

### Clear

A high, deep shot designed to push the opponent to the back of the court, creating space for the next move.

### Drive

A fast, flat shot played horizontally, aiming to keep the shuttlecock low and force the opponent to react quickly.

### Drop Shot

A precise shot that gently lands just over the net, forcing the opponent to move forward quickly.

### Fault

Any rule violation, such as hitting the shuttlecock out of bounds, failing to clear the net, or improper serving technique.

### Grip

The way the racket is held. There are different types of grips (e.g., forehand, backhand) that affect the power, control, and accuracy of shots.

### Lift

A defensive shot that sends the shuttlecock high and deep, giving the player time to reset.

### Net Play

The series of techniques and shots made close to the net. Effective net play is key to controlling the game at the front of the court.

### Net Kill

A fast, aggressive shot executed close to the net to finish off a weak return.

### Net Shot

A soft, delicate shot played close to the net, creating pressure on the opponent with its low trajectory.

### Net Lift

A soft, delicate shot played close to the net, creating pressure on the opponent with its low trajectory.

### Overhead Clear

A powerful shot hit from above the head, aimed to send the shuttlecock to the back of the opponent's court. It is used to push the opponent to the back of the court, creating space.

### Rally

A sequence of continuous shots exchanged between players, ending when one fails to return the shuttlecock correctly.

### Serve

The stroke that starts play; executed strategically to gain an advantage in the rally.

### Smash

A powerful and aggressive downward shot, often used to finish a rally decisively.

### Underhand Shot

A shot played from below the waist, often used as a serve or a deceptive return when the shuttlecock is low and close to the net.

