

High Level Beach: Player Stat Report

Report Date: 2022-04-27

Number of Games: 119

About High Level Beach

High Level Beach (HLB) started as a small group of Austin-based players and has since grown into a small syndicate. Players in the group span a range of levels, but typically make appearances at BB leagues and tournaments.

The name is inspired by Devin Sears -- one of the original members. Devin insisted on player "High Level" 3s or 4s any time the group decided to play a round outside of the traditional 2s format. The term quickly became a joke amongst the group and rightly became the namesake of the organization.

The organization boasts a [YouTube](#) channel where they post videos from weekly pick-up sessions and the occasional tournament that members participate in. The YouTube channel is managed by Devin Sears and Hagen Fritz. Hagen -- a later addition to the group -- also generates reports (like this) from stats taken on the videos. More about this specific project can be found on [GitHub](#) including past reports and the source code.

Player Leaderboard

Win Rate

The percentage of games won, regardless of partner.

Top Players

1. Hagen: 78.2%
2. Nate: 66.7%
3. Bruno: 61.3%
4. Devin: 56.4%
5. Carlos: 53.8%

Needs Improvement

1. German: 26.1%
2. Jake: 26.3%
3. Jason: 28.6%
4. Tyler: 30.0%
5. Josh: 33.3%

Greatest Improvement

1. Robbie: 10.0%
2. Tommy: 9.5%
3. Bruno: 3.6%
4. Cody: 3.4%
5. Jake: 2.8%

Point Differential

The average amount of points a player wins by.

Top Players

1. Hagen: 5.0
2. Nate: 4.4
3. Robbie: 4.4
4. Josh: 4.0
5. Tommy: 3.4

Needs Improvement

1. Tyler: 1.6
2. German: 1.7
3. Jason: 1.7
4. Bruno: 1.8
5. Carlos: 1.9

Greatest Improvement

1. True: 0.1
2. Cody: 0.0
3. Josh: 0.0
4. Nate: 0.0
5. Brandon: -0.1

Effectiveness

The net contribution a player provides to a game.

Top Players

1. Hagen: 5.0
2. Nate: 4.4
3. Robbie: 4.4
4. Josh: 4.0
5. Tommy: 3.4

Needs Improvement

1. Tyler: 1.6
2. German: 1.7
3. Jason: 1.7
4. Bruno: 1.8
5. Carlos: 1.9

Greatest Improvement

1. True: 0.1
2. Cody: 0.0
3. Josh: 0.0
4. Nate: 0.0
5. Brandon: -0.1

Kills

The average number of kills a player gets per game from swings/pokies, blocks, and bumps.

Top Players

1. Cody: 7.1
2. Robbie: 6.5
3. Josh: 6.4
4. Hagen: 6.0
5. Nate: 5.6

Needs Improvement

1. Bruno: 3.4
2. Brandon: 4.0
3. Tyler: 4.3
4. Devin: 4.3
5. Carlos: 4.7

Greatest Improvement

1. True: 0.1
2. Tyler: 0.1
3. Carlos: 0.0
4. German: 0.0
5. Josh: 0.0

Hitting Efficiency

The percentage of swings/pokies that are winners.

Top Players

1. Josh: 50.9%
2. Hagen: 47.6%
3. Cody: 45.1%
4. Nate: 42.9%
5. Robbie: 42.3%

Needs Improvement

1. Bruno: 33.9%
2. Tyler: 34.4%
3. Tommy: 37.4%
4. Devin: 37.4%
5. German: 38.2%

Greatest Improvement

1. True: 1.3%
2. Carlos: 0.8%
3. Cody: 0.8%
4. German: 0.6%
5. Devin: 0.1%

Serving Percentage

The percentage of a player's serves that land in or are played.

Top Players

1. Nate: 94.4%
2. True: 94.1%
3. Brandon: 93.5%
4. Robbie: 93.1%
5. Bruno: 92.6%

Needs Improvement

1. Jason: 66.7%
2. Josh: 74.2%
3. Jake: 80.8%
4. Cody: 84.6%
5. German: 84.6%

Greatest Improvement

1. Cody: 1.5%
2. Hagen: 0.7%
3. Brandon: 0.6%
4. True: 0.6%
5. Tommy: 0.4%

Aces

Serves that land in untouched or are shanked to the point that the receiver's partner cannot set the ball.

Top Players

1. Josh: 1.5
2. Nate: 1.5
3. Hagen: 1.2
4. True: 1.2
5. Jake: 1.2

Needs Improvement

1. Cody: 0.5
2. Bruno: 0.7
3. Carlos: 0.8
4. Tommy: 0.9
5. Brandon: 0.9

Greatest Improvement

1. Bruno: 0.1
2. Devin: 0.1
3. Carlos: 0.0
4. Cody: 0.0
5. German: 0.0

Ace:Error

Ratio of a player's aces to their missed served. A ratio greater than 1 indicates a player serves more aces than they miss.

Top Players

1. Jake: 1.7
2. Brandon: 1.3
3. Hagen: 1.3
4. True: 1.3
5. Devin: 1.3

Needs Improvement

1. Jason: 0.6
2. Josh: 0.9
3. Carlos: 0.9
4. Bruno: 0.9
5. Tyler: 1.0

Greatest Improvement

1. Bruno: 0.1
2. Tommy: 0.1
3. Brandon: 0.0
4. Carlos: 0.0
5. Cody: 0.0

Serve-Receive Rating

How well a player passes a serve on a 0 to 3 scale: 0 - shank, 1 - overpass or setter barely gets ball up, 2 - could be better, 3 - setter can easily get to/set ball

Top Players

1. Bruno: 2.2
2. Hagen: 2.1
3. Tyler: 2.1
4. Jake: 2.1
5. Jason: 2.1

Needs Improvement

1. Tommy: 1.8
2. Carlos: 1.8
3. Devin: 1.8
4. Nate: 1.8
5. Robbie: 1.8

Greatest Improvement

1. Bruno: 0.1
2. German: 0.1
3. Robbie: 0.1
4. Brandon: 0.0
5. Carlos: 0.0

Blocks

Number of blocks or block touches that result in a kill or are playable after

Top Players

1. Robbie: 1.9
2. Cody: 1.8
3. Josh: 1.4
4. Nate: 1.3
5. Jason: 1.3

Needs Improvement

1. Brandon: 0.6
2. Bruno: 0.6
3. Devin: 0.7
4. German: 0.7
5. Tyler: 0.9

Greatest Improvement

1. German: 0.1
2. Brandon: 0.0
3. Carlos: 0.0
4. Devin: 0.0
5. Jake: 0.0

Block Efficiency

Percentage of blocks that result in a kill

Top Players

1. Bruno: 2.2%
2. Hagen: 2.1%
3. Tyler: 2.1%
4. Jake: 2.1%
5. Jason: 2.1%

Needs Improvement

1. Tommy: 1.8%
2. Carlos: 1.8%
3. Devin: 1.8%
4. Nate: 1.8%
5. Robbie: 1.8%

Greatest Improvement

1. Bruno: 0.1%
2. German: 0.1%
3. Robbie: 0.1%
4. Brandon: 0.0%
5. Carlos: 0.0%

Winningest Team

Best team combination that has played at least 5 games together.

- Hagen/Tommy: 100.0%% (9)
- Nate/Tyler: 100.0%% (4)
- Cody/Jason: 100.0%% (2)
- Brandon/Hagen: 88.9%% (9)
- Devin/Hagen: 86.7%% (15)