Table Tennis Kungfu OFFICIAL Rules

THE BASICS:

All duels go to 11 points, you must win by 2

Switch the serve after each point scored.

Create your own kungfu name like "Master KungFu"

Create at least 5 kungfu moves to yell out right BEFORE you hit the ball like "PREYING MANTIS"!

POST images and the name of your TTkungfu moves at #TTkungfu. Learn more at www.TTkungfu.com



1 Point VINTAGE STRIKE. A student wins 1 point per successful duel.

2 point KUNGFU MOVE. A student calls out their shot and wins on that strike. Yell "Startled Kitten" before you strike the ball for example.

3 points for the FREEZE MOVE. A student calls out the shot, FREEZES in place AND wins on that shot ONLY for the 3 points

3 Points for the CHOP STICK MOVE. If the ball is going out of play, the defending combatant can attempt to catch the ball either: from mid air, or, after the first bounce between any but not more than, TWO fingers. You must then stop and show the ball between two fingers to prove the feat.

