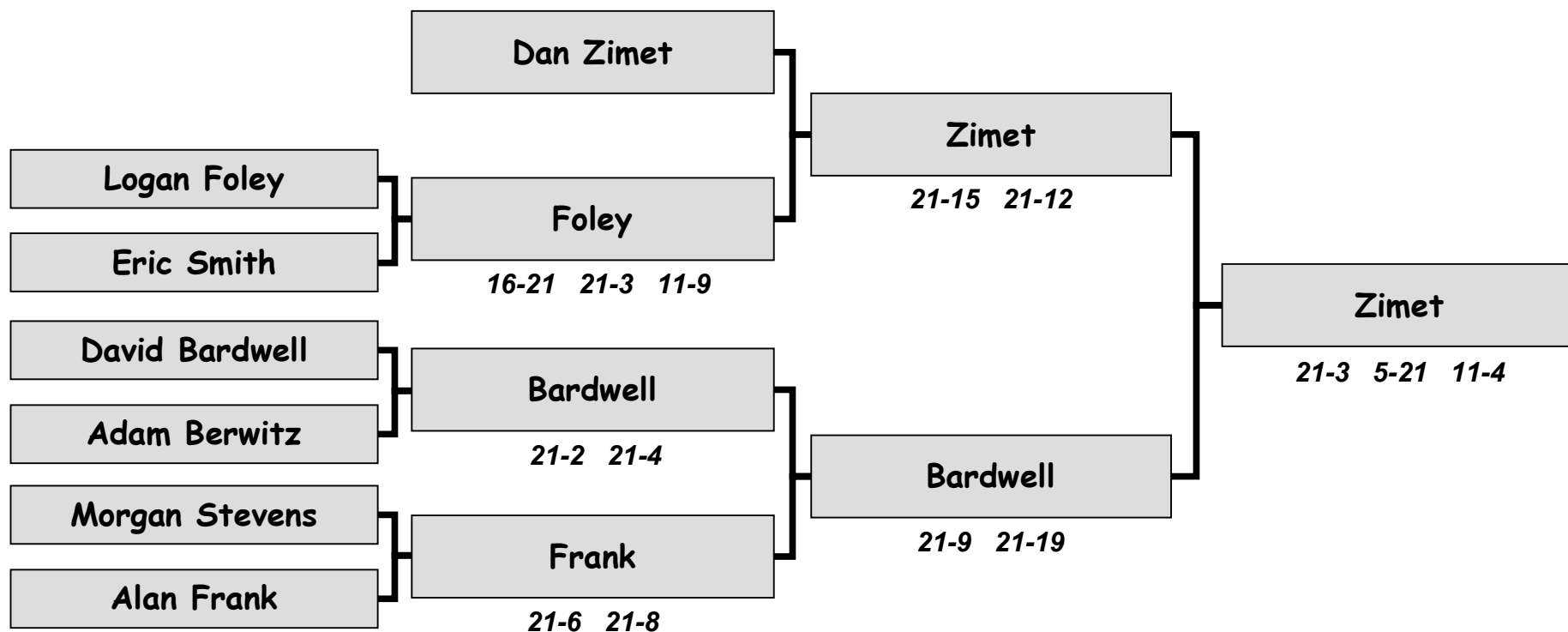# 2010 Maryland State Singles 4-Wall Handball Tournament
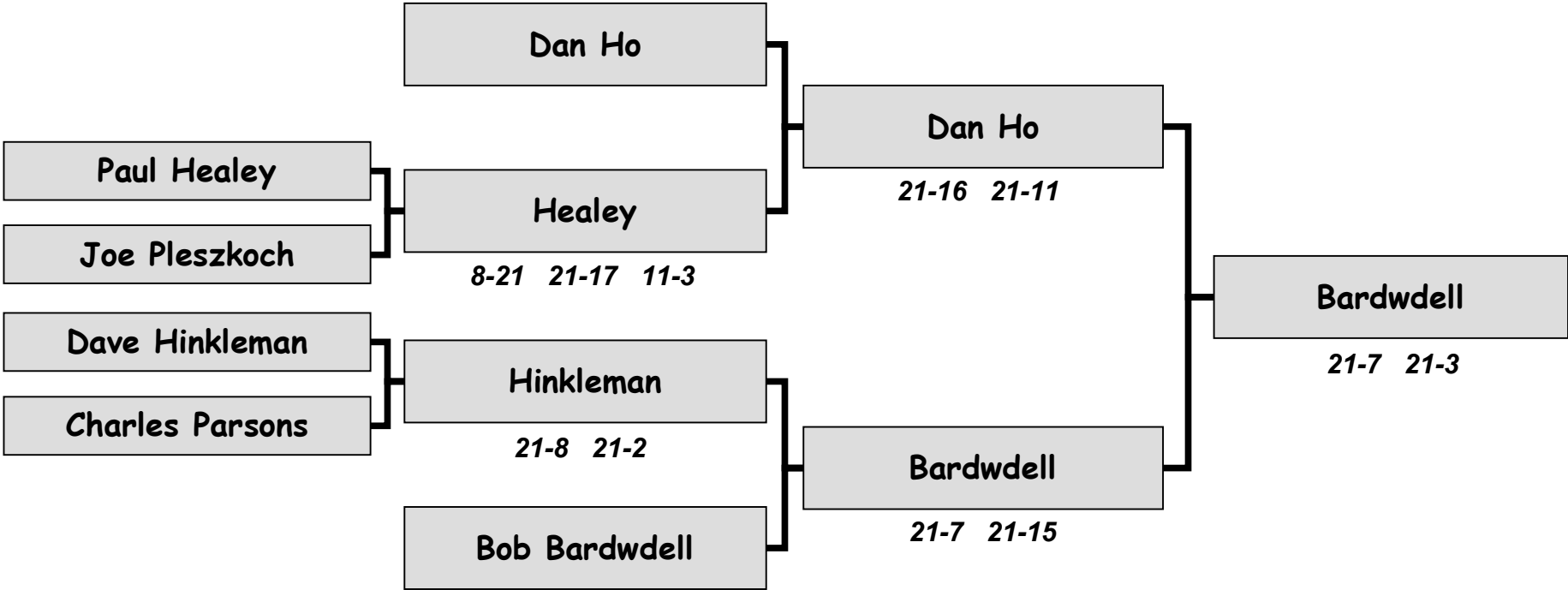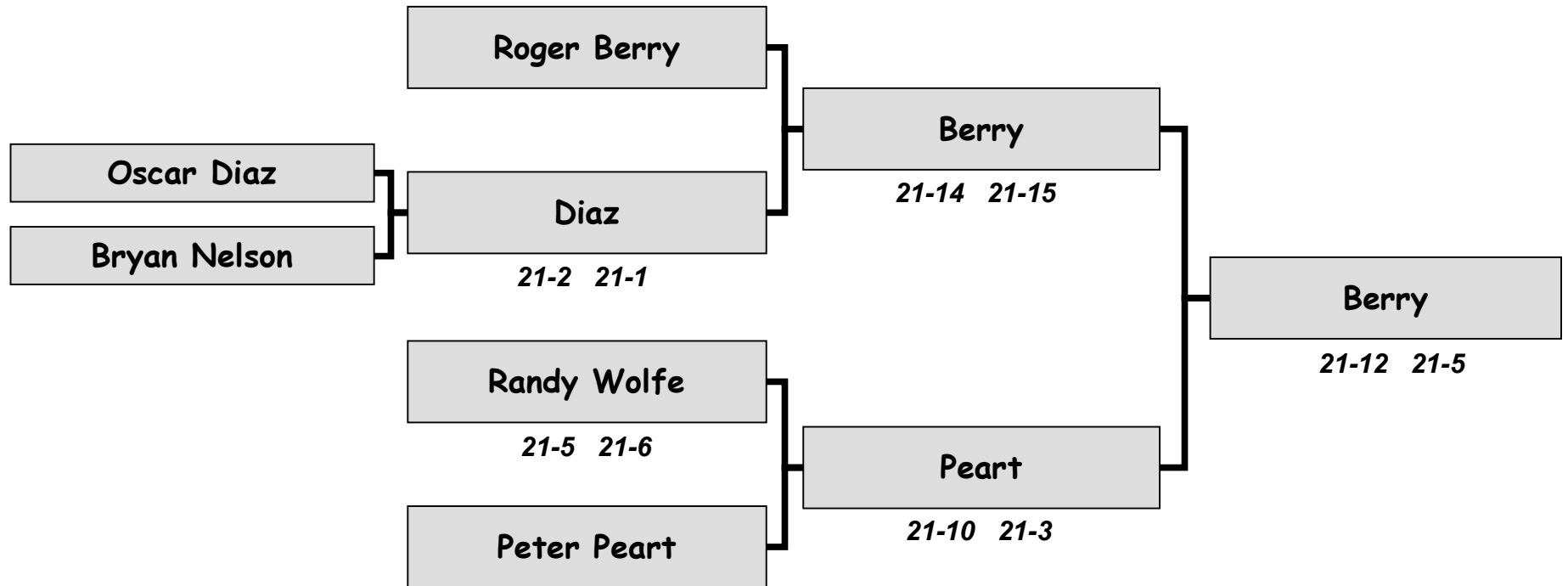
Open

Dan Zimet		
	Zimet 21-15 21-12	
Logan Foley		
Eric Smith	**Foley** 16-21 21-3 11-9	**Zimet** 21-3 5-21 11-4
David Bardwell		
Adam Berwitz	**Bardwell** 21-2 21-4	
Morgan Stevens		**Bardwell** 21-9 21-19
Alan Frank	**Frank** 21-6 21-8	

60+

Dan Ho			
	Dan Ho		
Paul Healey	*21-16 21-11*		
	Healey		
Joe Pleszkoch	*8-21 21-17 11-3*		**Bardwdell**
			21-7 21-3
Dave Hinkleman	**Hinkleman**		
	21-8 21-2	**Bardwdell**	
Charles Parsons		*21-7 21-15*	
	Bob Bardwdell		

Masters & B

Roger Berry

Oscar Diaz

Bryan Nelson

Diaz
21-2 21-1

Berry
21-14 21-15

Randy Wolfe
21-5 21-6

Peter Peart

Peart
21-10 21-3

Berry
21-12 21-5

C

NP Frank	
Jacob Greenberg	

NP Frank
21-5 21-5

Sam Worchesky	
Howard	

Worchesky
21-1 21-0

Graziano	
Worchesky	

Worchesky
21-4 21-1

NP Frank	
Graziano	

Graziano
21-0 21-0

NP Frank	
Worchesky	

Worchesky
21-15 21-10

Francesco Howard	
Dave Graziano	

Graziano
21-0 21-0

Graziano	
Greenberg	

Graziano
21-0 21-0

NP Frank	
Howard	

NP Frank
21-6 21-6

Greenberg	
Worchesky	

Worchesky
21-1 21-4

Greenberg	
Howard	

Greenberg
21-4 18-21 11-2

Graziano

Champion

Open Dropdown

Smith	
Berwitz	Smith
Stevens	21-13 21-18
Stevens	

Consolation

Pleszkoch	
Parsons	Pleszkoch
	19-21 21-8 11-4
Nelson	Pleszkoch
Wolfe	*21-10 21-8*
Wolfe	
Graziano	Graziano
	Graziano
Nelson	*21-19 21-14 11-8*
	Graziano
	21-4 21-4
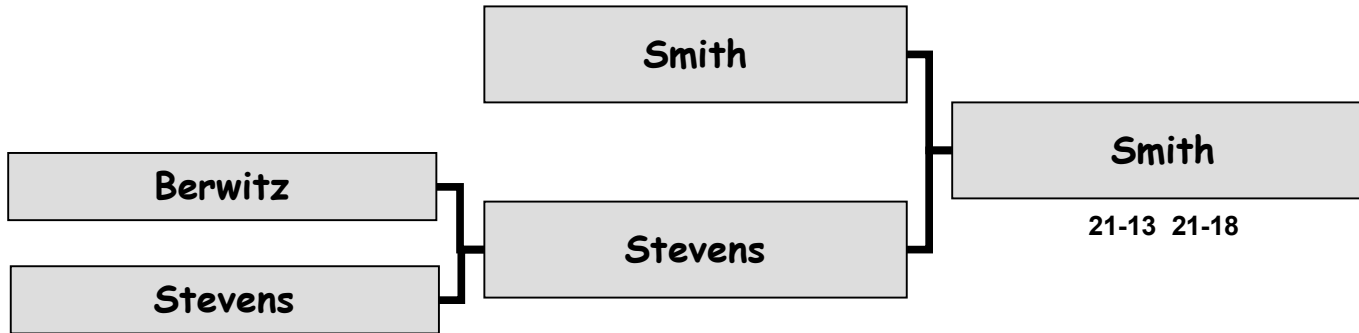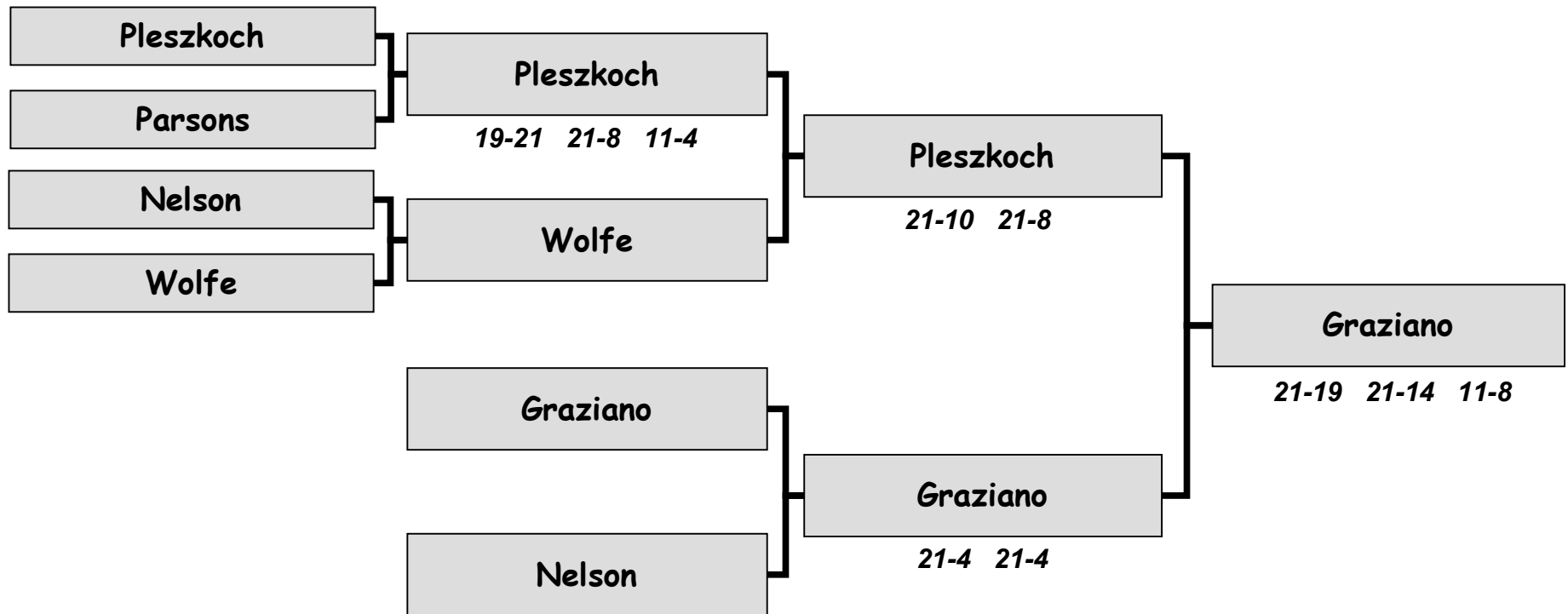
Graphical Summary of the Finals Match Between Dan Zimet and David Bardwell

The long red mark means the player served and won the point. The short blue mark means the player served and lost - side out.
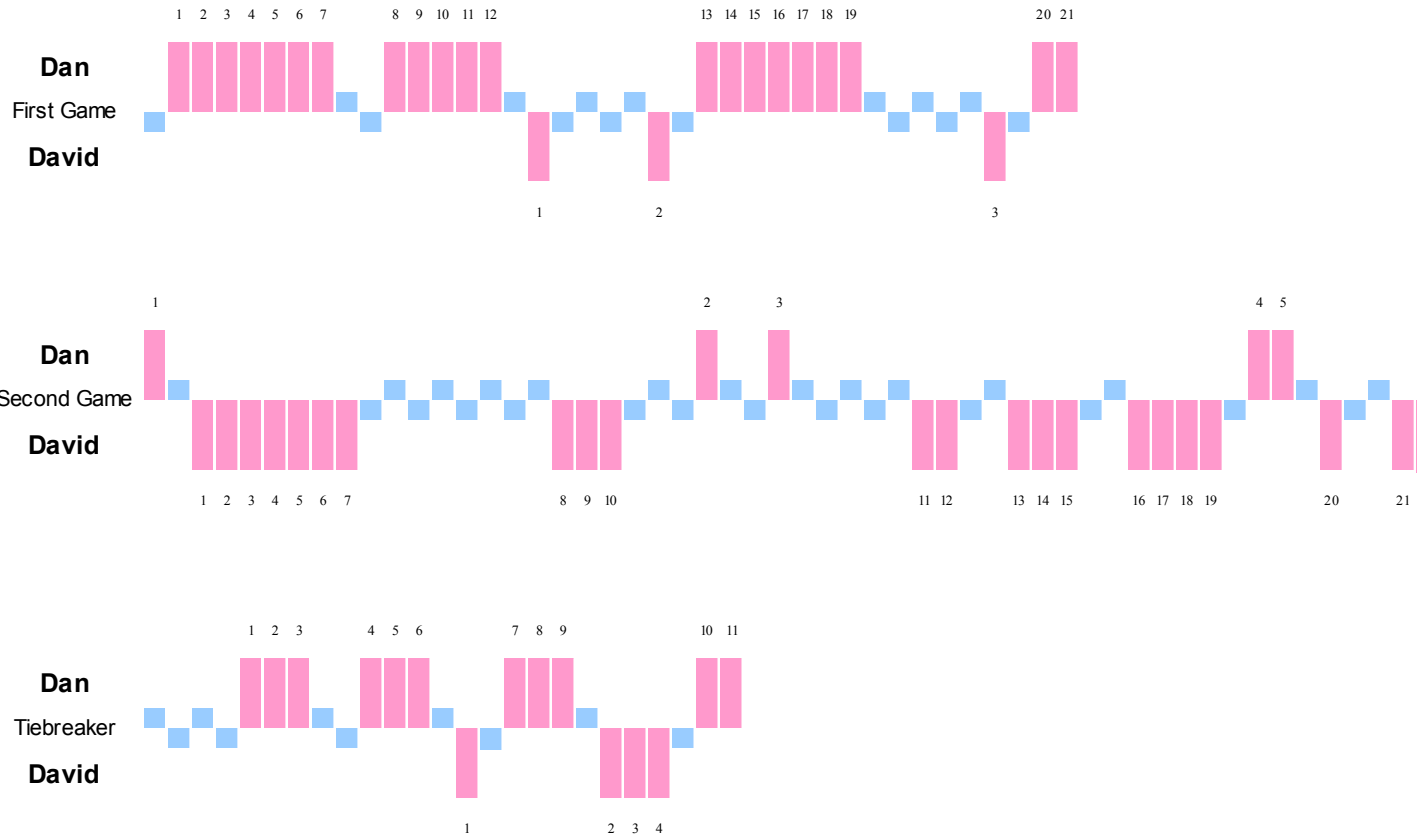
Service History - Dan

	Total	1st Game	2nd Game	Tiebreak
Serves	64	29	19	16
Aces	10	6	3	1
Serves Resulting in a Point	37	21	5	11
Serves Resulting in a Sideout	27	8	14	5

How Dan Won a Rally

	Total	1st Game	2nd Game	Tiebreak
Pass	7	1	3	3
Rollout	20	12	5	3
Ace	10	6	3	1
Weak Return	10	8	1	1
Opponent Error	9	0	5	4

Service History - David

	Total	1st Game	2nd Game	Tiebreak
Serves	54	10	35	9
Aces	0	0	0	0
Serves Resulting in a Point	28	3	21	4
Serves Resulting in a Sideout	26	7	14	5

How David Won a Rally

	Total	1st Game	2nd Game	Tiebreak
Pass	9	3	5	1
Rollout	21	2	16	3
Ace	0	0	0	0
Weak Return	8	3	5	0
Opponent Error	10	0	6	4

Number of Rally Wins

	Total	1st Game	2nd Game	Tiebreaker
Dan	62	28	18	16
David	54	10	35	9

Weak Return means hitting the front wall but leaving a setup. **Error** includes any unforced rally-ending mistake. **Rollout** includes any unreachable front court shot. Some of these are judgment calls by the scorekeeper. For example, a weak return may be an actual blunder, or it may be the result of an excellent shot by the opponent, and the fact that the subsequent return made it to the front wall at all was a miracle of athleticism. If the latter, it is not recorded as a weak return, but rather as a successful, say, passing shot. Notice that the last two catagories highlight defensive failure, while the first three are offensive successes.

Longest Run of Serves Resulting in a Point

	1st Game	2nd Game	Tiebreaker
Dan	7	2	3
David	1	7	3

Discounting considerations of skill, preparation, conditioning, strategy, desire, experience and luck, the cold calculus of statistics shows us that Dan's victory corresponded to a preponderance of successful offensive winners including ace serves, which David eschewed altogether. While the number of outright mistakes was about the same for both players, Dan forced David into more weak returns. Part of Dan's problem in the second game was serving to David's strong hand, as well as David's finally getting his shooting into the mix. As well, Dan made most of his unforced errors in the second game.