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Table tennis score sheet format

In 1971, I joined the army at the age of 17. After basic training, I was sent to Heidelberg, Germany, and then to Asmara, Ethiopia (now Eritrea). At the time, it was a U.S. military communications station in the shoe horn of northeast Africa. Most of the time we were confined to the base due to local civil unrest and there was nothing to do. My mother sent me an article from the States newspaper about two teenagers who set a Guinness Record for 35 consecutive hours. I didn't think it was invincible. I also thought that setting a new record would be a great moral booster for our little military hospital. I persuaded my colleague to be my partner, and weeks later we broke the record by playing 40 consecutive hours. But after just a few months of local fame, we were stunned to learn that the record had been broken again and reset at 50 hours. With a promise from our commander to give us three days off and \$100 in prize money, my partner and I agreed to set a record that we think will last some time. A month later, a large medical storage house was emptied and we were arranged to play for 100 consecutive hours. We agreed not to use any drugs or supplements to help us. The local sisters made a big swing to the table and took turns entertaining and waking us up. They also painted the balls of different colors to bring out the monotony of watching the small white sphere coming towards us— back and forth — for four days, four nights, and four hours. It turned out to be the hardest, most thoughtful thing I've ever done. We set the record at 100 hours and were interviewed on military broadcasting AFRTS, although I have no idea what they asked me or how I replied. After much needed help back in the barracks, I think I slept only 5 hours before I went to the dining room for dinner. I got a wooden plaque and a frame that I still proudly own. The first thing you want to do to start your own club is to gauge the interest of others. If you can only get three people together, it's not a big club. Get some interest among people you know and get them to spread the word through the internet and social media. Then you have to decide what club you want. It can range from an informal group that has a regular place to play to a real league with a hierarchy of governance to actually open their own business, a kind of billiards table tennis room. Advertising If you want something unofficial and need a great place to play, then give the word for intervals. Having a group of members helps this process fall apart. If you want a more organized league, not only will you need a place to play, but you also need to come up with the structure of the league - teams, number of matches, tournaments, etc. You'll also want to structure the league hierarchy by electing a president, vice president and secretary/treasurer to handle things like the rules, and meetings. He helped join the Organization of American Table Tennis (USATT), the leading body of ping pong in the United States. It can help you with the rules and official club laws, as well as understand about your club. If you have the will and follow these steps before you know it, you will be swamped with eager players, paddle in hand. In many table tennis communities, it is customary to divide table tennis players into three broad groups: beginners, intermediate players and advanced players. This article will explain the ten main attributes that separate these three main groups. For each of these attributes, consider a sliding scale, with the level of beginners at one end and the advanced level at the other, with intermediate status in the middle. You can then set a player's fairly accurate standard by deciding where their skills predominate lie on the scale. Beginners will have the majority of initial attributes at the level, with perhaps several intermediate levels. Intermediate-level players will have mostly average skill level, with perhaps multiple attributes at the beginner level (for lower level intermediate players) or several advanced level attributes (for mid-level). Advanced level players will have mostly advanced level attributes, with perhaps a mid-level attribute or two. Mistakes: beginners make the most mistakes, especially unproven mistakes. Their level of consistency is low. Points: most points are earned by unjustified errors of the opponent, instead of being won by pinning down an opponent's error. Beginners who play safely and try to avoid mistakes will tend to beat beginners who try to play attacking shots due to a number of mistakes their opponents make. Move: beginners often make bad choices about stroke, trying to stroke with a low success rate when there are better options. Strengths/weaknesses: novice players tend to have more weaknesses in their table tennis game than strengths. Footy: new players often move too much or too little. They reach for balls instead of taking a small step, and move too far and get too close to balls that are far away. Spin: At the beginning, a spin-level game is a magical and frustrating element. Beginners have trouble rotating and adapting to the rotation of the opponent. Tactics: at best, it's limited. Most of the player's focus is on himself and successfully playing punches, not on what his opponent is doing. Beginners also have difficulties in successfully executing tactics due to a lack of consistency in their touches. Fitness: the level of the game is less dynamic than advanced levels, so fitness plays a much less role. Rallies vs. Serve/Serve Return: beginners tend to view rallies as the most important and prefer to train these strokes over serve and serve as a return, which is seen simply as a way to start the point. Interestingly, equipment is an area where beginners are often closer to advanced intermediate players. For beginners, almost all blades and tires are much faster and more liquid than they are used to, so the novice player is usually happy to use what other players recommend instead of obsessing about their equipment. Errors: the number of illegal errors is smaller, but still significant. Middle-level players will make more mistakes under pressure than advanced players. Points: the ratio between winning points by making mistakes and mistakes made by an opponent becomes equal. An intermediate player who plays a safe game, risks a little and makes few mistakes, and only attacks easy balls, will rise quickly from the status of beginners to the top of players at intermediate level. More aggressive players who take more risks and attack more often will generally rise faster, improving the level as their attacking consistency becomes better. Touches: Intermediate players will make a better choice of stroke by choosing the right shot most of the time. Their place is still not so good. Strengths/weaknesses: this is much more even at intermediate level. Most players who are intermediate will have a few strengths and a few weaknesses in their game. Footwork: improves when the intermediate player learns the importance of balance and recovery, allowing multiple attacks. Footbot is faster and used more often, but the player is not always so good at knowing where he needs to move to best prepare for his next shot. Spin: intermediate players have gone through the disappointing period and can now apply and adapt to most spin options. They will still struggle with unusual service tools or players who can use good deception when applying spin. Tactics: they get better as the player has to concentrate less on his own punches, and can now spend more time focusing on his opponent. There may be a tendency to try to copy tactics from high-level players that the intermediate player cannot perform consistently. With the player's progress, the ability to plan tactics, then adapt his tactics as required during matches, is also improving. Fitness: it will become more important over the course of the day if several matches are played as fatigue builds up. Often the player will be much worse at the standard at the end of the day as his body tires and mental focus slide. Rallies vs Serve/Serving Return: Intermediate players recognize the importance of serving and serving comeback. They just don't usually tend to do the necessary training to improve it! Those who work on their shape clearly stand out from the others at this level. Most of the time the intermediate player has spent training on flashy rally punches, such as circuits and punches. The short game is often overlooked. Equipment: tends to equipment at intermediate level. As training time is often limited due to other commitments, players are often looking for improvement, taking into the perfect knife and rubber combination. Errors: illegal errors are much rarer now due to the level of training carried out. The level of consistency at all strokes is high. Points: most points are earned by an opponent's mistakes. Safe players who rely on their opponent's mistakes will find it difficult to rise through the advanced ranks and generally learn to make mistakes through spin-variation (for backspin defenders), or placement (for blockers). Attacking players who take the calculated risks dominate at this level due to the advantages of controlled aggression combined with modern technologies and speed glue. Strokes - a good move choice is made most of the time, and sometimes the player can have more than one choice at his disposal. Strengths / Weaknesses: advanced player will have several strengths. His weaknesses are generally weak only when compared to the rest of his game, and he has usually developed ways to make it difficult for his opponent to exploit his weaknesses. Fusina: used to allow the player to play his best shots as often as possible, remaining balanced and able to recover for the next punch. The player also predicts well and moves to the right place for the next shot most of the time. Spin: has for an advanced player to manipulate at will to achieve the desired effect at this time. Tactics: the player will have developed a good tactical game, and can adapt his tactics depending on his opponent and the situation. Fitness: High fitness levels are needed to play at optimal levels in each game and during long tournaments. Not to mention the need to survive the high workout load! Rallies vs Serve/Serve Return: The advanced player knows all too well about the crucial importance of serving and serving a return, and gives serves and serves to return training the time and effort he deserves. Advanced players know that a good short game can stop an opposing power play and work on their short game accordingly. Equipment: advanced players tend to worry less about their equipment than intermediate players. Good technique and many workouts far outweigh the small differences between different combinations of rubber and blades. While advanced players can try a few different tires and blades in the offseason, they already have a good idea of what types they like and stay mainly in that range. Once a decision is made, they adhere to it during the tournament season. Season.