

STAGES OF A COMPETITOR

1. Blaming: Lowest level competitor, makes excuses, never grows
2. Tanking (Giving up) – immature competitor
3. Anger – cannot control himself, therefore cannot win
4. Choking – gets nervous, ok as it shows you care, must move to the next level to be good
5. Performer – best players – fight hard, never quit mentality, plays best when match is close

