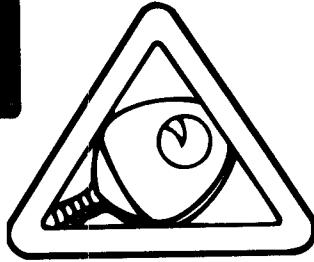
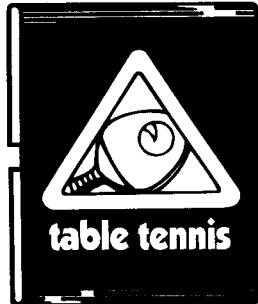


Cub Scout Sports: Table Tennis



Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Belt Loop

Complete these three requirements:

- _____ 1. Explain the rules of table tennis to your leader or adult partner.
- _____ 2. Spend at least 30 minutes practicing table tennis skills.
- _____ 3. Participate in a table tennis game.

Sports Pin

Earn the Table Tennis belt loop, and complete five of the following requirements:

- _____ 1. Compete in a pack or community table tennis tournament.
- _____ 2. Demonstrate your knowledge, use, and care of the equipment needed to play table tennis (racket or paddle, table and net, ball, tennis or basketball shoes, and comfortable clothing).
- _____ 3. Practice 30 minutes developing serving skills.
- _____ 4. Practice 30 minutes developing your forehand and backhand strokes.
- _____ 5. Explain to your leader or adult partner how spin affects the bounce of the ball.
- _____ 6. Accurately set up a table tennis table and net according to USA Table Tennis rules.
- _____ 7. Play five games of table tennis.
- _____ 8. Participate in a table tennis skills development clinic.
- _____ 9. Explain to your leader or adult partner how to score a table tennis game.
- _____ 10. Participate in a game of doubles table tennis (four people playing in one game, two people per side).

Resources

You can often get information on local table tennis resources from your local parks and recreation department, community library, and university or college athletic department.

USA Table Tennis

One Olympic Plaza

Colorado Springs, CO 80909-5762

Phone: 719-578-4583; Fax: 719-632-6071

Web site: <http://www.usatt.org>

Nonprofit organization that serves as the governing body for table tennis in the United States. The Web site includes the complete, official rules at <http://www.usatt.org/rules>.

Scoring

The first player or team that scores 21 points wins the game. When both players have a score of 20 or more, the winner must win by two points. When both players have scored 20 points (a deuce game), they must change serves after each new point is scored.

A point is scored when the opponent

- Misses the ball.
- Hits the ball into the net.
- Moves the table by bumping it during play.
- Touches the net with his racket or body.
- Lets the ball bounce twice on his side before hitting it.
- Makes a bad serve.
- Hits the ball before it has bounced on his half of the table.

- Touches the top of the table with his free hand.
- Lets the ball hit his body before he hits it with his racket.
- Hits the ball off the table.

Sometimes your point will be interrupted. This is called a *let*, and you will have to play the point over.

You should call a let when

- Someone gets in your way and keeps you from hitting the ball.
- There is a sudden loud noise that bothers you.
- In a tournament, someone else's ball bounces into your court.

You must call a let when it happens. Don't wait until your point is over.

Racket Care

- Don't hit the racket on the table.
- Keep the racket in a case or plastic bag so it stays clean.
- When the rubber gets dirty, use a damp sponge to clean it.
- Try not to touch the rubber any more than necessary.
- Keep the racket out of extreme heat or cold.

