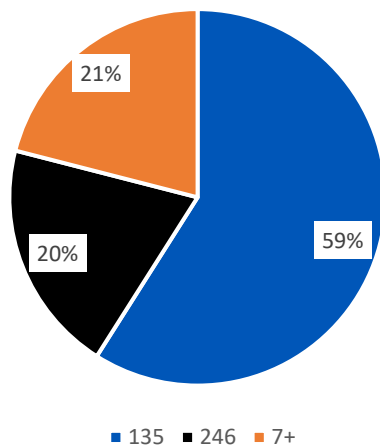


PLAYER SUMMARY – MILLENNIUM PLAYER 1 – 1 WIN, 1 LOSS

OCURRENCE RATES (OWN SERVE)



WIN RATES (OWN SERVE)

	ACTUAL	B'MARK	DIFF
135	59%	65%	-6%
1	65%	75%	-10%
3	52%	60%	-8%
5	58%	50%	+8%
7+	61%	55%	+6%

WIN RATES (OPPONENT'S SERVE)

	ACTUAL	B'MARK	DIFF
246	38%	45%	-7%
2	25%	35%	-10%
4	33%	40%	-7%
6	56%	50%	+6%
7+	53%	45%	+8%

SERVE/RETURN %

1ST SERVE %	53%
2ND SERVE %	80%
RETURN OF 1ST SERVE %	84%
RETURN OF 2ND SERVE %	82%

HOW POINTS WON/LOST

	FORCING PLAY	UNFORCED ERROR
POINTS WON BY ME	62%	38%
POINTS WON BY OPP	50%	50%
7+ PTS WON BY ME	63%	37%
7+ PTS WON BY OPP	55%	45%

PLAYER SUMMARY – MILLENNIUM PLAYER 1 – 1 WIN, 1 LOSS

DEVELOPMENT PRIORITIES

SERVE

- Deuce/T serve used more than any other on 1st serve to Deuce side. 1st serve percentage only 40%. Bulk of these are in the net.
- Distribution of 1st serves to the Ad side is better. Wide 1st serve percentage at 42%
- Improve 3s win rate serving Ad/T by going back in behind opponent, rather than forehand to the open court.

RETURN

- Return rate of opponent's 1st and 2nd serves is excellent.
- Needs to be more patient through shot 4 and not be afraid of going to 6 and 7+, especially on big points.

7+

- Win rate is excellent. A lot stronger in long rallies than he realises.
- Forehand cross is an issue (discussed with coach).

SCORE

- Treat 40-0 and 40-15 as important points, not “throw-aways”. PLAYER 1 puts too much pressure on himself by allowing opponents back into his service games, causing further frustration if the service game is ultimately lost. Don't be afraid to go to 7+.

OVERALL

The biggest two improvements PLAYER 1 can make are 1st serves to the R/H's backhand and his forehand cross court. The latter is a priority at all rally lengths and point patterns. PLAYER 1 misses most often wide and net on that shot.

