

## **TABLE TENNIS BUZZWORD**

**BACKSPIN = CHOP = UNDERSPIN** - A heavy under-spin shot which forces the ball to drop downwards when it hits the opponent's racket.

**BLADE = BAT = RACKET = PADDLE** – The base made of wood with various combination where the rubber and sponge are grounded to.

**BLOCK** - A stroke, usually a topspin shot performed to counter another topspin shot executed very close to the table, often before the top of the bounce of the ball. The blocker angles the racket so the ball bounces back fast to the other side of the table. It utilizes the opponents speed and spin to direct the ball back to the opponent's table.

**DRIVE = COUNTERDRIVE = SMASH** - The basic topspin shot executed close to the table.

**DROP SHOT** – A short placement and very close to the net.

**DEUCE** - When a game's score is 20-20, or even at any point after 20, such as 21-21, 22-22, 23-23, etc.

**FLICK =FLIP** - A topspin or flat shot generated with speed and power close to the net using wrist action or upper arm. Used to start offense on a short ball.

**GAME** - Each game is played to 21 points, unless a deuce occurs. There are "2 out of 3" games or "3 out of 5" games per match.

**GAME POINT** - The determining point in a game.

**ITTF** - International Table Tennis Federation and the official governing body of Table Tennis of more than 140 countries around the world. Founded in 1926 and the headquarter is at 53 London Rd, St Leonards-on-Sea, East Sussex TN34 6AY, England, UK.

**JUNK RUBBER** - Rubber that produces no spin, such as anti-spin or pips (long, medium and short).

**LET** - An interference in the game, such as a serve hitting the net or a distraction, which causes the point to be played over.

**LOB** - A particular shot used when a player is far back from the table in a defensive situation and the ball is lobbed high into the air as a return.

**LOOP** - An extreme topspin shot, when executed properly can curve in the air before it hits the table. The spin of the ball causes the ball to dive down onto the table and will "skip" taking sharp changes in direction. The ball, if retrieved by the opponent's racket,

will jump off unpredictably. It can be delivered above, below, close to or far from the table.

**MATCH** - A match consists of "2 out of 3" or "3 out of 5" games.

**PADDLE** - Racket, bat.

**PIMPLED RUBBER** - A type of single layer rubber with a pimpled surface facing upwards and outwards.

**PING PONG** - The general public's reference to the game of Table Tennis or an American Table Tennis equipment trademark.

**POINT** - When an opponent or the other gets a score.

**PUSH** - An under-spin shot where the ball is literally pushed over or towards the net, close to the net. It is a passive shot used when it is impossible to attack the ball or used when trying to set up for a more aggressive shot.

**RALLY** - The period in which the ball is in play.

**REGLUE** - To reapply new rubber or speed glue new or existing rubber to the blade.

**RUBBER** - The utmost part of a rubber sheet – integrated with the sponge to form a rubber sheet which is glued to the racket.

**SANDWICH RUBBER** - Cellular rubber with a "sponge" layer, usually 1mm, 1.5mm or 2.0mm.

**SIDESPIN** - A spin placed on the ball to allow it to curve left or right. It can be combined with top spin or chop.

**SPEED GLUE** - A fast drying adhesive used to secure the rubber to the blade. When newly applied and wet, the glue penetrates the rubber, causing it to have more bounce and spin. What the players do before each practice session or match is to peel off the rubber sheet from the wood blade, put fresh glue on both the blade and rubber sheets, and replace the rubbers back onto the wood. The secret is a solvent that is found in the glue - most commonly - trichloroethylene. The first disadvantage is the decrease in elasticity of the sponge. After about 20 regluings, there can be a significant change from the original character of the rubber. The second disadvantage is the constant change in racket angle when playing. The effect of the solvent gradually decreases over time, and constant modifications in your racket angle must be done. Also, regluing will add weight to your bat each time you reglue because of the extra glue applied. Finally, the solvents used are usually very volatile, toxic, and could be cancerous.

**SPIN** - Rotation of the ball.

TOPSPIN - Spin placed on the ball that makes the ball curve down into the table.

TWIRL = TWIDDLE - Turning the racket, usually in the middle of a serve or while the ball is in play, to confuse the opponent as to which type of rubber is being used at a specific time. Not as deceptive as it once was, because of the "two color rubber" law.

TWO COLOR RUBBER LAW - A table tennis law put into effect, namely using red rubber on one side of the racket and black rubber on the other side, so opponents will not be so confused and deceived.

USATT: United States of America Table Tennis (formerly the United States Table Tennis Association), founded and ITTF-affiliated in 1933, is US' national governing body for the sport, and its backbone is the 300 affiliated clubs, whose membership ranges from 8-500 players.

UMPIRE = REFEERE - The appointed person that controls and oversees a match, used during tournament play.