# **Paddly Business Plan**

**Business Name: Paddly** 

Business Model: Online platform connecting padel players, offering personalized matching,

court bookings, and player statistics tracking.

Mission Statement: To create a vibrant and connected padel community by simplifying the

process of finding partners, booking courts, and tracking performance.

Vision Statement: Become the go-to platform for padel enthusiasts across Europe,

enhancing player engagement and court accessibility.

## Goals:

1. Launch Minimum Viable Product within six months.

- 2. Acquire 10,000 active users in the first year.
- 3. Establish partnerships with 1000 padel courts across key EU markets in the first year.

# **Business Opportunity**

#### **Problem Statement:**

Padel players struggle to find suitable partners, opponents, and available courts, and existing solutions are fragmented across social media and basic court booking platforms.

#### Solution:

Paddly provides an all-in-one solution with:

- 1. **Personalized matching** based on skill level and location.
- 2. Real-time court availability and easy booking.
- 3. Player stats tracking to monitor and improve performance.

#### **Market Analysis**

#### **Industry Overview:**

- Padel is the fastest-growing sport in Europe, with **70,000+ courts**.
- Increasing demand for digital solutions that enhance sports engagement.

#### **Target Market:**

- 1. **Primary:** Amateur and recreational padel players (ages 18-45).
- 2. Secondary: Padel club managers and court owners seeking better visibility.

### **Market Size & Growth Potential:**

- **EU Market:** 25M+ padel players and growing.
- Estimated 20% annual growth rate in new padel clubs.

# **Trends & Drivers:**

- Digital transformation in sports services.
- Rising popularity of racquet sports post-pandemic.

#### **Competitive Analysis**

#### **Direct Competitors:**

- 1. Court booking platforms (Playtomic, AirCourts).
- 2. Social platforms (WhatsApp, Facebook) used for matchmaking.

#### **Indirect Competitors:**

Fitness and sports event apps (ClassPass).

## **Paddly's Competitive Edge:**

- 1. **Specialized for Padel**—no other dedicated, full-service platform exists.
- 2. **Personalized Matching**—Al-driven recommendations for optimal team and opponent selection.
- 3. Comprehensive Data—track personal stats and progress.

### **SWOT Analysis:**

- **Strengths:** First-mover advantage, niche focus, and robust revenue model.
- Weaknesses: Solo-entrepreneur model may slow development.
- Opportunities: Expansion to new markets and premium service tiers.
- Threats: Established competitors pivoting to padel focus.

#### **Product & Service Offering**

- 1. User Matching System—Al-based matchmaking for players.
- 2. **Court Booking Portal**—Real-time availability and reservation.
- 3. Player Stats Dashboard—Automated performance tracking.

#### **Future Features:**

- Tournament management system.
- Community leaderboards and in-app challenges.
- Integration with fitness trackers for advanced analytics.

### **Revenue Model**

- 1. Freemium Subscription:
  - Free basic access to matchmaking and booking.
  - Premium tiers for advanced stats, priority booking.
- 2. Transaction Fees: Percentage from each court booking.
- 3. **Advertising:** Sponsored content and third-party advertising.

## Marketing & Sales Strategy

#### **User Acquisition Channels:**

- 1. **Digital Marketing:** SEO, social media, and paid ads targeting padel communities.
- 2. Influencer Partnerships: Collaborate with padel coaches and sports influencers.
- 3. **Referral Program:** Incentives for user referrals and club partnerships.

#### Go-to-Market Plan:

- 1. Phase 1 (MVP Launch Month 1-6):
  - Soft launch in one EU country with a strong padel community (Cyprus).
- 2. Phase 2 (Growth Month 6-18):
  - o Expand to three additional countries (Spain, Italy, France).
  - o Introduce premium services.
- 3. Phase 3 (Scale Year 2+):
  - Broaden to all major EU markets.
  - Launch multi-language support.

### **Operations Plan**

# **Development Timeline:**

- 1. MVP Development (3 months)—Core features and pilot testing.
- 2. **Beta Testing (1 month)**—User feedback loop and optimization.
- 3. Public Launch (6 months)—Marketing push and scaling.

### **Operational Needs:**

- Web and mobile app development.
- Customer support and community management.
- Legal compliance (GDPR for EU users).

#### **Management & Organizational Structure**

- 1. **Founder/CEO:** Oversees strategy, partnerships, and operations.
- 2. **CTO** (to hire): Manages technical infrastructure and product development.
- 3. Marketing Lead (to hire): Drives user acquisition and brand awareness.

Advisory Board: Padel coaches, sports tech entrepreneurs.

# **Risks & Mitigation**

- 1. **Technology Risk:** Regular updates and scalable architecture.
- 2. Market Risk: Pilot launches and adaptable go-to-market strategies.
- 3. **Competition:** First-mover advantage and continuous feature innovation.

#### **Exit Strategy**

- 1. **Acquisition:** By larger sports-tech firms (e.g., Playtomic).
- 2. **Partnership:** With padel equipment brands and major clubs.

3. **Expansion:** Grow into tennis and other racquet sports.