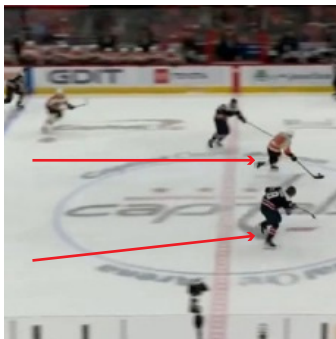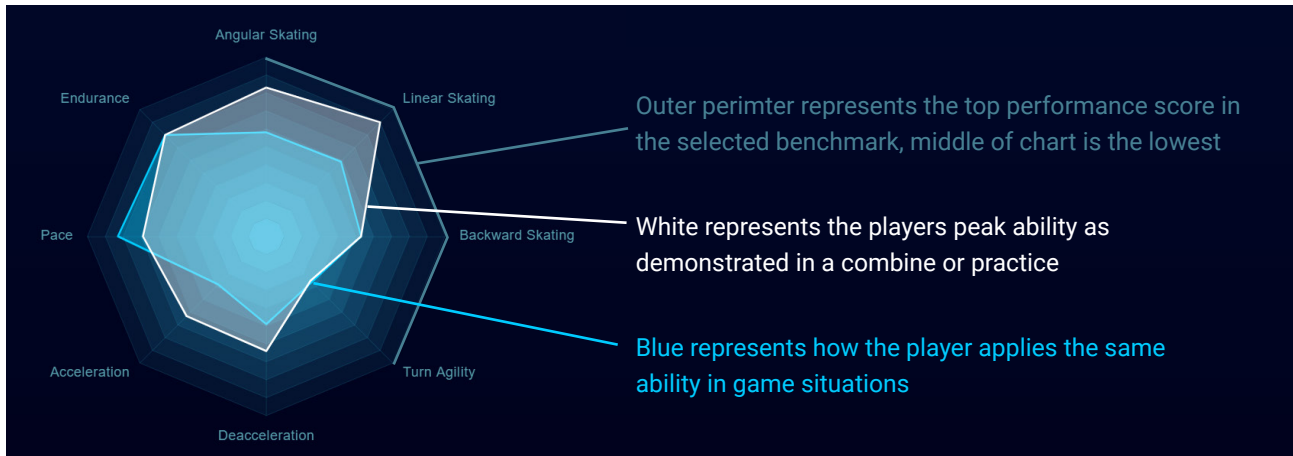# DRIVE HOCKEY
A N A L Y T I C S

Performance Metric Definitions

Each players 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.

Outer perimter represents the top performance score in the selected benchmark, middle of chart is the lowest

White represents the players peak ability as demonstrated in a combine or practice

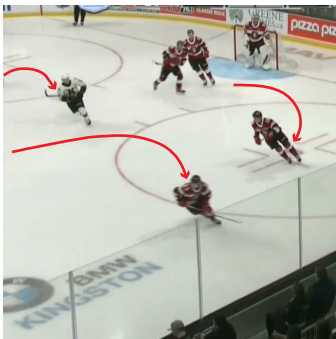Blue represents how the player applies the same ability in game situations

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

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
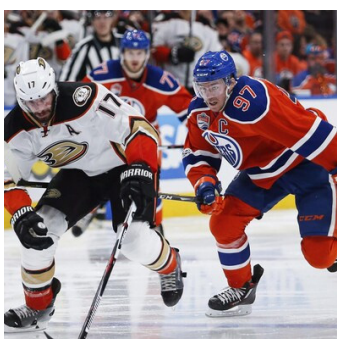
Acceleration - 3.0 Sec Sprints to Full Speed

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

Game Situations:
- Play Transitions
- Rush
- Backchecking
- Headman Ruh
- 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

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