

Baduk Terminology v0.17

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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://hanekomu.at/go/baduk_terminology.pdf regularly for updates.

There are five 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, "Baduk Titles and Events", lists the names of tournaments, titles and other important Baduk events. The fourth section, "Player Names", lists the names of korean (as well as other) players along with their romanizations. The last 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 ㅈ [eo] is pronounced like the *aw* in *thaw*; ㅊ [ae] like the *a* in *bat*; ㅉ [j] like the *dg* in *edge*; ㅊ [ch] like the aspirated *ch* in *chop*; ㅊ [eu] like the *u* in *pull*, but without the lip rounding. Before ㅈ [i], ㅉ [s] (but not ㅊ [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, 바꿔치다 [baggwochida] *to trade* (verb); 바꿔치기 [baggwochigi] *the trading* (noun). Therefore, if you see a word ending in -기 and you don't find it in this dictionary, see if the corresponding -다 form is listed.

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

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

기대기 [<i>gidaegi</i>] leaning attack, lean (jap. <i>motare, motareru, yoko-tsuke?</i>)	끊음 [<i>ggeunum</i>] cut off (jap. <i>kiri</i>)
기대조 [<i>gidaejo</i>] Qidaizhao	끊고늘기 [<i>ggeungoneulgi</i>] cut and extend (jap. <i>kirinobi</i>)
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>)	끊어잡다 [<i>ggeuneo jabda</i>] cut-and-kill
기본 [<i>gibon</i>] basic; basis	끊어놓기 [<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>ggium</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	나가끊다 [<i>nagaggeunda</i>] a sequence of two moves which push and cut (jap. <i>degiri</i>)
껴붙임 [<i>ggyeobutchim</i>] clamp, a move which pincers and attaches (jap. <i>hasami tsuke</i>)	나쁜다 [<i>nabbeuda</i>] be bad; wrong; evil (jap. <i>warui</i>)
껴안다 [<i>ggyeoanda</i>] hug	나쁜 맛 [<i>nabbeun mat</i>] bad taste [in mouth]; bad potential (jap. <i>aji waru</i>)
꼬부리기 [<i>ggoburiga</i>] bend (jap. <i>magari</i>)	나쁨 [<i>nabbeum</i>] bad; wrong; it is bad
꼬부리다 [<i>ggoburida</i>] turn; filled triangle	낙하산 [<i>nakhasan</i>] a parachute; a chute
꼬부림 [<i>ggoburim</i>] bend around; filled triangle (jap. <i>magari, magari tsuke</i>)	난가 [<i>nanga</i>] rotten axe (jap. <i>ranka</i>)
꼼수 [<i>ggomsu</i>] tricky play	날일자 건너기 [<i>narilja geonneogi</i>] knight's crossing
꽃놀이패 [<i>ggomnolipae</i>] a flower-viewing <i>pae</i> (→ 패), i.e. one side has everything to lose, while the other stakes almost nothing; one-sided <i>pae</i> (→ 패); picnic <i>pae</i> (→ 패) (jap. <i>hanami ko</i>)	날일자 걸침 [<i>narilja geolchim</i>] knight's approach
꽃사궁 [<i>ggotsagung</i>] flower four	날일자 굳힘 [<i>narilja guthim</i>] knight's enclosure; the 3-4 and 5-3 points (jap. <i>kogeima shimari</i>)
꽉이음 [<i>ggwakieum</i>] solid connection (jap. <i>katatsugi</i>)	
꽉잇기 [<i>ggwakitta</i>] solid connection of a one-point jump (jap. <i>botsugi</i>)	

날일자 넘기 [narilja neobgi] knight's move bridge; connect underneath (jap. *keima watari*)

날일자 달림 [narilja dallim] knight's slide

날일자 뽀뽀 [narilja ddwim] knight's jump

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

날일자 벌림 [narilja beollim] knight's move extension

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

날일자 씌움 [narilja sseuim] 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*)

낮다 [] (be) low (usually "on the third line")

낮은 벌림 [najeun beollim] low extension

낮은 [nacheum] low

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

내려서다 [naeryeoseoda] descend (jap. *sagari*)

내려섬 [naeryoseom] descending downwards (jap. *sagari*)

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

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

넘어가다 [neomeogada] bridge under (jap. *watari*)

네칸 [nekan] (jap. *yongen*)

네칸벌림 [nekan beollim] four-point extension (jap. *yongen biraki*)

노리다 [norida] (jap. *suru*)

노림 [norim] a noun form of 노린다 lit. "(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*)

높다 [] (be) high (usually "on the fourth line")

높은 벌림 [nopeun beollim] high extension

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

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 (jap. *saru suberi*)

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

눈목자 뽀뽀 [nunmokja ddwim] large knight's cap

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

눈목자 씌움 [nunmokja sseuim] 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 (lit. "eye", because the large knight's move reminds one of the chinese symbol for "eye") (jap. *ogeima*)
- 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* (→ 패); one move approach *pae* (→ 패) (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* (→ 패)
- 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. Originally korean word. 석 [*seok*] also means *stone*, but is of chinese origin.
- 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* (→ 패)

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*)

되붙임 [dwebutchim] counter-attachment (jap. *tsuke kaeshi*)

되것힘 [dwejeojim] counter bend; staircase; a bend on top of an enemy bend (jap. *nidan bane; hane kaeshi; uwahane*)

되협공 [dwehyeopgong] counter-pincer

뒷박형 [dwetbakhyeong] carpenter's square

두눈 [dunun] two separate eyes or eye spaces

두점머리 [dujeommeori] hit on two stones head (jap. *ni me no atami*)

두칸 걸침 [dukan geolchim] two-space approach

두칸 낮은 벌림 [dukan najeun beollim] two-point low extension

두칸 높은 벌림 [dukan nopeun beollim] two-point high extension

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.”

뒷맛 [dwitmat] potential (lit. “taste”) (jap. *aji*)

뒷문 [dwitmun] open back door

뒷문열림 [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. *tobikomì*)

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* (→ 패) (jap. *mannen ko*)

만족 [manjok] satisfied; satisfaction; content

맛 [mat] potential (lit. “taste”) (jap. *aji*)

맛보기 [matbogi] fork; mirror (jap. <i>miai</i>)	몰아떨구기 [moraddeolgugi] a method to capture where stones are sacrificed to destroy the enemy's eye shape (and use shortage of liberties to prevent connection) (jap. <i>bata bata tesuji; oiotoshi</i>)
맛을 없애다 [maseul obsaeda] erase potential (jap. <i>aji keshi</i>)	묘수 [myosu] excellent move (jap. <i>myoshu</i>)
망함다 [manghamda] be ruined; fall; perish	무겁다 [mugeobda] heavy
맞꿨다 [] to crosscut (jap. <i>kiri chigai</i>)	무료 [muryo] (jap. <i>tozen</i>)
맞꿨음 [] a crosscut (jap. <i>kiri chigai</i>)	무르기 [] retract (jap. <i>matta; yari naoshi</i>)
맞바둑 [matbaduk] first move in alternate un-handicapped game (jap. <i>tagai sen</i>)	무리(수) [muri(su)] unreasonable; overplay
맞바둑 [matbaduk] non-handicap baduk; even game	무승부 [museungbu] a drawn game; a void game (due to repeated board position) (jap. <i>jigo</i>)
맞보기 [] paired moves; A or B; fork (jap. <i>miai</i>)	무책 [muchaek] resourcelessness; (a) lack of policy (plan)
매듭 [maedeub] knot	문제 [munje] problem; question
매화6궁 [] rabbit six	몰어봄 [mureobom] a move which tests the opponent's plans (jap. <i>yosu miru</i>)
매화육궁 [] flower six (jap. <i>hana roku</i>)	몽친 모양 [mungchin moyang] overconcentrated shape (jap. <i>korigatachi</i>)
맥(점) [maek(jeom)] good style; skillful; key move (jap. <i>suji; tesuji</i>)	미끄러지다 [miggeureojida] slide
머리 [meori] head	미끄러짐 [miggeureojim] slide (jap. <i>suberi</i>)
머리말 [] a preface; a foreword; an introduction; a preamble	미니중국식 [minijungguksik] mini-Chinese opening
먹여치기 [meogyechigi] a throw in	미생 [misaeng] unsettled
먹여치다 [meogyechida] to throw in; cram (jap. <i>horikomai; uchikaku; kuwaseru</i>)	미생마 [misaengma] a group of stones that is not yet alive
명인 [] jap. <i>Meijin</i> ; a big title	미지근하다 [] lukewarm
모굴힘 [] diagonal enclosure	미흡 [miheum] insufficient
모붙임 [] diagonal attachment (jap. <i>kosumi tsuke</i>)	밀고들여가기 [] creep (jap. <i>hairu</i>)
모양 [moyang] shape (jap. <i>katachi</i>); also that which is still only the shape of a territory, that is, a framework, sphere of influence (jap. <i>moyo</i>)	밀기 [milgi] a push
모양갖추기 [] being in good shape; good in shape	밀다 [milda] to push (peep?) (jap. <i>oshi</i>)
모형을 중시한수 [] stylish move	밀어붙이기 [] avalanche
모자 [moja] cap (jap. <i>boshi</i>)	밀어올라기 [] straight up (jap. <i>masugu</i>)
모자씌움 [mojasseuium] to cap (jap. <i>boshi</i>)	밑붙임 [] underneath attachment
모착 [mochak] to cap (jap. <i>boshi</i>)	밑젓힘 [] bend underneath (jap. <i>shita hane</i>)
몰다 [molda] drive	바깥 젓힘 [] outer bend
	바깥 [] outside (jap. <i>soto</i>)
	바깥꼬부림 [] (jap. <i>soto magari</i>)

- 바꿔 치기 [] the exchange, the trading [nomen]
(jap. *furikawari*)
- 바꿔 치다 [] to trade, to exchange [infinitive]
(jap. *furikawari*)
- 바둑 [] pebble board game, Go (jap. *igo*)
- 바둑돌 [*badukdol*] stone (jap. *ishi*)
- 바둑판 [*badukpan*] board (jap. *goban*)
- 바른응수 [] correct move
- 반눈 [*bannun*] half-eye
- 반면 [*banmyeon*] on the board
- 반복 [*banbok*] repetition; reiteration – 하다 repeat; reiterate; do over again
- 반선수 [*banseonsu*] almost *seonsu* (→ 선수)
(lit. “half-seonsu”)
- 반집 승부 [] half-point game
- 반집 [] half a point
- 반칙 [*banchik*] illegal move (taking back a move, suicide, exceeding allotted time etc.)
- 반패 [*banpae*] half-point *pae* (→ 패)
- 발 [*bal*] pace
- 방법 [*bangbeob*] method
- 방어 [*bangeo*] 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. *butsukari*; *tsuki atari*)
- 번개사공 [] 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*)
- 보태 주는 수 [] botched invasion
- 보통 [] 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*)
- 붙여뺏기정석 [] 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 (jap. *saru suberi*)
- 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. *aki sankaku*)
- 빈축 [] loose ladder (jap. *yurumi shicho*)
- 빵따냄 [] punctured tire; star capture (jap. *ponnuki*)
- 빵때림 [] punctured tire; star capture (jap. *ponnuki*)
- 뺏기 [] extend (jap. *nobi*)
- 사 [*sa*] dead
- 사살 [*sasal*] killing
- 사석 [*saseok*] dead stones; sacrificed stone; prisoner; sacrifice (jap. *suteishi*)
- 사석작전 [*saseokjakjeon*] sacrifice strategy/plan/play (jap. *suteishi*)
- 사이버 [*saibeo*] cyber
- 사활 [*sahwal*] life and death problem (lit. "dead, alive"?) (jap. *tsumego*)
- 사활문제 [*sahwalmunje*] life-and-death problem (jap. *tsumego*)
- 사활특급 [] life and death special
- 삭감 [*sakkam*] reduction
- 삭감하다 [*sakkamhada*] reduce; reducing (jap. *keshi*; erase; deflate)
- 산 돌 [*sandol*] live; alive
- 살아있다 [*saraita*] alive; settled; living (jap. *ikiru*, chin. *huoqi*)
- 삶 [] life; existence
- 살다 [] live; alive
- 삼단패 [] three-step *pae* (→ 패)
- 삼삼 정석 [*samsam jeongseok*] 3-3 pattern
- 삼삼 침입 [*samsam chimtu*] 3-3 intrude
- 삼삼 [*samsam*] 3-3 point
- 삼연성 [*samyeonseon*] three star formation (jap. *sanrensei*)
- 삼패 [*sampae*] triple *pae* (→ 패)
- 삿갓 [] farmer's hat (jap. *jin gasa*)
- 삿갓궁 [] pyramid four (jap. *yonmoku nakade*)
- 삿갓형 [] farmer's hat; conical hat (jap. *jin gasa*)
- 상 [*sang*] top
- 상급 [] advanced level (jap. *jo kyu*)
- 상용 [*sangyong*] commonly used
- 서다 [*seoda*] stand (jap. *tachi*)
- 서론 [*seoron*] an introduction; introductory [prefatory] remarks
- 석 [*dol*] stone. Originally chinese word. 돌 [*dol*] also means *stone*, but is of korean origin.
- 선 [*seon*] line
- 선상선 [*seonsangseon*] black-and-even game
- 선수 [*seonsu*] initiative (jap. *sente*)
- 성공이다 [*seonggong ida*] succeed
- 성점 [*seongjeom*] 4-4 point (jap. *hoshi*)
- 세계 [*segye*] world; 바둑세계 ("Baduk World") is the name of a magazine

- 세력 [seryeok] influence; thickness (jap. *atsumi*; *seiryoku*)
- 세력의 균형 [] balance in power
- 세칸 낮은 벌림 [sekan najeun beollim] three-point low extension
- 세칸 높은 벌림 [sekan nopeun beollim] three-point high extension
- 세칸 벌림 [sekan beollim] three-space extension (jap. *sangen biraki*)
- 세칸뎀 [] three space jump (jap. *sankan tobi*)
- 소목 정석 [] 3-4 point pattern
- 소목 [] 3-4 point (jap. *komoku*)
- 소붕설형 정석 [] Small Avalanche pattern
- 속 [] the inside; the interior; the inner part
- 속기 [] quick game
- 속력 [] speed
- 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
- 속임수 [] trick play (jap. *hamete*)
- 손빼다 [] play elsewhere; omit (jap. *tenuki*)
- 손뺌 [] play elsewhere (jap. *tenuki*)
- 손실 [sonsil] loss
- 손해 [sonhae] damage; injury; harm; loss; (self-)damaging play?
- 손해패 [sonhaepae] *pae* (→ 패) threat which loses points (jap. *sonko*)
- 손해패감 [sonhaepaegam] loss leader *pae* (→ 패) threat
- 수 [su] move
- 수나누기 [sunanugi] sequence dissection
- 수늘리기 [suneulligi] liberty increase
- 수단 [sudan] a means; a measure; a way; a method; a step
- 수담 [sudam] hand talk
- 수뎀춤 [] the last meaningful point in the opening or in the endgame (jap. *tedomari*)
- 수부족 [] shortage of liberties (jap. *damezumari*)
- 수비 [] defence (jap. *shubi*)
- 수비하다 [] defence; keep (jap. *mamori*)
- 수상전 [] capturing race (jap. *semeai*)
- 수상전 [] fight for liberties, race to capture (semeai)
- 수순 [susun] (right) order of play; timing; sequence (jap. *tejun*)
- 수순 [susun] match consisting of a set number of games (jap. *bango*)
- 수순의 묘 [susuneui myo] sequential magic
- 수순착오 [susunchako] playing out of order; wrong move order
- 수습 [suseub] settlement
- 수습하다 [suseubhada] settle; deal (cope) with; make the best out of; save; (gain) control (of) a situation. It means “manage orderly a chaotic situation” or “take care of a bad situation”.
- 수싸움 [] capturing race (jap. *semeai*)
- 수읽기 [] reading
- 수정지 [] the last meaningful point in the opening or in the endgame (jap. *tedomari*)
- 수줄임 [] shorten the number of liberties
- 수책류포석 [] opening strategy for black based on three 3-4-points (jap. *Shusaku fuseki*)
- 순실 [sunsil] honest; serious
- 순장 바둑 [sunjang baduk] Sunjang baduk
- 순환패 [] rotation *pae* (→ 패)
- 스피드 [seupido] speed
- 승부수 [] all-or-nothing move; do-or-die move; (aggressive) movement to change the unfavorable situation (jap. *shobute*)
- 승착 [] winning move
- 신포석 [] new opening theory, based on 4-4 points and stressing the centre (lit. “new opening”). Pioneered by Go Seigen and Kitani Minoru (jap. *shin fuseki*)
- 신행 [sinhaeng] development of the game

실리 [silli] profit; material gain	약점 [] a vulnerable point [spot]; a weak point [spot, side]; a defect; a weakness; one's Achilles heel
실리 [silli] profit; territory towards edge usually formed by 3 rd or 4 th line (jap. <i>ji</i>)	약한 [] (jap. <i>yowai</i>)
실수 [] territory (jap. <i>kakuteiji</i>)	양 (선수, 단수) [] double- (jap. <i>ryo-</i>)
실전 사활 [siljeon sahwat] real game life and death	양결침 [] double approach; double snuggles (jap. <i>ryo kakari</i>)
실전 정석 [siljeon jeongseok] real game pattern	양날개 [] wings formation
실전 [siljeon] actual game (jap. <i>jissen</i> , chin. <i>shizhan</i>)	양단수 [] double attack; double dansu
실전의 진행 [siljeoneui jinhaeng] real game continuation	양선수 [] double <i>seonsu</i> (→ 선수) (jap. <i>ryo sente</i>)
실책 [silchaek] mistake; error	양젓힘 [] double bend (jap. <i>nidan bane</i>)
실패 [silpae] failure; wrong answer; mistake (jap. <i>shippai</i>)	양패 빅 [] dual life because of double <i>pae</i> (→ 패)
실패 [silpae] lose (jap. <i>make</i>)	양패 [yangpae] double <i>pae</i> (→ 패)
싸바름 [ssbareum] swift; light (jap. <i>sabaki</i>)	양호구 연결 [] double tiger's connection
싸움 [ssaum] fight (jap. <i>tatakai</i>)	양호구 [] double tiger's mouth
쌍립 [] bamboo joint (jap. <i>takefu; narabi</i>)	양화점 [] two-star formation
쌍방 최선 [ssangbang chweseon] best for both sides	얕다 [] shallow
쌍방 [ssangbang] both sides; both parties	어깨 [] shoulder (jap. <i>kata</i>)
쌍점 [] iron pillar; two stones in a straight line (jap. <i>tetchu</i>)	어깨짚기 [] shoulder hit (jap. <i>kata tsuki</i>)
씌우다 [] cover; oppress (jap. <i>kake</i>)	어깨짚음 [] shoulder hit (jap. <i>kata tsuki</i>)
씌움 [] cover; oppress (jap. <i>kake</i>)	어성기 [] castle game
아래붙임 [] contact underneath (jap. <i>shita tsuke</i>)	역끝내기 [] reverse <i>seonsu</i> (→ 선수) endgame
아래젓힘 [] bend underneath (jap. <i>shita hane</i>)	역선수 [] reverse <i>seonsu</i> (→ 선수) endgame
악수 [] bad move (jap. <i>akushu</i>)	연결 [] connection (jap. <i>tsugi</i>)
안정하다 [] settle	연결하다 [] connect
안쪽 공배 [] internal liberty	연기바둑 [] doubles baduk (jap. <i>rengo</i>)
안쪽 [] inside; inward (jap. <i>uchi</i>)	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. <i>bata bata tesuji; oiotoshi</i>)
안쪽꼬부림 [] (jap. <i>uchimagari</i>)	연단수 [] continuous dansu
안쪽붙임 [] (jap. <i>uchisuke</i>)	연성 [] star formation
안형 [] eye shape	열세 [] inferior
약간 [] some; a little; a bit; a few; somewhat; slightly; kind [sort] of	엷다 [] thin (jap. <i>usui</i>)
	엷은맛 [] (jap. <i>usu aji</i>)

얹음 [] 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*)

올가미 [] net; fork?; trap? (jap. *geta*)

옹색 [] cramped; unsatisfactory

옹색 [] 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 (lit. “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. *korigatachi*)

이깨짚기 [] shoulder hit (jap. *katatsuki*)

이단것힘 [] double bend (jap. *nidan bane*)

이단패 [] two-step *pae* (→ 패)

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	전개 [] extension (jap. <i>tenkai</i>)
일단 [] first step	전도 불투명한 싸움 [] difficult to see the future?
일등공신 [] key move; winning move	전술 [] strategy
일류 [] first class	전투분위기 [] combative mood; fighting mood
일류감각 [] first class intuition?	전형 [] a model; a type; a pattern; a specimen; screening; selection; choice
일방 [] one-way street (jap. <i>ippon michi</i>)	절단 [] disconnect
일본 기원 [<i>ilbon giweon</i>] Nihon Ki-in	절대 패감 [<i>jeoldae paegam</i>] absolute <i>pae</i> (→ 패) threat (jap. <i>zettaikozai</i>)
일본 [<i>ilbon</i>] Japan	절대 [<i>jeoldae</i>] absolute jap. <i>zettai</i>
일어서다 [] stand (jap. <i>tachi</i>)	점 [<i>jeom</i>] point
입구자 붙임 [] diagonal attachment	접근전 [] dead heat (close competition) (jap. <i>seri ai</i>)
입구자 [] diagonal move (lit. “mouth”, because the knight’s move reminds one of the chinese symbol for “mouth”) (jap. <i>kosumi</i>)	접바둑 [<i>jeopbaduk</i>] handicap baduk (jap. <i>oki go</i>)
입문 [] introduction (jap. <i>nyu mon</i>)	정답 [<i>jeongdap</i>] correct answer
잇는 환수 [] (jap. <i>tsugi no itte</i>)	정사궁 [<i>jeongsagong</i>] square four
잇다 [] link	정석 [<i>jeongseok</i>] formula; pattern; standard move (lit. “correct stone(s)”) (jap. <i>joseki</i>)
자체팻감 [] local (internal) <i>pae</i> (→ 패) threat (jap. <i>soba ko</i>)	정석이후 [<i>jeongseokihu</i>] after the pattern
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. <i>damezumari</i>)	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>
자충 [] self-dansu	정수 [<i>jeongsu</i>] proper move (jap. <i>honte</i>)
작은(수) [] small scaled move (jap. <i>chisai</i>)	정해 [<i>jeonghae</i>] correct answer (jap. <i>seikai</i>)
작은눈사태형정석 [] Small Avalanche pattern	젓혀 끊다 [] bend and cut
작전 [] strategy	젓혀 끼우다 [] bend and wedge
잡고 [] capture	젓혀 잇다 [] bend and connect
잡다 [] capturing (jap. <i>tori</i>)	젓혀 잡다 [] bend and kill
잡다 [] kill; take; capture (jap. <i>toru</i>)	젓히다 [] bend (jap. <i>hane</i>)
잡은돌 [] captured stones	젓힘 빅 [] dual life with a bend
잡힌 돌 [] sacrificed stone; prisoner; sacrifice (jap. <i>suteishi</i>)	젓힘 [] quick turn; bend (jap. <i>hane</i>)
장문 [] net?; cover or press?; lock? (kake?, geta?)	제2부 미니중국식 포석 [] Part 2 - Mini Chinese opening
장생 [] eternal life	
저위 [<i>jeowi</i>] a low position [rank]; a low degree	
저항 [] resistance	

조여 붙이다 [] squeeze

조여붙임 [] to strangle (jap. *shime tsuke*); e.g., to sacrifice stones to be able to strangle an opponent's groups by squeezing it

조임 [*joim*] fasten (jap. *shime tsuke*)

조임 [*joim*] squeeze (jap. *shibori*)

종국 [*jongguk*] the end of the game (not the endgame)

종반 [*jongban*] closing stage

좋은(수) [*joemun (su)*] good move (jap. *suki te*)

좋은음 [*joemun*] good

좌우동형 [] symmetrical shape

주문 [] plan; order; request; demand; wish

죽은(돌) [] dead (stones)

죽음 [*jugeum*] death

준비 [*junbi*] preparation(s); (preliminary) arrangements; readiness

준선수 [*junseonsu*] almost *seonsu* (→ 선수)

중국기원 [*jungguk giweon*] Zhongguo Qiyuan (baduk institute in Beijing)

중국류 [*junggungnyo*] Chinese opening

중국식 포석 [*jungguksik poseok*] Chinese opening

중급 [*junggeup*] intermediate level (jap. *chu kyu*)

중단하다 [*jungdanhada*] play out (jap. *uchikiru*)

중반 전략 [*jungban jeonryeok*] middle game strategy

중반 [*jungban*] middle game (jap. *chuban*)

중복 [*jungbok*] overconcentration; overlapping; repetition (반복); duplication

중앙 [*jungang*] center; middle (of the board)

중요합니다 [] important

중지하다 [] (jap. *yosu*)

지키다 [] defence; keep (jap. *mamori*)

지킴 [] defence; keep (jap. *mamori*)

직사궁 [] straight four

직삼궁 [] straight three

집 [*jib*] 1. house (jap. *me*); profit. 2. territory; jap. *ji*; points in territory (jap. *kakuteiji*)

집 [*jib*] handicap; [the difference in] points; (jap. *moku*)

찌르기 [] pierce

찌르기 [] thrusting against; pushing in preparation for cutting (tsuki-dashi)

찌르다 [] thrust (jap. *warikomi*, squeeze into; a move made between opponent's stones in order to separate them and/or to connect one's own stones.

찹다 [] choke

차례 [] order; sequence; arrangement; precedence; 흑이돌 차례 "black to move"

착수 [] place a stone on the board; to move; a move (jap. *te*)

착수금지점 [] illegal point

착수포기 [] pass

착오 [*chako*] mistake

참고 [*chamgo*] reference; information; consultation; comparison

참고도 [*chamgodo*] reference diagram; comparison diagram

참기 [] technique to deal with weak groups (jap. *shinogi*)

책 [] book

챔피언 [*chaempieon*] champion

쳐진 날일자 [] dipping knight's move

쳐진 [] (jap. *yurumi*)

천원 [] 10-10 point; zenith (jap. *tengen*)

천지대패 [] super *pae* (→ 패); almighty *pae* (→ 패)

철주 [] iron pillar (jap. *tetchu*)

첫 [] first (as in "first steps")

초급 [] elementary level (jap. *sho kyu*)

초반 [] opening (jap. *choban*)

초읽이 [] overtime counting; second reading (jap. *byoyomi*)

촉촉수 [] continuous dansu; connect-and-die (jap. <i>oiotoshi</i>)	타개 [] avoiding death skillfully; overcome; breakthrough (jap. <i>shinogi</i>)
좌 [] left	타개하다 [] break through; overcome; (jap. <i>shinogi</i>)
최선 [<i>chweseon</i>] best; best plan	타이젬 [<i>taijem</i>] Tygem (korean baduk server)
축 [<i>chuk</i>] ladder (jap. <i>shicho</i>)	타이틀 [<i>taiteul</i>] title
축머리 [<i>chukmeori</i>] ladder breaker (jap. <i>shicho atari</i>)	타진 [] probe
축으로 잡히다 [<i>chukeuro jabhida</i>] captured in ladder	탈출 [<i>talchul</i>] escape; extrication; - 하다 escape [from] ;get away from; get out of; extricate oneself from; free [liberate] oneself; flee; bail out
충분 [<i>chungbun</i>] enough; sufficient	턱밀 [] jaw attack
치받다 [<i>chibadda</i>] bump; butt; butting (jap. <i>butsukari</i>)	테스트 [<i>teseuteu</i>] test
치받음 [<i>chibadeum</i>] butting; bump; to thrust against an enemy stone (jap. <i>batsukari; but-sukari; tsukiataru</i>)	토치카 [] pillbox enclosure: two 3-5-points and the 5-5-point (jap. <i>tochika</i>)
치수 [<i>chisu</i>] the conditions on which two players play each other, i.e., the handicap (jap. <i>teai</i>)	트레이닝 [<i>teureining</i>] training
치우치다 [<i>chiuchida</i>] lean; incline [to, toward]; slant [forward]; be biased; be partial [to]; be prejudiced; be unfair	트레이닝 [] training
치중 [<i>chijung</i>] placement (jap. <i>oki</i>)	파다 [] gouge out
치중수 [<i>chijungsu</i>] a move that goes at opponent's vital point; semi-forcing move, not absolutely <i>seonsu</i> (→ 선수)?	파도타기 [] to wave (jap. <i>aoru</i>)
치중하다 [<i>chijunghada</i>] play inside; centering; a putting or a placement (jap. <i>oki</i>)	파호하다 [] break an eye
침입 [<i>chimib</i>] invasion (jap. <i>uchikomi</i>)	판륙 [] comb six, rectangular six
침입하다 [<i>chimibhada</i>] invade; invading (jap. <i>uchikomu</i>)	판사궁 [] square four
침투 [<i>chimtu</i>] infiltration; penetration; permeation; saturation; osmosis	패 해소 [] <i>pae</i> (→ 패) elimination (jap. <i>ko kaisho</i>)
침투하다 [<i>chimtuhada</i>] invade, invading	패 [] (jap. <i>ko</i>)
코붙임 [] nose attachment	패감 [<i>paegam</i>] <i>pae</i> (→ 패) threat (jap. <i>ko date</i>)
크다 [<i>keuda</i>] (be) big; large; great; grand; spacious; extensive; broad; vast	패숨 [<i>paesseum</i>] <i>pae</i> (→ 패) threat (jap. <i>ko date</i>)
큰 곳 [] big point (jap. <i>oba</i>)	패착 [<i>ppaechag</i>] losing move, defeat move (jap. <i>baichaku</i>)
큰(수) [] large move (jap. <i>okina</i>)	패해소 [<i>paehaeso</i>] <i>pae</i> (→ 패) elimination
큰눈사태형 정석 [] Large Avalanche pattern	팻감 [<i>paetgam</i>] <i>pae</i> (→ 패) threat
큼 [<i>keum</i>] large; on a large scale	편선수 [<i>pyeonseonsu</i>] unilateral <i>seonsu</i> (→ 선수) endgame
	편함 [<i>pyeonham</i>] easily settled (백, 편함 "White settles himself easily")
	편후수 [<i>pyeonhusu</i>] unilateral <i>husu</i> (→ 후수) endgame

폐석 [*pyeoseon*] describing stone usually hard to move, or has no purpose because it is isolated or disconnected

포도송이 모양 [*podosongi moyang*] heavy, clumsy shape (jap. *omoi katachi*)

포도송이 [*podosong*] dumpling; a lump of stones (lit. “a bunch of grapes”) (jap. *dango*)

포석 [*poseok*] opening (jap. *fuseki*)

프로 [*peuro*] pro; professional

필연 [*piryeon*] certainly

하 [*ha*] bottom

하변 [*habyeon*] lower edge, bottom edge (jap. *kahen*; *shita hen*)

하이라이트 [*hairaiteu*] highlight

한국 기원 [*hanguk giweon*] Korean Baduk Association

한국 [*hanguk*] Korea

한수 늘어진 패 [*hansu neureojin pae*] one-step *pae* (→ 패); one move approach *pae* (→ 패) (jap. *itte ko*; *itte yose ko*)

한칸 걸침 [*hankan geolchim*] one-space approach

한칸 뛰기 □ one-point jump (jap. *ikken tobi*)

한칸 뺨 □ one-space jump, (jap. *ikken tobi*)

한칸 벌림 □ one-space extension

한칸(뺨) □ one-point jump (jap. *ikken tobi*)

한칸 □ one-space

함정(수) [*hamjeom (su)*] trap; trick play

함정, 덫 □ trap; fall into a trap

함정수퇴치 □ escape the trap or trick play

행마 [*haengma*] the flow of the stones, way of the moving horse (행 “travel”; 마 “horse”)

향소목 [*hyangsomok*] facing 3-4 points formation

허술하다 [*heosulhada*] 1. be shabby; worn-out; humble; poor. 2. be careless; negligent; inattentive

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

후빔수 [*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* (→ 후수) play with *seonsu* (→ 선수) followup (jap. *gote no sente*)

후절수 [*hujeolsu*] cutback; under the stones (?)

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 [*gonggyeokgwang 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

밀레니엄 행마법 [*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

실정정석 [*siljeon jeongseok*] Real Game Jeongseok

실전포석 [*siljeon poseok*] Real Game Opening

실전행마 [*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

정석 의 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)

꼭집게 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

추과 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 sahwat 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 [*hyeonhyeongigyeong*] Gengen Gokyo

화점과 삼삼 마스터 [*hwajeomgwa samsam
maseuteo*] 4-4 and 3-3 Master

Baduk Titles and Events

제 51회 유럽 바둑 콩그레스 [*je osiboheui
yureob baduk konggeureseu*] 51st European
Go Congress

제9회 삼성화재배 세계바둑 오픈 [*je guheui
samseongheuijaebae segyebaduk opeun*]
9th Samsung Cup World Open Baduk
Championship

도요타 덴수배 [*toyota densubae*] Toyota-Densu
Cup

Player Names

Often, the prevalent romanization is not 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 [<i>Gajiwara</i>] Kajiwara	김승준 [] Kim Seung-chun
강만우 [<i>Gang Man-u</i>] Kang Man-u	김영삼 [] Kim Yeong-sam
강승희 [<i>Gang Seung-heui</i>] Kang Seung-heui	김영환 [] Kim Yeong-hwan
강주구 [<i>Gang Ju-gu</i>] Kang Chu-ku	김원 [] Kim Weon
강지성 [<i>Gang Ji-seong</i>] Kang Chi-seong	김윤태 [] Kim Yun-t'ae
강철민 [<i>Gang Cheol-min</i>] Kang Ch'eol-min	김인 [] Kim In
강훈 [<i>Gang Hun</i>] Kang Hun	김일환 [] Kim Il-hwan
고바야시 [<i>Gobayasi</i>] Kobayashi	김재구 [] Kim Chae-ku
고재봉 [<i>Go Jae-bong</i>] Ko Chae-pong	김종수 [] Kim Chong-su
고재희 [<i>Go Jae-heui</i>] Ko Chae-heui	김종준 [] Kim Chong-chun
구리 [<i>Gu Ri</i>] Gu Li	김좌기 [] Kim Chwa-ki
권갑용 [<i>Gwon Gab-yong</i>] Kwon Kap-yong	김주호 [] Kim Chu-ho
권경언 [<i>Gwon Gyeong-eon</i>] Kwon Kyeong-eon	김준영 [] Kim Chun-yeong
권오민 [<i>Gwon O-min</i>] Kwon O-min	김찬우 [] Kim Ch'an-u
권효진 [<i>Gwon Hyo-jin</i>] Kwon Hyo-chin	김철중 [] Kim Ch'eol-chung
김강근 [<i>Gim Gang-geun</i>] Kim Kang-keun	김태향 [] Kim T'ae-hyang
김광식 [<i>Gim Gwang-sik</i>] Kim Kwang-sik (Kin Keoshoku)	김학수 [] Kim Hak-su
김기현 [<i>Gim Gi-hyeon</i>] Kim Ki-heon	김혜민 [] Kim Hyeoe-min
김덕규 [<i>Gim Deog-gyu</i>] Kim Teok-kyu	김효곤 [] Kim Hyo-kon
김동면 [<i>Gim Dong-myeon</i>] Kim Tong-myeon	김효정 [] Kim Hyo-cheong
김동엽 [<i>Gim Dong-yeob</i>] Kim Tong-yeop	김희중 [] Kim Heui-chung
김만수 [<i>Gim Man-su</i>] Kim Man-su	나중훈 [] Na Chong-hun
김명환 [<i>Gim Myeong-hwan</i>] Kim Myeong-hwan	남치형 [] Nam Ch'i-hyeong
김민희 [<i>Gim Min-heui</i>] Kim Min-heui	노영하 [] No Yeong-ha
김석흥 [] Kim Seok-heung	노준환 [] No Chun-hwan
김성래 [] Kim Seong-rae	루이나에웨이 [] Rui Naiwei (Ye Nae-ui)
김성룡 [] Kim Seong-ryong	목명근 [] Mok Myeong-keun
김성훈 [] Kim Seong-hun	목진석 [] Mok Chin-seok
김수영 [] Kim Su-yeong	문용직 [] Mun Yong-chik
김수장 [] Kim Su-chang	박병규 [] Pak Pyeong-kyu
	박상돈 [] Pak Sang-ton
	박성수 [] Pak Sang-su
	박승문 [] Pak Seung-mun
	박승철 [] Pak Seung-ch'eol

박영찬	⌋ Pak Yeong-ch'an	윤기현	⌋ Yun Ki-hyeon
박영훈	⌋ Pak Yeong-hun	윤성현	⌋ Yun Seong-hyeon
박종열	⌋ Pak Chong-yeol	윤영민	⌋ Yun Yeong-min
박지은	⌋ Pak Chi-eun	윤영선	⌋ Yun Yeong-seon
박지훈	⌋ Pak Chi-hun	윤중섭	⌋ Yun Chong-seop
박진열	⌋ Pak Chi-yeol	윤희	⌋ Yun Hyeok
백대현	⌋ Paek Tae-hyeon	윤희석	⌋ Yun Hyeon-seok
백흥수	⌋ Paek Heung-su	이강일	⌋ Yi Kang-il
서능욱	⌋ Seo Neung-uk	이관철	⌋ Yi Kwan-ch'eol
서무상	⌋ Seo Mu-sang	이기섭	⌋ Yi Ki-seop
서봉수	⌋ Seo Pong-su	이동규	⌋ Yi Tong-kyu
송태곤	⌋ Song T'ae-kon	이민진	⌋ Yi Min-chin
수책류	⌋ Shusaku	이봉근	⌋ Yi Pong-keun
심중식	⌋ Sim Chong-sik	이상철	⌋ Yi Sang-ch'eol
안관욱	⌋ An Kwan-uk	이상훈	⌋ Yi Sang-hun
안달훈	⌋ An Tal-hun	이성재	⌋ Yi Seong-chae
안영길	⌋ An Yeong-kil	이세돌	⌋ Yi Se-tol
안조영	⌋ An Cho-yeong	이영신	⌋ Yi Yeong-sin
양건	⌋ Yang Keon	이용수	⌋ Yi Yong-su
양상국	⌋ Yang Sang-kuk	이용찬	⌋ Yi Yong-ch'an
양재호	⌋ Yang Chae-ho	이정우	⌋ Yi Cheong-u
염정훈	⌋ Yeom Cheong-hun	이정원	⌋ Yi Cheong-weon
염찬수	⌋ Yeom Ch'an-su	이준학	⌋ Yi Chun-hak
예내위	⌋ Ye Nae-ui (Rui Naiwei)	이지현	⌋ Yi Chi-hyeon
오규철	⌋ O Kyu-ch'eol	이창호	⌋ Yi Ch'ang-ho
오청원	[O Cheong-won] Go Seigen; Wu Qingyuan	이현욱	⌋ Yi Hyeon-uk
옥득진	⌋ Ok Teuk-chin	이형로	⌋ Yi Hyeong-ro
원성진	⌋ Weon Seong-chin	이홍렬	⌋ Yi Hong-ryeol
유건재	⌋ Yu Keon-chae	이희성	⌋ Yi Heui-seong
유경민	⌋ Yu Kyeong-min	임선근	⌋ Im Seon-keun
유병호	⌋ Yu Pyeong-ho	임순택	⌋ Im Sun-t'aek
유재형	⌋ Yu Chae-hyeong	임창식	⌋ Im Ch'ang-sik
유창혁	⌋ Yu Ch'ang-hyeok	장두진	⌋ Chang Tu-chin
		장명환	⌋ Chang Myeong-han

장수영 [] Chang Su-yeong
 장정평 [*Jang Jeong-pyeong*] Chang Cheong-p'yeong (Zhang Zhengping)
 저우허양 [*Jeou Heoyang*] Zhou Heyang
 전영선 [] Cheon Yeong-seon
 정대상 [] Cheong Tae-sang
 정동식 [] Cheong Tong-sik
 정수현 [] Cheong Su-hyeon
 정현산 [] Cheong Hyeon-san
 조남철 [*Jo Nam-cheol*] Cho Nam-cheol
 조대현 [*Jo Dae-hyeon*] Cho Tae-hyeon
 조영숙 [*Jo Yeong-suk*] Cho Yeong-suk
 조한승 [*Jo Han-seung*] Cho Han-seung
 조혜연 [*Jo Hye-yeon*] Cho Hye-yeon
 조훈현 [*Jo Hun-hyeon*] Cho Hun-hyeon
 차민수 [*Cha Min-su*] Ch'a Min-su (Jimmy Cha)
 차수권 [*Cha Su-gweon*] Ch'a Su-kweon
 천풍조 [*Cheon Pung-jo*] Ch'eon P'ung-cho
 최규병 [*Chwe Gyu-byeong*] Ch'oe Kyu-pyeong
 최명훈 [*Chwe Myeong-hun*] Ch'oe Myeong-hun
 최문용 [*Chwe Mun-yong*] Ch'oe Mun-yong
 최창원 [*Chwe Chang-won*] Ch'oe Ch'ang-weon
 최철한 [*Chwe Cheol-han*] Ch'oe Ch'eol-han
 콩병주 [*Kong Byeong-ju*] Kong Pyeong-Chu
 하찬석 [*Ha Chan-seok*] Ha Ch'an-seok
 하호정 [] Ha Ho-cheong
 한상열 [] Han Sang-yeol
 한중진 [] Han Chong-chin
 한철균 [*Han Cheol-gyun*] Han Ch'eol-kyun
 한해원 [] Han Hae-weon
 허장희 [] Heo Chang-heui
 현미진 [] Hyeon Mi-chin
 홍꽃노을 [] Hong Kkoch'-no-eul
 홍장식 [] Hong Chang-sik

홍중형 [] Hong Chong-hyeon

홍태선 [] Hong T'ae-seon

황엽 [] Hwang Yeom (Huang Yan)

황원준 [] Hwang Weon-chun

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 있습니다?

Do you have time for one more?

바둑판 앞에 앉으면...

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

제한 시간 각 3시간, 덤 6집반, 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.*