



**What does one mean by the principle of the not repeatability of movements?  
Can one carry out two completely identical movements ?**

- *The principle of not repeatability of movements says that there are no two identical movements.*
- Too during thousand fold repetition of a simple movement in one simple situation , *there are deviations* for the previous movement.

- A typical example is the personal *name signature*.



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- E.g. *at the example the pistols fire* announced for Scholz, Schöner and Latash, *that the end point of a movement is achieved by a great number from combinations of the degree of freedom of the hinges shared at movement.* Accordingly, the stable final state of a movement can result from a *great number of highly variable initial positions of movement;*

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- Button, MacLeod, Sanders and Coleman have measured in 2003 during their investigation of movement *variability of basketball-free throw variable hinge angles and hinge angular velocities* with beginners and with advanced students and masters , although shoulders, elbows and wrists were only considered;

- If one considers the high individuality from movements and the small probability in addition to be able to repeat identically a movement, appears the experiment a *closed movement* (e.g. forehand topspin) to can „insert" over a great number of repetitions *for quite doubtful.*

- The more complicated the motions are, all the *more differentiated is the repetition course of events.*

- E.g. a thousand fold repetition of a forehand cross does not mean, that as a result the *forehand cross is corrected and stored as closed motions.*

- Every forehand is indeed played so in a case cross however, *each is hit under other conditions* - higher or more deeper hitting point, with ball incoming fast or slowly, high or flatly, for a long or short ball and so forth with more or less spin, length and speed.

- That means that every *forehand cross is played in another situation*, that it one in the case of every forehand convert *a new situation solution*, it must offer other coordinate assumptions.

- In the case of every forehand cross accordingly, arrives it to *one different requirement degree of freedom effort* and therefore *at different coordinate and biomechanics assumptions.*
- *But - the same is in the case of nonetheless e.g. a combination of forehand cross and forehand down the line!!!!!!!*
- It is called it after N. A. Bernstein: *„Practice are the same as repetition, without to do that a second time !”*

- Therefore, one can not speak of a computer similar storage of a stroke direction but can speak *of a storage of adaptability to innumerable situation solutions!*
- A top player can realize a much faster *list of new programs* on account of the large great number on stored models just now too in unknown, unexpected and difficult situations;
- Arrangement with *car rally* drivers;

- Concentration must be guided at *the precise carrying out of the stroke* in the respective situation with relevant ones result – *to reach the projected target face.*
- *Concrete learning aim* is further it, *to optimize the core models for situation suitable motions.* That is: *Core models* must be *refined, vary* and must be *consolidated flexibly* in their structure!

- The art or the secret of the optimal carrying out of a movement is *the coordination of all shared structures in a given situation at required time.*
- That means that not the pure movement as such ones but *the situation solution is the destination* of every movement task.
- However, every situation solution is dependent on *quality of the variable coordination ability.*

- *Not movements should be learn and train* but for thanks of coordinate qualification and corresponding variation and experience spectrum must be *task and problem solutions* from beginning developed.

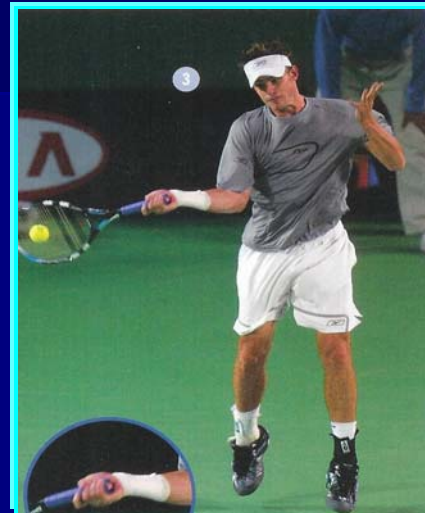




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### This is the usual forehand position



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- If we go out from that, that *completely identical situations* can no occur in the same form second time, *then must we taking distance from the classical form the so-called inserting (loop patterns) of skills* .

- Therefore must one work from beginning on *wide coordinate ability level* to create an so-called *coordinate over potential*.
- One manages such *over potential* however particularly through a precise *variation of the movement tasks*.
- One must attempt to offer a *variety of movement tasks* to the player so early as possible.

- On account of the facts stated first, *it is to be adapted to quite reconsider necessarily the training contents* and the requirements that contemporary results of sport science.
- *Through a numerous simple repetition of a stroke into an only direction* (e.g. cross) in simple situations becomes the expected result - *the perfection of the stroke direction and of the quality of a stroke not indeed achieved.*
- In the case of repetition of a kind of stroke we must deal with *repetition of the situation solution* and therefore with the *automatization of the variation ability* in the case of simultaneous *perfection of stroke accuracy.*

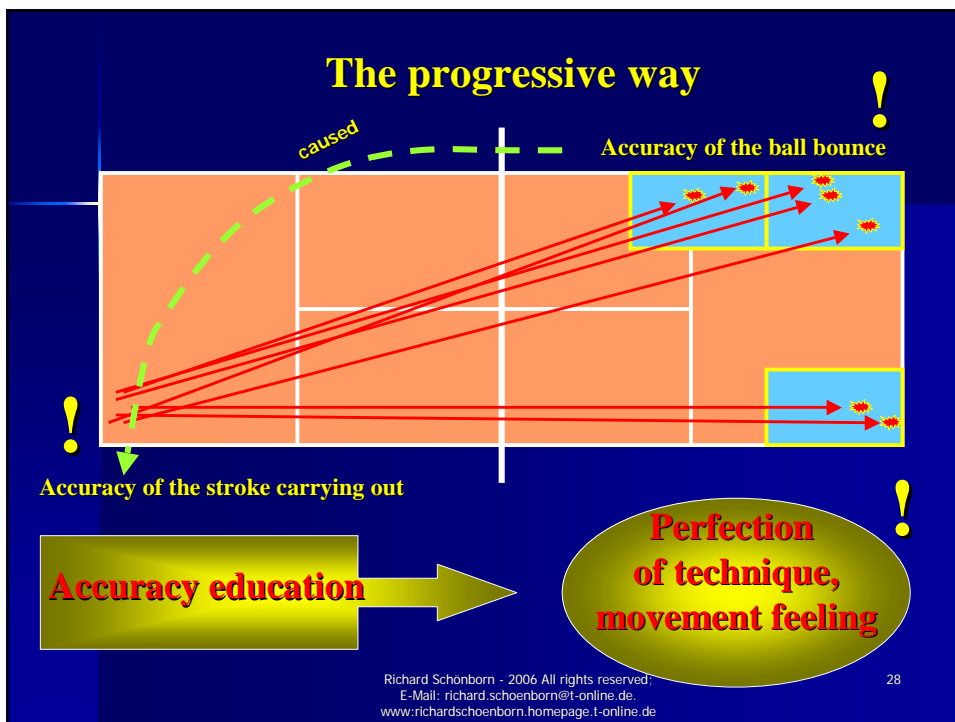
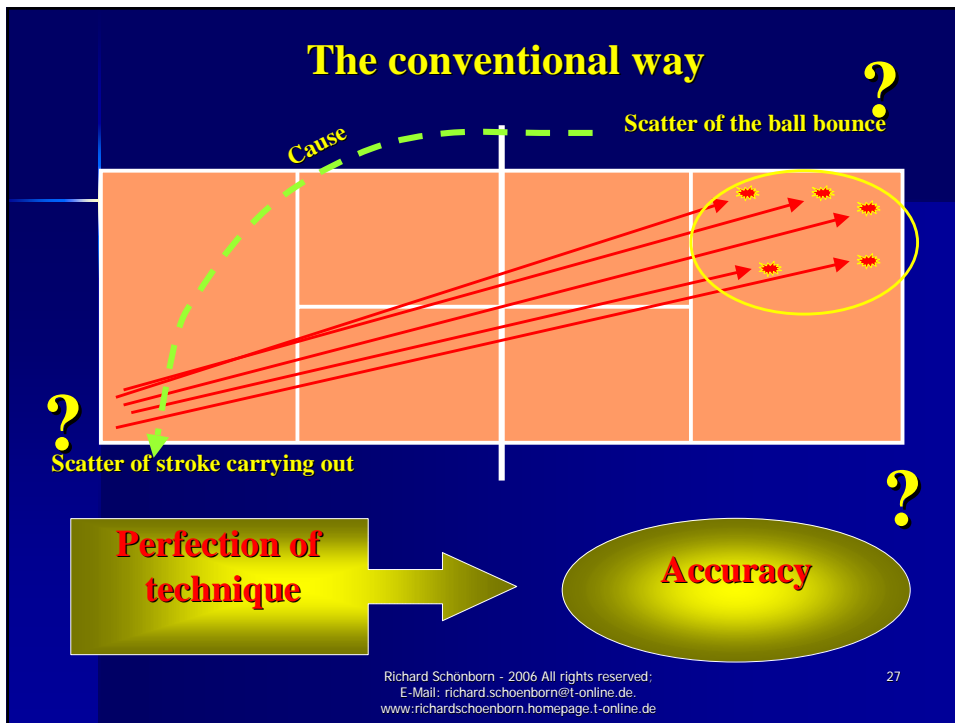
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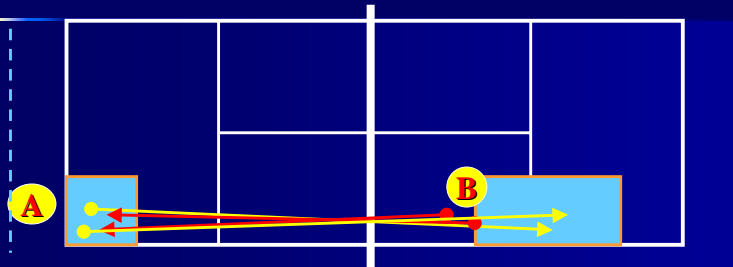
- Once again Bernstein: *„Practice: with it is not meant the repetition of a particular task again and again, but the repetition of the solution of this task”*.
- *It means a reversal in the conventional training practice!*
- *In order to express concretely it at an example:* A short passing shot cross does not become cross in perfection by the eternal practicing of a forehand topspin cross but *by practicing the passing shot situation* that however is different during every repetition.

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## ➤ Drill 1

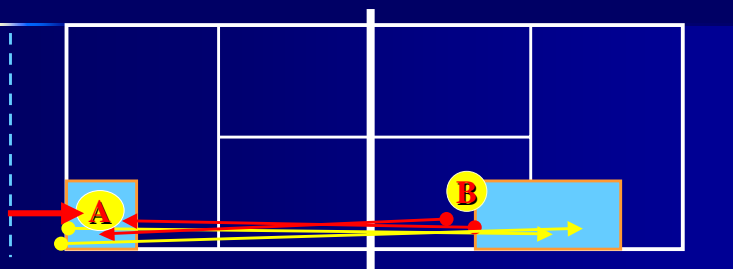


1. Both play down the line:
  - Player A play all strokes only with forehand in the target;

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## ➤ Drill 2

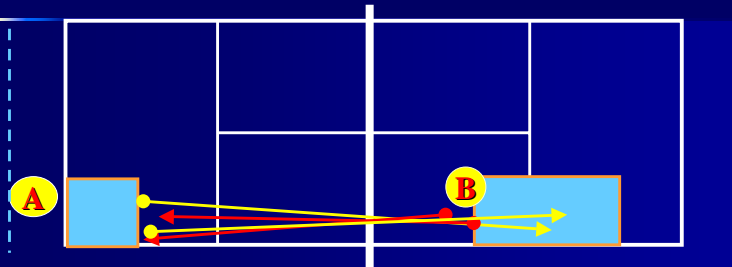


1. Both play down the line:
  - Player A moves in the target and play only forehand in the target;

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### ➤ Drill 3



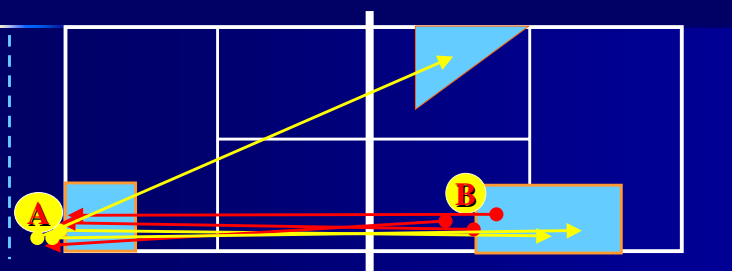
1. Both play down the line:

- Player A play all strokes only with forehand in the target;
- Player A must play all strokes only on the rise;

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### ➤ Drill 4



1. Both play down the line:

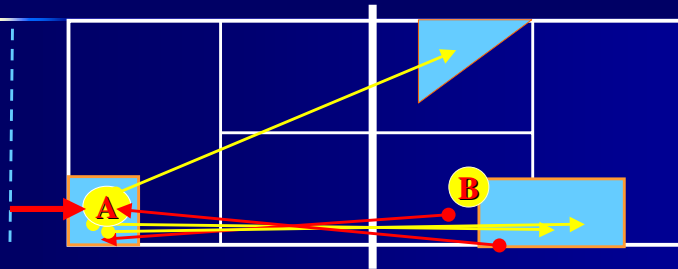
- Player A play only forehand - two times down the line, third time cross court short;

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## ➤ Drill 5

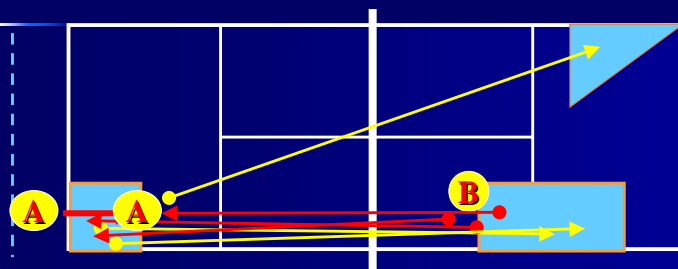


1. Both play down the line:
  - Player A play only forehand;
  - Player A move in the target and play only forehand - two times down the line, third time cross court short;

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## ➤ Drill 6

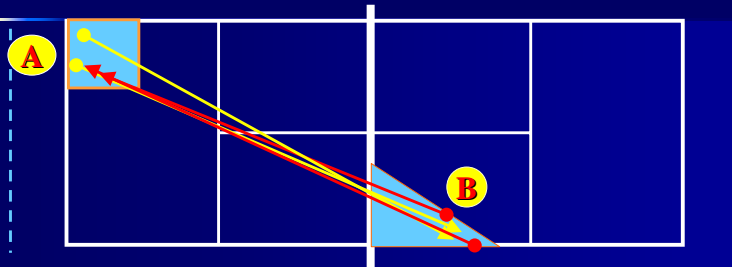


1. Both play down the line:
  - Player A play only forehand two times down the line;
  - Player B play short;
  - Player A play must move forward and must hit the third shot cross court on the rise deep as an winner;

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## ➤ Drill 7



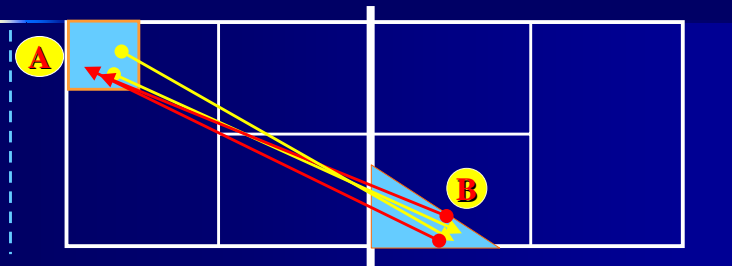
### 1. Both play cross court:

- Player A play only forehand from the backhand side;
- Player A play only forehand cross court in the target;
- Player B play cross court;

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## ➤ Drill 8



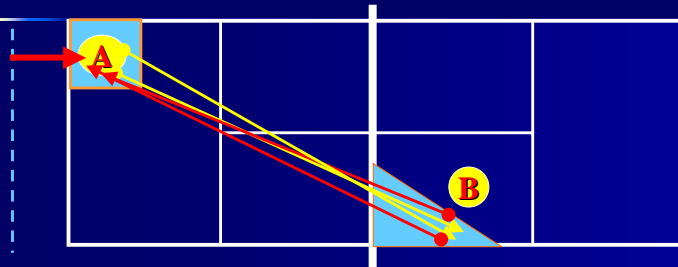
### 1. Both play cross court:

- Player A play only forehand from the backhand side;
- Player A play only forehand cross court on the rise;
- Player B play cross court;

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## ➤ Drill 9

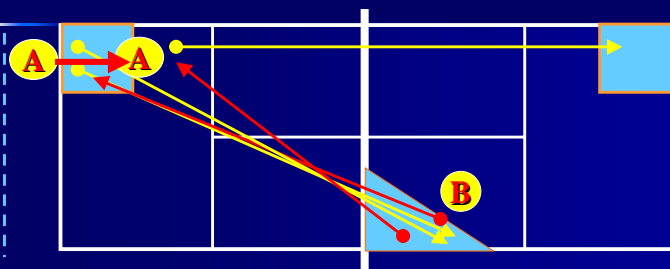


1. Both play cross court:
  - Player A move in the target and play only forehand from the backhand side;
  - Player A play only forehand cross court;
  - Player B play cross court;

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## ➤ Drill 10

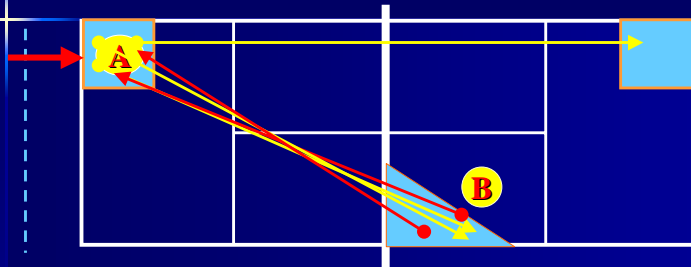


1. Both play cross court:
  - Player A play only forehand from the backhand side;
  - Player A play only two time forehand cross court;
  - Player B play cross court and the second or third shot short;
  - Player A must move forward and must hit a forehand winner deep down the line;

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## ➤ Drill 11



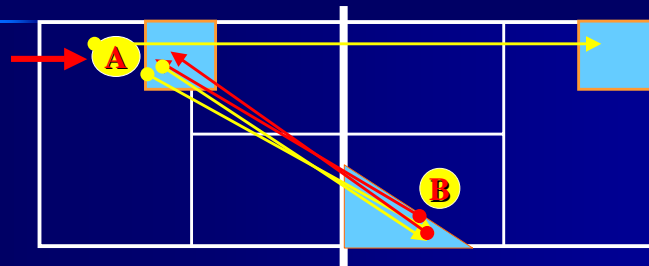
### 1. Both play cross court:

- Player A play only forehand from the backhand side;
- Player A move in the target and play only two time forehand cross court;
- Player A must must hit a forehand winner deep down the line;

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## ➤ Drill 12



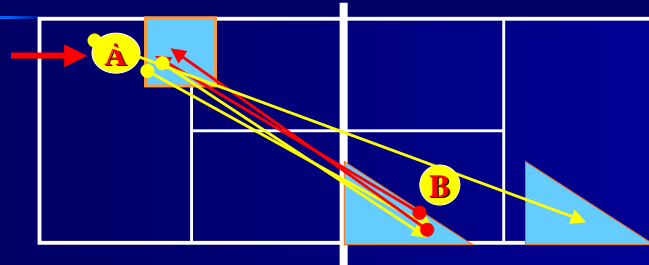
### 1. Both play cross court:

- Player A play only forehand from the backhand side;
- Player A move forward and play only two time forehand cross court;
- Player A must must hit a forehand winner deep down the line;

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## ➤ Drill 13



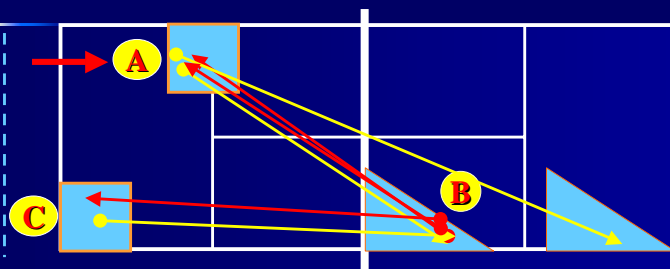
### 1. Both play cross court:

- Player A play only forehand from the backhand side;
- Player A move forward and play only two time forehand cross court;
- Player A must must hit a forehand winner deep down the line;

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## ➤ Drill 14 and drills ab drill 7 with three players

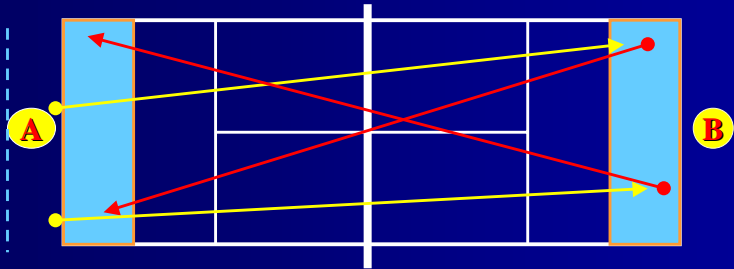


- Player A play move forward and forehand from the backhand side;
- Player B play down the line and cross court from the backhand side;
- Player A move forward and play only two time forehand cross court;
- Player A must must hit a forehand winner deep cross court;

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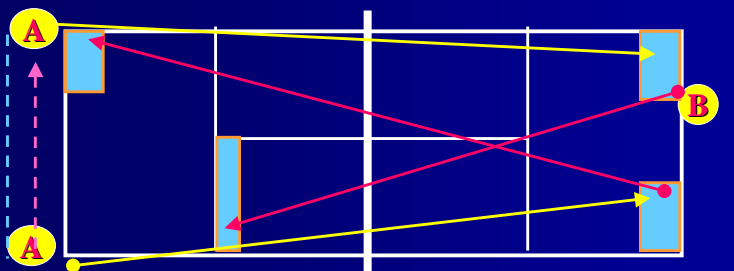
➤ **Drill 1** (It can be counted with different systems)



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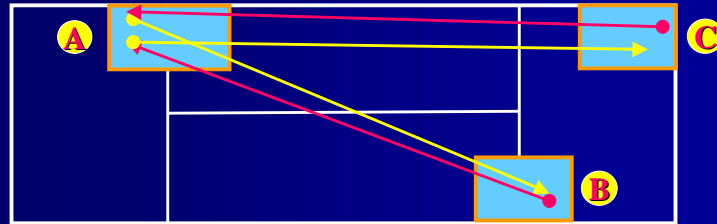
➤ **Drill 2** (Deep service and deep baseline strokes)



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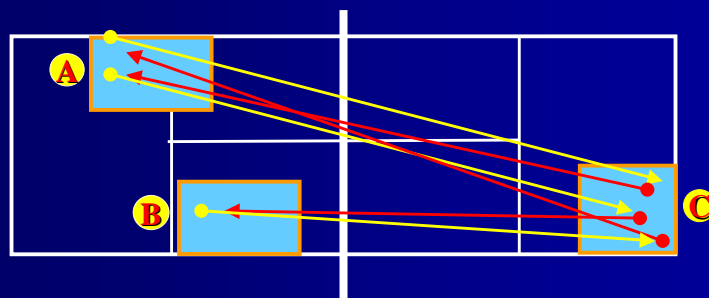
➤ **Drill 3** (A, B, C plays both on both sites or everything only with the forehand or with the backhand)



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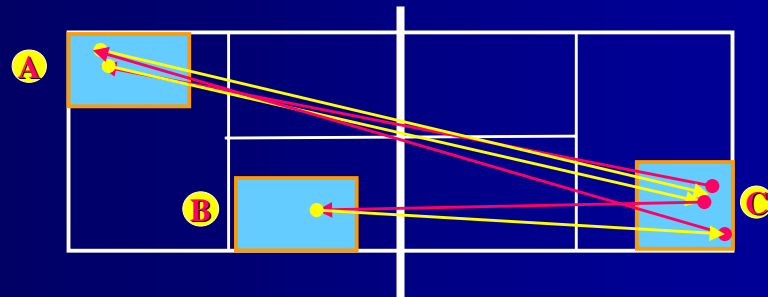
➤ **Drill 4** (A, B, C plays both on both sites or everything only with the forehand or with the backhand)



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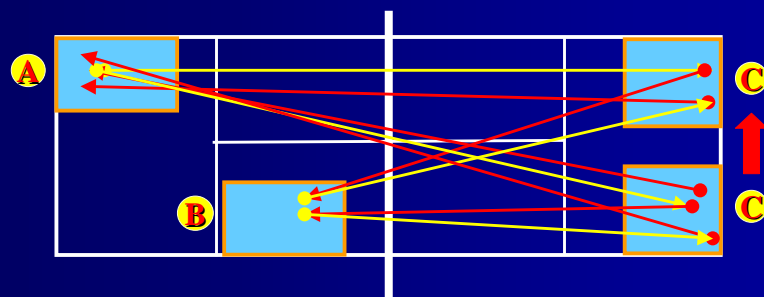
➤ **Drill 5** (A, B, C plays both on both sites or everything only with the forehand or with the backhand)



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➤ **Drill 5** (A, B, C plays both on both sites or everything only with the forehand or with the backhand)

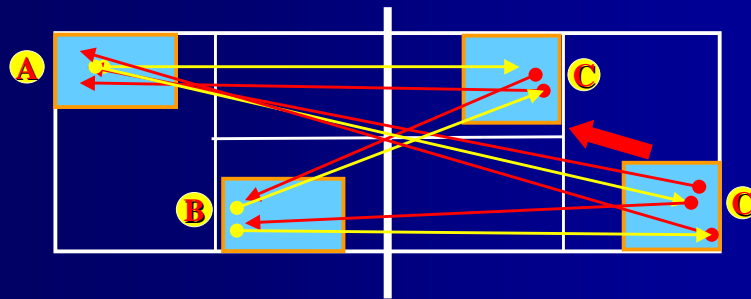


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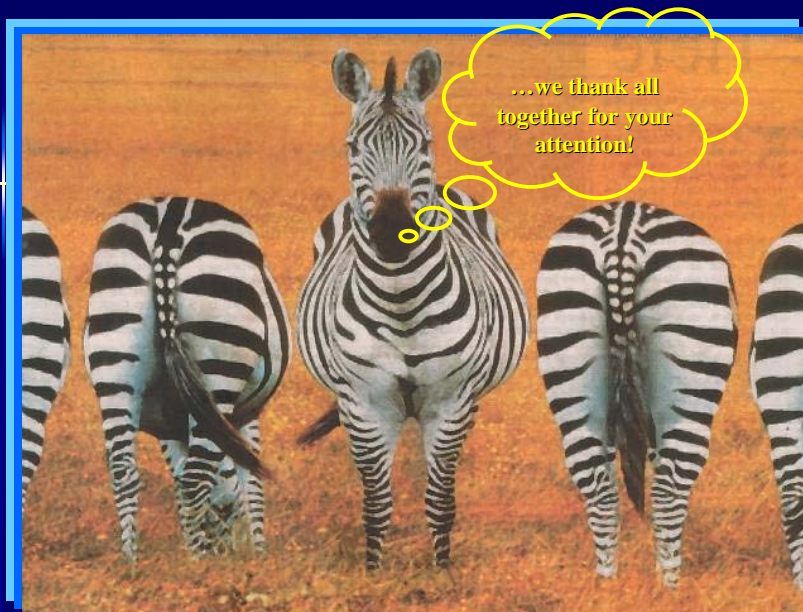


➤ **Drill 6** (A, B, C plays both on both sites or everything only with the forehand or with the backhand)



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