

MDTTC News

Maryland Table Tennis Center • www.mdttc.com • Sept 2014 • issue #28



Disabled Veterans Camp

Maryland Table Tennis Center, Aug. 26-29, 2014

Back row, L-R: Honicliff "Cliff" Nitchew, Anthony Floyd, Talmadge "Cash" Nowden, Wendy Brame-Bogie (volunteer), Marvin Bogie, Coach Larry Hodges.

Front row, L-R: Sameer Shaikh (volunteer), Bernard Gibson, Crystal Young-Terrell, Steve Hochman (volunteer). **Missing:** Ram Nadmichettu (volunteer)

Archive of Past MDTTC Newsletters

Welcome to the 28th issue of the MDTTC News. As usual, there's lots of news to report and new and ongoing programs, and we hope to see you at some of them. As usual a special thanks to MDTTC sponsors [Butterfly](#), and [James Wu, Realtor](#). Make sure to read my [daily table tennis blog](#) - I often write about MDTTC happenings there. And if you have a nice picture taken at MDTTC, email it to me and it might make the newsletter! -Editor and Coach [Larry Hodges](#)

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REGISTER NOW for FALL JUNIOR PROGRAMS: Summer is over, kids are back in school, and now is the time to sign them up for new and continuing junior programs!

Intermediate/Advanced Junior Training (Ratings Over 1400)

NEW - starting Sept. 7, there will be weekly intermediate/advanced junior training from 4:30-6:30 PM on **Sundays**. To qualify players must be rated over 1400 or have permission of instructor. Players will train together under the guidance of MDTTC coaches. [Here's the info flyer.](#)

According to Coach Larry, "Group training like this is done all over the U.S. and the world in successful junior programs, and I strongly urge players to try this out, along with private coaching. You'll get extra training at a much lower rate than private coaching, and you'll be part of a team, all striving to get better together."

IMPORTANT - This program begins just a few days after you receive this, and MDTTC needs to know how many players will be attending so we know how many coaches should be on hand. So please sign up in advance.

Beginner/Advanced Beginner Junior Classes (ages 6-14)

The new sessions begin Sept. 11, 13, and 14. This is for beginners to advanced beginners, ages 6-14, with Coach Larry (with John Hsu, Raghu Nadmichettu, and others assisting), and are held Thursdays 6-7PM, Saturdays 10:30AM-Noon, and Sundays 4:30-6:00 PM. [Here's the info flyer](#) for Sat & Sun. The Thursday session is organized by the Montgomery Country Recreation Department; here is the [info page](#) to register online.

After-School Program (Rolling enrollment, limited availability)

The MDTTC After-School program continues this Fall. The program combines table tennis and schoolwork, with courtesy pickups at schools or houses. MDTTC coaches and staff will pick up students after school (from selected areas), and bring them to the club where they will have a one-hour table tennis session, practice time, and do homework with our resident tutors. The academic tutors are Larry Hodges and Wen Hsu. [Here's the info flyer.](#)

Butterfly MDTTC August Open: Special thanks goes to Director Charlene Liu, Referee Paul Kovac, and sponsors Butterfly and Long & Fosters Realtor James Wu. [Here's the info flyer](#) - hope to see you there! **Our next tournament is Oct. 18-19** - here's the [entry form](#), and here's the [MDTTC Tournament Page](#).

MDTTC August Open Results

Maryland Table Tennis Center, August 23-24, 2014

(Click on names for pictures.)

Open Singles - Final: [Chen Bo Wen d. Wang Qing Liang](#), -13,2,5,9,-9,8; **SF:** Chen d. Raghu Nadmichettu, 4,-9,6,7,-9,7; Wang d. Khaleel Asgarali, 6,5,9,6; **QF:** Chen d. John Wetzler, 9,7,5; Asgarali d. Stefano Ratti, 8,6,-11,9; Nadmichettu d. Bojun Zhangliang, -8,11,11,-10,6; Wang-bye.

Under 2400 - Final: [Khaleel Asgarali d. Raghu Nadmichettu](#), 8,8,-9,13; **SF:** Asgarali d. Humayun Nasar, 5,-6,1,4; Nadmichettu d. Stefano Ratti, -11,-11,7,8,8.

Under 2250 - Final: [Nasruddin Asgarali d. Lixin Lang](#), -9,-6,9,5,8; **SF:** Asgarali d. Ryan Dabbs, 1,8,8; Lang d. Humayun Nasar, 5,4,4.

Under 2050 - Final: [Gong Yunhua d. Joshua Tran](#), -5,-7,5,9,10; **SF:** Gong d. Gary Schlager, 9,-6,-10,3,7; Tran d. Carlos Williams, 9,7,-7,9.

Under 1900 - Final: [Justin Bertschi d. Michael Greenbaum](#), 8,-10,8,-6,7; **SF:** Bertschi d. Gordon Lee, -10,2,4,6; Greenbaum d. Ara Sahakian, 2,6,10.

Under 1650 - Final: [Chanakya Anne d. Jozef Simkovic](#), -8,9,6,-4,10; **SF:** Anne d. Gordon Lee, 4,9,9; Simkovic d. Hu Yingyao, 6,8,-10,-6,9.

Under 1400 - Final RR: [1st. Huang Siliang, 4-0](#); [2nd Benjamin Clark, 3-1](#); 3rd William Huang, 1-3; 4th Pelle Deinoff, 1-3; 5th Ian Dominguez, 1-3.

Under 1150 - Final: [Pelle Deinoff d. Benjamin Clark](#), 6,4,4; **SF** Deinoff d. Ian Dominquez, 8,9,-10,9; Clark d. Krishna Ganti, 11,-10,3,-9,7.

Under 13 - Final: [Daniel Sofer d. Benjamin Clark](#), 9,4,8; **SF:** Sofer d. Emily Yuan, 4,5,1; Clark d. William Huang, 6,5,-6,10.

Veterans with Disabilities Camp: MDTTC ran a camp for Veterans with Disabilities, Aug. 26-29, 10AM-1PM. Coach Larry Hodges ran the camp, with local players Steve Hochman, Ram Nadmichettu, and Sameer Shaikh assisting as volunteers. The camp was paid for by a grant to USA Table Tennis from the U.S. Olympic Committee - all players were given free entry as well as free rackets and other items. See group picture at top, and [online](#).

MDTTC Featured in Video: University of Maryland student Evan Sery recently created the video [Not Just a Basement Sport](#) (1:50) featuring MDTTC.

ALS Ice Bucket Challenge: Most of you probably are familiar by now with the [ALS Ice Bucket Challenge](#) that's sweeping the country. It's a great cause, but it's also great fun. Several MDTTC players have taken the challenge - here they are!!! (Coach Larry put together a skit, with help from Leon Bi and Darwin Ma.)

- [Larry Hodges](#)
- [Nathan Hsu](#)
- [John Hsu](#)
- [Leon Bi](#)
- [Amy Lu](#)

MDTTC Ongoing Programs:

- **Intermediate/Advanced Junior Training - NEW!** Starting Sept. 7, there will be weekly intermediate/advanced junior training from 4:30-6:30 PM on Sundays. To qualify players must be rated over 1400 or have permission of instructor. Players will train together under the guidance of MDTTC coaches. [Here's the info flyer.](#)
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- **Afterschool Program.** The MDTTC Afterschool program continues this Fall. The program combines table tennis and schoolwork, with courtesy pickups at schools or houses. MDTTC coaches and staff will pick up students after school (from selected areas), and bring them to the club where they will have a one-hour table tennis session, practice time, and do homework with our resident tutors. The academic tutors are Larry Hodges and Wen Hsu. [Here's the info flyer.](#)
- **Group Sessions.** While this is primarily for juniors, all ages are welcome - it's about 1/3 adults. They meet on Saturdays, 4:30-6:30. The first 30 minutes is practice/warm-up, then 90 minutes of matches. See the [Group Training page.](#)
- **Private Coaching,** by Coaches Cheng Yinghua, Jack Huang, Larry Hodges, Jeffrey Xun Zeng, Qing Liang Wang, Alex Ruichao Chen, Bowen Chen, John Hsu, and Raghu Nadmichettu. See [Private Coaching page.](#)
- **Leagues.** MDTTC runs three different leagues. Take your pick! They are the [Tuesday and Friday Leagues](#) (for all ages and levels), and the [Elite League.](#) The Friday league is pretty much jammed, so we're hoping to get more in the Tuesday league.

MDTTC Birthday Parties & Rental Space for Corporate and Private Events: Want to have a table tennis birthday party? Come visit MDTTC! Parties include one hour of coaching and games led by an MDTTC coach, usually Coach Larry. MDTTC also offers space rental for special corporate and private events. Here is [Facility Rental Information](#), and here is info on [Birthday Party Packages.](#)

MDTTC Web and Facebook Pages: Don't forget to see the regularly updated [MDTTC Facebook page](#), and make sure to "like" it! Stop by and see all the photos, read the latest news, or post your own comments. Also see the [MDTTC web page](#) for regularly updated info.

MDTTC Club Shirts Specials with 3 great styles and MDTTC logo. To personalize with your name costs only \$7.99 extra. To order, please drop by MDTTC to make your selection.

Kiru shirts \$20, original
(\$34.99)



Pelluci (\$24.99, original \$49.99)



Passo (\$29.99, original \$49.99).



TIP OF THE MONTH: How to Move Up a Level

By Larry Hodges

What does it mean to move up a level in table tennis? I'd define two players to be on different levels if it would be a major upset if one defeated the other. Another way of looking at it would be to say that if the stronger player plays his normal level, he would win pretty much every time. Based on this, I'd say a level in table tennis ranges from about 300 points at the lower levels (under 1000 or so), to about 50-100 points at the higher levels (over 2500 or so). For most USATT members, a level would be about 100-200 rating points.

How can you move up a level in table tennis? It means improving all parts of your game, as one weak link in your game is like a weak link in a chain.

You could work hard, dramatically improve one aspect of your game, and hope to move up a level. But it's not that simple. Suppose you develop a really nice forehand loop. With this weapon, you would think that your level would go up dramatically. And sure enough, you will do better against players around your own level. But when you play players a level higher, their level is far enough ahead of yours that they'll simply do something to disarm your new weapon. They may serve short, push short, push very heavy, throw spinny or fast serves at you, use ball placement, block well, force backhand exchanges, play quick shots so you don't have time to loop, or simply attack first. In each case, they'll take your weapon away from you, and you still won't move up that coveted level. Often, a stronger player will seem to win on one of his strengths, when in fact he is winning by exploiting a weakness of yours that allows him to use his strength.

The lesson is that to move up a level, you need to improve your overall game, not just one aspect. A player who is a level stronger than you rarely defeats you on one aspect of his game (although many erroneously believe this to be true); he does so by improving the overall level of his game. (There are, of course, players who have improved all but one aspect of their game, and by improving that one final aspect, suddenly go up the coveted level!) A strength in your game can compensate for a weakness, but only to a certain extent.

So how do you go about improving the overall level of your game? To move up a level in table tennis, you have to be able to match the players a level higher than you on five key things:

1. You have to return your opponents' serves as well as they return your serves.
2. You have to either rally as fast as your opponents can rally, or force your opponents to rally at your pace (by slowing the pace down with pushes, slow loops, controlled drives, etc.). ("Pace" means both speed and quickness.)
3. You have to be able to react to your opponents' rallying spins (loops, pushes, chops, lobs, spins returned by long pips, etc.) as well as they react to yours.
4. You have to be able to end the point (i.e. smashing, loop kills) as well as your opponents do. (This means either being able to end the point as well as your opponents, or being able to stop them from ending the point better than you can by not giving them shots where they can end the point. Ending the point does not always mean ending it with one shot - it can also mean a series of strong shots that win the point.)
5. And finally, you have to have at least one strength that threatens your opponents as much as their strengths threaten you, and a way of getting your strength(s) into play.

You may have noted that tactics is not one of the five "keys." This is because tactics is part of all five keys. Stronger/weaker tactics simply make you stronger/weaker in each key.

Do some (but not all) of the above five keys, and your performance in a tournament will go up some, perhaps half a level, but not a full level. Developing a single "overpowering" strength won't raise your level as much as you'd think, as opponents a level higher will beat you on the less developed parts of your game. Even players at your "previous" level will still often beat you by exploiting these weaknesses. But ... if you improve all five things, even just a little bit, you'll go up dramatically.

What's stronger, a chain with four powerful links and one weak one, or a chain with five pretty strong ones?