

# Surbiton - CH 2024

### Surbiton, Great-Britain

## Score Card

Event	Men's Singles	Round <b>Q</b>	Court 1	Date 7 June 2024
Tournament Director	Phil DAVIES	No of sets 3	All ti	ebreak sets
Supervisor	Stephane CRETOIS	Match id MS006	Ball char	nge at <b>7 / 9 (6)</b>
Chief of Umpires	Darren MICHAELS	Chair Umpire	Williams, Jon	athan (GBR)

	PLAYERS		
Team # 1	S. Mochizuki (JPN)	Toss	Choice
Team # 2	L. Riedi (SUI)	Х	Serve

	RESULT				
	Winner(s)	Score			
Start time: 11:06			6	6	
Finish time: 12:15	L. Riedi (SUI)			_	
Duration: 01:10			4	1	
		Tie-bk			

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GAMES	SERVER	-1				_	S. Mochizuki (JPN) L. Riedi (SUI)											4	-			V	MES ON BY											
				Finis	sh '	tim	e :	11:	:43				L. Riedi (SUI)  POINTS DETAIL								S. M	L	F											
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SECOND SET  Start time: 11:43  S. Mochizuki (JPN)  4 1  GAMES WON																																
GAMES	SERVER		St	tart	tim	e :	11:	:43				S.	M	ОС	hiz	uk	i (、	JPI	N)							4	1	1			W	NC
			Fin	ish	tim	e :	12:	:15				L.	Riedi (SUI) POINTS DETAIL									6		3	6		┵	S. M	Y L. R			
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#### Surbiton - CH 2024



### **ATP Matchfacts**

				Set Time	00:36	00:32	00:00
			Result				
Start Time:	11:06	Winner(s)		Score	6	6	
Finish Time:	12:15		L Died: (CLII)		0	O	
Duration:	01:10		L. Riedi (SUI)		4	4	
					4	1	
		•		Tie-bk			

				Statistics									
	S. Mochiz	zuki (JPN)				L. Riedi (SUI)							
3	2	1	total	SETS	total	1	2	3					
				Statistics on service									
	0	0	0	ACES	5	2	3						
	2	1	3	DOUBLE FAULTS	3	2	1						
	36%	74%	60%	1st SERVE PERCENTAGE	62%	56%	68%						
	5/7 (71%)	15/23 (65%)	20/30 (67%)	1st SERVE POINTS WON	28/39 (72%)	11/17 (65%)	17/22 (77%)						
	3/12 (25%)	2/8 (25%)	5/20 (25%)	2nd SERVE POINTS WON	12/23 (52%)	8/13 (62%)	4/10 (40%)						
	0/2 (0%)	0/2 (0%)	0/4 (0%)	BREAK POINTS SAVED	3/4 (75%)	1/2 (50%)	2/2 (100%)						
	3	5	8	SERVICE GAMES PLAYED	9	5	4						
				DECIDING POINTS WON									
				Statistics on return									
	5/22 (23%)	6/17 (35%)	11/39 (28%)	1st RETURN POINTS WON	10/30 (33%)	8/23 (35%)	2/7 (29%)						
	6/10 (60%)	5/13 (38%)	11/23 (48%)	2nd RETURN POINTS WON	15/20 (75%)	6/8 (75%)	9/12 (75%)						
	0/2 (0%)	1/2 (50%)	1/4 (25%)	BREAK POINTS WON	4/4 (100%)	2/2 (100%)	2/2 (100%)						
	4	5	9	RETURN GAMES PLAYED	8	5	3						
				DECIDING POINTS WON									
				Statistics on points									
	8/19 (42%)	17/31 (55%)	25/50 (50%)	TOTAL SERVICE PTS WON	40/62 (65%)	19/30 (63%)	21/32 (66%)						
	11/32 (34%)	11/30 (37%)	22/62 (35%)	TOTAL RETURN PTS WON	25/50 (50%)	14/31 (45%)	11/19 (58%)						
	19/51 (37%)	28/61 (46%)	47/112 (42%)	TOTAL POINTS WON	65/112 (58%)	33/61 (54%)	32/51 (63%)						

				STATISTICS				
	S. Mochi	izuki (JPN)				L. Riedi	i (SUI)	
3	2	1	Total	SETS	Total	1	2	3
				STATISTICS ON GAMES				
				Service Games Winning %				
		0% (0/1)	0% (0/1)	Serving With New Balls	100% (1/1)		100% (1/1)	
	0% (0/2)	0% (0/2)	0% (0/4)	When Facing 1 Break Point	50% (1/2)	50% (1/2)		
				When Facing 2+ Break Points	100% (1/1)		100% (1/1)	
		100% (1/1)	100% (1/1)	After Breaking Serve	100% (4/4)	100% (1/1)	100% (3/3)	
				Serving For Match	100% (1/1)		100% (1/1)	
	0% (0/1)		0% (0/1)	Return Games Winning %  Receiving With New Balls	100% (1/1)	100% (1/1)		
	0% (0/1)	50% (1/2)	50% (1/2)	When Having 1 Break Point	100% (1/1)	100% (1/1)	100% (2/2)	
	0% (0/1)	3070 (2,2)	0% (0/1)	When Having 2+ Break Points	20070 ( 1,7 1,7	20070 (2, 2,	10070 (2/2)	
	0% (0/3)	0% (0/1)	0% (0/4)	After Losing Serve	0% (0/1)	0% (0/1)		
				% Of Games Holding From				
	0% (0/1)	67% (2/3)	50% (2/4)	15-0	83% (5/6)	75% (3/4)	100% (2/2)	
	0% (0/1)	33% (1/3)	25% (1/4)	15-15	80% (4/5)	50% (1/2)	100% (3/3)	
		100% (1/1)	100% (1/1)	30-0	100% (4/4)	100% (3/3)	100% (1/1)	
	50% (1/2)	50% (2/4) 33% (1/3)	50% (2/4) 40% (2/5)	30-15 30-30	100% (6/6) 67% (2/3)	100% (3/3) 50% (1/2)	100% (3/3)	
	30% (1/2)	33/0 (1/3)	40% (2/3)	40-0	100% (2/2)	100% (1/2)	100% (1/1)	
		100% (2/2)	100% (2/2)	40-05	100% (2/2)	100% (1/1)	100% (1/1)	
	100% (1/1)	100% (2/2)	100% (3/3)	40-30	100% (3/3)	100% (1/1)	100% (2/2)	
	50% (1/2)	50% (1/2)	50% (2/4)	0-15	100% (3/3)	100% (1/1)	100% (2/2)	
	50% (1/2)	100% (1/1)	67% (2/3)	0-30				
	33% (1/3)	100% (1/1)	50% (2/4)	15-30	0% (0/1)	0% (0/1)		
	0% (0/1)	00/ (0/0)	0% (0/1)	15-40	570( (0 (0)	500/ (4 (0)	4000/ (4 (4)	
	0% (0/1)	0% (0/2)	0% (0/3)	30-40	67% (2/3)	50% (1/2)	100% (1/1)	
	100% (1/1)	100% (1/1)	100% (2/2)	DEUCE 2+ DEUCES	100% (4/4) 100% (2/2)	100% (1/1)	100% (3/3) 100% (2/2)	
				% Of Games Breaking From	100% (2/2)		10070 (2/2)	
	0% (0/2)	25% (1/4)	17% (1/6)	15-0	50% (2/4)	33% (1/3)	100% (1/1)	
	0% (0/3)	50% (1/2)	20% (1/5)	15-15	75% (3/4)	67% (2/3)	100% (1/1)	
	0% (0/1)	0% (0/3)	0% (0/4)	30-0	0% (0/1)	0% (0/1)		
	0% (0/3)	0% (0/3)	0% (0/6)	30-15	50% (2/4)	50% (2/4)		
	0% (0/1)	50% (1/2)	33% (1/3)	30-30	60% (3/5)	67% (2/3)	50% (1/2)	
	0% (0/1)	0% (0/1)	0% (0/2)	40-0	00/ (0/2)	00/ (0/2)		
	0% (0/2) 0% (0/2)	0% (0/3) 0% (0/1)	0% (0/5) 0% (0/3)	40-15 40-30	0% (0/2) 0% (0/3)	0% (0/2) 0% (0/2)	0% (0/1)	
	0% (0/2)	0% (0/1)	0% (0/3)	0-15	50% (2/4)	50% (1/2)	50% (1/2)	
	0,0 (0,2)	0,0 (0, 2)	0,0 (0,0)	0-30	33% (1/3)	0% (0/1)	50% (1/2)	
		100% (1/1)	100% (1/1)	15-30	50% (2/4)	0% (0/1)	67% (2/3)	
				15-40	100% (1/1)		100% (1/1)	
	0% (0/1)	50% (1/2)	33% (1/3)	30-40	100% (3/3)	100% (2/2)	100% (1/1)	
	0% (0/3)	0% (0/1)	0% (0/4)	DEUCE	0% (0/2)	0% (0/1)	0% (0/1)	
	0% (0/2)		0% (0/2)	2+ DEUCES				
				STATISTICS ON BREAK POINTS  1st Serve % Down Breakpoint				
	100% (1/1)		100% (1/1)	From Deuce Court				
	0% (0/1)	0% (0/2)	0% (0/3)	From Ad Court	75% (3/4)	50% (1/2)	100% (2/2)	
	50% (1/2)	0% (0/2)	25% (1/4)	Overall	75% (3/4)	50% (1/2)	100% (2/2)	
-				% Of Break Points Saved When Serving				
	0% (0/1)		0% (0/1)	1st Serve	100% (3/3)	100% (1/1)	100% (2/2)	
	0% (0/1)	0% (0/2)	0% (0/3)	2nd Serve	0% (0/1)	0% (0/1)		
	0% (0/1)		0% (0/1)	% Of Break Points Saved From  Deuce Court				
	0% (0/1)	0% (0/2)	0% (0/1)	Ad Court	75% (3/4)	50% (1/2)	100% (2/2)	
	570 (O/ I/	J 0,0 (0/2)	5,0 (0/3)	% Of Break Points Converted When Receiving	. 570 (5/4)	3370 (1/2)	1 200/0 (2/2)	
	0% (0/2)	0% (0/1)	0% (0/3)	1st Serve	100% (1/1)	0/0	100% (1/1)	
	0/0	100% (1/1)	100% (1/1)	2nd Serve	100% (3/3)	100% (2/2)	100% (1/1)	
-				% Of Break Points Converted From				
				Deuce Court	100% (1/1)		100% (1/1)	
	0% (0/2)	50% (1/2)	25% (1/4)	Ad Court	100% (3/3)	100% (2/2)	100% (1/1)	
	0% (0/2)	0% (0/2)	0% (0/4)	% Of Games Won When Facing 1+ Breakpoints	67% (2/3)	50% (1/2)	100% (1/1)	
	0% (0/2)	50% (1/2)	33% (1/3)	Having 1+ Breakpoints	100% (4/4)	100% (2/2)	100% (1/1)	
	-/- (-/-1	/- (2/2/	/- (-/-/)	% Of Break Points	_ == 0,0 (7,7)	(	,/~ (~/~/	
	0% (0/2)	0% (0/2)	0% (0/4)	Saved With Aces	0% (0/4)	0% (0/2)	0% (0/2)	
	50% (1/2)	0% (0/2)	25% (1/4)	Lost With Double Faults	0% (0/4)	0% (0/2)	0% (0/2)	
				ADDITIONAL MATCH STATISTICS				
	0	0	0	Match Points Saved	0	0	0	
	0	0	0	Set Points Saved	0	0	0	
	1	3 100% (1/1)	<b>3</b> 100% (1/1)	Max Game Win Streak % Of Service Games Held After Breaking Serve	9 100% (4/4)	4 100% (1/1)	5 100% (3/3)	
	0% (0/3)	0% (0/1)	0% (0/4)	% Of Return Games Won After Losing Serve	0% (0/1)	0% (0/1)	100/0(3/3)	
	-70 (0/0/	(0/ -/	-, - (-, -,	1	-/- (-/-/	(-/ -/	L	4