* **How fair is the scoring method- does the better player usually win?**

In my opinion the Point-a-rally scoring (PARS) is more efficient and fairer. First, the whole idea of not giving a point to the player who is not the one who serves is not fair. What is the point of playing a game where you do not get a point when you win? The scoring method must be a normal one like in PARS- you win a round and you get a point plus the next serve. This is the way.

Second, the way of ending a game in PARS is fair, unlike the English scoring system. 2 points difference is the best way to decide which player is better. It is not fair one of the players to decide whether to play to 9 or 10 points just because they reached the 8th point first. This way is going to make the other player more demotivated.

* **Shorter matches are usually preferable (e.g. for television) - if you assume each rally in a match**

**takes equal time, how long do matches typically last?**

Here the English scoring method is more efficient than the Point-a-rally scoring (Pars) because Pars can continue for too long unlike the English scoring.

The maximum points that could be scored using the English scoring system is 19, if we assume that the player who scored the 8th point first decides to play until one of the players reaches 10 first. PARS is more complicated because there is no limit to the points. The players must have at least 2-point difference in order one of them to win the match.

If the estimated time for each rally is 1 minute, the English scoring system gives time limit of maximum 19 minutes of playtime, while a match played with point-a-rally system can take too long (from 10 minutes to eternity) which is the bad side of the system.

**• What effect does the relative ability of the two players have?**

If the two players have relative ability the outcome will defer. If we assume the players have equal abilities, we cannot say who is going to win- player A or player B. This effect is going to change the winner nearly every time, because their abilities are equal, 50-50.