
Top Class

#1 Shidou

-Shidou's easily the best. She beat an all-out Koyori fairly comfortably, hardly breaking a sweat (though Koyori was hardly sweating either). And she was only panting at all because she was caught off guard, cockily expecting the new girl Koyori to be a newbie. After Koyori got a few early points, Shidou recouped while still shocked and mounted a solid, straight comeback. The next time they played, Koyori, who was earning nothing late in the game, would've hardly scored at all...and then Shidou went on to beat high-toss Hokuto in seconds, then challenge Agari. This Koyori was in the middle of training for what's about to be her match against Kohime (and the Koyori that Shidou beat is presumably better than current Agari, based on their playing order).

-That aside, Shidou's in high school. The pecking order's pretty obvious, since the other girls are middle schoolers: she's playing a completely different, tougher field. And the high school she ranked into (as a singles player, no less), is a consistently nationally-ranked team: Kitajo Academy. She's definitely ace material and was shown beating up on a younger Kiruka and Munemune at the same time, only barely losing to them by a couple points after weeks of winning because she was handicapped.

#2 Kagurazaka Kohime

-We know from the backstory that Kohime's team (Tsubame) beat Agari's team (Suzumegahara) while the latter's captain, Kiruka, was out with an ankle injury. So when that happened last year, Kohime probably beat Suzumegahara's highest-ranked singles player, Agari, which isn't hard to believe at all. We haven't seen Kohime play out of flashbacks yet, but I'm assuming she's the best middle schooler for two major reasons.

Apart from her being left-handed:

1. She beat up on Kumami pretty bad. Kumami scored a good deal of points when they first played—but that was their first match, and Kumami was completely winded and could hardly stand up. In fact, I'm almost positive Kohime wasn't playing seriously at the time, since she was only intending to scout Kumami's potential.

You know what...in fact, she said she was holding back for most of the match. So yeah.

Besides that, nothing Kumami's shown far against Agari has seemed to faze her. Up until the "Real" Kumami's revealed, she basically knows Kumami inside and out and isn't surprised about anything, even when the rest of her team is shocked at Kumami's shotmaking. This wouldn't mean much if Kumami wasn't a top-tier player.

2. Agari hits smashes more precisely than Koyori who is an all-rounder. And Kumami was utterly dismantling Agari until Agari got her momentum boost from the successful 100% Agari. Koyori on the other hand only smashes when her momentum is high and the end the point. She smashes harder than Agari, but she smashes more recklessly and misses more often (from what we've seen) than Agari's backhand smash.

What this means is Kohime's far better than the player who was dismantling the player who was helped by Koyori in order to learn her special move. This doesn't mean Kohime's automatically better than Koyori, but Kohime's decidedly better than Kumami and did better against Kumami in their first match than even 100% Agari. And although Kohime's that much better than her next-best, you can't apply that to Koyori and Agari who're pretty much even, even now.

In other words, Kohime's superior to Agari in every way, while Agari's probably slightly inferior to Koyori.

Kohime should, with some difficulty, end up beating Koyori unless Koyori develops something new as they're playing. All that aside, Koyori has lost to only Agari so far (offscreen, and because of bad rubbers or lack of drive), so it'd be a good change of pace to have her lose like she should for once. Then she'll really grow.

#3 Tsukinowa Kumami:

-Yeah, maybe I should be putting Koyori up here—but no, just can't see it. Koyori's a solid hitter, sure, but Kumami's simply more versatile. Kumami developed her chopper style by herself so she could hold back against Agari, yet she was still almost as skilled at it as Kiruka and was ridiculously better than Agari anyhow up until Agari perfected her forehand smash.

-The "Bearrier" defense from her chopper style isn't too unique; Kiruka's defense is almost better. What separates the Bearrier from Kiruka's wall, however, is that Kumami's chops are curve drives. Basically, they have either left or right sidespin and move away from the opponent, throwing their return rhythm off. The pace is slightly slower than Kiruka's chopping, though, and she lacks knuckle chops.

-Now, Kumami's speed drive style is in many cases superior to her chopper style. Her drives aren't as powerful as Koyori's, although her speed drives were stated to be as strong as smashes...but Kumami also noted that, against Agari, she was playing faster than Hanabi and hitting harder than Munemune. This isn't comparable to Nemuri and Koyori, respectively, but it does mean she excels in every main category. And she has no weak side: her "Bearrow" speed drive comes from her forehand, but she can hit speed drives off both sides, which were too fast for Agari to react to before her momentum boost.

-She doesn't have two playstyles: she's got three. The third, revealed by the Real Kumami, is a perfect combination of the first two, termed a "hybrid style" by Kiruka. The difference between a regular hybrid style and what Kumami shows is that her chopping has become even more aggressive and faster. With more powerful chops, she can run even 100% Agari all around the court. That is to say, her defensive coverage as a chopper is as good as it's always been, partly because she stands far back at all times, but

the added pace of her shots to throw her top-level opponent off puts her defense above even Kiruka's—since 100% Agari can't yet break it while Mozuyama Agari could break through Kiruka.

Her focus, however, is to constantly force Agari to move left and right with those horizontal sidespin chops that on par with 100% Agari's shots—then as Agari starts to tire, the moment she hits a weak (floaty) loop drive, Kumami relentlessly pounds a barrage of a speed drives equivalent to smashes wherever there's an opening. This genuinely impresses even Kohime. 100% Agari at this point is completely worn out by Kumami's strategy and running on fumes, but she may get her 2nd wind soon. But with how thoroughly Kumami's defense->attack play was beating 100% Agari, it's 90% likely that she's going to be beating her with this new style anyway (so Kohime/Koyori can play). We'll find out next month. Maybe.

-Either way, this playstyle apparently only comes out when she's playing for the love of the sport, regardless of her personal feelings towards Agari, Koyori, or whatever else. So, those doubts can't hold her back anymore. Not in her current comfortable state. It's worth noting that part of why Kumami was losing against 100% Agari in their points was due to a lack of clear motivation. She was mad that Agari was getting better and wanted to destroy her, but she felt bad for wanting to destroy her and wasn't giving it her all. And she was conflicted about Koyori. Agari was doing so well because, as 100% Agari, she wasn't hesitating. Now that Kumami's storm has passed and her focus is clear again, Kumami's no longer hesitating, so it's safe to say she's the better player by default.

#4 Tsumujikaze Koyori

-Just...the fact that she hasn't lost a real match yet. Agari's Suzumegahara's "Ace," but Koyori right now is seeded higher, slated to face against Tsubame's Captain, Kohime while Agari deals with their 2nd seed Kumami. That's only natural, considering Koyori defeated Mozuyama's Captain, freaking Kururi, in her very first Suzumegahara match, while Agari meanwhile struggled with Zakuro and had recurring nightmares of Zakuro beating her.

-Her playstyle is very neutral, though she accentuates her shots with smashes the more momentum she gets. As in, the longer her points go. This means she doesn't have any clear weaknesses to exploit, but her fundamentals are so good that her being a "master of none" doesn't matter.

-On top of that, Koyori has a penchant for clutch playing. She can always start off losing against a skilled opponent like Munemune or Kururi—but she'll analyze how they're playing to a tee no matter what their level and develop a strategy to beat them. The moment her strategy gets her a point, she goes in on that strategy hard, and her opponent is overwhelmed. This happened when she made Munemune run around, forced Hokuto into extended rallies, targeted Agari's weak backhand smash in the past, and constantly missed smashes to find a sweetspot smash against Kururi. No other player except for Irori (and to a lesser extent, Kiruka) has shown this level of adaptability outside of just hitting harder or with more spin.

-Koyori's recently topped Agari in the rankings, becoming Suzumegahara's #1 player, even though she's not a proven Ace. But she's also trained Agari to hit a more consistent forehand smash, and to hit a more powerful forehand smash via the "100% Agari" smash. Basically, Koyori has a better forehand smash technique than Agari. Even if Agari's backhand smash is more consistent than Koyori's forehand smash, it's weaker by far and usually gets abused by opponents, and Koyori's forehand smash is still more than consistent enough for her to win matches with it. Besides, she hits it just for fun.

"For fun."

-Koyori also stated that Kumami's speed drives are weaker than her shots. And Kohime implied the same thing: that Koyori hits harder than Kumami. Agari confirmed it in their match. This means every one of Koyori's serious shots are as strong as a regular smash, and that's exactly why her actual forehand smash is especially deadly.

-Even Shidou said that Koyori likely hit faster than her Kitajo teammates, but that might be because Shidou was caught off guard and Koyori started off by almost immediately going for a smash.

#5 Kamiya Agari

-Agari vs "100% Agari" ("Evolved" Agari). The latter's the one we're seeing now, the Agari who's currently high off the momentum leap she got from hitting a successful 100% Agari smash on Kumami. Still, we should remember that the old Kumami was beating herself up as well: that isn't to say Kumami could take on 100% Agari from the start, since she couldn't, but she was sure making it easier for Agari by starting to hesitate more. However, that hesitation seems to have stopped...

-Anyway, it's named "100% Agari" because it's her playing without any sense, any inkling of hesitation at all. Right now, she's hitting 100% naturally, without any doubt or even any thought behind her shots. Similar to when she's rushing forward to hit the 100% Agari smash. It's all automatic and with all of her power every time.

Obviously, this level of play can't be maintained forever. Even if she somehow beats Kumami in this state, it's highly doubtful that she'll continue to play at this level beyond Suzumegahara vs Tsubame. Not constantly; it's a temporary powerup of sorts, as stated by Kiruka. And that's why 100% Agari isn't ranked separately. Because if she were, she'd be a top-class player, right below Kohime and Kumami". 100% Agari had been straight wailing on Kumami until "Real Kumami," but that former Kumami lacks the motivation she had when playing against Kohime, and Kohime apparently wasn't too serious at all when she played a serious Kumami (she started off slow then got "carried away" and left Kumami gasping on the ground).

-Without counting 100% Agari, though, Agari's still definitely a strong player. Before mastery of her forehand smash, she'd only be beating Zakuro on a good day. But now, she can defeat Kumami's chopper style. That puts her slightly below Kumami and Kiruka, the latter of whom can beat Agari with repetitive knuckle slices.

-The difference between this Agari and the Agari that played Zakuro is the Agari that played Zakuro had an unreliable forehand smash that couldn't handle high-level play, resulting in a very narrow match that couldn't have easily gone to Zakuro instead. So, she stuck to her weaker but more accurate backhand smash to win, and the current Agari has a more reliable forehand smash that's still net-prone, but she's willing to take that risk anyway because it's more powerful than her backhand and she's gained a good deal of control on the shot. She hits her forehand smashes with 100% of her power, resulting in a 100% Agari smash—only her 1st opponent for it, Kumami, hardly ever gives her the chance to do that 100% smash before Agari actually lands one and confidence boosts into 100% Agari (at which point she's hitting them constantly). So, normal Agari's best forehand smashes, except for that one 100% Agari smash, are shown much weaker than she'd normally let them be. And as of current vs Kumami, this is still the case as 100% Agari because Kumami's horizontal sidespin chops are moving Agari out of place so she can barely set up any strong shots at all. Even as 100% Agari, she's losing quite badly now.

-Even though Kumami and Zakuro have been giving her serious challenges with speed drives and flat shots, Agari's called the "Driver of the North" for a reason: her loop drives are still the best in Tokyo. Flatter shots would make hitting the sweetspot harder against someone with a strong curve drive like Kururi. But Agari's loop drive, especially with the knee bending she used to counter Kumami's superior general chopping, would give her a much easier time. The upwards motion and extra topspin on the ball gives her greater margin for error compared to Koyori who hits flatter. And Agari's normal shotmaking is far superior to Kururi's as she's trained hard with Koyori for her match against Kumami. That aside, as a loop driver, Agari stands back farther than Koyori when hitting, giving her more time to hit Kururi's curve drive later—but Kururi's a very dangerous opponent, so this is just a testament to Agari's growth.

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High Class

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#6 Irohani Irori

-Irori's specialty is her adaptability. She can react to pretty much any situation, and this manifests best in rallies as she has more shot options during rallies. As a rallier, Irori was actually the 2nd best in Tsubame (behind Kohime), until Kumami entered the picture. During training, Nemuri, who's the fastest on the team besides Kohime (Kumami compared her own speed drives to Hanabi's shots, and Nemuri was far faster), could never handle Irori's well-placed shots and never managed to beat her. When she's serious, she dials in on the opponent's strategy, the same as Koyori, and swiftly thinks of a counter. She and Koyori (and to an extent, Kiruka) are the only players shown to have put a lot of emphasis on this form of varietal problem solving in matches.

-Irori's loss against Hokuto is a classic example of the final scoreboard not telling the whole tale. The match was extremely close and dictated by a few points that went to Hokuto off her serve. Irori lost by 1

game (2-3), and she dominated Hokuto the moment Hokuto stopped serving first. At that point, she hit winners off Hokuto within just 3-4 shots, every time. Her rallies against Hokuto were very precise and over very quickly:

1. Game 1; Irori was adjusting to Hokuto's serve (the best on Suzumegahara) and lost 6-11. She presumably only won off her own serve.

2. Game 2; Irori adjusted to Hokuto's serve, but now she decided to pin Hokuto whenever they rallied with Estoc. Estoc, her name for the "middle attack" shot, is essentially a ball sent straight at the opponent's chest, jamming them so they either mishit their intended shot, probably weaker, or miss it completely. Either way, the next shot or two Irori hit after Estoc naturally strung Hokuto around, and she won 11-5, which is slightly better than Hokuto'd done when she was serving.

3. Game 3; the same deal, only Hokuto had absolutely no counter for Estoc even on her serve, and was breaking down emotionally. Irori was also deciding to block Hokuto's serves back into the open space before Hokuto could react. Note that Irori herself wasn't even serving specially: she just outplayed Hokuto after serving. And so, she crushed Hokuto. 11-3.

4. Game 4; Hokuto decided to use her High-toss serve, which was stated to be nigh unreturnable, like casting a magic spell on the ball. Well, not so much, since the score ended up being 9-11. Irori lost by 2 measly points. Even Kururi's curve drive isn't nigh unreturnable: there's no such shot so far in this series. Point is, despite Hokuto serving her absolute best aces that were impressing everyone on both sides, Irori was able to return probably close to 90% of them. Her biggest threat was ironically her own loss of confidence.

Hokuto's follow-up shots after her high-toss serve allowed her to essentially play whatever she wanted after hitting the first strong ball, but Irori still had her own serve. If she was never able to break Hokuto's serve, Hokuto would've won the game via winning by two once they were at 10 points each, but Hokuto's serve intimidated her to where she made a few mistakes on her own serve. Maybe 2 or 3 poorly hit shots.

5. Game 5; Irori loses this one worse as her confidence visibly starts to go down. She loses 11-7, which is still very respectable and by all means far better than Hokuto did when Irori herself was serving. But, as we saw, her Estoc started losing both power and accuracy.

Irori lost for two reasons, and the biggest of them is Hanabi's encouragement which wouldn't have been allowed in tennis at all. Yelling out in the middle of a match distracts both players and is a nuisance that puts unfair pressure for or against either one of them. Without that interference (and obvious coaching), Irori might've even love-gamed Hokuto on her own serve. She already had the momentum advantage.

Just as well, Irori lost because she lost the 1st game. If she hadn't, she would've won in straight sets by the end of the 3rd game. Basically, Irori played better than Hokuto overall after the 1st game, just barely worse at crucial points—and she played much worse in the 1st game. Agari stated quite clearly that Irori was a superior opponent, and she was. But Irori probably won't beat Hokuto's high-tosses any time

soon—if Hokuto can get them in. Since it's stated to be a low-percentage shot and Hokuto was in a temporarily boosted state like 100% Agari, landing them constantly, Irori would probably have a far easier time if they met again: as in a 3-game match.

-With how Irori first overtook Hokuto, the principle is that she simply started trying. Paying more attention. Once she looked harder and got a feel for Hokuto's serves, she knew exactly what to hit. And Hokuto stood no chance in rallies. But though Hokuto's normal serve is the best in Suzumegahara and likely most of Tsubame, Irori didn't care. The normal serves weren't strong or fast enough to pressure Irori at all, and she just redirected them (blocked them back) however she wanted. Most players have a specific field they specialize in, and that would be rallying technique, compared to Hokuto's serve technique. In that regard, Irori is the best pure rallier shown so far, outside of Kohime, Kumami, Koyori, and 100% Agari: the Top 4. However, none of them have better rallying technique—footwork, shot selection, positioning, angles, etc. They just hit harder and faster. Because of her small size, Irori's biggest weakness is, as she said, her lack of shot pace and power. The technical prowess is what separates Irori from the others.

-To compensate for her lack of power, part of her rallying technique has shown her blocking the ball back, as stated for, primarily, Hokuto's serve. If that didn't end Hokuto immediately, Estoc followed, and Hokuto was done shortly after. Interestingly, those block shots are the fundamentals of Hanabi and Nemuri's "Close-Distance Hitter" styles, AKA "counter driving". She even changes her grip to match her changing shots. As the one who trained Nemuri (to kick Hanabi's ass), it only makes sense that she'd be so skilled at it. That style involves ending the rally in 3-4 shots, the same as with Irori's Estoc—only Irori's Estoc doesn't include her playing up close: her counter drives on Hokuto's serves were almost always instant return winners.

-Concerning Estoc, even national-level Kururi wouldn't be able to hit her curve drive powerfully enough to throw Irori off. That is, if she'd be able to hit a proper curve drive at all. The principle of Estoc is that the ball is immediately at the opponent's chest, and chops are best hit at arm's length. This isn't Irori's only skill: it's just one example of her being able to adopt her playstyle no matter what her opponent does, so long as she has time to hit a shot. Against Hokuto's high-toss, she often didn't. And Irori's a much better rallier than Kururi disregarding the curve drive anyway.

-Irori can adapt to most circumstances, but the Estoc she played against Hokuto was effective because of Hokuto's right-handedness. Irori, who's also right-handed, aims for Hokuto's chest, which brings the ball at Hokuto's arm. That's the principle of the middle attack against right-handed players. However, though she can probably alter this against rarer left-handed players, she wouldn't be used to needing to as often. Captain Kohime is left-handed: a normal Estoc literally would go right into Kohime's strike zone (the sweetspot of her forehand). Her level of skill combined with her left-handedness is a large reason as to why Irori can't best her.

#7 Futamaru Kururi

-Kururi's unique curve drive offers her an advantage that most players don't have, and that's the trial and error of just hitting until your shot goes in. Most players either have an extremely strong chop or an extremely fast shot, but Kururi's curve drive chop and normal shots give her both. In terms of speed, she plays faster than the rest of her team at Mozuyama, as well Houjou, Irori, and Fubuki at Tsubame, and Hokuto, Munemune, and Kiruka at Suzumegahara. This puts her in the top class as far as that's concerned, but Koyori was easily able to dismantle her in rallies once she'd lost her trump card.

-And speaking of her trump card, there's that. Her curve drive is nigh unreturnable unless you can return her shot hard enough (fast enough) and late enough so that it overcomes her sidespin and speeds back into her side of the court before flying out. Understandably, this is extremely...extremely...extremely difficult even for an opponent like Koyori to get a handle on.

Granted, this wasn't Koyori in her current prime after training for Tsubame. But Koyori was still a prefectural-level opponent at this point, the prefectures being the 2nd-highest tournament level possible—and it took her an entire match to figure out how to counter the curve drive anyway, which she figured out by complete luck, having trained to hit the sweetspot with Agari right before. Because of this shot, she was able to become a national-level player.

-However, Kururi's curve drive has several weaknesses:

1. It was slow. For Kururi, it's always been a fast chop, but it wasn't so fast that players above her level couldn't hit through it. When Koyori put more speed on her shots, she was able to score off Kururi's attempts to use the curve drive every time the latter hit it. However, this doesn't mean much now, as she basically threw away her match against Koyori to discover the sweet spot of her curve drive—now she can hit it much faster.

2. It's her go-to shot no matter what the situation. Before Koyori, she's never lost a point with it before, and so she quite simply doesn't know how to change her strategy. She always expects to win a rally by using the curve drive somewhere in it; when Koyori countered it, her strategy was to use it some more, and then just hit recklessly since she had no other option. Then curve drive some more.

3. Kururi's curve drive always curves to her left, so it can be countered by taking it early or waiting before hitting it. Koyori found another way, by hitting through the shot with the sweetspot, but as Kiruka said, the shot has several counters.

-On top of that, Kururi's normal chops often curve to the left as well, according to Zakuro. This is a very exploitable flaw in her playstyle. If nothing else, for her predictability. Eventually, Agari would hit the sweetspot and overcome Kururi's curve drive, or hit hard enough in general to overcome Kururi anyway. But she can otherwise think up a plethora of countermeasures against a shot that always goes in the same direction.

-Based on her performance against Koyori, Kururi's normal rallying needs improvement before she's at Agari's current level. Agari's likely worse at rallying than Koyori, relying more on smash setups from her loop drive than straight, back-and-forth shotmaking. She's also ranked lower. But Agari's rally trained

with Koyori to the extent that she can now handle Kumami's speed drives (that would trash Kururi's curve drive). Not only would her curve drive be manhandled by Agari's power, her regular shots would be put down even easier. Her losing rallies to Koyori has to be taken a little cautiously, though, as because of the curve drive failing, she was breaking down emotionally while Koyori started outplaying her.

#8 Zashikiwarashi Zakuro

-Zakuro's strongest asset is her determination. No matter how a match is going, even if she's getting her ass kicked, she'll hit her best shots until she either goes down for good or her opponents start wearing down themselves. This is what happened with Agari in their match that went:

Game 1: 13 (Agari) - 15 (Zakuro)

Game 2: 11 (Agari) - 7 (Zakuro)

Game 3: 12 (Agari) - 14 (Zakuro)

Game 4: 11 (Agari) - 8 (Zakuro)

Game 5: 11 (Agari) - 8 (Zakuro)

Though she lost that match in 5 games, the premise is that every time Agari scored a point on Zakuro, Zakuro almost always scored one right back. Over time, this started getting to Agari who had a slightly more polished game overall, and Agari started making mistakes anyway.

-Agari was making mistakes not entirely because Zakuro was forcing her to—it was mostly because she was frustrated at Zakuro's constant comebacks. However, the entire match, Zakuro was definitely still returning shots that Agari thought would be winners. Though this Agari was a solid notch below her current self, Agari was forced to hit her very best shots over and over just to maintain a lead. That's a testament to Zakuro's tenacity, as her actual game is—according to her strokes and Kururi's comments—fairly sloppy. She just knows how to make do with her strengths and never let off the gas. Personalities like those are very dangerous to compete against, and 100% Agari herself is actually a slightly revved up version of Zakuro's mentality.

In addition, Zakuro mainly hits flat shots which have no spin and thus very low margin for error despite being faster than loop drives. The fact that she was able to hit these shots against Agari's spin means a lot, because the upwards spin of a loop drive against a flat drive can easily affect the latter player's aim. But Zakuro's shots were safer than Agari's, despite her hitting harder. Concerning consistency, even if she didn't win the point, she just didn't miss.

-On the note of Zakuro's strengths, they aren't limited to her personality or consistency. Agari at the time was by all means a prefectural-level opponent—and so was Zakuro. Because Zakuro was able to hit

through the holes in Agari's game. Broadly speaking, Zakuro was scoring winners wherever Agari wasn't covering, and sometimes she hit right through Agari entirely: their shots were about equal in power.

Specifically speaking, Agari's forehand smash was much weaker when she played Zakuro, and Zakuro's regular shots were much stronger than that smash. So, she targeted and hit winners on Agari's forehand side more often. Not only did this neutralize Agari's offense until she fell back on her backhand, it stymied her ability to set up high loop drives at all. Luckily for Agari, her backhand smash was safer and didn't need as high a ball setup before she hit it. But this shows Zakuro's intelligence regardless as someone who knew the principles of her opponent's game and sought to (and almost did) work around them.

-When Agari started using her backhand smash against Zakuro, its strength compared to Agari's pitiful forehand smash actually surprised her, and she didn't immediately know how to counter it. Agari took the opposite approach against Koyori and started off with that backhand smash constantly, so Koyori had time to adjust to it, but Zakuro wasn't quick enough to adapt in time. This isn't to excuse Zakuro as I did Irori, however, because Zakuro was wavering between outplaying and being outplayed by Agari throughout their entire match. Irori, meanwhile, was mauling Hokuto.

Zakuro was slightly better than Agari before the backhand smashes, though, having won 2 games to 1 before Agari's 2-game comeback. That means she probably would've won if Agari hadn't revealed the backhand smashes as a trump card and instead used them from the start, but her ability to keep up and only lose by 3 points in both those last games is impressive enough anyway.

-Zakuro played the 8-person Mozuyama team as Captain and is decidedly better than all of them except for Kururi. Since she trained for 3 steady years with Kururi, she's not too far behind Kururi either—about where she's placed right here, if not higher, would signify their skill gap. She doesn't have the natural talent that her team does, but she's worked hard enough for it not to matter. When playing the Mozuyama team besides Kururi gauntlet style, she beat everyone.

That is, Zakuro beat both everyone who actually placed on the team (Sasorida, Yura, Mayuu, and Kimiko) and everyone who didn't, without taking any breaks. The only person she didn't play was Kururi, who kept score. Zakuro's a tier above everyone else (except Kururi) because by the time she reached and defeated the team's 3rd-best player, Sasorida (11-7), she'd already beaten 6 other people in a row.

-In short, Zakuro's a tier faster than her team, a tier better at striking/spinning the ball and reading players and planning plays, and a tier better in physical fitness, power, concentration, and endurance. The only person on her team who beats her in these categories is Kururi, though Sasorida comes close in a few and indeed looks like she'll be the next Captain after Zakuro and Kururi graduate. If Zakuro cares about the future of Mozuyama, that is.

-Also worth mentioning is that Zakuro helped Kururi develop her curve drive. She can probably counter many of Kururi's curve drives as a result, and this means she almost assuredly knows how to hit one herself, even if it's not as powerful.

#9 Ushirode Kiruka

-As a general rule, singles players are going to be better overall than doubles players. There's some exceptions for certain categories—Homura is the hardest striker in Tsubame/Kiruka has the best defense and chopping technique in Suzumegahara—but singles is singles because the better players are better geared for that sort of one-on-one pressure. And so singles is much more prestigious. This is why Kiruka and Munemune wanted to ideally be singles players and just settled for doubles when they couldn't hack it. After the seniors left, though, Kiruka, the new Suzumegahara Captain, still decided to remain as a doubles player so she could remain Munemune's partner.

-But at the same time, Kiruka decided to remain a doubles player because she was better at it. Yet, by all means, she didn't absolutely have to. She's not powerful enough to consistently beat the very best opponents, but her chopping technique is virtually flawless. Having constantly improved her game for 3 years, she was able to hold on to a winning record against Agari back before she sprained her ankle and their rivalry was put on hold. Though this Agari was much weaker than Kumami, Kumami when she was there at Suzumegahara still had respect for her Captain—which says a lot, since she was undoubtedly a better player. And this Agari also defeated Zakuro. However, I don't see Kiruka hitting through Zakuro's defense with her weaker chops, or forcing Zakuro to make a chain of errors.

-Part of why she's so respected is because of her being able to work with what she has. Like Zakuro, she puts up with her weaknesses and focuses on her strengths to give herself the best chance of winning. Unlike Zakuro, her weakness isn't rough technique: her technique is flawless. Unlike Zakuro again, she isn't particularly effective when it comes to attacking a ball or being aggressive at all. She can hit aggressive chops, but even aggressive chops can only fly so fast. This is her biggest weakness and what has held her back from being a successful singles player: her lack of attack power. With Munemune, however, she was able to adjust to it entirely in doubles.

-Because aggressiveness doesn't yield her results (though to be fair, she only gave up on that after playing against "Shidou"), Kiruka has decided to forego that and only focus on her defensive game. Chops are best used this way, taking the pace off an opponent's shot and angling a sharp return in order to make their next shot even weaker. Kiruka is a master of this, and she's even gained a reputation for it outside of Suzumegahara. Not only among doubles teams either.

-And it makes sense why, because Kiruka can turn her defense to offense if she wants to. She usually doesn't, no, but matches like the 5-point ones she had against the entire Suzumegahara team—in which only Koyori and Agari scored on her—reflect that she can not only defend extremely well and endure a gauntlet like Zakuro, but also score on either her opponent's mistakes (most often this) or by chopping through her opponents' exposures.

-In that vein, Kiruka's never shown herself tired either. Zakuro has. And so, Kiruka's definitely a high-ranker in terms of endurance. However, I'd still rank Zakuro as high as here there, as her match against Agari was more intensive and went on longer than Kiruka's matches against all of Suzumegahara. Zakuro

also goes all out when playing, though, which made points shorter during her gauntlet, while Kiruka's chopping style means she might just redirect her opponents' momentum and play it safe—or she might have to run around quite a bit if her opponents' shots are strong enough. She did this whenever she had to cover Munemune in doubles—and it looked exhausting, though it minimally exhausted her.

She did this against Agari and Koyori when playing them in their gauntlet as well. And she played those two last. Her defense and reach are indeed respectable: as far as that and chopping goes, she's almost second to none.

-And of course, her intellect. She is a very shrewd player and stands out in a rare series where everyone on the team offers useful commentary. This makes sense, as she's the Captain, but she also applies her cleverness and attention to detail when playing. Not much for the gauntlet, but her playing against Homura/Fubuki and using the knuckle shot was a brilliant play. Her recognizing Munemune was worried about her ankle during their match against Mayuu and Kimiko was also brilliant, since nothing indicated that. Then again, she and Munemune are a nationally-respected doubles team for a reason.

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Mid Class

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#10 Sachiko Sasorida

-Sasorida would probably beat the current Hanabi off the basis that Hanabi still hasn't learned to adapt to her opponents. The latter's game is very one-dimensional. Sasorida's different. She beat Hanabi in 5 games, but she was clearly toying with Hanabi and hitting weak chops with varying spin until Hanabi started to tire out from hitting winners. Periodically, Sasorida actually fought back—just enough to win 2 games. And then, Sasorida went all out and wasted a tired out Hanabi. Hanabi's stamina was a real weakness of hers, something she presumably worked on for Tsubame, but she wasn't able to show it against Nemuri...since Nemuri beat her so fast.

But Sasorida's manipulative shot variety would dictate how Hanabi and her breed of players hit as well. It's similar to Hokuto, but in the rallies. She chops, she smashes, she drop shots—just has fun controlling the opponent's players—and she very occasionally hits hard and flat as well. Not as often as Zakuro, who mainly hits without any spin at all, but it's noticeable.

-Sasorida's match against Hanabi looked pretty pendulum-ish by the scoreboard, but the show makes it much more obvious that she was just screwing around until she decided to take the match seriously and show off:

Game 1: 11 (Hanabi) - 3 (Sasorida)

Game 2: 11 (Hanabi) - 5 (Sasorida)

Game 3: 9 (Hanabi) - 11 (Sasorida)

Game 4: 8 (Hanabi) - 11 (Sasorida)

Game 5: 3 (Hanabi) - 11 (Sasorida)

She was specifically trying to show off for her teammates, but only Zakuro was interested in her winning. Either way, her stamina was low by Zakuro's standards before the match against Suzumegahara, and they'd obviously worked on that with Zakuro and Kururi's training from Hell. Now, stamina's not a problem for Sasorida. She doesn't play hard enough for it to really matter, but it's not an issue anyway.

-Sasorida played Zakuro last on the Mozuyama team when they all played her (besides Kururi). And she lost 7-11, which honestly wasn't that bad. Presumably, that gap would've widened in Zakuro's favor had they played more than one game, but that match for Sasorida was made out to be better than anyone else had done. With that and how she played against Hanabi, covering her only real weakness, Sasorida's the definite 3rd-strongest player on that team as of now.

-As far as being the next Captain, Kururi doesn't acknowledge those remarks either way, and neither does Zakuro, as they're usually busy focusing on other things whenever Sasorida talks about that ambition of hers. The others just mock her, which annoys her but doesn't actually faze her determination at all. It's quite comical—honestly, Zakuro will probably make Sasorida the next Captain after she leaves, and the others already respect her position on the team anyway as the 3rd seed, even if they don't respect her authority (e.g., the "Did you just stagger?" "I-I didn't..." exchange with Yura).

-It's difficult to imagine her beating Hokuto's high-toss serve. But it's difficult to imagine Hokuto's normal serve always getting past her either (since lower-seeded Yura played with it), not to mention the low chance of the high-toss serve always landing in. Hokuto's special serve is still too much of a gamble to always rely on, and she lost to Yura without it. Yura was able to predict Hokuto's serve by focusing on its motions—something the latter had drastically reduced by the time she played Irori—but Yura was also going even easier on Hokuto than Sasorida did against Hanabi, to where she wore herself out and almost blew the match entirely. As stated, Sasorida is superior to Yura.

-Since Sasorida and Nemuri both trashed Hanabi, I only put Sasorida above Nemuri because of her much better endurance—shown to be totally fine after those 5 games—and because her playstyle is tricky, has more variety, and will likely throw Nemuri off. Sasorida knows how to hit hard and fast as well, if she ever needs to.

#11 Sakigake Nemuri

-Off the top, Nemuri is below Irori. Irori coached her with constant counter drives and developed her style (and Nemuri was shown to be lacking in stamina during the training), and Nemuri could never get

past the latter's Estoc in a serious match. Nemuri teases Irori over the latter's height, but she greatly respects her as a player. And fears her as a player.

-With that said, Nemuri's a very skilled close-distance hitter who I might've put above Zakuro if it weren't for a couple of factors (that, yes, warrant a list):

1. She beat "Hanabi". Granted, she did it in just 3 games, and Hanabi had noticeably improved from her match against Sasorida. But Hanabi's...honestly not that impressive. She hasn't had impressive showings anyway. To be fair to Hanabi, though, Nemuri is essentially her counterpart—except much faster. That's the only major difference, and so it's not such a lame feat to beat Hanabi then when she's still being compared to Kumami vs 100% Agari in terms of pure movement and striking speed.

So, sure, but it also means that against an opponent who can adapt, like Zakuro, who took on an opponent probably still above Hanabi's level due to the loop drive and backhand smash (Mozuyama Agari), would be much harder for Nemuri to face. Nemuri doesn't have any hidden tricks like Agari, and that wouldn't be good for her at all.

2. Nemuri beat Hanabi in 3 short games because she dwarfed Hanabi in the skillset they both shared. But Nemuri hasn't proven herself to have the stamina that Zakuro does. In fact, Zakuro goes through hours of Hell training with Kururi daily, apart from her training with Mozuyama, and it doesn't visibly affect her anymore. Nemuri fell out during training with Irori.

On top of that, back to the sets, Nemuri hasn't been shown to go to 5 games. So, we can't comment on her stamina concerning a match of that length, let alone if it goes on to be nearly 100 points like the one between Agari and Zakuro. Zakuro also defeated her entire team minus Kururi, including the extras, and she has more experience than Nemuri as well, as a 3rd year.

-Though Nemuri's a freshman, however, she's shown herself to be likely a faster hitter than both Kumami and 100% Agari, based on their comparisons to Hanabi in speed. This wouldn't mean much in a match against them, as they hit better and have better stats in general, and only hit slower at all because she doesn't counter drive, but it has to be noted that Nemuri's the fastest player we've seen so far except for Shidou and Kohime (and possibly Koyori).

-As for why Kiruka places above her as well, it's simply because Mozuyama Agari gave Zakuro a run for her money even before the backhand smash winners and was a fair bit superior overall. And Kiruka at the time was trading wins back and forth with this Agari (and had slightly better record). Nemuri would most likely not be able to thoroughly break Kiruka's iron wall, chopping defense.

#12 Itsumo Hokuto

-Can't put Hokuto any lower than this solely because of her performance against Irori. Sure, she was getting hacked up until the high-toss serve, but she also won the 1st game. And sure, Irori only had to adjust a little to completely negate that advantage—but Hokuto still won the 1st game. Seriously,

though, she did very well, and the high-toss serve is an extremely dangerous weapon. As usual, there's a list of reasons she's not closer to Irori:

1. Matches don't revolve around head-to-head records. Even if Hokuto beats Irori from now until the end of time, Irori still has a better, fuller game overall.
2. Hokuto's serve and high-toss serves are actually her only weapons. Without those, she's nothing too special. At first, Hokuto's serve was predictable as well (leading to her defeat by Yura), but she eliminated these visible gestures in training for Tsubame.
3. Hokuto's high-toss serve is said to be extremely low percentage.

-Hokuto's serve works this way—every serve she hits is used to trick her opponent and throw off their return for her next shot so she can immediately control the point afterward. This is what she did to Koyori and Irori. In a way, she's ideally controlling the opponent's shotmaking and predicting what they'll hit next.

-Of course, the downside of this is that she can only do it off her serve. So, if she isn't serving, she doesn't have that advantage. Her base rally game is quite average by high class standards. Above average otherwise, but nothing spectacular. On top of that, she has little stamina, so she can't engage in extended rallies for long. Koyori took advantage of this to defeat her in their match, but her serve is normally supposed to counter this disadvantage. Against Irori, Irori and Hokuto ended their respective points so fast that Hokuto's low stamina was hardly a factor.

-Her high-toss serve, learned while training for Tsubame, involves her throwing the ball up in the air instead of letting it drop. For obvious reasons, this makes it much more likely to fail in terms of precision and going in at all, but the amount of power, speed, and spin on the ball increase dramatically if the serve is successful. She hasn't yet failed to use this serve properly, as she was amped up by Hanabi the only time she tried it in a match. However, it goes without saying, by her own fears and reluctance to use the high-toss serve even early on against Irori, this isn't a particularly "safe" shot at all.

-As Hokuto defeated high-class Irori off her high-toss serve, then if she always lands it, she can probably do the same to the other members of Tsubame and Suzumegahara—minus Kohime, Kumami, Koyori, 100% Agari, and Kiruka, all of whom have better defensive skills than Irori. I see her getting past all of Mozuyama as well, minus possibly Kururi, who lost rallies to Koyori largely because she was desperate and breaking down. And Zakuro. Zakuro struggled against a much weaker, early Agari's backhand smashes, and Zakuro allowed those to be set up. Granted, Zakuro had no idea about them until near the end of their match, but Hokuto would have even more of an advantage with her high-toss serve, as she's free to start the point by hitting it however she wants. But Zakuro's confidence and tenacity is so high (much more than Irori's), Hokuto would lose just about every return to Zakuro regardless until Zakuro eventually started to win over the high-toss serves as well.

-That said, beating Irori when Nemuri couldn't definitely puts Hokuto in good standing, so long as her high-toss serve isn't consistently broken. If only 8 exceptional players have a chance at stopping that high-toss serve, that speaks for itself.

-Now, she also beat Irori because she never missed with that high-toss serve, which requires a clarification. Hokuto was motivated emotionally by Hanabi's heartbreaking loss to Nemuri and wanting to avenge that. She was still about to lose and wouldn't have been able to successfully use the high-toss in her current state. Then she was motivated by Hanabi cheering her on and telling her to use the serve. However unfair that encouragement was, the circumstances were such that Hanabi in particular pushed Hokuto towards a state of consistency with that serve—and subsequent rallies—that she would've never had otherwise.

That is to say, that match and that entire scene was ideal for her. As a matter of fact, she'd always beat Irori if she played in that state, but she's also below Irori because the chances of her hitting such a low percentage serve without faulting or toning its power down...literally a perfect 100% of the time like she did...are very low. In fact, if they ever played again, Irori would probably win, off the basis of Hokuto's situation being nothing like what it was when they first played. Irori would probably win every game, actually. If she had more versatility in another, more used area, she would place much higher. But her strong serve and overreliance on it is both the reason she ranks so highly and the reason she can't rank higher. Nemuri would poke back any serve of Hokuto's that wasn't a high-toss serve, the same way her teacher did.

#13 Houjou Homura

-Homura's biggest strength is her power, and she was able to score several points on a serious and fully healed Kiruka because of it. She stated herself to be the hardest hitter in Tsubame—which doesn't translate to the "best" hitter, but it certainly gives her an advantage in several types of matches where that's necessary.

-She didn't always score winners on Kiruka, though: usually Kiruka returned them, forcing Houjou to hit more and more smashes. She only got those smashes set up because of Munemune's floaty shots, so Kiruka would probably fare better against Homura if it were just the two of them. She would definitely defend better.

-Homura also has amazing movement and coverage as well. Among the best seen so far, having defended barrage after barrage of Munemune's smashes all throughout Tsubame's doubles match, and with Fubuki hitting floaters. Towards the end, Homura wasn't letting a single smash get through until Munemune finally released her free arm, taking away her stability, and smashing with 100% of her power. Funny enough, this is how Kumami and 100% Agari" are smashing now, and Koyori started it way back when, with Agari having flashes of that unrestrained smashing via her forehand before Tsubame as well. Homura's smashes are more conventional, and she keeps steady with her free arm at her side, yet she's still almost comparable to Munemune in power when the latter isn't using her free arm.

-Regardless, Homura's smashes are far more consistent than Munemune's. Only 100% Agari has smashed as consistently as Homura, who hasn't missed single one, despite pressure from one of the best doubles teams in the nation. That said, 100% Agari missed one single smash against Kumami.

-Since Homura said that she was the strongest hitter in Tsubame in general, this should apply to her forehand and backhand drives as well. She can probably give Nemuri, Irori, and Kumami some kind of challenge, but her skill with smashes and connection with Fubuki means she's working best where she is as a doubles specialist. She hasn't been training to endure one-on-one match pressure and tactics, and doubles players often train less than singles players, having to share time with someone else.

-Likewise, we haven't seen enough of Homura to assume she can handle Hokuto's high-toss serve. But Hokuto was beating Irori without the high-toss serve, and Homura hasn't shown the technical prowess (smashes aside) that Irori had in order to counter those serves. The gap between Hokuto's service technique and Homura's is larger than the gap between Homura's rally technique and Hokuto's.

#14 Tenka Hanabi

-Hanabi has speed. That's about it. She doesn't particularly have precision or power, but her blocks and movement are faster than many players can react to. At least at first, at which point they'll probably adjust to her on some level. After training for Tsubame, she's about as fast as Kumami now, although Kumami plays from much farther back than Hanabi.

-Nemuri adjusted to Hanabi and was a much faster hitter, yet she couldn't best Irori. So the same beating Irori gave Nemuri daily would've been given to Hanabi. She's not a high-class player by any means, even though she has high-class speed. Kumami's Hanabi-speed has been countered several times now by 100% Agari, and Hanabi lacks the power and spin variety (and just plain skill) to intimidate the Agari who was somewhat hanging on against Kumami before that confidence boost. Koyori and Kohime therefore don't need a mention.

-What about Kururi and Zakuro then? Well, Kururi's curve drive is now faster than Koyori can often handle, unless Koyori's gained a significant boost in speed or power. Zakuro demonstrated more stamina than Hanabi still has, but she's also demonstrated adaptability in her match against Agari. That's all she really needs, the adaptability factor, as Hanabi's game never changes. Since she would probably lose to Sasorida for the same reason she'd lose to everyone else, her one-dimensional game, the better Zakuro would run Hanabi around or simply move farther back to handle Hanabi's blocks.

-On that note, Nemuri only appeared to struggle against Hanabi because, other than not focusing, she was playing up close. It's her and Hanabi's styles, close-distance hitters, but Nemuri has less time to react to Hanabi's shots if she's far up close like usual. She's faster in general, but stepping back would've given her more time to react to Hanabi, and she would've beaten Hanabi even easier in their 1st game.

Low Class

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#15 Yuragi Yura

-Yura is actually somewhere above Homura's level in terms of displayed talent—but would likely just get hit off the table if they played because of the difference in power between them. Homura's serve can be countered by Yura, but it's not that much of an asset for her game. Yura can't counter the smashes, however. That's severely doubtful, as even Kiruka couldn't reset the point with her chops after a while, and had to move farther back and hit floaty returns, after which the smashes kept repeating or Munemune was scored on—usually one of the two. Yura on the other hand probably wouldn't be able to react to Homura's smashes.

-The same for basic strokes: Homura just hits harder. Too hard for Kiruka to manage at times, which puts the former on at least Mozuyama Agari's level as far as that goes. Mozuyama Agari took on Zakuro, so Yura would again probably be hit off the table against Homura.

-Where Yura's skill lies is in her extremely sharp analytical skills. She pays close attention to her opponents' quirks and capitalizes on them as soon as possible. For Hokuto, this meant looking at Hokuto's hand/arm motions, ball toss, and eyes before her serves, then adjusting into position to counter the serve before it was hit. She'd adjust multiple times a second, all depending on what the opponent was doing.

-The only downside to this is, again, if the opponent just hits better than her. Homura hits better than her. Harder, faster, cleaner...and Mozuyama Hokuto at times did so too. Mozuyama Hokuto has no chance against Homura. So, Yura just wouldn't be able to predict to, much less react to many of these stronger opponents.

-That said, Yura was going very easy on Hokuto during their match. Perhaps "too easy," as she almost lost because she got carried away. What the match showed was that even in extending herself far more than she had to, however, Yura was very much running on a full tank by the end of that long, 5-game match. Maybe closer to half a tank, but her tank was smaller than Sasorida's who'd waited until the last minute as well but remained in full control. In any case, she had far more energy than Hokuto, who lacked stamina then. All of Mozuyama's starters have plenty stamina, thanks to Kururi and Zakuro's conditioning trainings. As a singles player, she probably has better stamina than Mayuu and Kimiko. She probably has better stamina than Homura as well.

-It goes without saying Hokuto's serves don't have the same weaknesses as when she used them against Yura. Kiruka's training straightened this flaw out. Yura, if she'd predict Hokuto's serves at all, would definitely have difficulty doing so now.

#16 Omune Mune

-Munemune's strength lies only in her power. She hits powerful smashes. She hits powerful shots in general. However, her shots are much weaker when she hits off her back foot—in other words, when she's not in a position to jump "into" her shot. Koyori took advantage of this by moving her around and forcing her to hit errors and get frustrated and tired. Mayuu and Kimiko did the same thing, although Munemune was allowing them to by holding back in the first place. And Fubuki did this to Munemune as well, forcing Munemune to hit weak floaters that Homura crushed. In every single game Munemune has played, her poor form and large build has been taken advantage of, and she's not improved in the slightest. She actually seems to have given up on overcoming this weakness, relying on Kiruka to cover it up as much as possible instead.

-Munemune lacks in speed for the same reason, and so she tries to end her points quickly, whether in singles or doubles. The nature of her shots makes this relatively easy in doubles with Kiruka, since she hits so hard and smashes even harder. But in singles, she can only end the point quickly if she gets the opportunity to smash. Koyori didn't give her this opportunity often at all, and neither did the rest of Suzumegahara's starters—so, she was last among them.

-Munemune is a fairly analytical face on her team as well, but not as much as Kiruka, Agari, Koyori, and Hokuto. On the other hand, she doesn't apply this to her playing at all. Even when she lets loose with her free hand, smashing against Homura and Fubuki, she does it subconsciously. As in, by complete accident. The only players worse than her are worse because they've shown even fewer showings.

#17 Fujinomiya Fubuki

-Fubuki is a great strategist. Playing with Homura, she came up with the plan that nearly defeated Kiruka and Munemune early on. If it weren't for Kiruka's sudden knuckle chops, the Suzumegahara team would've definitely lost. Now, she'd studied the Suzumegahara team from before their match, so the shrewdness isn't quite as impressive, but it still counts for much.

-As a player, though, she doesn't really have anything. She was great at dropping weak shots off Kiruka's difficult slices, something that deserves a lot of credit. Hitting drop shots is already a difficult enough task in table tennis, let alone off chops with as much powerful spin on them as Kiruka's. That display would only really apply when facing Kiruka, Kumami, or Sasorida—none of whom she's soon the skill to challenge. Sasorida was a respectable player in her own right and not some third ringer for Kururi and Zakuro.

-Fubuki was great at returning Munemune's consecutive, almost full-power smashes, along with Homura. A lot of credit for that as well, even though she gained the motivation to make it happen after seeing Homura do it and encourage her. Homura was out of place and on her side of the table with that save, though, and Fubuki was in a better position but couldn't stop the barrage.

-I'd definitely put Fubuki above Mayuu and Kimiko, though, because those two were struggling against Munemune's smashes before her training for Tsubame to improve them. Her smashes were notably stronger against Fubuki and Homura than against Mayuu and Kimiko, yet the latter couldn't keep a rally going once she hit them.

#18 Kanenashi Mayuu

-Mayuu has the problems mentioned earlier, but she was better at retrieving Munemune's smashes than Kimiko, while her doubles partner Kimiko was actually cowering because she couldn't retrieve any.

-Supposedly, Kimiko is more agile than Mayuu. But Mayuu has more power and greater coverage, able to handle some of Munemune's smashes. This is actually a big deal, as Munemune has the most powerful smashes in the series—but it's not that big a deal at the same time, as Mozuyama Munemune's smashes were weaker than Kumami's speed drives. Slower, naturally, but weaker as well.

-Just the nature of Mayuu and Kimiko's relationship seems to imply that the former is a better player as well, but Mayuu was also calling the plans for the pair to carry out during their match against Kiruka and Munemune.

-And like the rest of Mozuyama, Mayuu has great stamina. Though it wasn't much of a factor against Kiruka and Munemune, since she couldn't react to most of Munemune's big shots.

#19 Hamuu Kimiko

-Kimiko's fast enough to cover Kiruka and Munemune's normal shots, and that's about it. But she doesn't have the range of confidence to return any of Mozuyama Munemune's smashes, which are actually rather tame compared to what's seen later on.

-Kimiko also has high endurance like the rest of Mozuyama, so more than probably Hokuto now. She seems placed as the weakest shotmaker on that team, from how she's treated and acts, and that isn't too surprising once she actually plays. Though she could probably beat Mozuyama Hanabi, Hokuto, and Munemune, which isn't saying all too much.

20 Tanpopo

-Tanpopo's ranked #8 as the highest on Suzumegahara's team after the starting players. Whatever that means. She can hardly keep a loop drive she serves on the table.

TL;DR, not counting Shidou, the best in each category so far are:

Overall (Best Left to Right): Kohime -> Kumami -> Koyori/100% Agari

Rallies (Technique): Irori -> Kohime -> Kumami

Serves: Hokuto

Smashes: 100% Agari -> Munemune -> Homura

Drop Shots: Kiruka/Fubuki -> Sasorida -> Kumami

Coverage/Diving: 100% Agari -> Koyori -> Homura/Fubuki

Power: Munemune -> Homura -> Kohime/Koyori -> 100% Agari

Footwork/Speed: Kohime -> 100% Agari -> Nemuri

Strategy: Kiruka -> Irori/Koyori -> Kohime/Kumami

Stamina: Kohime -> Kiruka -> Kumami

Focus: 100% Agari -> Zakuro/Kiruka/Kohime -> Koyori

Flat Drive: Kohime/Koyori -> 100% Agari -> Zakuro

Chop Drive: Kumami -> Kiruka -> Sasorida

Counter Drive (Close-Distance): Irori -> Nemuri -> Hanabi

Curve Drive: Kururi -> Kumami -> Zakuro

Loop Drive: 100% Agari -> Agari

Speed Drive: Kumami

Forehand: Kohime (left side) -> Kumami -> 100% Agari/Koyori

Backhand: Kohime (right side) -> Kumami -> 100% Agari/Koyori