USER MANUAL

7 SHOT TENNIS

TENNIS MATCH CHARTING APP

(Beta Version)

Contact: Analytics@7shottennis.com

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2022 10 11
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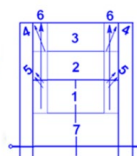
I. LOGGING ON

1. Navigate to 7ShotTennisApp.com

2. Click "Chart Your Matches Today"
This takes you to the App's Sign-in screen.
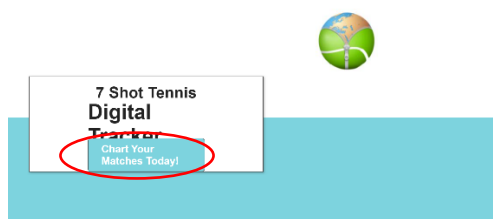
7ShotTennisApp.com LANDING SCREEN

➡️ **IF YOU HAVE ALREADY SET UP YOUR 7ST LOGIN CREDENTIALS, SKIP TO STEP (3B).**

3A. TO SET UP YOUR 7ST login credentials:

i. At the App's Sign-in screen, CLICK "Sign Up".

7ShotTennisApp.com SIGN-IN SCREEN

ii. At the Sign Up pop-up window, enter your desired username, email address and password.

iii. Then click "Sign Up" button.

Sign Up pop-up window

iv. When you click the "Sign Up" button, a 6-digit Verification Code will automatically be sent to your Email address. Go to your email and copy your Verification Code and paste it into the Verification Code pop-up window.

v. Then click "Confirm Account" button.
This opens your 7ST Match Charting App, and takes you to the Home Screen.

Verification Code pop-up window

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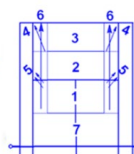
IF YOU HAVE <u>NOT</u> PREVIOUSLY SET UP YOUR 7ST ACCOUNT, GO TO BACK TO STEP 3A AND FOLLOW STEPS TO OBTAIN YOUR PERSONAL LOGIN CEDENTIALS.

3B. If you know your login credentials, log in as follows:

   i.   At the App's Sign-In Screen, enter your username and password.
ii. Click "Sign in" button.

This opens the 7ST Match Charting App and takes you to the Home Screen.

Sign in with your username and password
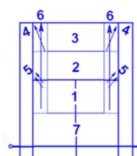
Username

Username

Password

Password

Forgot your password?

Sign in

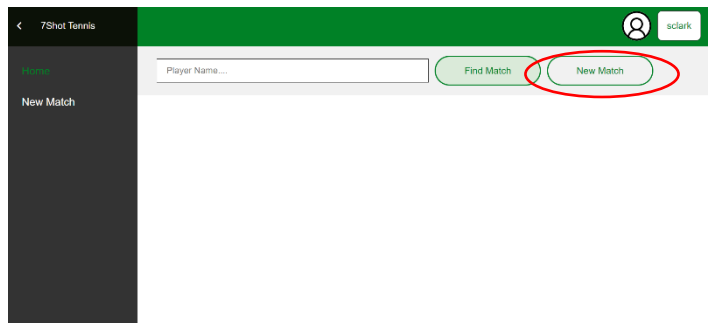Need an account? Sign up

7ShotTennisApp.com SIGN-IN SCREEN

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II. SETTING UP A NEW MATCH

HOME SCREEN

1. At the Home Screen, click "New Match".

This takes you to the New Match Set Up Screen.

2. At the New Match Set Up screen,

i. [REQUIRED] In "Player One" field, enter the name of one of the players.

ii. [REQUIRED] In "Player Two" field, enter the name of a second player.

iii. From the drop-down menu, select which player serves first in match. (Player 1 is the default.)

iv. From the drop-down menu, select the scoring format of the match. (2 out of 3 sets, ad format is the default.)

v. [OPTIONAL] Enter the date of the match (mm/dd/yyyy format).

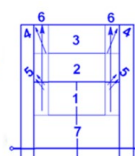**vi. [OPTIONAL]** Enter any notes about the match, (e.g., Event name, location, weather, team name, etc.)

NEW MATCH SET UP SCREEN

3. Click "Start Match".

This opens the "Record Match" screen. (Skip to Section IV, The RECORD MATCH Screen.)

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III. OPENING AN EXISTING (PREVIOUSLY CHARTED) MATCH

1. Navigate to the HOME screen

2. There are two ways to find an existing match:

i. Scroll through the displayed thumbnails of existing matches, or

(ii) Enter the name of a player and then click on "Find Player".

3. Once you have found the thumbnail of a match that you want to open, click the square in the upper right corner of the thumbnail.

This opens a pop-up window for the selected match.
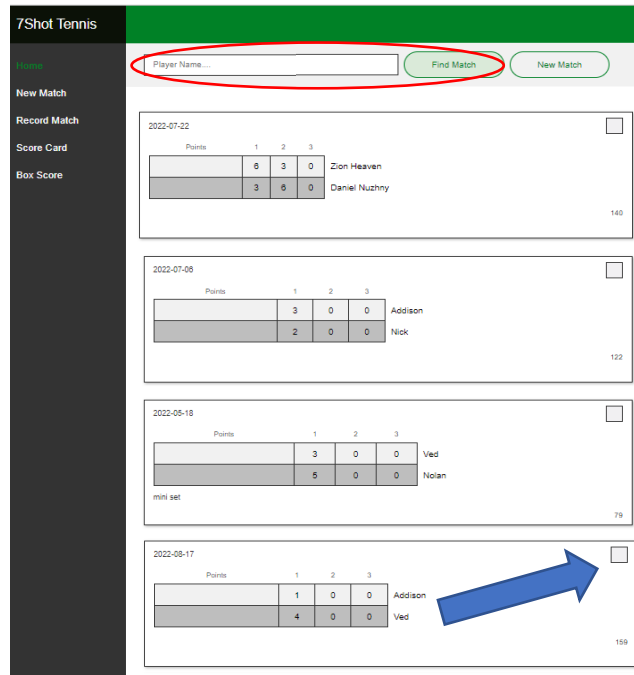
HOME SCREEN

4. In the pop-up window, select "Record Match" to begin (or continue) entering charting information about the selected match; "Scorecard" to go to the SCORECARD screen for the selected match; "Box Score" to go to the COMPOSITE BREAKDOWN screen; or, "Delete Match" to permanently delete the selected match from your files.
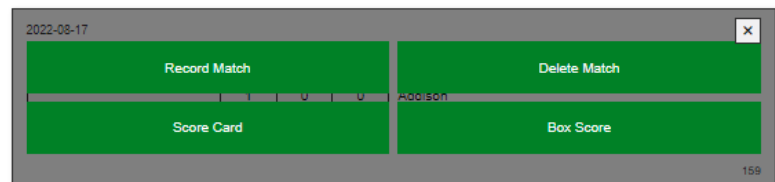
POP-UP WINDOW
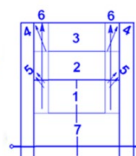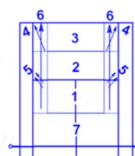
IV. THE RECORD MATCH SCREEN

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.

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.

HOW TO INPUT CHARTING DATA FOR A TENNIS MATCH

OVERVIEW:

For each point of a tennis match, the User (that's you!) enters information pertaining to the "point-ending" shot for the current point using buttons displayed on the Record Match screen. Information about the point-ending shot is input by

(1) selecting the buttons of the "Point Attributes" Panel on the Record Match screen that describe the characteristics of the point-ending shot, 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, the point count and the server, and resets for the Point Summary panel for the next point.

IMPORTANT: You can enter as much, or as little, information about any 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 "positive" (+) shot or a "negative" (-) shot by that player**.

THE POINT ENTRY PANEL:

After you have selected *at least* the name of the 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 screen for the next point.**

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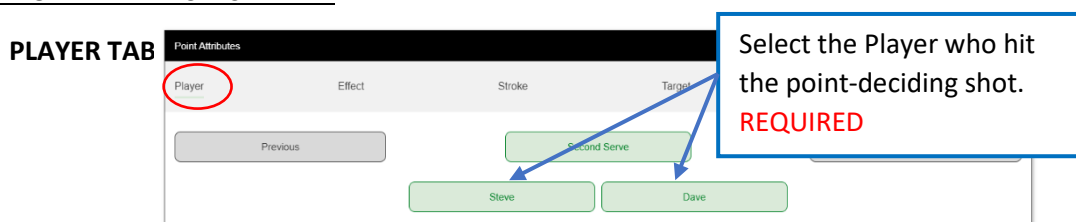
[Optional] If the first serve for the point was a fault, you may click the SECOND SERVE button to indicate that the point was initiated with a second serve. The default setting is that the point was initiated with a first serve (i.e., the first serve was not a fault).

[**Required**] At the PLAYER subpanel, select the **name of the player who hit the point-deciding (or "point-ending") shot** for that point. (Note: The player who hit the "point-ending" shot may… or may not…have been the player who actually won the point.)
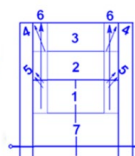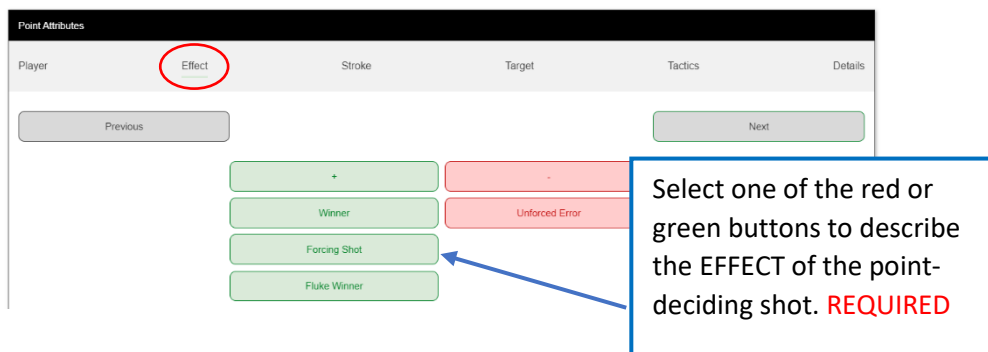
Once one of the PLAYER buttons has been selected, the screen automatically advances to the next subpanel (the "Effect" subpanel).

EFFECT TAB:


[**Required**] At the EFFECT subpanel, select one of 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 subpanel (the "Stroke" subpanel).

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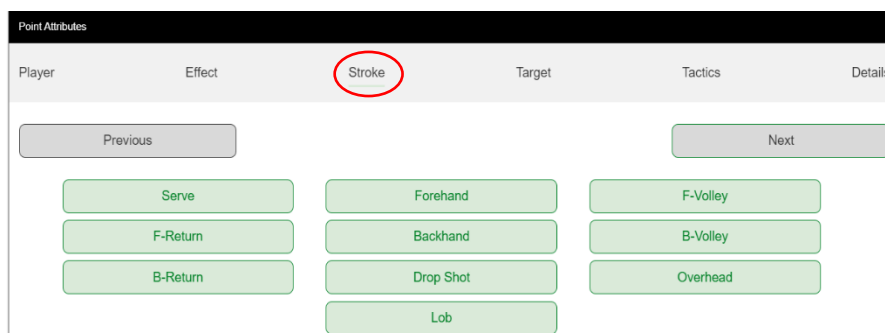
[OPTIONAL] At the STROKE subpanel, you may select one of the (green) buttons to indicate the stroke of the point-deciding shot.

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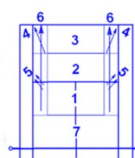
TARGET TAB:
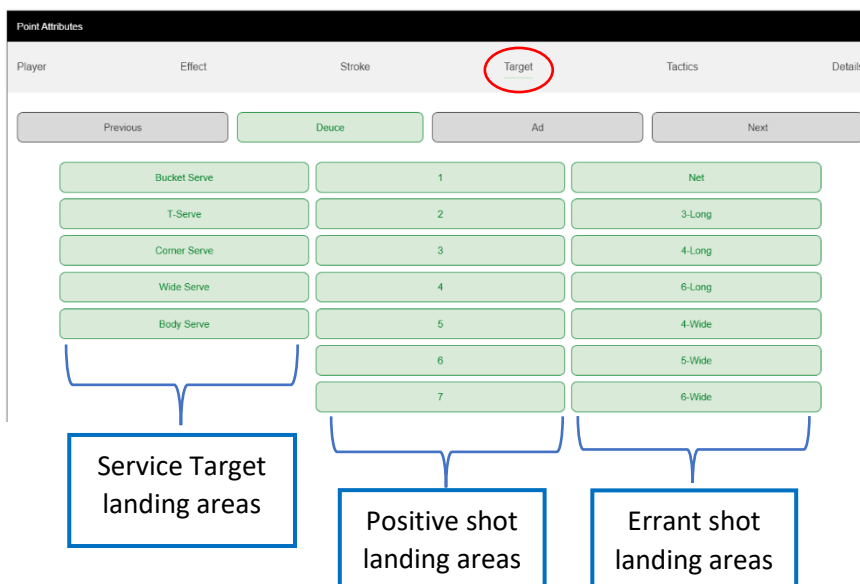
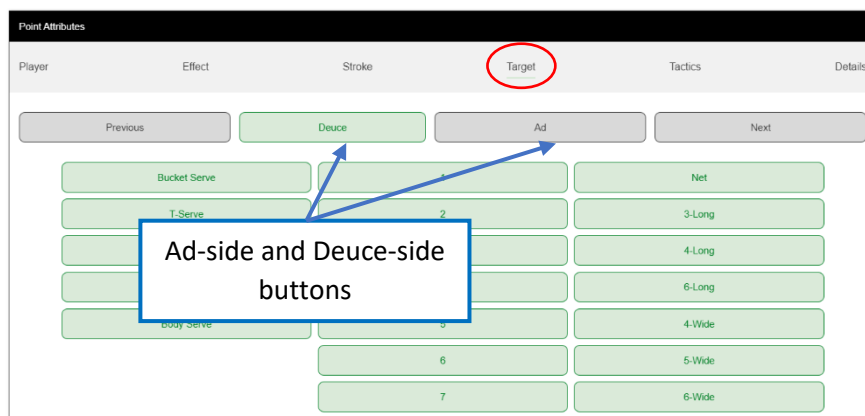[OPTIONAL] At the TARGET subpanel, you may select **one** of the target buttons to indicate where the point-ending shot landed. You may select:

one of the five (green) Service Target buttons ("Bucket Serve", "T-Serve", "Corner Serve", "Wide Serve", "Body Serve") to indicate the service target when the point-ending stroke was a Serve (see "Stroke Tab", above);

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 (green) Errant Target buttons ("Net", "3-Long", "4-Long", "6-Long", "4-Wide", "5-Wide", "6-Wide",) to indicate the service target when the point-ending stroke was a Serve (see "Stroke Tab", above).

[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.

Once one of the TARGET area buttons has been selected, the screen automatically advances to the next subpanel (the "Tactics" subpanel).
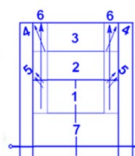
TACTICS TAB:
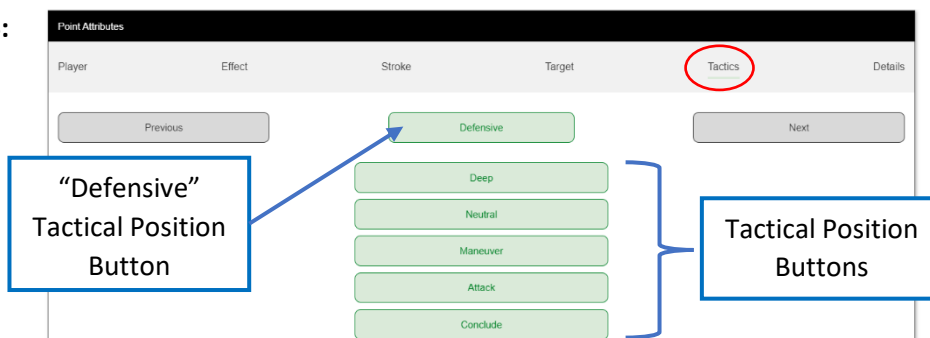
[OPTIONAL] At the TACTICS subpanel, you may select **one** of the tactical position buttons ("Deep", "Neutral", "Maneuver", "Attack", "Conclude") to indicate the tactical position from which the selected player hit the point-ending shot landed.

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

[OPTIONAL] Before selecting any of the above tactical position buttons, you may indicate that the selected player was in a "defensive tactical situation" when the point-ending shot was hit.

DETAILS TAB:
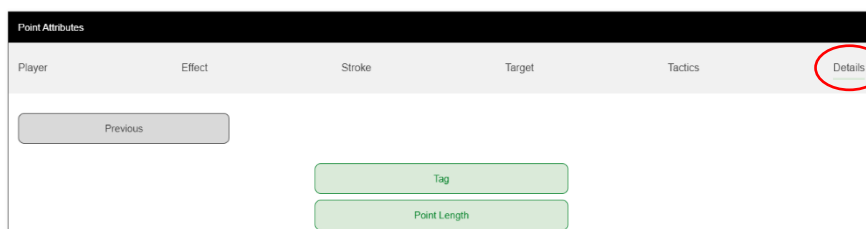
[OPTIONAL] At the DETAILS subpanel, you may select the "TAG", or the "POINT LENGTH" button, or both, or neither button. The default setting for any point is non-tagged.

[OPTIONAL] Select the "TAG" button to mark (with an asterisk) a point. The "tagged" point can have any meaning(s) that you want to ascribe to tagged points.

[OPTIONAL] Select the "POINT LENGTH" button to indicate the general length of a point. The default setting is "unselected" (i.e., the point is recorded neither having been a "long" rally nor a "short" rally). Click the "POINT LENGTH" once to select a "Short" rally length; click the "POINT LENGTH" a second time to select a "Long" rally length. The number of shots in a rally that define whether a point is "short" or "long" is left to the User's discretion.

To leave the DETAILS screen,

(1) click on the "PREVIOUS" button to go back to the previous screen, or

(2) **click on the "ENTER POINT" button to the record the point attributes, update the running score, the point count and the server, and reset for the Point Summary panel for the next point**.
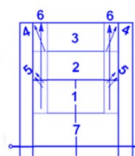
THE POINT SUMMARY PANEL:

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

After the "ENTER POINT" button has been clicked (see "Point Entry Panel", above) the data for the current point is recorded and the Point Summary table resets (clears) for the next point.
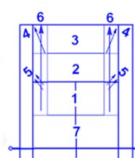
The abbreviations (e.g., "S1", "U", "F", etc.) displayed in the Point Summary table refer to standard *7 Shot Tennis* match charting abbreviations. (For more information about the standard 7ST match charting abbreviations, click here.)

    The "NOTES" sub-panel:

    [OPTIONAL]   At any time prior to clicking the "ENTER POINT" button, you may add text notes / comments pertaining to the point in the "Notes" sub-panel.

Point Summary

Point Ender	Steve
+ / -	-
Serve	S1
Effect	U
Stroke	F
Target	3L
Court Side	
Tactics	N
Defensive	
Rally	Short
Tag	*

Notes...

Add text notes / comments pertaining to current point here. [OPTIONAL]

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V. THE SCORECARD SCREEN

**SCORECARD SCREEN**

GENERAL AREAS OF THE SCORECARD SCREEN

A. SCORECARD: Displays point-by-point information about every point of match, including point number, game and set score, 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.)

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 (red) side of the scorecard.

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

B. CHART MATCH Button: Select this button to populate the Scorecard.

C. PRINT MATCH Button: Select this button to print Scorecard.
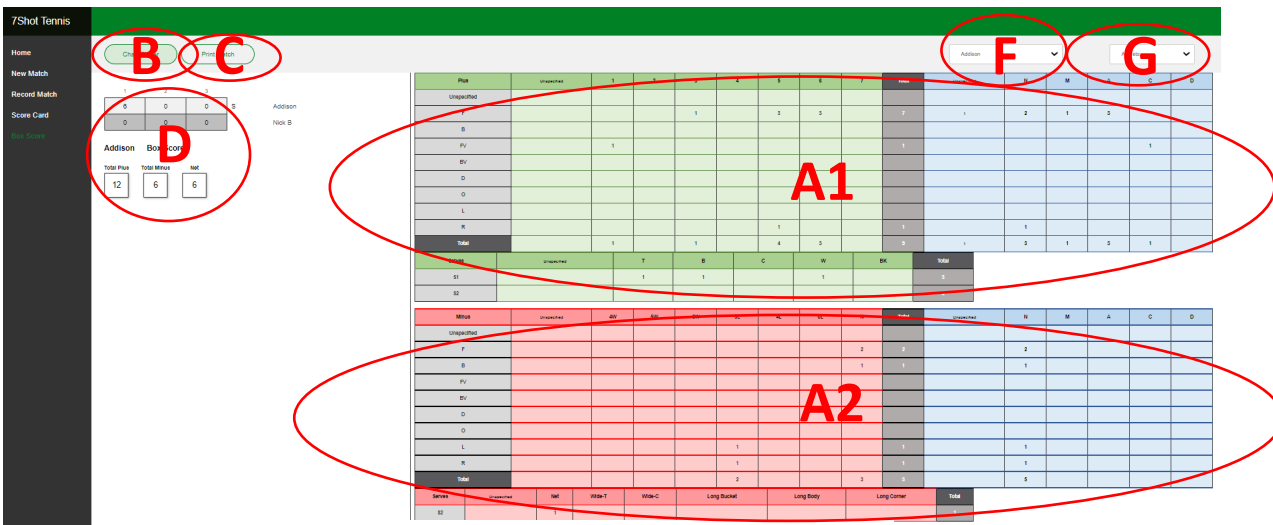
D. SCORE Table: Displays final match score.
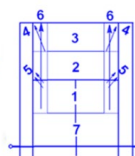
E. SET selector: From drop down menu, select whether you want the Scorecard to display all sets, or only a particular set of the match.

F. SERVER selector: From drop down menu, select whether you want Scorecard to display all games, only games served by Player 1, or only games served by Player 2.
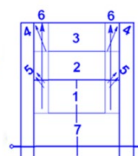
VI. THE COMPOSITE BREAKDOWN SCREEN

COMPOSITE BREAKDOWN SCREEN

GENERAL AREAS OF THE COMPOSITE BREAKDOWN SCREEN

A. COMPOSITE BREAKDOWN Table: Displays, for a selected player, a comprehensive statistical summary of all point-deciding shots by that player.

A1. The top portion of the COMPOSITE BREAKDOWN shows all of the selected player's positive ("plus") point-deciding shots, grouped according to strokes, targets and the player's tactical positions when those shots were hit.

A2. The bottom portion of the COMPOSITE BREAKDOWN shows all of the selected player's negative ("minus") point-deciding shots, grouped according to strokes, targets and the player's tactical positions when those shots were hit.

B. CHART MATCH Button: Click this button to populate the COMPOSITE BREAKDOWN for the selected player.

C. PRINT MATCH Button: Click this button to print the displayed COMPOSITE BREAKDOWN.

D. BOX SCORE: Displays the final match score and the Plus/Minus totals and net for the selected player.

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