## The Soft Game Is Always the Right Answer



Af Tony Roig, december 2021

Pickleball is an odd sport. In many other sports, the game gets faster the more you advance. Tennis serves get harder. Baseball pitches faster. And so on.

That's not the nature of Pickleball. It's actually is backward. As you advance in the game, the game does not speed up. To the contrary, it slows down. There are exceptions, but, as a rule, the more advanced pickleball players play slower than regular rec play. Even from 4.5 to 5.0¹, there is a marked difference in the speed of play.

A fancy hard shot that zips past your opponent and lands right on the corner of the court looks cool and gathers "nice shots" from the other players. But it is good soft shots, though lacking the pizzazz of the banger, that will likely win you that game. And the next one too.

Recognizing this can be hugely beneficial to you regardless of your current level of play. If you know that the optimal play – the play that most pros and advanced players gravitate towards as they increase their level of mastery – is the soft game, then you can add it to your game now. You can forget about spins, hard shots, crazy angles, single-purpose trick shots.

Instead, you can work towards mastering the soft game: reset shots, block volleys, dinking with a purpose, and calm/cool play. Let your opponents be the ones to beat their heads against the wall. You will be the frustrater-in-chief. Hitting ball after ball and defusing all attacks.

Once you have mastered the soft game, you can then decide whether you want to add some spice from the power game. But the soft game will remain the foundation on which every other part of your pickleball game is built.

Fra: https://betterpickleball.com/the-soft-game-is-always-the-right-answer/

(hentet 26. sep. 2023)

<sup>&</sup>lt;sup>1</sup> Pickleball har et rating-system som vurderer spillere på en skala fra 1.0 (begynder) til 5.5+ (bad ass): https://usapickleball.org/tournaments/tournament-player-ratings/player-skill-rating-definitions/