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# NOTE FOR FUN

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A PREPRINT

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## 1 Cycling

### 自行车常用术语表 Glossary of Common Bicycle Terms

Term	术语	Explanation
Frameset & Suspension / 车架与悬挂		
Frame	车架	The structural core of a bicycle, typically made of carbon fiber, aluminum, or titanium. Determines weight, stiffness, and ride quality. Carbon fiber frames (e.g., Tarmac SL8 FACT 10r) are lightweight and aerodynamic, ideal for racing and endurance rides.
Fork	前叉	Connects the front wheel to the frame, impacting handling and comfort. Carbon fiber forks (e.g., FACT 10r) reduce weight and absorb vibrations, suitable for high-speed racing and long-distance rides.
Brake System / 刹车系统		
Disc Brake	碟刹	A braking system where calipers clamp a rotor (e.g., 140mm or 160mm) on the wheel hub. Provides powerful, consistent stopping in wet or dry conditions, ideal for long descents, gravel, or all-weather riding.
Rim Brake	圈刹	A braking system where calipers clamp the rim's sidewalls. Lightweight and effective in dry conditions, suited for racing or budget-conscious riders, but less effective in wet or muddy environments.
Hydraulic Disc Brake	液压碟刹	A disc brake system using hydraulic fluid (e.g., Shimano Ultegra R8170) for strong, linear braking with minimal effort. Preferred for high-performance racing, long-distance, and mountain riding.

Term	术语	Explanation
Mechanical Disc Brake	机械碟刹	A disc brake system using a cable to actuate the caliper. Offers sufficient stopping power with simpler maintenance, suitable for budget or entry-level high-end bikes.
<b>Drivetrain / 传动系统</b>		
Drivetrain	传动系统	The system transferring pedaling power to the rear wheel, including chainrings, cassette, chain, derailleurs, crankset, and bottom bracket. High-end systems (e.g., Shimano Ultegra Di2) ensure efficiency for racing and endurance rides.
Electronic Shifting	电变	A shifting system using electronic signals for precise, fast gear changes (e.g., Shimano Di2, SRAM AXS). Requires battery charging but offers seamless shifting, ideal for competitive racing and long-distance rides.
Mechanical Shifting	机变	A shifting system using cables to actuate derailleurs. Cost-effective and easier to maintain, suitable for budget-conscious riders or traditionalists, though less precise than electronic systems.
Front Derailleur	前拨	A mechanism that shifts the chain between chainrings (e.g., Shimano Ultegra R8150). Switches between large (e.g., 52T) and small (e.g., 36T) chainrings for major gear changes, used for transitioning between sprinting on flats and climbing hills.
Rear Derailleur	后拨	A mechanism that shifts the chain across cassette sprockets and maintains chain tension (e.g., Shimano Ultegra R8150, 12-speed). Fine-tunes gear ratios, essential for precise adjustments on flat, climbing, or mixed terrains.
Chainrings	链轮	Front gears on the crankset (e.g., 52/36T) that determine major gear ratios. Large chainrings (e.g., 52T) are used for sprinting and flat roads, while small chainrings (e.g., 36T) are for climbing.
Cassette	飞轮	The rear gear set on the wheel hub (e.g., 11-30T, 12-speed). Provides fine gear ratio adjustments, with smaller sprockets (e.g., 11T) for high-speed riding and larger sprockets (e.g., 30T) for climbing.
Crankset	曲柄组	The component with crank arms and chainrings, driven by pedaling. High-end cranksets (e.g., Shimano Ultegra R8100) are lightweight and stiff, used in all riding scenarios to transfer power efficiently.
Chain	链条	Connects chainrings to the cassette, transmitting power. 12-speed chains (e.g., Shimano Ultegra) are narrow and durable, used in high-performance setups for smooth shifting and efficiency.

Term	术语	Explanation
Bottom Bracket	中轴	Connects the crankset to the frame, enabling smooth crank rotation. Threaded BSA types (e.g., Shimano BSA BB) are durable and widely compatible, used in all high-end road bikes.
<b>Wheels &amp; Cockpit / 轮组与把组</b>		
Wheelset	轮组	The front and rear wheels, including rims, hubs, and spokes. Carbon wheelsets (e.g., Roval C38, 38mm depth) balance aerodynamics and weight, ideal for racing and endurance rides.
Tires	轮胎	Rubber components contacting the road, affecting grip and rolling resistance. 700x26mm tires (e.g., S-Works Turbo) optimize speed, while wider 28mm tires enhance comfort for long rides.
Handlebars	车把	The component for steering and grip, with drop bars (e.g., Specialized Shallow Drop) offering aerodynamic positions for racing and multiple hand positions for endurance.
Stem	把立	Connects handlebars to the fork, adjusting riding posture. Integrated stems (e.g., Tarmac 6-degree) optimize aerodynamics and stiffness, used in competitive setups.
Saddle	鞍座	The seat supporting the rider. Ergonomic saddles (e.g., Body Geometry Power Expert) reduce pressure, ideal for long-distance and competitive riding.
Seatpost	座管	Connects the saddle to the frame, adjusting height and angle. Carbon seatposts (e.g., S-Works Tarmac SL8) reduce weight and vibrations, enhancing comfort for long rides.

## 2 Ski

### 滑雪常用术语表 Glossary of Common Skiing Terms

Term	术语	Explanation
<b>Mountain &amp; Terrain / 雪山与地形</b>		
Green Run	绿道	A gentle, easy slope designed for beginners who are learning to ski for the first time.
Groomed Run / Piste	机压雪道 / 雪道	A ski run that has been smoothed over by a snowcat machine, making it smooth and predictable to ski on.
Back Country	野雪	Terrain outside of the marked and groomed trails. Skiing here requires more advanced skills.

Term	术语	Explanation
Moguls	蘑菇	Bumps and mounds of snow, typically formed by skiers making repeated turns. They require rhythmic turning to navigate.
Powder	粉雪	Fresh, dry, and light, un-compacted snow. Highly sought after by advanced skiers for the feeling of floating.
Tree Skiing / Glades	树林滑雪	Designated skiing areas with trees, offering a challenge for intermediate and advanced skiers.
Terrain Park	地形公园	An area with man-made features like jumps, rails, and boxes, designed for freestyle skiers and snowboarders.
Black Diamond	黑道	A signifier for the most difficult and steepest expert-level ski runs at a resort. (Green is easy, Blue is intermediate).
<b>Gear &amp; Equipment / 装备与器材</b>		
Skis	滑雪板	The pair of long runners that attach to boots, used to glide over snow.
Ski Boots	雪鞋	The hard-shelled boots that connect the skier's feet to the bindings on the skis.
Bindings	固定器	The mechanism that attaches the ski boot to the ski. It is designed to release the boot during a fall to prevent injury.
Ski Poles	雪杖	A pair of poles used for timing, rhythm, and pushing oneself across flat areas.
Goggles	雪镜	Protective eyewear that shields the eyes from sun, wind, and snow, and improves visibility.
Helmet	头盔	Protective headwear designed to prevent head injuries from falls or collisions.
Edge	雪板刃 / 边刃	The sharp metal strip on the sides of a ski, used to grip the snow during turns.
<b>Techniques &amp; Actions / 技术与动作</b>		
Pizza	“披萨”	A beginner technique where the tips of the skis are pointed together in a wedge shape to control speed and stop.
Parallel Turn	平行转弯	The technique where both skis remain parallel to each other throughout a turn. A fundamental skill for intermediate skiers.
Carving	卡宾	An advanced turning technique where the skier balances on the edges of the skis, creating a clean, curved arc with minimal skidding.
Traverse	横切	Skiing across a slope in a diagonal direction without descending directly downhill.
Fall Line	滚落线	The most direct path down a hill; the path a ball would take if it were to roll down the slope.

Term	术语	Explanation
<b>Resort &amp; Lifts / 雪场与缆车</b>		
Chairlift	吊椅缆车	A type of aerial lift that transports skiers up the mountain, consisting of a series of chairs suspended from a moving cable.
Gondola	吊箱缆车	An enclosed cabin lift that transports skiers up the mountain, offering more protection from the weather than a chairlift.
Magic Carpet	魔毯	A conveyor belt-style lift, common on bunny slopes, that is very easy for beginners to use.
Ski Patrol	滑雪巡逻队	Trained professionals who monitor slope safety, provide first aid, and assist injured skiers.

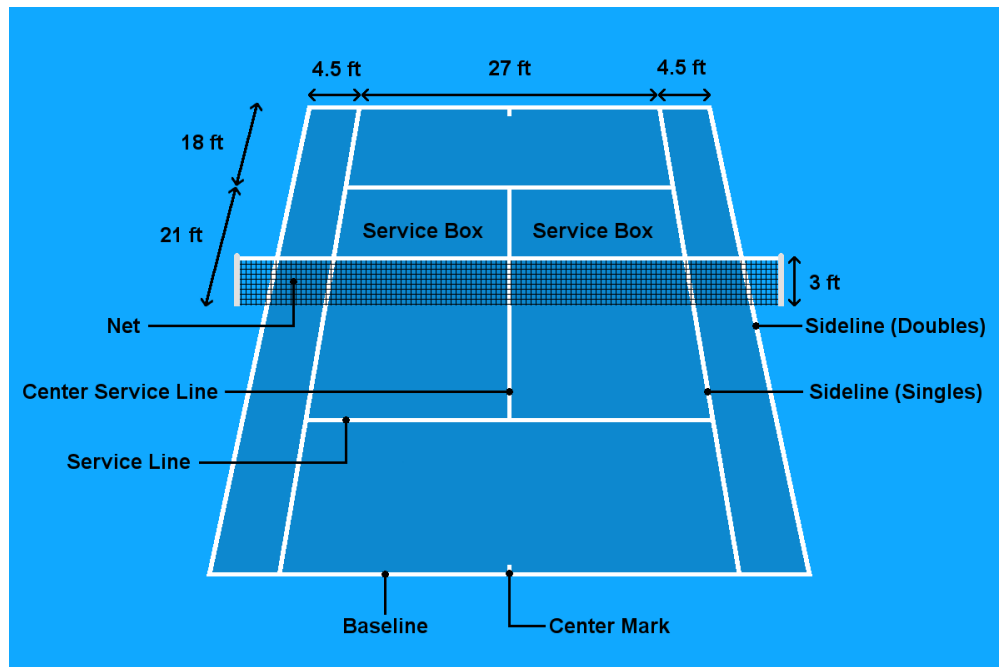
### 3 Golf

#### 高尔夫常用术语表 Glossary of Common Golf Terms

Term	术语	Explanation
<b>Course Features / 球场区域</b>		
Tee Box / Teeing Ground	发球台	The designated area where players start a hole by taking their first shot.
Rough	长草区	The areas of longer, thicker grass that border the fairway. It is more difficult to hit the ball from the rough.
Green	果岭	The area of very short grass at the end of a hole, which contains the cup and flagstick. This is where putting occurs.
Bunker	沙坑	A hazard consisting of a depression in the ground filled with sand.
Hazard	障碍区	Any bunker or water hazard (e.g., lakes, rivers) on the course. Special rules apply when playing from a hazard.
Hole	球洞	The physical 4.25-inch diameter hole on the green that players aim to get their ball into.
Fairway	球道	The short, manicured grass path between the tee box and the green. This is the ideal target for shots off the tee.
<b>Equipment / 装备</b>		
Golf Club	高尔夫球杆	The implement used to hit the golf ball. Clubs come in various types for different distances and situations.
Wood	木杆	A type of club used for long-distance shots, typically off the tee. The “Driver” is the 1-wood.

Term	术语	Explanation
Iron	铁杆	A type of club with a solid, flat metal head used for shots from the fairway. They are numbered for different lofts and distances.
Wedge	挖起杆	A high-lofted iron used for short approach shots, shots from sand bunkers, and chipping around the green.
Putter	推杆	A club with a flat face used for rolling the ball along the ground on the green.
Tee	球座	A small peg, usually made of wood or plastic, used to hold the ball up for the first shot on a hole.
<b>Scoring &amp; Game Play / 计分与比赛</b>		
Par	标准杆	The predetermined number of strokes a skilled golfer should require to complete a hole.
Birdie	小鸟球	A score of 1 stroke under par on a single hole.
Eagle	老鹰球	A score of 2 strokes under par on a single hole.
Bogey	柏忌	A score of 1 stroke over par on a single hole.
Double Bogey	双柏忌	A score of 2 strokes over par on a single hole.
Hole-in-One / Ace	一杆进洞	Getting the ball into the hole with a single shot from the tee box.
Handicap	让杆 / 差点	A numerical measure of a golfer's playing ability used to enable players of different skill levels to compete against each other.
<b>Types of Shots / 击球类型</b>		
Drive	开球 / 发球	The first shot on a hole, usually hit with a driver from the tee box, intended to go a long distance.
Putt	推杆 / 推球	A shot played on the green with a putter, designed to roll the ball into or close to the hole.
Chip	切球	A short, low-trajectory shot played from just off the green, intended to roll the ball towards the hole.
Pitch	劈起球	A short shot, higher and softer than a chip, where the ball flies higher and stops more quickly on the green.
Hook	左曲球	A shot that curves significantly from right to left for a right-handed player.
Slice	右曲球	A shot that curves significantly from left to right for a right-handed player. (The most common miss for amateurs).
Draw	小左曲球	A controlled shot that curves gently from right to left for a right-handed player.
Fade	小右曲球	A controlled shot that curves gently from left to right for a right-handed player.

## 4 Tennis



### 网球常用术语表 Glossary of Common Tennis Terms

Term	术语	Explanation
<b>Scoring &amp; Gameplay / 计分与规则</b>		
Love	零分	The term for a score of zero in tennis. (e.g., 15-0 is "fifteen-love").
Deuce	平分	The score when a game is tied at 40-40. A player must win two consecutive points from deuce to win the game.
Advantage	局点	The point scored after deuce. "Ad-in" means the server won the point; "Ad-out" means the receiver won it.
Game, Set, Match	局、盘、场	The phrase to declare the winner of the final point. Players win points to win a "game", games to win a "set", and sets to win the "match".
Ace	“爱司”球	A legal serve that the receiver is unable to touch with their racket, resulting in an automatic point for the server.
Fault	发球失误	A serve that fails to land in the correct service box.
Double Fault	双发失误	Two consecutive faults on a serve, which results in the server losing the point.

Term	术语	Explanation
Let	触网重发	A serve that hits the net but still lands in the correct service box. The serve is replayed without penalty.
Unforced Error	非受迫性失误	A point lost due to a player's own mistake, rather than due to the skill or pressure of the opponent.
Rally	对打	A series of shots exchanged between players after the serve. A rally ends when one player fails to legally return the ball.
<b>The Court / 球场区域</b>		
Baseline	底线	The back line of the court, parallel to the net. Players serve from behind this line.
Service Box	发球区	The two boxes on either side of the center line where a serve must land to be legal.
Net	球网	The barrier that divides the court in half. The ball must be hit over the net on every shot.
Alley	单打双打边线间区	The area between the singles sideline and the doubles sideline on each side of the court. This area is only in-play during doubles matches.
<b>Types of Shots / 击球类型</b>		
Forehand	正手击球	A groundstroke hit on the player's dominant side (e.g., the right side for a right-handed player).
Backhand	反手击球	A groundstroke hit on the player's non-dominant side. It can be hit with one or two hands.
Serve	发球	The overhead shot used to begin every point.
Volley	截击 / 凌空抽射	A shot hit before the ball bounces on the ground, usually taken when a player is close to the net.
Slice	切削球	A shot hit with backspin, causing the ball to stay low and slow down after it bounces.
Topspin	上旋球	A shot hit with heavy forward rotation, causing the ball to dip down quickly and bounce high. The foundation of modern tennis.
Lob	高吊球	A shot hit high and deep into the opponent's court, typically used to hit the ball over an opponent who is at the net.
Drop Shot	放小球	A soft shot hit with underspin that lands just over the net, intended to catch an opponent who is far back in the court off guard.
Overhead / Smash	高压球	A powerful, aggressive shot hit above the player's head, similar to a serve. It is usually a response to a short or weak lob.
Passing Shot	穿越球	An offensive shot that passes by (not over) an opponent who is at the net, landing in-bounds.



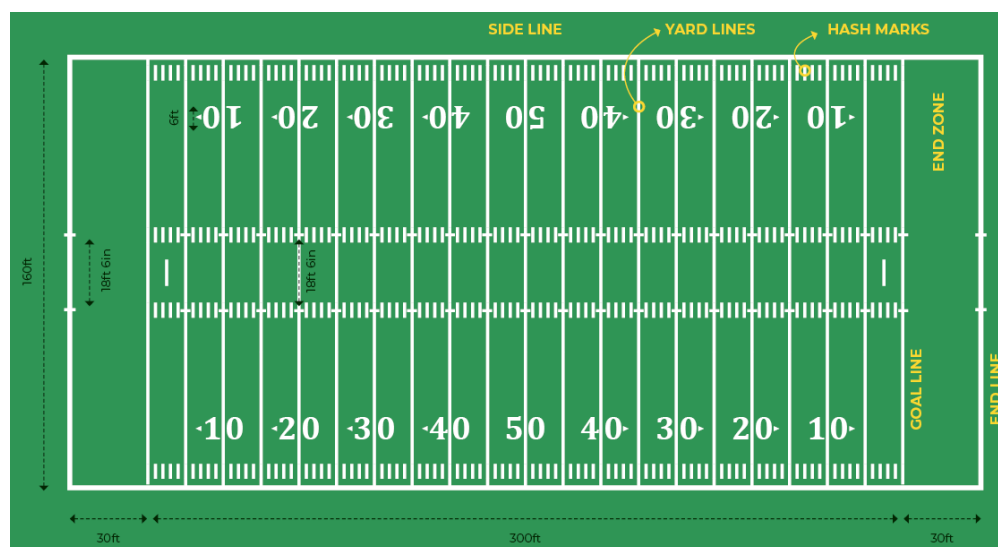
## 5 Billiards

### 台球常用术语表 Glossary of Common Billiards Terms

Term	术语	Explanation
<b>Equipment / 装备</b>		
Cue Stick	球杆	The wooden stick used by players to strike the cue ball.
Cue Ball	母球 / 白球	The white ball that a player strikes with the cue stick. It is the only ball a player is ever allowed to hit directly.
Object Ball	目标球	Any ball that the player intends to hit with the cue ball. In 8-ball, these are the solids or stripes.
Rack	三角框	The triangular frame used to arrange the object balls at the start of a game.
Pocket	袋口	One of the six holes on the edges of the pool table where balls are meant to be sunk.
Chalk	巧粉 / 巧克	A powder applied to the tip of the cue stick to increase friction and prevent miscues.
Bridge	架杆 / 机械杆	A stick with a grooved head used to support the cue stick for long shots or shots where the cue ball is in an awkward position.
Tip	杆头 / 皮头	The small leather pad at the very end of the cue stick that makes contact with the cue ball.
<b>Gameplay &amp; Rules / 玩法与规则</b>		
Break	开球 / 冲球	The first shot of the game, used to scatter the racked object balls.
Scratch	白球洗袋	When the cue ball is pocketed, which is a foul. The opponent typically gets “ball-in-hand”.
Foul	犯规	An illegal action, such as a scratch, hitting the wrong ball first, or knocking a ball off the table.
Ball-in-Hand	手中球 / 自由球	A significant advantage awarded to a player after the opponent commits a foul. The player can place the cue ball anywhere on the table.
Solid / Stripe	全色球 / 花色球	In 8-ball, the two suits of object balls. Solids are numbered 1-7, and stripes are numbered 9-15.
8-Ball	8 号球 / 黑八	The black ball, numbered 8. In the game of 8-ball, a player must legally pocket the 8-ball after all their other balls are gone to win.
Safety	防守球 / 安全球	A defensive shot where the primary goal is not to pocket a ball, but to leave the cue ball in a difficult position for the opponent.

Term	术语	Explanation
Bank Shot	翻袋 / 银行球	A shot where the object ball is driven into one or more rails before being pocketed.
<b>Types of Shots / 击球类型</b>		
Follow Shot	高杆 / 推杆	A shot where top-spin is applied to the cue ball, causing it to continue moving forward after striking the object ball.
Draw Shot / Screw	低杆 / 拉杆	A shot where back-spin is applied to the cue ball, causing it to reverse direction after striking the object ball.
Stop Shot	中杆 / 定杆	A shot where the cue ball is struck in the center, causing it to stop dead upon contact with the object ball (if hit straight on).
English / Side Spin	旋转球 / 侧旋	Spin applied to the left or right side of the cue ball, which affects its path after it hits a rail.
Combination Shot	组合球 / K 球	A shot where the cue ball hits one object ball, which in turn hits another object ball into a pocket.
Carom Shot	借球 / 传球	Similar to a combination shot, but used to move an obstructing ball out of the way.
Jump Shot	跳球	An advanced, legal shot where the cue ball is intentionally made to jump over an obstructing ball. Requires a special stroking technique.
Masse Shot	扎杆 / 曲球	A highly skilled shot where the cue is hit in a near-vertical position to make the cue ball curve around an obstacle.

## 6 Football



## 美式橄榄球常用术语表

## Glossary of Common Football Terms

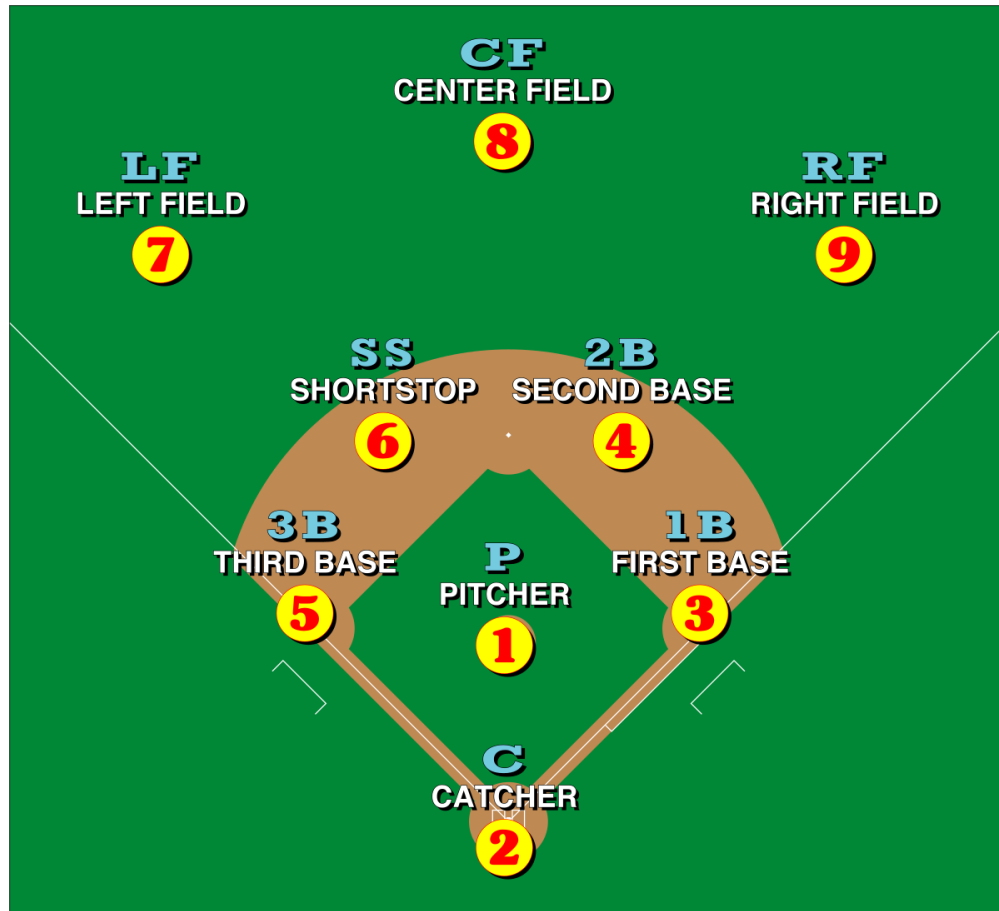
Term	术语	Explanation
<b>General Concepts / 基本概念</b>		
Down	档	A play, starting from the snap and ending when the ball is dead. The offense gets four downs to advance 10 yards.
Snap	开球	The action of the center passing the ball between their legs to the quarterback to begin a play.
Touchdown (TD)	达阵	Scoring <b>6</b> points by carrying the ball into or catching it in the opponent's end zone.
Field Goal (FG)	射门 / 任意球	A kick through the opponent's goalposts, scoring <b>3</b> points. Usually attempted on a fourth down.
Extra Point (PAT)	附加分	After a touchdown, a kick through the goalposts worth <b>1</b> point. It is attempted from the 15-yard line in the NFL.
Two-Point Conversion	两分转换	After a touchdown, an attempt to run or pass the ball into the end zone from the 2-yard line to score <b>2</b> points, instead of kicking.
Punt	弃踢	A kick where a player drops the ball and kicks it before it hits the ground. Used on fourth down to give the ball to the opponent deep in their territory.
Interception	抄截	A pass caught by a defensive player, resulting in a turnover.
Fumble	掉球	When a player who has possession of the ball loses it. The loose ball can be recovered by either team.
Sack	擒杀	When a defensive player tackles the quarterback behind the line of scrimmage while he is attempting to pass.
Turnover	球权转换	A loss of possession of the ball, either through a fumble or an interception.
First Down	首档	Successfully advancing the ball 10 or more yards within four downs, which resets the downs back to first.
Line of Scrimmage	攻防线	An imaginary line separating the offense and defense before a play begins. No player may cross it before the snap.
End Zone	端区	The 10-yard area at each end of the field. A player with the ball entering the opponent's end zone scores a touchdown.
Red Zone	红区	The unofficial term for the area between the opponent's 20-yard line and the goal line. Scoring probability is much higher here.
<b>Player Positions / 球员位置</b>		
Quarterback (QB)	四分卫	The leader of the offense who throws the ball or hands it off to another player.
Running Back (RB)	跑卫	An offensive player who specializes in running with the ball.

Term	术语	Explanation
Wide Receiver (WR)	外接手	An offensive player who specializes in catching passes from the quarterback.
Tight End (TE)	近端锋	A hybrid player who can act as both a receiver (like a WR) and a blocker for the offense.
Offensive Line (OL)	进攻锋线	A group of players who block for the quarterback and running backs. The Center (C) is part of this line.
Defensive Line (DL)	防守锋线	A group of players who try to disrupt the opposing offense by sacking the QB or stopping the run.
Linebacker (LB)	线卫	A defensive player who lines up behind the defensive line and is responsible for stopping both runs and passes.
Cornerback (CB)	角卫	A defensive player who covers the wide receivers to prevent them from catching passes.
Safety (S)	安全卫	A defensive player who lines up in the deep backfield and is the last line of defense.
<b>Offensive &amp; Defensive Terms / 进攻与防守术语</b>		
Play-Action Pass	假跑真传	A passing play where the quarterback fakes a handoff to the running back to deceive the defense into thinking it's a running play.
Huddle	围	huddlediscuss the next play.
Audible	临场暗号	A change of play called by the quarterback at the line of scrimmage after seeing the defensive formation.
Blitz	突袭	A defensive strategy where extra players (usually linebackers or safeties) are sent to rush the quarterback.
Man-to-Man Coverage	人盯人防守	A defensive scheme where each defensive back is assigned to cover a specific offensive receiver.
Zone Coverage	区域联防	A defensive scheme where players are assigned to defend a specific area of the field rather than a specific player.
Hail Mary	万福玛利亚长传	A very long, desperate pass thrown into the end zone at the end of a half or game with a very low chance of success.

Foul	犯规	Explanation
Pushing	推人	Illegally using hands or body to shove an opponent.
Tripping	绊人	Using a leg or foot to cause an opponent to fall or stumble.
Holding	拉人	Grabbing an opponent's body or jersey to impede their movement.

<b>Foul</b>	<b>犯规</b>	<b>Explanation</b>
Charging	冲撞	Unfairly running into an opponent, often with excessive force or when the ball is not within playing distance.
Handling the ball	手球	Deliberately touching the ball with a hand or arm (for non-goalkeepers).
Offside	越位	Being nearer to the opponent's goal line than both the ball and the second-to-last opponent when the ball is played forward to you.
Dangerous play	危险动作	An action that is likely to cause injury, such as a high kick near an opponent's head, without direct contact.
Impeding	阻挡	Blocking an opponent's path to the ball without attempting to play the ball.
Simulation / Diving	假摔	Pretending to be fouled to unfairly win a free kick or penalty.
Unsporting behavior	非体育行为	A catch-all for various unfair actions, like excessive goal celebrations or distracting an opponent.
Kicking	踢人	Attempting to or successfully kicking an opponent, not the ball.
Dissent	表示异议	Protesting a referee's decision through words or gestures.
Jumping at	跳向对手	Leaping into an opponent in a reckless or forceful manner.
Striking	打人	Attempting to or successfully hitting an opponent with a hand, arm, or head.
Persistent infringement	持续犯规	Committing a series of minor fouls that shows a disregard for the rules.
Delaying the restart	延误比赛	Wasting time by kicking the ball away, standing in front of it, or other similar actions before a restart.
Serious foul play	严重犯规	A tackle or challenge that endangers the safety of an opponent with excessive force.
Violent conduct	暴力行为	An aggressive act, such as punching, that occurs even when not challenging for the ball.
DOGSO	破坏明显进球机会	Denying an Obvious Goal-Scoring Opportunity through an illegal act.
Spitting at	向对手吐口水	Spitting at anyone, including teammates, officials, or opponents.
Offensive language	使用攻击性语言	Using offensive, insulting, or abusive language or gestures.
Second yellow card	累计两张黄牌	Receiving a second caution (yellow card) in the same match, resulting in a red card.

## 7 Baseball



### 棒球常用术语表

#### Glossary of Common Baseball Terms

Term	术语	Explanation
Gameplay & Rules / 玩法与规则		
Inning	局	The basic unit of play, consisting of a turn at bat for each team. A standard game has nine innings.
Strike	好球	A pitch that is called legal by the umpire. A batter is out after three strikes (a “strikeout”).
Ball	坏球	A pitch that is thrown outside the strike zone and that the batter does not swing at. Four balls result in a “walk”.
Out	出局	The retirement of a batter or baserunner for the duration of an inning. Each team gets three outs per inning.

Term	术语	Explanation
Safe	安全上垒	When a baserunner successfully reaches a base without being put out.
Foul Ball	界外球	A batted ball hit outside the foul lines. It counts as a strike, unless the batter already has two strikes.
Home Plate	本垒板	The five-sided base that batters stand beside to hit. A run is scored when a player legally touches home plate.
Dugout	球员休息区	The bench area where players and staff sit when they are not on the field.
<b>Player Positions / 球员位置</b>		
Pitcher	投手	The player who throws the ball from the pitcher's mound towards the catcher to begin each play.
Catcher	捕手	The player who squats behind home plate to receive the pitches from the pitcher.
Infielder	内野手	A defensive player positioned in the area around the four bases (First, Second, Third Baseman, and Shortstop).
Outfielder	外野手	A defensive player positioned in the grassy area beyond the infield (Left, Center, and Right Fielder).
Designated Hitter (DH)	指定打击	A player who bats in place of the pitcher without playing a defensive position. Used in the American League.
<b>Hitting &amp; Base Running / 击球与跑垒</b>		
Home Run (HR)	本垒打 / 全垒打	A fair hit that allows the batter to round all the bases and score a run. Often hit out of the ballpark.
Run Batted In (RBI)	打点	A statistic credited to a batter when their hit, walk, or sacrifice results in a run being scored.
Walk / Base on Balls	四坏球保送	An advance to first base awarded to a batter who receives four pitches outside the strike zone.
Stolen Base	盗垒	The act of a baserunner advancing to the next base while the pitcher is delivering the ball to home plate.
Bunt	触击 / 短打	A light, strategic tap of the ball with the bat, without swinging, to advance a runner or get a surprise hit.
Double Play	双杀	A defensive play in which two offensive players are put out as a result of one continuous action.
Batting Average (AVG)	打击率	A key statistic representing a player's hitting ability, calculated by dividing hits by at-bats.
<b>Pitching &amp; Defense / 投球与防守</b>		
Strikeout	三振出局	An out recorded when a batter accumulates three strikes.

Term	术语	Explanation
Fastball	快速球 / 直球	The most common type of pitch, thrown at high speed.
Curveball	曲球	A pitch that breaks sharply downwards or sideways as it approaches the plate.
Changeup	变速球	An off-speed pitch thrown with the same arm action as a fastball to deceive the batter's timing.
Bullpen	牛棚	The area where relief pitchers warm up before entering a game.
Earned Run Average (ERA)	防御率 / 自责分率	A key statistic representing a pitcher's effectiveness, indicating the average number of earned runs they give up per nine innings.
Error	失误	A mistake by a defensive player that allows a batter or baserunner to advance.

## 8 Texas Hold-em