

A Preliminary Study of the New System of Swaythling Cup

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1. Purpose

At the meeting held in Sweden (16-19 May, 1992), ITTF announced during the 42nd World Table Tennis Championships, the new system of Swaythling-Cup will adopt all singles' best of 5 games. The invention of new competition systems is a strategic pass to the coaches. If he/she is very familiar with the new system, he/she will bring the initiative of the team into full play. This study will do some analysis about the new system.

2. Methods

- 2.1 Document data
- 2.2 Mathematical calculation
- 2.3 Logical inferences
- 2.4 Interviewing experts, coaches and teachers

3. Results and Discussion

3.1 Decision of position:

There are five players each side. If selecting three players from the five, there are 10 competition plans combine with the opposite side, there will be $10 \times 10 = 100$. that is altogether 100 different results. If the five players respectively are A, B, C, D, E, who will enter the arena? First it should make a full assessment of five players on skill, strategy, body quality and the latest competition condition etc.

The winning percent which is 95%-100% is 5, the winning percent which is about 75% is 4, the winning percent which is about 50% is 3, the winning percent which is about 25% is 2, if the losing percent is 95%-100%, then it is 1.

3.2 Decision of orders:

The arraying orders of three players entering the arena are different: according to $P_n^k = n!$, that is, $P_3^3 = 3 \times (3-1) \times (3-2) = 6$. The results are six selections, the specific arraying is (For example: A,B,C three teams; 1,2,3 respectively stands for first, second, third of own team).

For the same reason, Teams X, Y, Z also have above-mentioned six arraying selections, if one side has decided on a plan, then he/she will face the six various possibilities. It is

thus obvious, the setups of arraying orders are $6 \times 6 = 36$.

3.3 The problem of selecting Teams A, B, C and Teams X, Y, Z after drawing lots.

From the arraying orders, we can see Teams A, B, C are superior to Teams X, Y, Z. This is because:

3.3.1 A is the first player who takes part in the game at Numbers 1 and 4. It is clear if he/she wins, then it can enhance the morale of team.

3.3.2 A has more rest time at two competition breaks than Y, so at the finals, a can give full play to his/her skill. Therefore, at the general situation, it should select A, B, C; but if you are very familiar with the other side, in order to know the other side's lineup, we can also draw Teams X, Y, Z on our own initiative. This is because the top players of the other side are often in "A" position, so we can arrange our players more strategically according to this condition.

3.4 Investigation on new competition system

4. Conclusions

4.1 The new system can cut down the competition time, bring the strong team into full play, and make more grueling match. It also has much benefit for enhancing players' health, organizing competition and attracting audiences. We think this reform is possible.

4.2 Every coach should study new system of Swaythling Cup carefully, so that they can find out the laws, and this is the guarantee of their team's victory.

4.3 Before every competition of Swaythling Cup, coaches should assess the actual strength on the basis of sufficient information about the both sides, and then according to decision of position and decision of orders, he/she can make team play their own superiority in competition and make it easy to win.

4.4 As the time of a game is shorter, the accidental nature in competition increases, so in normal trainings, along with paying attention to players' skill strategy and body training, coaches should also reinforce players' training on psychology, will and intelligence. Therefore, he/she can make players play well.

5. Suggestion

The system of Swaythling Cup is the same with the system of Corbillon Cup basically, but Swaythling Cup, doubles' players needn't be as free as that of Corbillon Cup, nor be as ossified as the system of Swaythling Cup in the 41st World Table Tennis Championships. For example:

Above all, when in 3rd doubles, there must be a raw recruit and there is no limit to the other player.

6. References (omitted)