

DRIVE HOCKEY

ANALYTICS

If you can Measure it, you can Improve it!

Drive Hockey's sensor based technology captures game skills, breaks down key performance metrics and tracks development progress over time. Player analytic profiles are built on the same technology and data standards as adopted by the NHL.



Drive Hockey's player sensors combined with AI capture deep skill & performance metrics during games or practice

Player Evaluation Scorecard

Each player's peak ability is captured during tracked combines and/or practices, and the level in which each player applies and uses the same skills are captured during tracked games. Contact Drive Hockey for a demo of all reports generated from games, practices or combines.



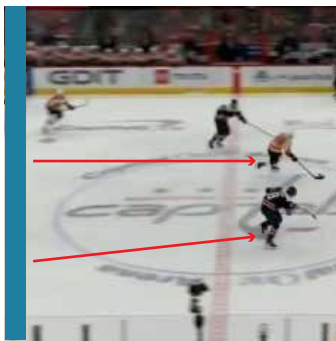
Sortable Rankings

Top 10 Lists

Game / Player Impact

Shift & TOI Analysis





Linear Skating

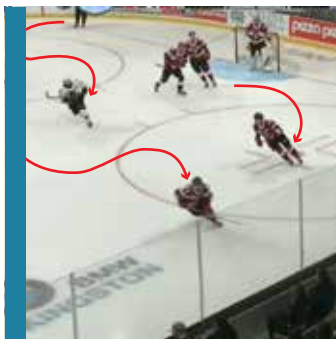
Skating in a straight line

Game Situations:

- Forecheck
- Backcheck
- Support on Rush
- Net Drive
- Zone Entry/Exits
- Break-A-Way

Key Performance Metrics (while Linear):

- Top Speed
- Time at Top Speed
- Peak Acceleration
- Forwards vs. Backwards
- With Puck vs. Without Puck



Angular Skating

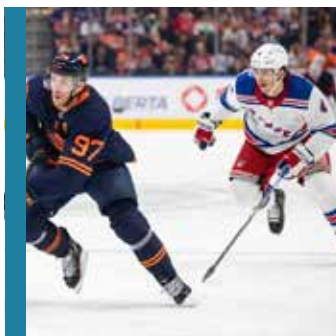
Skating in a curved line, in excess of 10° angles

Game Situations:

- Breakout
- Regroup
- Offensive Rush
- Generating Speed
- Evasive Play
- Pressuring the Puck

Key Performance Metrics (while Angular):

- Top Speed
- Time at Top Speed
- Peak Acceleration
- Forwards vs. Backwards
- With Puck vs. Without Puck



Pace

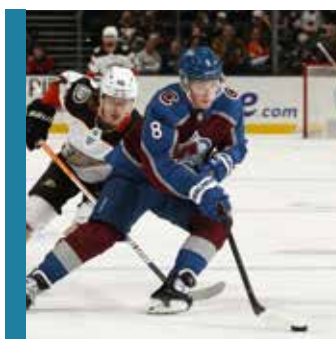
How a players uses their speed and the rate at which they perform.

Game Situations:

- Creating Space
- Puck Pursuit
- Transition Game
- Joining the Rush
- Breakout
- Forecheck, Backcheck

Key Performance Metrics:

- % Time at Top Speeds (while skating)
- Avg Skating Speed
- Avg Distance /minute
- Endurance Conditioning



Agility - Tight Turns

Short 90° - 180° turns within a tight radius

Game Situations:

- Puck Protection
- Man-on-man Defence
- Angling
- Neutral Zone Pressure
- Offensive Forechecking

Key Performance Metrics:

- Distance Gain over 1.5 Sec.
- Turn Radius
- Avg Speed
- Entry, Mid, Exit Speeds
- With Puck vs. Without Puck



Agility - Wide Turns

Fast 90° - 180° turns over a wide radius

Game Situations:

- Breakout
- Regroup
- Offensive Rush
- Generating Speed
- Evasive Play
- Pressuring the Puck

Key Performance Metrics:

- Distance Gain over 1.5 Sec.
- Turn Radius
- Avg Speed
- Entry, Mid, Exit Speeds
- With Puck vs. Without Puck



Acceleration - 1.5 Sec Bursts

When a player accelerates for a short burst; from skating, turn exits or stationary.

Game Situations:

- Puck Pursuit
- Puck Retrievals
- Rebounds
- Faceoffs
- Breakout from Boards
- Creating Space

Key Performance Metrics:

- Distance Gained in 1.5 sec.
- Top / Avg Acceleration Force
- Speed Gain
- Repetition Count
- Forwards vs. Backwards
- With Puck vs. Without Puck



Acceleration - 3.0 Sec Sprints to Full Speed

When a player starts motionless, then accelerates for an extended time to full speed.

Game Situations:

- Play Transitions
- Rush
- Backchecking
- Headman Rush
- Breakaway
- Entering from Shift Change

Key Performance Metrics:

- Distance Gained in 3.0 sec.
- Top / Avg Acceleration Force
- Speed Gain
- Repetition Count
- Forwards vs. Backwards
- With Puck vs. Without Puck



Deacceleration

Stops and delays in deceptive skating and direction changes

Game Situations:

- Puck Pursuit
- Checking
- Net Drives
- Change Shooting Angles
- Deaks, Deception w/ Puck
- Direction Changes

Key Performance Metrics:

- Top Force
- Time to Full Stop from Top Speed
- Distance to Full Stop from Top Speed
- Repetition Count; Delays, Full Stops
- Forwards vs. Backwards
- With Puck vs. Without Puck



Endurance

Cardio test to analyze a players conditioning level

Game Situations:

- Penalty Kill
- Backchecking
- Hemmed in Zone
- Extended Shifts
- Shift Changes
- Overtime

Key Performance Metrics:

- Conditioning Level
- Speed & Acceleration Drop Over Time
- Top Shift Performance vs. End Performance
- Top / Avg Distance per Min
- Distance over Time



Sensor based player tracking technology, as seen in

