

Analysis of the Techniques and Tactics of Taiwan's "Rookie" Lin Junru

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ABSTRACT. Nowadays, the world table tennis world has formed a situation in which the world is playing against China, and Chinese table tennis has occupied a dominant position in the world. The status of table tennis hegemony in various countries is even more eye-catching, especially in Asian countries. The rise of the new batch of players has also made us feel the sense of crisis. In particular, the Taiwanese rookie Lin Gnome has been very eye-catching in recent times. he has defeated the Japanese genius Lin Gnome, Lin Gaoyuan and other outstanding players. Therefore, we selected Lin's video of recent competitions and analyzed the skills and tactics of Lin Shuru through three periods of statistics.

KEYWORDS: Lin junru; Three-segment statistics; Technical and tactics; Table tennis

1. Introduction

In recent years, the rise of young players has caused us some threats. First of all, we don't know much about their style of play. Secondly, young players are playing with the spirit of fighting together, so we will inevitably lose in the game. ball. Therefore, it is necessary for us to make a comprehensive analysis of the skills and tactics of Taiwan's new rookie Lin Gnomes.

2. Research Objects and Research Methods

2.1 Research Objects

Choose the representative games of Lin Shuru to analyze the skills and tactics, including major international events.

2.2 Research Methods

2.2.1 Literature Method

I reviewed the books such as "Sports Training" and "Modern Table Tennis Training Methods". Through the China Knowledge Network, Wanfang Database searched for the "three-stage analysis method" keyword for "table analysis of table tennis skills and tactics" during 2008-2018. More than a hundred articles, through repeated screening, selected more than 50 articles that helped the writing of this article to study and think, which provided a reference for the writing of this article.

2.2.2 Video Observation Method

I chose Lin Shuru's four games with typical representations. the results of the competition were both wins and losses. The video of the competition is as follows:

2019 Japan Open Men's Singles Semifinal 2019 Lin Shuru vs Sun Wen 4:1

2019 Qatar Open 1/8 2019 Lin Xiaoru vs Lin Gaoyuan 2:4

2019 T2 Diamond League Finals 2019 Lin Xiaoru vs Fan Zhendong 4:1

2019 Czech Open Finals 2019 Lin Junru vs Ochalov 4:1

2019 Japan Open Men's Singles Semifinal 2019 Lin Shuru vs Sun Wen 4:1

2.2.3 New Three-Segment Statistics

This study uses the new three-segment index evaluation method to calculate the statistics of the four games. the traditional three-stage analysis method divides the athletes'normal competition into four segments, namely, the rushing segment, the rushing segment, and the holding phase I, and calculating the respective phases. the scoring rate and usage rate are used to analyze the technical and tactical characteristics of athletes in the game.

However, the new three-segment indicator evaluation method will be classified into the holding section of the fourth board after receiving the serve, and the fourth board will be classified as the losing point. in the same way, after receiving the serve, our team will use the skills and tactics of the fourth game to get the points.

In the division of the fifth board, if the second board of the other party picks up, the scores of the fifth board will be classified as the holding section. After the second board of the other party adopts the control, the score of the fifth board of our party is classified as the holding section, and the score of the fifth board is classified as the grabbing section. the calculation formula is(+:score-:loss points A:serve B:third board C:fifth board D:hold i x:hair extension fourth beat: Y hold ii: Z)

$$\text{Send grab score} = \frac{A^+ + B^+}{A + B + C^-} \times 100\%$$

$$\text{Send grab usage rate} = \frac{A + B + C^-}{A + B + C + D} \times 100\%$$

$$\text{Pick-up score rate} = \frac{X^+ + Y^+}{X + Y} \times 100\%$$

$$\text{Pick-up segment usage rate} = \frac{X + Y}{X + Y + 2} \times 100\%$$

$$\text{Consistent I segment score rate} = \frac{C^+ + D^+}{C^+ + D} \times 100\%$$

$$\text{Phase I usage} = \frac{C^+ + D}{A + B + C + D} \times 100\%$$

$$\text{Phase II score} = \frac{Z^+}{Z} 100\%$$

$$\text{Phase II usage rate} = \frac{Z}{X + Y + Z} \times 100\%$$

2.2.4 Logic Analysis

Statistical analysis of the research data is carried out by using related logic research methods such as induction, deduction, and contrast, and finally the scientific and systematic results of the whole research result are guaranteed and a scientific research result is obtained.

3. Analysis and Discussion

3.1 Analysis of the Techniques and Tactics of Lin Junru

3.1.1 Statistics, Evaluation and Analysis of the New Section of Lin Shuru

Through the new three-segment index evaluation method, the comprehensive situation of the athletes in the whole game process is analyzed. the whole game is divided into four parts: the rushing section, the rushing section, the holding section I and the holding section II. The score of the stage directly affects the outcome of the whole game. We can quantify the data of the whole game by sorting, analyzing and calculating, so that we can visually see the technical and tactical use of different opponents, and comprehensively diagnose and evaluate the athletes. as shown in the following table:

opponent	Send a paragraph		Pick up		Consistent I		Match ii	
	Scoring rate	Usage rate	Scoring rate	Usage rate	Scoring rate	Usage rate	Scoring rate	Usage rate
Sun Wen	66.67%	72.97%	46.43%	59.57%	80%	37%	63.16%	40.43%
Evaluation	excellent	high	Pass	high	excellent	low	excellent	low
LinGaoyuan	33.33%	77.27%	56.25%	70.59%	53.33%	22.73%	40%	29.41%
Evaluation	failed	high	good	high	Pass	low	good	low
FanZhendong	58.06%	73.68%	67.74%	91.18%	60%	38%	100%	8.8%
Evaluation	excellent	high	excellent	high	good	low	excellent	low
Ochalov	68.97%	50%	48.28%	54.72%	48.28%	56.89%	37.5%	45.28%
Evaluation	excellent	high	good	high	Pass	high	good	low

Lin Shuru's scores on the squad and the squad in the Sun Wen match are excellent. the scores of the first three boards are high, the speed of the first three boards is fast and the threat is high. the scoring rate of the squad is the same. sun Wen will still be unsuitable for the first time. in the game with Lin Gaoyuan, the scoring rate of the scoring is unsatisfactory. the offensive end is restricted by Lin Gaoyuan, but the scoring rate is good in the pick-up segment. the opponent's attack is effectively suppressed by his own receiving serve and actively enters the staves. in the middle, the score of Lin's Confucianism ii is good. in the game played with Fan Zhendong, the scoring rate and the scoring rate are excellent. It can be seen that Lin Xiaoru not only takes the initiative in the first three boards of his serve but also can effectively control and suppress the opponent's attack while looking for opportunities. Actively get started, so the scores of the holdings I and the ii are kept at a high level. In the game against Ochalov, the continuation of his specialty is still excellent in the scoring rate, and the scoring rate is good. the overall evaluation of the holding segment is good.

It can be seen that in the preparation of the forest gnome competition, we must make a breakthrough from the first three boards. We must live in the short ball processing, strengthen the sense of falling points, and cooperate with the long technology. In the processing of long balls, it is necessary to highlight the sense of falling points, and the rotation needs to be changeable. In the serve wheel, you should dare to change and strengthen your offensive consciousness. At the same time, prepare for multi-shot and take the initiative to carry out the phase.

3.1.2 Lin Junru's Tee Shot and Rotation Statistics and Analysis

After statistical data, as shown in the figure, Lin Xiaoru served a total of 176 times in four games, including a direct score of 24 points, no serve errors. The quality of the serve is high, the rotation changes a lot, and the skills and tactics are matched by the serve. there are 118 short balls in the serve and 58 long balls. In the face of the left-handed athlete, lin Xiaoru usually chooses the forehand short ball, and at the same time, it is restrained with the backhand long ball, and the reverse rotation and the forward rotation are used together. In the face of right-handed athletes, the same use of forehand and short ball in the middle, with the long ball in the middle, to create favorable conditions for the connection of their next cricket.

Lin Xiaoru's serve statistics

	1	2	3	4	5	7	8	9
usage count	0	0	4	49	19	32	17	9
Usage%	0	0	2.2	27.8	10.8	18.2	9.7	5.1

Lin Xiaoru's tee rotation statistics

Rotate	Sun	Lin	Fan	Ochalov	total
A	28	22	16	20	86
B	11	10	20	16	57
C	0	33	0	0	33

3.1.3 Analysis of the Application of Techniques and Tactics of the Third Board of Lin Junru

Lin Shuru's third board skill and tactics can be divided into two parts: attack and control. The four opponents use the most of the attacking techniques in the offensive stage. The second is the final pick, the technique chosen for Fan Zhendong and Lin Gaoyuan. More used. In the control section, Lin Junru used the most to put this technique, and used the most in the game against Lin Gaoyuan and Ochalov. Because Lin Xiaoru's serve has a large initiative, he will score frequently in the third board's offense. In the face of Lin Junru's serve wheel, you

must suppress its attack, judge the rotation of the serve, use different connection methods, swing back and the length of the rotation to highlight the change of the drop point. At the same time, the opportunity to take the initiative to attack is strengthened, and the use of screwing and pulling to take the initiative to make more shots.

opponent	Grab attack			Control			
	screw	Pull	pick	put	Hack	Score	lose point
Sun	1	21	0	0	0	15	5
Lin	2	43	4	4	0	10	20
Fan	2	20	4	2	1	17	7
Ochalov	1	25	2	4	1	17	6
total	6	109	10	10	2	59	38

3.1.4 Analysis of the Application of Tactics and Tactics of Lin Shuru's Receiving and Serving

Lin Shuru will choose different receiving methods according to different opponents in the receiving round. In the game against Sun Wen, the frequency of screwing and pendulum technology is comparable, but the score is greater than the score. In the game against Lin Gaoyuan, the use rate of the screwing is higher and the score is greater than the score. Because the two players play similarly, the sense of active attack on the receiving wheel is stronger, so the screwing usage rate is high. For Fan Zhendong, the number of times of twisting and pulling is also high, and the score is greater than the missing score. However, the twisting and pulling in the game with Ochalov is controlled. The technique of using the short technique is more used, and the score is greater than the score. In daily training and preparation, we must start from the first three boards, first control the opponent's attack in the serve and highlight the sense of placement to take the initiative to gradually maintain the active position of control.

Lin Shuru's skills and tactics statistics

opponent	Grab attack			Control	Fall	Score	lose point
	screw	Pull	pick	put	hack		
Sun	17	8	0	14	2	7	9
Lin	37	10	2	14	4	20	11
Fan	23	3	1	8	2	15	5
Ochalov	14	8	0	14	7	6	7
total	91	29	3	45	15	48	32

3.1.5 Analysis of the Use of Techniques and Tactics in the Stage of Lin Confession

In the whole game, the holding section is divided into the holding wheel phase I, and the receiving wheel phase holding section II.

opponent	Consistent I				Match ii			
	Scoring rate	Evaluation	Usage rate	Evaluation	Scoring rate	Evaluation	Usage rate	Evaluation
Sun	80%	Excellent	37%	low	63.16%	Excellent	40.43%	low
Lin	50.33%	Pass	22.73%	low	40%	Good	29.41%	low
Fan	60%	Good	38%	low	100%	Excellent	8.8%	low
Ochalov	48.28%	Pass	56.89%	high	37.5%	Good	45.28%	low

Overall, the use rate of Lin Shuru's staves is not high, but the scoring rate is generally eye-catching. the scoring rate of the consistent segment I was generally assessed as passing, and the scoring rate of the matching ii was generally evaluated as good. It can be seen that Lin Zheru's ability to maintain is not to be underestimated. In the stalemate, he can often seize the opportunity to become passive. In the game against Sun Wen, the overall evaluation of the scores of I and the ii is excellent; and the evaluation of the score of Fan Zhendong in the match ii is also excellent. In the game with Lin Gnome, you must mobilize your opponents so that the opponent can hit the ball in the running to reduce the quality of the return ball and seize the advantage of the offensive opportunity. In addition, the opportunity to reduce the relationship with Lin Xiaoru is to take advantage of the first three boards while strengthening the quality of the return ball, and to contain the other through the rotation changes, rhythm changes and so on.

4. Conclusions and Recommendations

Lin Shuru's technology is relatively comprehensive and there is no obvious short-board technology. The backhand twisting threat is big, and the connection between the two is fast and the quality is high. The connection speed is very fast, and the opponents put a lot of pressure on the continuous attack. The method of receiving the ball is changeable, and the opponent changes the rhythm to limit the opponent's attack. The overall rhythm is fast and the sense of placement is strong.

For speed players, you must limit the opponent by landing, or force the opponent to retreat through strength and rotation. Lin Shuru's strength is lacking, and COSCO's return to the ball is not a threat. Therefore, we may take advantage of the speed and speed. Or we control the opponents in the first three boards, seize the opportunity to take the initiative to attack, take the initiative to enter the stalemate through the power, rotate to increase the quality of the return ball to suppress the opponent.

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