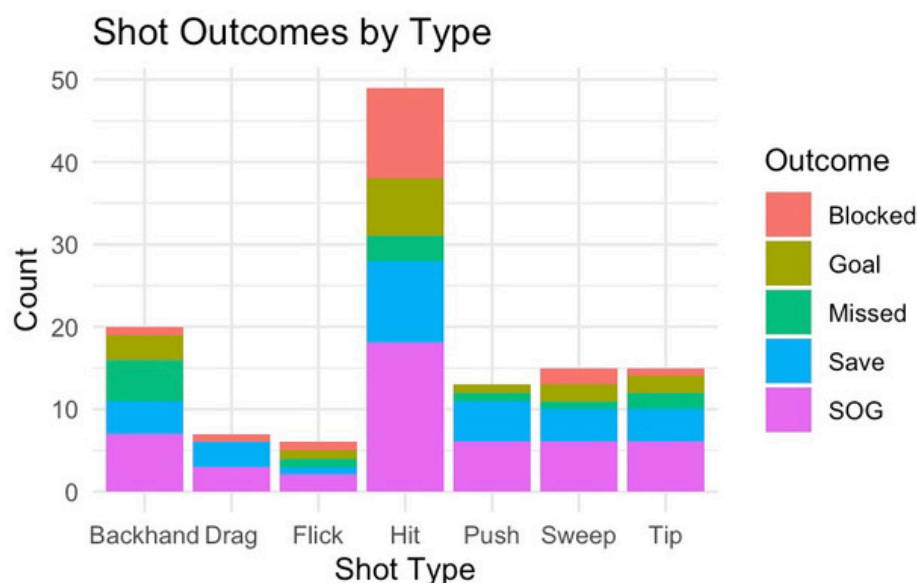


Shot Types and Success Rates

Outcome summary for each shot type:

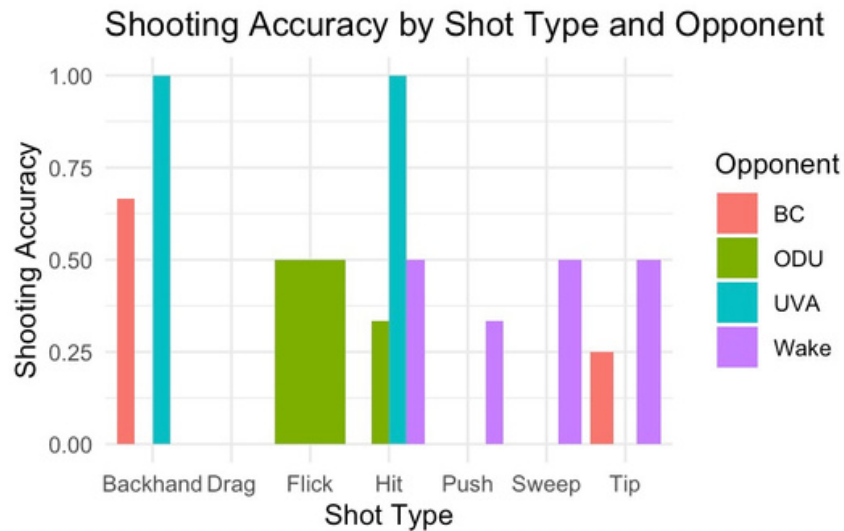
| Shot.Type | Total_Shots | SOG | Goals | Missed | Blocked | Saved | Goal_Rate |
|-----------|-------------|-----|-------|--------|---------|-------|-----------|
| Backhand | 13 | 7 | 3 | 5 | 1 | 4 | 0.2307692 |
| Drag | 4 | 3 | 0 | 0 | 1 | 3 | 0.0000000 |
| Flick | 4 | 2 | 1 | 1 | 1 | 1 | 0.2500000 |
| Hit | 31 | 18 | 7 | 3 | 11 | 10 | 0.2258065 |
| Push | 7 | 6 | 1 | 1 | 0 | 5 | 0.1428571 |
| Sweep | 9 | 6 | 2 | 1 | 2 | 4 | 0.2222222 |
| Tip | 9 | 6 | 2 | 2 | 1 | 4 | 0.2222222 |

UNC's shot effectiveness shows the Backhand at 23.08% (13 attempts), the Hit at 22.58% (31 attempts), and the Flick at 25% (4 attempts). The Sweep and Tip both have 22.22% success (9 attempts each), while the Push is at 14.29% (7 attempts) and the Drag is ineffective at 0% (4 attempts). Hits tend to be their most commonly blocked shot, especially on corners, while their backhands have a high success rate and are capitalized upon because they are often taken in open space.



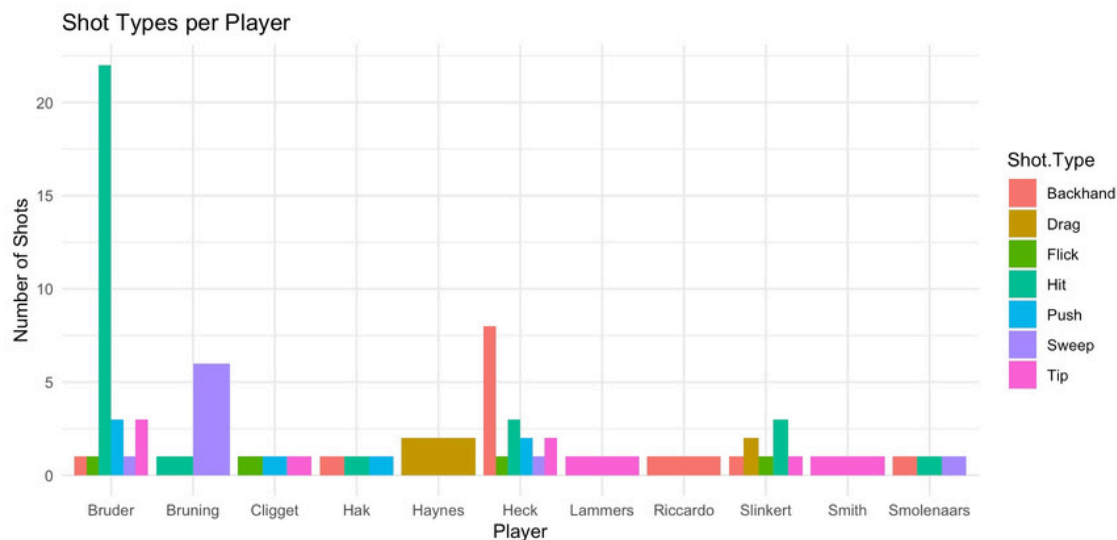
While UNC's shots comprise mostly of hits, these shots contribute significantly to their blocked shots total. Conversely, this shot type comprises a large portion of UNC's shots on goals and subsequent goals. It's Important to either be in a position to block this shot type, or limit opportunities for them to shoot in open lanes.

Additionally, backhand shots comprise a lot of their goals and shot on goals, but opponents have not had much success blocking this shot type. It is Important to limit their opportunities in space to open up to shoot backhand and instead force them toward sharper angles.

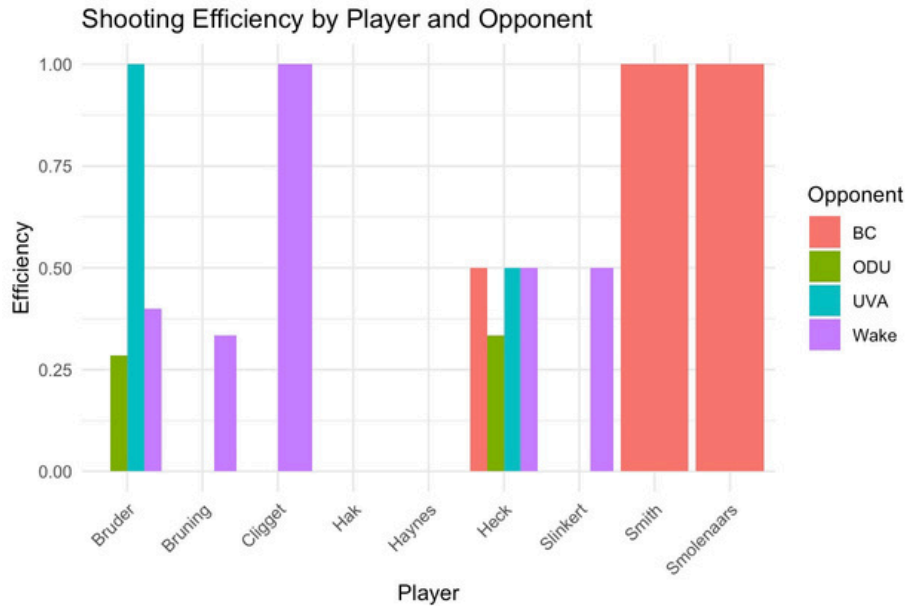


In their recent games, UNC's shot accuracy has varied significantly across different shot types. Their Backhand shows a decent success rate of 66.67% in one match, but other shot types like Hits and Pushes have struggled, recording 0% accuracy in multiple instances. Overall, while they demonstrated effectiveness in certain areas, their inconsistency, particularly with shots like the Drag and Push, could be advantageous for us to exploit, while limiting their backhand and hit opportunities.

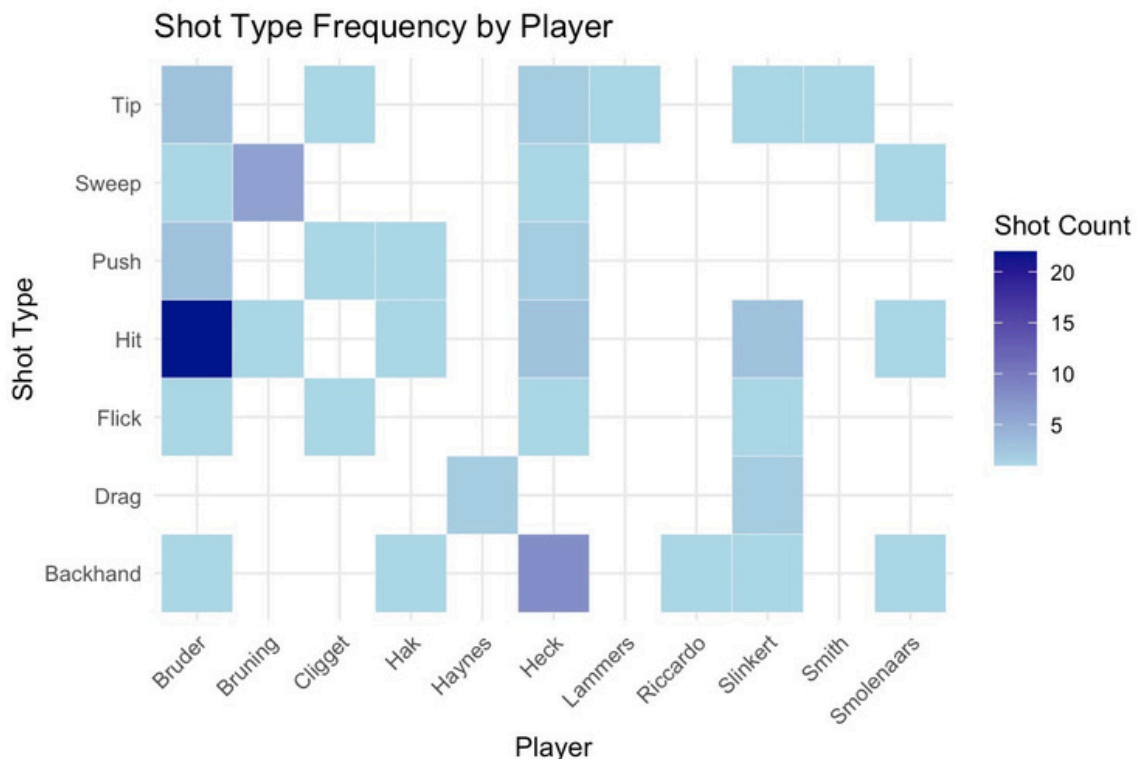
Player-Specific Insights



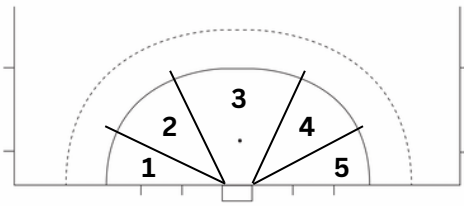
Bruder has a strong presence in the Hit category with 22 attempts but only 2 successful shots, indicating a low effectiveness. Heck's Backhand shows better performance with 3 successful shots out of 8 attempts. Overall, while some players demonstrate potential through sheer shot volume, the inconsistency in shot success, particularly for Bruder and Heck, may provide opportunities for us to capitalize on their weaknesses.



The recent shot data for the players indicates mixed effectiveness, particularly for Bruder, who has varied performances: she scored 3 out of 3 in one game but has 0% success in several others, including 5 attempts in another match. Heck has a moderate success rate of 50% with 2 successful shots out of 4 attempts but struggles overall, with many players like Bruning and Slinkert showing low effectiveness with multiple 0% performances. Inconsistencies in shot accuracy across the team could be key opportunities for exploitation.



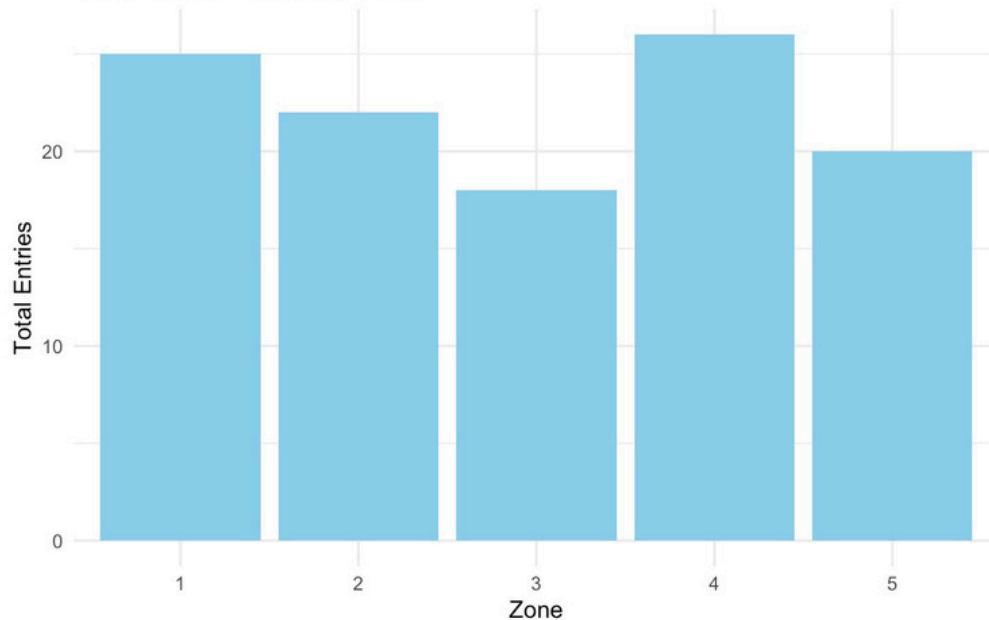
The above heat map tracks each player's frequency of shot use across all 4 games with darker colors indicating more shot attempts.



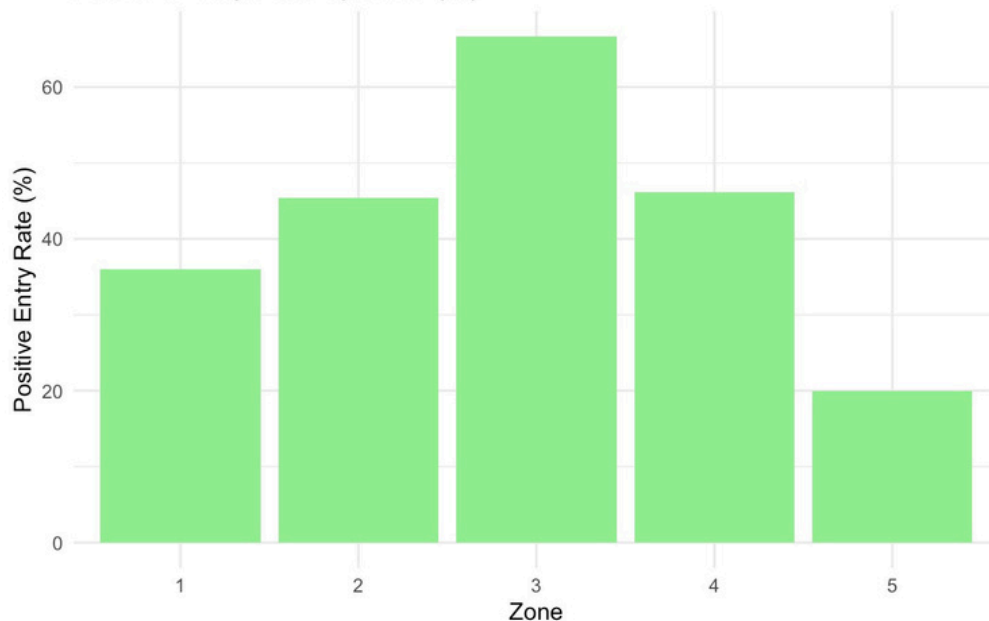
NOTE: Zones below are defined for simplicity in terms of circle entry area, refer to this diagram for zone areas

Zone-Based Performance Analysis of UNC's Circle Entries

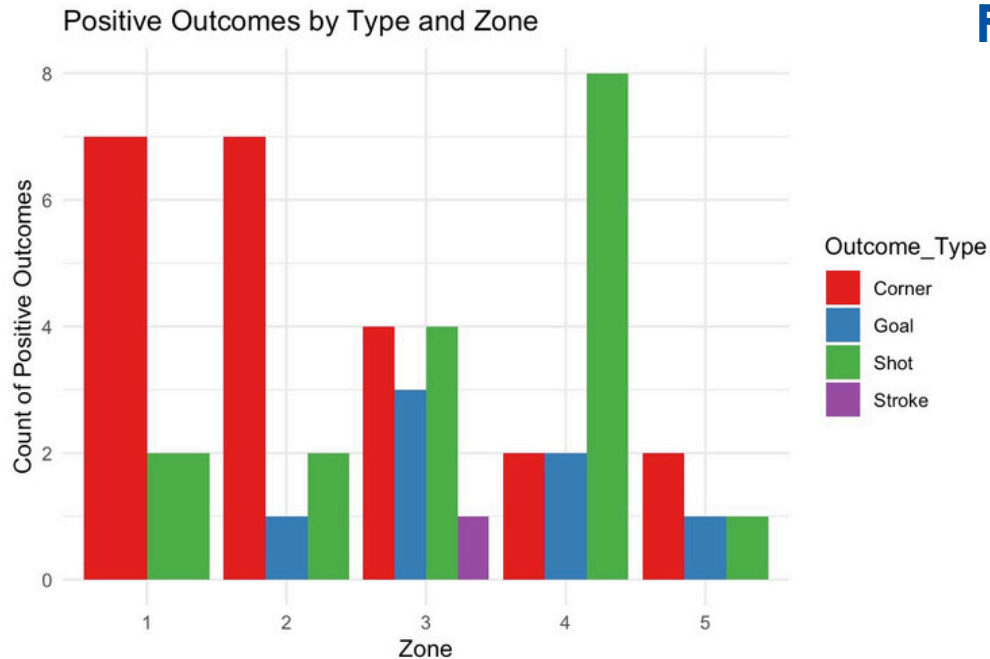
Total Circle Entries by Zone



Positive Entry Rate by Zone (%)

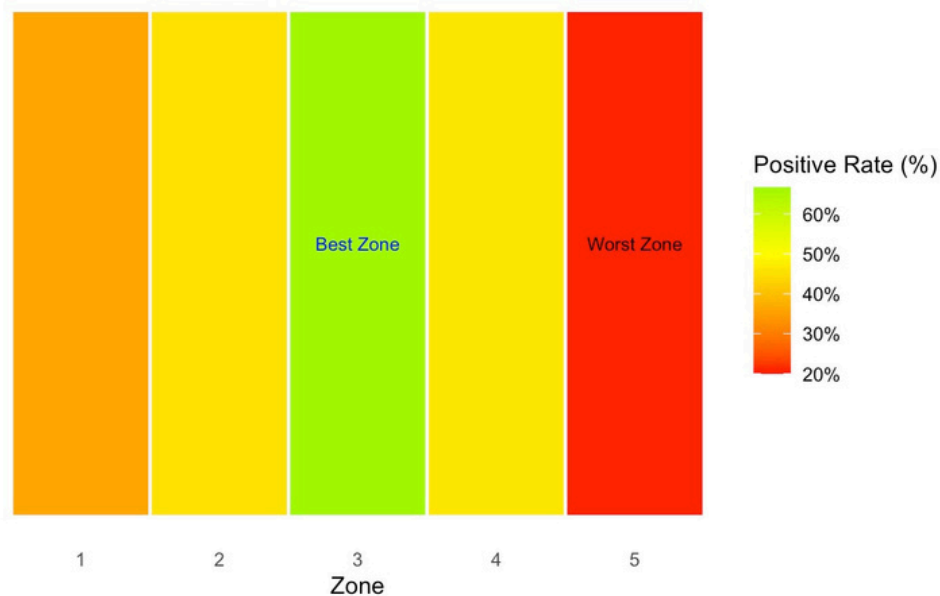


Zone 3's high positive entry rate (65%) suggests it's a prime target for UNC, likely offering better scoring opportunities, while the lower rates in Zones 1 (37%) and 5 (20%) indicate areas where they struggle to capitalize. Focusing defensive pressure in Zone 3 while exploiting weaknesses in Zones 1 and 5 could disrupt their scoring patterns effectively.



Zone 3 stands out for generating a diverse range of positive outcomes, including the highest number of goals (3) and multiple corners, shots, and even a stroke, making it a key offensive area for UNC. Meanwhile, Zone 1 produces mostly corners, suggesting it's an entry point for setting up plays rather than direct scoring opportunities. To improve defensive chances, we should prioritize reinforcing Zone 3, where UNC has the highest positive outcomes, including goals and varied attack types. Applying intense pressure in this zone, disrupting play setups in Zone 1 to prevent corners, and strategically defending Zone 4 against shots could significantly limit UNC's scoring opportunities and force them into their weaker zones (like Zone 5), where they struggle to convert entries into positive outcomes.

Performance Heatmap by Zone with Best and Worst Zones



Zone 3 emerges as UNC's strongest area, with a high success rate of 67%, indicating they're able to convert entries into positive outcomes frequently. Zones 4 and 2 also show moderate success rates (46% and 45%), suggesting that UNC can leverage these areas for scoring opportunities. To counter this, we should reinforce defensive pressure in Zones 3 and 4 to disrupt key plays, while guiding UNC's play toward Zone 5, where they struggle significantly with only a 20% success rate.