A SOCIOLINGUISTIC ANALYSIS OF BILLIARD JARGON EMPLOYED BY BILLIARD COMMUNITY IN YOGYAKARTA

A Thesis

Presented as Partial Fulfilment of the Requirements for the Attainment of
a *Sarjana Pendidikan* Degree in English Language Education
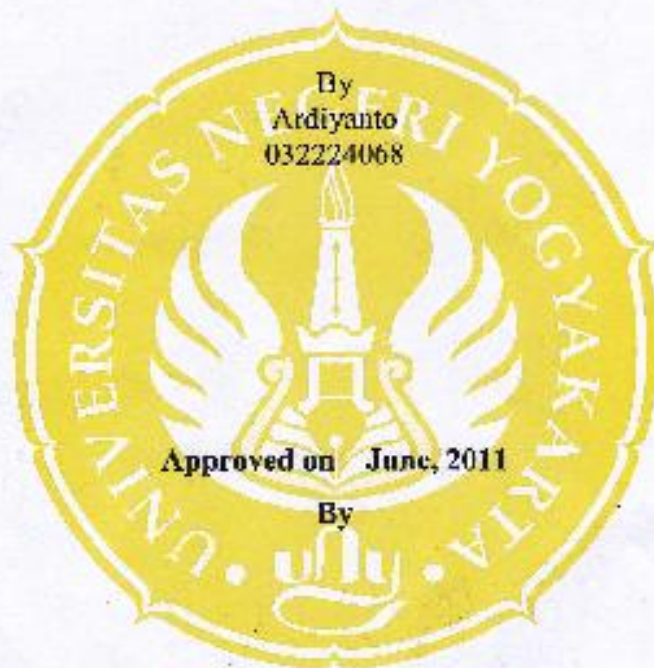
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YOGYAKARTA STATE UNIVERSITY

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Menyatakan bahwa karya ilmiah ini adalah hasil pekerjaan sendiri. Sepanjang pengetahuan saya, karya ilmiah ini tidak berisi materi yang ditulis oleh orang lain, kecuali bagian-bagian tertentu yang saya ambil sebagai acuan dengan mengikuti tata cara dan etika penulisan karya ilmiah yang lazim.

Apabila ternyata terbukti pernyataan ini tidak benar, sepenuhnya menjadi tanggung jawab saya.

Yogyakarta,   Juni 2011
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MOTTO

"Verily man

is in loss

except who have faith,

and do righteous deeds,

and (join together)

in the Mutual Teaching

of Truth, and of

Patience and Constancy"

(The Qur'an, 103: 2-3)

DEDICATIONS

To

My Parents,

Grand Parents,

Beloved Wife,

Unborn Child,

Brothers,

Sisters,

and Friends

ACKNOWLEDGEMENTS

In this happy moment I wish to praise Allah, the Almighty, who has blessed me time to time.
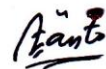
I would, furthermore, like to express my sincere thanks to Suhaini M. Saleh, M.A., my first consultant, and Siti Mukminatun, M.Hum., my second consultant, for their continuous and valuable guidance, advice, and encouragement in order that I could complete his thesis.

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Yogyakarta,   June, 2011

Researcher,

Ardiyanto

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ABSTRACT

This research aims at identifying the forms of billiard jargon, revealing the meanings of the jargon, and describing the functions of the jargon employed by billiard community in Yogyakarta.

This research employed a descriptive qualitative method. The data of the research were jargons employed by the billiard community that are commonly used in the billiard tournament. The jargons were in the spoken form. The techniques of collecting data were observations and interviews. The key instrument of this research was the researcher himself because he himself watched and wrote anything dealing with the research. The trustworthiness of data analysis was done through triangulation. i.e. discussing and analizing the data with experts who were eligible and competent to the research.

The findings of the research reveal that there are 110 jargon items in the billiard tournament in Yogyakarta. The jargons are in the form of word, phrase, abbreviation, and acronym. Most of the jargons are in the form of phrases with 54 jargon items (49.09%). This implies that phrases are the most prominent form. According to the meaning categorization, the meanings of jargons in the billiard tournament are mostly the denotative meaning with 88 jargon items (80%). This implies that the literal meanings are much more understandable. Based on the functions of jargon, most of the jargons were to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders with 80 jargon items (72.73%). This implies that the jargons in the billiard tournament are used to provide special terms as a mark that they belong to one of the billiard community members.

CHAPTER I
INTRODUCTION

A. Background of the Study

Language is fundamental in humans' life. It becomes a part of culture that cannot be separated from human civilization. It is a system of arbitrary vocal symbols used for human communication (Brown, 2000: 5). It permits all people in a given culture, or other people who have learnt the system of that culture, to communicate or to interact.

The relationship between language and its society is reciprocal, meaning that the presence of one of them brings the existence of another. This relationship is studied in sociolinguistics. Sociolinguistics is a language study, which preferably views language use in the society instead of the rules of language. It puts language based on its functions. Consequently, people use and choose a particular language, which is most appropriate to their situation. The phenomenon is usually called choosing a language variety or language code. It, later on, causes the emergence of language variations such as jargon, register, slang, style, and so forth.

Communication is regarded effective as long as the sender and the receiver agree about the meaning of the message. For example, if people want to play a game together they have to agree on the rules.

People usually do sports as their hobby in order to keep their body healthy and also to get relaxed after a busy day. Although there are so many kinds of sport, people tend to interact with those who have the same interest in a certain

sport. When they talk to others in such a circumstance, the hearers suppose to know what the speakers are talking about so that the communication among them will be pleasant and run smoothly. Such communication can happen among players, coaches, referees, table officials, commentators, and spectators.

Billiards is one of the most popular sports in the world as well as in Indonesia. It has its own technical language which is represented by particular billiard jargon. By using this jargon, members of a billiard community are exclusively connected. It is obviously known that although billiards is popular, it does not mean that all people know all the words or utterances used in the sport, particularly, the words or utterances that include some specific billiard jargon items. For example, the coach says, "Beware! You are in the foul trouble". The people, who are accustomed to that term, will know that a player has to leave the game if s/he commits a foul again. It may be meaningless to other people who do not like the game of billiards. They will be confused and try to interpret that utterance in the different ways according to their own perception. It will make the communication run unsuccessfully because of the misinterpretation.

Based on this phenomenon, the researcher is triggered to investigate jargons commonly used by the members of a billiard community and to observe how those are applied in certain utterances in billiard tournaments.

B. Identification of the Problem

Communication requires the understanding of both the sender and the receiver on the language or expressions used. The objective of communication can

be achieved when the language and the perception of meaning are maintained. Jargon as a proper language to convey certain meaning should be taken for granted.

The relation of the language use and the background of its function and purpose always exist in the practice of the language jargon in billiards as a language variety is presented as a certain reason. The use of this jargon causes certain effect. This jargon is also influenced by some situations, conditions, and objectives; of course, it is related to the rules and the procedures of this sport.

The meanings of jargon in billiards must be understood by members of billiard community. However, people who do not belong to the billiard community may not find it easy to understand and grasp the meaning intended by the speaker. It happens because of some factors:

1. **Uncommon Words**

   In a billiards or pool game, an amateur pool player often finds 'strange' or 'unfamiliar' words which are perhaps uncommon. It does not become a problem for some people who belong to a billiard community; however, common people or people who are just interested in billiards may not understand the meanings of the words when they hear or read the billiard jargon which employ uncommon words or terms.

2. **Ambiguous Words**

   Ambiguity often makes people confused. They should pay attention and carefully read or listen when the ambiguous words emerge. They should also

examine the meaning, or what precisely the word refers to. These should be done so that they will not be confused with what is spoken by a billiard commentator or written in the billiard magazine.

3. The Complex Structure of the Sentence

A sentence is commonly defined as a group of words that express a statement, question, etc. Subject and predicate (verb) are the minimum requirements in forming a sentence. Longer sentences may have an adverb or a complement as the addition beside the subject and predicate. People may not be confused when the sentences are performed in a simple form.

4. Speech Act

Speech acts are simply things people do through language – for example, apologizing, complaining, instructing, agreeing, and warning. In some written language works, such as stories, instructions, news, etc; speech act is often used. Speech act becomes a problem because in written language, readers cannot guess the context of situation of the sentence whether it is a request, denial, offering, command, or others.

5. Jargon

Jargon is defined in the *Oxford dictionary* (1995:225) as special or technical words used by a particular group of people.

It is important for the members of community such as coaches, players, referees, table officials, reporter, and spectators to notice on the speech acts applied in such circumstances because there are some utterances that may have more meanings. During the game, the coach sometimes gives an instruction containing some terms of billiard jargon. The players must be accustomed to the jargon so that they will do the instruction well. Meanwhile, the referee also applies some terms of billiard jargon to regulate the players during a billiard tournament. Through the words uttered, they can make the players know when there is a foul committed, time out, or many other cases.

C. **Limitation of the Problem**

Based on the identification of the problems, it is impossible to observe all the problems. The researcher focuses on the forms, meanings, and functions of billiard jargons employed by members of billiard community in Yogyakarta.

D. **Formulation of the Problem**

Based on the limitation of the problem, the problems are formulated as follows.

1. What are the forms of jargon employed by billiard community in Yogyakarta?
2. What are the meanings of jargon employed by billiard community in Yogyakarta?
3. What are the functions of jargon employed by billiard community in Yogyakarta?

E.   Objectives of the Research

Based on the formulation of the problem, the objectives of this research are:

1. to identify and to describe the forms of jargon employed by billiard community in Yogyakarta,

2. to reveal the meanings of jargon employed by billiard community in Yogyakarta, and

3. to identify and to describe the functions of jargon employed by billiard community in Yogyakarta.

F.   Significance of the Research

By conducting the research, the researcher expects that the result can enrich the study of linguistics. The following are the benefits of the research.

1. Theoretically, the research is expected to enrich the study in linguistics and sociolinguistics fields.

2. Practically, the research findings can be useful and informative inputs for the study of the use of English language, especially in sociolinguistics fields. It is also expected to be a valuable source of reference to related studies. Thus, it may lead other researchers to explore more and wider knowledge in sociolinguistics studies, especially in the study of jargon.

G. Operational Definitions of Terms

Some important terms used in the study are outlined as follows.

1. Billiards

   Billiards is a game for two people played with cues and three balls on a long table covered with green cloth (Hornby, 1995: 106).

2. Sociolinguistics

   Sociolinguistics is concerned with investigating the relationship between language and society with the goal of understanding of the structure of the language and of how language functions in communication (Wardhaugh, 2000: 12).

3. Jargon

   Jargons are varieties of language created for specific functions by the people who engage in them regularly (Chaika, 1982: 120).

4. Forms of jargon

   Forms of jargon are words, phrases, abbreviations, and acronyms (Halligan, 2004).

5. Meaning

   Meaning is what referred to or indicated by e.g sounds, words, or signals (Hornby, 1995: 726).

6. Function

   Function is a special activity or purpose of a person or thing (Hornby, 1995: 480).

CHAPTER II
LITERATURE REVIEW, CONCEPTUAL FRAMEWORK AND
ANALYTICAL CONSTRUCT

This chapter contains literature review, conceptual framework, and analytical construct. The literature review describes the theory and definitions that are relevant and suitable with the research. The conceptual framework describes the relation between the concept of the research and the study analysis. Then, an analytical construct is arranged to describe the research scope briefly.

A. Literature Review

1. On Language

Hornby (1995: 721) states language as a system of sounds and words used by human to communicate. He also defines language as a system of communication in speech and writing that is used by people.

Furthermore, language could be interpreted as the product of the individual development. An individual can have a little influence on the development of society and its culture, but he cannot significantly influence the structure of language. He himself tends to develop his individual language system or idiolect that might be influenced by his social and economic background, educational background, sexes, and ages to convey artistic effects (Loveday, 1982: 3).

Based on the statements above, language can be defined as a system of arbitrary signal, such as sounds, gestures, or written symbols to become means to communicate thoughts and feelings in the human life.

2. Sociolinguistics

Language takes an important role in society. According to Trudgill (1974: 1), language is used as a means of communication and establishing and maintaining relationships with other people. Language can be examined internally and externally. "Microlinguistics" studies language internally and "macrolinguistics" studies language externally. In general linguistics, microlinguistics investigates a language using the theories of linguistics, for examples phonology, morphology and syntax. Meanwhile, macrolinguistics studies a language by involving two disciplines or more that result in a study of interdisciplinary, such as psycholinguistics, neurolinguistics, and sociolinguistics (Lyons, 1992: 36).

Sociolinguistics emerged in 1952 when Haver C. Currie suggested the need of a study about the relationship between the use of language and the social status of people who use the language (Coulmas, 2002: 1). According to Spolsky (2001: 3), sociolinguistics is the field that studies the relation between language and society. It assumes that human society is made up of many related patterns and behavior, some of which are linguistics.

It is in line with Hudson (1980: 4-5) in Wardhaugh (2000: 12) who says that sociolinguistics is the study of language in relation to society that includes the aspects of linguistics applied toward the connections between language and society, and the way people use it in different social situations. Furthermore, Widdowson (2000: 70) says that sociolinguistics is the study of language and

society; that is, how social factors influence the structure and the use of the language.

According to Andrews (2006: 15), sociolinguistics is the study of how language and social factors such as ethnicity, social class, age, gender, and education level are related. They also say that language is one of the powerful symbols of social behavior. When holding communication through language, people send social messages such as who they are, where they come from and to whom they communicate.

In addition, Sumarsono (2002: 2) defines sociolinguistics as an institutional linguistics which correlates a language to the language users. Moreover, Chaer and Agustina (2004: 2) state that sociology is an objective study of people's behavior in their society, institution, and their social activities in community. Meanwhile, linguistics is defined as a study which uses language as an object. Thus, sociolinguistics can be defined as an interdisciplinary study which studies the use of language in society.

According to the statements above, it can be summarized that sociolinguistics is one of the linguistics branches which studies language and language varieties used by people in relation to social and contextual factors.

3. Language and Society

According to Cambridge Online Dictionary (2010 in *http://dictionary.cambridge.org*), society is a large group of people who live

together in an organized way, making decisions about how to do things and sharing works that need to be done.

Society can also be defined as a group of individuals that belongs to the same species and it is organized in a cooperative manner (Lenski, 1978: 7). Moreover, Lenski says that the society needs a system of communication or the use of language. Furthermore, Wardhaugh (2000: 1) states that a *society* is any group of people who are drawn together for a certain purpose or purposes and a *language* is what the members of a particular society speak.

Language is one of the powerful symbols of social behavior in which a speaker's social background, identity and character can be identified through the way he or she uses the language to communicate. According to Wardhaugh (2000: 10) at least there are four possibilities of relationships between language and society. The first, society influences the linguistics phenomenon. The variety of language is determined by speaker's social situations such as age, gender, region, social class, etc. For example, children speak differently from adult. The second, linguistics phenomenon influences the society. The Sapir-Whorf hypothesis or Whorfian hypothesis proves that linguistics behavior shapes the society. The study shows that words and phrases like 'fatafati', 'kachal', 'chera-bera', 'pechki', 'gutaguti' etc. determine a definite society of young generation of Bangla speakers. The third, society and language together dialectically influence the linguistics phenomenon. A Marxist view as mentioned by Ditmar (1976: 238) in Wardhaugh (2000: 11) suggests that speech behavior and social behavior are in a constant interaction and they are an important factor

in the relationship. The fourth, society and language do not influence the linguistics phenomenon at all. Noam Chomsky's hypothesis proposes that language is an innate system of expression which is free from the influence of either social or any external linguistics factors. It is a universal human language in human minds which is resulted from human thought and does not need social influences to deliver.

However, Chaika, (1982: 2) says that there is no human in society that does not depend on, is not shaped by, and does not shape language. He also notes that every social institution is maintained by language. Language is used to reveal someone's personal identity, character and background in which he or she is unconscious in doing so.

In brief, language and society are so intertwined and it is impossible to understand one without the other. Therefore, the possibilities of the relationship between language and society lead to the sociolinguistics study.

4. Language Variation

With regard to the definition above, sociolinguistics analyzes the many and diverse ways in which language and society entwine. Sociolinguistics tries to examine the interplay of language and society, with language as the starting point. Thus, variation is the key concept, applied to language itself and to its use. The basic premise of sociolinguistics is that language is variable and changing. As a result, language is not homogenous – not for the individual user and not within or among groups of speakers who use the same language.

Hudson (1980: 24-25) defines a variety of language as 'a set of linguistics items with similar distribution'. This definition enables us to treat all the languages of some multilingual speaker, or community, as a single variety, since all the linguistic items concerned have a similar social distribution. He also adds that the defining characteristics of each variety is the relevant relation to society – in other words, by whom, when, the items concerned are used.

In line with Hudson, Bell (1999: 27) states that variations caused by the use to which the individual is putting the language in the particular situation being investigated, rather than those caused by the relatively permanent characteristics of the user such as age, education, social class membership and so forth.

As stated above, the existence of language variation is accused by the different needs of communication among community. Nababan (1984: 13) says that the reasons for language to be varied are: 1) different territories of community, 2) different social groups, 3) different situations of speech or different levels of formality, and 4) different periods of time. Furthermore, Nababan explains four categories of language variation:

1. Regional variety

   A regional variety is distinguished by the different regions and geographies; it is used as a dialect.

2. Social variety

   A social variety is distinguished by the difference of socioeconomic. Social variation is known as sociolect.

3. Functional variety

A functional variety refers to the difference of language function including actors (speaker, listener, other people), setting (house, market, station, etc).

4. Temporal/Chronological variety

A temporal/Chronological variety is language variation recognized by the difference of time factors.

There are five types of language variation. The first type is *dialect*, which is the collection of attributes (phonetic, phonological, syntactic, morphological, and semantic) that makes one group of speakers noticeably different from another group of speakers of the same language. This term refers to the language varieties characteristic of different regional or groups (Finegan, Blair, and Collins, 1997: 411). The second type is *slang*. It is an informal language consisting of words and expressions that are considered inappropriate for formal occasions. They are often vituperative or vulgar (*www.websters-nlinedictionary.org/definitions/slang*). In addition, slang is a language which is formed by the same morphological processes as other words and is subject to the phonotactic constraints and so forth of the language that they are a part of (http://www.unc.edu/~gerfen/ling30sept2002/sociolinguistics.html). Thus, slang refers to informal vocabulary that does not belong to a language's standard vocabulary. The third type is *argot*, which refers to a nonstandard vocabulary used by a secret group of people. It is particularly associated with criminal organizations, usually intended to render communication being incomprehensible to outsiders, although people in specific regions and classes also use argot to

communicate (Smith, 2007). According to McShane and Williams (2005: 64), argot is a specialized vocabulary or a set of idioms used by a particular social class or group to conceal the meaning of the communication from others. The fourth type is *jargon*, which is the special or technical word used by particular group of people. Jargon is sometime incomprehensible to outsiders. The fifth type is *register* that is sets of language items associated with discrete occupational or social groups (Wardhaugh, 2000: 48). It refers to the patterns of communication used in particular settings or situation and for specific purposes. Register differences can affect pronunciation, grammar, and vocabulary.

From the explanations above, it can be stated that language variation focuses on how language varies in different contexts. The context itself can refer to things like ethnicity, geography, social class, sex, and age.

5. Jargon

a. Definitions of Jargon

Every profession, organization and specialized group has some unique vocabulary which can speed communication among group members. The specialized vocabulary and idioms of those in the same work, profession, etc are defined as jargon (*Webster's New World Dictionary*, 1994: 723). Furthermore, Moris (1982: 686) states that jargon is a specialized or technical language of a trade, profession, or similar group, such as trade jargon, business jargon, sports jargon, computer jargon etc.

According to Spolsky (2004: 33), jargon is a variation concerning the special variety especially marked by a special set of vocabulary (technical terminology) associated with a profession or occupation or other defined social group and forming part in a group variety. In addition, Gere (1988: 574) defines jargon as a specialized language of occupations and fields of inquiry. Gere also adds that as technical terminology, jargons belong to writings on specialized subject.

In the same sense, Brown and Attardo (2000: 109-110) say that jargon is a specialized variety that refers to profession activities. In fact, any occupation, hobby, association or organized group is likely to develop its own jargon. Moreover, they mention that the extremely developed jargon is computer jargon.

Jargon is effective as signals for identification. Furthermore, jargon is effective when it is used in the group where it is created or occurs, as stated by Chaika (1982: 122). In addition, Hornby (1995: 637) says that jargon consists of the technical words or expressions used by a particular profession or a group of people and difficult for others to understand. For example, the word "HUD" or "Heads Up Display" which is taken from computer jargon means any type of display that displays over the top of another display and in relation to computer games, a HUD means an important information such as the players' life, maps, available or selected weapons or other abilities, etc. The words used in this jargon are common language, but they are organized to construct new form with different meaning. Such jargon will make people confused, especially the ones who do not belong to any group, community, or profession related to computer and

informational technology (IT). Moreover, such specialized jargon serves not just to label new and needed concepts, but to establish bonds between members of the in-group and enforce boundaries for outsiders (Spolsky, 1998: 33).

In brief, jargon is a special set of vocabulary that is used in a professional or social group in which members coming from other group will find difficulties to understand the terms. Jargon in the group will establish the relationship among members in that group, but it is also able to exclude people who do not belong to the group.

b. Forms of Jargon

According to Halligan (2004), there are four forms of jargon. They are words, phrases, abbreviations, and acronyms.

The definitions of word are explained in several views. According to Richard and friends (1985: 311), word is defined as the smallest part of the linguistics units which can occur on its own in speech or writing. Meanwhile, Finch (2000: 132) says that word is a unit of expression which is recognized intuitively by native speakers in both spoken and written language. It can be in the form of a sound or combination of sounds (or the written or printed symbols) which forms a unit of grammar or vocabulary of a language (Hornby, 1995: 991).

The next form, phrase is defined as a group of related words that does not contain a subject or verb (Hairstone and Ruszkieweiz, 1988: 216), such as *control panel*, *device manager*, *recycle bin* etc. The related words in each of those phrases cannot stand alone as an independent unit and function as parts of speech.

Moreover, Finch (2000: 112) says that phrase is a syntactic unit which typically consists of more than a word and is intermediate between the word and clause level in sentences.

The other form is abbreviation. According to Hairstone and Ruszkieweiz (1988: 512) abbreviation is a shortened version of a word or phrase, usually consisting of part of the original word or phrase and usually punctuated with a period, i.e. Rev. for Reverend and Mr. for Mister. Halligan (2004) says that abbreviation is a form of word, phrase, etc that is shorter by omitting letters or using only the first letter of each word. Some examples of abbreviations taken from computer jargon revealed by him are Cd means Change directory, DHCP means Dynamic Host Configuration Protocol, IP means Internet Protocol, DTP means Desktop Publishing, SC for Sport Color and UGD means User Guide Documentation.

The last form is acronym. According to Troyka (1987: 699) is a word made up of the first letters of other words that acts as an abbreviation for those words. Furthermore, Bauer (1998: 39) states that acronyms are words coined from initial letters of the words in abbreviations formed by taking the initial sounds (letters) of the words of a phrase and uniting them to form a pronounceable word. Some examples of acronym are the word **"laser"** which means *light amplification by simulated emission of radiation*, "scuba" from *self-contained underwater breathing apparatus*, **"radar"** from *radio detecting and ranging*, and "AIDS" from *Acquired Immune Deficiency Syndrome*.

c.   Functions of Jargon

Chaika (1982: 121-122) states that jargon can be a way of playing one-upmanship of saying "I know something you don't know". It means that jargon is a way to exclude lay people or novices, those who do not belong to the group. Furthermore, he says that jargon is effective as the signal for identification. Jargon creates communicative efficiency in which the use of lengthy phrases can be avoided by using only a single word refers to something wanted to say. He also mentions two ways in which speech functions can be mismatched to the participants in the speech event. The first is to understand the intention but not the actual words, and the second is to understand the words by themselves but not the intent. Thus, using certain jargon in the certain group eliminate communication barrier because the member of that group understand both the intents and words.

In addition, Lutz and Wallraff in TeStrake (2001: 13) mention some advantages and functions of using jargon. Jargon adds technical accuracy and quality to the language. Jargon also functions as a tool for improving communication within a group. Moreover, jargon produces an air of profundity, authority, and prestige for speaker and their subject matter. It means that jargon gives effects of feeling such as a) self-confidence, because of the depth of knowledge, b) membership, because of the limited community who know the jargon, c) high-social class, because of certain level of people understand the jargon.

Moreover, Allan and Burridge (2006: 65) say that jargon is a language variety which is used by people who have a common work-related or recreational interest. They also add that jargon is in-group language which functions as an essential tool for effective communication. Allan (2001: 179) says that jargon at least has two functions. The primary function is to serve a technical or specialist language. The secondary function is to promote in-group solidarity, and to exclude the out-groupers those who do not use the jargon.

Meanwhile, Brown and Attardo (2000: 110) sum up that jargon has two main functions. The first is to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities. The second is to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders.

Therefore, it is obvious that the jargon is often used by a certain social of professional group that have the same or certain activities regularly and need to use some technical words that can help them to communicate effectively and may bond their companionship. In fact, any occupation, hobby, association or organized group is likely to develop its own jargon (Brown and Attardo, 2000: 110).

From those explanations, the researcher tends to utilize the theory of Brown and Attardo (2000: 110) stating that there are two functions of jargon. They are (1) to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities, and (2) to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders.

6. Meaning

The role of meaning is fundamental to the language system. Meaning is what is referred to or indicated by e.g. sounds, words, or signals (Hornby, 1995: 726). Modern linguistics during the last hundred years has taken as its starting point in any discussion of meaning the conventionalist acceptance of the need for the relationship between word and 'object' to be an indirect one mediated by a concept (Bell, 1999: 85). Building on this assumption, de Saussure provides a rather more explicit model of the relationship between the *linguistic sign* and the '*object*'. The relative sophistication of de Saussure's model is that it sees the linguistic sign as being composed of two indivisible elements, the *concept* and the *acoustic image*, which realizes it.

Since meaning is related to many different functions of language, there are many different ways to approach the problems of meaning. Nida (1975: 22) states that a primary distinction is made between what is sometimes called the 'extensionalist' view of language, which focuses on how words are used in contexts (both linguistic and behavioral), and the corresponding 'intensionalist' view of language, which concentrates on the conceptual structures associated with particular units.

Meaning must be understood primarily in terms of the functions performed by various in communication. Generally, there are two different types of factors giving rise to discrepancies in meaning. The first is the fundamental diversities in culture and linguistic backgrounds of the source and the receptors. The second is

their immediate differences of the message or to the circumstances in which the communication takes place (Nida, 1975: 200).

Hurford and Heasly (1983: 2) state that there are two ways of talking about the meaning of words and other expressions. They are *reference* and *sense*. The term reference is concerned with the relationship between language and the world. Finch (2000: 175) states that *reference* deals with the relationship between words and the things, activities, properties, etc. in the outside world, to which they refer. Thus, reference is clearly an important dimension of meaning. On the other hand, the term *sense* is concerned with the relationship inside the language. Hurford and Heasly (1983: 28) write that the *sense* of an expression is playing in a system of semantic relationship with other expression in the language. Moreover, Hurford and Heasly (1983: 29-30) say that the relationship between reference and sense can be stated as follows: the reference of an expression is often a thing or person in the world; whereas the sense of an expression is an abstraction that can be entertained in the mind of a language user.

In categorizing meaning, Machali (1998: 21) states three types of meaning. The first type is referential meaning which is what the communication is about. It is the information content, e.g. when someone refers to fruits produced by a certain tree as 'apple'. The second type is organizational meaning which is also called textual meaning. Organizational meaning means the putting of referential information into a coherent whole. It is signed by deictic, repetition, grouping, topic-comment structure, etc. The third type is situational meaning which is an

encoding of the interpersonal aspect of communication, as well as setting and purpose of communication.

Mwihaki (2004) says that linguistic meanings can be broken into seven types. They are conceptual, connotative, collocative, social, affective, reflective, and thematic meaning. However, it is primarily divided into two broad types i.e., conceptual and associative meaning.

Conceptual meaning refers to the logical sense of the utterance and is recognizable as a basic component of grammatical competence. It is the basic or universal meaning and can be represented at the logical level. At the lexical level (lexeme), conceptual meaning is represented in a set of distinctive features. For example, 'people' lexemes are [human], [adult], [male].

Meanwhile, associative meaning describes a composite of modes of language use which draws on certain mental connections. Its meaning arises from the associations that a word acquires. The meaning is open-ended, unstable and indeterminate, because it varies depending on culture, time, place, class, individual experiences, etc.

Associative meaning includes connotative, stylistic, affective and collocative meanings. The first form, connotative meaning describes the communicative value of what an expression refers to. It varies considerably according to such factors as culture, historical period, social class and the general real-life experience of a speaker or group of speakers. For examples, the word *father* has connotative meaning i.e. *strength, strong will, tolerance,* as the word

businessperson which has connotative meaning of *wealth and generosity*. Compared with conceptual meaning, connotative meaning is peripheral, and relatively unstable, that is, it may vary according to culture, historical period, and the experience of the individual. The second form, collocative meaning is the association that a word gets because of the meanings of words which tends to occur in its linguistic context. In other words, it is that part of the word-meaning suggested by the words that go before or come after a word in question. For example is the word *fast in fast reading, fast friendship, fast color, fast car, and have a fast* (period of fasting). In this case, *fast* has collocative meaning of quick moving, capable of high speed, firmly fixed, or abstaining from food for a time. The third form, social meaning refers to the use of language to establish and regulate social relations and to maintain social roles. It includes style of utterances or expressions. For example, the word *mother* (formal), *mom* (colloquial), *mama* (child's language) as word *dollar* (neutral) and *buck* (slang). And the fourth form, affective meaning is a level of meaning that conveys the language reflecting speaker's feelings including his attitude and emotion towards the listeners or audience she or he talking to. For example is the word *pearl* and *angel* which is used to imply the attribute of *great beauty* and *merit*.

Moreover, according to Nida (1975: 22) generally, there are two approaches of meaning called "extentionalist" which concentrate on how words are used in contexts of linguistics and behavioral, and "intensionalist" which focus on conceptual structure associated with particular units.

Based on those explanations above, it can be stated that words are not limited to one single meaning. Most words have multiple meanings, which are categorized as either denotative or connotative. A word always has a denotative meaning, but can also be charged with meaning and thus have connotative meanings as well. Denotative meaning is the literal meaning. It is actual meaning, with no spin on it intended to persuade. Connotative is the emotions and various meanings associated with a word. The same connotative meaning is what the word suggests after such a spin has been applied. Connotative tends to bring a memory, mood, or image.

7. Billiards

The game of billiards, commonly known as pool or snooker, is a sport played between two players or two teams with a pool table, cue stick, a cue ball, and object balls. The game is played on a pool table with six pockets. The object of the game is to score by pocketing the object balls onto the pockets (potting). The team or player that pockets the game ball wins the billiard match (Tina Pawloski, 2009).

a. A History of Billiards

The origin of billiards or pool game was from Europe. It was first played by King Louis XI of France as the first recorded billiard table was one sold to him in 1470. The game also developed simultaneously in England as described in *The Complete Gamester,* a book published in England in 1674. During the 1700s,

billiards remained popular in France and England, and caught on in the United States. The Industrial Revolution contributed to a series of improvements in billiard tables and other equipment, such as *chalk* that was first used on cue stick ends between 1800-1850 (Robles, T., and Varner, N., 2010).

b.   Basic elements of Billiards

The object of the game is to score by pocketing the object balls onto the pockets (potting). In playing billiards there are four basic ways to move the ball as follows (Tina Pawloski, 2009).

(1) Stop shot

A stop shot is when the cue ball hits the object ball full and has no follow or draw, so it stops completely upon contact. If there is an angle, it is called a stun shot, and the cue ball will travel at (close to) a right angle to the path of the object ball.

(2) Follow shot

It is a shot in which the cue ball is struck above its equator with sufficient top spin to cause the cue ball to travel forward after it contacts an object ball.

(3) Draw shot

It is a shot in which the cue ball is struck below its equator with sufficient draw to make it reverse direction at the moment of contact with an object ball because it is still back-spinning.

(4) Jump shot

A jump shot is any shot where the cue ball is intentionally jumped into the air to clear an obstacle. Jump shots must be performed by hitting the cue ball into the table's surface so that it rebounds from the cloth. Scooping under the cue ball to fling it into the air is deemed a foul by all authoritative rules sources, as the cue ball is technically struck twice, once by the tip, once by the ferrule.

c. Billiard Match Regulation

The rules of the game are originally codified in America by the Billiard Congress of America (BCA) in 1905. The rules have been substantially changed since that time, to such an extent that the game played today bears little resemblance to that of the 1900's. Association billiards is governed internationally by WPA (World Pool-Billiards Association). There are 12 rules in the official Laws of the Game. The same rules are designed to apply to all levels of billiards or pool, although certain modifications for groups such as juniors, seniors, women and people with physical disabilities are permitted. The rules are often framed in broad terms, which allow flexibility in their application depending on the nature of the game. The rules of the game are published by World Pool-Billiards Association (WPA), but are maintained by the Billiard Congress of America (BCA), not WPA itself (Tom Simpson, 2001).

d. Billiard Equipment

There is some basic equipment needed to play billiards game. At least, there are four devices to use. They are billiard table, balls, cue stick, and chalk.

(1) Billiard table
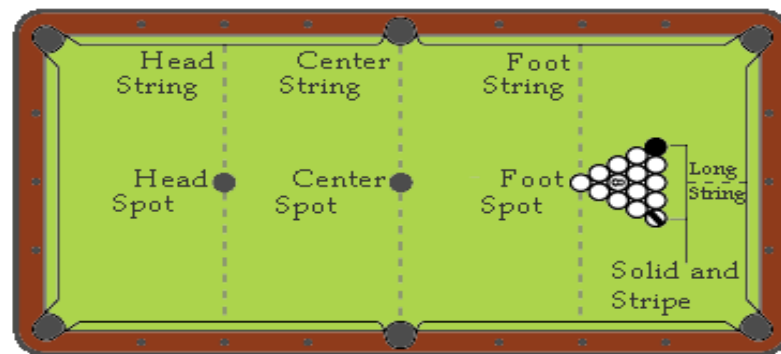
Picture 1.1. Standard billiard table

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins. Behind the head string is the area between the head rail and the head string, not including the head string. The cushions, tops of the rails, pockets and pocket liners are parts of the rails. There are four "strings" on the playing surface as shown in the diagram: the long string down the center of the table; the head string bounding the quarter of the table closest to the head rail; the foot string bounding the quarter of the table closest to the foot rail; and the center string between the two side pockets. These lines are only marked as mentioned below. The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the game being played: the foot spot, where the foot string and the long string meet; the head spot, where the head

string and the long string meet; the center spot, where the center string and the long string meet; the head string; the long string between the foot spot and the foot rail; and the triangle, either in outline or by alignment marks depending on the game (Bowman, 2000).

(2) Balls

Picture 1.2. Billiard balls

a. A Cue Ball.

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

b. Object Balls.

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colors and markings of the object balls are covered under the WPA Equipment Specifications.

(3) Cue stick

A cue stick, usually around 55-60" in length with a tip made of a material such as leather on the end and sometimes with a joint in the middle, which is used to propel billiard balls. The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.

Picture 1.3. Billiard cue stick

(4) Chalk

It is a powdered substance placed on a cue's tip to increase its friction and thereby decrease slippage between the tip and cue ball. The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth.

Picture 1.4. Billiard chalk

8. Billiard Community in Yogyakarta

a. A History of Billiards in Yogyakarta

Before the year of 2000, it was difficult to open a new billiard center in Yogyakarta. Billiards, at that time, was still regarded as a sport with bad image for common people since it was played only in a bar or caffe with a small billiard table (7-feet in size) and a girl scorer so that it was associated to gambling, alcohol, and drugs.

However, it has changed since 2004. From that time on, new billiard centers have been built around Yogyakarta as the result of a new policy of the goverment of Yogyakarta, that gave permission to open billiard centers with the intention to develop the sport of billiards by using the 9-feet standard billiard table (Polim, 2008).

b. Billiard community in Yogyakarta

Members of billiard community in Yogyakarta consist of pool players, coaches, table officials, *Pengda Persatuan Olahraga Billiard Seluruh Indonesia* (POBSI) DIY, billiard clubs, commentators, and supporters. POBSI, as the legal Association of Billiards, in cooperation with billiard centers and sponsors often conduct billiard tournaments in Yogyakarta. They are held almost every month.

There are, at least, three kinds of billiard tournaments. They are home tournament, handicap tournament, and open tournament. Home tournament is any kind of billiard tournament for beginners. Handicap tournament is any kind of billiard tournament for amateur pool players. Last but not least, open tournament

is any kind of billiard tournament for professional pool players including billiard athletes (Supardi, 2010).

c.   Billiard Sport Centers in Yogyakarta

Nowadays, there are more than 30 billiard sport centers and clubs around Yogyakarta. They are Apollo, Arjuna, Blackball, Bliss, Breakshoot, Bonanza, Bossanova, Centro, Depok, Elza, Grestenan, Hanggar, Jogja Futsal&Pool, King's, Kobayashi, Krakatau, Lima, Marta, Mezz, Next, Nine-Nine, Perdana, Planet, Predator, Prima, Purnama, Rama, Ringo, SA Amusement, Shelter, Shooter, Simco, Soboharsono, and Takashimura (Imanto, B., 2006).

B.   Conceptual Framework

Billiard jargon, which is the object of this study, contains the technical terms used in the billiard tournament. It belongs to a language variety in sociolinguistics study.

This is a qualitative research study that analyses the billiard jargon employed by members of billiard community in Yogyakarta. This variety of language is very important. From a practical point of view, it is impossible to replace completely most words and phrases that fall into the category of jargon with plain-English translations that are concise and accurate in meaning. From an ethical point of view, exposing the audience to the jargon can help them to understand more about the field.

Jargon which refers to both written and spoken language is difficult for an ordinary person to understand. It is because it consists of words known only to specialists of the field. However, it is both necessary and useful for members of a profession of or other groups to communicate with each other. It acts as a kind of shorthand, allowing them to express specialist concepts concisely. It therefore improves the communication.

The analysis of this research study uses sociolinguistics approach concerning the relationship between language and society. The analysis will discuss the forms of jargon, the functions of jargon, and the meanings of jargon employed by the billiard community in Yogyakarta.

Moreover, this research also classifies the forms of jargon i.e., words, phases, abbreviation, and acronyms based on the theory of Halligan (2004) and identifies the function of the jargon based on the theory of Brown and Attardo (2000: 110) classifying two functions of jargon: (1) to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities, and (2) to provide speakers of subgroup with a means of marking in-group membership and excluding outsiders.

Furthermore, the meaning of jargon is described based on the theory of denotative and connotative meaning analysis. In this case, the denotative meaning is the actual meaning, with no spin on it intended to persuade. Meanwhile, the connotative is the emotions and various meanings associated with a word. The same connotative meaning is what the word suggests after such a spin has been applied. Connotative tends to bring a memory, mood, or image.

C. Analytical Construct
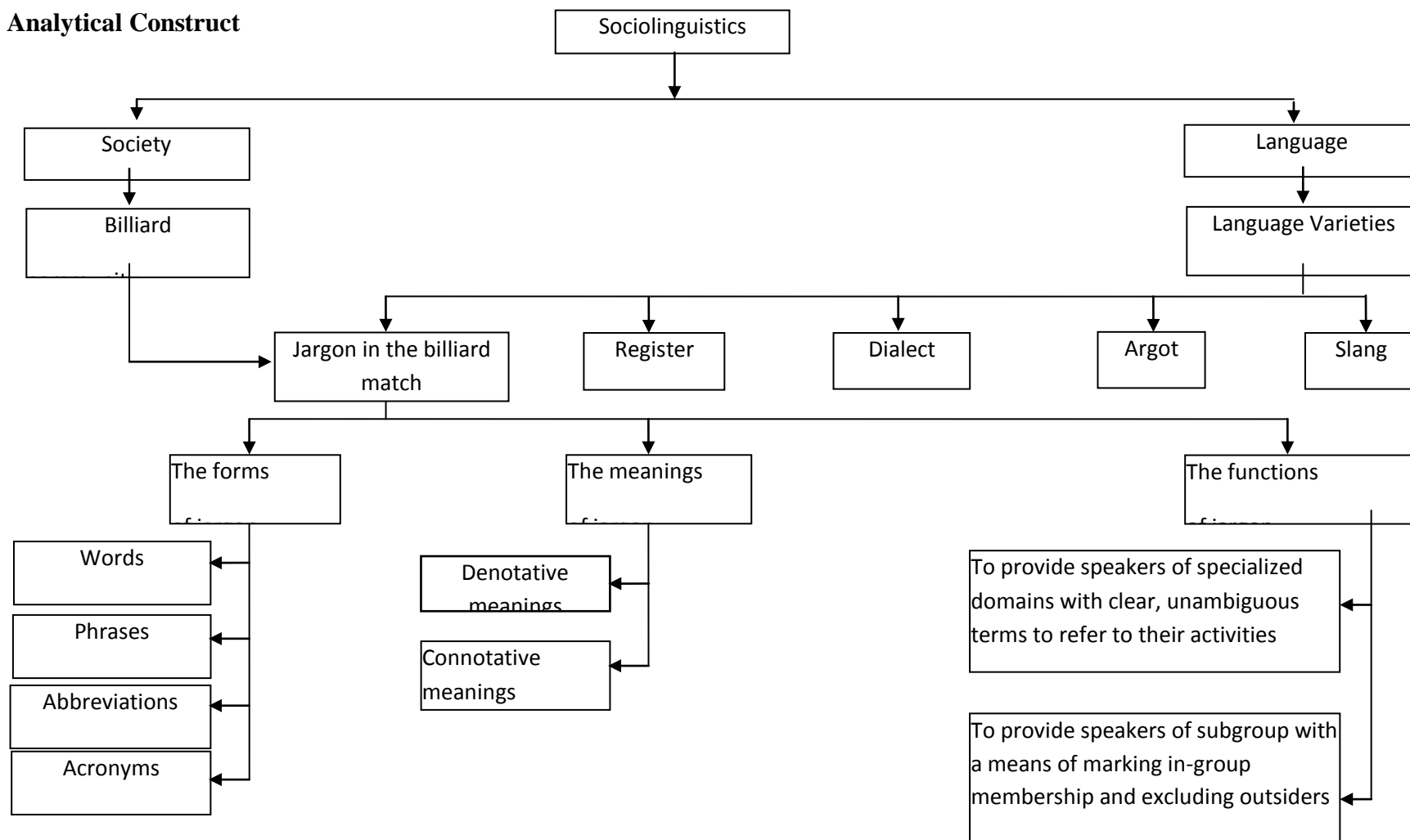
Figure 1: The Analytical Construct of "A Sociolinguistic Analysis of Billiard Jargon Employed by Billiard Community in Yogyakarta"

CHAPTER III

RESEARCH METHOD

This chapter presents a research type, followed by research procedure, data and source of the data, research setting, research instrument, data analysis, and trustworthiness of the data. Each is discussed as follows.

A. Research Type

This research employed a descriptive qualitative method. Denzin and Lincoln (1994: 3) define qualitative research as the study of things in their natural settings, attempting to make sense of, or interpret phenomena in terms of the meanings people bring to them. Hatch (2002: 7) states that in qualitative work, the intention is to explore human behaviors within the contexts of their natural occurrence. Consequently, jargon is considered as a natural setting and in accordance with the characteristic of qualitative data.

Seliger and Shohamy (1989: 118) state that qualitative method attempts to present data from the perspective of the subjects or observed group so that the cultural and intellectual biases of the researchers do not distort the collection, the interpretation, or the presentation of the data. In this method, there are technically no prescribed procedures for this type of research, but only general guidelines. The guidelines are used to define the phenomenon. Thus, qualitative method is used for gathering data, looking for patterns in the data, validating initial conclusions by returning to the data or collecting more data, and recycling through the process or the data.

In this research study, the researcher made inferences on the utterances containing the billiard jargon and described the jargon employed by the billiard community in Yogyakarta.

B. Research Procedure

The research procedure of this study is presented in the following figure.

```
┌─────────────────────────────────────┐
│     Finding the research problem     │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│       Focusing the perspective       │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│     Making a conceptual framework    │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│     Making an analytical construct   │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│            Collecting data           │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│            Analyzing data            │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│           Validating results         │
└─────────────────────────────────────┘
                  │
                  ▼
┌─────────────────────────────────────┐
│           Presenting results         │
└─────────────────────────────────────┘
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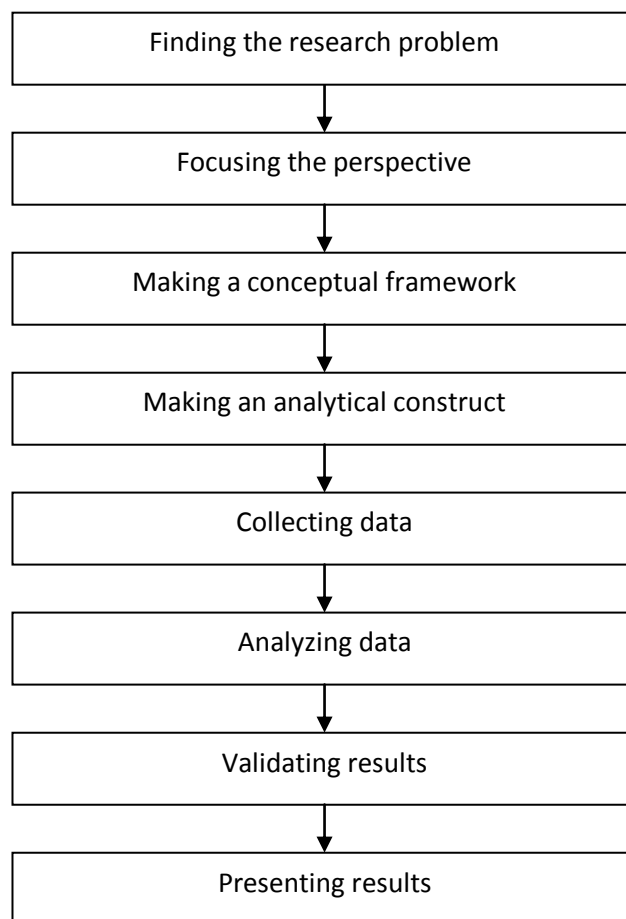
Figure 2: The Research Procedures

C. Data and Source of the Data

The data in this research were jargons in the billiard tournament spoken by members of the billiard community including pool players, referees, coaches, table officials, commentators, reporters, and supporters.

The primary source of the data was field note. It was obtained from the observation on the billiard match. Meanwhile, in order to check the accuracy of observation of utterances, the transcript was made. The transcript, which served as the secondary data, was obtained from interviews with some members of the billiard community in Yogyakarta.

D. Research Setting

This research took place in Yogyakarta, particularly in Predator Billiard Center, Shooter Billiard Center, and Hanggar Billiard Center in order to avoid the unexpected expenses. Since billiard has become popular in Yogyakarta, many people, both young and old, like to play this sport or just to see the match or tournament. There were three billiard events to be observed. They were a home tournament, a handicap tournament, and an open tournament. The home tournament was held in Predator Billiard Center on June 7-13, 2010; the handicap tournament was held in Shooter Billiard Center on June 21-25, 2010; and the open tournament was held in Hanggar Billiard Center on July 14-18, 2010.

Regarding those facts, it could be easier for the researcher to find the source and to collect the data. The study would be run effectively since the range of the place where data collected was limited in Yogyakarta. There would be no

wasting time which might occur when collecting the data because the setting of place of the study had been determined.

E. Research Instrument

The key instrument of this research was the researcher himself. This was supported by Bogdan and Biklen (1982: 27) stating that qualitative research has the natural setting as the direct source of data, and the researcher is the key instrument. Similarly, Moleong (2001: 121) states that a researcher is a planner, data collector, analyst, data interpreter, and reporter of research resulting in a qualitative research. The researcher's knowledge about the billiard jargon and its application in the billiard tournament became the most important tool in this research.

All jargons of the speakers in the billiard tournament were transcribed and then selected and classified according to particular classifications. The forms of the data cards and the data sheets are shown in the following tables:

Table 1: The Forms of Jargon

No.	Code	Data	Forms of jargon			
			Word	Phrase	Abbreviation	Acronym
1	B.J/1					
2	B.J/2					
3	B.J/3					
4	B.J/4					

Table 2: The Meanings of Jargon

No.	Code	Data	Meanings of jargon	
			Denotative	Connotative
1	B.J/1			
2	B.J/2			
3	B.J/3			
4	B.J/4			

Table 3: The Functions of Jargon

No	Code	Data	Functions of Jargon	
			To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
1	B.J/1			
2	B.J/2			
3	B.J/3			
4	B.J/4			

B.J/1 →   B   : Billiard

J   : Jargon

1   : Number 1

F. Data Analysis

Data analysis is the process of systematically searching and arranging the interview transcript, field notes, and other materials accumulated to increase the understanding of them and to present what have been discovered to others. It involves working with data, organizing it, breaking it into manageable units, synthesizing it, searching for patterns, discovering what is important and what is to be learned, and deciding what to be told to others (Bogdan and Biklen, 1982: 145).

After the data were collected, they were analyzed. Seliger and Shohamy (1989: 201) state that data analysis refers to shifting, organizing, summarizing, and synthesizing the data so as to arrive at the result and the product of all the considerations involved in the design and planning of the research. Meanwhile, Moleong (2001: 103) states that it is a process of organizing and classifying the data into pattern, category, and basic unit of analysis in order to find a theme and to formulate working hypothesis as the data suggest.

The data analysis takes the following steps.

1. Watching the billiard match carefully;

2. Noting every word, phrase, abbreviation, and acronym categorized as jargon and coding them;

3. Gathering jargon and reducing the irrelevant data;

4. Recording the interview with some members of the billiard community;

5. Transferring jargon into data sheets based on their forms: words, phrases, abbreviations, and acronyms;

6. Interpreting the meaning of jargon and analyzing the functions of jargon; and

7. Drawing conclusions.

G. Trustworthiness of the Data

Trustworthiness is established to ensure the quality of the findings in qualitative research. According to Denzin and Lincoln (1994: 24), triangulation

has been generally considered as a process of using multiple perceptions to clarify meaning, verifying the repeatability of an observation on interpretation. Trustworthiness consists of credibility, dependability, conformability, and transferability (Moleong, 2002: 324). Credibility is aimed at achieving the validity of the data. In achieving the degree of credibility, the researcher performs deep and detail observation of the data, so the data could be considered as credible. He reads and rereads the data carefully. The degree of credibility is also achieved by using triangulation technique. There are four main types of triangulation: method, data, researcher, and theory. In this research, the researcher uses sources and observers. Sources in the form of magazines, books, papers, journals, and some written sources from the internet that are related to the data field of the study. Meanwhile, in utilizing the observers, he looked for some expert's judgement to confirm the research data.

Dependability is the stability and tractability of the changes in data over time and condition. To achieve this, the researcher examined the process of the research: the data collection and the data analysis. He read and reread to gain certainty and stability of the data. He ensured that the data were accordance with the research questions.

Conformability aims at measuring how far the interpretations are truly based on the data. Therefore, to gain the degree of conformability, he provided all data. In addition, he had peer reviewers. The writer asked the peer reviewers to give suggestion and opinion about the analysis, and then he compared his analysis with the peer reviewers' analysis. He also checked the data from the point of view

of his first and second consultants: Drs. Suhaini M. Saleh, M.A. and Siti Mukminatun, M.Hum since they were experts in Linguistics. Both of them examined the data. Hopefully, their judgements on the research data gave advantages to the accuracy of the findings.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

This study aims to find the general characteristics of billiard jargons employed by members of the billiard community in Yogyakarta that are commonly used in the billiard tournaments, especially concerning their forms, meanings, and functions. This chapter presents two big issues, namely the research findings and discussion. The first section presents the frequency and percentage of the forms, the classification of the meanings, and the functions of the billiard jargon. Then, they are discussed in detail in the second section.

A. Research Findings

1. The Forms of Jargon Employed by Billiard Community in Yogyakarta

The following table presents the frequency of occurrences of the forms of billiard jargon employed by billiard community in Yogyakarta, classifying the jargon into four different groups.

Table 4: **The Frequency of Occurrences of Forms of Jargon Employed by Billiard Community in Yogyakarta**

No.	Forms of Jargon	Number of Frequency	Percentage (%)
1	Word	47	42.73%
2	Phrase	54	49.09%
3	Abbreviation	6	5.45%
4	Acronym	3	2.73%
Total		**110**	**100%**

The table shows that jargon in the form of phrases becomes the most prominent with the frequency of occurrences of 54 items (49.09%), followed by jargon in the form of words with 47 items (42.73%). Jargon in the form of abbreviations stays in the third position with 6 items (5.45%). Meanwhile, acronyms are the less prominent form with 3 items (2.73%). The detail description of this explanation is presented in Appendix 1.

2. The Meanings of Jargon Employed by Billiard Community in Yogyakarta

The following table presents the frequency of occurrences of the meanings of jargon employed by billiard community in Yogyakarta, classifying the jargon into two different groups.

Table 5: **The Frequency of Occurrences of Meanings of Jargon Employed by Billiard Community in Yogyakarta**

No.	Meanings of Jargon	Number of Frequency	Percentage (%)
1	Denotative meanings	88	80%
2	Connotative meanings	22	20%
Total		**110**	**100%**

The table shows that denotative meanings become the most prominent forms with the frequency of occurrences of 88 items (80%). The next is connotative meanings with the frequency of occurrences of 22 items (20%). The detail description of this explanation is presented in Appendix 2.

3. The Functions of Jargon Employed by Billiard Community in Yogyakarta

The following table presents the frequency of the jargon employed by billiard community in Yogyakarta, classifying the jargon into two different groups.

Table 6: **The Frequency of Occurrences of Functions of Jargon Employed by Billiard Community in Yogyakarta**

No	Functions of jargon	Frequency	Percentage
1	To provide speakers of specialized domains with clear, unambiguous terms to refer to their activity	30	27.27%
2	To provide speakers of a subgroup with a means of marking in-group membership and excluding outsider	80	72.73%
Total		**110**	**100%**

The table shows that function of jargon, which is *to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders,* ranks first with 80 items or 72.73%. The second rank of function of jargon with 30 items or 27.27%, which is *to provide speakers of specialized domains with clear, unambiguous terms to refer to their activities.* The detail description of this explanation is presented in Appendix 3.

B. Discussion

This section presents the discussion of the study based on the research findings in the previous section. This section identifies the forms of jargon, the meanings of jargon, and the functions of jargon employed by the billiard community in Yogyakarta that are commonly used in the billiard tournaments.

1. Forms of Billiard Jargon

In this study, the most dominant form is phrase. Then, it is followed by word form, abbreviation form, and acronym form as presented in Appendix 1.

a. Phrases

Jargon in the form of phrases stays in the first rank with 54 items out of 110 or 49.09%. It implies that phrases are the most familiar form among the other forms of the billiard jargon.

Examples of billiard jargon which belong to this group are:

(1) In jail (B.J/36)

In term of billiards, it is a situation when a player is on the receiving end of a devastating safety where it is very difficult or near impossible to make a legal hit on an object ball.

(2) Tournament card (B.J/105)

The term *tournament card* is used in billiards to refer to jargon for a tournament chart, showing which players are playing against whom and what the results are. Such a card is, however, different from that in the football match.

(3) Run out (B.J/75)

The term *run out* refers to making all of the required shots in a game without the opponent ever getting to the table or getting back to the table.

Other phrases, such as *tournament tough* refers to a pool player who during the course of a tournament does not lose focus. Moreover, a *winner break* means the winner of the lag has the option to break.

In the billiard jargon, some phrases are in the form of noun phrases, such as: *single-elimination, double-elimination, bridge hand, cue sick, cue ball, object ball, eigh-ball, nine-ball, game ball, pool glove, match ball, in jail, mechanical bridge, open bridge, professional foul, rebound angle, tournament card, tournament tough, tangent line,* and *wild card.*

In addition, there are phrases in the form of verb phrases in the billiard jargon, such as: *alternate break, bad hit, break ace, cut shot, check point, draw shot, follow shot, jump shot, jack up, masse shot, in turn, parking the cue ball, open break, push out, rat in, run out, safety break, squeeze shot, stun shot, stop shot,* and *sell out.*

The whole data above are included in the phrases form of billiard jargon. These jargon items consist of more than one word or group of words which form part of a sentence and they are intermediate between word and clause level in sentences. The jargon items do not contain a subject or predicate; therefore, they cannot stand alone as an independent unit.

In terms of billiards, phrases are used to provide the users unambiguous and clear terms to refer to the way of handling the billiard tournament. They are frequently

used to show the users are from the same background and interest. The outsiders will not understand the jargon in the billiard tournament, because they do not have any idea about that.

b.   Words

In the billiard tournaments in Yogyakarta, jargon in the form of words reaches 47 items out of 110 or 42.73%. It implies that words stand at the second most frequent forms of the jargons found in this study.

Most words in this study are in the form of *verb*, such as: *bowlar, break, drill, choke, grip, inning, lag, leave, miscue, and pot.* Some of them are in the form of *noun*, such as: *action, bridge, chalk, extension,* and *kitchen.* Nevertheless, there are words that can be in the form of either *verb* or *noun.* For an example, *pocket.* As a *verb,* "pocket" means to send a ball into a pocket, usually intentionally. As a *noun,* it refers to an opening in a table, cut partly into the bed and partly into the rails and their cushions, into which balls are shot (pocketed or potted).

Most of the words are used to enable the user to provide speakers of specialized domain with clear and unambiguous terms to refer to their activities, such as: *action, drill, foul, extension, handicap, league, match, point, position, race, referee, game, round, save, safety, session, set,* and *speed.*

The meaning of a word in the billiard tournament is different from that of a word used in other sports fields and thus people who do not belong to billiard community will not understand it.

Examples of billiard jargon which belong to this group are:

(4) Handicap (B.J/33)

People might know the meaning of handicap is disability in a person's body or mind. However, when the outsiders watch a billiard tournament, they will find that the definition does not match to this definition in this tournament; that is, modification of the rules and/or scoring of a game to enable players of variable abilities to compete on a more even playing field.

(5) Kitchen (B.J/40)

Kitchen may be defined as a place or a room in which meals are cooked. However, that definition is not related to the definition of kitchen in the billiards. In this case, kitchen means the area on the table behind the head string.

(6) Save (B.J/80)

In general to save means keep money for future use or avoid something that unpleasant or difficult. A save in billiards game means an intentional defensive shot, the most common goal of which is to leave the opponent either no plausible shot at all, or at least a difficult one.

Those different definitions give us insight that words are very important to be understood. The use of words in the billiard jargon is to make the users understand it easily.

The whole data above are included in the words form of billiard jargon. These jargon items symbolize and communicate a meaning which may consist of a single morpheme or of a combination of morphemes. In this case, most of the

words are used to enable the user to provide speakers of specialized domain with clear and unambiguous terms to refer to their activities, i.e. billiards.

c. Abbreviations

Abbreviation is the third prominent form which occurs in the billiard tournaments in Yogyakarta. It covers 6 items (5.45%) out of 110 jargons. It implies that abbreviation is not familiar among the billiard jargons.

Examples of billiard jargon which belong to this group are:

(7) TCF (B.J/102)

TCF stands for Three Consecutive Fouls. TCF is if a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine-ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule. The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise a possible third foul will be considered to be only the second.

(8) CBIH (B.J/06)

CBIH stands for Cue Ball In Hand. When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the

area behind the head string depending on the rules of the game, and then and may apply. When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

The abbreviations in the billiard jargon are used for providing speakers of a subgroup with a means of marking in-group membership and excluding outsiders. It means that common people who do not deal with billiards might not understand what the abbreviations mean, such as *WPA* which means *World Pool-billiards Association*. Last but not least, *WPC* stands for *World Pool-billiards Championship*.

The whole data above are included in the abbreviations form of billiard jargon. These jargon items consist of a set of letters that can be pronounced individually or one letter at a time. An abbreviation is a short way of writing a words or phrases. In this case, it is used in the billiard tournament because it is short and easy to speak and listen. Furthermore, it is efficient to use abbreviation rather than using some words to refer to some terms.

d. Acronyms

In this case, acronyms cover the lowest number of occurrences with only 3 items out of 110 or 2.73%. It implies that abbreviation is very unfamiliar among the billiard jargons.

Examples of billiard jargon which belong to this group are:

(9)   ACA (B.J/1)

 ACA stands for American Cuemakers Association.

(10) APA (B.J/5)

APA stands for American Poolplayers Association

(11) HIP (B.J/34)

HIP stands for Hanging In the Pocket.

The whole data above are included in the acronyms form of billiard jargon. These jargon items are easy to pronounce them in a word rather than the complete form. It is different from abbreviation in which the users cannot read it as a word. They have to read it by spelling letters. In this case, acronym is used to make the communication effective.

The forms of billiard jargon can be seen in Appendix 1.

 2. **Meanings of Billiard Jargon**

Words are not limited to one single meaning. Most words have multiple meanings, which are categorized as either denotative or connotative. A word always has a denotative meaning, but can also be charged with meaning and thus have connotative meanings as well.

 a. **Denotative Meanings**

Denotative meanings in the billiard tournament become the most prominent classification with the frequency of occurrences of 88 out of 110 items or 80%.

Examples of billiard jargon which belong to this group are:

(12) Ahead Race (B.J/3)

A match format in which a player has to ebtablish a lead of an agreed number of frames (games) in order to win.

(13) Alternate Break (B.J/4)

During individual competition, players will alternate breaking on each subsequent game.

The whole data above are included in the denotative meanings of billiard jargon. These jargon items have the literal meaning, with no spin on it intended to persuade. The meanings are described in a dictionary. In this case, the items of billiard jargon have the actual meanings, so that they are much more understandable.

b. Connotative Meanings

In the billiard tournament, there are 22 items or 20% of words having connotative meaning.

Examples of billiard jargon which belong to this group are:

(14) Foul (B.J/27)

It refers to a violation of a particular game's rules for which a set penalty is imposed.

Some reasons for a foul are:

- Unsporting behaviour

- Dissent by word or action

- Persistently infringing the laws of the game

- Delaying the restart of play

- Entering or re-entering the field of play without the referee's permission

- Deliberately leaving the field of play without the referee's permission

(15) Sell out (B.J/87)

This phrase means to bungle a shot in a manner that leaves the table in a fortuitous position for the opponent.

(16) In jail (B.J/36)

This phrase means when a player is on the receiving end of a devastating safety where it is very difficult or near impossible to make a legal hit on an object ball.

The whole data above are included in the connotative meanings of jargon. These jargon items tends to bring a memory, mood, or image. Connotative is the emotions and various meanings associated with a word. The same connotative meaning is what the word suggests after such a spin has been applied. Moreover, connotation is connected with psychology and culture, as it means the personal or emotional associations aroused by words. In this case, billiard jargon which have connotative meanings have emotional and various meanings.

The meanings of billiard jargon can be seen in Appendix 2.

c. Functions of Billiard Jargon

Billiard jargon is one of the language varieties coming from the different demands of a society and the role in communication. In a billiard tournament, most of the billiard communities use this jargon to share and to communicate with the others. In this case, such jargons have become the technical terms of this game. It is necessary for them to know each jargon well so that the communication during the tournament would run smoothly.

In describing the functions of jargon in the billiard tournament, the researcher identified the meaning of the jargon found in the data. All the meanings of jargon of the billiard tournament which are presented in this chapter were analyzed and classified into two functions.

The following explanation figures out two groups of the jargons in accordance to their functions:

a) To Provide Speakers of Specialized Domains with Clear and Unambiguous Terms to refer to Their Activities

Jargon is used by a particular profession or group of people to communicate effectively. However, it is difficult for others who do not belong to their group to understand their words or sentences. Based on the findings of the first category, the function of jargons in the billiard tournament is to provide particular terms to refer to everything dealing with billiards game, such as: skills, techniques, tools, or people involved in the billiard activities. By using particular term, it shows the hearer that the speaker refers to specific thing dealing with billiards as a purpose.

The jargons found in the billiard tournament which belong to this group are as follows: BJ/02: *action*, BJ/15: *check point,* BJ/18: *cue stick,* BJ/21: *double-elimination*, BJ/22: *drill,* BJ/26: *extension,* BJ/27: *foul,* BJ/30: *game,* BJ/33: *handicap,* BJ/34: *HIP,* BJ/42: *league*, BJ/45: *match*, BJ/58: *pocket,* BJ/59: *point,* BJ/61: *position*, BJ/67: *race,* BJ/68: *rack,* BJ/72: *referee,* BJ/74: *road map,* BJ/75: *round,* BJ/80: *save,* BJ/81: *safety,* BJ/88: *session,* BJ/89: *set,* BJ/90: *single-elimination,* BJ/92: *speed,* BJ/93: *speed control,* BJ/103: *time out,* BJ/106: *trick shot,* and BJ/107: *wild card*. The outsiders may have different understanding about these terms.

The whole data above are included in the function of jargon to provide the speakers of specialized domains with clear and unambiguous terms to refer to their activities. In this research the activities are related to the way the listeners, spectators, and/or readers of the billiard jargon understand the whole terms in the billiard tournaments. Since the whole clear and unambiguous terms included in this function have specialized domains, i.e. billiards, the listeners, spectators, and/or readers of the billiard jargon are expected not to misunderstand in interpreting the instruction, comment, announcement, and explanation in the billiard tournaments.

b) To provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders

The data which are taken from the jargons in the billiard tournament which have such functions share the highest number of all that is 80 items and cover up to 72.73% of all data. According to the findings of the second category, the function

of jargons in the billiard tournament is to provide special terms as a mark that they belong to billiard community and understandable mostly for the billiard fans.

In the billiards game, the communication among the participants has been an aspect of the game. Thus, to make it effective, all billiard members determine specific jargons to use. Those have been officially applied as billiard technical terms, all of which are in English language. Even so, for Indonesian people, it is a little bit problem to use those terms in their daily communication since English is a foreign language in Indonesia. In a case, they sometimes fail to pronounce the jargons correctly. However, the hearers are able to get the point of what the speaker says regardless the incorrect pronunciation. The use of the jargon as a technical term makes them easily to guess what the speakers intend to say because they have been familiar with the technical terms either from reading it in some sources or asking it to the expert one. Hence, the communication would run effectively.

The jargons found in the billiard tournament which belong to this group are as follows: BJ/01: *ACA*, BJ/03: *ahead race*, BJ/04: *allternate break,* BJ/05: *APA*, BJ/06: *CBIH*, BJ/07: *bad hit*, BJ/08: *bowlar,* BJ/10: *break ace*.

The whole data above are included in the function of jargon to provide the speakers of subgroup with a means of marking in-group membership and excluding outsiders. In this research, the function of jargons in the billiard tournament is to provide special terms as a mark that they belong to billiard community and understandable mostly for the billiard fans.

However, the outsiders or people who do not belong to billiard community will not understand the jargon. Since the jargons have function of excluding outsiders, i.e. billiards community, the listeners, spectators, and/or readers of the billiard jargon are expected not to misunderstand in interpreting the instruction, comment, announcement, and explanation in the billiard tournaments.

The functions of billiard jargon can be seen in Appendix 3.

CHAPTER V
CONCLUSIONS AND SUGGESTIONS

This chapter consists of two sections: conclusion and suggestion sections. The first section deals with the conclusions of the research findings. The last section is the suggestions, discussing the suggestions for the lecturers, the students, and other researchers. Each is presented below.

A. Conclusions

Having analyzed the findings and presented the discussions of jargons employed by the billiard community in Yogyakarta, the researcher proposes three conclusions.

1. Jargon employed by the billiard community in Yogyakarta is in the form of (1) word, (2) phrase, (3) abbreviation and (4) acronym. The total data on the forms of jargon in the billiard match are 110 (100%). The first rank is the phrase form with 54 jargon items (49.09%), followed by the word form with 47 jargon items (42.73%), then the abbreviation form with 6 jargon items (5.45 %), and the least is the acronym form with 3 jargon items (2.73%). The study shows that phrases are the most prominent form, while acronyms are the less prominent form of the jargon. It implies that phrases are the most familiar form among the other forms of the billiard jargon. In terms of billiards, phrases are used to provide the users unambiguous and clear terms to the way of handling the billiard tournament.

2. Based on the study, denotative meanings become the first position with 88 jargon items (80%). The second position is connotative meanings with 22 jargon items (20%). The findings show that the denotative meanings fall in the highest percentage. In case of billiards, people prefer to use this formation for it is the actual meaning, with no spin on it intended to persuade, so that they are much more understandable. Meanwhile, the jargon items consisting of connotative meanings are rarely employed by the billiard community in Yogyakarta.

3. The findings on the functions of jargon employed by the billiard community in Yogyakarta show that the first rank with 30 jargon items (27.27%); that is, *to provide the speakers of specialized domains with clear, unambiguous terms to refer to their activities*, and the second rank with 80 jargon items (72.73%); that is, *to provide speakers of a subgroup with a means of marking in-group membership and excluding outsiders*. Based on the findings, the function of jargons in the billiard match is to provide particular terms to refer to everything dealing with billiards, such as: skills, techniques, tools, or people involved in billiards activities and to provide special terms as a mark that they belong to billiards community and understandable mostly for the billiards fans.

B. Suggestions

Based on the conclusions, the researcher proposes some suggestions to the following parties.

1. Lecturers

   Jargon is one of the language varieties that has special words in which the meanings are different from these that people know. It is proposed that lecturers also discuss such language varieties more in the sociolinguistics field. It will give advantages in revealing the linguistic objects related to social life. Thus, the researcher expects that the findings of this study can be used as an input in discussing the phenomena which exist in social life. Therefore, it can improve the students' knowledge about the variety of language together with the terms.

2. Students of English Education Department

   The students of English Education Department should understand the concept of jargon including its forms, functions, and meanings. When they have understood it, they can get better understanding of jargon as one type of language varieties and enrich their knowledge about sociolinguistics dealing with language varieties together with the terms.

3. Other researchers

   It is proposed that other researchers who want to conduct a study in the same topic to take larger sample size as this, either because of the imperfectness of this study or the idea that has appeared can give inspiration to do a similar study, so that the results can be applicable to all.

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APPENDIX

Appendix 1

The Forms of Jargon

No	Code	Jargon	Forms of Jargon			
			Word	Phrase	Abbreviation	Acronym
1	BJ/01	ACA				√
2	BJ/02	Action	√			
3	BJ/03	Ahead race		√		
4	BJ/04	Alternate break		√		
5	BJ/05	APA				√
6	BJ/06	CBIH			√	
7	BJ/07	Bad hit		√		
8	BJ/08	Bowlar	√			
9	BJ/09	Break	√			
10	BJ/10	Break ace		√		
11	BJ/11	Bridge	√			
12	BJ/12	Bridge hand		√		
13	BJ/13	Cut shot		√		
14	BJ/14	Chalk	√			
15	BJ/15	Check point		√		
16	BJ/16	Choke	√			
17	BJ/17	Closed bridge		√		
18	BJ/18	Cue stick		√		
19	BJ/19	Cue ball		√		
20	BJ/20	Draw shot		√		
21	BJ/21	Double-elimination		√		
22	BJ/22	Drill	√			
23	BJ/23	Eight-ball		√		
24	BJ/24	English	√			
25	BJ/25	Equator	√			
26	BJ/26	Extension	√			
27	BJ/27	Foul	√			
28	BJ/28	Follow shot		√		
29	BJ/29	Frozen	√			
30	BJ/30	Game	√			
31	BJ/31	Game ball		√		
32	BJ/32	Grip	√			
33	BJ/33	Handicap	√			
34	BJ/34	HIP				√
35	BJ/35	Inning	√			
36	BJ/36	In turn		√		
37	BJ/37	In jail		√		
38	BJ/38	Jack up		√		
39	BJ/39	Jump shot		√		
40	BJ/40	Kitchen	√			
41	BJ/41	Lag	√			

The Forms of Jargon

No	Code	Jargon	Word	Phrase	Abbreviation	Acronym
42	BJ/42	League	√			
43	BJ/43	Leave	√			
44	BJ/44	Masse shot		√		
45	BJ/45	Match	√			
46	BJ/46	Match ball		√		
47	BJ/47	Mechanical bridge		√		
48	BJ/48	Miscue	√			
49	BJ/49	Nine-ball		√		
50	BJ/50	Natural	√			
51	BJ/51	Object ball		√		
52	BJ/52	On the hill		√		
53	BJ/53	Open break		√		
54	BJ/54	Open bridge		√		
55	BJ/55	Package	√			
56	BJ/56	Parking the cueball		√		
57	BJ/57	Place	√			
58	BJ/58	Pocket	√			
59	BJ/59	Point	√			
60	BJ/60	Pool glove		√		
61	BJ/61	Position	√			
62	BJ/62	Pot	√			
63	BJ/63	Professional foul		√		
64	BJ/64	Push out		√		
65	BJ/65	Pyramid	√			
66	BJ/66	QCB			√	
67	BJ/67	Race	√			
68	BJ/68	Rack	√			
69	BJ/69	Rail	√			
70	BJ/70	Rat in		√		
71	BJ/71	Rebound angle		√		
72	BJ/72	Referee	√			
73	BJ/73	Reverse english		√		
74	BJ/74	Road map		√		
75	BJ/75	Round	√			
76	BJ/76	Run out		√		
77	BJ/77	Round robin		√		
78	BJ/78	Run	√			
79	BJ/79	Running english		√		
80	BJ/80	Save	√			

The Forms of Jargon

No	Code	Jargon	Word	Phrase	Abbreviation	Acronym
81	BJ/81	Safety	√			
82	BJ/82	Safety break		√		
83	BJ/83	Sandbag	√			
84	BJ/84	Scotch doubles		√		
85	BJ/85	Scratch	√			
86	BJ/86	Seeding	√			
87	BJ/87	Sell out		√		
88	BJ/88	Session	√			
89	BJ/89	Set	√			
90	BJ/90	Single-elimination		√		
91	BJ/91	Soft break		√		
92	BJ/92	Speed	√			
93	BJ/93	Speed control		√		
94	BJ/94	Squeeze shot		√		
95	BJ/95	Stance	√			
96	BJ/96	Stop shot		√		
97	BJ/97	String	√			
98	BJ/98	Stroke	√			
99	BJ/99	Stun shot		√		
100	BJ/100	Tangent line		√		
101	BJ/101	TBC			√	
102	BJ/102	TCF			√	
103	BJ/103	Time out		√		
104	BJ/104	Tournament tough		√		
105	BJ/105	Tournament card		√		
106	BJ/106	Trick shot		√		
107	BJ/107	Wild card		√		
108	BJ/108	Winner break		√		
109	BJ/109	WPA			√	
110	BJ/110	WPC			√	
	Total		47	54	6	3
	%		42.73	49.09	5.45	2.73

Appendix 2

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
1	BJ/01	ACA	American Cuemakers Association	√	
2	BJ/02	Action	Gambling or the potential for gambling		√
3	BJ/03	Ahead race	A match format in which a player has to establish a lead of an agreed number of frames (games) in order to win	√	
4	BJ/04	Alternate break	During individual competition, players will alternate breaking on each subsequent game	√	
5	BJ/05	APA	American Poolplayers Association	√	
6	BJ/06	CBIH	A rule that when one player commits a foul or scratch, his opponent can place the cueball anywhere on the table,and start shooting from that point		√
7	BJ/07	Bad hit	To fail to make a legal shot		√
8	BJ/08	Bowlar	Drilling 10-ball billiards game	√	
9	BJ/09	Break	The first shot, which is used to separate the object balls which have been racked together	√	
10	BJ/10	Break ace	Sinking the game ball while breaking at time	√	
11	BJ/11	Bridge	Either the player's hand or a mechanical bridge used to support the shaft end of the cue stick during a shot	√	
12	BJ/12	Bridge hand	The hand used by a player as a bridge during a normal shot that does not involve a mechanical bridge	√	
13	BJ/13	Cut shot	Technically, any shot that is not a center-to-center hit, but almost always employed when describing a shot that has more than a slight degree of angle	√	
14	BJ/14	Chalk	A powdered substance placed on a cue's tip to increase its friction and thereby decrease slippage between the tip and cue ball	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Denotative	Connotative
				Meanings	
15	BJ/15	Check point	Drilling 9-ball billiards game	√	
16	BJ/16	Choke	To commit errors while shooting, especially at the money ball, due to pressure		√
17	BJ/17	Closed bridge	A bridge formed by the hand where a finger (normally the index finger) is curved over the cue stick and the other fingers are spread on the cloth providing solid support for the cue stick's direction	√	
18	BJ/18	Cue stick	A stick, usually around 55-60" in length with a tip made of a material such as leather on the end and sometimes with a joint in the middle, which is used to propel billiard balls	√	
19	BJ/19	Cue ball	The ball in nearly any cue sport, typically white in color, that a player strikes with a cue stick	√	
20	BJ/20	Draw shot	A shot in which the cue ball is struck below its equator with sufficient draw to make it reverse direction at the moment of contact with an object ball because it is still back-spinning	√	
21	BJ/21	Double-elimination	A tournament format in which a player must lose two matches in order to be eliminated		√
22	BJ/22	Drill	A set practice routine	√	
23	BJ/23	Eight-ball	The black ball; game ball of 15 balls	√	
24	BJ/24	English	Spin placed on the cue ball when hit with the cue tip to the left or right of the ball's center	√	
25	BJ/25	Equator	The horizontal plane directly in the center of the cue ball, which when hit exactly by the cue tip should impart no follow or draw	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
26	BJ/26	Extension	Any mechanical aid that serves to extend the length of the player's cue, normally added to the end of the butt either by clipping around the end or screwing into the base	√	
27	BJ/27	Foul	A violation of a particular game's rules for which a set penalty is imposed		√
28	BJ/28	Follow shot	A shot in which the cue ball is struck above its equator with sufficient top spin to cause the cue ball to travel forward after it contacts an object ball	√	
29	BJ/29	Frozen	A resting ball that is in actual contact with one or more balls or with a rail	√	
30	BJ/30	Game	An identifiable, codifiable set of rules	√	
31	BJ/31	Game ball	The ball required to win the rack	√	
32	BJ/32	Grip	The way in which a player holds the butt end of the cue stick	√	
33	BJ/33	Handicap	Modification of the rules and/or scoring of a game to enable players of variable abilities to compete on a more even playing field	√	
34	BJ/34	HIP	A ball hanging over the edge of a pocket		√
35	BJ/35	Inning	A player's (or doubles team's) turn at the table, usually ending with a failure to score a point or to pocket a ball, depending on the game, a foul, a safety or with a win		√
36	BJ/36	In turn	Clearing the object balls from the table numerically from the lowest to the game ball	√	
37	BJ/37	In jail	When a player is on the receiving end of a devastating safety where it is very difficult or near impossible to make a legal hit on an object ball		√
38	BJ/38	Jack up	To elevate the back of the cue on a shot	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
39	BJ/39	Jump shot	Any shot where the cue ball is intentionally jumped into the air to clear an obstacle	√	
40	BJ/40	Kitchen	The area on the table behind the head string	√	
41	BJ/41	Lag	The first shot of the match and determines order of play	√	
42	BJ/42	League	An organization that promotes competitive, usually team, amateur cue sports, most commonly pool, especially eight-ball and nine-ball	√	
43	BJ/43	Leave	The cue ball's position after a shot	√	
44	BJ/44	Masse shot	A steep curve or complete reversal of cue ball direction without the necessity of any rail or object ball being struck, due to extreme spin imparted to the cue ball by a steeply elevated cue	√	
45	BJ/45	Match	The overall competition between two players, two pairs of players or two teams of players, usually consisting of a predetermined number of frames or games (sometimes organized into rounds)	√	
46	BJ/46	Match ball	The ball required to guarantee victory in a match	√	
47	BJ/47	Mechanical bridge	A special stick with a grooved, slotted or otherwise supportive end attachment that helps guide the cue stick – a stand-in for the bridge hand	√	
48	BJ/48	Miscue	A stroke in which the cue's tip glances or slips off the cue ball not effectively transferring the intended force		√
49	BJ/49	Nine-ball	The yellow ball; the game ball or match ball of 9-ball billiards game	√	
50	BJ/50	Natural	An easy shot requiring no side spin (english)	√	
51	BJ/51	Object ball	Any ball that may be legally struck by the cue ball; Any ball other than the cue ball	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
52	BJ/52	On the hill	The point in match play where both players (or teams) need only one more game (frame) victory to win the match or race	√	
53	BJ/53	Open break	A requirement under some pocket billiards rulesets that either an object ball be pocketed, or at least four object balls be driven to contact the cushions, on the opening break shot	√	
54	BJ/54	Open bridge	A bridge formed by the hand where no finger loops over the shaft of the cue	√	
55	BJ/55	Package	Successive games won without the opponent getting to the table	√	
56	BJ/56	Parking the cueball	Having the cue ball stop precisely where intended	√	
57	BJ/57	Place	To reach a certain position in a tournament	√	
58	BJ/58	Pocket	(verb) Send a ball into a pocket, usually intentionally.(noun) A hole, into which balls are shot (pocketed or potted)	√	
59	BJ/59	Point	A unit of scoring, in team matches in leagues that use numerical scoring instead of simple game/frame win vs. loss ratios	√	
60	BJ/60	Pool glove	A tight, Spandex glove covering usually most or all of the thumb, index finger and middle finger, worn on the bridge hand as a more convenient and less messy alternative to using hand talc, and for the same purpose: a smooth-gliding stroke	√	
61	BJ/61	Position	The placement of the balls, especially the cue ball, relative to the next planned shot	√	
62	BJ/62	Pot	To sink a ball into a pocket	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings Denotative	Connotative
63	BJ/63	Professional foul	A deliberate foul that leaves the balls in a safe position, reducing the risk of giving a frame-winning chance to the opponent		√
64	BJ/64	Push out	After break shot, it's allowed to "push out" the cue ball to a new position and start shooting from that position		√
65	BJ/65	Pyramid	The full fifteen ball set of pool or snooker object balls after being racked, before the break shot	√	
66	BJ/66	QCB	In English billiards, a break of 200-299 points (i.e. double a century)	√	
67	BJ/67	Race	A predetermined, fixed number of games players must win to win a match	√	
68	BJ/68	Rack	A racked group of balls before they have been broken (Noun)	√	
69	BJ/69	Rail	The sides of a table's frame upon which the elastic cushions are mounted	√	
70	BJ/70	Rat in	To pocket a ball by luck; usually employed disapprovingly		√
71	BJ/71	Rebound angle	Angle of reflection	√	
72	BJ/72	Referee	The person in charge of the game whose primary role is to ensure adherence by both players to the appropriate rules of the game being played	√	
73	BJ/73	Reverse english	Side spin on the cue ball that causes it to unnaturally roll off a cushion (contacted at an angle) against rather than with the ball's momentum and direction of travel	√	
74	BJ/74	Road map	A pool table spread in which the balls are extremely easily positioned for a run out, and where little movement of the cue ball on each shot is necessary to obtain position on the next	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Denotative	Connotative
				Meanings	
75	BJ/75	Round	A level of competition elimination in a tournament	√	
76	BJ/76	Run out	Make all of the required shots in a game without the opponent ever getting to the table or getting back to the table	√	
77	BJ/77	Round robin	A tournament format in which each contestant plays each of the other contestants at least once	√	
78	BJ/78	Run	The number of balls pocketed in an inning in pool	√	
79	BJ/79	Running english	Side spin on the cue ball that causes it to roll off a cushion (contacted at an angle) with rather than against the ball's natural momentum and direction of travel	√	
80	BJ/80	Save	Describing a ball that is in a position that makes it very difficult to pot		√
81	BJ/81	Safety	An intentional defensive shot, the most common goal of which is to leave the opponent either no plausible shot at all, or at least a difficult one		√
82	BJ/82	Safety break	A break shot in which the object is to leave the incoming player with no shot or a very difficult shot		√
83	BJ/83	Sandbag	To disguise the level of one's ability to play in various ways; purposefully losing early, inconsequential games		√
84	BJ/84	Scotch doubles	A form of doubles play in which the two team members take turns, playing alternating shots during an inning		
85	BJ/85	Scratch	Sometimes used to refer to all types of fouls		√
86	BJ/86	Seeding	The placement of player(s) automatically in a tournament where some have to qualify, or automatic placement in later rounds	√	
87	BJ/87	Sell out	To leave a good shot for the next player		√

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
88	BJ/88	Session	Any of a group of pre-determined frames played in a match too long to be completed within a single day's play	√	
89	BJ/89	Set	A predetermined number of games, usually played for a specified sum of money	√	
90	BJ/90	Single-elimination	A tournament format in which a player is out of the tournament after a single match loss		√
91	BJ/91	Soft break	A break shot in which the rack (pack) is disturbed as little as possible within the bounds of a legal shot, in order to force the opponent to have to break it up further	√	
92	BJ/92	Speed	A player's skill level	√	
93	BJ/93	Speed control	The use of the correct amount of cue ball speed in position play to achieve proper shape for a subsequent shot	√	
94	BJ/94	Squeeze shot	Any shot in which the cue ball or an object ball has to squeeze by (just miss with almost no margin for error) another ball or balls in order to reach its intended target	√	
95	BJ/95	Stance	A shooter's body position and posture during a shot	√	
96	BJ/96	Stop shot	Any shot where the cue ball stops immediately after hitting an object ball	√	
97	BJ/97	String	A successive series of wins	√	
98	BJ/98	Stroke	The motion of the cue stick and the player's arm on a shot	√	
99	BJ/99	Stun shot	A shot where the cue ball has no top spin or back spin on it when it impacts an object ball, and "stuns" out along the tangent line	√	
100	BJ/100	Tangent line	The imaginary line drawn perpendicular to the impact line between the cue ball and an object ball	√	
101	BJ/101	TBC	Control to park the cue ball at least for the next three balls before executing	√	

The Meanings of the Jargon

No	Code	Jargon	Description	Meanings	
				Denotative	Connotative
102	BJ/102	TCF	If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack		√
103	BJ/103	Time out	Breaking time		√
104	BJ/104	Tournament tough	A player who during the course of a tournament does not lose focus	√	
105	BJ/105	Tournament card	Jargon for a tournament chart, showing which players are playing against whom and what the results are	√	
106	BJ/106	Trick shot	An exhibition shot designed to impress either by a player's skill or knowledge of how to set the balls up and take advantage of the angles of the table; usually a combination of both	√	
107	BJ/107	Wild card	A tournament rule allowing a pool player to skip the first round and directly to play in the semi-final round	√	
108	BJ/108	Winner break	Winner of the previous match has chance to break on the next one	√	
109	BJ/109	WPA	World Pool-Billiard Association	√	
110	BJ/110	WPC	World Pool Championship	√	
Total				88	22
%				80.00	20.00

Appendix 3

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
1	BJ/01	ACA	American Cuemakers Association		√
2	BJ/02	Action	Gambling or the potential for gambling	√	
3	BJ/03	Ahead race	A match format in which a player has to establish a lead of an agreed number of frames (games) in order to win		√
4	BJ/04	Alternate break	During individual competition, players will alternate breaking on each subsequent game		√
5	BJ/05	APA	American Poolplayers Association		√
6	BJ/06	CBIH	A rule that when one player commits a foul or scratch, his opponent can place the cueball anywhere on the table,and start shooting from that point		√
7	BJ/07	Bad hit	To fail to make a legal shot		√
8	BJ/08	Bowlar	Drilling 10-ball billiards game		√
9	BJ/09	Break	the first shot, which is used to separate the object balls which have been racked together		√
10	BJ/10	Break ace	Sinking the game ball while breaking at time		√

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	**To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders**
11	BJ/11	Bridge	Either the player's hand or a mechanical bridge used to support the shaft end of the cue stick during a shot		√
12	BJ/12	Bridge hand	The hand used by a player as a bridge during a normal shot that does not involve a mechanical bridge		√
13	BJ/13	Cut shot	Technically, any shot that is not a center-to-center hit, but almost always employed when describing a shot that has more than a slight degree of angle		√
14	BJ/14	Chalk	A powdered substance placed on a cue's tip to increase its friction and thereby decrease slippage between the tip and cue ball		√
15	BJ/15	Check point	Drilling 9-ball billiards game	√	
16	BJ/16	Choke	To commit errors while shooting, especially at the money ball, due to pressure		√
17	BJ/17	Closed bridge	A bridge formed by the hand where a finger (normally the index finger) is curved over the cue stick and the other fingers are spread on the cloth providing solid support for the cue stick's direction		√

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
18	BJ/18	Cue stick	A stick, usually around 55-60" in length with a tip made of a material such as leather on the end and sometimes with a joint in the middle, which is used to propel billiard balls	√	
19	BJ/19	Cue ball	The ball in nearly any cue sport, typically white in color, that a player strikes with a cue stick		√
20	BJ/20	Draw shot	A shot in which the cue ball is struck below its equator with sufficient draw to make it reverse direction at the moment of contact with an object ball because it is still back-spinning		√
21	BJ/21	Double-elimination	A tournament format in which a player must lose two matches in order to be eliminated	√	
22	BJ/22	Drill	A set practice routine	√	
23	BJ/23	Eight-ball	The black ball; game ball of 15 balls		√
24	BJ/24	English	Spin placed on the cue ball when hit with the cue tip to the left or right of the ball's center		√
25	BJ/25	Equator	The horizontal plane directly in the center of the cue ball, which when hit exactly by the cue tip should impart no follow or draw		√

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
26	BJ/26	Extension	Any mechanical aid that serves to extend the length of the player's cue, normally added to the end of the butt either by clipping around the end or screwing into the base	√	
27	BJ/27	Foul	A violation of a particular game's rules for which a set penalty is imposed	√	
28	BJ/28	Follow shot	A shot in which the cue ball is struck above its equator with sufficient top spin to cause the cue ball to travel forward after it contacts an object ball		√
29	BJ/29	Frozen	A resting ball that is in actual contact with one or more balls or with a rail		√
30	BJ/30	Game	An identifiable, codifiable set of rules	√	
31	BJ/31	Game ball	The ball required to win the rack		√
32	BJ/32	Grip	The way in which a player holds the butt end of the cue stick		√
33	BJ/33	Handicap	Modification of the rules and/or scoring of a game to enable players of variable abilities to compete on a more even playing field	√	
34	BJ/34	HIP	A ball hanging over the edge of a pocket	√	

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
				Functions of Jargon	
35	BJ/35	Inning	A player's (or doubles team's) turn at the table, usually ending with a failure to score a point or to pocket a ball, depending on the game, a foul, a safety or with a win		√
36	BJ/36	In turn	Clearing the object balls from the table numerically from the lowest to the game ball		√
37	BJ/37	In jail	When a player is on the receiving end of a devastating safety where it is very difficult or near impossible to make a legal hit on an object ball		√
38	BJ/38	Jack up	To elevate the back of the cue on a shot		√
39	BJ/39	Jump shot	Any shot where the cue ball is intentionally jumped into the air to clear an obstacle		√
40	BJ/40	Kitchen	The area on the table behind the head string		√
41	BJ/41	Lag	The first shot of the match and determines order of play		√
42	BJ/42	League	An organization that promotes competitive, usually team, amateur cue sports, most commonly pool, especially eight-ball and nine-ball	√	
43	BJ/43	Leave	The cue ball's position after a shot		√

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
				Functions of Jargon	
44	BJ/44	Masse shot	A steep curve or complete reversal of cue ball direction without the necessity of any rail or object ball being struck, due to extreme spin imparted to the cue ball by a steeply elevated cue		√
45	BJ/45	Match	The overall competition between two players, two pairs of players or two teams of players, usually consisting of a predetermined number of frames or games (sometimes organized into rounds)	√	
46	BJ/46	Match ball	The ball required to guarantee victory in a match		√
47	BJ/47	Mechanical bridge	A special stick with a grooved, slotted or otherwise supportive end attachment that helps guide the cue stick – a stand-in for the bridge hand		√
48	BJ/48	Miscue	A stroke in which the cue's tip glances or slips off the cue ball not effectively transferring the intended force		√
49	BJ/49	Nine-ball	The yellow ball; the game ball or match ball of 9-ball billiards game		√
50	BJ/50	Natural	An easy shot requiring no side spin (english)		√

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
51	BJ/51	Object ball	Any ball that may be legally struck by the cue ball; Any ball other than the cue ball		√
52	BJ/52	On the hill	The point in match play where both players (or teams) need only one more game (frame) victory to win the match or race		√
53	BJ/53	Open break	A requirement under some pocket billiards rulesets that either an object ball be pocketed, or at least four object balls be driven to contact the cushions, on the opening break shot		√
54	BJ/54	Open bridge	A bridge formed by the hand where no finger loops over the shaft of the cue		√
55	BJ/55	Package	Successive games won without the opponent getting to the table		√
56	BJ/56	Parking the cueball	Having the cue ball stop precisely where intended		√
57	BJ/57	Place	To reach a certain position in a tournament		√
58	BJ/58	Pocket	(verb) Send a ball into a pocket, usually intentionally.(noun) A hole, into which balls are shot (pocketed or potted)	√	

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	**To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders**
59	BJ/59	Point	A unit of scoring, in team matches in leagues that use numerical scoring instead of simple game/frame win vs. loss ratios	√	
60	BJ/60	Pool glove	A tight, Spandex glove covering usually most or all of the thumb, index finger and middle finger, worn on the bridge hand as a more convenient and less messy alternative to using hand talc, and for the same purpose: a smooth-gliding stroke		√
61	BJ/61	Position	The placement of the balls, especially the cue ball, relative to the next planned shot	√	
62	BJ/62	Pot	To sink a ball into a pocket		√
63	BJ/63	Professional foul	A deliberate foul that leaves the balls in a safe position, reducing the risk of giving a frame-winning chance to the opponent		√
64	BJ/64	Push out	After break shot, it's allowed to "push out" the cue ball to a new position and start shooting from that position		√

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
				Functions of Jargon	
65	BJ/65	Pyramid	The full fifteen ball set of pool or snooker object balls after being racked, before the break shot		√
66	BJ/66	QCB	In English billiards, a break of 200-299 points (i.e. double a century)		√
67	BJ/67	Race	A predetermined, fixed number of games players must win to win a match	√	
68	BJ/68	Rack	A racked group of balls before they have been broken (Noun)	√	
69	BJ/69	Rail	The sides of a table's frame upon which the elastic cushions are mounted		√
70	BJ/70	Rat in	To pocket a ball by luck; usually employed disapprovingly		√
71	BJ/71	Rebound angle	Angle of reflection		√
72	BJ/72	Referee	The person in charge of the game whose primary role is to ensure adherence by both players to the appropriate rules of the game being played	√	
73	BJ/73	Reverse english	Side spin on the cue ball that causes it to unnaturally roll off a cushion (contacted at an angle) against rather than with the ball's momentum and direction of travel		√

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
74	BJ/74	Road map	A pool table spread in which the balls are extremely easily positioned for a run out, and where little movement of the cue ball on each shot is necessary to obtain position on the next	√	
75	BJ/75	Round	A level of competition elimination in a tournament	√	
76	BJ/76	Run out	Make all of the required shots in a game without the opponent ever getting to the table or getting back to the table		√
77	BJ/77	Round robin	A tournament format in which each contestant plays each of the other contestants at least once		√
78	BJ/78	Run	The number of balls pocketed in an inning in pool		√
79	BJ/79	Running english	Side spin on the cue ball that causes it to roll off a cushion (contacted at an angle) with rather than against the ball's natural momentum and direction of travel		√
80	BJ/80	Save	Describing a ball that is in a position that makes it very difficult to pot	√	

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
81	BJ/81	Safety	An intentional defensive shot, the most common goal of which is to leave the opponent either no plausible shot at all, or at least a difficult one	√	
82	BJ/82	Safety break	A break shot in which the object is to leave the incoming player with no shot or a very difficult shot		√
83	BJ/83	Sandbag	To disguise the level of one's ability to play in various ways; purposefully losing early, inconsequential games		√
84	BJ/84	Scotch doubles	A form of doubles play in which the two team members take turns, playing alternating shots during an inning		√
85	BJ/85	Scratch	Sometimes used to refer to all types of fouls		√
86	BJ/86	Seeding	The placement of player(s) automatically in a tournament where some have to qualify, or automatic placement in later rounds		√
87	BJ/87	Sell out	To leave a good shot for the next player		√
88	BJ/88	Session	Any of a group of pre-determined frames played in a match too long to be completed within a single day's play	√	

The Functions of Jargon

No	Code	Jargon	Description	To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
				Functions of Jargon	
89	BJ/89	Set	A predetermined number of games, usually played for a specified sum of money	√	
90	BJ/90	Single-elimination	A tournament format in which a player is out of the tournament after a single match loss	√	
91	BJ/91	Soft break	A break shot in which the rack (pack) is disturbed as little as possible within the bounds of a legal shot, in order to force the opponent to have to break it up further		√
92	BJ/92	Speed	A player's skill level	√	
93	BJ/93	Speed control	The use of the correct amount of cue ball speed in position play to achieve proper shape for a subsequent shot	√	
94	BJ/94	Squeeze shot	Any shot in which the cue ball or an object ball has to squeeze by (just miss with almost no margin for error) another ball or balls in order to reach its intended target		√
95	BJ/95	Stance	A shooter's body position and posture during a shot		√
96	BJ/96	Stop shot	Any shot where the cue ball stops immediately after hitting an object ball		√

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
97	BJ/97	String	A successive series of wins		√
98	BJ/98	Stroke	The motion of the cue stick and the player's arm on a shot		√
99	BJ/99	Stun shot	A shot where the cue ball has no top spin or back spin on it when it impacts an object ball, and "stuns" out along the tangent line		√
100	BJ/100	Tangent line	The imaginary line drawn perpendicular to the impact line between the cue ball and an object ball		√
101	BJ/101	TBC	Three Ball Control		√
102	BJ/102	TCF	If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack		√
103	BJ/103	Time out	Breaking time	√	
104	BJ/104	Tournament tough	A player who during the course of a tournament does not lose focus		√
105	BJ/105	Tournament card	Jargon for a tournament chart, showing which players are playing against whom and what the results are		√

The Functions of Jargon

No	Code	Jargon	Description	Functions of Jargon	
				To provide speakers of specialized domains with clear and unambiguous terms to refer to their activities	To provide speakers of subgroup with a means of marking in-group membership and excluding outsiders
106	BJ/106	Trick shot	An exhibition shot designed to impress either by a player's skill or knowledge of how to set the balls up and take advantage of the angles of the table; usually a combination of both	√	
107	BJ/107	Wild card	A tournament rule allowing a pool player to skip the first round and directly to play in the semi-final round	√	
108	BJ/108	Winner break	Winner of the previous match has chance to break on the next one		√
109	BJ/109	WPA	World Pool-Billiard Association		√
110	BJ/110	WPC	World Pool Championship		√
Total				30	80
%				27.27	72.73

Appendix 2

A=Interviewer

B=Interviewee

Interview 1

Ardi   :   Selamat sore mas Rizky, ini tidak menjadi wasit hari ini?

Rizky   :   Ooo jatahnya sudah lewat.. maaf ya mengganggu sebentar ini mau tanya-tanya..kan di billiards itu sering ada istilah istilah gitu mas, nah kan sering membingungkan

Rizky   :   Iya iya

Ardi   :   Contohnya itu seperti …misalnya *break*, *break* itu apa mas?

Rizky   :   *Break* itu memecah. Maksudnya *shooting* untuk memecah *rack* atau susunan bola di awal pertandingan

Ardi   :   Nah kalau *break ace* itu apa mas?

Rizky   :   *Break ace* itu artinya memasukan *game ball* pada waktu *break*

Ardi   :   Contohnya mas?

Rizky   :   Misalnya nih ya mas..pada pertandingan *9 ball*, pemain *breaker* langsung memasukan bola 9 pada waktu break; bola 10 pada *10 ball*; dan bola 8 pada *8 ball* atau istilah kita *15 bola*. Nah, otomatis dia langsung dinyatakan menang 1 *race* mas

Ardi   :   Oo..gitu ya mas. Wah enak dong ya? Hehe

Rizky   :   Iya mas.. kebanyakan faktor keberuntungan lah. Hehehe

Ardi   :   Hehe.. iya juga sih mas.. nah kalau *race* seperti yang mas Rizky bilang tadi, artinya apa?

Rizky   :   *Race* itu..ya.. total skor kemenangan mas. Contohnya dalam babak penyisihan panitia turnamen menentukan *race to 3,* maka *player* yang lebih dulu mengumpulkan skor 3 kemenangan, ya..dia lah pemenangnya

Ardi   :   Oo gitu..hmm..mirip kayak *set* ya mas?

Rizky   :   Iya mirip *sih,* tapi agak sedikit berbeda. *Set* cenderung digunakan dalam taruhan, sedangkan *race* dipakai dalam *tournament*

Ardi   :   Ooo seperti itu ya… Oke makasih ya mas rizky atas waktunya

Rizky   :   Oke bro… sama sama

Interview 2

Ardi   :   Selamat siang mbak Priska

Priska   :   Juga mas

Ardi   :   Maaf ya minta waktunya sebentar

Priska   :   Iya

Ardi   :   Mau tanya tanya itu kan sering apa eee ada istilah istilah dalam billiards gitu lho

Priska   :   Heeh. Lalu? Ada yang bisa saya bantu mungkin? hehe

Ardi   :   Nah itu, ini mau tanya-tanya eee kalau misalnya *…run out* itu apa?

Priska   :   *Run out* itu…emm…kalau seorang *poolplayer* memasukkan semua bola dari *break* sampai *game ball* secara berturut-turut tanpa melakukan *foul* dan sama sekali tidak memberikan kesempatan pada lawan untuk *shooting*.

Ardi   :   Wow, hebat *dong* ya?

Priska   :   Ya iya lah…hehe

Ardi   :   Nah kalau *pocket*, artinya apa?

Priska   :   *Pocket* itu ya lubang tempat arah masuknya *object ball*

Ardi   :   Oh gitu…kalau *kick shot*, maksudnya apa?

Priska   :   *Kick shot* ya…anu…emmm…dimana seorang *poolplayer* melakukan *shooting* sedemikian rupa sehingga *cue ball* mengenai satu atau lebih *rail* sebelum mengenai *object ball*.

Ardi   :   Oh gitu…oke. Terakhir nih mbak, kalau *run out* apa?

Priska   :   *Run out* itu ya…kalau seorang *poolplayer* dari mulai *break* memasukkan *object ball*, secara terus menerus sampai memasukkan *game ball* tanpa melakukan *foul* dan tanpa memberikan satu kesempatan pun pada lawan untuk melakukan *shooting*.

Ardi   :   Wow. Hebat ya..hehe

Priska   :   Hehehe, ya iya lah…

Ardi   :   Oke. Saya rasa cukup nih. Terima kasih ya mbak Priska

Priska   :   Iya sama-sama mas

Interview 3

Ardi   : Selamat sore mbak Endah

Endah   : Sore juga mas

Ardi   : Lagi gak ngelatih anak-anak klub hanggar sekarang?

Endah   : Sudah tadi…ini sedang istirahat.hehe

Ardi   :   Oo..gitu. Wah kebetulan nih, saya mau tanya-tanya seputar billiard dan istilah-istilahnya

Endah   : Monggo monggo

Ardi   : Kalau *handicap* itu apa ya?

Endah :   *Handicap* itu ya…mirip *skill level* atau tingkat kemahiran, sering disingkat SL. Semua pebiliar punya *handicap*. Untuk pebiliar putera pemula mulai dari *handicap 3,* lalu 3+, kemudian 4…dan seterusnya. Sedangkan untuk pebiliar puteri pemula mulai dari *handicap 2,* terus 2+, 3…dan seterusnya.

Ardi A : Oo gitu…gimana caranya kita naikin *handicap* mbak?

Endah : Ya…harus sering-sering latihan dan sering aktif ikut turnamen billiard.hehe

Ardi   :   Hehe…kalau *cue* artinya apa?

Endah :   *Cue* itu ya…sama seperti *stick* untuk memukul atau menyodok bola. Bagian bawah disebut *butt* atau *bottom*, bagian atasnya dinamakan *shaft*, dan ujungnya ada *master tip*.

Ardi   :   Menurut mbak sendiri, berapa banyak *cue* atau *stick* yang kita perlukan?

Endah :   Paling tidak, secara kuantitas nih…ada tiga. Yaitu *break cue, jump cue,* dan *standard cue.*

            Tapi ada juga kok yang model *jump-break stick.* Lumayan simple jadinya…

Ardi   : Waah…banyak juga ya ternyata…hehe

Endah   : Ya iya lah…hehe

Ardi   :   Ngomong-ngomong, bisa tolong dijelasin macam-macam *shooting* mbak?

Endah   : Oke. Dari apa dulu nih ya?

Ardi   : *Stop ball* itu apa*?*

Endah   :   *Stop ball* atau *stop shot* itu ketika *cue ball* menabrak *object ball* secara penuh dan tidak menggunakan *follow* atau *draw* yang menyebabkan bola itu berhenti setelah menyentuh *object ball*

Ardi   :   Kalau *follow shot* artinya apa?

Endah   :   *Follow shot* yaitu tembakan di mana *cue ball* dikenai di atas equator dengan topspin yang menyebabkan bola itu masih maju setelah menyentuh *object ball*.

Ardi   :   Kalau *Draw shot* artinya apa*?*

Endah   :   *Draw shot* atau *track* itu tembakan di mana *cue ball* dikenai di bawah equator yang menyebabkan bola itu mundur setelah menyentuh *object ball*.

Ardi   :   Kalau *jump shot* apa?

Endah   :   Nah kalau *jump shot* atau pukulan melompat ini agak complicated ya..

Ardi   :   Agak rumit ya…maksudnya?

Endah   :   Begini…*jump shot* itu tembakan dimana *cue ball* dikenai di tengah equator dengan sudut kemiringan sekitar 45 derajat sehingga menyebabkan bola itu melompat melewati *linked ball* lalu menyentuh *object ball*. Pukulan ini harus menggunakan jenis *jump cue*.

Ardi   :   Terima kasih atas smuanya ya mbak Endah

Endah   :   Iya sama-sama mas

Interview 4

Ardi   :   Selamat malem mas Wahyu

Wahyu   :   Malem juga mas

Ardi   :   Lagi gak latihan billiard?

Wahyu   :   Udah kok tadi. *Piye* mas?

Ardi   :   Maaf ya ganggu mau tanya-tanya seputar istilah billiard nih

Wahyu   :   Oke gak papa…santai aja.hehe

Ardi   :   Pertama, *Extension* itu apa?

Wahyu :   *Extension* itu eee…sejenis alat mekanis untuk mencapai *cue ball* yang jauh, biasanya ditambahkan di ujung butt atau *bottom*. Oya…kalau masih kesulitan, kita bisa menggunakan *mechanical bridge*

Ardi   : *Mechanical bridge?* Maksudnya?

Wahyu :   Ya…itu sejenis batang khusus yang membantu mengarahkan *cue* atau *stick*. Biasanya hanya digunakan bila tembakan tidak dapat dicapai dengan *hand bridge*.

Ardi   :   Kalau *bridge* apa?

Wahyu :   *Bridge* itu kan jembatan ya…jadi fungsinya untuk menjembatani antara *stick* dengan tangan. Ada dua jenis *bridge* ya…bisa *open bridge* atau *closed bridge*

Ardi   :   Oo…gitu. Nah kalau *inning* apa?

Wahyu :   *Inning* itu giliran seorang pemain, biasanya diakhiri dengan kegagalan memasukkan bola, sebuah *foul*, sebuah *safety*, atau kemenangan.

Ardi   :   *Foul* itu apa?

Wahyu :   *Foul* ya pelanggaran. Melanggar peraturan billiards.

Ardi   :   Kalau *safety* apa?

Wahyu :   *Safety* artinya keselamatan. Teknik ini mirip *defense* atau bertahan ya…

Ardi   :   Terima kasih ya mas Wahyu

Wahyu :   Iya sama-sama bro

Interview 5

Ardi   :   Selamat sore Pak Edi

Edi   :   Sore juga mas

Ardi   :   Maaf ya ganggu, saya mau tanya-tanya seputar istilah billiard

Edi   :   Oh iya gak masalah

Ardi   :   Pertama, *Cue ball* itu apa?

Edi　　　：　　*Cue ball* itu bola putih yang digunakan dalam billiard. Ada yang bilang *white ball, proactive* atau *english*

Ardi　　　：　　Wah ternyata banyak juga ya namanya…kalau *cue ball in hand…*itu apa*?*

Edi　　　：　　　*Cue ball in hand* atau *ball in hand* ya…eee…peraturan dimana seorang pemain melakukan 　*foul*, maka lawannya boleh menempatkan *cue ball* dengan bebas pada *table*, lalu dia *execute* dari titik tersebut

Ardi　　　：　　Kalau *pocket* apa?

Edi　　　：　　*Pocket* ya lobang dimana *object ball* itu diarahkan untuk masuk

Ardi　　　：　　*Object ball* apa?

Edi　　　：　　*Object ball* ya bola sasaran.

Ardi　　　：　　*Chalk* apa?

Edi　　　：　　Alat yang dioles-oleskan pada *master tip* stik biar nggak *miscue* alias meleset

Ardi　　　：　　Terakhir, kalau *aim spot* artinya apa ya?

Edi　　　：　　*Aim spot…*ya, emm…spot itu kan titik ya…jadi, maksudnya itu ya titik dimana *master tip* diarahkan dan menyentuh bola putih atau *cue ball*

Ardi　　　：　　Terima kasih ya Pak Edi atas semuanya

Edi　　　：　　Iya sama-sama dek

Interview 6

Ardi　　　：　　Selamat siang Mas Harsoyo

Harsoyo：　　Siang juga mas

Ardi　　　：　　Lagi gak main billiards ini?

Harsoyo：　　Lagi istirahat aja kok

Ardi　　　：　　Maaf ini mau tanya-tanya tentang istilah-istilah billiards

Harsoyo：　　Oh ya, gak papa

Ardi　　　：　　Pertama, *break ace* artinya apa?

Harsoyo：　　*Break ace* itu ya memasukkan *game ball* pada waktu *break* tanpa *foul*

Ardi : Nah kalau *handicap* itu apa?

Harsoyo : *Handicap* eee seperti *SL skill level* yaitu tingkat keterampilan atau kemahiran

Ardi : Kalau *grip* maksudnya apa?

Harsoyo : *Grip* ya eee cara memegang *cue stick* pada bagian bawah atau *butt*

Ardi : Lalu, terakkhir…*stroke* apa?

Harsoyo : *Stroke* itu anu emm cara menggoyang-goyangkan *cue stick*. Fungsinya supaya akurat pukulannya

Ardi : Oo gitu, ternyata banyak ya ilmunya. Hehehe

Harsoyo : Ya gitu deh mas

Ardi : Okelah kalau begitu, saya rasa cukup. Makasih banyak ya Mas Harsoyo. Sukses terus ya jadi atletnya.hehe

Harsoyo : Oke oke mas. Makasih juga, jangan lupa sering-sering latihan billiard lho ya. Hehehe.

Interview 7

Ardi : Selamat siang Mbak Icha

Icha : Siang juga mas

Ardi : Lagi gak jadi wasit turnamen billiards ini?

Icha : Sudah tadi, sekarang lagi istirahat aja kok

Ardi : Oo gitu…maaf ini mau tanya-tanya tentang istilah-istilah billiards

Icha : Oh ya, tapi setahu saya lho ya…hehe

Ardi : Hehe, iya gak apa-apa kok. Kita mulai dari *time out,* apa itu?

Icha : *Time out*…emm…itu istilahnya istirahat. Biasanya sekitar *setengah main* atau pertengahan set. *Time out* boleh diambil atau tidak. Jika kedua pemain sama-sama ingin mengambil *time out*, maka wasit menyatakan *time out*. Akan tetapi apabila kedua pemain sepakat, maka *time out* juga boleh di *skip* atau dilewati.

Ardi : Kalau waktunya *time out* berapa lama?

Icha : Itu tergantung pada peraturan panitia pada turnamen tersebut. Biasanya ya, setahu saya, sekitar 3 sampai 5 menit.

Ardi : Oo gitu…nah kalau *wild card*, artinya apa?

Icha : *Wild card*…ya semacam kartu sakti. Jika kita membeli *wild card*, maka otomatis kita langsung masuk babak semifinal tanpa mengikuti babak penyisihan.

Ardi : Wah enak ya…hehe. Ngomong-ngomong, kalau *three consecutive fouls* apa?

Icha : Oh itu adalah akumulasi *foul* sebanyak tiga kali secara berturut-turut. Maka pemain tersebut dinyatakan kalah 1 *race*

Ardi : Terakhir, *on the hill* apa?

Icha : *On the hill*…mmm…pemain yang hanya perlu memenangkan satu pertandingan lagi untuk menang.

Ardi : Makasih ya mbak Icha

Icha : Iya kembali kasih

- THE END -