (jap. <i>kogeima shimari</i>)
꽉잇기 [<i>ggwakitta</i>] solid connection of a one-point jump (jap. <i>botsugi</i>)	날일자 넘기 [<i>narilja neobgi</i>] knight's move bridge-underneath maek; connects seemingly isolated stones (jap. <i>keima watari</i>)
끊음 [<i>ggeunum</i>] cut off (jap. <i>kiri</i>)	
끊고늘기 [<i>ggeungoneulgi</i>] cut and extend (jap. <i>kirinobi</i>)	

날일자 달림 [narilja dallim] knight's slide

날일자 뿔 [narilja ddwim] knight's jump

날일자 미끄러짐 [narilja miggeureojim] monkey jump (jap. saru suberi)

날일자 붙임 [narilja butchim] knight-shape attachment, efficient way to cut a knight-jump shape (jap. keima tsuke)

날일자 씩음 [narilja sseuium] knight's cap

날일자 연결 [narilja yeongyeol] knight's connection

날일자 [narilja] knight jump; knight's move (jap. keima); lit. "sun", because the knight's move reminds one of the chinese symbol for "sun";

날일자이음 [nariljaieum] knight-shape connection (jap. keima tsugi)

낮은 [nacheum] low

내려서기 [naeryeoseogi] a descending move while finishing the shape (jap. ori kiri)

내려서다 [naeryoseoda] descend (jap. sagari)

내려섬 [naeryoseom] descending downwards (jap. sagari)

넘기 [neomgi] bridge; connecting underneath or along the edge of the board (jap. watari)

넘다 [neomda] bridge; connecting underneath or along the edge of the board (jap. watari)

넘어가다 [neomeogada] bridge under (jap. watari)

네칸 [nekan] jap. yongen

네칸벌림 [nekanbollim] four point extension (jap. yongen biraki)

노리다 [norida] jap. suru

노림 [norim] a noun form of 노린다 literally meaning "(look and) aim intensely." However, it often denotes "hidden agenda behind a move" and "actual benefit of a move." 노림수 is a move with hidden agenda.

노림 [norim] a peeping move which threatens to cut (jap. suru, nozoki)

노림 [norim] aim; purpose (jap. nerai)

노림 [norim] lurk (for making an attack)

높다 [nopda] high (jap. taka)

놓고따기 [nohgoddagi] being forced to add the extra stones necessary to remove a captured group from the board (jap. semedori)

놓고따다 [nohgoddada] compulsory capture

누르다 [nureuda] to push; press; stretch?

눈 [nun] eye, eye space (jap. me, manako)

눈 [nun] handicap; [the difference in] points (used with a numeral: jap. san-moku means a 3 stone handicap) (jap. moku)

눈목자 걸침 [nunmokja geolchim] large knight's move approach to the 3-4 stone (jap. ogeima kakari)

눈목자 굳힘 [nunmokja guthim] large knight's corner enclosure; the 3-4 and 6-3 points (jap. ogeima shimari)

눈목자 끝내기 [nunmokja ggeunnaegi] monkey slide

눈목자 달림 [nunmokja dallim] large knight's slide (jap. saru-suberi)

눈목자 뿔 [nunmokja ddwim] large knight's cap

눈목자 미끄러짐 [nunmoka miggeurajim] large knight's slide; monkey jump (jap. saru suberi)

눈목자 씩음 [nunmokja sseuium] a move which combines the large knight jump with a "cover". (jap. ogeima kake) For example, if Black has a stone on the 3-4 point and White has a stone on the 5-4 point, then a white move at 4-7 is a large knight's press.

눈목자 [nunmokja] large knight's move; large knight jump (jap. ogeima); lit. "eye", because the large knight's move reminds one of the chinese symbol for "eye";

눈사태 정석 [nunsatae jeongseok] Avalanche pattern (jap. nadare) (눈사태 = avalanche, 눈 = eye, snow)

뉴스 [nyuseu] news

느슨하다 [neuseunhada] 1. (be) loose; slack; lax. 2. (be) relaxed; slack; easygoing (jap. yurumi as in jap. yurumi shicho = loose ladder)

늘기 [neulgi] solid extension (jap. nobi)

늘다 [neulda] to stretch; to extend (jap. nobi)

- 늘어두기 [*neureodugi*] extension which finishes the shape (jap. *nobikiri*)
- 늘어섬 [*neureoseom*] an extension from a single stone (jap. *narabi*)
- 늘어진 축 [*neureojin chuk*] loose ladder (jap. *yurumi shicho*)
- 늘어진 패 [*neureojin pae*] one-step pae; one move approach pae (jap. *itte ko, itte yose ko*)
- 다가서다 [*dagaseoda*] to come close to; to approach (jap. *tsume*); to make it narrow (jap. *sebameru*)
- 다가섬 [*dagaseom*] approach (jap. *kakari, tsume*)
- 다치다 [*dachida*] to hurt oneself; to get [be] hurt [injured]; to get wounded; to sustain [suffer] an injury; to be damaged
- 단 [*dan*] master level (jap. *dan*)
- 단단수 [*dandansu*] a method to capture where stones are sacrificed to destroy the enemy's eye shape (and use shortage of liberties to prevent connection) (jap. *bata bata tesuji; oiotoshi*)
- 단수 [*dansu*] fatal (jap. *atari*)
- 단점 [*danjeom*] defect; weak point
- 단패 [*danpae*] direct pae
- 달리다 [*dallida*] slide
- 대각 포석 [*daegak poseok*] diagonal opening
- 대각선 포석 [*daegakseon poseok*] cross opening; diagonal opening (jap. *tasuki fuseki*)
- 대각선 화점 [*daegakseon hwajeom*] diagonal 4-4-points jap. *tasuki hoshi*
- 대각점 [*daegakjeom*] jap. *tasuki basho*
- 대국 조건 [*daeguk jogeon*] the conditions on which two players play each other, i.e., the handicap (jap. *teai*)
- 대국 종료 [*daeguk jongnyo*] the end of the endgame, i.e. no profitable moves left
- 대국 중단 [*daeguk jungdan*] suspending play during a game (it was White's privilege to suspend play on his move) (jap. *uchikake*)
- 대국 [*daeguk*] match; game; -하다 to play a game (jap. *taikyoku*)
- 대궁소궁 [*daegungsogung*] big eye vs small eye
- 대마 [*daema*] group; a loosely connected set of blocks of the same colour; block; connected stones of the same colour
- 대붕설형 정석 [*daebungseolhyeong jeongseok*] Large Avalanche pattern
- 대사 [*daesa*] big slant (name of a pattern) (jap. *taisha*)
- 대사정석 [*daesajeongseok*] Great Slant pattern (jap. *taisha*)
- 대책 [*daechaek*] a measure; a countermeasure; a counterplan; a countermove
- 던지다 [*deonjida*] to resign
- 덤 [*deom*] compensation; advantage (jap. *komi*)
- 도 [*do*] diagram (as in 1도 = diagram 1)
- 도장 [*dojang*] a drill hall; a gymnasium; a gym
- 돌 바둑판 [*dol badukpan*] stone board
- 돌 [*dol*] stone
- 돌가리기 [*dolgarigi*] stone choice; choosing for colors (jap. *erabu; nigiri*)
- 돌돌이 [*doldori*] a method to capture where stones are sacrificed to destroy the enemy's eye shape (and use shortage of liberties to prevent connection) (jap. *bata bata tesuji; oiotoshi*)
- 돌을 거두다 [*doreul geoduda*] to resign
- 돌을 던지다 [*doreul deonjida*] to resign
- 동문서답 [*dongmunseodam*] the moon and a mud turtle; an immense difference (jap. *tsuki to suppon*)
- 동형 [*donghyeong*] 1. the same shape. 2. the same type [pattern] ; a similar type
- 동형반복 [*donghyeongbanbok*] super pae
- 되끊다 [*dweggeunda*] counter-cut
- 되단수 [*dwedansu*] counter-dansu
- 되따냄 [*dweddanaem*] snapback; recapture (jap. *uttegaeshi*)
- 되따다 [*dweddada*] counter-capture
- 되받아치기 [*dwebaddachigi*] counter-attachment (jap. *tsuke kaeshi*)

- 되 붙임 [dwebutchim] counter-attachment (jap. *tsuke kaeshi*)
- 되젓힘 [dwejeojim] counter bend; staircase; a bend on top of an enemy bend (jap. *nidan bane; hane kaeshi; uwahane*)
- 되협공 [dwehyeopgong] counter-pincer
- 덧박형 [dwetbakhyeong] carpenter's square
- 두눈 [dunun] two separate eyes or eye spaces
- 두점 머리 [dujeommeori] hit on two stones head (jap. *ni me no atami*)
- 두칸 걸침 [dukan geolchim] two-space approach
- 두칸 뽀뽀 [dukan ddwim] two-point jump (jap. *nikken tobi*)
- 두칸 벌림 [dukan beollim] two-space extension (jap. *nikken biraki*)
- 두칸 [dukan] two-space
- 두터움 [duteoum] thickness (jap. *atsumi*)
- 두텁다 [duteomda] thick; of positional advantage; thickness (jap. *atsumi*). However, it sometimes describes "solid defensive moves to maintain superiority and conclude a winning game."
- 덧맛 [dwitmat] potential (jap. *aji*)
- 덧문 [dwitmun] open back door
- 덧문열림 [dwitmunyeollim] open at the edge (jap. *susoaki*)
- 들 [deul] plural (z.B. 사람 = human, 사람들 = humans)
- 들뜬돌 [deulddeundol] jap. *ukiishi*
- 들여다보기 [deuryeodabogi] a peep; (threatening a cut on the next move) (jap. *nozoki*)
- 들여다보다 [deuryeodaboda] to peep (moving so as to threaten a cut on the next move) (jap. *nozoki*)
- 들여다봄 [deuryeodabom] threat (jap. *nozoki*)
- 따내다 [ddanaeda] capture; pick out (jap. *nuki*)
- 따낸돌 [ddanaendol] captured stone
- 따냄 [ddanaem] pick out (jap. *nuki*)
- 뚫고 나가다 [] break out [through] (jap. *deru*)
- 뚫기 [] break out [through] (jap. *deru*)
- 뛰다 [ddwida] jump (jap. *tobi*)
- 뛰어꼬부림 [ddwieoggoburim] jap. *tobimagari*
- 뛰어나가다 [ddwieonagada] jump outside (jap. *tobidashi*)
- 뛰어들다 [ddwieodeulda] jump inside (jap. *tobikomi*)
- 뽀뽀 [ddwim] jump (jap. *tobi*)
- 뜬돌 [ddeundol] floating stones; rootless
- 를 [reul] direct object marker in a sentence
- 마늘모 [maneulmo] diagonal move (jap. *kosumi*)
- 마늘모붙임 [maneulmobutchim] diagonal attachment (jap. *kosumi tsuke*) (kake tsugi?)
- 막다 [magda] to block (osae)
- 막음 [mageum] a block (osae)
- 만년패 [manneyonpae] ten thousand year pae (jap. *mannen ko*)
- 만족 [manjok] satisfied; satisfaction; content
- 맛 [mat] potential (lit. "taste") (jap. *aji*)
- 맛보기 [matbogi] fork; mirror (jap. *miai*)
- 맛을 없애다 [maseul obsaeda] erase potential (jap. *aji keshi*)
- 망함다 [manghamda] be ruined; fall; perish
- 맞꿨다 [] to crosscut (jap. *kiri chigai*)
- 맞꿨음 [] a crosscut (jap. *kiri chigai*)
- 맞바둑 [matbaduk] first move in alternate unhandicapped game (jap. *tagai sen*)
- 맞바둑 [matbaduk] non-handicap baduk, even game
- 맞보기 [] paired moves; A or B; fork (jap. *miai*)
- 매듭 [] knot
- 매화6궁 [] rabbit six
- 매화육궁 [] flower six (jap. *hana roku*)
- 맥(점) [] good style; skillful; key move (jap. *suji; tesuji*)
- 머리 [] head

- 머리말 [] a preface; a foreword; an introduction; a preamble
- 먹여치다 [] throw in; cram (jap. *horikomi; uchikaku; kuwaseru*). A move involving the sacrifice of a stone to force the opponent's stones to take a bad shape (most often preventing him from connecting at the right point).
- 명인 [] jap. *Meijin*; a big title
- 모군힘 [] diagonal enclosure
- 모붙임 [] diagonal attach (jap. *kosumi tsuke*)
- 모양 [] shape; also that which is still only "the shape" of a territory, that is, a framework, sphere of influence (jap. *moyo*)
- 모양 갖추기 [] being in good shape; good in shape
- 모형을 중시한수 [] stylish move
- 모자 [] cap (jap. *boshi*)
- 모자 씌움 [] to cap (jap. *boshi*)
- 모착 [] to cap (jap. *boshi*)
- 몰다 [] drive
- 몰아떨구기 [] a method to capture where stones are sacrificed to destroy the enemy's eye shape (and use shortage of liberties to prevent connection) (jap. *bata bata tesuji; oiotoshi*)
- 몰아떨구기 [] connect-and-die (jap. *oiotoshi*)
- 묘수 [] excellent move (jap. *myoshu*)
- 무겁다 [] heavy
- 무료 [] jap. *tozen*
- 무르기 [] retract (jap. *matta; yari naoshi*)
- 무리(수) [] unreasonable; overplay
- 무승부 [] a void game (due to repeated board position)
- 무승부 [] drawn game (jap. *jigo*)
- 무책 [*muchaek*] resourcelessness; (a) lack of policy (plan)
- 문제 [*munje*] problem; question
- 물어봄 [*mureobom*] a move which tests the opponent's plans (jap. *yosu miru*)
- 몽친 모양 [*mongchin moyang*] overconcentrated shape (jap. *korigatachi*)
- 미끄러지다 [*miggeureojida*] slide
- 미끄러짐 [*miggeureojim*] slide (jap. *suberi*)
- 미니 중국식 [*minijungguksik*] mini-Chinese opening
- 미생 [*misaeng*] unsettled
- 미생마 [*misaengma*] a group of stones that is not yet alive
- 미지근하다 [] lukewarm
- 미흡 [*miheum*] insufficient
- 밀고 들어가기 [] creep (jap. *hairu*)
- 밀기 [] push (peep?) (jap. *oshi*)
- 밀다 [] push (jap. *oshi*)
- 밀어붙이기 [] avalanche
- 밀어올라기 [] straight up (jap. *masugu*)
- 밑붙임 [] underneath attachment
- 바깥 [] outside (jap. *soto*)
- 바깥꼬부림 [] jap. *soto magari*
- 바꿔치기 [] the exchange, the trading [nomen] (jap. *furikawari*)
- 바꿔치다 [] to trade, to exchange [infinitive] (jap. *furikawari*)
- 바둑 [] pebble board game, Go (jap. *igo*)
- 바둑돌 [] stone (jap. *ishi*)
- 바둑판 [] board (jap. *goban*)
- 바른응수 [] correct move
- 반눈 [] half-eye
- 반면 [] on the board
- 반복 [*banbok*] repetition; reiteration – 하다 repeat; reiterate; do over again
- 반선수 [] almost seonsu
- 반집 승부 [] half-point game
- 반집 [] half a point
- 반칙 [] illegal move (taking back a move, suicide, exceeding allotted time etc.)
- 반패 [] half-point pae

발 [] pace
 방법 [] method
 방어 [] defense
 방향감각 [] sense of direction
 발전자 [] diagonal jump; large diagonal jump; elephant's move (jap. *hazama tobi*; *oko-sumi*)
 배붙임 [] belly attachment
 배석 [] distribution
 백 [] white (jap. *shiro*; 白)
 백대마 [] white group
 백마 [] white stone
 백선 [] white to play
 버리다 [] give up; sacrifice; discard (jap. *suteru*)
 버텨 [] bump; to thrust against an enemy stone (jap. *butasukari*; *tsuki atari*)
 번개사궁 [] lightning four
 벌리다 [] 1. be profitable. 2. expand; extend; spread; open; widen; stretch; lay out; arrange (jap. *hiraki*)
 벌림 [] expand; extend; spread; extension (jap. *hiraki*)
 법 [] law; rule; method
 벽 [] wall
 변 [] side
 변신 [] metamorphosis; transformation (exchange of territory and influence)
 변화 [*byeonhwa*] variation
 보강 [] repair (jap. *teire*)
 보강하다 [] strengthen
 보류하다 [] reserve
 보자기 대모양 [] inflated shape (jap. *furoshiki*)
 보팅 [] common; average?
 본수 [] proper move (jap. *honte*)
 본인방 [] jap. *Honinbo*; a big title
 봉쇄 [] blockade; blocking (jap. *fusa*)

봉쇄 [] block
 봉수 [] sealed move
 부풀다 [] bulge
 분단 [] dividing into parts; cutting in halves (jap. *wakare*)
 분석 [] a method of analysis in which one changes the order of moves in a sequence and removes superfluous stones in order to evaluate the basic structure (jap. *tewari*)
 불계승 [] resign; win by resignation; win without counting (jap. *toryo*)
 불만 [] unsatisfactory, dissatisfied
 붙여 끊다 [] attach and cut
 붙여 끌다 [] attach and pullback
 붙여 늘다 [] attach and stretch
 붙여 막다 [] attach and block
 붙여 뻗다 [] attach and stretch
 붙여끊기 [] attach and cut (jap. *tsuke giri*; *tsuke kiri*)
 붙여막기 [] attach and block, used in 4-4-point pattern to take the corner (jap. *tsuke nobi*; *tsuke osae*)
 붙여뻗기정석 [] 4-4-point pattern where you attach against the knight's move approach and extend when the opponent bends (jap. *tsuke nobi joseki*)
 붙이다 [] attachment or contact play (jap. *tsuke*)
 붙임 [] a jump and an attachment (jap. *tobi tsuke*)
 붙임 [] to attach inside (jap. *tsuke*)
 비김 [*bigim*] dual life (jap. *seki*)
 비김수 [*bigimsu*] move that makes dual life
 비마 끝내기 [*bima ggeunnaegi*] monkey slide
 비마 [*bima*] monkey jump (jap. *saru suberi*)
 비세 [*bise*] inferior
 빅 [*bik*] draw; dual life; stale move (jap. *seki*)
 빅수 [*biksu*] move that makes dual life
 빈귀 [*bingwi*] empty corner

빈삼각 [] empty triangle (jap. <i>aki sankaku</i>)	상 [<i>sang</i>] top
빈축 [] loose ladder (jap. <i>yurumi shicho</i>)	상급 [] advanced level (jap. <i>jo kyu</i>)
빵다냄 [] punctured tire; star capture (jap. <i>ponnuki</i>)	상용 [<i>sangyong</i>] commonly used
빵때림 [] punctured tire; star capture (jap. <i>ponnuki</i>)	서다 [<i>seoda</i>] stand (jap. <i>tachi</i>)
뻘기 [] extend (jap. <i>nobi</i>)	서론 [<i>seoron</i>] an introduction; introductory [prefatory] remarks
사 [<i>sa</i>] dead	선 [<i>seon</i>] line
사살 [<i>sasal</i>] killing	선상선 [<i>seonsangseon</i>] black-and-even game
사석 [<i>saseok</i>] dead stones' sacrificed stone; prisoner; sacrifice (jap. <i>suteishi</i>)	선수 [<i>seonsu</i>] initiative (jap. <i>sente</i>)
사석작전 [<i>saseokjakjeon</i>] sacrifice strategy/plan/play (jap. <i>suteishi</i>)	성공이다 [<i>seonggong ida</i>] succeed
사이버 [<i>saibeo</i>] cyber	성점 [<i>seongjeom</i>] 4-4 point (jap. <i>hoshi</i>)
사활 [<i>sahwal</i>] life and death problem (lit. "dead, alive"?) (jap. <i>tsumego</i>)	세계 [<i>segye</i>] world; 바둑세계 (Baduk World) is the name of a magazine
사활문제 [<i>sahwalmunje</i>] life-and-death problem (jap. <i>tsumego</i>)	세력 [<i>seryeok</i>] influence; thickness (jap. <i>atsumi; seiryoku</i>)
사활특급 [] life and death special	세력의 균형 [] balance in power
삭감 [<i>sakkam</i>] reduction	세칸뎀 [] three-space extension; three space jump (jap. <i>sankan tobi</i>)
삭감하다 [<i>sakkamhada</i>] reduce; reducing (jap. <i>keshi</i> ; erase; deflate)	세칸벌림 [] three-space extension; three space jump (jap. <i>sankan tobi</i>)
산 돌 [<i>sandol</i>] live; alive)	소목 정석 [] 3-4 point pattern
살아있다 [<i>saraita</i>] alive; settled; living (jap. <i>ikiru</i> , chin. <i>huoqi</i>)	소목 [] 3-4 point (jap. <i>komoku</i>)
삶 [] life; existence	소봉설형 정석 [] Small Avalanche pattern
삶다 [] live; alive	속 [] the inside; the interior; the inner part
삼단패 [] three-step pae	속기 [] quick game
삼삼 정석 [<i>samsam jeongseok</i>] 3-3 pattern	속력 [] speed
삼삼 침입 [<i>samsam chimtu</i>] 3-3 intrude	속수 [] bad move; crude play; a move that makes the previous bad move a benefit; a move that the player have no good plan/action afterwards, basically self-hurting move
삼삼 [<i>samsam</i>] 3-3 point	속임수 [] trick play (jap. <i>hamete</i>)
삼연성 [<i>samyeonseon</i>] three star formation (jap. <i>sanrensei</i>)	손빼다 [] play elsewhere; omit (jap. <i>tenuki</i>)
삼패 [<i>sampae</i>] triple-ko	손뻐 [] play elsewhere (jap. <i>tenuki</i>)
삿갓 [] farmer's hat (jap. <i>jin gasa</i>)	손실 [<i>sonsil</i>] loss
삿갓궁 [] pyramid four (jap. <i>yonmoku nakade</i>)	손해 [] damage; injury; harm; loss; (self-)damaging play?
삿갓형 [] farmer's hat; conical hat (jap. <i>jin gasa</i>)	손해패 [] pae threat which loses points (jap. <i>sonko</i>)

손해패감 [] loss leader pae threat	스피도 [<i>seupido</i>] speed
수 [] move	승부수 [] all-or-nothing move; do-or-die move; (aggressive) movement to change the unfavorable situation (jap. <i>shobute</i>)
수나누기 [] sequence dissection	승착 [] winning move
수늘리기 [] liberty increase	신포석 [] “new opening”; new opening theory; based on 4-4 points stressing centre. Pioneered by Go Seigen and Kitani Minoru (jap. <i>shin fuseki</i>)
수단 [] a means; a measure; a way; a method; a step	신행 [] development of the game
수담 [] hand talk	실리 [] profit; material gain
수명춤 [] the last meaningful point in the opening or in the endgame (jap. <i>tedomari</i>)	실리 [] profit; territory towards edge usually formed by 3 rd or 4 th line (jap. <i>ji</i>)
수부족 [] shortage of liberties (jap. <i>damezumari</i>)	실수 [] territory (jap. <i>kakuteiji</i>)
수비 [] defence (jap. <i>shubi</i>)	실전 사활 [<i>siljeon sahwai</i>] real game life and death
수비하다 [] defence; keep (jap. <i>mamori</i>)	실전 정석 [<i>siljeon jeongseok</i>] real game pattern
수상전 [] capturing race (jap. <i>semeai</i>)	실전 [] actual game (jap. <i>jissen</i> , chin. <i>shizhan</i>)
수상전 [] fight for liberties, race to capture (semeai)	실전의 진행 [<i>siljeoneui jinhaeng</i>] real game continuation
수순 [] (right) order of play; timing; sequence (jap. <i>tejun</i>)	실책 [<i>silchaek</i>] mistake; error
수순 [] match consisting of a set number of games (jap. <i>bango</i>)	실패 [<i>silpae</i>] failure; wrong answer; mistake (jap. <i>shippai</i>)
수순의 묘 [] sequential magic	실패 [<i>silpae</i>] lose (jap. <i>make</i>)
수순착오 [] playing out of order	짜바름 [<i>ssbareum</i>] swift; light (jap. <i>sabaki</i>)
수순착오 [] wrong move order	싸움 [<i>ssaum</i>] fight (jap. <i>tataikai</i>)
수습 [] settle	짱립 [] bamboo joint (jap. <i>takefu; narabi</i>)
수습 [] solution; settle; coping with; making the best out of; saving; to control a situation. It means “managing orderly a chaotic situation” or “taking care of a bad situation.”	짱망 최선 [<i>ssangbang chweseon</i>] best for both sides
수싸움 [] capturing race (jap. <i>semeai</i>)	짱망 [<i>ssangbang</i>] both sides; both parties
수읽기 [] reading	짱점 [] iron pillar; two stones in a straight line (jap. <i>tetchu</i>)
수정지 [] the last meaningful point in the opening or in the endgame (jap. <i>tedomari</i>)	찌우다 [] cover; oppress (jap. <i>kake</i>)
수줄임 [] shorten the number of liberties	찌움 [] cover; oppress (jap. <i>kake</i>)
수책류포석 [] opening strategy for black based on three 3-4-points (jap. <i>Shusaku fuseki</i>)	아래붙임 [] contact underneath (jap. <i>shita tsuke</i>)
순실 [] honest; serious	아래젓힘 [] bend underneath (jap. <i>shita hane</i>)
순장 바둑 [] Sunjang baduk	약수 [] bad move (jap. <i>akushu</i>)
순환패 [] rotation pae	

- 안정하다 □ settle
- 안쪽 공배 □ internal liberty
- 안쪽 □ inside; inward (jap. *uchi*)
- 안쪽꼬부림 □ jap. *uchimagari*
- 안쪽붙임 □ jap. *uchisuke*
- 안형 □ eye shape
- 약간 □ some; a little; a bit; a few; somewhat; slightly; kind [sort] of
- 약점 □ a vulnerable point [spot]; a weak point [spot, side]; a defect; a weakness; one's Achilles heel
- 약한 □ jap. *yowai*
- 양 (선수, 단수) □ double- (jap. *ryo-*)
- 양결침 □ double approach; double smuggles (jap. *ryo kakari*)
- 양날개 □ wings formation
- 양단수 □ double attack; double dansu
- 양선수 □ double seonsu (jap. *ryo sente*)
- 양절힘 □ double bend (jap. *nidan bane*)
- 양패 빅 □ double pae dual life
- 양패 □ double pae
- 양호구 연결 □ double tiger's connection
- 양호구 □ double tiger's mouth
- 양화점 □ two-star formation
- 얕다 □ shallow
- 어깨 □ shoulder (jap. *kata*)
- 어깨짚기 □ shoulder hit (jap. *kata tsuki*)
- 어깨짚음 □ shoulder hit (jap. *kata tsuki*)
- 어성기 □ castle game
- 역끝내기 □ reverse seonsu endgame
- 역선수 □ reverse seonsu endgame
- 연결 □ connection (jap. *tsugi*)
- 연결하다 □ connect
- 연기바둑 □ doubles baduk (jap. *rengo*)
- 연단수 □ a method to capture where stones are sacrificed to destroy the enemy's eye shape (and use shortage of liberties to prevent connection) (jap. *bata bata tesuji; oiotoshi*)
- 연단수 □ continuous dansu
- 연성 □ star formation
- 열세 □ inferior
- 얇다 □ thin (jap. *usui*)
- 얇은맛 □ jap. *usu aji*
- 얇음 □ thin; skinny (jap. *usumi; usui*)
- 옆붙임 □ side attachment
- 오궁도화 □ flower five; rabbit five
- 오른쪽 [*oreunzzok*] right (directional)
- 오청원 정석 □ Go Seigen pattern
- 옥집 □ false eye (jap. *kakame*)
- 울가미 □ net; fork?; trap? (jap. *geta*)
- 웅색 □ cramped; unsatisfactory
- 웅색 □ worse off' embarrassingly unsatisfactory; depending context, it could mean "of poverty". It illustrates "reaping little return from your investment" or "a situation wherein your stones are alive without influence or material gain", hence, living embarrassingly in poverty
- 와 [*wa*] and; with. Two-shape particle -와/-과; -와 is used after a vowel
- 완착 □ relaxed move; poor move
- 외길 □ one-way street
- 외목 □ 3-5 point (jap. *mokuhazushi; sotomoku*)
- 외목정석 □ jap. *sotomoku joseki*
- 왼쪽 [*wenzzok*] left (directional)
- 요석 □ key stone; pivotal stones at very important position, should not be given up (jap. *kaname ishi; yoseki; taneishi*)
- 요점,요석 □ jap. *yoten*
- 우 □ right (directional)
- 우변 □ right edge (jap. *uhen*)
- 우세 □ humiliating; painful

- 우세 [] superior (either material advantage or positional superiority)
- 우주류 [] jap. *uchuryu*
- 우주류 [] cosmic style
- 우형 [] bad shape
- 우형 [] stupid shape (jap. *gukei*)
- 움직이다 [] awaken
- 원인 [] jap. *soin*
- 위기 [*wigi*] another name for baduk
- 위로꼬부림 [] jap. *ue magari*
- 위로붙임 [] jap. *ue tsuke*
- 위붙임 [] upper attachment
- 위험 [] dangerous
- 위협 [] thrust (jap. *tsuppari*)
- 유가무가 [] eye vs no eye; have house, no house; one group of stones not having an eye, while the opponent's has one eye (jap. *me ari me nashi*)
- 유럽 바둑 콩그레스 [*yureop baduk konggeureiseu*] European Go Congress
- 유럽 [*yureop*] Europe
- 유리 [] advantage
- 유리하다 (형세가) [] lead; good
- 유행 [*yuhaeng*] fashion; vogue; style; craze; fad; rage; popularity – 하다 be in fashion [vogue]; be popular; be widely liked; prevail
- 육사팔활 [] six die eight live
- 응수 [] counter move
- 응수타진 [] a move which tests the opponent's plans (jap. *yosumi*)
- 응수타진 [] prove
- 응용 [] applied
- 응용사활 [] applied life and death
- 응형 [] dumpling
- 응형 [] overconcentrated shape (jap. *korigat-achi*)
- 이깨짚기 [] shoulder hit (jap. *katatsuki*)
- 이단절힘 [] double bend (jap. *nidan bane*)
- 이단패 [] two-step pae
- 이맥 [] jap. *ton tesuji*
- 이연성 [] two star framework (jap. *nirensei*)
- 이음 [] connection (jap. *tsugi*)
- 이후 [] after this; henceforth; in the future; hereafter; from now [this time, today] on
- 인내 [] technique to deal with weak groups (jap. *shinogi*)
- 인터넷 [*inteonet*] Internet
- 일단 잡고 [] capture first
- 일단 [] first step
- 일등공신 [] key move; winning move
- 일류 [] first class
- 일류감각 [] first class intuition?
- 일방 [] one-way street (jap. *ippon michi*)
- 일본 기원 [*ilbon giweon*] Nihon Ki-in
- 일본 [*ilbon*] Japan
- 일어서다 [] stand (jap. *tachi*)
- 입구자 붙임 [] diagonal attachment
- 입구자 [] diagonal move (kosumi); lit. “mouth”, because the knight's move reminds one of the chinese symbol for “mouth”
- 입문 [] introduction (jap. *nyu mon*)
- 잇는 한수 [] jap. *tsugi no itte*
- 잇다 [] link
- 자체팻감 [] local (internal) pae threat (jap. *soba ko*)
- 자충(수) [] stale move; a move which fills one's own liberties, or has the potential to do so, auto-atari move, self-killing move. 자 “self”, 충 “filling”, 수 “move” (jap. *damezumari*)
- 자충 [] self-dansu
- 작은(수) [] small scaled move (jap. *chisai*)
- 작은눈사태형정석 [] Small Avalanche pattern
- 작전 [] strategy
- 잡고 [] capture

잡다 [] capturing (jap. <i>tori</i>)	젓혀 끊다 [] bend and cut
잡다 [] kill; take; capture (jap. <i>toru</i>)	젓혀 끼우다 [] bend and wedge
잡은돌 [] captured stones	젓혀 잇다 [] bend and connect
잡힌 돌 [] sacrificed stone; prisoner; sacrifice (jap. <i>suteishi</i>)	젓혀 잡다 [] bend and kill
장문 [] net?; cover or press?; lock? (kake?, geta?)	젓히다 [] bend (jap. <i>hane</i>)
장생 [] eternal life	젓힘 빅 [] dual life with a bend
저위 [<i>jeowi</i>] a low position [rank]; a low degree	젓힘 [] quick turn; bend (jap. <i>hane</i>)
저항 [] resistance	제2부 미니중국식 포석 [] Part 2 - Mini Chinese opening
전개 [] extension (jap. <i>tenkai</i>)	조여 붙이다 [] squeeze
전도 불투명한 싸움 [] difficult to see the future?	조여붙임 [] to strangle (jap. <i>shime tsuke</i>); e.g., to sacrifice stones to be able to strangle an opponent's groups by squeezing it
전술 [] strategy	조임 [<i>joim</i>] fasten (jap. <i>shime tsuke</i>)
전투분위기 [] combative mood; fighting mood	조임 [<i>joim</i>] squeeze (jap. <i>shibori</i>)
전형 [] a model; a type; a pattern; a specimen; screening; selection; choice	중국 [<i>jongguk</i>] the end of the game (not the endgame)
절단 [] disconnect	중반 [<i>jongban</i>] closing stage
절대 패감 [<i>jeoldae paegam</i>] absolute pae threat (jap. <i>zettaikozai</i>)	좋은(수) [<i>jo Eun (su)</i>] good move (jap. <i>suki te</i>)
절대 [<i>jeoldae</i>] absolute jap. <i>zettai</i>	좋은음 [<i>jo eum</i>] good
점 [<i>jeom</i>] point	좌우동형 [] symmetrical shape
접근전 [] dead heat (close competition) (jap. <i>seri ai</i>)	주문 [] plan; order; request; demand; wish
점바둑 [<i>jeopbaduk</i>] handicap baduk (jap. <i>oki go</i>)	죽은(돌) [] dead (stones)
정답 [<i>jeongdap</i>] correct answer	죽음 [<i>jugeum</i>] death
정사궁 [<i>jeongsagong</i>] square four	준비 [<i>junbi</i>] preparation(s); (preliminary) arrangements; readiness
정석 [<i>jeongseok</i>] formula; pattern; standard move (jap. <i>joseki</i>)	준선수 [<i>junseonsu</i>] almost seonsu
정석이후 [<i>jeongseokihu</i>] after the pattern	중국기원 [<i>jungguk giweon</i>] Zhongguo Qiyuan (baduk institute in Beijing)
정선 [<i>jeongseon</i>] a strategy and a style for white in games without compensation where one is always taking territory, even not defending some weak groups, but forcing the opponent to attack the weak groups; complete opposite of the attacking style, which builds thickness. jap. <i>amashi</i>	중국류 [<i>junggungnyo</i>] Chinese opening
정수 [<i>jeongsu</i>] proper move (jap. <i>honte</i>)	중국식 포석 [<i>jungguksik poseok</i>] Chinese opening
정해 [<i>jeonghae</i>] correct answer (jap. <i>seikai</i>)	중급 [<i>junggeup</i>] intermediate level (jap. <i>chukyu</i>)
	중단하다 [<i>jungdanhada</i>] play out (jap. <i>uchikiru</i>)
	중반 전략 [<i>jongban jeonryeok</i>] middle game strategy

중반 [jungban] middle game (jap. <i>chuban</i>)	첫 [] first (as in “first steps”)
중복 [jungbon] overconcentration	초급 [] elementary level (jap. <i>sho kyu</i>)
중앙 [jungang] center; middle (of the board)	초반 [] opening (jap. <i>choban</i>)
중요합니다 [] important	초읽이 [] overtime counting; second reading (jap. <i>byoyomi</i>)
중지하다 [] jap. <i>yosu</i>	촉촉수 [] continuous dansu; connect-and-die (jap. <i>oiotoshi</i>)
지키다 [] defence; keep (jap. <i>mamori</i>)	좌 [] left
지킴 [] defence; keep (jap. <i>mamori</i>)	최선 [chweseon] best; best plan
직사궁 [] straight four	축 [chuk] ladder (jap. <i>shicho</i>)
직삼궁 [] straight three	축머리 [chukmeori] ladder breaker (jap. <i>shicho atari</i>)
집 [jib] 1. house (jap. <i>me</i>); profit. 2. territory; jap. <i>ji</i> ; points in territory (jap. <i>kakuteiji</i>)	축으로 잡히다 [chukeuro jabhida] captured in ladder
집 [jib] handicap; [the difference in] points; (jap. <i>moku</i>)	충분 [chungbun] enough; sufficient
찌르기 [] pierce	치받다 [chibadda] bump; butt; butting (jap. <i>butsukari</i>)
찌르기 [] thrusting against; pushing in preparation for cutting (tsuki-dashi)	치받음 [chibadeum] butting; bump; to thrust against an enemy stone (jap. <i>batsukari</i> ; <i>butsukari</i> ; <i>tsukiatari</i>)
찌르다 [] thrust (jap. <i>warikomi</i> , squeeze into; a move made between opponent’s stones in order to separate them and/or to connect one’s own stones.	치수 [chisu] the conditions on which two players play each other, i.e., the handicap (jap. <i>teai</i>)
찢다 [] choke	치우치다 [chiuchida] lean; incline [to, toward]; slant [forward]; be biased; be partial [to]; be prejudiced; be unfair
차례 [] order; sequence; arrangement; precedence; 흑이돌 차례 = “black to move”	치중 [chijung] placement (jap. <i>oki</i>)
착수 [] place a stone on the board; to move; a move (jap. <i>te</i>)	치중수 [chijungsu] a move that goes at opponent’s vital point; semi-forcing move, not absolutely seonsu?
착수금지점 [] illegal point	치중하다 [chijunghada] play inside; centering; a putting or a placement (jap. <i>oki</i>)
착수포기 [] pass	침입 [chimib] invasion (jap. <i>uchikomi</i>)
착오 [] mistake	침입하다 [chimibhada] invade; invading (jap. <i>uchikomu</i>)
참고도 [] reference	침투 [chimtu] infiltration; penetration; permeation; saturation; osmosis
참기 [] technique to deal with weak groups (jap. <i>shinogi</i>)	침투하다 [chimtuhada] invade, invading
책 [] book	코붙임 [] nose attachment
챔피언 [chaempieon] champion	크다 [keuda] (be) big; large; great; grand; spacious; extensive; broad; vast
처진 날일자 [] dipping knight’s move	
처진 [] jap. <i>yurumi</i>	
천원 [] 10-10 point; zenith (jap. <i>tengen</i>)	
천지대패 [] super pae; almighty pae	
철주 [] iron pillar (jap. <i>tetchu</i>)	

큰 곳 [] big point (jap. <i>oba</i>)	편후수 [<i>pyeonhusu</i>] unilateral husu endgame
큰(수) [] large move (jap. <i>okina</i>)	폐석 [<i>pyeoseon</i>] describing stone usually hard to move, or has no purpose because it is isolated or disconnected
큰눈사태형 정석 [] Large Avalanche pattern	포도송이 모양 [<i>podosongi moyang</i>] heavy, clumsy shape (jap. <i>omoi katachi</i>)
큼 [<i>keum</i>] large; on a large scale	포도송이 [<i>podosong</i>] dumpling; a lump of stones (lit.: a bunch of grapes) (jap. <i>dango</i>)
타개 [] avoiding death skillfully; overcome; breakthrough (jap. <i>shinogi</i>)	포석 [<i>poseok</i>] opening (jap. <i>fuseki</i>)
타개하다 [] break through; overcome; (jap. <i>shinogi</i>)	프로 [<i>peuro</i>] pro; professional
타이젼 [<i>taijem</i>] Tygem (korean baduk server)	펼연 [<i>piryeon</i>] certainly
타이틀 [<i>taiteul</i>] title	하 [<i>ha</i>] bottom
타진 [] probe	하변 [<i>habyeon</i>] lower edge, bottom edge (jap. <i>kahen; shita hen</i>)
탈출 [<i>talchul</i>] escape; extrication; -하다 escape [from]; get away from; get out of; extricate oneself from; free [liberate] oneself; flee; bail out	하이라이트 [<i>hairaiteu</i>] highlight
턱밀 [] jaw attack	한국 기원 [<i>hanguk giweon</i>] Korean Baduk Association
테스트 [<i>teseuteu</i>] test	한국 [<i>hanguk</i>] Korea
토치카 [] pillbox enclosure: two 3-5-points and the 5-5-point (jap. <i>tochika</i>)	한수 늘어진 패 [<i>hansu neureojin pae</i>] one-step pae, one move approach pae (jap. <i>itte ko; itte yose ko</i>)
트레이닝 [<i>teureining</i>] training	한칸 걸침 [<i>hankan geolchim</i>] one-space approach
트레이닝 [] training	한칸 뛰기 [] one-point jump (jap. <i>ikken tobi</i>)
파다 [] gouge out	한칸 뽀뽀 [] one-space jump, (jap. <i>ikken tobi</i>)
파도타기 [] to wave (jap. <i>aoru</i>)	한칸 벌림 [] one-space extension
파호하다 [] break an eye	한칸(뽀) [] one-point jump (jap. <i>ikken tobi</i>)
판륙 [] comb six, rectangular six	한칸 [] one-space
판사궁 [] square four	함정(수) [<i>hamjeom (su)</i>] trap; trick play
패 해소 [] pae elimination (jap. <i>ko kaisho</i>)	함정, 덫 [] trap; fall into a trap
패 [] jap. <i>ko</i>	함정수퇴치 [] escape the trap or trick play
패감 [<i>paegam</i>] ko threat (jap. <i>ko date</i>)	행마 [<i>haengma</i>] the flow of the stones, way of the moving horse (해 = travel, 마 = horse)
패쌌음 [<i>paesseum</i>] ko threat (jap. <i>ko date</i>)	향소목 [<i>hyangsomok</i>] facing 3-4 points formation
패착 [<i>ppaechag</i>] losing move, defeat move (jap. <i>baichaku</i>)	허술하다 [<i>heosulhada</i>] 1. be shabby; worn-out; humble; poor. 2. be careless; negligent; inattentive
패해소 [<i>paehaesol</i>] pae elimination	
팻감 [<i>paetgam</i>] pae threat	
편선수 [<i>pyeonseonsu</i>] unilateral seonsu endgame	
편함 [<i>pyeonham</i>] easily settled (백, 편 함 = White settles himself easily)	

현대 [*hyeondae*] modern (the company name “Hyundai” is a strange representation of this word)

협공 [*hyeopgong*] a pincer; an attack on both flanks (jap. *hasami*); —하다 to pincer; to attack on both flanks

형 [*hyeong*] shape?

형세판단 [*hyeongsepandan*] overall situation; positional judgement; judge the board situation

호 [*ho*] territory

호가 [*hogak*] balanced; even; equal; good match; even split; equal [position]

호구 연결 [*hogu yeongyeol*] diagonal connection; hanging connection; tiger’s connection

호구 [*hogu*] tiger’s mouth

호구이음 [*hoguieum*] hanging connection (jap. *kaketsugi*)

호리병 [*horibyeong*] crane’s nest

호선 포석 [*hoseon poseok*] even game opening (jap. *tagai sen no fuseki*)

호선 [*hoseon*] even game (alternating black and white); also the first move in alternate, unhandicapped match (jap. *tagai sen*)

호조 [*hojo*] favourable, satisfactory, “everything is fine”, a favorable turn, a favorable trend. It is often used to denote “a series of good moves setting a favorable momentum.”

혼성연기 바둑 [*heunseongyeonggi baduk*] mixed doubles baduk

화국 [*hwaguk*] game of peace

화점 정석 [*hwajeom jeongseok*] 4-4 point pattern

화점 [*hwajeom*] flower point, star point, 4-4 point (jap. *hoshi*)

확인 [*hwakin*] certain

확정가 [*hwakjeongga*] decided territory

환격 [*hwangyeok*] capturing back (jap. *tori kaeshi*)

환격 [*hwangyeok*] snapback (jap. *utte gaeshi*)

환생 [*hwansaeng*] rebirth; revival; reincarnation (of a previously dead group) —하다 be born again; come back to life; revive; be reincarnated

활로 [*hwallo*] liberty; life line (jap. *dame; kat-suro*)

활발하다 [*hwalbalhada*] (be) lively; brisk; active; quick; open; free; vivacious; vigorous; sprightly; be full of life

활용 [*hwalyong*] forcing move; use, utilize

회돌이 [*hwedori*] a method to capture where stones are sacrificed to destroy the enemy’s eye shape (and use shortage of liberties to prevent connection) (jap. *bata bata tesuji; oiotoshi*)

회돌이 [*hwedori*] spin around; thrust (jap. *atari atari*)

후반 [*huban*] endgame

후침수 [*hubimsu*] an invasion of an opponent’s territory that makes the opponent’s territory dead or a dual life

후속 [*husok*] following; succeeding

후속수단 [*husoksudan*] “a following measure (move)”. It most often means “a move strategically complementing the previous move(s)” and sometimes “a following measure to finish or make the best out of a situation created by the previous move(s).”

후속수단 [*husoksudan*] continuation (not necessarily “correct”). (lit. “proceeding method”)

후수 [*husu*] forced to answer (jap. *gote*)

후수의 선수 [*husueui seonsu*] husu play with seonsu followup (jap. *gote no sente*)

후절수 [*hujeolsu*] cutback

후절수 [*hujeolsu*] under the stones (jap. *ishi no shita*)

흉내바둑 [*hyungnae baduk*] mimic baduk (흉내 imitation; mimicry; mock)

흑 [*heug*] black (jap. *kuro*; 黒)

흑대마 [*heugdema*] black group

흑마 [*heugma*] black stone(s)

흑선 [*heugseon*] black to play

Baduk Book Guide

- 21세기유행정석 [*isibil segiyuhaeng jeongseok*] Fashionable Jeongseok in the 21st Century
- 21세기유행포석 [*isibil segiyuhaeng poseok*] Fashionable Poseok in the 21st Century
- 5분맥 [*obunmaek*] 5 Minute Maek
- 고스트 바둑 [*goseuteu baduk*] Ghost Baduk = Hikaru no Go?
- 공격과타개 [*gonggyeokgwan tagae*] Attack and Answer
- 공격노하우 [*gonggyeok nohau*] Attack Know-how
- 관자보 [*gwanjabo*] Guanzi Pu (Kanzufu)
- 기경중묘 [*gigyeongjungmyo*] Gokyo Shumyo
- 기본사활 [*gibon sahwat*] Basic Life and Death
- 기초포석 [*gicho poseok*] Basic Poseok
- 대국수 조남철 [*daeguksu jo nam-cheol*] The Great Cho Nam-ch'eol
- 동형반복 실전사활 [*donghyeongbanbok siljeon-sahwat*] Same Shape Repetition Real Game Life-and-Death
- 밀레니엄행마법 [*millenieom haengmabeob*] Millennium Haengma
- 바둑첫걸음 [*baduk cheotgeoreum*] First Steps in Baduk
- 변싸움사전 [*byeonssaumsajeon*] Dictionary of Fighting on the Sides
- 속수 클리닉 [*soksu keullinik*] Bad Move Clinic
- 수상전 마스터 [*susangjeon maseuteo*] Capturing Race Master
- 스피드바둑 [*seupideu baduk*] Speed Baduk
- 시리즈 [*sirijeu*] Series
- 실전사활 [*siljeon sahwat*] Real Game Life and Death
- 실전정석 [*siljeon jeongseok*] Real Game Jeongseok
- 실전포석 [*siljeon poseok*] Real Game Opening
- 실전형마 [*siljeon haengma*] Real Game Haengma (= "Think Like a Pro: Haengma")
- 어린이 바둑 수련장 [*eorini baduk suryeonjang*] Children Baduk Camp
- 위기발양론 [*wigibalyangron*] Igo Hatsuyoron
- 전술사전 [*jeonsulsajeon*] Strategy Dictionary
- 정석의 맥 마스터 [*jeongseokeui maek maseuteo*] Maek in Jeongseok Master
- 정석 이후 마스터 [*jeongseok ihu maseuteo*] After the Jeongseok Master
- 정석의 맥 [*jeongseokeui maek*] Maek in Jeongseok
- 조치훈 실전정석 [*jo chi-hun siljeon jeongseok*] Cho Chikun Real Game Joseki
- 조훈현실전바둑 [*jo hun-hyeon siljeon baduk*] Cho Hun-hyeon Real Game Baduk (series)
- 쪽집게 맥 [*zoggjibge maek*] Selected Correct Tip for Jeongseok?
- 초급사활 [*chogeub sahwat*] Life and Death for Beginners
- 초반50수 [*choban osibsu*] First 50 Moves
- 최신정석유행정석 [*chwesin jeongseok yuhaeng*] Brand New Jeongseok; Fashionable Jeongseok
- 축과 장문 마스터 [*chukgwa jangmun maseuteo*] Ladder and Net Master
- 침투와 삭감 마스터 [*chimtuwa saggam maseuteo*] Invasion and Reduction Master
- 침투와 삭감의 테크닉 [*chimtuwa saggameui tekeunik*] Invasion and Reduction Technique
- 파워속력행마 [*paweosongnyeog haengma*] Power Speed Haengma
- 패 마스터 [*pae maseuteo*] Pae Master
- 패를 알면 바둑이 보 [*paereul almyeon baduki bo*] If You Know Pae, You See Baduk
- 포석과 정석 [*poseokgwa jeongseok*] Opening and Joseki
- 프로 실전 맥 [*peuro siljeon maek*] Pro Real Game Tesuij
- 필수 정석 [*pilsu jeongseok*] Necessary Jeongseok
- 행마법 마스터 [*haengmabeob maseuteo*] Haengma Rule Master

현대 끝내기 사전 [*hyeondae ggeunnaegi sajeon*] Modern Endgame Dictionary
 현대 사할 사전 [*hyeondae sahwaj sajeon*] Modern Life and Death Dictionary
 현대 정석 사전 [*hyeondae jeongseok sajeon*] Modern Joseki Dictionary
 현대 정석 [*hyeondae jeongseok*] Modern Jeongseok
 현대 중반 사전 [*hyeondae jungban sajeon*] Modern Middlegame Dictionary
 현대 포석 사전 [*hyeondae poseok sajeon*] Modern Opening Dictionary
 현대 함정수 사전 [*hyeondae hamjeongsu sajeon*] Modern Trick Play Dictionary
 현대 행마 사전 [*hyeondae haengma sajeon*] Modern Haengma Dictionary
 현현기경 [*hyeonhyeongigyong*] Gengen Gokyo
 화점과 삼삼 마스터 [*hwajeomgwa samsam maseuteo*] 4-4 and 3-3 Master

Player Names

Often, the prevalent romanization is not in the Revised Romanization; therefore, the most common romanization is still used, but the Revised Romanization is given as well to make pronunciation more consistent throughout this guide. For example, 조훈현 is most often romanized as *Cho Hun-hyeon*, so that is what I have used here. However, the Revised Romanization is [*Jo Hun-hyeon*], so I have added that as well to enable the reader to pronounce the name correctly within the pronunciation guidelines given at the beginning. I have not, however, gone as far as to include all sorts of weird romanizations such as *Cho Hun-hyun* and the like.

가지와라 [*Gajiwara*] Kajiwara
 강만우 [*Gang Man-u*] Kang Man-u
 강승희 [*Gang Seung-heui*] Kang Seung-heui
 강주구 [*Gang Ju-gu*] Kang Chu-ku
 강지성 [*Gang Ji-seong*] Kang Chi-seong
 강철민 [*Gang Cheol-min*] Kang Ch'eol-min
 강훈 [*Gang Hun*] Kang Hun

고바야시 [*Gobayasi*] Kobayashi
 고재봉 [*Go Jae-bong*] Ko Chae-pong
 고재희 [*Go Jae-heui*] Ko Chae-heui
 구리 [*Gu Ri*] Gu Li
 권갑용 □ Kwon Kap-yong
 권경언 □ Kwon Kyeong-eon
 권오민 □ Kwon O-min
 권효진 □ Kwon Hyo-chin
 김강근 □ Kim Kang-keun
 김광식 □ Kim Kwang-sik (Kin Keoshoku)
 김기현 □ Kim Ki-heon
 김덕규 □ Kim Teok-kyu
 김동면 □ Kim Tong-myeon
 김동엽 □ Kim Tong-yeop
 김만수 □ Kim Man-su
 김명환 □ Kim Myeong-hwan
 김민희 □ Kim Min-heui
 김석흥 □ Kim Seok-heung
 김성래 □ Kim Seong-rae
 김성룡 □ Kim Seong-ryong
 김성훈 □ Kim Seong-hun
 김수영 □ Kim Su-yeong
 김수장 □ Kim Su-chang
 김승준 □ Kim Seung-chun
 김영삼 □ Kim Yeong-sam
 김영환 □ Kim Yeong-hwan
 김원 □ Kim Weon
 김윤태 □ Kim Yun-t'ae
 김인 □ Kim In
 김일환 □ Kim Il-hwan
 김재구 □ Kim Chae-ku
 김중수 □ Kim Chong-su
 김중준 □ Kim Chong-chun
 김좌기 □ Kim Chwa-ki

김주호	□ Kim Chu-ho	송태곤	□ Song T'ae-kon
김준영	□ Kim Chun-yeong	수채류	□ Shusaku
김찬우	□ Kim Ch'an-u	심종식	□ Sim Chong-sik
김철중	□ Kim Ch'eol-chung	안관옥	□ An Kwan-uk
김태향	□ Kim T'ae-hyang	안달훈	□ An Tal-hun
김학수	□ Kim Hak-su	안영길	□ An Yeong-kil
김혜민	□ Kim Hyeoe-min	안조영	□ An Cho-yeong
김효곤	□ Kim Hyo-kon	양건	□ Yang Keon
김효정	□ Kim Hyo-cheong	양상국	□ Yang Sang-kuk
김희중	□ Kim Heui-chung	양재호	□ Yang Chae-ho
나중훈	□ Na Chong-hun	염정훈	□ Yeom Cheong-hun
남치형	□ Nam Ch'i-hyeong	염찬수	□ Yeom Ch'an-su
노영하	□ No Yeong-ha	예내위	□ Ye Nae-ui (Rui Naiwei)
노준환	□ No Chun-hwan	오규철	□ O Kyu-ch'eol
루이나에웨이	□ Rui Naiwei (Ye Nae-ui)	오청원	[O Cheong-won] Go Seigen; Wu Qingyuan
목명근	□ Mok Myeong-keun	옥득진	□ Ok Teuk-chin
목진석	□ Mok Chin-seok	원성진	□ Weon Seong-chin
문용직	□ Mun Yong-chik	유건채	□ Yu Keon-chae
박병규	□ Pak Pyeong-kyu	유경민	□ Yu Kyeong-min
박상돈	□ Pak Sang-ton	유병호	□ Yu Pyeong-ho
박성수	□ Pak Sang-su	유재형	□ Yu Chae-hyeong
박승문	□ Pak Seung-mun	유창혁	□ Yu Ch'ang-hyeok
박승철	□ Pak Seung-ch'eol	윤기현	□ Yun Ki-hyeon
박영찬	□ Pak Yeong-ch'an	윤성현	□ Yun Seong-hyeon
박영훈	□ Pak Yeong-hun	윤영민	□ Yun Yeong-min
박종열	□ Pak Chong-yeol	윤영선	□ Yun Yeong-seon
박지은	□ Pak Chi-eun	윤종섭	□ Yun Chong-seop
박지훈	□ Pak Chi-hun	윤혁	□ Yun Hyeok
박진열	□ Pak Chi-yeol	윤현석	□ Yun Hyeon-seok
백대현	□ Paek Tae-hyeon	이강일	□ Yi Kang-il
백홍수	□ Paek Heung-su	이관철	□ Yi Kwan-ch'eol
서능욱	□ Seo Neung-uk	이기섭	□ Yi Ki-seop
서무상	□ Seo Mu-sang	이동규	□ Yi Tong-kyu
서봉수	□ Seo Pong-su		

이민진	[Yi Min-chin	조영숙	[<i>Jo Yeong-suk</i>] Cho Yeong-suk
이봉근	[Yi Pong-keun	조한승	[<i>Jo Han-seung</i>] Cho Han-seung
이상철	[Yi Sang-ch'eol	조혜연	[<i>Jo Hye-yeon</i>] Cho Hye-yeon
이상훈	[Yi Sang-hun	조훈현	[<i>Jo Hun-hyeon</i>] Cho Hun-hyeon
이성재	[Yi Seong-chae	차민수	[<i>Cha Min-su</i>] Ch'a Min-su (Jimmy Cha)
이세돌	[Yi Se-tol	차수권	[<i>Cha Su-gweon</i>] Ch'a Su-kweon
이영신	[Yi Yeong-sin	천풍조	[<i>Cheon Pung-jo</i>] Ch'eon P'ung-cho
이용수	[Yi Yong-su	최규병	[<i>Chwe Gyu-byeong</i>] Ch'oe Kyu-pyeong
이용찬	[Yi Yong-ch'an	최명훈	[<i>Chwe Myeong-hun</i>] Ch'oe Myeong-hun
이정우	[Yi Cheong-u	최문용	[<i>Chwe Mun-yong</i>] Ch'oe Mun-yong
이정원	[Yi Cheong-weon	최창원	[<i>Chwe Chang-won</i>] Ch'oe Ch'ang-weon
이준학	[Yi Chun-hak	최철한	[<i>Chwe Cheol-han</i>] Ch'oe Ch'eol-han
이지현	[Yi Chi-hyeon	공병주	[<i>Kong Byeong-ju</i>] Kong Pyeong-Chu
이창호	[Yi Ch'ang-ho	하찬석	[<i>Ha Chan-seok</i>] Ha Ch'an-seok
이현욱	[Yi Hyeon-uk	하호정	[Ha Ho-cheong
이형로	[Yi Hyeong-ro	한상열	[Han Sang-yeol
이홍렬	[Yi Hong-ryeol	한중진	[Han Chong-chin
이희성	[Yi Heui-seong	한철균	[<i>Han Cheol-gyun</i>] Han Ch'eol-kyun
임선근	[Im Seon-keun	한해원	[Han Hae-weon
임순택	[Im Sun-t'aek	허장희	[Heo Chang-heui
임창식	[Im Ch'ang-sik	현미진	[Hyeon Mi-chin
장두진	[Chang Tu-chin	홍꽃노을	[Hong Kkoch'-no-eul
장명환	[Chang Myeong-han	홍장식	[Hong Chang-sik
장수영	[Chang Su-yeong	홍중형	[Hong Chong-hyeon
장정평	[<i>Jang Jeong-pyeong</i>] Chang Cheong- p'yeong (Zhang Zhengping)	홍태선	[Hong T'ae-seon
저우허양	[<i>Jeou Heoyang</i>] Zhou Heyang	황염	[Hwang Yeom (Huang Yan)
전영선	[Cheon Yeong-seon	황원준	[Hwang Weon-chun
정대상	[Cheong Tae-sang		
정동식	[Cheong Tong-sik		
정수현	[Cheong Su-hyeon		
정현산	[Cheong Hyeon-san		
조남철	[<i>Jo Nam-cheol</i>] Cho Nam-cheol		
조대현	[<i>Jo Dae-hyeon</i>] Cho Tae-hyeon		

Example Phrases

This section provides useful phrases to use on baduk servers or when speaking with your korean baduk friends. It also contains phrases you might come across in korean baduk magazines.

얼마나 두십니까?

What is your rank? How strong are you?

몇 급 두십니까?

What geup (rank) do you play?

인터넷에서 3급입니다.

On the Internet I play as 3 geup (kyu).

저는 한국 기원 6단입니다.

I am a Korean Baduk Association 6 dan.

기원에서 6급정도입니다.

At the baduk club I am about 6 geup (kyu).

열심히 두겠습니다.

Have a good game.

잘 두었습니다.

(It was a) good game.

한수 더 할 수 있습니까?

Do you have time for one more?

바둑판 앞에 앉으면...

When I sit in front of the baduk board...

제 51회 유럽 바둑 콩그레스

51st European Go Congress

제9회 삼성화재배 세계바둑 오픈

9th Samsung Cup World Open Baduk Championship

도요타 덴수배

Toyota-Densu Cup

제한 시간 각 3시간, 덤 6집 반, 2004년 6월
울산, 현대호텔

Time limit is 3 hours each, compensation 6.5 points, June 2004 in Ulsan, at the Hyundai hotel

저는 대학생이고 여름방학 동안 바둑을 배우고 싶습니다.

I am a student and would like to learn baduk over the summer holidays.