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Badminton

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What is Badminton? Badminton is a racquet sport in which two or four players participate. The game takes place on a rectangular court divided by a net, and the objective is to hit a shuttlecock over the net and make it land on the opponent's side of the court without being able to hit it back. Badminton can be played as a singles game, with one player on each side of the court, or as a doubles game, with two players on each side. In singles, players must cover the entire court, while in doubles, players can divide the court between themselves.

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Badminton is an Olympic sport.

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History of Badminton Badminton has its roots in both Europe and Asia, with a history spanning over 2000 years. In the 17th century, a game similar to badminton, known as battledore and shuttlecock, was played mainly among the upper class in England and several other European countries. The game involved two people hitting a shuttlecock back and forth with rackets, trying to keep it in the air as long as possible before it hit the ground.

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Modern badminton can be traced back to the mid-19th century in British India, created by stationed officers there. The traditional English game of battledore was enhanced by adding the concept of a net. In the British garrison town of Poona, the new form of the game was called "Poona" or "Poonai". Woolen balls were initially used, especially popular among the upper classes during windy and rainy weather, but eventually, the shuttlecock replaced the ball. The game, brought back to England by retired officers, was introduced as a form of

entertainment for the guests of the Duke of Beaufort at his estate "Badminton" in Gloucestershire. This is where the game gained popularity in England and also got its name.

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Rules of the Game Scoring. A match is played best of three games, unless otherwise agreed. The side that first scores 21 points wins the game. The side winning a rally adds a point to its score. The side wins a rally when the opposing side commits a fault or the shuttle ceases to be in play because it touches the surface of the opponent's court. If the score reaches 20-20, the side that gains a 2-point lead first wins the game. If the score reaches 29-29, the side that scores the 30th point wins the game. The side winning a game serves first in the next game.

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Serving - Basic Information In a correct serve:

- The server and receiver must stand within diagonally opposite service courts without touching the boundary lines.
- The feet of both the server and receiver must remain in contact with the court surface from the start of the serve until it is delivered.
- During the serve, the whole shuttle must be below the server's waist at the moment of being hit.
- The server's racket must be clearly below the server's hand holding the racket when the shuttle is hit.
- It is allowed (both during service and play) for the shuttle to touch the net.

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Singles Serving Service Court.

- Players must serve and receive the serve in their right service court if the server has 0 or an even number of points.
- Players must serve and receive the serve in their left service court if the server has an odd number of points. Scoring and Serving.
- If the receiver commits a fault or the shuttle ceases to be in play because it touches the receiver's court, the server scores a point. The server then serves again from the alternate service court.

- If the server commits a fault or the shuttle ceases to be in play because it touches the server's court, the receiver scores a point and becomes the server.

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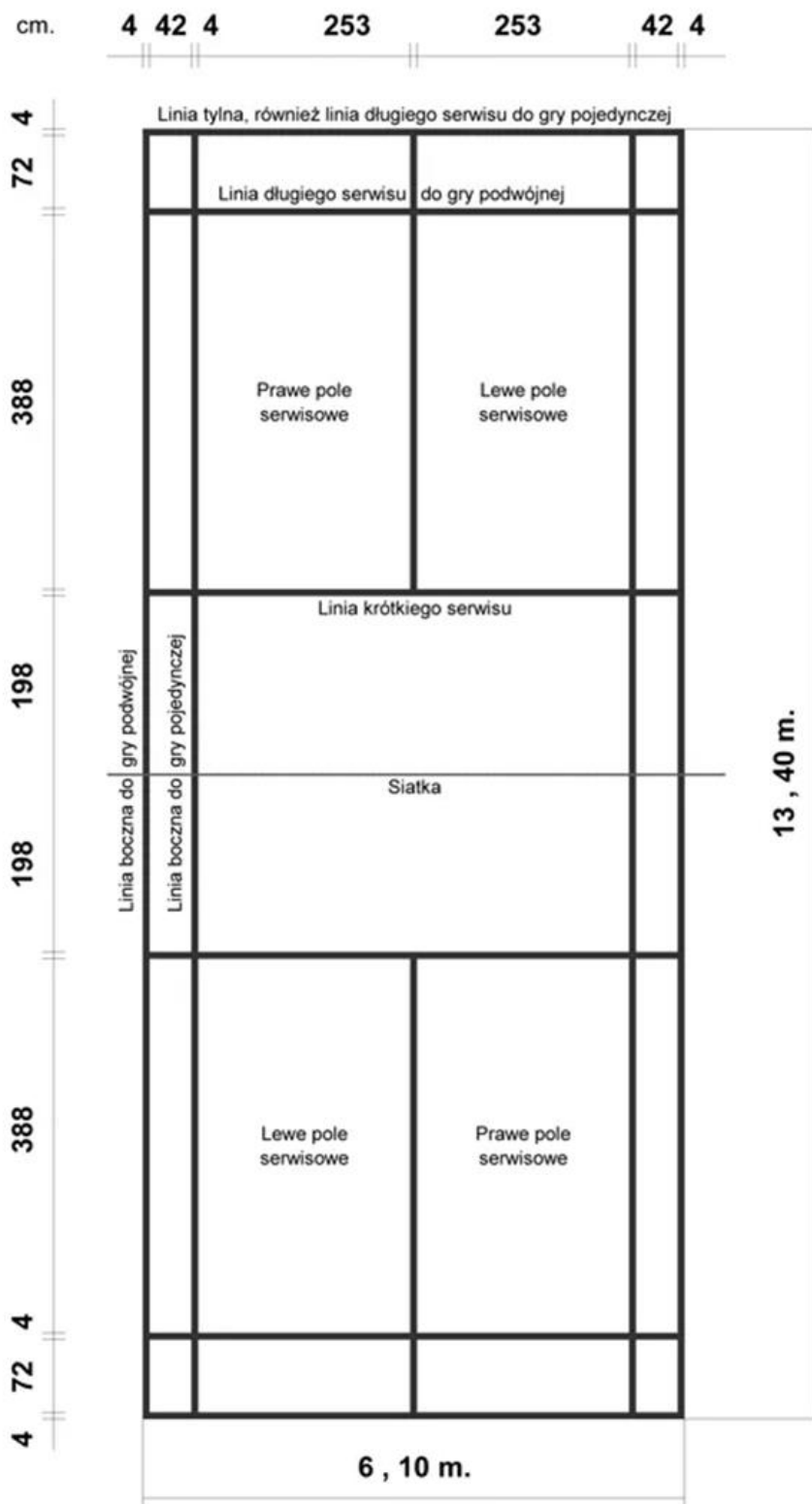
Doubles Serving

1. The set begins with the serve from the right service court.
 2. Only the receiver should receive the serve. If the shuttle touches or is hit by the receiver's partner, the serving side scores a point.
 3. After the serve, the shuttle is hit alternately by either partner of the serving and receiving sides. Scoring and Serving.
- If the receiving side commits a fault or the shuttle ceases to be in play because it touches the receiving side's court, the serving side scores a point and the server serves again from the alternate service court.
 - If the serving side commits a fault or the shuttle ceases to be in play because it touches the serving side's court, the serve is lost, and the receiving side scores a point. The next serve is performed by the opposite pair from the right service court (if the score is even) or left service court (if the score is odd). No player can serve out of turn or receive two consecutive serves in the same set.

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Badminton Court

Badminton Court DIMENSIONS



1. Lines should be easily visible, preferably white or yellow.
2. All lines are 4 cm wide and are considered part of the playing area.
3. The posts should be 155 cm high.
4. The posts should be placed on the doubles side lines.
5. The top edge of the net should be at a height of 155 cm at the side lines and 152 cm at the center of the court.

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Slide 15 Fun Facts

1. The name of the game comes from the English estate Badminton House.
2. In Poland, this sport began to gain popularity in the 1970s.
3. World Championships have been held annually since 1977.
4. Badminton is most popular in China, Japan, Korea, Indonesia, and Denmark.
5. Since 1992, this sport has been included in the Olympic Games.
6. Physical activity similar to today's badminton has been known for many thousands of years on almost every continent. Initially, the shuttlecock was kicked.
7. It is the fastest racket sport. The fastest shuttlecock reaches speeds of over 330 km/h.
8. The shuttlecock is made of 16 feathers from a goose's wing.
9. China and Indonesia have won 70% of all IBF competitions.
10. Over 1.1 billion people watched the final badminton match on television at the 1992 Olympics.
11. The shortest match lasted only 6 minutes.
12. The longest match lasted 124 minutes.

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