

## **“ Distances players for some skill performances and their relation to the results of matches of Kumite player”**

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### **1-1 Introduction and Problem of the research**

Sports training recently witnessed upheaval and now signifies the progress and prosperity of nations and people through the results achieved by players in the international competitions. This leads us to necessarily recognize the presence of scientifically qualified trainer. Due to the immense results made by the national team for juniors, youth and seniors over two consecutive championships, and Egypt's win of the second standing as a general ranking in the first international achievement, the researcher, through participation in the training of the national team of Egypt and follow up of trainings and championships of the national team and the world seniors championship in Germany (2014), the researcher noted that most players of the Egyptian national team perform some skill performances, whether individual or combined, from wrong distances, and therefore waste many opportunities to score points that lead to winning the matches. As a result, the researcher conducted an analytical study of the national team of Egypt for the playing distances and some skill performances and their relation to the results of games.

Amira Hassan and Maher Hassan (2009 AD) suggest that advancement of sports performance is a key indicator of the successful training process to reach the highest sports levels. The immense development of the new methods and approaches depends on the scientific bases of planning and setting the training programs that make it able to achieve the desired levels. (4:43)

Ahmed Mahmoud Ibrahim (2005) and Mohamed Abdelrahman (2009) state that Karate is one of the competition sports that is distinguished with variable situations that appear through sudden conditions that require the player to show several and various reactions represented in the use of the means of defense and attack, in addition to

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the movements of foot. All these are unrepeated styles dominated by dynamic work in most seconds of the game with sustainable quick performance for long periods (2:24) (49:10).

## **1/2 Objectives of the research:**

The research aims at:

- Conducting analytical study of the playing distance and some skill performances and its relation to the results of matches for the Kumite players, by:
  - 1- Analyzing the world senior karate championship (2014 AD) of some games of the Egyptian national team by measuring the variables of playing distance and skill performances.
  - 2- Investigate the relation between the playing distance and skill performances and their relation with the results of games.

## **1-3 Questions of the research:**

- What are the skill performances of the different (short-medium-long) playing distances?
- What is the relation between skill performance, playing distance and game results?

## **1-4 Terms of the research:**

- **Playing distances:** (the distances used by player during the preparation and execution of skill performances) and they are (“short- medium- long”). “procedural definition”.
- **Skill performances:** (set of individual and combined skills performed by part of the body to achieve certain dynamic duty). “procedural definition”.
- **Game results:** (the total points that a player scores during the game through the execution of some individual or combined skill performances) “procedural definition”

- **Kumite:** (real competition between two players equal in degree and weight within the available time where the player uses the attack and defense dynamic skills) (11:5)

### **Match analysis**

BroberBertucei (1983) notes that time has come for the use of proposed methods to enable the trainer to get sufficient information on his team and the competing teams to drive them to manage their teams well in the sports competitions. The match analysis approach is one of the best active methods of evaluation and measurement of the players' level. Match analysis is an integrated sector between measuring and evaluation of the players' performance whether in training through the skills or through the use of particular duties such as plans and methods of playing (14:52)

Mohamed Saad Ali (1999) states that match analysis approach depends on the determination and indication of (physical- skill) abilities that player enjoys, so the definition of the methods and possibilities of evaluation in detail provides success and win opportunities, and therefore achievement of the specific goals of the player, in addition to the effect of this approach on the increase of motivation for exercise, superiority and demonstration of the sense of competition, serious performance, team and integrate spirit. (8L473-474).

### **2-1 Conditions of choice of the suitable match analysis approach:**

Mohamed Saad Ali (1999) notes that there are methods for match analysis. Although they are different, they focus on observation, evaluation and measurement of performance for the individual or team whether by subject or objective methods. Management applied to match analysis play key role in determination of objectivity. Observation and forms make evaluation more inclined to subjective evaluation, while cinematography, video and statistical analysis ten to be objective in analysis. Regardless of the approaches used in analysis, they depend on several factors such as:

- 1- Purpose of the analysis
- 2- Cases to be controlled, evaluated and subjected to registration and studies
- 3- Amount and type of information and knowledge to be obtained
- 4- Number of persons subject to analysis
- 5- Efficiency of persons who carry out the analysis (8: 474-475)

### **3- Procedures of the research**

#### **3-1 Methodology of the research:**

The researcher used the descriptive methodology because it is suitable to the nature of the research, to build an objective method for analysis of games through the playing distances and (single and combined) skill performances and its relation to the results of games.

#### **3-2 Sample and population of the study:**

The research sample was chosen by the purposive method of the players of the National Karate team of Egypt (men- women) who participated in the Germany Senior World Championship 2014 (n=10) (5 men and 5 women).

#### **3-3 Properties of the sample of the research:**

- The subject shall be a player who participated in the Germany Senior World Championship 2014.
- Number of games per player shall be no less than (6) actual games.

#### **3-4 Means and tools of data collection:**

The researcher used the data collection tools that are suitable to the nature of the research and the data to be obtained to determine the (single-combined) skill performances performed from the different playing distances (short- medium- long) and the relation of these performances and the results of games. In addition, the researcher applied some computer programs to define and cut the skill tools from the different playing distances, in addition to set of forms for registration of analysis data.

- Form of single and combined skill recording (repetitions, percentages) of the playing distances.
- form of registration of repetitions and percentages of the total skills used in games for the sample of the research (men- women).
  - Playing distance analysis form and some skill performances (single- combined)
  - Game results recording form through the (single, combined) skill performances from the different playing distances.

### **3-5 Technical steps of match analysis:**

- Games were watched on computer through the (QQ Player) program through which we obtained photographic shots of every car parking to define the playing distance and skill performance.
- Games were watched on computer through the Splitter program through which we obtained the video photographed scene of each tactic situation.
- The video shots of each tactic situation in the test were converted from (MPG) extension to (AVL) extension by the Format. Factory program.
- Video and situations were converted to Microsoft PowerPoint Program for analysis of the right distance and applicable skill performance and the result of this performance.

### **4/0 Presentation and discussion of results:**

**Table (1)**

**Repetitions and percentages of playing distance and individual skills performance in the Germany World Championship 2014**

| No | Performance             | Playing distances |      |        |      |      |      | Short      |      |        |       | Medium     |      |        |      | Long       |      |        |       |
|----|-------------------------|-------------------|------|--------|------|------|------|------------|------|--------|-------|------------|------|--------|------|------------|------|--------|-------|
|    |                         | Short             |      | Medium |      | Long |      | Successful |      | Failed |       | Successful |      | Failed |      | Successful |      | Failed |       |
|    |                         | km                | %    | km     | %    | km   | %    | km         | %    | km     | %     | km         | %    | km     | %    | km         | %    | km     | %     |
| 1  | GyakuZuki               | 78                | 46.7 | 4      | 4.0  | 0    | 0.0  | 53         | 67.9 | 25     | 32.1  | 2          | 50.0 | 2      | 50.0 | 0          | 0.0  | 0      | 0.0   |
| 2  | KezamiZuki              | 46                | 27.5 | 23     | 22.8 | 0    | 0.0  | 37         | 80.4 | 9      | 19.6  | 10         | 43.5 | 13     | 56.5 | 0          | 0.0  | 0      | 0.0   |
| 3  | Urken - unshi           | 17                | 10.2 | 2      | 2.0  | 0    | 0.0  | 11         | 64.7 | 6      | 35.3  | 1          | 50.0 | 1      | 50.0 | 0          | 0.0  | 0      | 0.0   |
| 4  | KezamiMawashiGomy       | 16                | 9.6  | 31     | 30.7 | 2    | 4.9  | 4          | 25.0 | 12     | 75.0  | 21         | 67.7 | 10     | 32.3 | 0          | 0.0  | 2      | 100.0 |
| 5  | Oramawashi Jerry        | 8                 | 4.8  | 21     | 20.8 | 22   | 53.7 | 2          | 25.0 | 6      | 75.0  | 13         | 61.9 | 8      | 38.1 | 14         | 63.6 | 8      | 36.4  |
| 6  | Mawashy Gerry<br>Shudan | 0                 | 0.0  | 14     | 13.9 | 6    | 14.6 | 0          | 0.0  | 0      | 0.0   | 11         | 78.6 | 3      | 21.4 | 5          | 83.3 | 1      | 16.7  |
| 7  | Mawashy Gerry<br>Joudan | 2                 | 1.2  | 6      | 5.9  | 11   | 26.8 | 0          | 0.0  | 2      | 100.0 | 4          | 66.7 | 2      | 33.3 | 9          | 81.8 | 2      | 18.2  |

Table (1) indicates the repetitions and percentages related to the analysis of playing distances in the individual skill performances in the games of Germany's World Championship 2014. The results note that most individual skill performances were in the short distances (46.7%, 0.0%), while the medium distances were represented in (30.7% and 2.0%), while the long distances were (53.7- 0.0%). In the **short skills**, the Jyacozy skill, as a short skill, received the highest percentage of repetitions, followed by KezamiZuky, OrkenOtchy, KezamyMawashy Gerry, Oramawashy, then Mawashy Gerry Goudan. Mawashy Gerry Shoudan didn't score any repetitions because it needs long or medium distance. Concerning the percentage of successful repetitions in the short skills, KezamyZoky was the highest percentage as it reached 80.4%. Concerning the KezamyZuky, it was 67.9% followed by OrkenOtchy as it was 64.7%, followed by KezamyMawashy Gerry that was 25% equally with the Oramawashy Gerry as it also reached 25% equally with the Oramawashy Gerry. It also reached 25%, while the Mawashy Gerry Shudan Skill didn't score any percentage in the repetitions. This shows the importance of using the arms skills in the short skills because of its positive effect on the scoring of points in games.

**Concerning the intermediate skills:** KezamiMawashy was the highest percentage of repetition, followed by KezamiZoku and OraMawashy Gerry Shudan, Mawashy Gerry Goudan, then GyakuZuki and Orken Ochi. Concerning the percentage of successful repetitions of individual skills in the medium distances, Mawashy Gerry Shudan represented 78.6% followed by KezamiMawashi Gerry 67.7%; Mawashy Gerry skill 61.9%, followed by GyacoZuki and Orken Ochi, by one percentage that reached 50%, followed by KezamiZuki by percentage 43.5%. Consequently, the use of front and back leg skills scored the highest percentage of successful use of these skills because of their positive effect on the scoring of points in these games from that distance. **Concerning the long skills,**Oramawashy Gerry scored the highest percentage of repetition followed by Mawashy Gerry Goudan, Mawashy Gerry Shoudan, and KezamyMawashy respectively. The percentage of successful repetitions in the long distance skills was the highest in the Mawashy Gerry Skill as the highest percentage. It was 83.3% followed by Mawashy Gerry skill by 81.8%, followed by Oramawashy Gerry that was 63.6%. The remaining skills didn't score any percentage of successful repetitions. This shows that the arm skills of GyakuZuky,

KezamiZuky, Oramawashy, Orken Ochi and KezamiMawashy don't have positive effect on the individual skill performances in the long distances, and that the use of leg skills of Mawashy Gerry Shoudan and Joudan and Oramawashy Gerry are effective skills in scoring the points of skills.

Table (2)

**Repetitions and percentages of the analysis of playing distances and combined skill performance in the  
Germany World Championship 2014**

| No | Performance                           | Playing distances |      |        |      |      |      | Short      |    |        |       | Medium     |      |        |      | Long       |      |        |       |
|----|---------------------------------------|-------------------|------|--------|------|------|------|------------|----|--------|-------|------------|------|--------|------|------------|------|--------|-------|
|    |                                       | Short             |      | Medium |      | Long |      | Successful |    | Failed |       | Successful |      | Failed |      | Successful |      | Failed |       |
|    |                                       | km                | %    | km     | %    | km   | %    | km         | %  | km     | %     | km         | %    | km     | %    | km         | %    | km     | %     |
| 1  | KezamiZuky- GyacoZuki                 | 19                | 32.2 | 33     | 16.2 | 4    | 3.5  | 3          | 16 | 16     | 84.2  | 27         | 81.8 | 6      | 18.2 | 1          | 25.0 | 3      | 75.0  |
| 2  | GyacoZuki- KezamiZuky                 | 11                | 18.6 | 27     | 13.2 | 2    | 1.7  | 3          | 27 | 8      | 72.7  | 13         | 48.1 | 14     | 51.9 | 0          | 0.0  | 2      | 100.0 |
| 3  | Kezamy- Gyaco- Reverse Gyaco          | 0                 | 0.0  | 18     | 8.8  | 32   | 27.8 | 0          | 0  | 0      | 0.0   | 12         | 66.7 | 6      | 33.3 | 26         | 81.3 | 6      | 18.8  |
| 4  | KezamiZuky- KezamiOramawashi<br>Gerry | 1                 | 1.7  | 26     | 12.7 | 29   | 25.2 | 0          | 0  | 1      | 5.6   | 18         | 69.2 | 8      | 30.8 | 21         | 72.4 | 8      | 27.6  |
| 5  | KezamyZuky<br>KezamyOromawashy Gerry  | 4                 | 6.8  | 17     | 8.3  | 8    | 7.0  | 0          | 0  | 4      | 100.0 | 11         | 64.7 | 6      | 35.3 | 6          | 75.0 | 2      | 25.0  |
| 6  | GyakuZuki- KezamyMawashy<br>Gerry     | 9                 | 15.3 | 28     | 13.7 | 4    | 3.5  | 1          | 11 | 8      | 88.9  | 19         | 67.9 | 9      | 32.1 | 3          | 75.0 | 1      | 25.0  |
| 7  | GyakuZuki- Oramawashy Gerry           | 4                 | 6.8  | 13     | 6.4  | 9    | 7.8  | 0          | 0  | 4      | 100.0 | 8          | 61.5 | 5      | 38.5 | 6          | 66.7 | 3      | 33.3  |
| 8  | KezamyZauki- Mawashi Gerry            | 0                 | 0.0  | 6      | 2.9  | 18   | 15.7 | 0          | 0  | 0      | 0.0   | 4          | 50.0 | 2      | 33.3 | 11         | 61.1 | 7      | 38.9  |
| 9  | De- Eshy- Bray- KezamiZuki            | 9                 | 15.3 | 17     | 8.3  | 3    | 2.6  | 7          | 78 | 2      | 22.2  | 9          | 52.9 | 8      | 47.1 | 0          | 0.0  | 3      | 100.0 |
| 10 | De Ashy Bray- GyakuZuki               | 2                 | 3.4  | 19     | 9.3  | 6    | 5.2  | 0          | 0  | 2      | 100.0 | 17         | 89.5 | 2      | 10.5 | 1          | 16.7 | 5      | 83.3  |

Table (2) indicates the repetitions and percentages related to the playing distance analysis in the combined skill performances in the Germany World Championship 2014. The results note that most combined skill performances of short distances ranged between (32.2%, 0.0%), while in the medium distances it ranged between (16.2%, 2.9%), while in the long distances it ranged between (27.8%, 1.7%).

**Combined short distances:** KezamiZukiGyacozy ranked the highest percentage of repetition followed by GyakuZuki- KezamiZuki, then GyakuZukiKezamiMawashi equally with De Ashy BryKezamiZuki, GyakuZukiOromawashy Gerry equally with KezamiZukiKezamiMawashy Gerry. The Kezami- Gyaku- reverse Gyaku didn't receive the highest percentage of repetitions. The successful percentage of combined skills in short distances was the De Ashy Bry-KezamiZuki that received the highest percentage of 78% followed by Gyaku-Kezami skill. The percentage was 27.3% followed by KezamiZuki-GyakuZuki by percentage of 16%, followed by Gyaku-KezamiMawashy with 11.1%. The other skills didn't score any percentage of repetitions, because the use of arm skills is one of the key combined skills used in the short distances, followed by the front arm and leg skills, then the sweeping skills (De EshyBry) and the front arm skills.

**Combined medium distances:** KezamiZukiGyakuZuki scored the highest percentage of repetition followed by GyakuKezamiMawashyGyakuKezamiZuki followed by KezamiKezamiMawashy, then De Ashy BryGyakuZuki, followed by Kezami- Gyaku- reverse GyakuZuki, followed by De Ashy BryKezamiZuki equally with KezamiZukiOraMawashy Gerry followed by GyakuOraMawashy Gerry followed by KezamiMawashy Gerry. Concerning the percentage of successful repetitions of combined skills of medium distances, they were as follows: the highest percentage of De Ashy GyakuZuki skills, by percentage of 89.5%, followed by KezamiGyakuZuki 81.85%, followed by KezamiZukiKezamiMawashy Gerry, 69.2%, followed by GyakuZukiKezamiMawashy, 67.9%; reverse Kezami- Gyaku- Gyaku, 66.8%; KezamiOraMawashy, 64.7%; GyakuOromawashy, 61.5%; De Ashy BryKezamiZuki, 52.9%; KezamiMawashy Gerry; 50.0%; GyakuKezamiZuki, 48.1%. The researcher assumes that the medium distances are among the best distances that player can perform most skills using the limbs of the body in the attack process, whether the single or combined by the two arms, two legs or both of them.

### Combined long distances

Whereas the reverse Kezami- Gyaku- Gyaku skill was the highest percentage of repetition followed by KezamiKezamiMawashy; KezamiMawashy Gerry; GyakuOraMawashi; and De Ashy GyakuZuki equally with GyakuKezamiMawashi Gerry; followed by De Ashy BryKezamiZuki, then KezamiGyakuZuki. The percentage of successful repetitions of combined skills for the long distances were as follows: highest percentage of reverse Kezami- Gyaku- Gyaku 81.3% followed by KezamiKezamiOraMawashi and GyakuKezamiMawshi Gerry, 75%, followed by KezamiKezamiMawashi Gerry, 72.4%; followed by GyakuOraMawashi Gerry, 66.7%; KezamiMawshi Gerry, 61.1%; KezamiGyakuZuki, 25%; De Ashy BryGyakuZauki, 16.7%. The skills of GyakuKezamiZuky and De Ashy BryKezamZuki didn't score any percentage of successful repetitions. The researcher attributes these percentages of successful repetitions of the combined skills in long distances to the use of arms skills with back legs, then the skills of arms with front legs and the skill of sweeping with the skills of arms are the key skills performed in the long distances. Use of the front and back arms only doesn't have significant role in long distances.

**Table (3)**

**Repetitions and percentages of the total skills used in matches for the sample of the research (men)**

| Players       | First match |      | Second match |      | Third march |      | Fourth match |      | Fifth match |      | Sixth match |      |
|---------------|-------------|------|--------------|------|-------------|------|--------------|------|-------------|------|-------------|------|
|               | K           | %    | K            | %    | K           | %    | K            | %    | K           | %    | K           | %    |
| First Player  | 8           | 18.6 | 10           | 23.3 | 7           | 16.3 | 9            | 20.9 | 5           | 11.6 | 4           | 9.3  |
| Second player | 5           | 13.2 | 4            | 10.5 | 9           | 23.7 | 8            | 21.1 | 5           | 13.2 | 7           | 18.4 |
| Third player  | 6           | 17.6 | 5            | 14.7 | 7           | 20.6 | 6            | 17.6 | 5           | 14.7 | 5           | 14.7 |
| Fourth player | 4           | 13.3 | 4            | 13.3 | 6           | 20.0 | 7            | 23.3 | 5           | 16.7 | 4           | 13.3 |

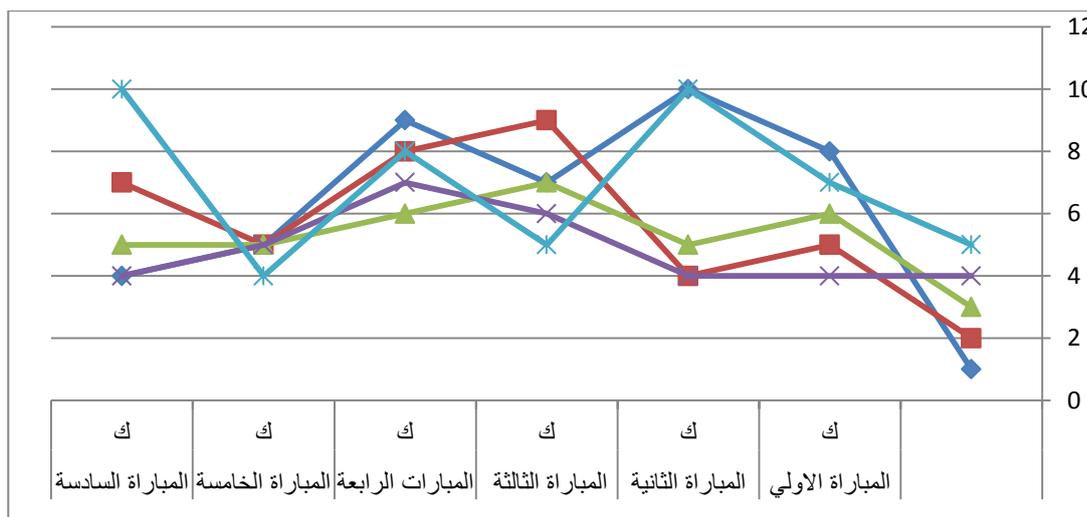
|              |   |      |    |      |   |      |   |      |   |     |    |      |
|--------------|---|------|----|------|---|------|---|------|---|-----|----|------|
| Fifth player | 7 | 15.9 | 10 | 22.7 | 5 | 11.4 | 8 | 18.2 | 4 | 9.1 | 10 | 22.7 |
|--------------|---|------|----|------|---|------|---|------|---|-----|----|------|

Table (3) indicates the repetitions and percentages of the total skills used in games for the sample of the research (men) in the Germany World Championship 2014. The results of the table note that the percentage of repetition of single and combined skills of the first player in the first match were 18.6%. In the second match, it was 23.3%, while in the third match it was 16.3%; in the fourth game 20.9%; in the fifth game 11.6%; in the sixth game 9.3%. Concerning the second player, in the first game, the percentage of single and combined skills repetition was 13.2%. In the second stage, the percentage reached 10.5%; in the third game it was 23.7%; in the fourth game, it was 21.1%; in the fifth game, 13.2%; in the sixth match, 18.4%.

Concerning the third player, the percentage of repetition of single and combined skills for the first game was 17.6%; the second match it was 14.7%; the third game was 20.6%; the fourth game, 17.6%; the fifth game, 13.2%; the sixth game, 14.7%. Concerning the fourth player, the percentage of single and combined skills in the first match was 13.3%, while the third game was 20%; the fourth game was 23.3%; the fifth game 16.7%; the sixth game, 13.3%.

Concerning the fifth player, the percentage of repetition of single and combined skills in the first game was 15.9%; the second game 22.7%; the fourth game 18.2%; the fifth game 9.1%; the sixth game 22.7%.

The researcher attributes the percentage of repetition of single and combined skills of players in the games, whether in rise or fall, to the difficult games played by player. The player's performance in the preparatory games depends on the repetition of some performances of single and combined skills to large extent. Concerning the semi-final games, the single and combined skill performances depend on caution and failure of performance of skills within narrow limits because of the close technical, planning and physical level of players.



**Table (4)**

**Repetitions and percentages of the total single and combined skills used in the games for the sample of the research (women)**

| Players          | First match |     | Second match |     | Third match |     | Fourth match |     | Fifth match |     | Sixth match |     |
|------------------|-------------|-----|--------------|-----|-------------|-----|--------------|-----|-------------|-----|-------------|-----|
|                  |             |     |              |     |             |     |              |     |             |     |             |     |
| 1- First Player  |             | 8.6 | 0            | 3.3 |             | 6.3 |              | 0.9 |             | 1.6 |             | .3  |
| 2- Second player |             | 3.2 |              | 0.5 |             | 3.7 |              | 1.1 |             | 3.2 |             | 8.4 |
| 3- Third player  |             | 7.6 |              | 4.7 |             | 0.6 |              | 7.6 |             | 4.7 |             | 4.7 |
| 4- Fourth player |             | 3.3 |              | 3.3 |             | 0.0 |              | 3.3 |             | 6.7 |             | 3.3 |
| 5- Fifth player  |             | 5.9 | 0            | 2.7 |             | 1.4 |              | 8.2 |             | .1  | 0           | 2.7 |

Table (4) indicates the percentages of total skills used in the game for the sample of the research (women) in the Germany World

Championship 2014. The table results indicate that the percentage of single and combined skill performances of players were as follows:

The first player's percentage of single and combined skills in the first game was 18.6%; the second game 23.3%; the third game 16.3%; the fourth game 20.9%; the fifth game 11.6%; the sixth game 9.3%.

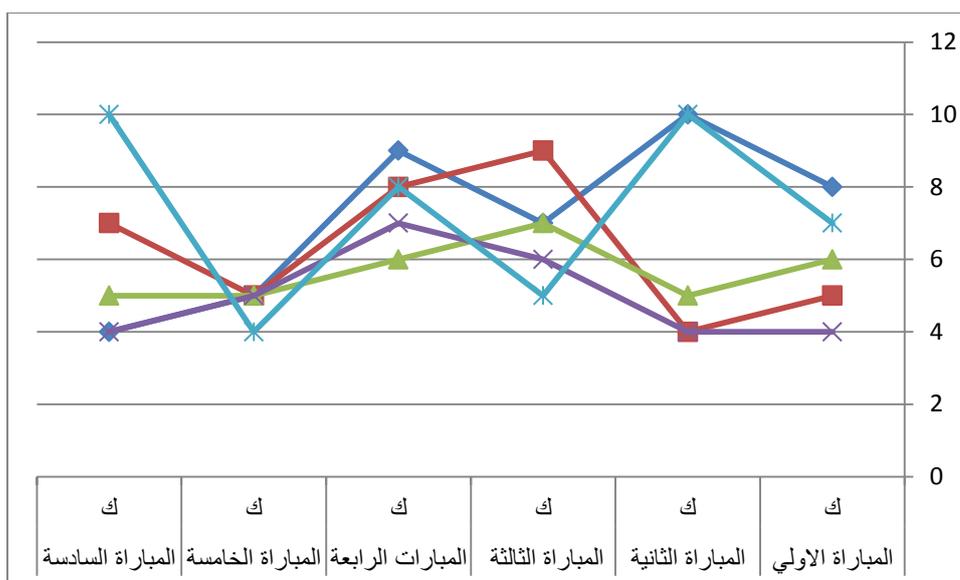
The second player's percentage of single and combined skill performances in the first game were 13.2%; the second game 10.5%; the third game 23.7%; the fourth game 21.1%; the fifth game 13.2%; the sixth game 18.4%.

The third player's percentage of single and combined skill performances in the first game were 17.6%; the second game 14.7%; the third game 20.6%; the fourth game 17.6%; the fifth game 14.7%; the sixth game 14.7%.

The fourth player's percentage of single and combined skill performances in the first game were 13.3%; the second game 13.3%; the third game 20%; the fourth game 23.3%; the fifth game 16.7%; the sixth game 13.3%.

The fifth player's percentage of single and combined skill performances in the first game were 15.9%; the second game 22.7%; the third game 11.4%; the fourth game 18.2%; the fifth game 9.1%; the sixth game 22.7%.

The researcher attributes the number of points scored by players whether by rise or fall to the difficulty of games played by players. In the preliminary rounds, it is easier, as the player depends on the repetition of single or combined skill performances to large extent. Concerning the games performed in the semi-finals and finals, single and combined skill performances depend on caution and nonperformance of skills, whether single or combined, to narrow limits because of the close technical, tactic and physical level of players.



**Table (5)**

**Repetitions and percentages of the games results of the sample of the research (men)**

| Players       | First match |      | Second match |      | Third march |      | Fourth match |      | Fifth match |      | Sixth match |      |
|---------------|-------------|------|--------------|------|-------------|------|--------------|------|-------------|------|-------------|------|
|               | K           | %    | K            | %    | K           | %    | K            | %    | K           | %    | K           | %    |
| First Player  | 3           | 20.0 | 2            | 13.3 | 3           | 20.0 | 3            | 20.0 | 1           | 6.7  | 3           | 20.0 |
| Second player | 3           | 7.9  | 6            | 15.8 | 9           | 23.7 | 8            | 21.1 | 7           | 18.4 | 5           | 13.2 |
| Third player  | 6           | 17.6 | 5            | 14.7 | 8           | 23.5 | 5            | 14.7 | 5           | 14.7 | 5           | 14.7 |
| Fourth player | 8           | 22.9 | 5            | 14.3 | 7           | 20.0 | 6            | 17.1 | 6           | 17.1 | 3           | 8.6  |
| Fifth player  | 8           | 18.2 | 9            | 20.5 | 8           | 18.2 | 5            | 11.4 | 8           | 18.2 | 6           | 13.6 |

Table (5) indicates the percentages of game results of the same of the research (men) in the Germany World Championship 2014.

The first player scored total points in the first game with percentage of 20% of the total games; the second game 13.3%; the third game 20%; the fourth game 20%; the fifth game 7.6%; the sixth game 20%.

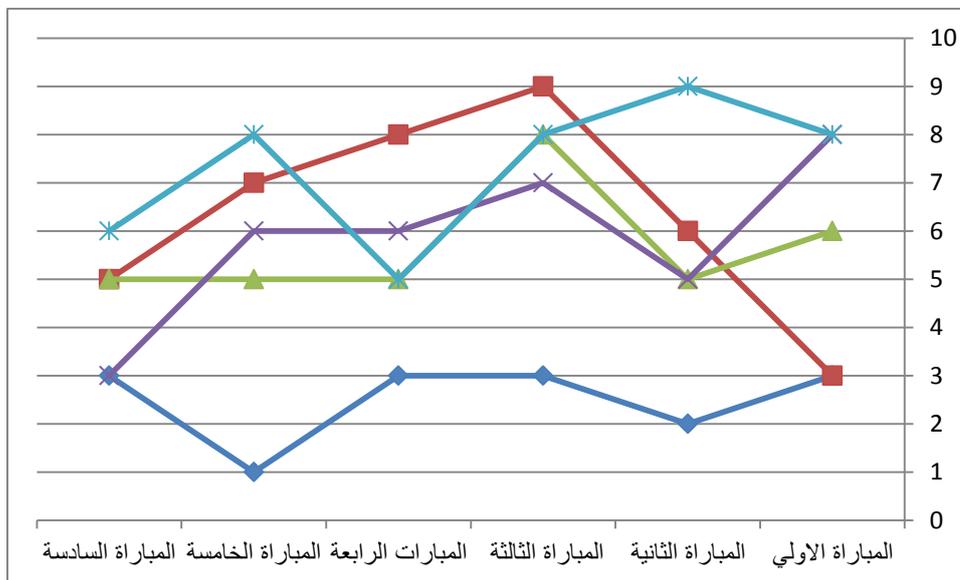
The second player scored total points in the first game with percentage of 7.9% of the total games; the second game 15.8%; the third game 23.7%; the fourth game 21.1%; the fifth game 18.4%; the sixth game 13.2%.

The third player scored total points in the first game with percentage of 16.7% of the total games; the second game 14.7%; the third game 23.5%; the fourth, fifth and sixth game 14.7%.

The fourth player scored total points in the first game with percentage of 22.9% of the total games; the second game 14.3%; the third game 20%; the fourth game 17.1%; the fifth game 17.1%; the sixth game 8.6%.

The fifth player scored total points in the first game with percentage of 18.2% of the total games; the second game 20.5%; the third game 18.2%; the fourth game 11.4%; the fifth game 18.2%; the sixth game 13.6%.

The researcher attributes the number of points scored by players whether by rise or fall to the level of games played by players; in some games, the player performs many skill performances, whether single or combined, and doesn't get much points, and in some games the player can perform single or combined skills and score many points. This is attributed to the technical and physical competency of the player and the level of competition.



**Table (6)****Repetitions and percentage of games results of the sample of the research (women)**

| Players             | Fi<br>rst<br>match |     | Se<br>cond<br>match |     | T<br>hird<br>match |     | F<br>ourth<br>match |     | Fi<br>fth<br>match |     | Six<br>th<br>match |     |
|---------------------|--------------------|-----|---------------------|-----|--------------------|-----|---------------------|-----|--------------------|-----|--------------------|-----|
|                     |                    |     |                     |     |                    |     |                     |     |                    |     |                    |     |
| 1- First<br>Player  |                    | 6.7 |                     | 1.1 |                    | 6.7 |                     | 3.9 |                    | 2.2 |                    | 9.4 |
| 2- Second<br>player |                    | 3.6 |                     | .1  |                    | 0.5 |                     | 8.2 |                    | 8.2 |                    | 0.5 |
| 3- Third<br>player  |                    | 8.2 |                     | 5.9 |                    | 0.5 |                     | .1  |                    | 0.5 |                    | 5.9 |
| 4- Fourth<br>player |                    | 9.1 |                     | 7.0 |                    | 7.0 |                     | 0.6 |                    | 4.9 | 0                  | 1.3 |
| 5- Fifth<br>player  |                    | 1.6 |                     | 8.6 |                    | 0.9 |                     | 8.6 |                    | 1.6 |                    | 8.6 |

Table (6) indicates the repetition and percentages of games results of the sample of the research (women) in the Germany World Championship.

The first player scored total points in the first game with percentage of 17.6% of the total games; the second game 11.1%; the third game 17.6%; the fourth game 13.9%; the fifth game 22.2%; the sixth game 19.4%.

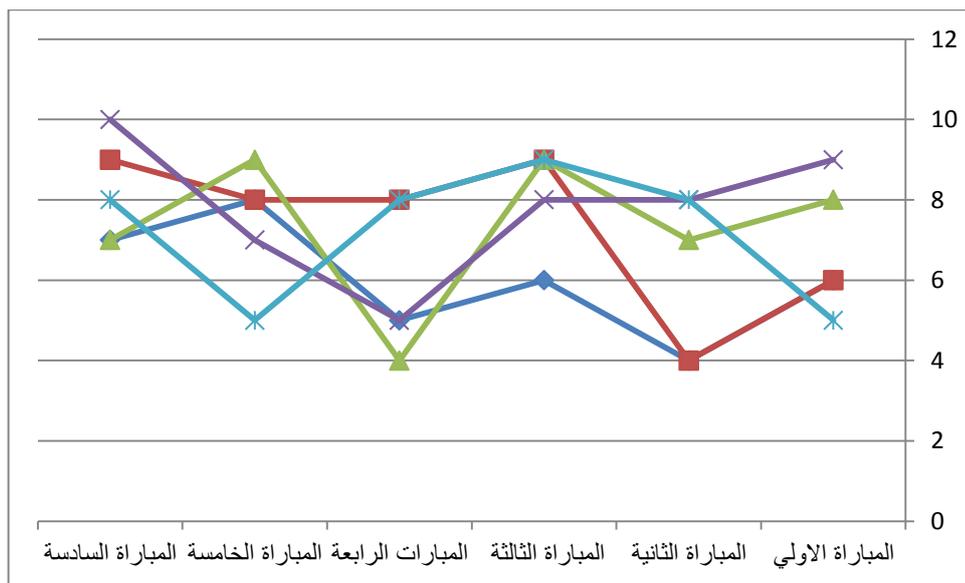
The second player scored total points in the first game with percentage of 13.6% of the total games; the second game 9.1%; the third game 20.5%; the fourth game 18.2%; the fifth game 20.5%; the sixth game 15.9%.

The third player scored total points in the first game with percentage of 18.2% of the total games; the second game 17%; the third game 20.5%; the fourth game 9.1; the fifth game 20.5% and sixth game 21.3%.

The fourth player scored total points in the first game with percentage of 19.1% of the total games; the second game 17%; the third game 17%; the fourth game 10.6%; the fifth game 14.9%; the sixth game 21.3%.

The fifth player scored total points in the first game with percentage of 11.6% of the total games; the second game 18.6%; the third game 20.9%; the fourth game 18.6%; the fifth game 11.6%; the sixth game 18.6%.

The researcher attributes the number of points scored by players whether by rise or fall to the level of games played by players; in some games, the player performs many skill performances, whether single or combined, and doesn't get much points, and in some games the player can perform single or combined skills and score many points. This is attributed to the technical and physical competency of the player and the level of competition.



## **5/0 Conclusions and Recommendations**

### **5-1 Conclusions:**

According to the objectives and hypotheses of the research, and through the statistic treatment and presentation and discussion of results, the researcher managed to conclude the following:

- **Single skills of short distances:** the arm skills (GyakuZuky-KezamiZuky- OrkenOshi) had the highest percentage of repetitions of skills, as gyaku ranged between 46.7%; Kezami 27.5; and Orken 10.2%.
- **Single skills for medium distances:** arm and leg skills (KezamiMawashi 30.7%; KezamiZuky 22.8%, OraMawashi 20.8%) as the highest percentage.
- **Single skills for long distances:** legs skills OraMawashy scored 53.7%; Mawashi Gerry Goudan, 26.8%; and Mawashy Gerry Shoudan, 14.6%.
- **Combined skills of short distances:** KezamiZukiGyakuZuki scored 32.2%, GyakuZukiKezamiMawashy and De Ashe BryKezamiZuki scored 18.6% as the highest percentage.
- **Combined skills of medium distances:** KezamiZukiGyakuZuki skill scored 16.2%, GyakuZukiKezamiMawashy scored 13.7; GyakuZukiKezamiZuki, 13.2%; and KezamiZukiKezamiMawashi, 12.7%.
- **Combined skills of long distances:** Kezami-Gyaku- reverse Gyakusocred 27.8%; KezamiZukiKezamiMawashy, 25.2%; KezamiZukiMawashy Gerry Goudan, 15.7%.
- **Percentage of successful repetitions of single skills for short distances:**KezamiZuki scored 80.4% as the highest percentage, followed by GyakuZuki, 67.9%; OrkenOshi, 64.7%; followed by Mawashy Gerry and OraMawashy, by 25%.
- Percentage of successful repetitions of single skills for medium distances:** Mawashi Gerry Shoudan skill scored 78.6% as the highest percentage followed by KezamiMawashi Gerry, 67.7%; followed by Mawashy Gerry Goudan, 66.7%, followed by OraMawashi 61.9%.
- **Percentage of successful repetitions of single skills for long distances:** Mawashy Gerry Shoudan scored 83.3% as the highest percentage, followed by Mawashy Gerry Goudan, 81.8%, followed by Oramawashy Gerry, 63.6%.

**- Percentage of successful repetitions of combined skills for short distances:** De Ashy Bry scored 78% as the highest percentage followed by Gyaku- Kezami, 27.3%, KezamiGyaku, 16%, GyakuKezamiMawashy, 11.1%.

**- The percentage of successful repetitions of combined skills for medium distances:** De Ashy BryGyaku scored 89.5% as the highest percentage, followed by kezamigyaku, 81.8%; KezamiKezamiMawashy, 69.2%, gyakuKezamiMawashy, 67.9%, Kezami- Gyaku- reverse Gyaku, 66.7%, followed by kezamizukikezamioramawashy, 64.7%, followed by oramawashy, 61.5%.

**- Percentage of combined skills for long distances:** kezami- gyaku-reverse gyaku scored 81.3% as the highest percentage followed by KezamiZukiKezamiOraMawashy and GyakuKezamiMawashy, 75%, followed by KezamiKezamiMawashy, 72.4%, and GyakuOraMawashi, 66.7%.

**- Percentage of single and combined skills in games for the sample of the research- men:**

- 1- First Player: the second game as the highest percentage 23.3%, followed by the fourth game 20.9; the first game, 18.6%; the third game, 16.3%; the fifth game, 11.6%; the sixth game, 9.3%.
- 2- Second player: the third game as the highest percentage, 23.7%, followed by the fourth game, 21.1%; the sixth game, 18.4%; the first and fifth games, 13.2%; the second game, 10.5%.
- 3- Third player: the third game as the highest percentage, 20.6, followed by the first and fourth games, 17.6%; the second, fifth and sixth games, 14.7%.
- 4- Fourth Player: fourth game as the highest percentage, 23.3%, followed by the third game, 20%; the fifth game, 16.7%; the first, second and sixth games, 13.3%.
- 5- Fifth player: second and third games as the highest percentage, 22.7%, followed by the fourth game, 18.2%; the first game, 15.9%; the third game, 11.4%; the fifth game 9.1%.

**- Percentage of single and combined skills in matches for the women sample of the research:**

- 1- First Player, the second game as the highest percentage 23.3%, followed by the fourth 20.9%; the first 18.6%; the third 16.3%; the fifth 11.6%; the sixth 9.3%.
- 2- Second player: the third game as the highest percentage 23.7%, followed by the fourth 21.1%; the sixth 18.4%; the first and fifth 13.2%; the second 10.5%.
- 3- Third player: the third game as the highest percentage 20.6%, followed by the first and fourth games, 17.6%, followed by the second, fifth and sixth, 14.7%.
- 4- Fourth player: the fourth game as the highest percentage 23.3%, followed by the second 20%; the fifth 16.7%; the first, second and sixth 13.3%.
- 5- Fifth player: second and sixth game as the highest 22.7%, followed by the fourth 18.2%; the first 15.9%; the third 11.4%; the fifth 9.1%.

**Percentages of game results for the men sample of the research:**

- 1- First player: first, third and fourth 20%, followed by the third 13.3%; the fifth 6.7%.
- 2- Second player: third game 23.7%, followed by the fourth 21.1%, the fifth 18.4%; the second 15.8%; the sixth 13.2%; the first 7.9%.
- 3- Third player: third game 23.5; the first 17.6%; the second, fourth, fifth and sixth, 14.7%.
- 4- Fourth player: the first game 22.9%; the third 20%; the fourth and fifth 17.1%; the second 14.3%; the sixth 8.6%
- 5- Fifth player: second game 20.5%, followed by the first, third and fifth 18.2%; the sixth 13.6%, the fourth 11.4%.

**Percentages of game results of the women search sample:**

- 1- First player: fifth game 22.2%, followed by the sixth 19.4%; the first and third 16.7%; the fourth 13.9%; the second 11.1%
- 2- Second player: third and sixth game 20.5%; fourth and fifth 18.2%; first 13.6%; second 9.1%
- 3- Third player: first and fifth game 20.5%; third 18.2%; second and sixth 15.9%, fourth 9.1%.
- 4- Fourth player: sixth game 21.3%, followed by the first 19.1%; the second and third 17%; the fifth 14.9%; the fourth 10.6%

5- Fifth player: third game 20.9%, followed by the second, fourth and sixth 18.6%; the first and fifth 11.6%.

### **5-2 Recommendations:**

According to the data and main conclusions of the research, and within the sample and fields of the research, the following recommendations can be provided:

- Apply the method of analysis that the researcher applied and review and apply it to other samples.
- Apply the research results in training of skill and tactic performance
- Focus on game analysis to determine the weaknesses and strengths of skill and tactic performance in games.
- Apply the research results to determine actual tactical situations and train on them.

## **6/0References:**

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