

3. TESTING A SHUTTLE FOR SPEED

3.1 To test a shuttle, a player shall use a full underhand stroke which makes contact with the shuttle over the back boundary line. The shuttle shall be hit at an upward angle and in a direction parallel to the side lines.

3.2 A shuttle of correct speed will land not less than 530 mm and not more than 990 mm short of the other back boundary line as in Diagram B.

DIAGRAM B

