The aim of this study was to compare the coincidence-anticipation timing accuracy of athletes of different racket sports with various stimulus velocity requirements. Ninety players (15 girls, 15 boys for each sport) from tennis (M age = 12.4 yr., SD = 1.4), badminton (M age = 12.5 yr., SD = 1.4), and table tennis (M age = 12.4 yr., SD = 1.2) participated in this study. Three different stimulus velocities, low, moderate, and high, were used to simulate the velocity requirements of these racket sports. Tennis players had higher accuracy when they performed under the low stimulus velocity compared to badminton and table tennis players. Badminton players performed better under the moderate speed comparing to tennis and table tennis players. Table tennis players had better performance than tennis and badminton players under the high stimulus velocity. Therefore, visual and motor systems of players from different racket sports may adapt to a stimulus velocity in coincidence-anticipation timing, which is specific to each type of racket sports.

By:

Access to the paper: