



GAME OVERVIEW

1) Overall view

This was a balanced match where both teams had opportunities, but your opponents managed the decisive moments better. You and your partner produced a fair number of winners (20 and 15 respectively), yet also committed more mistakes, you with 27 and your partner with 15. Most rallies ended in errors rather than clean winners, highlighting consistency as the main factor. This became especially important during the super tie-break (third set), where your partner's unforced errors gave the opponents a clear edge. The match was not one-sided, but your rivals stayed steadier in the crucial points, turning fewer mistakes into a decisive advantage.

2) Team play

As a pair, you competed with good energy but lacked consistent structure. The fridge index of 51% shows the opponents did not target either of you exclusively, yet the balance of errors worked against your side. At times, transitions from defence to attack were unclear, and several points ended with rushed volleys or smashes that gave away the initiative. More tactical discipline and patient rally building would make your team harder to break down.

There were also moments where your partner covered too much space, leaving you out of position (for example, at 54:50 during the super tie-break). Playing with a left-hander has advantages, but deciding who takes balls through the middle is something you must clarify. As a rule of thumb, the cross-court player should take them , here you have a reel explaining this: Watch this reel

Another key factor: you did not win any of the deuces played. This signals problems under pressure, often rushing decisions instead of playing smart. Remember: when you are at the net you must act as the attacker, and at the back as the defender. A good example is the rally at 55:40 in the tie-break. You attacked with control at the net, denied your opponents space, and when they eventually took the net, you defended smartly until forcing them into a risky mistake. That's the kind of balance you need more often.

3) Your game

The good

Serve: 83% first serves in and no double faults gave the team a reliable base.

Shot selection: generally solid, without major risks.

Bandeja: controlled well, though it still bounces too much at times.

Lob: very reliable, especially the forehand lob (100% success in 22 attempts). Shows composure, but some were too short, which must be corrected.

Smash: consistent. Out of 13 smashes you made only 1 error and scored 5 winners (38% winner rate). You don't overuse it, but improving technique could increase its effectiveness.

Returns: 4 winners, especially strong on the backhand side with few mistakes.

The bad

High error count: 27 mistakes, mainly from poor positioning and technical flaws.

Technique: footwork is often incorrect, especially on forehand shots and volleys. You sometimes use the wrong foot and end up too front-facing. Examples:

1) **28:15:** mistake entirely caused by poor footwork.

2) **29:55:** forehand lob hit with wrong foot, almost falling backwards. The opponent missed after, but the execution was poor.

3) **42:10:** two forehand volleys played with incorrect footwork; the second ended in a direct mistake. To fix this: make a split step before your opponent hits, land balanced on both feet, and use the correct stepping foot (left for forehand volleys, right for backhand volleys). If pressed, volley without stepping forward.

Positioning: at times you avoid backhands by moving into the corner to hit forehands, which leaves too much space for your partner. Example:

1) **28:36:** you played a bajada with your back against the sidewall, leaving a large gap. Opponents didn't punish it here, but higher-level players will.

4) Outlook and training focus

Your strengths are in forehand play, lobs, and consistent serving. However, your game suffers when pressured in the air (smash, bandeja, volleys) and from repeated positional errors. Improving discipline in positioning and footwork will cut down unforced errors and make your overall game more solid.

Training priorities:

Overheads: work on structured smash drills to make it more decisive. Use the bandeja mainly as a defensive tool to recover the net, and add víboras as an aggressive option.

Positioning: always return to balance after each shot before attacking.

Forehand: strengthen both technique and defensive play. Train lobs only on easy balls.

Footwork: practise split steps and correct stepping for volleys.

Team defence: practise drills where your partner holds the net and you defend from the back, you cannot take the net or play lobs. Focus on surviving rallies without trying to win the point. Rotate crosscourt and parallel positions to add difficulty. Try to play the higher number of balls without a mistake.

Rally construction: build points patiently and communicate constantly to avoid overlaps, talk, talk, talk.

With these adjustments, you can turn your solid base (high involvement, consistent serve, and strong lob) into a more reliable and dangerous game. Reducing errors will allow you to control rallies instead of chasing them.



PLAYER NAME THOMAS D.
DATE 07/08/2025

MATCH STATISTICS

OVERALL PLAYER SCORE

The formula rates a player's Padel performance (max 100) in this match based on winners, errors, return effectiveness, serving, 1st serve winners, and rally length.

52

TOTAL POINTS REGISTERED 534

POINTS WON 68

POINTS LOSS 69

WIN / LOSS RATE 49%

*VALUES LOWER THAN 50% MEAN YOUR TEAM LOSES MORE POINTS THAN IT WINS

DEUCES PLAYED 5

DEUCES WON 2

DEUCES WIN / LOSS RATE 40%

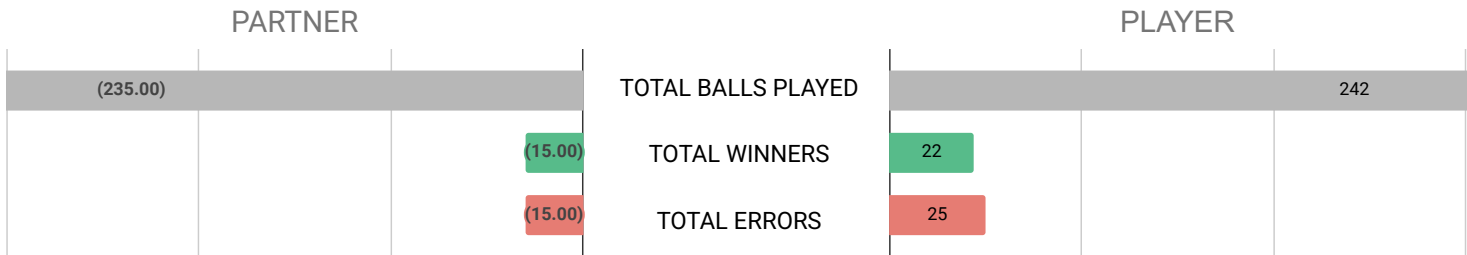
*VALUES LOWER THAN 50% MEAN YOUR TEAM LOSES MORE DEUCES POINTS THAN IT WINS

1ST SERVICE IN RATE 83%

DOUBLE FAULTS RATE 0%

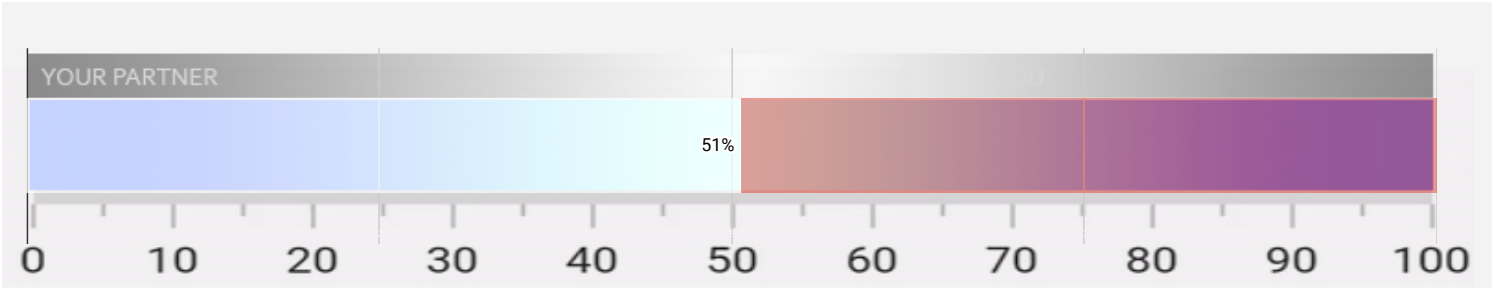
LONGEST RALLY 6

*THE MAXIMUM NUMBER OF CONSECUTIVE SHOTS MADE BY THOMAS D. WITHOUT INTERRUPTION.



FRIDGE INDICATOR 51% OF THE BALLS PLAYED TO YOU

THE BALL DISTRIBUTION WAS BALANCED BETWEEN BOTH PLAYERS, NO FRIDGE STRATEGY.

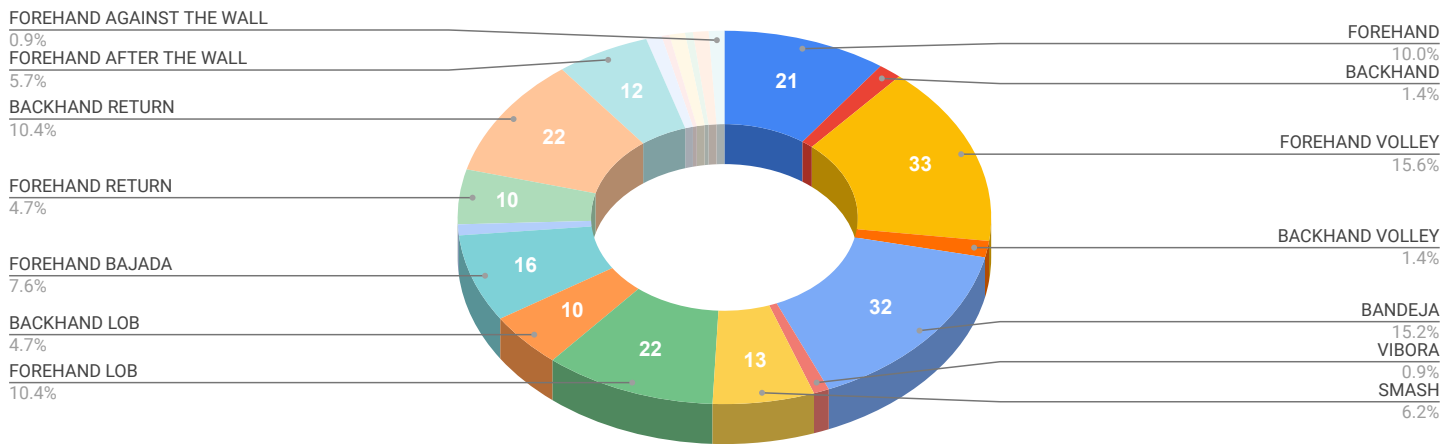


WHAT TO DO?

"KEEP PLAYING YOUR GAME. THE BALL DISTRIBUTION IS BALANCED, SO MAINTAIN YOUR STRATEGY."
Your opponents are not focusing on just one player, so keep playing smart and sticking to your tactics. Stay in good positions, mix up your shots, and look for opportunities to take control of the net. Keep communication clear to maintain a strong team structure.

PLAYER STATISTICS

SHOTS BY TYPE

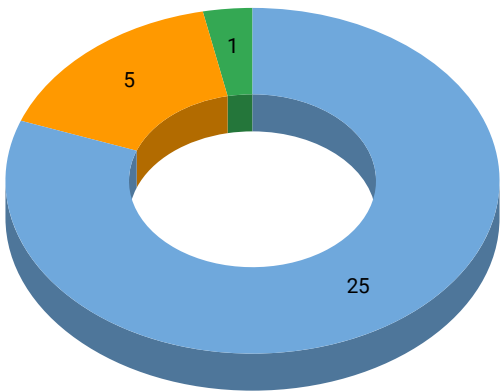


This chart shows how different **types of shots** are distributed in terms of how often they were used. Each colored slice represents a specific **shot type**, and the size of the slice shows the proportion it represents out of all shots played. The numbers inside the chart show the **total count** for each shot type, while the percentages on the outside indicate how much each shot type contributes to the overall total.

*To better understand the terminology used in this report, make sure to check the final section titled "**List of Different Shots Tracked**" on the last page. It provides a clear explanation of each shot type analyzed throughout your match.

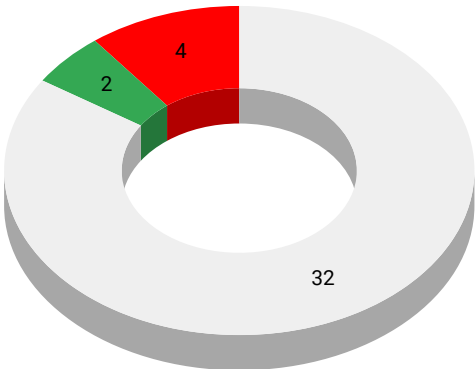
SERVICES

1ST SERVICE IN SECOND SERVICE 1S SERVICE WINNERS



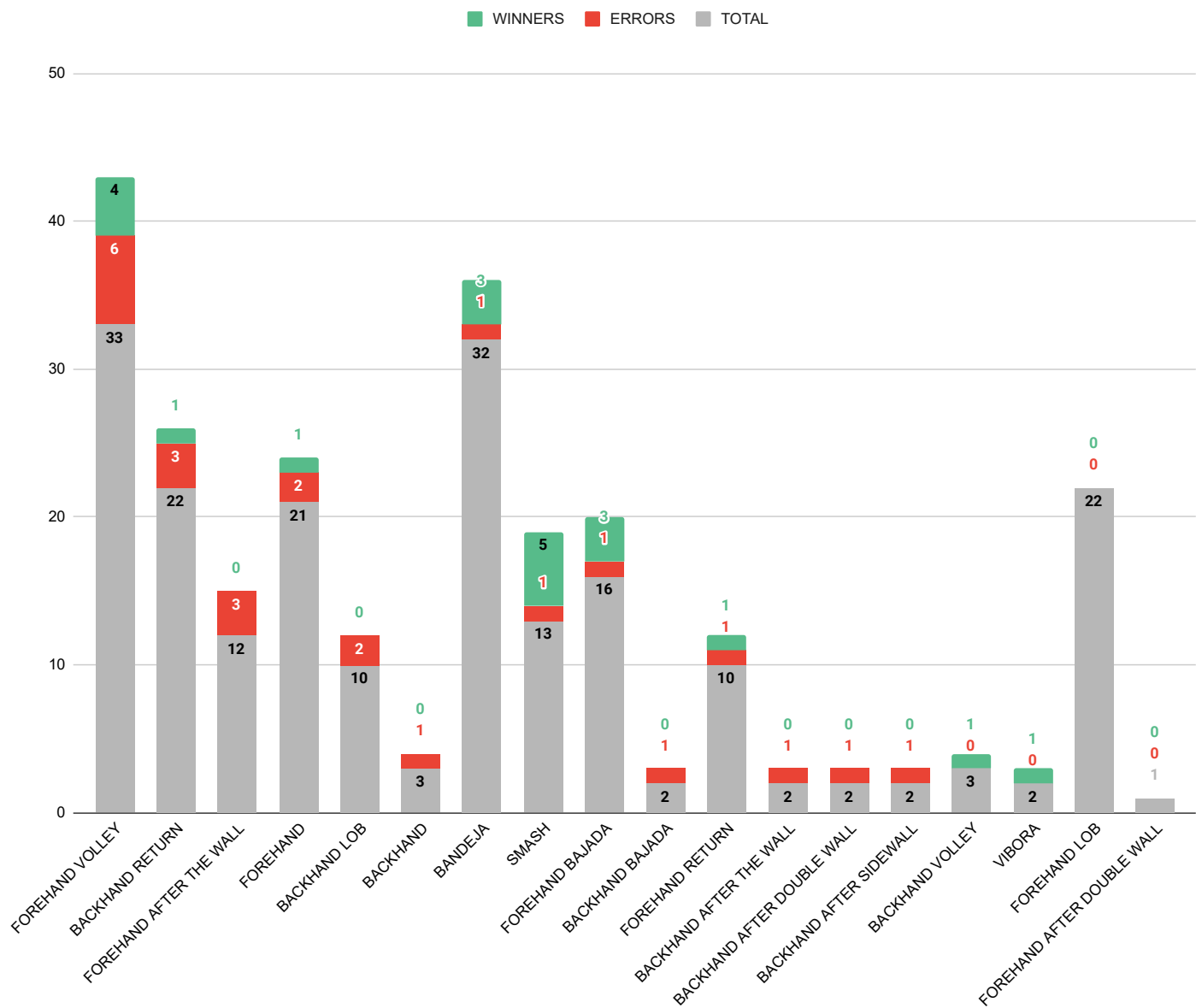
RETURNS

RETURNS TOTAL BY PLAYER RETURNS WINNERS BY PLAYER RETURNS ERRORS BY PLAYER



These donut charts visually summarize key service and return statistics. On the left, the Services chart is split into three segments: **1st Service In**, **Second Service**, and **Double Faults**, helping viewers quickly assess service reliability and errors. On the right, the Returns chart displays **Total Returns** versus **Return Errors**, making it easy to see the proportion of mistakes relative to all return attempts.

TOTAL SHOTS, WINNERS AND MISTAKES

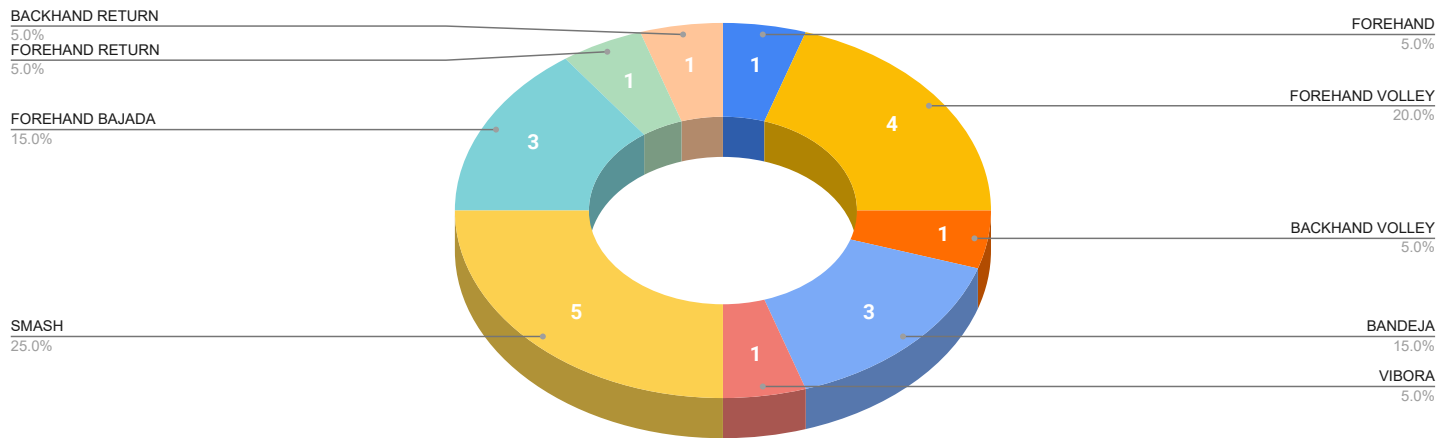


This column chart gives a clear breakdown of shot performance by type, showing **total shots, winners, and errors** for each category. Each gray bar represents the total number of shots **attempted per shot type**. On top of these, green segments highlight **successful winners**, while red segments indicate **errors**. This visual layering helps quickly assess both shot volume and effectiveness at a glance, allowing viewers to identify which shots are consistent, **high-risk**, or **high-reward**.

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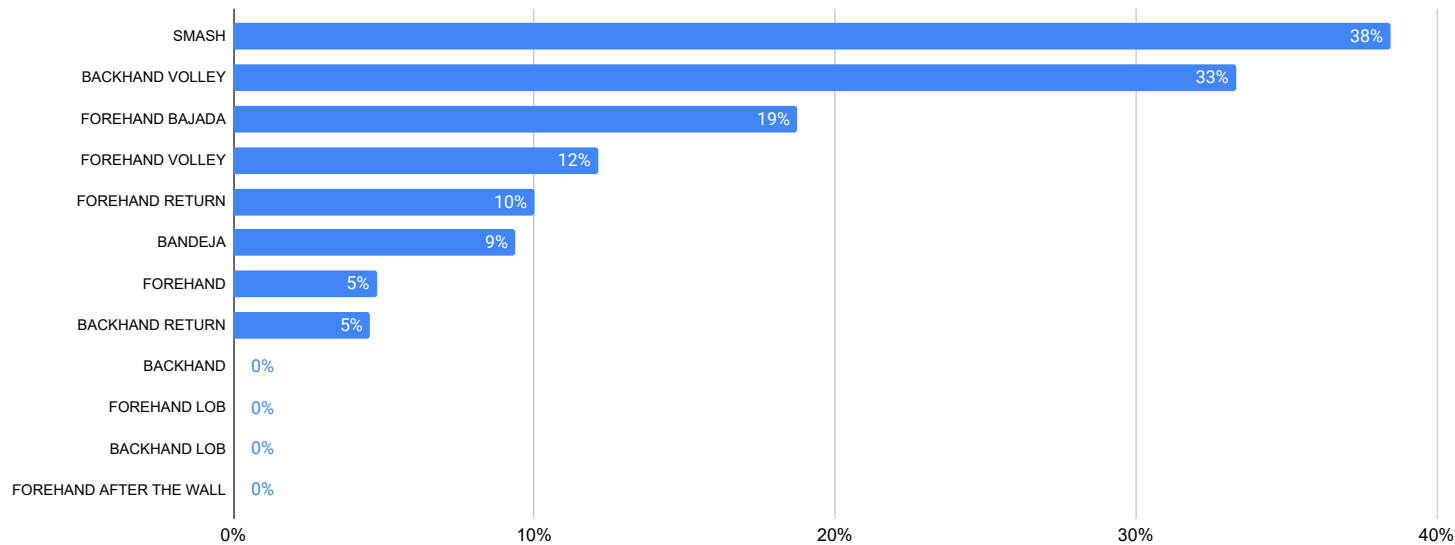
WINNERS BREAKDOWN

WINNERS



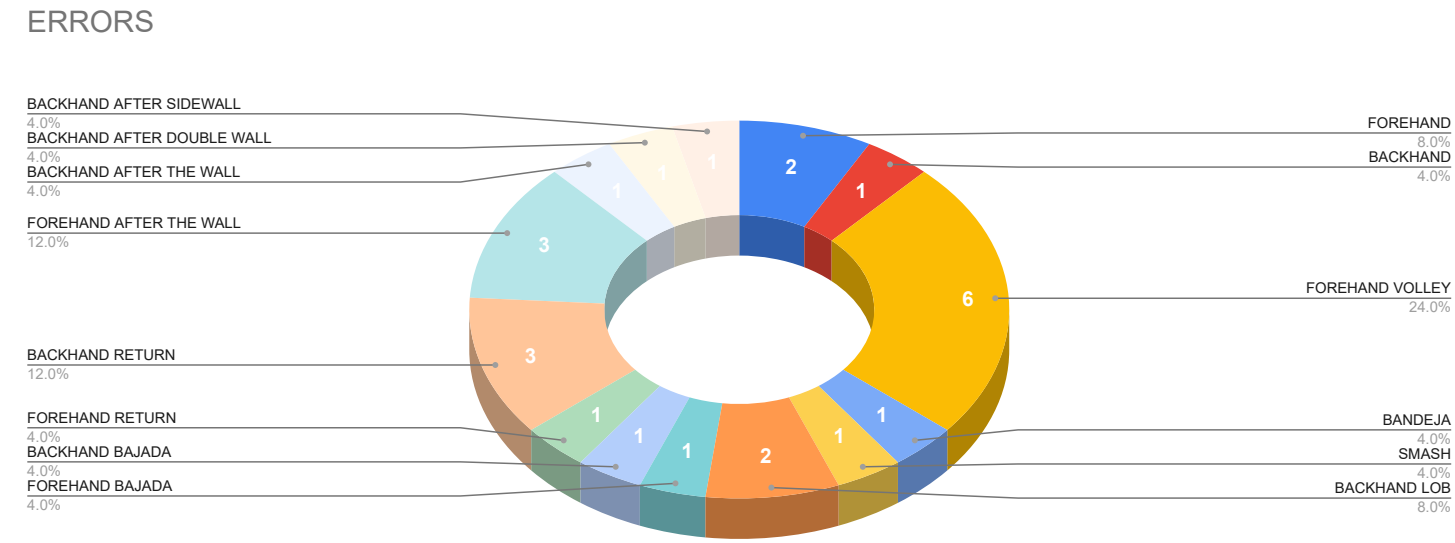
This donut chart displays the distribution of winners by shot type. Each colored segment represents a shot type that resulted in a winning point, with the number in the segment indicating how many winners were achieved using that shot. The percentage shown reflects that shot's proportion of the total winners. The circular format allows for a quick, intuitive comparison of which shot types contributed most to successful points during the match.

WINNERS RATE SORTED



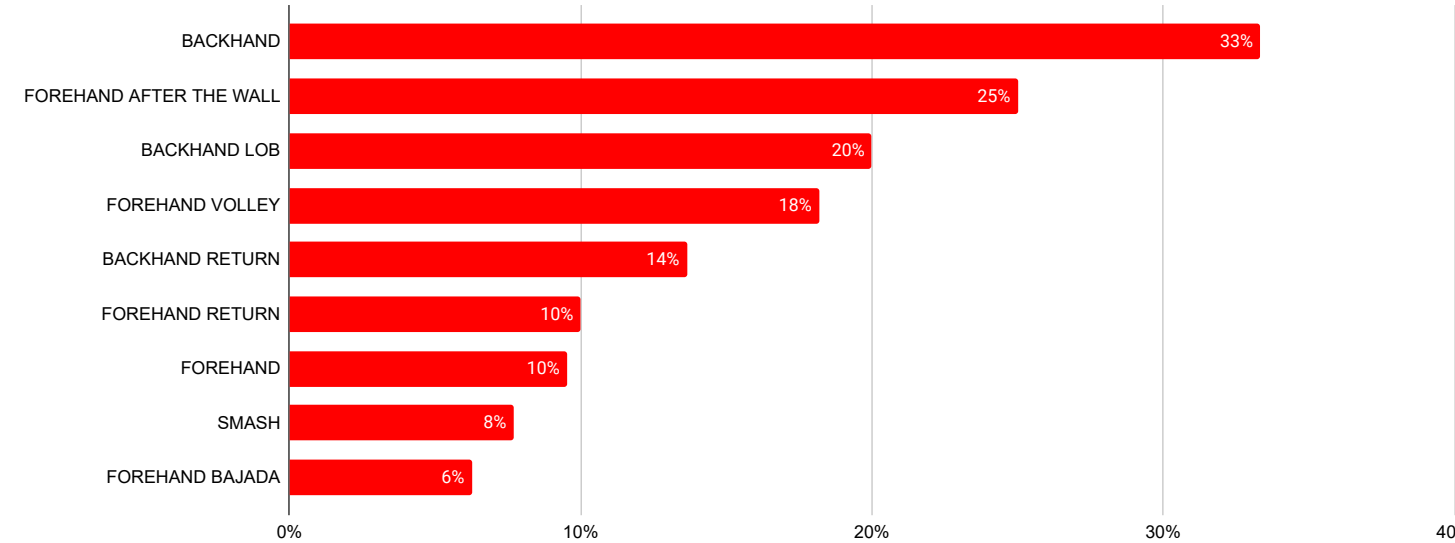
This bar chart displays the **efficiency** of each shot type in producing **winners**, calculated as the percentage of winners out of the total number of that specific shot played. High percentages indicate shot types that consistently end the point in the player's favor. *Only shots that were played more than twice are included in the chart.

ERRORS BREAKDOWN



This donut chart visually represents how a player's total **errors** are distributed across different shot types. Each segment shows the proportion of errors attributed to a specific shot, helping to quickly identify which shots are contributing most to mistakes. Larger segments indicate shot types where errors are more frequent, signaling key areas for improvement.

ERROR RATE SHORTED

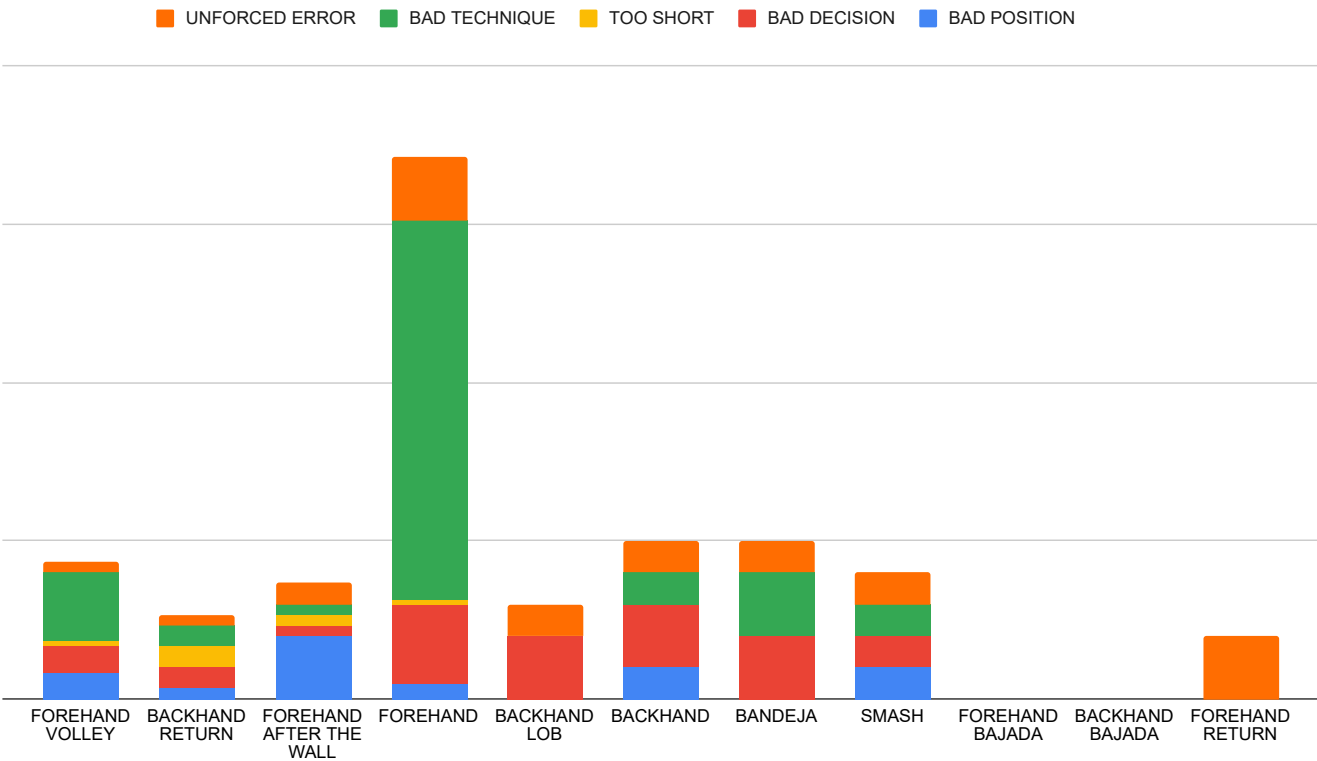


This horizontal bar chart displays the **error rate** for each shot type, allowing for easy comparison. Each bar represents the percentage of errors made relative to the number of times that shot was played. Longer bars indicate higher error rates, highlighting which shots are more prone to mistakes and may require focused practice or tactical adjustments.

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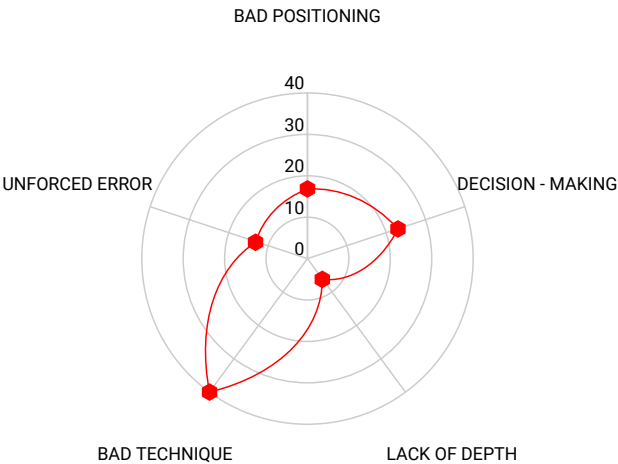
ERRORS BREAKDOWN BY SHOT



This chart shows the different types of mistakes made for each shot in a padel match. Each color represents a specific type of error, such as bad positioning, bad decision-making, bad technique, unforced error, or lack of definition, and the height of each colored bar indicates how often that type of mistake occurred for each shot.

If you notice one color clearly dominating across several shots, it may indicate that a specific cause of error is having a broader impact on your overall performance. For example, a high presence of "bad positioning" could mean your footwork or timing is affecting multiple areas of your game.

- Mistake Types Tracked in the Report:**
- Bad Positioning:** The player was not in the optimal place to execute the shot effectively.
 - Bad Decision-Making:** The shot choice or target was not appropriate for the situation.
 - Bad Technique:** The form or mechanics of the shot were incorrect or poorly executed.
 - Unforced Error:** A mistake made without pressure from the opponents.
 - Lack of Depth:** A lob/shot that's too shallow, letting opponents win the point easily.



⚠ Important: If you don't see a certain mistake (like Bad Technique) appear in your chart, it doesn't automatically mean your technique is perfect, it simply means that other factors were more clearly identifiable as the main causes of the errors during this match.

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LIST AND EXPLANATION OF THE SHOTS TRACKED

1. FOREHAND

Basic groundstroke hit from the dominant side, used from the baseline or mid-court.

2. BACKHAND

Groundstroke from the non-dominant side, typically more defensive or used to redirect play.

3. FOREHAND VOLLEY

A forehand shot taken close to the net, without letting the ball bounce.

4. FOREHAND VOLLEY DROPSTOT

A soft forehand volley intended to land close to the net, catching the opponent off guard.

5. BACKHAND VOLLEY

A backhand shot near the net, played before the ball bounces.

6. BACKHAND VOLLEY DROPSTOT

A delicate backhand volley with minimal power, aimed to drop just over the net.

7. BANDEJA

A controlled overhead shot with slice, used to maintain net position after a lob.

8. VIBORA

An aggressive variation of the bandeja, with more speed and sidespin, aimed to finish the point.

9. SMASH

A powerful overhead shot intended to win the point, usually after a high lob.

10. FOREHAND LOB

A lifted shot from the forehand side aimed high over the opponents to push them back.

11. BACKHAND LOB

A high defensive shot from the backhand side, usually to recover space.

12. FOREHAND BAJADA

An attacking shot hit off the back glass, often from the forehand side, designed to regain net position.

13. BACKHAND BAJADA

Similar to the forehand bajada, but executed from the backhand side after the ball bounces off the glass.

14. FOREHAND DROPSTOT

A soft shot from the forehand side intended to land short and low, forcing the opponent forward.

15. BACKHAND DROPSTOT

A gentle shot from the backhand side, typically used to surprise or exploit court positioning.

16. FOREHAND RETURN

Return of serve using a forehand stroke, often aiming for control or pressure.

17. BACKHAND RETURN

Return of serve using the backhand, generally more defensive or strategic.

18. FOREHAND AFTER THE WALL

Forehand shot after the ball has bounced off the back wall, common in defensive situations.

19. BACKHAND AFTER THE WALL

Backhand played after the ball rebounds from the back wall, used to reset the rally.

20. FOREHAND AFTER DOUBLE WALL

Forehand shot after the ball has hit both the back and side walls, requiring good timing.

21. BACKHAND AFTER DOUBLE WALL

Backhand response to a double wall rebound, typically used in deep defensive play.

22. FOREHAND AFTER SIDEWALL

Forehand played after the ball comes off the side wall, often to redirect or defend.

23. BACKHAND AFTER SIDEWALL

Backhand shot following a bounce off the side wall, used for recovery or transition.

24. FOREHAND AGAINST THE WALL

Forehand played while being very close to the back wall, often under pressure.

25. BACKHAND AGAINST THE WALL

Backhand stroke near or against the back wall, typically a defensive move.

26. FOREHAND AGAINST THE SIDEWALL

Forehand played close to the side wall, requiring quick reaction and control.

27. BACKHAND AGAINST THE SIDEWALL

Backhand hit near the side wall, usually in tight or pressured scenarios.

Disclaimer

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