

Play games of SINGLES against the KTP:



By varying the difficulty, these games can challenge players of all levels.

The KTP is at H5.5', N7' and L10' (H166cm, N215cm, L305cm). For the singles game:

- There will be 21 points, taking about 15 minutes and with 245 shots – so one game per carousel. However this can easily be adapted to shorter games to get 2 or 3 games per carousel.
- The game can be easy for beginners or very hard for experts by changing the timing and the difficulty of the shots. If making versions for different levels save each version under a different name.
- Before first use with another KTP, the shots should be checked and adjusted, as with any drill from another machine.
- Start the game (F5 on the keyboard or the Run button) and it begins with a 10 second wait before a serve to the player's right service box. The serve will randomly be one of 6 short or long serves.
- After each serve there are 10 random shots – net shot, drop shot, smash, clear and more – to create the feel of playing a point in a game.
- After the serve and 10 shots, the KTP will stop for 10 seconds before serving to the player's left side. Again after the serve there will be 10 random shots.

After 20 points (each with a serve and 10 shots), there will be a 21st serve and followed by 25 random shots for the last point.

The player can keep score. One example for scoring is this:

if the player returns everything - the serve and the 10 random shots - then the player has one point.

if the player misses a shot, then the KTP scores a point.

Time Delta	Shot
L3	Loop 10 Times - Start
G1	Group Start
10	R SH SERVE 0
10	R SH SERVE 1
10	R FLICK 3
10	R HIGH CLEAR 3
10	R FLICK 0
10	R HIGH SERVE 0
G1	Group End
L5	Loop 10 Times - Start
G3	Group Start
2.5	R NET 3
2.5	L NET 3
3	L DROP 3
3	L FAST DROP 3
3	L SMASH 3
3	L FLICK 3
3	L HIGH CLEAR 3
3	R DROP 3
3	R FAST DROP 3
3	R SMASH 3
3	R FLICK 3
3	R HIGH CLEAR 3
G3	Group End
L5	Loop End
G2	Group Start
10	L SH SERVE 0
10	L SH SERVE 1
10	L FLICK 0
10	L HIGH SERVE 0
10	L FLICK 3
10	L HIGH CLEAR 3

Test and adjust the shots before running for the first time

Note:
This is only a partial view of the Playlist. Open the game in Trainer and scroll down to see more.

Play games of **DOUBLES** against the **KTP**:

- the KTP feeds defensive or neutral shots such as net shots, drives and clears
- the players try to stay on the offensive
- the KTP is at H5.5', N7' and L10' (H166cm, N215cm, L305cm).



Like a drill, this game can be changed by the user

- shots modified, timing changed, shots inserted or removed, difficulty level changed - and new versions saved under new names.
- if the game is too easy for the players, then make the drill faster and with more difficult shots
- if it is too hard for the players, either challenge them to keep trying, or make the game easier.

For this doubles game, there will be 12 points, taking about 9 minutes and with 240 shots – so one game per carousel. This can easily be adapted to shorter games to get 2 or 3 games per carousel.

- The game can be made easy for beginners or very hard for experts by changing the timing and the difficulty of the shots.
- If making versions for different levels save each version under a different name.

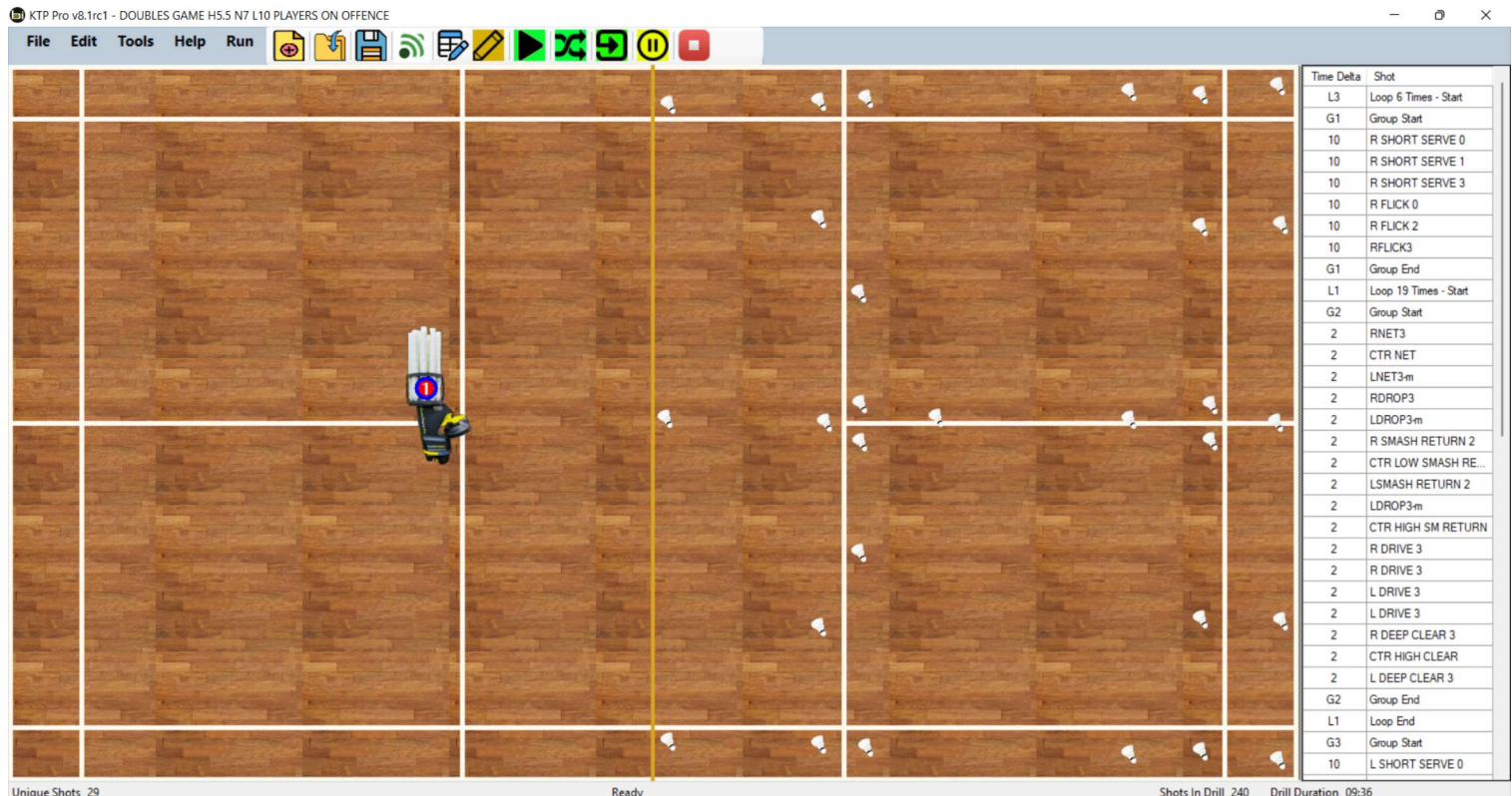
Before first using this game with your KTP, the shots should be checked and adjusted, as with any drill from another machine.

Press the Run button or use Function F5 on the keyboard and the game begins with a 10 second pause and then a serve to the players' right. The serve will randomly be one of 6 short or long serves.

- After each serve there are 19 random shots – net shot, drive, smash return, clear and more – to create the feel of playing a point in a game. The serve shots can be mixed into the point for more variety.
- After each serve and the 19 shots, the KTP will stop for 10 seconds before continuing with serves alternately to the left and right side. each followed by 19 random shots
- The games ends after 12 serves and 228 other shots.

The players can keep score. One example for scoring is to compare teams:

- if the players return everything during a point - the serve and the 19 random shots - then one is added to that teams score. Each team tries to do better than the other teams' scores.



KTP Pro v8.1rc1 - DOUBLES GAME H5.5 N7 L10 PLAYERS ON OFFENCE

File Edit Tools Help Run

Time Delta	Shot
L3	Loop 6 Times - Start
G1	Group Start
10	R SHORT SERVE 0
10	R SHORT SERVE 1
10	R SHORT SERVE 3
10	R FLICK 0
10	R FLICK 2
10	RFLICK3
G1	Group End
L1	Loop 19 Times - Start
G2	Group Start
2	RNET3
2	CTR NET
2	LNET3-m
2	RDROP3
2	LDROP3-m
2	R SMASH RETURN 2
2	CTR LOW SMASH RE...
2	LSMASH RETURN 2
2	LDROP3-m
2	CTR HIGH SM RETURN
2	R DRIVE 3
2	R DRIVE 3
2	L DRIVE 3
2	L DRIVE 3
2	R DEEP CLEAR 3
2	CTR HIGH CLEAR
2	L DEEP CLEAR 3
G2	Group End
L1	Loop End
G3	Group Start
10	L SHORT SERVE 0

Unique Shots 29 Ready Shots In Drill 240 Drill Duration 09:36

Test and adjust the shots before running for the first time

Note:
This is only a partial view of the Playlist. Open the game in Trainer and scroll down to see more.