

Spelling list: Wimbledon Vocabulary

Like many sports and games, tennis has its own unique language that is filled with terms that might seem puzzling at first.

But fear not!

In this word list, we'll demystify common tennis terms to help you understand and appreciate the sport even more.

tennis A **tennis** court, where the game of **tennis** is played, is a rectangular playing area divided into two halves by a net.

court A tennis **court**, where the game of tennis is played, is a rectangular playing area divided into two halves by a net.

serve To **serve** is the act of hitting the ball to start a point. The server stands behind the baseline and hits the ball diagonally across the net to the opponent.

forehand A **forehand** is a stroke made by hitting the ball with the palm of your hand facing the direction you want it to go.

backhand A **backhand** is a stroke made by hitting the ball with the back of your hand facing the direction you want it to go.

baseline A **baseline** is the boundary line at either end of the court, parallel to the net.

Deuce **Deuce** is a situation where both players have a score of 40-40, requiring one player to win two consecutive points to win the game.

advantage **Advantage** is a situation where one player has won a point after deuce, and they only need to win one more point to win the game.

break **Break** point is a situation where the receiving player has an opportunity to win the game while their opponent is serving.

point Break **point** is a situation where the receiving player has an opportunity to win the game while their opponent is serving.

This is a unit of scoring tennis. To win a **game**, a player must win four points

game (15, 30, 40, and **game**).

Set A **set** is a collection of games. To win a **set** , a player must win six games with a margin of at least two games.

match A **match** is a competition consisting of multiple sets. To win the **match** , a player must win a predetermined number of sets.

tiebreak A **tiebreak** is a special game used to determine the winner of a set when the game score reaches 6-6. Players take turns serving, and the first to reach seven points with a margin of two wins the **tiebreak** and the set.

love **Love** is a term used to indicate a score of zero.

let A **let** is a situation where a serve hits the net but lands in the correct service box, resulting in a replay of the point.

ace An **ace** is a serve that lands in the service box and the opponent fails to touch it, resulting in an immediate point for the server.