

Jannik Sinner — Insights Report

Carlos Alcaraz vs Jannik Sinner · Carlos Alcaraz-Jannik Sinner: 6-3 6-7 7-5 6-3
hybrid mode

AI Analysis

Why the subject won or lost (Q7)

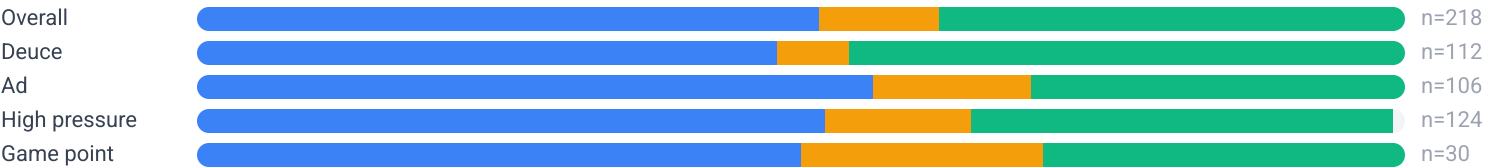
- Jannik Sinner lost to Carlos Alcaraz because he finished **15** points behind overall: 181–196^{**}. His first serve was reasonably effective—**64%** of first-serve points won (78/122)^{**}—but this was undermined by second-serve vulnerability and missed opportunities:
- **Second-serve performance:** Sinner won only **43%** of second-serve points (42/97)^{**} and hit **13** double faults^{**}. This gave Alcaraz a consistent opportunity to attack points when Sinner’s first serve was not effective.
 - **Break-point conversion:** Sinner created **25** break points but converted only 6 (24%)^{**}. In a match decided by a 15-point margin, failing to finish **19** break-point chances^{**} was a major loss of scoreboard value.
 - **Error management:** Sinner recorded **67** unforced errors^{**}. His first-serve points won and overall shot production were not enough to offset this level of self-inflicted loss.
 - **Clutch performance:** He won **97** of 196 high-pressure points (49%)^{**}, narrowly losing the pressure-point battle **97–99**^{**}. His high-pressure first-serve-in rate was **58%** (73/125)^{**}, while his under-pressure unforced-error rate was **32%**^{**}, compared with **34%** overall^{**}. This indicates that pressure execution was close to neutral, but not strong enough to compensate for the second-serve and break-point deficits.
 - **Match consistency:** The performance was classified as **streaky**^{**}, with a time-series mean point differential of **–1.2**^{**} and variance of **20.2**^{**} across sufficient buckets. Sinner produced strong stretches—for example, **+4** in G19^{**} and **+2** in G20^{**}—but also had major negative swings, including **–13** in G21^{**}.

Recommendations (Q8)

- **Build a more reliable second-serve plus-one pattern.** Sinner won only **43%** of second-serve points (42/97)^{**} and served **13** double faults^{**}. Train second-serve-plus-one sequences that make the first ball after the serve more neutral or assertive, with the stated performance target of raising second-serve points won above **50%**^{**}.
- **Train break-point conversion and point finishing.** Sinner converted just **6** of 25 break points (24%)^{**}. Use pressure-based return drills, particularly against second serves, requiring a clear return target and a defined first attacking ball. Track conversion rather than merely break-point creation.
- **Reduce unforced-error volume under competitive conditions.** The match included **67** unforced errors^{**}. Use live-ball error-management sets in which the objective is to reduce low-percentage misses while preserving Sinner’s attacking forehand, followed by review of the error count and point outcome.
- **Stabilize performance between momentum swings.** The match was classified as **streaky**^{**}, with **20.2** variance^{**} in the per-bucket point differential. Practice between-point routines and fixed tactical reset rules after consecutive lost points, then evaluate whether negative point-differential runs become shorter and less severe.

1 · Serve Patterns

First serve





Serve sequences (W/B/T by point):

1st · Deuce: WTWTWWTTTTWBTTWTWwBwBTWTTTBTTTWTTWTWwTTTTTWWWWTTTTTWWWWTWTWTWTTTWBwWTWTTWTWwTTTTTWWBwWTTWBWTTTTWTWwT

1st · Ad: BwWWTWBWTBwWwWWTWBWTBBTWTTBWTWwTTWTWwWwWWTWBTWwWWTWTTWwWTWTTBBTBwBwWTTTWWWWWWTTWBWTTTTWwWTBTBwWw

2nd · Deuce: BBTBBwBBwBBTWBBBwWBBBBBBBwBBBBBBBTTBwBwWBBBBBBBBBBB

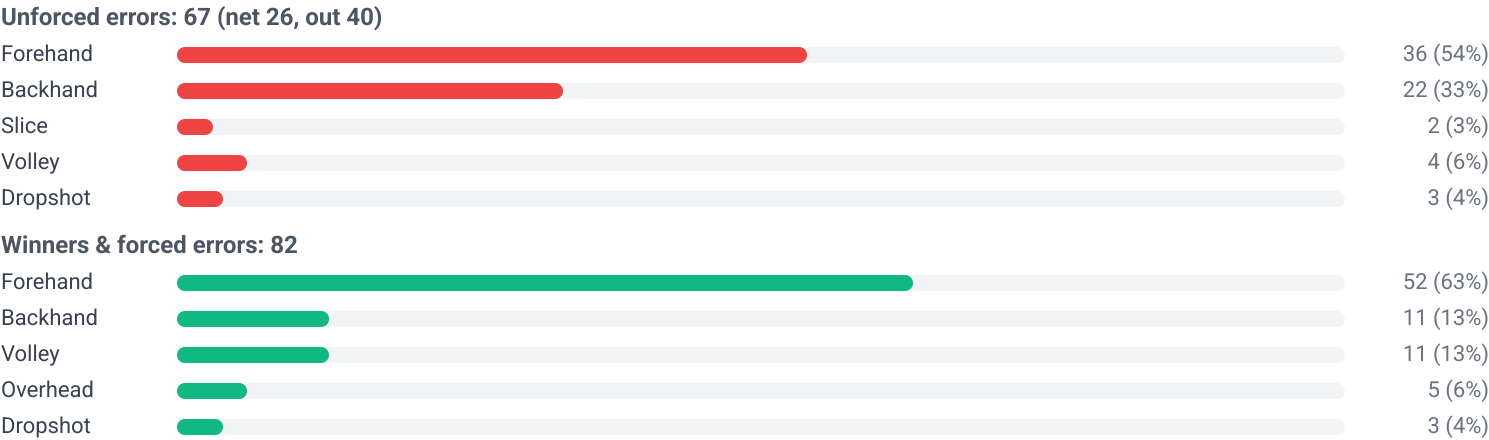
2nd · Ad: WwBBBBBBBwBBBBBBBwBBBBBBBwBBBwBBBBBBBBBBwB

2 · Serve Strengths & Weaknesses

1st serve in	56% (122/219)
1st serve won	64% (78/122)
2nd serve won	43% (42/97)
Aces	9
Double faults	13
Unreturnable serves	35
Fault tendency	mostly out (40 net / 57 out)

▼ Weak second-serve win rate. 43% won on 2nd serve (42/97)

3 · Baseline Strengths & Weaknesses



▲ Forehand is the bigger weapon. 52 forehand vs 11 backhand winners/forced errors

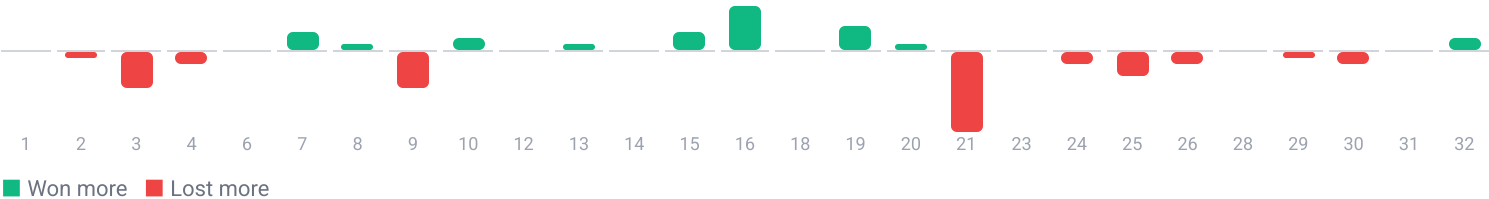
4 · Net Game

Net points played	33
Net points won	17/33 (52% (17/33))

Volley (won / UE)	11 / 4
Overhead (won / UE)	5 / 0

Neutral at net. 17/33 net points won (52%)

5 · Momentum & Consistency



Streaky — performance swung between stretches. Mean point differential -1.2/bucket, variance 20.2.

• Better stretch — unforced errors fell from 5 to 3.9 per bucket.

6 · Clutch Performance

High-pressure points won	97/196 (49% (97/196))
HP on serve / return	125 / 71
HP first serve in	58% (73/125)
Unforced-error rate	32% under pressure vs 34% overall
Break points	6/25 (24% (6/25))
Game points	19/31 (61% (19/31))

• Wasted break-point chances. 6/25 break points (24%)

7 · Why the subject won or lost

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8 · Recommendations

SERVE

Second-serve plus-one drills: practice the 2nd-serve → first-ball pattern so the +1 neutralizes returns; raise 2nd-serve win % above 50%.
↳ 43% won on 2nd serve (42/97)

MENTAL / TACTICAL

Return-game finishing: break-point conversion is low — drill aggressive return positioning on 2nd serves to convert chances.
↳ 6/25 break points (24%)

CONSISTENCY

Reduce performance swings: the match had streaky stretches — work on between-point routine and steady tactical selection to avoid droughts.
↳ Streaky — performance swung between stretches