



## Quick Start

1. [Download](#) and launch the **pklmart Data Entry Tool (DET)**  
Note that as of Sept 2022, the DET is only available for Windows.
2. Enter match info
3. Begin entering shots and rally outcomes

Ahh which button should I be clicking!?

Shot #	Left Click	Right Click	Middle Click
1	Serve	Serve, and serving team stacked	
2	Return	Return, and return team stacked	
Before third shot is hit, indicate who is hitting it by hitting (1) or (2) key: <b>1: Left Side Player</b> <b>2: Right Side Player</b> "Left" and "Right" are from <b>your</b> perspective and will be autocorrected accordingly.			
3	Drive	Drop	Lob
4+	Any shot that is not a dink or a lob	Dink	Lob

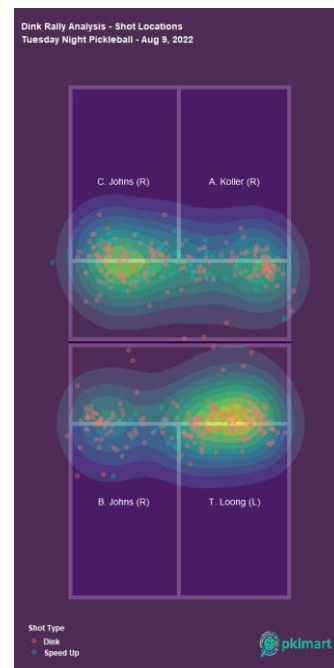
4. Upon completion of each game, locate the three files that were created.  
By default, files will be in the same folder as the .exe file used to launch the program.
5. Send the files over to [pklmart.analytics@gmail.com](mailto:pklmart.analytics@gmail.com) to be loaded into the **pklmart**.  
At this point requested visuals and statistics can be generated (like the graphic on the right), just let me know what you want!

## 6 Tips for Success

1. Try and click as the ball, or *very* shortly after, the ball is struck.
2. Pick a playback speed that you can keep up with. Once chosen, use that same playback speed for the entire game. If new, try 0.33x or 0.5x speeds.
3. Find a mouse or use a touchscreen.
4. Using the right arrow key while focused on a Youtube video will fast-forward the video 5 seconds. Left arrow key will rewind 5 seconds.
5. If the last shot is a winner or an error, you can click one more time to indicate where the ball landed (e.g. in the net, long, wide, etc.) This is optional, but will allow you to figure out *where* players are making errors (and hitting winners!)
6. Have fun!

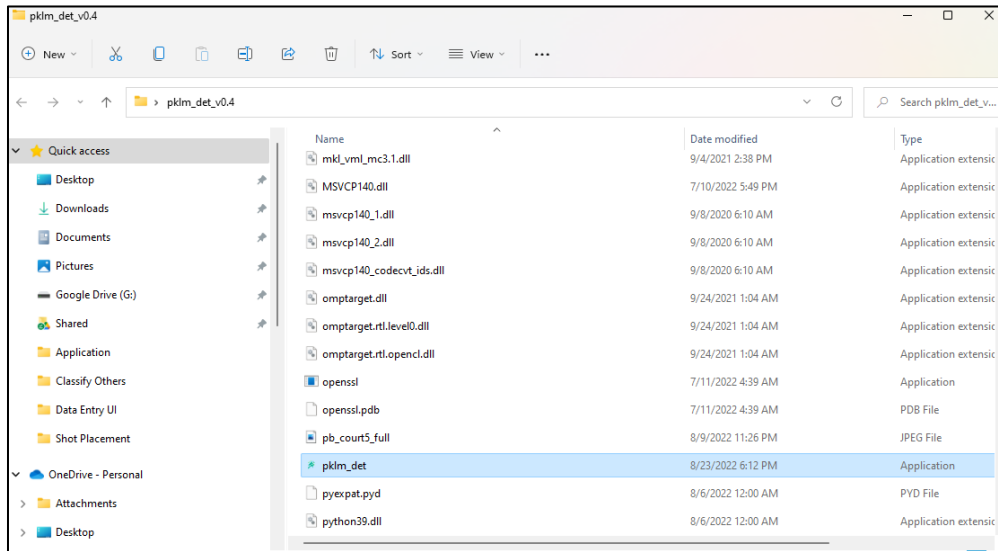
## Questions? Comments? Found a bug?

Don't hesitate to reach out! [pklmart.analytics@gmail.com](mailto:pklmart.analytics@gmail.com) 😊



## Detailed Instructions

1. [Download](#) the pkimart Data Entry Tool and save the zip file.
2. Extract the contents of the zip file to a location you will remember (e.g. your Desktop).
3. Locate the folder that was extracted, and start up the Data Entry Tool by clicking on the executable.



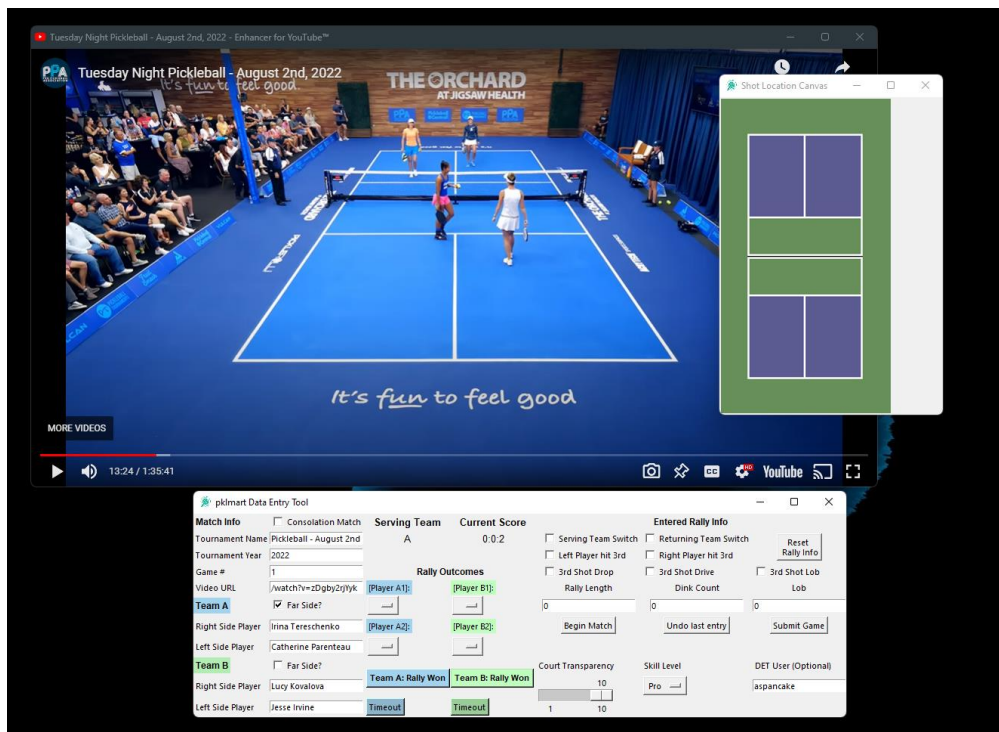
At this point you may encounter a Windows security warning. If this happens, click “See More” and allow the program to run.

4. **Identify a video you would like to collect data on.**

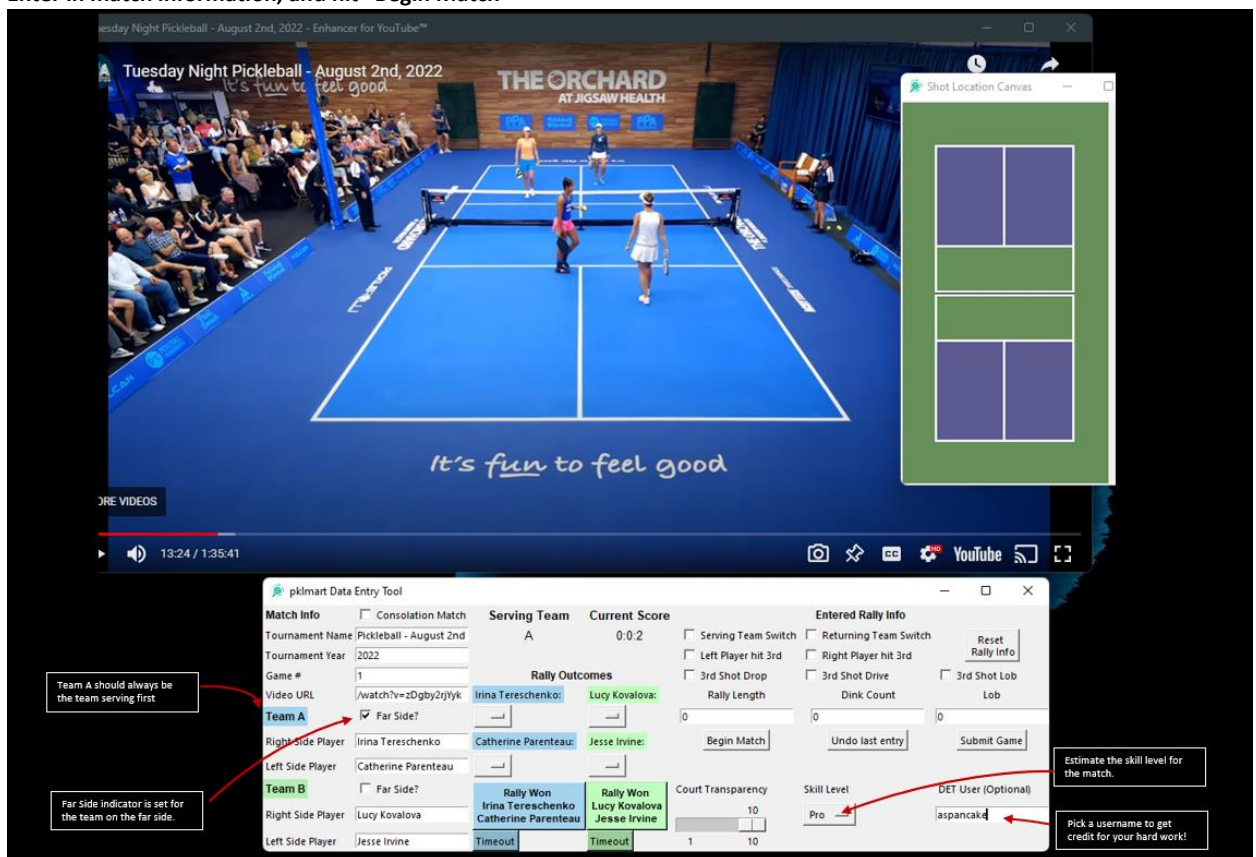
Ideally the video keeps a consistent camera angle to make data entry easier. If you are looking to analyze pro player, I have found that some APP/PPA videos work well. However, videos that constantly change the viewing angle are significantly more difficult to record. I would stay away from those.

5. **Get setup!**

Move the various windows around to your liking. I have found that the free “Enhancer for Youtube” extension is helpful for displaying a Youtube video, and just the video (but it is by no means necessary).



## 6. Enter in match information, and hit "Begin Match"



7. **Great! Now are you ready to begin recording a rally. While the video plays, click the court icon in the *location*, and at the same *time* as when the ball is struck.**

**Note:** The timestamp of each click and the location of each click are used to identify what kind of shot is being hit. The accurate the data collected, the more accurate the results will be!

**Here are the mouse clicks and keystrokes you will need to input:**

Shot #	Left Click	Right Click	Middle Click
1	Serve	Serve, and serving team stacked	
2	Return	Return, and return team stacked	
Before third shot is hit, indicate who is hitting it by hitting (1) or (2) key: <b>1: Left Side Player</b> <b>2: Right Side Player</b> “Left” and “Right” are from <b>your</b> perspective and will be autocorrected accordingly.			
3	Drive	Drop	Lob
4+	Any shot that is not a dink or a lob	Dink	Lob

At the end of the rally, the user can click one additional time if an error or winner was hit to indicate *where* the error or winner landed. This data is helpful for diagnosing potential issues with your shot selection.

**Once a rally is complete, your screen will look something like this:**

The screenshot displays the pklmart Data Entry Tool interface. The main window shows a video of a pickleball match titled "Tuesday Night Pickleball - August 2nd, 2022" featuring C. PARENTEAU / I. TERESCHENKO vs. L. KOVALOVA / J. IRVINE. The video player includes a "Shot Location Canvas" overlay on the right, which shows a simplified court diagram with a green center and purple side areas. A tooltip indicates: "Clicks are displayed on the court as they are entered."

Below the video is the "pklmart Data Entry Tool" form. It includes sections for "Match Info" (Tournament Name, Year, Game #, Video URL), "Serving Team" (A), "Current Score" (0:0:2), and "Rally Outcomes" (Left Player hit 3rd, Right Player hit 3rd, 3rd Shot Drop, 3rd Shot Drive, 3rd Shot Lob). The "Entered Rally Info" section contains checkboxes for "Serving Team Switch", "Returning Team Switch", "Left Player hit 3rd", "Right Player hit 3rd", "3rd Shot Drop", "3rd Shot Drive", and "3rd Shot Lob". A "Reset Rally Info" button is also present. The "Rally Won" section shows "Rally Won" for "Irina Tereschenko" and "Lucy Kovalova". The "Court Transparency" section shows a slider from 1 to 10. The "Skill Level" is set to "Pro". The "DET User (Optional)" is "aspancake". A tooltip points to the "Reset Rally Info" button, stating: "Messed up? Use this button to clear values and try again."

Another tooltip points to the "Entered Rally Info" section, stating: "Information is populated as clicks/keystrokes are made."

8. Enter the rally by selecting one of the rally outcomes. If a player ended the rally with a winner or error, select that first! Then proceed to hit one of the “Rally Won” buttons.

Rally Outcomes	
Irina Tereschenko:	Lucy Kovalova:
<input type="text"/>	Error <input type="text"/>
Catherine Parenteau:	Jesse Irvine:
<input type="text"/>	<input type="text"/>
<b>Rally Won</b> Irina Tereschenko Catherine Parenteau	<b>Rally Won</b> Lucy Kovalova Jesse Irvine
Timeout	Timeout

Note that while there is ambiguity around what constitutes a winner, an error, or an unforced error, at the end of the day it is up to *you* to decide! More guidance to come in the future.

Note that if a team takes a timeout, there is a button for that!

If you enter a rally, and later realize you made a mistake, don't fret. Use the “Undo last entry” button to move back in time.

Undo last entry

9. Once you have finished the game, hit “Submit Game”.

This will produce three .CSV files containing all the data you entered. Files will be located in the same folder where you launched the program from.

While you can analyze the output yourself, but also send over the output to be loaded into the pkImart! From here I am more than happy to produce statistics and visualizations, just ask. 😊

[pkImart.analytics@gmail.com](mailto:pkImart.analytics@gmail.com)