

Glossary of useful terms

AJI: a defect in a formation, that usually becomes identical to the points in the respective formation where it could be attacked; the latent possibilities in stones, that still remain in place even though they are theoretically captured.

ATE: a move which places an opponent's group in the situation of having only 1 (final) liberty - in the position of Atari.

BYO-YOMI: supplementary playing time given to a player, after he has consumed the time reserved for the start of the game, each move is played within a limit of 1 minute (or 30 seconds); thereby avoiding losing game by simply having the clock's flag fall or committing mistakes due to time trouble.

BOSHI: move played, usually, at a distance of 1 intersection from the opponent's stones aiming to put them under attack

DAMEZUMARI: a reduction of the number of liberties of a group of the opponent's stones, usually obtained by the sacrifice of stones, to effect a capture requires reducing the group to having only 1 liberty.

FUSEKI: the beginning of a game, in which the two opponents occupy different positions on the whole board.

GETA: a method of capture that requires a "net" of stones to be placed in the path of those to be captured, in order to cut off any possibility of escape.

GOTE: opposite of Sente; making the last move in a local situation. Often, however, a Gote move is not "completely passive", and it may even have a strong "potential".

HANE: playing diagonally across (above or below) the opponent's stones, with the intention of developing good shape.

HANE-DASHI: HANE on the outside, opposite of SHITAHANE (HANE under the opponent's stone).

HANE-KAESHI: Counter Hane; a Hane played in direct response to a Hane of the opponent.

HASAMI-TSUKU: the case when both Hasami stones are in direct contact (on opposite sides) with the opponent's stone.

HIKI: pull back after making direct contact.

HASAMI: a move that positions an opponent's stone between 2 of his own stones.

HORIKOMI: a technique for sacrifice which aims to reduce the liberties of the opponent's group or to make its eye false.

IKKEN: move played at a distance of 1 interval from your own stone, possibly a jump or a Hasami.

JOSEKI: a good continuation for both players, generally referring to the corners and giving a result which can be considered equal.

KAKARI: an attack on a corner stone before your opponent can create a Shimari in the corner.

KAKETSUGI: diagonal connection, indirect.

KATATSUGI: diagonal connection, solid.

KEIMA,(or KOGEIMA): jump in the shape of an "L" from your own stone (the knight's move in chess).

KIKASHI: a move which forces a response; such a play is normally made only when the opponent can only answer in one way.

KIRI: cut; separation of two or more of the opponent's stones.

KO: a repeatable position, due to the possibility of both players being able to capture and recapture a stone of

the opponent; in such situations, when one player has captured a stone, there is a rule that his opponent can not recapture until he has made at least one move on another part of the board.

KODATE: move which an opponent will presumably answer and which allows, then, winning the time, to be able to go back to (re)capture in a KO fight.

KOMI: A number of additional points (generally from 5 to 7) given to the player with the white stones as compensation for the advantage black has from starting first. Of course this rule is not valid in handicap games.

KOMOKU: point of reference on the board, which is immediately under the Hoshi at the intersection of lines 3-4.

KOSUMI: diagonal extension, the two stones being neighbours, without being directly linked.

KOSUMI-TSUKU: play in direct contact with the opponent's stone, and making a Kosumi shape with your own stone.

MAGARI: a reply which is at right angles to the direction of a previous move's development.

ME-ARI ME-NASHI: a Semeai between a group with 1 eye and one with no eye; in general the group with 1 eye is already at an advantage.

MAI: two points whose value is perfectly equal; if one player occupies any one of these points, then the other player will be able to take the second point and vice versa.

MOYO: large structure, enclosing an area that threatens to become a safe territory.

NADARE: avalanche; the name of one of most played Joseki.

NIKEN: an extension to a distance of 2 intervals; can be seen with Hasami.

NOBI: extension obtained by the addition of yet one more stone in a continuous line.

NOZOKI: move threatening a cut in the case where the connection is not yet made.

ONADARE: large avalanche; variation of the NADARE JOSEKI.

OSAE: blocking move, preventing the opponent from making further play along one line.

PONNUKI: the shape created when four stones capture one stone of the opponent.

SAGARI: a move which descends on the second or third line, towards the edge of the board.

SAN-SAN: point on the board, located at the 3-3 intersection.

SANRENSAI: a variation in Fuseki, in which a player occupies a total of 3 Hoshi points on 1 side.

SEMEAI: direct fight between two groups, the capture of one being the only way the other can survive.

SENTE: the opposite of Gote; to take the initiative; to be in a position to choose the place of the next move.

SHIBORI: the technique with which the opponent may be forced to capture (to the stage of actually taking them from the board) stones which are already lost (or sacrificed).

SHICHO: sequence leading to the capture of the opponent's stones and whose form resembles a staircase.

SHIMARI: occupying a corner with a shape made from 2 stones..

SHODAN: rank of 1 Dan.

TAKAMOKU: point of reference on the board, located at the intersection of lines 4-5.

TENGEN: hoshi point in the centre of the board.

TESUJI: a very clever move which, locally, puts in the opponent in a situation where it is not possible to play efficiently with their stones.

TSUGI: connection.

TSUKU: move in direct contact with the opponent's stone.

UCHIKOMI: invasion into the opponent's Moyo.

WARIKOMI: a play in between two opponent's stones, usually with the intention of obtaining 2 cutting points.

WARIUCHI: the play of an opponent's stone between your own, it has two directions to develop: if your opponent occupies one of these directions then an extension will be possible in the opposite direction.

YOSE: the final part of a game, the main territories on the whole board are secure, all that remains in the game is to adjust the borders of the respective territories.