

Badminton Tactics Analysis in International Competition

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June 1998



香港康體發展局
HONG KONG
SPORTS DEVELOPMENT BOARD

Summary

Badminton was found the most popular sports activity in Hong Kong in 1994 by a survey. More than half of the respondents (51.6%) had undertaken this activity in the previous month. It is a fast and dynamic sport that has been included in the Olympic events since 1992. Under the co-operation of the Hong Kong Badminton Association, the Sports Development Board, and the Hong Kong Sports Institute, the standard of the players in Hong Kong has been improving, both in their skills and physical fitness. Nevertheless, strategy analysis of badminton games, which had already been used in many countries, is still an empty page in Hong Kong.

Through the strategy analysis, a lot of information can be provided, such as the up-to-date playing pattern employed by the players, the differences between the international and Hong Kong national players, the strength and weaknesses of a player and the opponents. Based on this information, the playing pattern can be improved, effective tactics to play against individual opponent can be designed and appropriate training plan can be developed.

In this study, the post-even notation methods were used. A total 10 matches including the final, two semi-finals, three quarterfinals and four in the second round of the Nin-Jiom Hong Kong Open Badminton Championship 1996 were filmed using a 3-CCD video camera. The video tapes were then recorded frame by frame to category a player's motion. The frequency and position of playing each stroke, and the success or failure rate of each stroke were recorded. Court was divided into 6 areas. Strokes were identified according to 11 commonly named shots. The effectiveness of shots was classified as "effective", "ineffective", "unconditional winner", "conditional winner", "Forced failure" and "unforced failure". The analysis demonstrated that of all shots returned, 20.48% were from the front left court, 19.19% from the front right court, 14.49% from the mid left court, 13.70% from the mid right court, 16.96% from the rear left court and 15.17% from the rear right court. The order of priority in using different kinds of strokes in matches were as follows: lob (22.54%), smash (19.64%), net (17.38%), clear (13.63%), block (11.48%), drop (8.69%), push (3.00%), drive (2.00%) and hit (2.00%).

The results of this study showed that the world's elite male single players prefer to play offensive game by using more low-serve and returning high percentage of shots to the front than the mid-court and rear-court. They play both a higher percentage of returns as "effective" shots than the other shots and a higher percentage of straight shots than cross-court shots. The most "winner" shots were played in the mid-court by smashing. The winning strategy of the world's elite badminton players in single match can be described as follows. They play effective, fast and offensive shots consistently and accurately to "set-up"; they maneuver the opponents off balance, force them to make a weak return and then finish the rally by using a powerful smash.

It was recommended that the up-dated playing tactics and strategy of the world's elite badminton players used in single match founded in this study should be used by the local coaches as reference in designing training plane both for skills and fitness. It was also recommended that the methods of notational analysis should be performed for local competition so as to profile the strategy and tactics of the local players. Based on the information collected, the differences between the local players and international players can be identified in detail.

Final Report

**BADMINTON TACTICS ANALYSIS IN
INTERNATIONAL COMPETITION**

Submitted to

THE HONG KONG SPORTS DEVELOPMENT BOARD

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June 30, 1998

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Abstract

The purpose of this study was to profile the competition strategy used by the world's elite male badminton players in single match at the international level and provide recommendations for Hong Kong players to improve their playing strategy. A total 10 matches including the final, two semi-finals, three quarterfinals and four in the second round of the Nin-Jiom Hong Kong Open Badminton Championship 1996 were filmed using a 3-CCD video camera. The post-event notational analysis which is based on frame by frame video analysis was used to category a player's motion. The frequency and position of playing each stroke, and the success or failure rate of each stroke were recorded. Court was divided into 6 areas. Strokes were identified according to 11 commonly named shots. The effectiveness of shots was classified as "effective", "ineffective", "unconditional winner", "conditional winner", "Forced failure" and "unforced failure". The analysis demonstrated that of all shots returned, 20.48% were from the front left court, 19.19% from the front right court, 14.49% from the mid left court, 13.70% from the mid right court, 16.96% from the rear left court and 15.17 from the rear right court. The order of priority in using different kinds of strokes in matches were as follows: lob (22.54%), smash (19.64%), net (17.38%), clear (13.63%), block (11.48%), drop (8.69%), push (3.00%), drive (2.00%) and hit (2.00%). The results of this study show that the world's elite male single players prefer to play offensive game by using more low-serve and returning high percentage of shots to the front than the mid-court and rear-court. They play both a higher percentage of returns as "effective" shots than the other shots and a higher percentage of straight shots than cross-court shots. The most "winner" shots were played in the mid-court by smashing. The winning strategy of the world's elite badminton players in single match can be described as follows. They play effective, fast and offensive shots consistently and accurately to "set-up"; they maneuver the opponents off balance, force them to make a weak return and then finish the rally by using a powerful smash.

It was recommended that the up-dated playing tactics and strategy of the world's elite badminton players used in single match founded in this study should be used by the local coaches as reference in designing training plane both for skills and fitness. It was also recommended that the methods of notational analysis should be performed for local competition so as to profile the strategy and tactics of the local players. Based on the information collected, the differences between the local players and international players can be identified in detail.

CHAPTER 1

1 INTRODUCTION

Badminton was found the most popular sports activity in Hong Kong in 1994 (Sivan and Robertson). More than half of the respondents (51.6%) in the research reported that they had undertaken this activity in the previous month. It is a fast and dynamic sport that has been included in the Olympic events since 1992. There are competitions through out a year, both locally and internationally. The playing standard of Hong Kong players is now at about the middle level in the world. In the past some outstanding players were ranked within the top five e.g. Chan Chi Choi and Amy Chan were ranked world number 3 in the mixed-double game in 1989. Under the co-operation of the Hong Kong Badminton Association, the Sports Development Board, and the Hong Kong Sports Institute, the standard of the players in Hong Kong has been improving, both in their skills and physical fitness. Nevertheless, strategy analysis of badminton games, which had already been used in many countries, is still an empty page in Hong Kong.

Through the strategy analysis, a lot of information can be provided, such as the up-to-date playing pattern employed by outstanding international players, the differences between the international players and Hong Kong national players, the strength and weaknesses of a player and the opponents. Based on this information, the playing pattern can be improved, effective tactics to play against individual opponent can be designed and appropriate training plan can be developed.

1.1 PURPOSE OF THE STUDY

The purpose of this study was to determine the up-to-date playing pattern employed by the world's top male badminton single players and to establish a more comprehensive

database of game strategy of international badminton. To realize this aim, the game strategy used by the badminton men's single players participating in the Nin Jiom Hong Kong Open Badminton Championship '96 was profiled by means of notational analysis.

1.2 DEFINITION OF TERMS

In this study, the following definitions were used:

a. International badminton men's single players:

The players were those who took part in the men's single competition of the Nin Jiom Hong Kong Open Badminton Championship 1996.

b. Competition Situation:

It was the competition flow between players in different men's single competition matches in the Nin Jiom Hong Kong Open Badminton Championship 1996.

1.3 DELIMITATION

The following delimitation were recognized in this study:

a. The subjects were men's single players who took part in the Nin Jiom Hong Kong Open Badminton Championship 1996.

b. Collection of data was made during the competition by using video camera.

c. Matches taped were observed in video monitor post competition and data was recorded in the designed recording sheet by the researcher.

1.4 LIMITATIONS

The following limitation were required in this study:

a. There was no control over the players whether they had done sufficient warming up or not.

- b. There was no control over the players' physical fitness status.
- c. There was no control over the players' playing pattern and game strategies.
- d. No inquiry was made into the players' past sport-specific experience, e.g. time they spent in training per week and for how long they had started taking part in the sport.

1.5 SIGNIFICANCE OF THE STUDY

Proper use of game strategy is vital for a badminton match. To know more about oneself and the opponents, notational analysis will be the fastest, simplest, and most effective method.

The present study profiled the game strategy used by the international male single players participating in the Nin Jiom Hong Kong Open Badminton Championship '96. In this way, a more comprehensive database of game strategy of international badminton was established.

The information provided from this study can help both players and coaches in Hong Kong improve their own weaknesses through proper training program, keep close to the up-to-date playing pattern, and design appropriate strategy to play against different opponents as to achieve better result in international competitions.

CHAPTER 2

REVIEW OF LITERATURE

For the purpose of this study, 4 areas of literature were reviewed. They were

- a. Basic skills used in badminton single game,
- b. Strategy and tactics commonly used in single game,
- c. Notational analysis, and
- d. Article on badminton notational analysis.

2.1 BASIC SKILLS USED IN BADMINTON SINGLE GAME

Basic skills are the foundation of badminton game. The learning process of the skills is the slow, gradual one of getting increased accuracy, further depth, and additional speed. As you continue to play and practice, the shuttle will travel more often in the direction in which you aim at. You will attain more and more power in clears and smashes and (desirably) less and less speed in drops (Bloss and Hales, 1994).

There are different strokes commonly used in the single game, namely:

- a. Serve - high serve and low serve
- b. Overhead strokes - forehand and backhand clear, smash, and drop shots
- c. Strokes taken in front of the body - forehand and backhand push, dab and nets.
- d. Strokes taken besides the body - forehand and backhand drive and block
- e. Strokes taken below the waist - forehand and backhand lob (underhand clear), and drops.

Following are the brief description on different strokes:

- 1) **Serve**

a. The High Serve

The performance objective of the shot is to start a rally by hitting the shuttle from the mid-court to make it flies high and deep to the opponent's rear-court. The aim is to force the opponent to his rear-court and thus to blunt his attacking power and develop opening space at his front-court.

b. The Low Serve

The objective of the shot is to start a rally by hitting the shuttle from the mid-court to make it goes over the top of the net with minimum clearance to the opponent's front-court. The aim of the low serve is to pull the opponent to the front-court area and eliminating his chance of hitting the shuttle downward.

The flight patterns of serves are demonstrated in Figure 1.

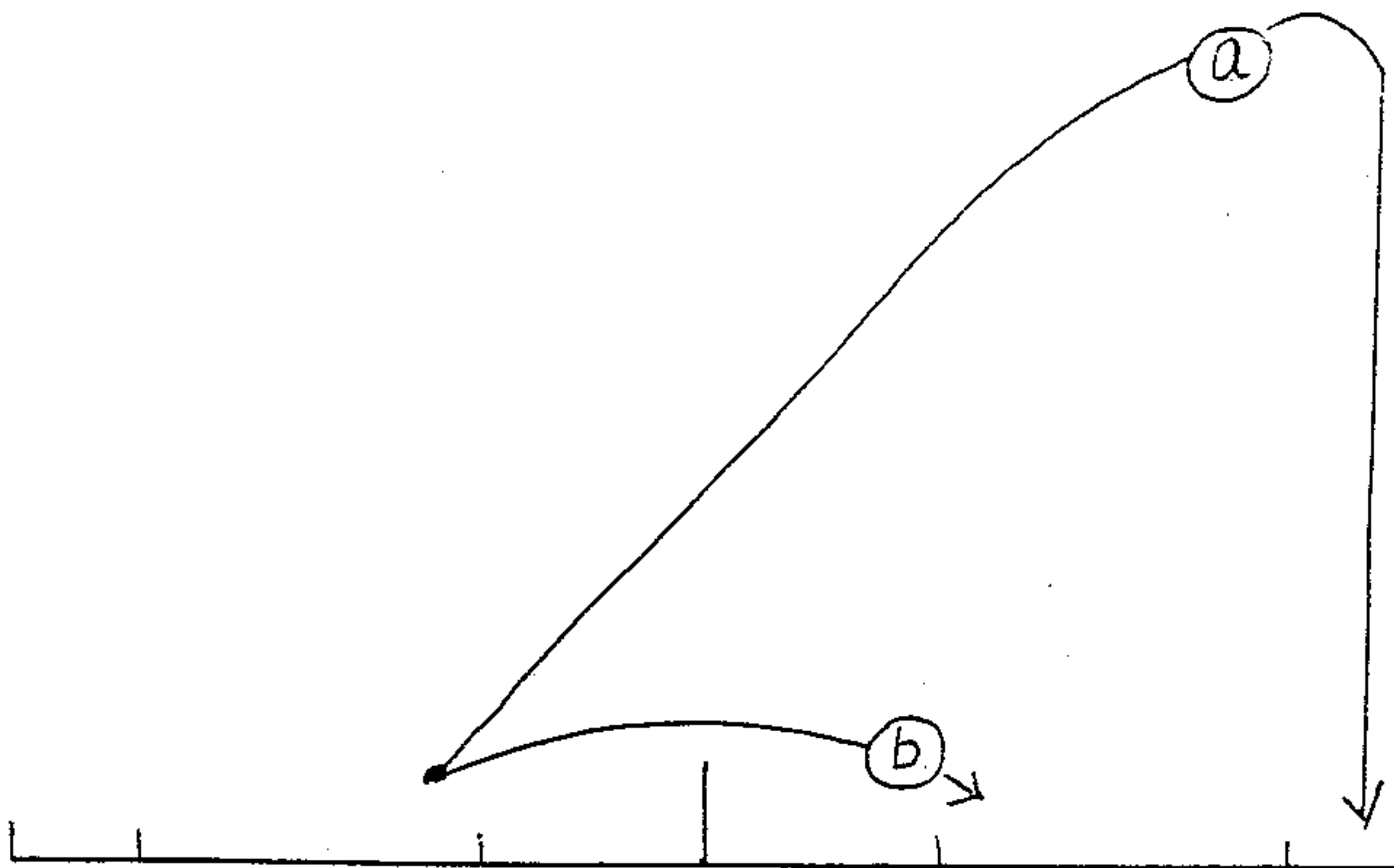


Fig. 1 Flight patterns of Serves

2) Overhead strokes

The Clear

a). The defensive clear

The performance objective of the shot is to hit the shuttle from the rear -court to the opponent's rear-court. The trajectory must be high and deep enough. The aim is to move the opponent to his rear-court to blunt his attacking power. Meanwhile, it can develop an opening space for attack in the opponent's front-court.

b). The attacking clear

The objective of the shot is to hit the shuttle from the rear-court to the opponent's rear-court. The trajectory of the shuttle is flatter and faster than defensive clear. The aim of the shot is to force the opponent to his rear-court. As the shot is faster and flatter, the opponent will have less time to move backward and thus it will make him to return the shot in a hurry and thus error will occur.

The flight patterns of the overhead strokes are demonstrated in Figure 2.

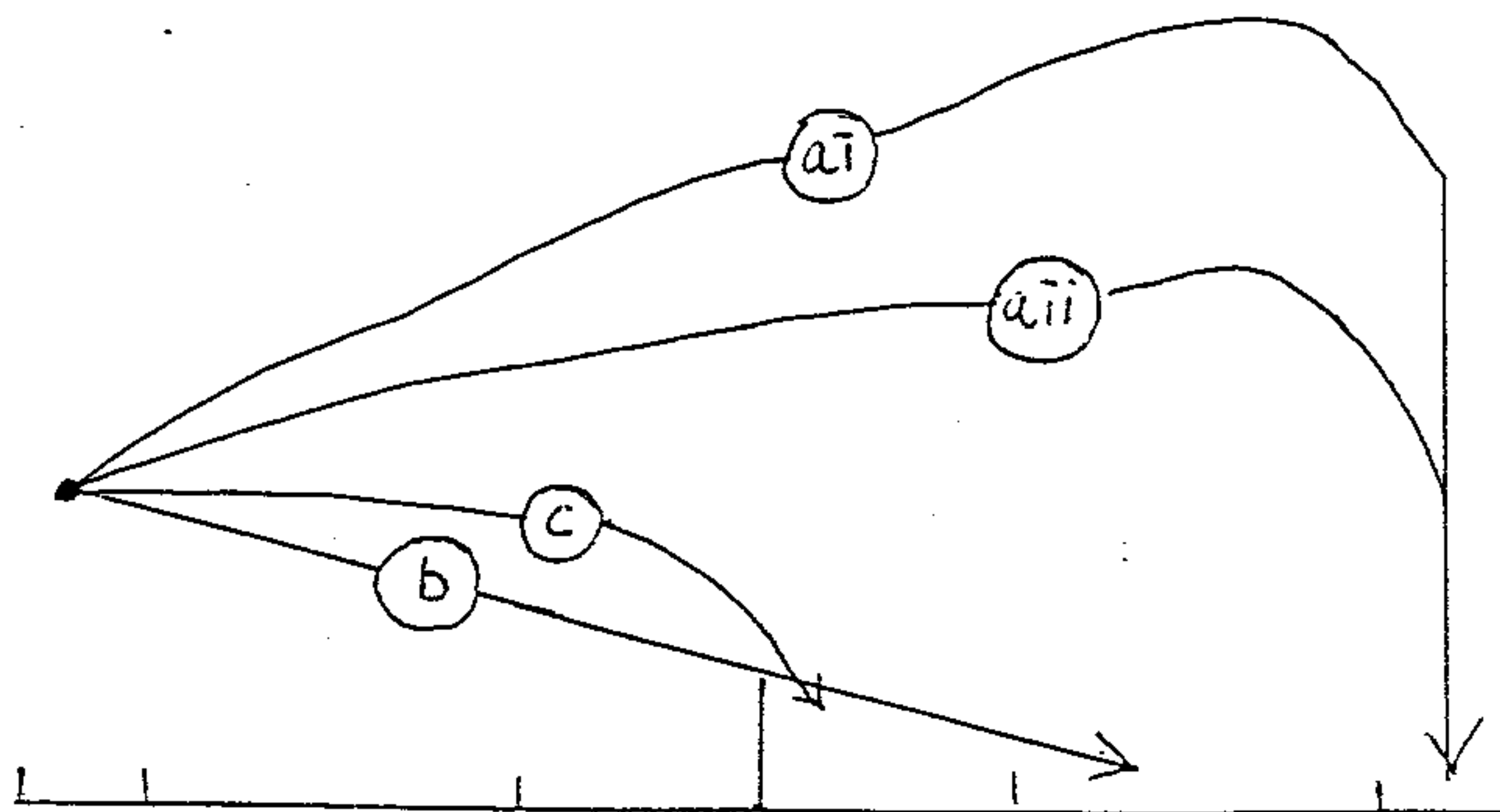


Fig. 2 Flight patterns produced by overhead strokes

c) The Smash

The objective of the shot is to hit the shuttle from the rear-court or mid-court to fall extremely quickly and steeply into the opponent's court. The aim is to kill, finish the rally and win the point.

d) The Drop

The objective of the shot is to hit the shuttle from the rear-court or mid-court to the opponent's front-court. The trajectory is downward and just over and close to the net. The aim is to move the opponent to the front-court and thus opening space will be found in the rear-court. Meanwhile, it can force the opponent to lift the shuttle upward for attack.

3) **Strokes taken in front of the body**

a) The Push

The objective of the shot is to hit the shuttle from the front-court or mid-court horizontally, just over the net, forcefully to the mid-court or rear-court of the opponent. The aim is to attack, or force the opponent to lift the shuttle upward for us to hit downward.

b) The Dab

The objective is to hit the shuttle downward from the front-court forcefully to the mid-court of the opponent. The aim is to kill, finish the rally.

c) The Net

The objective is to hit the shuttle from the front-court to the opponent's front-court softly just over the top of the net. The aim is to pull the opponent to the front-court and opening space will be exposed at the rear-court. Good net will force the opponent to lift the shuttle upward and create a chance for attack, e.g. smash or dab.

The flight patterns of the strokes taken in front of the body are demonstrated in Fig. 3.

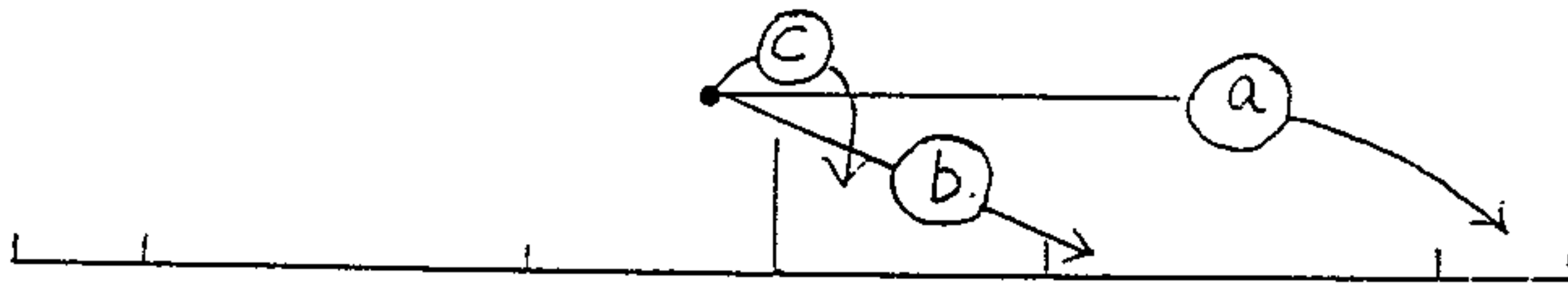


Figure 3. Flight patterns of strokes taken in front of body

4) Strokes taken besides the Body

a) The Drive

The objective is to hit the shuttle from the mid-court or rear-court besides the body forcefully, to the mid-court or rear-court of the opponent. The trajectory of the shot is fast, flat, and horizontal. The aim is to push the opponent to the mid-court or rear-court in an offensive way, force him to make a bad return.

Flight patterns of strokes taken besides the body are demonstrated in Figure 4.

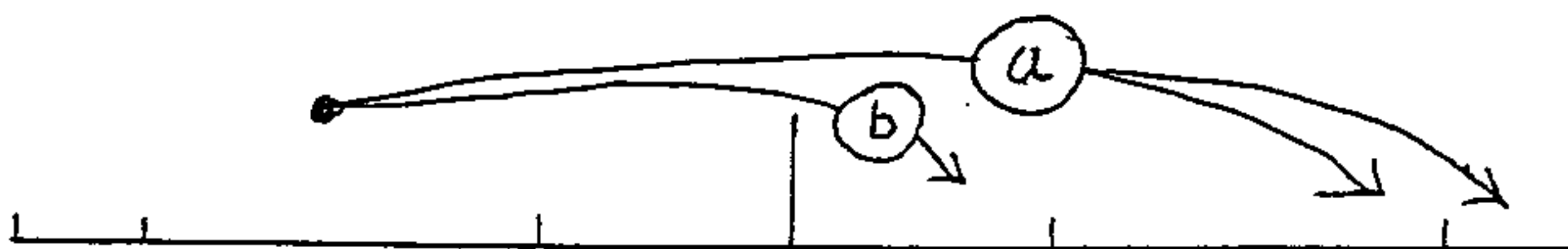


Fig. 4 Flight patterns of strokes taken besides the body

b) The Block

The objective of the shot is to hit the shuttle from the mid-court to the opponent's front-court softly, just over the top of the net. The aim is to pull the opponent to his front-court to create opening space at his rear-court. It is usually used for return of smash or drive. It can be a counter-attack shot because the front-court is an opening space when the opponent makes a smash or a drive at the mid-court or rear-court.

5) **Strokes taken below the waist**

a) Lob (underhand clear)

The objective of the shot is to lift the shuttle upward from the front-court or mid-court, high and deep to the opponent's rear-court. The aim is to move the opponent to his rear-court and thus create opening space in the front-court. It is a defensive shot that can prevent the opponent from making a dab at the net.

b) Underhand Drop

The objective of the shot is to hit the shuttle from the mid-court or rear-court softly, just over the top of the net to the front-court of the opponent. The aim is to pull the opponent to the front-court and create opening space at the other areas. It is sometimes a counter attack shot for returning the opponent's smash because the opponent's front-court will be an opening space when he makes a smash from the rear-court.

Flight patterns of strokes taken below the waist are demonstrated in Figure 5.

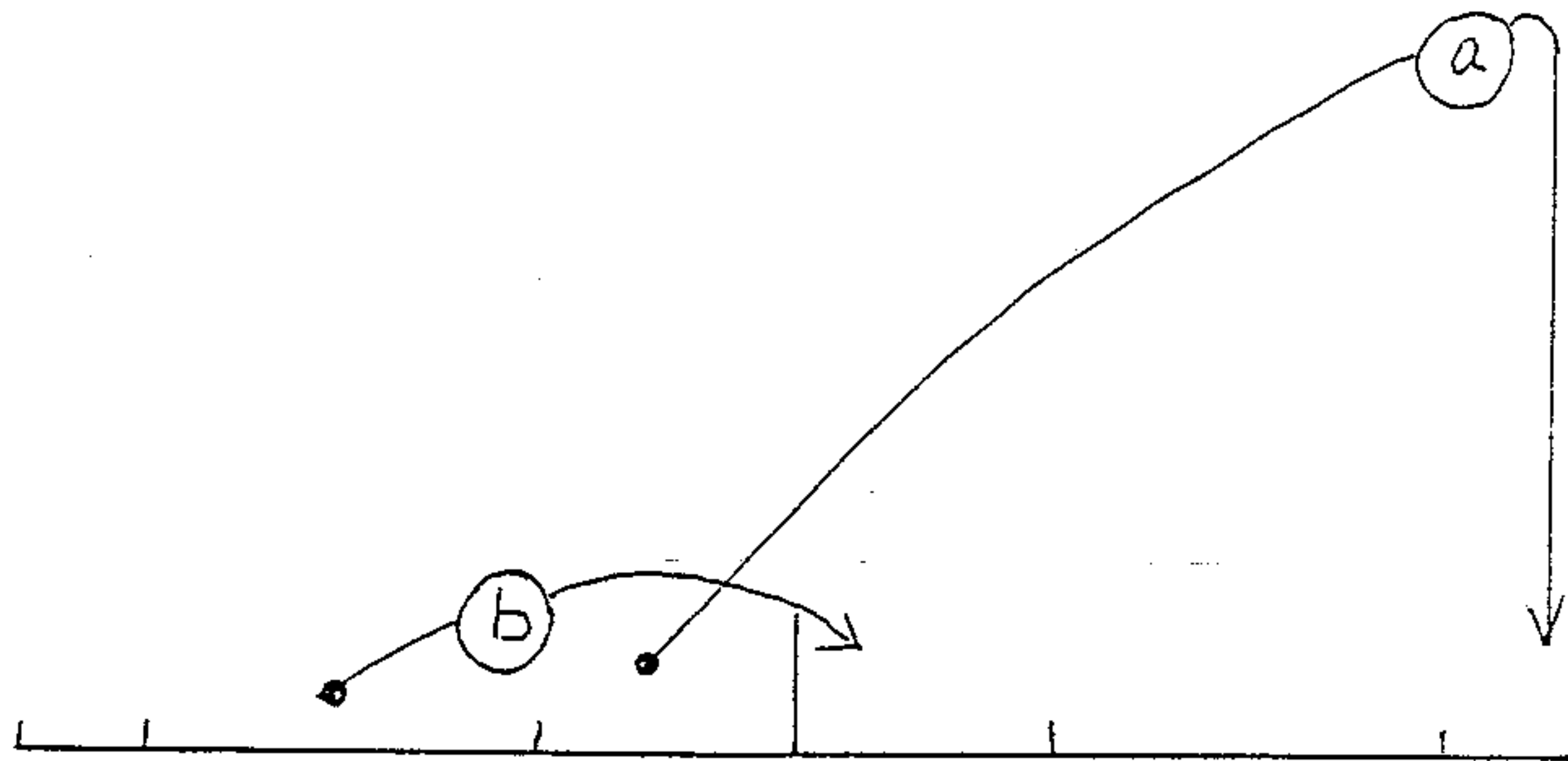


Fig. 5 Flight patterns of strokes taken below the waist

2.1 STRATEGY AND TACTICS COMMONLY USED IN SINGLE GAME

Badminton is a game that challenges the player's reflexes and demands the most precise timing. It is true because of the uniqueness of the flight of the shuttlecock. The shuttlecock's weight and shape is affected by air resistance, which reduces the velocity rapidly. This necessitates timing that is quite different from striking a ball because the shuttle's flight does not follow a true parabolic curve. It can travel as fast as 214.8 mph or as slow as zero mph. It is also the only racquet sport in which the struck object is not allowed to bounce. Therefore, an opponent has only a short time to prepare for the return (Adrian and Cooper, 1995).

Yang (1993) emphasized that due to the limitation of time, effective and successful game strategy can be vital for the winning of a match. The match of badminton is a kind of competition between offense and defense, activeness and passiveness, control and anti-control. It is impossible to fully use one's skill and tactics if the device and application of tactics is improper. Read the opponent, apply appropriate strategy is the key of winning a badminton match. It is the nature of the game in a single match that the player will have to handle all the situation by himself/ herself. Except the five minutes break between the second

and third set, there will have no time-out or any break. In order to obtain the ability to play against different opponents with different playing patterns, a player must have the ability of playing at least two to three different strategies. That can be achieved through training. It is especially true and necessary that much kind of training and preparation should be started early in the young players.

According to (Downey, 1982), several commonly used strategy and tactics have been identified and described as follows:

1) The strong player

a. Power at speed

This player smashes at every opportunity and then surges forward, hitting more smashes and hard flat pushes until he can either hit the winner from the mid-court or front-court, or force an error.

b. Power with weight

This is the strong man with the heavy penetrating smash form the rear-court. He is happier in the rear-court and mid-court. In the front-court too much depends on quick movement and touch so he will be quite content to play for a lift with a tumbler or spinner to the center of the front-court or lob the shuttle high to the opponent's rear-court and then settle in his mid-court whilst the opponent smash. For this he has developed a good defense and will block the smash to the front-court to get the lift he wants. Then he will use his powerful smash form the mid-court or rear-court. He is not too keen about getting involved in long rallies and plays only to get the lift for his smash

2) The runner

This is the type of player who enjoys traveling around the court and does so making basic moves to the rear-court and front-court with occasional smashes to the mid-court. He likes the open game as he tries to maneuver the opponent out of position.

3) **The fast attacking player**

This is the type who keeps up a very high rate of play, traveling to meet the shuttle early and giving his opponent little time to recover from his moves. He hits fast drops and steep angled sliced smashes to the front-court/mid-court area, power smashes to the mid-court both straight and cross-court, and fast attack clears to the corners of the rear-court. He is an extremely difficult player to defeat.

4) **The touch player**

He likes to play the game around the front-court and mid-court, where he can angle his block to the smash and get into the front-court to make difficult tumblers and spinners, or flick off the top of the net past the opponent to the rear-court and use his deception with good effect. He doesn't do much from the rear-court except try to set up the situation in the front-court.

The above examples do not do justice to the full range of possibilities in styles of play or the way in which the same player may mix several styles of play to overcome the opponent. But they do give some idea of how the stroke-moves can be adapted to carry out various strategies.

2.3 **NOTATIONAL ANALYSIS**

Strategy and tactics employed in game sports are usually examined by means of notational analysis. The notations of player, action, position of the action, and / or outcomes

of rallies can be made in real-time analysis to provide immediate feedback or in post-event analysis to provide more accurate and comprehensive information. The increasing sophistication and reducing cost of video system have greatly enhanced post-event analysis: the sequential skill performances are recorded on film or video, analyzed post event, and then summarized statistically. During the video analysis, the player's motion is broken down, the frequency and/or timing of a particular shot, and the success or failure of that shot is determined. Based on this information, the strength and weakness of a player and of his / her opponent can be effectively evaluated (Hong, 1996)

Badminton notation is a method of recording badminton game using a system of symbols. Each stroke-move is recorded by a symbol. It is simple and logical, easy to learn and quite accurate. Even if it were possible to record the game by film or video camera, it would still be necessary to record details on paper in order to examine and compare the situations and details of it. Basically the purpose is to gain information. There are many aspects of the games that are open to examination and analysis. Briefly, notation records a match and allows the following areas of a game to be recorded. It records the detail in a game. It shows clearly the patterns of play and the movement behavior of a player during a match. It shows the strengths and weaknesses of a player. It attracts immediate attention to a weakness and shows clearly the type of situation where the weakness was observed. It shows the effect of motivation or lack of it on the choice of stroke-moves. It emphasizes fatigue periods during a match. It shows the effect of pressure on the stroke-move used. It shows clearly the movement behavior of a player in situations of stress during a match (Downey, 1982).

2.4 BADMINTON NOTATIONAL ANALYSIS

Several researches about the notational analysis of badminton games have been reviewed. It is the notation study of badminton games that have developed databases of game strategy and which were functional and coach friendly.

Tze et al. (1989) set up a Badminton Tactical Computing and Instant Feedback System. By the help of the system, on-court information can be obtained immediately, e.g. the opponent's playing pattern; its strong points and weaknesses; and self performance. In making use of this valuable information, coaches can formulate appropriate strategy and give suitable advice to players in the fastest way. Data collected in the match can be useful also after the match as it can provide information for designing training program.

Basic skills are the foundation of badminton game. Combination of basic skills is the formation of game strategy. The strategy, as a result, is the guideline of game performance. However, every player has his / her stronger strokes and weaknesses. There is a statement: "Know ownself and opponents well, then you will be always a winner." Base on this idea, Poon (1992) used the notational analysis method to find out the playing pattern and the weaknesses of the elite youth ladies' single players in China. Based on the analysis results, he found that the Chinese elite youth ladies' single players, basically has good basic skills and idea on attacking the empty spaces of opponent. Stroke deception was good, too. Nevertheless, they were found weak in strong attack and consistency.

To enhance the training of the youth team players in Fujian Province, China, Chen (1993) carried out a study in the purpose of figuring out the technical weaknesses of the juvenile badminton players participating in the Tenth Fujian Games. 30 participants with the age below 16 were involved. 15 matches, including men's and ladies' singles were studied. Real-time notation was performed by hand for post-match statistical analysis. The result showed that, generally, the basic skills were good, footworks were good, and rhythm of play was fast. The errors that appeared more frequently were with the return of smash, nets and

rear-court controlled. The causes of the above errors were explained as follows. a) The juvenile players were still young and were lack of conservative. For example, they paid too much attention on offensive playing, thus less attention was paid in defense. Also, even though in return of rear-court controlled shots, they preferred taking risk on playing offensive shots or counter-control shots instead of some safe, transitional shots. As a result, rate of failure was higher. b) Longer time was needed for polishing up the fine skills, e.g. the nets. The juvenile players were not mature enough in those skills.

2.5 SUMMARY

Based on the literature reviewed above, badminton is a game that challenges the player's skills, tactics, physical fitness and mental stability. A player must have good control on different skills; can play in different tactics in order to compete with different opponents; have excellent physical fitness and a calm and clear mind to handle every single shot so as to defeat the opponent. Read the opponent, apply appropriate strategy is the key of winning a badminton match.

Notational analysis is a good way of studying the strategy and tactics employed by different players in badminton games. It is simple, logical, easy to learn, and quite accurate. It had been used as methods to find out the playing pattern, weaknesses of players, and technical weaknesses of juvenile badminton players and the results were significant and useful for both the coaches and players.

CHAPTER 3

METHODOLOGY

3.1 SUBJECTS

The subjects were male badminton single players from different countries participating in the Nin Jiom Hong Kong Open Badminton Championship 1996. They were players from Indonesia, Korea, Denmark, Malaysia, Taiwan, India, and Hong Kong. Most of them were world top ranking players (within 30). In the ten matches selected, there were eleven players involved. Besides the two finalists and who competed in the matches of the semi-final, seven other players were selected from the quarterfinal matches and second round matches so as to reduce the bias of strategy.

3.2 MATCHES FOR ANALYSIS

The matches recorded were the Men's single final, two semi-finals, three quarterfinals, and four in second round of the Nin Jiom Hong Kong Open Badminton Championship 1996. A total of 10 matches were selected for analysis.

Matches were recorded by video camera on court during competition (see Appendix I). A 3-CDD video camera was placed at the back or by the side of the badminton court (depends on how the badminton court was allocated by the competition authority).

3.3 NOTATION RECORDING SYSTEM

Matches taped were observed in Video Monitor post competition and data was recorded in the Recording Sheet (see Appendix II). Every shot was recorded with symbols

(see Appendix III) in the order of the location of a) the shot, b) the shot and the additional information if needed, and c) the effectiveness of the shot.

1) Location of shot

The analysis of video materials was based on the court being divided into six different areas as: front-court left (1), front-court right (2), mid-court left (3), mid-court right (4), rear-court left (5), and rear-court right (6) as shown in Figure 6. The strokes each player used, the positions of the strokes and where the shuttle reached were recorded.

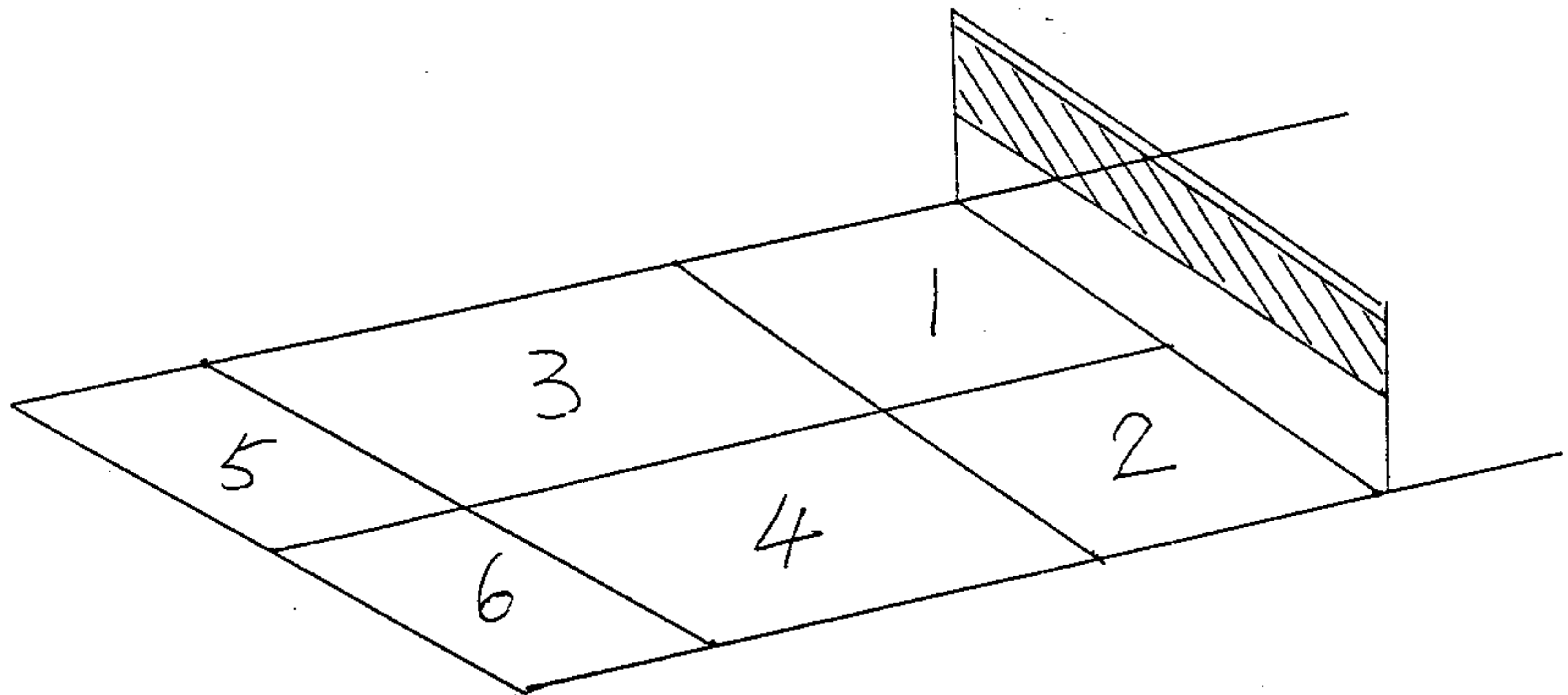


Figure 6. Division of six different court areas

2) Shot + additional information

Strokes were identified according to 11 commonly used shots. They are the serve low (sl), serve high (sh), smash (s), clear (c), drop (d), block (b), lob -underhand clear (l), drive (dr), push (p), net reply in front-court (n), and hit down in front-court (h), with the additional information such as cross court (x).

3) Effectiveness of the shot

In order to depict the quality of the return shots, each return shot was classified into one of the six different categories. The categories and the corresponding symbols used for notation are shown as follows: a) effective ($\checkmark$), b) ineffective ($\ncheckmark$), c) unconditional winner ($\checkmark W$), d) conditional winner ($\ncheckmark W$), e) forced failure ($\checkmark F$), and unforced failure ($\ncheckmark F$).

Effective shot. It is a shot that falls within half a racket length from the sidelines. It is hard to determine because the shuttle will not land onto the ground. We can only judge it whether it is effective or not by watching the position where the player hits the shuttle or had to play full stretch to make a return. High speed or forceful shots that put pressure on opponents are also effective.

Ineffective shot. If the shuttle of a good return falls in an area outside the half a racket length or close to the opponent's body the shot is classified as "ineffective". High speed or forceful shots but have poor placement or cannot put pressure on opponents are also ineffective.

Unconditional winner. It is a winner that wins a rally by effective shot and strategy, e.g. good placement or smash to kill. (The opponent cannot hit the shuttle at all.)

Conditional winner. It is a winner that wins by luck or incorrect judgment made by the opponent.

Forced failure. It is a failure that loses a rally due to the good placement of shuttle or strong attack by the opponent. (The player can hit the shuttle but fails to make a good return)

Unforced failure: It is a failure that loses a rally due to a careless mistake.

Every game was recorded separately for analysis, thus effectiveness of a game could be found.

3.4 VALIDITY OF DATA

To uphold the reliability of the data, the researcher made all recording by himself. The reliability of the method of analysis was evaluated by comparing the results of a repeated analysis. It was found that in this match of 108 rallies, or 619 shots, there was no error in categorizing the shots into 18 different kinds of shots. In the classification of effectiveness categories, there was only a 2.87% error that was acceptable for this study.

3.5 DATA ANALYSIS

The data was analyzed by calculating the percentage distribution for the six effectiveness categories of shots and the 18 different shots used in the specific court areas involved. Mean and standard deviations of the frequency percentages were calculated to describe the results.

For the purpose of profiling a commonly used playing pattern or strategy, the serve, the distribution of the 18 different shots in different court areas, and the killing shot and the last four shots preceding the kill shot were sorted out for analysis.

ANOVA or t-test was used for determining the significance of different factors as the significant value was set at 0.05.

CHAPTER 4

RESULTS AND DISCUSSION

4.1 Basic statistics of the game

In the ten matches analyzed, the average number of games played per match reached 2.3 (SD = 0.46). The average number of rallies per game was 47.61 (SD = 8.76), ranging from 26 to 59. The average number of shots per rally was 7.38 (SD = 5.45), ranging from 1 to 33. The average number of shots played per game reached 351.52 (SD = 80.65), ranging from 145 to 475 when excluding the service shots (Table 1).

Table 1. Number of shots per game and per rally calculated from the games analyzed (10 matches)

	Games/Match	Rallies/Game	Shots/Rally	Shots/Game
Mean	2.3	47.61	7.38	351.52
SD	0.46	8.74	5.45	80.65
N	10 (Matches)	23 (Games)	1095 (Rallies)	23 (Games)

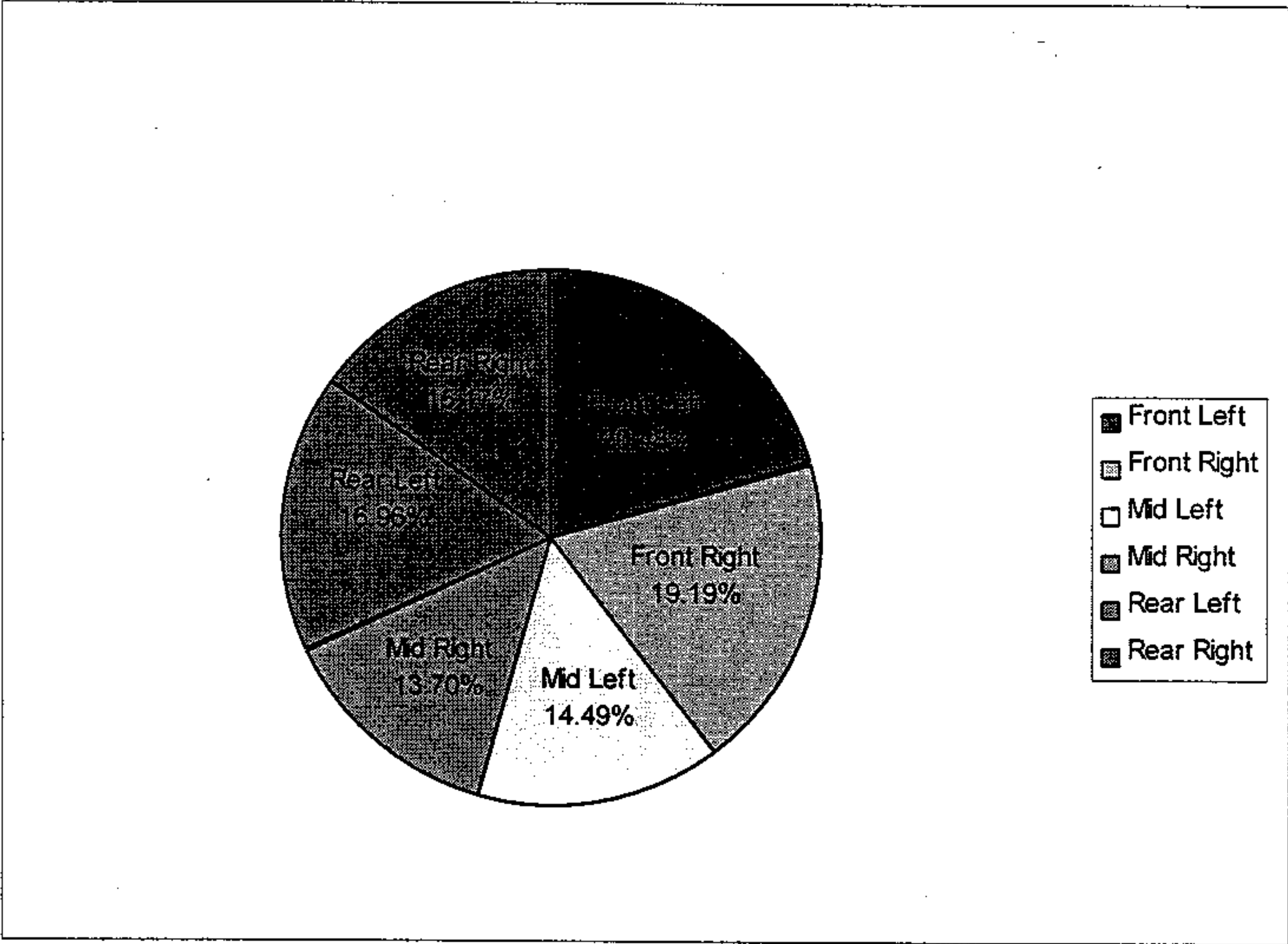
The percentage distribution of the 18 different kinds of shots in relation to each of the six court areas was presented in Table 2. These 18 different kinds of shots can in turn be categorized into nine main shots. They are smash, clear, drop, block, lob, drive, push, net and hit.

Table 2. Percentage distribution of the 18 different kinds of shots in relation to each of the six court areas

GAME ANALYSIS																	
Front Left (1)								Front Right (2)									
	✓	✗	N	W	N	F	F	total %		✓	✗	N	W	N	F	F	total %
s									s								
xs									xs								
e									e								
xc									xc								
d									d								
xd									xd								
b									b	100							
xb									xb								
l	72	21					4	21	l	74	14	2			2	8	28
xl	77	17	1				5	26	xl	71	22	1			1	5	19
dr									dr								
xdr									xdr	100							
p	71	5	14				10	4	p	75	13	3			3	8	3
xp	52	35	4				9	2	xp	75	4	7				14	2
n	86	3	1				6	35	n	82	3	2			3	10	37
xn	79	3	6			2	10	9	xn	69	6	12			4	9	6
h	16	9	67				7	3	h	17	3	54	3			23	3
xh	29	14	43				14		xh	7	14	64	7			7	1
total	76	11	4			2	6	100	total	74	11	4			2	9	100
Mid Left (3)								Mid Right (4)									
	✓	✗	N	W	N	F	F	total %		✓	✗	N	W	N	F	F	total %
s	34	9	30				7	16	s	55	14	24			1	7	15
xs	35	13	40				11	10	xs	44	14	36			6	10	
e	34	31					15	3	e	50	32	7			4	7	3
xc	59	41						2	xc	38	38				13	13	2
d	79	6			2		8	4	5	d	86	11				4	3
xd	84						5	11	2	xd	82		6			12	2
b	79	8	1				11	2	34	b	73	9			15	2	32
xb	88	6	3				3	1	8	xb	84	3	1		12		7
l	56	34	2				5	2	9	l	50	40	4		5	2	12
xl	53	40					3	5	4	xl	53	39			3	6	4
dr	56	22	9				3	9	3	dr	79	4	2	4	2	9	5
xdr	80	10	7				3		3	xdr	77	19			4		3
p	61	22	6				6	6	2	p	57	25			7	11	3
xp		100								xp	33	67					
n										n							
xn										xn							
h		33	33				0	33		h	50	50					
xh										xh		100					
total	66	14	10				5	5	100	total	64	16	8		7	4	100
Back Left (5)								Back Right (6)									
	✓	✗	N	W	N	F	F	total %		✓	✗	N	W	N	F	F	total %
s	53	28	9				9	24	s	63	27	5			5		27
xs	62	17	8				13	12	xs	61	16	12			10		14
e	80	11	1				8	24	e	80	12	1			6		21
xc	69	23	3				4	18	xc	76	17	1			5		13
d	73	17	1			2	8	11	d	84	8	1			1		16
xd	70	11	3			1	15	10	xd	79	6	4			11		8
b	100								b								
xb	100								xb								
l									l								
xl									xl								
dr									dr	83						17	1
xdr	67	100	33						xdr	33	17	50					1
p									p								
xp									xp								
n									n								
xn									xn								
h									h								
xh									xh								
total	68	19	4				9	100	total	72	16	4			7		100

In relation to the court, the percentage distribution of the shots that were adopted in matches is presented in Figure 7. Of the total shots (6962) played, there were 1426 (20.48 %) shots returned from the front left court, 1336 (19.19 %) from front right court, 1009 (14.49 %) from mid left court, 954 (13.7%) from mid right court, 1181 (16.96 %) from rear left court, and 1056 (15.17 %) from the rear right court. These figures reveal that in international level competition, most of the returns were played from the front court area (39.67 %), followed by the rear-court area (32.13 %) and the mid-court area (28.19 %).

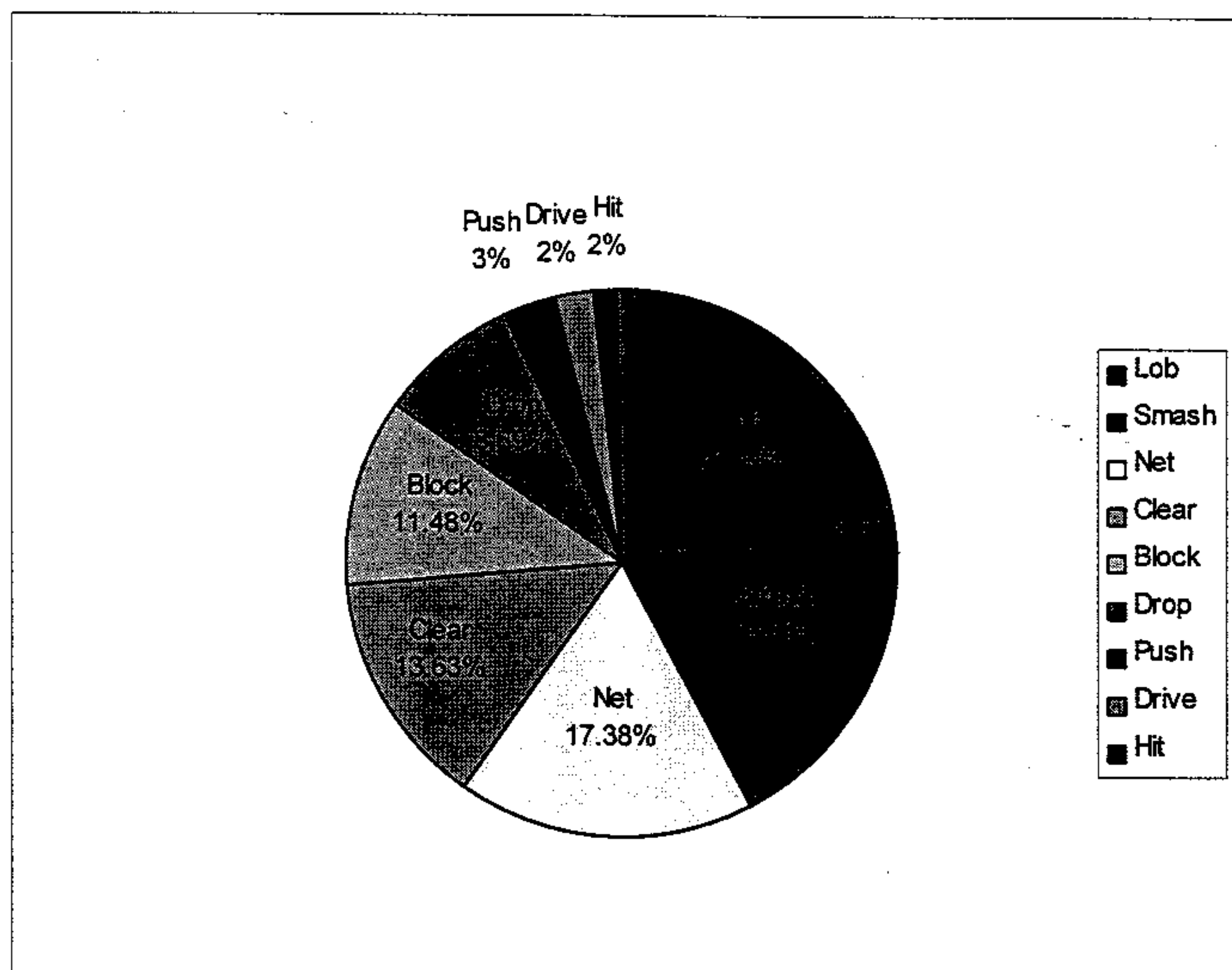
Figure 7. Percentage distribution of shots in the 6 court areas



As in Figure 8, the data reveal that the most popular shot to be used was lob (22.54%). The second was the smash (19.64 %), the third was net (17.38 %), the fourth was clear (13.63 %), the fifth was block (11.48 %), then the drop (8.69 %), the push (2.94 %), the drive (2.18 %), and finally the hit (1.51 %). The finding supported Downey (1982) who stated that to

create a situation to make a scoring hit, three basic moves will be used: a) to hit the shuttle to the rear-court with clears or lobs; b) to hit the shuttle to the forecourt with drops or nets; and c) to hit the shuttle downwards to the sides or center of the mid-court with a smash.

Figure 8. Percentage distribution of the 9 main shots on the whole court



4.2 ANALYSIS OF PLAYING PATTERN

1) The Serve

The basic performance objective of the serve is to start a rally. According to the regulation of badminton a player can get a point only when he is the server. If he is the one to receive, even though he wins the rally, he can get only the right to serve. As a result, to deliver a good serve is very important. An effective serve can ensure the server's strategy can be carried out effectively. On the other hand, if a player cannot serve well, he will lose

the chance to win a match. That is why Sheung (1985) stated that: The Serve is the most important shot in badminton game.

High deep serve is used more often in single games (Poole, 1991; Bloss and Hales, 1994; Downey, 1982). The aim is to force the opponent to his rear-court and thus to blunt his attacking power and develop opening space at his front-court. A weak return allows you to take the offensive. However, in the return of high serve, the opponent can have the choice of attack using e.g. attacking clear, smash or drop. The low short serve is used more often in doubles games than in singles but can be effective in singles if used at the right time (Poole, 1991). It can be used as a change of pace and is a method of gaining the offensive since the shuttle may descend as it reaches the top of the net, as a result it normally cannot be smashed downward (Bloss and Hales, 1994).

In the Table 3, we can see that in the players involved, seven out of the eleven executed low short serve more than high deep serve (92% - 59%). It showed that they prefer playing offensive style of single games. They serve low, eliminating the opponents' chance of hitting the shuttle downward. With good blocking at the net, it will force the opponent to lift the shuttle upward and then, the server can play his offensive strategy, for example, smash or drops. It could also be proved as we found the number of smash (smash + cross smash) was the second most popular shot (Fig. 8).

For the other four players, one of them executed 99.5% high deep serve while the others executed 60.2% to 64.5%. On the other hand, the three players executed 35% - 40% of low serve. That means they also employed quite high percentage of offensive strategy.

Table 3. Distribution of serve made by the players and their effectiveness

Player	No. of Match	Serve	EFFECTIVENESS							
			√		√		√W		√F	
1	3	SH	72	39%	62	86%	7	9.7%	3	4.3%
		SL	112	61%	111	99%				
2	4	SH	49	23%	43	87.8%	4	8.2%	1	2%
		SL	138	77%	137	99.3%				
3	3	SH	196	99.5%	188	95.9%	4	2%	4	2%
		SL	1	0.5%	1	100%				
4	1	SH	21	40.4%	18	85.7%	3	14.3%	1	3.2%
		SL	31	59.6%	30	96.8%				
5	1	SH	8	14%	8	100%				
		SL	49	86%	49	100%				
6	2	SH	50	60.2%	49	98%			1	2%
		SL	33	39.8%	33	100%				
7	2	SH	44	63.8%	41	93.2%	3	6.8%	1	4%
		SL	25	36.2%	23	92%				
8	1	SH	15	30%	15	100%			1	2.9%
		SL	35	70%	34	97.1%				
9	1	SH	40	64.5%	36	90%	2	5%	2	5%
		SL	22	35.5%	22	100%				
10	1	SH	3	7.7%	2	66.7%	1	33.3%	1	2.8%
		SL	36	92.3%	35	97.2%				
11	1	SH	19	39.6%	19	100%			1	3.4%
		SL	29	60.4%	28	96.6%				

SH - serve high

SL - serve low

Effectiveness of the high (SH) and low serve (SL) of every individual player was then presented in the table. When determining the overall effectiveness of the serve in different players (number of high serve + low serve), the highest ineffective serve was 5.8% when the highest unforced-failure in serve was 3.2%.

It could be concluded that based on the serve, the players were employing more offensive style of strategy in the Hong Kong Open 1996.

2) The Rally

2.1) The Court Areas

To play different shots to different court areas are the basic requirement of a player. The difference between a high level player and a low level player can be identified by their playing accuracy and consistence. In this study, in order to depict the quality of the return shots, each return shot was classified into one of the six effectiveness categories: effective, ineffective, unconditional winner, conditional winner, forced failure and unforced failure.

The results determining the level of playing effectiveness evaluated from the percentage distribution of shots in the six effectiveness categories in each of the six different court areas are presented in Table 4. As would be expected at this level of competition, there was a much higher proportion (70.34 %) of “effective” shots than “ineffective” returns (14.02 %). The highest “ineffective” record was found in the rear left court (18.75 %)

For the winning shots, there was very low percentage of conditional winner shot (less than 1 %). The average unconditional winner shot was 5.76 % while most of them were played from the mid-court area (9.02 %).

The losing shots were divided into “forced failure” and “unforced failure”. Most of the forced failure shots were found in the mid-court area (6.41 %) while the unforced failure shots were found mostly at the rear-court (8.33 %), when comparing with the front-court (7.18 %) and the mid-court (4.98 %).

Table 4. Percentage distribution of the six effectiveness category shots in each of the different court areas (%)

	Effective	Ineffective	Unconditional Winner	Conditional Winner	Forced Failure	Unforced Failure	Total
Front Left	76.07 ±6.44	11.05 ±4.87	4.45 ±2.98	0.00 ±0.00	2.40± 2.02	6.04± 3.56	100
Front Right	74.22 ±5.68	10.90 ±5.73	4.63 ±3.01	0.14 ±0.46	2.05 ±1.85	8.07 ±3.46	100
Front Court	74.99 ±5.18	10.95 ±4.81	4.51 ±2.08	0.07 ±0.24	2.29 ±1.30	7.18 ±3.01	100
Middle Left	66.11 ±9.28	13.71 ±6.33	9.89 ±4.53	0.18 ±0.58	4.84 ±2.56	5.27 ±4.61	100
Middle Right	63.52 ±11.15	15.12 ±6.85	8.57 ±5.13	0.24 ±0.75	7.86 ±4.22	4.68 ±4.40	100
Middle Court	64.73 ±8.19	14.62 ±6.04	9.02 ±2.77	0.24 ±0.52	6.41 ±2.23	4.98 ±3.48	100
Rear Left	67.72 ±8.99	18.75 ±6.21	4.65 ±3.32	0.08 ±0.34	0.26 ±0.65	8.54 ±4.92	100
Rear Right	72.15 ±10.07	14.96 ±9.36	4.50 ±3.92	0.12 ±0.43	0.11 ±0.36	8.15 ±5.53	100
Rear Court	69.80 ±7.80	16.94 ±6.75	4.63 ±2.92	0.10 ±0.38	0.19 ±0.36	8.33 ±3.99	100
Whole Court	70.34 ±4.82	14.02 ±4.69	5.76 ±1.91	0.13 ±0.20	2.82 ±0.76	6.92 ±2.75	100

N=20

Values are Means ± SD.

When we compare the relationship of shot percentage distribution in the front, mid and rear court areas by using the ANOVA test, significant difference was found ($p < 0.05$) (Table 5).

Table 5. Comparative relationship of percentage distribution among the Front-court (1), Mid-court (2) and Rear-court (3) areas

		Sum of Squares	df	Mean Square	F	Sig.
PER_SHOT	Between Groups	1522.487	2	761.243	17.234	.000
	Within Groups	2517.808	57	44.172		
	Total	4040.295	59			

However, the result of the Post Hoc tests showed that significant differences were found between the front-court and mid-court ($p < 0.05$), and front-court and rear-court ($p < 0.05$). No significant difference was found between the mid-court and rear-court (Table 6).

Table 6. Results of multiple comparisons among the different court areas by Post Hoc Tests

Dependent Variable: PER_SHOT

	(I) DIRECT	(J) DIRECT	Mean Difference (I-J)	Std. Error	Sig.	95% Confidence Interval	
						Lower Bound	Upper Bound
LSD	1.00	2.00	11.80265*	2.102	.000	7.59404	16.01126
		3.00	9.01735*	2.102	.000	4.80874	13.22596
	2.00	1.00	-11.80265*	2.102	.000	-16.01126	-7.59404
		3.00	-2.78530	2.102	.190	-6.99391	1.42331
	3.00	1.00	-9.01735*	2.102	.000	-13.22596	-4.80874
		2.00	2.78530	2.102	.190	-1.42331	6.99391

Players prefer to play relatively higher percentage of shot to the opponents' front court because it is safe and offensive. To play a shot close to the net, firstly one can eliminate the opponent's chance of hitting the shuttle downward; secondly, a good net followed by net blocking, can force the opponent to lift the shuttle up, then there will be a chance to attack.

The backhand rear-court is usually the weakest area of a player, as most of the coaches would recommend (Breen & Paup 1991; Bloss & Hales 1994; Poole 1991) When a player makes a backhand shot, one will have to twist the body. The gripping will have to be changed from forehand grip to backhand grip, too. Therefore, a longer time will be needed to resume to the standby position. Moreover, a backhand shot will be usually less powerful than forehand shot. Once a return is not long or fast enough, it would be dangerous, as the opponent will have a chance to attack. Since the European players have more stronger arm strength but heavier body weight, they prefer more backhand shot so that they can run less around the court. On the other hand, most of the oriental players have less arm strength, so they play less backhand shot in order to prevent weak returns. Fortunately, they have lighter body weight and better agility, so they prefer to use the "round-the-head" shots -- that is to hit the backhand rear-court shots by using forehand strokes. The disadvantage of this tactics is that the player needs to run more and as a result spend more energy.

As we can see in the study, of all the shots returned, 51.94 % (total returns from court areas 1, 3 and 5 divided by the total returns of the whole court) were found from the left hand side while 48.06 % (total returns from court areas 2, 4 and 6 divided by total returns of the whole court) were from the right hand side (Appendix VI). It revealed that players preferred to play more shots to the opponent's left hand side (which was usually the backhand side), wishing to pressurize the opponent's backhand. The returns from rear left area have the highest ineffective percentage (18.75%) (Table 4), which showed that even in the international level, the backhand rear-court is still the weakest area. Nevertheless, when we compare the forehand and backhand side shots, no significant difference could be found on both the effective and the ineffective categories (Table 7).

Table 7. Comparative relationship of playing effectiveness between the forehand & backhand for each category (%)

	Forehand side	Backhand Side	Forehand side/ Backhand side	Backhand side- Forehand side	t
Effective	49.40 ± 5.45	50.60 ± 5.45	0.98	1.20 ± 10.90	0.49
Ineffective	48.54 ± 9.05	51.46 ± 9.05	0.94	2.93 ± 18.09	0.72

N = 20.

Values are Means±SD.

t critical value for $p < 0.05$ is 1.960, and for $p < 0.01$ is 2.576.

2.2) The Shots

Single is a game requiring control, patience and fitness. The general strategy is to maneuver the opponent out of the central areas of the court and force him to hit a weak return that can be hit for a point winner into the open area.

The performance of the above three elements will affect the playing effectiveness of a player directly. The higher the standard of a player, the better playing effectiveness is assumed.

In Table 8, we can see the playing effectiveness of the nine main shots performed by the international players involved in the study. All the shots were significantly higher in the effective category than in the ineffective category. The net was found having the highest effective rate (95.79% Vs 4.21%). It had been proved from time to time that a good net return could be very useful. It can directly finish the rally and win a point. (It was found the second ranking killing shot in this study - Table 10). With the net blocking, one can force the opponent to lift the shuttle up thus an opportunity of smashing can be obtained (It was found the top ranking shot preceding the killing shot - Table 10). However, if a player plays an

ineffective net return, e.g. too high from the net, the opponent will have a chance of hitting the shuttle down at the front-court.

Table 8. Comparative relationship of playing effective and ineffective of the 9 main shots

	Effective	Ineffective
Smash	77.87±17.99	22.13±17.99
Clear	74.57±28.21	25.43±28.21
Drop	91.12±12.95	8.88±12.95
Block	92.20±8.01	7.80±8.01
Lob	69.18±23.19	30.82±23.19
Drive	82.90±28.55	17.10±28.55
Push	78.83±33.99	21.17±33.99
Net	95.79±24.88	4.21±24.88
Hit	59.26±46.17	40.74±46.17

N=120.

Value = Means±SD.

The block (underhand drop) ranked the second in the effective rate (92.20 % Vs 7.80 %). It was usually used for returning the smash shot from the opponent. A smash is usually executed from the opponent's rear-court or mid-court, to made a net return, we can force the opponent to run the farthest way to take the shuttle. We can sometimes win the rally if the opponent is off-balanced after smashing. Secondly, we can eliminate the opponent's chance of smashing again. Or at least, we can weaken the opponent's energy.

The drop was the third ranking shot in the effective rate (91.12 % Vs 8.88 %). It was usually executed from the rear-court or mid-court. The aim of this shot was to hit the shuttle downwards softly to the opponent's front-court area. A good badminton player will usually have good deception. Deception has a tactical basis and consequently should be used to create situations to the player's advantage, e.g. when the shuttle is high in the rear-court or mid-court, looking as if to smash, it can cause the opponent to adopt a defensive stance which makes it less easy to move quickly to the rear-court or front-court, the player could then hit

an attack-clear or drop and force a weak return (Downey, 1982). Besides, if we want to play offensive game, or playing against a strong player, we should try to hit the shuttle downwards. It would be too energy consuming if we smash all the time. The drop is the best option then. It can save our energy. Meanwhile, if we can make use of the deception, it would be the best weapon to win a badminton match. To use the identical preparation stance to hit the different shots is the most effective shot (Sheung, 1985).

The strategy to hit a straight court shot or a crosscourt shot is also important. As we have already mentioned before, changing direction is one of the winning hints.

While focus on the difference between straight and cross-court shots, it was found that 66.81 % of returns were straight shot and 33.19 % were cross-court shots. Breen and Paup (1983) stated that the ability to change the direction of shuttle flight in badminton is one of the crucial aspects of singles strategy. Changing direction makes your opponent run farther to return the shuttle. For an instance, if the opponent hits a shot straight over the net opposite you, return the shuttle cross-court. However, they also emphasized that the crosscourt return could be a more difficult shot to play and more dangerous if you cannot do it well, e.g. if a player cannot hit a cross court clear high and deep enough, the opponent can make an effective smash easily. Moreover, the straight return of the shuttle is generally the simplest error-free shot to hit and which gives you better positioning for your next shot since you will already be on the proper side of the court to set your base. In Table 9, we can see that the straight court shot has better effective percentage (84.16% Vs 81.19%) while cross court shot has higher ineffective percentage (18.81% Vs 15.84%). As a result, the high level international players involved in this study prefer playing more safe, conservative straight shots rather than high risk cross-court shots.

Table 9. Comparative relationship of Straight Court and Cross Court-shots shots between effective & ineffective for each category (%)

	Effective	Ineffective	Effective Vs Ineffective	Effective Vs Ineffective	t
Straight Court	84.16±10.33	15.84±10.33	5.31	68.32±20.67	36.21
Cross Court	81.19±12.02	18.81±12.02	4.31	62.38±24.03	28.43

N = 120.

Values are Means ± SD.

t critical value for p< 0.05 is 1.960 and for p< 0.01 is 2.576.

4.3 THE KILLING SHOTS

In order to profile a commonly used playing strategy that lead to a winning, the last five shots of unconditional winner and forced failure rallies were sorted out to see the stroke-moves. The distribution of the nine main shots and serves in the last five shots was presented in Table 10.

Table 10. Percentage Distribution of killing shot and preceding shots (%)

Killing Shot			Preceding Shots (Including Serves)							
			1	2	3	4				
1	Smash	53.9	Net	21.89	Lob	21.87	Lob	24.35	Lob	24.04
2	Net	14.56	Lob	19.93	Smash	15.46	Net	16.85	Net	21.32
3	Hit	11.27	Smash	18.93	Clear	14.40	Clear	14.61	Smash	15.85
4	Push	5.03	Drop	8.68	Net	13.06	Smash	13.86	Block	10.38
5	Lob	4.16	Clear	8.48	Block	9.87	Drop	8.61	Clear	8.74
6	Clear	3.47	Block	7.89	Drop	7.20	Block	6.37	SH	6.56
7	Drop	2.95	SL	4.93	SH	5.87	SH	6.37	SL	6.01
8	Drive	2.42	Push	3.75	SL	5.33	SL	5.23	Drop	5.46
9	Block	2.24	SH	2.76	Drive	3.47	Push	2.25	Drive	1.09
10			Drive	1.38	Push	3.47	Drive	1.50	Push	0.55
11			Hit	1.38						
N=577			N=507		N=375		N=267		N=183	

The smash was found the most frequently used shot to kill (53.90%); the net ranked second (14.56%) as the hit ranked third (11.27%). It proved that smash plays a very

important role in a badminton match. It can kill and win a rally. However, it is impossible to smash all the time and the opponent may not give you a chance to smash too. Therefore, knowing how to “set up” is very important. The way to set up will differ from every individual player since every one will have a different playing style, e.g. a strong player, a touch player, or a fast player. Nevertheless, to smash, we must have an overhead return from the opponent. To force the opponent to make an overhead return, a good net return is the best option. This statement was well supported by the findings of this study. Of all the second last shots, the net ranked the highest (21.89 %), the lob second (19.93 %), and smash third (18.93 %). The lob, although it is a defensive shot, it can make use of the depth of the badminton court, to make the opponent run the farthest to return the shuttle, so as to weaken his energy. Meanwhile, it was found that, in the study, the players played an offensive style of lob shot; just like the function of the attacking clear, which was flat and fast, making the opponent to have less time to move backward. As a result, the opponent had to return the shuttle in a hurry and then error might occur. The smash was to set up by using the power. A strong smash followed by good net return or hit at the net was commonly used strategy by “the strong players” (Downey 1982).

The first three ranking shots in the third last shots were lob (21.87%), smash (15.46 %), and clear (14.40 %). The net ranked closely at the forth (13.06 %). If we link up the first ranking shot in the last three shots, a commonly pattern was found: Firstly play lob, forcing the opponent to the rear-court; then play a good net return, making the opponent run all the way up to the front-court; by blocking the net, making the opponent have to lift the shuttle up; if it is not long enough, a powerful smash will then kill.

When we link up all the first three ranking shots in the last five shots, lots of combinations could be found. Nevertheless, we can see a picture that, the players usually

played the shuttle to the different corners, tried to set up and would grasp hold of any error made by the opponent and then kill.

4.4 THE KEY FOR WINNING

The last important question is to identify the main factors that lead to winning or losing in high level competition.

The mean value of the number of returns played by match winner and loser with different effectiveness levels in an average game were computed (Table 11). It is interesting to note that in an average match, the winner played 3.90 "effective" and 6.50 "unconditional winner" returns more than the loser. At the mean time, the winner played 8.20 "ineffective", 0.30 "forced failure", and 4.10 "unforced failure" returns less than the loser does. Nevertheless, it was only the "unconditional winner" shot which showed a statistically significant difference ($p < 0.01$) exist between winner and loser. The finding demonstrates that the level amongst the top international players participating in the Nin Jiom Hong Kong Open Badminton Championship '96 were very close. Although the winner performed a little better than the loser, most of the differences were not significant enough. To win a match, the critical factor is the ability to set up. Players play with good skill, patience, stamina, and different tactics trying to set up the rally for a kill - an "unconditional winner" shot. The better the effectiveness, the less error would appear. Once the shuttle was served, the players would have to compete with the rival with all their best.

Table 11. Comparison of different number of shots played by winner and loser in each category in an average game

	Winner	Loser	Winner Via Loser	Winner via Loser	t
Effective	247.40 ±87.27	243.50 ±92.39	1.02	3.90	0.13
Ineffective	45.50 ±24.90	53.70 ±25.28	0.88	-8.20	0.90
Unconditional Winner	22.70 ±7.75	16.20 ±6.05	1.40	6.50	3.29 _c
Conditional Winner	0.50 ±0.85	0.50 ±0.71	1.00	0	0.00
Forced Failure	9.30 ±3.59	9.60 ±2.80	0.97	-0.30	0.21
Unforced Failure	21.20 ±10.27	25.30 ±8.23	0.03	-4.10	0.97

N = 10

Values are Means±SD.

t critical value for $p < 0.05$ is 1.96 and $p < 0.01$ is 2.576.

CHAPTER 5

CONCLUSION

The results in this study provide systematic data for coaches, players, and investigators by which game strategy may be further compared and analyzed. The findings of this study can be concluded that the world's top male badminton single players prefer to

- Play low serves in order to play offensive game.
- Play a higher percentage of shots to the front-court than to the mid-court and rear-court. The objective is to play offensive game.
- Play a greater percentage of returns as "effective" shots. More "effective" returns were played in the front-court; more "ineffective" returns were played in the rear court while the rear left court has the highest "ineffective" index.
- Play a higher percentage of straight shots than that of cross-court shots.
- Play most "winner" shots in the mid-court area by smashing.
- Most frequently use the nine main shots in the following order: lob, smash, net, clear, block, drop, drive, push and finally hit.
- Play effective, fast, offensive shots consistently and accurately to "set up"; maneuver the opponent off balance, force him to make a weak return and then finish the rally by a powerful smash.

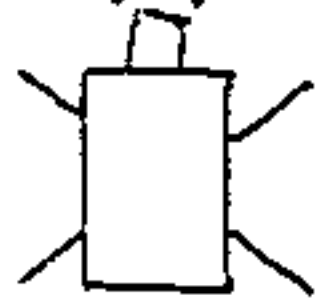
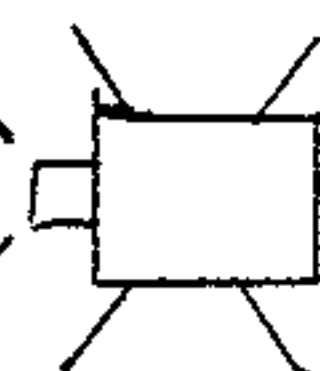
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APPENDIX I

FLOOR PLAN

8



APPENDIX II

RECORDING SHEET

Recording Sheet

Tournament _____

Venue _____ Date _____

Event _____ Round _____

Name of Players : A _____
B _____

Sc	P	St	Sc	P	St	Sc	P	St	Sc	P	St	Sc	P	St
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	

Sc - Score P - Player St - Stroke moves

Sc	P	St	Sc	P	St	Sc	P	St	Sc	P	St	Sc	P	St
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	
	B			B			B			B			B	
	A			A			A			A			A	

APPENDIX III

SYMBOLS

Symbols for different data

A. Locations:

- 1 : frontcourt left
- 2 : frontcourt right
- 3 : midcourt left
- 4 : midcourt right
- 5 : rearcourt left
- 6 : rearcourt right

B. Shots:

- sl : serve low
- sh : serve high
- s : smash
- c : clear
- d : drop
- b : block
- l : lob (underhand clear)
- dr : drive
- p : push
- n : net reply in frontcourt
- h : hit down in frontcourt (dab)

Additional information

- x : cross court

C. Effectiveness:

- √ : effective
- ✕ : ineffective
- √W : unconditional winner
- ✕W : conditonal winner
- √F : forced failure
- ✕F : unforced failure

APPENDIX IV

ANALYSIS SHEET

Game Analysis

Name : _____

Match : _____

Court no. : _____

Shots	✓	✗	✓W	✗W	✓F	✗F	Total
s							
xs							
c							
xc							
d							
xd							
b							
xb							
l							
xl							
dr							
xdr							
p							
xp							
n							
xn							
h							
xh							
Total							

Analysis Sheet

Tournament _____

Venue _____ Date _____

Event	Round
100m	1
200m	1
400m	1
800m	1
1600m	1
3200m	1
6400m	1
12800m	1
25600m	1
51200m	1
102400m	1
204800m	1
409600m	1
819200m	1
1638400m	1
3276800m	1
6553600m	1
13107200m	1
26214400m	1
52428800m	1
104857600m	1
209715200m	1
419430400m	1
838860800m	1
1677721600m	1
3355443200m	1
6710886400m	1
13421772800m	1
26843545600m	1
53687091200m	1
107374182400m	1
214748364800m	1
429496729600m	1
858993459200m	1
1717986918400m	1
3435973836800m	1
6871947673600m	1
13743895347200m	1
27487790694400m	1
54975581388800m	1
109951162777600m	1
219902325555200m	1
439804651110400m	1
879609302220800m	1
1759218604441600m	1
3518437208883200m	1
7036874417766400m	1
14073748835532800m	1
28147497671065600m	1
56294995342131200m	1
112589990684262400m	1
225179981368524800m	1
450359962737049600m	1
900719925474099200m	1
1801439850948198400m	1
3602879701896396800m	1
7205759403792793600m	1
14411518807585587200m	1
28823037615171174400m	1
57646075230342348800m	1
115292150460684697600m	1
230584300921369395200m	1
461168601842738790400m	1
922337203685477580800m	1
1844674407370955161600m	1
3689348814741910323200m	1
7378697629483820646400m	1
14757395258967641292800m	1
29514790517935282585600m	1
59029581035870565171200m	1
118059162071741130342400m	1
236118324143482260684800m	1
472236648286964521369600m	1
944473296573929042739200m	1
1888946593147858085478400m	1
3777893186295716170956800m	1
7555786372591432341913600m	1
15111572745182864683827200m	1
30223145490365729367654400m	1
60446290980731458735308800m	1
120892581961462917470617600m	1
241785163922925834941235200m	1
483570327845851669882470400m	1
967140655691703339764940800m	1
1934281311383406679529881600m	1
3868562622766813359059763200m	1
7737125245533626718119526400m	1
15474250491067253436239052800m	1
30948500982134506872478105600m	1
61897001964269013744956211200m	1
123794003928538027489912422400m	1
247588007857076054979824844800m	1
495176015714152109959649689600m	1
990352031428304219919299379200m	1
1980704062856608439838598758400m	1
3961408125713216879677197516800m	1
7922816251426433759354395033600m	1
15845632502852867518708790067200m	1
31691265005705735037417580134400m	1
63382530011411470074835160268800m	1
126765060022822940149670320537600m	1
253530120045645880299340641075200m	1
507060240091291760598681282150400m	1
1014120480182583521197362564300800m	1

Name of Players : A _____

B _____

[illegible]

DATA COLLECTION

**BADMINTON TACTICS ANALYSIS IN
INTERNATIONAL COMPETITION**

Submitted to

THE HONG KONG SPORTS DEVELOPMENT BOARD

By

HONG Youlian, Ph.D. (Principal Investigator)

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CHAN Chi-Choi (Co-Investigator)

June 30, 1998

PART I

**DISTRIBUTION OF TOTAL SHOTS IN
DIFFERENT COURT AREAS**

DATA OF INDEPENDENT MATCH

GAME ANALYSIS (Total Shots)

Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total No.		✓	✗	W	✗W	F	✗F	Total No.
s								s							
xs								xs							
c								c							
xc								xc							
d								d							
xd								xd							
b								b	3						3
xb								xb							
l	211	61		1	8	12	293	l	277	54	1	7	7	30	376
xl	283	62		3	2	18	368	xl	183	58		2	2	13	258
dr								dr							
xdr								xdr	1						1
p	45	3		9		6	63	p	30	5		1	1	3	40
xp	12	8		1		2	23	xp	21	1		2		4	28
n	426	16		5	21	30	498	n	406	16		10	16	48	496
xn	103	4		8	3	13	131	xn	59	5		10	3	8	85
h	7	4		29		3	43	h	6	1	1	19		8	35
xh	2	1		3		1	7	xh	1	2	1	9		1	14
total	1089	159		59	34	85	1426	total	987	142	3	60	29	115	1336
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total No.		✓	✗	W	✗W	F	✗F	Total No.
s	88	15		50		11	164	s	79	20		34	1	10	144
xs	36	13	1	41		11	102	xs	41	13		34		6	94
c	14	8				4	26	c	14	9		2	1	2	28
xc	10	7					17	xc	6	6			2	2	16
d	38	3	1		4	2	48	d	24	3				1	28
xd	16				1	2	19	xd	14			1		2	17
b	268	26		3	36	8	341	b	224	27		1	47	7	306
xb	70	5		2	2	1	80	xb	56	2		1	8		67
l	49	30		2	4	2	87	l	56	44		4	5	2	111
xl	21	16			1	2	40	xl	19	14			1	2	36
dr	18	7		3	1	3	32	dr	37	2	2	1	1	4	47
xdr	24	3		2	1		30	xdr	20	5			1		26
p	11	4		1	1	1	18	p	16	7			2	3	28
xp		2					2	xp	1	2					3
n								n							
xn								xn							
h		1		1		1	3	h		1		1			2
xh								xh				1			1
total	663	140	2	105	51	48	1009	total	607	155	2	80	69	41	954
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total No.		✓	✗	W	✗W	F	✗F	Total No.
s	150	80	1	25	1	26	283	s	180	77	1	13		15	286
xs	88	24		11		18	141	xs	93	25		19		16	153
c	231	32		4		22	289	c	177	27	1	2	1	13	221
xc	147	50		7		9	213	xc	106	24		2		7	139
d	95	22		1	2	11	131	d	139	13		1	1	11	165
xd	82	13		4	1	17	117	xd	63	5		3		9	80
b	1						1	b							
xb	2						2	xb							
l								l							
xl								xl							
dr		1					1	dr	5					1	6
xdr	2	1					3	xdr	2	1		3			6
p								p							
xp								xp							
n								n							
xn								xn							
h								h							
xh								xh							
total	798	223	1	52	4	103	1181	total	765	172	2	43	2	72	1056

**DATA OF PLAYERS' PERFORMANCE
IN DIFFERENT MATCHES**

GAME ANALYSIS								Player 1 Match 1 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	12	9			1		22	l	12	7				3	22
xl	13	4				3	20	xl	10	6				2	18
dr							0	dr							0
xdr							0	xdr							0
p	4			1		1	6	p	4				1		5
xp	1						1	xp	1						1
n	15					1	16	n	15			1	1		17
xn	4			1			5	xn	2						2
h							0	h							0
xh							0	xh							0
total	49	13	0	2	1	5	70	total	44	13	0	1	2	5	65
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	5			3		2	10	s	3						3
xs	2			2		1	5	xs	3						3
c							0	c							0
xc	1	1					2	xc	1						1
d	1						1	d							0
xd							0	xd							0
b	23	1		1	2		27	b	14				1	1	16
xb	1						1	xb	1						1
l	1	1					2	l	2	3					5
xl	5	1					6	xl	1						1
dr							0	dr	2						2
xdr							0	xdr							0
p	1			1			2	p	1						1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	40	4	0	7	2	3	56	total	28	3	0	0	1	1	33
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	3					1	4	s	1						1
xs	2						2	xs	2						2
c	11	1				1	13	c	8					1	9
xc	12	5					17	xc	2			1			3
d	2					1	3	d	7						7
xd							0	xd	2						2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	1						1
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	30	6	0	0	0	3	39	total	23	0	0	1	0	1	25

GAME ANALYSIS								Player 1 Match 2 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	19	5			3		27	l	19	10		1	1	4	35
xl	27	6		1	1	1	36	xl	10	4				1	15
dr							0	dr							0
xdr							0	xdr							0
p	4						4	p	5					1	6
xp	2	2					4	xp	2	1		1			4
n	28	2		1		1	32	n	16	2			1	1	20
xn	3				1	1	5	xn							0
h				1			1	h							0
xh				1			1	xh	1			2		1	4
total	83	15	0	4	5	3	110	total	53	17	0	4	2	8	84
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	4			6		1	11	s	6	2		2		3	13
xs	6	2	1	3			12	xs	3	1		4		2	10
c	1	2					3	c	1	1					2
xc	1	1					2	xc		1					1
d	2						2	d	1						1
xd						1	1	xd	1						1
b	20	3			2	1	26	b	24				3		27
xb	3	1					4	xb	5						5
l	8	3		1			12	l	6	10		1	3	1	21
xl	3	1					4	xl	1	4					5
dr	3	1					4	dr	2			1		1	4
xdr	2						2	xdr	5						5
p		1			1		2	p	2	2					4
xp		1					1	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	53	16	1	10	3	3	86	total	57	21	0	8	6	7	99
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	8			4		3	15	s	16	5		1			22
xs	10	1					11	xs	16	1		4		3	24
c	24	4				3	31	c	55	6	1	1	1		64
xc	9	7				1	17	xc	7	2				2	11
d	7	1				1	9	d	15						15
xd	4	2					6	xd	11	1		1			13
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	1						1
xdr							0	xdr	1						1
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	62	15	0	4	0	8	89	total	122	15	1	7	1	5	151

GAME ANALYSIS								Player 1 Match 5 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	10	3					13	l	13	1				1	15
xl	23						23	xl	9	1					10
dr							0	dr							0
xdr							0	xdr							0
p	6			1		1	8	p	1						1
xp	1						1	xp	5						5
n	22				1	2	25	n	15			1		3	19
xn	5						5	xn	9	1		1			11
h				1			1	h				3			3
xh							0	xh							0
total	67	3	0	2	1	3	76	total	52	3	0	5	0	4	64
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	4			2			6	s	6			4			10
xs				1			1	xs	1			2			3
c	2						2	c	1						1
xc	1	1					2	xc							0
d	3						3	d	1						1
xd							0	xd	1			1			2
b	8	1			2	1	12	b	6				1		7
xb	1						1	xb	2				1		3
l	9	3					12	l	2	2					4
xl	1						1	xl		1					1
dr	2						2	dr	1						1
xdr	3						3	xdr	2						2
p	1						1	p	1				1		2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	35	5	0	3	2	1	46	total	24	3	0	7	3	0	37
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	2						2	s	7			1			8
xs	4						4	xs	1			1			2
c	4	1					5	c	8						8
xc	4	1		1			6	xc	2						2
d	5	2					7	d	2					2	4
xd							0	xd	1						1
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	1						1
xdr							0	xdr				3			3
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	19	4	0	1	0	0	24	total	22	0	0	5	0	2	29

GAME ANALYSIS								Player 2 Match 1 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	7	1					8	l	10	2			2	1	15
xl	10	4		1			15	xl	6	2					8
dr							0	dr							0
xdr							0	xdr							0
p	4			3		1	8	p	1					1	2
xp							0	xp	2						2
n	25					1	26	n	29			1		5	35
xn	4						4	xn	4						4
h	1						1	h						1	1
xh							0	xh							0
total	51	5	0	4	0	2	62	total	52	4	0	1	2	8	67
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	4			3		3	10	s	6	1		1			8
xs	6	1		3		2	12	xs	7	1		3			11
c							0	c	1	2					3
xc		1					1	xc							0
d	3						3	d	3					1	4
xd	2						2	xd							0
b	4				2		6	b	6	1			4		11
xb	2						2	xb	1						1
l		2					2	l	2	1					3
xl		1					1	xl						1	1
dr							0	dr	1						1
xdr							0	xdr							0
p						1	1	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	21	5	0	6	2	6	40	total	27	6	0	4	4	2	43
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	7	1				1	9	s	12			1			13
xs	8	1				2	11	xs	3	1		1		1	6
c	7					3	10	c	2	1				2	5
xc	13	2				1	16	xc	4	2					6
d	3						3	d	2					1	3
xd	3					1	4	xd	4						4
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	41	4	0	0	0	8	53	total	27	4	0	2	0	4	37

GAME ANALYSIS								Player 2 Match 3(shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	6	1			1	1	9	l	11	5			1	4	21
xl	7						7	xl	7					2	9
dr							0	dr							0
xdr							0	xdr							0
p	2	1		2			5	p	1	1				1	3
xp	1					1	2	xp	1					1	2
n	12				1	1	14	n	25	1		1		4	31
xn	3						3	xn	6			1		1	8
h				2			2	h				1			1
xh							0	xh							0
total	31	2	0	4	2	3	42	total	51	7	0	3	1	13	75
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	5			1		1	7	s	7			1		1	9
xs	3			4		1	8	xs	3	1					4
c							0	c							0
xc	1	1					2	xc	2	1					3
d	2						2	d	3						3
xd	1						1	xd	1						1
b	6					2	8	b	9				2		11
xb							0	xb	4						4
l		1					1	l	2	3					5
xl	1						1	xl							0
dr							0	dr	2					1	3
xdr	1						1	xdr							0
p							0	p	1					1	2
xp							0	xp	1						1
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	20	2	0	5	0	4	31	total	35	5	0	1	2	3	46
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	7	2		3		2	14	s	6	2					8
xs	3			2		1	6	xs	4	1					5
c	4	1				1	6	c	1					1	2
xc	12	4		2		2	20	xc	3	3		1		1	8
d	1	1					2	d	7						7
xd	6					2	8	xd	1			1			2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	33	8	0	7	0	8	56	total	22	6	0	2	0	2	32

GAME ANALYSIS								Player 2 Match 6 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	4						4	l	11	1					12
xl	10	1					11	xl	1						1
dr							0	dr							0
xdr							0	xdr							0
p							0	p	1	1		1			3
xp							0	xp							0
n	5				1	1	7	n	9	1			1	1	12
xn	3	1		1			5	xn	2			1			3
h	1						1	h				1			1
xh							0	xh				1			1
total	23	2	0	1	1	1	28	total	24	3	0	4	1	1	33
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s	2			4			6
xs	1			2			3	xs				1			1
c							0	c							0
xc	1						1	xc		1					1
d							0	d							0
xd							0	xd						2	2
b	5						5	b	8	1			2		11
xb	4						4	xb	1						1
l	3			1	1		5	l	6	3		1			10
xl	1	2					3	xl	2	1					3
dr							0	dr	1		1		1		3
xdr							0	xdr							0
p							0	p					1		1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	15	2	0	3	1	0	21	total	20	6	1	6	4	2	39
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	1	2					3	s	5					2	7
xs	2						2	xs	3			1		2	6
c	4						4	c							0
xc	8						8	xc	5	1					6
d		1					1	d	6						6
xd	3			2			5	xd	2						2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	18	3	0	2	0	0	23	total	21	1	0	1	0	4	27

GAME ANALYSIS

Player 2 Match 9 (shot numbers)

Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	11	2					13	l	11	3		1			15
xl	18	3				2	23	xl	5	3				1	9
dr							0	dr							0
xdr							0	xdr							0
p	4						4	p	2						2
xp		1					1	xp	1						1
n	48				1	3	52	n	28	1			1	5	35
xn	4				1	3	8	xn	6	2		1			9
h		2		2			4	h							0
xh							0	xh							0
total	85	8	0	2	2	8	105	total	53	9	0	2	1	6	71
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	1			1			2	s	3	3		1			7
xs		1					1	xs	1	1		1		1	4
c							0	c							0
xc							0	xc							0
d	7					1	8	d	4						4
xd							0	xd	1						1
b	12	1			1		14	b	13				5		18
xb	2						2	xb	2			1	1		4
l	2						2	l	6	2					8
xl	2	1					3	xl							0
dr						1	1	dr	2						2
xdr	1						1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	27	3	0	1	1	2	34	total	32	6	0	3	6	1	48
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	7	10		2		2	21	s	12	13		2			27
xs	7	2		1		5	15	xs	15	5		1		2	23
c	4	2					6	c	6					1	7
xc	6	3					9	xc	8						8
d	4						4	d	13	3				1	17
xd	7	2		1	1	2	13	xd	10					1	11
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr		1					1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	35	20	0	4	1	9	69	total	64	21	0	3	0	5	93

GAME ANALYSIS								Player 3 Match 2 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	7	5				1	13	l	11	6				1	18
xl	15	5					20	xl	11	1					12
dr							0	dr							0
xdr							0	xdr	1						1
p	3	2				1	6	p	1						1
xp		2					2	xp	2					1	3
n	29	1			1	3	34	n	48					5	53
xn	10			2		1	13	xn	7	1		1	1		10
h				2			2	h	1		1	1		2	5
xh	1	1		1			3	xh			1	2			3
total	65	16	0	5	1	6	93	total	82	8	2	4	1	9	106
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	22	2		1		1	26	s	8	3		3			14
xs	9	2		5		1	17	xs	8	4		2			14
c	5	2				2	9	c	1			1			2
xc		1					1	xc	2	1					3
d	3						3	d	1	2					3
xd	3						3	xd	4						4
b	20	2			4	1	27	b	16	4			3	1	24
xb	7						7	xb	4						4
l	6	5					11	l	1	3				1	5
xl		2					2	xl	1	1					2
dr	1			1	1		3	dr	7	1					8
xdr							0	xdr		1					1
p	3						3	p						1	1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h		1				1	2	h				1			0
xh							0	xh							1
total	79	17	0	7	5	6	114	total	53	20	0	7	3	3	86
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	14	1				1	16	s	12	3		1			16
xs	4	2					6	xs	11	2		2			15
c	53	7				4	64	c	19	3				2	24
xc	11	8		2		2	23	xc	15	1					16
d	5	1					6	d	14			1		2	17
xd	9					2	11	xd	4						4
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	1						1
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	96	19	0	2	0	9	126	total	76	9	0	4	0	4	93

GAME ANALYSIS								Player 3 Match 4 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	11	5					16	l	8	5				1	14
xl	18	5				2	25	xl	8	4					12
dr							0	dr							0
xdr							0	xdr							0
p	1						1	p							0
xp							0	xp	1						1
n	25			1	2		28	n	35	1			2	5	43
xn	10						10	xn	5	1		1			7
h				5			5	h	2			3		1	6
xh							0	xh		1		2			3
total	65	10	0	6	2	2	85	total	59	12	0	6	2	7	86
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	1	1	1				3	s	5			4			9
xs	2		2			1	5	xs		1		4			5
c							0	c							0
xc	1						1	xc							0
d							0	d							0
xd							0	xd							0
b	21	2			4		27	b	12	3			3		18
xb	11		1				12	xb	2				1		3
l	7	2					9	l	1	1					2
xl	1	3				2	6	xl							0
dr	1						1	dr							0
xdr		1					1	xdr	4						4
p							0	p	1						1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	45	9	4	0	4	3	65	total	25	5	0	8	4	0	42
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	10	4	1	2		3	20	s	13	8	1				22
xs	3	4				1	8	xs	5	1		2		1	9
c	20	2				1	23	c	4	3					7
xc	5						5	xc	5	1					6
d							0	d	3					1	4
xd	8	1					9	xd	7						7
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	46	11	1	2	0	5	65	total	37	13	1	2	0	2	55

GAME ANALYSIS

Player 3 Match 7 (shot numbers)

Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	10	2					12	l	18			1			19
xl	21						21	xl	3	3					6
dr							0	dr							0
xdr							0	xdr							0
p	2						2	p	1						1
xp	1						1	xp							0
n	23	1			2		26	n	22			1		3	26
xn	7						7	xn	7					2	9
h		1		5		1	7	h				3			3
xh							0	xh				1			1
total	64	4	0	5	2	1	76	total	51	3	0	6	0	5	65
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	4	4		1		1	10	s	4	2		3		1	10
xs		1		3		1	5	xs		1		3			4
c	2						2	c	1	1				1	3
xc	1						1	xc		1					1
d							0	d							0
xd	2						2	xd							0
b	21	1			3		25	b	14	2			4		20
xb	4						4	xb	9						9
l	5	5			1		11	l	3	1					4
xl		1					1	xl	3	3					6
dr							0	dr	2						2
xdr	1						1	xdr	3						3
p							0	p	1						1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	40	12	0	4	4	2	62	total	40	11	0	6	4	2	63
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	8	4		3		1	16	s	3	2		1			6
xs	1	2					3	xs	3			1			4
c	16	1		1			18	c	10						10
xc	12	1					13	xc	1						1
d	3			1			4	d	5	1					6
xd	7	1				2	10	xd	1					1	2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	47	9	0	5	0	3	64	total	23	3	0	2	0	1	29

GAME ANALYSIS								Player 4 Match 3 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	10	4			1	2	17	l	13	3		1			17
xl	14	9				2	25	xl	13	3					16
dr							0	dr							0
xdr							0	xdr							0
p	4					1	5	p							0
xp							0	xp	1					1	2
n	28				1	3	32	n	13				1		14
xn	5					1	6	xn						2	2
h							0	h						1	1
xh							0	xh							0
total	61	13	0	0	2	9	85	total	40	6	0	1	1	4	52
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	5	2		3		1	11	s				1		1	2
xs		1		2			3	xs	3			2			5
c	1					1	2	c					1		1
xc							0	xc							0
d	3	1	1		3	1	9	d	1						1
xd						1	1	xd							0
b	9						9	b	7	1		1	1		10
xb							0	xb	3	1					4
l	1					1	2	l	3	3			1		7
xl	1						1	xl	2				1		3
dr	1					1	2	dr	2						2
xdr	1						1	xdr	2						2
p	1						1	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	23	4	1	5	3	6	42	total	23	5	0	4	4	1	37
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	2	2		1			5	s	1			2		1	4
xs	3	1					4	xs		3					3
c	3	2					5	c	3	3				3	9
xc	7	2					9	xc	4						4
d	5	2				2	9	d	4	2					6
xd	2					3	5	xd	2						2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	1						1
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	22	9	0	1	0	5	37	total	15	8	0	2	0	4	29

GAME ANALYSIS								Player 5 Match 8 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	11	2					13	l	22					1	23
xl	17	3				1	21	xl	9	2		1	1	1	14
dr							0	dr							0
xdr							0	xdr							0
p							0	p	2						2
xp		1					1	xp							0
n	17	1		1		1	20	n	21	1		2	2	1	27
xn	5	1					6	xn	2					1	3
h							0	h				1			1
xh							0	xh							0
total	30	8	0	1	0	2	61	total	36	3	0	4	3	4	70
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	3	1		1			5	s	6	2		1			9
xs		2		2			4	xs	1			2			3
c							0	c	3						3
xc	1						1	xc							0
d							0	d							0
xd	1						1	xd	1						1
b	17					1	18	b	9				2		11
xb	7				1		8	xb	1				1		2
l							0	l	3						3
xl	1						1	xl	1						1
dr	3						3	dr	4						4
xdr	2	1		2			5	xdr	1						1
p	1						1	p	2						2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h				1			1
xh							0	xh							0
total	36	4	0	5	1	1	47	total	32	2	0	4	3	0	41
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	13	10		2	1		26	s	22	6				1	29
xs	8	2				2	12	xs	3	1				1	5
c	13	3		1		1	18	c	6	1					7
xc	7	1		1		1	10	xc	11	2					13
d	8	4			1	2	15	d	8	1				1	10
xd	7			1			8	xd	6	2					8
b	1						1	b							0
xb	1						1	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	58	20	0	5	2	6	91	total	56	13	0	0	0	3	72

GAME ANALYSIS								Player 6 Match 5 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	1						1
xb							0	xb							0
l	6	1					7	l	10	4					14
xl	10	2		1			13	xl	8	4					12
dr							0	dr						1	1
xdr							0	xdr							0
p							0	p	2						2
xp	1						1	xp	1						1
n	12	2		1	1	2	18	n	16			2	2	2	22
xn	7					1	8	xn					2		2
h				1			1	h	3			2			5
xh							0	xh							0
total	36	5	0	3	1	3	48	total	41	8	0	4	4	3	60
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	2			1			3	s	7				1	1	9
xs	1						1	xs	1			1		1	3
c	1					1	2	c	1						1
xc							0	xc	1				1	1	3
d	6	1			1		8	d	3						3
xd	1						1	xd	3						3
b	14	1					15	b	7	1			1		9
xb	3						3	xb	1						1
l	1						1	l	1			1			2
xl							0	xl			1				0
dr	1						1	dr	2	1	1			1	5
xdr	1				1		2	xdr	1	1			1		3
p							0	p	1						1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h		1					1
xh							0	xh							0
total	31	2	0	1	2	1	37	total	29	4	1	2	4	4	44
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	6	1		1			8	s	11	1				1	13
xs	2	1		1			4	xs	2	1		1			4
c	12	2				1	15	c	4	1		1			6
xc	2	2				1	5	xc	5	4					9
d	14						14	d	8						8
xd	8						8	xd							0
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr	1	1					2
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	44	6	0	2	0	2	54	total	31	8	0	2	0	1	42

GAME ANALYSIS								Player 6 Match 8 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	1						1
xb							0	xb							0
l	11	2					13	l	20					3	23
xl	26	3				2	31	xl	19	4				1	24
dr							0	dr							0
xdr							0	xdr							0
p							0	p	5						5
xp	3						3	xp	1						1
n	24			1		1	26	n	23			1	1	6	31
xn	5			1		2	8	xn	5			1			6
h	1			2			3	h				1			1
xh				1			1	xh							0
total	70	5	0	5	0	5	85	total	74	4	0	3	1	10	92
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	1						1	s				3			3
xs				2			2	xs				1			1
c	2	2					4	c							0
xc	1						1	xc							0
d	3	1					4	d	1						1
xd	2						2	xd							0
b	29	2		1	2	1	35	b	10	1				2	13
xb	5				1		6	xb	5				1		6
l	2	1			2		5	l	5	1		1			7
xl	1				1		2	xl	1						1
dr	1	1		1			3	dr	6						6
xdr	6						6	xdr	2	1					3
p							0	p	1						1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	53	7	0	4	6	1	71	total	31	3	0	5	1	2	42
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	11	4		2		3	20	s	15	3		1		1	20
xs	5			3		1	9	xs	3			3			6
c	15	1		1			17	c	5	4					9
xc	1						1	xc	3						3
d	3	3			1	4	11	d	8					1	9
xd	1	1				2	4	xd	2			1		2	5
b							0	b							0
xb	1						1	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	37	9	0	6	1	10	63	total	36	7	0	5	0	4	52

GAME ANALYSIS								Player 7 Match 6 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	/W	+W	/F	✗F	Total		✓	✗	/W	+W	/F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	10	3			1	3	17	l	3					1	4
xl	5						5	xl	8	2					10
dr							0	dr							0
xdr							0	xdr							0
p	1						1	p		1					1
xp							0	xp							0
n	15	1			1	1	18	n	11						11
xn	5				1	1	7	xn				1			1
h	1			1		1	3	h							0
xh							0	xh							0
total	37	4	0	1	3	6	51	total	22	3	0	1	0	1	27
Mid Left (3)								Mid Right (4)							
	✓	✗	/W	+W	/F	✗F	Total		✓	✗	/W	+W	/F	✗F	Total
s	6			1		1	8	s							0
xs						2	2	xs	2	1		1		2	6
c							0	c	2						2
xc	1						1	xc							0
d							0	d							0
xd							0	xd							0
b	4	1					5	b	2				3		5
xb	2						2	xb	1						1
l		1					1	l		1					1
xl							0	xl						1	1
dr	1	2					3	dr							0
xdr	1						1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	15	4	0	1	0	3	23	total	7	2	0	1	3	3	16
Back Left (5)								Back Right (6)							
	✓	✗	/W	+W	/F	✗F	Total		✓	✗	/W	+W	/F	✗F	Total
s	7	4		2		2	15	s	6	1				1	8
xs	5	1					6	xs	2					1	3
c	5					1	6	c	2					1	3
xc	5	1					6	xc		1				1	2
d	7	1					8	d	3	1					4
xd							0	xd	1						1
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr		1					1	dr							0
xdr	1						1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	30	8	0	2	0	3	43	total	14	3	0	0	0	4	21

GAME ANALYSIS

Player 7 Match10 (shot numbers)

Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	13	4					17	l	6	1				1	8
xl	3	2				1	6	xl	12	4			1	1	18
dr							0	dr							0
xdr							0	xdr							0
p	2			2			4	p	2						2
xp	1					1	2	xp	1						1
n	11	1					12	n	10					1	11
xn	5			3			8	xn							0
h	1			1			2	h		1					1
xh							0	xh							0
total	36	7	0	6	0	2	51	total	31	6	0	0	1	3	41
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	6			3			9	s	3	1		1			5
xs	2	1		3			6	xs	1	1		1			3
c							0	c	1	4		1		1	7
xc							0	xc		1					1
d	3						3	d	1						1
xd							0	xd							0
b	4	1			2		7	b	12	3			5		20
xb	3						3	xb	2				1		3
l							0	l	2	5			1		8
xl	1	1					2	xl	2						2
dr						1	1	dr	1						1
xdr	2	1					3	xdr		1					1
p	2	1					3	p							0
xp							0	xp		1					1
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	23	5	0	6	2	1	37	total	25	17	0	3	7	1	53
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	5	6		1		1	13	s	4	1				2	7
xs	4	2		1			7	xs	1					1	2
c	3					1	4	c	4						4
xc	5	2		1			8	xc	5	1					6
d	6	1				1	8	d	6						6
xd	1	1					2	xd							0
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	24	12	0	3	0	3	42	total	20	2	0	0	0	3	25

GAME ANALYSIS								Player 8 Match 10 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	1						1
xb							0	xb							0
l	6	3		1		1	11	l	9	2					11
xl	11	5					16	xl	5	2				1	8
dr							0	dr							0
xdr							0	xdr							0
p	4					1	5	p	1						1
xp	1	2		1			4	xp	1			1			2
n	9					2	11	n	8	1				2	11
xn						2	2	xn	1			1		1	3
h				1		1	2	h							0
xh							0	xh		1					1
total	31	10	0	3	0	7	51	total	26	6	0	2	0	4	38
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	6	1		3			10	s	3			2			5
xs	1			2			3	xs	3			2			5
c							0	c		1					1
xc							0	xc							0
d							0	d	2	1					3
xd							0	xd							0
b	8	3			4	1	16	b	4	3			2	2	11
xb	3	1					4	xb	3				2		5
l	1	1					2	l	2	1					3
xl		1					1	xl	1						1
dr		1					1	dr							0
xdr							0	xdr							0
p	1	1					2	p	2	2				1	5
xp		1					1	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	20	10	0	5	4	1	40	total	20	8	0	4	4	3	39
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	10	6		1			17	s	4	3				3	10
xs	1	2		1		3	7	xs	6	1		2		1	10
c	7					3	10	c	10					2	12
xc	5	1					6	xc	6	1				3	10
d	1	1					2	d	7					1	8
xd						1	1	xd	1						1
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	24	10	0	2	0	7	43	total	34	5	0	2	0	10	51

GAME ANALYSIS

Player 9 Match 9 (shot number)

Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	30	5				3	38	l	31	1	1	2	2	6	43
xl	11					3	14	xl	22	4				2	28
dr							0	dr							0
xdr							0	xdr							0
p	2						2	p	1						1
xp							0	xp						1	1
n	24	2			3	3	32	n	26	1			4	4	35
xn	10					1	11	xn	1					1	2
h				2			2	h				1			1
xh						1	1	xh				1			1
total	77	7	0	2	3	11	100	total	81	6	1	4	6	14	112
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	3	1		7			11	s	2	1		1			4
xs				1			1	xs	2	1					3
c		1					1	c							0
xc							0	xc					1		1
d	1						1	d	1						1
xd	3				1		4	xd	2						2
b	15	1			4		20	b	31	3			1		35
xb	6	2					8	xb	2						2
l	3	1				1	5	l	6	1					7
xl	1						1	xl	2	1					3
dr	3	1		1			5	dr							0
xdr	2						2	xdr							0
p							0	p		1					1
xp							0	xp							0
n							0	n							0
xn						1	1	xn							0
h				1			1	h							0
xh							0	xh							0
total	37	7	0	10	5	2	61	total	48	8	0	1	2	0	59
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	10	5		1		4	20	s	6	2		1		1	10
xs	1	1				1	3	xs	6	2				1	9
c	7	2					9	c	2	1					3
xc	2					1	3	xc	8	1					9
d	10						10	d	3						3
xd	3	3					6	xd	1						1
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr	1						1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	34	11	0	1	0	6	52	total	26	6	0	1	0	2	35

GAME ANALYSIS								Player 10 Match 7 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	5	1					6	l	24	2		1		1	28
xl	12	5			1		18	xl	5	8		1			14
dr							0	dr							0
xdr							0	xdr							0
p	2						2	p		1					1
xp							0	xp	1						1
n	22	2			3	1	28	n	14	4					18
xn	7	1					8	xn	1						1
h	1	1		1			3	h			2			1	3
xh							0	xh							0
total	49	10	0	1	4	1	65	total	45	15	0	4	0	2	66
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	1			1			2	s	5	3		1		1	10
xs				1		1	2	xs	1			1			2
c		1					1	c	1						1
xc		1					1	xc							0
d							0	d	1						1
xd							0	xd							0
b	8	3			1		12	b	10	2			1	1	14
xb	3			1			4	xb	3						3
l		1					1	l	2	2					4
xl	1	1					2	xl		1					1
dr	1						1	dr	1						1
xdr	1						1	xdr	1	1					2
p							0	p	3	2					5
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	15	7	0	3	1	1	27	total	28	11	0	2	1	2	44
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	10	14				1	25	s	8	10		1		1	20
xs	9					1	10	xs	3	5				2	10
c	15	2				2	19	c	10	1					11
xc	11	7					18	xc	3	2					5
d	9	4					13	d	4	4			1	1	10
xd	5	1				1	7	xd	3	2				4	9
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr						1	1
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	59	28	0	0	0	5	92	total	31	24	0	1	1	9	66

GAME ANALYSIS								Player 11 Match 4 (shot numbers)							
Front Left (1)								Front Right (2)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	12	3			1	1	17	l	15	1			1	2	19
xl	12	5				1	18	xl	12	1					13
dr							0	dr							0
xdr							0	xdr							0
p							0	p		1					1
xp							0	xp							0
n	32	3			3	4	42	n	23	3					26
xn	1	1					2	xn	1			1			2
h	1			2			3	h						2	2
xh	1						1	xh							0
total	59	12	0	2	4	6	83	total	51	6	0	1	1	4	63
Mid Left (3)								Mid Right (4)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	5	3		1			9	s	3	2		1		2	8
xs	3	2		3		1	9	xs	1			3			4
c							0	c	1						1
xc							0	xc						1	1
d	1						1	d	1						1
xd	1						1	xd							0
b	20	3		1	3		27	b	10	2			3		15
xb	3	1					4	xb	4	1					5
l		3					3	l	1	1					2
xl	1	1					2	xl	2	2					4
dr		1					1	dr	1					1	2
xdr							0	xdr							0
p	1	1					2	p							0
xp							0	xp		1					1
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	35	15	0	5	3	1	59	total	24	9	0	4	3	4	44
Back Left (5)								Back Right (6)							
	✓	✗	W	✗W	F	✗F	Total		✓	✗	W	✗W	F	✗F	Total
s	9	4				1	14	s	16	17		1		1	35
xs	6	4		2		1	13	xs	4	1					5
c	4	1		1			6	c	18	3					21
xc	10	3					13	xc	9	2					11
d	2						2	d	14	1					15
xd	8	1				1	10	xd	4					1	5
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	39	13	0	3	0	3	58	total	65	24	0	1	0	2	92

PART II

**PERCENTIGE DISTRIBUTION OF TOTAL
SHOTS IN DIFFERENT COURT AREAS**

GAME ANALYSIS

Player 1 Match 1 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	55	41			5		31	l	55	32				14	34
xl	65	20				15	29	xl	56	33				11	28
dr							0	dr							0
xdr							0	xdr							0
p	67		17			17	9	p	80				20		8
xp	100						1	xp	100						2
n	94					6	23	n	88		6		6		26
xn	80		20				7	xn	100						3
h							0	h							0
xh							0	xh							0
total	70	19	3	0	1	7	100	total	68	20	2	0	3	8	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50		30			20	18	s	100						9
xs	40		40			20	9	xs	100						9
c							0	c							0
xc	50	50					4	xc	100						3
d	100						2	d							0
xd							0	xd							0
b	85	4	4		7		48	b	88				6	6	48
xb	100						2	xb	100						3
l	50	50					4	l	40	60					15
xl	83	17					11	xl	100						3
dr							0	dr	100						6
xdr							0	xdr							0
p	50		50				4	p	100						3
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	71	7	13	0	4	5	100	total	85	9	0	0	3	3	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	75					25	10	s	100						4
xs	100						5	xs	100						8
c	85	8				8	33	c	89					11	36
xc	71	29					44	xc	67		33				12
d	67					33	8	d	100						28
xd							0	xd	100						8
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	100						4
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh	0	0	0	0	0	0	0	xh							0
total	77	15	0	0	0	8	100	total	92	0	4	0	0	4	100

GAME ANALYSIS

Player 1 Match 2 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	70	19			11		25	l	54	29	3		3	11	42
xl	75	17	3		3	3	33	xl	67	27				7	18
dr							0	dr							0
xdr							0	xdr							0
p	100						4	p	83					17	7
xp	50	50					4	xp	50	25	25				5
n	88	6	3			3	29	n	80	10			5	5	24
xn	60				20	20	5	xn							0
h			100				1	h							0
xh			100				1	xh	25		50			25	5
total	75	14	4	0	5	3	100	total	63	20	5	0	2	10	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	36		55			9	13	s	46	15	15			23	13
xs	50	17	25	8			14	xs	30	10	40			20	10
c	33	67					3	c	50	50					2
xc	50	50					2	xc		100					1
d	100						2	d	100						1
xd						100	1	xd	100						1
b	77	12			8	4	30	b	89				11		27
xb	75	25					5	xb	100						5
l	67	25	8				14	l	29	48	5		14	5	21
xl	75	25					5	xl	20	80					5
dr	75	25					5	dr	50		25			25	4
xdr	100						2	xdr	100						5
p		50			50		2	p	50	50					4
xp		100					1	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	62	19	12	1	3	3	100	total	58	21	8	0	6	7	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	53		27			20	17	s	73	23	5				15
xs	91	9					12	xs	67	4	17			13	16
c	77	13				10	35	c	86	9	2	2	2		42
xc	53	41				6	19	xc	64	18				18	7
d	78	11				11	10	d	100						10
xd	67	33					7	xd	85	8	8				9
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	100						1
xdr							0	xdr	100						1
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	70	17	4	0	0	9	100	total	81	10	5	1	1	3	100

GAME ANALYSIS

Player 1 Match 5 (shot %)

Front Left (1)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0
xs							0
c							0
xc							0
d							0
xd							0
b							0
xb							0
l	77	23					17
xl	100						30
dr							0
xdr							0
p	75		13			13	11
xp	100						1
n	88				4	8	33
xn	100						7
h			100				1
xh							0
total	88	4	3	0	1	4	100

Front Right (2)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0
xs							0
c							0
xc							0
d							0
xd							0
b							0
xb							0
l	87	7				7	23
xl	90	10					16
dr							0
xdr							0
p	100						2
xp	100						8
n	79		5			16	30
xn	82	9	9				17
h			100				5
xh							0
total	81	5	8	0	0	6	100

Mid Left (3)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	67		33				13
xs			100				2
c	100						4
xc	50	50					4
d	100						7
xd							0
b	67	8			17	8	26
xb	100						2
l	75	25					26
xl	100						2
dr	100						4
xdr	100						7
p	100						2
xp							0
n							0
xn							0
h							0
xh							0
total	76	11	7	0	4	2	100

Mid Right (4)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	60		40				27
xs	33		67				8
c	100						3
xc							0
d	100						3
xd	50		50				5
b	86				14		19
xb	67				33		8
l	50	50					11
xl		100					3
dr	100						3
xdr	100						5
p	50				50		5
xp							0
n							0
xn							0
h							0
xh							0
total	65	8	19	0	8	0	100

Back Left (5)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	100						8
xs	100						17
c	80	20					21
xc	67	17	17				25
d	71	29					29
xd							0
b							0
xb							0
l							0
xl							0
dr							0
xdr							0
p							0
xp							0
n							0
xn							0
h							0
xh							0
total	79	17	4	0	0	0	100

Back Right (6)

	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	88		13				28
xs	50		50				7
c	100						28
xc	100						7
d	50					50	14
xd	100						3
b							0
xb							0
l							0
xl							0
dr	100						3
xdr			100				10
p							0
xp							0
n							0
xn							0
h							0
xh							0
total	76	0	17	0	0	7	100

GAME ANALYSIS

Player 2 Match 1 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	88	13					13	l	67	13			13	7	22
xl	67	27	7				24	xl	75	25					12
dr							0	dr							0
xdr							0	xdr							0
p	50		38			13	13	p	50					50	3
xp							0	xp	100						3
n	96					4	42	n	83		3			14	52
xn	100						6	xn	100						6
h	100						2	h						100	1
xh							0	xh							0
total	82	8	6	0	0	3	100	total	78	6	1	0	3	12	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	40		30			30	25	s	75	13	13				19
xs	50	8	25			17	30	xs	64	9	27				26
c							0	c	33	67					7
xc		100					3	xc							0
d	100						8	d	75					25	9
xd	100						5	xd							0
b	67				33		15	b	55	9			36		26
xb	100						5	xb	100						2
l		100					5	l	67	33					7
xl		100					3	xl						100	2
dr							0	dr	100						2
xdr							0	xdr							0
p						100	3	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	53	13	15	0	5	15	100	total	63	14	9	0	9	5	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	78	11				11	17	s	92		8				35
xs	73	9				18	21	xs	50	17	17			17	16
c	70					30	19	c	40	20				40	14
xc	81	13				6	30	xc	67	33					16
d	100						6	d	67					33	8
xd	75					25	8	xd	100						11
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	77	8	0	0	0	15	100	total	73	11	5	0	0	11	100

GAME ANALYSIS

Player 2 Match 3 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	67	11			11	11	21	l	52	24			5	19	28
xl	100						17	xl	78					22	12
dr							0	dr							0
xdr							0	xdr							0
p	40	20	40				12	p	33	33				33	4
xp	50					50	5	xp	50					50	3
n	86				7	7	33	n	81	3	3			13	41
xn	100						7	xn	75		13			13	11
h			100				5	h			100				1
xh							0	xh							0
total	74	5	10	0	5	7	100	total	68	9	4	0	1	17	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	71		14			14	23	s	78		11			11	20
xs	38		50			13	26	xs	75	25					9
c							0	c							0
xc	50	50					6	xc	67	33					7
d	100						6	d	100						7
xd	100						3	xd	100						2
b	75					25	26	b	82				18		24
xb							0	xb	100						9
l		100					3	l	40	60					11
xl	100						3	xl							0
dr							0	dr	67					33	7
xdr	100						3	xdr							0
p							0	p	50					50	4
xp							0	xp	100						2
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	65	6	16	0	0	13	100	total	76	11	2	0	4	7	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50	14	21			14	25	s	75	25					25
xs	50		33			17	11	xs	80	20					16
c	67	17				17	11	c	50					50	6
xc	60	20	10			10	36	xc	38	38	13			13	25
d	50	50					4	d	100						22
xd	75					25	14	xd	50		50				6
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	59	14	13	0	0	14	100	total	69	19	6	0	0	6	100

GAME ANALYSIS

Player 2 Match 6 (shot %)

Front Left (1)								Front Right (2)							
		✓	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	100						14	l	92	8					36
xl	91	9					39	xl	100						3
dr							0	dr							0
xdr							0	xdr							0
p							0	p	33	33	33				9
xp							0	xp							0
n	71				14	14	25	n	75	8			8	8	36
xn	60	20	20				18	xn	67		33				9
h	100						4	h			100				3
xh							0	xh			100				3
total	82	7	4	0	4	4	100	total	73	9	12	0	3	3	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s	33		67				15
xs	33		67				14	xs			100				3
c							0	c							0
xc	100						5	xc		100					3
d							0	d							0
xd							0	xd						100	5
b	100						24	b	73	9			18		28
xb	100						19	xb	100						3
l	60		20		20		24	l	60	30	10				26
xl	33	67					14	xl	67	33					8
dr							0	dr	33			33	33		8
xdr							0	xdr							0
p							0	p					100		3
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	71	10	14	0	5	0	100	total	51	15	15	3	10	5	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	33	67					13	s	71					29	26
xs	100						9	xs	50		17			33	22
c	100						17	c							0
xc	100						35	xc	83	17					22
d		100					4	d	100						22
xd	60		40				22	xd	100						7
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	78	13	9	0	0	0	100	total	78	4	4	0	0	15	100

GAME ANALYSIS

Player 2 Match 9 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	85	15					12	l	73	20	7				21
xl	78	13				9	22	xl	56	33				11	13
dr							0	dr							0
xdr							0	xdr							0
p	100						4	p	100						3
xp		100					1	xp	100						1
n	92				2	6	50	n	80	3			3	14	49
xn	50				13	38	8	xn	67	22	11				13
h		50	50				4	h							0
xh							0	xh							0
total	81	8	2	0	2	8	100	total	75	13	3	0	1	8	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50		50				6	s	43	43	14				15
xs		100					3	xs	25	25	25			25	8
c							0	c							0
xc							0	xc							0
d	88					13	24	d	100						8
xd							0	xd	100						2
b	86	7			7		41	b	72				28		38
xb	100						6	xb	50		25		25		8
l	100						6	l	75	25					17
xl	67	33					9	xl							0
dr						100	3	dr	100						4
xdr	100						3	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	79	9	3	0	3	6	100	total	67	13	6	0	13	2	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	33	48	10			10	30	s	44	48	7				29
xs	47	13	7			33	22	xs	65	22	4			9	25
c	67	33					9	c	86					14	8
xc	67	33					13	xc	100						9
d	100						6	d	76	18				6	18
xd	54	15	8		8	15	19	xd	91					9	12
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr		100					1	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	51	29	6	0	1	13	100	total	69	23	3	0	0	5	100

GAME ANALYSIS

Player 3 Match 2 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	54	38				8	14	l	61	33					17
xl	75	25					22	xl	92	8					11
dr							0	dr							0
xdr							0	xdr	100						1
p	50	33				17	6	p	100						1
xp		100					2	xp	67						3
n	85	3			3	9	37	n	91						50
xn	77		15			8	14	xn	70	10	10		10	10	9
h			100				2	h	20		20	20			5
xh	33	33	33				3	xh			67	33			3
total	70	17	5	0	1	6	100	total	77	8	4	2	1	1	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	85	8	4			4	23	s	57	21	21				16
xs	53	12	29			6	15	xs	57	29	14				16
c	56	22				22	8	c	50		50				2
xc		100					1	xc	67	33					3
d	100						3	d	33	67					3
xd	100						3	xd	100						5
b	74	7			15	4	24	b	67	17			13	4	28
xb	100						6	xb	100						5
l	55	45					10	l	20	60				20	6
xl		100					2	xl	50	50					2
dr	33		33		33		3	dr	88	13					9
xdr							0	xdr		100					1
p	100						3	p						100	1
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h		50				50	2	h							0
xh							0	xh			100				1
total	69	15	6	#DIV/0!	4	5	100	total	62	23	8	0	3	3	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	88	6				6	13	s	75	19	6				17
xs	67	33					5	xs	73	13	13				16
c	83	11				6	51	c	79	13				8	26
xc	48	35	9			9	18	xc	94	6					17
d	83	17					5	d	82		6			12	18
xd	82					18	9	xd	100						4
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	100						1
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	76	15	2	0	0	7	100	total	82	10	4	0	0	4	100

GAME ANALYSIS

Player 3 Match 4 (shot %)

Front Left (1)								Front Right (2)							
			✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	69	31					19	l	57	36				7	16
xl	72	20				8	29	xl	67	33					14
dr							0	dr							0
xdr							0	xdr							0
p	100						1	p							0
xp							0	xp	100						1
n	89		4		7		33	n	81	2			5	12	50
xn	100						12	xn	71	14	14				8
h			100				6	h	33		50			17	7
xh							0	xh		33	67				3
total	76	12	7	0	2	2	100	total	69	14	7	0	2	8	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	33	33	33				5	s	56		44				21
xs	40		40			20	8	xs		20	80				12
c							0	c							0
xc	100						2	xc							0
d							0	d							0
xd							0	xd							0
b	78	7			15		42	b	67	17			17		43
xb	92		8				18	xb	67				33		7
l	78	22					14	l	50	50					5
xl	17	50				33	9	xl							0
dr	100						2	dr							0
xdr		100					2	xdr	100						10
p							0	p	100						2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	69	14	6	0	6	5	100	total	60	12	19	0	10	0	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50	20	10	5		15	31	s	59	36		5			40
xs	38	50				13	12	xs	56	11	22			11	16
c	87	9				4	35	c	57	43					13
xc	100						8	xc	83	17					11
d							0	d	75					25	7
xd	89	11					14	xd	100						13
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	71	17	3	2	0	8	100	total	67	24	4	2	0	4	100

GAME ANALYSIS

Player 3 Match 7 (shot %)

Front Left (1)								Front Right (2)							
	/	x	/w	xw	/f	xf	Total %		/	x	/w	xw	/f	xf	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	83	17					16	l	95		5				29
xl	100						28	xl	50	50					9
dr							0	dr							0
xdr							0	xdr							0
p	100						3	p	100						2
xp	100						1	xp							0
n	88	4			8		34	n	85		4			12	40
xn	100						9	xn	78					22	14
h		14	71			14	9	h			100				5
xh							0	xh			100				2
total	84	5	7	0	3	1	100	total	78	5	9	0	0	8	100
Mid Left (3)								Mid Right (4)							
	/	x	/w	xw	/f	xf	Total %		/	x	/w	xw	/f	xf	Total %
s	40	40	10			10	16	s	40	20	30			10	16
xs		20	60			20	8	xs		25	75				6
c	100						3	c	33	33				33	5
xc	100						2	xc		100					2
d							0	d							0
xd	100						3	xd							0
b	84	4			12		40	b	70	10			20		32
xb	100						6	xb	100						14
l	45	45			9		18	l	75	25					6
xl		100					2	xl	50	50					10
dr							0	dr	100						3
xdr	100						2	xdr	100						5
p							0	p	100						2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	65	19	6	0	6	3	100	total	63	17	10	0	6	3	100
Back Left (5)								Back Right (6)							
	/	x	/w	xw	/f	xf	Total %		/	x	/w	xw	/f	xf	Total %
s	50	25	19			6	25	s	50	33	17				21
xs	33	67					5	xs	75		25				14
c	89	6	6				28	c	100						34
xc	92	8					20	xc	100						3
d	75		25				6	d	83	17					21
xd	70	10				20	16	xd	50					50	7
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	73	14	8	0	0	5	100	total	79	10	7	0	0	3	100

GAME ANALYSIS

Player 4 Match 3 (shot %)

Front Left (1)								Front Right (2)							
		✓	✓ w	✓ w	✓ F	✓ F	Total %			✓	✓ w	✓ w	✓ F	✓ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	59	24			6	12	20	l	76	18	6				33
xl	56	36				8	29	xl	81	19					31
dr							0	dr							0
xdr							0	xdr							0
p	80					20	6	p							0
xp							0	xp	50					50	4
n	88				3	9	38	n	93				7		27
xn	83					17	7	xn						100	4
h							0	h						100	2
xh							0	xh							0
total	72	15	0	0	2	11	100	total	77	12	2	0	2	8	100
Mid Left (3)								Mid Right (4)							
		✓	✓ w	✓ w	✓ F	✓ F	Total %			✓	✓ w	✓ w	✓ F	✓ F	Total %
s	45	18	27			9	26	s			50			50	5
xs		33	67				7	xs	60		40				14
c	50					50	5	c					100		3
xc							0	xc							0
d	33	11		11	33	11	21	d	100						3
xd						100	2	xd							0
b	100						21	b	70	10	10		10		27
xb							0	xb	75	25					11
l	50					50	5	l	43	43			14		19
xl	100						2	xl	67				33		8
dr	50					50	5	dr	100						5
xdr	100						2	xdr	100						5
p	100						2	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	55	10	12	2	7	14	100	total	62	14	11	0	11	3	100
Back Left (5)								Back Right (6)							
		✓	✓ w	✓ w	✓ F	✓ F	Total %			✓	✓ w	✓ w	✓ F	✓ F	Total %
s	40	40	20				14	s	25		50			25	14
xs	75	25					11	xs		100					10
c	60	40					14	c	33	33				33	31
xc	78	22					24	xc	100						14
d	56	22				22	24	d	67	33					21
xd	40					60	14	xd	100						7
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	100						3
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	59	24	3	0	0	14	100	total	52	28	7	0	0	14	100

GAME ANALYSIS

Player 5 Match 8 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	85	15					21	l	96					4	33
xl	81	14				5	34	xl	64	14	7		7	7	20
dr							0	dr							0
xdr							0	xdr							0
p							0	p	100						3
xp		100					2	xp							0
n	85	5	5			5	33	n	78	4	7		7	4	39
xn	83	17					10	xn	67					33	4
h							0	h			100				1
xh							0	xh							0
total	82	13	2	0	0	3	100	total	80	4	6	0	4	6	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	60	20	20				11	s	67	22	11				22
xs		50	50				9	xs	33		67				7
c							0	c	100						7
xc	100						2	xc							0
d							0	d							0
xd	100						2	xd	100						2
b	94					6	38	b	82				18		27
xb	88				13		17	xb	50				50		5
l							0	l	100						7
xl	100						2	xl	100						2
dr	100						6	dr	100						10
xdr	40	20	40				11	xdr	100						2
p	100						2	p	100						5
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h			100				2
xh							0	xh							0
total	77	9	11	0	2	2	100	total	78	5	10	0	7	0	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50	38	8		4		29	s	76	21				3	40
xs	67	17				17	13	xs	60	20				20	7
c	72	17	6			6	20	c	86	14					10
xc	70	10	10			10	11	xc	85	15					18
d	53	27			7	13	16	d	80	10				10	14
xd	88		13				9	xd	75	25					11
b	100						1	b							0
xb	100						1	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	64	22	5	0	2	7	100	total	78	18	0	0	0	4	100

GAME ANALYSIS

Player 4 Match 3 (shot %)

Front Left (1)								Front Right (2)							
			w	x w	✓ F	✗ F	Total %				w	x w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	59	24			6	12	20	l	76	18	6				33
xl	56	36				8	29	xl	81	19					31
dr							0	dr							0
xdr							0	xdr							0
p	80					20	6	p							0
xp							0	xp	50					50	4
n	88				3	9	38	n	93				7		27
xn	83					17	7	xn						100	4
h							0	h						100	2
xh							0	xh							0
total	72	15	0	0	2	11	100	total	77	12	2	0	2	8	100
Mid Left (3)								Mid Right (4)							
			w	x w	✓ F	✗ F	Total %				w	x w	✓ F	✗ F	Total %
s	45	18	27			9	26	s			50			50	5
xs		33	67				7	xs	60		40				14
c	50					50	5	c					100		3
xc							0	xc							0
d	33	11		11	33	11	21	d	100						3
xd						100	2	xd							0
b	100						21	b	70	10	10		10		27
xb							0	xb	75	25					11
l	50					50	5	l	43	43			14		19
xl	100						2	xl	67				33		8
dr	50					50	5	dr	100						5
xdr	100						2	xdr	100						5
p	100						2	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	55	10	12	2	7	14	100	total	62	14	11	0	11	3	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	40	40	20				14	s	25		50			25	14
xs	75	25					11	xs		100					10
c	60	40					14	c	33	33				33	31
xc	78	22					24	xc	100						14
d	56	22				22	24	d	67	33					21
xd	40					60	14	xd	100						7
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr	100						3
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	59	24	3	0	0	14	100	total	52	28	7	0	0	14	100

GAME ANALYSIS

Player 5 Match 8 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	85	15					21	l	96					4	33
xl	81	14				5	34	xl	64	14	7		7	7	20
dr							0	dr							0
xdr							0	xdr							0
p							0	p	100						3
xp		100					2	xp							0
n	85	5	5			5	33	n	78	4	7		7	4	39
xn	83	17					10	xn	67					33	4
h							0	h			100				1
xh							0	xh							0
total	82	13	2	0	0	3	100	total	80	4	6	0	4	6	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	60	20	20				11	s	67	22	11				22
xs		50	50				9	xs	33		67				7
c							0	c	100						7
xc	100						2	xc							0
d							0	d							0
xd	100						2	xd	100						2
b	94					6	38	b	82				18		27
xb	88				13		17	xb	50				50		5
l							0	l	100						7
xl	100						2	xl	100						2
dr	100						6	dr	100						10
xdr	40	20	40				11	xdr	100						2
p	100						2	p	100						5
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h			100				2
xh							0	xh							0
total	77	9	11	0	2	2	100	total	78	5	10	0	7	0	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50	38	8		4		29	s	76	21				3	40
xs	67	17				17	13	xs	60	20				20	7
c	72	17	6			6	20	c	86	14					10
xc	70	10	10			10	11	xc	85	15					18
d	53	27			7	13	16	d	80	10				10	14
xd	88		13				9	xd	75	25					11
b	100						1	b							0
xb	100						1	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	64	22	5	0	2	7	100	total	78	18	0	0	0	4	100

GAME ANALYSIS

Player 6 Match 5 (shot %)

Front Left (1)								Front Right (2)							
	/	x	w	x w	F	x F	Total %		/	x	w	x w	F	x F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	100						2
xb							0	xb							0
l	86	14					15	l	71	29					23
xl	77	15	8				27	xl	67	33					20
dr							0	dr					100		2
xdr							0	xdr							0
p							0	p	100						3
xp	100						2	xp	100						2
n	67	11	6		6	11	38	n	73		9		9	9	37
xn	88					13	17	xn				100			3
h			100				2	h	60		40				8
xh							0	xh							0
total	75	10	6	0	2	6	100	total	68	13	7	0	7	5	100
Mid Left (3)								Mid Right (4)							
	/	x	w	x w	F	x F	Total %		/	x	w	x w	F	x F	Total %
s	67		33				8	s	78				11	11	20
xs	100						3	xs	33		33			33	7
c	50					50	5	c	100						2
xc							0	xc	33				33	33	7
d	75	13			13		22	d	100						7
xd	100						3	xd	100						7
b	93	7					41	b	78	11			11		20
xb	100						8	xb	100						2
l	100						3	l	50		50				5
xl							0	xl							0
dr	100						3	dr	40	20		20		20	11
xdr	50				50		5	xdr	33	33			33		7
p							0	p	100						2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h		100					2
xh							0	xh							0
total	84	5	3	0	5	3	100	total	66	9	5	2	9	9	100
Back Left (5)								Back Right (6)							
	/	x	w	x w	F	x F	Total %		/	x	w	x w	F	x F	Total %
s	75	13	13				15	s	85	8				8	31
xs	50	25	25				7	xs	50	25	25				10
c	80	13				7	28	c	67	17	17				14
xc	40	40				20	9	xc	56	44					21
d	100						26	d	100						19
xd	100						15	xd							0
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr	50	50					5
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	81	11	4	0	0	4	100	total	74	19	5	0	0	2	100

GAME ANALYSIS

Player 6 Match 8 (shot %)

Front Left (1)								Front Right (2)							
			w	x w	x F	x F	Total %		/	x	x w	x w	x F	x F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	100						1
xb							0	xb							0
l	85	15					15	l	87					13	25
xl	84	10				6	36	xl	79	17				4	26
dr							0	dr							0
xdr							0	xdr							0
p							0	p	100						5
xp	100						4	xp	100						1
n	92		4			4	31	n	74		3	3	19		34
xn	63		13			25	9	xn	83		17				7
h	33		67				4	h			100				1
xh			100				1	xh							0
total	82	6	6	0	0	6	100	total	80	4	0	3	1	11	100
Mid Left (3)								Mid Right (4)							
		x	x w	x w	x F	x F	Total %		/	x	x w	x w	x F	x F	Total %
s	100						1	s			100				7
xs			100				3	xs			100				2
c	50	50					6	c							0
xc	100						1	xc							0
d	75	25					6	d	100						2
xd	100						3	xd							0
b	83	6	3		6	3	49	b	77	8				15	31
xb	83				17		8	xb	83				17		14
l	40	20			40		7	l	71	14	14				17
xl	50				50		3	xl	100						2
dr	33	33	33				4	dr	100						14
xdr	100						8	xdr	67	33					7
p							0	p	100						2
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	75	10	6	0	8	1	100	total	74	7	12	0	2	5	100
Back Left (5)								Back Right (6)							
	/	x	x w	x w	x F	x F	Total %		/	x	x w	x w	x F	x F	Total %
s	55	20	10			15	32	s	75	15	5			5	38
xs	56		33			11	14	xs	50		50				12
c	88	6	6				27	c	56	44					17
xc	100						2	xc	100						6
d	27	27			9	36	17	d	89				11		17
xd	25	25				50	6	xd	40		20		40		10
b							0	b							0
xb	100						2	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh	0	0	0	0	0	0	0	xh							0
total	59	14	10	0	2	16	100	total	69	13	10	0	0	8	100

GAME ANALYSIS

Player 7 Match 6 (shot %)

Front Left (1)								Front Right (2)							
	/	x	✓ w	x w	✓ F	x F	Total %		/	x	✓ w	x w	✓ F	x F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	59	18			6	18	33	l	75					25	15
xl	100						10	xl	80	20					37
dr							0	dr							0
xdr							0	xdr							0
p	100						2	p		100					4
xp							0	xp							0
n	83	6			6	6	35	n	100						41
xn	71				14	14	14	xn			100				4
h	33		33			33	6	h							0
xh							0	xh							0
total	73	8	2	0	6	12	100	total	81	11	4	0	0	4	100
Mid Left (3)								Mid Right (4)							
	/	x	✓ w	x w	✓ F	x F	Total %		/	x	✓ w	x w	✓ F	x F	Total %
s	75		13			13	35	s							0
xs						100	9	xs	33	17	17			33	38
c							0	c	100						13
xc	100						4	xc							0
d							0	d							0
xd							0	xd							0
b	80	20					22	b	40				60		31
xb	100						9	xb	100						6
l		100					4	l		100					6
xl							0	xl						100	6
dr	33	67					13	dr							0
xdr	100						4	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	65	17	4	0	0	13	100	total	44	13	6	0	19	19	100
Back Left (5)								Back Right (6)							
	/	x	✓ w	x w	✓ F	x F	Total %		/	x	✓ w	x w	✓ F	x F	Total %
s	47	27	13			13	35	s	75	13				13	38
xs	83	17					14	xs	67					33	14
c	83					17	14	c	67					33	14
xc	83	17					14	xc		50				50	10
d	88	13					19	d	75	25					19
xd							0	xd	100						5
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr		100					2	dr							0
xdr	100						2	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	70	19	5	0	0	7	100	total	67	14	0	0	0	19	100

GAME ANALYSIS

Player 7 Match 10 (shot %)

Front Left (1)								Front Right (2)							
			W	X W	F	X F	Total %		/	X	W	X W	F	X F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	76	24					33	l	75	13				13	20
xl	50	33				17	12	xl	67	22			6	6	44
dr							0	dr							0
xdr							0	xdr							0
p	50		50				8	p	100						5
xp	50					50	4	xp	100						2
n	92	8					24	n	91					9	27
xn	63		38				16	xn							0
h	50		50				4	h	100						2
xh							0	xh							0
total	71	14	12	0	0	4	100	total	76	15	0	0	2	7	100
Mid Left (3)								Mid Right (4)							
	/	X	W	X W	F	X F	Total %		/	X	W	X W	F	X F	Total %
s	67		33				24	s	60	20	20				9
xs	33	17	50				16	xs	33	33	33				6
c							0	c	14	57	14			14	13
xc							0	xc		100					2
d	100						8	d	100						2
xd							0	xd							0
b	57	14			29		19	b	60	15			25		38
xb	100						8	xb	67				33		6
l							0	l	25	63			13		15
xl	50	50				100	5	xl	100						4
dr							3	dr	100						2
xdr	67	33					8	xdr		100					2
p	67	33					8	p							0
xp							0	xp		100					2
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	62	14	16	0	5	3	100	total	47	32	6	0	13	2	100
Back Left (5)								Back Right (6)							
	/	X	W	X W	F	X F	Total %		/	X	W	X W	F	X F	Total %
s	38	46	8			8	31	s	57	14				29	28
xs	57	29	14				17	xs	50					50	8
c	75					25	10	c	100						16
xc	63	25	13				19	xc	83	17					24
d	75	13				13	19	d	100						24
xd	50	50					5	xd							0
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	57	29	7	0	0	7	100	total	80	8	0	0	0	12	100

GAME ANALYSIS

Player 8 Match 10 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b	100						3
xb							0	xb							0
l	55	27	10			10	22	l	82	18					29
xl	69	31					31	xl	63	25				13	21
dr							0	dr							0
xdr							0	xdr							0
p	80					2	10	p	100						3
xp	25	50	25				8	xp	50		50				5
n	82					18	22	n	73	9	0			18	29
xn						100	4	xn	33		33			33	8
h			50			50	4	h							0
xh						0	0	xh		100					3
total	61	20	6	0	0	14	100	total	68	16	5	0	0	11	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	60	10	30				25	s	60		40				13
xs	33		67				8	xs	60		40				13
c							0	c		100					3
xc							0	xc							0
d							0	d	67	33					8
xd							0	xd							0
b	50	19			25	6	40	b	36	27			18	18	28
xb	75	25					10	xb	60				40		13
l	50	50					5	l	67	33					8
xl		100					3	xl	100						3
dr		100					3	dr							0
xdr							0	xdr							0
p	50	50					5	p	40	40				20	13
xp		100					3	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	50	25	13	0	10	3	100	total	51	21	10	0	10	8	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	59	35	6				40	s	40	30				30	20
xs	14	29	14			43	16	xs	60	10	20			10	20
c	70					30	23	c	83					17	24
xc	83	17					14	xc	60	10				30	20
d	50	50					5	d	88					13	16
xd						100	2	xd	100						2
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	56	23	5	0	0	16	100	total	67	10	4	0	0	20	100

GAME ANALYSIS

Player 9 Match 9 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	79	13				8	38	l	72	2	5	2	5	14	38
xl	79					21	14	xl	79	14				7	25
dr							0	dr							0
xdr							0	xdr							0
p	100						2	p	100						1
xp							0	xp						100	1
n	75	6			9	9	32	n	74	3			11	11	31
xn	91					9	11	xn	50					50	2
h			100				2	h			100				1
xh						100	1	xh			100				1
total	77	7	2	0	3	11	100	total	72	5	4	1	5	13	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	27	9	64				18	s	50	25	25				7
xs			100				2	xs	67	33					5
c		100					2	c					100		0
xc							0	xc							2
d	100						2	d	100						2
xd	75				25		7	xd	100						3
b	75	5			20		33	b	89	9			3		59
xb	75	25					13	xb	100						3
l	60	20				20	8	l	86	14					12
xl	100						2	xl	67	33					5
dr	60	20	20				8	dr							0
xdr	100						3	xdr							0
p							0	p		100					2
xp							0	xp							0
n							0	n							0
xn						100	2	xn							0
h			100				2	h							0
xh							0	xh							0
total	61	11	16		8	3	100	total	81	14	2		3		100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50	25	5			20	38	s	60	20	10			10	29
xs	33	33				33	6	xs	67	22				11	26
c	78	22					17	c	67	33					9
xc	67					33	6	xc	89	11					26
d	100						19	d	100						9
xd	50	50					12	xd	100						3
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr	100						2	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	65	21	2			12	100	total	74	17	3			6	100

GAME ANALYSIS

Player 10 Match 7 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	83	17					9	l	86	7	4			4	42
xl	67	28			6		28	xl	36	57	7				21
dr							0	dr							0
xdr							0	xdr							0
p	100						3	p		100					2
xp							0	xp	100						2
n	79	7			11	4	43	n	78	22					27
xn	88	13					12	xn	100						2
h	33	33	33				5	h			67			33	5
xh							0	xh							0
total	75	15	2	0	6	2	100	total	68	23	6	0	0	3	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	50		50				7	s	50	30	10			10	23
xs			50			50	7	xs	50		50				5
c		100					4	c	100						2
xc		100					4	xc							0
d							0	d	100						2
xd							0	xd							0
b	67	25			8		44	b	71	14			7	7	32
xb	75		25				15	xb	100						7
l		100					4	l	50	50					9
xl	50	50					7	xl		100					2
dr	100						4	dr	100						2
xdr	100						4	xdr	50	50					5
p							0	p	60	40					11
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	56	26	11	0	4	4	100	total	64	25	5	0	2	5	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	40	56				4	27	s	40	50	5			5	30
xs	90					10	11	xs	30	50				20	15
c	79	11				11	21	c	91	9					17
xc	61	39					20	xc	60	40					8
d	69	31					14	d	40	40			10	10	15
xd	71	14				14	8	xd	33	22				44	14
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr					100		2
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	64	30	0	0	0	5	100	total	47	36	2	0	2	14	100

GAME ANALYSIS

Player 11 Match 4 (shot %)

Front Left (1)								Front Right (2)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s							0	s							0
xs							0	xs							0
c							0	c							0
xc							0	xc							0
d							0	d							0
xd							0	xd							0
b							0	b							0
xb							0	xb							0
l	71	18			6	6	20	l	79	5			5	11	30
xl	67	28				6	22	xl	92	8					21
dr							0	dr							0
xdr							0	xdr							0
p							0	p		100					2
xp							0	xp							0
n	76	7			7	10	51	n	88	12					41
xn	50	50					2	xn	50		50				3
h	33		67				4	h						100	3
xh	100						1	xh							0
total	71	14	2	0	5	7	100	total	81	10	2	0	2	6	100
Mid Left (3)								Mid Right (4)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	56	33	11				15	s	38	25	13			25	18
xs	33	22	33			11	15	xs	25		75				9
c							0	c	100						2
xc							0	xc						100	2
d	100						2	d	100						2
xd	100						2	xd							0
b	74	11	4		11		46	b	67	13			20		34
xb	75	25					7	xb	80	20					11
l		100					5	l	50	50					5
xl	50	50					3	xl	50	50					9
dr		100					2	dr	50					50	5
xdr							0	xdr							0
p	50	50					3	p							0
xp							0	xp		100					2
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	59	25	8	0	5	2	100	total	55	20	9	0	7	9	100
Back Left (5)								Back Right (6)							
	✓	✗	✓ w	✗ w	✓ F	✗ F	Total %		✓	✗	✓ w	✗ w	✓ F	✗ F	Total %
s	64	29				7	24	s	46	49	3			3	38
xs	46	31	15			8	22	xs	80	20					5
c	67	17	17				10	c	86	14					23
xc	77	23					22	xc	82	18					12
d	100						3	d	93	7					16
xd	80	10				10	17	xd	80					20	5
b							0	b							0
xb							0	xb							0
l							0	l							0
xl							0	xl							0
dr							0	dr							0
xdr							0	xdr							0
p							0	p							0
xp							0	xp							0
n							0	n							0
xn							0	xn							0
h							0	h							0
xh							0	xh							0
total	67	22	5	0	0	5	100	total	71	26	1	0	0	2	100