

1. Always return to the "stance of readiness" position after each shot
2. Be prepared to move in any direction at all time
3. In most cases, overhead shots are the best choice
4. Move the shuttlecock around the court to keep your opponents running
5. Have a purpose with each shot
6. And, finally, and perhaps most important in any game of skill and strategy, discover your opponents weaknesses and play to it as much as possible.

G. Terminology-

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.

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

Carry - An illegal tactic, 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 or Base Position - Location in the center of the court to which a singles player tries to return after each shot.

Center Line - Line perpendicular to the net that separates the left and right service courts.

Clear - 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

Drive - A fast and low shot that makes a horizontal flight over the net.

Drop - A shot hit softly and with finesse to fall rapidly and close to the net on the opponent's side.

Fault - A violation of the playing rules, either in serving, receiving, or during play.

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.

Forecourt - Front third of the court, between the net and the short service line.

Kill - fast downward shot that cannot be returned; a "putaway".

Let - A legitimate cessation of play to allow a rally to be replayed.

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.

Match - A series of games to determine a winner.

Midcourt - The middle third of the court, halfway between the net and the back boundary line.

Net Shot - Shot hit from the forecourt that just clears the net and then falls rapidly.

Push Shot - Gentle shot played by pushing the shuttle with little wrist motion, usually from the net or midcourt to the opponent's midcourt.

Rally - Exchange of shots while the shuttle is in play.

Serve (Service) - Stroke used to put the shuttlecock into play at the start of a rally
Service Court - Area into which the serve must be delivered. Different for singles and doubles play.

Short Service Line - The line 6-1/2 feet from the net which a serve must reach to be legal.

Shuttlecock (Shuttle) - Official name for the object that the players must hit. Composed of 16 goose feathers attached to a cork base covered with leather. Synthetic shuttles are also used by some.

Smash - Hard-hit overhead shot that forces the shuttle sharply downward. Badminton's primary attacking stroke.

Wood Shot - Shot that results when the base of the shuttle is hit by the frame of the racket. Once illegal, this shot was ruled acceptable by the International Badminton Federation in 1963.