



# Player Progress Report

Player: <a href="#">Audrey Bai</a>	Season: <a href="#">Winter 2019</a>
Level: <a href="#">Elite</a>	Date: <a href="#">2/7/2019</a>
Coach: <a href="#">Fernando</a>	Next Season Clinic Level: <a href="#">Elite</a>

## Player Notes: What is going well:

[Audrey](#) is very analytical and she is also a sweetheart. She is always asking good questions and trying to understand everything that she is doing and why she is doing it. This is an amazing quality that will not only help her understand her game, but will also help her improving it. Although she is always asking questions, she always does that at the appropriate time, she is never rude or disrespectful to anyone on court, and she is very nice and kind to everyone she talks to on and off the court.

## Player Notes: What needs to be worked on:

Please see the following bullet points for each image (by order):

- 1) On her forehand, she needs to keep her left arm up a bit higher in order for not to be pulled down during her shot.
- 2) On her backhand, she needs to not flip her racket during her follow through.
- 3) On her forehand volley, she needs to turn her shoulder and stay sideways. She also needs to never drop the tip of her racket below her wrist.
- 4) On her backhand volley, she needs to never drop the tip of her racket below her wrist.
- 5) On her overhead, she needs to reach and a bit in front instead of a bit up and a lot in front to contact the ball a bit better.
- 6) On serve, she needs to control her left knee forward (do not let it face towards the right knee) and to push her hips forward.

## Player Notes: Goals for next season:

This season, I would like for [Audrey](#) to really focus on her legs and footwork. She needs focus on increasing her explosion out of the split step and to increase the speed of her hip rotation to help



with generation more power and/or spin. This will help her not be better at offense, but also to be better at defense.































































