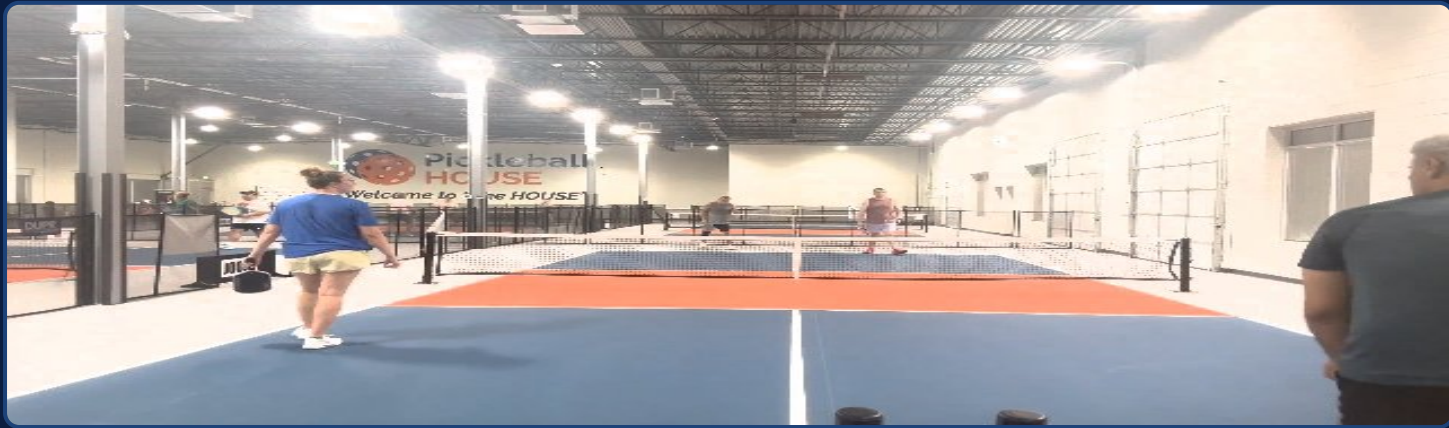


MATCH PERFORMANCE REPORT

Aug 21 - 6

Recorded **Saturday, August 22, 2026** · Duration **07:31** · **2,707** frames analyzed



4

PLAYERS
Detected

125

TOTAL SHOTS
Classified

22

RALLIES
Detected

66%

ACTIVE PLAY
Of Session

OVERALL PERFORMANCE SCORE

Weighted across footwork · balance · shot accuracy · reaction speed



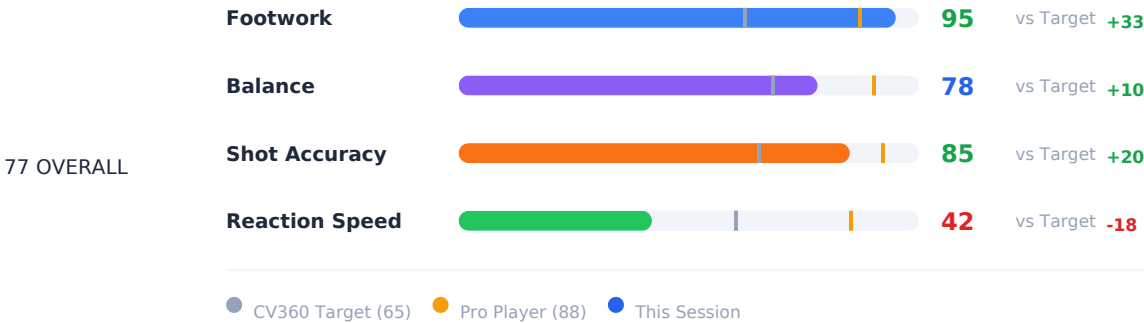
77

vs Target: +12



ANALYSIS

Performance Score



SESSION OVERVIEW

Key Metrics



AI COACH

Session Insight

High-intensity session — 66% active play across 4 player(s). Excellent court engagement. Shot profile: 36% drives — power-heavy game. Practise the third-shot drop (5 drops detected) to approach the kitchen more consistently. Swing intensity: 18% high-intensity bursts across 125 shots — a workable mix of pace and touch. 22 rallies detected — longest 10.7s, averaging ~5.7 shots/rally. Long rallies indicate strong consistency — focus on speed-up opportunities to close out points. P2 shows wide lateral coverage (range 0.60) — good mobility. Ensure quick recovery to centre after wide shots. Top moment: "Rally #12" at 249s. Keep logging your sessions to build a long-term performance profile.

DETECTION

Players Detected



Player 1
Team A
90% confidence



Player 2
Team A
92% confidence



Player 3
Team B
81% confidence



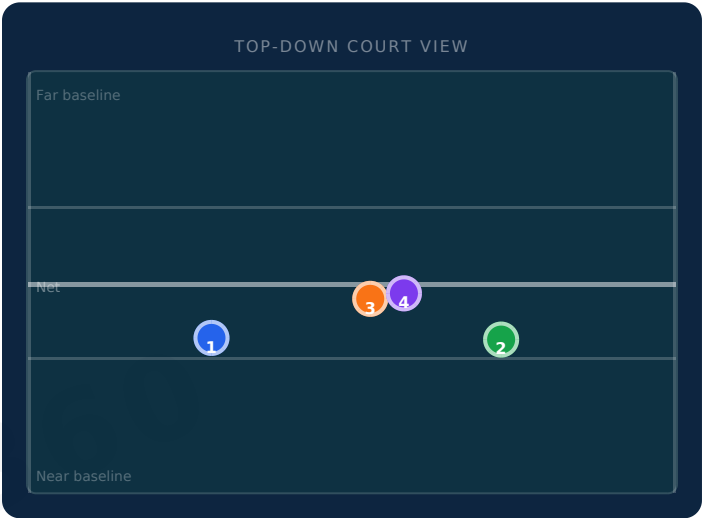
Player 4
Team B
80% confidence

SPATIAL ANALYSIS

Court Positioning

PLAYER	COURT SIDE	LATERAL RANGE	FRAMES
P1	Left Court	47%	2258
P2	Right Court	60%	1802
P3	Center Court	47%	2040
P4	Center Court	35%	2396

Longest Rally: 320 frames · Avg Players/Frame: 3.16

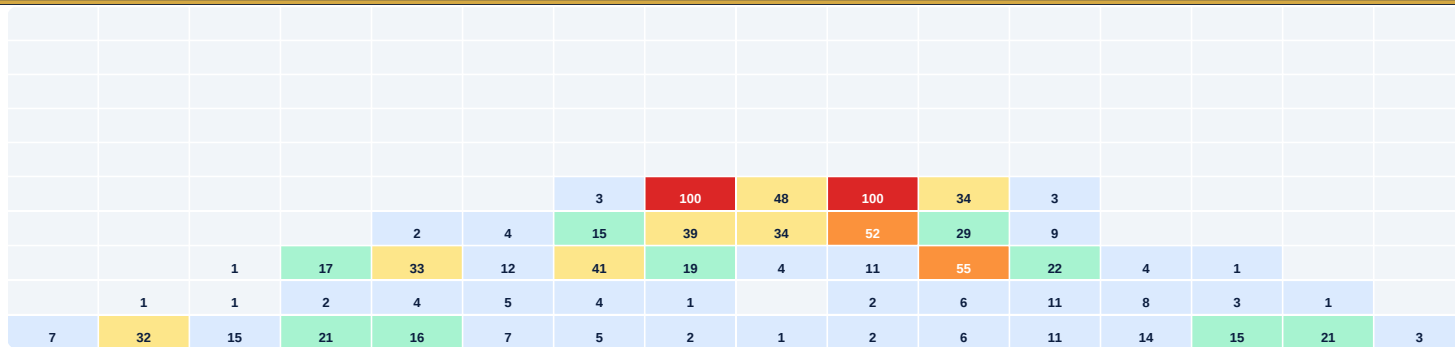


SHOT ANALYSIS

Shot Type Breakdown



SHOT EVENTS	
Total events	125
Avg velocity	0.058
Burst shots	22
Total shots	125

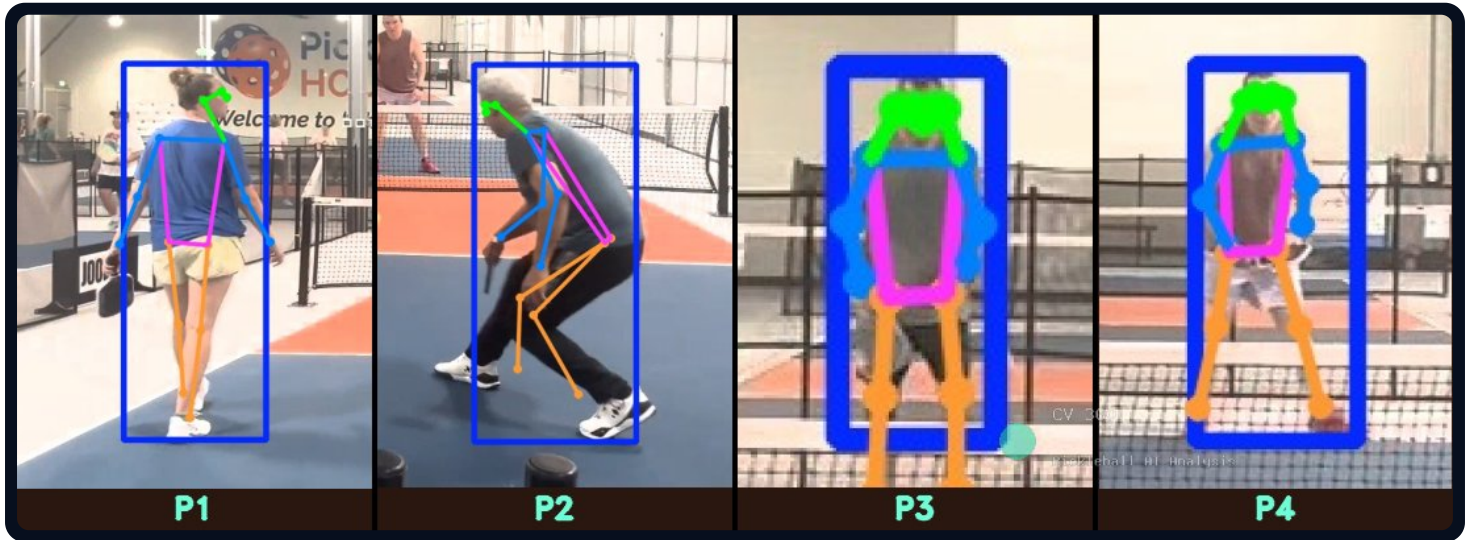


Activity: Low Mild Moderate High Peak

10x16 grid · relative activity, 100 = busiest zone

BIOMECHANICS

Body Mapping & Posture Analysis



Player 1

· Near left

Review

1852 frames with pose data

Knee Position **Good** (161°)Stance Width **Too Wide**Back Alignment **Good**Weight Balance **Balanced**Shots
37 total — Dinks: 5, Drops: 4, Drives: 16, Serves: 5, Returns: 7

• Stance too wide

→ Narrow stance slightly for quicker lateral movement



Player 2

· Near right

Review

1529 frames with pose data

Knee Position **Good** (162°)Stance Width **Too Wide**Back Alignment **Good**Weight Balance **Balanced**Shots
22 total — Dinks: 7, Drops: 1, Drives: 5, Serves: 2, Returns: 6, Volleys: 1

• Stance too wide

→ Narrow stance slightly for quicker lateral movement



Player 3

· Far left at start

Good

1169 frames with pose data

Knee Position **Good** (161°)Stance Width **Good**Back Alignment **Good**Weight Balance **Balanced**Shots
26 total — Lobs: 2, Dinks: 5, Drives: 10, Serves: 2, Returns: 6, Volleys: 1

Player 4

· Far right at start

Good

1363 frames with pose data

Knee Position **Good** (165°)Stance Width **Good**Back Alignment **Good**Weight Balance **Balanced**Shots
38 total — Dinks: 9, Drives: 12, Serves: 13, Returns: 3, Volleys: 1

BIOMECHANICS

Movement Summary (All Players Combined)

KNEE ANGLES		ELBOW & STANCE	
Average	162.3°	Avg elbow angle	152.6°
Range	90.4° - 175°	Avg stance ratio	1.28
Ready position	63.4% of frames	Range	0.4 - 2.8
Straight (poor)	33.7%	Avg arm reach	0.89 torso lengths

EVENTS

Session Highlights

#	EVENT	TIME	DESCRIPTION
1	Rally #12	04:09	22 shots · 31s
2	Rally #17	05:40	17 shots · 20s
3	Rally #21	06:29	13 shots · 15s
4	Rally #5	00:58	10 shots · 15s
5	Rally #12	04:06	2 shots · 3s
6	Rally #8	02:09	10 shots · 10s
7	Rally #21	06:43	4 shots · 10s
8	Highlight	02:25	4 shots · 10s
9	Highlight	03:19	3 shots · 9s
10	Rally #20	06:09	2 shots · 6s

TIMELINE

Scene Analysis

#	START	END	TYPE	DURATION	PLAYERS
1	00:01	07:30	Players Present	449.3s	4

Active segments: 1 · Active play: 449.3s · Transitions: 0 · Total: 1

TRAJECTORY

Ball Path (camera view — top of chart = far side of court)



SHOT LOG

Shot Events (showing 30 of 125)

#	TIME	SHOT TYPE	PLAYER	EST. SWING SPEED*
1	00:01	Drives	Unattr.	~13 mph
2	00:07	Drives	Unattr.	~5 mph
3	00:14	Dinks	P3	~4 mph
4	00:20	Serves	P3	~6 mph
5	00:21	Returns	P2	~5 mph
6	00:22	Drives	P3	~4 mph
7	00:24	Serves	P1	~4 mph
8	00:25	Returns	P1	~4 mph
9	00:27	Drives	P1	~5 mph
10	00:31	Serves	P4	~4 mph
11	00:32	Returns	P4	~6 mph
12	00:33	Dinks	P1	~4 mph
13	00:33	Drives	P4	~2 mph
14	00:34	Dinks	P3	~3 mph
15	00:47	Dinks	P4	~8 mph

18	00:54	Dinks	P4	~2 mph
19	00:54	Drives	P2	~5 mph
20	01:00	Serves	P1	~8 mph
21	01:01	Returns	P1	~5 mph
22	01:02	Drives	P1	~5 mph
23	01:03	Drives	P4	~3 mph
24	01:04	Volleys	P4	~10 mph
25	01:05	Drives	P4	~10 mph
26	01:05	Drives	P1	~8 mph
27	01:06	Drives	P4	~2 mph
28	01:08	Drives	P1	~6 mph
29	01:11	Dinks	P2	~4 mph
30	01:16	Serves	P4	~27 mph
... 95 more events not shown				

* Estimated Swing Speed = the player's **wrist/paddle motion speed** at contact (from pose-keypoint displacement × frame rate, scaled to court size). It is a relative effort proxy, **not ball speed** — measured ball speed is on the Ball Speed panel.

