



Junior Club

June 2010



Calendar

The format of club nights is as follows:

6:30pm Stadium Opens, Casual use of tables

7:15-8:30pm Organised games

9:00pm Stadium Closes

Graded Tournament Friday 25 June

Register by 7:00pm

TTW Junior Development Tournament Sunday 27 June

Games start 10:00am for Under 14

Games start at 1pm for Under 12 and Under 16

NZ Junior Championships July 7-11

Auckland

TTW Junior Development Tournament Sunday 22 August

Games start 10:00am for Under 14

Games start at 1pm for Under 12 and Under 16

Club Championships Friday September 25

Games start 7:00pm

Teams Competition Friday October 15

Games start 7:00pm

Prizegiving Night Friday November 5

Table Tennis Wellington also runs development squads. Players showing promise in the sport will be invited to join these squads.

Busy Weekend on June 25-27

On Friday June 25 we are having our first junior club tournament for 2010. That same evening we will officially bury our jubilee time capsule and then on the Sunday, Table Tennis Wellington is running a Junior Development Tournament at Empire Stadium.

Junior Club Grade Championships

This will be run in 3 grades – A (1-4), B (5-7) and C (8-10). Groups 11 and 12 will have a round robin competition and coaching as normal. The top 4 players in each grade from the round robin competition will then play a semi-final and final to determine the winner. There will be a 15 minutes break between the round robin and finals to bury our time capsule. Players must register by 7pm to take part in the competition.

Time Capsule

We are burying the Empire Time Capsule on Friday at 8pm. The time capsule will contain letters, souvenirs and photographs from today for our club members of 2034 to open. There is still a chance to add your letter but you must get it to us soon.

Junior Development Tournaments

Table Tennis Wellington runs these tournaments to give juniors a taste of tournament play. Age groups are under 12, 14 and 16 as of 31/12/2009. Entry is \$12 per age group.

Volunteers

The regular organisers, Diane and Stephen Hope, are going on an overseas holiday from early July until August so we need some people to lend a hand to keep junior club operating in their absence. Even some of the older juniors can lend a hand. Please volunteer your services to save us having to ask.

Help Needed

A few parents lending a hand each week will make a huge difference to the running of the club. How can you help?

Attendance Recorder and Games Organiser – Enter player's names as they arrive, collect money and organise the round robins.

Shop Attendant – Spend an hour or two in the shop serving drinks and food. You may wish to make suggestions about new product lines.

Table Supervisor – Keep an eye on a few tables. Make sure that players are playing fairly and that people are turning up for their games. Put a stop to any bad behaviour.

Coaches – Assist with the group coaching under the direction of Paul Solt. You do not even need to know how to play.



Coaching

Paul Solt will be at club to provide coaching on June 11 and 18, July 16 and 23, August 6 and 13, and September 10 and 17.

This coaching is highly recommended but not compulsory.

Rules

One of the most confusing aspects of any sport for beginners is learning and understanding all the rules of the game. Ping-pong is no different, and sometimes it is even harder due to the constant rule changes in some areas, such as the service rule.

To assist players learn the basics, newsletters will contain articles about rules of the game. This edition will cover scoring.

<http://tabletennis.about.com/od/howtokeepscore/a/keepscore.htm>

Before the Match Starts

Make sure that you get the match score sheet and a pen or pencil, so that you have something to write the scores on as each game finishes. Don't wait until the end of the match to write down the scores, or you may not be able to remember them all! It also helps to check the score sheet to make sure that you have the correct opponent and are playing on the correct table.

Check whether the match is a best of 5 or 7 games (these are the most commonly used by far, although any odd number of games can be used).

Do the toss to decide who will be serving, and which player will start at which end. Most official umpires use a coloured disc to do the toss, but a coin will work just as well. Another alternative which is commonly used is to roll the ball along the middle of the table towards you and let it fall off the end, catch the ball with both hands, then spread your arms out with both hands below the table, one hand holding the ball. Your opponent then tries to guess which of your hands has the ball. If he guesses correctly, he has the first choice of serve or ends. If he guesses incorrectly, the first choice is yours.

Make a note on the score sheet about which player is going to serve first in the first game. This will come in handy in later games to know whose turn it is to serve first, or if you or your opponent forget whose turn it is to serve during a game!

During the Match

The score begins at 0-0, and the server will serve first. Each player gets to serve for two points in a row, and then the other player has to serve. You are not allowed to give the serve away and choose to receive all the time, even if both players agree.

When serving, you must follow the rules for a legal serve, and hit the ball so that it touches your side of the table once, then bounces over or around the net, and then touches your opponent's side of the table. A serve that touches the net assembly (the net, net posts, and net clamps) on the way, but still touches your side first and then your opponent's side on the second bounce, is called a let serve (or just let) and must be replayed, with no change to the score. There is no limit on how many lets you can serve in a row.

If you are playing doubles, you must serve the ball diagonally so that it bounces first in the right hand half of your side of the table, goes over or around the net, and then bounces in the right hand half of your opponents' side of the table (their right hand side, not yours!).

Your opponent will then attempt to return the ball over or around the net so that it bounces first on your side of the table. If he cannot, you win the point. If he does, you must hit the ball over or around the net so that it bounces first on his side of the table. If you cannot, he wins the point. Play continues in this manner until either you or your opponent cannot return the ball legally, in which case the other player wins the point.

In doubles, each of the players take turns to hit the ball. The server hits the ball first, then the receiver, then the server's partner, then the receiver's partner, and then the server again. If a player hits the ball when it is not his turn, his team loses the point.

When a point is won, that player or team adds one to their score. A game is won by being the first player or team to reach 11 points, with a lead of at least 2 points. If both players or teams reach 10, then the game is won by the first player or team to get two points ahead. Also, if a score of 10-all is reached, both players or teams will only serve 1 serve each until the game is won. The score is called out with the server's score first.

In the final possible game of a match, when the first player or team reaches 5, the players must change ends. If it is a doubles match, the players also change the order of receivers.

If you do forget who is supposed to be serving in the middle of a game, an easy way to find out is to look at the scoresheet and see who served first in that game. Then count up in twos (two points per server) until you reach the current game score.

Remember, the winner is the first player or team to win more than half of the maximum possible games. Once a player or team has done this, the match is over and the remaining games are not played. So the possible game scores are a 3-0, 3-1, or 3-2 win in a best of 5 games match, or a 4-0, 4-1, 4-2, 4-3 win in a best of 7 games match.

After the Match

Once the match is over, remember to shake hands with your opponent and any umpires, and thank them. It is also common to shake hands with the other player's coach, if he has one. Give a sincere smile and handshake - don't follow the horrible example of some players by shaking hands with your opponent while looking in another direction - it shows a lack of respect.

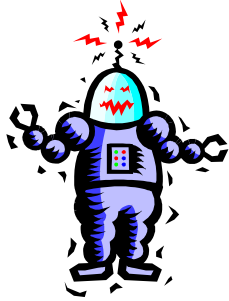
Some tournament organizers will ask you to bring the ball back to the control desk after the match. If not, don't forget to put the ball back on the table, resting against or under the net, so the next players to use the table can find it!

Finally, check that the scores have been written down correctly, and that the actual winner has been written down. You should do this regardless of whether you have an umpire or not - you'd be surprised how often I've seen the wrong name accidentally written down as the winner!



A Look into the Future

By Christy Kimble and Stanley Sarkies



Modern day table tennis is about power and precision. But what do you think table tennis will be like in 35 years? Will robots be playing it? Will the standard of table tennis be higher? Will the characteristics and rules be entirely different? Well, no one knows at this point in time, but we are going to have a crack at exploring this topic.

Marcus Trevling. World number one in the year 2045. His opponent is world number two, John Lee. He switches on his topspin reflex and his A.R.T.M (Automatic Reflex Targeting Mechanism) He smiles to himself and he knows he has the upper hand, for his bat could detect a flaw in his young opponents concentration. He looks upon the crowd of 12,000. Even though most of them were robots, (specifically designed to cause tension among the crowd), the pressure of the occasion was still getting to him. The futuristic stadium shaped like the recently developed floating city of Caurus in New America was amazing. It had 8 specifically designed 5d cameras, positioned around the table on different angles so that everyone from Earth to Pluto could see them play. This year, Jupiter had won the right to have the table tennis championships on their planet. They had to create an anti-gravitational base around a city in Jupiter so that the players could actually lift their feet off the ground. The city people were amazed, for they had never been able to "jump" as he old age "English" speakers called it, because they had never been to the deserted and used up land of Earth.

The crowd (and robots) was hushed. Trevling spoke to himself silently, urging himself on. The B.L.F.S. (Body Language

Forecasting System) at the base of his skull was telling him that he needed to serve a low top spinning ball to his opponents right. He serves. Lee hits the ball long. Too long. 'Thank you B.L.F.S.' Trevling thinks to himself, for his B.L.F.S. had found and skilfully exploited his opponents weakness resulting in an instant point to him. Over the next 10 minutes the 2 masters of table tennis and their enhanced minds set for their type of sport and style battled out the first set. Trevling takes out the first 15-11 with some beautiful A.R.C.S. (Automated Rallying Continuum Smash) which are just too fast for Lee. But Lee won't go down without a fight, and he comes back after the break swinging, rallying and smashing, playing possibly the best sustained piece of table tennis ever played. Lee takes the second set 15-4. Trevling starts to panic, he stares at the crowd and remembers to use his A.S.M. (Anti Stress Machine which detects negative emotions and stress and replaces them with positive thinking.) The third set begins. They both play scrappy, messy table tennis obviously scared to lose. It's tense because it is 15-15 and Lee has the service.

John Lee's thinking

What can I do to beat him? He knows my weakness, and he is exploiting it very efficiently.....if only I could erase that flaw..... ha!! I know!! I can check my F.W.E.F. (Fatal Weakness Exploitation Finder) and from there I can find out what my fatal weakness is, in which I can get my F.W.E.E. (Fatal Weakness Exploitation Eraser) and erase it!!!

Lee serves a low, hard top spinning ball, Trevling repeats the shot back to Lee and they start rallying. It's a long hard fought rally. Slowly the energy in their E.E.B.'s (Energy Efficiency Balancer) starts to lower and the 2 players robotic automations start to fail them. It's just their own weak minds now. The energy needed to power the robotic side of the players has all but finished, the last remaining energy focused in keeping concentration levels up which consumes less energy than any other machines. The 2 men had never been so hard worked in table tennis in their whole life. They hadn't been without machinery and playing table tennis since they were young boys, playing in little table tennis clubs, in the year 2008. It was only in 2020 that they started incorporating machinery into the table tennis play. That year was a tough and difficult one for table tennis because there were many riots and table tennis

strikes. The table tennis aficionados didn't think that machinery was a part of table tennis etiquette. This was the first time this had happened since the introduction of machinery in table tennis. It had been the biggest controversy in the entire history in table tennis. They keep rallying. The players sweat. This has come down to a sheer challenge of wills and who wants it more. 19-18 Lee, Lee service drop shot, very clever, he takes the third 20-18. Lee cannot believe it. He, has beaten the best table tennis player in history and he himself is now the best. The one to beat. they are drowned in sweat, they shake hands and congratulate each other, its good to see that sportsmanship is still a part of the sport.

In conclusion we have explored this weird prospect of looking into the future and trying to predict what will happen for the future of table tennis. This will probably not happen, although, the way the world is going, machinery could be introduced into table tennis very soon. Whether this is a good or bad future for table tennis, we'll let you decide. But this is what we think will happen but the real question is "Will It?" and only time will tell.

Glossary

- A.R.T.M. Automatic Reflex Targeting Mechanism
- B.L.F.S. Body Language Forecasting System
- A.R.C.S. Automated Rallying Continuum Smash
- A.S.M. Anti Stress Machine
- F.W.E.F. Fatal Weakness Exploitation Finder
- F.W.E.E. Fatal Weakness Exploitation Eraser
- E.E.B. Energy Efficiency Balancer



News

Junior Nationals

Congratulations to Adam Xiong, George Stoupe, Maddy Nash and Ellen Xiong on their selection in Wellington teams for the NZ Junior Championships. These championships are being held in Auckland from July 7-11.

www.tabletennis.org.nz

Junior Competitions

College Sport Competition

The inaugural College Sport Wellington Table Tennis competition got underway on Wednesday 2 June. The Hutt Valley zone saw 28 teams from eight High Schools take part. Hopefully teams involving our members have been doing well.

Interclub

We do not have many juniors involved in the senior interclub competition this year. Adam Xiong is our only junior player. He is playing Premier 3 for the Empire Meatloaf team and has won a few matches so far.

There is still as good chance that there will be a junior interclub competition later in the year.

Junior Grading System

The Empire Junior Club gives all players a grade from 1 to 12. Young beginners start at grade 12. The best players are in grade 1. These grades are used to organize games so that players of similar ability play each other.

To improve their grade, a player must

- win all games against players of the same grade; or
- defeat some players in a higher grade

Grades are reviewed at the end of each Friday session.

Club Contact Details

If you need to contact the club or the organizers:

Empire Table Tennis Club

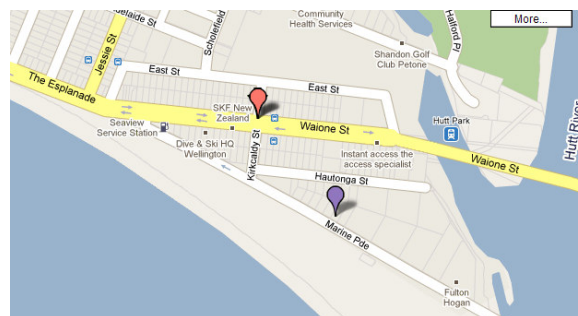
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Organisers

Diane and Stephen Hope

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Email: friday@empirett.org.nz

Mailing List

The club has an email list for our junior players.

You can join this list by giving your email address to the Friday night organizers.