

BADMINTON TERMS

alleys

The areas, 1 1/2 feet wide on each side of the [court](#), that are used for doubles play.

around-the-head

A shot often used to avoid the backhand. It's similar to the overhead [smash](#), but the shuttlecock is struck on the opposite side of the head from the player's racket hand.

backcourt

The back third of the court.

bat

A common name for the [racket](#).

base position

An area in the center of the court where a singles player usually wants to be positioned after each shot.

bird

The [shuttlecock](#).

block

A shot, usually from near the net, on which the racket is not swung, but simply used as a "backboard" to return the shuttlecock

fault

Any violation of the playing rules. Faults include:

- An illegal service, e.g., one that is done underhand or that does not land in the proper service court.
- The shuttlecock hits the ground before it is returned.
- A shot lands outside the boundaries, fails to go over the net, or goes through the net.
- A player hits the shuttlecock before it crosses the net, or is guilty of a [carry](#).
- A player strikes the shuttlecock twice, or both players on the same doubles team strike it.

hairpin shot

A shot made from very close to the net on which the shuttle rises just over the net and drops quickly on the other side. Often used to return a drop shot.

shuttlecock

The shuttlecock, also known as the shuttle or bird, is a hemisphere of cork, 1 to 1 1/8 inches in diameter, surmounted by a short cylindrical crown in which are embedded 14 to 16 "feathers", 2 1/4 to 2 3/4 inches long, with a toop spread of from 2 1/8 to 2 1/2 inches. The weight is between 73 and 85 grains (about 1 1/6 ounce).

smash

An overhand shot on which the shuttle travels sharply downward.

BASKETBALL TERMS

assist:

the last [pass](#) to a teammate that leads directly to a [field goal](#); the scorer must move immediately toward the [basket](#) for the passer to be credited with an assist; only 1 assist can be credited per field goal.

backboard:

the rectangular structure, 6' x 3 1/2', to which the [basket](#) is attached.

backcourt:

the area from the midcourt line to the [end line](#) furthest from the [offense's basket](#).

ball handler:

the player with the ball; usually the point guard at the start of a play.

bank shot:

a shot where the ball is first bounced (or banked) off the [backboard](#) at such an angle that it then drops into the [basket](#).

basket:

attached to the [backboard](#), it consists of a metal rim 18" in diameter suspended 10' from the [floor](#), from which a 15-18" corded net hangs, and through which points are scored; also used to refer to a successful [field goal](#).

crossover dribble:

when a [ball handler dribbles](#) the ball across his body from one hand to the other.

defense:

the act of preventing the offense from scoring; the team without the ball.

dribble or dribbling:

when a player repeatedly pushes, pats, taps or bats the ball toward the [floor](#) with one hand to cause the ball to bounce back up to either of his hands; used to advance the ball or keep control of it.

dunk:

when a player close to the [basket](#) jumps and strongly throws the ball down into it; an athletic, creative shot used to intimidate opponents.

elbowing:

it is a [violation](#) if a player vigorously or excessively swings his elbows, even if there is no contact; it is a [foul](#) if contact is made, and an automatic ejection if that contact is above shoulder level.

free-throw:

an unguarded shot taken from the [foul line](#) by a player whose opponent committed a [personal](#) or [technical foul](#); it is worth 1 point.

BOXING TERMS

Footwork : The way a boxer moves and plants his feet which enables him to be well-balanced for throwing punches and ready to switch easily between defensive and offensive boxing.

Foul : An infringement of boxing rules, including: hitting below the belt; hitting with any part of the body other than the knuckles; leaning against the ropes; head-butting; not breaking on the referee's command; hitting the back of the opponent's neck, head, or torso; hitting an opponent who is down; throwing a punch while in a clinch; holding; holding and hitting; offensive language; assaulting or acting aggressively toward the referee; spitting out the mouthpiece; passive defense (not trying to avoid a punch by covering up); tripping; kicking.

Hook : A short power punch in which the boxer swings from the shoulder with his elbow bent, bringing his fist from the side toward the centre.

Jab : A quick, straight punch thrown with the lead hand. It can be used as a set-up for power punches, as a way to gauge distance, to keep an opponent wary, or as a defensive move to slow an advancing opponent.

Judge: One of three officials who sit at ringside to score a bout.

Knock Down : A boxer is considered "down" if he touches the floor with anything other than his feet or if they go outside the ropes from a blow. A boxer is also technically "down," even if he hasn't fallen, if he takes a serious blow or blows to the head and the referee steps in to stop the action.

Promoter : The person or organization who organizes, advertises, produces and conducts a professional boxing match. The main promoters in the sport are the infamous Don King, of Don King Enterprises (who usually holds the main heavyweight fights), Bob Arum of Top Rank Boxing, Inc. (who promotes Oscar De La Hoya), and Cedric Kushner.

Rabbit Punch : An illegal punch to the back of the boxer's head or body (usually kidneys in that case), usually delivered when the boxers are fighting "inside."

Warning: Given by the referee to the boxer who commits a serious foul, or receives three cautions. When the referee signals a warning the ringside judges can decide whether to give a point to the opponent. Three warnings in a bout means disqualification.

ANGLING TERMS

<u>Back Lead</u>	<i>A break away weight attached to the main line near to the bank to keep the line on the bottom.</i>
Bait boat	<i>Remote controlled boat for delivering free offerings and your rig to your chosen fishing location.</i>
BCSG	<i>British Carp Study Group</i>
<u>Bivvy</u>	<i>Angler's tent, usually green and very robust.</i>
Blood Knot	<i>Basic knot for hooks and swivels</i>
<u>Boilie</u>	<i>Round boiled baits usually attached to rig on a hair. See hair rig.</i>
Braid	<i>A synthetic woven material used for main lines and traces.</i>
<u>Carp Rod</u>	<i>Fishing rod specifically designed to cope with handling and landing larger fish like carp.</i>
Chemically etched	<i>Process used in the manufacturing of hooks which gives a very sharp point.</i>
Chick Pea	<i>A particle bait available in dried form and tins in supermarkets.</i>
Critically balanced	<i>Description of a rig type whereby the baits are exactly counteracted by a small weight near to the hook so that the bait only just floats above it.</i>
'D' Rig	<i>Rig where the bait is tied to a 'D' shaped loop on the back of the hook shaft.</i>
Dacron	<i>A type of braided material used in rig traces</i>
Day ticket	<i>Refers to a fishery where anglers buy a daily ticket on arrival</i>
<u>Boilie dip</u>	<i>A solution in which boilies or other baits are dipped just prior to use</i>
<u>Feature finding</u>	<i>A method of exploring the bottom of the water for features such as bars, shallows and dips</i>
Floater	<i>A floating bait, often refers to dog biscuits or similar</i>
Greedy Pig Rig	<i>A rig holding very large baits, often 3 boilies, to avoid nuisance species or smaller carp.</i>
Grinner Knot	<i>A very strong knot often used in rig tying.</i>
<u>Hair Rig</u>	<i>A method of attaching bait where the bait is threaded onto a short thin section of line or braid which hangs from the back or bottom of the hook.</i>
<u>Helicopter Rig</u>	<i>A rig where the weight is attached at the end of the main line and the hooklength revolves around this a short distance above the weight</i>
<u>Hemp</u>	<i>A very popular small black seed used as a particle bait, which must be prepared by soaking and boiling.</i>
Hinge Rig	<i>Rig which has built in flexible properties usually formed by attaching traces via small rings or loops of line.</i>
HNV	<i>High Nutritional Value; a term used to describe baits especially boilies</i>
Knotless Knot	<i>A knot which is formed by whipping line to the hook with no knot as such, the tail end of which forms the hair.</i>
Leadcore	<i>Trace material which has lead within the braid causing it to stay on the bottom.</i>
Marker floats	<i>Large brightly coloured floats used to find and mark a chosen fishing area</i>
Palomar Knot	<i>A srtrong knot often used in rig tying</i>
Particles	<i>Any small bait pieces such as hemp, pellets or nuts.</i>
<u>Pod</u>	<i>A folding stand on which carp rods are placed usually having bite alarms on the front of the stand and normal rod rests at the rear. Prevents having to drive bank sticks into hard ground and is very stable.</i>
<u>Pop-Up</u>	<i>A bait, usually refers to boilies, which will float ot pop up off of the bottom</i>

ARCHERY TERMS

Adapter

An arrow part that allows screw in points on wooden shafts or glue on points for aluminum shafts.

Anchor Point

The reference point that a person pulls the bow string to before releasing. This point should be the same for each shot and may be the side of the mouth, ear lobe, or other reference point.

Armguard

Material attached to the forearm of the arm that holds the bow to protect it from a string burn or keeps the sleeve from catching on the string.

Arrow shaft

The main body of the arrow before the nock, fletching, or point is installed. It can be made from several materials including wood, aluminum, carbon, and composites.

Arrow shelf

The area of the bow above the handle or grip where the arrow sits.

Arrow straighter

A tool used to straighten arrow shafts that are only slightly bent.

ASA

Archery Shooters Association

Back of Bow

The side farthest away from you when you hold bow in shooting position.

Banana

Large feather fletching also called the magnum shape.

Bare shaft

A arrow shaft without fletching, nocks, inserts, points, paint, or cresting.

Blunts

Arrow points that have flat ends that are made from steel, aluminum, rubber, or brass. They are used for small game and practice.

Bow Belly

The side closest to you when you hold the bow in shooting position.

Bow square

Tool that is T-shaped used to determine where to place string nock, measure brace height, and tiller. **Bow string**

Several strands of material twisted together to form a strong string used to launch an arrow.

Bow stringer

An aid that helps to prevent limb twist and tip damage while installing the bow string.

GOLF TERMS

- Ace: A hole in one whether it be on a par 3, 4 or 5.
- Action: To impart backspin onto the ball.
- Address: The act of taking a stance and placing the clubhead behind the ball. If the ball moves once a player has addressed the ball, there is a one-stroke penalty.
- Aim: Generally, the direction in which your target lies and the direction you intend for your ball to go.
- Aimline: The imaginary straight line, extended level with the hole, on which the player INTENDS to initially strike his putt. After reading the green, an aimline is chosen to allow for all the breaks or curves which are expected to take place before the ball falls in the hole.
- Back nine: Holes 10 through 18 on a golf course.
- Backspin: The spin imparted to a ball when struck with a sloping clubface, a wedge for instance. In the air, backspin generates aerodynamic lift causing the ball to follow a higher trajectory than would otherwise be the case, often resulting in a significantly longer carry. On landing, backspin causes the ball to stop more quickly, and even to spin backward. Also called bite or action.
- Blind: a shot that does not allow the golfer to see where the ball will land, such as onto an elevated green from below.
- Bounce: technically, the measure of the angle from the front edge of a club's sole to the point that rests on the ground when addressing the ball. Clubs (usually wedges) with a higher bounce angle will resist digging into the turf.
- Caddie: a person paid to carry a player's clubs and offer advice. Players are responsible for the actions of their caddies.
- Carry: How far the ball travels through the air. Contrasted with "run."
- Cart: 1) The four-wheeled electrical vehicle for use in transporting players from hole to hole. 2) A hand-pulled cart for carrying a bag of clubs, also now available in powered versions controlled by remote.
- Chip: a short shot (typically played from very close to and around the green), that is intended to travel through the air over a very short distance and roll the remainder of the way to the hole.
- Chunk: a swing that results in the clubhead hitting the ground several inches before the ball, resulting in a large "chunk" of ground being taken as a divot. Also called a "fat" shot, or "chili-dipping".
- Course: a designated area of land on which golf is played through a normal succession from hole #1 to the last hole.

ICE SKATING TERMS

Attitude=A leg position in which the free leg is lifted behind the body with the knee bent at an approximately 120-degree angle. This is the leg position often used for the [Layback spin](#).

Arabesque=A leg position in which the free leg is extended behind the body in a straight line.

Biellmann= A catch-foot position where the free leg is pulled above the head from behind. Can be either a [spin](#) or a [spiral position](#). By regulation, a spin becomes a Biellmann at the moment the skate passes over the level of the head. It is named after [Denise Biellmann](#), who popularized the position.

Boards=The vertical barrier between the ice and the ground at the point where the ice ends. In non-Olympic competitions, they are usually covered with advertisements for the sponsors. At the Olympics, they are usually covered by designs or the Olympic logo.

Bracket=A one foot turn with a change of edge that results in a '}' shape traced on the ice.

Butterfly jump=A flying spin with a two-foot takeoff. The body goes almost parallel to the ice in the air, with a scissoring leg motion.

Bye=Permission to compete in the higher level of competition without having competed in the requisite qualifying competition.

Camel=A spin position during which the free leg is extended in the air in an arabesque position parallel to the ice.

Catch-foot=A spin or spiral position in which the free leg is held by one or both hands. The most notable catch-foot position is the Biellmann.

Centered=A spin that stays in one spot on the ice. The opposite of traveling.

Chack, Chacked, Chacking=When a medal-winning or otherwise noteworthy program is not shown on television. This term is named after [Michael Chack](#), whose bronze medal winning performance at U.S. Nationals was not aired on television

Check=Stopping the rotation of a jump or a spin.

Cheated=A jump that was not fully rotated in midair, with either the first rotation starting on the ice or the final rotation finishing after the landing.

Combination=Two or more elements (jumps, spin positions) performed in succession.

Compulsory Dance=The first of the three programs in ice dance. All teams perform the same dance to the standard music.