



SPORTS & GAMES

goggles
Eyewear with plastic lenses fitted in a frame with arms; it protects the eyes from flying mud, stones and insects.

back suspension
Device that dampens vibrations from the wheels; this increases the bicycle's stability and its grip on the trail.

front fork
Fork whose air/oil or elastomer suspension provides a controlled ride over rough terrain.

clipless pedal
Pedal with a safety system so that the foot can be attached or detached quickly.



SPORTS & GAMES

Jean-Claude **Corbeil**
Ariane **Archambault**

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Montreal (Quebec) H2Y 2E1 Canada
T 514.499.3000 F 514.499.3010
www.qa-international.com

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EDITORIAL STAFF

Editor: Jacques Fortin
Authors: Jean-Claude Corbeil and
Ariane Archambault
Editorial Director: François Fortin
Editor-in-Chief: Anne Rouleau
Graphic Designer: Anne Tremblay

AYOUT

Pascal Goyette
Danielle Quinty
Émilie Corriveau
Preliminary layout: Émilie Bellemare
Sonia Charette

DOCUMENTATION

Gilles Vézina
Kathleen Wynd
Stéphane Batigne
Sylvain Robichaud
Jessie Daigle

DATA MANAGEMENT

Programmer: Éric Gagnon
Josée Gagnon

REVISION

Veronica Schami
Jo Howard
Marie-Nicole Cimon
Liliane Michaud

PRESS

Karine Lévesque
François Hénault
Julien Brisebois
Patrick Mercure

PRODUCTION

Nathalie Fréchette
Josée Gagnon

TERMINOLOGICAL RESEARCH

Jean Beaumont
Catherine Briand
Nathalie Guillo

ENGLISH DEFINITIONS

Nancy Butchart
Rita Cloghesy
Tom Donovan
Diana Halfpenny
John Woolfrey
Kathe Roth

ILLUSTRATIONS

Artistic Direction: Jocelyn Gardner
Jean-Yves Ahern
Rielle Lévesque
Alain Lemire
Mélanie Boivin
Yan Bohler
Claude Thivierge
Pascal Bilodeau
Michel Rouleau
Anouk Noël
Carl Pelletier
Raymond Martin

CONTRIBUTIONS

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INTRODUCTION

EDITORIAL POLICY

The Visual Dictionary takes an inventory of the physical environment of a person who is part of today's technological age and who knows and uses a large number of specialized terms in a wide variety of fields.

Designed for the general public, it responds to the needs of anyone seeking the precise, correct terms for a wide range of personal or professional reasons: finding an unknown term, checking the meaning of a word, translation, advertising, teaching material, etc.

The target user has guided the choice of contents for *The Visual Dictionary*, which aims to bring together in 12 thematic books the technical terms required to express the contemporary world, in the specialized fields that shape our daily experience.

STRUCTURE

Each tome has three sections: the preliminary pages, including the table of contents; the body of the text (i.e. the detailed treatment of the theme); the index.

Information is presented moving from the most abstract to the most concrete: sub-theme, title, subtitle, illustration, terminology.

TERMINOLOGY

Each word in *The Visual Dictionary* has been carefully selected following examination of high-quality documentation, at the required level of specialization.

There may be cases where different terms are used to name the same item. In such instances, the word most frequently used by the most highly regarded authors has been chosen.

Words are usually referred to in the singular, even if the illustration shows a number of individual examples. The word designates the concept, not the actual illustration.

DEFINITIONS

Within the hierarchical format of *The Visual Dictionary*'s presentation, the definitions fit together like a Russian doll. For example, the information within the definition for the term *insect* at the top of the page does not have to be repeated for each of the insects illustrated. Instead, the text concentrates on defining the distinguishing characteristics of each insect (the *louse* is a parasite, the female *yellow jacket* stings, and so forth).

Since the definition leaves out what is obvious from the illustration, the illustrations and definitions complement one another.

The vast majority of the terms in the *Visual Dictionary* are defined. Terms are not defined when the illustration makes the meaning absolutely clear, or when the illustration suggests the usual meaning of the word (for example, the numerous *handles*).

METHODS OF CONSULTATION

Users may gain access to the contents of *The Visual Dictionary* in a variety of ways:

- From the TABLE OF CONTENTS at the end of the preliminary pages, the user can locate by title the section that is of interest.
- With the INDEX, the user can consult *The Visual Dictionary* from a word, so as to see what it corresponds to, or to verify accuracy by examining the illustration that depicts it.
- The most original aspect of *The Visual Dictionary* is the fact that the illustrations enable the user to find a word even if he or she only has a vague idea of what it is. The dictionary is unique in this feature, as consultation of any other dictionary requires the user first to know the word.

TITLE

Its definition is found below. If the title refers to information that continues over several pages, after the first page it is shown in a shaded tone with no definition.

DEFINITION

It explains the inherent qualities, function, or characteristics of the element depicted in the illustration.

TERM

Each term appears in the index with a reference to the pages on which it appears.

SUB-THEME

These are shown at the end of the preliminary pages along with their definitions. They are then repeated on each page of a section, but without the definition.

CYCLING

mountain biking

Sport that consists of performing acrobatic exercises or racing offtrack (on a rough or steep course) on a bicycle.

cross-country bicycle and cyclist

Cross country bicycle: relatively small, sturdy bicycle designed for performing various mountain competitions in competition on rough terrain.

goggles

Eyewear with plastic lenses that fit on a frame with arms; it protects the eyes from flying mud, stones and insects.

front fork

Fork whose airfoil design suspension provides a controlled ride over rough terrain.

downhill bicycle and cyclist

Downhill bicycle: small, very sturdy bicycle for racing on rough ground with steep hills and strewn with obstacles.

pedal with wide platform

Wide pedal providing good braking.

hydraulic disc brake

Brake with jaws that squeeze a disc to slide down the wheel; the braking power is generated by hydraulic pressure.



back suspension
Device that dampens vibrations from the wheels; this makes the bicycles stability and its grip on the trail.

cockpit
Pedal with a safety system so that the foot can be attached or detached quickly.

protective goggles
One-piece eyewear that protects the eyes from flying mud, stones and insects.

chin strap
Part of the helmet that protects the spine/ chin.

raised handlebar
Bar ending elevated position makes the bicycle easier to steer when going downhill.



MOTOR SPORTS

car racing

Speed event in which competitors driving race cars must make a predetermined number of laps around a track.

formula 1 car

Single-seater formula racing car used in a circuit that can reach speeds of 225 mph; formula 1 is very popular in Europe.

radio antenna

Device that emits and receives radio waves for communications between the driver and the team during the event.

cockpit

Part of the body of the driver sits that houses the equipment necessary for driving the car.

roll cage

Structure composed of metal bars that surrounds the driver if the car rolls over.

steering wheel

Unit ending the bar to steer the racing wheel; when the car is stopped, it is equipped with several controls such as the clutch and gear shifts.

side fairings

Malfunction structure that absorbs the impact from a collision; the side fairings contain especially resistors and electronic components.

roll structure

Structure composed of metal bars that surrounds the driver if the car rolls over.

dry weather tire

Mobile tire used on a wet track to evacuate a large quantity of water. At 165 mph it evacuates more than 6.5 gallons of water per second.



ILLUSTRATION

It is an integral part of the visual definition for each of the terms that refer to it.

NARROW LINES

These link the word to the item indicated. Where too many lines would make reading difficult, they have been replaced by color codes with captions or, in rare cases, by numbers.

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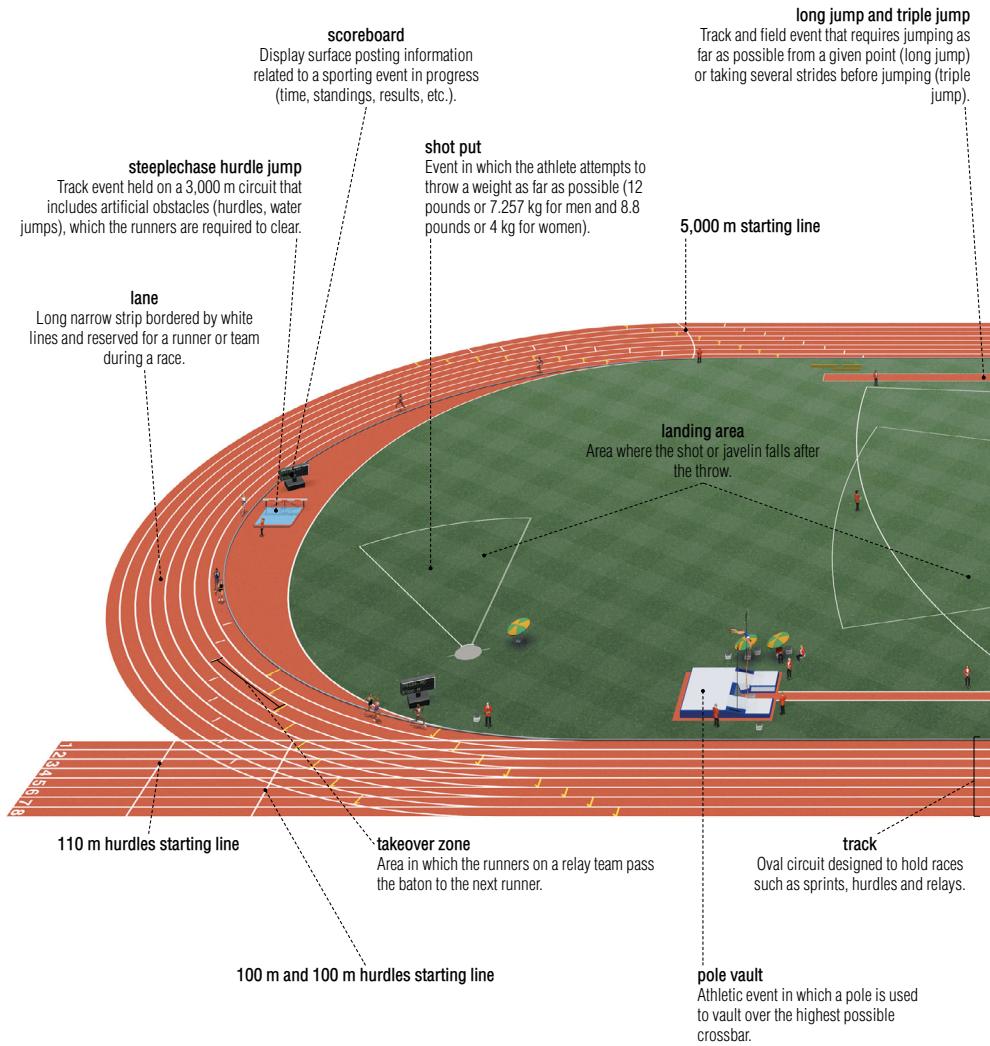
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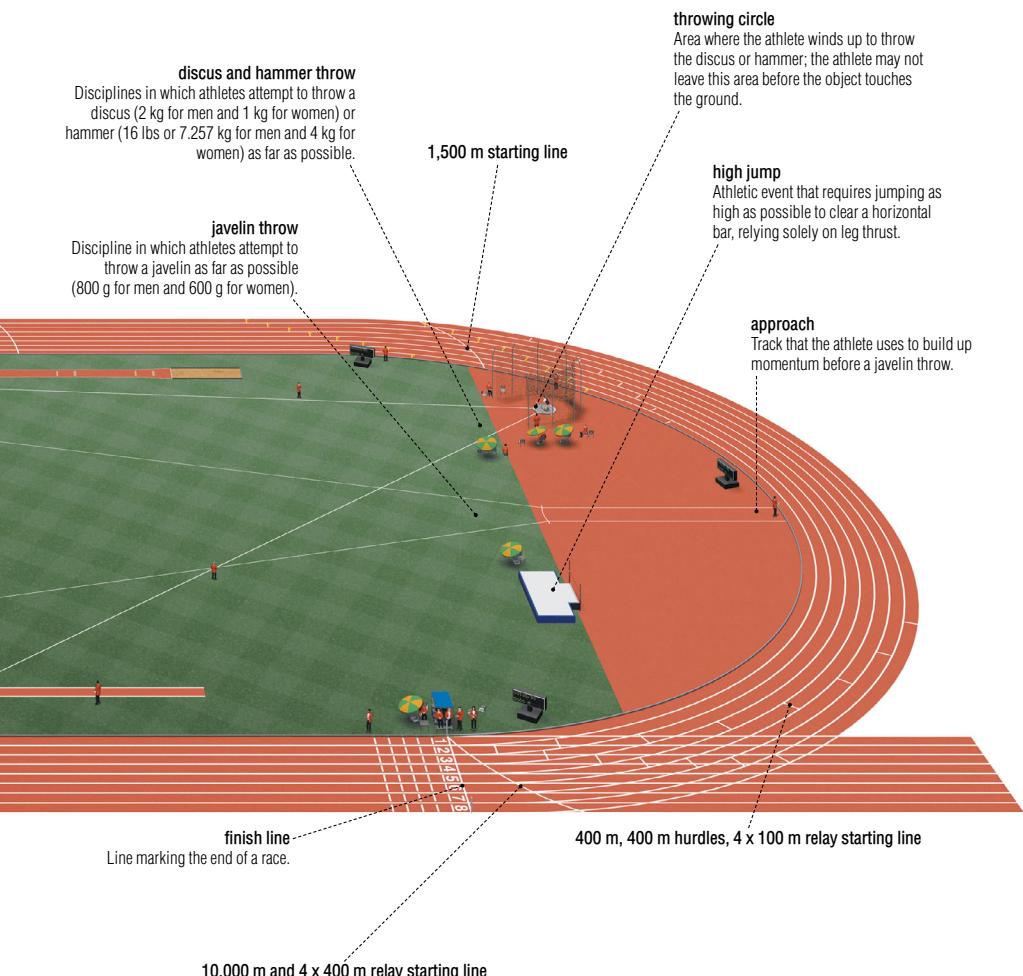
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arena

Field designed for participating in track and field and for staging competitions; it is often surrounded by grandstands for seating spectators.





jumping

The four jumping events are the high jump, long jump, triple jump and pole vault.

pole vault

Athletic event in which a pole is used to vault over the highest possible crossbar.

crossbar

Long horizontal bar that the athlete must clear without knocking it over; it rests on mounts attached to two uprights.

pole vaulter
Athlete specialized in the pole vaulting event.

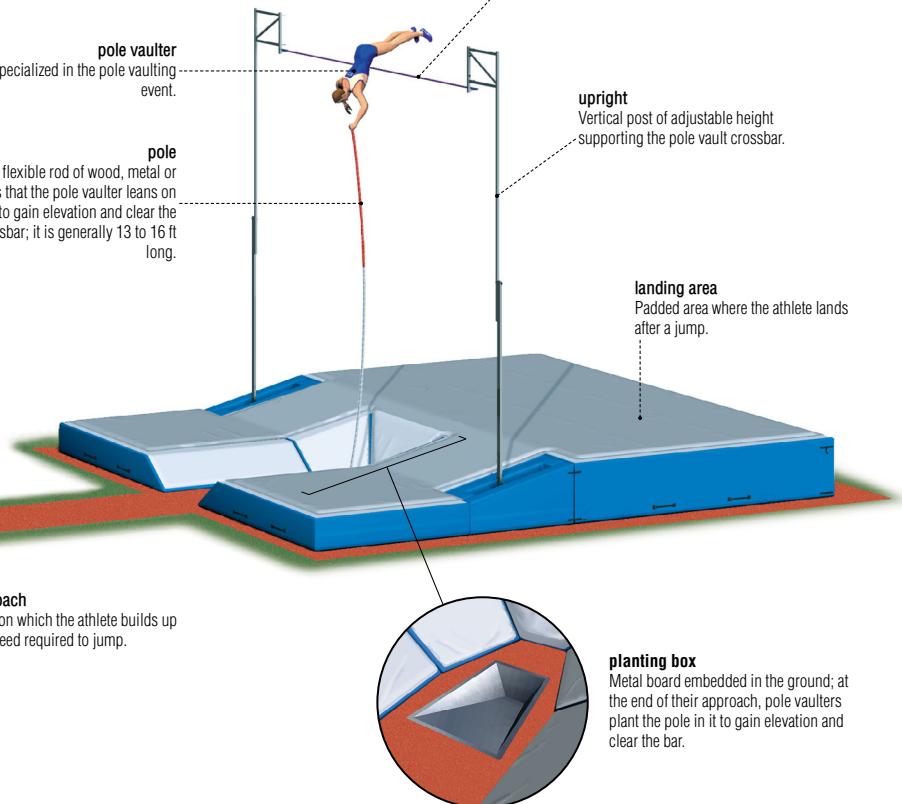
pole
Sturdy flexible rod of wood, metal or fiberglass that the pole vaulter leans on to gain elevation and clear the crossbar; it is generally 13 to 16 ft long.

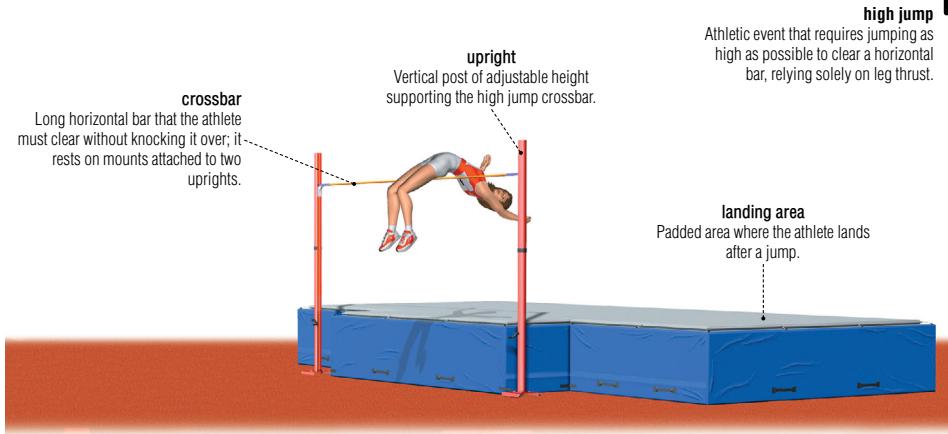
upright
Vertical post of adjustable height supporting the pole vault crossbar.

landing area
Padded area where the athlete lands after a jump.

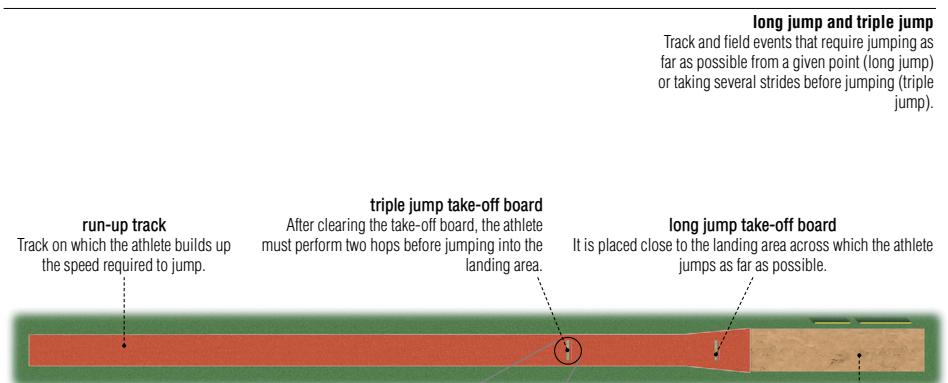
approach
Track on which the athlete builds up the speed required to jump.

planting box
Metal board embedded in the ground; at the end of their approach, pole vaulters plant the pole in it to gain elevation and clear the bar.

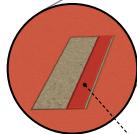




high jump
Athletic event that requires jumping as high as possible to clear a horizontal bar, relying solely on leg thrust.



take-off board
Usually wooden board that the athlete pushes off from after completing the approach.



indicator board
Board covered with plasticine to take an imprint of the athlete's foot if it touches down beyond the take-off board, which is against the rules.

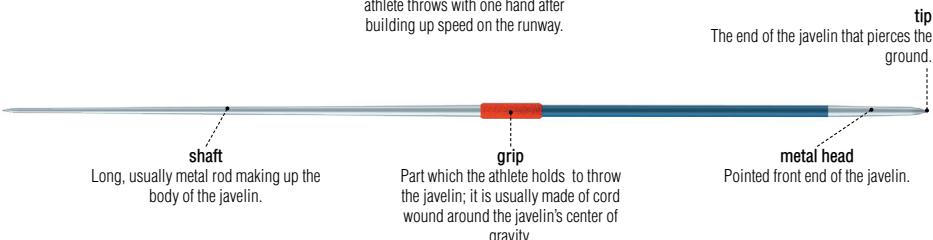
landing area
Sandpit where the athlete lands after the jump.

throwing

The throwing events are discus, shot put, hammer and javelin.

javelin

Metal rod shaped like a spear that the athlete throws with one hand after building up speed on the runway.



hammer

Implement consisting of a heavy ball attached to a wire; the athlete throws it after spinning around several times in the throwing circle.

handle
Part that the athlete holds with two hands when throwing a hammer.



head

Spherical weight usually made of metal; it is the first part to strike the ground.

shot

Ball made of a metal such as bronze or copper that the athlete throws with one hand after winding up in the throwing circle.



weight
Heavy metal body at the center of the discus.

discus

Flat circular disk that the athlete throws with one hand after spinning around several times in a throwing circle.



rim

Metal circle around the body of the discus.

body

Part of the discus that is usually made of wood or plastic.

Sport with two opposing teams of 11 players who attempt to score in the opponent's goal by kicking or knocking the ball in with any part of the body except the arms and hands.

player positions

Various tactical schemes are used in soccer; among the best known is the 4-4-2, a formation with four defenders, four midfielders and two forwards.

left back

Defensive position that covers the left side of the field; this player's main role is to slow or stop an opponent's progress toward the goal.

sweeper

Position that stays back, anticipates defensive mistakes by teammates and makes up for them; this player is not required to closely mark an opposing player.

goalkeeper

Position whose role is to prevent the ball from entering the goal; this is the only player allowed to touch the ball with the hands.

stopper

Position that stays back, marks an opposing forward and prevents that player from being in a scoring position.

right back

Defensive position that covers the right side of the field; this player's role is to impede an opponent's progress toward the goal.

defensive midfielder

Center position; this player tries to take the ball from the opponent before that player reaches the defenders and quickly mount a counterattack.

defensive midfielder

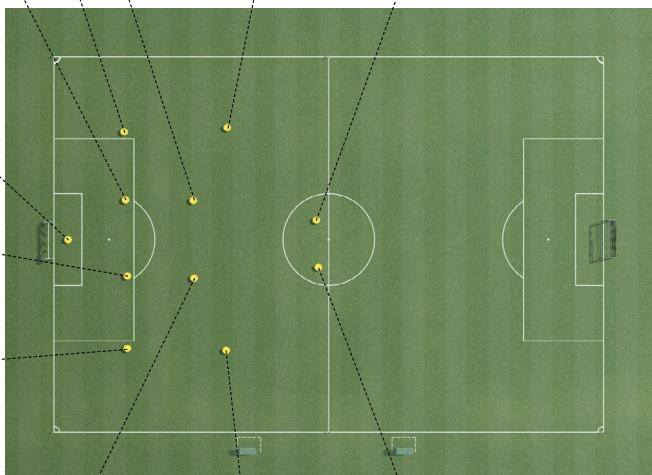
Center position; this player tries to take the ball from the opponent before that player reaches the defenders and quickly mount a counterattack.

left midfielder

Center position that plays on the left side of the field; this player uses playmaking skills to pass the ball to the forwards.

forward

Offensive position usually placed behind the striker; this player uses speed to make crisp accurate passes.



right midfielder

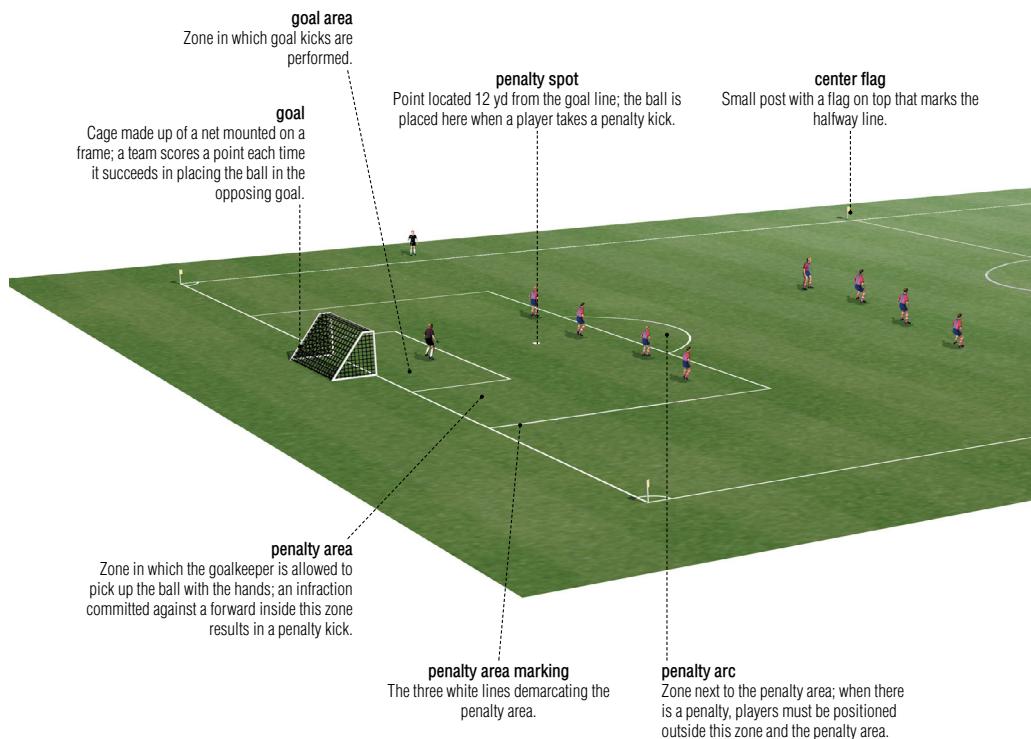
Center position that plays on the right side of the field; this player uses playmaking skills to pass the ball to the forwards.

striker

Offensive position whose main role is to score goals; this player plays a forward position in the opposing team's zone.

playing field

Rectangular surface covered with natural or synthetic grass on which a soccer match is played; a game has two 45-minute halves.

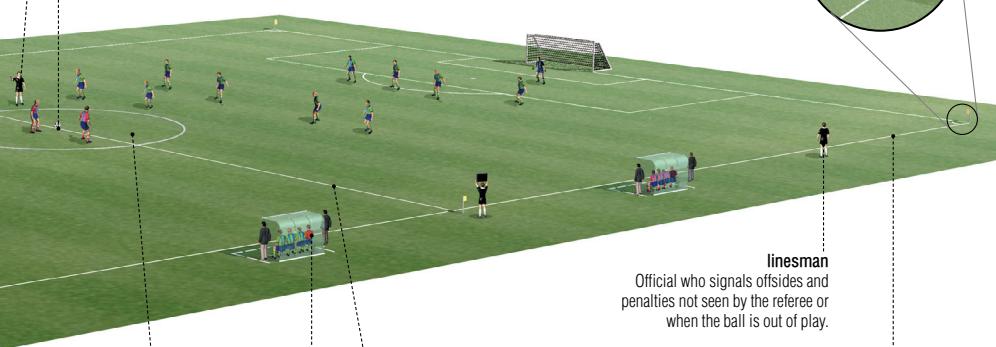


referee

Official responsible for applying the rules; this individual keeps time, signals penalties, issues warnings (yellow card) and ejects players (red card).

center spot

Point in the middle of the halfway line where the ball is placed before a kickoff at the start of a half or after a goal has been scored.

**center circle**

Circle drawn at midfield; during kickoffs, only the players on the team with ball possession are allowed into this circle.

halfway line

Line dividing the field into two zones, one for each team; the teams switch zones at halftime.

substitute's bench

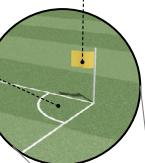
Area reserved for coaches, technical staff and substitute players; a team cannot make more than three substitutions per game.

corner flag

Small post with a flag on top; it marks the intersection of the goal line and the touch line.

corner arc

Zone where the ball is placed when there is a corner kick, which is awarded when a defender puts the ball behind the goal line.

**linesman**

Official who signals offsides and penalties not seen by the referee or when the ball is out of play.

touch line

Line along the sides of the playing field; when the ball crosses this line, it is put back into play at the same place.

soccer player

A soccer player is allowed to touch the ball with any part of the body except the arms and hands.

**team shirt**

Flexible garment covering the upper body; it features the team emblem and the player's name and number.

shorts

Very short pants covering only the top of the thighs.

shin guard

Piece of equipment made up of a hard plastic molding; it protects the soccer player's legs.

**goalkeeper's gloves**

Gloves that cover and protect the goalkeeper's hands and wrists and improve the grip on the ball.

**soccer ball**

Inflated ball made of leather or synthetic material; its circumference varies between 27 and 27.5 in.

sock

Garment worn over the foot and up to the knee; it completely covers the shin guard.

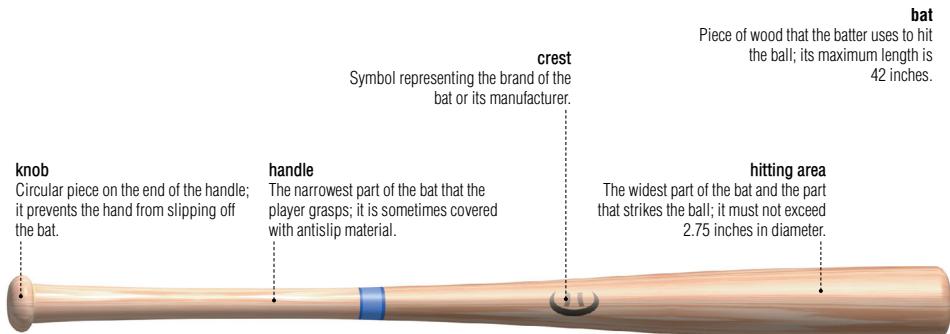
soccer shoe

Shoe made of leather, soft rubber or plastic; studs are attached to its sole to provide good traction.

**interchangeable studs**

Removable studs attached to the sole; they vary in size and can be changed to adapt to the state of the field.

Sport with two opposing teams of nine players who attempt to score points by hitting a ball with a bat and running from one base to the next until they reach home plate; a game lasts nine innings, during which teams alternate from offense (at bat) to defense (in the field).

**baseball**

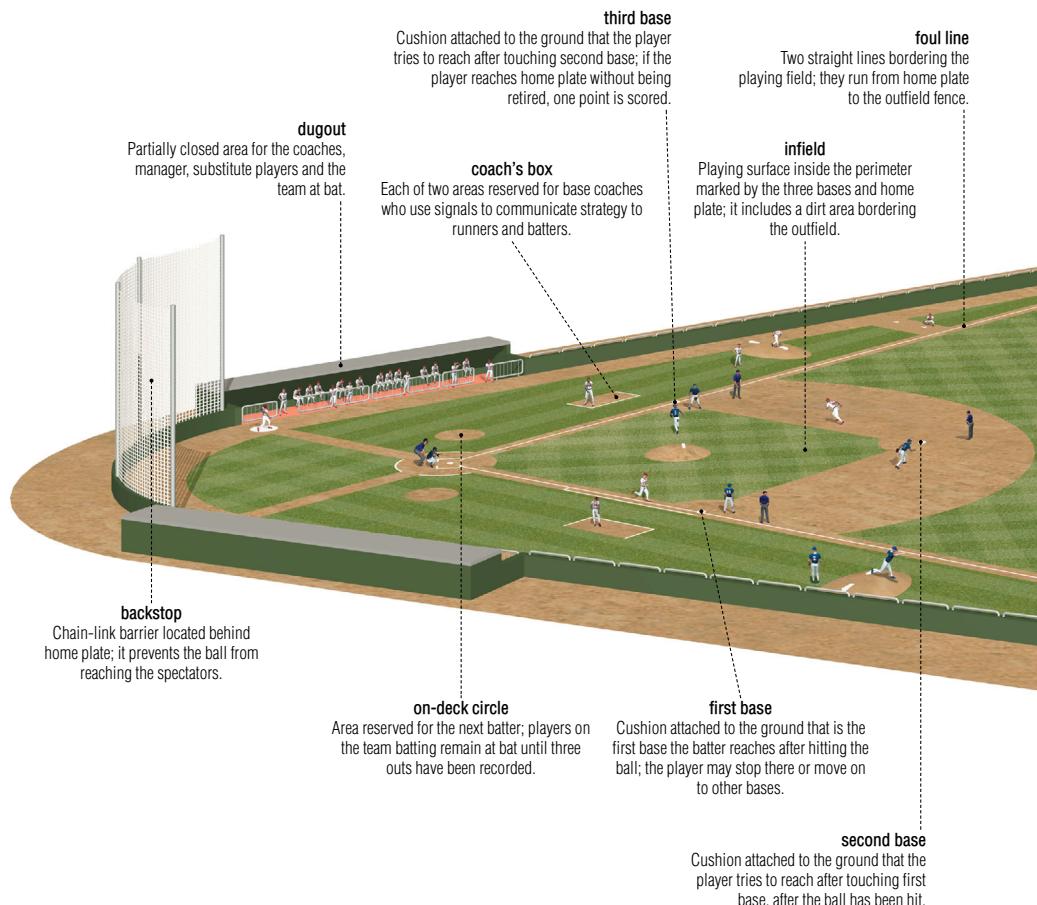
Hard ball with a circumference of 9 inches; its outer layer is made of two white pieces of leather sewn together.

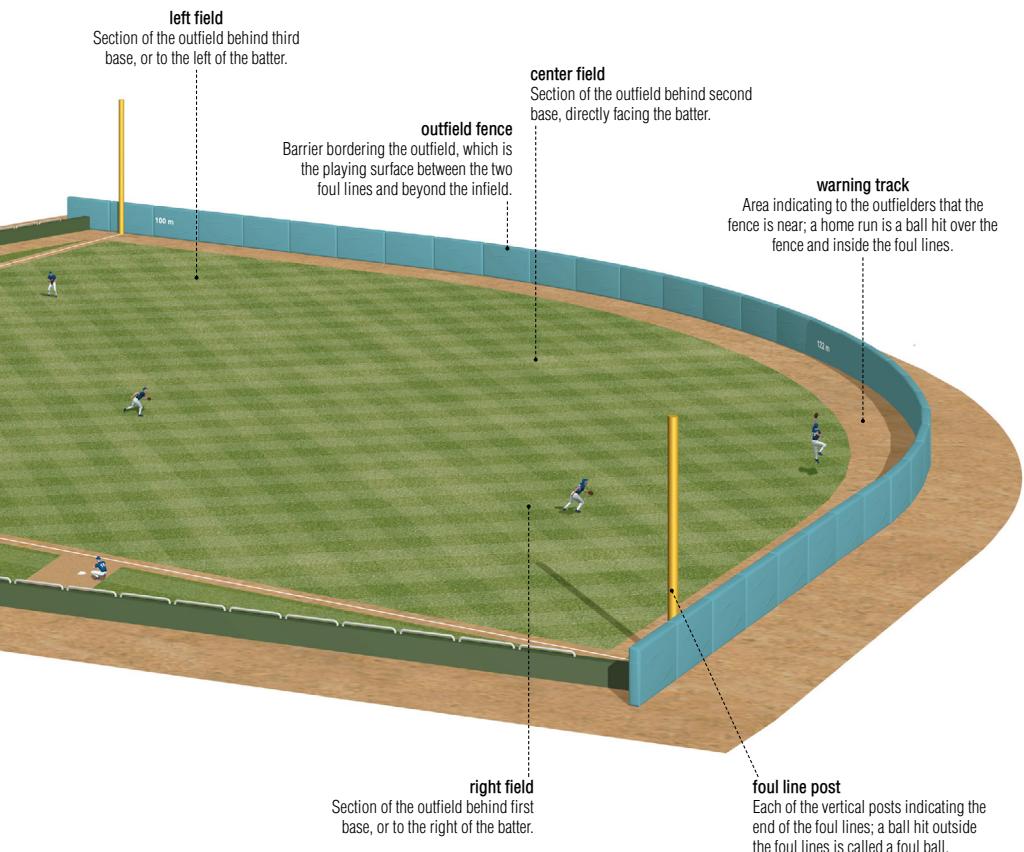


baseball

field

Surface on which a baseball game is played; it is in the shape of a quarter circle and is covered with dirt and natural or synthetic grass.





cricket

Sport with two opposing teams of 11 players who attempt to score points by hitting a ball with a bat and running between two wickets; teams alternate between offense (at the bat) and defense (in the field).

field

Oval surface covered with natural or synthetic grass on which a cricket match is played; it is made up of a pitch and a field.

pitch
Rectangular surface in midfield where the bowler and the batsman face each other; it contains two wickets that are about 20 m apart.

wicketkeeper
Player positioned behind the batting wicket; the only defensive player who wears gloves, the wicketkeeper tries to catch balls missed by the batsman.

fielders

The team in the field, or the defending team, must catch the ball hit by the batsman and throw it toward one of the wickets to topple it.



cricket ball

Hard ball with a circumference of 9 inches; it is made with a cork core, which is wound with thread and covered with leather.

leather skin

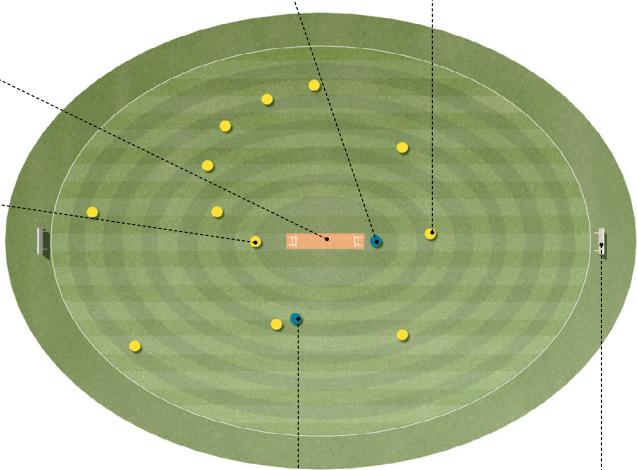
Outside layer of the ball made of pieces of red leather joined by stitching.

seam

Sewing that joins the leather cover; it traditionally uses white thread.

umpire
Official responsible for applying the rules of delivery; this umpire is positioned behind the bowler's wicket.

bowler
Player who throws the ball toward the batsman; the throw is made without bending the elbow and usually after running a few yards.



umpire

Official who enforces the rules; positioned to the side of the batsman's wicket, this umpire signals when a batsman is retired or when there is an infraction.

screen

Rectangular surface behind each wicket; it minimizes distraction so that the batsman can follow the movement of the ball.

bat

Piece formed of a flat section connected to a rubber-covered handle that the batsman uses to hit the ball; its maximum length is 38 inches.



pitch

Rectangular surface in midfield where the bowler and the batsman face each other; it contains two wickets that are 20 m apart.

batsman

Player who takes position to hit the ball and protect the wicket; each time the player runs between the two wickets before the ball arrives, one point is scored.

wicketkeeper

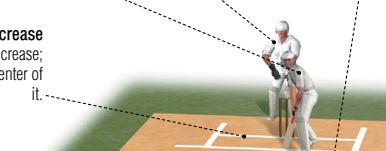
Player positioned behind the batting wicket; the only defensive player who wears gloves, the wicketkeeper tries to catch balls missed by the batsman.

popping crease

Line drawn 4 feet from the wicket; at the end of a run, the batsman is safe after touching the ground behind this line with the bat or a part of the body.

bowling crease

Line perpendicular to the return crease; the wicket is embedded in the center of it.

**delivery**

Thrown at speeds reaching 100 mph, the ball usually bounces once before reaching the batsman.

bowler

Player who throws the ball toward the opposing batsman, who stands in front of the wicket; if the bowler topples the wicket, the batsman is retired.

return crease

The two lines on each side of wicket that demarcate the space in which the ball must be thrown or hit.

umpire

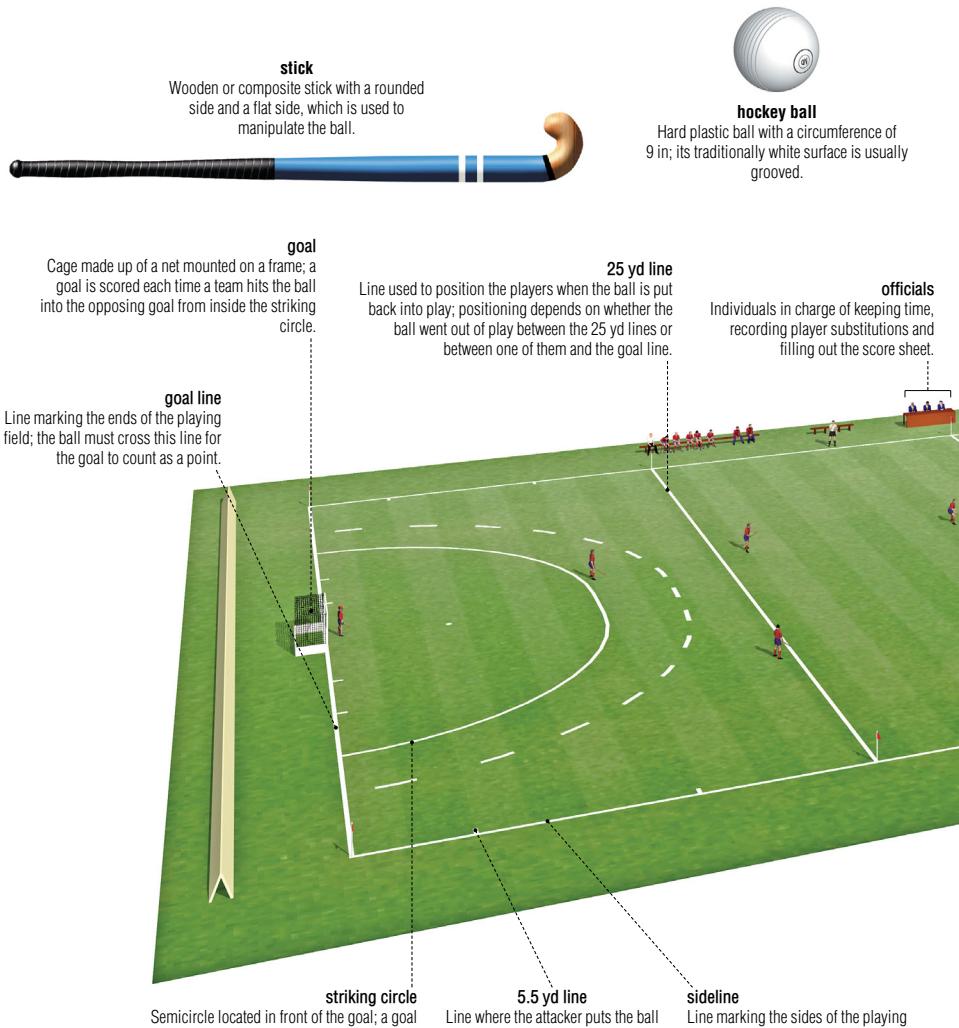
Official responsible for applying the rules of delivery; this umpire is positioned behind the bowler's wicket.

wicket

Piece made up of stumps with detachable bails; a defender can retire a batsman by toppling the wicket before the batsman completes the run between wickets.

field hockey

Sport with two opposing teams of 11 players who attempt to score in the opponent's goal by hitting a ball with a stick.



playing field

Surface covered with natural or synthetic grass (60 yd x 100 yd) on which a field hockey game is played; a game is made up of two 35-minute periods.

right wing

Offensive position to the right of the center forward and near the sideline; this player's main role is to thwart opponents and score goals.

right inside forward

Position to the right of the center forward; a true playmaker, this player receives passes from the defenders or halves and creates offensive chances.

center half

Key position behind the backs in the center of the field; this player receives the ball and passes it in any direction.

right half

Position to the right of the center half; this player tries to take the ball from the opponent and move it up to the wings or forwards.

corner flag

Small post with a flag on top; it marks the intersection of the goal line and the sideline.

right back

Defensive position behind the halves on the right side of the field; this player attempts to prevent the opponent from creating scoring chances.

goalkeeper

Player whose role is to prevent the ball from entering the goal; the goalkeeper may touch the ball with any part of the body but cannot hold it with the hands.

center forward

Offensive position that covers the center of the field; this player's main role is to score goals by gaining position inside the opponent's striking circle.

center line

Line dividing the field into two zones, one for each team; face-offs are held on this line at the start of a period and after a goal is scored.

left wing

Offensive position to the left of the center forward and near the sideline; this player's main role is to thwart opponents and score goals.

left back

Defensive position behind the halves on the left side of the field; this player's role is to prevent the opponent from obtaining scoring chances.

left inside forward

Position to the left of the center forward; a true playmaker, this player receives passes from defenders or halves and generates offensive chances.

left half

Position to the left of the center half; this player's main role is to take the ball from the opponent and move it up to the wings or forwards.

rugby

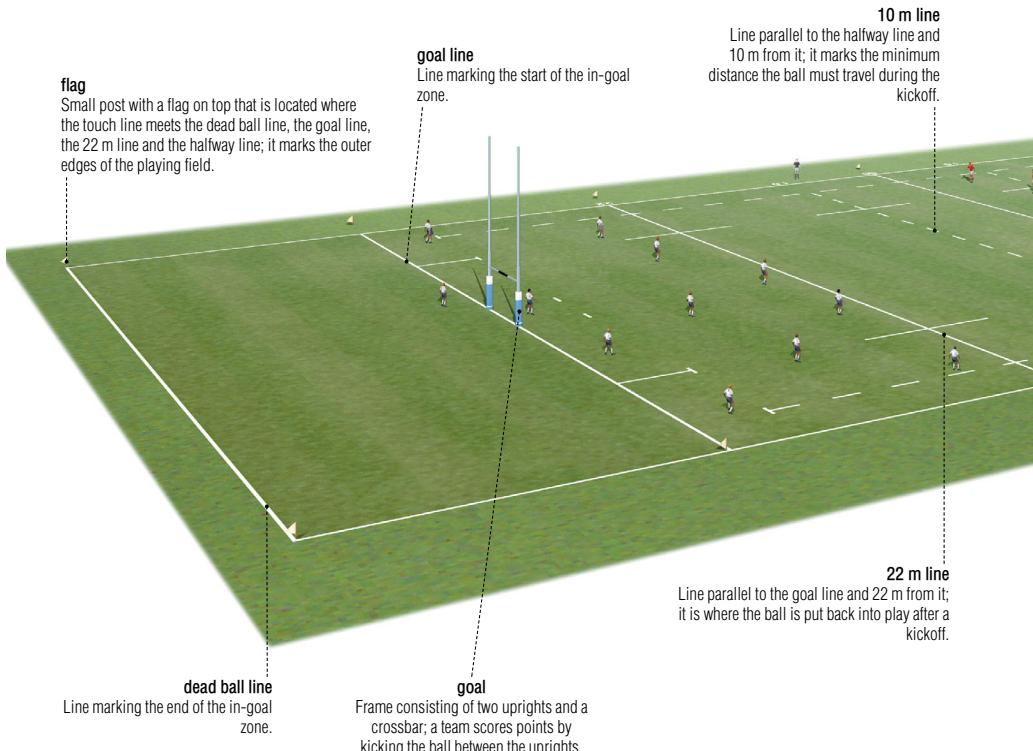
Sport with two opposing teams of 15 players that attempt to score points by carrying the ball into the in goal or kicking it between the uprights.

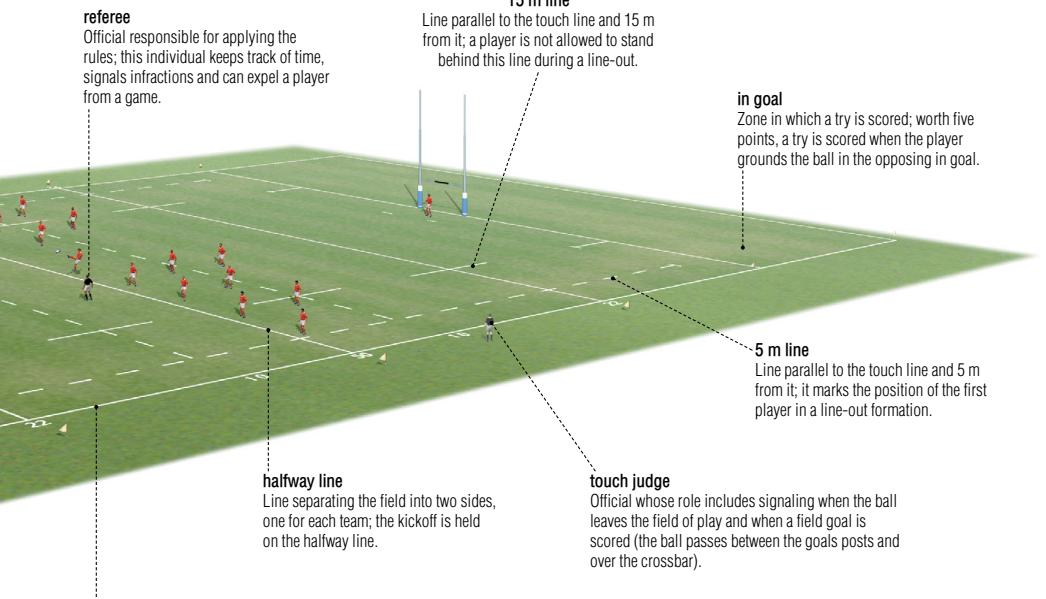
field

Rectangular surface covered with natural or synthetic grass on which a rugby game is played; a game consists of two 40-minute periods.

flag

Small post with a flag on top that is located where the touch line meets the dead ball line, the goal line, the 22 m line and the halfway line; it marks the outer edges of the playing field.





rugby ball
Inflatable egg-shaped ball made of leather or synthetic material; meant to be manipulated with the hands or the feet, it is carried, passed laterally and kicked.

American football

Sport with two opposing teams of 11 players who attempt to score points by moving the ball into the end zone or kicking it between the goalposts.



playing field for American football

Rectangular surface (53.3 x 120 yards) covered with natural or synthetic grass on which a football game is played; a game consists of four 15-minute quarters.

football

Inflatable oval leather ball that is smaller than a rugby ball; it has laces that provide a grip on the ball.

inbounds line

The broken lines marking off yards; the lines and inbounds lines mark the line of scrimmage when play resumes.

end line

Line marking the far extremity of the end zone; the white area behind the goal is not part of the playing field.

goal line

Line marking the start of the end zone.

fifty-yard line

Line dividing the field into two zones, one for each team; it is 50 yards from the goal lines.

end zone

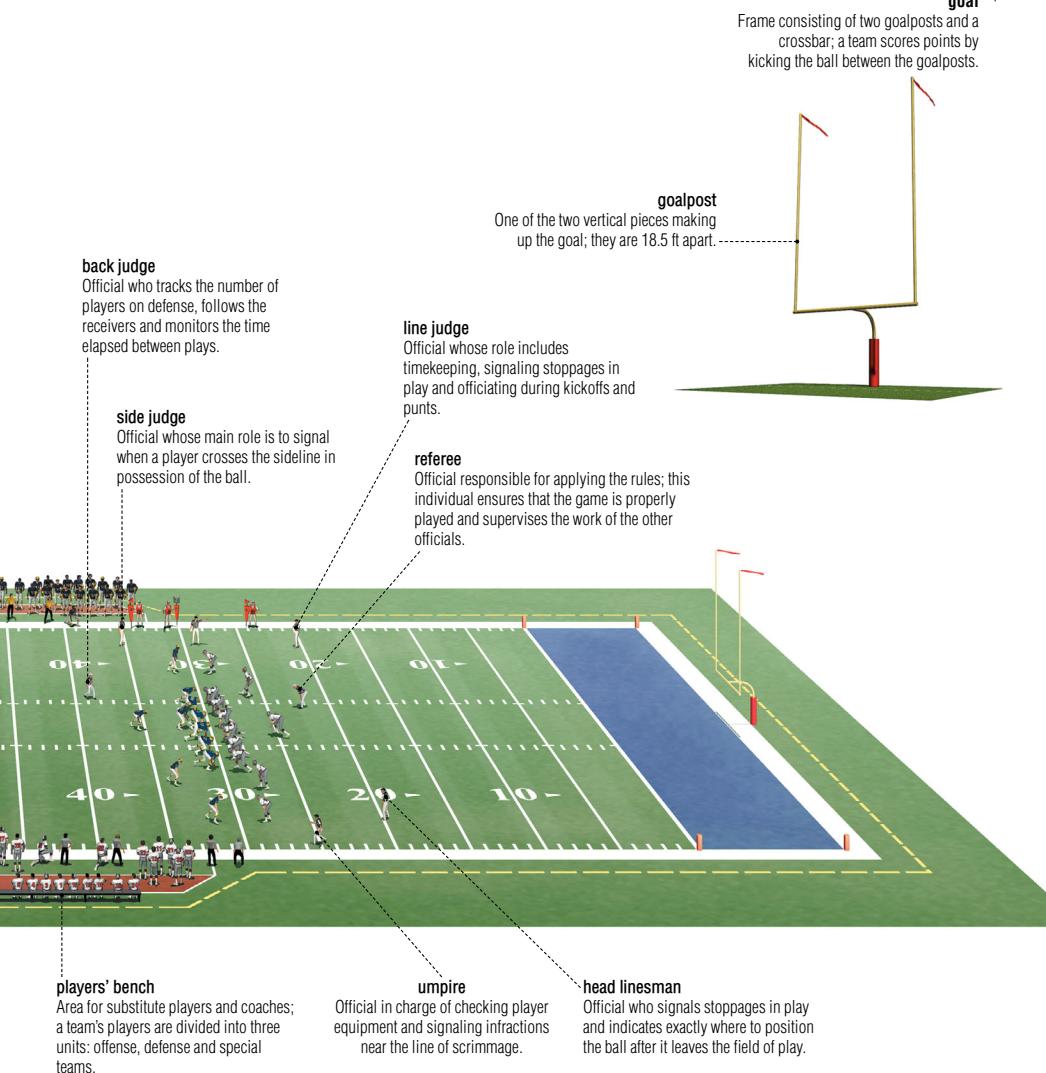
Zone in which a touchdown (six points) is scored when a player crosses it in possession of the ball.

yard line

The solid lines at five-yard intervals that mark the distance from the goal line; at the start of a game, the ball is kicked off from the thirty-yard line.

sideline

Line demarcating the sides of the playing field; the play is whistled dead when the ball or a player in possession of the ball crosses it.



American football

scrimmage: defense

The defense tries to prevent the opponent's movement toward the end zone by stopping runs and passes.

outside linebacker

Position near or behind the main defensive line on the right side of the field; agile and versatile, this player is effective against running and passing plays.

right defensive end

Position to the right of the right defensive tackle; this player pressures the quarterback and tries to stop outside runs.

right cornerback

Position at the far right of the main defensive line; this player is very fast and covers the opposing team's wide receiver.

right defensive tackle

Position to the right of the middle linebacker; powerful and tough, this player is especially effective at stopping running plays.

left defensive tackle

Position to the left of the middle linebacker; powerful and tough, this player is especially effective at stopping running plays.

right safety

Position behind the main defensive line on the right side of the field; this player is used mostly for the ability to cover passes.

middle linebacker

Position behind the main defensive line; this player combines speed and size especially to stop running plays in the center of the field.

left safety

Position behind the main defensive line on the left side of the field; an excellent tackler, this player is often relied on to stop running plays.

left defensive end

Position on the outside of the left defensive tackle; this player pressures the quarterback and tries to stop the outside run.

neutral zone

Gap the equivalent of one ball length, it separates the offense and defense on the line of scrimmage and cannot be crossed before the snap.

left cornerback

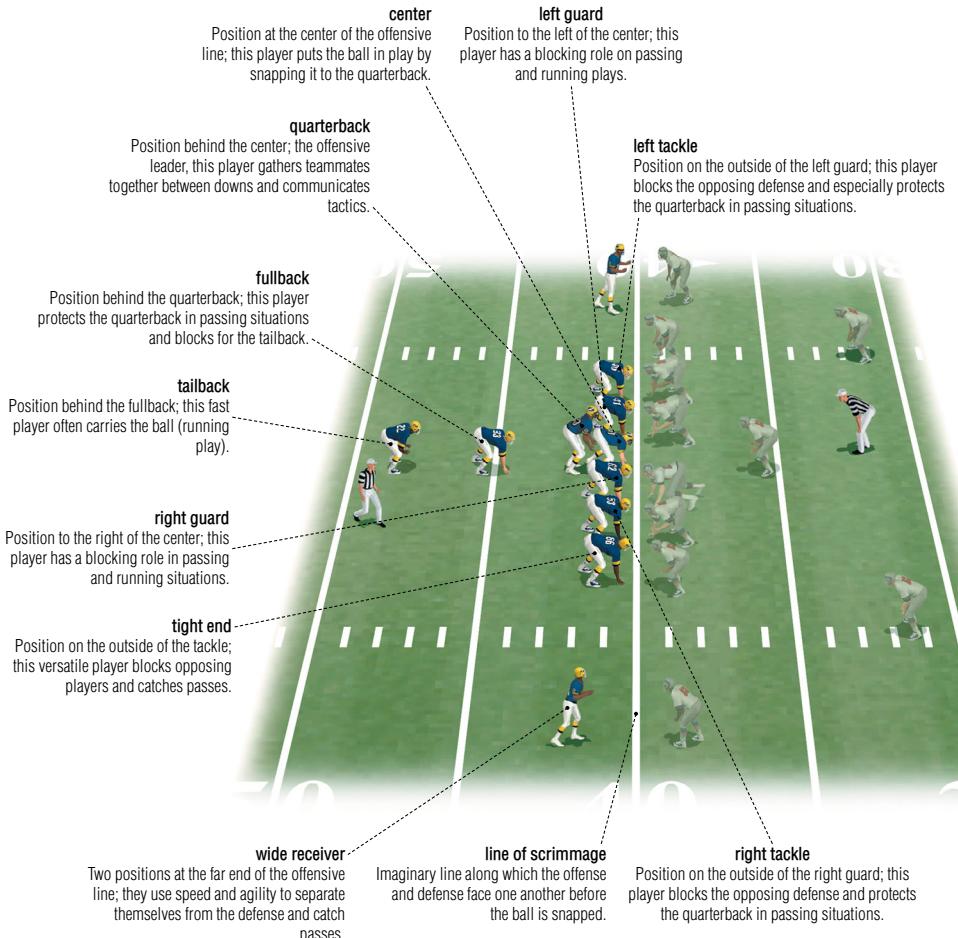
Position at the far left of the main defensive line; this player is very fast and usually covers the opposing team's wide receiver.

inside linebacker

Position near or behind the main defensive line on the left side of the field; agile and versatile, this player is effective against passing and running plays.

scrimmage: offense

The offense or team with ball possession has four downs to gain 10 yards. If it succeeds, it is given another four downs; if not, the ball is turned over to the other team by means of a punt.



basketball

Sport with two opposing teams of five players who score points by throwing a ball into the opposing team's basket.

court

Hard rectangular surface (50 ft x 94 ft) on which a basketball game is played.

scorer

Official who records points and fouls committed by the players.

semicircle

Semicircular zone where the player takes position to make a free throw, which is worth one point.

clock operator

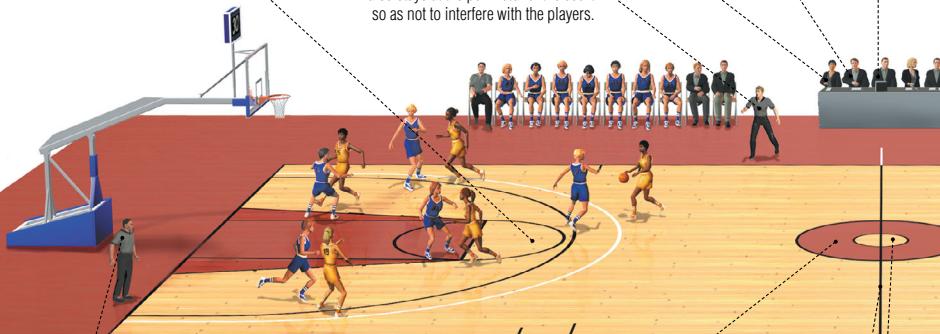
Official who keeps track of a team's possession time (maximum 30 seconds before a shot is made).

timekeeper

Official who keeps time; this individual stops the clock when play stops and starts it again when play resumes.

referee

Official who assists the first referee and also stays at the perimeter of the court so as not to interfere with the players.



referee

Official responsible for applying the rules; this individual does tip-offs and signals fouls.

restricting circle

Circle around the center circle; players not taking part in the tip-off must be outside this circle.

center line

Line dividing the court into two halves, one for each team; the team with ball possession has 10 seconds to carry it into the opposing team's zone.

sideline

Line along the sides of the court; when the ball crosses this line, it is put back into play at the same place.

center circle

Circle at center court used for tip-offs at the start of a half and after a goal; a tip-off is when two players jump for the ball and try to push it toward their teammates.

coach

The team's leader; the coach plots strategy and decides who plays in different situations.

assistant coach

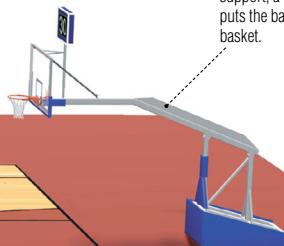
Person who assists the coach and can replace the coach if needed.

**trainer**

Individual who treats injured players.

restricted area

A trapezoidal area between the end line and the free throw line; an attacking player is not allowed to stay in it for more than three seconds.

**backstop**

Structure made up of a basket and its support; a team scores each time it puts the ball into the opposing team's basket.

free throw line

Line parallel to the end line; the shooter stands behind it for a free throw (throw awarded after a foul).

second space

Space along the restricted area near the free throw line; one of the shooter's teammates is in this space when there is a free throw.

end line

Line marking the ends of the court; when the ball crosses this line, one team puts it back into play at the same place.

first space

Space along the restricted area near the end line; one of the opposing players is in this space when there is a free throw.

netball

Sport played mainly by women with two opposing teams of seven players; teams score points by throwing a ball into the opponent's basket.

court

Hard rectangular surface (50 ft x 100 ft)

on which a netball game is played; a game consists of four 15-minute periods.

goal shooter

Position always in the goal third or goal circle; this player's role is to break away from the goalkeeper, catch passes and shoot on goal.

goalkeeper

Position that defends the team's goal third; this player's role is to prevent the opposing shooter from gaining possession of the ball.

goal circle

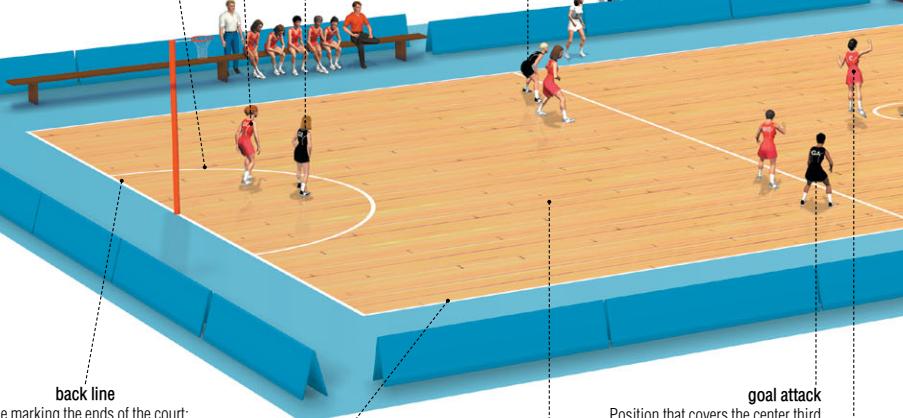
Semicircular zone in front of the goal; shots can only be taken from this zone and only by a goal attack or goal shooter.

wing attack

Position that covers the center and goal thirds (except the goal circle); this player uses speed and agility to pass the ball to the shooter or the goal attack.

umpire

One of two officials responsible for applying the rules; this individual's role includes signaling infractions and when the ball leaves the court.



back line

Line marking the ends of the court; when the ball crosses this line, one team puts it back into play at the same place.

sideline

Line along the sides of the playing field; when the ball crosses this line, it is put back into play at the same place.

defense third

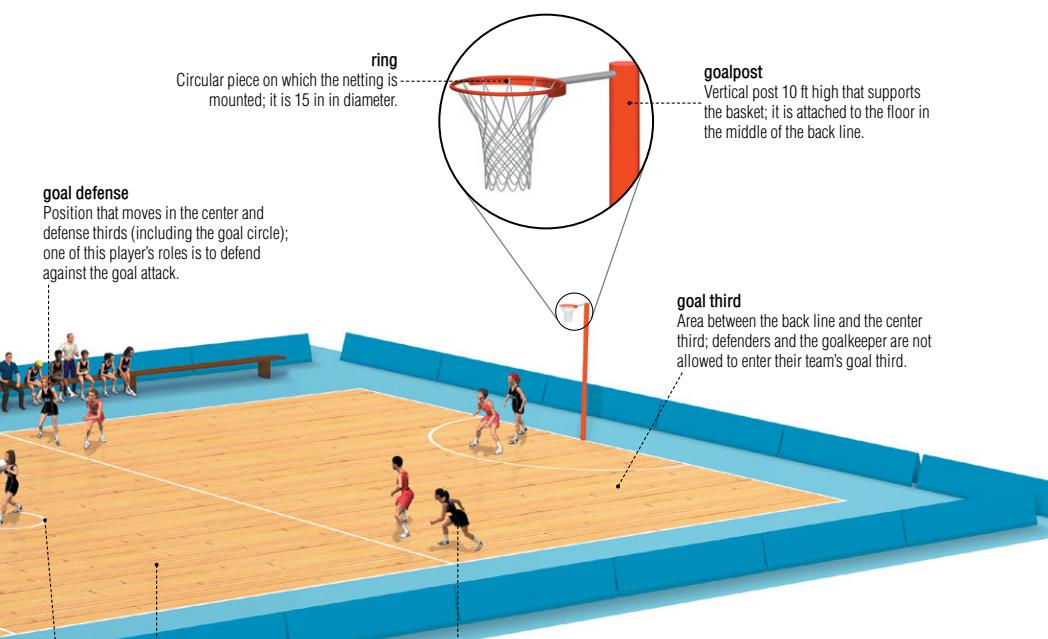
Area between the back line and the center third; attacks and the shooter are not allowed to enter their team's defense third.

goal attack

Position that covers the center third and goal third (including the goal circle); this player is one of two allowed to shoot on goal.

center

Position that covers the entire court except the goal circles; this player is the link between the team's offense and defense thirds.

**goal**

Structure made up of a basket and its supporting goalpost; a team scores each time it puts the ball into the opposing team's basket.

ring

Circular piece on which the netting is mounted; it is 15 in in diameter.

goalpost

Vertical post 10 ft high that supports the basket; it is attached to the floor in the middle of the back line.

goal defense

Position that moves in the center and defense thirds (including the goal circle); one of this player's roles is to defend against the goal attack.

center third

Area at the center of the court between the two white lines; the goalkeepers and goal shooters are not allowed to enter this area.

central circle

Circular zone in the center of the court; at the start of a game and after a goal, the center on one of the teams puts the ball into play from this point.

wing defense

Position that covers the center third and defense third (except the goal circle); this player defends against the opposing team's wing attack.

**netball**

Inflated ball usually made of leather and with a circumference of 28 in; players are not allowed to carry the ball or hold on to it for more than three seconds.

volleyball

Sport with two opposing teams of six players who try to ground the ball in the opposing zone by hitting it over the net with their hands.

court

Hard rectangular surface (30 ft x 60 ft) on which a volleyball game is played; the first team to win three sets wins the game.

umpire
Official who signals net faults or faults committed on the attack line and advises the referee when required.

left attacker

Position to the left of the attack zone; this player's main role is making attack hits to score points.

left back

Position on the left side of the back zone; this player's main role is making digs on short balls.

white tape

Strip of tape with a cable passing through it; it is attached to posts to suspend the net.

players' bench

Area for substitute players and coaches; a team can have 12 players, six of whom are on the court during play.

scorer

Official who fills in the score sheet, calls stoppages in play and supervises player rotations.



center back

Position in the back zone; this player's main role is to recover long balls and blocked balls.

attack line

Line 10 ft from the net; the backs must make attack hits from behind this line.

right back

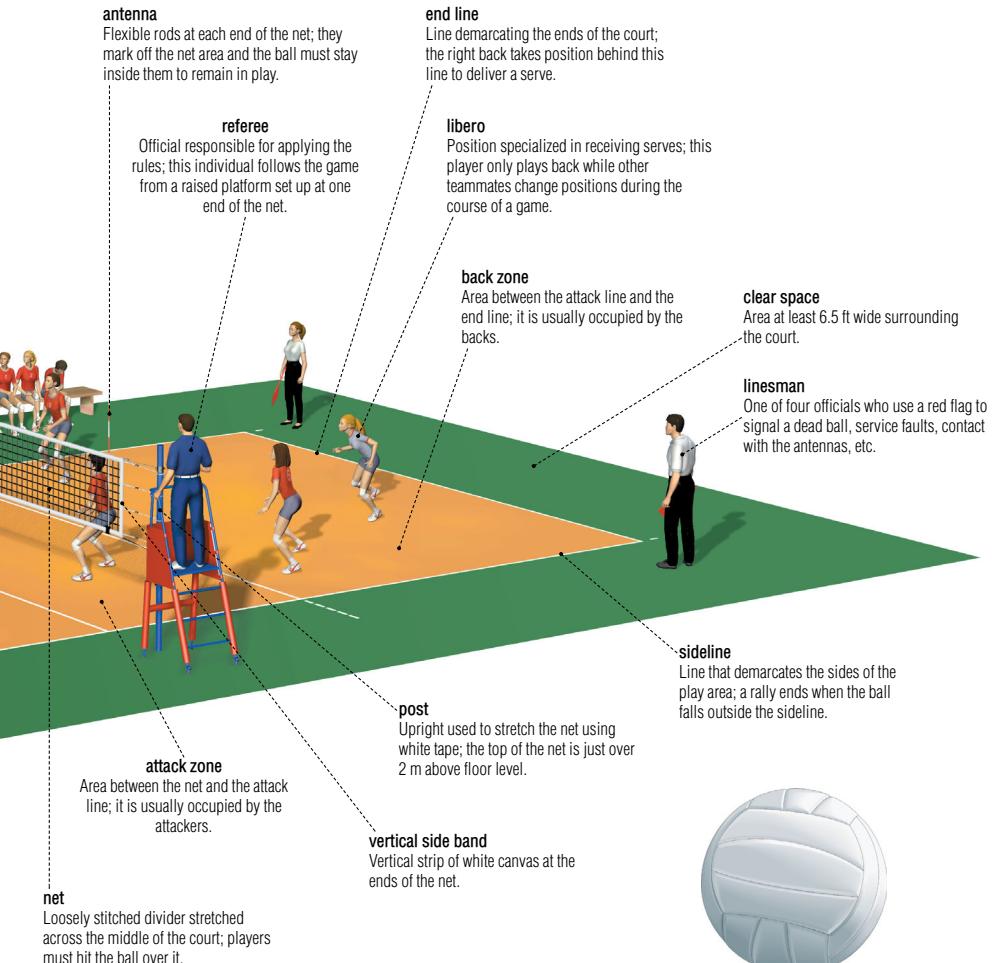
Position on the right side of the back zone; this player's main role is making digs on short balls.

center attacker

Position that covers the center of the attack zone; this player's main role is to counter the opponent's attacks.

right attacker

Position to the right of the attack zone; this player's main role is making attack hits to score points.



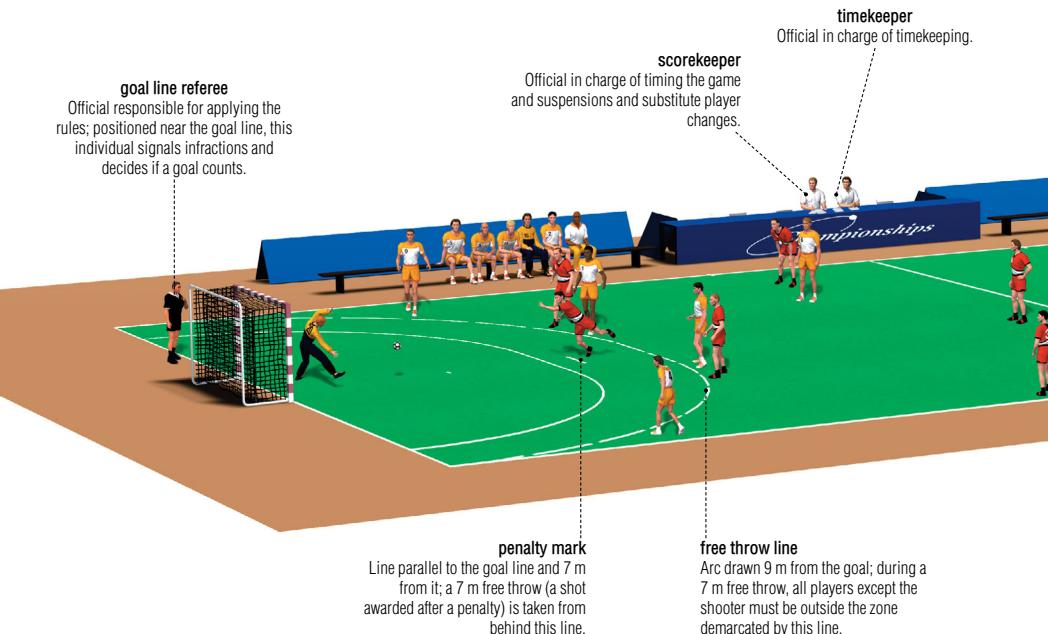
volleyball
Inflated ball covered with soft leather and with a circumference of about 26 in; it must always be hit and cannot be held or thrown.

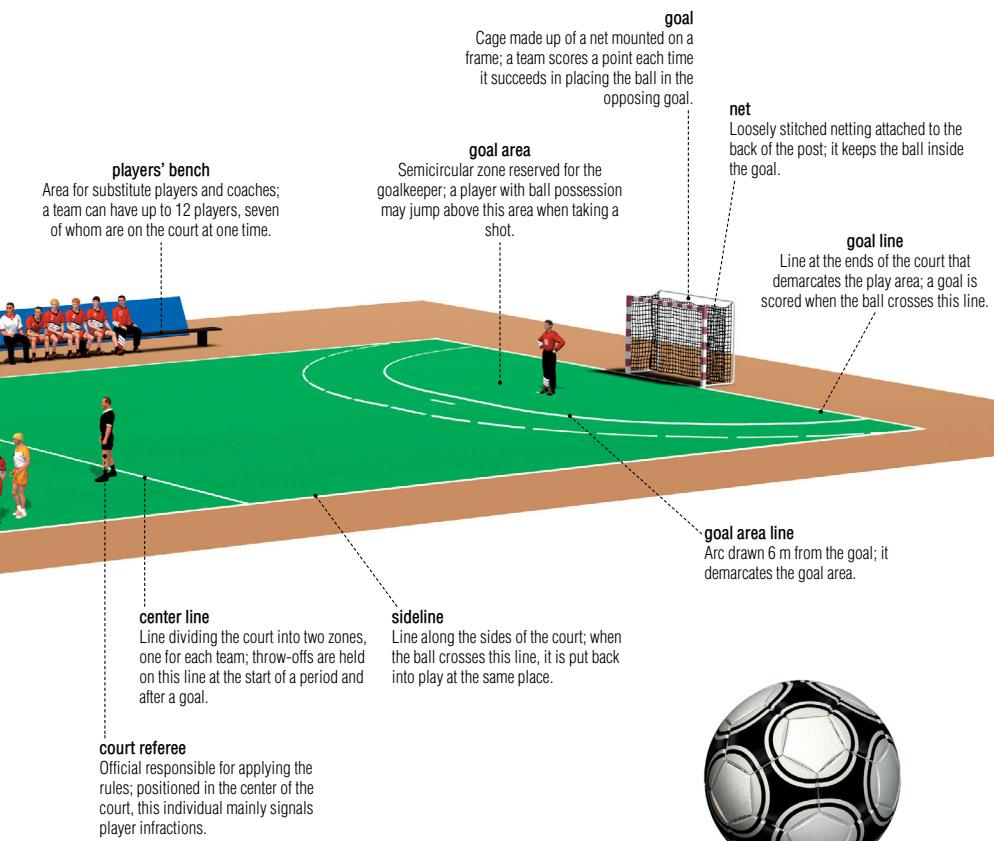
handball

Sport with two opposing teams of seven players who try to score points by throwing the ball into the opposing team's net.

court

Hard rectangular surface (20 m x 40 m) on which a handball game is played; a game is made up of two 30-minute periods with a 10-minute break between them.



**handball**

Inflated ball usually covered with leather; it has a circumference of 21 in (women) to 24 in (men) and can be thrown, hit with the fist or dribbled.

table tennis

Sport with two or four opposing players with paddles; they hit a ball onto opposite sides of a net dividing a table in half.

table

Rectangular wooden table (9 ft x 5 ft) that is 2.5 ft above the ground; it is divided in half by a net.

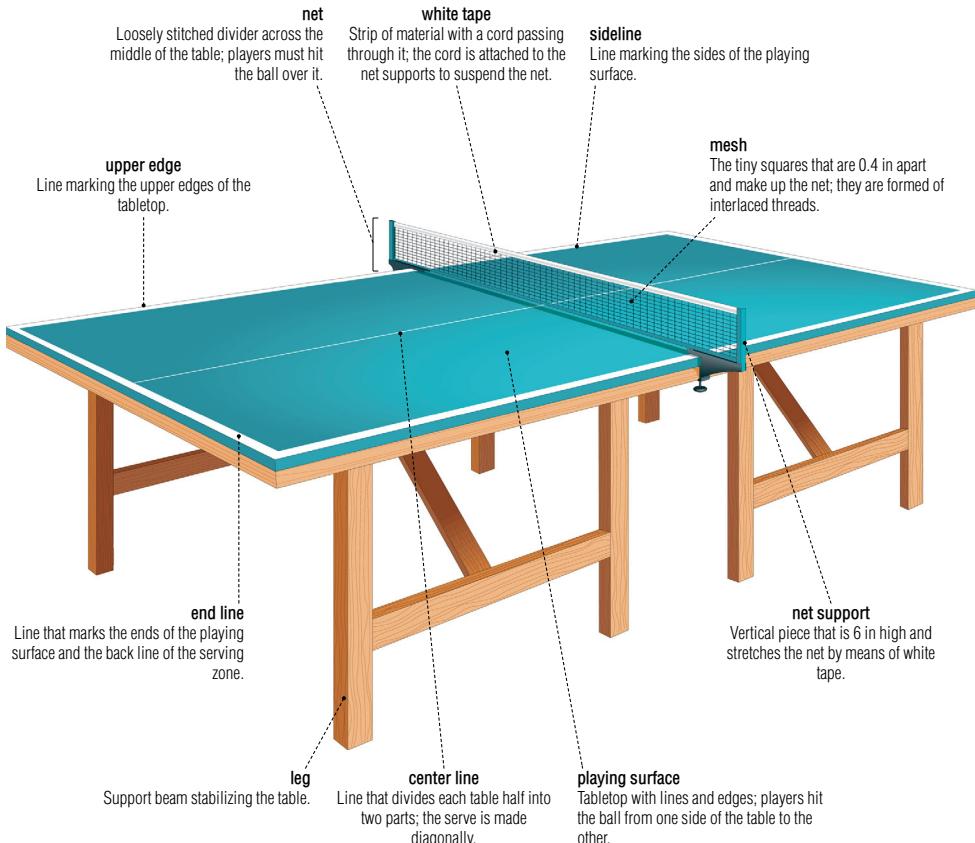
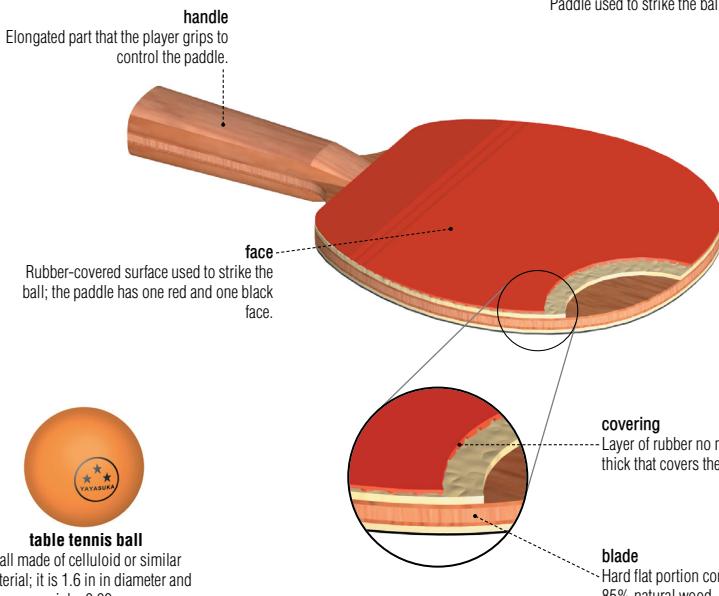


table tennis paddle

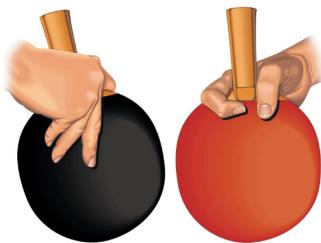
Paddle used to strike the ball; paddles come in a variety of shapes, sizes and weights.

**table tennis ball**

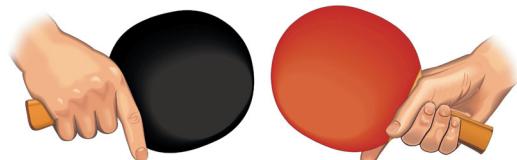
Ball made of celluloid or similar material; it is 1.6 in diameter and weighs 0.09 oz.

types of grips

There are two principal paddle grips.

**penholder grip**

Asian grip that is suited to offensive play although it weakens the backhand: the table tennis player uses only one paddle face.

**shake-hands grip**

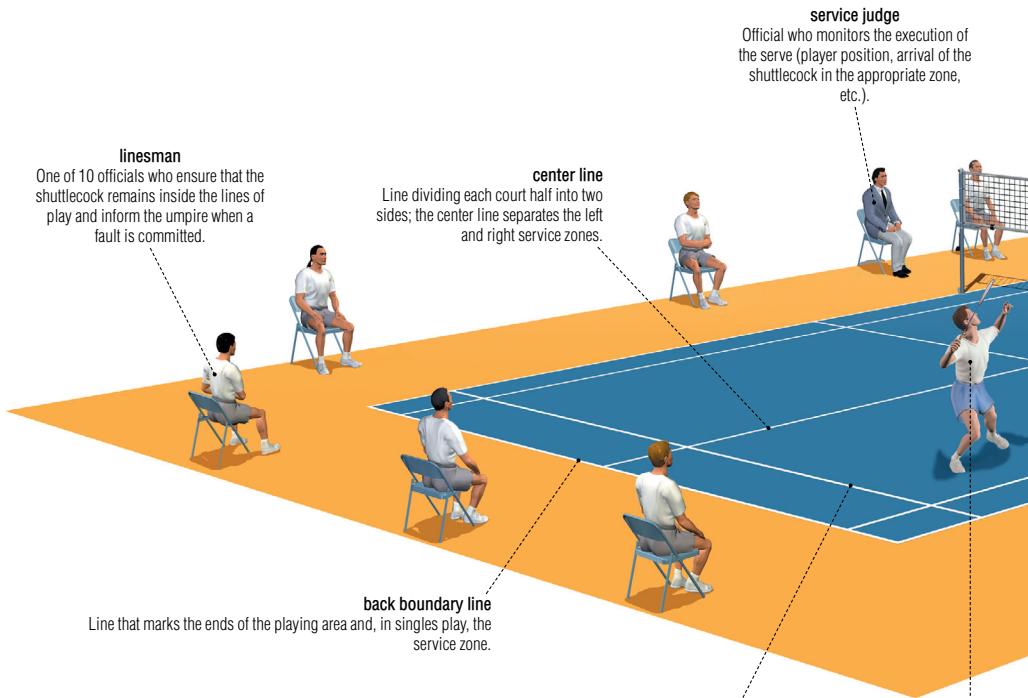
The most common grip; both paddle faces can be used and the player can hit forehand and backhand.

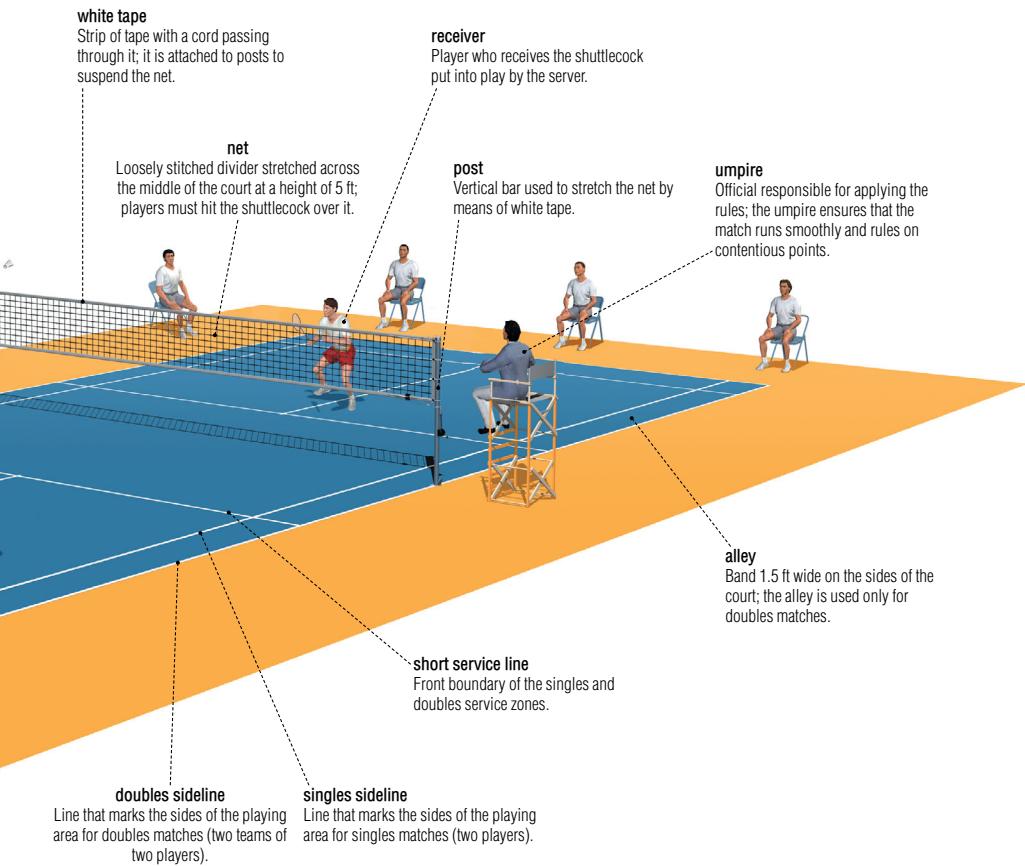
badminton

Sport with two or four opposing players that is similar to tennis; players use rackets to hit a shuttlecock onto opposite sides of a net that divides a court in half.

court

Synthetic or hardwood surface that is designed to provide good traction; badminton is usually played indoors.

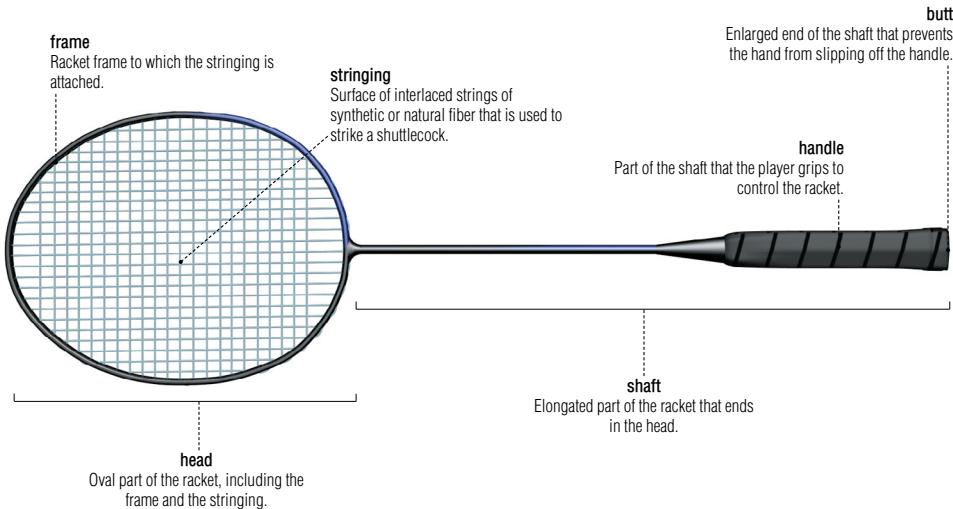




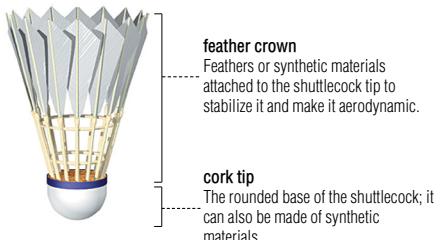
badminton

badminton racket

The racket used to strike the shuttlecock is lighter (about 3 oz) and narrower than a tennis racket; its head is about 9 in long and 11 in wide.

**feathered shuttlecock**

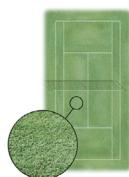
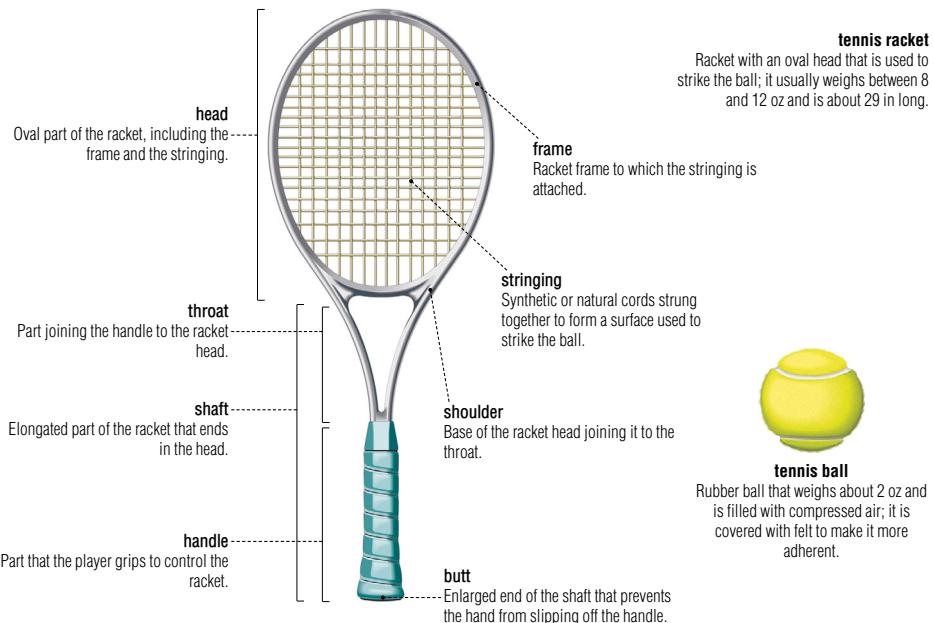
Small piece of cork with 14 to 16 feathers; it is used in competitions.

**synthetic shuttlecock**

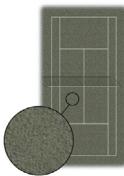
Small plastic cone that is sturdier than the feathered shuttlecock and is usually used for training; it weighs about 0.2 oz, the same as the feathered shuttlecock.



Sport with two or four opposing players with rackets who hit a ball onto opposite sides of a net dividing a court in half.



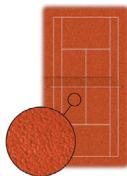
grass
Extremely fast playing surface that favors a serve-and-volley game; grass surfaces are increasingly rare due to high maintenance costs.



hard surface (cement)
Surface given to fast bounces; hard surfaces quickly wear out shoes and balls.



clay
Slow and comfortable surface given to long rallies; clay courts require regular but low-cost maintenance.



synthetic surface
Soft elastic surface that offers excellent bounce and reduces the risk of injury.

playing surfaces

Tennis is played on various indoor and outdoor surfaces; playing strategies are adapted to the court surface.

court

Rectangular surface (78 ft x 27 ft for singles, 78 ft x 36 ft for doubles) designed for playing tennis; it is divided in half by a net.

pole

Vertical pole that stretches the net by means of a net band, keeping it 3.5 ft above the court.

ball boy

Person who retrieves balls from the court after each rally in a tournament.

service judge
Official who signals service line faults and informs the umpire when the server commits a fault.

umpire
Official responsible for applying the rules; the umpire ensures that the match runs smoothly and rules on contentious points.

service line
Line on each side of the net and parallel to it at a distance of 21 ft; it marks the back boundary of the service courts.

doubles sideline

Line that marks the sides of the playing area for doubles matches (two teams of two players).



center line judge
Official who signals center line service faults and informs the umpire when the server commits a fault.

alley
Band that is 4.5 ft wide on the sides of the court; the alley is used only for doubles matches.

linesman
One of the officials who ensure that the ball remains inside the lines of play and inform the umpire when a player commits a fault.

center mark

Broken line marking the middle of the baseline; players use the center mark to take position for serving or receiving.

receiver

Player who returns the ball put into play by the server.

foot fault judge

Official responsible for signaling foot faults, which occur when the server steps on the baseline.

server

Player who puts the ball into play; the server and receiver must stand in diagonally opposite zones.

center strap

Strip of fabric connected to the ground in the center of the net; it keeps the net at regulation height (3 ft).

right service court

Zone in which the serve must bounce; it is diagonally opposite the server.

left service court

Zone in which the serve must bounce; it is diagonally opposite the server.

baseline

Line marking the end of the court; the server stands behind the baseline.

singles sideline

Line that marks the side of the playing area for singles matches (two players).

net judge

Official responsible for calling net serves; the net judge also regulates net height before and during a match.

center service line

Line dividing each forecourt in half.

forecourt

Zone between the net and the service line.

net

Loosely stitched divider stretched across the middle of the court; players must hit the ball over it.

backcourt

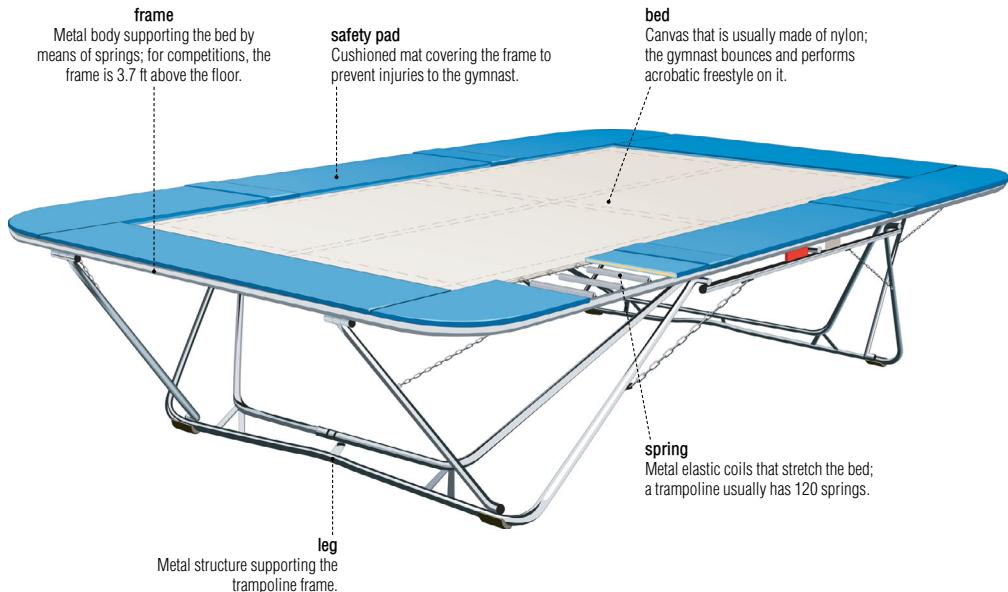
Zone between the service line and the baseline.

net band

Strip of fabric with a cable passing through it; it is attached to poles to suspend the net.

trampoline

Apparatus made up of a bed stretched by springs; the gymnasts perform acrobatic freestyle by jumping and bouncing on it.



rhythmic gymnastics

Combining gymnastics with dance, this women's discipline requires especially suppleness, strength and dexterity for manipulating the apparatuses.

apparatus

Rhythmic gymnastics is practiced using five accessories (apparatuses), which for the most part are made of synthetic material.



ribbon

Band that the gymnast must keep constantly moving by forming very precise figures, such as serpentines, spirals and circles.



clubs

Apparatuses that are manipulated in a choreography made up of rotations, throwing and asymmetrical movements.



rope

Apparatus whose length is proportional to the gymnast's height; it is used mainly for jumping.



hoop

Rigid apparatus used in a wide variety of manipulations, such as rotations, throwing, rolls and passing through.



ball

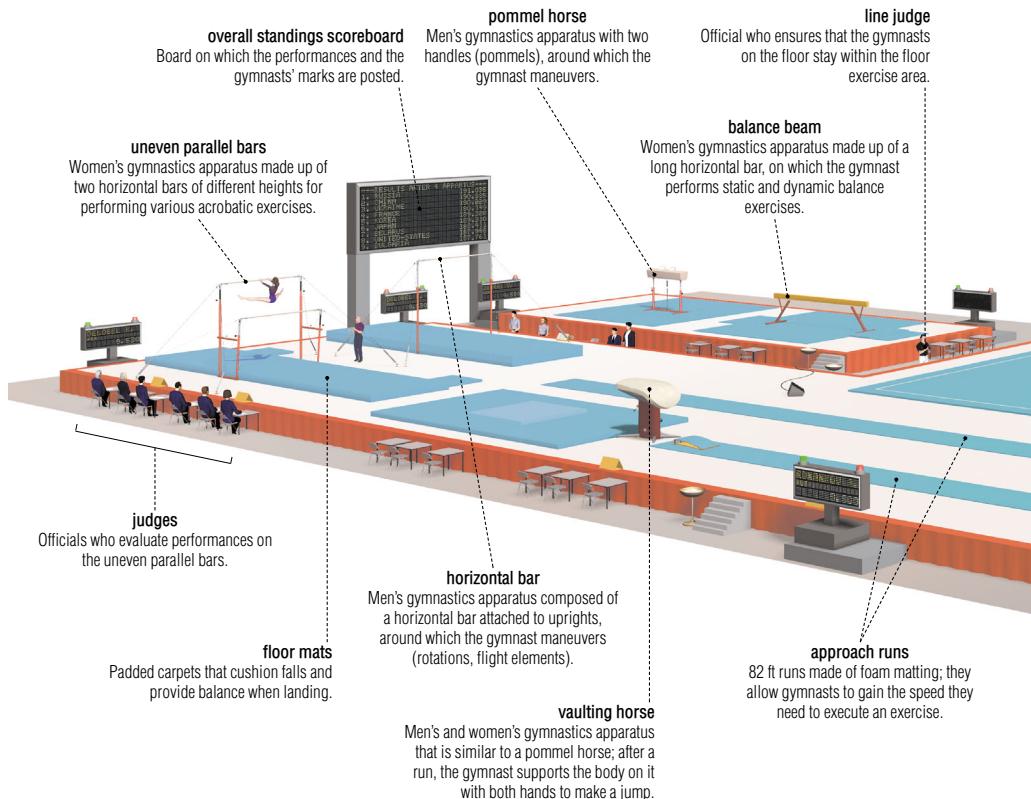
Sphere that the gymnast manipulates to bring out suppleness and corporal expression, as well as the contrast between power for throwing and gentleness for catching.

gymnastics

Sports discipline practiced on the ground with apparatuses such as rings, bars and beams.

event platform

Platform that contains the necessary material and apparatuses to hold gymnastics competitions.



floor exercise area

40 ft² pad on which the gymnast performs exercises on the floor.

current event scoreboard

Judges grade exercises performed by the gymnasts based on execution, technique and artistic value.

judges
Officials who evaluate floor exercises.

rings

Men's gymnastics apparatus made up of two rings that hang from cables, which are fixed to a frame; they are used especially for power elements and fast swing exercises.

parallel bars

Men's gymnastics apparatus made up of two horizontal bars set at the same height; they are for performing various acrobatic exercises.



judges
Officials who evaluate floor exercises.



judges
Officials who evaluate the performances on the vaulting horse (women).

vaulting horse

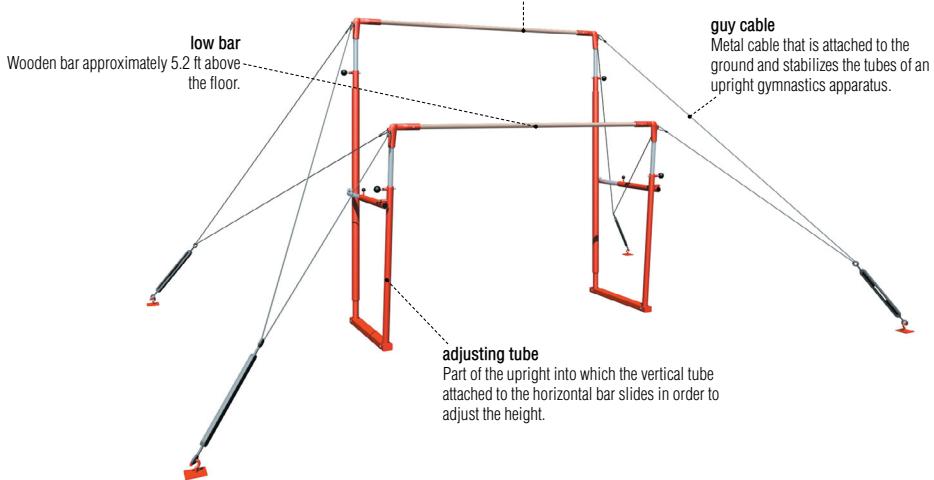
Men's and women's gymnastics apparatus that is similar to a pommel horse; after a run, the gymnast supports the body on it with both hands to make a jump.

**magnesium powder**

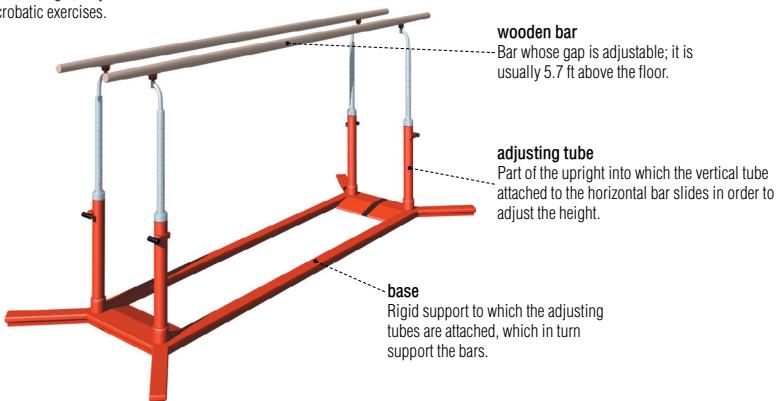
White magnesium-based powder that absorbs sweat from the gymnasts' hands; this provides a surer grip on the apparatuses.

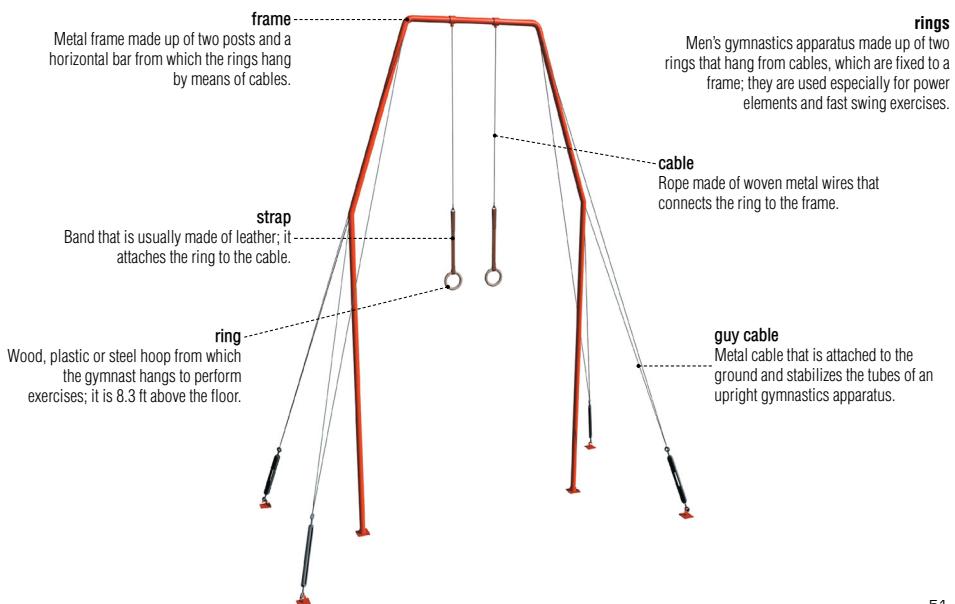
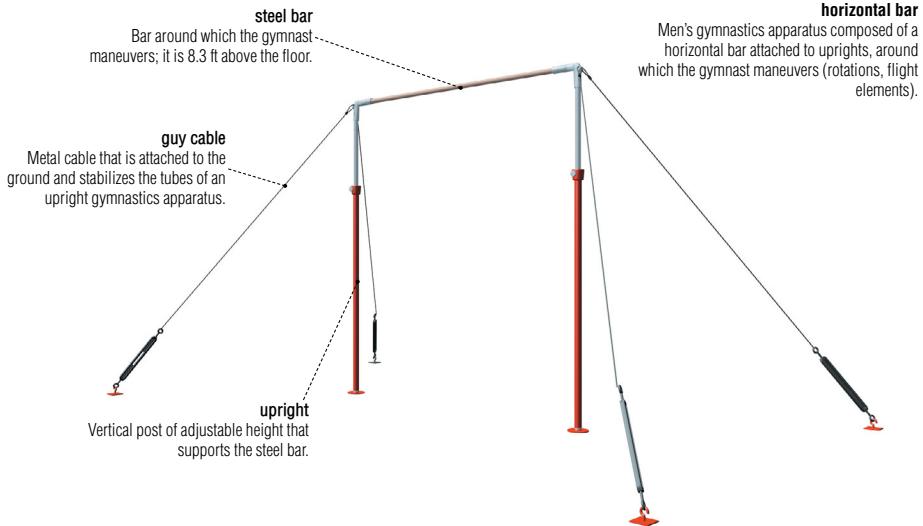
uneven parallel bars

Women's gymnastics apparatus made up of two horizontal bars of different heights for performing various acrobatic exercises.

**parallel bars**

Men's gymnastics apparatus made up of two horizontal bars set at the same height; they are for performing various acrobatic exercises.

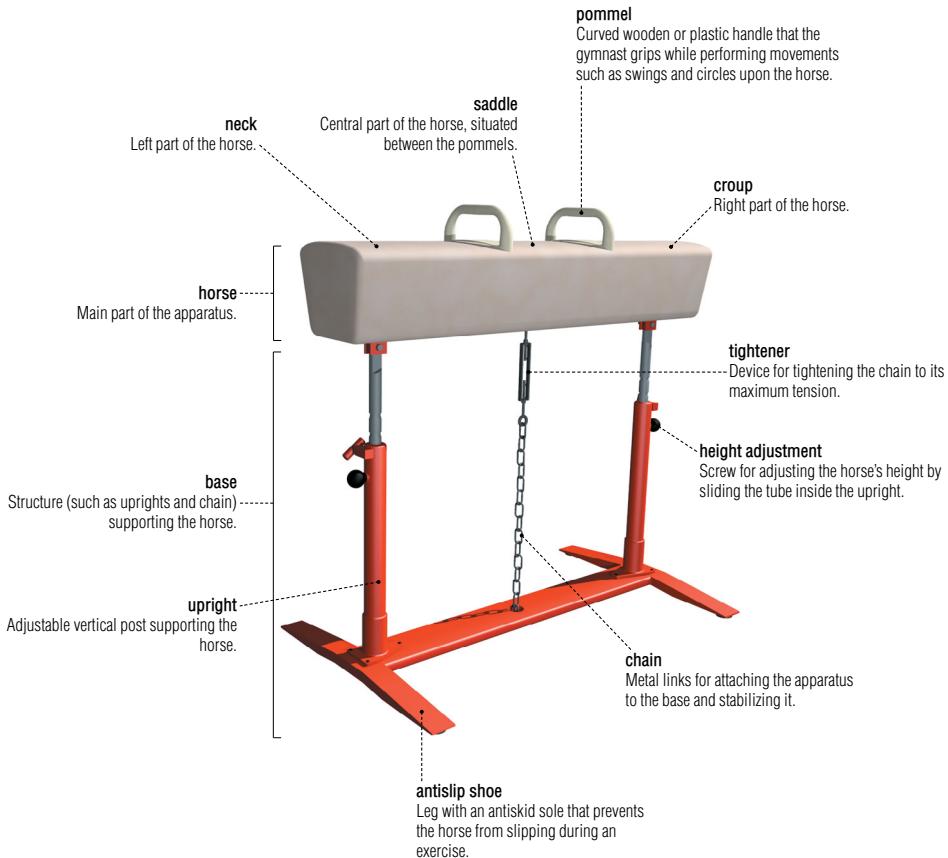




gymnastics

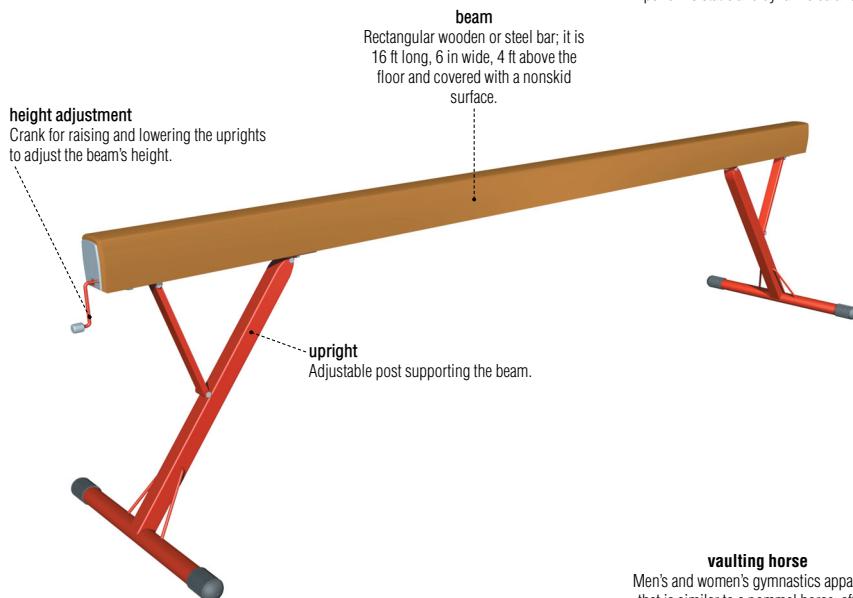
pommel horse

Men's gymnastics apparatus with two handles (pommels), around which the gymnast maneuvers.



balance beam

Women's gymnastics apparatus made up of a long horizontal bar, on which the gymnast performs static and dynamic balance exercises.

**vaulting horse**

Men's and women's gymnastics apparatus that is similar to a pommel horse; after a run, the gymnast supports the body on it with both hands to make a jump.

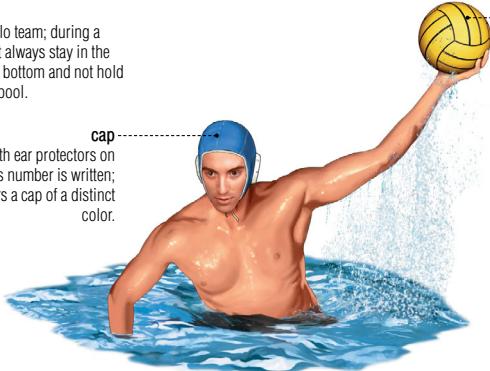


water polo

Sport played in a pool with two teams of seven opposing players who attempt to score points at the opposite goal using a ball.

player

Member of a water polo team; during a game, the player must always stay in the water, never touch the bottom and not hold on to the sides of the pool.

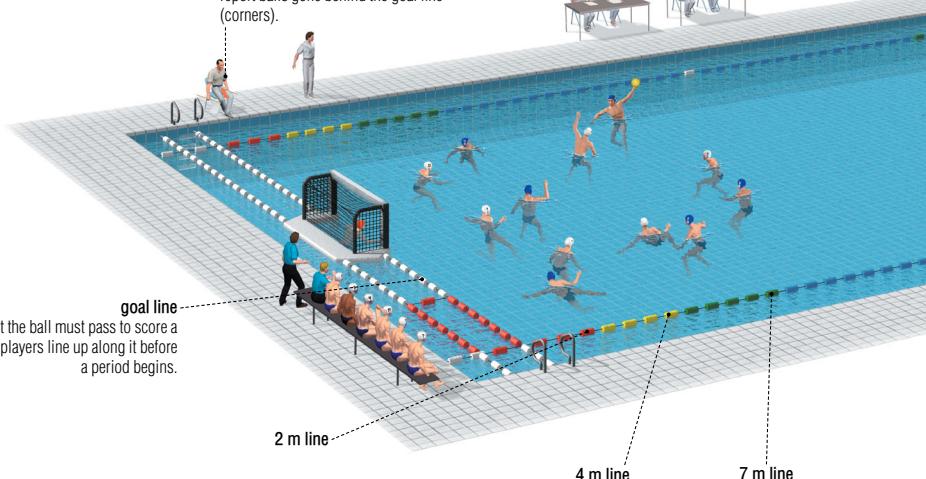


cap

Flexible cap with ear protectors on which the player's number is written; each team wears a cap of a distinct color.

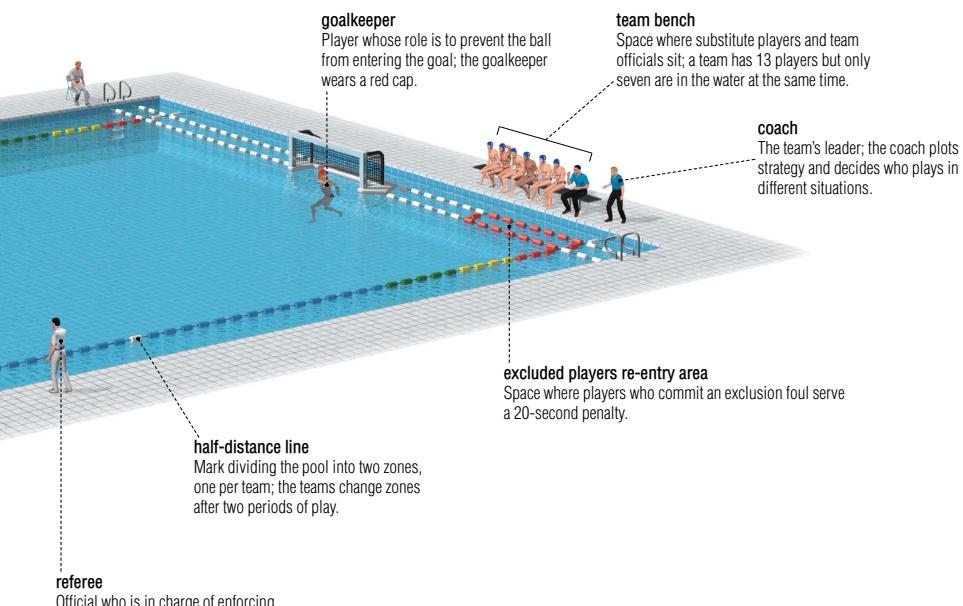
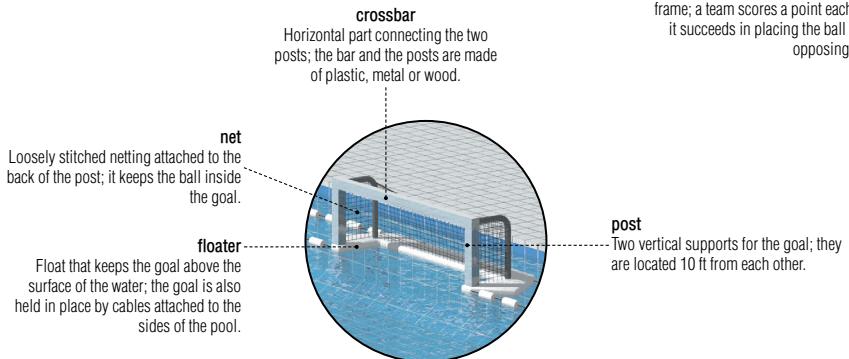
swimming pool

Pool in which a water polo game takes place; a game has four periods of seven minutes each divided by breaks of two minutes each.



goal

Cage made up of a net mounted on a frame; a team scores a point each time it succeeds in placing the ball in the opposing goal.

**referee**

Official who is in charge of enforcing the rules; this individual supervises the game and signals violations by blowing a whistle.

half-distance line

Mark dividing the pool into two zones, one per team; the teams change zones after two periods of play.

excluded players re-entry area

Space where players who commit an exclusion foul serve a 20-second penalty.

coach

The team's leader; the coach plots strategy and decides who plays in different situations.

swimming

Sport consisting of swimming a defined distance (which varies depending on the four recognized stroke categories) as quickly as possible.

competitive course

The events, for singles and teams, take place in a pool that is 25 m or 50 m (Olympic-sized pool) long.

finish wall

Wall that the swimmer must touch to end a race; it is also the wall for turning around during events longer than 100 m in an Olympic-sized pool.

referee

Official who enforces the rules and oversees the progress of the competition; the referee ratifies the judges' decisions and resolves any disputes that may arise.

starter

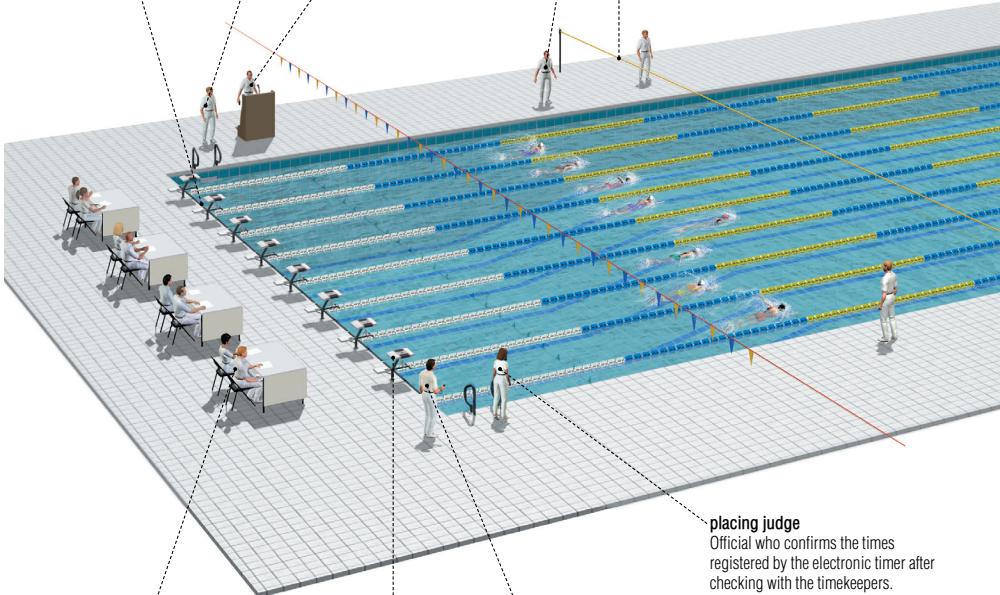
Official who gives the start signal; false starts lead to the disqualification of the swimmer in error.

stroke judge

Each of the four officials checking the acceptability of the swimmers' movements, depending on the stroke category.

false start rope

Rope that is 50 ft from the wall; it is dropped into the water in the event of a false start to inform the swimmers that they must resume their starting positions.



lane timekeeper

Official who manually registers the finish time of the competitor swimming in an assigned lane.

starting block

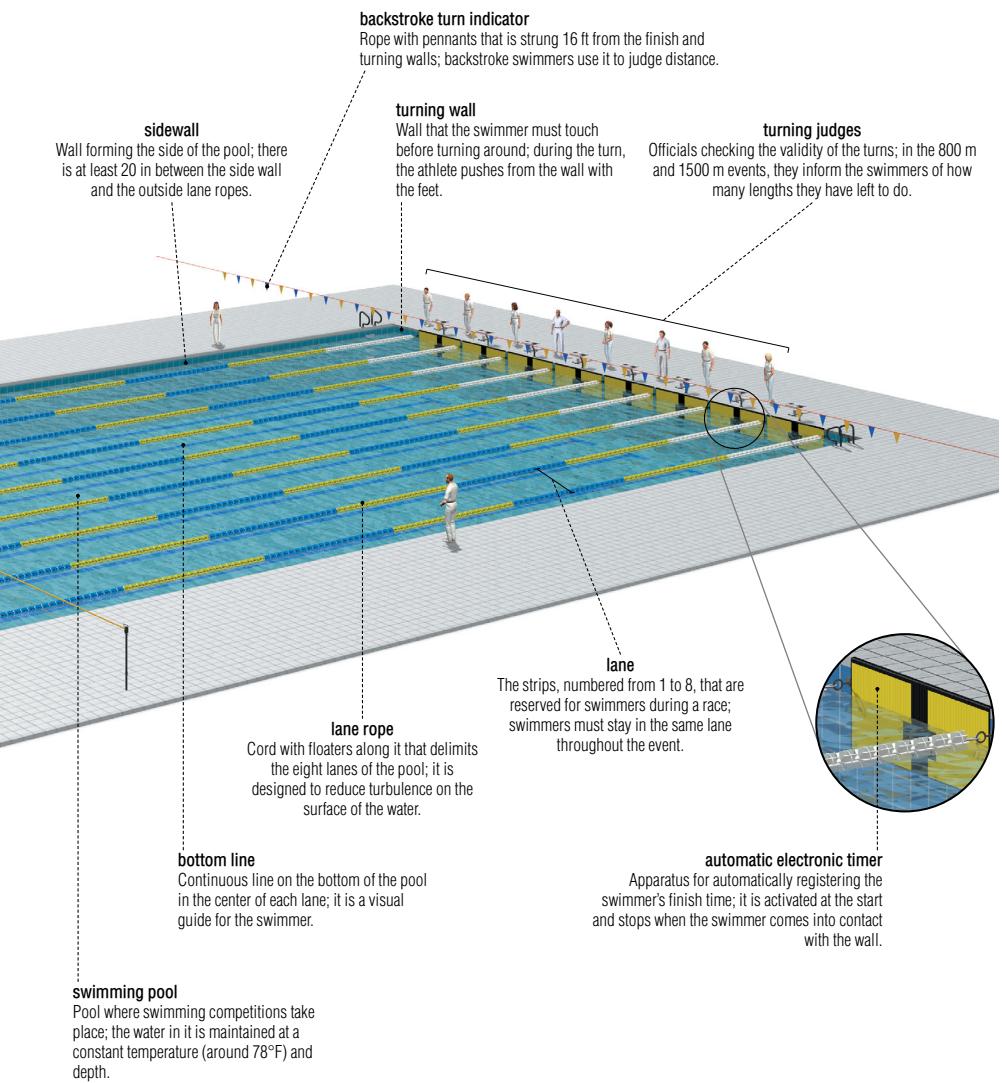
Metal elevated structure from which the swimmer dives into the pool to start a race.

placing judge

Official who confirms the times registered by the electronic timer after checking with the timekeepers.

chief timekeeper

Official who collects the times registered by the lane timekeepers; these data are used in the event the electronic timer fails.



swimming

types of strokes

Four basic categories are recognized by the International Amateur Swimming Federation (FINA): the breaststroke, the butterfly, the backstroke and freestyle (the crawl).

front crawl stroke

Stroke performed on the stomach in which the arms alternate in moving toward the front; it is very fast and is usually used in freestyle races.

**breaststroke**

Stroke characterized by a series of simultaneous arm movements (toward the front, toward the outside and toward the rear) that are synchronized with the beating of the legs.

**butterfly stroke**

Stroke on the stomach in which the two arms are thrust simultaneously toward the front and then brought backward.

**backstroke**

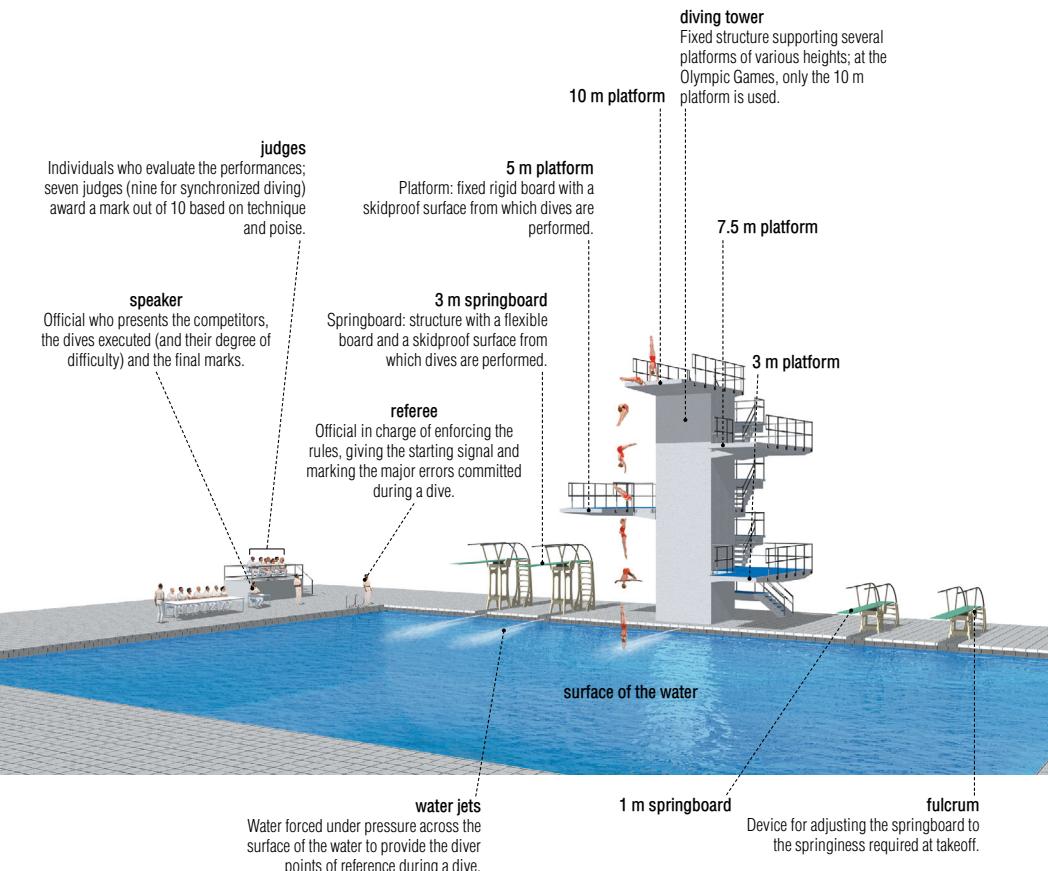
Stroke characterized by an alternating rotation of the arms toward the back; the outstretched legs make an alternating beating movement at the same time.



Sport consisting of executing simple to complex dives into the water from a platform or a springboard.

diving installations

Equipment (such as springboards, platforms and tower) for diving: during a competition, the divers execute several dives and the points they earn are cumulative.



diving

starting positions

Dives are started with or without run-up walks and in one of the positions recognized by the International Amateur Swimming Federation (FINA).

**armstand**

Started on the hands for five seconds; this type of dive is done from a platform.

**forward**

Dive started facing the water and followed by one or more forward spins.

**backward**

Dive started with the back turned toward the water; the competitor then executes one or more backward spins.

**reverse**

Dive started facing the water; the athlete then performs one or more backward spins.

**inward**

Dive started with the back turned toward the water; the diver then performs one or more forward spins.

examples of dives

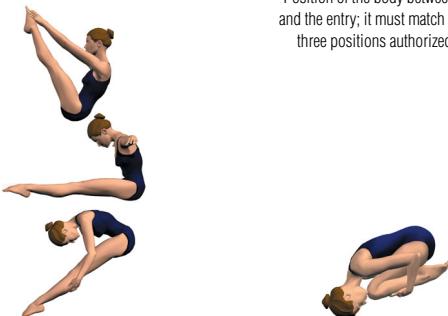
There are some 90 different dives that are distinguished by their start position, their form in flight and the figure presented (somersault, twist).

**synchronized diving**

Dive performed simultaneously by two athletes forming a team; the positions are the same as for individual events and must be executed simultaneously.

flights**straight position**

Position in which the body remains perfectly straight and the arms are free (above the head or along the body).

**pike position**

Position in which the body is bent at the hips and the legs are outstretched; the arms are free.

tuck position

Position in which the body is bent at the knees and hips with the knees and the feet together; the hands hold the legs.

entries

The diver enters the water in the vertical position, head or feet first, while attempting to produce the least amount of splashing possible.



head-first entry



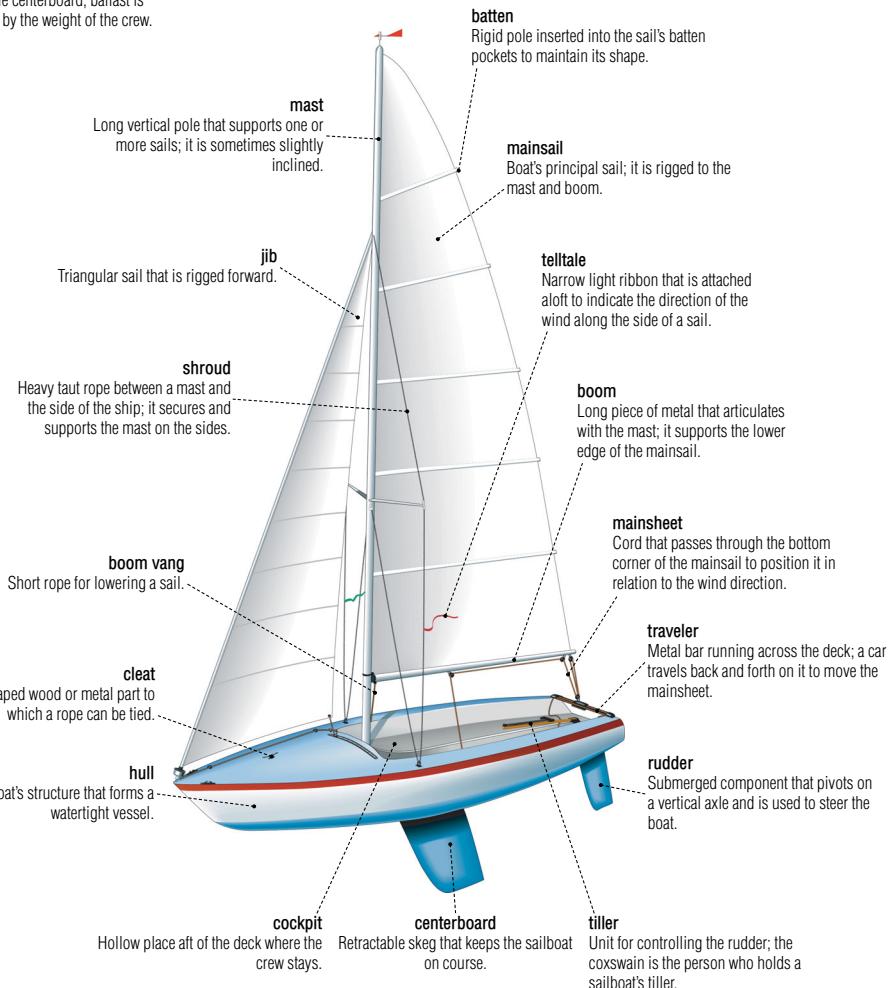
feet-first entry

sailing

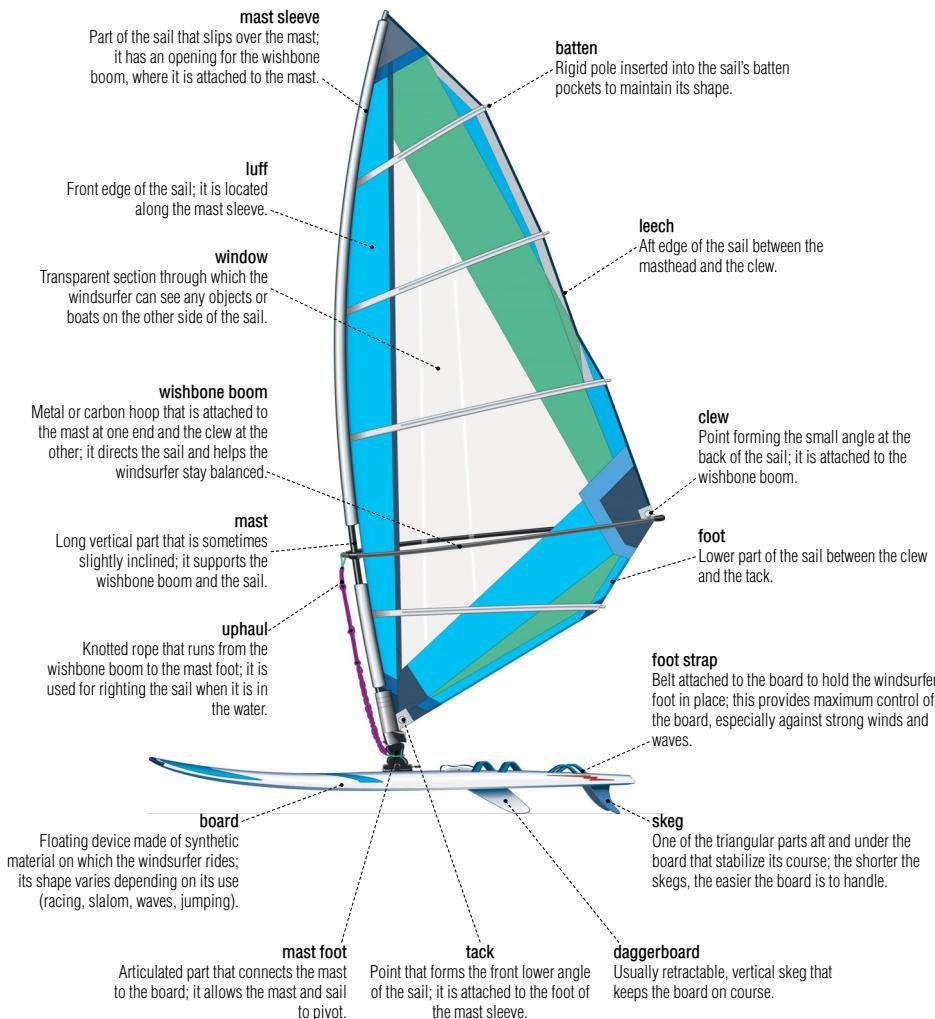
Sport navigation practiced on a sailboat. There are several classes of sailboats and various types of competitions such as regattas and transoceanic races.

sailboat

Small monohull sailboat with a retractable centerboard; ballast is provided by the weight of the crew.



Floating board with a sail; it is used in windsurfing, a sport consisting of gliding on water.

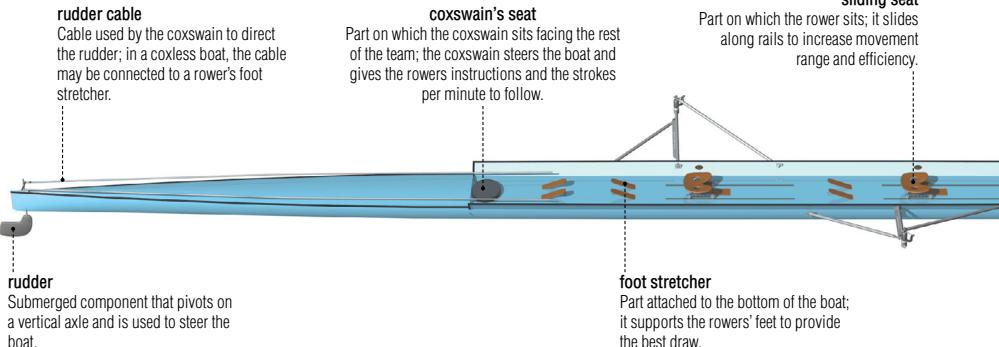


rowing and sculling

Sport consisting of a speed race in a straight line over a maximum distance of 2000 m; races take place on calm water in boats designed for the purpose.

parts of a boat

Boat: long and tapered lightweight vessel that is propelled by one to eight rowers; their oars are supported by an outrigger.



types of oars

Oar: instrument that is made up of a slightly curved blade, which is connected to a long shaft; it propels the boat.

sculling oar

Short oar that is manipulated with one arm; it is used in tandem with a second rower to propel a sculling boat.

grip
End of the oar that is gripped by the rower.

rubber sheath
Plastic or rubber casing that covers and protects the shaft; the collar is mounted on it.

blade
Larger end of the oar that is thrust into the water to propel the boat; it is often asymmetrical in order to maximize its hold in the water.

oarlock

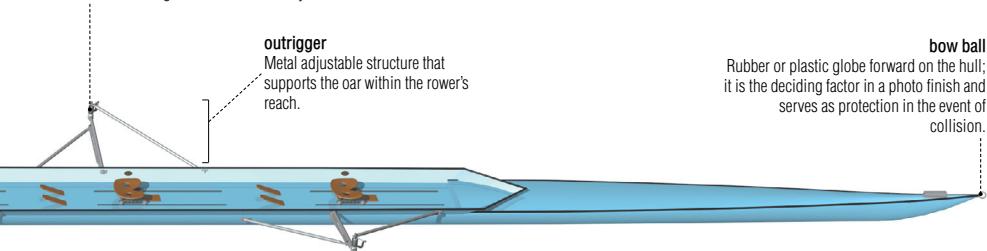
Piece of equipment on which the oar's collar rests; it keeps the oar in place while allowing it to move more easily.

outrigger

Metal adjustable structure that supports the oar within the rower's reach.

bow ball

Rubber or plastic globe forward on the hull; it is the deciding factor in a photo finish and serves as protection in the event of collision.

**sweep oar**

Oar that is manipulated with both arms and is used to propel a sweep boat; it is longer than a sculling oar and has a larger blade.

shaft

Elongated part that is usually made of wood or carbon; the blade is attached to it.

collar

Ring that is mounted on the rubber sheath and rests on the oarlock to prevent the oar from slipping; it can be moved to change its leverage effect.

blade

Larger end of the oar that is thrust into the water to propel the boat; it is often asymmetrical in order to maximize its hold in the water.



canoe-kayak: whitewater

Sport of traveling in a canoe or kayak in water ranging from calm to turbulent in a river or man-made course.

canoe

Closed boat that is somewhat wider than a kayak and seats one or two people; it is propelled with a single-bladed paddle in a kneeling position.



single-bladed paddle

Instrument made up of a flat oar blade attached to a handle for propelling and steering a canoe.

kayak

Long narrow closed boat with a round hull that provides stability and maneuverability; it is propelled with a double-bladed paddle in a seated position.

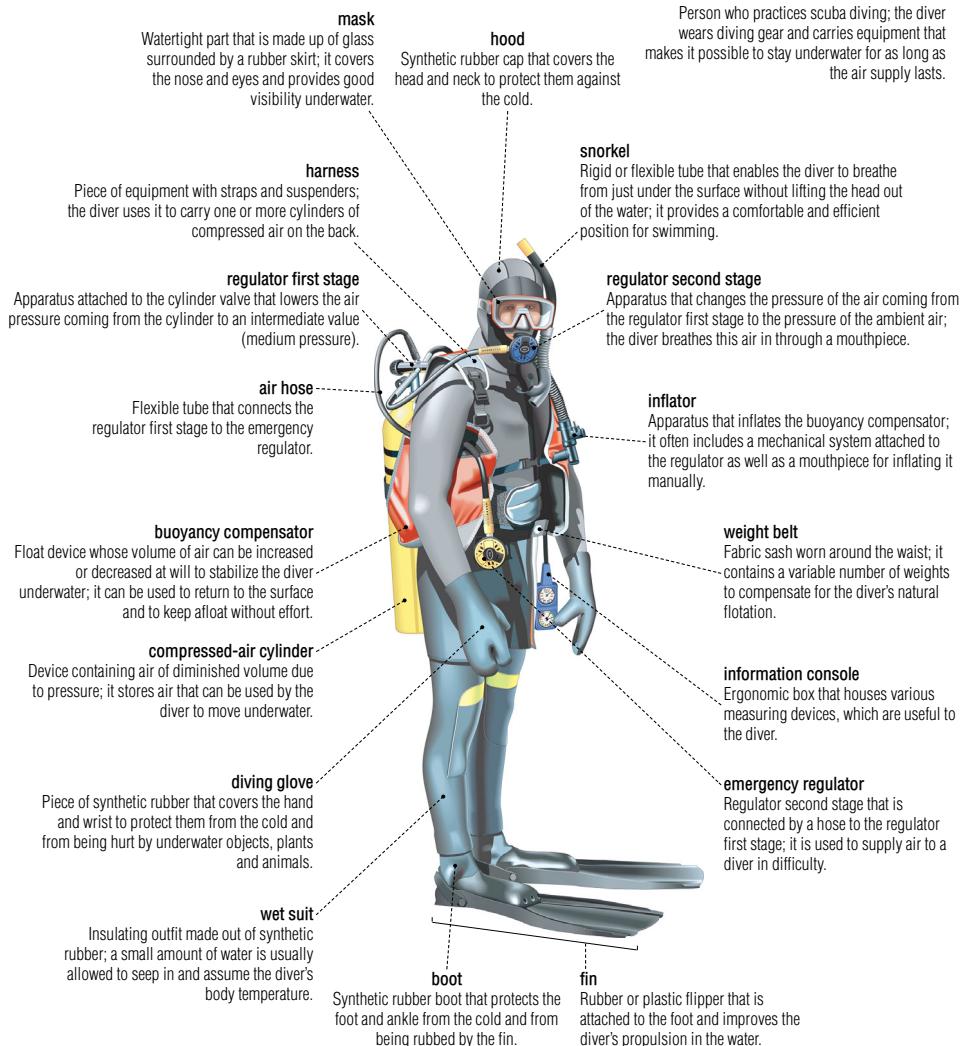
spray skirt
Flexible waterproof part that is attached around the opening; it fits snugly around the kayaker's waist to prevent water from entering the boat.



double-bladed paddle

Instrument with two curved oar blades that are attached to a handle; it propels and steers the kayak by paddling on alternating sides of the boat.

Sport consisting of descending underwater and swimming around; it can be done holding one's breath or with scuba gear.



boxing

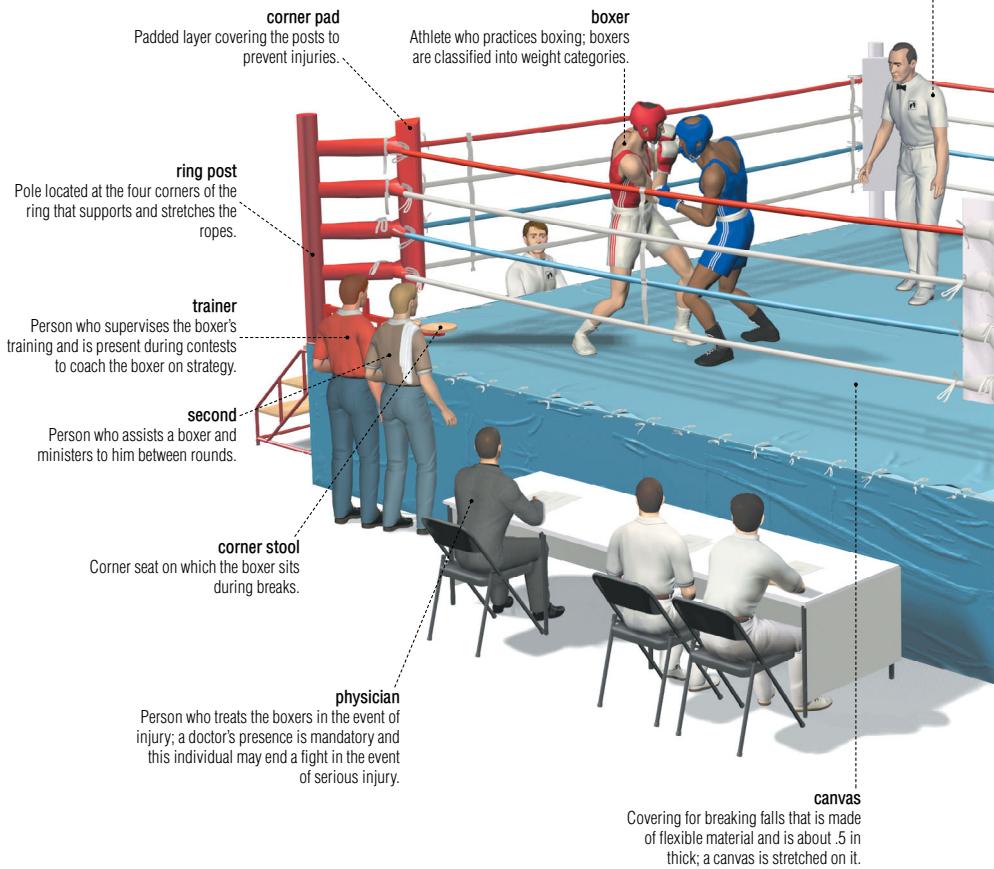
Sport in which two opponents wearing gloves fight each other with their fists (English boxing) or with their fists and feet (French boxing) following a code of rules.

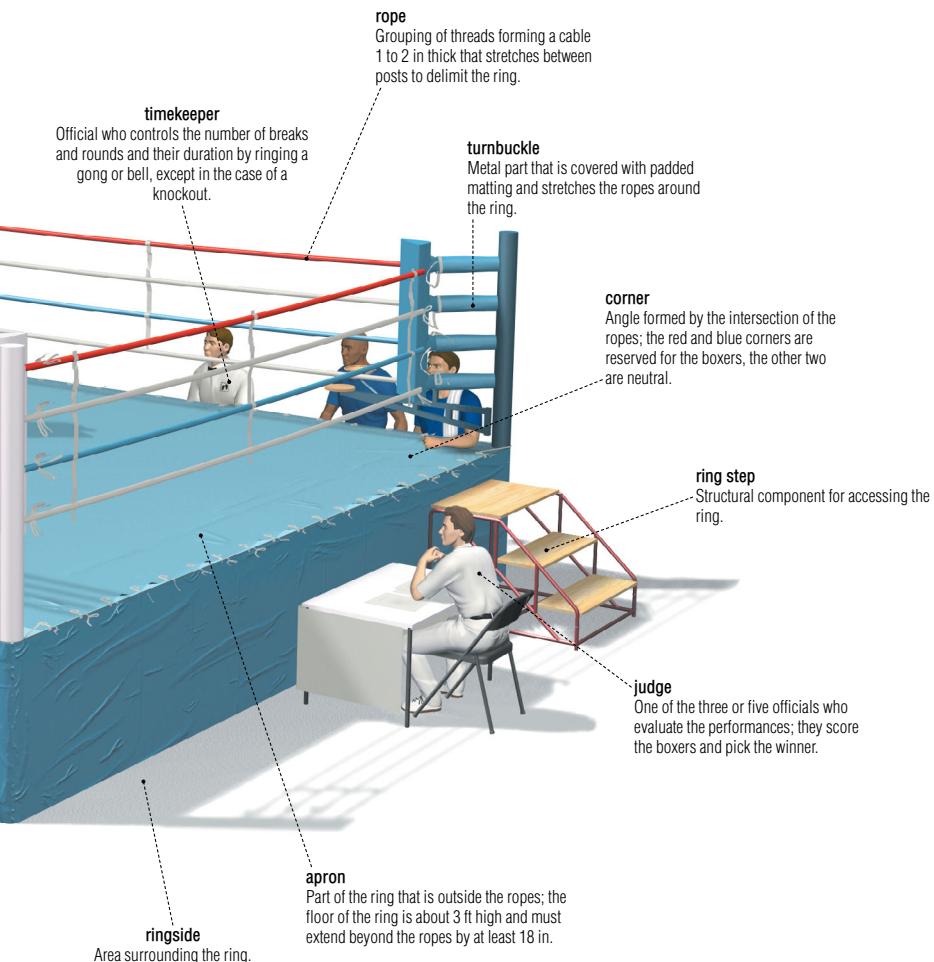
ring

Square podium that is surrounded by stretched ropes and measures from 18 to 22 ft on the inside of the ropes; the boxing bout takes place on it.

referee

Official who enforces the rules and directs the fight in the ring; after the bout, this individual collects and checks the judges' scores.





boxing

boxer

Athlete who practices boxing; boxers are classified into weight categories.

**headgear**

Rigid piece of equipment that protects the head especially during training and in Olympic boxing.

glove

Padded covering for the hand and wrist to dampen the impact of punching.

boxing trunks

Shorts coming down to mid-thigh.

**punching ball**

Inflated leather bag that the boxer hits when training; it helps develop speed and punching coordination.

punching bag

Leather or canvas bag that is filled with sand and weighs about 65 lb; the boxer trains by hitting it powerfully.

**mouthpiece**

Protective device for the boxer's teeth that is placed between the cheeks and teeth during a fight.

**lace**

Narrow cord that passes through the glove's eyelets to tighten it around the hand and wrist.

**boxing gloves**

The gloves are provided by the organizers before the bout.

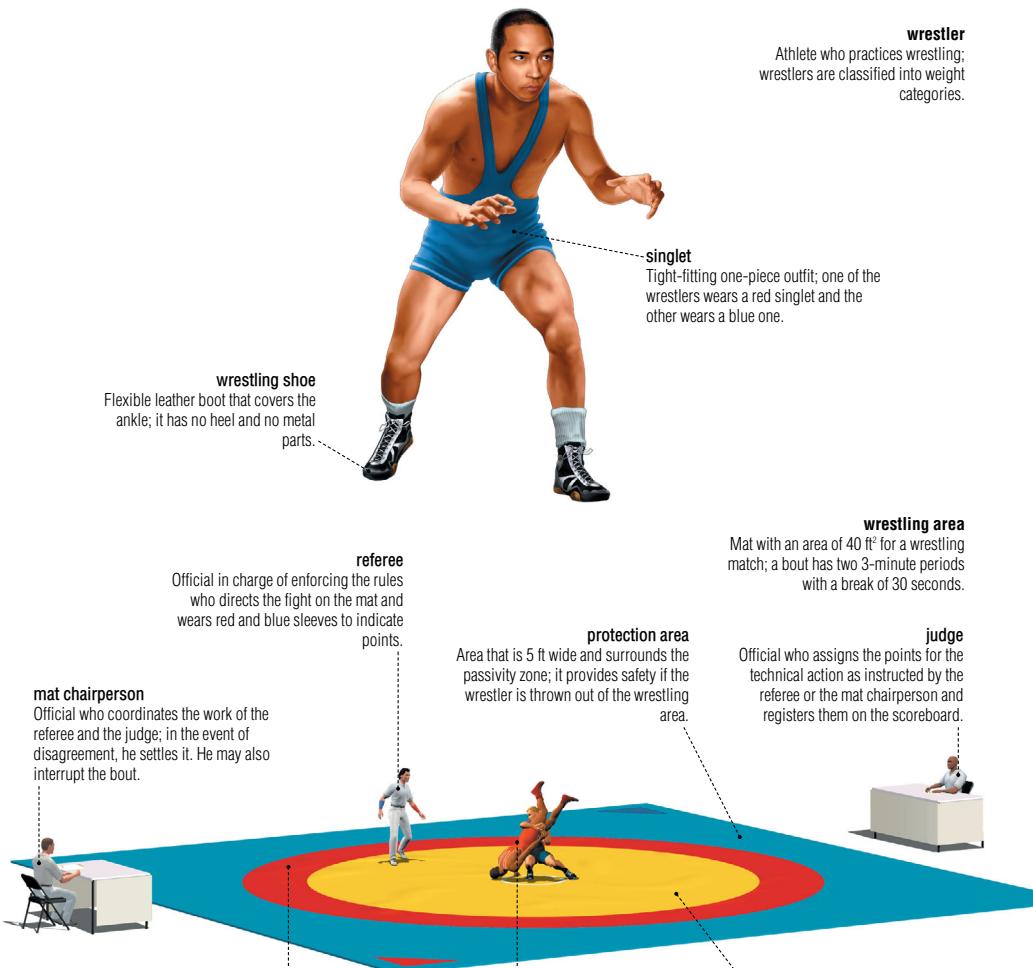
bandage

Band of soft fabric (gauze) that is wrapped around the hand underneath the glove; it protects the hand against fractures and supports the wrist.

**protective cup**

Molded plastic equipment that protects an athlete's genitals.

Sport in which two opponents fight bare-handed and seek to pin each other to the floor using various holds.

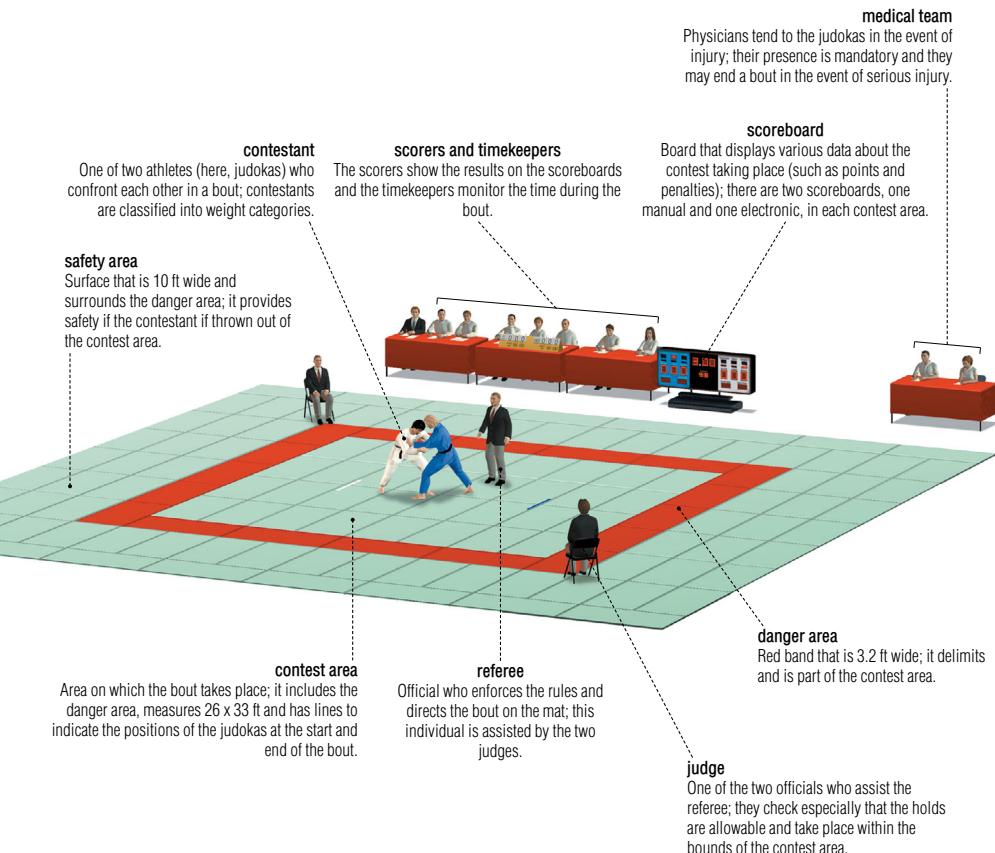


judo

Sport of Japanese origin that is practiced with bare hands and consists of unbalancing the opponent with holds; Judo means "the gentle way".

mat

Surface that measures 46 ft x 52 ft and is used for practicing judo; it is made up of smaller mat squares (tatamis).



**stomach throw**

The assailant pulls the opponent forward and puts a foot on the his stomach, causing the opponent to be thrown over the assailant's shoulder.

**major outer reaping throw**

Using the right leg, the assailant sweeps up the opponent's left leg from behind, causing the opponent to fall backward.

**arm lock**

To force submission, the assailant exerts pressure on the opponent's elbow joint against its natural bending direction.

**sweeping hip throw**

The assailant pushes the opponent's leg, causing the opponent's torso to rotate and flip over the assailant's hip.

**holding**

The assailant uses pressure on the shoulders to pin the opponent to the floor.

**major inner reaping throw**

Using the right leg, the assailant sweeps up the opponent's right leg from the front, causing the opponent to fall backward.

**naked strangle**

From behind, the assailant's arm puts pressure on the opponent's neck, constricting breathing or cutting off the flow of blood and oxygen to the brain.

**one-arm shoulder throw**

Placing the forearms under the opponent's armpits, the assailant lifts the opponent over his back, propelling the opponent forward.

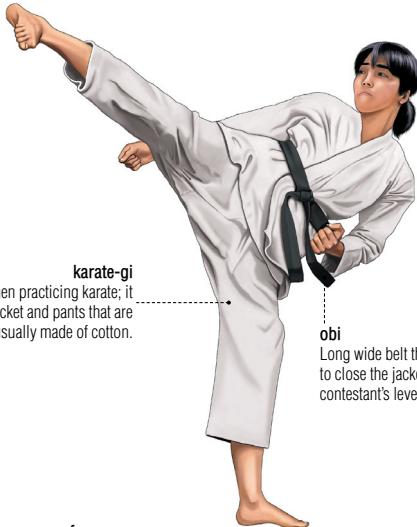
examples of holds and throws
There are more than 40 holds in judo: floor grips (strangles, locks, holdings) and standing throws (shoulders, arms, hips, legs).

karate

Self-defense sport of Japanese origin that is practiced with bare hands; the blows, which are usually given with the hands and the feet, must stop before reaching the opponent's body.

karateka

Athlete who practices karate; some, but not all, organizations classify karatekas by weight.



karate-gi

Clothing worn when practicing karate; it includes a jacket and pants that are usually made of cotton.

obi

Long wide belt that is tied around the waist to close the jacket; its color indicates the contestant's level.

competition area

Surface for practicing karate; bouts last a maximum of three minutes.

referee

Official who enforces the rules, directs the bout on the mat, awards the points and gives out warnings and penalties.

arbitration committee

Group of upper-level officials who especially supervise the bout as it unfolds and check that the referee and the judges perform their duties correctly.

corner judge

One of the four officials who assist the referee, give their opinions especially about the referee's decisions and judge the actions of the karatekas.

scorekeeper

Official who tracks the karatekas' points and penalties.



karateka

Athlete who practices karate; some, but not all, organizations classify karatekas by weight.

timekeeper

Official who monitors the duration of the bout.

Defensive sport of Japanese origin that consists of neutralizing an armed or unarmed opponent by means of dodging, throwing and holding, using bare hands.

**jo**

Wooden stick about 4.2 ft long; it is used mainly for training.

**bokken**

Wooden saber about 3.2 ft long that is used for training; the jo and the bokken help develop the concepts of distance and position.

aikidoka
Athlete who practices aikido; it requires good coordination, well-developed reflexes, suppleness and keen concentration.

**aikidogi**

Clothing worn for practicing aikido; for beginners, it consists of a white jacket made of sturdy cloth and white pants.

kung fu

One of several types of sport of Chinese origin practiced with or without weapons; it is similar to karate but requires more legwork.

**kung fu practitioner**

Athlete who practices kung fu; contestants must be quick, precise and supple, and possess keen concentration.

sash

Belt whose color usually indicates the contestant's level; the colors vary from one style to another and according to the school and level.

traditional jacket
Closed by buttons and with a stand-up collar, it is most often black, but may also be red, yellow or white, which are the traditional colors in China.

fencing

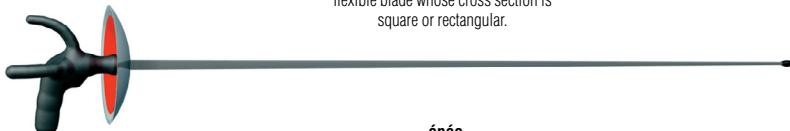
Sport with two opponents who attempt to touch each other with weapons (épée, foil or saber) on a specific part of the body.

fencing weapons

In the Olympic Games, the foil, the épée and the saber are used by both men and women.

foil

Lightweight thrusting weapon (maximum weight of 1.1 lb) with a flexible blade whose cross section is square or rectangular.



épée

Thrusting weapon with a tapered blade whose cross section is a triangle; it is more rigid and heavier than a foil, weighing up to 1.7 lb.



saber

Thrusting, cutting and slicing weapon whose blade is usually curved and sharp on one side only; its maximum weight is 1.1 lb, the same as that of the foil.



parts of the weapon

Weapons can be thrusting (touch made with the tip of the blade), cutting (with the blade) or slicing (with the back edge).

mounting

Part of the weapon to which the blade is attached.

pommel

Metal knob at the end of the handle to balance the weapon.

handle

Wood, metal or plastic part for holding and wielding the weapon.

guard

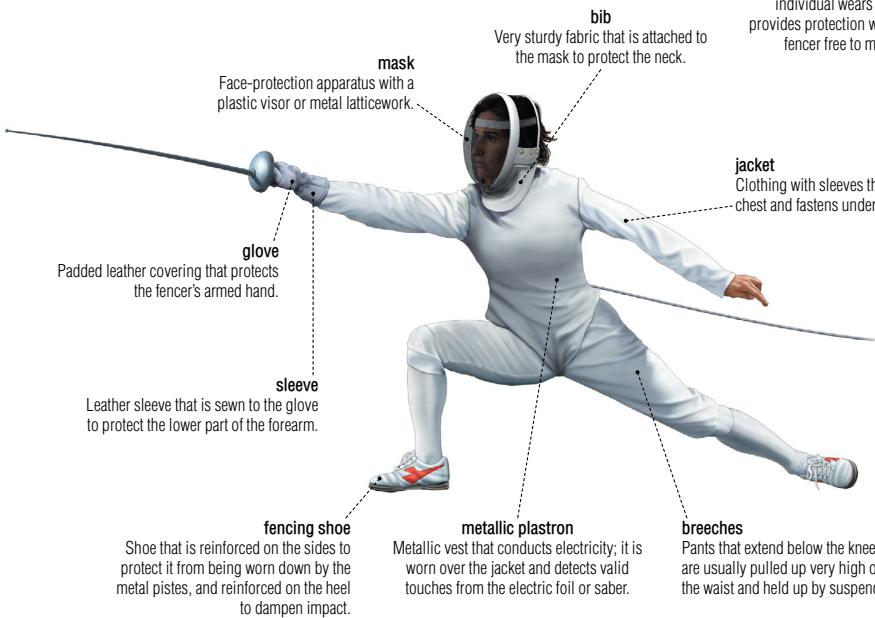
Metal rounded part that protects the armed hand during a match.

forte

Thickest part of the blade, near the guard.

fencer

Athlete who practices fencing; this individual wears sturdy gear that provides protection while leaving the fencer free to move with agility.

**blade**

Hitting part of the weapon; measuring about 3 feet, it is made of flexible metal and is thin and tapered.

medium

Part of the blade between the forte and the foible.

button

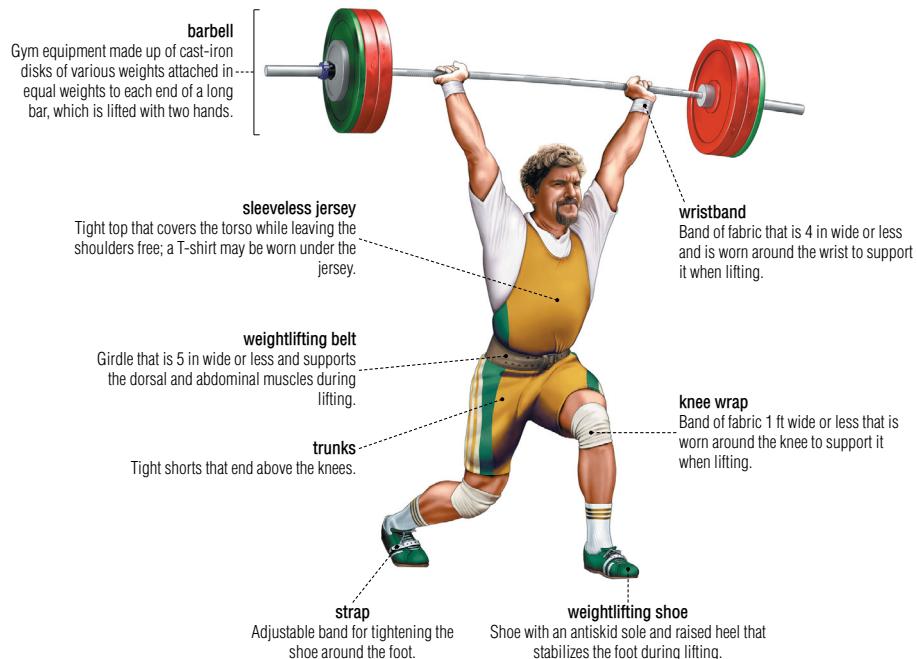
Bulbous end of the blade; with electric weapons, the button triggers the switch of the electric apparatus when it makes a valid touch.

foible

Thinnest part of the blade, up to its end.

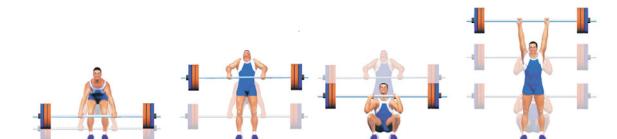
weightlifting

Sport that consists of lifting the heaviest load possible (barbell) over the head using two types of lifts (clean and jerk; snatch).



clean and jerk

Type of lift that is executed in two stages; the bar is first raised to shoulder level (clean) and then quickly raised over the head (jerk), using the leg muscles.



snatch

Type of lift that is more difficult than the clean and jerk; it consists of raising the load over the head as high as possible in a continuous quick movement.



Material and apparatuses for carrying out exercises aimed at maintaining the physique and increasing muscular strength, flexibility and endurance.

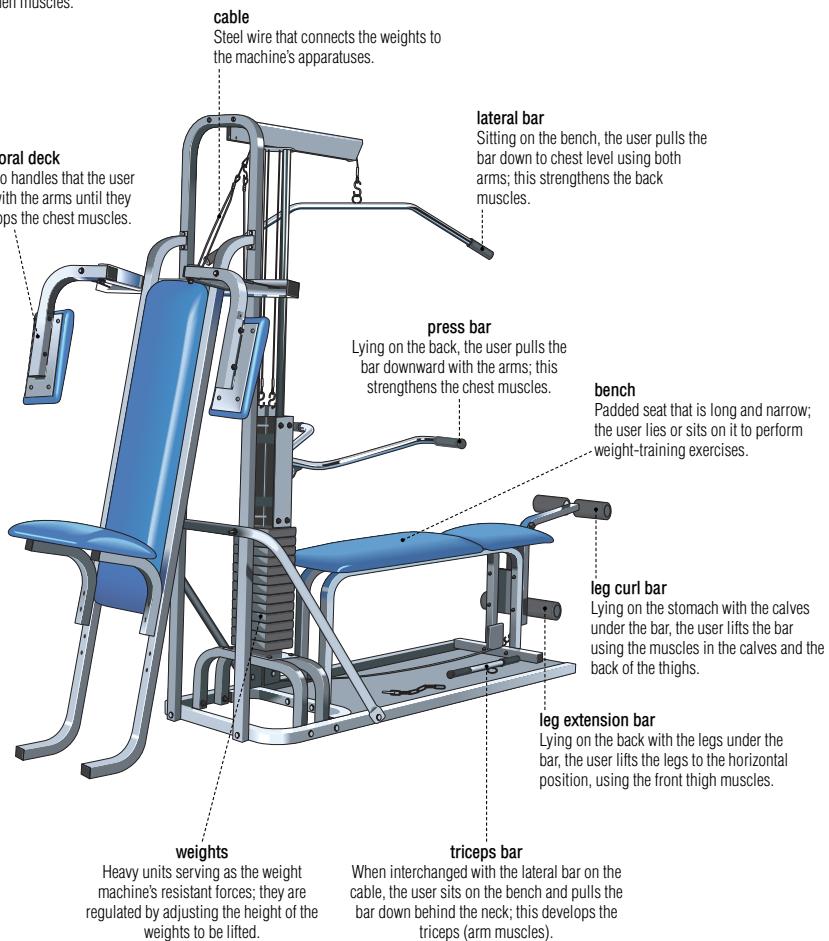
stationary bicycle

Bicycle attached to a base for training in a room or apartment; it is used mainly to work the leg muscles and to develop endurance.



weight machine

Apparatus for carrying out various exercises that consist of lifting or pushing loads to strengthen muscles.



ankle/wrist weight

Wide flexible band of preset mass that is worn around the wrist or ankle to increase resistance during exercise.

**dumbbell**

Gym equipment that consists of two equal weights attached to each end of a short bar, which is lifted with one hand to develop mainly the arm muscles.

**stair climber**

Apparatus that simulates the movement of climbing stairs; it is designed mainly to develop cardiorespiratory capacity and strengthen the leg muscles.



Round metal mass of various weights and sizes that is attached to each end of the bar.

weight**bar**

Metal shaft that connects two weights; the athlete grips it to manipulate the weights.

**jump rope**

Cord with handles that is repeatedly swung over the head then jumped over; the athlete jumps once per cycle to strengthen mainly the leg and buttock muscles.

rowing machine

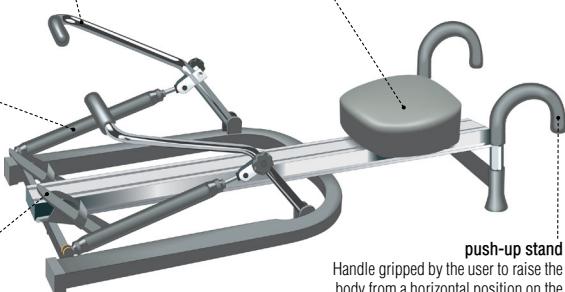
Apparatus that simulates the movement of rowing; it is designed mainly to develop cardiorespiratory capacity and strengthen a number of muscles in the body.

oar

Lever connected to the hydraulic resistance; it operates the rowing machine.

sliding seat

Part on which the user sits; it slides back and forth on rails to increase the amplitude and efficiency of the oars.

**hydraulic resistance**

Device with a hydraulic pump (silent system simulating water resistance); it constitutes the force exerted against the oars.

push-up stand

Handle gripped by the user to raise the body from a horizontal position on the floor (push-ups).

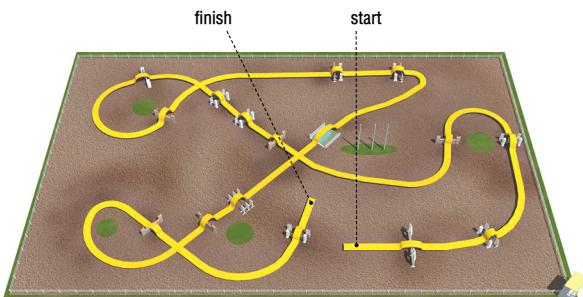
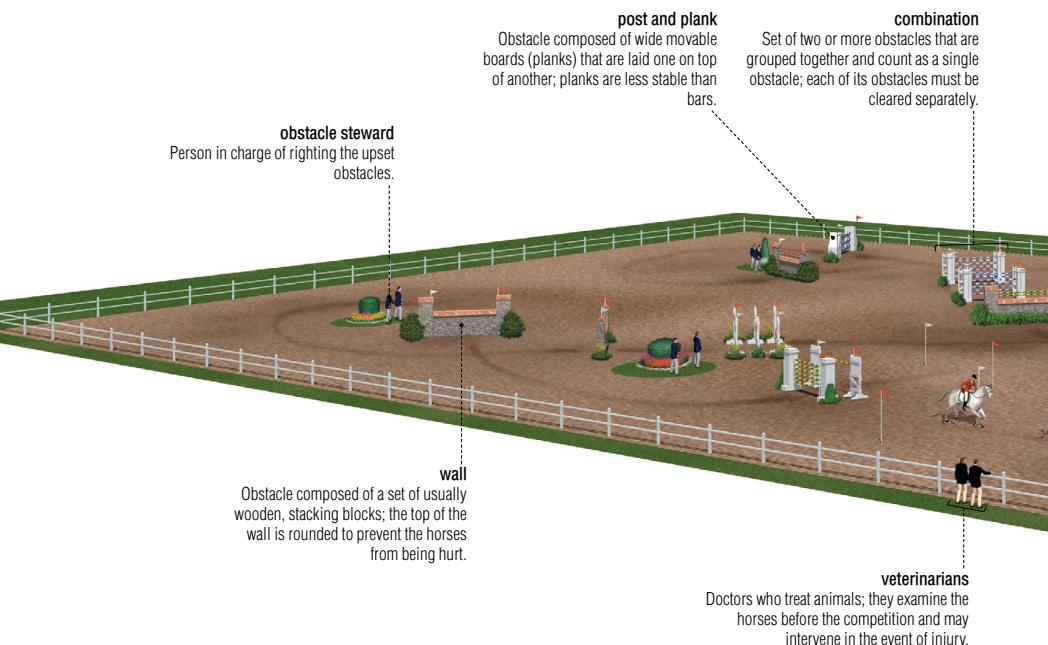
foot support
Part with a strap for the foot.

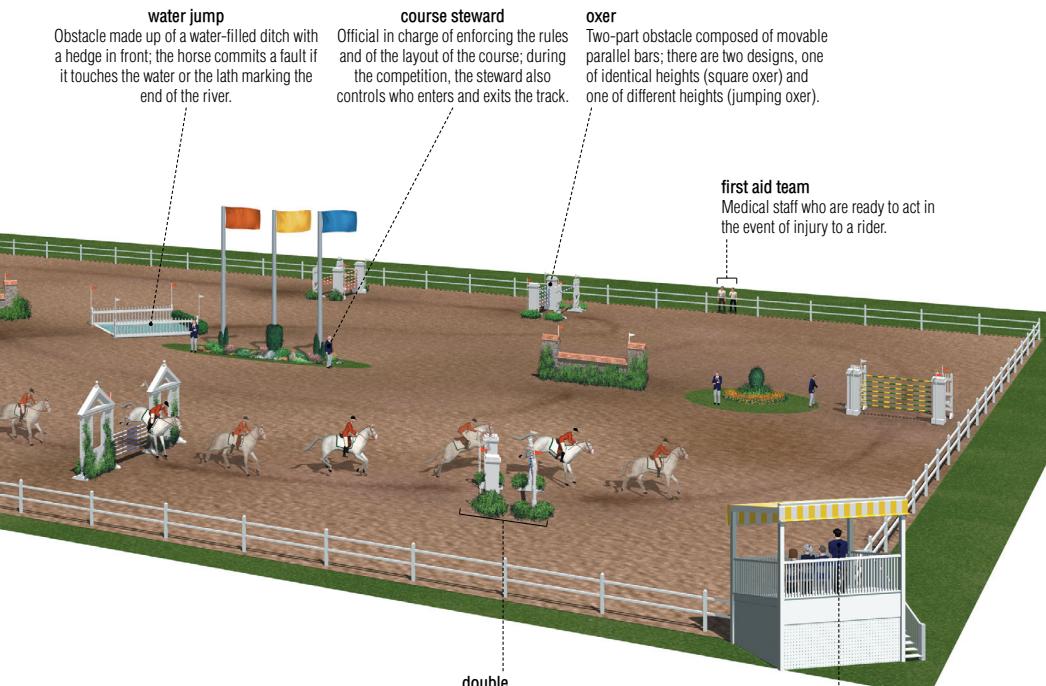
show-jumping

Competition during which a horse and its rider clear a series of different obstacles on a set course as quickly as possible.

competition ring

Closed terrain marked with 12 to 15 obstacles that the horse and rider must clear in a set order while committing the fewest faults possible.



**water jump**

Obstacle made up of a water-filled ditch with a hedge in front; the horse commits a fault if it touches the water or the lath marking the end of the river.

course steward

Official in charge of enforcing the rules and of the layout of the course; during the competition, the steward also controls who enters and exits the track.

oxer

Two-part obstacle composed of movable parallel bars; there are two designs, one of identical heights (square oxer) and one of different heights (jumping oxer).

first aid team

Medical staff who are ready to act in the event of injury to a rider.

double

Obstacle composed of two single components that are very close together; the horse must clear it in a single jump.

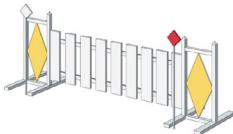
jury

Jump judges (usually four) who calculate the competitors' penalties based on the course and the marking system chosen.

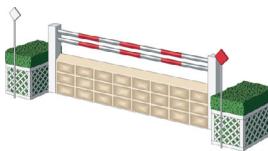
show-jumping

obstacles

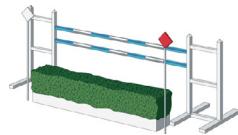
Elements that the horse and rider must clear during a competition; a penalty is given when the animal upsets one of the movable components of an obstacle.

**gate**

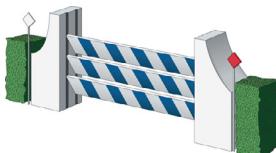
Obstacle shaped like a simple fence and made up of fixed boards laid side by side.

**wall and rails**

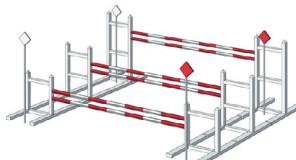
Obstacle made up of a wall with one or two movable bars on top.

**brush and rails**

Obstacle composed of a vertical component with a hedge in front.

**post and plank**

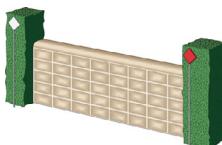
Obstacle composed of wide movable boards (planks) that are laid one on top of another; planks are less stable than bars.

**triple bars**

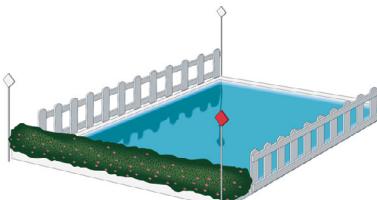
Three-part obstacle composed of movable parallel bars; each successive obstacle increases in height.

**post and rail**

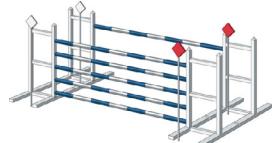
Obstacle composed of a set of movable bars that are laid one on top of another.

**wall**

Obstacle composed of a set of usually wooden, stacking blocks; the top of the wall is rounded to prevent the horses from being hurt.

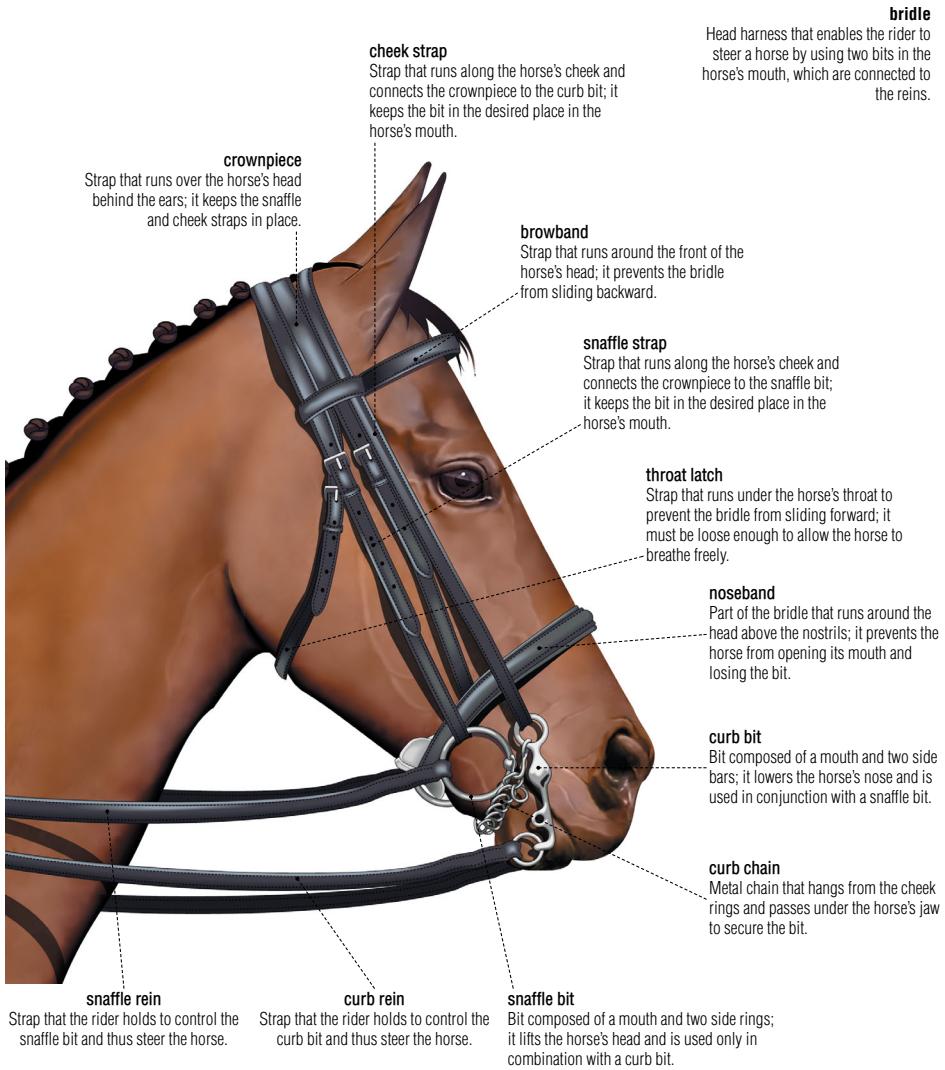
**water jump**

Obstacle made up of a water-filled ditch with a hedge in front; the horse commits a fault if it touches the water or the lath marking the end of the river.

**oxer**

Two-part obstacle composed of movable parallel bars; there are two designs, one of identical heights (square oxer) and one of different heights (jumping oxer).

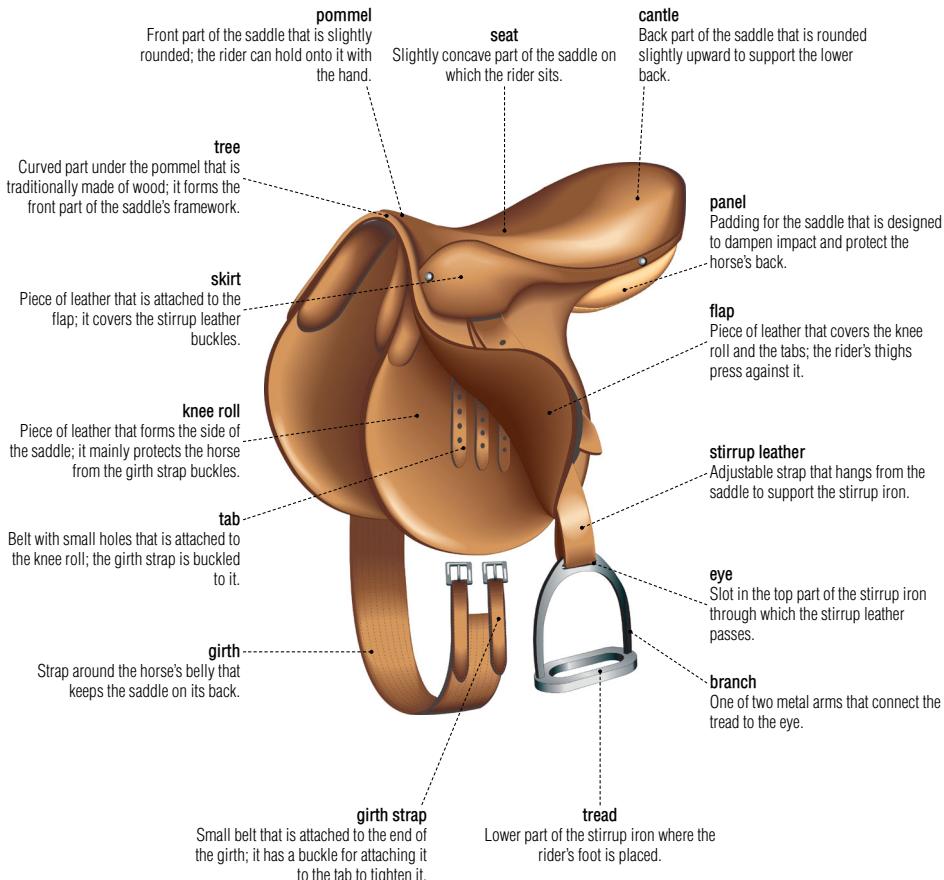
Sport or recreation that consists of riding a horse; specialized equipment is necessary for steering and controlling the horse.



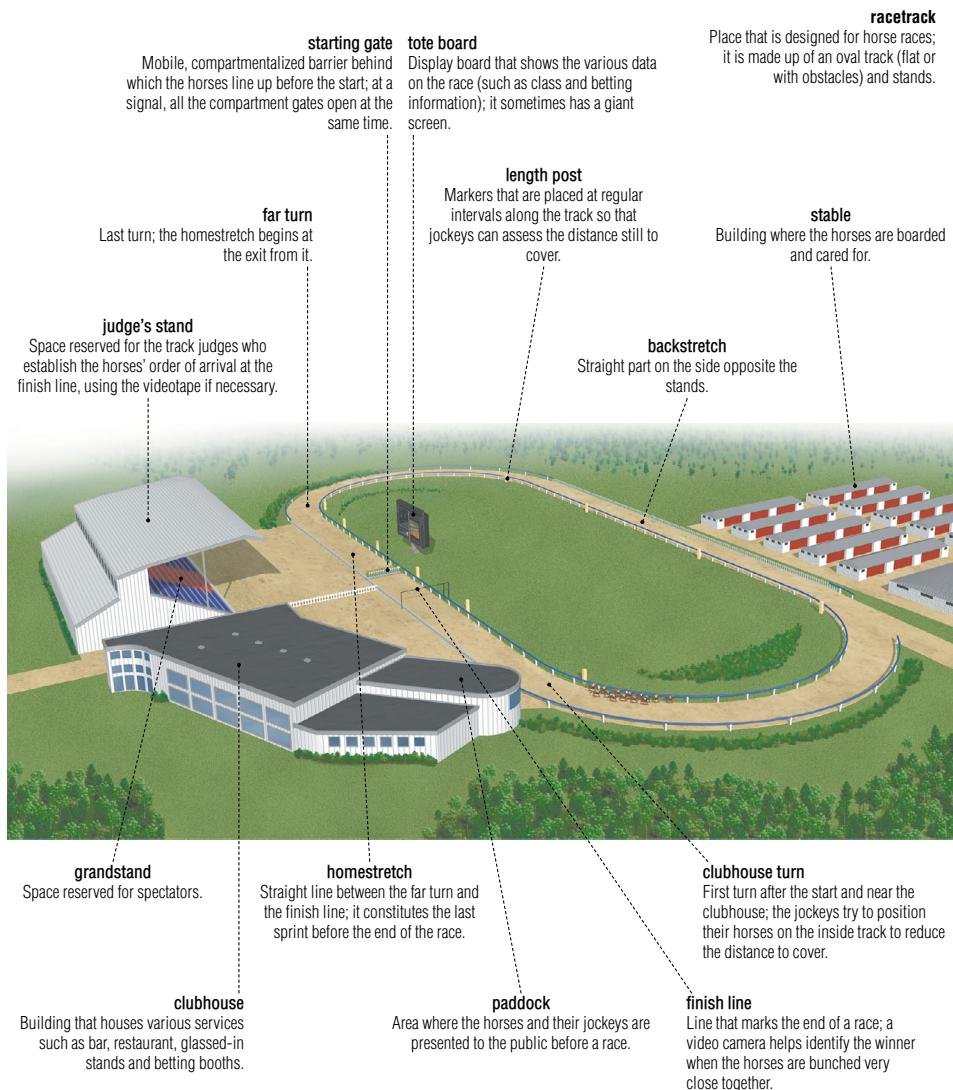
riding

saddle

Somewhat curved unit that is made mostly of leather; it is set on the horse's back for the rider to sit on.



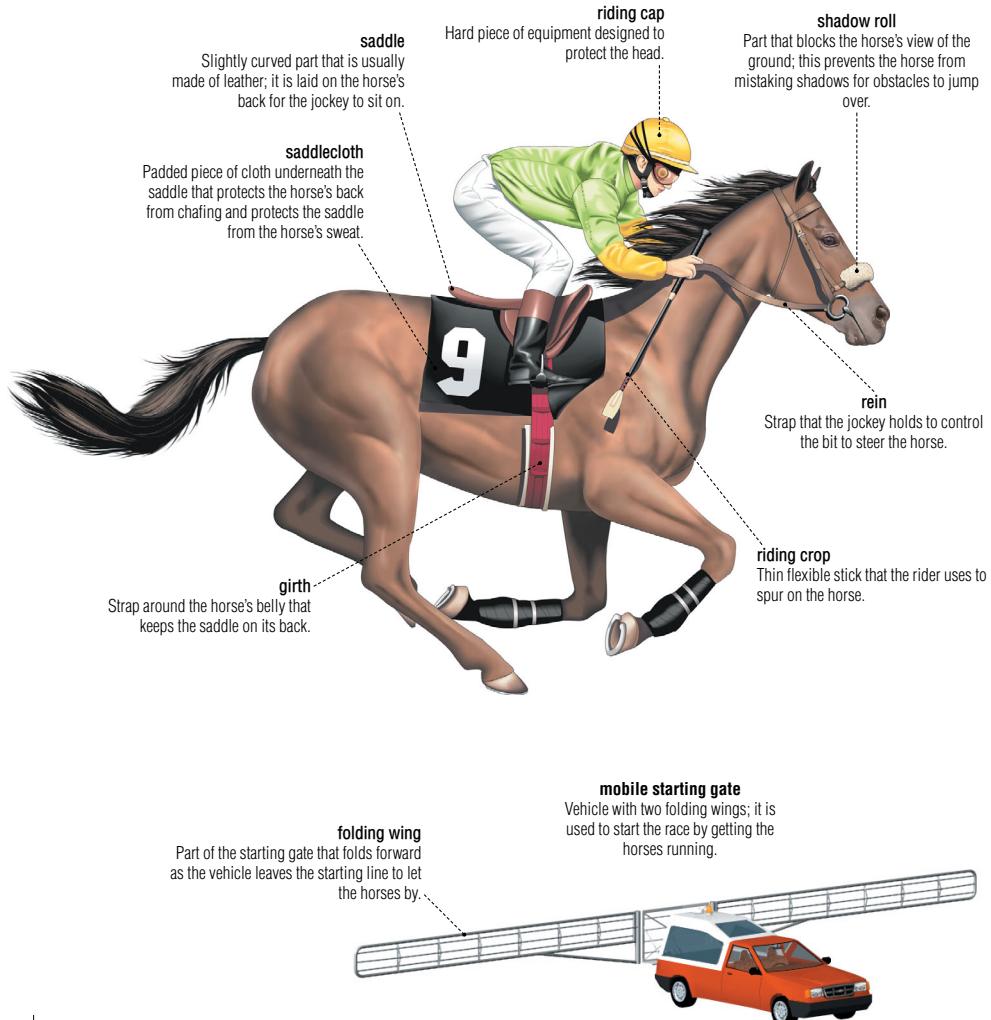
Speed race on a track where jockeys ride horses, usually at a gallop.



horse racing: turf

jockey

Person who rides a racehorse; a jockey rides with very short stirrups and the body hunched over the horse's neck.

**folding wing**

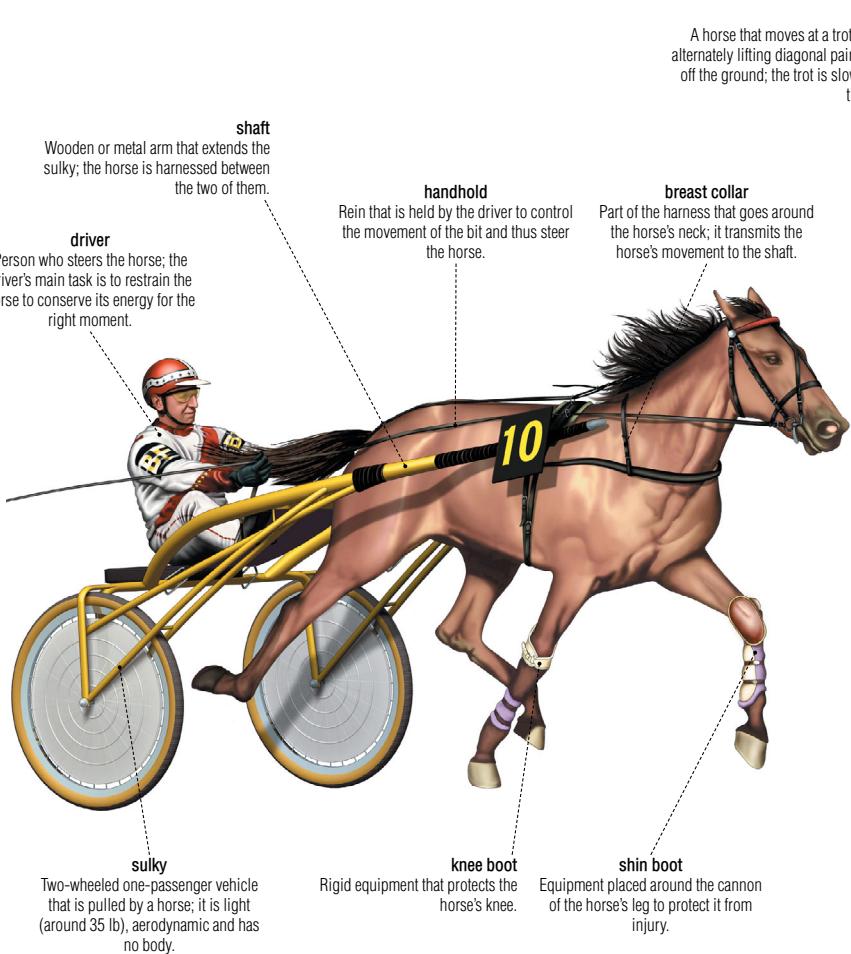
Part of the starting gate that folds forward as the vehicle leaves the starting line to let the horses by.

mobile starting gate

Vehicle with two folding wings; it is used to start the race by getting the horses running.

horse racing: harness racing

Speed race on a track for trotters or standardbred pacers harnessed to sulkies.



billiards

Games that are played on a special table; they use a cue to hit a cue ball either against two balls or to drive another into a pocket.

table

Surface on which the balls roll; it is supported by legs, has a rectangular top and is horizontal and level.

balk line spot

Spot in the middle of the balk line that marks the position of the brown ball in snooker (there are two other spots at the intersections of the balk line and the "D").

center spot

Spot that marks the position of the blue ball in snooker; it is located halfway between the center pockets and the head and foot cushions.

head cushion

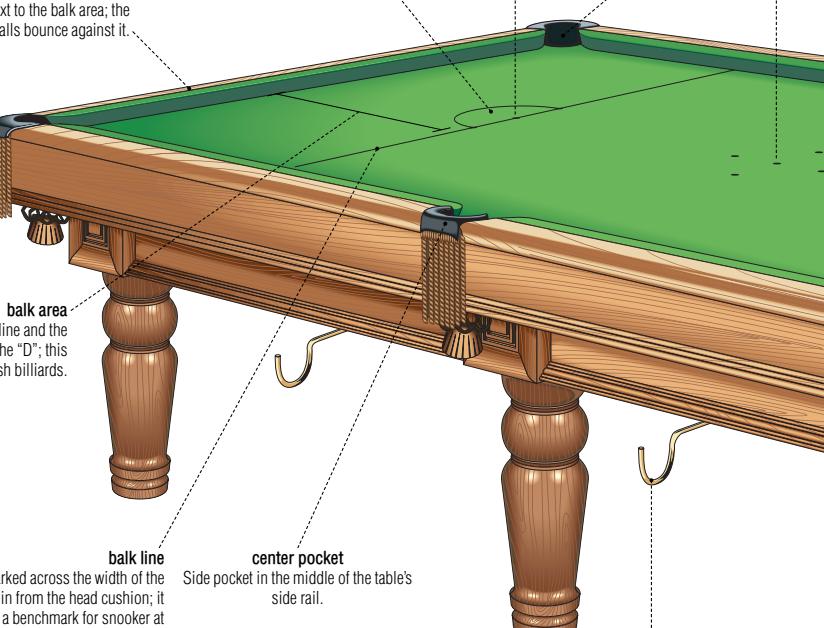
Rubber padding that covers the inner side of the rail next to the balk area; the balls bounce against it.

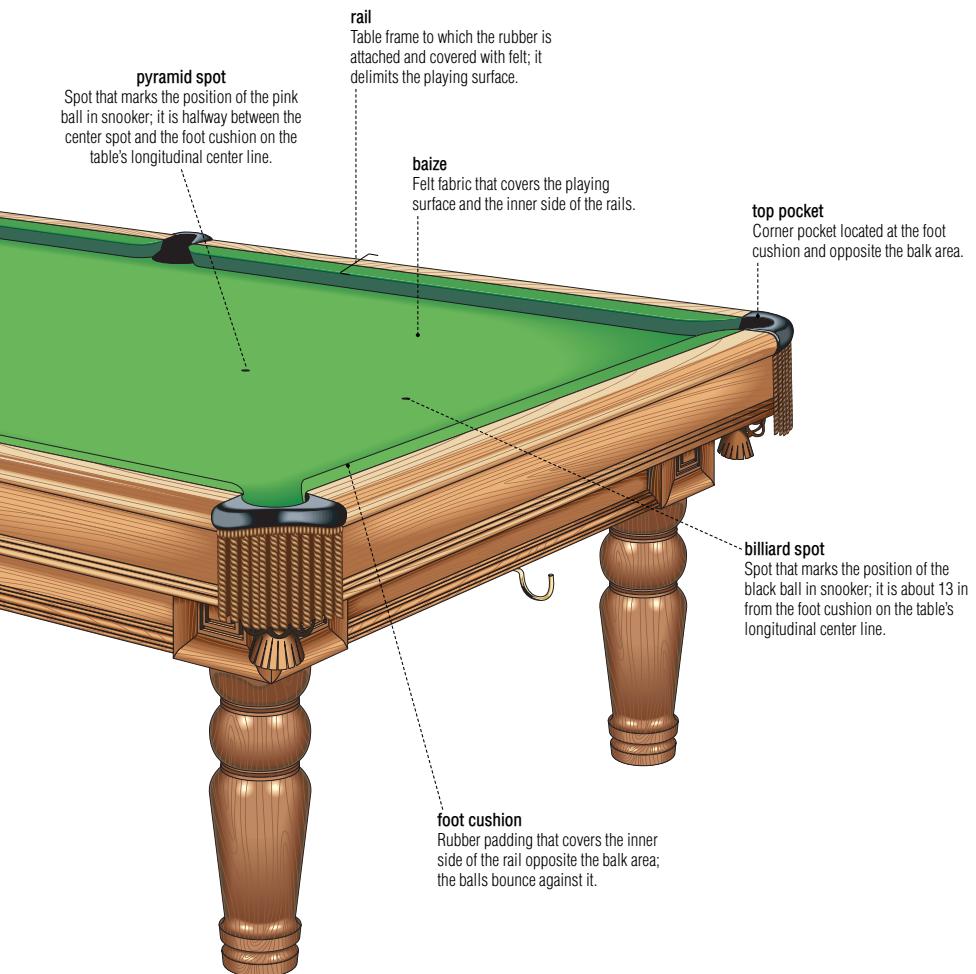
D

Semicircle whose center is on and in the middle of the balk line; the game starts from here.

bottom pocket

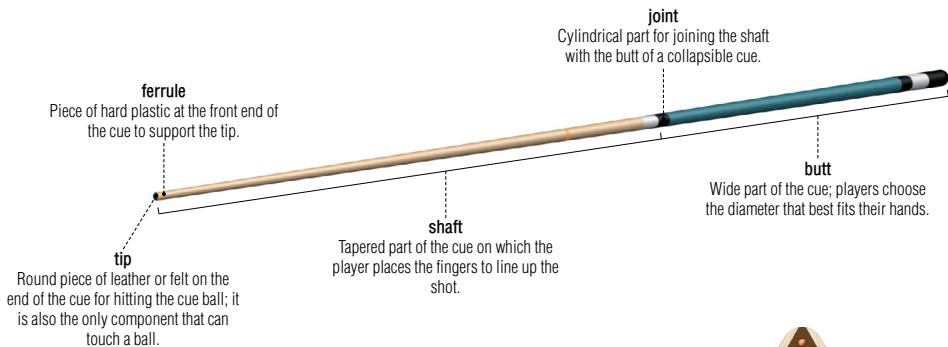
Corner pocket located at the head cushion and next to the balk area.





billiards**billiard cue**

Long wooden stick that the player holds to hit the cue ball; the player chooses the cue's diameter, length and weight (no more than 25 oz).



tip
Round piece of leather or felt on the end of the cue for hitting the cue ball; it is also the only component that can touch a ball.

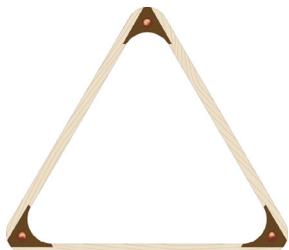
shaft
Tapered part of the cue on which the player places the fingers to line up the shot.

joint
Cylindrical part for joining the shaft with the butt of a collapsible cue.

butt
Wide part of the cue; players choose the diameter that best fits their hands.



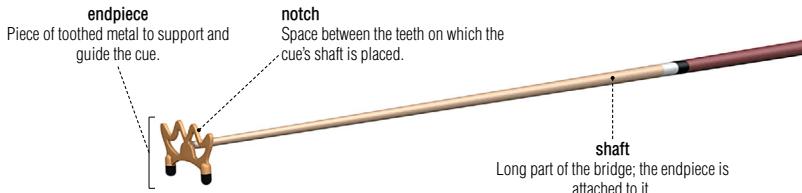
chalk
Small cube of chalky powder that is rubbed onto the tip of the cue to improve contact with the cue ball.



rack
Triangular piece of wood or plastic for lining up the balls on the table at the start of a game.

bridge

Stick with a toothed head for shooting with the cue when the cue ball is out of the player's reach.



endpiece
Piece of toothed metal to support and guide the cue.

notch
Space between the teeth on which the cue's shaft is placed.

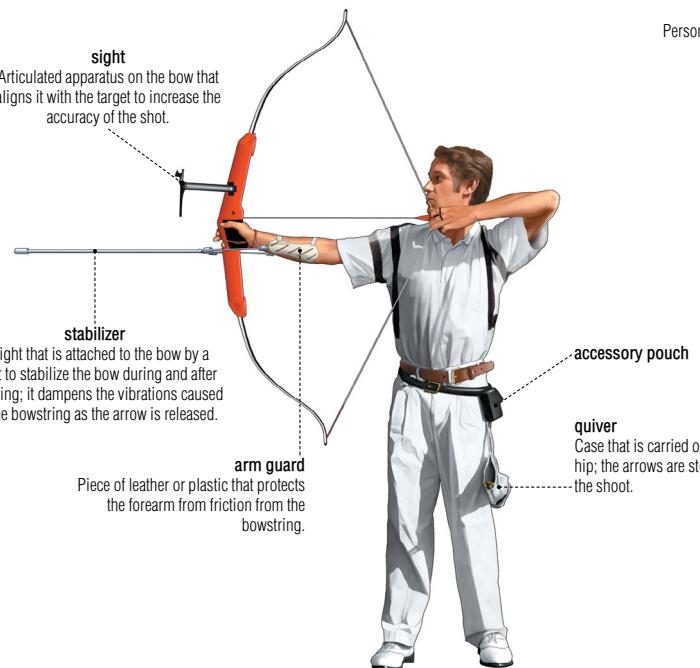
shaft

Long part of the bridge; the endpiece is attached to it.

Sport that consists of using a bow to shoot an arrow as close as possible to the middle of a target set a fixed distance away.

archer

Person who practices archery.

**target**

Surface of varying diameter at which the archer shoots; it is divided into concentric circles corresponding to point zones.

**bull's-eye**

Circle 4.8 in in diameter in the middle of the target; it is 4.3 ft from the ground and worth 10 points. The value of the other circles decreases toward the edge of the target.

bowstring
Fibers secured to a bow that were stretched to fire an arrow.

compound bow
Bow that uses a system of cables and wheels to increase its shooting power; it requires less effort on the part of the archer when aiming.



petanque

Ball sport that originated in the south of France in which two opposing players or teams throw balls (bowls) as close as possible to a target (jack).



jack

Small ball whose diameter is between 1 and 1.35 in; it serves as the petanque target and the point of reference for scoring.

petanque bowl

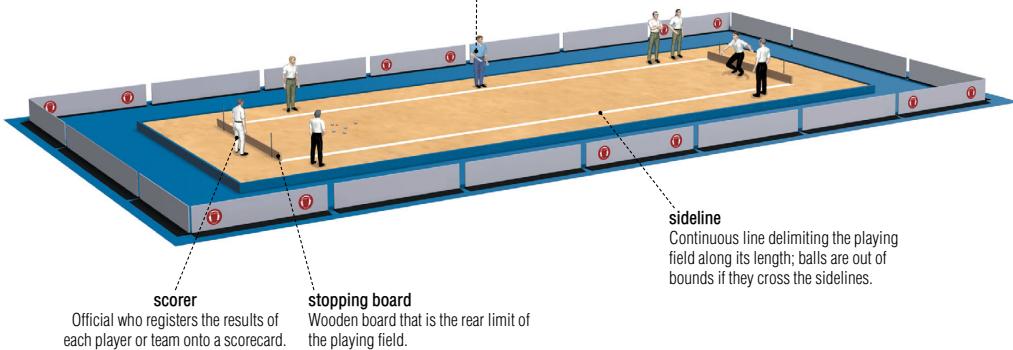
Metal spherical ball that weighs between 1.4 and 1.7 lb and whose diameter is between 2.75 and 3.15 in.

playing field

Area laid out for playing petanque; matches can be played on a lawn, earth or sand. For international competitions, the field measures 13 ft x 49 ft.

referee

Official who is in charge of enforcing the rules; the referee ensures that the equipment and installation are in compliance.



scorer

Official who registers the results of each player or team onto a scorecard.

stopping board

Wooden board that is the rear limit of the playing field.

sideline

Continuous line delimiting the playing field along its length; balls are out of bounds if they cross the sidelines.

Game of U.S. origin that consists of rolling a ball down a lane to knock down pins standing at the end.



American duckpin

One of 10 pins that is lightweight and 9.4 in high; the game is played almost exclusively in the United States.



Canadian duckpin

Similar to American duckpin, it has a rubber band around it to make it heavier; this 10-pin game is very widespread in Canada.



fivepin

Lightweight pin that is about 12 in high and has a rubber band around it; this five-pin game is very popular in Canada.



tenpin

Pin that weighs 3.5 to 3.7 lb and measures 15 in high; this is the most widespread type of bowling in the world.



candlepin

Cylindrical pin that is about 16 in high; this game with 10 pins is played in some provinces of Canada and states of the United States.



shoe

For a right-handed person, the left sole is made of leather (for sliding) and the right sole of rubber (for stopping).

bowling ball

Large ball with three holes for the fingers (thumb, middle and ring fingers) that the player rolls to hit the pins.



bowling

bowling alley

Set of lanes that are made of wood or synthetic material and are laid out for bowling.

bowler

Player who practices bowling; the first world championships for women took place in 1963.

ball

Spherical object that is rolled using the hand to knock down the pins; there are two types: light and heavy. The heavy ball has three holes for gripping with the fingers.

setup

Set of 10 pins arranged in an equilateral triangle at the end of each lane of the alley.

pit

Area at the end of the lane; the hit pins fall into it.

bowler

Player who practices bowling; the first world championships for men took place in 1954.

**ball return**

Mechanical device (track) between the lanes that returns the balls the players threw toward the setup.

ball stand

Area where the bowls rack up after leaving the ball return.

gutter

Ditch on both sides of the alley's lanes; a ball that falls into it is out of play.

score console

Panel that displays the data of the game in progress (such as points for each frame for each player, total for previous games and the results for each team).

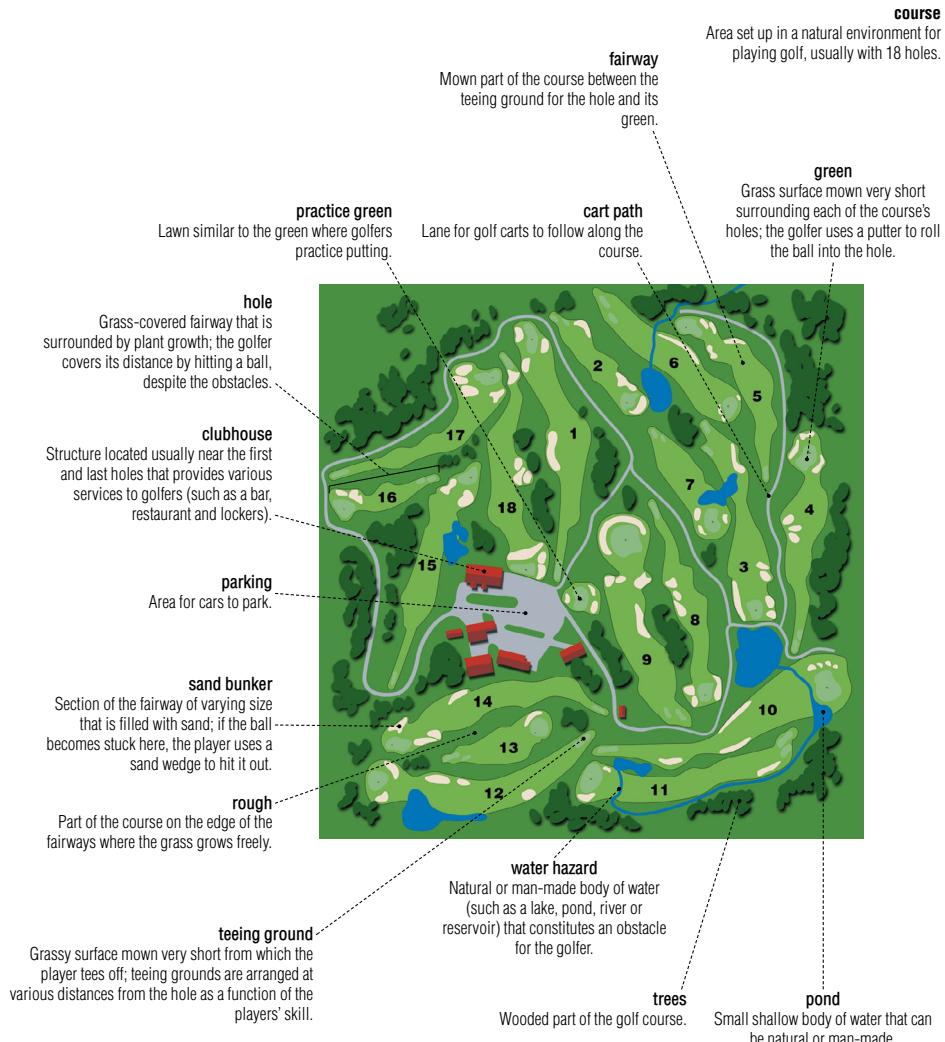
foul line

Line behind which the player must stay when rolling the ball down the lane at delivery; crossing this line is a foul.

approach

Lane on which the player makes the forward swing (usually three normal steps and one sliding) before rolling the ball.

Sport whose objective is to complete a set course by hitting a ball with a club; the player who uses the least number of strokes is the winner.



par 5 hole

The player tries to reach the green in three strokes and then make two putts to sink the ball in the hole; an eagle is a hole made in two strokes under par.

teeing ground

Grassy surface mown very short from which the player tees off; teeing grounds are arranged at various distances from the hole as a function of the players' skill.

green

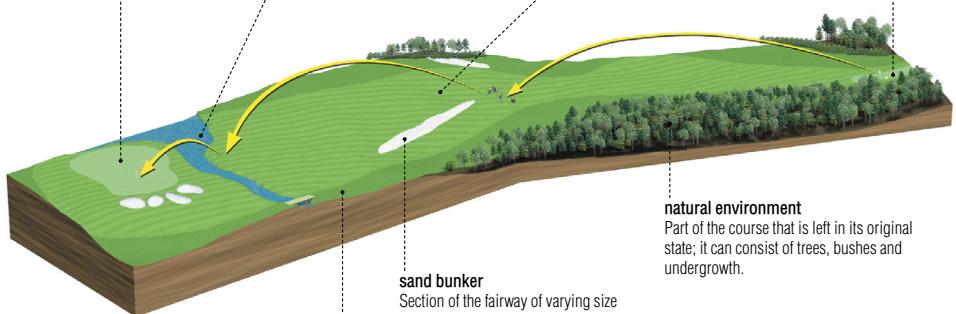
Grass surface mown very short surrounding each of the course's holes; the golfer uses a putter to roll the ball into the hole.

water hazard

If the golfer hits a ball into this obstacle, it must be played where it is; if it is unplayable, a new ball is put into play and counted as a penalty stroke.

fairway

Mown part of the course between the teeing ground for the hole and its green.



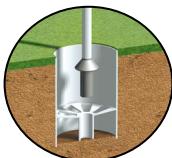
Part of the course on the edge of the fairways where the grass grows freely.

sand bunker

Section of the fairway of varying size that is filled with sand; if the ball becomes stuck here, the player uses a sand wedge to hit it out.

natural environment

Part of the course that is left in its original state; it can consist of trees, bushes and undergrowth.

**hole**

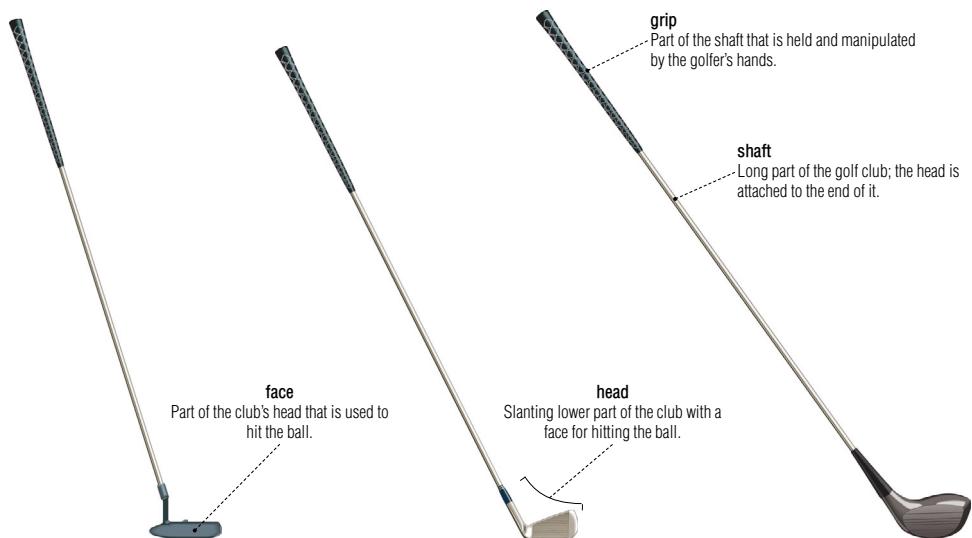
Cavity dug out of the green; the player must roll the ball into it to complete a hole.

**removable flag pole**

Long rod with a flag that is planted in a hole to mark the hole's location so that it can be seen from far away.

**types of golf clubs**

Golf clubs: instruments of various shapes, materials (wood, iron) and functions that are used to hit the ball along the course.



**golf bag**

Sack for transporting golf clubs and accessories; a player can use no more than 14 different clubs during a competition.

shoulder strap

Large belt that distributes the weight of the golf bag on the shoulder.

pocket

Small exterior storage compartment that contains various accessories (such as balls, gloves and tees).

**head cover**

Part that covers and protects the head of a golf club while it is not being used.

**golf shoes**

Leather shoes with cleats attached to the soles.

**golf glove**

Item that covers the hand to provide a better grip on the club; it is worn on one hand only (on the left hand for a right-handed person).

**golf cart**

Two-wheeled rack that is pulled by a handle to transport the golf bag along the course.

**electric golf cart**

Small motorized vehicle that is used by golfers to move from one hole to another along the golf course.

Sport that consists of performing freestyle acrobatics using a small, one-speed bicycle.

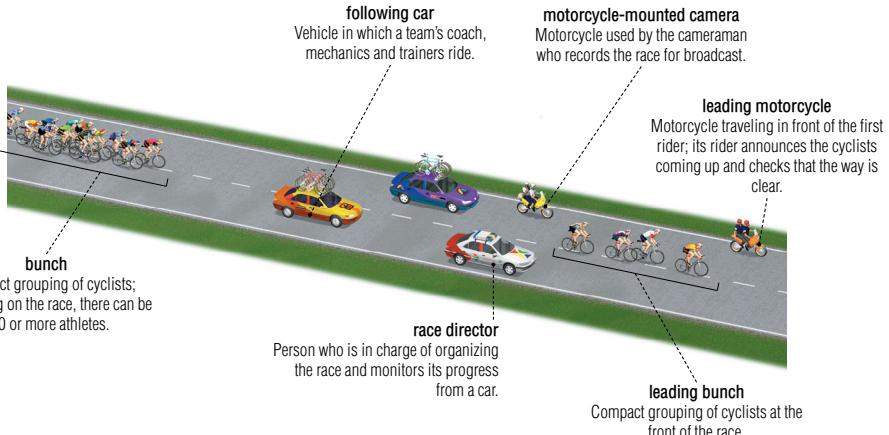


road racing

Sport that consists of racing a bicycle on a road for one day or in stages.

road cycling competition

Event that consists of riding a bicycle a given distance on a road as quickly as possible.



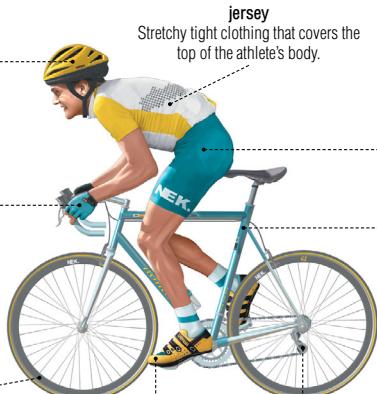
road-racing bicycle and cyclist

Road-racing bicycle: bicycle that is designed for speed; it has narrow tires, a lightweight frame and handlebars conducive to an aerodynamic position for the cyclist.

helmet
Hard piece of equipment designed to protect the head.

glove
Leather item that reduces vibration and protects the hand against impact.

wheel
Disk that turns around an axle at its center and enables the bicycle to move; its weight and shape influence the bike's performance.



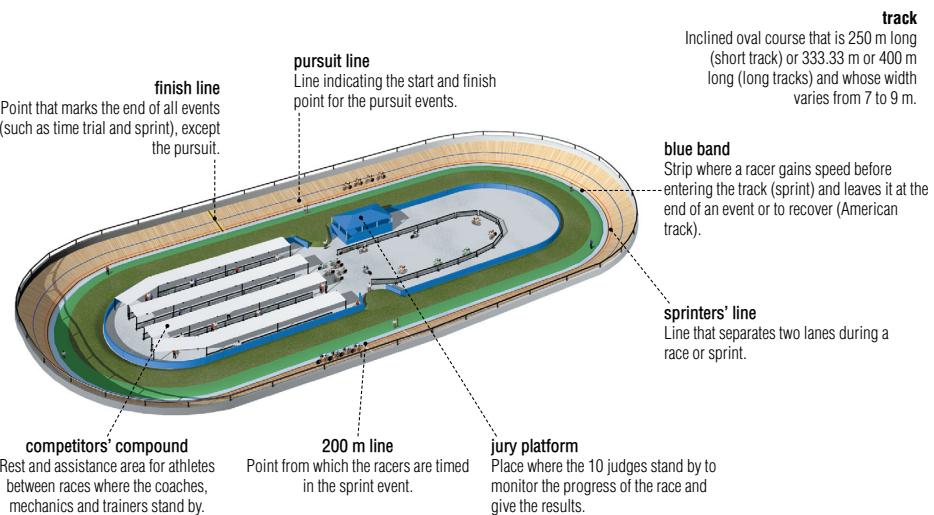
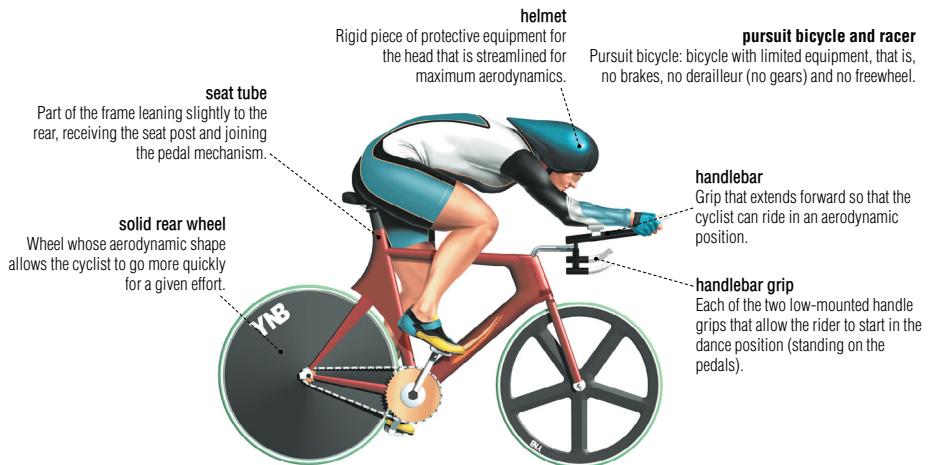
shoe
Shoe with notches in the sole that fit into a corresponding part on the pedal to keep the foot secure on the pedal.

derailleuer
Mechanism for changing the rear gears by lifting the chain from one gear wheel to another; it allows the cyclist to adapt to road conditions.

shorts
Tight clothing that covers the athlete's thighs to prevent them from rubbing against the seat.

frame
Bicycle structure made of aluminum or carbon fiber; it is rigid, lightweight and very sturdy.

Sport that consists of riding a bicycle on a closed track; the two types of track cycling events are speed and endurance.



mountain biking

Sport that consists of performing acrobatic exercises or racing offtrack (on a rough or steep course) on a bicycle.

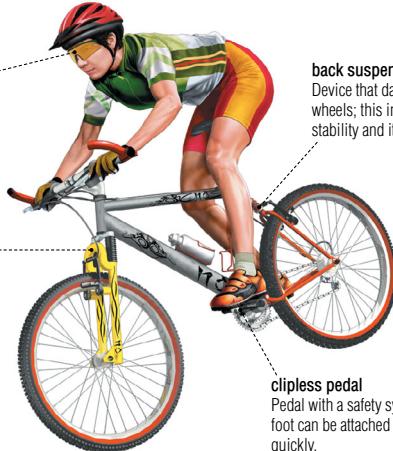
cross-country bicycle and cyclist

Cross-country bicycle: relatively small, sturdy bicycle designed for performing acrobatics and competing in competitions on rough terrain.

goggles
Eyewear with plastic lenses fitted in a frame with arms; it protects the eyes from flying mud, stones and insects.

front fork

Fork whose air/oil or elastomer suspension provides a controlled ride over rough terrain.



back suspension

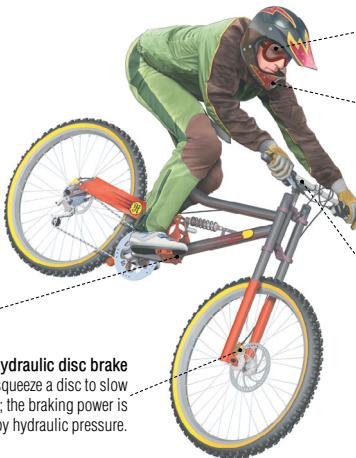
Device that dampens vibrations from the wheels; this increases the bicycle's stability and its grip on the trail.

downhill bicycle and cyclist

Downhill bicycle: small, very sturdy bicycle for racing on rough ground with steep hills and strewn with obstacles.

pedal with wide platform
Wide pedal providing good footing.

hydraulic disc brake
Brake with jaws that squeeze a disc to slow down the wheel; the braking power is produced by hydraulic pressure.



protective goggles

One-piece watertight eyewear that protects the eyes from flying mud, stones and insects.

chin strap

Part of the helmet that protects the cyclist's chin.

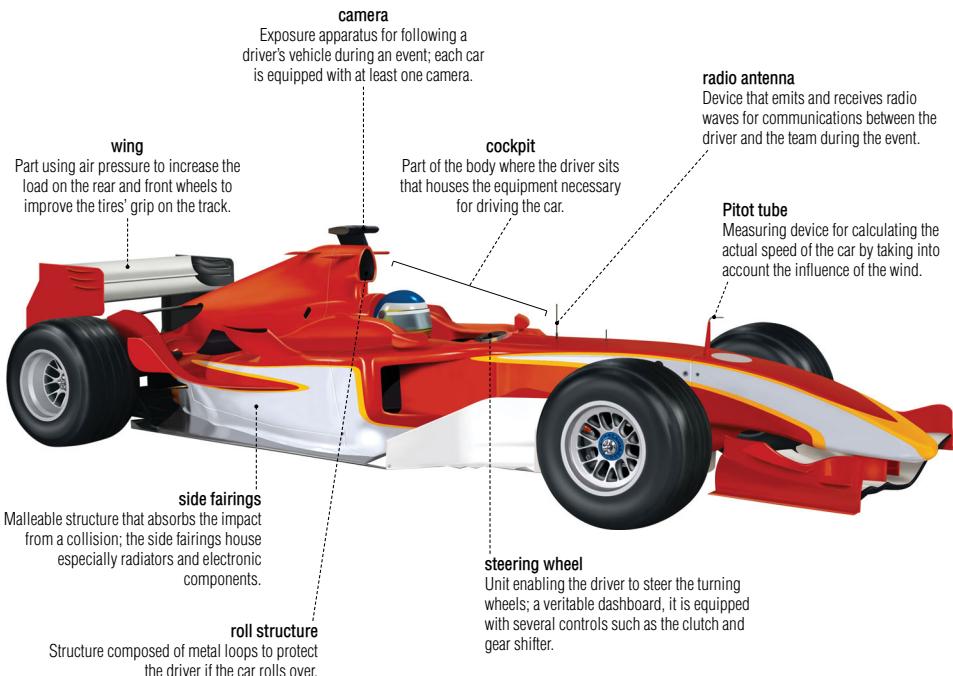
raised handlebar

Grip whose elevated position makes the bicycle easier to steer when going downhill.

Speed event in which competitors driving race cars must make a predetermined number of laps around a track.

formula 1 car

Single-seater for racing on a closed circuit that can reach speeds of 225 mph; formula 1 is very popular in Europe.



wet-weather tire

Molded tire used on a wet track to evacuate a large quantity of water. At 185 mph, it evacuates more than 6.5 gallons of water per second.



dry-weather tire

Grooved tire providing a good grip on a dry track.

car racing

driver

Athlete who drives in a car race.

undergarment
Clothing made of fireproof material that is worn under the suit; the undergarment and the driving suit must cover the neck, wrists and ankles.

crash helmet
Hard piece of equipment designed to protect the head.

circuit

Driving surface of various lengths for race cars; the driver completes as many laps as necessary to accumulate 190 mi during a Grand Prix.

**balacalva**

Cap made of fireproof material that covers the head and neck and leaves the face uncovered.

flame-resistant driving suit

Molded one-piece outfit that is made of fireproof material; it protects the driver from serious burns for several seconds.

shoe

Fire-resistant shoe that covers the entire foot and ankle.

gravel bed

Clear space located especially at curves where a car can slow down in case of a skid or spin.

track

Closed course of a car race alternating between straight lines and more or less tight curves.

curb

Concrete structure at the beginning and end of curves; it provides a visual landmark and delimits the track.

tire barrier

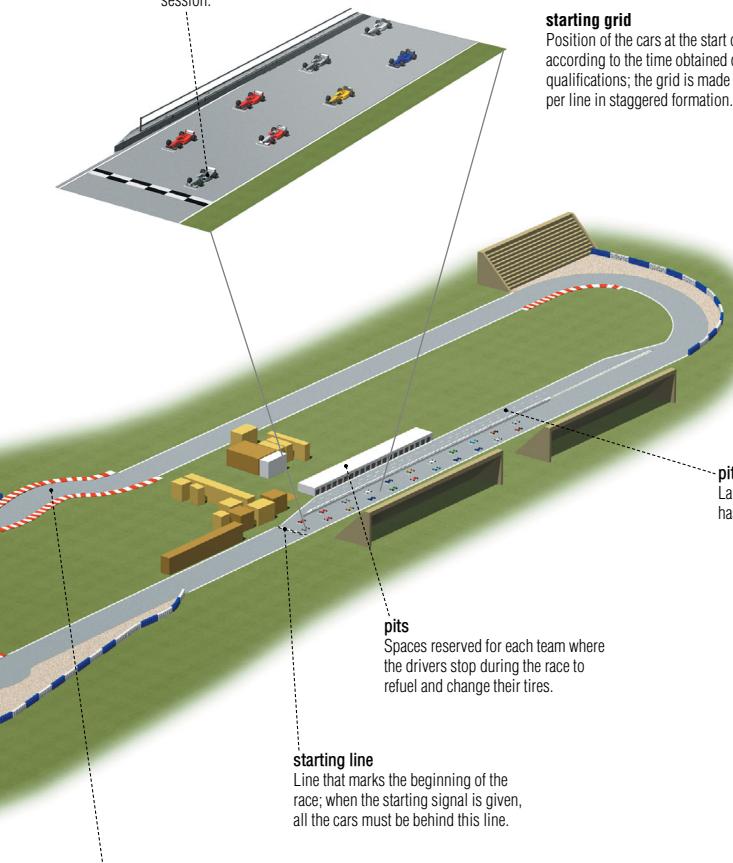
Security device for absorbing impact in case of collision or if cars leave the track.

pole position

First position at the starting grid that is obtained by the driver who earned the best time during the qualification session.

starting grid

Position of the cars at the start of the race according to the time obtained during qualifications; the grid is made up of two cars per line in staggered formation.

**chicane**

Succession of small tight curves designed to break up a straight fast portion of a circuit; it forces drivers to slow down.

starting line

Line that marks the beginning of the race; when the starting signal is given, all the cars must be behind this line.

**checkered flag**

Black-and-white checkered flag that signals the end of a race or trial session.

motorcycling

Competitions involving motorcycles whose engine cylinder size is larger than 125 cubic centimeters.

supercross circuit

Sometimes covered, man-made track that is composed of earth or a mixture of sand and clay; it is strewn with obstacles and bumps to incite jumps.

obstacles

Elements, such as bumps, spines and bridges, that the racers must clear during an event.

triple jump

Obstacle made up of three bumps in a row that the racer must clear in one jump; the motorcycle must land on the far incline of the third bump.

multiple jumps

Series of several bumps that the racer clears in a single jump, as opposed to clearing each jump separately.

start area

The starting line must be wide enough to accommodate the racers lined up abreast; each one needs a breadth of 3.3 ft.

bump

Rounded protrusion on the circuit that constitutes an obstacle for the racers.

spine

High bump enabling the racers to perform spectacular jumps.

marshall

One of the officials along the track who warn the competitors of potential danger by means of yellow flags.

bridge

Humped structure that constitutes an obstacle for the racers.

riders

Racers participating in a motorcycling event.

markers

Long ribbons on the sides of the track that delimit a safety zone for the racers and spectators.

straw bales

Protective barriers placed at the curves to absorb impact in the event a racer skids out.

starting gate

Transversal device that serves as the motorcycles' starting point; it folds up or down so that the racers can push off.

motocross and supercross motorcycle

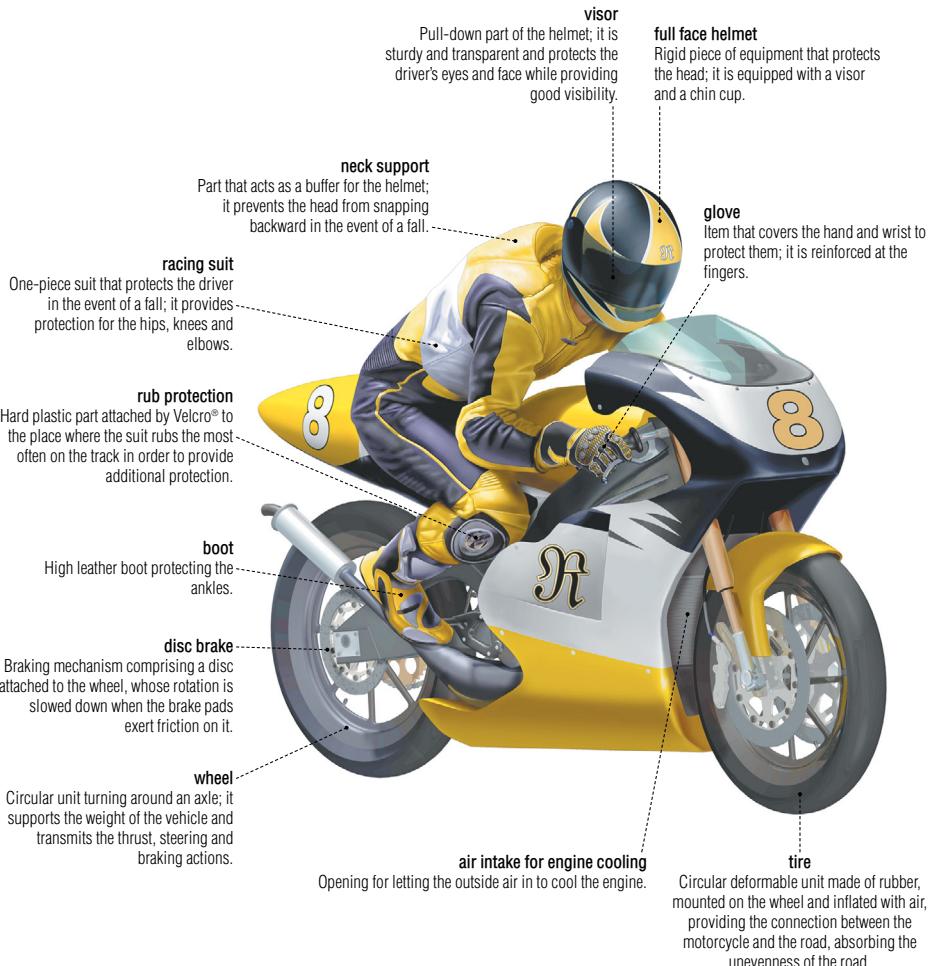
Slim lightweight motorcycle for racing on a closed rough circuit with uneven ground, bumps and hillocks.



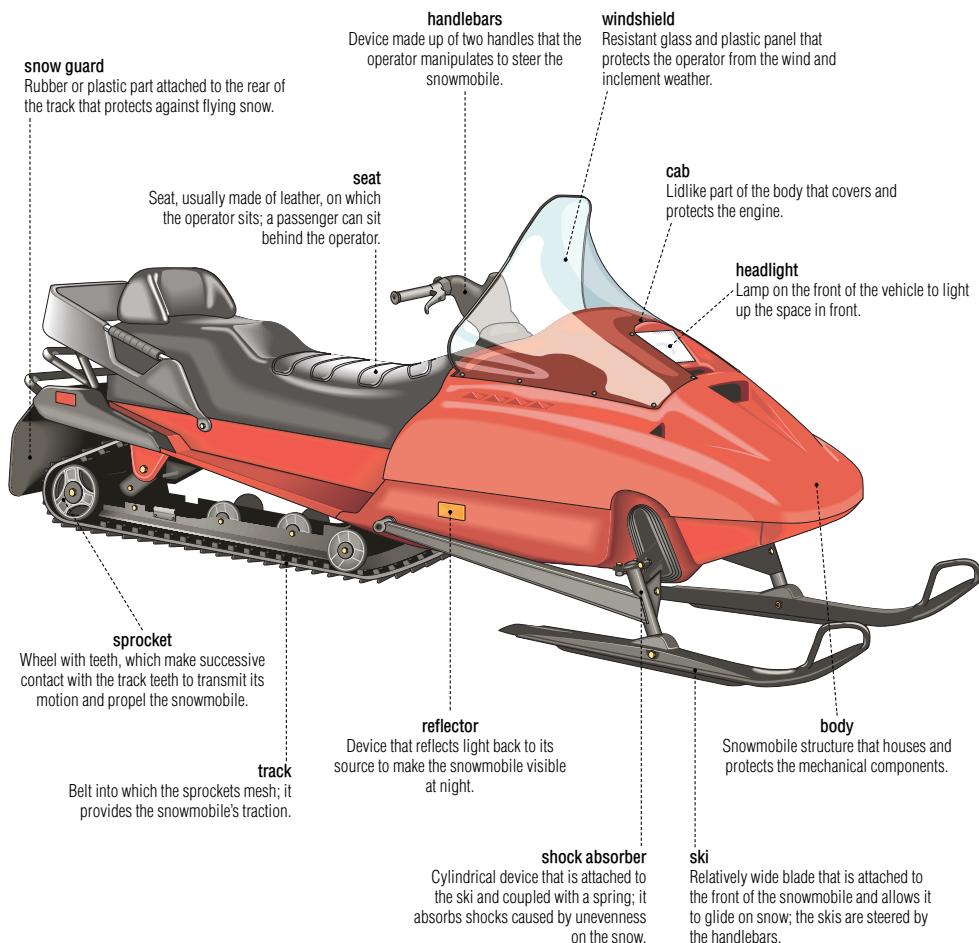
motorcycling

speed grand prix motorcycle and rider

Speed grand prix: streamlined motorcycle designed to race on a usually flat, closed road circuit; it can reach speeds of 200 mph.

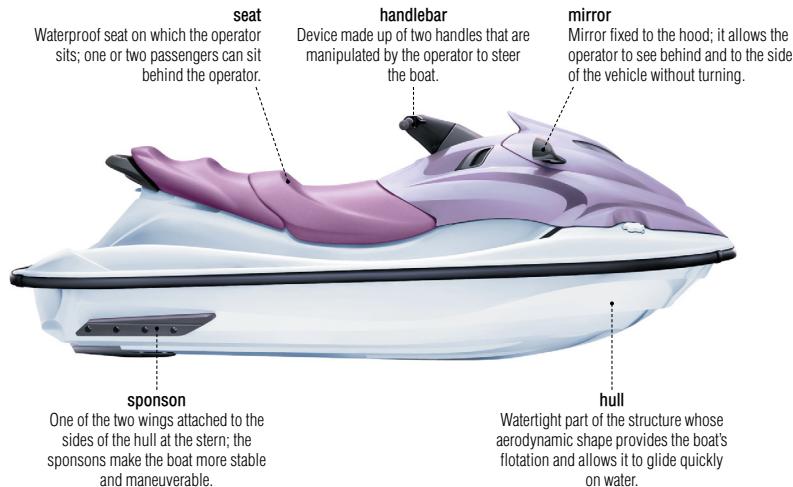


Motorized vehicle with a track and skis for moving rapidly on snow; some snowmobiles reach speeds of 125 mph.



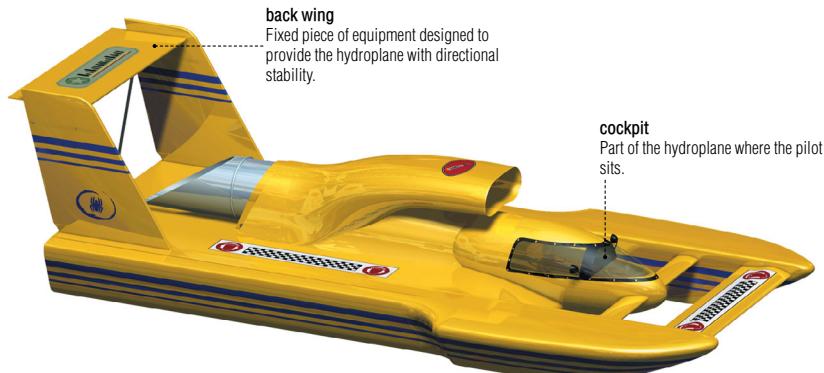
personal watercraft

Motorized boat that moves quickly on water (about 65 mph); it is propelled by a turbine that sucks in water in front of it and shoots it out behind.



hydroplane

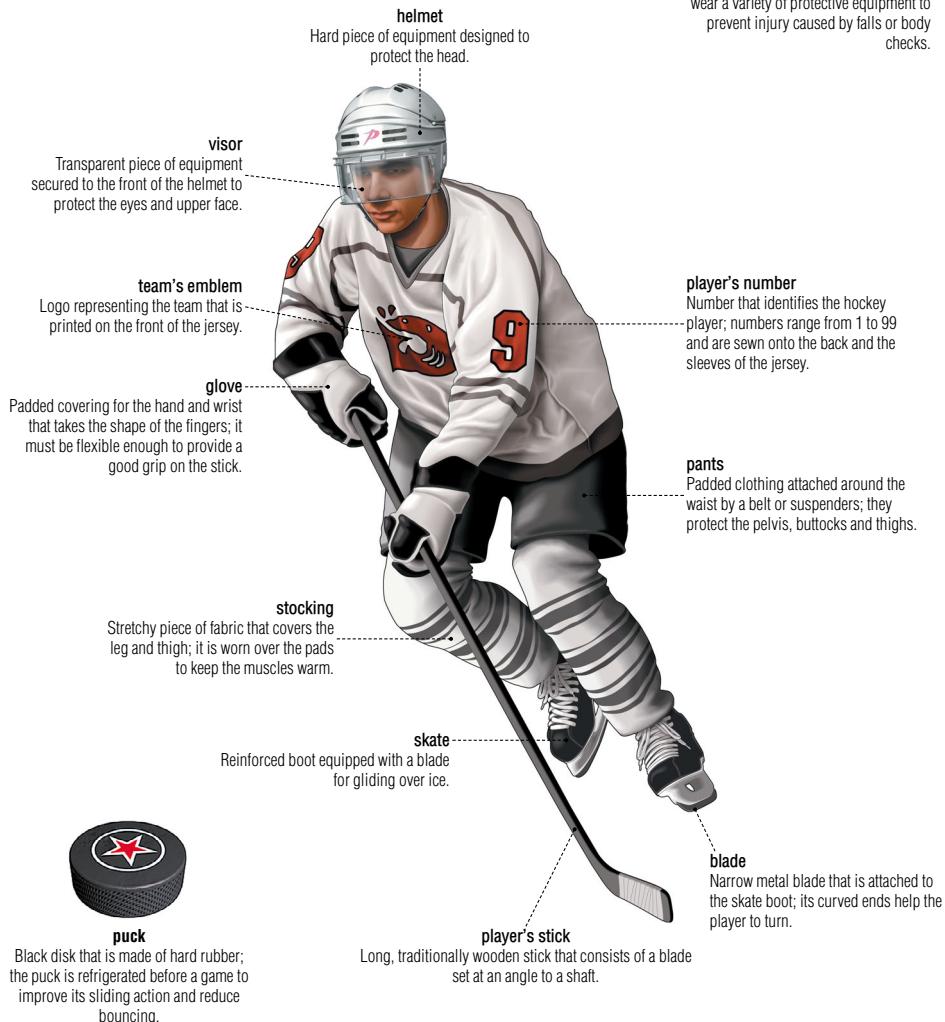
Racing boat that runs on a cushion of air and reaches a maximum speed of 190 mi/h.



Sport that is played on an ice rink with two opposing teams of six players; goals are scored by using a stick to put a puck in the opposing net.

ice hockey player

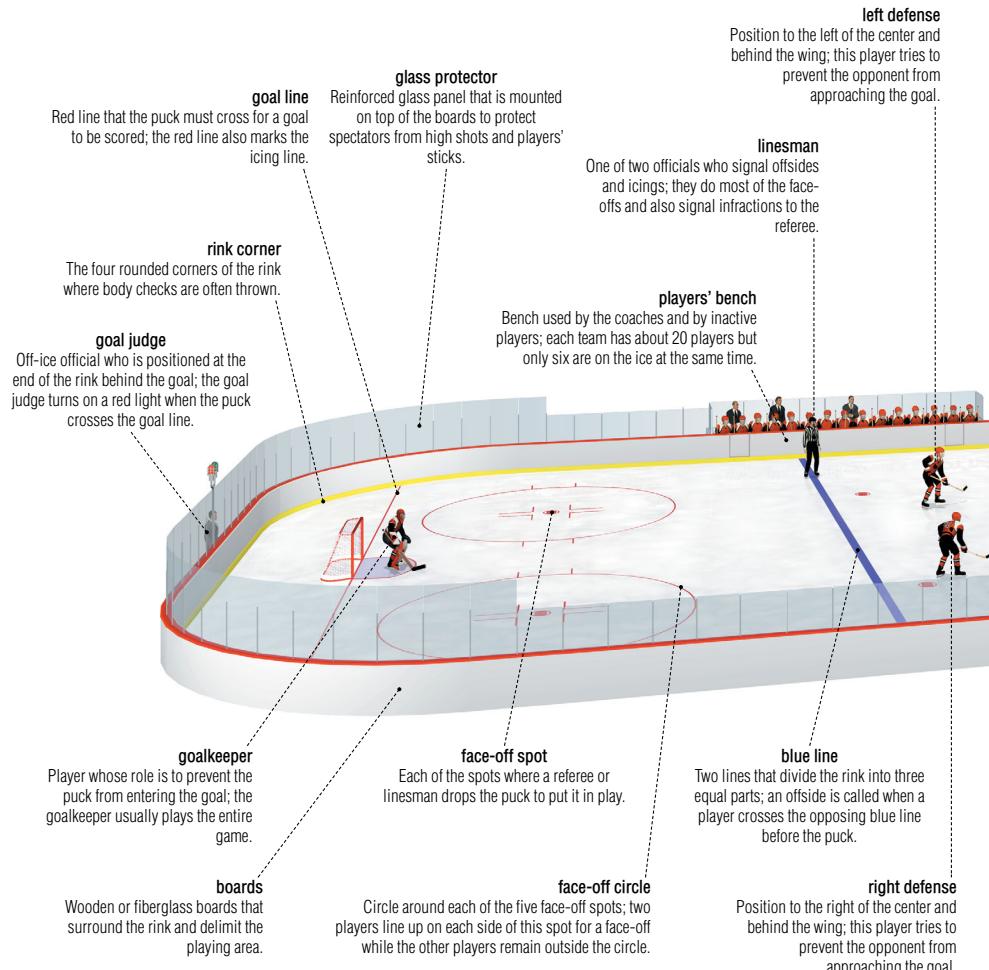
Member of an ice hockey team; players wear a variety of protective equipment to prevent injury caused by falls or body checks.



ice hockey

rink

Ice surface on which a hockey game is played; a game consists of three 20-minute periods with two 15-minute intermissions.



left wing

Offensive position to the left of the center; this player's role is to score goals and to check the opposing left wing.

referee

Official who is responsible for applying the rules; the referee, who wears a red armband, officiates and drops the puck for face-offs at the start of a period.

coach

The team's leader; the coach plots strategy and decides who plays in different situations.

neutral zone

Area between the two blue lines where player changes are made and where various offensive and defensive strategies are initiated.

goal crease

Semicircle reserved for the goalkeeper; the referee disallows a goal if a player interferes with the goalkeeper inside the goal crease.

goal

Cage formed of netting mounted on a metal frame; a team scores a goal each time it lodges the puck inside the opposing goal.

goal lights

The red light signals a goal while the green light, which is connected to the official time clock, signals a stoppage in play or the end of a period.

right wing

Offensive position to the right of the center; this player's role is to score goals and to check the opposing right wing.

center face-off circle

Circle in the middle of the rink; face-offs are held in the center circle at the start of a period and after a goal.

center line

Line that divides the rink into two zones, one for each team; teams change zones after each period.

penalty bench

Bench reserved for penalized players; penalties vary between two and 10 minutes, depending on the seriousness of the infraction.

officials' bench

Bench reserved for some of the off-ice officials (timekeeper and penalty keeper, scorer, announcer).

center

Player who usually takes the face-offs; a key player on a team, the center plays an offensive and a defensive role.

curling

Sport with two opposing teams of four players who slide stones over an ice surface in the direction of a target.

sheet

Ice surface on which a match is played; when an end is complete, the next end starts from the opposite end of the sheet.

umpire

Official who is responsible for applying the rules; in particular, the umpire rules on the correctness of throws and determines the distance between the stones and the tee.

skip

Player who leads the team and determines strategy; the skip is usually the last to throw in an end.

outer circle

Circle forming the outer limit of the house.

back line

Line at the back of the house that marks the boundary of the playing area; a stone that crosses this line is removed from play.

hack

Rubber foothold at each end of the sheet that the thrower uses to push off.

curler

Curling player who throws two stones in each of the 10 ends that make up a match.

lateral line
Band or line that delimits the sides of the sheet; a stone that strikes the lateral line is removed from play.

vice-skip

Player who assists the skip in devising playing tactics; the vice-skip usually throws third in an end.

second

Second player to throw stones in an end.

lead

First player to throw stones in an end.

sheet

Surface of the ice; it is watered regularly with fine droplets to reduce friction between the ice and the stone.

hog line

Line at the front of the house that marks the boundary of the playing area; the stones must be released before this line and must cross the opposite hog line to remain in play.

tee line

Line across the center of the house; behind this line, players are allowed to brush in front of an opponent's stone in an effort to make it overshoot the house.

tee
Circle forming the center of the house; once all the stones are thrown, the team with the stone closest to the tee wins the end.

inner circle

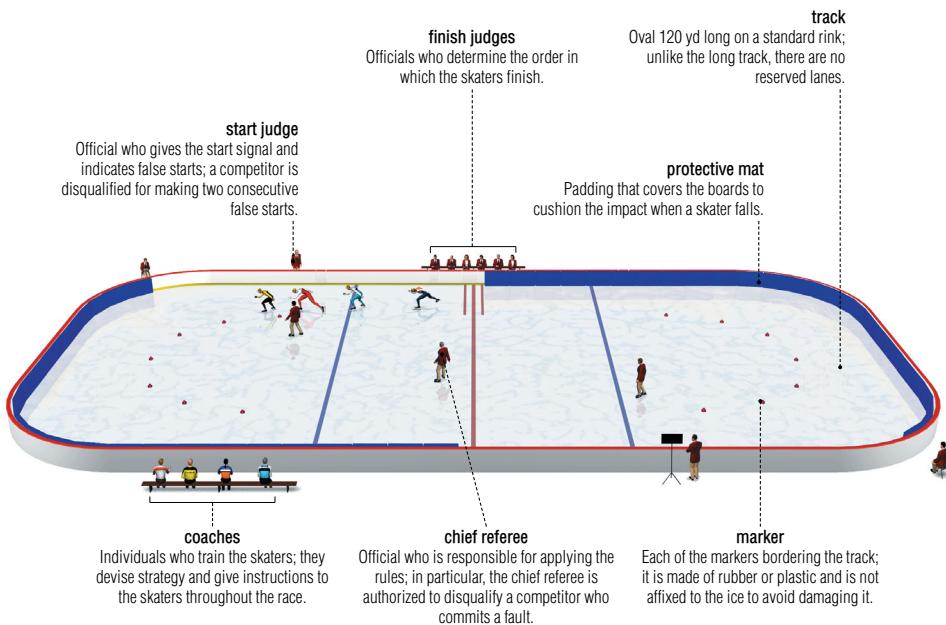
Circle surrounding the tee.

speed skating

Race on ice between individuals or teams held on a long or short track.

short track

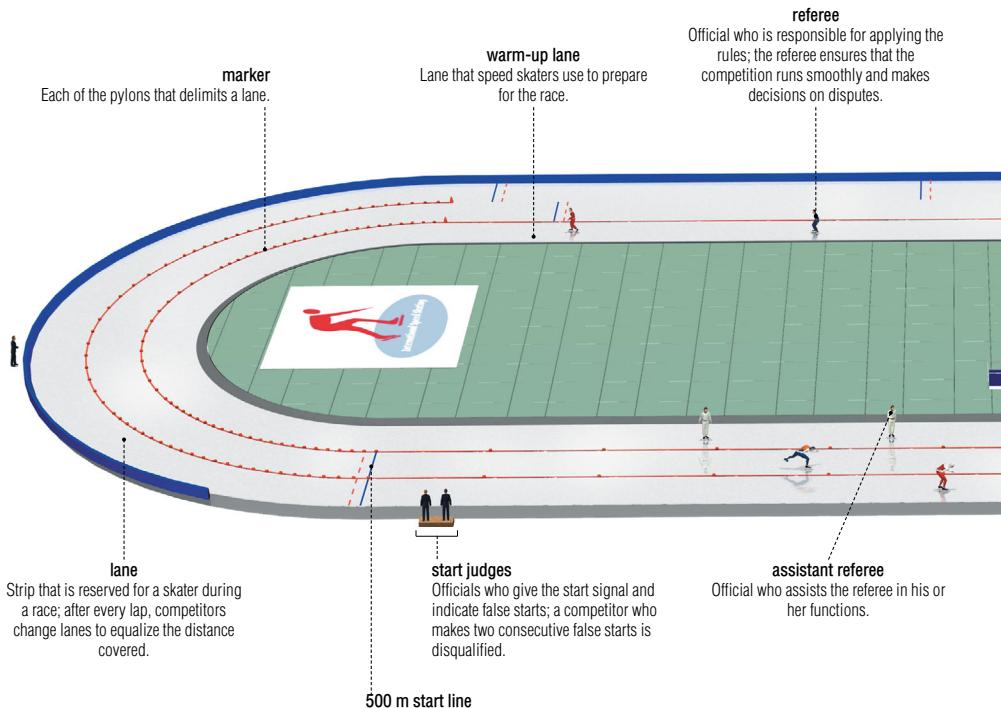
Four to six skaters who race against one another; the skater who finishes with the fastest time wins the race.

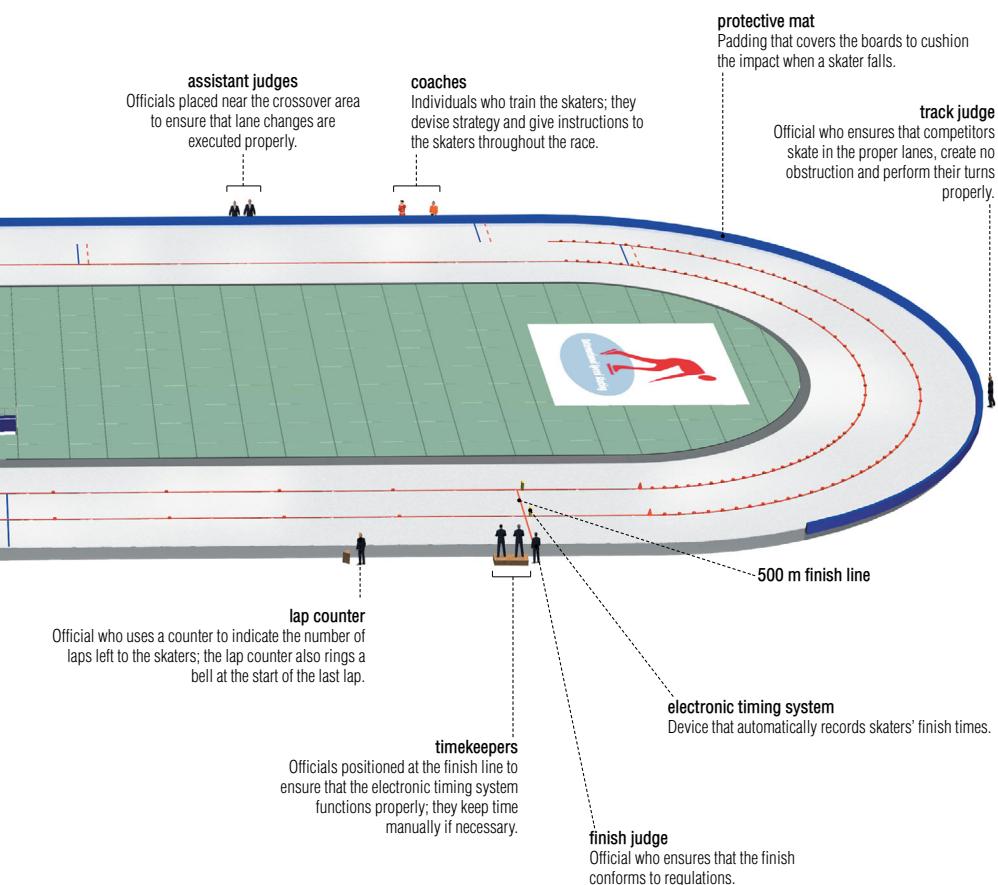


speed skating

long track

Two competitors occupy specific lanes; they take off simultaneously and skate against a clock on an oval track 400 m long.





speed skating

skater: short track

Because of the high risk of falling and the close proximity of competitors, short-track speed skaters wear protection on vulnerable parts of the body.

helmet
Hard piece of equipment designed to protect the head.

**glove**

Covering for the hand and wrist that reduces the risk of injury, especially on turns where the skater places a hand on the ice.

**knee pad**

Piece of equipment made of hard molded plastic that protects the knee.

**throat protector**

Nylon neck guard that is worn under the racing suit to protect the skater's neck and throat.

**shin guard**

Piece of equipment that consists of hard molded plastic to protect the skater's legs.

skater: long track

The long-track speed skater wears an aerodynamic racing suit with a hood and an armband; competitors on inside and outside lanes wear different colors.

**racing suit**

Skintight one-piece garment that reduces air resistance; short-track speed skaters wear a similar racing suit but one without a hood.

**short track skate**

Skate with a blade that is curved in the direction of the turn and offset to the left for better cornering at high speed.

**clapskate**

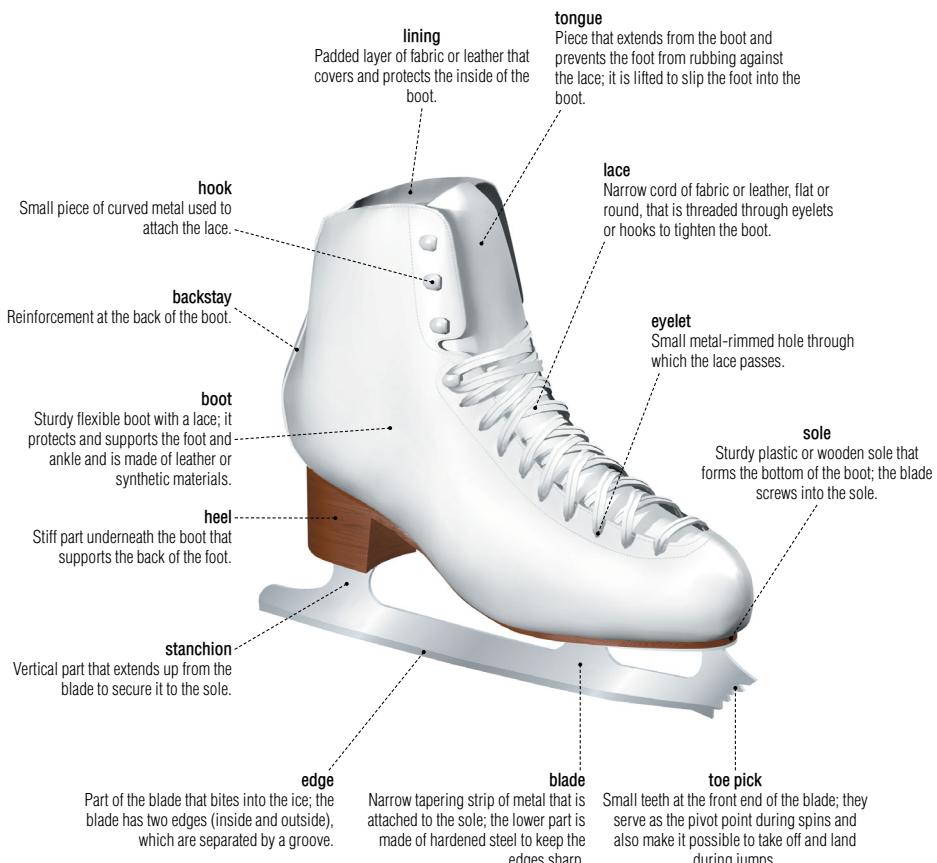
Long-track skate with a blade that detaches from the heel; it provides longer contact with the ice to improve thrust.

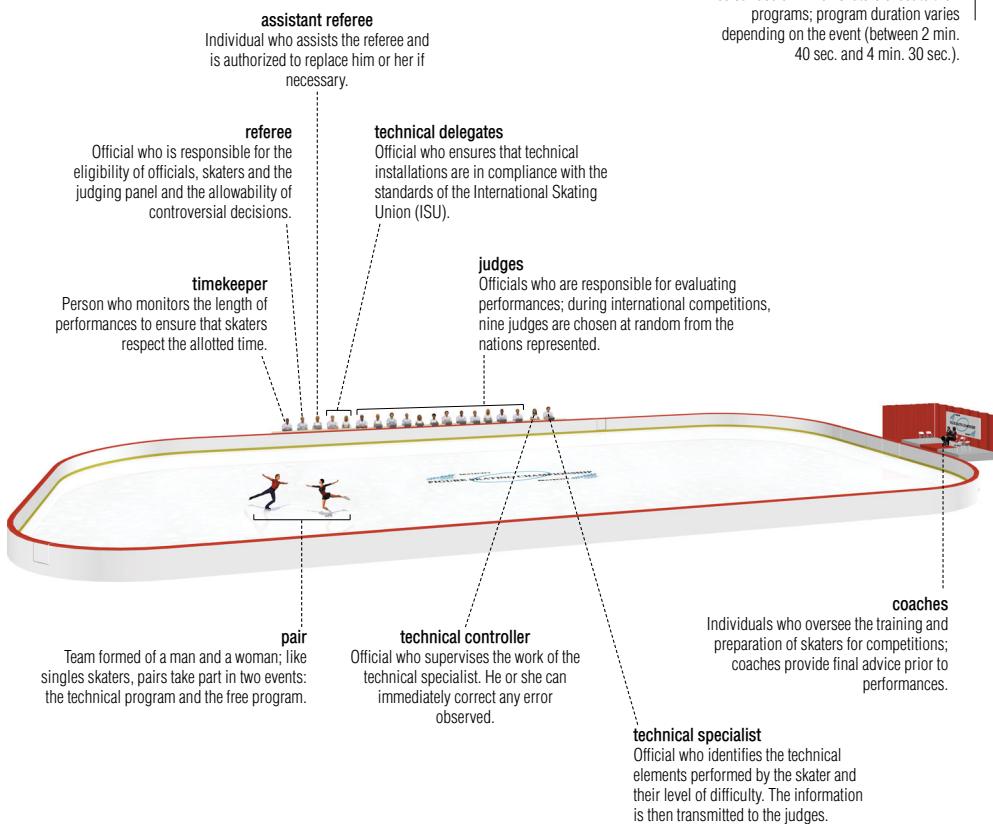
figure skating

Sport that consists of executing jumps, spins and figures while skating to music; it includes singles skating, pairs skating and ice dancing.

figure skate

Reinforced boot with a blade that makes it possible to glide over the ice; figure skating is hard on the ankles so the skate provides maximum ankle support.





dance blade
Blade whose heel is shorter and whose toe picks are less pronounced to facilitate the execution of complex movements and to prevent the toe picks from catching.



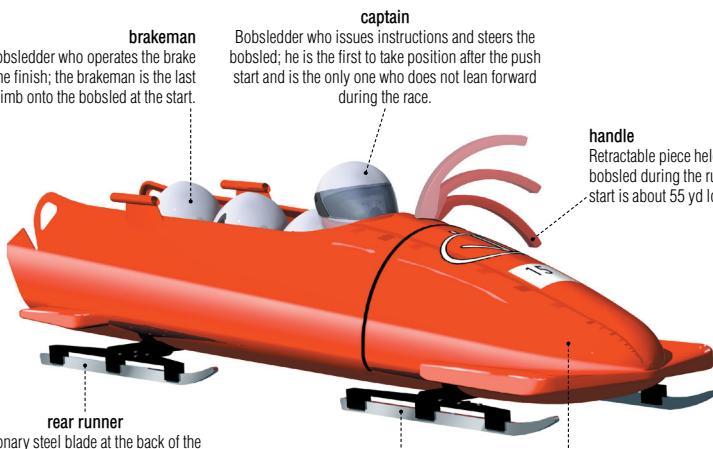
free skating blade
Blade with toe picks that facilitate the execution of jumps and spins; its curvature is more pronounced than that of the dance blade.

bobsled

Sport that consists of racing down an icy track on a two- or four-person bobsled; bobsleds reach speeds of over 85 mph.

four-person bobsled

Bobsled: vehicle on runners that has steering and braking systems; the four-person bobsled team includes a captain, two crewmen and a brakeman.



rear runner
Stationary steel blade at the back of the bobsled that enables it to slide over the ice.

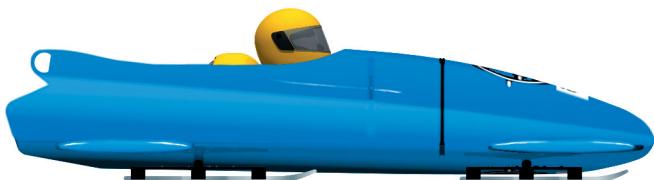
front runner
Movable steel blade at the front of the bobsled that enables it to slide over the ice; the front runners are connected to the steering system.

handle
Retractable piece held to push the bobsled during the running start; this start is about 55 yd long.

shell
Aerodynamic compartment that is usually made of fiberglass; a crew whose weight is less than the allowable limit can carry extra weight.

two-person bobsled

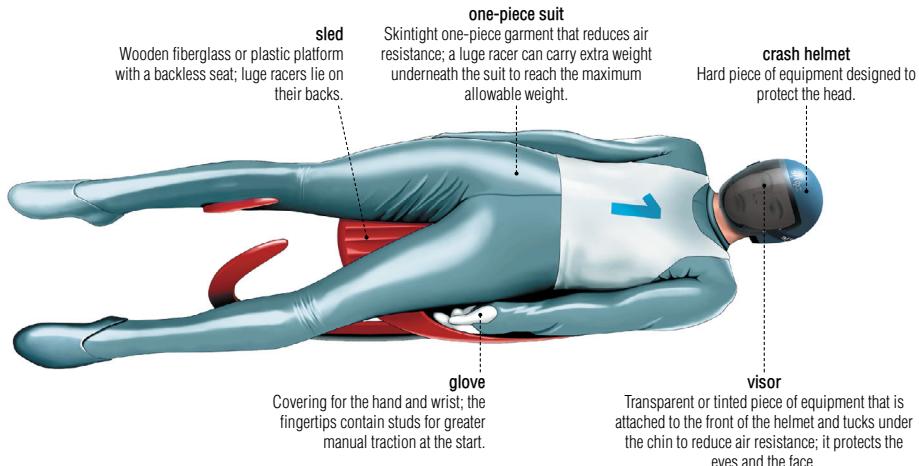
Bobsled designed for a crew of two (a captain and a brakeman); it is shorter and lighter than the four-person bobsled.



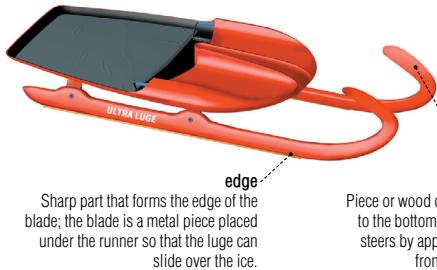
Speed sport that consists of racing down an icy track on a singles or doubles luge; luge racers lie on their backs with their feet forward and reach speeds of 90 mph.

luge racer

Athlete who practices luge; the luge racer starts a race in a seated position, then uses the runners to generate momentum and the hands to accelerate before lying down.

**singles luge**

Luge designed for a single racer; it is shorter and lighter than the doubles luge.

**doubles luge**

Luge designed for two racers; the luge racer on top (the heavier of the two to improve aerodynamics) is held in place by a strap.

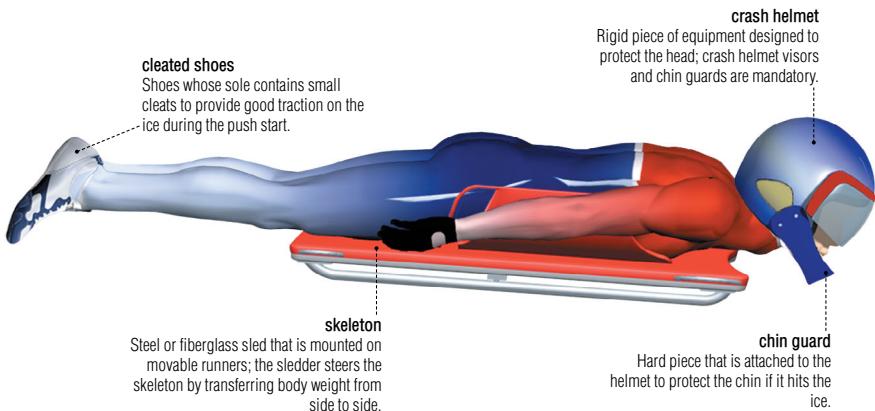


skeleton

Sport that consists of racing down an icy track on a skeleton, which can reach speeds of 85 mph; sledgers lie head forward on their stomachs.

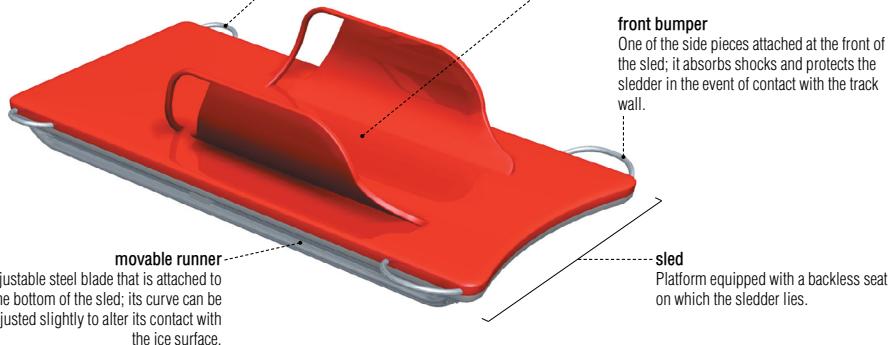
sledder

Athlete who practices the skeleton. The sledder wears an aerodynamic suit; extra protection may be worn on the elbow and other vulnerable areas.



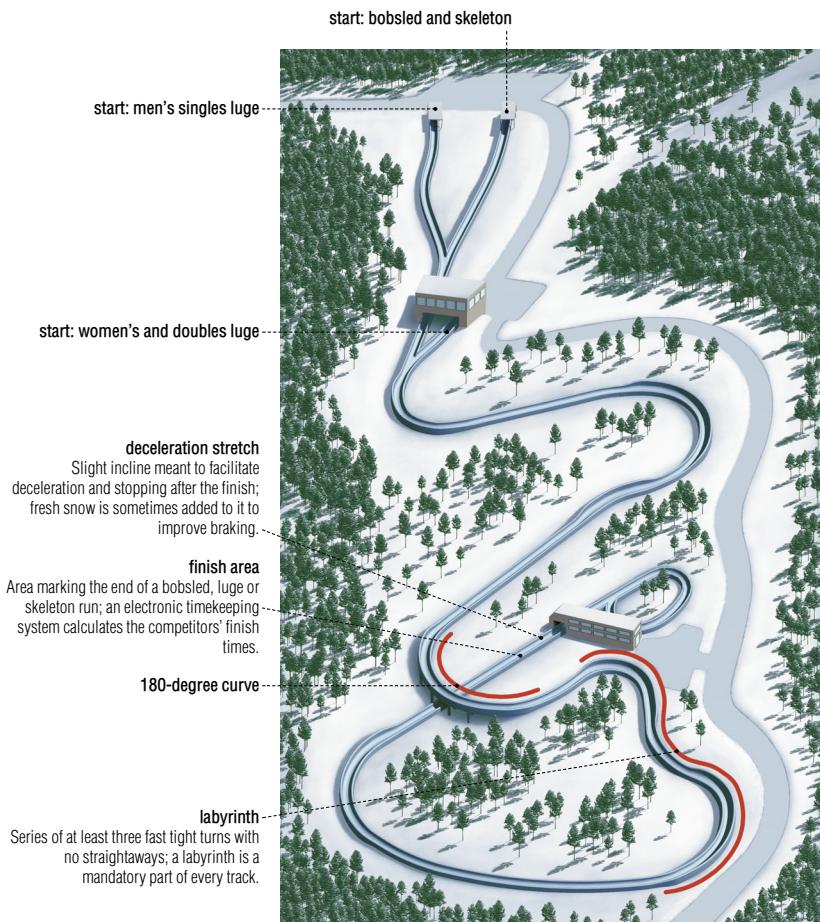
skeleton

Steel or fiberglass sled that is mounted on two movable runners; the sledder pushes the sled at the start and then lies down on it for the descent.



Adjustable steel blade that is attached to the bottom of the sled; its curve can be adjusted slightly to alter its contact with the ice surface.

Concrete structure that is covered with an artificial sheet of ice; bobsled, luge and skeleton races are held on it.



snowboarding

Sport that consists of sliding over a snow-covered surface on a board fitted with foot bindings; the snowboard is steered by bending the knees.

snowboarder

Athlete who practices snowboarding; the snowboarder usually specializes in one particular discipline.

helmet

Rigid piece of equipment that is designed to protect the head; helmets are mandatory for racing.

coveralls

Skintight one-piece garment that reduces air resistance.

goggles

Equipment that protects the eyes against the Sun's rays and the elements; the filtered lenses optimize depth perception.

glove

Covering for the hand and wrist that protects them against the cold and snow in the event of a fall.

shin guard

Piece of equipment made of hard molded plastic that protects the snowboarder's legs.

snowboard

Board with foot bindings that is designed for sliding over snow-covered surfaces.

**flexible boot**

Flexible boot that is designed for freestyle and all-terrain snowboarding; it allows the snowboarder to perform a broad range of movements and figures.

**hard boot**

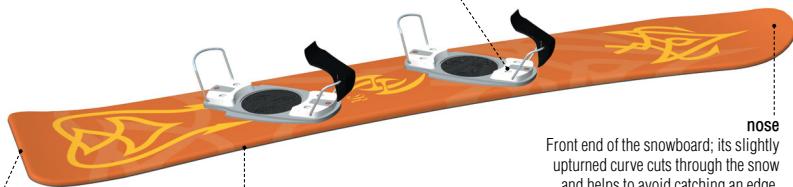
Boot used for alpine events; it provides firm support and makes it possible to immediately transfer body movement to the board.

soft binding
Binding used with flexible boots; the soft binding has straps to secure the foot and padded ankle supports.

**freestyle snowboard**

Wide flexible snowboard used for figures; the nose and tail are identical so that the snowboarder can take off and land in both directions.

plate binding
Binding used with hard boots; it has a metal toepiece that keeps the boot firmly in place to provide maximum stability.



tail
Back end of the snowboard; unlike the tail of the freestyle snowboard, the alpine snowboard tail is not designed for going backward.

edge
Metal edge along the sole of the snowboard; the edge digs into the snow and makes turning possible.

alpine snowboard
Long narrow rigid snowboard that is designed to reach high speeds.

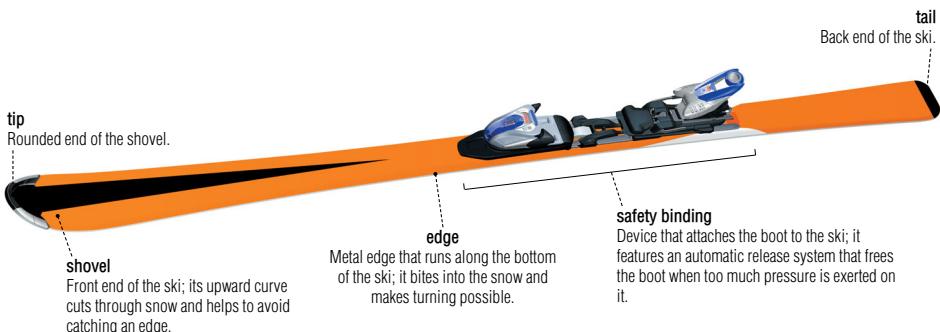
nose
Front end of the snowboard; its slightly upturned curve cuts through the snow and helps to avoid catching an edge.

alpine skiing

Sport that consists of racing on alpine skis down a snow-covered slope with a medium or steep drop.

ski

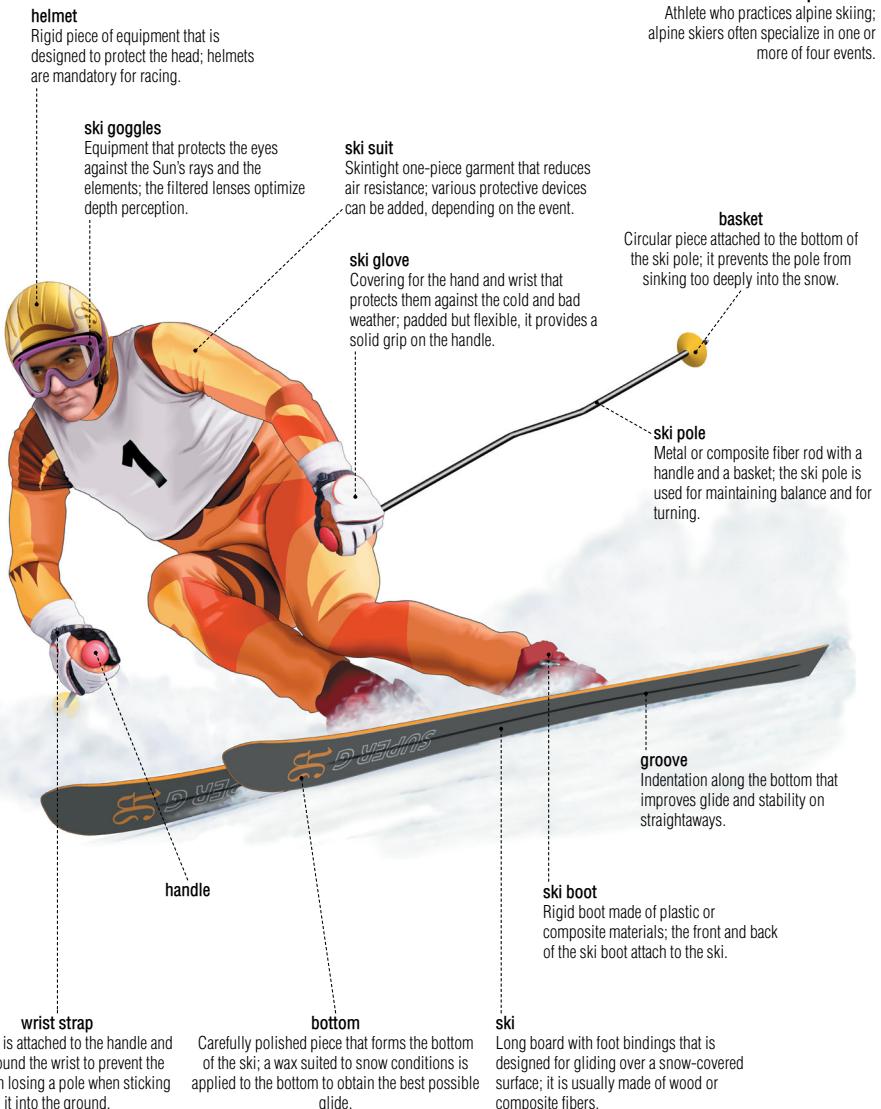
Long board with foot bindings that is designed for gliding over a snow-covered surface; it is usually made of wood or composite fibers.



ski boot

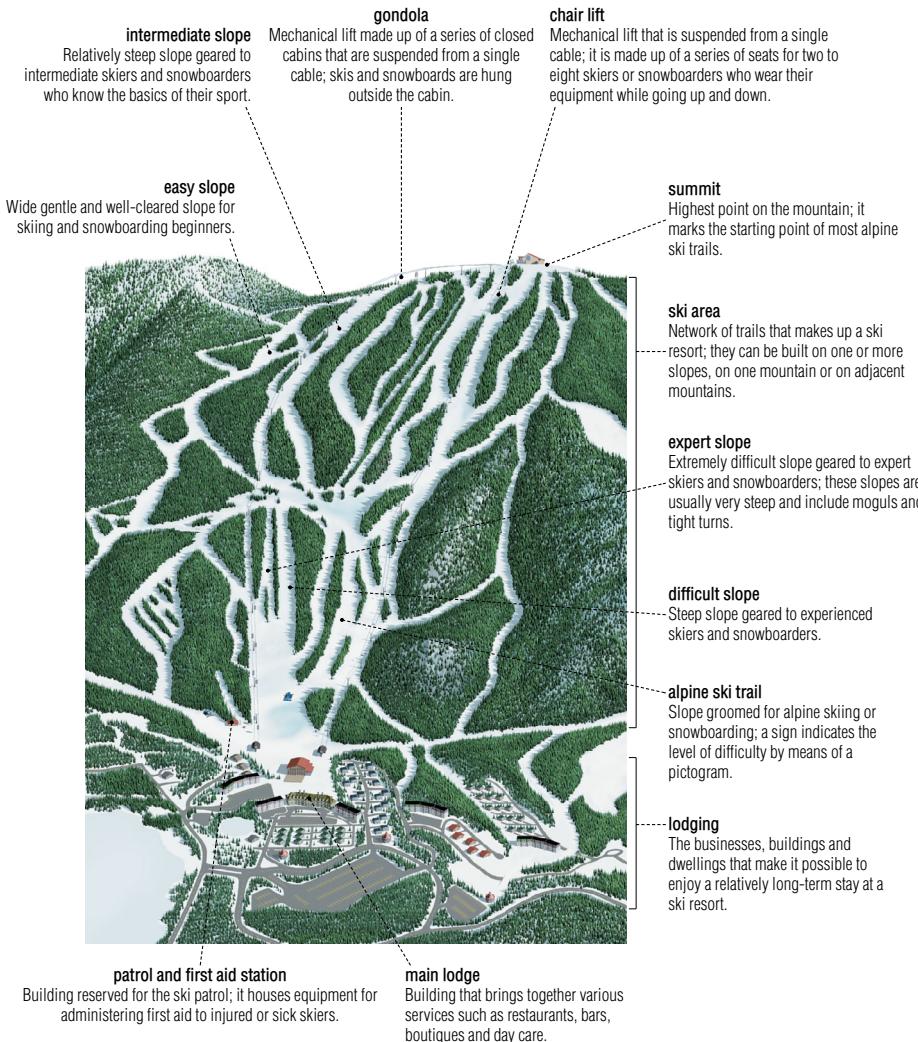
Rigid boot made of plastic or composite materials; the front and back of the ski boot attach to the ski.





ski resort

Resort area with the facilities required for skiing and snowboarding; it also lodges skiers and snowboarders.

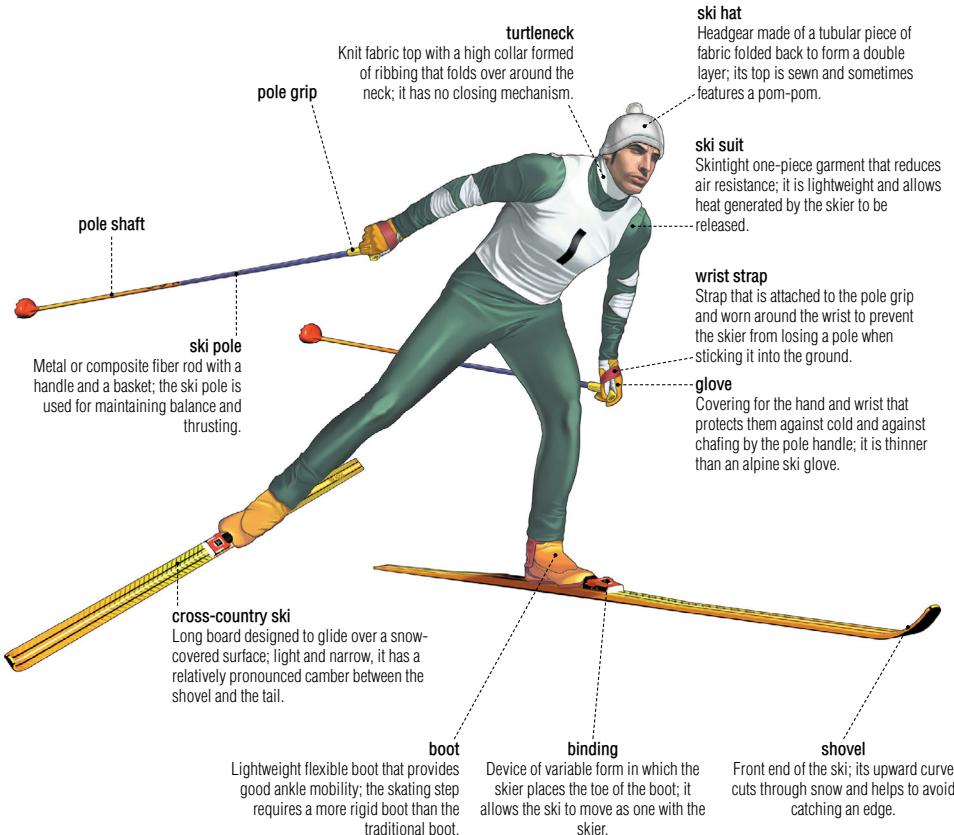


cross-country skiing

Sport that consists of skiing over snow-covered surfaces on gently sloping terrain using a variety of techniques (skating step, diagonal step).

cross-country skier

Athlete who practices cross-country skiing; this athlete takes part in various individual (classic, freestyle, pursuit, sprint) and team (relay) events.



cross-country skiing

cross-country ski

Long board designed to glide over a snow-covered surface; light and narrow, it has a relatively pronounced camber between the shovel and the tail.

ski tip

Rounded end of the shovel.

shovel

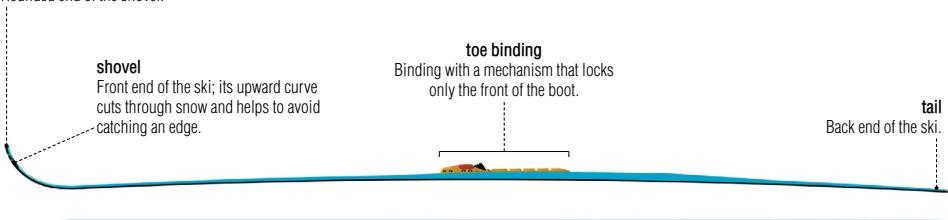
Front end of the ski; its upward curve cuts through snow and helps to avoid catching an edge.

toe binding

Binding with a mechanism that locks only the front of the boot.

tail

Back end of the ski.

**waxing kit**

Kit that contains a number of waxes suited to a variety of snow conditions and the accessories used to apply or remove them.

wax
Substance applied to the bottom of the skis; waxes include glide wax, which reduces friction on snow, and kick wax, which improves traction.

cork

Piece of cork used to spread an even layer of wax onto the bottom.

scraper

Blade used to remove kick wax or smooth the ski bottom after applying glide wax.

skating step

Technique that allows the cross-country skier to drive forward by pushing to the side like a skater; it is faster than the diagonal step.

skating kick

Side kick executed by leaning on the inside of one ski while keeping the body weight on the other ski.

gliding phase

Transition phase between two pushes; the skier returns the take-off leg to its initial position while moving the support ski forward.

**diagonal step**

Classic cross-country skiing technique; the skis remain parallel except in sharp turns or steep climbs.

pushing phase

Thrusting movement that begins by quickly pushing the take-off leg backwards; the skier alternates this movement from one leg to the other.

gliding phase

Transition phase between two pushes; the skier returns the take-off leg to its initial position while moving the support ski forward.

pushing phase

Rapid repetition of the pushing phase increases the skier's speed.

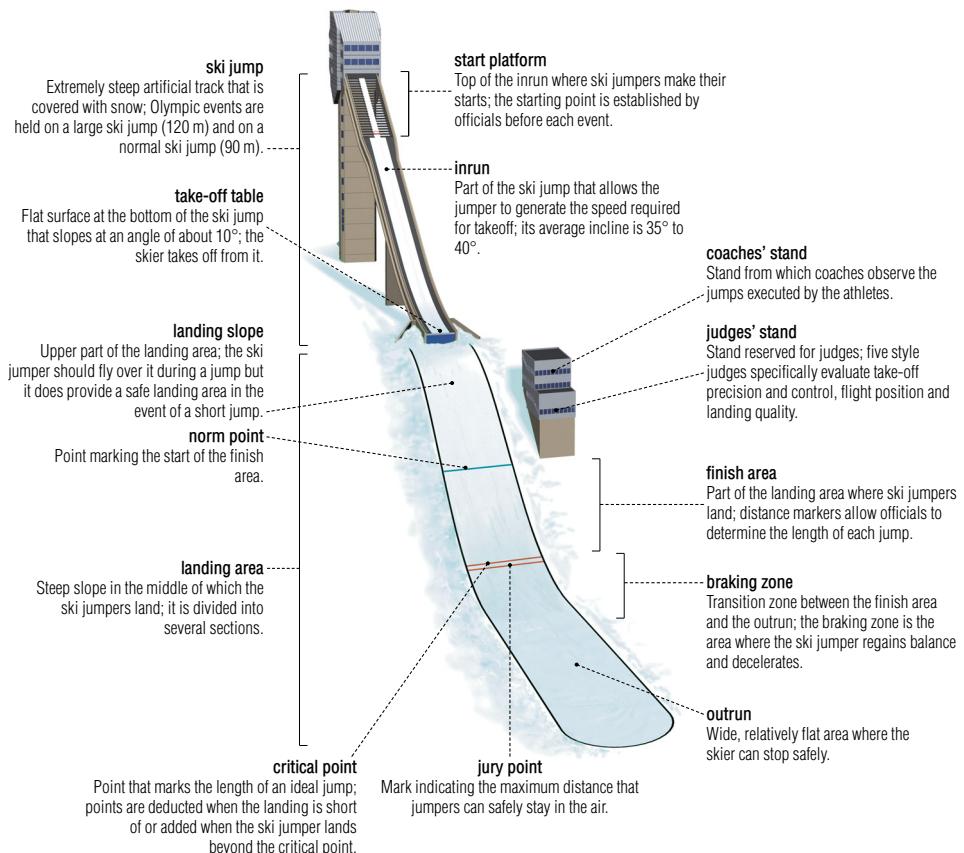


ski jumping

Sport that consists of covering the greatest possible distance in the air after jumping off a ski jump; the jumper's style is marked by judges.

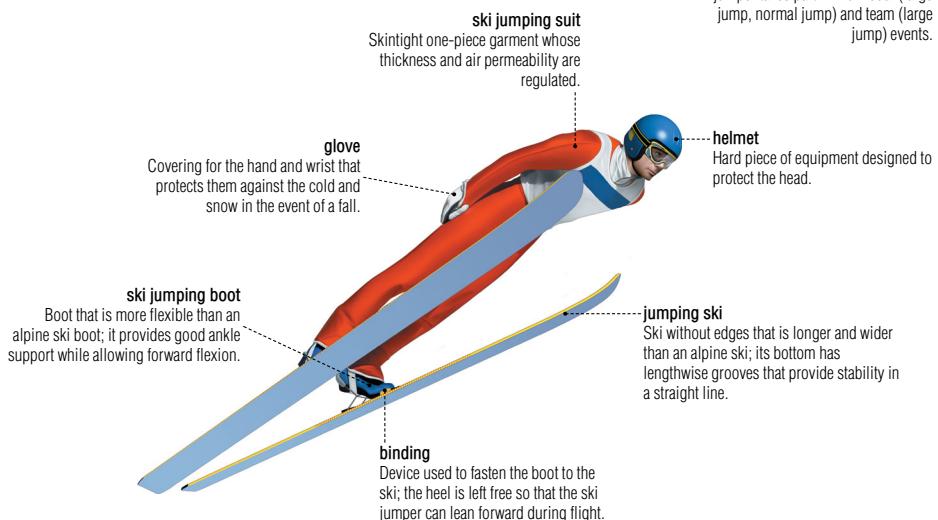
track

During a ski jumping event, each competitor executes two jumps and points are awarded for style and distance.



ski jumper

Athlete who practices ski jumping; the ski jumper takes part in individual (large jump, normal jump) and team (large jump) events.

**jumping technique**

The jump lasts five to eight seconds and involves four stages, each of which requires a specific technique.

**inrun**

The ski jumper descends the inrun in a tuck position, reaching speeds of over 50 mph.

**flight**

The ski jumper leans forward to improve aerodynamics and places the skis in a V position to promote lift and prolong flight.

**take-off**

On reaching the end of the take-off table, the ski jumper quickly straightens up and stretches forward to obtain maximum lift.

**landing**

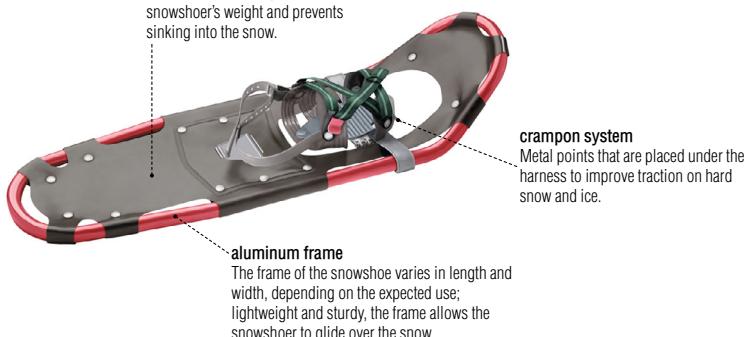
The landing is made in telemark position, with one leg placed slightly ahead of the other; this distributes landing impact throughout the entire body.

Snowshoes

Wide soles that come in a variety of shapes and are fitted to boots; snowshoes are used to walk on snow without sinking.

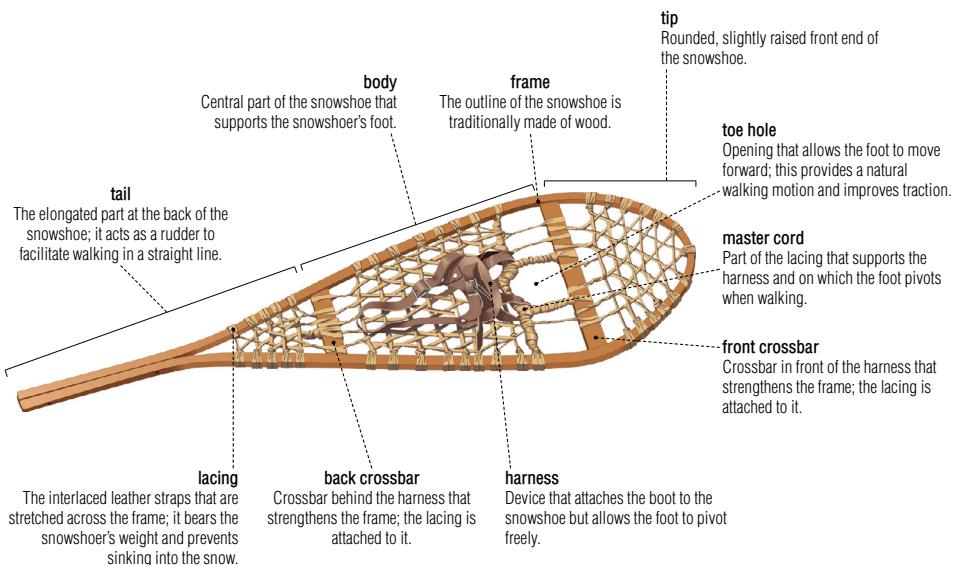
elliptical snowshoe

Snowshoe with rounded ends and no tail; it is made of synthetic materials and is easy to maneuver in wooded areas.



Michigan snowshoe

Wooden snowshoe with a long tail; it is especially suited to walking in a straight line in open areas.



Range of activities that use skates fitted with small wheels: hockey, sprints, acrobatics on ramps or specially designed tracks, etc.

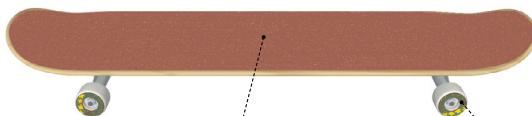
in-line skate

Reinforced boot with four wheels placed in a straight line; it is used to move around on a hard, relatively smooth surface.



skateboarding

Sport that involves descents, turns and tricks on a specially designed or improvised surface; the skateboarder uses a board mounted on small wheels.



grip tape
Rough surface attached to the board that helps the skater's shoes adhere to it.

wheel
Small round object that turns on an axis so the board can move backward or forward; its diameter and durability vary with the activity.

ramp

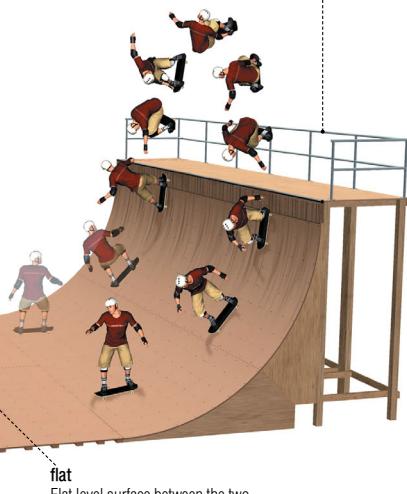
Wooden U-shaped track that is set up for performing various acrobatic stunts (such as jumps and slides).

platform
Flat level surface at the top of the ramp; it can be more than 10 ft above the ground.

coping
Metal rail at the platform's edge; skateboarding tricks include sliding along it and balancing on it with one hand or the board.

vertical section
Level section at the end of the ramp; it is used by the skateboarder to gain sufficient height for doing tricks in the air.

guard rail
Metal handrail attached to the platform.



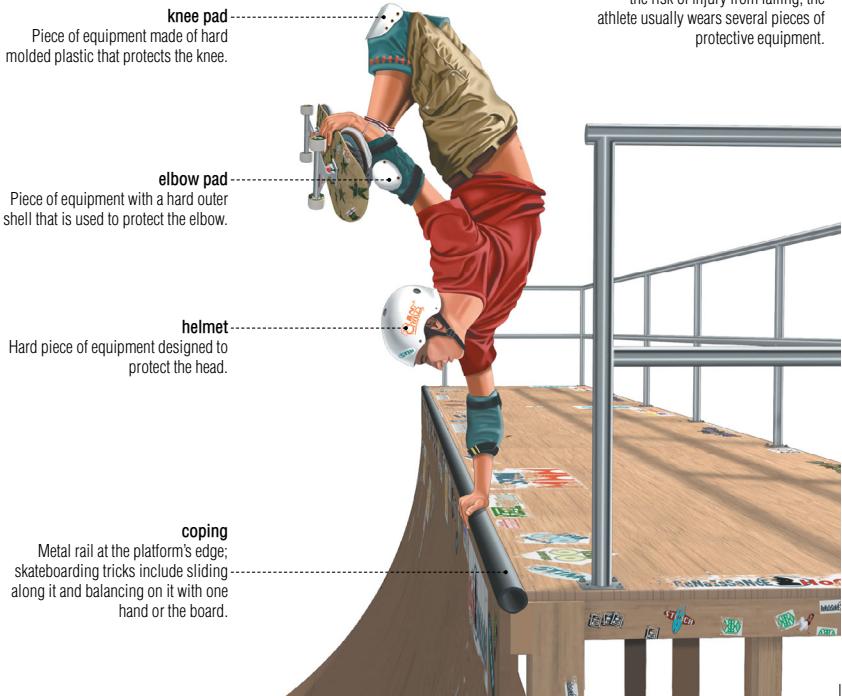
flat
Flat level surface between the two curved sections of the ramp.

skateboard

Wooden, usually concave board mounted on four small wheels; it is guided by body movements.

**skateboarder**

Athlete who skateboards; because of the risk of injury from falling, the athlete usually wears several pieces of protective equipment.



parachuting

Range of sporting activities that all include opening a parachute in the air after jumping from an airplane.

parachute

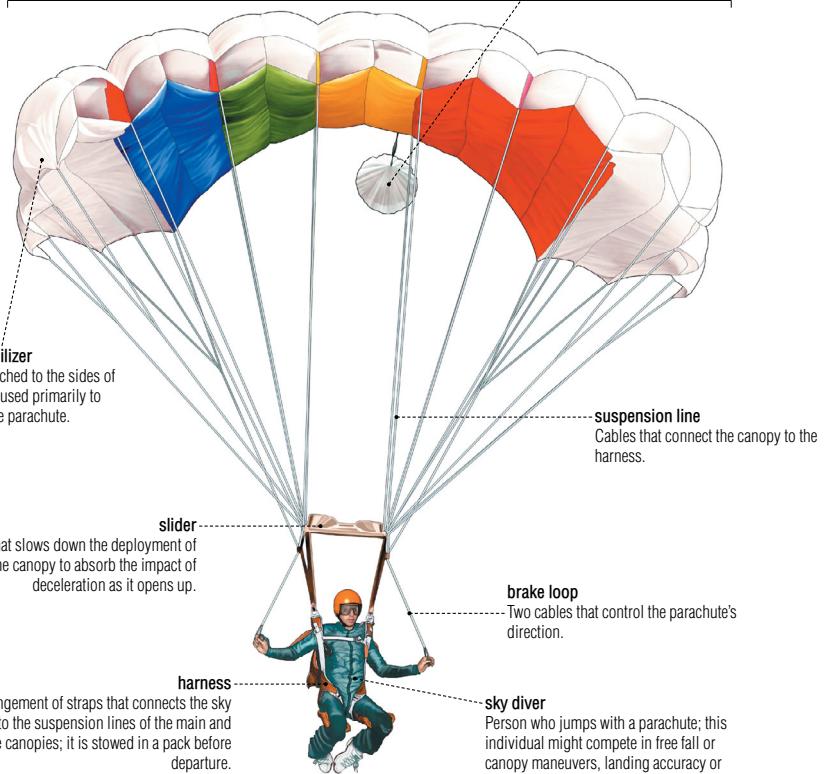
Equipment consisting of a canopy that is connected to a harness by suspension lines; it is deployed at a given altitude to slow a sky diver's descent.

canopy

Structure made of fabric cells that, when filled with air, forms a rectangular surface with the aerodynamic properties of an airplane wing.

pilot chute

Small parachute that deploys the canopy; to open the parachute, the sky diver opens the pilot chute, which pulls the canopy out of the pack.



Sport of traveling in a balloon carried along by the wind; flights take place at dawn and dusk, when winds are light and the air is stable.

parachute valve

Round device covering the top of the envelope; it can be opened with a cable, which is used by the pilot to release hot air and speed up the descent.

envelope

Structure made of pieces of fabric sewn in the form of a sphere; it is open at the base and top, and traps the air heated by the burner.

webbing

The horizontal and vertical bands that make up the structure of the envelope; the panels are sewn onto it.

panel

The pieces of fabric making up the balloon's envelope; they are usually made of sturdy nylon with a polyurethane coating.

balloon

Fabric bag filled with hot air that is lighter than the surrounding air; this causes the apparatus to rise and float in the atmosphere.

**wind guard**

Piece of fabric that covers the basket suspension cables; it shelters the burner from the wind so the flame points directly into the balloon.

basket

Traditionally wicker gondola that is suspended from the balloon; it holds passengers, fuel cylinders and flight instruments.

basket suspension cables

Steel cables that connect the basket to the balloon.

burner

Flame-producing adjustable apparatus that heats the air inside the balloon; the pilot turns it on from time to time.

hang gliding

Sport where a pilot strapped to a hang glider or a paraglider launches from a mountain slope, gains altitude and remains aloft for some distance.

paraglider

Equipment made up of a flexible canopy attached to a harness; it is used to take off from a height and gain altitude on lifting air currents.

canopy

Structure of fabric cells that, when filled with air, forms an elliptical surface with the aerodynamic properties of an airplane wing.

half cell

The fabric compartments that fill with air to give the canopy its shape.

leading edge

Front edge of the canopy where the half cells open; during liftoff, the leading edge faces into the wind so the canopy fills with air.

trailing edge

Back edge of the canopy where the suspension lines connected to the brake loops are attached.

stabilizer

Fabric triangle attached to the sides of the canopy; it is used primarily to stabilize the paraglider.

suspension line

Cables that connect the canopy to the risers; they are arranged in rows on the risers according to the point where they attach to the canopy.

helmet

Hard-shelled piece of equipment that protects the head against impact and the cold.

paragliding pilot

Person who paraglides; an experienced pilot can skillfully use air currents to stay aloft for several hours at a time.

riser

Individual fabric straps that connect the harness to a row of suspension lines.

harness

Arrangement of straps that connect the pilot to the risers.

brake loop

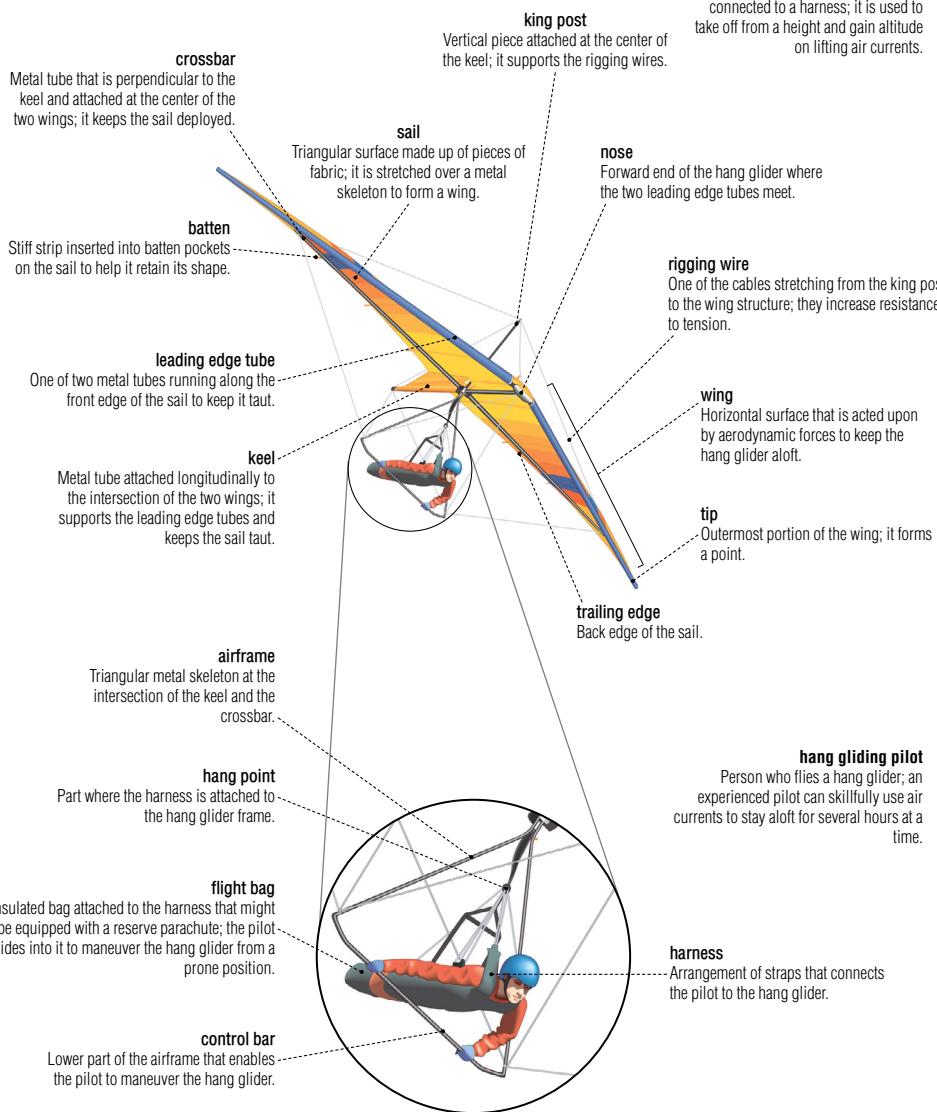
Two cables that control the pilot's direction.

saddle

Seat attached to the harness where the pilot sits to maneuver the paraglider; it often contains a reserve parachute.

hang glider

Equipment made up of two wings connected to a harness; it is used to take off from a height and gain altitude on lifting air currents.



climbing

Leisure or competitive sport that consists of climbing up a natural rock face or an artificial climbing structure using bare hands and light equipment.

equipment

Complete range of accessories used in climbing.



rope

Thin cable with a braided center core that makes it stretchy and strong and a woven sheath that surrounds and protects the core.



seat harness

Accessory connected to the belay rope that consists of a number of straps to support the climber's thighs and pelvis.

locking carabiner
Metal ring with a gate that, once closed, can be locked with a screwsleeve; this makes it safer than the D carabiner.



gate
Moving metal part that opens inward and has a spring-loaded closure.

latch
Part over which the gate closes.

screwsleeve
Device that locks the gate into a closed position.



D carabiner

Metal ring that opens and closes with a spring-loaded gate; it is used for attaching rope to a piton, a chock, etc.

piton
Metal spike with a blade that is driven into a crack in the rock face; it ends in an eye to which a belay rope can be attached with a carabiner.



blade

Part that is driven into the crack in the rock face.

eye

Hole that is large enough for a carabiner to snap on so that a rope can be attached to the piton.



descender

Metal accessory through which a rope slides that is used to protect the rope and the climber's hands; it acts as a brake during rappel descents.



expansion piton

Piton that is driven into a hole previously made in the rock.

hammer ax

Hammer that doubles as an ice ax; it is used to drive in pitons, cut footholds, break ice on the rock face, etc.

hammer head
Flat surface used by the mountaineer to strike pitons.



pick
Part that is driven into ice or hard-packed snow in order to advance.

chock

Metal device that is inserted into a crack in the rock face and held in place by tension; it is extended by a steel cable to which a carabiner can snap on.

wire sling**ice ax**

Small ax used by the mountaineer for cutting footholds, judging snow depth, gaining a firm grip in ice or hard-packed snow, etc.

tubular ice screw

Threaded metal tube that is screwed into ice or hard-packed snow to help with belaying and advancing.

ring
Metal loop into which carabiners are inserted.



head
Semicircular part that contains the pick and the adze.

pick

Part that is driven into ice or hard-packed snow in order to advance.

adze
Flat sharp-edged part that is used to cut footholds.

shaft
Long wooden or metal part used to hold and handle the ice ax.

wrist sling
Strap that attaches the ice ax to the wrist.

spike
Sharp-tipped end of the shaft; it is used to cut footholds and to gain a firm grip in ice or hard-packed snow.



Diagram illustrating the parts of an ice ax.

camping

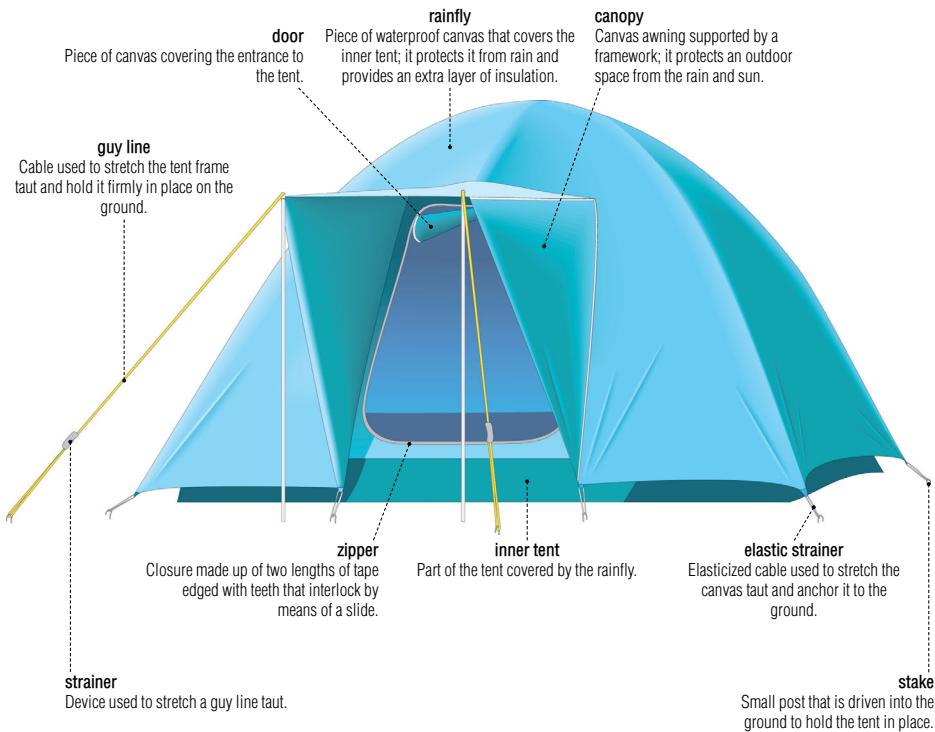
Tourist activity that consists of sleeping in a portable shelter such as a tent or trailer and traveling with equipment designed for outdoor living.

examples of tents

Tents: portable waterproof soft-sided shelters that are stretched taut over a frame and temporarily pitched outdoors.

two-person tent

Tent that can accommodate two people.



wagon tent

Spacious tent with sufficient interior capacity to accommodate a number of people or group activities.

**pop-up tent**

Round tent with a framework that deploys automatically.

**pup tent**

Tent where the canvas is stretched taut on both sides of a summit rod, which is supported by two poles.

**one-person tent**

Small low-roofed tent with enough room to accommodate one person.

**dome tent**

Semicircular tent that, once pitched, can be moved without being taken down.

**wall tent**

Very spacious, rectangular tent that often has a number of interior dividers; it accommodates a number of people.



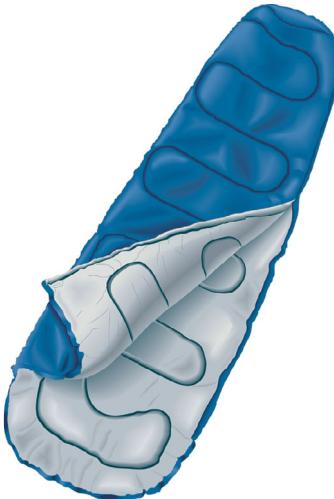
camping

examples of sleeping bags

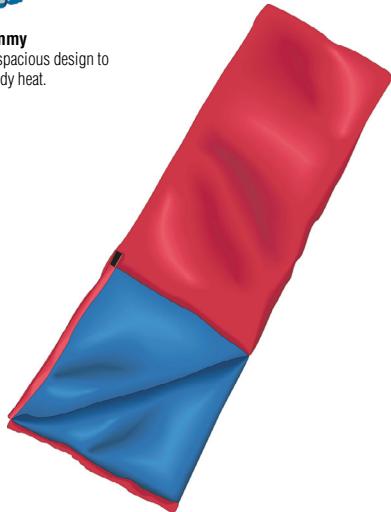
Sleeping bags: insulated fabric coverings that close with a zipper and are used to stay warm when sleeping outdoors.

**mummy**

Sleeping bag shaped like the body; it has a part that covers the head and neck with an opening for the face.

**semi-mummy**

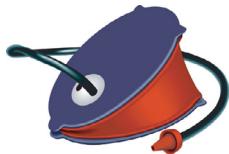
Sleeping bag with a less spacious design to better retain body heat.

**rectangular**

Rectangular sleeping bag that is spacious enough to give the body room to move.

**inflator**

Device used to inflate air mattresses.

**inflator-deflator**

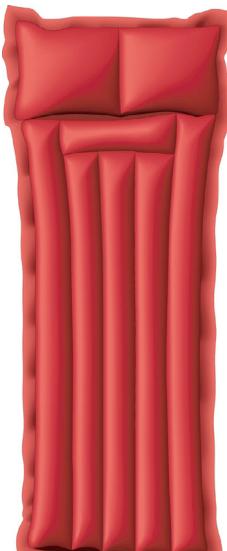
Device used to inflate and deflate air mattresses.

**folding cot**

Portable bed made of fabric that is stretched over a collapsible frame.

**self-inflating mattress**

Rubber, plastic or nylon bag that inflates with air by itself, without the need of an inflator.

**air mattress**

Rubber or plastic bag that is filled with air; it usually has a pillow.

**foam pad**

Long thin cushion made of soft material.

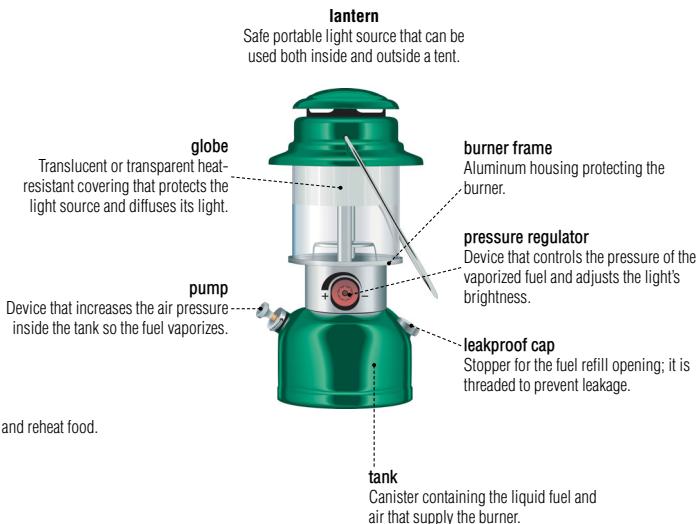
camping

propane or butane accessories

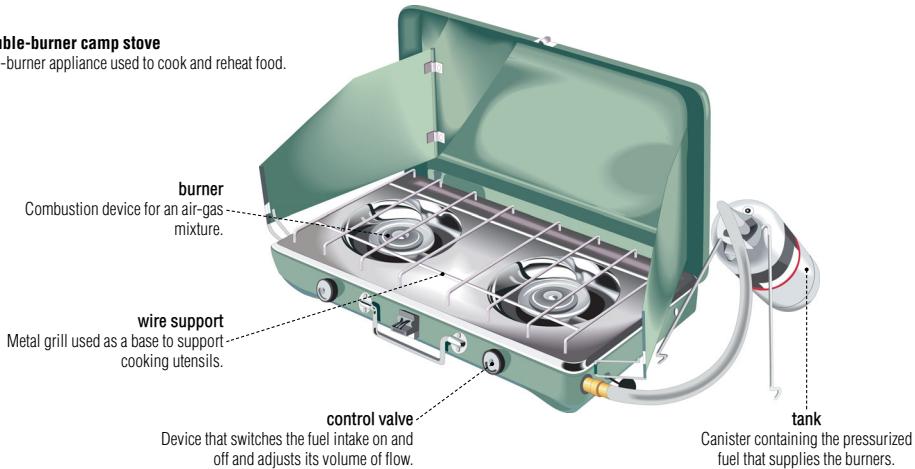
Complete range of portable appliances that run on liquid or gas fuel and are used to light, cook or heat.

**single-burner camp stove**

Single-burner appliance used to cook and reheat food.

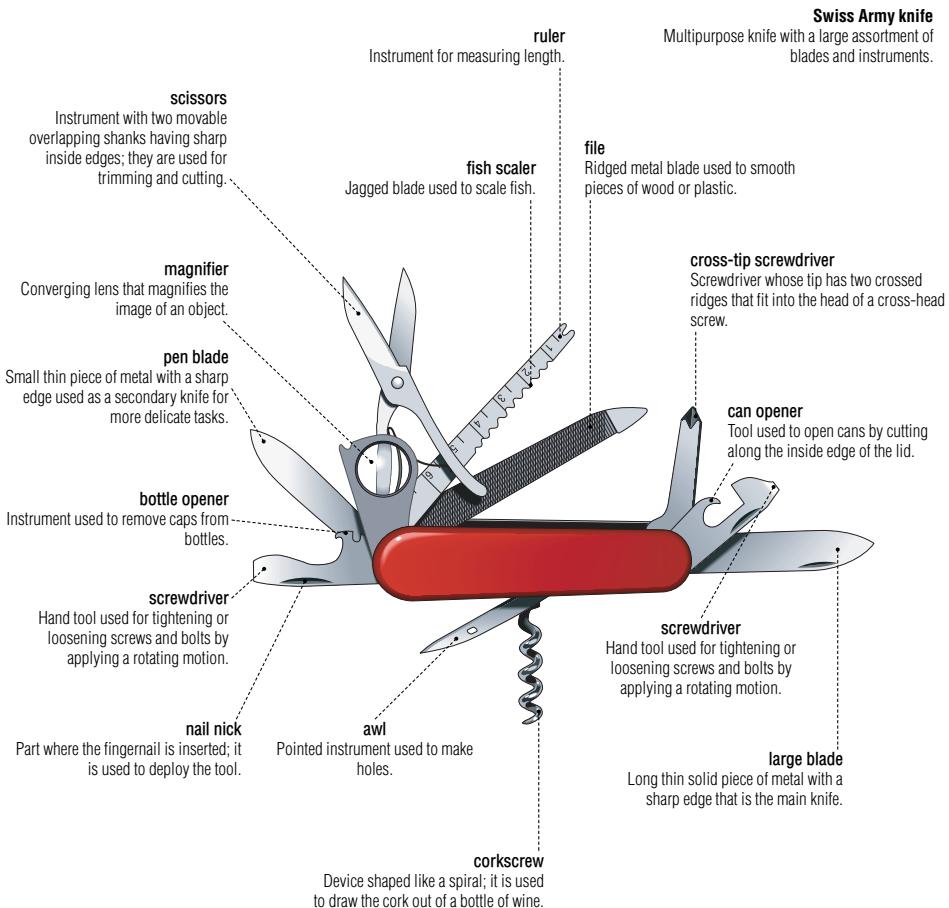
**double-burner camp stove**

Two-burner appliance used to cook and reheat food.



camping equipment

Range of accessories used when camping to store food, cut wood, etc.



camping

backpack

Travel or hiking bag that is worn on the back and is used to transport clothing, camping equipment, etc.

**cooler**

Thermally insulated chest that is used to keep food cold with ice cubes or blocks of ice.

**vacuum bottle**

Container with a vacuum between the inner and insulated outer walls; it is designed to maintain its contents at a desired temperature.



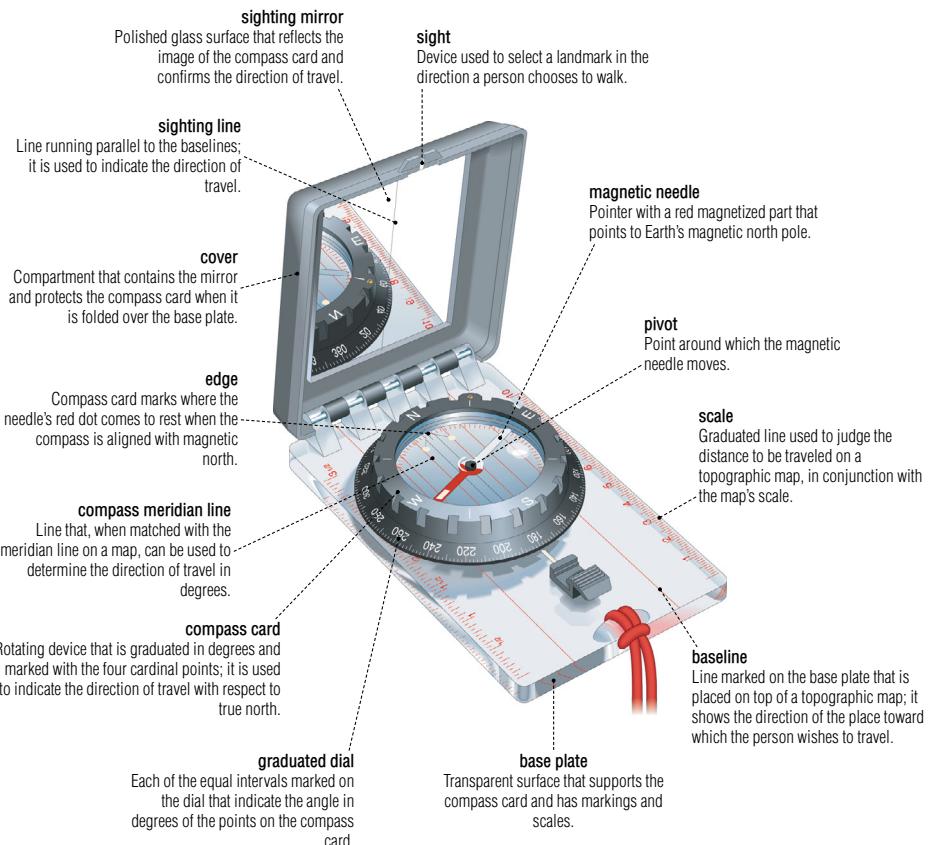
cup
Cap used as a container to consume liquid or semisolid foods.

**water carrier**

Container with a spigot that is used to store drinking water when camping.

magnetic compass

Instrument for finding directions; it has a graduated compass card and a magnetic needle that points toward magnetic north.



fishing

Outdoor leisure activity consisting of trying to catch fish with a fishing rod.

flyfishing

Fishing method that consists of delicately placing an artificial fly on or in the water; it simulates a real insect landing to attract fish.

fly rod

Thin sturdy stick that is flexible enough to cast a hook disguised as a winged insect (artificial fly) far over the water.

butt cap

Usually metal covering over the end of the rod to protect the rod from contact with the ground.

butt section

Sturdiest section of a rod; it holds the handgrip and the reel.

screw locking nut

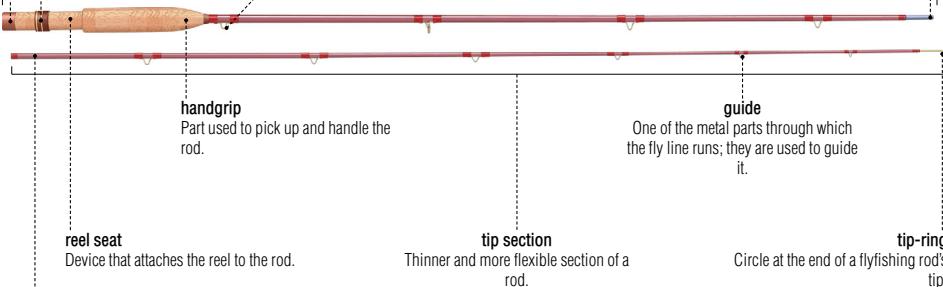
Ring used to hold the reel in place on the reel seat.

keeper ring

Circle where the fishhook hitches on to keep the fly line running along the length of the rod when it is not being used.

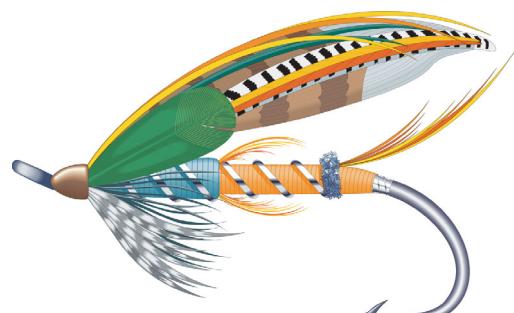
male ferrule

Metal tubing that fits into the female ferrule to join the two sections of the rod (butt section and tip section).



female ferrule

Metal tubing into which the male ferrule fits to join the two sections of the rod (butt section and tip section).



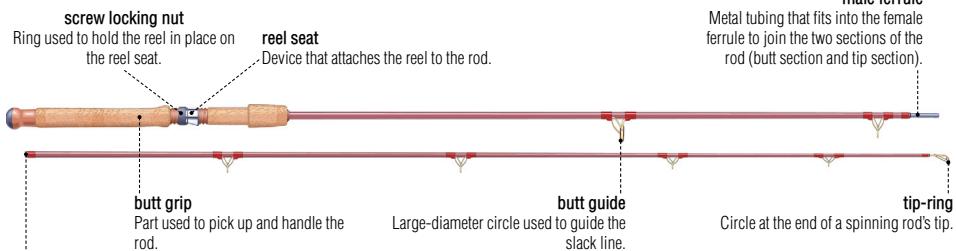
artificial fly

Arrangement of thread and feathers attached to a fishhook that imitates a winged insect; it can be cast over the water (dry fly) or into the water (wet fly).

spinning rod

Slick whose length and sturdiness varies with the kind of fishing being done; it is used to cast a hook carried along by a weight, sinker or spinner far over the water.

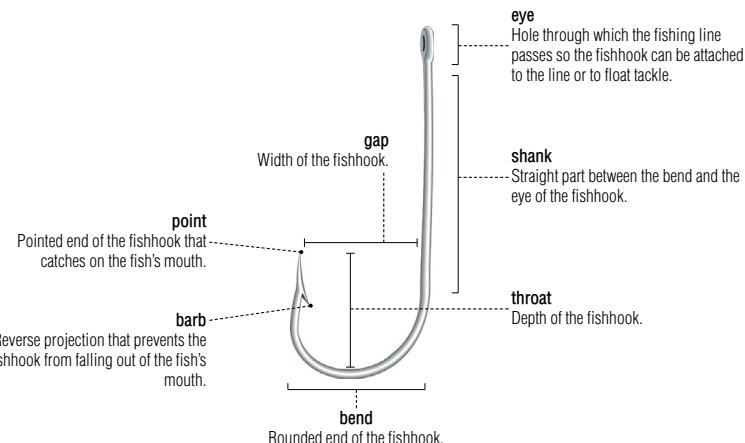
Fishing that consists of letting a hook drop and sink into the water and reeling it back in to simulate the movement of a small fish.

**female ferrule**

Metal tubing into which the male ferrule fits to join the two sections of the rod (butt section and tip section).

fishhook

Metal hook of variable size attached to the end of float tackle and baited with a natural or artificial lure intended to catch a fish.



fishing

clothing and accessories

**waders**

Thigh-high rubber boots used to fish in shallow water.

fishing vest

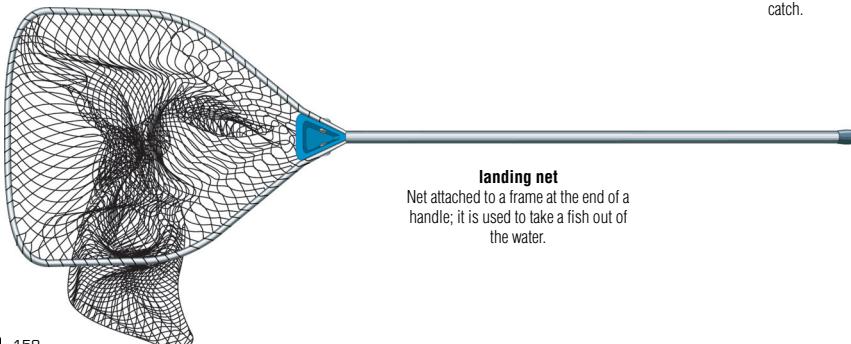
Sleeveless jacket with many pockets for carrying small objects (license, sinkers, etc.).

**tackle box**

Compartmentalized box used to store and carry bait and fishing equipment.

**creel**

Basket used to store and carry the catch.

**landing net**

Net attached to a frame at the end of a handle; it is used to take a fish out of the water.

Outdoor activity that consists of lying in wait for or pursuing game in order to kill it.

rifle (rifled bore)

Portable firearm that shoots a single bullet; the grooved inside of the barrel imparts a spinning motion to the bullet that increases the accuracy of its trajectory.



shotgun (smooth-bore)

Portable firearm where the inside of the barrel has no grooves; it can shoot a number of lead, copper or nickel pellets at a time.



decoy

Plastic or wooden lure used to attract wild ducks.



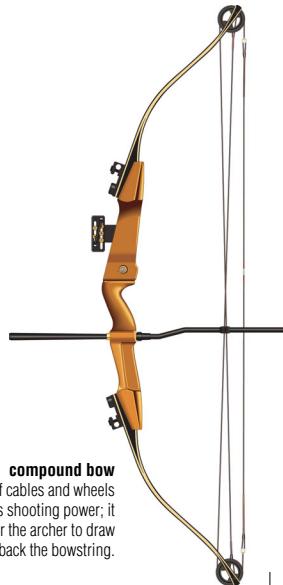
snare

Trap consisting of a steel cable ending in a slipknot; it is used to capture small game by the neck and strangle them.



leghold trap

Apparatus meant to capture an animal by the paw.



compound bow

Bow with a system of cables and wheels that increases its shooting power; it requires less effort for the archer to draw back the bowstring.

cards

Rectangular pieces of cardboard used to play various games; they have figures, signs and numbers on one side and are divided into four suits.

symbols

The colors, figures and signs on a deck of cards.



heart

Red suit in a deck of cards that is shaped like a heart; this suit has the highest value.



diamond

Red suit in a deck of cards that is shaped like a lozenge; this suit has the second-highest value.



spade

Black suit in a deck of cards that is shaped like a spearhead; this suit has the lowest value.



club

Black suit in a deck of cards that is shaped like a cloverleaf; this suit has the third-highest value.



ace

Card with a single sign that usually has the highest value in the suit.



queen

Figure depicting a queen that usually has the third-highest value in the suit.



joker

Card depicting a court jester; in most games, its value is the cardholder's choice.



king

Figure depicting a king that usually has the second-highest value in the suit.



jack

Figure depicting an esquire that usually has the fourth-highest value in the suit.

**high card**

When none of the five cards in the hand can be combined with any other, the highest-ranked card is played.

**two pairs**

Contains two pairs.

**flush**

Contains five nonconsecutive cards of the same suit.

**four-of-a-kind**

Contains four cards of equal value.

**one pair**

Contains two cards of equal value.

**three-of-a-kind**

Contains three cards of equal value.

**straight**

Contains five consecutive cards of different suits.

**full house**

Contains a three-of-a-kind and a pair.

**straight flush**

Contains five consecutive cards of the same suit.

**royal flush**

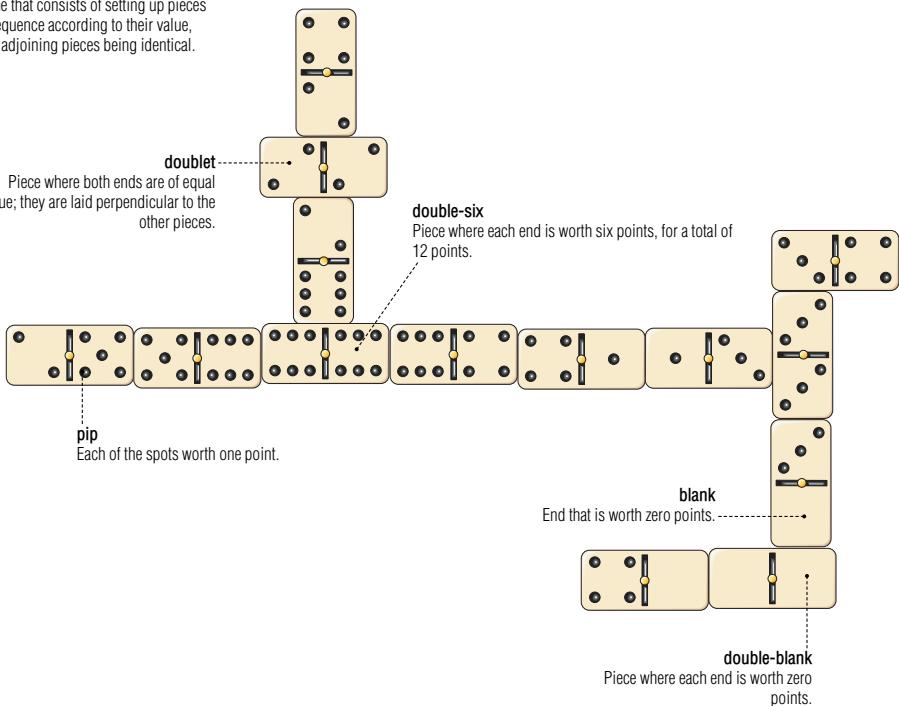
Contains five consecutive cards of the same suit, from the Ten to the ace.

dice and dominoes

Cubes (dice) or pieces divided into two ends (dominoes) with numbers indicated by pips or figures.

dominoes

Game that consists of setting up pieces in sequence according to their value, with adjoining pieces being identical.



ordinary die

Small cube marked on each side with one to six pips; it is used in various games (backgammon, Monopoly®, Yahtzee®, etc.).



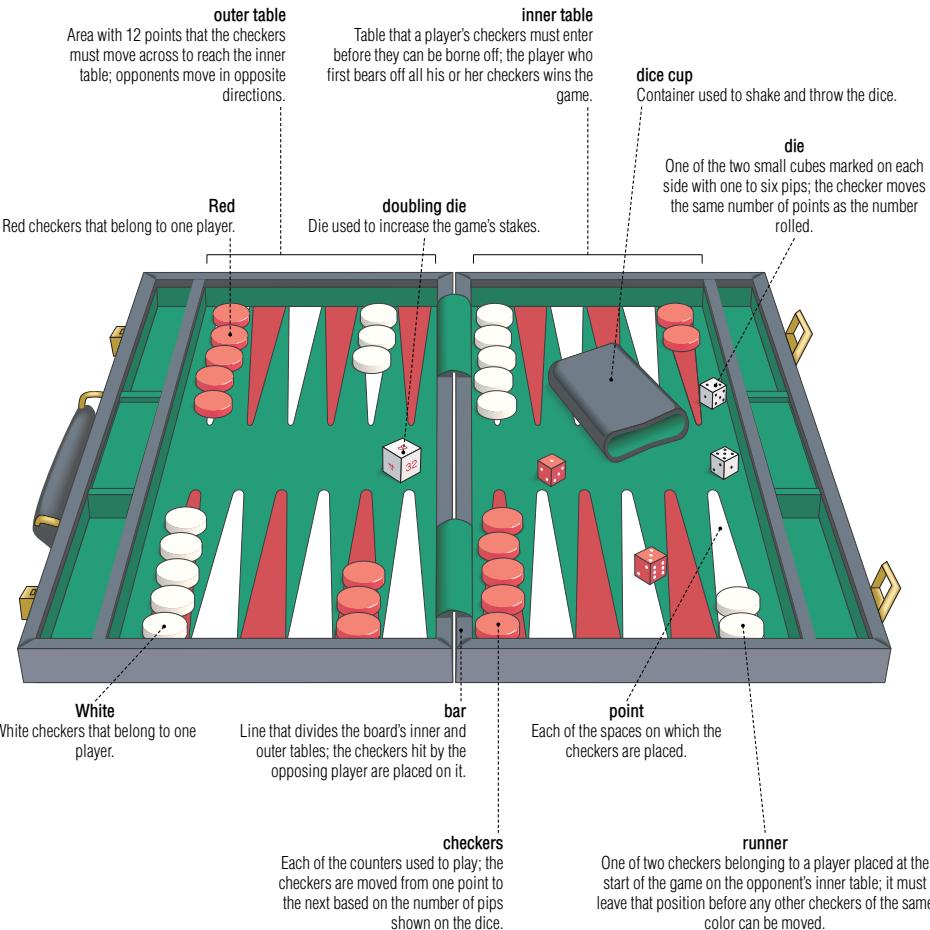
poker die

Small cube marked on each side with card symbols; it is used to play poker dice, a game similar to poker, which is played with five dice.

Complete range of games that use a playing surface on which game pieces (tokens, dice, counters, etc.) are placed.

backgammon

Game of strategy in which two players move checkers around a board; players try to collect and bear them off while preventing the opponent's checkers from moving.



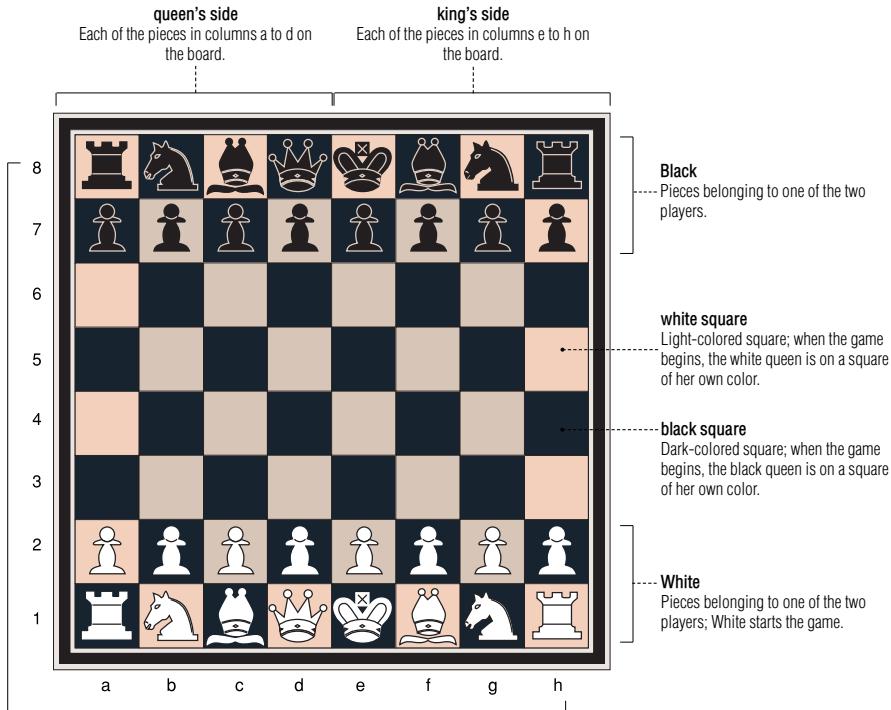
board games

chess

Game where two players move pieces around a board in order to "checkmate" the opponent (i.e., attack the king in such a manner that no escape is possible).

chessboard

Board divided into 64 black and white squares; the corner square on each player's left must be black.

**chess notation**

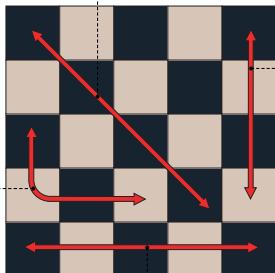
Means of using letters and numbers to identify the chessboard squares; it is used to situate pieces, transcribe games, follow moves, etc.

types of movements

Each piece moves in a specific way: diagonally, vertically, horizontally or in a square.

diagonal movement

Forward or backward movement along an oblique line.

**square movement**

Moving one square forward or backward and then two squares laterally, or two squares forward or backward and then one square laterally.

horizontal movement

Moving to the right or left along a row.

vertical movement

Moving forward or backward along a column.

chess pieces

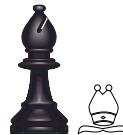
At the beginning of the game, each player has 16 pieces with different moves and value: a king, a queen, two rooks, two bishops, two knights and eight pawns.

**pawn**

Piece that can advance one square at a time except at the beginning of the game, when it can advance one or two squares; it captures opposing pieces diagonally.

**rook**

Piece that can move backward or forward horizontally or vertically for as many squares as the player chooses.

**bishop**

Piece that can move backward or forward diagonally for as many squares as the player chooses.

**knight**

Piece that can move at right angles (square movement); the knight is the only piece that can jump over any other piece.

**king**

The most important piece in the game; it can move backward or forward in all directions one square at a time.

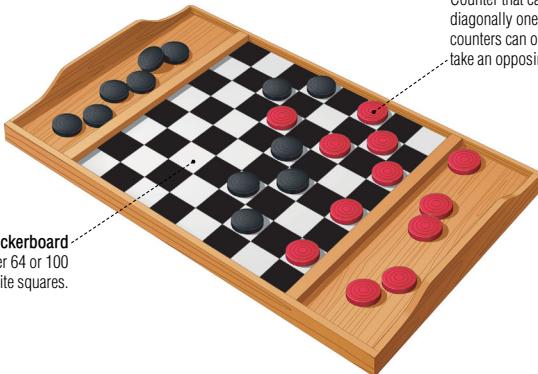
**queen**

The most powerful attack piece; it can move backward or forward in all directions for as many squares as the player chooses.

board games

checkers

Game that consists of capturing all the opposing counters by jumping over them, provided that the square behind each one is free.

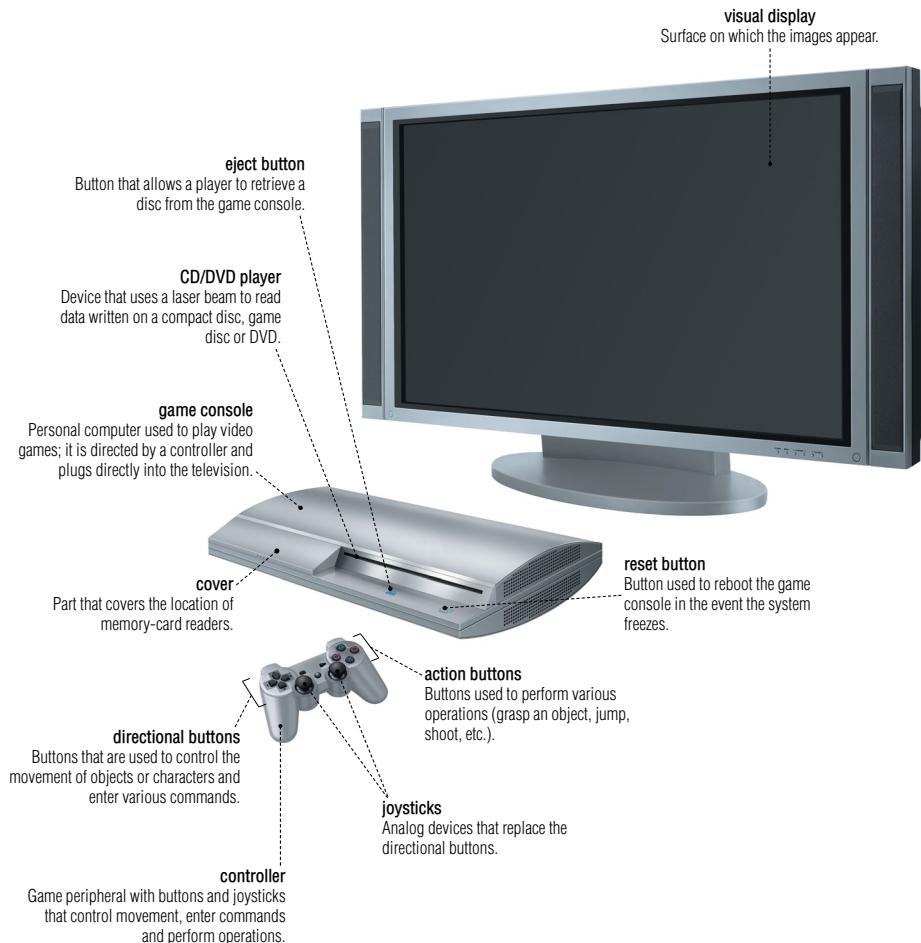


jigsaw puzzle

Puzzle that consists of a picture divided into irregularly shaped pieces that must be put back together.

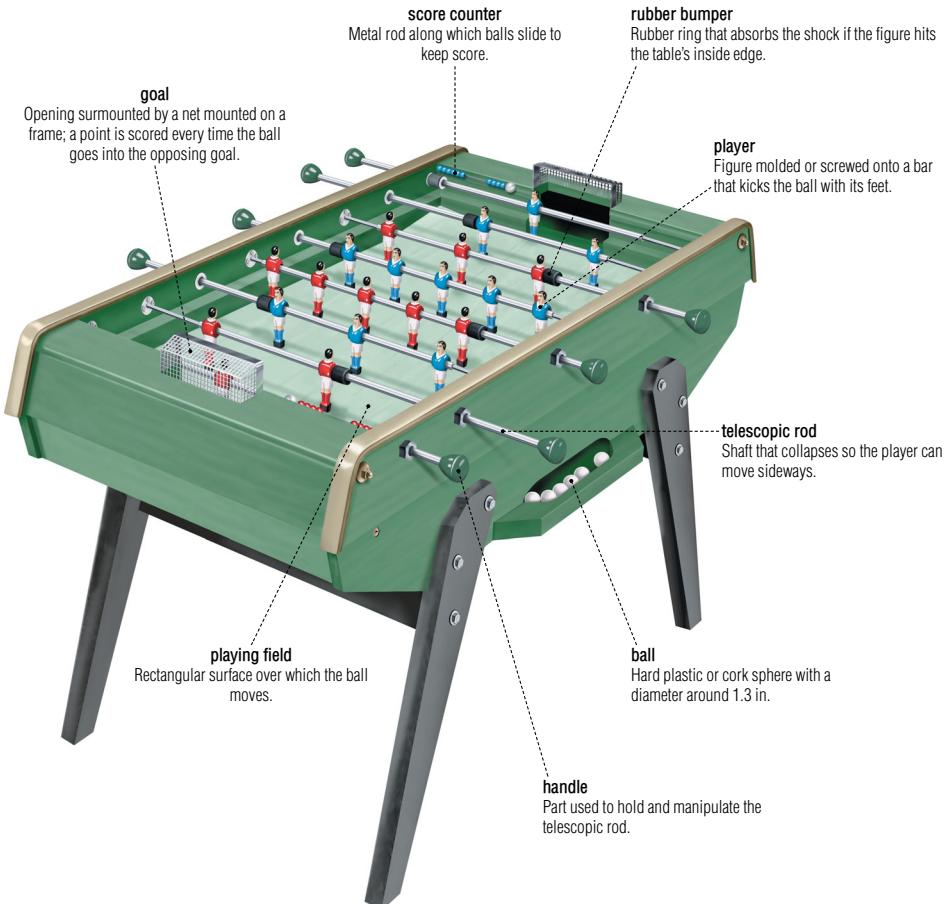


Group of units (game console and visual display) that allows a person to control the action in a game displayed on a screen by means of a controller.



Soccer table

Table soccer game with figures mounted on telescopic rods.



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SPORTS &
GAMES

Adapted from the famous *Visual Dictionary*, an international bestseller with more than 8 million copies sold, this new series of thematic and ultracompact books provides readers with a multitude of words and concepts that are encountered in everyday life.

All the subjects are explained with highly realistic illustrations, accompanied by terminology and concise definitions produced by an experienced group of professionals.

The Visual Dictionary of Sports and Games describes installations and pieces of equipment used for the most popular sport activities, and presents a selection of widely-known classical games.

Convenient and affordable, this book is the perfect tool to explore in depth the universe of sports and games!

BALL SPORTS

Soccer player
A player who is allowed to touch the ball with his hands or arms, except when it is being kicked.

Team shirt
The shirt worn over the upper body. It defines the team colors and the position of each player.

Scissors
Any of various tools covering only the top part of the arm.

Goalie
Plastic molding to protect the soccer player's head.

Goal
A frame made of wood or metal, with a net at one end, so that the ball can enter it completely.

Goalkeeper's gloves
Gloves with a thick sole and a pocket to protect the fingers from the ball.

Interchangeable sole
An interchangeable sole of different materials to adapt the ball to the state of the field.

BALL SPORTS

baseball
Sport with two opposing teams of nine players who attempt to score points by hitting a ball with a bat and running from one base to the next until they reach home plate; a game lasts nine innings, during which teams alternate turns batting. (A game is defined on the right.)

Base
Circles placed on the ends of the bases.

Cap
Symbol representing the distance the ball must travel before it is considered fair.

Field
The entire area of the playing field, bounded by the foul lines and the baseline.

Foul
Symbol representing the distance the ball must travel before it is considered foul.

Home plate
The central part of the base, the point where the ball must land to score a run.

Outfield
The area of the field beyond the foul lines and the baseline.

Infield
The area of the field between the foul lines and the baseline.

On deck
Part of the glove between the thumb and index finger, used to hold the ball while the pitcher is in motion.

Pad
Part of the glove covering the back of the hand.

Palm
The bottom part of the glove.

Shuttle
Narrow strap through which the fingers pass to hold the glove.

Thumb
Part of the glove covering the thumb.

Trigger
The middle part of the glove.

Web
Narrow strap through which the fingers pass to hold the glove.