



What started as a personal project a year ago to figure out if timeouts actually did anything has turned into the premier pickleball site for data analytics.

Goal: To bring analytics into competitive pickleball.

Target Audiences

- **Players & Coaches**
Use data to identify areas for improvement and to identify weaknesses in your opponent's game.
- **Leagues & Tournaments**
Offer match analyses and performance metrics to competitors
- **Fans**
Fans love stats, especially when betting is introduced.

Stored in the pklmart as of Feb 2023:

48 matches
95 games
4,305 rallies
38,681 shots

The majority of actionable analytics require shot level data.

How does it work?

1. Data is collected by users via the Data Entry Tool*



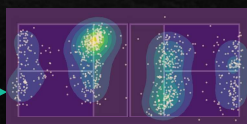
All processing and report generation is hosted on AWS and utilizes serverless processing.

2. Data is extracted, transformed, and loaded into the pklmart database.



- Classification models use shot location and estimated speed to determine shot types and who hit each shot

3. Data is used to generate reports and run analyses.



Check out all the existing match reports @ pklmart.com/reports

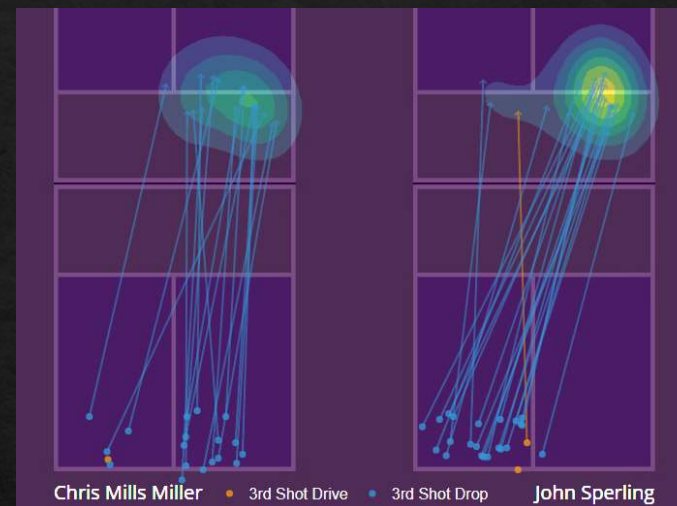
*The Data Entry Tool is available as a web app and supports both standard and MLP rally scoring.

A proven strategy

Senior pros Chris Miller and John Sperlting teamed up and had a clear gameplan with their thirds:

Drop to the left side player's backhand.

It worked. They went on to defeat Paul Olin and Dave Fleming 11-8, 11-7.



Third Shot Performance

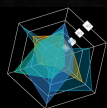
Player	Shot	Frequency	Error %	Win %
John Sperlting	Drop	22	4.6%	59.1%
Chris Mills Miller	Drop	18	5.6%	44.4%
Dave Fleming	Drive	12	16.7%	66.7%
Dave Fleming	Drop	10	10.0%	10.0%
Paul Olin	Drop	9	22.2%	22.2%
Paul Olin	Drive	5	0.0%	60.0%
John Sperlting	Drive	2	50.0%	0.0%
Chris Mills Miller	Drive	1	100.0%	0.0%

So, what's counter play?

Hit more returns to the right side player. John and Chris were significantly less likely to win the rally if Chris hit the third.

The theory: Hitting a quality drop to that corner is significantly harder for the right side player (in this case, Chris), largely because he has a worse angle and increased net height.

Current projects



Player profiles

Summarize a player's tendencies by aggregating across several of their matches



Automation of Data Entry

Utilize computer vision to help automate portions of the data entry process, such as ball tracking



Ad hoc Analyses

Where should you be placing your return? Do timeouts actually do anything? Should you drive, or drop?

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