

Playtomic Coach

Becoming a certified coach from Playtomic

PLAYTOMIC



Agenda

1

Main knowledge

- Playtomic Level
- Open Matches

2

Becoming a Playtomic Coach

- Level in detail 0-5
- Process inside the court
- Maximum reachable level
- Uploading info to Playtomic

3

Test to get certification

MAIN KNOWLEDGE

The image features a dark, textured background that resembles a tennis court surface. A light blue vertical bar is positioned on the left side. In the center, a tennis ball is shown with a soft shadow beneath it. A large, light blue diagonal line runs from the top right towards the bottom right. The text 'MAIN KNOWLEDGE' is written in a bold, white, sans-serif font, with 'MAIN' on the first line and 'KNOWLEDGE' on the second line, partially overlapping the blue bar and the court background.



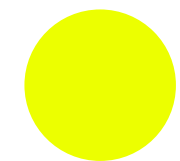
PLAYTOMIC LEVEL

LEVELED COMMUNITY

OPEN MATCHES

PLAYTOMIC GROUPS

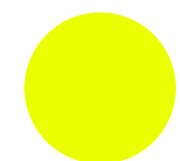
PLAYTOMIC LEVEL EXPLANATION



Level in the app

Once creating a Playtomic profile in the app, the player will have to set up his level by answering a test. This will define the initial worldwide level in the app. The user will need to upload a profile picture in order to complete the process, this is meant for community purposes.

The level scoring is only available for **Padel**, **Tennis** and **Pickleball** and goes from **0 to 7**.



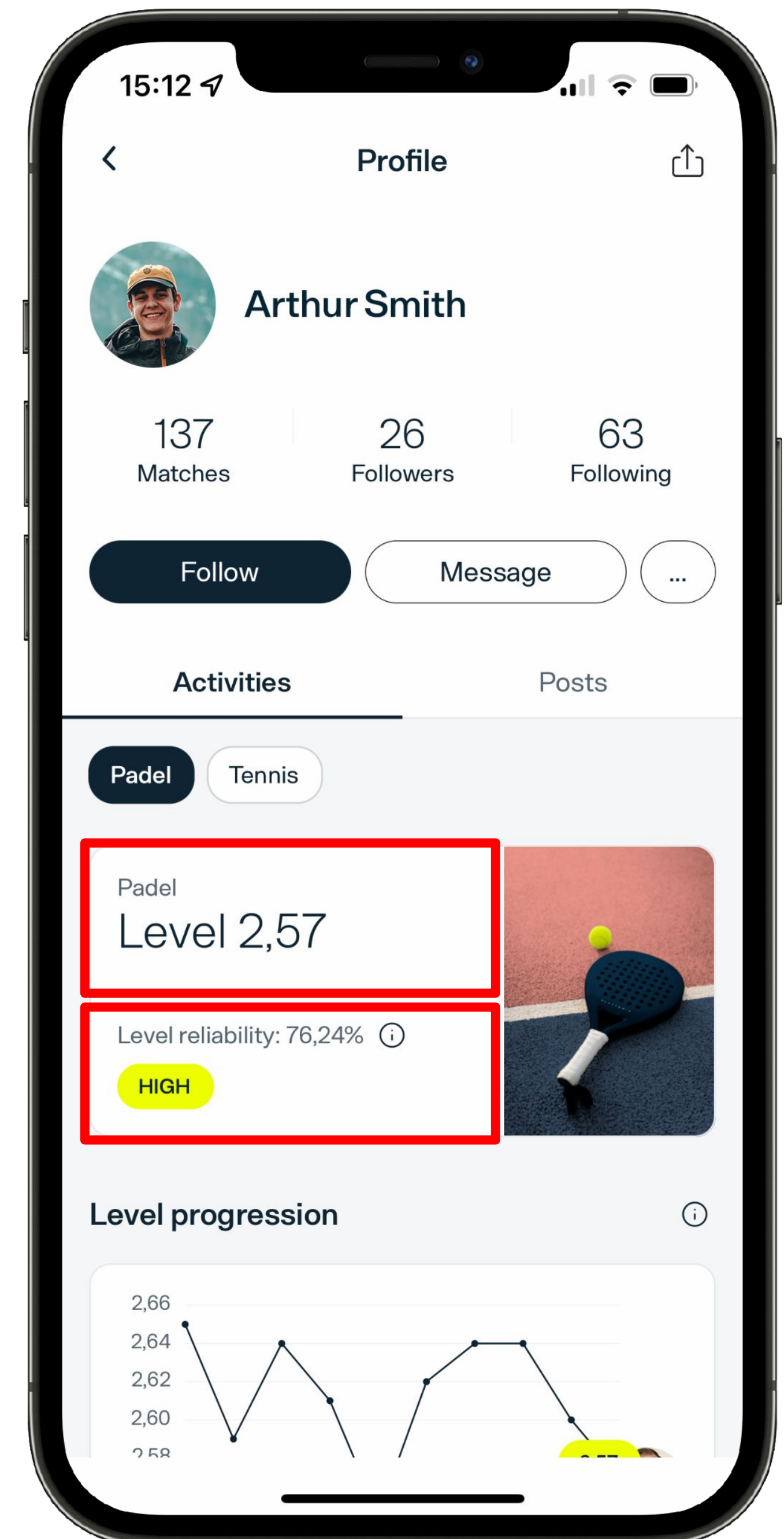
Reliability %

One of the most important factors to understand the changes in the level.

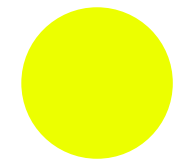
It is how we know if a player's level is accurate.

The reliability of the level will increase thanks to the added results but it will be only changed in competitive matches.

Such as Private Bookings, Open Matches or Playtomic League Matches.



PLAYTOMIC LEVEL EXPLANATION



Level progression

The level can suffer ups and downs depending on the uploaded results, but mostly affected by the player's reliability.



Lower reliability = + more changes



Higher reliability = - less changes

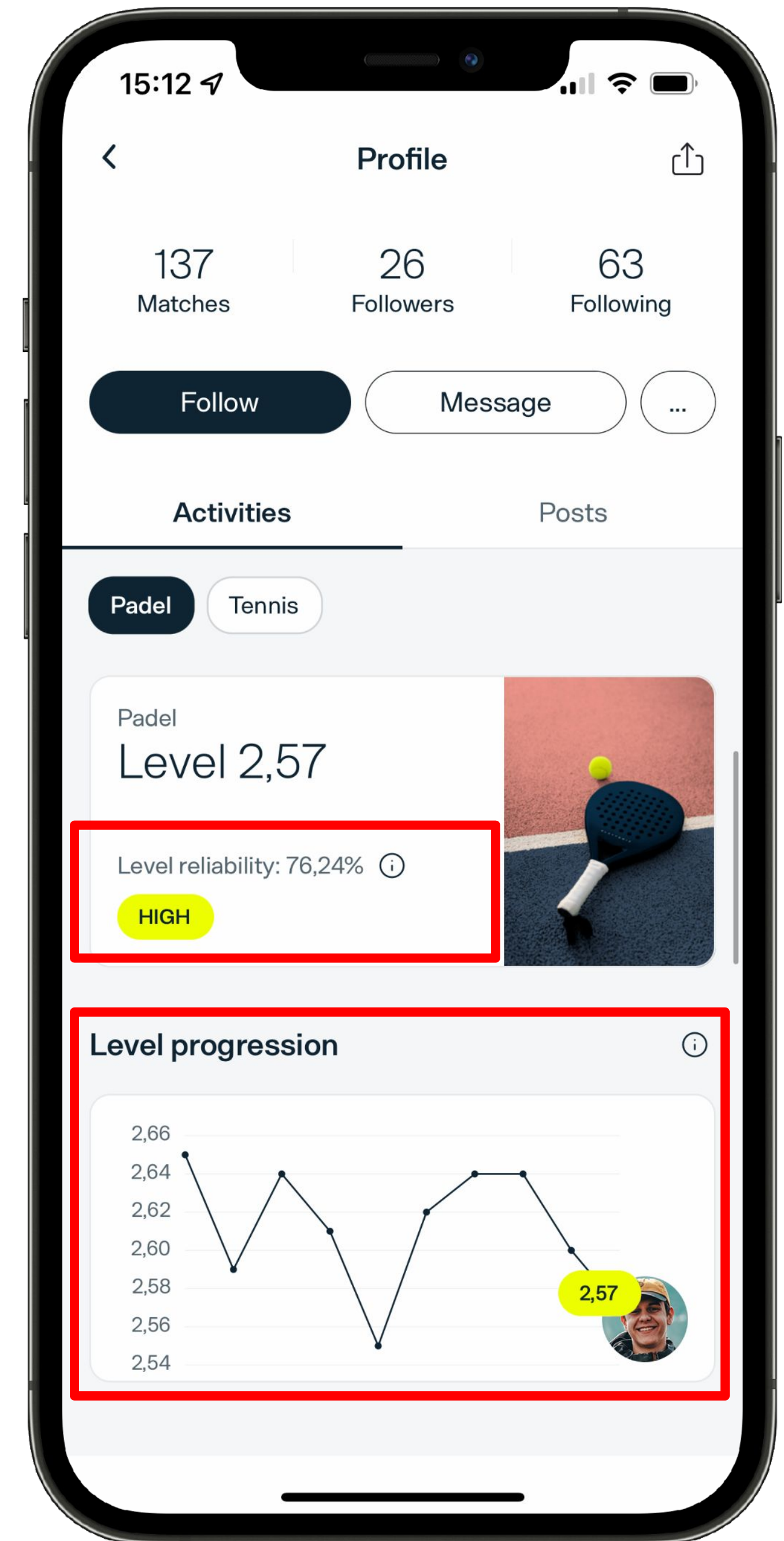


Conclusion

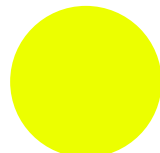
After **uploading the result of a competitive match or booking** and depending on the levels of the players + their reliabilities, the average level per team is also taken in consideration and **our algorithm calculates** how much to add or subtract to each player.



Levels of each players
+
Reliabilities
+
Average team level



PLAYTOMIC LEVEL SCALE



Public Playtomic scale

- Easy to understand and detailed
- Amateurs levels from 0-5.6

Levels 6 and 7 are associate to professional levels

6.0	<p>FOREHAND and BACKHAND: Hard hitting with control, depth and variety of shots, effective on deep lobs, use the forehand to set up the drive to the net. He can use the backhand on aggressive shots with fairly good consistency, good control in direction and depth on most shots. Can return difficult serves with control.</p> <p>ATTACKING STROKES: He can hit with depth and power, he plays difficult volleys, looking for the opponent's weak point. Keeps the pace high when the opponent plays with high speed.</p> <p>WALLS: Good rebounding defense, even on strong balls. Fast "bajadas" both forehand and backhand. Varies the game depending on the opponent, solid teamwork, manages to read the game and finds the opponent's weak point, is less mentally and physically consistent than an elite or professional player.</p>	ADVANCED
7.0	Professional player. Top 30 WPT	ELITE

0	Has never played any racket sports.	INITIATION
0.5	No classes. Less than 6 months playing. No technique or tactics.	INITIATION
1.0	No classes or only few. Less than 12 months playing. No technique or tactics.	INITIATION
1.5	Few classes. A couple of games a month. Rally and return at low speed.	INITIATION INTERMEDIATE
2.0	Few classes. At least 1 year of play. A couple of games a month. Rally and return at low speed.	INITIATION INTERMEDIATE
2.5	Has almost mastered most of the strokes and controls the directions at a normal pace.	INTERMEDIATE
3.0	Dominates most strokes, plays flat and drives the ball. Makes many unforced errors.	INTERMEDIATE
3.5	Dominates most strokes. Can play slice forehand, slice backhand and flat. Can direct the ball correctly. Makes a lot of unforced errors.	INTERMEDIATE
4.0	Masters most strokes. Controls the directions. Is able to play slice forehand, slice backhand or flat and direct the ball. Makes a few unforced errors.	INTERMEDIATE HIGH
4.5	Masters the stroke. Controls the directions. Is able to play slice forehand, slice backhand or flat and direct the ball where wanted. Puts the ball at speed but has difficulties finishing points.	INTERMEDIATE HIGH
5.0	Medium technique and high tactical mindset. Is ready to play matches with good pace.	INTERMEDIATE ADVANCED
5.5	Dominates technical and tactical skills. Prepared to play matches at high pace.	ADVANCED

PLAYTOMIC LEVEL

LEVELED COMMUNITY



OPEN MATCHES

PLAYTOMIC GROUPS

BENEFITS

Challenge new people

Open Matches is a powerful tool that allows players to find new players to play with and challenge them

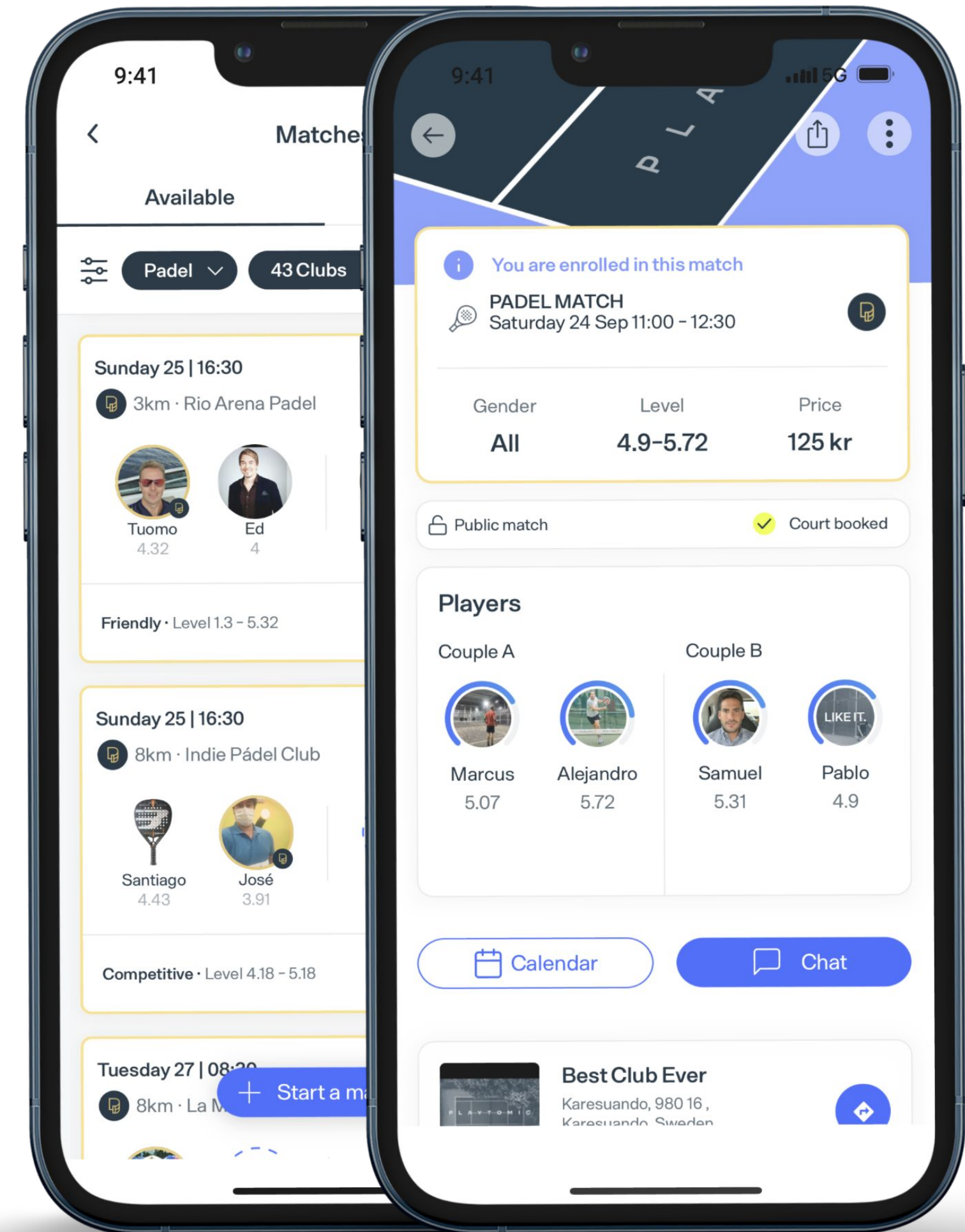
Improve player's level

It helps players to increase their level by playing with new people and break that comfort zone bubble of playing with same friends all the time

Automated system

Playtomic Manager will handle all the hard work automatically.

If you have access to Playtomic Manager, you will be able to contribute to the organization. But we recommend to let players use the app

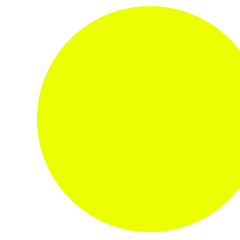


HOW MATCHES WORK

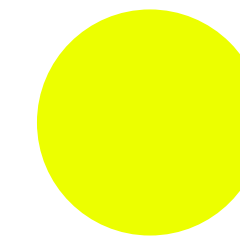
1. Find an available spot on a suitable day and time at a venue near you

2. Choose your type of match:
Competitive or **Friendly**

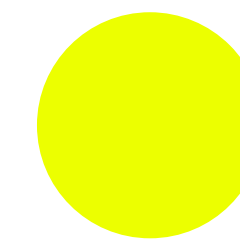
3. Pay your part



The match is now published on the Open Match marketplace in the Playtomic app. Other users of the app can join and you can also easily share the match in other platforms and channels.



The time that the Open Match will **remain active** and available, depends **on how many players have signed up** to participate **and** if there is **available courts** at that venue.



For example, once there are **two players on a match** the court will automatically get booked up to **12 hours before** the match starts; if there is some missing spot in a match, 1h before the match starts it will get canceled and every player will be refunded.

BASIC RULES

Court booked when...

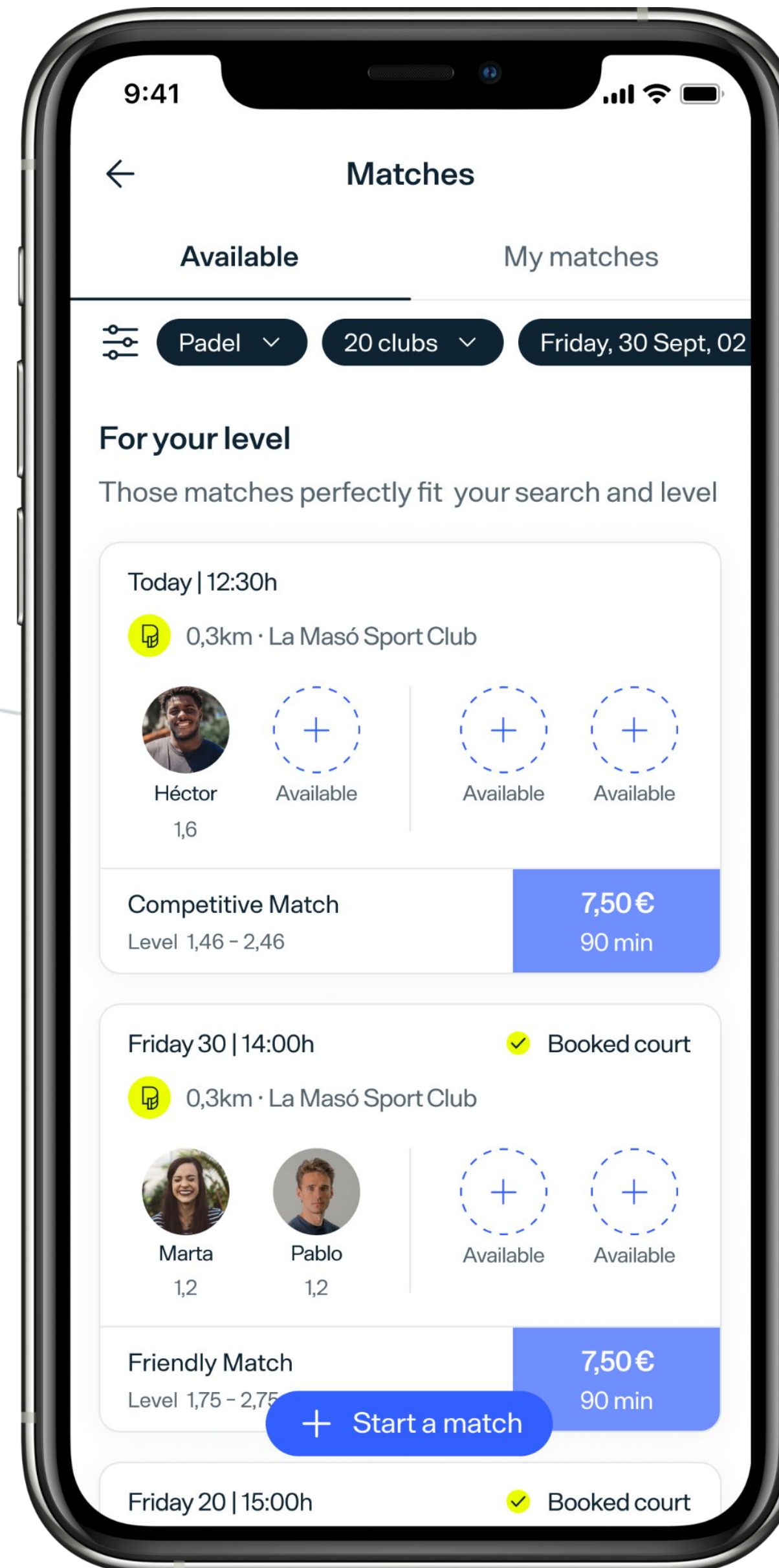
1 player - *NO Reservation

*Unless the player is a Playtomic Premium user

2 players - Reservation

in venue's occupancy until **12h** before the match starts.

* If there is no 3rd player before those 12h, reservation will be removed but the match will remain active in app for players until 1h before match starts.



Active match in app for players

1 player - Match auto cancelled

1h before match starting time or **no court available**

2 players - Match auto cancelled

1h before match starting time or **no court available**

BASIC RULES

Court booked when...

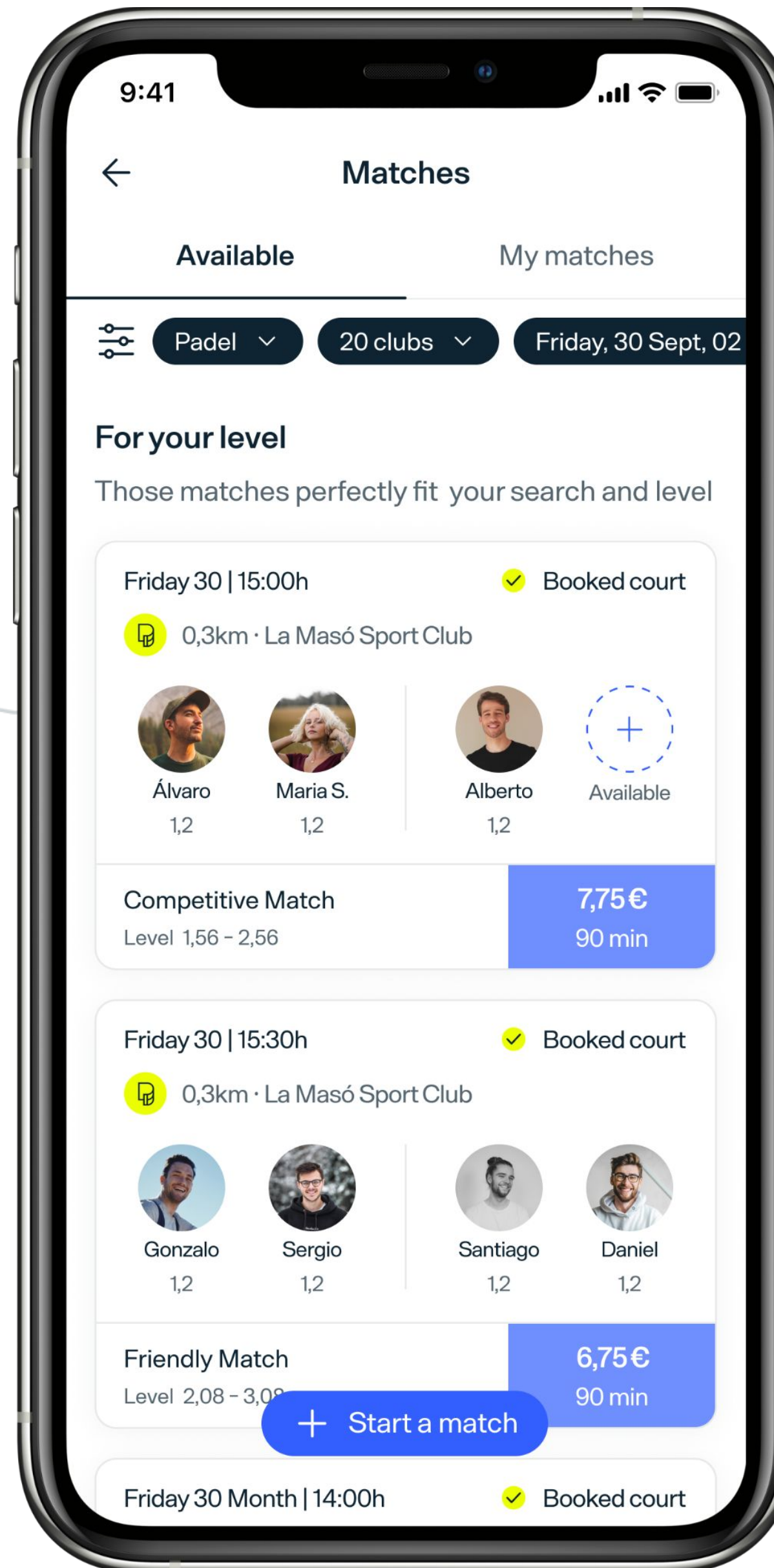
3 players - **Reservation**

in venue's occupancy until **4h** before match starts.

* If there is no 4th player before those 4h, reservation will be cancelled but open match will remain active in app for players until 1h before match starts.

4 players

COURT BOOKED! ✓



Active match in app for players

3 players - Match auto cancelled

1h before match starting time or **no court available**

4 players

🎉 **MATCH CONFIRMED!** 🎉

The background of the image is a dark, textured surface, likely a basketball court floor. A basketball is visible in the center, slightly to the left, with a long, dark shadow cast to its right. A light-colored diagonal line, possibly a court boundary, runs from the top right towards the bottom right. The left side of the image is a solid blue vertical band.

BECOMING A PLAYTOMIC COACH



LEVEL IN DETAIL 0-5

HOW TO CREATE ACTIVITY IN PM

PROCESS INSIDE THE COURT

MAXIMUM REACHABLE LEVEL

UPLOADING INFO TO

PLAYTOMIC

INITIATION - LEVEL 0 to 1

Players without or with little experience in racket sports, and little aptitude or faculty playing.

This level is mainly consider for those that we think need to start with very basic lessons and be introduced to padel or sport.

INITIATION - LEVEL 1

Players who have just started playing padel and are in the learning stage.

In their game they find difficulties with walls and do not distinguish between the attack and defense phase.

INITIATION INTERMEDIATE - LEVEL 2

Players who are beginning to become familiar with the racket sport, but without mastering it.

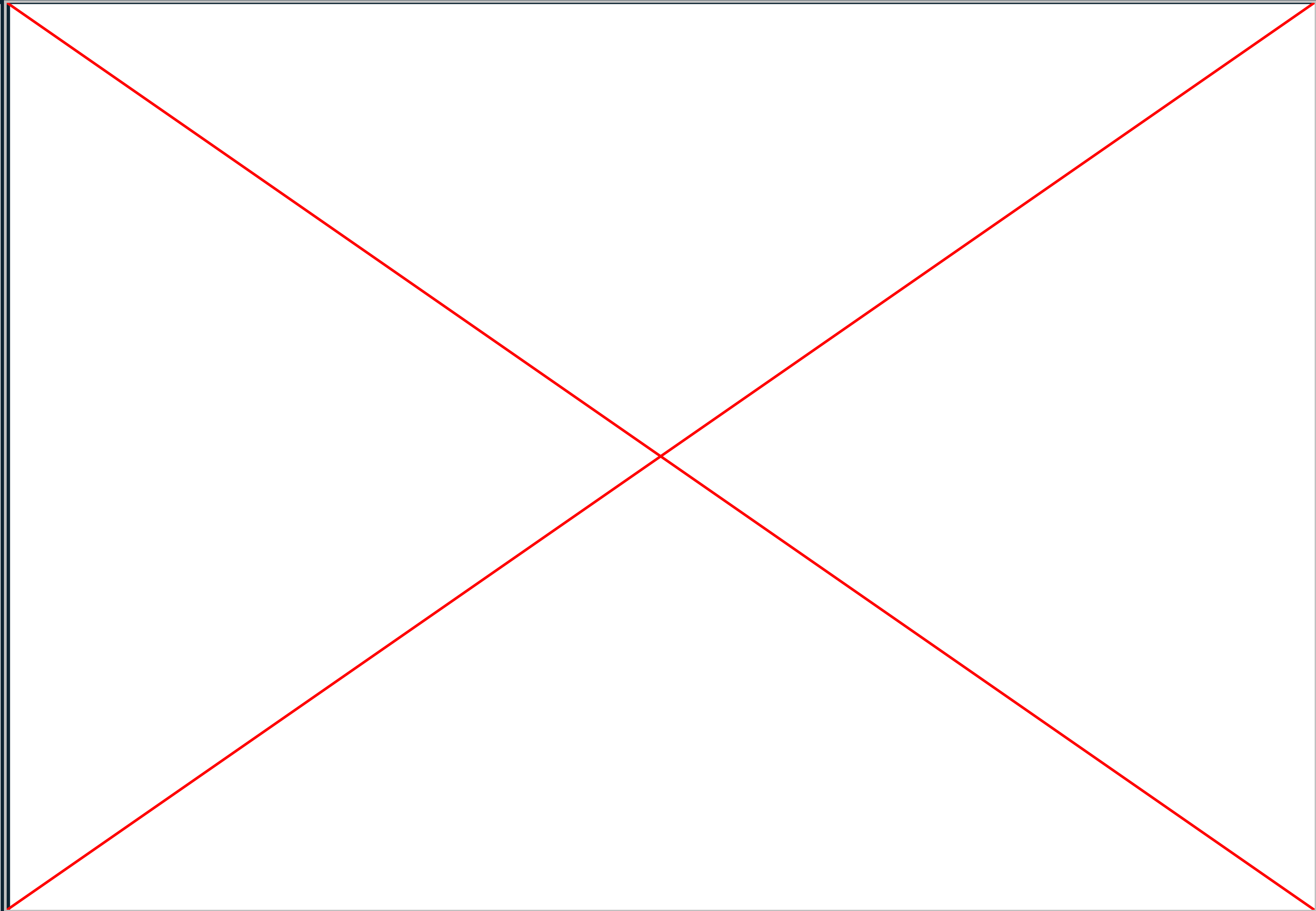
They avoid going to the net and feel safe in the baseline, although they continue to make unforced errors in that area, especially in the return of the rival serve.

They begin to feel more comfortable with the walls.

INTERMEDIATE HIGH - LEVEL 3

Players with more padel coordinated movements, where the use of walls begins to be an important part of their game.

Greater comfort and use of the net area. Their style of play is beginning to take shape, but they still make some mistakes in execution, tactical positioning and ball reading.



INTERMEDIATE ADVANCED - LEVEL 4

Players who have a good domain of the fundamentals of padel and use the walls regularly.

They distinguish the attack and defense phase well, although they occasionally make mistakes in their choices.

They correctly identify in most cases when to be aggressive. **Correct reading of the ball, without taking the greatest possible advantage.**

The level of unforced errors is greatly reduced. But still there.



INTERMEDIATE ADVANCED - LEVEL 5

Players who carry out attack-defense transitions with total effectiveness.

They dominate the game situation, detecting the rival's weak points, being able to adapt to different phases of the match.

They anticipate the reading of the ball, being in an advantageous position for the next hit.

They know their strengths perfectly, applying them at the right times.

ADVANCED/ELITE - LEVEL 6-7



LEVEL IN DETAIL 0-5

HOW TO CREATE ACTIVITY IN PM

 RECOMMENDED PROCESS

INSIDE THE COURT

MAXIMUM REACHABLE LEVEL

UPLOADING INFO TO

Leveling Evaluation



1 coach



1 court



1 hour



3 players



Leveling Evaluation

In this situation we will have three players on court, where the coach will check every player's skill in detail.

You as coach will have a template for your mobile, where you can gather emails, set the tentative levels, add specific values after the match.



1 coach



1 court



1 hour



3 players

Leveling Evaluation

- 1** Focus on all strokes, making a 360 test for every player.
That will convert into the so called **tentative level**.
- 2** Play a match, where the intention is to play with every player.
That's how we will be able to confirm the level of the user by playing some points as teammate and opponent. Always having in mind Playtomic Level Scale.



1 coach



1 court



1 hour



3 players



Leveling Evaluation



During the match, we can also suggest different situations to challenge players and check skills.

F.e: team 1 starts serving with 0-30 or directly from a specific stroke we want to confirm in a player.



When time's over, we **MUST** explain every final level and why, mentioning how Open Matches will affect positively their level improvement.



1 coach



1 court



1 hour



3 players



Pro tip:

This isn't a lesson/training. First thing, try to explain to players they are about to confirm their level in the app. Probably they won't learn something new. And be ready because some people won't be happy with the new level they are about to get.

Leveling Evaluation

Coach template PDF



Download ADOBE ACROBAT READER App
For FREE - you don't need to log in.
Then open the template with the app

 **LEVELING EVALUATION**

Date:

Coach:

Time:

Court:

Complete the basic information


1

- . Introduction
- . Gather email as enrolled in the app
- . Mention Playtomic Group and add them
- . Explaining the evaluation process

Once with players on court,
gather their name and emails.



REMEMBER!
Same email they use in Playtomic and
they used to join the session

 **LEVELING EVALUATION**

Date:

Coach:

Time:

Court:

1

- . Introduction
- . Gather email as enrolled in the app
- . Mention Playtomic Group and add them
- . Explaining the evaluation process

Name and surname

P1

P2

P3

Email in the app

P1

P2

P3

2

Evaluation 250 are to be done to players

Leveling Evaluation

Coach template PDF

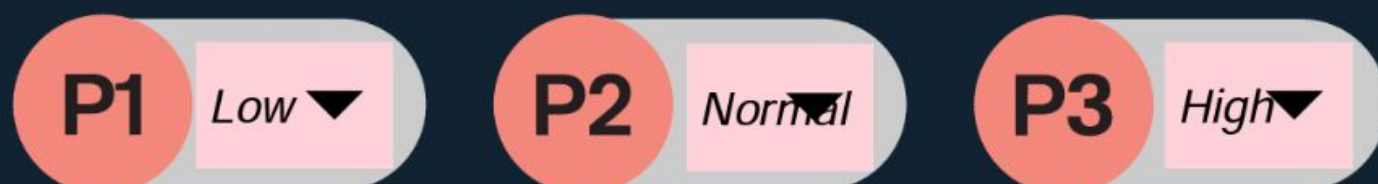
2 . Evaluation 360 one by one to players

Tentative Level



Complete tentative level based on Playtomic Levels after evaluation 360 to all players

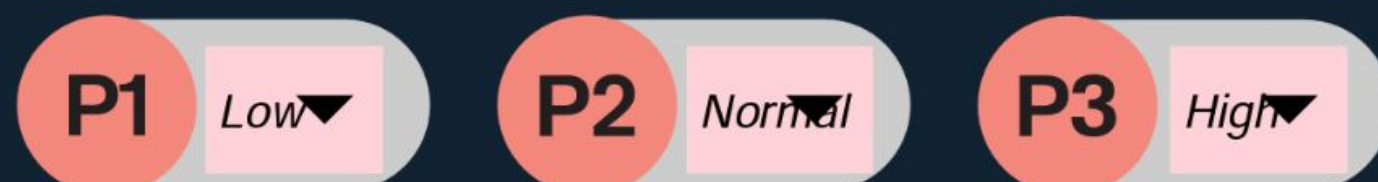
Focus



Competitiveness



Condition



After the match:

- Add (0.2), subtract (-0.2) or not (0) to each player's tentative level based on their performance

Focus

- Get distracted easily?
- Too many unforced errors with easy balls?

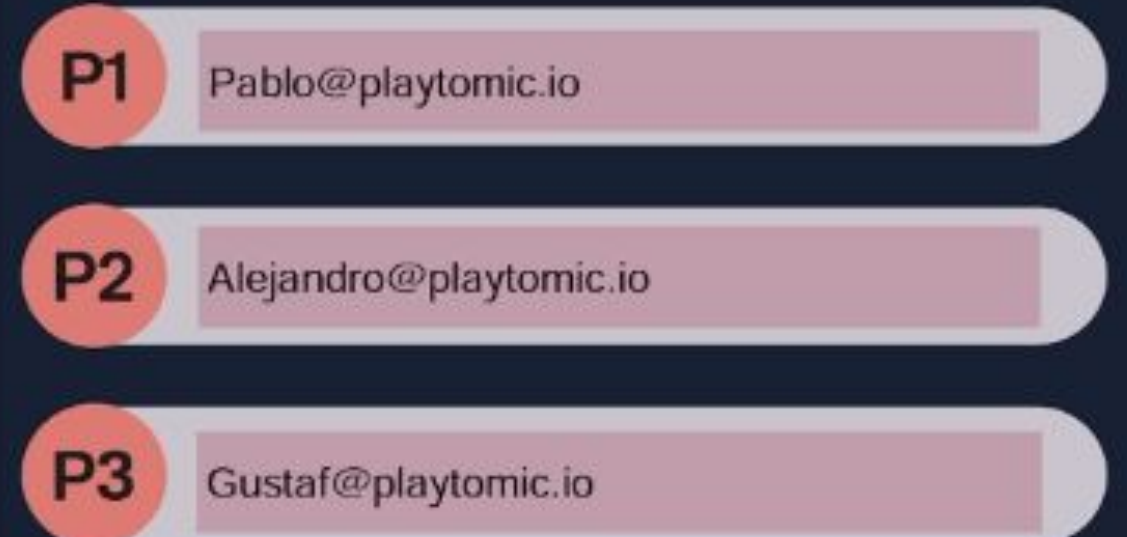
Competitiveness

- Eager to win the point?
- Chooses the stroke correctly at the right time?

Condition

- Moving feet constantly?
- Good footwork during difficult situations?

Email in the app



2 . Evaluation 360 one by one to players

Tentative Level

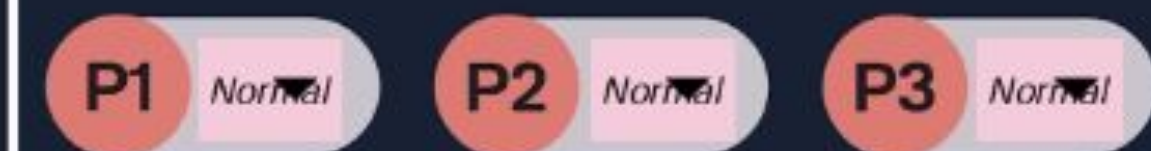


3 . Match - Play with all 3 players as partner Testing how they play difficult balls and how they communicate as team

Focus



Competitiveness



Leveling Evaluation

Coach template PDF

PLAYTOMIC

4

. Explaining final level and when will be updated

. How to increase level with Open Matches

Final result

P1

1.60

P2

3.20

P3

1.60

"A Coach must never forget that he is a leader and not merely a person with authority"

At the end of the activity, we only have to gather people again, tell and explain them why they got this final result.

You don't need to show the values you have added or extracted to each player. Those are your personal notes as coach.

FAQ! The player is not happy with the final result.

- It can happen based on their previous experience in Playtomic. Few matches, low reliability and big changes, only playing with family or friends that have lower level can also increase too much the real level. You need to explain that this is meant to meet people within the same level globally and they can keep increasing their level playing OPEN MATCHES and challenging new people.

Email in the app

P1

Pablo@playtomic.io

P2

Alejandro@playtomic.io

P3

Gustaf@playtomic.io

2

. Evaluation 360 one by one to players

Tentative Level

P1

0

P2

0

P3

0

Pablo Salcedo

Alejandro Otero

Gustaf Wiiburg

3

. Match - Play with all 3 players as partner

. Testing how they play difficult balls and how they communicate as team

Focus

P1

Normal

P2

Normal

P3

Normal

Competitiveness

P1

Normal

P2

Normal

P3

Normal

LEVEL IN DETAIL 0-5

HOW TO CREATE ACTIVITY IN PM

PROCESS INSIDE THE COURT



MAXIMUM REACHABLE LEVEL

UPLOADING INFO TO

PLAYTOMIC



MAXIMUM REACHABLE LEVEL

Considering the Playtomic Level Scale, there is a maximum level achievable during these activities.

Once a coach is setting a player's level, the reliability of that user will be changed to **50%**, assuming that the level is accurate and validated from a coach following Playtomic protocol and scale. Players who attend a session with a higher reliability will be **downgraded to 50%** too.



In order to establish a worldwide scale and allow players to play everywhere with the same profile, we need to understand Playtomic levels.

Having in mind that **level 6 to 7 is determine to professional players**, the maximum level achievable for a player from a club evaluation test is **5,6**.

Receiving a 5 as initial level and **adding focus, competitiveness and player's condition** to their final result. Every factor adds or extract 0.2 pts.

This is meant to try to synchronize levels and to avoid having players with wrong levels playing in places/clubs where the level is settled and having bad experiences.





TEST TO GET
CERTIFICATION

CONGRATS for becoming a Playtomic Certified Coach

PLAYTOMIC

