Tennis
Terms

ace: A serve that the returner doesn't touch with her racquet. An ace wins the point immediately for the server.

backhand: The side of your body that you don’t usually strike on. For example, if you're right-handed, your backhand side is the left side of your body.

baseline: The line, parallel to the net, which defines the outer-most edge of the court.

center line: The line in the direct center of the baseline. You must stand to either side of the baseline when you serve.

drop shot: A very soft shot hit just barely over the net. You hit drop shots to get your opponent up to the net.

foot fault: You commit a foot fault when your foot (or any other part of your body) touches the baseline or center line during your serve. You automatically lose the service attempt when you foot fault.

forehand: The side of your body that you perform most tasks on. For example, if you're right-handed, the right side of your body is your forehand side.

fault: Any type of violation on a serve. The first fault results in a second serve.

double fault: A second fault during the same service attempt. This results in a score for the opponent.

grip: The way you hold your racquet.

groundstrokes: Your basic forehand and backhand strokes.

lob: A shot that you hit with any stroke high and deep into your opponent's court. You typically use a lob to get the ball past an opponent when she stands at the net.

netpost: The two very hard metal posts that hold up the net. If your shot hits one of the netposts during play and bounces in your opponent's court, the shot is good.

overhead: A shot you hit over your head during play, either on the fly, or after the ball bounces. The overhead is also known as a *smash.*

passing shot: A forehand or backhand you hit past an opponent when she stands at the net.

serve: A stroke, made from over your head, which you use to start each point.

second serve: A second opportunity to successfully complete a serve

let serve: A serve that hits the net but still lands in the service area. Results in a re-serve, but does not count as a fault.

sideline: The lines on the court, perpendicular to the net, which define the widest margins of the court.

spin: Hitting the ball in such a way that when it bounces, it does some funny things that your opponent doesn't expect.

volley: A shot that you hit before the ball bounces, usually at the net.