



TENNIS
FOR BRITAIN



DEMANDS OF THE GAME

October 2019

#FedCup



Purposeful training.... everyday

*Coaches
Climate
Clarity*

All paths up are different.
All paths down are the same



DEMANDS OF THE GAME

FLOW OF THE SESSION

1. DEMANDS OF THE GAME

- ☐ How the game has evolved and changed of the last 20 – 30 years and the implications for us
- ☐ Career
- ☐ Grand Slam / Tournament
- ☐ Match
- ☐ Point

2. UNDERSTANDING THE INDIVIDUALS

3. OPPORTUNITIES FOR IMPACT?

THRIVING IN THE PRESENT

ABILITY TO ADAPT TO CURRENT TRAINING

PREPARING THE FOR THE FUTURE

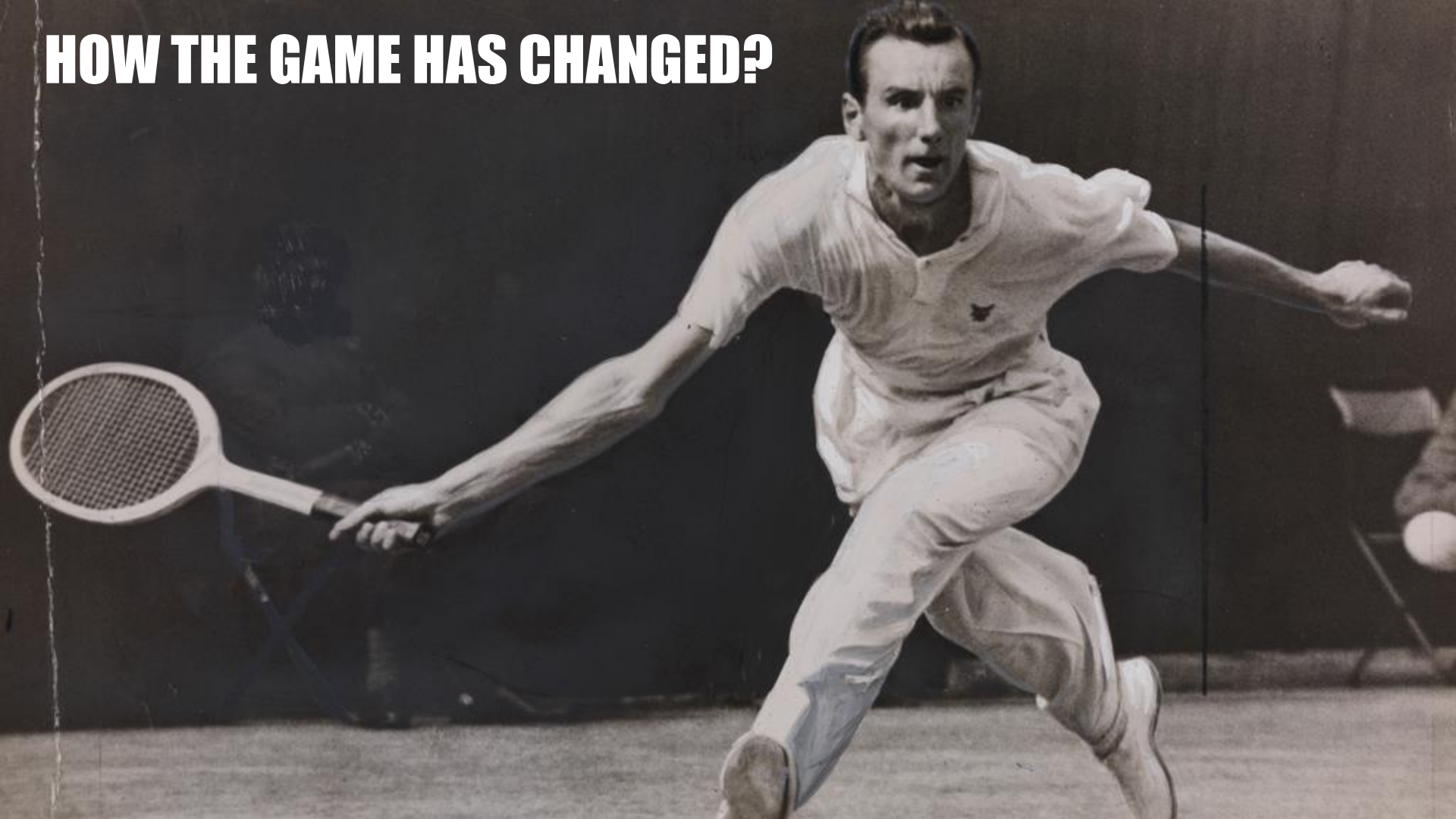
DEVELOPING IN A WAY THAT PREPARES THEM FOR THE DEMANDS OF THE FUTURE
ELITE GAME

Explore

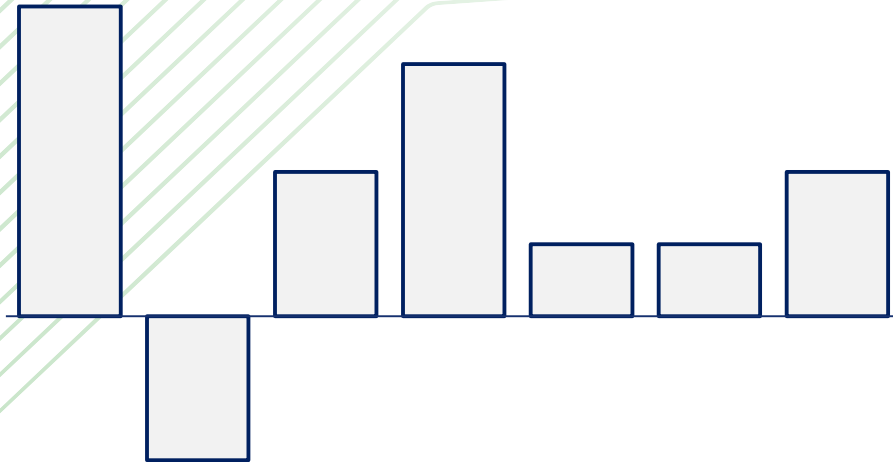
**HOW CONFIDENT ARE YOU THAT YOUR PLAYERS HAVE THE
CAPACITY TO THRIVE AND ADAPT TO THE CURRENT
'REQUIRED' TRAINING ?**

**HOW CONFIDENT ARE YOU THAT THEIR TRAINING
PREPARES PEOPLE FOR THE FUTURE DEMANDS OF THE
GAME?**

HOW THE GAME HAS CHANGED?



SINCE 1990.....



Match length	Total points per match	Match duration	Minutes per point	Time on hard	Time at baseline	time to 10k matches
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*Pre 1990 average age
when 10000 matches
reached was 30. By 2010
this had dropped to 26*

THE CHANGING SHAPE SINCE 1990....



BIGGER (4–5kg / 6cm)

FASTER (????)

STRONGER

THE DEMANDS OF OUR GAME



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THE PLAYER JOURNEY

CAREER...GAMES PLAYED AT 26

Del Potro 13000

Murray 15000

Federer 18500

Nadal 19000

THE PLAYER JOURNEY

SEASON...

Women_(jnr) / 48 matches 535 games

Women_(snr) / 54 matches 590 games

Men_(jnr) / 56 matches 652 games

Men_(jnr) / 60 matches 711 games

MACRO *TO* **MICRO**
TENNIS *TO* **PHYSICAL**
STATS *TO* **THEMES**

AVERAGE SHOTS PER RALLY

CAREER AVERAGE

<i>Edmund</i>	3.7 (27)
<i>Federer</i>	3.9 (447)
<i>Zverev</i>	4.2 (137)
<i>Murray</i>	4.8 (184)
<i>Nadal</i>	4.8 (320)
<i>Djokovic</i>	4.8 (306)

AUS

5.8

FRENCH

7

WIMBLEDON

3.4

US

5



55 – 70%
Baseline rally

AVERAGE SHOTS PER RALLY

CAREER AVERAGE

<i>Graf</i>	4.9 (73)
<i>S Williams</i>	3.6 (168)
<i>Halep</i>	4.6 (362)
<i>Kerber</i>	4.7 (121)
<i>Pliskova</i>	3.8 (109)
<i>Konta</i>	3.8 (56)

AUS

7.1

FRENCH

8

WIMBLEDON

5.8

US

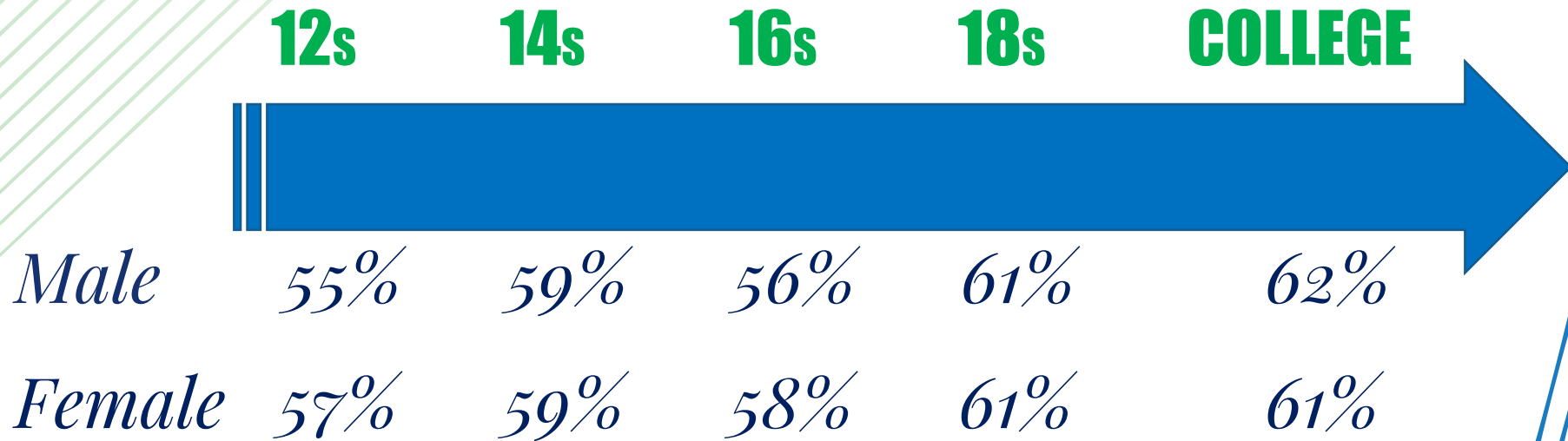
7.2

70 – 80%
Baseline rally



% 0 – 4 RALLIES

PATHWAY



SPECIFICS



US OPEN 2018

OSAKO VS S WILLIAMS

6-3, 6-2

SHOTS 1-4

80%

BALL IN PLAY

10%

WORK < 5SECS

81%

REST 10 - 30SECS

80%

WORK 10 - 20SECS

6%

MIAMI 2017

HALEP VS KONTA

3-6, 7-6⁽⁷⁾, 6-2

SHOTS 1-4

74%

BALL IN PLAY

12%

WORK < 5SECS

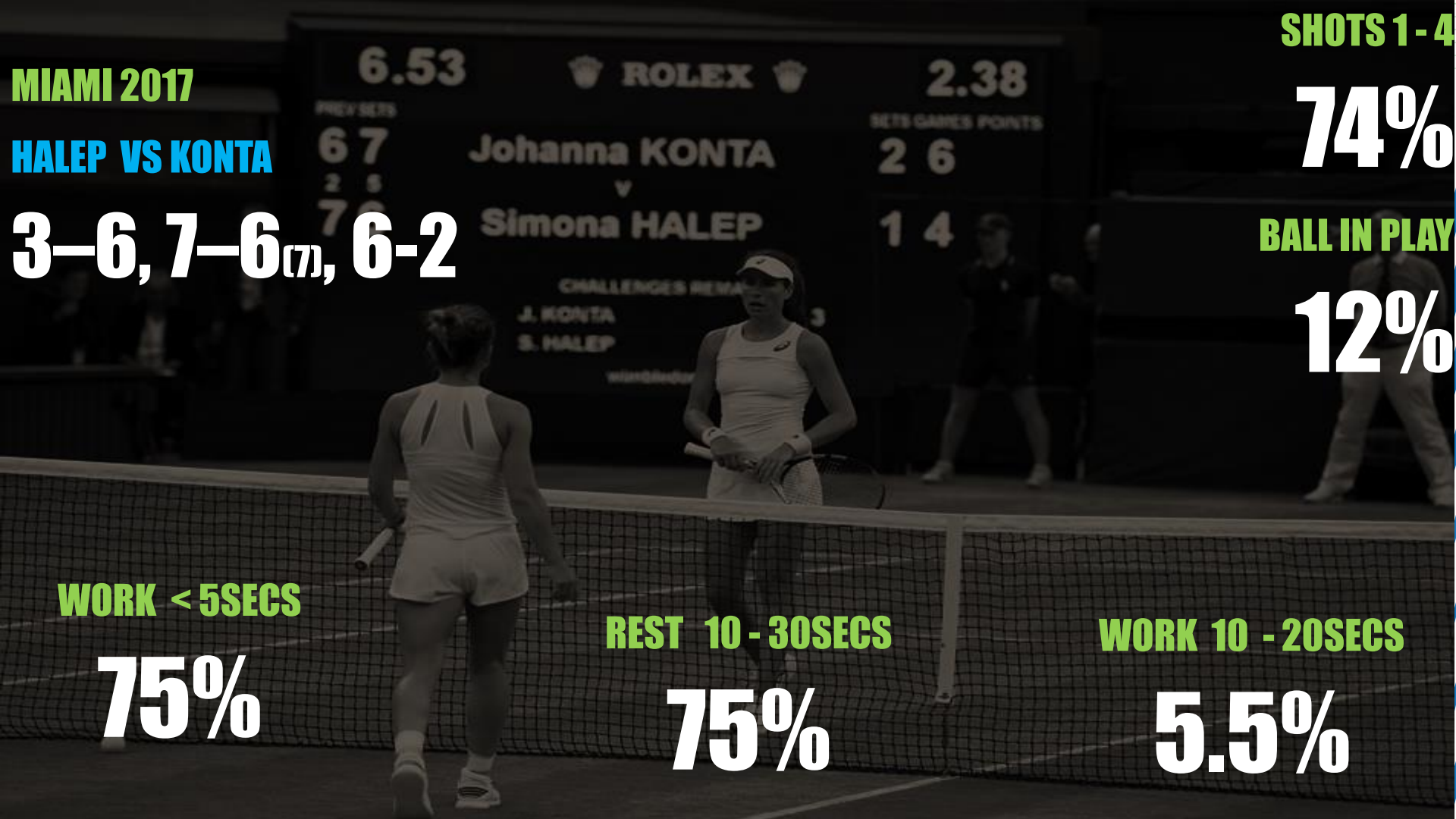
75%

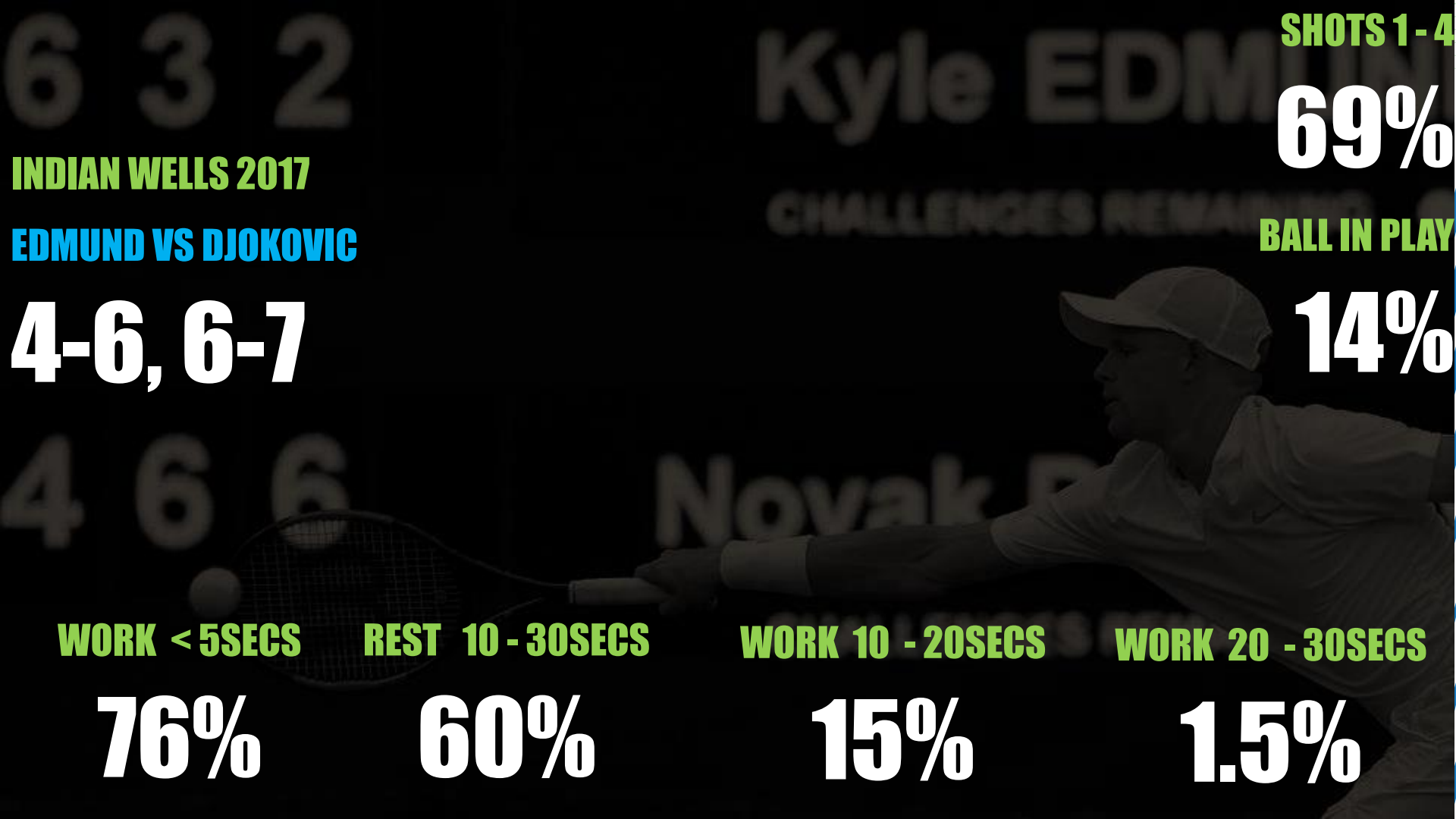
REST 10 - 30SECS

75%

WORK 10 - 20SECS

5.5%





6 3 2

INDIAN WELLS 2017

EDMUND VS DJOKOVIC

4-6, 6-7

SHOTS 1-4

69%

BALL IN PLAY

14%

4 6 6

WORK < 5SECS

76%

REST 10 - 30SECS

60%

WORK 10 - 20SECS

15%

WORK 20 - 30SECS

1.5%

AUS OPEN 2017

FEDERER VS NADAL

6-4, 3-6, 6-1, 3-6, 6-3

SHOTS 1 - 4

69%

BALL IN PLAY

12%

WORK < 5SECS

74%

REST 10 - 30SECS

60%

WORK 10 - 20SECS

8%

OPEN SUPER 12 AURAY 2019

6-2, 2-6, 6-3

SHOTS 1-4

49%

BALL IN PLAY

39%

WORK < 5SECS

75%

REST 10 - 30SECS

75%

WORK 10 - 20SECS

5.5%

SUMMARY

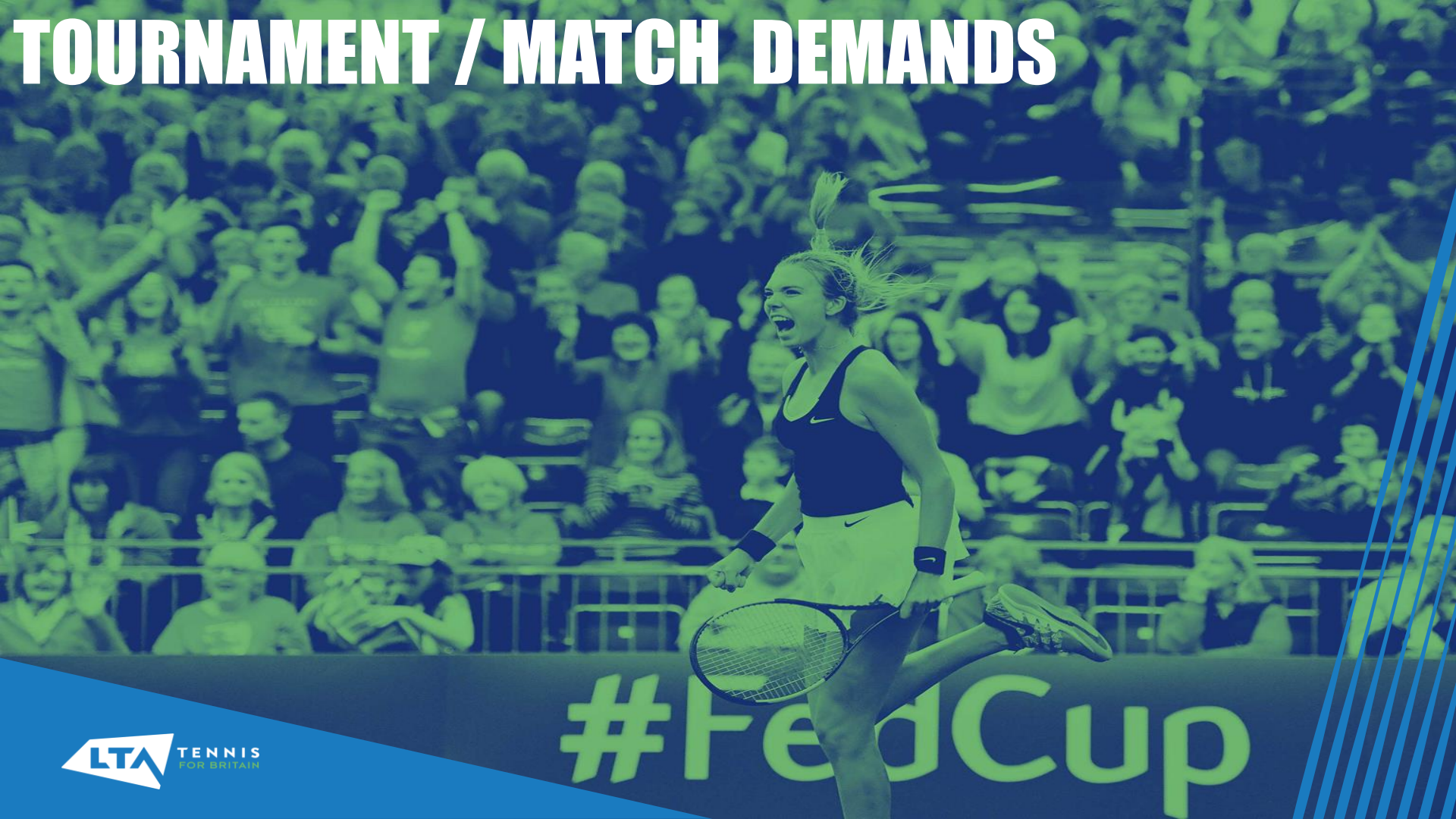
- Across Mens, Womens and JNRs 'the majority' of points are between 1 – 4
- More than 70% of the work is done in <5 seconds
- Across analysed games <3% is over 30 seconds in length
- There is 'always' more rest than work

CAVEAT #1

NOT OFTEN IS NOT THE SAME AS NOT IMPORTANT

CAVEAT #2

**THE SPACE BETWEEN
NOT ALL WORK CAN BE MEASURED AND ALL WORK IS RELATIVE**



TOURNAMENT / MATCH DEMANDS

TOURNAMENT DEMANDS - EASTBOURNE

WOZNIACKI

Time on court

8 hrs 58mins

Work time on court

2hrs 4 mins

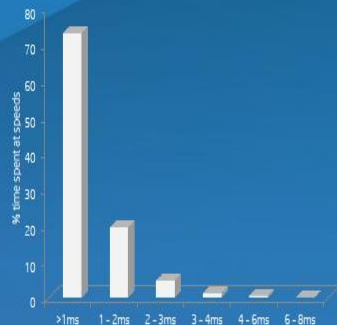
Distance travelled

6.42km

TOURNAMENT DEMANDS - EASTBOURNE

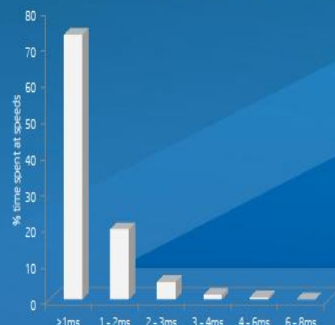
June 25th
vs Giorgi
6-2, 6-3,

1hr 15 mins
19 mins of work
840m travelled



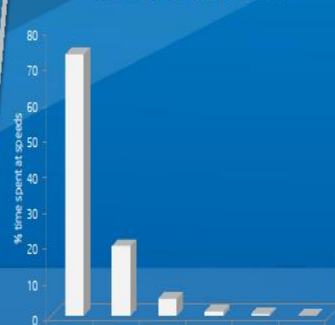
June 27th
vs Konta
4-6, 6-1, 6-4

2hr 10 mins
33 mins of work
1.4km travelled



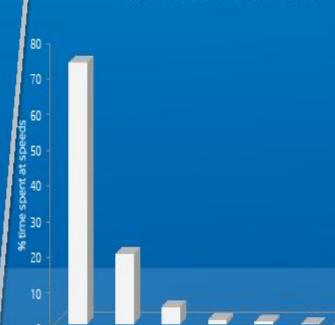
June 28th
vs Barty
6-4, 6-3,

1hr 19 mins
22 mins of work
1.06km travelled



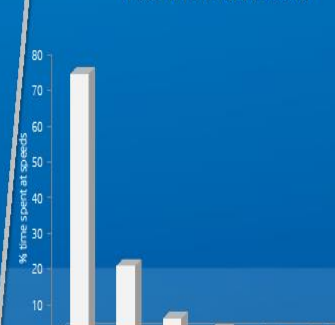
June 29th
vs Kerber
2-6, 7-6(4), 6-4

2hr 17 mins
41 mins of work
1.82km travelled



June 30th
vs Sabalenka
7-5 7-6(5)

1hr 57 mins
31 mins of work
1.3km travelled



DEMANDS OF A TOURNAMENT

WIMBLEDON

6869 metres

4.0ms av accel

-4.2ms av decel

63% <1ms

Score	Quarter final					Semi Final			Final		
	7-6,	6-1,	3-6,	4-6,	6-1	6-3,	6-3,	6-3	6-4,	7-6,	7 - 6
Distance per set (m)	998	300	573	692	429	515	585	507	557	913	800
Total distance (m)	2992					1607			2270		
Mean =ve Acceleration (ms-2)	4.3					4.4			4.5		
Mean -ve Acceleration (ms-2)	-4.1					-4.1			-4.3		
Point Duration (mins)	83	24	39	57	31	39	46	34	44	69	55
Work Duration (mins)	16	6	10	12	8	8	9	8	10	14	14
<1ms [%]	61	68	64	63	65	62	62	61	64	61	63
1-2ms [%]	25	24	24	25	25	25	25	25	24	25	25
2-3ms [%]	8	5	6	7	6	7	8	8	7	8	7
3-4ms [%]	3	2	3	3	2	3	3	4	3	3	3
4-6ms [%]	2	1	2	2	1	2	2	2	1	2	1
6-8ms [%]	0	0	0	0	0	0	0	0	0	0	0

JNR WIMBLEDON

66% $<_{1ms}$



TOURNAMENT DEMANDS

WIMBLEDON

JNR

SNR

7049 metres

6869 metres

4.0_{ms} av accel

4.0_{ms} av accel

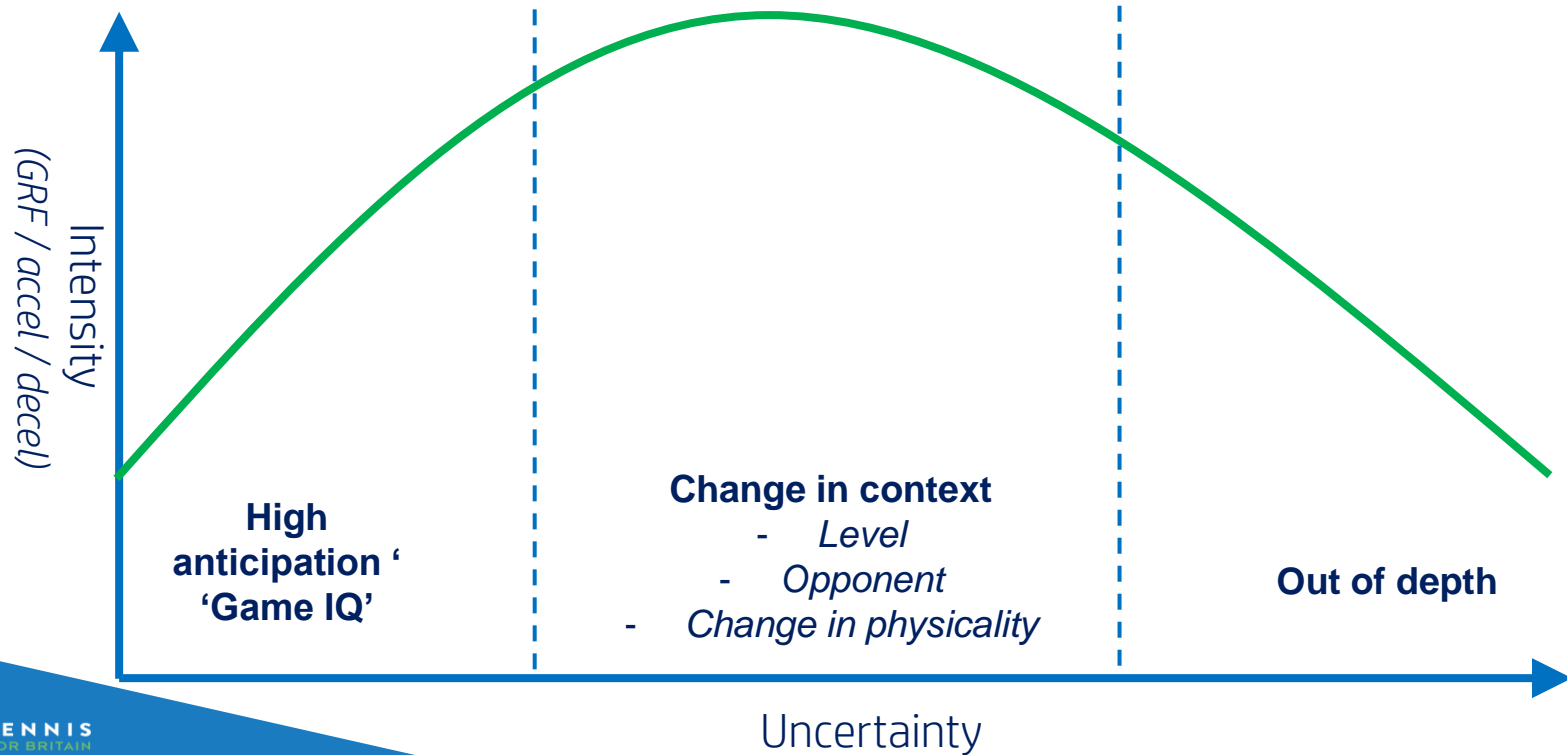
-5.2_{ms} av decel

-4.2_{ms} av decel

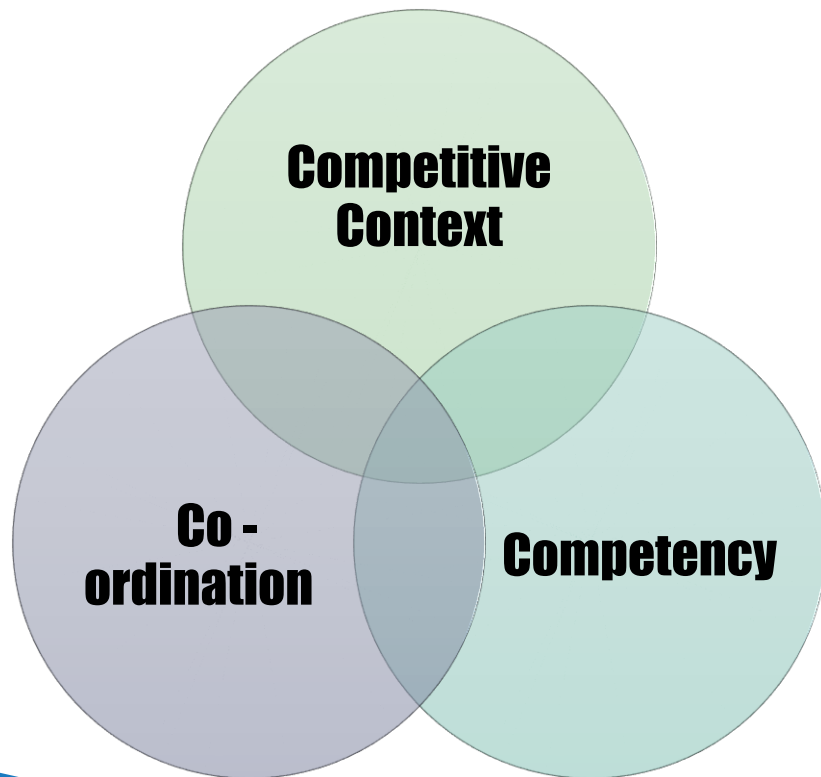
66% <1_{ms}

63% <1_{ms}

	JNR Boys (12)	Men (21)	JNR Girls (6)	Women (21)
Average rally length (sec)	4.8	5	4.4	4.6
Distance per point (m)	6.9	7.4	6.3	5.9
Distance travelled per match	993	1990	798	881
Peak foot speed (kph)	12 (max 21.6)	10.5 (max 24.2)	11.9 (max 21.1)	9.1 (max 16.3)
Changes of direction per point	6	5	6	4.5
Work per point	2236	1761	1690	917
Work per match (per 1000 units)	320	475	216	138



MOST 'AT RISK' PERIOD – THE PERFECT STORM



Competitive context

Change in environment where the playing is trying to win

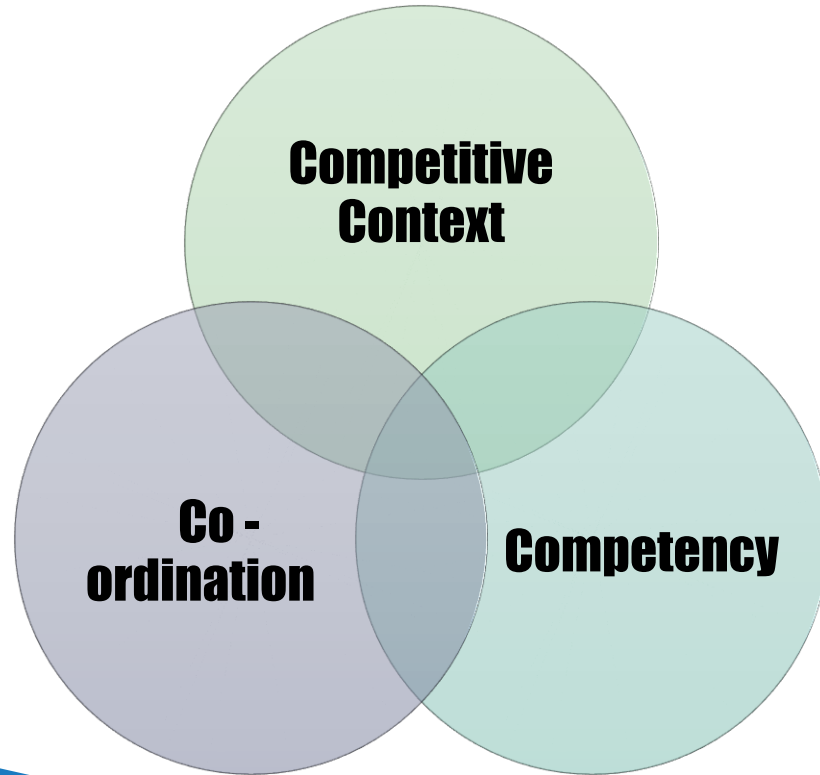
Co – ordination

Rapid shift in how the athlete is moving

Competency

Rapid shift in athletes physical competency / qualities

MOST 'AT RISK' PERIOD / THE PERFECT OPPORTUNITY



Changing constraints

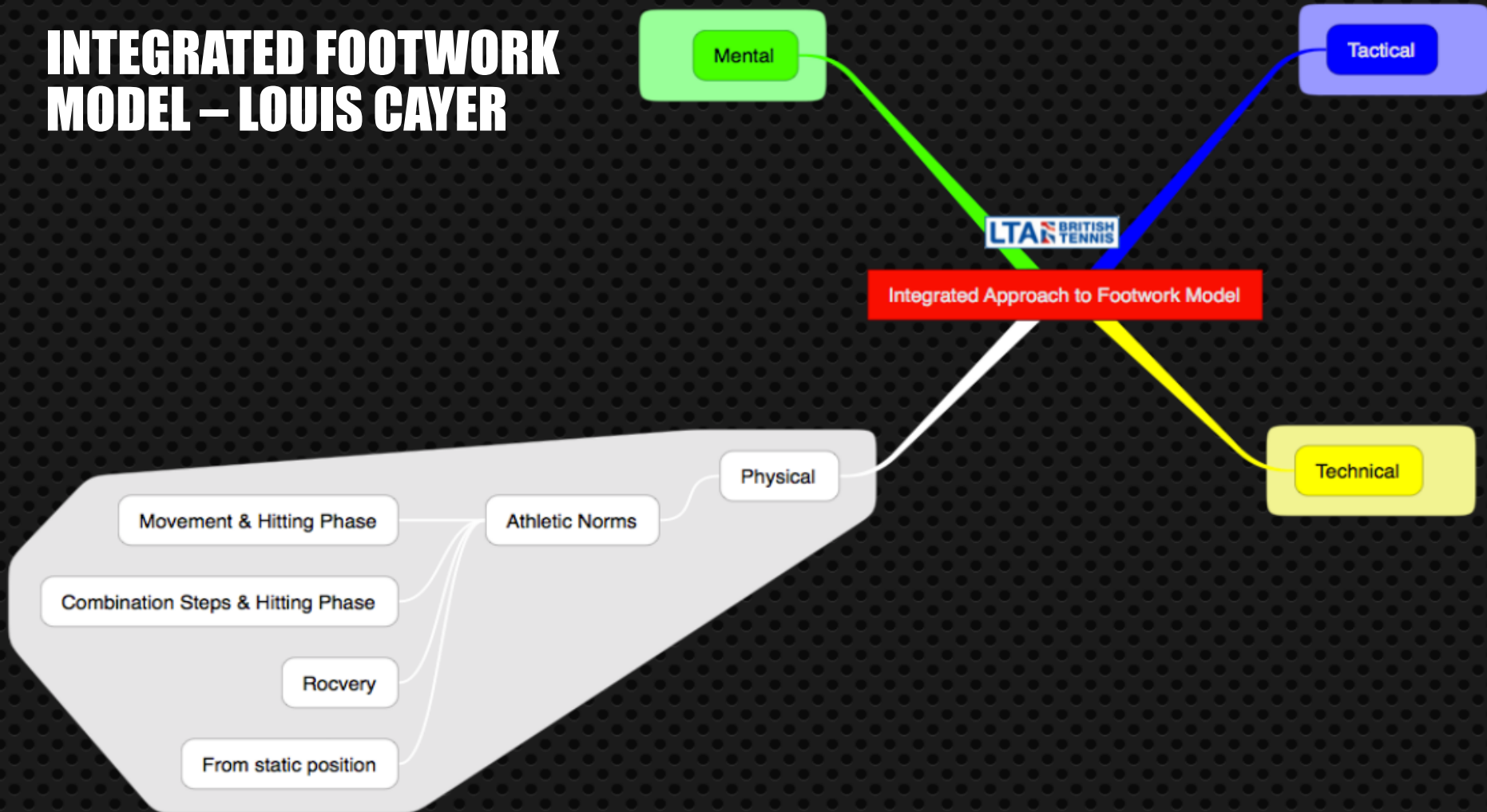
Outcome Intent

Emotional response

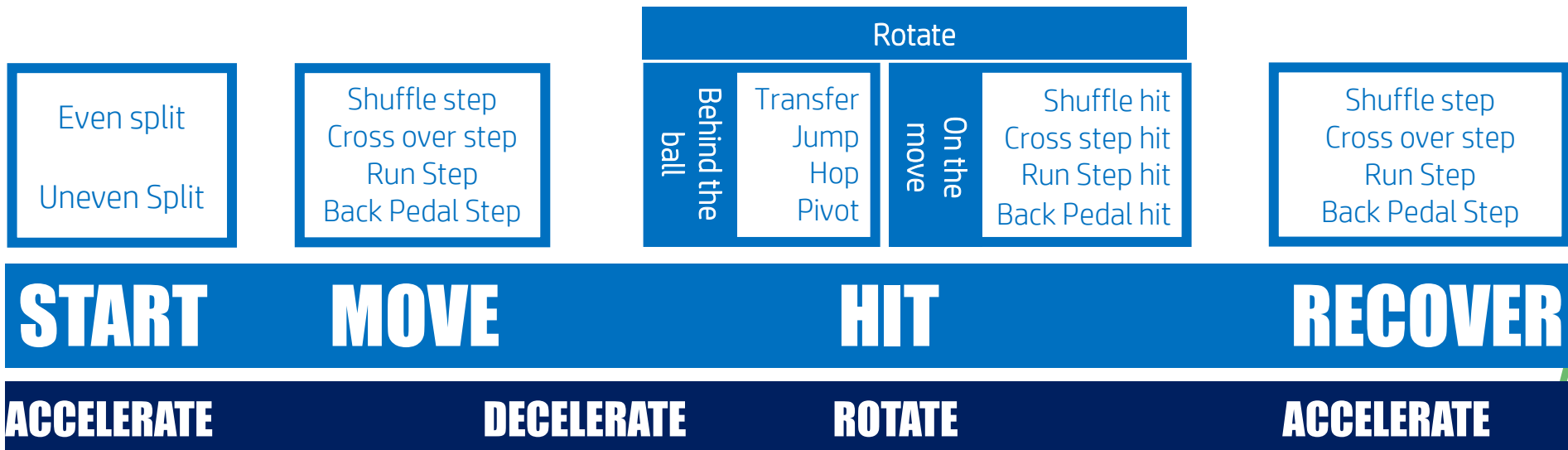
POINT DEMANDS – MOVEMENT(S)



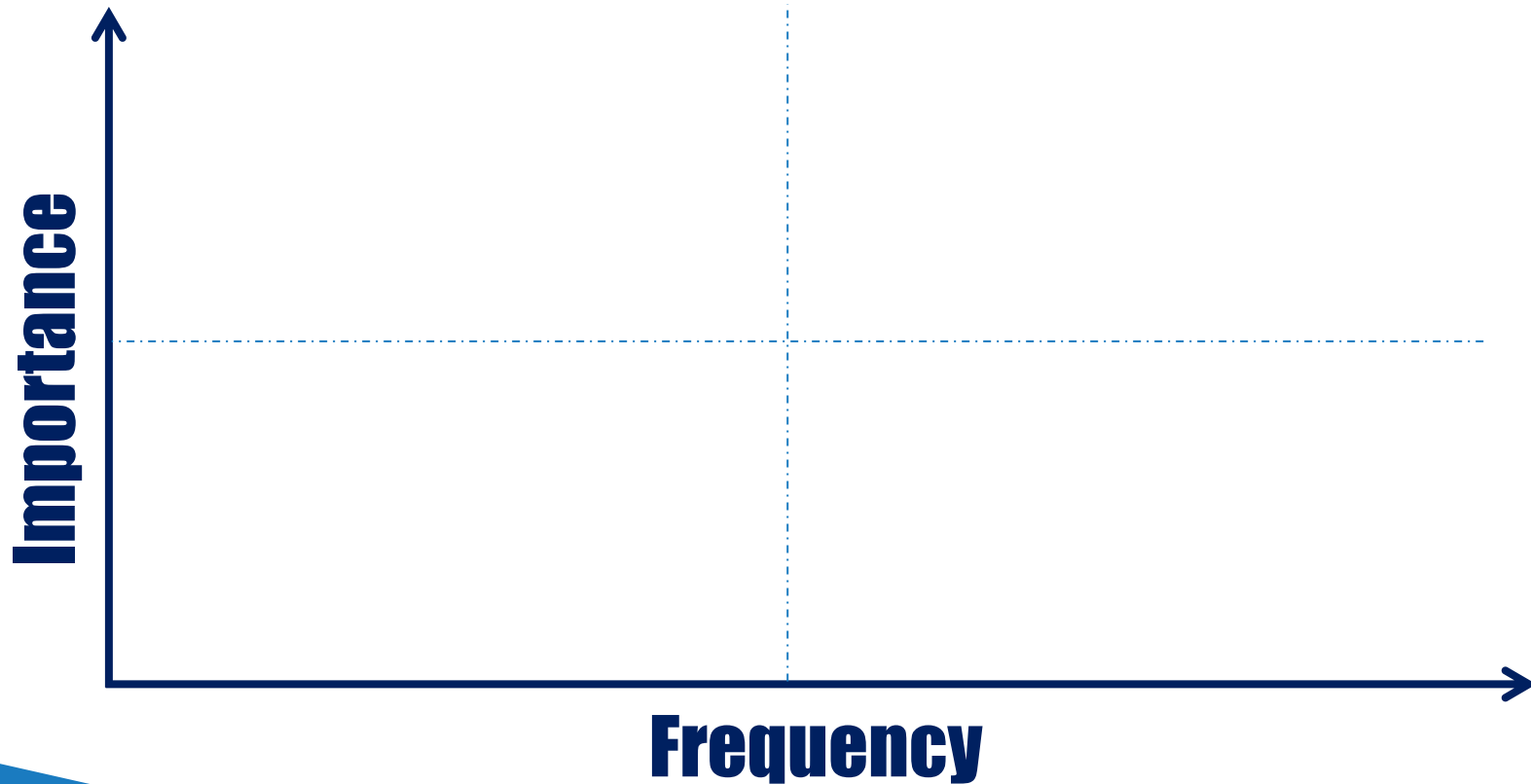
INTEGRATED FOOTWORK MODEL – LOUIS CAYER



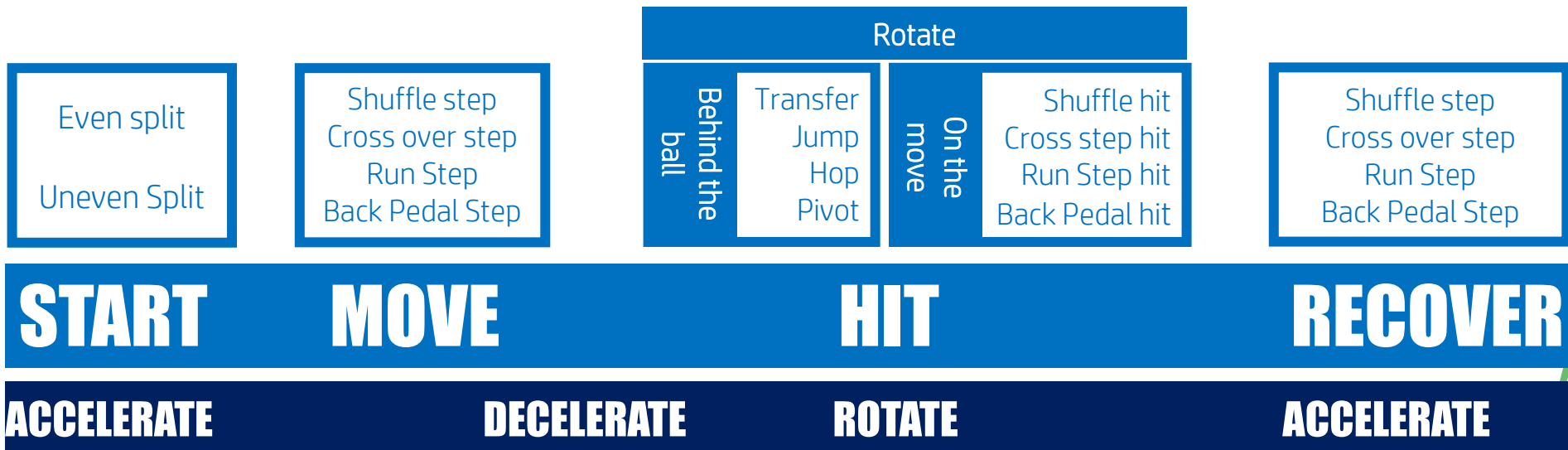
MOVEMENT FRAMEWORK



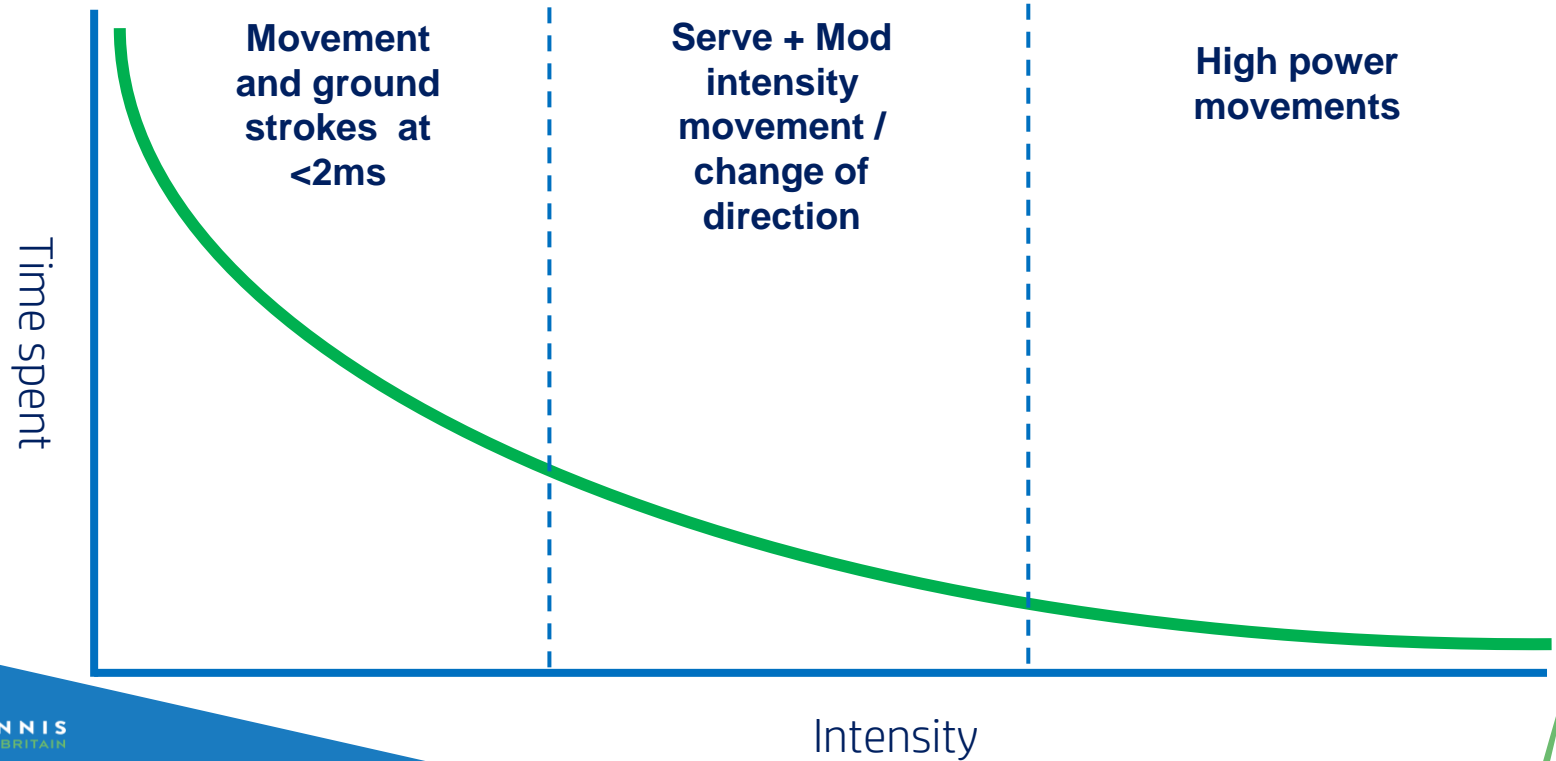
IMPORTANT VS FREQUENT



MOST OF THE GAME IS DOING THIS A LOT AT >70%



WHAT ARE HIGH POWER MOVEMENT?



Explore

WHAT ARE THE TOP 'HIGH POWER' MOVEMENTS IN THE ELITE GAME?

HIGH 'POWER' MOVEMENTS IN ELITE TENNIS

Wide serve (Deuce) and wide ball 3 (Ad)	25%
Baseline running FH	26%
Baseline running BH	28%
Drop Shot / Movement to net	20%
Serve	0.55%
Backwards movement	0.55%

HIGH 'POWER' MOVEMENTS IN ELITE TENNIS

	Men	Women
Wide serve (Deuce) and wide ball 3 (Ad)	26%	25%
Baseline running FH	17%	33%
Baseline running BH	33%	24%
Drop Shot / Movement to net	21%	19%
Serve	1.2%	
Backwards movement	1.2%	

WIDE SERVE AND CROSS COURT - 25 % OF HIGH POWER MOVEMENTS

Player: Kvitova
Frame: 110961
High power ID: 4

New high power zone...

WOZNIACKI	7	1	30
KVITOVA	5	1	15

SINGAPORE

gounbeaten.com

PLAY THE SHOT YOU WANT TO PLAY INSTEAD OF THE ONE YOU HAVE TO

(MATT LITTLE)



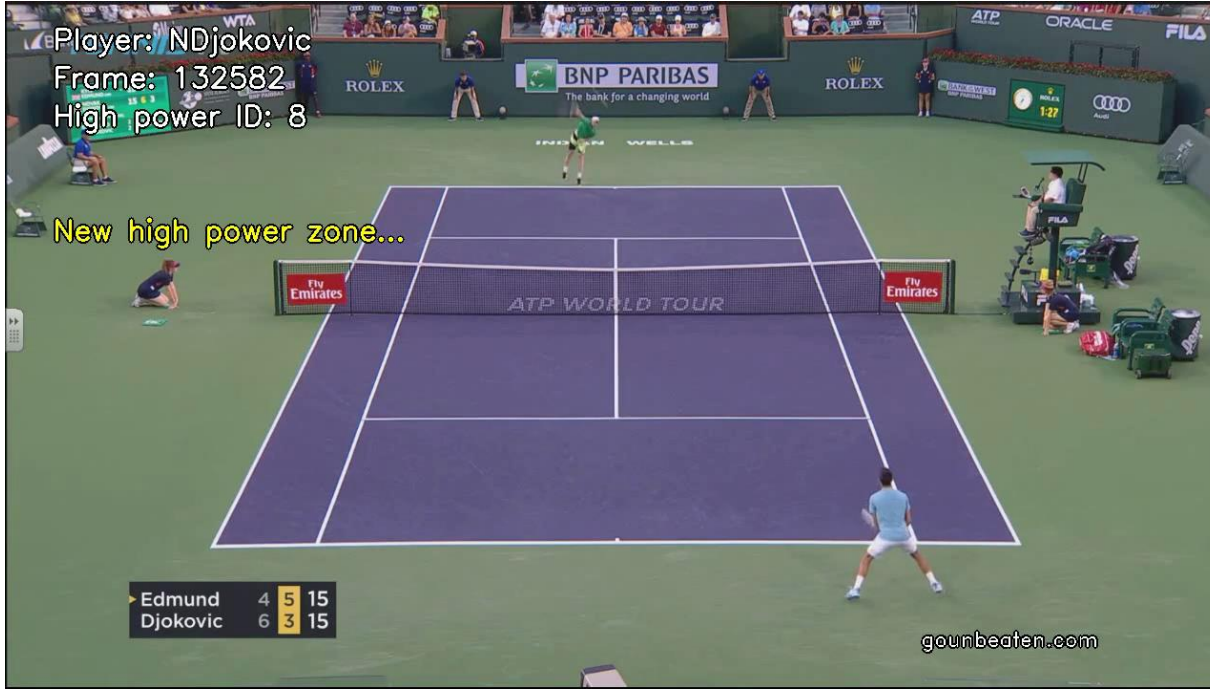
1. Play the Shot they want to play
2. Do so in a safe and effective way
3. Repeat this



- Declaration from 5 – 6m/s

- 3 – 6 B/W on penultimate and change of direction leg

WIDE SERVE AND CROSS COURT - 25 % OF HIGH POWER MOVEMENTS



**Reference
earlier**

DROP SHOT / NET - 19 % OF HIGH POWER MOVEMENTS

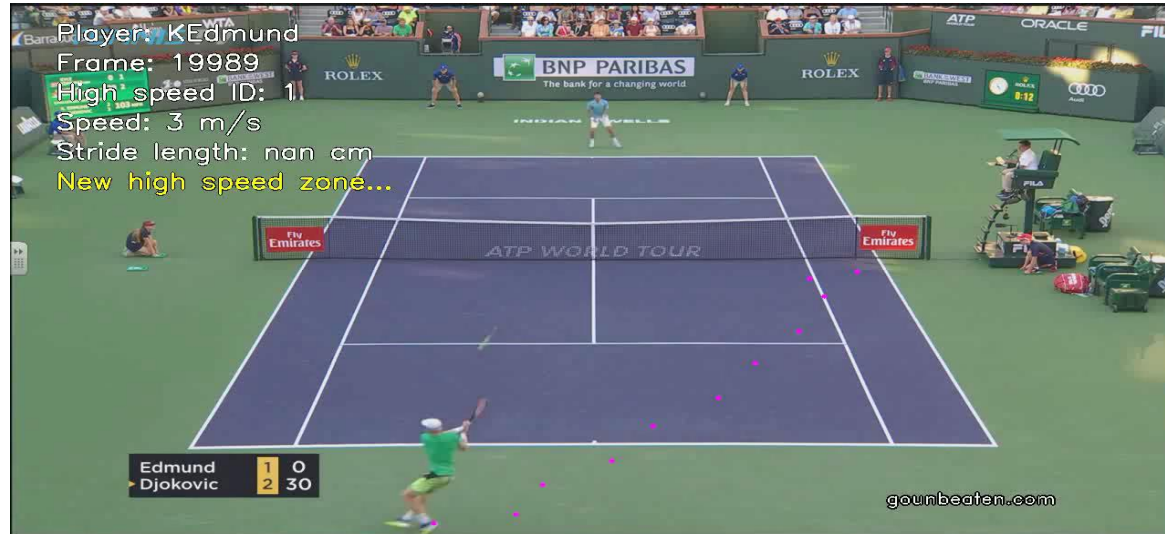


Approx. 1 – 2 % all shots

**6 m/s at step 4
(1.75 – 1.8ish 10m speed)**

DROP SHOT / NET - 21 % OF HIGH POWER MOVEMENTS

1.76 secs
to run 10.3 metres and run and play a shot



BASELINE RUNNING FH / BH - 50 % OF HIGH POWER MOVEMENTS

2.7 sec

Time taken for elite male player to get from the middle of the baseline to outside the tramlines, play a shot and get back to the middle of the court



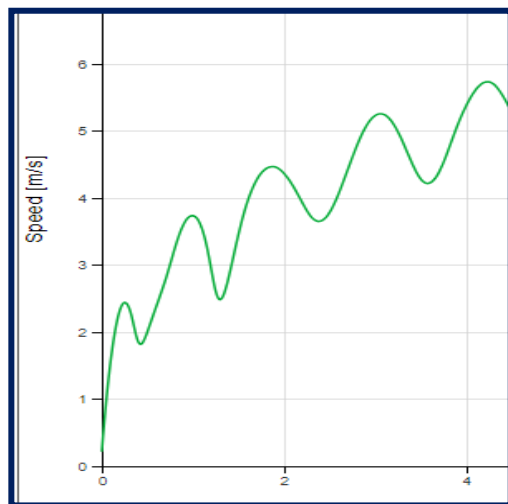
BASELINE RUNNING FH / BH - 57 % OF HIGH POWER MOVEMENTS



BASELINE RUNNING FH / BH - 50 % OF HIGH POWER MOVEMENTS

PSP player – 2.43sec 505

5.2 ms @ 3.6m



Elite women's player

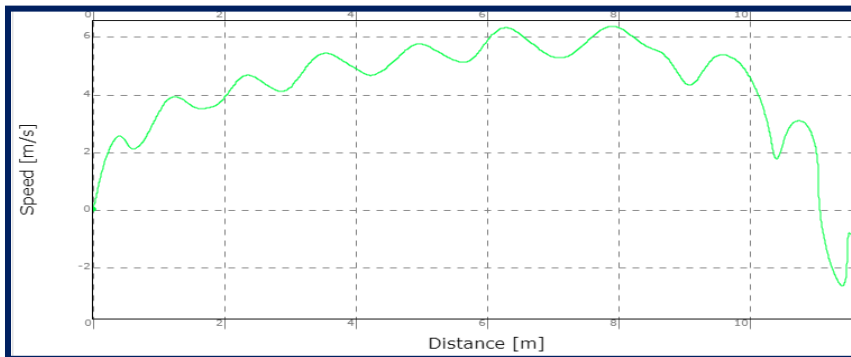
6 ms @ 3.6m – Laterally
(1.7ish 10m time)



BASELINE RUNNING FH / BH - 50 % OF HIGH POWER MOVEMENTS

PSP player – 2.43sec 505

6 m/s to stop in 3.5 metres



Elite women's player

6 m/s to stop in 2 metres



ELITE NORMS

Relate to physical qualities that are 'relatable' to what top players **CAN DO** on court

They are not cause and effect

They do answer the question(s) – Has this player got the physical capability to meet the demands of the elite game

ELITE NORMS

FEMALE

	Strength / Power			Speed	CoD		Shuttle	
	MTIP (N/BW)	CMJ (PP/BW)	RSI	10m (s)	(Left)	(Right)	Set 1 (s)	Total (s)
Super Strength	>4.2	>56.7	>3.3	<1.81	<2.40	<2.40	<46.6	<148
Strength	3.7	50.0	3.0	1.93	2.50	2.50	>49.7	<156
Average	3.4	46.7	2.8	2.02	2.55	2.55	51.2	160
Below Average	<3.4	<46.7	<2.8	>2.12	>2.55	>2.55	<51.2	<160
Potential Limitation	<2.3	<33.3	<2.2	>2.24	>2.75	>2.75	<57.4	<176

MALE

	Strength / Power			Speed	CoD	
	MTIP (N/BW)	CMJ (PP/BW)	RSI	10m (s)	Left (s)	Right (s)
Super Strength	>4.7	>61.	>3.3	<1.70	<2.30	<2.30
Strength	>4.0	>54	>3.0	<1.80	<2.40	<2.40
Average	3.7	49.4	2.8	1.87	2.45	2.45
Below Average	<3.0	<42	<2.5	>1.95	>2.55	>2.55
Potential Limitation	<2.3	<34	<2.2	>2.05	>2.65	>2.65

WHAT DOES THIS LOOK LIKE IN TRAINING? MOVEMENT INTENSITY?

Serve

Serve and ball three

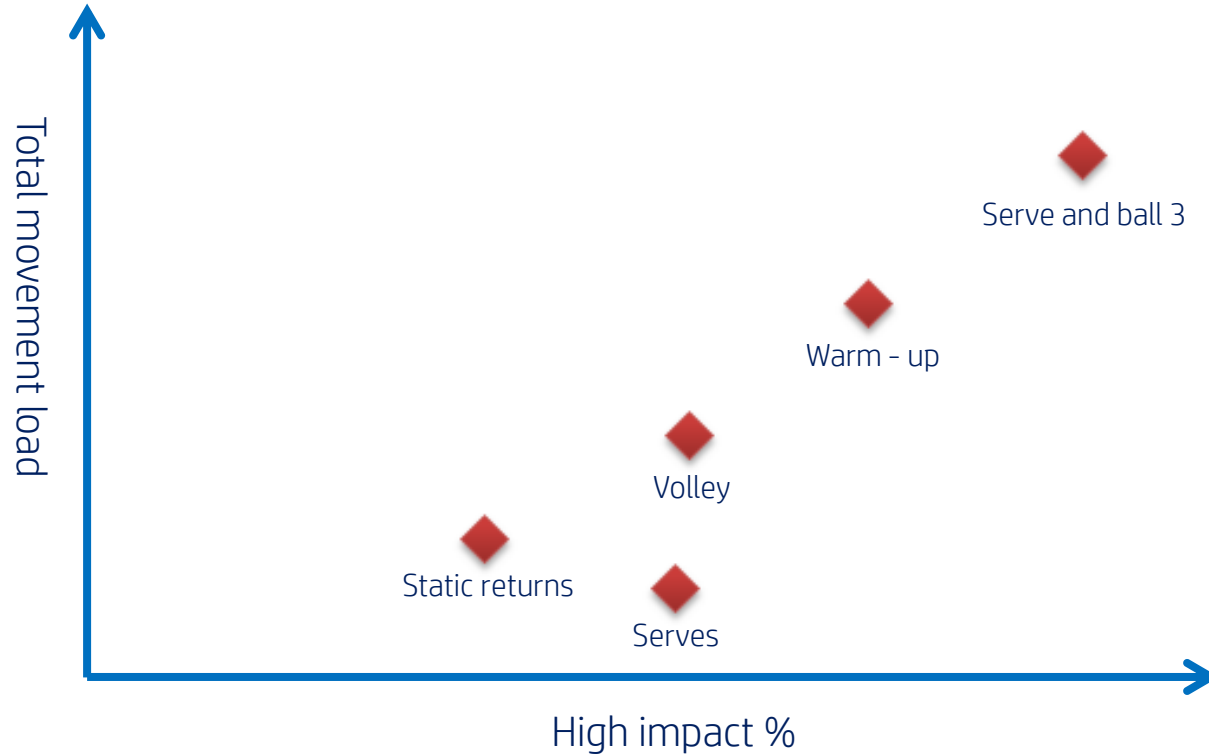
Generic warm up

Volley

Baseline returns (<2m)

Movement load vs % high impact

DEMANDS OF TRAINING



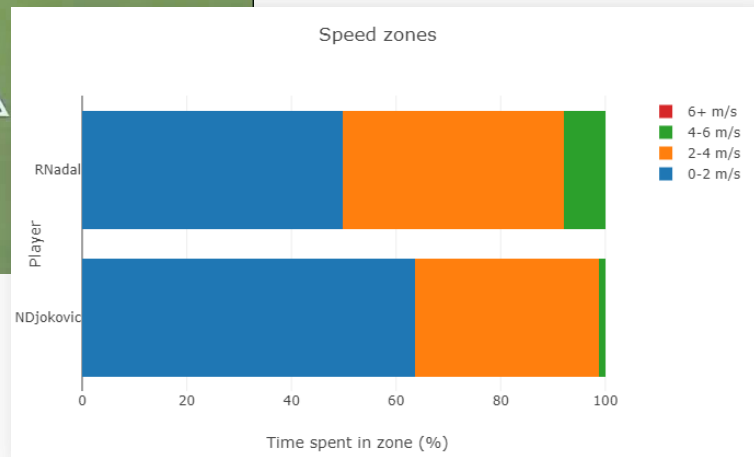
CAVEAT #1

NOT OFTEN IS NOT THE SAME AS NOT IMPORTANT

LONG RALLIES

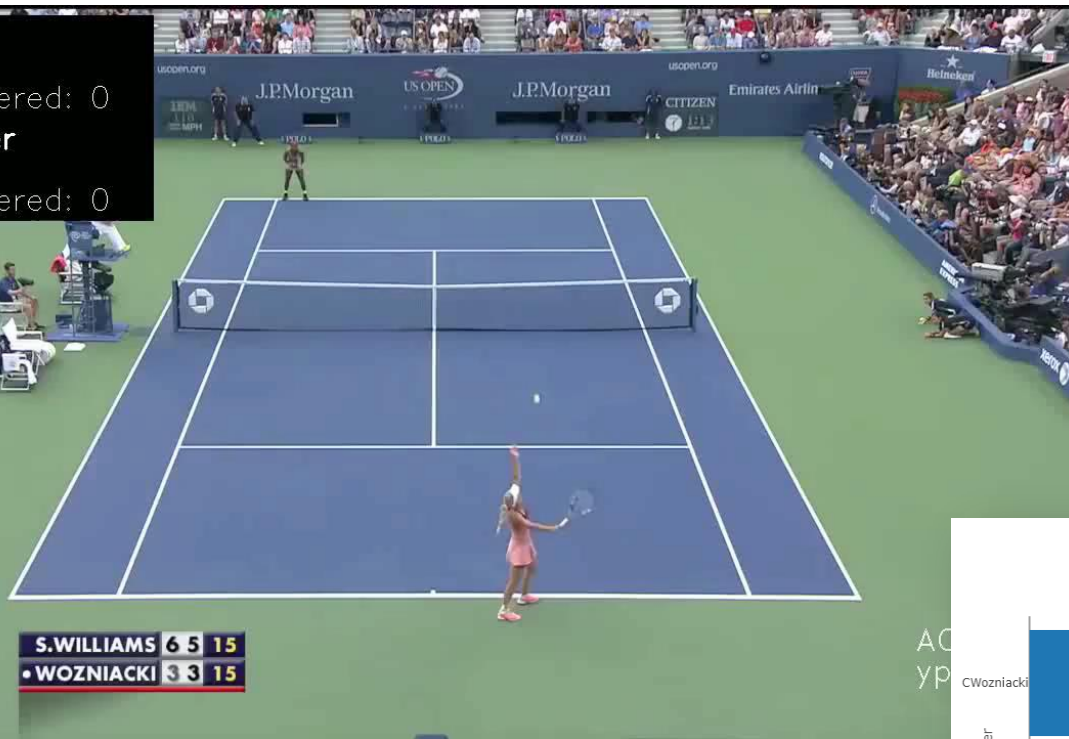
THE LONG POINTS – LESS THAN 5% >20SECS

top player
speed: NA
distance covered: 0
bottom player
speed: NA
distance covered: 0



THE LONG POINTS - BETWEEN 1 – 3% >20SECS

top player
speed: NA
distance covered: 0
bottom player
speed: NA
distance covered: 0



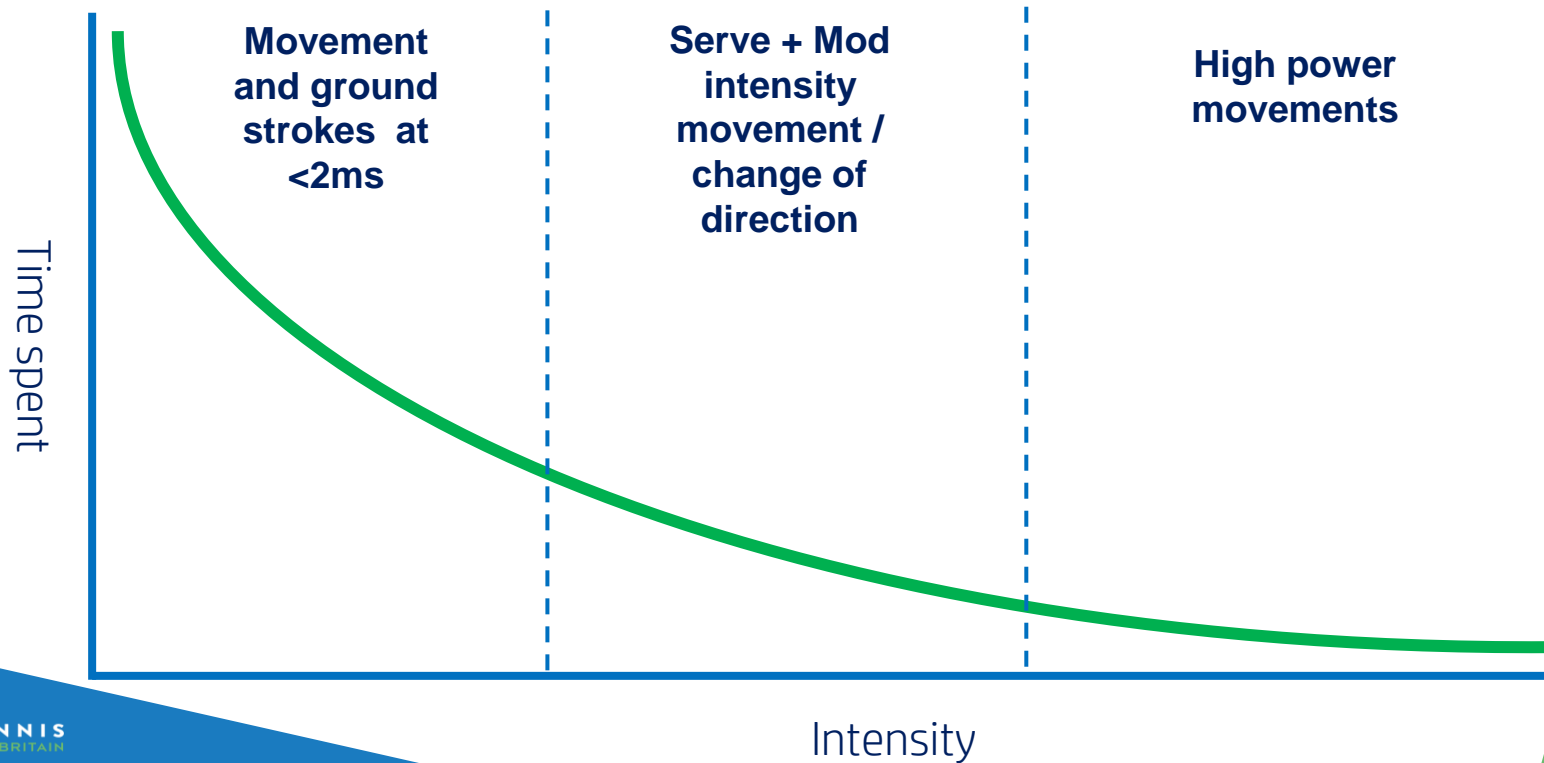
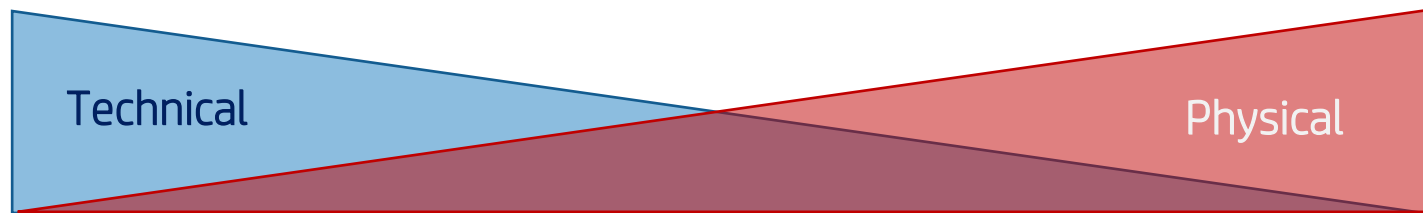
SUMMARY

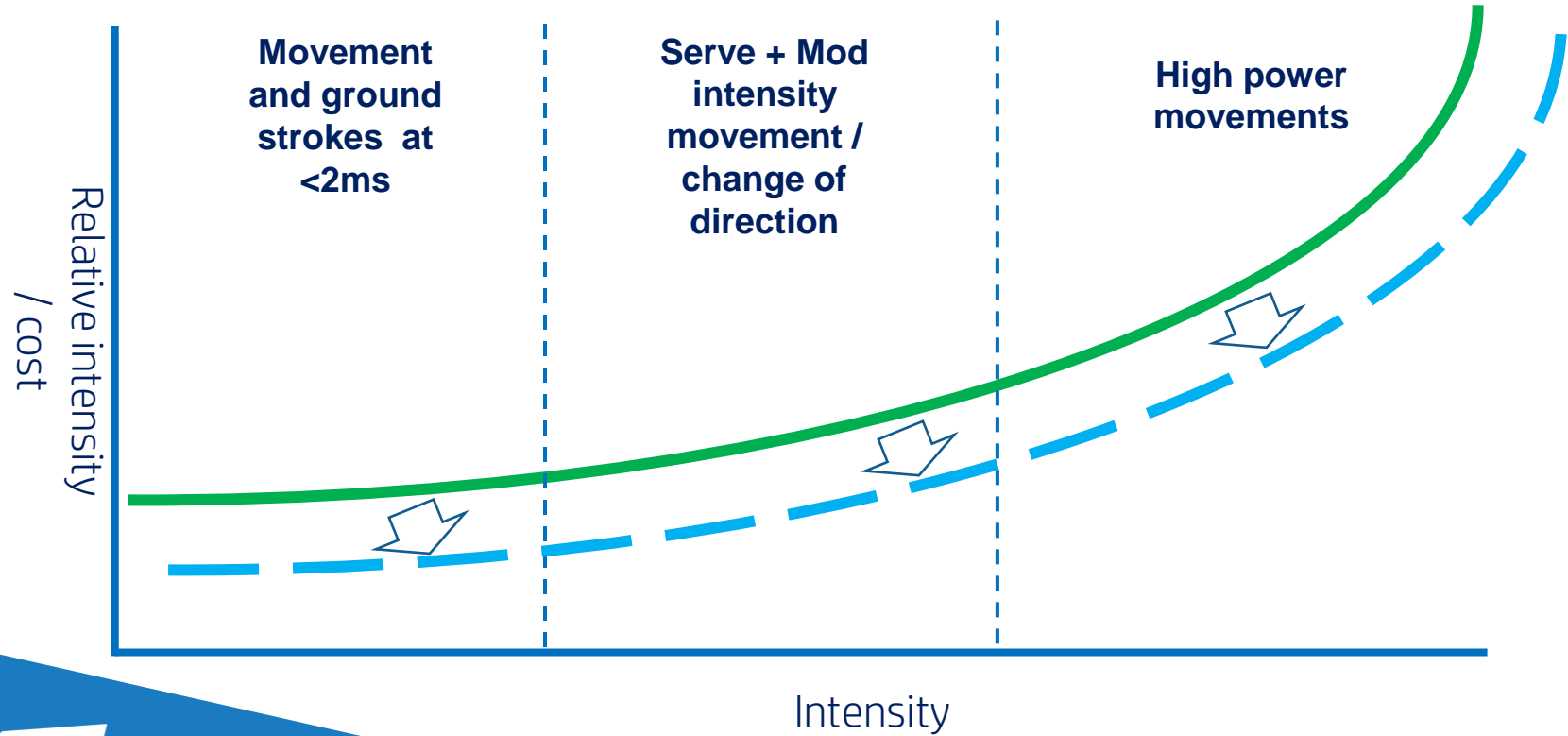
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- More than 70% of the work is done in <5 seconds
- Across analysed games <3% is over 30 seconds in length
- There is 'always' more rest than work

OPPORTUNITIES FOR IMPACT?



#FedCup





TENNIS ATHLETE OF FUTURE

Excellent co – ordination in cross over, start , stop in all directions in variety of conditions

Capacity to rotate in multiple ways at multiple speeds

Enough endurance – (Vo2 max at of 45 – 55)

Strengths in acceleration, change of direction , hop and bounds in all directions

Physical super strengths aligned to game identity