AO Data Slam 2023

* Hackathon Data Dictionary
* All points were played at past Australian Opens.
* Note: Data has not been standardized to one side of the court.

| **Variable** | **Description** | **Value Range** |
| --- | --- | --- |
| gender | Specifies if the serve belongs to a men’s or women’s match | men, women |
| match\_id | A unique identifier for the match | Character |
| server\_id | A unique identifier for the player serving | Character |
| receiver\_id | A unique identifier for the player receiving | Character |
| server\_score | The server’s score when the serve is hit | 0, 15, 30, 45, Ad. In a tiebreak this can be an integer from 0….n |
| receiver\_score | The receiver’s score when the serve is hit | 0, 15, 30, 45, Ad. In a tiebreak this can be an integer from 0….n |
| set\_number | The set number within the match | For men this can be an integer from 1 to 5 and for women this can be an integer between 1 and 3 |
| game\_number | The game number within the set | This can be an integer from 1 to 13 |
| point | The point number within the game. | This can be an integer from 1 to n |
| court\_side | A string indicating which side of the court the serve originated from | Deuce, Ad |
| serve | A number indicating whether the point was played on a first or second serve. | 1 = First  2 = Second |
| in\_play | Logical indicator of whether serve landed in-play | TRUE, FALSE |
| in\_net | Logical indicator of whether serve was hit into the net | TRUE, FALSE |
| receiver\_position\_x | Distance of the receiving player from the net when the serve impacts the serve | Distance in m |
| outcome | A character indicating the serve or point outcome.  Fault – a serve not in play Ace – a serve winner where the opponent didn’t make contact Winner – this can be a serve winner, or winner when the rally extends beyond the serve  forced\_error – error caused by an opponent’s shot  unforced\_error – error caused by the player hitting the shot (errors on serve will be classified as faults not unforced\_errors). | ace, fault, forced\_error, unforced\_error, winner |
| point\_winner | A unique identifier for the player who won the point | Character |
| server\_handedness | Handedness of Server | Right/Left |
| receiver\_handedness | Handedness of Receiver | Right/Left |
| zone | Landing zone of the serve | Six landing zones labelled by an integer (0-5)  -1 represents an unclassified serve zone (Fault) |