



MATCH TACTICS: PLAY THE ODDS.



THE FIRST 3 GAMES:

**EARLY GAMES ARE ALSO A
SCOUTING MISSION:**

**USE THEM TO LEARN WHAT
THE OPPONENT CAN AND
CANNOT DO.**

**THE BEST PLAYERS CHOOSE THE HIGHEST-
PERCENTAGE OPTION FOR THAT MOMENT BASED
ON WHAT THEY HAVE LEARNED ABOUT THE
OPPONENT.**

**THE GOAL IS NOT TO HIT THE HARDEST SHOT; IT IS
TO CHOOSE THE SHOT THAT GIVES THE BEST
ODDS RIGHT NOW.**

YOUR FIRST LOOK:



**TALL /
SHORT**



**QUICK /
SLOW**



**POWERFUL
/ LIGHT**



**COURT
CONDITIONS**

1



TEST

**TRY A BALL OR
PATTERN.**



2

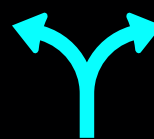


**GET AN
ANSWER**

**WATCH THE
REPLY.**



3



**CHANGE
THE ODDS**

**USE THE
ANSWERS TO
GAMEPLAN**

TEST MENU

TRY THESE TESTS IN THE FIRST 3 GAMES AND PAY ATTENTION TO THE INFORMATION THEY GIVE YOU FOR THE REST OF THE MATCH.

TRY THESE IN ANY ORDER		WHAT ARE YOU TESTING?	WHAT DOES IT MEAN FOR YOUR ODDS?	
1	PACE CREATION TEST	FEED A FEW NEUTRAL OR SLOW BALLS TO BOTH WINGS.	CAN THEY CREATE THEIR OWN PACE, OR ARE THEY ONLY DANGEROUS WHEN YOU HIT HARD AND THEY REDIRECT?	IF THEY CANNOT CREATE PACE BUT REDIRECT WELL, STOP GIVING THEM FREE POWER. USE MORE NEUTRAL, HIGH, SLOW, OR SPINY BALLS AND MAKE THEM CREATE.
2	POWER TEST	HIT A FEW FLAT, FAST BALLS.	DO THEY GET RUSHED, BLOCK IT BACK, OR REDIRECT IT COMFORTABLY?	IF THEY REDIRECT PACE WELL, HUGE POWER MAY LOWER YOUR PERCENTAGE.
3	HIGH HEAVY BALL TEST	SEND HIGH TOPSPIN ABOVE THEIR NORMAL STRIKE ZONE.	DO THEY HANDLE BALLS ABOVE THEIR SHOULDER OR REPLY SHORT?	IF YES, USE HEIGHT REPEATEDLY, ESPECIALLY TO THE WEAKER SIDE.
4	SLICE/ DROP TEST	HIT SLICES AND DROP SHOTS.	DO YOU SEE SPEED, POP-UPS, AWKWARD BENDING, OR WEAK REPLIES?	IF YES, KEEP THEIR CONTACT POINT LOW AND HIT MORE UNDERSPIN SHOTS
5	FOREHAND CORNER TEST	FEED DEPTH INTO THE FOREHAND CORNER.	CAN THEY CREATE A DANGEROUS ANGLE FROM THERE?	IF THEIR FOREHEAD ANGLE IS A WEAPON, KEEP THE BALL OUT OF THAT CORNER MORE OFTEN BECAUSE YOU ARE OPENING THEIR BEST GEOMETRY.
6	BACKHAND CORNER TEST	FEED DEPTH INTO THE BACKHAND CORNER.	DOES DEPTH THERE CREATE ERRORS OR SHORT BALLS, OR DOES IT OPEN THEIR BEST CROSSCOURT PATTERN?	USE THE ANSWER: ATTACK THE SIDE THAT GIVES YOU THE SAFER REPLY, AND AVOID OPENING THEIR BEST PATTERN.
7	DEEP MIDDLE TEST	HIT DEEP THROUGH THE MIDDLE.	CAN THEY STILL CREATE OFFENSE WITHOUT ANGLES?	IF NOT, MIDDLE IS A HIGH- PERCENTAGE NEUTRAL ZONE.
8	WIDE BALL TEST	PULL THEM OFF COURT.	WATCH SPEED, BALANCE, RECOVERY, AND REPLY QUALITY.	IF WEAK, USE WIDTH. IF THEY LOVE RUNNING FOREHANDS AND CREATE ANGLES, DO NOT OVERFEED WIDTH.
9	SHORT- ANGLE TEST	MAKE THEM MOVE FORWARD AND SIDEWAYS.	CAN THEY HANDLE IT AND RECOVER?	IF NOT, USE IT TO DRAG THEM OFF THE BASELINE.
10	NET GAME TEST	MAKE THEM APPROACH THE NET	CAN THEY HIT VOLLEYS AND OVERHEADS?	IF NOT, BRING THEM UP THERE MORE WITH DROP SHOTS.

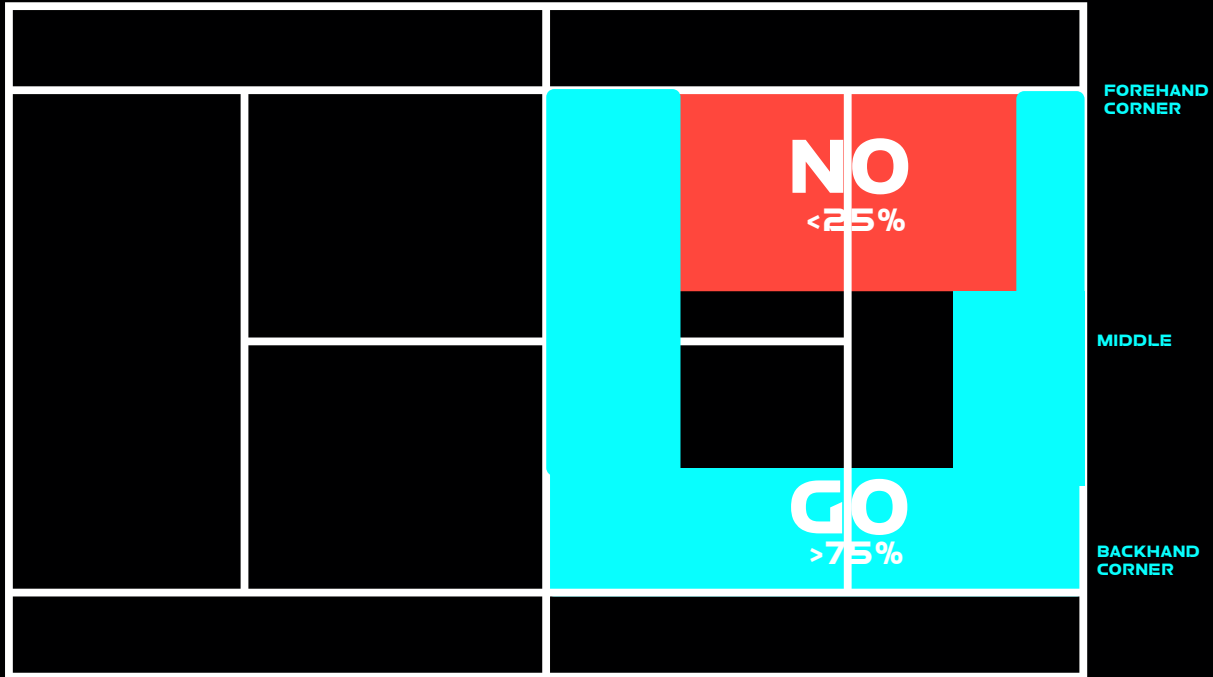
**“ONE TEST IS NOT A FINAL VERDICT.
LOOK FOR A PATTERN.”**

BUILD YOUR PERCENTAGE MAP

TARGET ZONES:
WHERE SHOULD I HIT MY SHOTS?

EXAMPLE - AFTER THE FIRST 3 GAMES, I KNOW:

1. THEIR BACKHAND IS WEAK - I WIN OVER 60% OF THE POINTS WHEN I HIT TO IT
2. I CAN'T ALLOW THEM TO HIT THEIR GOOD SHORT ANGLE FOREHANDS
3. THEY ARE NOT FAST ENOUGH TO HANDLE DROP SHOTS



 **GO SHOTS**

SHOTS I SHOULD TRUST TODAY BECAUSE THEY ARE HIGH %

 **NO SHOTS**

SHOTS THAT COULD LOSE ME POINTS OR FEED THEIR STRENGTHS

 **GO ZONES**

PARTS OF THE COURT I WANT TO HIT INTO

 **NO ZONES**

PARTS OF THE COURT THAT GIVE THEM THEIR BEST BALL OR ANGLE

2-3 GO-TO PATTERNS

BUILD THESE FROM YOUR SCOUTING INFO:

- 1 _____
- 2 _____
- 3 _____

**"THE BEST SHOT ISN'T ALWAYS THE HARDEST SHOT.
IT'S THE SHOT THAT GIVES YOU THE BEST ODDS RIGHT NOW."**