

SECOND SET

GAMES	SERVER	Start time : 15:47 Finish time : 16:44	L. Musetti (ITA) [6]			H. Rune (DEN) [2]			GAMES WON BY			
			4	5		6	7		L. M	H. R		
POINTS DETAIL												
1	L. MUS	/ / / / /									1	
2	H. RUN	/ / / / /										1
3	L. MUS	/ / / / /									2	
4	H. RUN	/ / / / / A /										2
5	L. MUS	/ / / / / A									3	
6	H. RUN	A / A / / /										3
7	L. MUS	/ / / / /									4	
8	H. RUN	/ / / / /										4
9	L. MUS	/ / / / /									5	
10	H. RUN	/ / / / / A / A / / / /										5
11	L. MUS	/ / / / /										6
12	H. RUN	/ / / / / / /										7
tie-brk												



London / Queen's Club 2023

ATP Matchfacts

		Set Time	00:57	00:57	00:00
Result					
Start Time: 14:50	Winner(s) H. Rune (DEN) [2]	Score	6	7	
Finish Time: 16:44			4	5	
Duration: 01:54		Tie-bk			

Statistics								
L. Musetti (ITA) [6]				H. Rune (DEN) [2]				
3	2	1	total	SETS	total	1	2	3
				Statistics on service				
	1	2	3	ACES	6	1	5	
	1	2	3	DOUBLE FAULTS	3	2	1	
	80%	68%	74%	1st SERVE PERCENTAGE	65%	71%	59%	
	20/28 (71%)	15/24 (62%)	35/52 (67%)	1st SERVE POINTS WON	37/53 (70%)	18/28 (64%)	19/25 (76%)	
	2/7 (29%)	3/11 (27%)	5/18 (28%)	2nd SERVE POINTS WON	15/28 (54%)	6/11 (55%)	9/17 (53%)	
	0/1 (0%)	2/4 (50%)	2/5 (40%)	BREAK POINTS SAVED	3/4 (75%)	1/2 (50%)	2/2 (100%)	
	6	5	11	SERVICE GAMES PLAYED	11	5	6	
				DECIDING POINTS WON				
				Statistics on return				
	6/25 (24%)	10/28 (36%)	16/53 (30%)	1st RETURN POINTS WON	17/52 (33%)	9/24 (38%)	8/28 (29%)	
	8/17 (47%)	5/11 (45%)	13/28 (46%)	2nd RETURN POINTS WON	13/18 (72%)	8/11 (73%)	5/7 (71%)	
	0/2 (0%)	1/2 (50%)	1/4 (25%)	BREAK POINTS WON	3/5 (60%)	2/4 (50%)	1/1 (100%)	
	6	5	11	RETURN GAMES PLAYED	11	5	6	
				DECIDING POINTS WON				
				Statistics on points				
	22/35 (63%)	18/35 (51%)	40/70 (57%)	TOTAL SERVICE PTS WON	52/81 (64%)	24/39 (62%)	28/42 (67%)	
	14/42 (33%)	15/39 (38%)	29/81 (36%)	TOTAL RETURN PTS WON	30/70 (43%)	17/35 (49%)	13/35 (37%)	
	36/77 (47%)	33/74 (45%)	69/151 (46%)	TOTAL POINTS WON	82/151 (54%)	41/74 (55%)	41/77 (53%)	

STATISTICS										
L. Musetti (ITA) [6]				H. Rune (DEN) [2]						
3	2	1	Total	SETS			Total	1	2	3
STATISTICS ON GAMES										
Service Games Winning %										
	100% (1/1) 0% (0/1)	0% (0/2) 100% (1/1) 100% (1/1)	100% (1/1) 0% (0/3) 100% (1/1) 100% (1/1)	Serving With New Balls	100% (1/1)	100% (1/1)				
				When Facing 1 Break Point						
				When Facing 2+ Break Points	50% (1/2)	0% (0/1)	100% (1/1)			
				After Breaking Serve	100% (3/3)	100% (2/2)	100% (1/1)			
				Serving For Set	100% (1/1)	100% (1/1)				
				Serving For Match	100% (1/1)		100% (1/1)			
Return Games Winning %										
		0% (0/1)	0% (0/1)	Receiving With New Balls	0% (0/1)		0% (0/1)			
				When Having 1 Break Point	100% (3/3)	100% (2/2)	100% (1/1)			
	0% (0/1) 0% (0/1)	100% (1/1) 0% (0/2)	50% (1/2) 0% (0/3)	When Having 2+ Break Points	0% (0/1)	0% (0/1)				
				After Losing Serve	0% (0/1)	0% (0/1)				
% Of Games Holding From										
	100% (5/5)	67% (2/3)	88% (7/8)	15-0	86% (6/7)	75% (3/4)	100% (3/3)			
	100% (3/3)	33% (1/3)	67% (4/6)	15-15	83% (5/6)	50% (1/2)	100% (4/4)			
	100% (2/2)	100% (1/1)	100% (3/3)	30-0	100% (4/4)	100% (3/3)	100% (1/1)			
	100% (3/3)	67% (2/3)	83% (5/6)	30-15	75% (3/4)	75% (3/4)				
	100% (1/1)	67% (2/3)	75% (3/4)	30-30	100% (6/6)	100% (1/1)	100% (5/5)			
	100% (2/2)		100% (2/2)	40-0	100% (2/2)	100% (1/1)	100% (1/1)			
	100% (3/3)	100% (1/1)	100% (4/4)	40-15	67% (2/3)	67% (2/3)				
	100% (3/3)	100% (2/2)	100% (5/5)	40-30	88% (7/8)	67% (2/3)	100% (5/5)			
	0% (0/1)	50% (1/2)	33% (1/3)	0-15	100% (4/4)	100% (1/1)	100% (3/3)			
	0% (0/1)	100% (1/1)	50% (1/2)	0-30	100% (1/1)		100% (1/1)			
		50% (1/2)	50% (1/2)	15-30	100% (5/5)		100% (5/5)			
	0% (0/1)		0% (0/1)	0-40						
		0% (0/1)	0% (0/1)	15-40						
		50% (1/2)	50% (1/2)	30-40						
	100% (2/2)	100% (1/1)	100% (3/3)	DEUCE	80% (4/5)	67% (2/3)	100% (2/2)			
		100% (1/1)	100% (1/1)	2+ DEUCES	67% (2/3)	50% (1/2)	100% (1/1)			
% Of Games Breaking From										
	0% (0/3)	25% (1/4)	14% (1/7)	15-0	12% (1/8)	33% (1/3)	0% (0/5)			
	0% (0/4)	50% (1/2)	17% (1/6)	15-15	33% (2/6)	67% (2/3)	0% (0/3)			
	0% (0/1)	0% (0/3)	0% (0/4)	30-0	0% (0/3)	0% (0/1)	0% (0/2)			
		25% (1/4)	25% (1/4)	30-15	17% (1/6)	33% (1/3)	0% (0/3)			
	0% (0/5)	0% (0/1)	0% (0/6)	30-30	25% (1/4)	33% (1/3)	0% (0/1)			
	0% (0/1)	0% (0/1)	0% (0/2)	40-0	0% (0/2)		0% (0/2)			
		33% (1/3)	33% (1/3)	40-15	0% (0/4)	0% (0/1)	0% (0/3)			
	0% (0/5)	33% (1/3)	12% (1/8)	40-30	0% (0/5)	0% (0/2)	0% (0/3)			
	0% (0/3)	0% (0/1)	0% (0/4)	0-15	67% (2/3)	50% (1/2)	100% (1/1)			
	0% (0/1)		0% (0/1)	0-30	50% (1/2)	0% (0/1)	100% (1/1)			
	0% (0/5)		0% (0/5)	15-30	50% (1/2)	50% (1/2)				
				0-40	100% (1/1)		100% (1/1)			
				15-40	100% (1/1)	100% (1/1)				
				30-40	50% (1/2)	50% (1/2)				
	0% (0/2)	33% (1/3)	20% (1/5)	DEUCE	0% (0/3)	0% (0/1)	0% (0/2)			
	0% (0/1)	50% (1/2)	33% (1/3)	2+ DEUCES	0% (0/1)	0% (0/1)				
STATISTICS ON BREAK POINTS										
1st Serve % Down Breakpoint										
		100% (1/1)	100% (1/1)	From Deuce Court						
	0% (0/1)	67% (2/3)	50% (2/4)	From Ad Court	75% (3/4)	50% (1/2)	100% (2/2)			
	0% (0/1)	75% (3/4)	60% (3/5)	Overall	75% (3/4)	50% (1/2)	100% (2/2)			
% Of Break Points Saved When Serving										
		67% (2/3)	67% (2/3)	1st Serve	67% (2/3)	0% (0/1)	100% (2/2)			
	0% (0/1)	0% (0/1)	0% (0/2)	2nd Serve	100% (1/1)	100% (1/1)				
% Of Break Points Saved From										
		0% (0/1)	0% (0/1)	Deuce Court						
	0% (0/1)	67% (2/3)	50% (2/4)	Ad Court	75% (3/4)	50% (1/2)	100% (2/2)			
% Of Break Points Converted When Receiving										
	0% (0/2)	100% (1/1)	33% (1/3)	1st Serve	33% (1/3)	33% (1/3)	0/0			
	0/0	0% (0/1)	0% (0/1)	2nd Serve	100% (2/2)	100% (1/1)	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	50% (2/4)	33% (1/3)	100% (1/1)			
% Of Games Won When										
	0% (0/1)	33% (1/3)	25% (1/4)	Facing 1+ Breakpoints	50% (1/2)	0% (0/1)	100% (1/1)			
	0% (0/1)	100% (1/1)	50% (1/2)	Having 1+ Breakpoints	75% (3/4)	67% (2/3)	100% (1/1)			
% Of Break Points										
	0% (0/1)	25% (1/4)	20% (1/5)	Saved With Aces	25% (1/4)	0% (0/2)	50% (1/2)			
	0% (0/1)	0% (0/4)	0% (0/5)	Lost With Double Faults	0% (0/4)	0% (0/2)	0% (0/2)			
ADDITIONAL MATCH STATISTICS										
	1	0	1	Match Points Saved	0	0	0			
	0	2	2	Set Points Saved	2	0	2			
	1	3	3	Max Game Win Streak	5	5	3			
		100% (1/1)	100% (1/1)	% Of Service Games Held After Breaking Serve	100% (3/3)	100% (2/2)	100% (1/1)			
	0% (0/1)	0% (0/2)	0% (0/3)	% Of Return Games Won After Losing Serve	0% (0/1)	0% (0/1)				