

乾隆 973 中、英 雙語字典

**Qian ≡ Long 973** Bilingual Dictionary

**Chinese English**

乾隆 973 檢字法

**Qian ≡ Long 973 Searching Method**

## 乾隆 973 檢字法練習 “QL 973 Searching Method Exercise”

### (三)字腳練習#3 *Element Exercise #3:*

本練習所列之字身，為易混淆者，使用者應熟悉運用乾隆 973 檢字法之 16 字訣：「由字體右下」始，「由下而上」，「再向上、向旁衍生」；7 字族、24 字腳，及字根檢字提示。This exercise focuses on easily confused forms/characters for picking their element. Users should be familiar with QianLong 973 Searching Method (Indexing). It starts from the lower right corner or the lowest of the Chinese character to identify the 7 Element Families 字族 - **single stroke**, 24 Elements 字腳 - **maximum of 4 strokes**, and then the Root 字根.

#### 特殊規則一: **Special Rule #1:**

凡字身遇下列三種字型：⊖ 乚、乚 (讀音走之)，或字右下一筆，係由左方向右方拖迤而成者(橫引)\*，如麥(麵)、更(甦)、…等者；⊖ \ (斜捺)\* 由左上方向右下方迤成者，如爪(爬)；⊖ し、ㄣ、乙 (彎勾、折)\*，如風(颶)、瓦(甦)…等 為下者，皆捨之，逕取其上部之字，依乾隆 973 法則，分字腳與字根而查之，如連取車，建取聿，颶取具，甦取千是也。Ignore the following three types of lower right strokes: ① 乚, 乚 (zǒu zhī) and the stroke from the left to right (橫引)\*\*\*, i.e. 如麥(麵), 更(甦), etc. ② \ (斜捺)\*\*\* the downwards-right stroke (from the upper left to lower right), i.e. 爪(爬), etc. ③ し, ㄣ, 乙 (彎勾、折)\*\*\* bent hook or turning stroke, i.e. 風(颶), 瓦(甦), etc. just pick the element and root from the strokes combination above these three types of strokes, i.e. 連 pick 車, 建 pick 聿, 颶 pick 具, 甦 pick 千... etc.

\* 橫引、斜捺、彎勾之屬含下列 23 種字型: Included are 23 types of characters with stretch 橫引, downwards-right concave 斜捺 and bent hook 彎勾, turning 折 strokes:

1. 之 乚 芝 --- 取ノ字族、フ字腳，pick ノ Element family, フ Element;
2. 𠂇 --- 為一字腳，ㄣ字根，pick Element 一 & Root ㄣ;
3. 攷 --- 為乚字腳，支字根，pick Element 乚 & Root 支;
4. 處 --- 為儿字腳，几字根，pick Element 儿 & Root 几;
5. 入 --- 歸於「人」字根下，listed under Root 人;
6. 戶 --- 取ノ字腳，pick Element ノ;

7. 竹 --- 為丿字腳，丁字根，pick Element 丿 & Root 丁;
8. 身 --- 取丿字腳，藏於才字根中，pick Element 丿 & Root 才;
9. 承 --- 取丿字腳，承字根，不取手、水字根，pick Element 丿 & Root 承, not 手, 水;
10. 事 --- 取丿字腳，「尹」字根，pick Element 丿, compared with Root 尹;
11. 弗 --- 取丨字腳，而不用 冫字腳，而弗字 冫在上，丨在下，pick Element 丨;

「字根」為「由下而上、由外向內」，由字腳向上加筆劃而衍生成之初形字；

The Second Rule: **adding the immediate upper and/or inward strokes** onto the element 字腳 to form the initial graph called Root 字根.

12. 弟第·沛肺姊 --- 取丨字腳，同「弗」理，冫在上，丨在下，而不用 冫字腳，pick Element 丨 instead of Element 冫;
13. 子孑 --- 歸丿字腳，了字根，pick Element 丿;
14. 母毋 --- 取 冫字腳，不用大口字腳! pick Element 冫 instead of Element 凵;
15. 凵與 冫為丿的衍生字腳，Elements 凵 & 冫 are extended from Element 丿;
16. 田𠂔 --- 田為大口字腳，田字根，pick Element 凵; 𠂔為一字腳，乚字根，pick Element 一 & Root 乚;
17. 門 --- 歸 冫字腳，pick Element 冫;
18. 巡 --- 為丨字腳，川字根，pick Element 丨;
19. 丌畀鼻 --- 取丨字腳，丌字根，pick Element 丨, Root 丌;
20. 鼎聯 --- 鼎取丨字腳，𠂔字根，聯取丨字腳，丨字根，pick Element 丨, Root 𠂔;
21. 爪抓 --- 取丨字腳，丨字根，pick Element 丨, Root 丨;
22. 必 --- 取心字腳，而不用ノ字腳，pick Element 心, instead of Element ノ;
23. 感 --- 同「感」，楷體可將心藏於口下，與戈並排，而會誤取戈字腳，wrongly pick Element 戈 due to the standard script also written 感 as 感;
24. 虱風 颯夙 鳳凰 颯佩珮 --- 都取 乚字腳，而不取其中，pick Element 乚;

華字「楷體右旁、右下方」，四筆以內之原始字或劃稱之「字腳」； First Rule: starts from the lower right corner

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 of Chinese character to identify the Element Family and then the Element字腳 --- 4 strokes maximum, extended from the single-stroke element family at the lower right corner of the Chinese character.

特殊規則 是唯一之例外! The special rules are the only exceptions.

25. 匍匐匍匐匍 --- 取 丩 字腳，而不取其內，pick Element 丩;
26. 荒謊流・毓疏流侃 --- 歸 乚 字腳，不是 丨 或 儿 字腳，用直析法 --- 為 乚 字腳，「儿」字根，pick Element 乚, not 丨 or 儿;
27. 目 - 不在日字腳，在口字腳，pick Element 口;
28. 首自 --- 不在日字腳，在口字腳，pick Element 口;
29. 白 --- 大口之變形字，pick Element 口;
30. 冇 --- 歸 冂 字腳，不取 丩 字腳，pick Element, 冂 instead of 丩;
31. 求述 --- 用 丨 字腳，而不取 十，木字腳，因橫非直上加筆之最底下筆劃，pick Element 丨, instead of Element 十, 木;
32. 秉 --- 用 木 字腳，pick Element 木;
33. 乖乘 --- 用 丨 字腳，pick Element 丨;
34. 身 --- 用 丿 字腳，才字根，pick Element 丿;
35. 木 (參 H 木字腳，See Element H 木)：

印刷體不同之故，下列字根同列於 丨 和 丿 字腳中。Due to the different printing typeset, the following roots are listed in both Element 丨、丿.

弔 弟 弟 ○ 束 來 ○ 兼 ○ 示 票 禁 祭 察 宗 ○ 糸 累 系 孫 ○ 収 収 眾

36. 本 --- 歸 十 字腳，不用 木，pick Element 十;
37. 王 壬 之別，同為 土 字腳，各有不同字根，pick Element 土;
38. 隹 --- 為 土 字腳，pick Element 土;
39. 士 --- 為 土 字腳，pick Element 土;
40. 鼠 蠟 --- 歸 乚 字腳，與 弋 乚 同列，pick Element 乚;

41. 丈 --- 為乂字腳，而非「大」字腳、字根，pick Element 乂 instead of element and 大;
42. 夷 --- 取人字根，pick Element 人;
43. 夾爽𠂔 --- 取人字根，pick Element 人;
44. 耳 --- 取十字腳，pick Element 十;
45. 韋降璘舜舞 --- 用十字腳，pick Element 十;
46. 年 --- 十字腳，pick Element 十;
47. 甘 --- 用丨字腳，不用十，凵字腳，pick Element 丨, not Element 十, 凵;
48. 艸 --- 用十字腳，pick Element 十;
49. 丌 --- 用丨字腳，pick Element 丨;
50. 卉 --- 為十字腳，升字根，pick Element 十;
51. 乒乓 --- 不歸於「八」字腳，乒為撇字腳，乓為點字腳，乒 pick Element 丿, 乓 pick 丶;
52. 玆玆之別，玆為兩個玄字，identify the difference between 玆 & 玆;
53. 虫 --- 為「丶、」字腳，而非為厶，筆法以楷書為準，pick Element 丶、;
54. 蜀 --- 為冂字腳，不取其內虫字，pick Element 冂, not from inside Element 丶、;
55. 禹禹离萬 --- 歸冂字腳，皆不取其內厶為字腳，pick Element 冂, not from inside Element 厶;
56. 令 --- 「丶、」字腳，pick Element 丶、;
57. 風 --- 乚字腳，不取其內虫為字根，pick Element 乚, not inside Element 丶、;
58. 鬼 --- 取厶，pick Element 厶;
59. 瓜 --- 為厶字腳，pick Element 厶;
60. 四 --- 為口字腳，pick Element 口;
61. 向尚同周、「適」、商高喬𠂔喬 --- 歸冂字腳，不用其內口字腳，pick Element 冂 instead of inside 口;
62. 兔兔旡既 --- 為儿儿字腳，pick Element 儿儿;
63. 兆 --- 為儿字腳，pick Element 儿;
64. 火 --- 為人字腳，pick Element 人;

**特殊規則二: Special Rule #2:**

是、走二字根，取人字腳，（不取橫捺其上部之字，析字腳與字根）此為特殊規則中之例外，亦為乾隆法典規則中的第二個例外。如匙匙題，趙趙趙。This is the special rule from **Exception 1**. The roots 是、走 will follow the Element of 人 instead of the strokes or words above 人.

65. 足 疋 楚·是 走 --- 取人字腳，pick Element 人;
66. 世 泄 屨 --- 為一字腳，pick Element 一;
67. 陋 繼 --- 為一字腳，└字根，pick Element 一 & Root └;
68. 凸 凹 --- 為凵字腳，pick Element 凵;
69. 巨 叵 --- 為匚字腳，pick Element 匚;
70. 丑 --- 為一字腳，pick Element 一;
71. 匹 --- 為匚字腳，pick Element 匚;
72. 虐 --- 為匚字腳，pick Element 匚;
73. 雪 --- 為凵字腳，pick Element 凵;
74. 丹 --- 用冂字腳，pick Element 冂;
75. 有 --- 為冂字腳，pick Element 冂;
76. 冊 珊 --- 為冂字腳，pick Element 冂;
77. 万 --- 為乚字腳，pick Element 乚;
78. 甩 乚 --- 為乚字腳，pick Element 乚;
79. 電 --- 為乚字腳，pick Element 乚;
80. 子、孑 --- 用丿字腳，子字根，pick Element 丿, Root 子.