PLAYERS AND COACHES

Reading how it went

What the analysis of a match shows, what it will not show, and how to fill in what was skipped.

Updated 24 October 2026 2 min read

What you are looking at

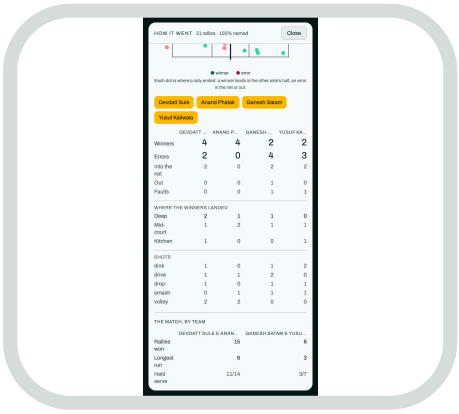
When a match ends, **How it went** shows what was recorded about it, at a size you can read on a phone.



How it went, for a sample match with invented players.

- **The court.** Each dot is where a rally ended. A winner lands in the other side's half. An error is in the net or out.
- **A column per player.** Pick up to four. Picking two puts them side by side, so you compare them rather than merge them.
- **Winners and errors,** and the errors split into into the net, out, and faults.
- **Where the winners landed**: deep, mid-court or kitchen.
- **The shots** each player hit, when they were named.

At the foot, **the match by team**: rallies won, the longest run, and how often each side held serve.

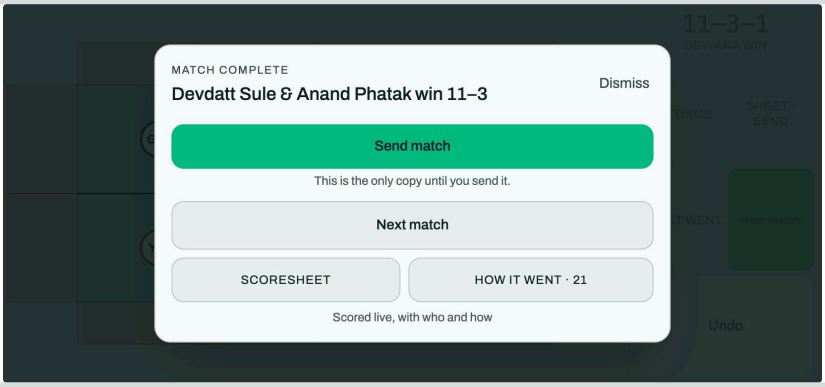


Shots, and the match by team.

It says how much it knows

At the top it says how many rallies there were and how much of them was **named**: "21 rallies · 100% named". A column for a player appears only when enough was recorded to name them. Without that, you see the two teams.

Every match also says how it was recorded, on the end-of-match card and on the scoresheet:



Scored live, with who and how.

WHAT IT SAYS	WHAT YOU GET
Scored live, with who and how	Everything above
Scored live, with placement	The court and the team view; players need who and how
Scored live, score only	The score and the team view. There is no heat map, because no place was recorded
Typed up after play	The score and the result. Nothing is said about runs or momentum, because the order things were entered is not the order they were played
Too few rallies to tell	Nothing is claimed yet

This is on purpose. A heat map drawn from taps that were counting a score off paper would show where a finger went, not where a ball did.

Fill in what was skipped

Press **Scoresheet**, then **Review**.



Review, one point at a time.

You step through the points one at a time, and for each you see where, who and how it was recorded. **Change who** and **Change forced** fix a point without touching a score. The foot says what share of the match has each: **where, who and how**.

Nobody is waiting in Review, so it is where the detail skipped in the five seconds after a rally can be added.

Keep it

The **scoresheet** holds the point-by-point record, with **Send match**, **CSV** and **Print**.



The scoresheet.
