Seamaster 2018 ITTF World Tour– Sports Presentation

As our sport grows bigger and bigger in terms of sponsorship and spectatorship, it is important for the ITTF to improve the sport presentation in order to continue to attract the interest of people around the world in table tennis. Sport presentation has shown to be able to improve the overall presentation of the event and impress both live and TV spectators.

This following document will act as a guide to all organizing committees of the ITTF World Tour, on the important elements of sports presentation and the implementation of the elements.

There must be a dedicated Sports Presentation Manager who will be liaising with TV and the ITTF both onsite and prior to the event to ensure that the sport presentation will run smoothly.

There are 7 key elements for sports presentations: announcements, music, video, lights, performance & interactive activities, march-in, and award ceremony.

1. Announcements

1.1 Personnel Required:

a. **1-2 Presenter (on-field)**

The role of the presenter is to encourage spectator participation during dead time and also for TV presentation.

The presenter must be bilingual in both the host country's language and English with clear and concise pronunciation.

As the presenter also acts as an anchor for TV presentation, the presenter should have some experience presenting in front of live television. Live segments include interviews with players, coordinating crowd interaction by having quizzes and games during breaks.

During dead time, the presenter should play the role in educating the audience by feeding them with entertaining information, giving them an insight of the sport.

A wireless handheld microphone should be available for the presenter.

b. **1-2 Announcer**

To provide spectators with key sports-specific information (eg. Format of play, rules etc.), and also remind the spectators of housekeeping information. The announcer will also be in charge of the announcements during the award ceremony, march-in ceremony.

1.2 Required Documents:

a. Script:

Scripts	Specificities
Generic	Welcome speech and session conclusion*, emergency plans, security, public announcements**
Sport scripts	Rules, format of play Athlete introduction*
Victory ceremony	Name of prize winners, guest of honor, sequence of prize presentation*

*Refer to annexes
**Scripts of emergency plans, security and public announcements to be prepared by OC, as measures differ according to each country

Name of winners and guest of honor will be made available to announcer by organizing committee (OC).

1.3 Example of a role of an announcer timeline (one show court):

Real time (HH:MM:SS)	Duration (HH:MM:SS)	Sequence	Announcements
-00:30:00 (30 minutes before 1st point is played)	00:22:30	Crowd coming in	Housekeeping information/introduction of World Tour (**Annex A**)
-00:07:30	00:02:00	Before march-in	
-00:05:30	00:01:00	Promo of 1st athlete	Refer to Match Introduction script (**Annex B**)
-00:04:30	00:00:30	1st player runs in	Refer to Match Introduction script (**Annex B**)
-00:04:00	00:01:00	Promo of 2nd athlete	
-00:03:00	00:00:30	2nd player runs in	Refer to Match Introduction script (**Annex B**)
-00:02:30	00:00:30	Umpire introduction	Refer to Match Introduction script (**Annex B**)
-00:02:00	00:02:00	Players warming up	
00:00:00 (start of 1st point)	00:05:00*	Start of first game	
00:05:00	00:01:00	End of first game	Housekeeping matters (no flash photography etc)
00:06:00	00:24:00*	Till end of match	No announcements to be made unless urgent matters
00:40:00	00:01:30-00:02:30	End of match	Presenter to approach winner
		End of session – crowd leaves	Refer to session conclusion script (**Annex C**)
01:00:00*	00:00:20 – 00:00:30	Start of victory ceremony	Refer to Point 5. Award Ceremony (page 14)
Refer to Point 5. Award Ceremony (page 14)			

*Timings are subject to changes according to live situations

2. Music

One of the essential elements of sports presentation is the music element. The aim of the music is to provide the spectators on what to expect, whenever different music is played. Music has the ability to generate suspense, anticipation and excitement from the spectators.

Music should be played appropriately to the occasion and volume of music should also be adjusted accordingly. It is important that the sound system is being checked at least an hour before every new session starts, to ensure good quality sound.

These music includes:

- Official music full theme: Main Theme
- Players march in: March IN
- Breaks: Break – Break
- Timeout: Time Out
- Conclusion of match (played only when one show court is left): Conclusion match
- Awarding ceremony: Awarding Ceremony

The World Tour music can be downloaded here: https://www.dropbox.com/sh/xqp8yeped8yailm/AADayH4_Bs2PqaJ_hWfwqJrta?dl=0

Specifically, when only one show court is left, the Official ITTF music has to be played for the 1st timeout and break. For subsequently breaks and timeouts, local flavour music can be played to suit the local crowd.

The bumper shall be played to buffer transitions, which will be decided by the audio operator/music DJ.

2.1 Personnel Required:

a. Music DJ: operates the audio mixing console which will control all audio feeds and levels within the venue. Takes cues from the sport presentation manager

b. Assistant for Music DJ: Assist the main Music DJ and also operate the audio playback device, takes cues from the sport presentation manager. Responsible for music tracks for pre-show and post-show periods etc

2.2 Equipment Required:

2.2.1 Main speaker

- Mid-range
- Bass
- Sub-bass

2.2.2 Delay speaker

- Mid-range

2.2.3 Foyer speaker

- Mid-range

2.2.4 Control system

- Digital mixing console
- Analog mixing console
- CD player
- Wireless handheld microphone

Real time (HH:MM:SS)	Duration (HH:MM:SS)	Sequence	Music
-00:30:00 (30 minutes before 1st point is played)	00:22:30	Crowd coming in	Local flavour music
-00:07:30	00:02:00	Before march-in	Music from image mapping or laser light show?
-00:05:30	00:01:00	Promo of 1st athlete	
-00:04:30	00:00:30	1st player runs in	March IN Long (1:30 mins) March IN Short (1:00 mins) Depends on how far the entrance is from Field of Play
-00:04:00	00:01:00	Promo of 2nd athlete	
-00:03:00	00:00:30	2nd player runs in	March IN Long (1:30 mins) March IN Short (1:00 mins) Depends on how far the entrance is from Field of Play
-00:02:30	00:00:30	Umpire introduction	
-00:02:00	00:02:00	Players warming up	Local flavour music
00:00:00 (start of 1st point)	00:05:00*	Start of first game	Music stops the moment match is going to start
00:05:00	00:01:00	End of first game	Local Flavour music
00:06:00	00:24:00*	Start of second game till end of match	
		1st Timeout during game	Time out
		Subsequent breaks and timeouts	Local flavour music
00:40:00	00:01:30- 00:02:30	End of match	Conclusion match
		Scenario: while waiting for followed by matches to start	BREAK
		End of session – crowd leaves	Local flavour music
01:00:00*	00:00:20 – 00:00:30	Start of victory ceremony	Awarding Ceremony *when announcer is speaking, music has to be softer than announcer volume
Refer to Point 5. Award Ceremony (page 14)			

3. Videos

3.1 Types of video board:

a. Central screen

b. LED surrounds

To be used for different purposes:

		Central Screen	LED Screens
1	Sponsors' Recognition	• Event backdrop • Sponsor information • Sponsor video ad	• Rotating sponsor advertisement (single colour) • Rotating sponsor advertisement (full colour) • Sponsor video ad
2	Information & presentation graphic	• Scoreboard • Upcoming matches • Competition pathway • Key moments: winner • Event intro video • Engagement activities with fans – cheer/clap along to a beat etc • Social media integration (live tweet feed etc) • Short promo videos • Match highlights	• Event name + round • Player's introduction (name, country, ranking) • Head to head statistics • Match info such as: game point, timeout, match point, winner • March in graphics in sync with music
3	Award Presentation	• Event backdrop • Winner's competition highlights • Award presentation category (Men's Singles, Women's Singles etc)	• Player's name • Award presentation category (Men's Singles, Women's Singles etc)
4	Others	• Live streaming • Alternative video angles	

Please refer to Annex D for more information

3.2 Personnel Required:

a. Video desk operator: operating the video desk console by switching between several various feeds going live to the video board

b. Video playback operator: assist the video operator, choosing the appropriate images/videos to play on the screen.

Together with the ITTF, the organizing committee has to make sure that the athlete's promotion videos/highlight points are readily prepared for the next day.

Introductory video played at the Men's World Cup:
https://www.dropbox.com/sh/1n0szxz3ak0chjw/AAB97QUwdjJKvSlGhZsVN5a1a?dl=0

3.3 Equipment required

3.3.1 Central screen in the stadium

3.3.2 Seamless switcher

3.3.3 Video desk console

3.3.4 LED surrounds (16m (L) x 0.75m-0.8m* (H)) for length of court: resolution 2048 x 256 pixels

3.3.5 LED surrounds (8m (L) x 0.75m-0.8m* (H)) for breadth of court: resolution 2048 x 256 pixels

Height of LED surrounds can be from a range of 0.75m-0.8m.

Example of use of LED surrounds at the ZEN-NOH 2014 World Team Table Tennis Championships:

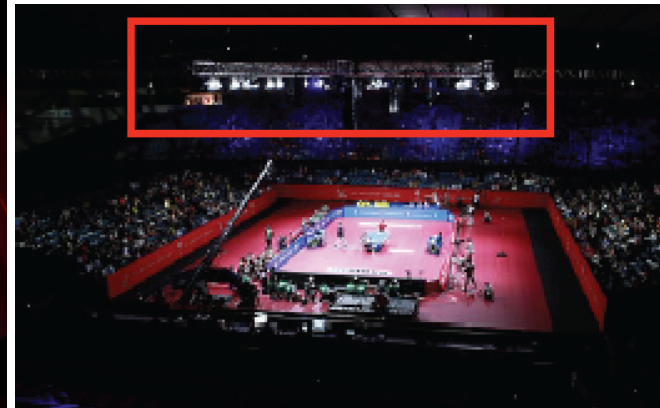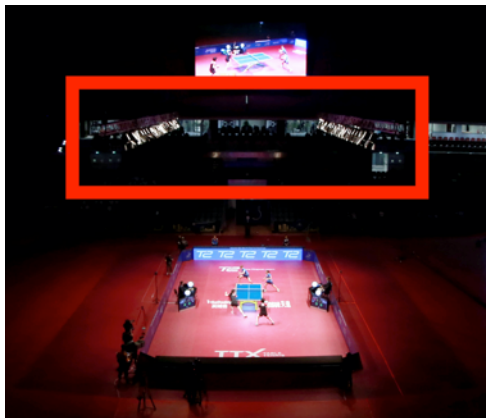| Real time (HH:MM:SS)	Duration (HH:MM:SS)	Sequence	Video
-00:30:00 (30 minutes before 1st point is played)	00:22:30	Crowd coming in	Sponsors advert
-00:07:30	00:02:00	Before march-in	
-00:05:30	00:01:00	Promo of 1st athlete	Athlete promo/highlights video
-00:04:30	00:00:30	1st player runs in	Live feed from camera
-00:04:00	00:01:00	Promo of 2nd athlete	Athlete promo/highlights video
-00:03:00	00:00:30	2nd player runs in	Live feed from camera
-00:02:30	00:00:30	Umpire introduction	Live feed from camera
-00:02:00	00:02:00	Players warming up	Live feed from camera
00:00:00 (start of 1st point)	00:05:00*	Start of first game	Scoreboard
00:05:00	00:01:00	End of first game	Live feed from camera/replay points from game
00:06:00	00:00:15	Players walking back to court	Animations such as clap, make some noise
00:06:15		Start of second game	Scoreboard
00:09:30*	00:01:00	1st Timeout during game	Live feed from camera/replay points from game
00:10:30		Continue match	Scoreboard
		Match in progress	
		Subsequent breaks and timeouts	Live feed from camera/replay points from game
00:40:00	00:01:30- 00:02:30	End of match	
		End of session – crowd leaves	
		Between matches	Highlight of matches
01:00:00*	00:00:20 – 00:00:30	Start of victory ceremony	
	Refer to Point 5. Award Ceremony (page 14)		Live feed from camera

4. Lights

Lights is an important element of sports presentation as it is able to enhance the atmosphere and also the spectators live experience in the stadium. The moment gates are opened to the spectators, lights of the stadium should be dimly lighted.

According to the directives of the World Tour, the lights of the stadium must at least be a minimum of 1500lux.

To enhance the experience of TV audiences, it is **mandatory for Platinum events** to provide dedicated lighting for one show court on the last 2 days of the tournament.

Below are some examples of using a lighting rig to only light up the playing arena of 1 show court. If the stadium is unable to provide lights specifically for the playing arena, it is advised to install a lighting rig or find other possible solutions. Dimensions of the lighting rid should be bigger than the dimensions of the playing arena for the entire arena to be well and evenly lit.

4.1 Equipment required:

4.1.1 5R moving beams

OC are advised to use 5R Moving beams for effect lighting in the stadium

4.1.2 Smoke/haze machine

Haze machine is recommended to create dramatic effect and build up atmosphere in the stadium, to be used during player entrance into the playing arena / prize presentation etc.

Real time (HH:MM:SS)	Duration (HH:MM:SS)	Sequence	Lights
-00:30:00 (30 minutes before 1st point is played)	00:22:30	Crowd coming in	Dimly lighted
-00:07:30	00:02:00	Before march-in	Dark: Image mapping/laser light show
-00:05:30	00:01:00	Promo of 1st athlete	Stadium to be dark
-00:04:30	00:00:30	1st player runs in	Dark: lights to follow player as they run in
-00:04:00	00:01:00	Promo of 2nd athlete	Stadium to be dark
-00:03:00	00:00:30	2nd player runs in	Dark: lights to follow player as they run in
-00:02:30	00:00:30	Umpire introduction	Only show court is lighted
-00:02:00	00:02:00	Players warming up	
00:00:00 (start of 1st point)	00:05:00*	Start of first game	
00:05:00	00:01:00	End of first game	
00:06:00	00:00:15	Players walking back to court	
00:06:15		Start of second game	
00:09:30*	00:01:00	1st Timeout during game	
00:10:30		Continue match	
		Match in progress	
		Subsequent breaks and timeouts	
00:40:00	00:01:30- 00:02:30	End of match	
		End of session – crowd leaves	
		Between matches	
01:00:00*	00:00:20 – 00:00:30	Start of victory ceremony	Show court lights only

5. Award Ceremony

For the Award Ceremony in 2018, all prize presentation will be held on the Field of Play immediately after the finals of each match. It is very important that award ceremonies are rehearsed in advance so that everyone knows the procedure and their respective roles.

Below is the running order and script for the award ceremony:

Duration	Event	Notes	Script
40-60mins	Final of each event	Medals/trophies, mascots/flowers, cheques to be on standby *Kindly note that not more than 2 items should be presented*	-
	End of match, Emcee to announce award ceremony to commence	1)Players should be aware of Award Cermony 2)Hostesses and VIPs should already be in position 3)Medals/trophies, mascots/flowers should be ready *Kindly note that not more than 2 items should be presented*	Ladies and Gentlemen, a big congratulations to (name) for winning the (event) title! The award ceremony for the (event) will be coming up shortly
30s	Quick introduction of VIPs (1-2pax)	Players involved to be standing in line with VIPs	Ladies and gentlemen, please welcome our VIP award presenters *-Hostess to lead VIPs into the court by the side*
	Start of Award Ceremony	All trophies/medals and mascots/flowers on a tray as there should not be any additional table outside the court	
15s	Announcement of Runner-Up		Runner-up of the Seamaster 2018 ITTF World Tour (country) Open (Women's Singles) event, (name) from (country)! *-Hostess to lead runner-up into the court*
20s	Presentation of medal/trophy etc	After presenting, VIP will stay IN the court (by the side). *-Hostess to lead them to the side*	With great pleasure, I invite (organization name), (title,) Mr/Mrs/Mdm/Ms (name) to present the medal/trophy (etc) *-VIP and hostess (with medals etc) to walk towards runner-up-*
5s	VIP presenting medal/trophy to step	*-Hostess to lead VIP to the side of the court after*	

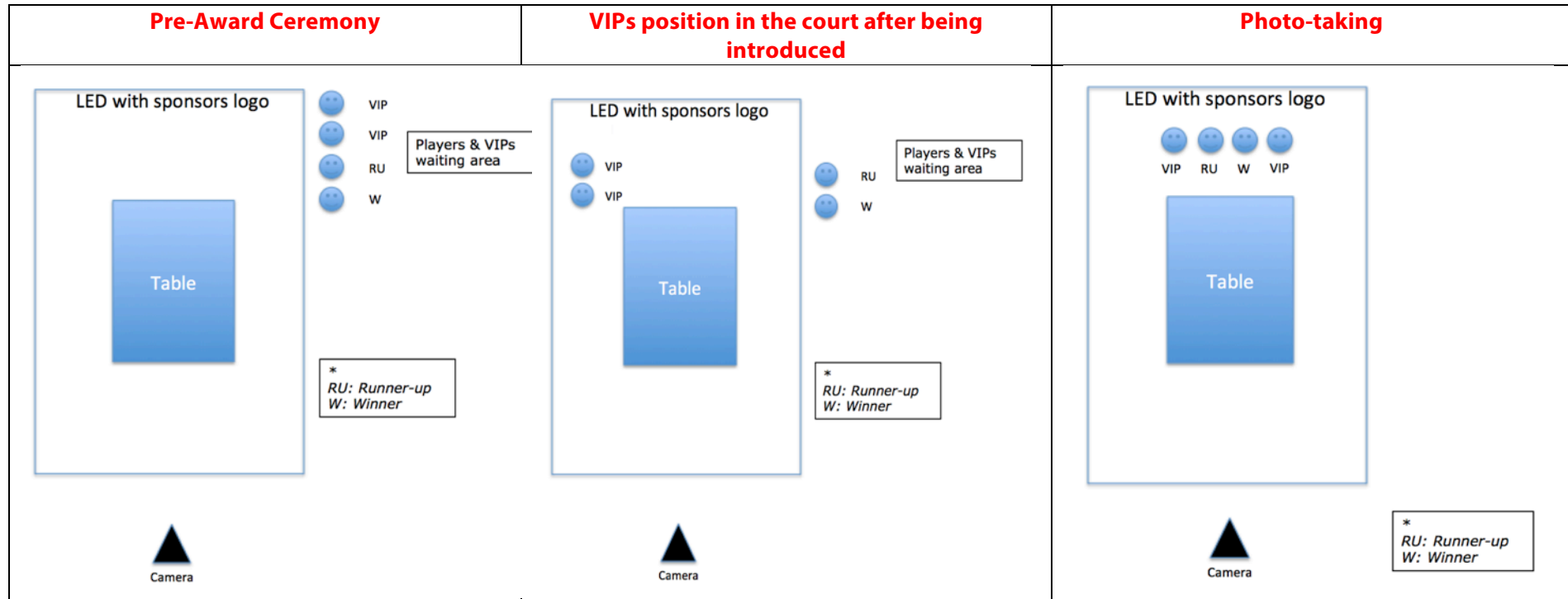|	by the side	*presenting*	
20s	Presentation of mascot/flower etc		To present the mascot/flower to the runner-up, (organization name), (title,) Mr/Mrs/Mdm/Ms (name) *-VIP and hostess (with medals etc) to walk towards runner-up-*
5s	Runner up to move to side	*-Hostess to lead runner-up to the side of the court*	
15s	Announcement of Winner		And now Ladies and Gentlemen, Winner of the Seamaster 2018 ITTF World Tour (country) Open (Women's Singles) event, (name) from (country)! *-Hostess to lead runner-up into the court*
20-30s	Presentation of medal/trophy etc	*-Hostess to lead VIP to the side of the court after presenting*	With great pleasure, I invite (organization name), (title,) Mr/Mrs/Mdm/Ms (name) to present the medal/trophy (etc) to the champion *-VIP and hostess (with medals etc) to walk towards the winner-*
			To present the mascot/flower to the runner-up, (organization name), (title,) Mr/Mrs/Mdm/Ms (name) *-VIP and hostess (with medals etc) to walk towards the winner-*
30s-1min	Interview with Winner	Questions can be related to the match Also possible to discuss about how the win will affect the upcoming WR	Congratulations (name)! **Examples of interview questions:** This is your first WT title, how are you feeling about the win? How did you prepare for your match? In the (7th)* game, a timeout was called. What did your coach advise you? After interview Thank you and congratulations (name)!
	Photo taking (with VIPs)	*-Hostess to lead runner up and VIPs*	May I invite the VIPs for a photo together with the players? *-Hostess to lead runner up and VIPs*
	Selfie of winner	ITTF Media I/C to ask winner for a selfie	*-If next match is upcoming-*

			Ladies and Gentlemen, next up will be the (Men's Singles)* Final. Stay tune! *-If award ceremony is the final one for the event-* That's it from us here at the Seamaster 2018 ITTF World Tour (country) Open, see you next year!
	(If next match is upcoming) Umpires to do routine check, and march in according to procedures		

Recommendation: Carpets can be laid out on the FoP for the award ceremonies, other decorations such as flowers etc can be used as well (especially for the last ceremony Men's Singles Finals).

Visual images for illustration purpose:

Pre-Award Ceremony	VIPs position in the court after being introduced	Photo-taking

6. Performances and Interactive Activities

A high quality entertainment has the ability to make an event in a truly magical way and also generate bigger crowds for future events. They can be scheduled in between breaks/matches which will be the source of entertainment for the spectators.

The organizing committee can choose to have performance that will showcase the culture of the country or city. Performance can range from jugglers, magicians, bands, singers, dancers etc.

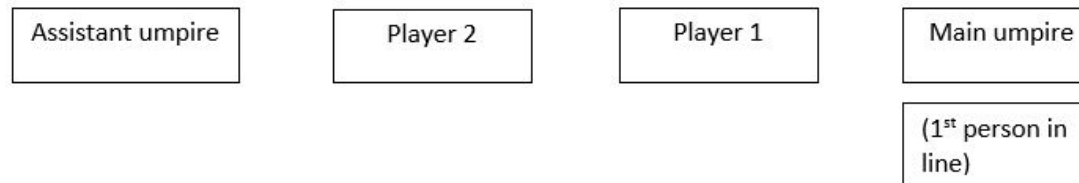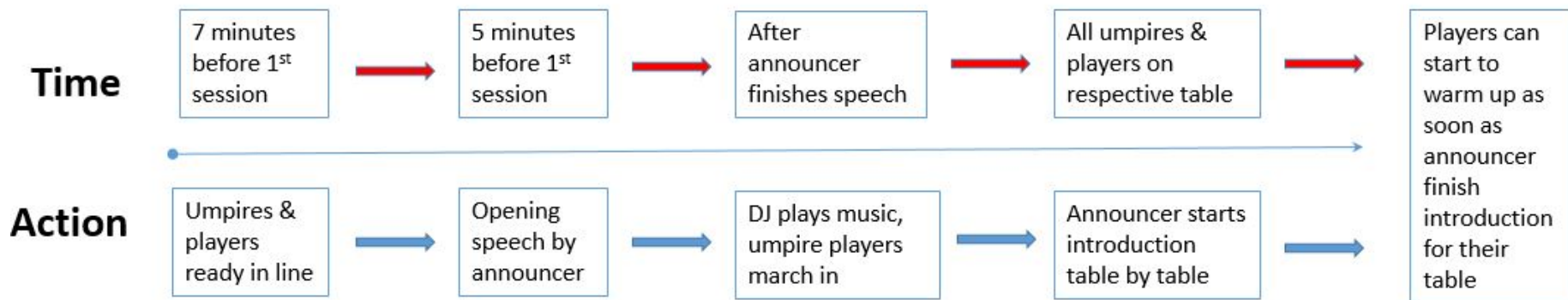| Start time/Scenario	Performance	Remarks
30-10 mins before session starts	Emcee and spectators interaction/ Performance will end about 10 mins before session commence	Organize quizzes, games etc
Between matches/sessions	Short performance that will entertain the crowd while waiting for the next match to start	Performance must not be a source of disruption
After matches	On court interviews with athlete/coach	To be conducted by Emcee. Also to invite players to sign balls and hit up the spectator seats for fans (up to decision of organizing committee)

7. March-in

7.1 Players

On days of **qualifications and the early rounds of the main draw**, a standard march in procedure is required for every 1st match of the session.

The march-in procedure will start 5 minutes before the official match time, which means that players have to report and be ready at the call area 10 minutes before the match starts.

The line-up will be in such order: the umpire of the match will lead the line, followed by the players, and the assistant umpire.

Assistant umpire	Player 2	Player 1	Main umpire
			(1st person in line)

Here is a simple rundown of how the march-in procedure will commence

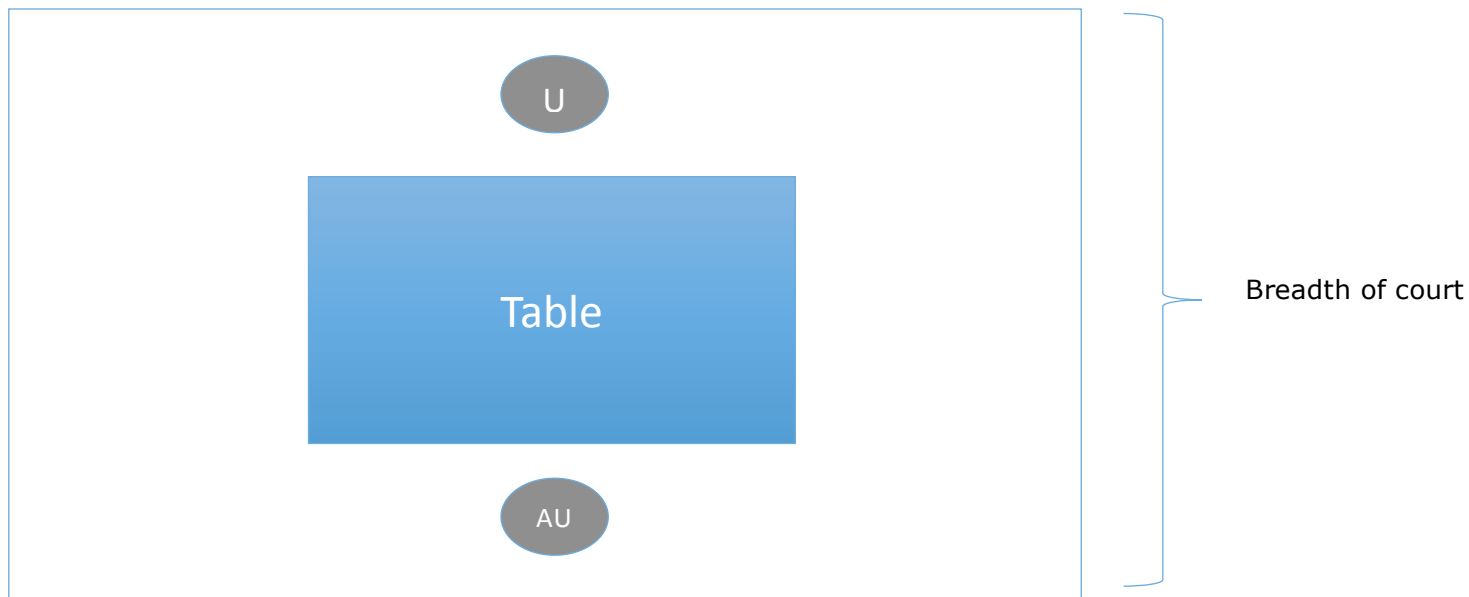| Time	7 minutes before 1st session	5 minutes before 1st session	After announcer finishes speech	All umpires & players on respective table	Players can start to warm up as soon as announcer finish introduction for their table
Action	Umpires & players ready in line	Opening speech by announcer	DJ plays music, umpire players march in	Announcer starts introduction table by table	

When there is only **one show court** left, a different march-in procedure will be used. The umpires and players will enter the arena separately.

5 minutes before match time, the umpires will march into the arena and stand on the breadth of the court. Below is an example of the umpire's position after entering the arena. **NO** music will be played when the umpires make their way into the court.

Players will stand to the side of the main umpire upon entering the court. Once both pairs/players are in position, umpires will proceed with the coin toss.

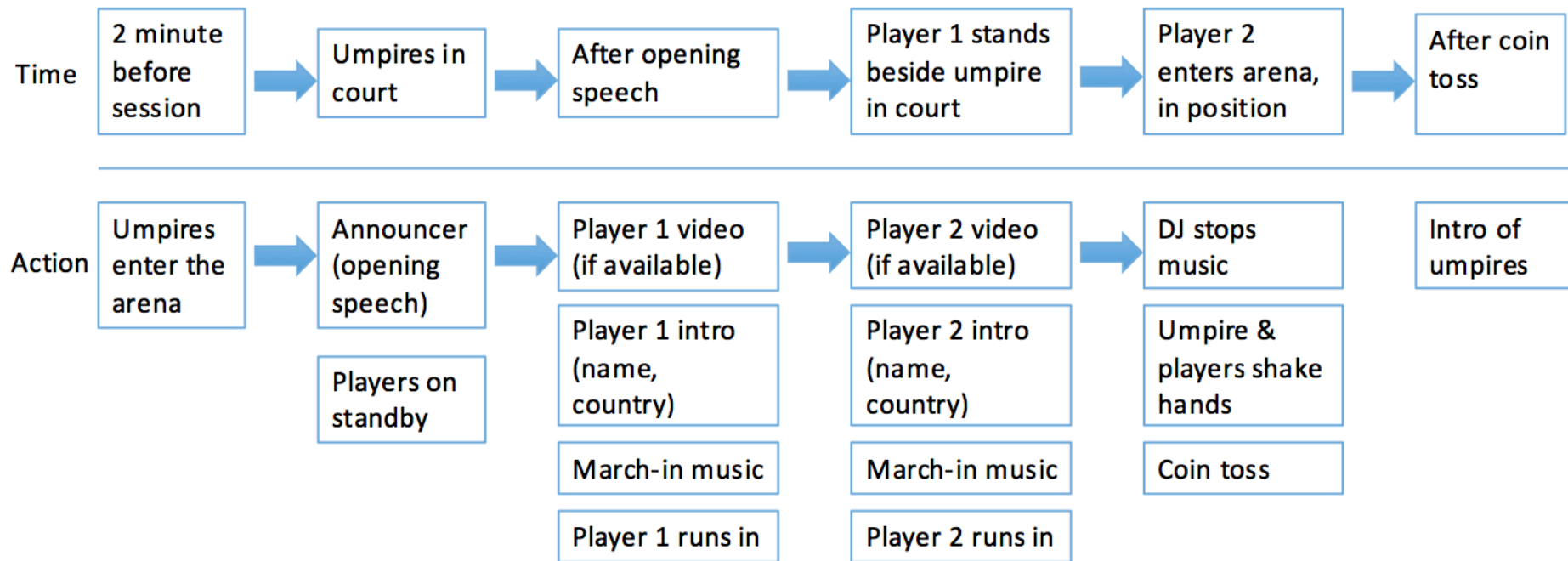

Breadth of court

*U: Main umpire *AU: Assistant Umpire

Position of main umpire and assistant umpire is dependent on the layout of the umpire tables

At the same time, the players must already be on standby position to make their entrance into the court.

Below is a timeline of the march-in procedure when matches will be played in only one show court.

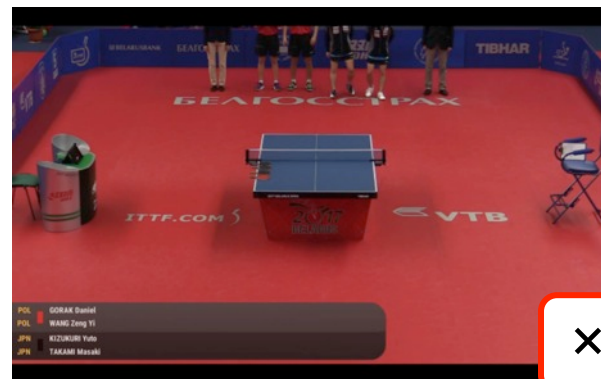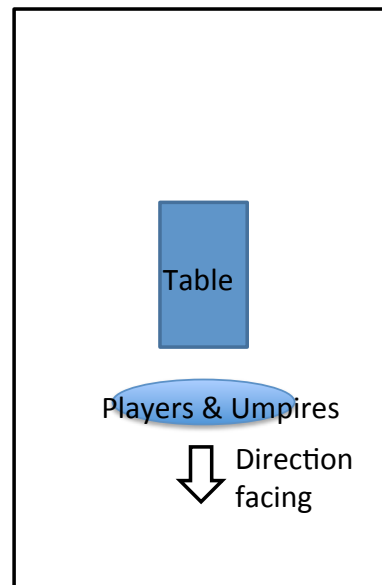| Time	2 minute before session	Umpires in court	After opening speech	Player 1 stands beside umpire in court	Player 2 enters arena, in position	After coin toss
Action	Umpires enter the arena	Announcer (opening speech) / Players on standby	Player 1 video (if available) / Player 1 intro (name, country) / March-in music / Player 1 runs in	Player 2 video (if available) / Player 2 intro (name, country) / March-in music / Player 2 runs in	DJ stops music / Umpire & players shake hands / Coin toss	Intro of umpires

7.2 Standing Positions in Court

7.2.1 Without TV Production

When there is no TV production and streaming is done by Unas (itTV) with one camera, umpires and players are requested to stand in a position on court such that all persons are fully within the frame of the camera, by standing in front of the table instead of behind the floor stickers at the back of the court, unless the CM advises differently.
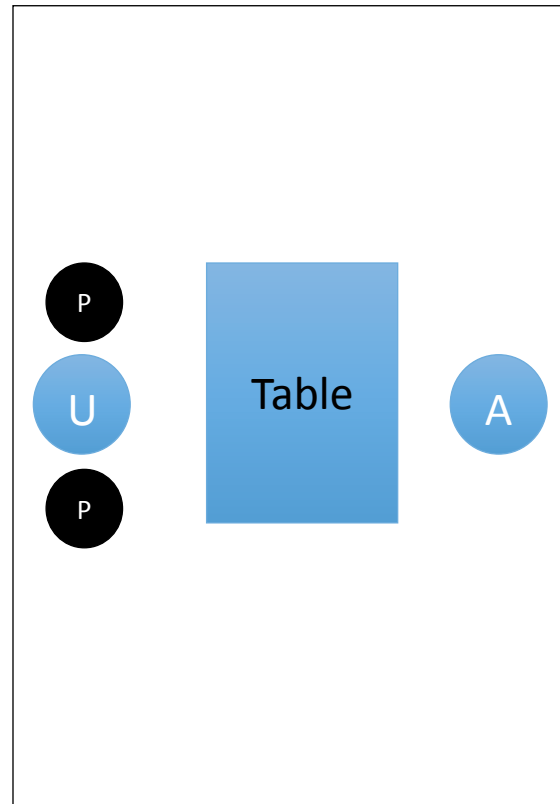
7.2.2 With TV Production

When there is TV production, umpires will march in first and stand according to their position on court. The players will march in one by one after introduction, and stand beside the main umpire when they enter the court.

The coin toss will proceed immediately after both players/pairs have entered the court.

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         ┌──────────────────────────────────────┐
         │                                      │
         │                                      │
         │                                      │
         │        ( P )    ┌───────────┐        │
         │                 │           │        │
         │        ( U )    │   Table   │  ( A )  │
         │                 │           │        │
         │        ( P )    └───────────┘        │
         │                                      │
         │                                      │
         └──────────────────────────────────────┘
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Position of main umpire and assistant umpire is dependent on the layout of the umpire tables

7.3 Walk-in/Walk-out procedures for Umpires

7.3.1 *Without formal presentation*

- Start of match:

a. Walk in as a team and go to respective station directly, without shaking hands.

- End of match:

a. Wait for your partner near the exit after all post-match duties are completed

b. Walk out as a team without standing at attention

c. Umpire to lead when walking out.

7.3.2 *With formal presentation*

- Start of match:

a. Follow directions of Referee/Competition Manager

b. Umpire and Assistant Umpire may shake hands

c. Nod when introcuded, no stepping forward

- End of match:

a. Wait for your partner at the designated spot as directed by Referee/Competition Manager

b. If they is no instruction given, wait near the exit and walk out as a team without standing at attention

c. Umpire to lead when walking out.

Annexes

Annex A

Introduction of World Tour – start of session (30 minutes before session starts, when crowds are coming in)

Welcome to the Seamaster 2018 ITTF World Tour, (country) Open.

The Seamaster 2018 ITTF World Tour consists of 2 tiers – ITTF World Tour and ITTF World Tour Platinum.

The (country) open offers a total prize money of US$____, and there are a total of ___ players, competing in a total of 4 events.

Players will be competing to qualify for the prestigious ITTF World Tour Grand Finals, where the Top 15 male and female players of the ITTF World Tour Standings will qualify.

Today, (eg. Women's Singles Round 3 and Men's Singles Round 3) sessions will be played.

Annex B

Match Introduction

Start of 1st match of the session for qualification and early main draw matches:

Good morning and welcome to the Seamaster 2018 ITTF World Tour, (country) Open.

We will now commence with the qualification of the (eg. Women Singles) event.

- (Players and umpires march in, with march in music as background)

On Table 1, (1st player name) from (country), (2nd player name) from (country)

Umpire for the match, from (country), (name)

Assistant umpire, from (country), (name)

- Continue to introduce other players and umpires on other table

When one show court is left (for start of session)

Good (morning/afternoon/evening) and welcome to the Seamaster 2018 ITTF World Tour, (country) Open.

We will now commence with the (eg quarter finals) of the (eg. Women Singles) event.

(For Doubles) Let's welcome the players of the (eg. Women Doubles final).

Pair 1: Representing (country), (name) and (name)

Pair 2: Representing (country), (name) and (name)

- handshake between players and umpires
- umpires to proceed with coin toss

Umpire for the match, from (country), (name)

Assistant umpire, from (country), (name)

Sit back and enjoy the match!

(For Singles)

Let's welcome the players of the Women Singles final

Player 1: Representing (country), (name)

- (Player runs out to court)

Player 2: Representing (country), (name)

- (Player runs out to court)

Handshake between players and umpires

- umpires to proceed with coin toss

Umpire for the match, from (country), (name)

Assistant umpire, from (country), (name)

Sit back and enjoy the match!

(After end of final match)

Ladies and Gentlemen, we hoped that you have enjoyed the exciting matches put up by the players. Don't leave yet as the awarding ceremony will be coming up shortly!

Annex C

Between Sessions

We have now come to the end of the morning/afternoon session. Please join us again at (time), as the (quarter-finals) of the (Men's Singles) continues

Session Conclusion

(Night)

Thank you Ladies and Gentlemen, we hope that you have enjoyed the exciting matches today. Please join us again tomorrow morning for another day of excitement, the first match will commence at (time).

Thank you and have a good night

(Music starts)

Annex D – 1

Sponsorship LED Boards Usage during Match

During the match, the Sponsorship LED board used should be the single-coloured logo version (gray logos). The sponsor's logos should only be changed between points, not when the ball is still in play. Example:

Sponsorship LED Boards Usage between Match

Between the matches, if the LED boards are not used for other sport presentation purposes, the sponsor's logos in full colour (white background) should be used, showing all sponsors. Example:

Sponsorship LED Board Logo Sequence:

It is recommended that the logo sequence follow the standard 40-a-boards drawings. It is possible to shorten the number of sequences (eg. Instead of 40 there are only 20), if the percentage allocated to each sponsor is as per the standard 40-a-boards drawings. If a sponsor has 6 a-boards on the 40-a-boards drawings, it should have 15% of the total sequence. The sequence will repeatedly be looped.

The logo sequence needs to be submitted to the ITTF for approval at least 3 weeks before the event. Please submit the logo sequence in excel with this template: https://www.dropbox.com/sh/ikyq7l4c7g9t0if/AAA_ZQmkWEpOEtxGq5E0Egfma?dl=0

(Logos depicted are for the short side. Long sides are double of the short side)

1 Qoros (1)

2 PICC (1)

3 DHS (1)

4 Butterfly (1)

5 Liebherr (1)

6 China Unicom (1)

7 Qoros (2)

8 DHS (2)

9 Butterfly (2)

10 Liebherr (2)

Annex D – 2

Sample Video Presentation Running Order:

Start time	End time	Description	Notes
Before match			
		Event Intro Video	
	-0:03:00	Player March-in Video	• Player Info • Event Round
-0:03:00	-0:00:01	(while players warm up) Head to head graphic	
-0:00:01	-0:00:00	(after players end warm up) Video to indicate start of match	
During match			
0:00:00		Blue Sponsorship Board #1	• Rotate to next logo after each point • For 'Sponsorship Boards' logo sequence, see **Annex D - 1**
		(Time out) Time out text	• Time out maximum 1 minute
		(Injury time out) Coloured A-boards	• Coloured logos shown on A-boards
		(Game point) Game point text	• Graphic flashes for 3 seconds
		(Between games) Match info or coloured sponsorship board	• Match info could be : Player X vs Player Y
		(Match point) Match point text	• Graphic flashes for 3 seconds
		(Winner) Winner name and/or photo/video	• High energy music