

# **SPORT INFORMATION PACKAGE**

## **Table Tennis**

**2011 Canada Games**  
**Halifax, Nova Scotia**

# **SPORT INFORMATION PACKAGE TABLE TENNIS**

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## **A. HISTORY OF SPORT**

Like many other sports, table tennis began as a mild social diversion. Descending, along with lawn tennis and badminton, from the ancient medieval game of tennis. It was popular in England in the second half of the nineteenth century under its present name and various trade names such as Gossima and Whiff-Whaff. After the name Ping-Pong (an imitation of the sound made by the ball striking the table and the vellum bats that were used) was introduced by J. Jaques & Son, the game became a fashionable craze. There are many contemporary references to it and illustrations of it being played, usually in domestic surroundings.

By the early years of this century, Ping-Pong had already acquired some of its present day complexities, though it was still seen by many as an after-dinner amusement rather than a sport. An account published in 1903 found it necessary to warn against wearing a dress suit and stiff shirt or, for ladies, a white satin gown but went on to give detailed technical advice about pimped rubber, the penholder grip and tactics.

The game was popular in Central Europe in 1905-10, and even before this is a modified version had been introduced to Japan, where it later spread to China and Korea.

After a period when it had dropped out of favor in Europe, the game was revived in England and Wales in the early twenties. By that time 'Ping-Pong' had been registered as a trademark, so the earlier name of table tennis was re-introduced. National associations were formed and standardization of the rules began, both in Europe and the Far East.

Then, over the next sixty years, table tennis developed into a major worldwide sport, played by perhaps thirty million competitive players and by uncountable millions who play less seriously. However, the game itself has not changed in essence since its earliest days, though it is faster, more subtle and more demanding than it was even only twenty years ago. A constant concern of the ITTF has always been to insure that table tennis remains a contest of human skills and that technological developments, which add a new factor to the game, do not give too great an advantage to the players who have the first opportunity of making use of them. Thus, equipment specifications are carefully laid down, and rigorously enforced.

Modern table tennis at national and international level is as rigorous as any sport in its demands for the highest degree of physical fitness and mental concentration, attained only by arduous training to develop natural skill.

## **B. CANADA GAMES SPORT HISTORY AND PAST RESULTS**

Table Tennis was featured in the first Winter Games, held in Québec City in 1967. Since then, table tennis has grown at the Games featuring opportunities for able-bodied athletes, athletes with a disability, and Special Olympics athletes.

## TABLE TENNIS/TENNIS DE TABLE

### Past Ranking/Classement

	1967*	1971*	1975*	1979	1983	1987	1991	1995	1999	2003	2007
	C	C	C	C	C	C	C	C	C	C	C
<b>AB</b>	-	-	-	3	3	8	5	1	3	3	4
<b>BC</b>	3	3	2	5	4	2	3	4	2	1	2
<b>MB</b>	-	-	-	6	8	9	9	7	6	6	5
<b>NB</b>	-	-	-	7	9	6	10	-	-	9	-
<b>NL</b>	-	-	-	4	6	7	7	8	9	10	8
<b>NWT</b>	-	-	-	12	-	-	-	-	-	-	-
<b>NS</b>	-	-	-	8	5	5	6	6	7	7	7
<b>NU</b>	-	-	-	-	-	-	-	-	-	-	10
<b>ON</b>	2	1	1	2	1	3	4	1	1	4	3
<b>PEI</b>	-	-	-	10	11	11	8	9	8	8	11
<b>QC</b>	1	2	3	1	2	1	1	4	4	2	1
<b>SK</b>	-	-	-	9	7	4	2	5	5	5	6
<b>YK</b>	-	-	-	11	10	10	-	-	-	-	9

C=Mixed  
- =Did not participate

#### C. NUMBER OF ATHLETES PER TEAM

Competitors: 3 Males and 3 Females

#### D. EVENT FORMAT AND RULES OF PLAY

Six events make up the table tennis program at the Canada Winter Games: Women's Singles (under 18), Men's Singles (under 18), Women's Doubled, Men's Doubles, Mixed Doubles and a Team Event.

A match is best three out of five games. Each game is of eleven (11) points. There are no ties in scoring.

#### Team Event

Seeding shall be based on the TTCAN rating system. The team competition seeding will be based on the latest available national rating at the time of the Draw. The combined total rating of all three team members will be used to rank teams. All teams shall be assigned to Pools A, B, C and D as follows:

**Pool A:** (1), (8), (9) **Pool B:** (2), (7), (10) **Pool C:** (3), (6), (11) **Pool D:** (4), (5), (12)

A team is composed of three (3) players, both for male competition and for female competition as follows:

3 male: under 18 years of age  
3 female: under 18 years of age

- a) The Olympic Team Format will be used (A vs X, B vs Y, C/A-B vs Z/X-Y, A-B vs Z, C vs X-Y)
- b) A match will be declared WON when one team reaches 3 games won, best of five (5).
- c) **Each game will be played to the best of five games (3/5) of 11 points.**

#### Doubles and Mixed Doubles Events

There is one doubles event per gender and one mixed doubles event.

*Male Doubles:* - two male from the same province  
*Female Doubles:* - two female from the same province  
*Mixed Doubles:* - one male and one female not entered in the doubles event from the same province.

- Each doubles event will include up to thirteen (13) pairs;
- All matches will be played to the best of five games (3/5) of 11 points.

#### Singles Event

There is one Singles event per gender.

Male Singles: -under 18  
Female Singles: -under 18

- Each Singles event will include up to thirty-six (36) players;
- All matches will be played to the best of five games (3/5) of 11 points.

The individual competition will start with round-robin play where each player will meet all others in his/her group. Following the preliminary groups, winners of the groups advance to Gold playoff (Division 'A'), seconds advance to play-off for 13th (Division 'B') and thirds advance to play-off for 25th (Division 'C'). All play-off rounds will be contested in a single knock-out style to award all player positions.

### **E. EQUIPMENT & TERMINOLOGY**

Table tennis is played on a rectangular table 2.74 m long, 1.53 m wide and .76m high. A net 15.25cm high is stretched across the middle of the table, and a white line divides the table in two lengthwise. The object is to win points by making shots an opponent cannot return. A rally is over and a point scored if:

1. the ball strikes the racket or table twice successively
2. a player strikes the ball without allowing it to bounce
3. a service or return misses the table or goes into the net

4. a player moves the table, touches the net or touches the table with his/her free and in doubles, the players hit the ball out of sequence.

**Backhand**

A shot done with the racket to the left of the elbow for a right handed player, the reverse for a left handed player.

**Backspin**

Backward spin placed on the ball. Also called Under spin.

**Block**

A quick off the bounce return of an aggressive drive done by just holding the racket in the ball's path.

**Chop**

A chop is a heavy under spin shot. It is usually executed away from the table and below the tabletop. A chop forces the ball to drop downwards when it hits an opponent's paddle.

**Closed**

Holding the racket such that the racket's hitting surface is aimed downward, with the top edge leaning away from you.

**Counter- drive**

A drive made against a drive. Some players specialize in counter-driving.

**Cross- court**

A ball that is hit diagonally from corner to corner.

**Deep**

A ball that lands deep on the table.

**Down the line**

A ball that is hit along the side of the table, parallel to the sidelines, is hit down the line.

**Drive**

The basic topspin shot executed close to the table. Also called a counter, counter drive, or smash.

**Drop shot**

Short placement - very close to the net. A key point in making a drop shot is to not allow the ball to fall off the table after the first bounce. i.e. Drop shots should bounce at least twice on the opponents side of the table before falling off.

**Flick or flip**

A topspin shot generated over the table close to the net, usually with the power generated only from the upper arm or the wrist. Used to start offense on a short ball.

**Footwork**

How a person moves to make a shot.

**Forehand**

Any shot done with the racket to the right of the elbow for a righthander, the reverse for a lefthander.

**Inverted**

The most common covering on a racket. It consists of a sheet of rubber on top of a sponge where pips of the rubber point inward, so the surface is smooth.

**Kill**

A put away shot. Ball is hit with enough speed so the opponent can't make a return.

**Let**

Service ball hitting the net or a distraction that causes the point played over.

**Lob**

Usually used when the player is in the backcourt in a defensive situation. The player hits the ball as high as he can - usually with a combination of topspin and sidespin. The deeper the ball lands on the table, the more difficult it will be for his opponent to smash.

**Loop**

The shot that currently dominates the sport. This is an extreme topspin shot. One of the Mazunov brothers (Russia) won a spin competition being 'clocked' at 9000 rpm. A loop, when executed properly can curve in the air as a curveball does in baseball. This curve allows the player to hit the ball harder and still rely on the spin of the ball to cause the ball to dive down onto the table. Also, a loop will 'skip' on the table top taking sharp changes in directions. A loop will also tend to 'pop' upwards when it strikes the opponents racket.

**Official**

Umpire or referee who keeps score and enforces rules during a match.

**Open**

Holding the racket such that the racket's hitting surface is aimed upward, with the top edge leaning towards you.

**Pips**

The small conical bits of rubber that cover a sheet of table tennis rubber.

**Push**

A push is an under spin shot executed over the table, and usually close to the net. This is a passive shot that is used when it is impossible to attack a ball.

**Rating**

A rating is the number assigned to players after their first tournament. The better the player the higher the rating should be.

**Sidespin**

Spin placed on a ball to allow it to curve left or right in the air. Usually utilized in combination with the topspin of a loop.

**Smash**

A put away shot. Ball is hit with enough speed so the opponent can't make a return.

## Topspin

Spin placed on a ball to allow it to curve down onto the table.

## F. ELIGIBILITY

Under 18 years of age as of January 1, 2011. Players must be born in 1993 or after.

## G. JUDGING/SCORING SYSTEM

### Final Standings

A complete ranking from one to twelve will be produced at the end of the competition as follows: (a) Teams; (b) Male Singles; (c), Female Singles; (d) Male Doubles; (e) Female Doubles; and (f) Mixed Doubles.

After the ranking of athletes in every event, event points will be awarded according to the following schedule:

### *Singles Events (male and female)*

Position	PTS	Position	PTS	Position	PTS	Position	PTS
1 <sup>st</sup>	160	11 <sup>th</sup>	120	21 <sup>st</sup>	80	31 <sup>st</sup>	40
2 <sup>nd</sup>	156	12 <sup>th</sup>	116	22 <sup>nd</sup>	76	32 <sup>nd</sup>	36
3 <sup>rd</sup>	152	13 <sup>th</sup>	112	23 <sup>rd</sup>	72	33 <sup>rd</sup>	32
4 <sup>th</sup>	148	14 <sup>th</sup>	108	24 <sup>th</sup>	68	34 <sup>th</sup>	28
5 <sup>th</sup>	144	15 <sup>th</sup>	104	25 <sup>th</sup>	64	35 <sup>th</sup>	24
6 <sup>th</sup>	140	16 <sup>th</sup>	100	26 <sup>th</sup>	60	36 <sup>th</sup>	20
7 <sup>th</sup>	136	17 <sup>th</sup>	96	27 <sup>th</sup>	56	37 <sup>th</sup>	16
8 <sup>th</sup>	132	18 <sup>th</sup>	92	28 <sup>th</sup>	52	38 <sup>th</sup>	12
9 <sup>th</sup>	128	19 <sup>th</sup>	88	29 <sup>th</sup>	48	39 <sup>th</sup>	8
10 <sup>th</sup>	124	20 <sup>th</sup>	84	30 <sup>th</sup>	44		

### *Team Events (male and female)*

Position	PTS	Position	PTS
1 <sup>st</sup> Place	250	8 <sup>th</sup> Place	110
2 <sup>nd</sup> Place	230	9 <sup>th</sup> Place	90
3 <sup>rd</sup> Place	210	10 <sup>th</sup> Place	70
4 <sup>th</sup> Place	190	11 <sup>th</sup> Place	50
5 <sup>th</sup> Place	170	12 <sup>th</sup> Place	30
6 <sup>th</sup> Place	150	13 <sup>th</sup> Place	10
7 <sup>th</sup> Place	130		

### *Doubles Events (male, female, mixed)*

Position	PTS	Position	PTS
1 <sup>st</sup> Place	150	8 <sup>th</sup> Place	80
2 <sup>nd</sup> Place	140	9 <sup>th</sup> Place	70
3 <sup>rd</sup> Place	130	10 <sup>th</sup> Place	60
4 <sup>th</sup> Place	120	11 <sup>th</sup> Place	50

5 <sup>th</sup> Place	110	12 <sup>th</sup> Place	40
6 <sup>th</sup> Place	100	13 <sup>th</sup> Place	30
7 <sup>th</sup> Place	90		

### Provincial/Territorial Ranking:

Once the overall rankings have been established according to the above chart, points for the Games Flag will be attributed as follows. Males and females will be ranked together.

1st place	20 points	7th place	8 points	13th place	1 point
2nd	18	8th	6		
3rd	16	9th	5		
4th	14	10th	4		
5th	12	11th	3		
6th	10	12th	2		

## **H. PLAYOFF AND TIE-BREAKING FORMAT**

### Singles Event

\* Format is based on twelve (12) participating provinces. Based on the number of entered provinces, the Referee is responsible of modifying all formats.

12 TEAMS (36 players)

**Preliminary (Stage 1)** - 12 groups of 3 players

### **Division 'A' Playoff**

#### **Stage 2 (cross-over will be drawn):**

The 1st of groups A, B, C, and D are Division 'A' Top 4 seeds, Bye to Stage 3.  
Game #1, #2, #3, #4: cross-over between 1st of groups E, F, G, H, I, K, L, M

#### **Stage 3 (winners and losers of Games 1 to 4 will be drawn):**

Game #13: Seed A1 vs W G1-4  
 Game #14: Seed A2 vs W G1-4  
 Game #15: Seed A3 vs W G1-4  
 Game #16: Seed A4 vs W G1-4  
 Game #17: L G1-4 vs L G1-4  
 Game #18: L G1-4 vs L G1-4

#### **Stage 4:**

Game#31: W G13 vs W G15-16  
 Game#32: W G14 vs W G15-16  
 Game#33: L G13 vs L G15-16  
 Game#34: L G14 vs L G15-16  
 Game#35: W G17 vs W 18 Winner is 9th, Loser is 10th  
 Game#36: L G17 vs L G18 Winner is 11th, Loser is 12th

#### **Stage 5 (Medal rounds):**

Game #49: W G31 vs W G32 Winner is 1st, Loser is 2nd  
Game #50: L G31 vs L G32 Winner is 3rd, Loser is 4th  
Game #51: W G33 vs W G34 Winner is 5th, Loser is 6th  
Game #52: L G33 vs L G34 Winner is 7th, Loser is 8th

### **Division 'B' Play-off**

#### **Stage 2 (cross-over will be drawn):**

The 2nds of groups M, L, K, and I are Division 'B' Top 4 seeds, bye to Stage 3.  
Games #5, #6, #7, #8: cross-over between 2nd of Groups H, G, F, E, D, C, B, A.

#### **Stage 3 (winners and losers of Games 5 to 8 will be drawn):**

Game #19: Seed B1 vs W G5-8  
Game #20: Seed B2 vs W G5-8  
Game #21: Seed B3 vs W G5-8  
Game #22: Seed B4 vs W G5-8  
Game #23: L G5-8 vs L G5-8  
Game #24: L G5-8 vs L G5-8

#### **Stage 4:**

Game#37: W G19 vs W G21-22  
Game#38: W G20 vs W G21-22  
Game#39: L G19 vs L G21-22  
Game#40: L G20 vs L G21-22  
Game#41: W G23 vs W G24 Winner is 21st, Loser is 21st  
Game#42: L G23 vs L G24 Winner is 23rd, Loser is 24th

#### **Stage 5:**

Game #53: W G37 vs W G38 Winner is 13th, Loser is 14th  
Game #54: L G37 vs L G38 Winner is 15th, Loser is 16th  
Game #55: W G39 vs W G40 Winner is 17th, Loser is 18th  
Game #56: L G39 vs L G40 Winner is 19th, Loser is 20th

### **Division 'C' Play-off**

#### **Stage 2 (cross-over will be drawn):**

The 3rds of groups A, B, C, and D are Division 'C' Top 4 seeds, bye to Stage 3  
Games #9, #10, #11, and #12: cross-over between 3rds of groups E, F, G, H, I, K, L, M.

#### **Stage 3 (winners and losers of Games 9-12 will be drawn):**

Game #25: Seed C1 vs W G9-12  
Game #26: Seed C2 vs W G9-12  
Game #27: Seed C3 vs W G9-12  
Game #28: Seed C4 vs W G9-12  
Game #29: L G9-12 vs L G9-12  
Game #30: L G9-12 vs L G9-12

#### **Stage 4:**

Game#43: W G25 vs W G27-28  
Game#44: W G26 vs W G27-28  
Game#45: L G25 vs L G27-28

Game#46: L G26 vs L G27-28  
 Game#47: W G29 vs W G30 Winner is 33rd, Loser is 34th  
 Game#48: L G29 vs L G30 Winner is 35th, Loser is 36th

**Stage 5:**

Game #57: W G43 vs W G44 Winner is 25th, Loser is 26th  
 Game #58: L G43 vs L G44 Winner is 27th, Loser is 28th  
 Game #59: W G45 vs W G46 Winner is 29th, Loser is 30th  
 Game #60: L G45 vs L G46 Winner is 31st, Loser is 32nd

The seeding of players in individual events will be based on the latest available national rating at the time of the Draw. The remaining players without a rating will be seeded based on the latest Canada Winter Games overall provincial/territorial ranking order for Table Tennis. Under no circumstances will two players from the same province be seeded in the same round robin.

Doubles and Mixed Doubles Events

\* Format is based on twelve (12) participating provinces. Based on the number of entered provinces, the Referee is responsible of modifying all formats.

**Stage 1 (Round Robins)**

12 entries (pairs) assigned to 4 Round Robins of three (3), Pools A, B, C, and D.

**Stage 2**

D Match 1	RRA/1 RRC/D/1	M1 winner
D Match 2	RRC/D1 RRB/1	M2 winner
D Match 3	RRD/2 RRA/B2	M3 winner
D Match 4	RRA/B2 RRC/2	M4 winner
D Match 5	RRA/3 RRC/D/3	M5 winner
D Match 6	RRC/D3 RRB/3	M6 winner

**Stage 3**

M1 winner  
M2 winner

Carried over to  
Stage 4

**HIGHEST FINISH BRONZE**

D Match 7	M1 loser M4 winner	M7 winner
D Match 8	M3 winner M2 loser	M8 winner

**HIGHEST FINISH 7TH PLACE**

D Match 9	M3 loser M6 winner	M9 winner
D Match 10	M5 winner M4 loser	M10 winner

**Stage 4**

D Match 11	FOR GOLD M1 winner M2 winner	
D Match 12	FOR BRONZE M7 winner M8 winner	
D Match 13	FOR 5TH M7 loser M8 loser	
D Match 14	FOR 7TH M9 winner M10 winner	
D Match 15	FOR 9TH M9 loser M10 loser	
T Match FOR 11TH		
D Match 16	M5 loser M6 loser	

Team Event

\* Format is based on twelve (12) participating provinces. Based on the number of entered provinces, the Referee is responsible of modifying all formats.

Following Round Robin play, teams play off for ranking as follows:

**Stage 2 (SFs)**

Game #1

A-1st vs C/D-1st

Game #2

B-1st vs C/D-1st

Game #3

D-2nd vs A/B-2<sup>nd</sup>

Game #4

C-2<sup>nd</sup> vs A/B-2nd

Game #5

A-3<sup>rd</sup> vs C/D-3<sup>rd</sup>

Game #6

B-3<sup>rd</sup> vs C/D-3rd

**Stage 3 (cross-over)**

W Game #1 and W Game #2

Bye to Stage 4 (Finals)

Game #7

L Game #1 vs W Game #4

Game #8

W Game#3 vs L Game #2

Game #9

L Game#3 vs W Game #6

Game #10

W Game#5 vs L Game #4

\*Game #7 and #8 = highest finish Bronze and Game #9 and #10 = highest finish 7<sup>th</sup> place.

**Stage 4 (Finals)**

Game #11

W Game #1 vs W Game #2

Winner – 1st

Loser – 2<sup>nd</sup>

Game #12

W Game #7 vs W Game #8

Winner 3<sup>rd</sup>

Loser 4<sup>th</sup>

Game #13

L Game #7 vs L Game #8

Winner - 5th

Loser - 6th

Game #14

W Game #9 vs W Game #10

Winner - 7th

Loser - 8th

Game #15

L Game #9 vs L Game #10

Winner - 9th

Loser - 10th

Game #16

L Game #5 vs L Game #6

Winner - 11th

Loser - 12<sup>th</sup>

*Competition*

All tie-breakers are resolved according to the ITTF Rules.

#### *Provincial/Territorial Rankings*

At the end of the competition, if a tie prevails between two or more provinces-territories, the final ranking shall be determined in accordance with their final standings in the team events.

## **I. TECHNOLOGY OF SPORT**

A **table tennis racket** is used by players in the game table tennis. A racket is made from laminated wood (blade) covered with rubber sheets on one or two sides depending on the grip of the player.

Blades, in recent years, have seen an advancement in technology. Materials of different properties may be combined with the wood in the blade to enhance its playing performance. Many blades today feature one or more carbon layers within them to enhance their 'sweet spot', and to give the player a greater margin of error when playing powerful shots. Materials incorporated into table tennis blades today include titanium, acrylate, aramids, fibreglass, and aluminum.

The 4 main types of rubber sheets used on the racket are:

### **Inverted**

This is the most widely used rubber type. The surface is smooth, with the pimples side facing inwards toward the blade. This enables the player to generate high levels of spin and speed. Spin is generated not by the action of the top sheet alone, but also by the ball sinking into the sponge and allowing greater surface area to contact the ball.

### **Short pimples (or "pips")**

Short pimples-out rubbers are usually used by close-to-the-table hitters. They do not generate as much spin as inverted rubbers, but also make the user less susceptible to the opponent's spin. Speed generated from a short pip rubber is generally greater than that of an inverted with the same sponge. Depending on the thickness of the sponge it is also possible to play a chopping game with short pimples by varying the spin of the return. Whilst blocking and attacking a "dead ball" effect is often noticed.

### **Long pimples (or "pips")**

Long pimples-out rubbers carry relatively long and soft pips. They do not have the ability to generate any real spin of their own, but feed off of the opponent's spin instead. This allows the user to confuse the opponent and upset his or her rhythm. Long pips rely on the opponent's oncoming spin, as they tend to "continue" the opponent's spin, by bending upon impact, rather than reversing or changing the spin like inverted rubbers (for example, a topspin executed by the opponent will return to him/her as a backspin after contact with the pimples). Long pips are usually used by close-to-the-table blockers, or choppers, but, in some cases, they can be used away from the table for long distance chops. They are usually only used on the backhand side, as they offer very limited attacking capabilities. Depending on the grip of the sides of the pimples and the

thickness of the sponge it is also possible to play an aggressive game with long pips, although without much spin capability.

### **Anti-spin**

Anti-spin rubbers may look similar to the inverted ones, but their surfaces are very slick and frictionless. Like long pimples, they cannot generate much spin. Anti-spin is also not very susceptible to the opponents oncoming spin, due to the low coefficient of friction of the rubber's surface, as well as the incredibly soft sponge, which cushions or absorbs the momentum of the ball upon impact. This is also used to confuse the opponent, but as a defensive surface, it is not widely used on a competitive level.

## **J. ROLE OF OFFICIALS IN SPORT**

- To score the match.
- To make sure that players are playing according to the laws and regulations.
- To make sure that coaches act according to the regulations.
- To act as a service to the spectators and to make it possible for them to follow the matches.
- To make sure that every result is delivered to the control desk 100% correct and as soon as the match is finished.

## **K. FACILITY DESCRIPTION**

All Table Tennis events for the 2011 Canada Games will be held at Citadel High School. The field of play will consist of six tables with sprung synthetic flooring with a plywood sub-floor.

## **L. SPORT MEMBERSHIP NUMBERS AND STRUCTURE**

Table Tennis Canada is a National Sport Organization who works in accordance with the Provincial Sport Organizations. All ten (10) provinces have a Table Tennis Association and two of the three territories are also recognized with an active Table Tennis Association.

Table Tennis Canada functions with an average of 22,000 to 24,000 registered members.

## **M. ATHLETES TO WATCH FOR**

Athletes to watch for were unavailable at press time

## **N. NOTABLE PAST ATHLETES/ALUMNI**

The last time Nova Scotia hosted the Winter Games was Sydney in 1987. During the table tennis event, Elizabeth Rutt won a gold medal for the host province in the Female, Under 13 age event.

## **O. ATHLETE/TEAM MATCH-UPS (RIVALRIES)**

The traditional rivalries of the four large table tennis provinces of British Columbia, Quebec, Ontario and Alberta will certainly be evident at the Canada Winter Games for 2011. In addition, the collective of smaller provinces will certainly be looking to upset the four aforementioned alpine powerhouses.