

Ace

A serve that the returner does not touch with his racket. The server wins the point immediately.

Advantage

The point after deuce; winning it secures the game, losing it resets the score to deuce.

Backhand

A shot played on the non-dominant side, either with one or both hands gripping the racket.

Break Point

A situation where the receiving player has a chance to win the game by breaking the opponent's serve.

Deuce

A term for a tie of 40:40 in a game. From this point onwards, a player must win by two points.

Drop Shot

A gently hit ball that just crosses the net and then drops sharply.

Forehand

A stroke that is executed from the same side of the body as the club hand (the right side for right-handers).

Lob

A high, arcing shot that is often used to send the ball over the opponent's head and push them back to the baseline.

Serve

The shot with which every point begins. It is hit by a player standing behind the baseline into the diagonally opposite service box.

Smash

A forceful overhead shot, typically used to finish a point when the ball is high in the air.

Tiebreak

A special game played when the score is 6:6 to determine the winner of a set.

Unforced Error

A mistake made without significant pressure from the opponent, such as hitting the ball into the net or out of bounds.

Volley

A shot where the ball is struck before it hits the ground and is usually played near the net.

Winner

A shot that is not touched by the opponent and wins the point.

