

**GAME PLAN™**  
**TENNIS MATCH CHARTING APP**

# **USER MANUAL**

**SECTION VI: The Record Match Screen**  
**HOW TO INPUT INFORMATION ABOUT POINT-ENDING SHOTS OF A MATCH**

7 SHOT TENNIS

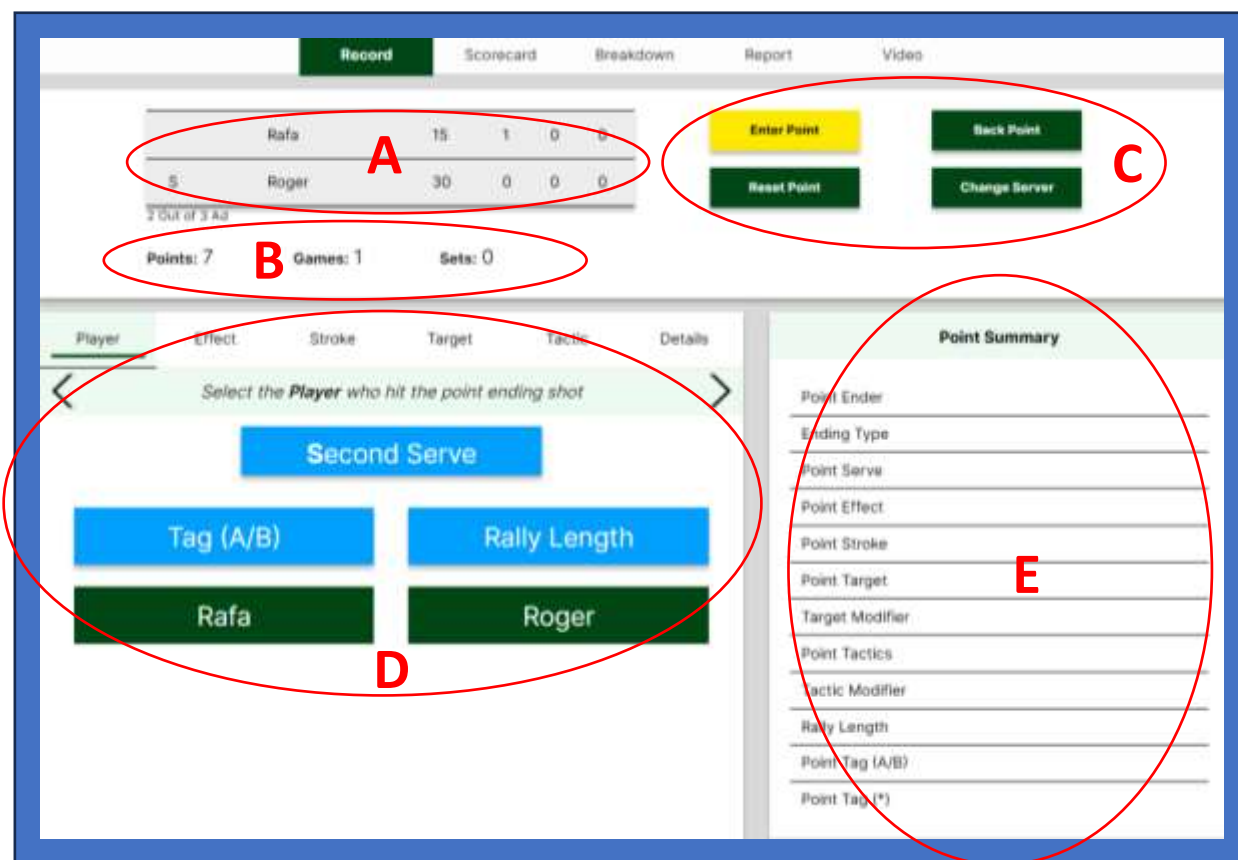
[WWW.7ShotTennisApp.com](http://WWW.7ShotTennisApp.com)

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Contact: [Analytics@7shottennis.com](mailto:Analytics@7shottennis.com)

## VI. THE RECORD MATCH SCREEN

### HOW TO INPUT INFORMATION ABOUT POINT-ENDING SHOTS OF A MATCH



RECORD MATCH SCREEN

#### GENERAL AREAS OF THE RECORD MATCH SCREEN

- A. SCORE Panel:** Displays the running point, game and set score of the match that is being charted. An "S" adjacent to a player's name indicates who the current server is.
- B. POINT COUNT Panel:** Displays the total number of points, games and sets that have been charted so far in the current match.
- C. POINT ENTRY Panel:** Provides buttons for entering/storing selected charting data, and for editing previously entered/stored charting data.

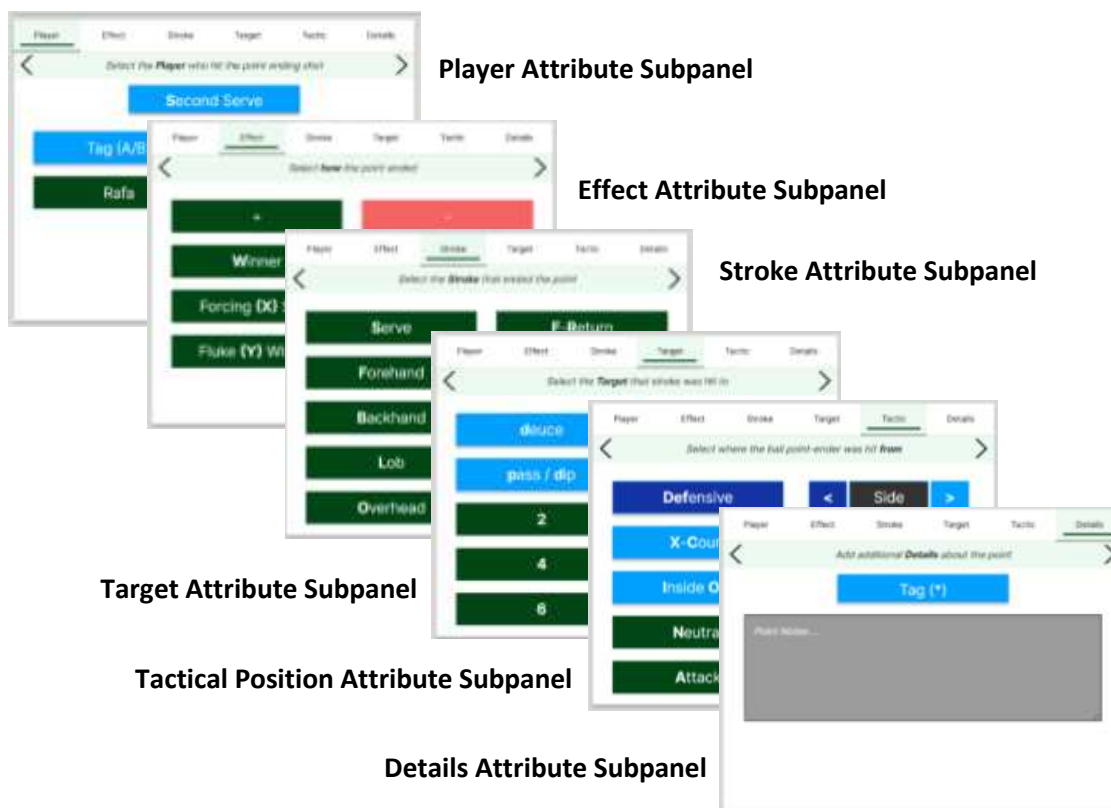
Click “Enter Point” button to save/record the selected attributes of a point-deciding shot for the current point before moving to the next point.

Click “Back Point” button to return to the previous point.

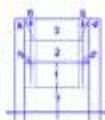
Click “Reset Point” button to clear all previously selected point attributes for the current point.

Click “Change Server” button to change the player who is serving the current point.

**D. POINT ATTRIBUTES Panel:** Each successive POINT ATTRIBUTES subpanel provides buttons for selecting attributes about each point-ending shot of a match.



**E. POINT SUMMARY Panel:** Displays a summary of all currently-selected, but not yet entered/stored, attributes of a point-ending shot. After the attributes of the current point have been entered/stored (i.e., by clicking the “Enter Point” button), the Point Summary Panel automatically clears and resets for the next point.



## HOW TO INPUT CHARTING DATA FOR A TENNIS MATCH

### OVERVIEW:

For each point of a tennis match, the User enters information pertaining to the “point-ending” shot for the current point using buttons displayed **on the Record Match screen**. Information about a point-ending shot is input by

- (1) selecting the buttons of the “Point Attributes” Panel on the Record Match screen that correspond to the characteristics of the point-ending shot for the current point, and then
- (2) clicking the “ENTER POINT” button.

That’s all there is to it.

Once the “ENTER POINT” button has been clicked, the Record Match screen automatically updates the running score and the server (See “A”, above), the point count (See “B”, above), and resets for the Point Summary panel (See “E”, above) for the next point.

**IMPORTANT:** You can enter as much, or as little, information about each point as you desire, provided, however, for each point you **must select at least** (1) a button indicating **which player hit the point-ending shot**, and (2) a button indicating **whether that point-ending shot was a “Plus” (+) shot or a “Minus” (-) shot by that player**.

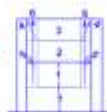
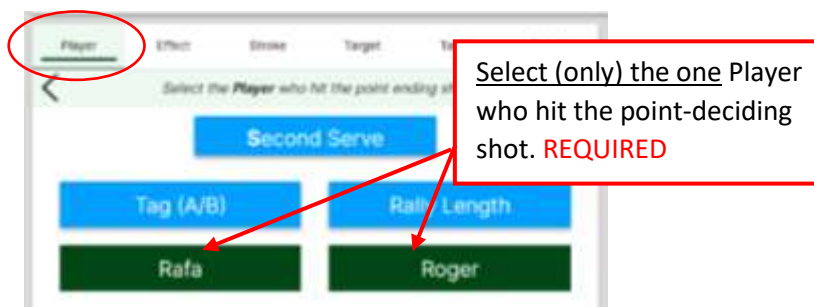
### THE POINT ENTRY PANEL:



After you have selected *at least* the name of the one player who hit the point-ending shot and the “effect” of that shot (see POINT ATTRIBUTES PANEL, below), **you may click the ENTER POINT button at any time to record/store selected information about that point and to reset the Record Match screen for the next point.**

### THE POINT ATTRIBUTES PANEL:

#### **PLAYER attribute subpanel:**



[Optional] If the first serve for the point was a fault, you may click the **SECOND SERVE** button to indicate that the point was initiated with a second serve. The default setting is that the point was initiated with a first serve (i.e., the first serve was not a fault).

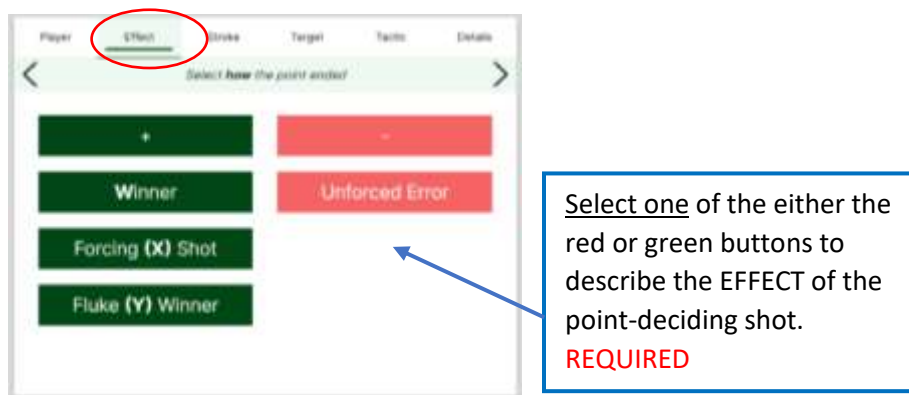
[Optional] The **Tag (A/B)** button may be used to “tag” a point with either an “A” or a “B”, where the particular tag has whatever meaning or significance that the User (that’s you!) wants it to have. When charting a doubles match, for instance, you might want to use the “A” and “B” tags to indicate which player on the team hit the point-deciding shot. The default selection is no tag; click the Tag (A/B) button once to select tag “A”; click twice to select tag “B”. Additional clicking of the Tag (A/B) button cycles through the three selection options.

[Optional] The **Rally Length** button may be used to indicate whether the length of the point was “Short” or “Long”, or otherwise. The number of shots that comprise a “short” or a “long” rally can be whatever meaning that you may choose. The default is no selection; click the “Rally Length” button once to select “Short”; click twice to select “Long”. Additional clicking of the “Rally Length” button cycles through the three selection options.

[Required] At the PLAYER subpanel, select the **name of the one player who hit the point-deciding (or “point-ending”) shot** for that point. (Note: The player who hit the “point-ending” shot is not necessarily the player who actually won the point.)

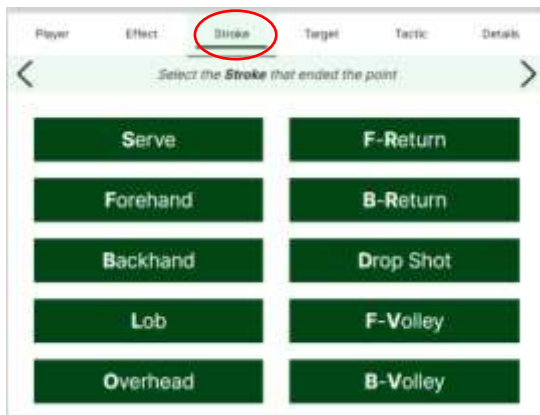
Once one of the PLAYER buttons has been clicked, the screen automatically advances to the next window (the “Effect” subpanel).

#### EFFECT attribute subpanel:



[Required] At the EFFECT subpanel, select one of either the GREEN buttons (“+”, “Winner”, “Forcing Shot”, “Fluke Winner”) to indicate that the selected player hit a good point-ending shot, **or** select one of the RED buttons (“-”, “Unforced Error”) to indicate that the selected player hit a poor point-ending shot. You must select either one green button or one red button.

Once one of the EFFECT buttons has been selected, the screen automatically advances to the next attribute window (the “Stroke” subpanel).

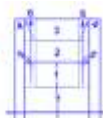
**STROKE attribute subpanel:**

[OPTIONAL] At the STROKE subpanel, you may select one of the (green) buttons to indicate the stroke of the point-deciding shot.

Select the “Serve” STROKE button if the point-ending shot was either an unreturnable serve (in conjunction with a positive effect) or a double fault (in conjunction with a negative effect).

Select the “F-Return” or “B-Return” STROKE button if the point-ending shot came on a forehand return of serve or backhand return of serve, respectively.

Once one of the STROKE buttons has been selected, the screen automatically advances to the next window (the “Target” subpanel).

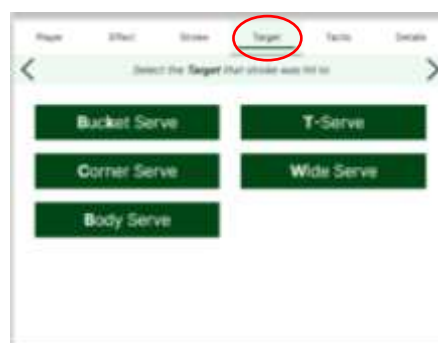


### TARGET attribute subpanels:

The particular TARGET attribute subpanel that is displayed for the current point will depend on whether the (previously entered) effect of the point-deciding shot was a Plus shot (which therefore landed inside of the court) or a Minus shot (which therefore either landed in the net or outside the playing area), and whether the point-deciding shot was an unreturnable serve, a double fault, or some other shot.



**Targets ("Plus" point-enders)**



**Targets ("Plus" service point-enders)**



**Errant Targets ("Minus" point-enders)**



**Errant Targets (Double Faults)**

[OPTIONAL] At the TARGET subpanel, you may select one of the target buttons to indicate where the point-ending shot landed. You may select:

One of the five (green) Service Target buttons ("Bucket Serve", "T-Serve", "Corner Serve", "Wide Serve", "Body Serve") to indicate the service target where the ball landed when the point-ending stroke was an unreturnable ("Plus") Serve; or,

One of the seven (green) 7ST Target Area buttons ("1", "2", "3", "4", "5", "6", "7") to indicate the target area where a good ("+" ) point-ending shot landed inside the court; or,

One of the seven (red) Errant Target buttons ("Net", "3-Long", "4-Long", "6-Long", "4-Wide", "5-Wide", "6-Wide", ) to indicate the area where the ball landed when the point-ending stroke was an unforced error other than a Serve; or,

One of the five (red) errant Service Target buttons (“Bucket Serve”, “T-Serve”, “Corner Serve”, “Wide Serve”, “Body Serve”) to indicate the service target where the second serve landed when the point-ender was a double fault.

[OPTIONAL] At the TARGET subpanel, you may also select either the “Deuce” or “Ad” button (before selecting a Target area button), to indicate the side of the court to more particularly on which the point-ending shot landed.

Ad-side and Deuce-side buttons



[OPTIONAL] At the TARGET subpanel, you may also select “Pass / Dip” button (before selecting a Target area button), to indicate that the point-deciding shot was either a “dipping” (or blind spot) shot into, or a passing shot beyond, the opponent

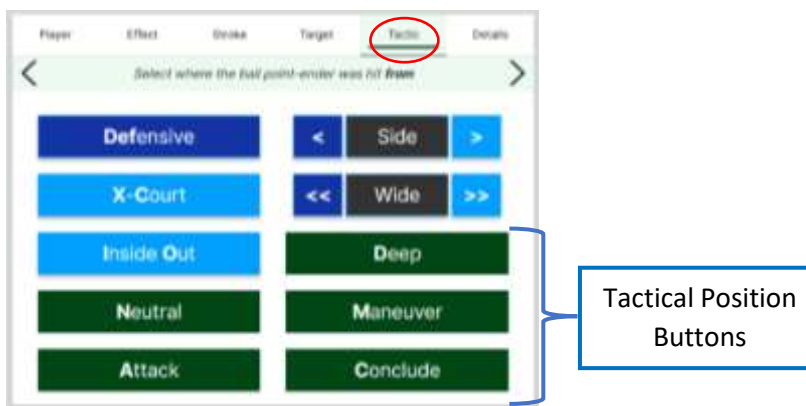
Pass / Dip button



Once one of the (red or green) TARGET area buttons has been selected, the screen automatically advances to the next window (the “Tactics” subpanel).



### TACTICS attributes subpanel:



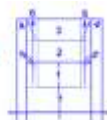
[OPTIONAL] At the TACTICS subpanel, you may select **one** of the (green) **tactical position** buttons (“Deep”, “Neutral”, “Maneuver”, “Attack”, “Conclude”) to indicate the tactical position from which the selected player hit the point-ending shot landed.

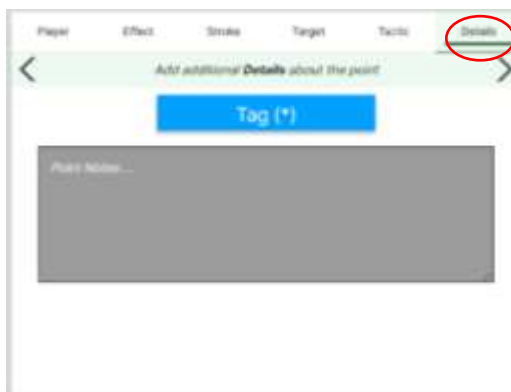
Once one of the TACTICS buttons has been selected, the screen automatically advances to the next window (the “Details” subpanel).

[OPTIONAL] Before selecting any of the (green) tactical position buttons, you may also select the “**Defensive**” button to indicate that the selected player was in a defensive tactical situation when hitting point-ending shot.

[OPTIONAL] Before selecting any of the (green) tactical position buttons, you may also select the “<” or “>” button to indicate that the point-ender was hit from the left (ad) or right (deuce) side of the court, respectively; or, you may select the “<<” or “>>” button to indicate that the point-ender was hit from wide of the left (ad) or wide of the right (deuce) side of the court, respectively.

[OPTIONAL] Before selecting any of the (green) tactical position buttons, you may also select either the “**X-Court**” button or the “**Inside Out**” button to indicate that the point-ender was a cross-court or an inside-out shot.



**DETAILS attributes subpanel:**

**[OPTIONAL]** The **TAG (\*)** button may be used to “tag” a point with one to five asterisks (\*, \*\*, \*\*\*, \*\*\*\*, \*\*\*\*\*, \*\*\*\*\*) where the particular tag has whatever meaning or significance that the User (that’s you!) wants it to have. For example, if, for a particular player, you want to keep track of how often he hits a winning shot off an opponent’s return of serve, you might use the single \* Tag to identify each such point-ender. Or, suppose you want to keep track of points where a particular player fails to follow in (toward the net) behind her offensive shots that forced her opponent to chase down a deep balls... you might use, say, a double \*\* Tag to indicate that scenario.

The default selection is no Tag; click the Tag (\*) button once to select tag “\*”; click twice to select tag “\*\*”; click three times to select tag “\*\*\*”; and so on up to tag “\*\*\*\*\*”. Additional clicking of the Tag (\*) button cycles through the sequential tag \* options.

**[OPTIONAL]** The **Post Notes** field can be used to enter text notes about the current point.

For example, if a player twisted his ankle during this point, you may want to add a note to that effect.

To exit the DETAILS screen,

- (1) click on a tab for any of the other (e.g., Player, Effect, Stroke, Target, Tactic), Point Attribute subpanels, or
- (2) **click on the “ENTER POINT” button to the record the selected point attributes. This will update the running score, the point count and the server, and will reset for the Point Summary panel for the next point.**

### THE POINT SUMMARY PANEL:

The Point Summary table displays each of the attributes that have been selected for the current point-ending shot.

After you have clicked the “ENTER POINT” button (see “Point Entry Panel”, above, the data for the current point is recorded and the Point Summary table resets (clears) for the next point.

The abbreviations (e.g., “S1”, “U”, “F”, etc.) displayed in the Point Summary table refer to standard *7 Shot Tennis* match charting abbreviations.

Point Summary	
Point Ender	Rafa
Ending Type	+
Point Serve	S2
Point Effect	W
Point Stroke	F
Point Target	3
Target Modifier	d
Point Tactics	M
Tactic Modifier	xc >
Rally Length	
Point Tag (A/B)	
Point Tag (*)	

For more information about the standard 7ST match charting abbreviations, [click here](#). (or enter the following URL in your browser: <https://www.7shottennis.com/7st-match-charting-app-chart-symbols/>)

## VII. THE SCORECARD SCREEN

SCORECARD SCREEN

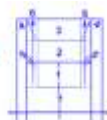
### GENERAL AREAS OF THE SCORECARD SCREEN

- A. SCORECARD: The Scorecard displays point-by-point information about every point of match, as well as the running score of the match.
- B. FILTERS: Select any combination of attribute filters to highlight (in the Scorecard) all those points that have the corresponding attributes.
- C. APPLY FILTER Button: Click this button to activate the selected Filters.
- D. CLEAR FILTER Button: Click this button to clear/reset all previously selected Filters.
- E. PRINT CHART Button: Click this button to print the Scorecard.
- F. WATCH POINTS Button: Click this button to view video clips\* of all those points that have the point-ender attributes corresponding to selected Filters.

*\*The video feature is only available if video file has been imported for this particular match.*



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## FEATURES OF THE SCORECARD SCREEN

Game Information							Point Information							Set Info			
Game	S1/S2	Effect	Stroke	Target	Tactic	Score	Game	S1/S2	Effect	Stroke	Target	Tactic	Tag(1)	Tag(2)	Length	Notes	
1						0	15	S2	+	W	F	Ed	A			Short	
2	+	W	F	Ed	M to	15	15	S1								Short	
3						15	30	S1	+	W	F	Ed	M			Short	
4	+	W	DF	Ed	A	30	30	S1									
5						40	30	S2	-	U	DF	B					
6	+	W	F	Ed	M	0	31									Short	
						1	0										
Game Information							Point Information							Set Info			
7	S1	+	W	F	Ed	A	15	0								St	
8	S2	-	U	F	Ed	Hand	15	15									
9	S2	+	X	B	Ed	N to	30	15									
10	S1	+	X	S	T		40	15									
11	S1	+	X	F	Ed	A to	0										
						2	0										

SCORECARD (Partial)

### Reading the Scorecard:

The Scorecard displays point-by-point information about every point of match, including the point number, the game and set score, the server, (first or second) serve, notes, and point-deciding shot attributes (+/-, effect, stroke, target, tactic).

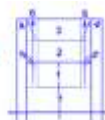
The abbreviations (e.g., “DF”, “X”, “U”, “F”, etc.) displayed in the Scorecard refer to standard *7 Shot Tennis* match charting notation. (For more information about match charting abbreviations, [click here](https://www.7shottennis.com/7st-match-charting-app-chart-symbols/) or enter the following URL into your browser <https://www.7shottennis.com/7st-match-charting-app-chart-symbols/>.)

All points in which “Player 1” hit the point-deciding shot are displayed beneath the name of “Player 1” on the left (green) side of the scorecard; and all point in which “Player 2” hit the point-deciding shot are displayed on the right (blue) side of the scorecard. **All points in which the point-deciding shot were unforced errors are shown in red font.**

The server for a given point is indicated by an entry in the S1/S2 column on that player’s side of the Scorecard. An “S1” entry indicates that the first service was in; and an “S2” entry indicates that the first service was a fault.



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## Filtering the Scorecard:

The screenshot shows the 7 Shot Tennis scorecard interface. At the top, there are scoreboards for Pete Sampras and Sergi Bruguera. Below them are filter menus for Player, Serve, Tactical Pos., Effect, and Stroke. The 'Apply Filter' button is circled in red. A red arrow labeled '2' points to this button. Other red arrows labeled '1a', '1b', and '1c' point to the 'Player', 'Effect', and 'Tactical Pos.' filter menus respectively. A red arrow labeled '3' points to the filtered rows in the scorecard table, which are highlighted in blue.

Pete Sampras										Sergi Bruguera									
Serve	+	-	Effect	Stroke	Tag	Tag ID	Tag A/B	Length	Notes	Serve	+	-	Effect	Stroke	Tag	Tag ID	Tag A/B	Length	Notes
1	SI	=	X	FV	4d	Coef	cc	15	0										***
2	SI	=	W	BV	3d	A In		30	0										**
3	SI	=	X	B	C			40	0										
4	SI							0	0				U	OS	Red	A In			
										1 0									

Filters can be used (individually or in combination with other filters) to highlight all those points for which the point-ending shots have the attributes corresponding to the selected filters.

By way of example, suppose we want to find all the points in the above illustrated match where Pete Sampras (1a) hit a Winner (1b) point-ending shot from the Attacking (1c) tactical position:

Simply (1) select the desired point-ender attributes from the filter drop-down menus, then (2) click the “Apply Filter” button. All points corresponding to the selected filters will be highlighted (3) in the Scorecard.

To reset all filters, simply click the “Clear Filter” button.

## Viewing video clips of the filtered points

You can view video clips\* of each of the points for which the point-ending shots have the attributes corresponding to the selected/applied filters by clicking the “Watch Points” button.

The left screenshot shows the scorecard interface with the 'Watch Points' button highlighted by a red arrow. The right screenshot shows the video screen, which displays a tennis match clip corresponding to the filtered points.

Clicking the “Watch Points” button takes you directly to the Video Screen, where the same filters will be applied and video clips of each of the corresponding points will be displayed.

*\*The video feature is only available if video file has been imported for this particular match.*

### Editing the Scorecard

Occasionally the User (that's you) may want to add, delete or change one or more attributes that are displayed for a particular point in the Scorecard. This is easily accomplished by clicking *any* cell in the Scorecard for the point.

Serve							Shot					Detail			
#	Server	Effect	Stroke	Target	Tac.Pos.		Serve	Effect	Stroke	Target	Tac.Pos.	Tag(1)	Tag(2)	Length	Notes
28	+	W	B	3	D	15	0	S1							
29	+	W	F	3	C	30	0	S2							
30	+	W	F	20pt	N def ac	40	0	S2							

This opens the attribute details editing window for that point.

Point details for point 29

Point Order:

Ending Type:

Point Server:

Point Serve:

Point Effect:

Point Stroke:

Point Target:

Target Modifier:

Point Tactics:

Tactic Defensive Modifier:

Tactic Direction Modifier:

Tactic Side Modifier:

Rally Length:

Point Tag (1):

Point Tag (Alt):

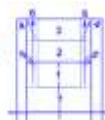
Point Notes:

After making any change(s) to the point details, click the "Update Point" button.

*(In the example shown, the Point Target has been changed from target area 3 (see point 29 in scorecard above) to target area 4 and the "Ad" side Target Modifier has been added. Also, a note has been added to indicate that the racket string broke during this point.)*

When the "Update Point" button is clicked, the App returns to the Scorecard screen, and the Scorecard is updated with any changes.

Serve							Shot					Detail			
#	Server	Effect	Stroke	Target	Tac.Pos.		Serve	Effect	Stroke	Target	Tac.Pos.	Tag(1)	Tag(2)	Length	Notes
28	+	W	B	3	D	15	0	S1							
29	+	W	F	4a	C	30	0	S2							Clan's string broke during point
30	+	W	F	20pt	N def ac	40	0	S2							



## VI. THE BREAKDOWN SCREEN

Navigate to the Breakdown Screen from any other screen of a match by clicking the “Breakdown” tab in the navigation ribbon near the top of the screen.

**FILTER BY SET(S):** As will be described in more detail below, all of the tables of the Breakdown screen can be filtered to display data values for only one set at a time, or for the entire match.


The default setting is “All Sets”... meaning that all of the data values currently displayed in any and all tables on the Breakdown screen reflect the totals for the entire match. To view only the totals for a given set, (1) select either “Set 1”, “Set 2”, or “Set 3” from the dropdown list near the top of the screen, then (2) click the “Apply Filter” button near the top of the screen.

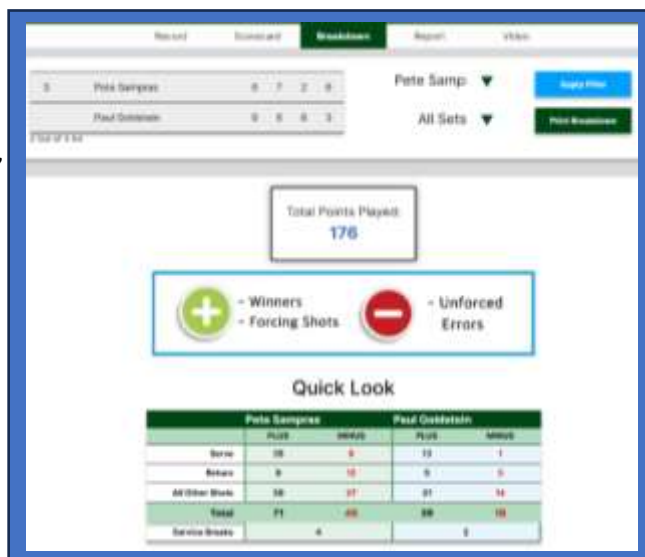
### GENERAL AREAS OF THE BREAKDOWN SCREEN

There are 5 general areas of the Breakdown Screen:


#### 1. The **QUICK LOOK** area:

This area of the Breakdown Screen gives a very brief overview of the match score, the total number of points played, the total number of service breaks for each player, and a “Quick Look” at the total numbers of “Plus” and “Minus” point-ending Serves, Serve Returns, and other shots each player made.

 **Tip:** Click on any number in any cell the Quick Look table to go directly to the Scorecard Screen, where all the points that correspond to the characteristics of that cell will appear **highlighted** in the Scorecard.



	Pete Sampson		Paul Goldstein	
	Plus	Minus	Plus	Minus
Serve	18	5	12	1
Return	9	12	5	5
All Other Shots	18	17	21	14
<b>Total</b>	<b>45</b>	<b>34</b>	<b>38</b>	<b>16</b>
Service Breaks	4		0	

 **Tip:** Click on any number in any cell the Quick Look table to go directly to Video Screen, to see video clips\* of all the points that correspond to the characteristics of that cell.

*\*The video feature is only available if video file has been imported for this particular match.*



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### 3. The **TACTIAL BREAKDOWN** area:

This area of the Breakdown Screen gives a brief summary of the total numbers of “Plus” and “Minus” point-ending shots each player hit from each tactical position on the court.

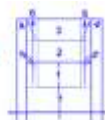
As in the Quick Look table (above), point-ending Serves, point-ending Serve Returns, and All Other point-ending shots, respectively, are grouped separately.

 **Tip:** Click on any number in any cell the Tactical Breakdown table to go directly to the Scorecard Screen, where all the points that correspond to the characteristics of that cell will appear **highlighted** in the Scorecard.



 **Tip:** Click on any number in any cell the Quick Look table to go directly to Video Screen, to see video clips\* of all the points that correspond to the characteristics of that cell.


*\*The video feature is only available if video file has been imported for this particular match.*




3. The **SHOT BREAKDOWN** area:

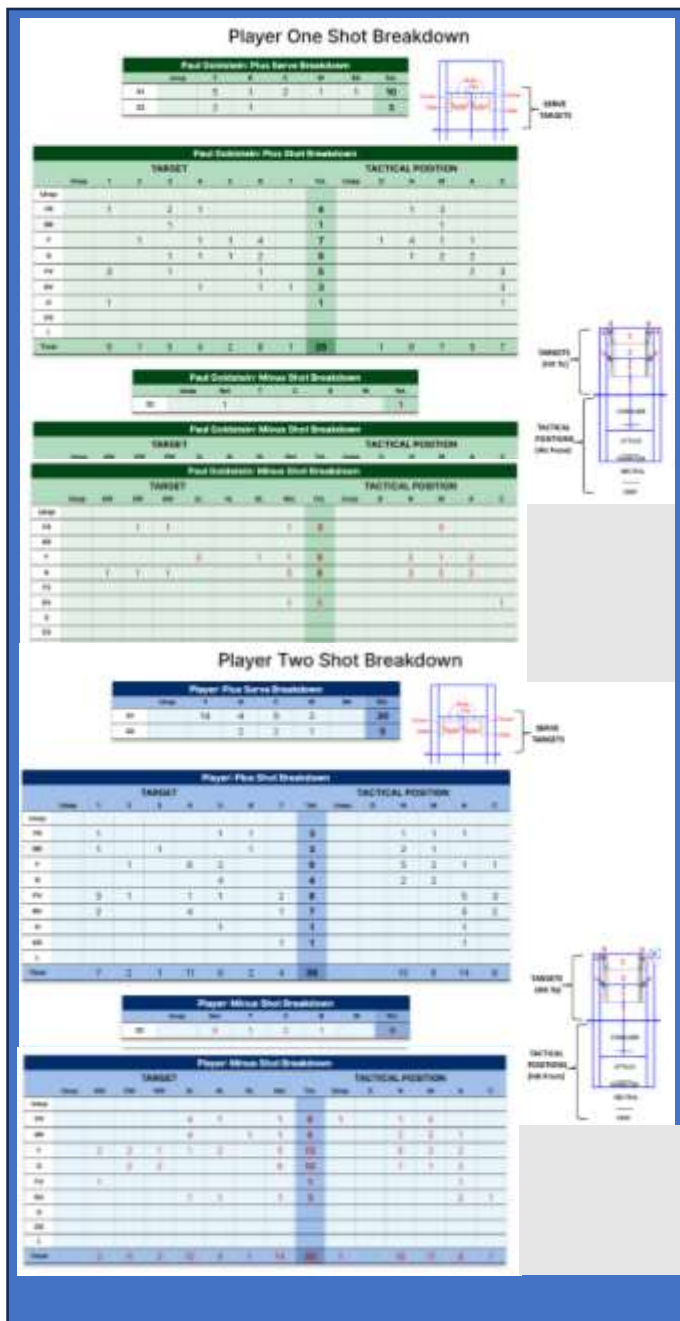
This area of the Breakdown Screen provides a deep dive into the total numbers of point-ending shots each player made: Where those shots were hit from, the target areas where they landed, and the strokes that were used to hit them.

There are separate Shot Breakdown tables for each player; and for each player there is a separate Shot Breakdown table for that player’s “Plus” point-ending shots and another table for that player’s “Minus” point-ending shots.

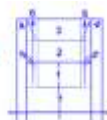
 **Tip:** Click on any number in any cell the Tactical Breakdown table to go directly to the Scorecard Screen, where all the points that correspond to the characteristics of that cell will appear **highlighted** in the Scorecard.

 **Tip:** Click on any number in any cell the Quick Look table to go directly to Video Screen, to see video clips\* of all the points that correspond to the characteristics of that cell.

*\*The video feature is only available if video file has been imported for this particular match*



The screenshot displays a detailed analysis of tennis shots for two players. It is organized into two main sections: 'Player One Shot Breakdown' and 'Player Two Shot Breakdown'. Each section contains a 'Plus Shot Breakdown' table and a 'Minus Shot Breakdown' table. These tables list various shot types (e.g., FH, BH, SV, BK, LB, RB, ST, SA, SL, SR, SS, ST, UN) and their corresponding counts across different tactical positions (e.g., 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20). To the right of each table is a 'Tactical Position' diagram showing a tennis court with numbered zones. A 'Scorecard' icon is also visible next to each diagram. The data tables use color-coding: green for Player One and blue for Player Two.



## VIII. THE VIDEO SCREEN

*The features on this screen are only available if a video file of the match has been imported for this particular match.*

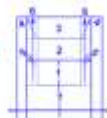
The screenshot displays the 'Match Details' interface with the 'Video' tab selected. At the top, there are tabs for 'Record', 'Scorecard', 'Shotmap', 'Report', and 'Video'. Below these, there are two sets of statistics: 'Singles' (0-0-0-0) and 'Doubles' (0-0-0-0), with 'Apply Filter' (C) and 'Clear Filter' (D) buttons. A filter selection area (B) includes options for Player, Serve, \*J\*, Effect, Issue, Target, Tactical Pos., TAG \*, Tag AB, and Length. A 'Point-ending Shots' panel (E) on the left shows a list of points and a diagram of a tennis court with numbered points (1-6) and shot types (CONCLUDE, ATTACK, BACKTYPE, NEUTRAL, DEEP). The main video player (A) shows a tennis match in progress with a score of 30-0. At the bottom of the video player, a red circle highlights a control bar with the text 'Point 2 (30-0) Outback - / Unforced Error / Backhand to Net from Neutral' (F).

### GENERAL AREAS OF THE RECORD MATCH SCREEN

- A. VIDEO PLAYER: Displays video clips of points of the match.
- B. FILTERS: Select any combination of attribute filters to view video clips of all those points that have the selected attributes.
- C. APPLY FILTER Button: Click this button to activate the selected Filters.
- D. CLEAR FILTER Button: Click this button to clear/reset all previously selected Filters.
- E. POINT-ENDING SHOTS Panel: This panel lists, and describes in abbreviated 7ST notation, each point... as well as the corresponding point number and the game and set scores. When FILTERS have been applied, this panel only lists those points that have the corresponding point-ending



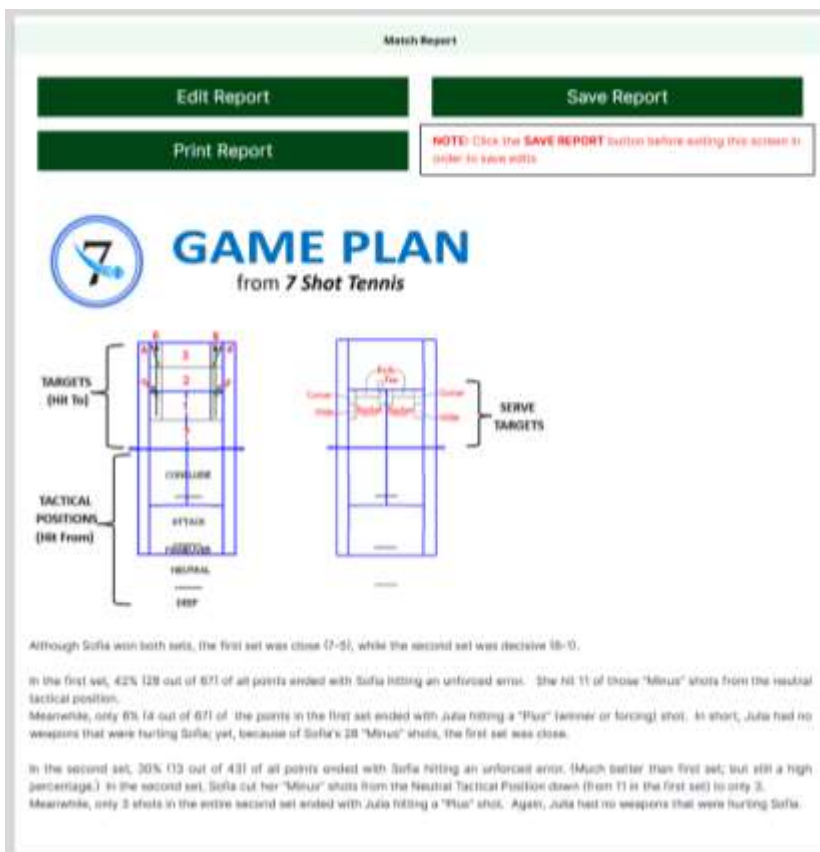
**7 SHOT TENNIS**  
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157.847.3358



shot attributes. To play the video clip of a particular point, highlight that point in the Point-Ending Shots Panel.

- F. VIDEO CLIP CAPTION: The Video Clip Caption describes the point number of the currently displayed video clip, as well as the score and the attributes of the point-ending shot for that point (which is highlighted in the Point-Ending Shot Panel).

## VIII. THE GAME PLAN REPORT SCREEN



Match Report

Edit Report Save Report

Print Report

**NOTE:** Click the **SAVE REPORT** button before exiting this screen in order to save edits.

**7** GAME PLAN  
from 7 Shot Tennis

TARGETS (Hit To)

TACTICAL POSITIONS (Hit From)

SERVE TARGETS

Although Sofia won both sets, the first set was close (7-5), while the second set was decisive (8-0).

In the first set, 42% (28 out of 67) of all points ended with Sofia hitting an unforced error. She hit 11 of those "Minus" shots from the neutral tactical position. Meanwhile, only 6% (4 out of 67) of the points in the first set ended with Julia hitting a "Plus" (winner or forcing) shot. In short, Julia had no weapons that were hurting Sofia; yet, because of Sofia's 28 "Minus" shots, the first set was close.

In the second set, 30% (13 out of 43) of all points ended with Sofia hitting an unforced error. (Much better than first set, but still a high percentage.) In the second set, Sofia cut her "Minus" shots from the Neutral Tactical Position down (from 11 in the first set) to only 3. Meanwhile, only 3 shots in the entire second set ended with Julia hitting a "Plus" shot. Again, Julia had no weapons that were hurting Sofia.

The GAME PLAN Report Screen is provided for making notes, comments and/or observations about the match and its participants.

**EDIT REPORT Button:** To add or edit notes in the Game Plan field, click the "Edit Report" button. (After many any additions or changes in the Game Plan field, you must click the "Save Report" button before leaving this screen.)

**SAVE REPORT Button:** After making any additions or changes in the Game Plan field, you must click the "Save Report" button before leaving this screen. Failure to save the report before leaving the Game Plan editing field will result in the loss of any changes.