

BADMINTON GLOSSARY:

Like all sports, Badminton has specific "Terms" that are used when discussing the sport. So we have put together a "Badminton Glossary" to explain the Terms that are used in the sport of Badminton.

(A)

Alley : Extension of the court by 1-1/2 feet on both sides for doubles play.

Around-the-Head Forehand Shot : A stroke striking the shuttlecock high above our head on the backhand side using a forehand grip.

Attacker : A player who hits numerous smash shots and who uses jumps to compel the opposing team into a defensive formation.

Attacking Clear : This is an offensive shot, which is hit deep into the opponent's court.

(B)

Back Alley : Area between the back boundary line and the long service line for doubles.

Back Court : Back third of the court, in the area of the back boundary lines

Back Hand : This is a stroke that is used to return the shuttlecock that was hit to the left of a right-handed player and to the right of a left-handed player.

Back Tram Lines : The area between the last 2 lines at the back of the court.

Balk (Feint) : Any deceptive movement that attempts to fool or deceive an opposing player before or during the service. It is also called a "feint."

Baseline : Back boundary line at each end of the court, parallel to the net.

Base Position : (For Singles Games) is the middle position between the net and the back line, and the middle position between the side lines.

- Block** : A shot hit by a racket-head swung with little or no movement at all. A Block Return of a Smash is most common.
- Block Return** : A return shot that drops quickly over the net because it was not hit with much force.
- Bringer** : The name for a player who returns all those shots, which come into their end of the court.
- Bounce** : A Dribble when we meet the shuttlecock 10cm below the net tape.

(C)

- Carry** : A scooping action on a shuttlecock during a stroke production. Some Australians call it a "Scoop". Also called a sling or a throw, in which the shuttle is caught and held on the racquet and then slung during the execution of a stroke.
- Center Line** : This is a line, which runs perpendicular to the net, and it separates the left and right service courts.
- Center or Base Position** : Location in the center of the court to which a singles player tries to return after each shot.
- Clear** : Any shot played high (higher than the racket head held high) to our opponent. A shot hit deep to the opponents back boundary line. The *high clear* is a defensive shot, while the flatter *attacking clear* is used offensively
- Court** : Area of play, as defined by the outer boundary lines.
- Cut** : Slice; A shot made when we hit the side of the cork of the shuttlecock.

(D)

- Deception** : To fool and / or to wrong foot our opponent. Make him/her think we are executing this shot when we are playing another shot.
- Defensive Clear** : An overhead or underarm Clear executed to our opponent's Back Tram Lines; allowing us more time to return to our base position.

- Dribble** : Any shot played from ones' own forecourt to the opponents' forecourt with the shuttle passing in close proximity to the net tape.
- Drill** : A repetitious exercise as a means of learning and perfecting our skills (strokes, footwork, etc, ...).
- Drive** : A fast and low shot that makes a horizontal flight over the net.
- Drive from Side line** : A shot played horizontally along the side line to skim just over the net height, hit hard and fast
- Drive Return of Smash** : A shot driven back quickly before our opponent is ready to intercept or to return it.
- Drive Service** : A Service that is hit hard and fast, hoping to pass past a receiver before he/she is ready to intercept it.
- Drop Shot** : A shot played from our overhead position to the Fore Court of our opponent's court. A shot hit softly and with finesse to fall rapidly and close to the net on the opponent's side.

(F)

- Fast Drop** : A variation of a drop shot that has a player strike the shuttle harder to give the opponent less time to react. The resulting shot will have a flatter trajectory, causing the shuttle to land farther from the net.
- Fault** : A violation of the playing rules, either in serving, receiving, or during play.
- Feint** : Any deceptive movement that throws off an opponent before or during the serve; also called a balk.
- Flick** : A quick wrist and forearm rotation that surprises an opponent by changing an apparently soft shot into a faster passing one; used primarily on the serve and at the net.
- Flick Serve** : An advanced service shot taken from the backhand position and arched over the opponent toward the long-service line. This shot requires a developed forearm and wrist to generate the power and quickness to catch the receiver off guard
- Floating Base** : The base area considered as best for us to get to the corners (in time), before the shuttlecock travels there.

- Fore Court** : Front third of the court, between the net and the short service line.
- Foot Fault** : A service fault made by a player in which he oversteps the boundary of the service court.
- Fore hand** : The opposite of a Backhand. This stroke is used to return the shuttlecock, which was hit to the right of a right-handed player and to the left of a left-handed player.
- Fore hand (Handshake) Grip** : The standard grip used for most forehand shots, sometimes referred to as the “handshake” grip because of its likeness to “shaking hands” with the racquet
- Frame Shot (Dink)** : Any shot that has a player contact the shuttle with the frame of the racquet.

(G)

- Go** : Expressed by a doubles partner when he or she cannot get to a shot, usually a drop shot, hoping or expecting that you will get to it.
- Good Eye** : Compliments paid (sometimes grudgingly) to an opponent who has just made a line call to his or her favour.
- Grip** : The way you hold a racquet is called grip. There are different grips for different strokes. Grip is also what you use to wrap your handle with. Grip is also what's felt when you are moving back and forth on the court. Some surfaces provide better grip than others.

(H)

- Hairpin Net Shot** : Shot made from below and very close to the net with the shuttle rising, just clearing the net, and then dropping sharply down the other side. The shuttle's flight approximates the shape of a hairpin.
- Half Court Shot** : A shot hit low and to midcourt, used effectively in doubles against the up-and-back formation.
- Half Smash** : A half smash is not a half-hearted shot. It is a deliberate toned down smash, usually executed with a slice of the racquet to slow down the speed of the shuttle, causing it to fall quickly short of the short service line.

High Clear : A shot that is hit deep into the opposition's court, this is usually a defensive shot. It is also called a High-lift.

(I)

I got it : Spoken by a doubles partner to reassure you that he or she will take care of the shot in question. Usually end up not getting it.

I got mine : Spoken by a doubles partner who has just barely managed to make a weak return and now expects you to save the point.

Interval (Break) : A 60-second period of rest that occurs when the score reaches 11 for the first time in a game. There is also a 120-second break in between games. Players are permitted to leave the court during this time.

(K)

Kill : Hitting the shuttlecock in a downward direction to opponent's court with maximum power hoping to finish a rally.

(L)

Let : A legitimate stoppage of play. Examples of a let include, a shuttlecock getting caught in the net; a server serving before the opposing team is ready. When a let happens the preceding play is not counted and the serve is taken over.

Lift : A Clear which is played from an underarm stroke.

Long Service Line : In singles, the back boundary line. In doubles a line 2-1/2 feet inside the back boundary line. The serve may not go past this line.

Love : Again just like tennis, when a team has no score they are said to have "Love" as their score. So when the game starts the score is "Love All".

Lunge : A vital part of footwork that has a player reach with his racquet-side leg to strike the shuttle.

(M)

- Match** : A series of games to determine a winner.
- Mid Court** : The middle third of the court, halfway between the net and the back boundary line.

(N)

- Net** : The net is what is put across the middle of the court, and it is what the players must hit the shuttlecock over. The net is 5 feet tall or 1.55 meters.
- Net Fault** : When any player touches the net with his racquet, body, or apparel during play
- Net Shot** : Shot hit from the forecourt that just clears the net and then falls rapidly.
- Nuts** : And other similar 4 letter words are exclaimed when a player makes a bad shot or misses one completely.

(O)

- Officials** : There is one Umpire who is in charge of the match. There is also a service Judge and there may also be a line Judge. A tournament might also have a Referee, but he is only to make decisions on the rules of the game not the play on the court.
- Overhead Backhand Stroke** : A stroke striking the shuttlecock high above our head on the backhand side using a backhand grip.
- Overhead Forehand Stroke** : A stroke striking the shuttlecock high above our head with a forehand grip.
- Overhead Stroke** : A stroke striking the shuttlecock high above our head.
- Overhand Shot** : Any shot taken with a downward arm and wrist motion.

(P)

- Panhandle Grip** : A variation of the natural grip in which the palm is facing the fat part of the handle with the thumb and fingers grasping the thinner sides. This grip is normally used for drive shots and allows greater range with forehand drives.

- Passing Shot** : Any shot that passes behind an opponent and forces him to reach back to return the shot.
- Placement** : A return hit to a specific spot in the opponent's court where it will be difficult for the opponent to return.
- Power** : Power is measured in how hard and fast you can smash a shuttle. 100 to 150 mph - you're okay. 150 to 200mph - you're pretty powerful. 200 to 250 mph - you should consider training for the Grand Prix tourneys.
- Punch Clear** : An overhead Clear executed to just clear over the highest reach that can be met by our opponent.
- Push** : A shot hit by a racket-head swung at constant velocity. A Doubles Low Service can be performed with a Push. Gentle shot played by pushing the shuttle with little wrist motion, usually from the net or midcourt to the opponent's midcourt.
- Put-away** : A fast, downward shot that cannot be returned.

(R)

- Rally** : Exchange of shots while the shuttle is in play.
- Receiver** : The player who will be returning the serve.
- Rotation** : The movement or interaction that allows doubles partners to attack or defend effectively as a team.
- Rubber** : A rubber set is the third and deciding set of a 3 set match.

(S)

- Service** : The first stroke played in a rally.
- Service Court** : Area into which the serve must be delivered. Different for singles and doubles play.
- Service Fault** : This is a fault when the shuttle is being served. See Rules of the Game for a complete listing.
- Service over** : Means exactly that. Your service is over, and it's now your opponent to serve.

- Service Toss** : The toss that is made when serving the shuttlecock.
- Set or Setting** : To choose to extend a game beyond its normal ending score if the score is tied with one or two points to go in the match. See Rules of the Game.
- Shadow Badminton** : A drill performed without using the shuttlecock.
- Short Service Line** : The line 6-1/2 feet from the net which a serve must reach to be legal.
- Shot** : How the shuttlecock travels. It describes the trajectory of the path taken by the shuttlecock.
- Shuffle (Skip)** : A primary part of footwork technique that has a player slide his feet to move around the court.
- Side-by-Side** : A doubles formation in which each partner is responsible for one side of the court
- Slice** : A shot made when we hit the side of the cork of the shuttlecock. Slice Smash and Slice Drop shot are most common.
- Sliced Flat Clear** : A Punch Clear executed with spin to the shuttlecock; to slow it down quicker after passing over the receiver.
- Sliced Smash** : A smash by hitting at the side of the shuttlecock (to cause the feathers to rotate); causing it to dip down quicker.
- Smash** : Hard-hit overhead shot that forces the shuttle sharply downward. Badminton's primary attacking stroke
- Spinning Net Play** : A shot played near the net to our opponent's Fore Court, creating the shuttlecock to spin (rotating) over the net.
- Stab** : The same as a block return which falls close to the opponents side of the net, but this shot is hit harder than a block return.
- Stick Smash** : A Smash generated by the wrist with little arm movement involved.
- Straight Sets** : When you win in straight sets, it means you have beaten your opponent in 2 sets, straight.
- Stroke** : How a player executes a shot. It relates to our stroke production. It describes our body action.

(T)

- Tactics** : The art of arranging one's game-play, in order to win or gain an advantage over one's opponents.
- Tendinitis** : An inflammatory joint condition that all badminton players suffer from, sooner or later.
- Throat (T-joint)** : The section of the racquet that connects the head to the shaft. Older, lower-end models typically have a visibly separate t-joint, while newer and higher-end models incorporate it into the racquet.
- Throw** : See Carry
- Top Slice** : Putting topspin on the shuttlecock so it dives down when it goes over the net.
- Tumble** : A shot played near the net to the our opponent's Fore Court, creating the shuttlecock to somersault once or more times over the net.

(U)

- Underhand** : Any shot taken with an upward arm and wrist motion
- Up** : Usually expressed by a dominant, condescending player to his or her partner to go up to the net to cut off weak returns from their opponents
- Up and Back Formation** : A strategy used in doubles play when one player plays forward towards the net and their partner plays back. The weakness of this strategy is that it can leave the middle of the court open.

(W)

- Walk over** : When a player is unable to play or did not show up for a match, it's a walk over.
- Wall Drill** : Drill for perfecting our strokes by hitting against the wall.
- Warm up** : Other than the conventional stretching or moving about to get the blood flowing, warming up also consists of hitting the shuttle in various ways with a partner or opponent for a few minutes before actual play begins.

Wood Shot : When the shuttlecock is struck by the frame of the racket-head.
"Frame Shot" is now gradually replacing this term. Once illegal, this shot was ruled acceptable by the International Badminton Federation in 1963.

(X)

XD Push Shot : Pushing the shuttlecock to the Side Tram Lines; directing it to fall between the front and the back players.

(Y)

Yours : Expressed at the last second by a doubles partner for you to take a shot that has went past both of you, and it's your fault if you miss it.

(Compiled By : Prof. A.K.Mittra)