



## OUR STORY

It's not a pretty story, but it's a real story. After traveling to multiple cities and trendy neighborhoods and wondering "Why not Hartford? Why can't this happen at home?" We got frustrated. How frustrated you ask? Great question. Let's just say, we got frustrated enough to *take action*.

In early 2019 Blue Haus Group went out on a limb and prepared a "look book" of every cool business model that we thought would work in Downtown. We found a like minded partner in Shelbourne. We branded it PoP!, highlighting the power of play (see what we did there) in Central Business Districts. The rest is history.

Shelbourne's commitment to innovative business models and their belief that Hartford is in the midst of a transformation with Pratt Street is at its epicenter - meant that we were a match made in heaven.

Buckle up. Pratt is PoP'n.

# WE'VE ARRIVED

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Hartford's only table tennis hall.  
PoP is located at 55 Pratt Street  
in the historic Hudson Building.





PoP features 3 indoor outdoor Joola Nova DX tables.

Our 6mm thickness provides good bounce and speed of play for casual games

In the summer – you can catch us outside...how bout that?

OUR TABLES

# OUR PADDLES

PoP features an assortment of paddles to fit your playing style including:

- Abco
- Nibiru
- Joola
- Champion

We also feature custom decorated UberPong paddles for our members.



überpong

# FANCY A GAME?

## Hourly

\$10 Per Person – Per Hour

**Perfect for happy hour or a night out**

Tired of the regular? Break the cycle at PoP!

## Monthly Unlimited

\$60 Per Month

No Commitment/AutoPay

**So you're kind of a big deal or  
you just really like pong**

The membership gets you discounted rates on our leagues, custom paddle and unlimited play.

PoP! is BYOB with OUTSIDE FOOD PERMITTED unless otherwise noted – subject to a \$5 corking fee per person



# GET YOUR PARTY ON

**Book your next work or social event at PoP!**

Unleash the power of play at your next function.  
Whether it's a party of 4 or 50, for 1 hour or 5. PoP! has you covered.

Simply drop us a note to get the party started!

PoP! is BYOB with OUTSIDE FOOD PERMITTED unless otherwise noted – subject to a \$5 corking fee per person





# HOURS

## Current Hours of Operation:

- Monday 4 to 7
- Tuesday 4 to 7
- Wednesday 4 to 7
- Thursday 4 to 8
- Friday 4 to 10

Saturdays are currently available for private events



# LEAGUES & TOURNAMENTS

Stay up to date on our latest leagues and tournaments by visiting [www.pophartford.com](http://www.pophartford.com).



### Handle Styles Shakehand

Flared



Straight



Anatomic



Conic



Dotec  
Left/Right



Ergonomic



### Handle Styles Penhold

Chinese



Japanese



Japanese



Ergonomic



# THE LOW (CRASH COURSE ON THE GEAR)

In table tennis, the term "Blade" refers to the wood part of the paddle, not including the rubber.

## Shakehand vs. Penhold

Shakehand and Penhold are the two basic blade types. If you hold the paddle like you are shaking hands, then you should choose a Shakehand blade. Over 90% of the blades we sell are Shakehand style. If you hold your paddle like you would hold a pen or chopsticks, then you should choose a Penhold blade.

## Shakehand Handle Style

Handle style is a personal decision. The shape and size of the handle that feels best in your hand is what you should use. For shakehand players, flared handles are the most popular, followed by anatomic and straight.

## Penhold Style

There are two styles of penhold blades: Chinese Style and Japanese Style. The Chinese Style is more popular. The Chinese Style normally has a rounded head, similar to a shakehand blade head but often a little smaller. The Chinese-style handle is smaller and shorter than a shakehand handle. The Japanese-style penhold blade has a handle with a protrusion on one or both sides around which the player wraps the index finger. The Japanese-style blade head is often more squarish in shape than the Chinese-style penhold, but it can vary from roundish to squarish, so check the image.

## **Blade Speed:**

The CLASS speed ratings of the blades range from the fastest rating of OFF+ to the slowest rating of DEF-. (OFF means offensive, ALL means all around, and DEF means defensive). In general, offensive-style players prefer blades ranging from OFF+ to ALL+. All around players prefer blades ranging from OFF- to ALL-. Defensive players prefer ALL to DEF- blades.

Besides the CLASS ratings, in basic terms, the faster the speed rating, the farther the ball bounces off of the blade, given an equal amount of force. Keep in mind that generally the faster the blade, the more skill it takes to control it. Also, the rubber applied to the blade makes a huge difference in the speed and control of the paddle. Each player's skill level, playing style, rubber used, as well as the interaction of those factors, have a large impact on the amount of speed and control that a player experiences. Therefore, the speed and control ratings are only a general tool for choosing a blade, as they are not an inherent quality of the blade.

## **Blade Weight:**

Most blades weigh between 70 and 100 grams before rubber is applied. An average weight is around 86 grams. Some players feel that a heavier blade provides more power but other players would disagree. Some players feel that a lighter blade is quicker, but again, there are varying opinions on this. Remember that power and quickness is not just a function of the blade; it mostly depends upon the skills of the player. Like handle style, the ideal weight of a blade for you is the weight that feels best.

## **Plies:**

The number of plies (wood layers) of a blade normally ranges from one to seven. Five-ply blades are the most common. Over 70% of players use an all-wood blade. There are many blades on the market that add thin plies of materials such as carbon, glass fibre, titanium or kevlar to an otherwise all-wood blade. These non-wood plies may add speed or a different feel to a blade. Some players feel that mixed-ply blades offer a larger sweet spot, and/or possibly result in added control. Whether or not a blade has non-wood plies, every blade has a unique feel, and only by experimenting will you discover what works best for your game.

## Rubber Types:

There are four main types of rubber sheets: Smooth, Short Pips, Long Pips, and Anti-Topspin.

### Smooth

Most players in the modern game of table tennis use smooth rubber, also called “inverted” rubber. The surface of the rubber is smooth with a layer of sponge underneath. Smooth rubber provides the most spin and is used by over 85% of tournament players. Hitters, loopers, all-around players and defensive players all use smooth inverted rubber.

### Short Pips

Short pips rubber, also called “pimpled” rubber, has a bumpy surface and usually has a layer of sponge underneath. It is used by players who do not execute a great deal of spin in their game. Some close-to-the-table hitters, all-around players, and defensive players use short pips. Short pips often provide more control for players who have difficulty playing against spin. “Hard rubber” is the term for short pips rubber with no sponge, and it is used primarily for the old-fashioned “Classic” or “Hardbat” play.

### Long pips

Long pips rubber has extra-long pips that reverse the spin of the opponent. The unpredictability of the spin from long pips can give the long pips player an advantage over the opponent who has not learned to read the spin. It is difficult to play offensively with long pips, so most players who use long pips only use it on one side.

### Anti-Topspin

Anti-Topspin rubber has a smooth surface but does not generate much spin and it is slow in speed. Anti rubber neutralizes the spin of the opponent. Most players who use anti block with it on one side and use a different rubber on the other.



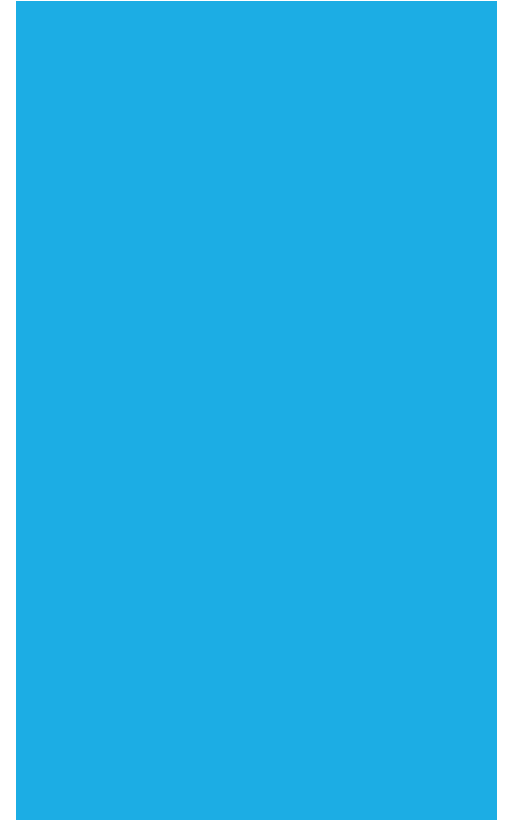
## Basic Rules of Table Tennis

### Scoring and Games

- Games are played to **11 points**
- Players serve **two serves each**, alternating. A player **does not** have to win specifically off their own serve in order to win a point
- If a game ties at 10-10, a player must **win by 2** points. In this situation, players serve **one serve each**, alternating
- In competition, games are played best of 5 (first to win 3 games) or best of 7 (first to win 4 games). Social games can also be played best of 3 (first to win 2 games)

### Legal Serving

- You must throw the ball up **straight**, from a **flat palm**, at least **6 inches** (16cm)
- Your toss and service contact must be **behind the table surface (not over)**
- You **cannot hide the ball** from the ball toss to contact, with any part of your body
- If the ball hits the net during service, it is a let, the point is replayed. There is no limit or point deductions for let serves.
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# POP!

[www.pophartford.com](http://www.pophartford.com)

A Blue Haus Group project  
[www.bluehausgroup.co](http://www.bluehausgroup.co)

55 Pratt Street Hartford Connecticut