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What is it and what's it about?

For too long now table tennis has concentrated its efforts on competitions for the established players. The only competitions a new player is offered are a local team competition or open tournaments, both of which require player and/or parental commitment and are often daunting. The result is that too many people who come to our clubs for coaching fall through the net.

Children, especially thrive on competition. It matters little how good they are or how long they have been playing table tennis. Unless we give them competitions that they can enjoy at a very early stage we won't get that vital commitment. Without commitment coaching becomes meaningless and youngsters will drift away to take up other sports that satisfy their competitive needs.

So what are the benefits of this competition?

- (1) It offers the real beginner lots of games at their own level in a local competition at a reasonable cost.
- (2) Unlike team competitions an individual's lack of commitment does not directly affect anyone else.
- (3) It enables coaches to recognize and monitor a player's potential at a very early stage.
- (4) Most important of all it gives a player a reason for a commitment to being coached.

SO HOW DOES IT WORK

- A maximum of 20 Tournaments, 5 Local Area Tournaments spread around the West Midlands. Running from October until April
- The top 24 players from each series (the top four from each group/band) of Local Area Tournaments being invited to take part in the West Midlands Grand Final Tournament that is held during the following month.

Tournament Structure

- A) A singles competition designed to provide competitive play for all levels of ability.
- B) All matches are played on a group system. Each player plays in a large group in round one. Play may be in a one or more large groups. If there is more than one group in a section then players move on to play round two as a set of knockouts or smaller groups which give overall position for the tournament and gain qualification points.
- C) The aim is to give players a minimum of 5 matches in a day at a reasonable cost and without the need to travel long distances.
- D) Each tournament, players are grouped by age and ability.

Sections: under 13, under 15 and under 18/Adult

Bands: Novice and Intermediate.

- E) Initially we have to rely on the information given on a players entry form plus, if available, a report from their coach. Once a Player has taken part, they may be moved to a more appropriate band after their first event. If this move is to a higher Band then half the points attained in the lower band will be carried forward, for a move to a lower band then twice the points attained in the higher band will be carried forward.
- F) A Rating List will be issued after each series of tournaments. There are Rating Lists for Adult/Under 18, Under 15 and Under 13 in both novice and intermediate categories. There will therefore be six separate lists and the top 4 players in each list from each local area competition will be invited to the Regional Finals in early June at Wood Green

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RULES

(please read carefully before entering)

1, All matches will be best of five games where possible and always up to 11 points

2, Clothing can be any colour, except white. Sports shies/trainers must be worn at all times (preferable not black soles)

3, To qualify for an age group you must be born before or on January 1st 1986 (under 15) and Jan 1st 1994 (Under 13).

4, Players may only enter one event.

5, Each local organisers decision is final, the same applies for the Grand Final

6, Total Local series points will be used for seeding the Grand Final

RESTRICTIONS

1, No player to have more than 50 ranking points

2, No players to have played in any Top 2 Divisions of any local league

3, Anybody giving false or misleading information about their playing standard will be disqualified

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EXAMPLE STRUCTURE ON 12 TABLES

Morning Session – Under 13, Under 15 Stage 1 Groups, 2 hours from 10am

U 13	Max No. of entries	No. of tables	No. of groups	U 15	Max No. of entries	No. of tables	No. of groups
novice	15	3	3		15	3	3
Intermediate	15	3	3		15	3	3

2nd Stage – 1 hour form 12:00

Top 3 players go into group of 3 for positions 1-3

3 seconds go into group of 3 for positions 4-6

3 thirds go into group of 3 for positions 7-9

3 fourths go into group of 3 for positions 10-12

3 Fifths go into group of 3 for positions 13-15

Afternoon Session Adult/Under 18 Competition 2 hours from 1.30pm

Adults	Max No. of entries	No. of tables	No. of groups
Novice	30	12	6
Intermediate	30	12	6

2^{nd} Stage – 1- 1.5 hour form 3.30 – 50 matches – 60 entries plat knockout till ca 5.00pm or play till 5.30pm and have 20 groups of 3 for 60 – 2 hours)

Top 6 go into Knockout for positions 1-6

6 seconds go into Knockout for positions 7-12

6 thirds go into Knockout for positions 13-18

6 fourths go into Knockout for positions 19-24

6 Fifths go into into Knockout for positions 25-30

Structure

15:30 First round k/o novice(10 tables) and intermediate top 6 (2 tables)

15:50 Other Intermediate first round matches (8 tables) and 4 Second round novice matches (4 tables)

16:10 6 second round novice matches and 6 second round intermediate matches

16:30 4 second round intermediate matches, 5 final round novice matches, 3 final round intermediate matches

16:50 2 Final Round Intermediate matches

EXAMPLE STRUCTURE ON 8 TABLES

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Morning Session – 10am Stage 1 Groups, 2 hours

U 13	Max No. of Entries	No. of tables	No. of groups	U 18	Max No. of Entries	No. of tables	No. of groups
novice	10	2	2		10	2	2
Intermediate	10	2	2		10	2	2

2nd Stage – 1 hour from 12:00

Top four players in each group go into qualification group for positions 1 to 4 Middle four players go into qualification group for position 5 to 8 Bottom two players are eliminated as $9^{th}/10^{th}$ Groups on two tables – 1 hour

Afternoon session – 1:30 Stage 1 Under18/Adult Groups 2 hours

Adults	Max No. of Entries	No. of tables	No. of groups
Novice	20	4	4
Intermediate	20	4	4

 2^{nd} Stage – 1- 1.5 hour from 3.30 – 50 matches – 40 entries play knockout till 5.00pm or play till 5.30pm and have 12 groups of 3 for 36(+ 2 knockout matches for $19^{th}/20th$ – 2 hours)

Top 4 go into Knockout for positions 1-4

4 seconds go into Knockout for positions 5-8

4 thirds go into Knockout for positions 9-12

4 fourths go into Knockout for positions 13-16

4 Fifths go into into Knockout for positions 17-20

Structure

15:30 8 First round k/o novice(8 tables)

15:50 2 First round k/o Novice (2 tables) and 6 First roundk/o intermediate (6 tables)

16:10 4 First round k/o intermediate matches and 4 Final round k/o novice matches matches

16:30 5 5 Final round k/o intermediate matches and 1 Final round k/o novice matches

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Points Table				
1st	55			
2nd	50			
3rd	47			
4th	44			
5th	41			
6th	38			
7th	35			
8th	32			
9th	29			
10th	27			
11th	25			
12th	23			
13th	21			
14th	19			
15th	17			
16th	15			
17th	14			
18th	13			
19th	12			
20th	11			
21st	10			
22nd	9			
23rd	8			
24th	7			
25th	6			
26th	5			
27th	4			
28th	3			
29th	2			
30 th or greater	1			

Where a player finishes for example $3^{rd}/4^{th}$ then the 3^{rd} place and 4^{th} placed points are added together and then halved 47+44 = 91 = 45.5 = 46