

ENGLISH SCHOOLS' TABLE TENNIS ASSOCIATION



Butterfly

'MORE SCHOOLS' PROJECT

PRACTICE

PARTICIPATION

PERFORMANCE

DEVELOPMENT & COMPETITION

TOOLKIT HANDBOOK



This Handbook is to be used in conjunction with the **Butterfly 'More Schools' Project Toolkit** which includes a Competition Template Pack, Certificate Pack, Developmental Circuit Master Instruction Cards and other relevant information – all free to download from the ESTTA website (development section).

It is produced by the **English Schools' Table Tennis Association (ESTTA)** with generous support from:

Ransome Sporting Goods, Wood Street, Middlesbrough, TS1 1JP.
Telephone: 01642 224444. E-mail: rsg@rsgsport.com Website: www.rsgsport.com
(Official exclusive distributors of **Butterfly Table Tennis Equipment** in the UK)

The Project is also supported by **Sportsmatch** – a Government funded scheme set up to help grass roots and community sport in England. This is done by matching new sponsorship money with Sportsmatch funding on a pound for pound basis.

ESTTA acknowledge support from the **English Table Tennis Association (ETTA)**, the governing body of table tennis in England, who are responsible for representing, co-ordinating, administering, regulating, promoting, marketing and developing the sport. The **Butterfly Skills Award** – a complimentary package to the Butterfly 'More Schools' Project, has been developed by the ETTA, ESTTA and Butterfly in partnership. This programme provides an exciting and progressive framework to deliver table tennis in schools, clubs and sports centres nationwide. With four skill levels to work towards, this truly is a 'must have' programme for all table tennis teachers and coaches.

Finally the **English Schools' Table Tennis Association** is a fully constituted body with the following objects:

- To promote, encourage and improve the playing of table tennis in schools.
- To encourage the formation of Local and County Schools' Table Tennis Associations.
- To organise the National School Team Championships and National Individual Championships in Under 19/16/13/11 age groups.
- To liaise with School Sport Partnerships, their Partnership Development Managers, School Sport Co-ordinators, Primary Link Teachers and Competition Managers to promote intra and inter school events.
- To promote, with the English Table Tennis Association, the development of schools' table tennis as part of a unified programme for young people.
- To select representative teams to play in:
 - The International School Sport Federation biennial 'World Schools' Table Tennis Championships (Under 17) for champion school teams and selected teams.
 - The Annual Schools' Home Countries Invitation International Championships in Under 18/16/14 age groups.
 - The British Primary Championships (Under 11).
 - The UK School Games (in partnership with the ETTA).

ESTTA Website: www.estta.org.uk

Handbook Contents

PRACTICE

- Why Table Tennis?
- Using PE benches and plastic topped tables
- No tables, some tables, more tables
- Starter, Intermediate, Mix & Max and Max Play Circuits (Used in conjunction with the Toolkit Instruction Cards)
- Making the best use of tables
- What comes next?

Enjoy and move on

PARTICIPATION

- Basic Rules
- Fun matches
- Individual Knockout
- Two-way Knockout & Seeding
- Group systems
- Team matches
- Group result sheets

Participate and move on

PERFORMANCE

- History of English Schools' Table Tennis Association Competitions
- The ball is in your court!
- Stages in the ESTTA Team Championships
- Stages in the ESTTA Individual Championships
- School Based Table Tennis Calendar

Perform and move on

- Toolkit Contents – to be downloaded from the ESTTA website www.estta.org.uk (development section)



‘MORE SCHOOLS’ PROJECT

PRACTICE

PARTICIPATION

PERFORMANCE

GETTING STARTED & DEVELOPING AN INTEREST IN TABLE TENNIS

- Why Table Tennis?
- Using PE benches and plastic topped tables
- No tables, some tables, more tables
- Starter, Intermediate, Mix & Max and Max Play Circuits
(Used in conjunction with the Toolkit Instruction Cards)
- Making the best use of tables
- What comes next?

Enjoy and move on

WHY TABLE TENNIS?

Why is table tennis so popular?

- It is good fun and most enjoyable
- it can be played almost anywhere
- it is independent of weather conditions and seasons
- it has a universally accepted rule structure
- it can be played by all ages from 5 to 95
- it is beneficial to health
- it can be played by the able bodied and those with physical disabilities
- it can be played at home, school, youth club, college, university, sports centres and table tennis clubs
- it is a good family sport

Why is table tennis a good school sport?

- it is equally popular for both boys and girls
- it lends itself to team and individual play
- it needs a minimum of personal equipment
- it is space effective in school gymnasias and sports halls
- it can be played at many levels: competitive and non-competitive, curricular and extra curricular, intra and inter school, partnership, county
- it is physically and mentally invigorating

..... and there is a network of some 6000 clubs nationwide, affiliated to the English Table Tennis Association, waiting for you to join.

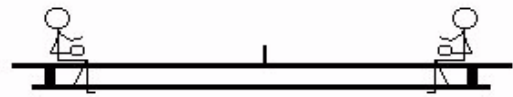
If we are promoting life long participation in sport, what better place to start than in school. The right foundations can create a lasting interest. Schools are in a unique position to make a significant impact upon young people's participation in sport and recreation. This contribution can be in the physical education curriculum where young people are encouraged to acquire skills, knowledge and good attitudes; and in extra curricular activities where pupils can be provided with opportunities to follow their interests and develop their expertise. Whatever the activity we should encourage:

- fun and success
- introduction of sport at their level
- the development of good sportsmanship
- positive competition

Table tennis is a sport which lends itself to these strategies but needs the acceptance of different ideas to overcome the lack of equipment from which most schools suffer - **a limited number or no table tennis tables at all!**

Here are a few ways in which to maximise the use of space and equipment already in schools

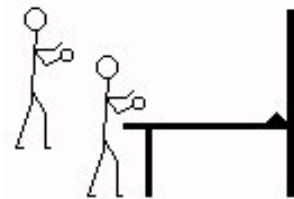
School PE benches with small cardboard 'nets' are ideal for practising backhand push strokes and the development of directional play



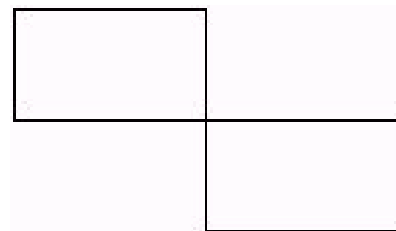
Plastic topped school tables again with a cardboard 'net' are ideal for both backhand and forehand touch play exercises



School tables can be placed against a wall for singles or doubles play - targets can be placed on the wall



School tables can be offset to simulate backhand or forehand exercises



....and so a practice circuit can be set up around which players and their partners move after a specified time on each exercise

So how do we start with 'NO' Table Tennis Tables?

- Make strong cardboard nets: 300mm x 100mm for PE benches and 600mm x 100mm for school tables. (You could, of course, purchase strong plastic nets from Tees Sport – Telephone 0800 458 4141)
- Devise your circuit similar to 'Starter Circuit 1' and use PE benches and school tables (rectangular – Formica/solid wood tables 1200mm x 600mm or 1100mm x 550mm are ideal). Thin topped tables are not satisfactory as the ball will not bounce.
- Select from your pack the Master Instruction Cards – fold them as directed and place them over the net.
- Send 2 players to each table with their bats and one ball per pair. Players read the instructions and start to play. After 2 minutes – stop the play (call 'LET'). Pairs move to the next table – read the instructions and start to play again.
- Move on to Intermediate Circuit 2. Use the instruction cards provided.
- Devise your own circuit – use the blank master cards to make your own instructions.

But you have some tables -

- Combine the use of table tennis tables, PE benches and plastic topped tables with Mix and Match Circuit 3.
- Maximise your resources with Max Play Circuit 4 which can lead to playing games.

But you have more tables –

- As illustrated, make the best use of these for 2, 4 or 8 players.

STARTER CIRCUIT 1

Equipment

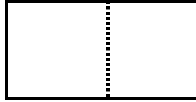
Exercise

1 PE Bench (B1.1)



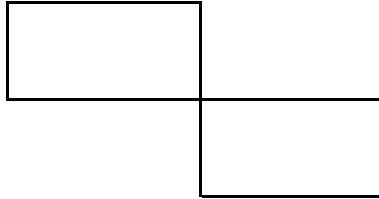
Backhand Push

1 School Table (S1.1)



Backhand Touch Play

2 Offset School Tables (S5.1)



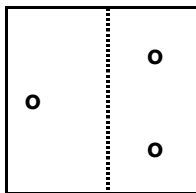
Backhand Push

1 PE Bench (B1.1)



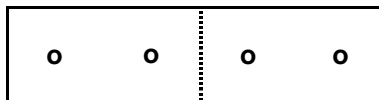
Backhand Push

2 School Tables (S3.1)



Backhand Touch Play
to Alternate Targets
Left / Right

2 School Tables (S2.4)



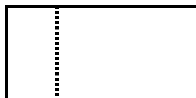
Backhand Touch Play
Short / Long

1 PE Bench (B1.1)



Backhand Push

1 School Table - Offset Net (S1.3)



Backhand Touch Play
Short / Long

ALL PLAYERS PLAY BACKHAND PUSH!

16 players play on 3 PE benches and 8 school tables

All you need are 8 cardboard 'nets', 8 balls and 16 bats with the
instruction cards giving simple instructions to the players

INTERMEDIATE CIRCUIT 2

Equipment

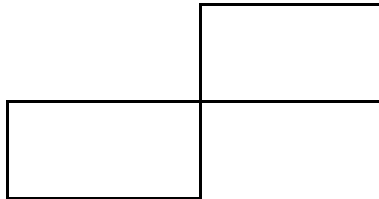
Exercise

1 PE Bench (B1.1)



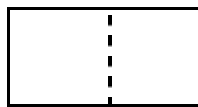
Backhand Push

2 Offset School Tables (S4.1)



Forehand Push

1 School Table (S1.1)



Backhand Touch Play

2 School Tables (S2.3)



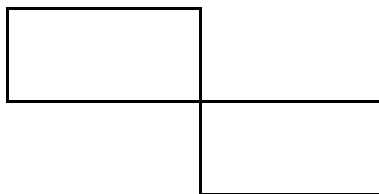
Alternate Backhand /
Forehand Push

1 PE Bench (B1.1)



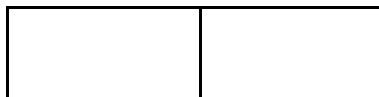
Backhand Push

2 Offset School Tables (S5.1)



Backhand Push

2 School Tables (S2.2)



Game

1 School Table (S1.2)



Alternate Backhand /
Forehand Push

16 players play on 2 PE benches and 10 school tables

All you need are 8 cardboard 'nets', 8 balls and 16 bats - and with a little ingenuity a whole class could play and think what you could do with a TABLE TENNIS TABLE or 2 or 3 !

MIX & MATCH CIRCUIT 3

Equipment

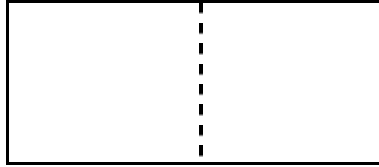
Exercise

1 PE Bench (B1.1)



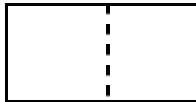
Backhand Push

1 Table Tennis Table (T1.1)



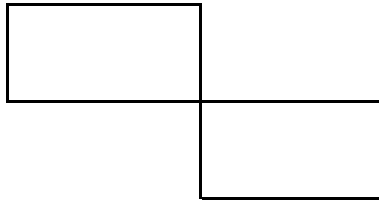
Game

1 School Table (S1.2)



Alternate Backhand /
Forehand Push

2 Offset School Tables (S5.1)



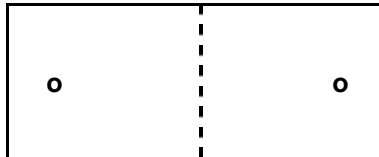
Backhand Push

1 PE Bench (B1.1)



Backhand Push

1 Table Tennis Table (T1.2)



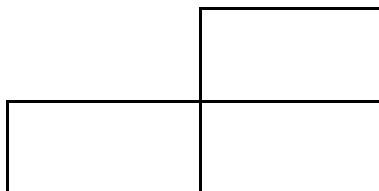
Alternate Backhand /
Forehand

2 School Tables (S2.1)



Practice Serving x 10 Each

2 Offset School Tables (S4.1)



Forehand Push

16 players play on 2 PE benches, 7 school tables and 2 table tennis tables

A combination of forehand and backhand, alternate forehand and backhand to improve footwork, touch play and directional play with serving practice leading to a game.

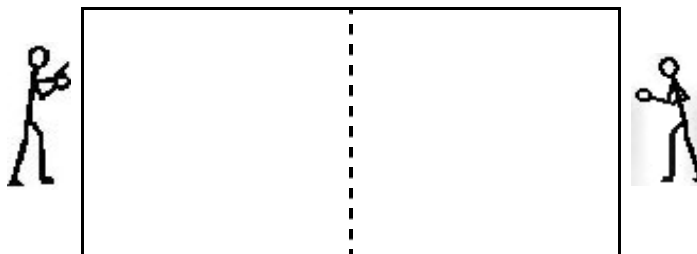
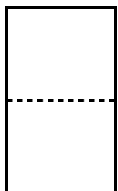
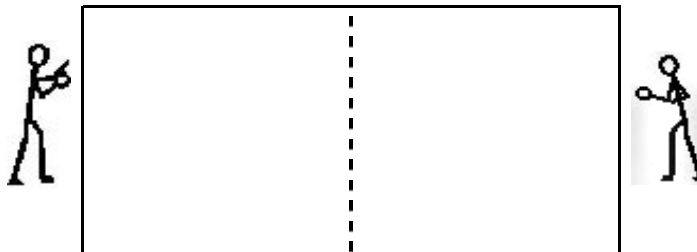
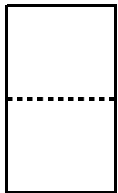
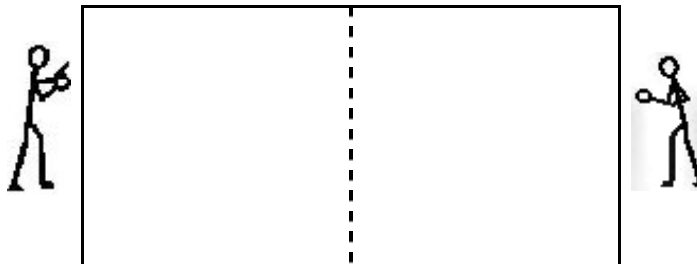
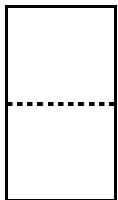
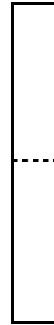
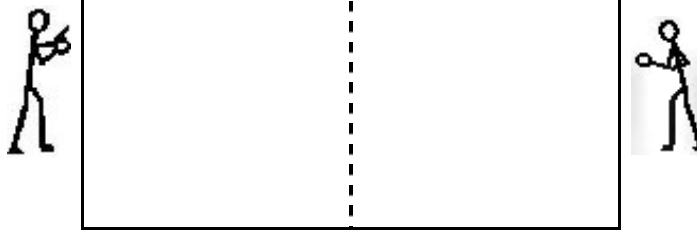
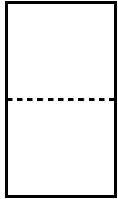
MAX PLAY CIRCUIT 4

4 Table Tennis Tables for Stroke Practice or Games
4 PE Benches - Directional Play - Backhand
4 School Tables - Touch Play - Alternate Backhand & Forehand Push

School Tables

Table Tennis Tables

PE Benches



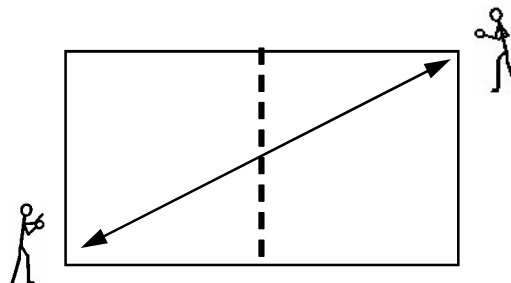
32 players need 32 bats and 16 balls

2 players to each table or bench who play for 2 minutes.
All change - bench to big table - big table to little table - little table to bench
.... and after 2 minutes change again and again
All involved - enjoying the experience - all improving and ready for matches!

Making the best use of Table Tennis Tables

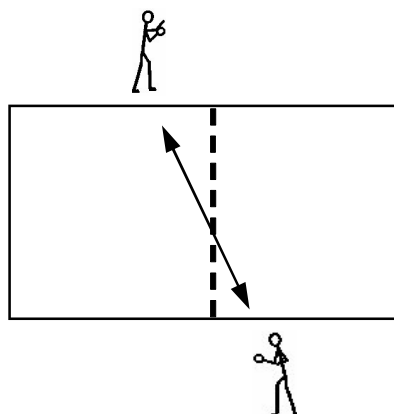
But you have more tables! Here are a few ways to optimise the use of table tennis tables giving greater opportunities for participation.

Two players -
may use the long
channel for pushing,
driving, chopping

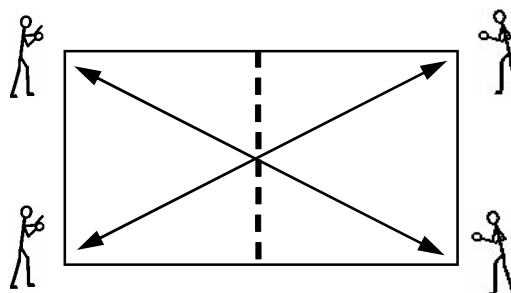


or

Two players -
may use the short
channel for backhand,
forehand, alternative
backhand/forehand
touch-play

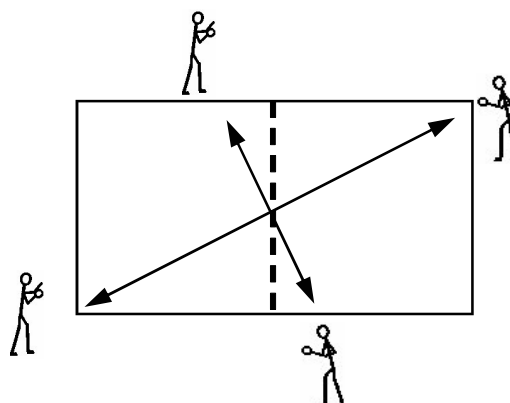


Four players -
may use the long
channels for pushing,
driving, chopping etc.

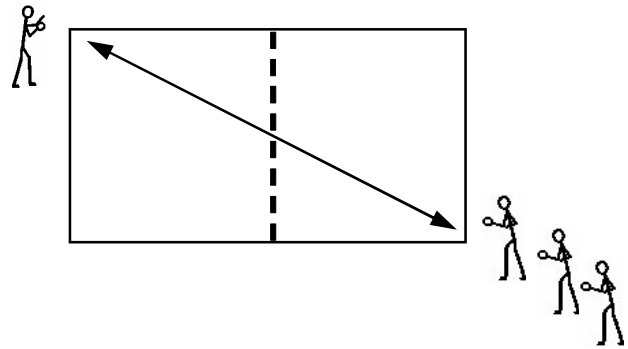


or

Four players -
may use the short
channel for touch play
and the long channel
for driving and looping



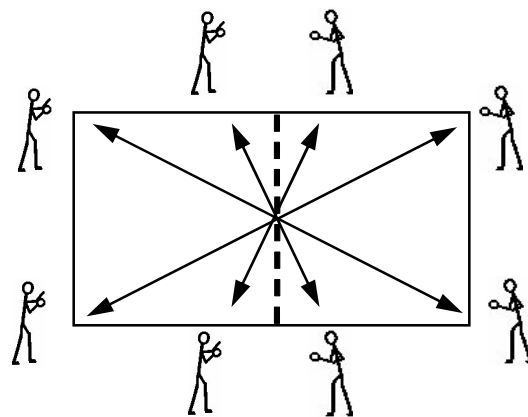
Four players -
One controller feeds
three other players
who receive one shot
in turn and drop to
the back of the line



or

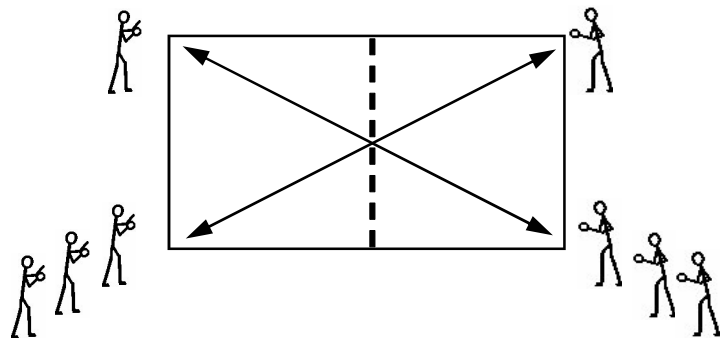
Eight players –
may use the short
and long channels for
touch play

1 table, 4 balls,
8 bats, 8 players!



or

Eight players -
Two controllers feed
two teams of three
players. Play always
starts with the
controller.
Each player takes a
turn to act as the
controller.



So

1 Table, 2 Balls, 8 Bats, 8 Players!!!

What comes next ?

- Do you want to know more about how to strike, control and direct a table tennis ball with a bat?
- Learn about the basic backhand and forehand strokes.
- The ability to play more advanced strokes using good footwork and incorporating all of these into match tactics.....
- and for players with severe physical impairment find out more about 'polybat'.

You can find out more about the **Butterfly Skills Table Tennis Programme**, including the absolute 'must have' **four posters** at £3.00 each, designed for players learning to play forehand/backhand, drive/push strokes and how to serve. They feature fun games to encourage players to practice their strokes.

You can place your order for these by telephone to the ETTA Coaching Department on 01424 722525 (using your credit card). Ask for further information about the '**Awards**' of **Starter, Improver, Advanced and Polybat** and if you are really hooked, obtain a copy of the **Butterfly Skills Award Manual**. See the ETTA website www.etta.co.uk and click on Butterfly Skills Award.

The Skills Programme is designed to provide lesson support for teachers and coaches for 7 – 16 year old players. Just what a teacher, coach, partnership development manager or competition manager needs.

Finally, go the whole hog and order the **Key Stage 1/2 or Key Stage 3/4 Butterfly Skills Packs which include 'V' shaped nets, bats and balls, Award Training Manual, lesson plans, posters and Skills Award Cards, all contained in a Butterfly Skills Holdall.**

All equipment can be purchased separately from Tees Sport on 0800 458 4141.

HINTS ...

- **Always purchase good quality equipment.**
- **Using quality bats gives greater early success.**
- **Poor equipment provides unnecessary challenges for the player.**

.... AND NOW FOR INTRA & INTER SCHOOL TEAM & INDIVIDUAL MATCHES



‘MORE SCHOOLS’ PROJECT

PRACTICE

PARTICIPATION

PERFORMANCE

INTRODUCTION TO COMPETITIONS

FROM PRACTICE TO PARTICIPATION

- Basic Rules
- Fun matches
- Individual Knockout
- Two-way Knockout & Seeding
- Group systems
- Team matches
- Group result sheets

(Used in conjunction with the Toolkit Competition Templates)

Participate and move on

FROM PRACTICE TO PARTICIPATION

In competitive and non-competitive situations table tennis matches can be for:

- Individuals Pairs or Teams
- Boys Girls or Mixed

In a school – events can be inter-form, inter-house, inter-year or any other format.

Between schools – events can simply be between two schools (one match) or many schools playing in a league or knockout system.

Before you start it is useful to know a few of the Laws of Table Tennis:

- A game shall be won by the player first scoring 11 points (unless both players score 10 points when the game shall be won by the first player subsequently gaining a lead of 2 points).
- A match shall consist of the best of any odd number of games – e.g. best of 3 games.
- Serving – after each 2 points the receiving player becomes the serving player.
- A good service starts with the ball resting on the palm of the servers hand, the ball is thrown upwards, and on its way down the server strikes the ball so that it touches first his side of the table (court) and then his opponents side of the table (court).
- A good return – the ball, having been served, should be struck so that it passes over the net (or around it) and touches the opposite side of the table (court).
- A let – if in service the ball, in passing over the net, touches it and is otherwise good (i.e. goes over the net and hits the receivers side) it is a let and the service is taken again.

The full set of laws are published by the International Table Tennis Federation (ITTF) and can be found on their Website www.ittf.com

But shall we start with some fun matches

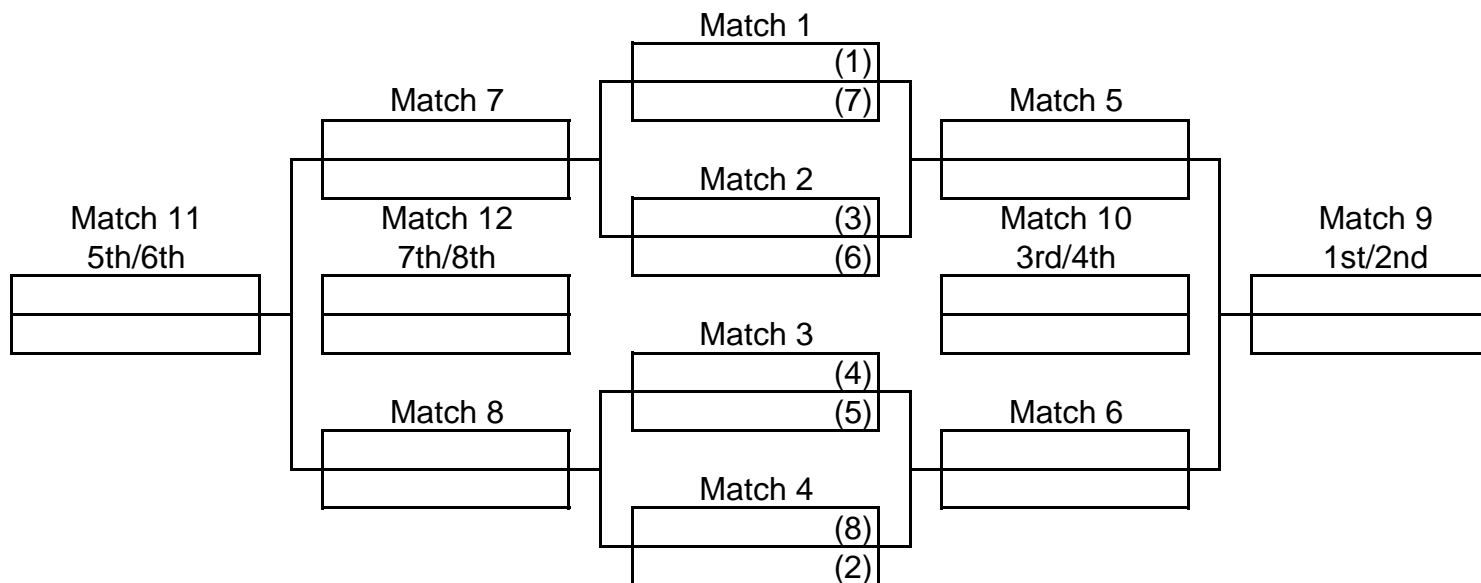
Getting started with fun matches:

Do not play best of 3 or 5 games - play best of ONE.

Do not play to 11 points - play to 7.

So you have 8 players Nice number but you can devise a similar system for any other numbers of players.

Determine a draw by recording the numbers (1) - (8) at random on the score sheet as below (unseen by the players).



Get the players to line up in single file - they can choose their places



Number them from the front 1, 2, 3, 4, 5, 6, 7, 8.

You can play on 1, 2, 3 or 4 tables.

Send the first two players for Match 1 to Table 1 (1 v 7) and then the two players for Match 2 (3 v 6) and so on to fill the available tables. Players score their own match - good practice, 2 serves each alternately.

On completion of each match, players tell you their score. Enter names of winners on the right - losers on the left.

As soon as a table is empty send out the next match.

When Match 9 is completed - STOP - you have a champion. Start again - using different numbers on your chart.

INTO COMPETITIONS A FEW HINTS:

Individual Competitions are an **easy** starting point (but group competitions are **better**).

For individual competitions you need few players, little equipment and there are no barriers of team make-up.

The **Toolkit** includes copyable competition templates for:

- **A straight knockout** – this can be for any number of players. Do not be initially concerned about seedings. Later on it is good practice to balance the entry so that the better players can reach the final stages of the competition.
Unfortunately, in a straight knockout, half the players take part in only one match and are eliminated from the event – they may lose interest in the game.

A 16 player chart is included with 8 first round matches, 4 quarter finals, 2 semi finals and the final. A total of 15 matches which can be best of 1, 3 or 5 games (can be 7 at higher levels). Recommendation – start with best of 3 games. All games are to 11 points but see Basic Laws.

If you have 4, 8, 16, 32 or 64 players in an event, organising the draw is easy. A chart, in the Competition Template Pack, shows the arrangement of seeds and byes for different numbers of players to the above. For example, if you have 61 players – remove nos. 62, 63 and 64. Players 1, 2 and 3 receive a bye.

Better still

- **A two-way knockout** with main event, as above, and consolation event for those losing their first round match. After the first round winners move to the right, losers to the left. All are guaranteed two matches. **Matches become more meaningful as players are competing against others of a similar standard.** This forwards/backwards system will work with any number of players, even when there are byes. The simple rule is “if you lose your first match (be it in Round 1 or 2) you move backwards into the Consolation Event”.

The example given is for six players in a competition (i.e. with 2 byes – place 7 and place 8).

Round 1

A & F have byes to Round 2

B beats C

B moves forward to Round 2/C backwards to the Consolation Event

E beats D

E moves forward to Round 2/D backwards to the Consolation Event

Round 2

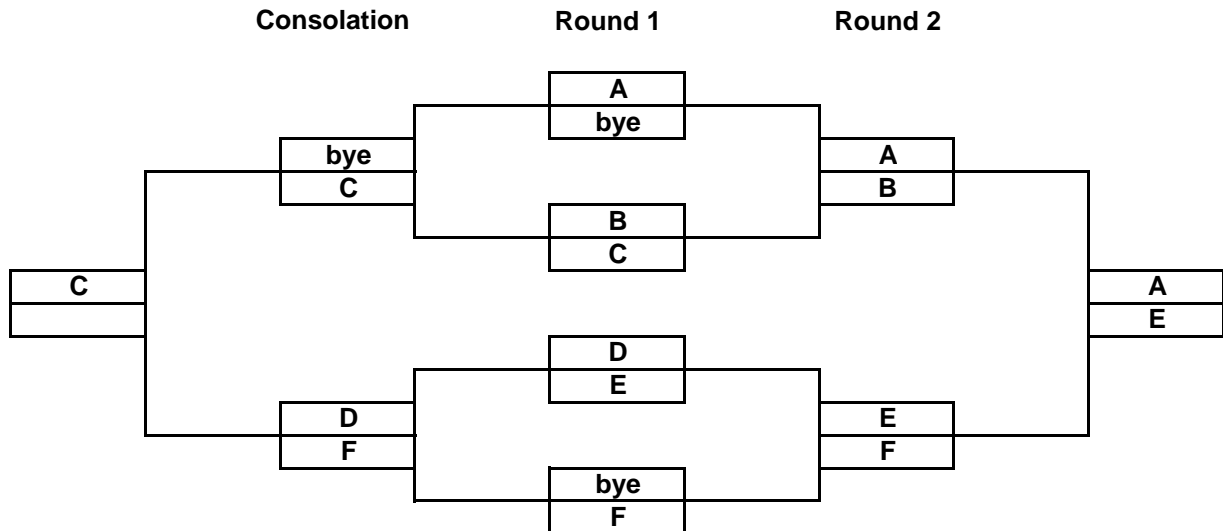
A beats B – B is eliminated

E beats F – as this is the first match for F and he is defeated, F moves backwards into the Consolation Event.

(See Chart on next page)

Even better still

Example of forward/backward movement in a two-way knockout competition



Arrangements for seeds in a knockout - and where to put the byes

Start with a Basic Chart of 8 players on which all decisions are made

Basic Chart	8 players		7 players		6 players		5 players	
	Seeds	Byes	Seeds	1 Bye	Seeds	2 Byes	Seeds	3 Byes
1	1st	-	1st	-	1st	-	1st	-
8	5th =	-	-	Bye	-	Bye	-	Bye
5	5th =	-	5th =	-	5th =	-	5th	-
4	3rd =	-	3rd =	-	3rd =	-	3rd =	-
3	3rd =	-	3rd =	-	3rd =	-	3rd =	-
6	5th =	-	5th =	-	5th =	-	-	Bye
7	5th =	-	5th =	-	-	Bye	-	Bye
2	2nd	-	2nd	-	2nd	-	2nd	-

8 players play in places 1 - 8. Draw for 3rd = in places 3/4; draw for 5th = in places 5/8
 7 players play in places 1 - 7. Draw for 3rd = in places 3/4; draw for 5th = in places 5/7
 6 players play in places 1 - 6. Draw for 3rd = in places 3/4; draw for 5th = in places 5/6
 5 players play in places 1 - 5. Draw for 3rd = in places 3/4; place 5th player in place 5

A full chart for 64 players is included in the Toolkit Template Pack

..... **Individual Competitions continued:**

- **A Group System** – all play all
Advantage – all players play the same number of matches.
Templates are included for groups of 3, 4, 5 and 6 players. Each player is given a 'letter' showing their order of play and indicating for which matches they act as umpire – an important part of learning the game.
Disadvantage – it can take a longer time to complete the group. There are 10 matches for a group of 5 players.
- **Combination of Groups and Knockouts**
The first stage of the competition is in groups – all play all. The players finishing first and second in each group go forward to the main knockout event (but placed in opposite halves of the draw). The other players may go forward to a consolation knockout.

There is a fine balance between the number of tables and time available against the number of competitors when selecting an appropriate system of play. The best matches in any event are those keenly contested by players of a similar standard. Participation at the right level is key in order for players to enjoy their experience, continue to make progress and improve their playing ability.

Team Matches – Systems of Play

There is no set format for team matches in table tennis. The following factors need to be considered.

- A team may consist of any number of players.
- The time and number of tables available will determine which systems may be adapted.
- Within a team match an individual match may be the best of 1, 3, 5 games to 11 points.
- Doubles may form part of the match.

Here are some systems of play:-

- **2 players in each team** – A, B and X, Y
System 1: A v X, B v Y, (2 matches)
System 2: A v X, B v Y, A v Y, B v X (4 matches)
System 3: A v X, B v Y, doubles, A v Y, B v X (5 matches)

Notes: **A template is enclosed for System 3.** The advantage of introducing doubles emphasises the 'team' nature of the event and for younger players helps with the building of relationships. System 3 also gives a 'winner'.

- **3 players in each team** – A, B, C and X, Y, Z

System 4: A v Y, B v X, C v Z, doubles,
A v X, C v Y, B v Z (7 matches)

System 5: A v X, B v Y, C v Z,
B v X, A v Z, C v Y,
B v Z, C v X, A v Y (9 matches, 3 for each player)

Notes: System 4 is that adopted by the UK School Games and the International School Sport Federation (ISF) where a team of 3, chosen from a squad of 4, will play 2 or 3 matches in a day. A Template is enclosed.

- **4 players in each team** – A, B, C, D and W, X, Y, Z

System 6: A v X, B v W, C v Z, D v Y,
A v W, C v X, B v Y, D v Z (8 matches, 2 for each player)

Notes: System 6 is that adopted by the English Schools' Table Tennis Association for the Butterfly National School Team Championships. A Template is enclosed.

Having determined the system of play for 1 match determine the format of the competition

Team Formats

- Many of the formats used for Individual Competitions are equally applicable to Team Competitions.
- For example: The round robin Group of 4 could be used for team play. 4 teams all play all = 6 matches. These may be played on a single day or over a period of time. This follows the usual practice for all team games played in school.
- Templates are enclosed for combinations of group matches followed by a play-off for all places as follows:

8 teams: 2 groups of 4, all play all, plus play off (20 matches)

9 teams: 1 group of 5 and 1 group of 4, all play all, plus play-off (25 matches)

10 teams: 2 groups of 5, all play all, plus play-off (29 matches)

11 teams: 1 group of 6 and 1 group of 5, all play all, plus play-off (36 matches)

12 teams: 2 groups of 6, all play all, plus play-off (42 matches)

13 teams: 1 group of 5 and 2 groups of 4, all play all, plus play-off (41 matches)

14 teams: 2 groups of 5 and 1 group of 4, all play all, plus play-off (45 matches)

15 teams: 3 groups of 5, all play all, plus play-off (52 matches)

16 teams: 4 groups of 4, all play all, plus play-off (48 matches)

20 teams: 4 groups of 5, all play all, plus play-off (68 matches)

Notes: Why play this system?

- All teams play a similar number of matches.
- All teams are placed with a final position.
- All teams are involved from the start to the end of the event. Greater participation – more enjoyment – improved performance.

Organisational Example – An eight team event (see next pages)

- 8 teams are playing in a 4 a-side competition.
- The teams are drawn into 2 groups, S and T.
- Group S: Bears, Lions, Owls, Tigers.
- Group T: Cheetahs, Eagles, Hawks, Jaguars.
- A Team Match Sheet is completed for each match – e.g. Bears v Lions. The names of the players are entered in the appropriate places.
- After each team match is completed the result is recorded on the Group Results Sheet. A set of results for Group S is shown as an example. As 2 teams tied for 3rd/4th place on match points, and their result was a draw, a countback of games was carried out. As this was 11 – 10 in favour of the Owls, they were declared 3rd and the Lions 4th. A full set of rules to determine a group winner is below.
- The position of teams of both Group S and Group T are now transferred to the play-off sheet for the final eight matches. Teams finishing 1st and 2nd in the groups play off for places 1 – 4, those finishing 3rd and 4th play off for places 5 – 8. Example scores are given together with final positions.
- In this event all teams have played 5 matches.

And Finally - How to Determine a Group Winner

In a group or 'round robin' competition, all members of the group shall compete against each other and shall gain 2 match points for a win and 1 match point for a draw. The ranking order shall be determined primarily by the number of match points gained.

If 2 or more members of the group have gained the same number of match points, their relative positions shall be determined only by the results of the matches between them, by considering successively the number of match points, the ratios of wins to losses first in individual matches (for a team event), games and points, as far as is necessary to resolve the order.

If at any step in the calculations the positions of one or more members of the group have been determined while the others are still equal, the results of matches in which those members took part shall be excluded from any further calculations needed to resolve the equalities in accordance with the above procedure.

If it is not possible to resolve equalities by means of the procedure specified, the relative positions shall be decided by lot.



ENGLISH SCHOOLS' TABLE TENNIS ASSOCIATION - TEAM CHAMPIONSHIP

GROUP RESULTS SHEET



EVENT	Group S
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TABLES	1 & 2
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	Name of School/Team	BEARS		LIONS		OWLS		TIGERS		Match Points	Place
1	BEARS			8 - 0	W	5 - 3	W	5 - 3	W	6	1st
2	LIONS	0 - 8	L			4 - 4	D	2 - 6	L	1	4th
3	OWLS	3 - 5	L	4 - 4	D			3 - 5	L	1	3rd
4	TIGERS	3 - 5	L	6 - 2	W	5 - 3	W			4	2nd

Note: The match between Owls and Lions finished as a 4 all draw - but in the countback the game score was 11-10 to the Owls.

Result: 1st Place

BEARS

3rd Place

OWLS

2nd Place

TIGERS

4th Place

LIONS

8 TEAM CHAMPIONSHIP (2 Groups of 4 All Play All + Play-offs)



S		T	
BEARS	1	CHEETAHS	4
LIONS	4	EAGLES	1
OWLS	3	HAWKS	3
TIGERS	2	JAGUARS	2



Places 1 - 4

	3rd/4th				
	Jaguars	2	(1S) Bears	7	
	Eagles	6	(2T) Jaguars	1	1st/2nd
					Bears
			(1T) Eagles	3	Tigers
			(2S) Tigers	5	6
					2

Final Positions

1st	Bears
2nd	Tigers
3rd	Eagles
4th	Jaguars
5th	Owls
6th	Lions
7th	Hawks
8th	Cheetahs

Places 5 - 8

	7th/8th				
	Cheetahs	2	(3S) Owls	6	
	Hawks	6	(4T) Cheetahs	2	5th/6th
					Owls
			(3T) Hawks	3	Lions
			(4S) Lions	5	5
					3

Total 20 Matches - 6 in each of 2 groups plus 8 in the play-off



‘MORE SCHOOLS’ PROJECT

PRACTICE

PARTICIPATION

PERFORMANCE

WHERE ARE WE NOW?

WHERE DO WE WANT TO BE?

- History of English Schools’ Table Tennis Association Competitions
- The ball is in your court!
- Stages in the ESTTA Team Championships
- Stages in the ESTTA Individual Championships
- School Based Table Tennis Calendar

Perform and move on



ENGLISH SCHOOLS' TABLE TENNIS ASSOCIATION

WHERE ARE WE NOW?

History of the English Schools' Table Tennis Association Competitions - 1968/2008

The English Schools' Table Tennis Association was formed in 1968 to give structure to competitive school table tennis which was on the increase throughout the country.

Today, ESTTA supports school team competitions at under 11, under 13, under 16 and under 19 levels for boys and girls. All schools, primary and secondary, whether in the public or private sector of education are eligible to play.

Each of the 50 counties organise events to select their champion school teams in all 8 categories. The winning teams compete in zone finals. Subsequently winners from these events compete at 4 regional finals, and again the winners go forward to the **Butterfly National School Team Championships.**

This competition is unique as it is the only event in table tennis in which school teams throughout the country may participate.

ESTTA also organises an individual competition. Again the 50 counties organise events in the same

8 sections - their 8 winners compete in the **Butterfly National Individual School Championships.** **This is the largest 1 day event in the table tennis calendar in this country.**

It is estimated that some 10,000 players play at some stage in the above competitions.

The Association is also involved in **International Competitions** at under 11, under 14, under 16 and under 18 levels. Representative teams from English Schools take part in annual quadrangular events with teams from Guernsey, Ireland, Isle of Man, Scotland and Wales. Selection takes place following the above Team and Individual Championships.

ESTTA has a key involvement in the promotion of **World Schools' Table Tennis** organised by the International School Sport Federation. The Association sends both **Champion School Teams** and **Nationally Selected Teams** to these biennial events for both boys and girls. Competitions have been held in Israel, Belgium, Portugal, France, Slovak Republic, Germany, China and Malta.

Teams from England, Ireland, Scotland and Wales are selected to participate in the annual UK School Games - an event to showcase school aged talent.



'MORE SCHOOLS' PROJECT

WHERE DO WE WANT TO BE?

- We want table tennis to be **fun and enjoyable**.
- We want table tennis to be **inclusive** – not just for high level competitors but for all who want to participate at their level.
- We want to educate pupils to **PARTICIPATE** (play), **SPECTATE** (enjoy watching others play) and **OFFICIATE** (learn to umpire and organise events for others).
- We believe table tennis is a **good school sport** – fun to teach, safe, can be played all year round, makes good use of space with low cost of equipment.
- We hope the **Butterfly 'More Schools' Project** will encourage schools and partnerships to take part at all levels and the **INTRA** and **INTER** school competitions will grow.
- **We wish to encourage partnerships to organise events which will lead to entry into the present system.**
- To start, be selective – how about **Individual Competitions for Under 11** (boys and girls) in Primary Schools and **Team Competitions for Under 13** (boys and girls) in Secondary Schools.
- **The ball is in your court!**

Attachments:

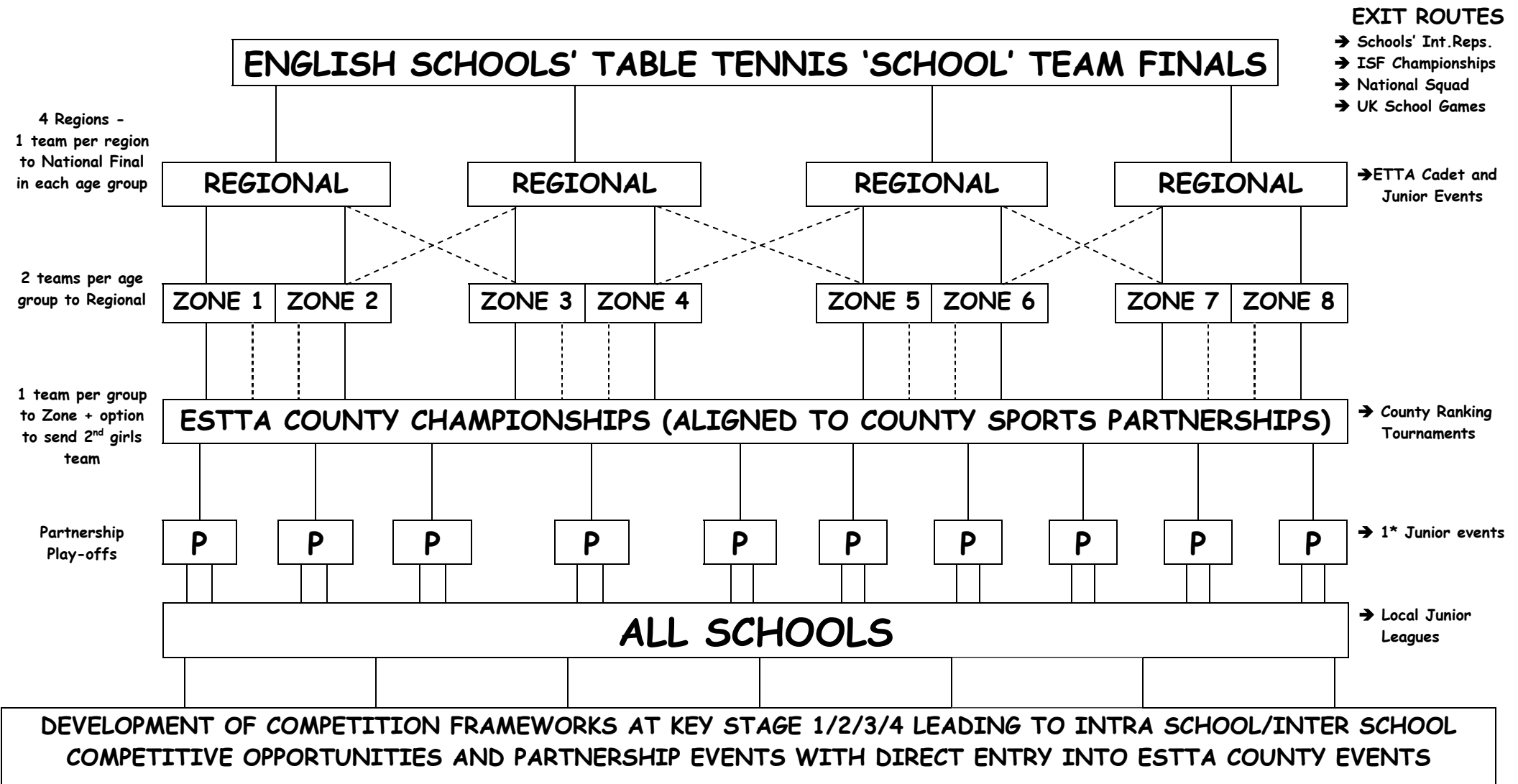
- Chart 1: Stages in the ESTTA Team Championships
(At present play starts at County level – we hope Competition Managers will encourage events at Partnership level)
- Chart 2: Stages in the ESTTA Individual Championships
(Played as above – but you only need one player to enter an event!)
- Chart 3: School Based Calendar
(This shows possible timing - but you can start playing and enjoying table tennis at any time)

ESTTA CAN ONLY ACHIEVE THIS WITH YOUR SUPPORT!

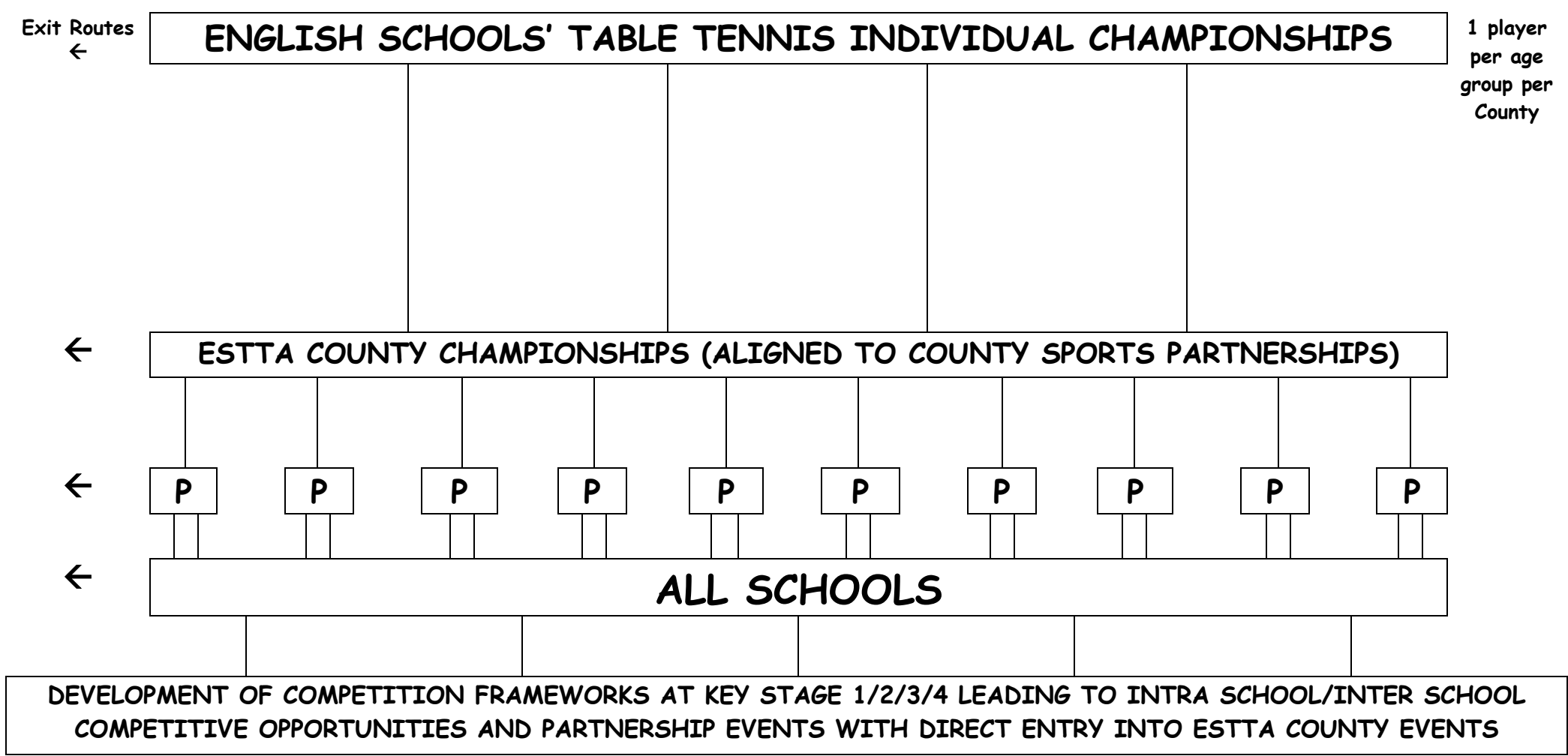
www.estta.org.uk

STAGES IN THE ESTTA TEAM CHAMPIONSHIPS

UNDER 19/16/13/11 - BOYS/GIRLS



STAGES IN THE ESTTA INDIVIDUAL CHAMPIONSHIPS
UNDER 19/16/13/11 - BOYS/GIRLS



SCHOOL BASED TABLE TENNIS CALENDAR

	Team Championships	Individual Championships	Optional Pairs Event
S O N D	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> PARTNERSHIP TABLE TENNIS BLOCK 1 </div> Partnership Team Competition (4 per Team) County/CSP Team Championships (4 per Team)		
J F M	ESTTA Zone Team Finals (4 per Team) ESTTA Regional Team Finals (4 per Team) ESTTA Team Finals (4 per Team)	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> PARTNERSHIP TABLE TENNIS BLOCK 2 </div> Partnership Individual Competition County/CSP Individual Championships	
A M J J		ESTTA National Individual Championship British International School Championship UK School Games	<div style="border: 1px solid black; padding: 5px;"> SCHOOL/PARTNERSHIP TABLE TENNIS OPTIONAL Partnership Pairs Competition </div>

Notes: ESTTA events are for U11/U13/U16/U19 - Boys/Girls
 British International School Championships are for U14/U16/U18 - Boys/Girls (also Primary International at U11)
 ISF - World Schools' Championships are for U17 Boys/Girls - School/Selected Teams - Bi-ennial
 UK School Games - England select 5 Regional teams at Under 18 (Boys/Girls)

Toolkit Contents

The Master Instruction Cards, Competition Templates and Certificates referred to below can be found on the English Schools' Table Tennis Association Website under Development (www.estta.org.uk). They may be downloaded and copied for use in schools.

Circuit - Master Instruction Cards

- Card Instruction Pack to be used with Starter Circuit 1, Intermediate Circuit 2, Mix & Max Circuit 3, Max Play Circuit 4 and 'My Development' Circuit 5

Competition Template Pack

- Individual Knockout – 16 Players
- Individual Consolation Knockout
- Group Score Sheet – 3 Players (with umpires)
- Group Score Sheet – 4 Players (with umpires)
- Group Score Sheet – 5 Players (with umpires)
- Group Score Sheet – 6 Players (with umpires)
- Alternative 6 Player Group Score Sheet

- Individual Match Score Sheet (x 2)

- 2 a-side Team Match Score Sheet
- 3 a-side Team Match Score Sheet
- 4 a-side Team Match Score Sheet

- Team Match Summary Result Sheet

- Systems of Play for 7 – 16 and 20 Teams

- 64 Player Basic Bye/Seeding Template

Certificate Pack

- Certificates of Participation (A5)
- Certificates of Achievement (A4)