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TABLE TENNIS



ЛЬВІВСЬКИЙ ДЕРЖАВНИЙ УНІВЕРСИТЕТ ФІЗИЧНОЇ КУЛЬТУРИ

Кафедра української та іноземних мов

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«НАСТІЛЬНИЙ ТЕНІС»

методична розробка
з англійської мови

для самостійної та аудиторної роботи
з теми
«Спортивна спеціалізація»

для студентів III курсу
денної та заочної форми навчання
за напрямками підготовки «фізичне виховання» та «спорт»

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TABLE TENNIS

Text A

Pre-text exercises

1. Read and learn the active vocabulary.

- | | |
|---------------------------|---|
| • advantage, <i>n</i> | - вигода, перевага, користь |
| • alter, <i>v</i> | - змінювати, переробляти |
| • alternate, <i>adj</i> | - змінний, перемінний, замісник |
| • basement version | - основна версія |
| • bat, <i>n</i> | - ракетка, битка |
| • bounce, <i>v</i> | - відскакувати, відбиватися |
| • capability, <i>n</i> | - здатність, здібність, обдарованість |
| • celluloid, <i>n</i> | - целулоїд |
| • cover up, <i>v</i> | - сховати, прикривати |
| • concept, <i>n</i> | - поняття, ідея |
| • demand, <i>v</i> | - вимагати |
| • deuce, <i>n</i> | - дьюс, рівний рахунок |
| • dimple, <i>n</i> | - ямка, западина |
| • fail, <i>v</i> | - зазнати невдачі, не вдатися |
| • gain, <i>v</i> | - вигравати, здобувати |
| • harmful, <i>adj</i> | - шкідливий, небезпечний |
| • hit, <i>v</i> | - бити, вдаряти; влучити в ціль |
| • hollow, <i>adj</i> | - порожній (порожнистий), пустий |
| • impart, <i>v</i> | - надавати |
| • inche, <i>n</i> | - дюйм (2,5 см) |
| • lightweight, <i>adj</i> | - легкий |
| • preliminaries, <i>n</i> | - відбірні змагання |
| • score | - рахунок; забити (закинути) м'яч |
| • score the point | - зарахувати очко |
| • serve, <i>n</i> | - подача м'яча |
| • skilled player | - досвідчений, кваліфікований спортсмен |
| • smash, <i>n</i> | - смеш, удар по мячу згори вниз |
| • spin to / on a ball | - вертіння м'яча |
| • split into, <i>v</i> | - розділятися на, ділитися на (групи) |
| • striking surface | - яскрава поверхня |
| • thin layer of rubber | - тонкий шар гуми |
| • treat, <i>v</i> | - розглядати |

2. Translate without using a dictionary.

Combination, court, design, diameter, International Table Tennis Federation, format, limitation, maximize, tennis match, opponent, option, ping pong, racket, reaction, strategy, synthetic, tactics, trajectory.

3. Read and translate the text.

Table Tennis

In modern times, it seems that the sport has split into two camps – the recreational players, who tend to use the phrase ping-pong and table tennis interchangeably, and treat it as a game of past-time, and the serious players, who call it table tennis almost exclusively and view it as a sport. So perhaps we should call the serious sport table tennis, and the fun basement version ping-pong? As Shakespeare might say if he was around today – “the game, by any other name, would be as sweet”! Or maybe our motto should be “Don’t worry how you say it – just play it!”

Table tennis is a sport in which two or four players hit a lightweight, hollow ball back and forth with rackets (also known as “bats” or “paddles”). The game takes place on a hard table divided by a net. Players must allow a ball played toward them only one bounce on their side of the table and must return it so that it bounces on the opposite side. Points are scored when a player fails to return the ball within the rules. Play is fast and demands quick reactions. A skilled player can impart several varieties of spin to the ball, altering its trajectory and limiting an opponent’s options to great advantage.

The game is controlled by the International Table Tennis Federation (ITTF), founded in 1926. From 1988 (has been an Olympic sport) until 2004, the events were men’s singles, women’s singles, men’s doubles and women’s doubles. Since 2008 the doubles have been replaced by the team events (Beijing was the first time where table tennis had an Olympic team event).

The sport is played with two or four players hitting a ball with rackets back and forth to each other on a table. Ball spin, speed, placement, strategy and tactics play an important part in competitive table tennis matches. The speed of the ball can vary from slow serves with much spin to smashes that travel as fast as 112.5 km per hour (70 mph).

The game is played on a 274 cm × 152.5 cm × 76 cm high (9 ft × 5 ft × 30 inches high) playing surface. The International Table Tennis Federation requires an area not less than 14 m long, 7 m wide and 5 m high for competitions. No limitations in size or shape are specified.

Modern rackets usually have a thin layer of rubber covering the racket’s striking surface. The ball used in table tennis has a diameter of 40 mm (formerly 38 mm), is made of celluloid, and is hollow.

The winner is the first to score 11 points or more while being ahead by 2 points or more. Players alternate serves every two points. At 10-10 (or deuce) the players alternate with every serve; the winner is then the first person to gain a two point advantage over his opponent. The 11 point game is an International Table Tennis Federation (ITTF) change which occurred in 2001. Previously, the first player to gain 21 points (except in case of a deuce) won the game. All games played at national level and at international tournaments are now played to 11 points in either a best of five games (preliminaries) or best of seven games format (championship matches).

Table tennis is a wonderful sport to take up for life. Table tennis is an indoor, non-seasonal sport. You can play it all year round, day or night, and you don't have to worry about bad weather or covering up to keep those harmful UV rays off you. It's easy to play, yet difficult to master. It's easy on the body. You can play ping-pong (as it is often called colloquially) according to your own capabilities and limitations, and still be competitive. And being a non-contact sport, you don't have to worry about those bruises or even broken bones that you can get in contact sports. As you get older, ping-pong is good for the brain. There is an awful lot of thinking, planning, and strategising going on out there on the court, all of which helps keep the old grey matter active!

(Originated from Wikipedia, the free encyclopedia)

Post-text exercises

1. Give Ukrainian equivalents to the following phrases.

- | | |
|--|-----------------------------|
| 1) hollow ball back | 6) a skilled player |
| 2) to forth with rackets | 7) slightly different |
| 3) to allow a ball played | 8) an awful lot of thinking |
| 4) several varieties of spin to the ball | 9) a thin layer of rubber |
| 5) mens / women's singles | 10) non-seasonal sport |

2. Match the definitions to the following notions.

- | | |
|------------------|---|
| 1) advantage | a) a planned series of actions for achieving sth; |
| 2) concept | b) making the ball turn very quickly so that it is difficult for the opponent to hit; |
| 3) deuce | c) the act of finding a place for sb to live or work; |
| 4) doubles | d) a competition in which players compete against each other in a series of games until there is one winner; |
| 5) limitation | e) the act or process of controlling or reducing sth; |
| 6) placement | f) one of the games in the first part of a competition, when it is decided who will go on to the main competition; |
| 7) preliminaries | g) an idea of how sth is, or how sth should be done; |
| 8) spin | h) a game played between two pairs of players; |
| 9) strategy | i) sth that helps you to be more successful than others; |
| 10) tournament | j) a situation when both players have 40 points, after which one of the players must win two more points to win the game. |

3. Combine the following words and translate them.

- | | |
|------------------|---------------|
| 1) modern | a) tournament |
| 2) national | b) rackets |
| 3) harmful | c) players |
| 4) championship | d) event |
| 5) non-contact | e) play |
| 6) international | f) level |
| 7) team | g) sport |
| 8) quick | h) UV rays |
| 9) recreational | i) match |
| 10) doubles | j) reaction |

4. Insert the prepositions where necessary.

due to, *by (4),* *on (4),* *in (6),* *for(2),* *from,*
into, *before,* *during,* *down,* *up* *with (2).*

1. The game has its origins ... England as an after-dinner amusement ... upper-class Victorians ... the 1880s.
2. Table tennis evolved ... the modern game ... Europe, the United States and Japan.
3. The name "ping-pong" was ... wide use ... English manufacturer ... 1901.
4. The name "Ping-Pong" then came to be used ... the game played ... the rather expensive Jaquesses equipment, ... other manufacturers calling theirs table tennis.
5. Table tennis was growing ... popularity ... 1901 when table tennis tournaments were being organized.
6. ... the early 20th century the game was banned ... Russia.
7. ... a belief that was held ... the rulers at the time that playing the game had an adverse effect ... players' eyesight.
8. "Large-ball" table tennis uses a 44 mm ball which slows ... the game significantly.
9. The ball shall bounce ... 23 cm when dropped ... a height of 30 cm thereby having a coefficient of restitution of 0.88.
10. Players are equipped ... a laminated wooden racket covered ... rubber ... one or two sides depending ... the grip of the player.

5. Match two parts of the sentences.

- | | |
|--|---|
| 1) Table tennis is a sport in which two or four players ... | a) ... the first player or team to get a 2 point lead wins the game. |
| 2) Table tennis is good for your health – it's great for ... | b) ... can be played competitively right up to your eighties and beyond. |
| 3) The International Table Tennis Federation: worldwide ... | c) ... governing body with national bodies in each country. |
| 4) Played at the higher levels, it's ... | d) ... to be vital by almost all top players |
| 5) Beijing was the first time where ... | e) ... one of the fastest sports around. |
| 6) Table tennis is a lifelong sport, that ... | f) ... cannot hit the ball with racket over net and onto other side of the table. |
| 7) In table tennis two opponents or two teams of two opponents ... | g) ... getting up a sweat and getting the heart rate up. |
| 8) A point is won by a player or team when the opponent ... | h) ... hit a lightweight, hollow ball back and forth with rackets. |
| 9) If both players or teams have won 10 points, then ... | i) ... play a match consisting of games and points, using rackets to hit a ball over a net, onto the opponents side of a table. |
| 10) The mental side of table tennis is considered ... | j) ... table tennis had an Olympic team event. |

6. Answer the following questions.

1. Where does table tennis take place?
2. What are the equipments of table tennis?
3. How many players can involve into the game?
4. Is table tennis indoor or outdoor sport?
5. Who is the winner of the game?
6. What is the size of playing surface?
7. What is the speed of the ball?
8. How important is fitness in table tennis?
9. What innate talents are necessary to become a really good ping-pong player?
10. Do you think top ping-pong players are more athletic than top golfers?

7. Finish the following sentences.

1. Table tennis is one of the most ...
2. Table tennis is good for your health ...
3. The winner is the first to score ...
4. Table tennis is a great social sport. You'll get to meet plenty of people down at ...
5. Play is fast and demands ...
6. It is good for the mind – keeps ...
7. It is indoors and out of the weather ...
8. Ping-pong would help improve ...
9. The sport is played with two or four players hitting ...
10. It is easy on the body – you can have just have fun and relax, or ...

1. Read the text to find the information about:

- 1) *origins of the game;*
- 2) *English manufacturer J. Jaques & Son Ltd trademarked;*
- 3) *introducing game as an Olympic sport;*
- 4) *founding of Table Tennis Association;*
- 5) *classic table tennis.*

The game has its origins in England as an after-dinner amusement for upper-class Victorians in the 1880s. Mimicking the game of tennis in an indoor environment, everyday objects were originally enlisted to act as the equipment. A line of books would be the net, a rounded top of a champagne cork or knot of string as the ball, and a cigar box lid as the racket. Table tennis evolved into the modern game in Europe, the United States and Japan. The popularity of the game led game manufacturers to sell the equipment commercially. Early rackets were often pieces of parchment stretched upon a frame, and the sound generated in play gave the game its first nicknames of “wiff-waff” and “Ping-pong”. A number of sources indicate that the game was first brought to the attention of Hamley’s of Regent Street under the name “Gossima”. The name “ping-pong” was in wide use before English manufacturer J. Jaques & Son Ltd trademarked it in 1901. The name “Ping-Pong” then came to be used for the game played by the rather expensive Jaquesses equipment, with other manufacturers calling theirs table tennis. A similar situation came to exist in the United States where Jaques sold the rights to the “Ping-Pong” name to Parker Brothers. The next major innovation was by James Gibb, an English enthusiast of table tennis, who discovered novelty celluloid balls on a trip to the U.S. in 1901 and found them to be ideal for the game. This was followed by E.C. Goode who in 1901 invented the modern version of the racket by fixing a sheet of pimped or stippled rubber to the wooden blade. Table tennis was growing in popularity by 1901 when table tennis tournaments were being organized, books on table tennis were being written, and an unofficial world championship was held in 1902. During the early 20th century the game was banned in Russia due to a belief that was held by the rulers at the time that playing the game had an adverse effect on players’ eyesight. In 1921, the Table Tennis Association was founded in England, and the International Table Tennis Federation followed in 1926. London hosted the first official world championship in 1927. Table tennis was introduced as an Olympic sport at the Olympics in 1988. In the 1950s rackets that used a rubber sheet combined with an underlying sponge layer changed the game dramatically, introducing greater spin and speed. These were introduced to England by the sports goods manufacturers S.W.

Hancock Ltd. The use of speed glue increased the spin and speed even further, resulting in changes to the equipment to “slow the game down”. Toward the end of 2000, the ITTF instituted several rules changes aimed at making table tennis more viable as a televised spectator sport. First, the older 38 mm (1.5 inch) balls were officially replaced by 40 mm balls. This increased the ball’s air resistance and effectively slowed down the game. By that time, players had begun increasing the thickness of the fast sponge layer on their rackets, which made the game excessively fast, and difficult to watch on television. Secondly, the ITTF changed from a 21 to an 11-point scoring system. This was intended to make games more fast-paced and exciting. The ITTF also changed the rules on service to prevent a player from hiding the ball during service, in order to increase the average length of rallies and to reduce the server’s advantage. Variants of the sport have emerged. “Large-ball” table tennis uses a 44 mm ball which slows down the game significantly. This has seen some acceptance by players who have a hard time with the extreme spins and speeds of the 40 mm game. The ball’s mass is 2.47 grams. There is a move towards reviving the table tennis game that existed prior to the introduction of sponge rubber. Classic table tennis like Lihao “hardbat” table tennis players reject the speed and spin of reversed sponge rubber, preferring the 1940-60s play style, with no-sponge, short-pimpled rubber equipment, when defense is less difficult by decreasing the speed and eliminating any meaningful magnus effect of spin. Because hardbat killer shots are almost impossible to hit against a skilled player, hardbat matches focus on the strategic side of table tennis, requiring skillful maneuvering of the opponent before an attack can be successful.

(Originated from Wikipedia, the free encyclopedia)

2. Are the sentences true or false? Correct any false sentences.

1. The game has its origins in England as after-dinner boredom for upper-class Victorians.
2. Early rackets were often pieces of parchment stretched upon a frame.
3. The fame of the game led game manufacturers to sell the equipment commercially.
4. The sport was first brought to concentration of Hamleys of Regent Street as “Gossima”.
5. Table tennis was introduced as an Olympic sport at the Olympics in 1968.
6. “Large-ball” table tennis uses a 44 mm ball which slows down the game insignificantly.
7. The ball’s mass is 2.47 grams.
8. In 1921, the Table Tennis Association was founded in England.
9. Secondly, the ITTF changed from a 21 to an 11-point scoring scheme.
10. London hosted the first official world championship in 1927.

3. Divide the text into paragraphs. Give headings to them.

4. Ask and answer 10 questions to the text.

5. Title the text and write an abstract of it.

1. Read the text. Translate it in a written form.**Rules**

Ball. The international rules specify that the game is played with a light 2.7 gram, 40 mm diameter ball. Generally, it is the most-used ball. The rules say that the ball shall bounce up 23 cm when dropped from a height of 30 cm thereby having a coefficient of restitution of 0.88. The 40 mm ball was introduced after the 2000 Olympic Games. However, this created some controversy as the Chinese National Team argued that this was merely to give non-Chinese players a better chance of winning. A 40 mm table tennis ball is slower and spins less than a 38 mm one. The ball is made of a high-bouncing gas-filled celluloid, colored white or orange, with a matte finish. The choice of ball color is made according to the table color and its surroundings. For example, a white ball is easier to see on a green or blue table than it is on a grey table. Stars on the ball indicate the quality of the ball. 3 stars indicates that it is of the highest quality, and is used in official competitions.

Table. The table is 2.74 m (9 ft) long, 1.525 m (5 ft) wide, and 76 cm (30 inch) high with a Masonite (a type of hardboard) or similarly manufactured timber, layered with a smooth, low-friction coating. The table or playing surface is divided into two halves by a 15.25 cm (6 inch) high net. The table surface can either have a green or blue color.

Table tennis racket. Players are equipped with a laminated wooden racket covered with rubber on one or two sides depending on the grip of the player. This is called either a paddle, racket, blade or a bat depending on where in the world the game is being played. In the USA the term “paddle” is common, in Europe the term is “bat,” and the official ITTF term is “racket.”

Table tennis regulations allow different surfaces on each side of the racket. The different types of surfaces provide various levels of spin or speed, or in some cases, nullify spin. For example, a player may have a rubber that provides much spin on one side of his racket, and no spin on the other side of the racket. By flipping the racket in play, different types of returns are possible. To help a player distinguish between different types of rubber used by his opposing player, international rules specify that one side must be red while the other side must be black. The player has the right to inspect his opponent's racket before a match to see the type of rubber used and what color it is. Despite high speed play and rapid exchanges, a player can see clearly what side of the racket was used to hit the ball. Current rules state that, unless damaged in play, the racket cannot be exchanged for another racket at any time during a match.

Starting a game. In top-flight competition, service is decided by a coin toss. At lower levels it is common for one player (or the umpire/scorer) to hide the ball in one or the other hand (usually hidden under the table), allowing the other player to guess which hand the ball is in. The correct or incorrect guess gives the “winner” the option to choose to serve, receive, or to choose which side of the table to use. Another method is for one player to hit the ball to the other and he or she returns it or by hitting it back and forth four times and then playing out the point. This is commonly referred to as “play to serve”. Then, they play one point to see who serves first. Players also determine the first to serve by placing a racket on the table with the handle off the board, taking turns throwing the ball at their opponent’s racket. The first to strike the opponent’s racket without receiving a return shot gets the serve.

Service. In game play, the player serving the ball commences a point. Standing so that the ball is held behind the endline of the table, with the ball in the palm of the free hand - over the table’s height – and the racket in the other, the server tosses the ball without spin, upward, at least 16 centimeters (approximately 6 inches). In casual (non-tournament) games, many players do not toss the ball upward, however this is technically illegal and can give the serving player an unfair advantage. The ball must remain above the height of the table at all times. The server cannot use his body or clothing to obstruct sight of the ball; the opponent and the umpire must have a clear view of the ball at all times.

He or she then must hit the ball from behind the baseline such that it bounces once on his or her half of the table, and then bounces at least one time on the opponent’s half. If the ball strikes the net but does not strike the opponent’s half of the table, then a point is awarded to the opponent. However, if the ball hits the net, but nevertheless goes over and bounces on the other side, it is called a let (or net-in). Play stops, and the ball must be served again with no penalty. A player may commit any number of lets without penalty.

If the service is “good”, then the opponent must then make a “good” return – by returning the ball before it bounces on his or her side of the table a second time. Returning the serve is one of the most difficult parts of the game, as the server’s first move is often the least predictable – due to the numerous spin choices at his or her disposal – and thus most advantageous to him or her.

(Originated from Wikipedia, the free encyclopedia)

2. Compile a vocabulary of table tennis terms.

3. Make a presentation of table tennis.

Hitting the ball

Any hitting of the ball must be done such that the ball passes over or around the net. If the ball is struck such that it travels around the net, but still lands on the opponent's side of the table, the hit is legal and play should be continued. If a player cannot return a legal hit over (or around) the net so that the ball bounces on the opposite side of the table, the player loses the point.

Scoring

Points are awarded to the opponent for any of several errors in play:

- Allowing the ball to bounce on one's own side more than once.
- Double hitting the ball. Note that the hand below the wrist is considered part of the racket and making a good return off one's hand or fingers on the racket-holding hand is allowed, but hitting one's hand or fingers and subsequently hitting the racket is a double strike and an error.
- Allowing the ball to strike anything other than the racket (see above for definition of the racket).
- Causing the ball not to bounce on the opponent's half (i.e., not making a "good" return).
- Placing one's free hand on the playing surface or moving the playing surface.
- Offering and failing to make a good serve (i.e., making a service toss and failing to strike the ball fairly into play).
- Making an illegal serve: (e.g., one preceded by a player's hiding the ball or his failing to toss the ball at least 16 centimeters (six inches) in the air).
- Hitting the net with racket or any body part.
- By volleying the ball (not allowing the ball to bounce on your side).

Alternation of service

Service alternates between opponents every two points (regardless of winner of the rally) until a player reaches 11 points with at least a two-point lead, or until both players have 10 points a piece. If both players reach 10 points, then service alternates after each point, until one player gains a two-point advantage. This is the currently used standard followed by the ITTF. In doubles, service alternates every two points between sides, but also rotates between players on the same team. At the end of every two points, the receiving player becomes the server, and the partner of the serving player becomes the receiver. In the 21-point game system, service would alternate every 5 points. If both players reached a score of 20, then service would alternate each point until one player gains a two-point advantage.

Doubles game

In addition to games between individual players, pairs may also play table tennis. In doubles, all the rules of single play apply except for the following. A line painted along the long axis of the table to create doubles courts bisects the table. This line's only purpose is to facilitate the doubles service rule, which is that service must originate from the right hand "box" in such a way that the first bounce of the serve bounces once in said right hand box and then must bounce at least once in the opponent side's right hand box (far left box for server). Play then continues normally with the exception that players must alternate hitting the ball. For example, after a player serves, the receiving player makes his or her return, the server's partner returns the ball and then the service receiver's partner would play the ball. The point proceeds this way until one side fails to make a legal return and the point is then awarded to the other team. Also, when the game reaches the final set, the teams must switch side and the team that receives the service must switch receiver when one of the teams reach 5 points. Singles and doubles are both played in international competition, including the Olympic Games since 1988 and the Commonwealth Games since 2002. In 2005, the ITTF announced that doubles table tennis will only be featured as a part of teams events in the 2008 Olympics.

Competition

Competitive table tennis is popular in Asia and Europe and has been gaining attention in the United States. The most important international competitions are World Cup, World Championship, the Olympics and the ITTF Pro Tour, as well as continental competitions like European Championship, Euro Top-12, Asian Championship and Asian Games. China continues to dominate most world titles, while other strong teams come from East Asia and Europe including France, Germany, former Yugoslavia, Hong Kong, Japan, South Korea, Singapore, Sweden, and Taiwan.

There are also professional competitions at the clubs level. The national league of countries like China (the China Table Tennis Super League), Germany, France, Belgium and Austria are some of the examples being at the highest level. There are also some important international club teams competitions such as the European Champions League and its former competition, the European Club Cup, which the top club teams from different European countries compete.

Governance

The International Table Tennis Federation (ITTF): worldwide governing body with national bodies responsible for the sport in each country. There are other local authorities applicable as well.

- The European Table Tennis Union is the governing body responsible for table tennis in Europe.
- The English Table Tennis Association is the governing body responsible for table tennis in England.
- The Irish Table Tennis Association is the governing body responsible for table tennis in Ireland.
- The Scottish Table Tennis Association is the governing body responsible for table tennis in Scotland.
- The Table Tennis Association of Wales is the governing body responsible for table tennis in Wales.
- The Canadian Table Tennis Association is the governing body responsible for table tennis in Canada.
- The USA Table Tennis (USATT): national governing body for table tennis in the United States.
- The National Collegiate Table Tennis Association (NCTTA): official governing body for collegiate table tennis in the United States.

(Originated from Wikipedia, the free encyclopedia)

Ace: A Serve that cannot be reached by the opponent.

Advantage: The player who scores the first point after Deuce is said to have the advantage.

Attacker: A player who tries to overpower opponents by driving, looping and killing as many balls as possible. Compare to Defender.

Backhand: A shot done with the racket to the left of the elbow for a righthander, the reverse for a lefthander.

Backspin: Reverse spin applied by drawing the face of the racket down across the ball at impact. Also called "underspin".

Ball: The table tennis ball is a hollow sphere of celluloid or similar plastic, 40 millimeters in diameter and 2.7 grams in weight.

Blade: The paddle without its rubber surface.

Block: A return shot on which the paddle is simply held in front of the ball, with little or no movement.

Blocker: A style of play where blocking is the primary shot. See Block.

Carbon blade: A Blade with a layer of carbon between two wood surfaces.

Chop: A defensive return of a drive with backspin.

Chop Block: A Block where racket is chopped down at contact to create backspin. Usually performed close to the table.

Closed Racket: If the racket's hitting surface is aimed downward, with the top edge leaning away from you, it is closed.

Counterdrive: A drive made against a drive. Some players specialize in counter-driving.

Counter-smash: To smash a smash.

Crosscourt: A ball that is hit diagonally from corner to corner.

Crossover: A style of footwork that require you to cross your feet.

Dead: A ball with no spin.

Deep: A ball that will not bounce twice on the opponents side of the table if given the chance.

Default: Being disqualified from a match for any reason.

Defender: A player who concentrates on returning shots, hitting many pushes, chops, lobs and blocks, waiting for the opponent to make a mistake. Compare to Attacker.

Deuce: The situation when the score is 10 all (20-all if game is 21). The players then alternate serves until one of them wins by taking a 2-point lead.

Double Bounce: A ball that hits the same side of the table twice.

Drop: A short shot that falls just over the net, often performed to bring the opponent up to the table.

Drive: A shot hit with great force, not as powerful as a Smash and not as spinny as a Loop.

Flip: An aggressive topspin return of a ball that lands near the net. (A short ball.)

Footwork: How a person moves to make a shot.

Forehand: Any shot done with the racket to the right of the elbow for a righthander, to the left for a lefthander.

Free Hand: The hand not holding the racket.

Glue: Adhesive used to adhere the sheet of rubber to a side of the Blade.

Grip: The way in which the paddle is held. See Penholder grip; Seemiller grip; Shakehand grip.

Handcuff: A Shot made to the opponent's middle such that he has neither a clear Forehand or Backhand return shot available.

Handicap events: An event in a tournament where points are spotted to make the match even. Can be singles or doubles.

Hard Rubber: A type of racket covering with pips out rubber but no sponge underneath.

High Toss Serve: A serve where the ball is thrown high into the air. This increases both spin and deception.

Hitter: A style of play where hitting is the primary shot.

Kill: A shot on which the ball is hit as hard as possible, often with Topspin. See also Loop kill.

Let: If play is interrupted for any reason during a rally, a let is called and the point does not count.

Let serve: A Serve that touches the net before entering the opponent's court. It doesn't count and is replayed.

Loaded: A ball with a great deal of spin.

Lob: A high defensive return of a smash. Usually done with topspin or sidespin.

Loop: A heavy topspin shot usually considered the most important shot in the game. **Looper:** A style of play where the primary shot is the loop.

Loop kill: A loop hit very hard, with a flat trajectory.

Match: A two out of three or three out of five games contest.

Mixed doubles: Doubles competition in which each team has a male and a female player.

Net: The net is 6 inches high and stretches the width of the table.

Obstruction: Touching the ball with any part of the body or clothing while it is over the table and before it has bounced in the proper court. The offender loses the point.

Penholder grip: A grip, especially popular in Asia, in which the racket is held between the thumb and first finger, with the handle pointing up.

Pick: A shot used to turn the opponent's Backspin into Topspin, effected by using a hitting motion parallel to the table top with an Open paddle.

Ping-Pong: A trademarked name for table tennis, originally registered by Parker Brothers in 1901.

Pips: The small conical bits of rubber that cover a sheet of table tennis rubber.

Playing Surface: The top of the table, including the edges.

Push: A backspin return of backspin. Usually defensive.

Racket: What you hit the ball with. The blade plus covering.

Racket hand: The hand that holds the racket.

Rally: The hitting of the ball back and forth, commencing with the serve and ending when a point is won.

Rating Events: An event in a tournament where to be eligible you must be rated under a specified amount.

Receive: The return of a serve.

Red card: A card that calls for dismissal of an illegal advisor, when shown by the umpire. If shown along with a Yellow card, it indicates that a Penalty point has been awarded.

Rubber: The racket covering. Sometimes refers only to the rubber on top of a sponge base.

Seemiller grip: A Grip in which a Combination paddle is constantly rotated so that the ball can be struck with either side of the hitting surface. Named after its most famous practitioner and U.S. Open Champion, Dan Seemiller.

Shakehand grip: A Grip in which the paddle is held as if the player were shaking hands with it.

Shot: Hitting the ball back to your opponent. A shot can be a Push, Block, Drop, Drive, Loop, Lob, Chop and others.

Short: A ball that would bounce twice on the opponents side of the table if given the chance.

Sidespin: Spin around the ball's vertical axis, imparted by drawing the paddle sideways across the ball at impact. Sidespin can be left to right, or right to left.

Singles: Competition between two individuals.

Smash: A putaway shot. Ball is hit with enough speed so opponent cannot make a return.

Smother Kill: To smash right off the bounce. Usually done against a lob.

Speed Glue: A type of glue that can be put under a sheet of table tennis sponge to make it faster and spinnier.

Spin: The rotation of the ball.

Sponge: The bouncy rubber material used in sandwich covering. It is used under a sheet of rubber with pips.

Stroke: Any shot used in the game, including the serve.

Topspin: Forward spin applied by drawing the face of the paddle up across the ball at impact.

Two-color rule: The rule that one of the paddles striking surfaces must be black, the other red.

Two-Step Footwork: The most popular style of footwork.

Volley: To hit the ball before it has bounced. Illegal in table tennis; the offender loses the point.

Whiff: To miss the ball completely on an attempted shot.

Women's doubles: Doubles competition between female teams.

Yellow card: A card that signifies a warning for a violation when shown to a player by the umpire. If shown along with a Red card, it indicates that a Penalty point has been awarded.

Umpire: The official who keeps score and enforces rules during a match.

(Originated from IOC site: <http://www.olympic.org>)

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**Навчально-методичне видання
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