

Chinese Go Terms

Chinese	Hanyu Pinyin	English
B		
白	bái	white
败 (敗)	bài	failure
败着 (敗著)	bài zhāo	losing move
扳	bān	hane
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
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 (變相中國流)	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
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
C		
猜先	cāi xiān	guessing the stones
猜子	cāi zǐ	guessing the stones
参考 (參考)	cān kǎo	reference
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
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	chèng 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
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
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)	dǒu fāng	carpenter's square
读秒 (讀秒)	dú miǎo	byo-yomi
渡	dù	bridge under
断 (斷)	duàn	cut
段	duàn	dan
对局 (對局)	duì jú	play game

对杀 (對殺)	duì shā	capturing race
对弈 (對弈)	duì yì	play game
多元劫	duō yuán jié	multiple ko
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
F		
发展 (發展)	fā zhǎn	develop
反扳	fǎn bān	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
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 fèn	overplay
H		
好点 (好點)	hǎo diǎn	good point
和棋	hé qí	draw
黑	hēi	black
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	rabbity 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
回手	huí shǒu	take back
回提	huí tí	recapture
悔棋	huǐ qí	take back
活棋	huó qí	living group
J		
急	jí	urgent
级 (級)	jí	kyu
急所	jí suǒ	urgent point
挤 (擠)	jǐ	bump into diagonal
技巧	jì qiào	technique
计算 (計算)	jì suàn	counting
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
叫吃	jiào chī	atari
教师 (教師)	jiào shī	teacher
教室	jiào shì	classroom
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

诘棋 (詰棋)	jié qí	life and death problem
劫杀 (劫殺)	jié shā	kill by ko
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
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
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
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
靠	kào	attach
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
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
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
M		
满意 (滿意)	mǎn yì	satisfied
慢	màn	slow
盲点 (盲點)	máng diǎn	blind spot
梅花六	méi huā liù	rabbity 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
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
扭羊头 (扭羊頭)	niǔ yáng tóu	ladder
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
便宜	pián yí	profit
骗着 (騙著)	piàn zhāo	trick play
平衡	píng héng	balance
破	pò	break
扑 (撲)	pū	throw in
葡萄六	pú tao liù	rabbity six
谱 (譜)	pǔ	game record
普通	pǔ tōng	common
Q		
欺着 (欺著)	qī zhāo	trick play
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
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	qū sì	bent four
觑 (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
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
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
T		
弹性 (彈性)	tán xìng	flexibility
搪	táng	block
套劫	tāo jié	two stage ko
逃	táo	escape
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
味道	wèi dào	aji
文凭 (文憑)	wén píng	diploma
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
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
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
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 (搖櫓劫)	yáo lǚ 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 (一子雙雙征)	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
Z		
扎钉 (扎釘)	zhá 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
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	settling 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
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

Source: [Tan Yee Fan \(yee.fan.sg/weiqi/chinesegoterm/\)](http://tan.yee.fan.sg/weiqi/chinesegoterm/)