

## GIG STATS EXPLAINER



### 1. WIN PREDICTOR:

**What is it?** Our win predictor considers data that experts don't easily have access to and so may not always align with expert intuition. That's ok though as the results over time speak for themselves and it provides an objective, data-driven view of what fans might come to expect in or before a match. Regarding the win predictor swing (in-match), this number will separate from the pre-match prediction increasingly as the match progresses, informed by the ease (or otherwise) the two players are displaying on their respective service games.

**Why we like it?** Provides an opportunity to point to how remarkable some of these special performances truly are by way of the fluctuations that can occur within matches.

### 2. PRESSURE POINTS WON:

**What is it?** In close sets, pressure points identifies the winner of the set more accurately than other commonly used or more traditional stats like total points won. All break points and points that can lead to a break point are counted as pressure points (0-40, 15-40, 30-40, 40-Ad, 0-30, 15-30, 30-30, 40-40). In addition, all tiebreak points where the players are within two points of each other are defined as pressure points off the back of consultation with industry experts in recent months.

**Why we like it?** As the experts well know, the margins separating victory from defeat are incredibly fine and can often be found by narrowing in on what happens in the moments that matter. Best called on when the player ahead on pressure points won is level/trailing on total points won but has the marginal advantage on the scoreboard – indicating superior performance on the points that matter most.

#### “Break of serve” stats (3,4,5)

The following stats are based on hard court matches played over the previous 12 months.

### 3. EARLY BREAKS CONVERTED:

**What is it?** This is the percentage of times a player wins the set after breaking serve in one of the first 4 games of the set.

**Why we like it?** Emphasises the importance of the fast start, particularly with some players in mind given how highly effective they are at winning a set after securing an early break. The stat is calculated from performance on hard courts only over the past 12 months. Kyrgios, exceptional as a front runner, converts early breaks to the tune of 96%. An average number on the men's side of the game would be mid-70's. Andy Murray sits much lower than that at 64% on this stat, indicating he can be chased down after securing an early break over the past 12 months.

## 4. BREAK FORCE

**What is it?** Can you ultimately land the break when you create multiple opportunities to do so? So, whilst a 1/7 break points won/break point opportunities doesn't look particularly impressive for the returner, if these 7 points were all in the same game, the break force % would be 100. Break force speaks to the accumulation of pressure over time being placed on the server and is a different and novel way to look at break point data and comes from performance on hard courts over the past 12 months.

**Why we like it?** The player with the higher break force wins 81% of matches, as compared to the player with the higher break point conversion rate who wins 65% of matches. Interestingly, in our data set, Rafael Nadal is the leader of this stat at 88%. The average of the top 100 is 72% and a low value here would be around the 67% mark.

## 5. BREAK RIGHT BACK

**What is it?** Born off the back of conversations with on-air talent over the 2022 summer (plus the age old "it's never a break until you hold" conversation), this stat highlights just how frequently a break of serve is followed up immediately by another break – hence the "break right back."

**Why we like it?** For some of the very best returners in the game, being broken is not necessarily the hammer blow that it may be for other players. From a 2022 perspective, Schwartzman breaks right back 36% of the time which is at the top of the field. Tsitsipas sits at 23% which is about average for the top 100 and Berrettini would be considered a very low value being below 10%.

## 6. ULTIMATE DEFENDER:

**What is it?** With the ultimate defender, we're showing the likelihood in percentage terms, that once someone has been pushed to the extremities of the court, they're not only able to survive in the point, but ultimately go on to win the point out of both the FH and BH corners respectively. This stat is based on defensive capability from 2017 onwards and the % will also update based on any examples that occur mid-match.

**Why we like it?** Shines a light on how physicality and the ability to defend with purpose continues to improve over time and has become such an impressive feature of our sport. Iga Swiatek is an outstanding example here winning in excess of 38% out of both corners, numbers which are truly exceptional relative to the field. Low 30's would be about the norm while less than 25% is well below the average of the field.

## 7. ON THE RISE %:

**What is it?** From the 3rd shot of the point onwards, describes the % of balls being impacted on the rise (and conversely, allows an opportunity to talk to the % of balls being taken on the fall). The number you'll be looking at here will be based solely on what is playing out in the current match.

**Why we like it?** For years, we've discussed players taking the ball on the rise or being forced/choosing to operate from deeper in the court as the ball descends off the bounce. We're proud to have introduced a stat to speak directly to these varying approaches. This means the science augments the tactical conversation taking place in a commentary booth regarding differing approaches between two

players. Amanda Anisimova is an example of one of the highest on the rise %'s going around – taking 61% of balls on the rise. Based on our data set (2017-2022), an average number is 47% of shots on the rise and a low value would be anything in the 30's or below.

## 8. FOREHAND HEAVINESS

**What is it?** Provides the science behind this often-discussed aspect of the game. Forehand heaviness provides a value to describe the combination of speed and spin a player generates on topspin forehand groundstrokes. The number you'll be looking at here will be based solely on what is playing out in the current match.

**Why we like it?** This stat can be used to contrast the ball striking of two players or how one player's weight of shot may change over the match, allowing the commentator to access the numbers behind the change in FH speed/spin. We've looked at every FH over the past two Australian summers and Caroline Garcia rates highly from a heavy FH perspective at 7.6, an average value here would be 6.6 and anything 6.3 or below represents a less heavy FH value.

## 9. HUNTING 3RD SHOT FH %:

**What is it?** Looks solely at the 3rd shot of the point following first serves and measures the % of time that shot is taken as a forehand, as compared to a backhand. The number you'll be looking at here will be based solely on what is playing out in the current match.

**Why we like it?** Some players are determined to move heaven and earth to dictate the point with their FH immediately following their serve. Others are very comfortable using their BH side and don't hunt anywhere near as many forehands, thus providing an opportunity to discuss these varying approaches or mid-match changes taking place (off the back of serving/returning effectiveness changing). Ons Jabeur is an example of a very high number here at 68% historically, whilst average would be 58% and Danielle Collins, seemingly more comfortable to rely on her BH side, sits quite low at 49%.

## 10. PHYSICAL BATTLE

**Why we like it?** No amount of superlatives can speak to the extreme levels of physicality on display in our sport from the best players in the world. The battle of attrition that takes place from a physical perspective within matches is one of the most remarkable aspects of our sport. Total distance, sprints and high intensity changes of direction are focused on telling the story of the capacity of the lower body to accelerate and track down balls, while hitting load looks at the cumulative, upper-body effort that players put into their shots.

- Total distance: The total distance (in metres) that a player covers during points.
- High intensity changes (HICOD): The number of high intensity changes in direction that a player makes during a match. Sprints: A high-speed effort where players cover at least half the length of the baseline (ie. the distance between doubles sideline and the middle of the court).
- Hitting load: Combines the number of shots a player has hit and how hard they have hit them, by counting the equivalent number of shots hit at 100kph.
- Total work: Represents the amount of physical energy that has been expended to this point in a match. Represented in KJ (out of interest, one banana has 375 kj!)