DRIVE

Advanced analytics to maximize your game

drivehockey.com

DRIVE

Sensor & AI analytics to elevate on-ice performance

Strength, Conditioning & Endurance

Deeper insights into players fitness levels and how they are physically equipped to perform, helping tailor off-ice training for on-ice impact.

Technical Skill Evaluation

Broken down hockey skills measured and benchmarked against top peers, highlighting which aspects a player can work on to improve

Game Tactics

Positioning, play tracking and analysis of team strength and weaknesses, and which players / lines are contributing positively or negatively.

Cognitive

Tactical

Technical

Physical

A player's physical fitness abilities serve as the foundation for their overall performance
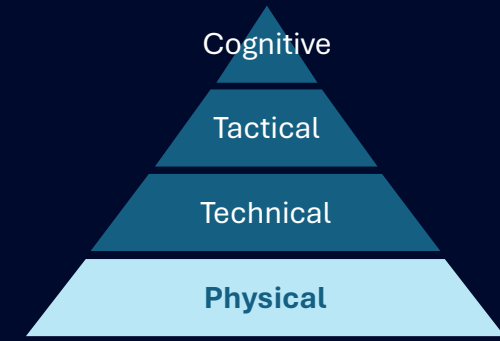
Strength enhances a player's power and explosiveness, allowing for more effective skating, shooting, and checking. This physical power translates directly into better execution of technical skills.

Conditioning ensures that a player can maintain high levels of performance throughout the game. With superior conditioning, players can consistently apply skills under varying conditions without dropping performance.

Endurance impacts a player's ability to sustain effort over extended periods. High endurance levels mean that a player can remain effective, even late in the game, which is crucial for maintaining tactical discipline and winning games.

Essentially, the better a player's physical condition, the more effectively they can apply their skills, execute strategies, and make smart, quick decisions on the ice.
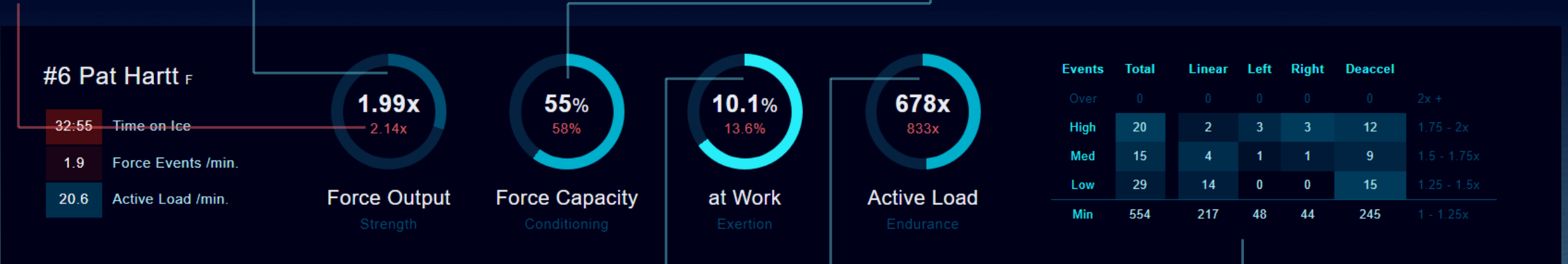
Force Output (Strength)

The maximum weight a player can handle, measured as a multiple of their body weight (g-force). This is experienced during high-speed turns and rapid movements on the ice, combining both the sideways (centripetal) and accelerating / stopping (tangential) forces exerted by the player.

Force Capacity (Conditioning)

Force Capacity is a measure of a player's conditioning, showing how well they can maintain their peak strength over time. It is calculated by identifying all force events done during a game or practice and dividing the highest force they can produce by their average force.

Benchmark comparisons
(team top rating)

#6 Pat Hartt F

32:55	Time on Ice	
1.9	Force Events /min.	
20.6	Active Load /min.	

1.99x
2.14x
Force Output
Strength

55%
58%
Force Capacity
Conditioning

10.1%
13.6%
at Work
Exertion

678x
833x
Active Load
Endurance

Events	Total	Linear	Left	Right	Deaccel	
Over	0	0	0	0	0	2x +
High	20	2	3	3	12	1.75 - 2x
Med	15	4	1	1	9	1.5 - 1.75x
Low	29	14	0	0	15	1.25 - 1.5x
Min	554	217	48	44	245	1 - 1.25x

Number of Force Events by type & G-force range

At Work (Exertion)

Measures how much time a player is actively engaged in high-intensity efforts, defined as handling forces exceeding 1.25 times their body weight, relative to the time spent in active recovery phases, regaining their energy. This metric provides insight into the player's workload distribution and endurance capacity during a game or practice session.

Active Load (Endurance)

Active Load measures a player's endurance by summing up all the force output of all force events done during a game or practice. This total force is expressed as a multiple of the player's body weight, providing a comprehensive assessment of the workload a player handled and their ability to sustain high-intensity efforts over an extended period.

FITNESS - Player Detail

Amount of Load handled at which Force Output level (x body weight)

Linear Force

The tangential force measured when the player is accelerating forward in a straight line using single leg strides.

Left Force

The centripetal force measured when the player is skating forward on a right angular plane or turn,.

Right Force

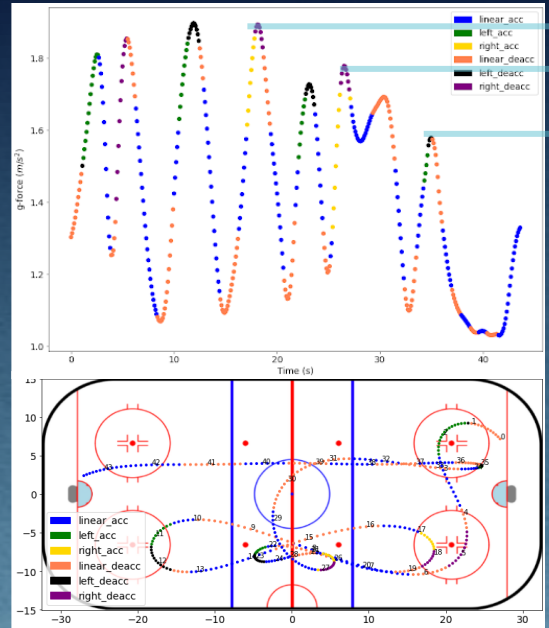The centripetal force measured when the player is skating forward on a right angular plane or turn,.

Deacceleration Force

The tangential force measured when a player is deaccelerating, including linear, left and right deacceleration, which are all typically using both legs at the same time. High-deacceleration forces also shows signs of impact.

Linear Force

Force Output	Force Capacity	Active Load
1.81x	59%	307x
2.12x	76%	320x
Strength	Conditioning	Endurance

	Events	Load
Over	0	0
High	2	2.1
Med	4	4.3
Low	13	14
Min	267	287

Load Distribution: 307x

Left Force

Force Output	Force Capacity	Active Load
1.88x	59%	61x
2.1x	61%	80x
Strength	Conditioning	Endurance

	Events	Load
Over	0	0
High	5	5.5
Med	0	0
Low	0	0
Min	50	55

Load Distribution: 61x

Right Force

Force Output	Force Capacity	Active Load
1.88x	57%	74x
1.99x	94%	74x
Strength	Conditioning	Endurance

	Events	Load
Over	0	0
High	2	2.2
Med	3	3.2
Low	0	0
Min	64	69

Load Distribution: 74x

Deacceleration Force

Force Output	Force Capacity	Active Load
2.13x	52%	348x
2.14x	58%	391x
Strength	Conditioning	Endurance

|	Events	Load
Over	2	2.2
High	12	13.3
Med	10	11.1
Low	11	12.2
Min	279	309

Load Distribution: 348x

Player force & load analysis from live play

Capture crucial force and load metrics live during gameplay, provide real insights into player athleticism from actual game scenarios. Sensors monitor acceleration, deceleration, and directional movements—both linear and lateral—delivering detailed data superior to conventional off-ice testing.


## Force Events Identified
Classify type & identify key metrics

Acceleration
Single-leg strength

Deacceleration
Dual-leg strength

- Linear
- Left
- Right
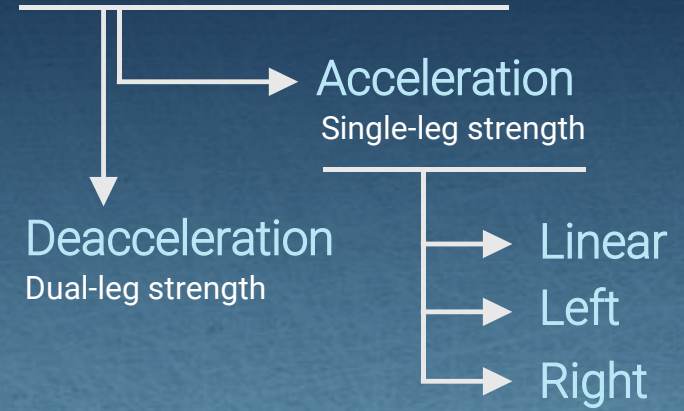
Monitor injury risk & return-to-play

Fitness monitoring plays a vital tools in sports injury prevention. Detect warning signs, such as force over-exertion or excessive load before injuries or overtraining occur. By objectively tracking fitness metrics, coaches and trainers can also effectively manage the return-to-play process, minimizing the risk of re-injury.

Monitor training and game load over time for proactive adjustments in training, rest and recovery strategies, ensuring athletes remain at peak performance levels without risk of setbacks.

Cognitive

Tactical

Technical

Physical
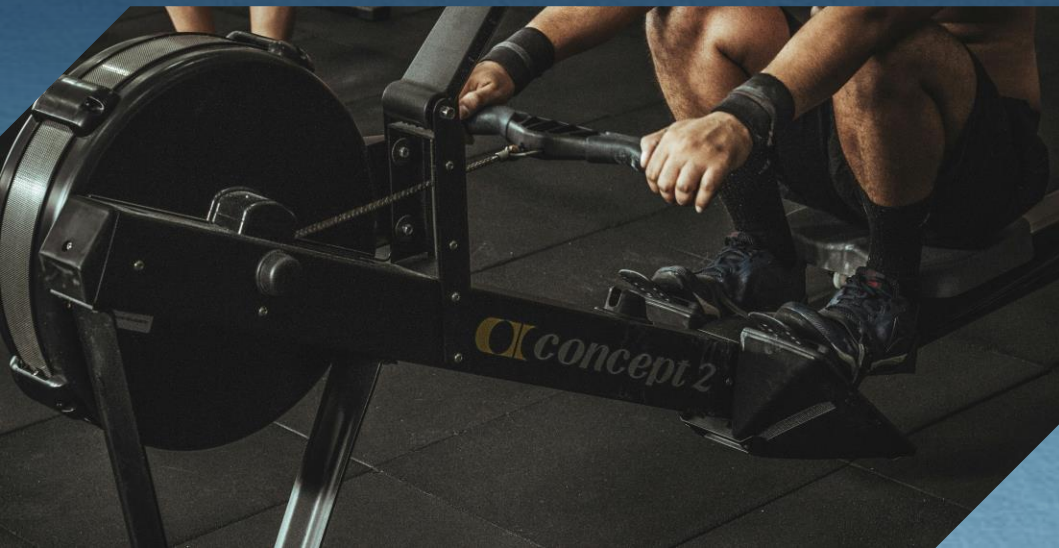
Skill evaluation, benchmarking, tracking

Drive Hockey provides detailed data to breakdown player performance and benchmark their skills. Quickly identify areas to work on, and use data-driven reports to supplement and support player development programs across all skill levels.
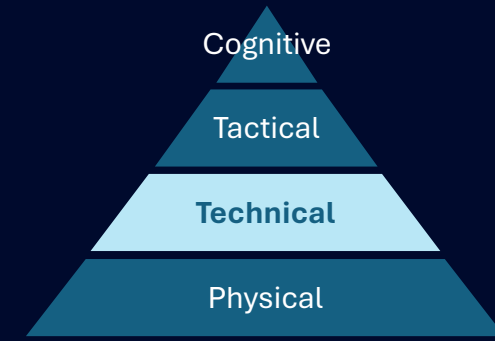
Game, Practice, Combines

Collect performance data during games, practices or controlled skill-testing combines with team and individual player level reports.

Player Scorecard

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. The chart highlights the players abilities compared to top performers in the selected benchmark.

Skill Breakdowns

Each identified skill is broken down into key performance metrics and benchmarked against top performers. This helps identify exactly what area of the technique is relatively strong or weak.

Rankings, Evaluations

Data-driven evaluation reports with adjustable weighted rankings to quickly establish your own player performance groupings or identify talent within a larger group.
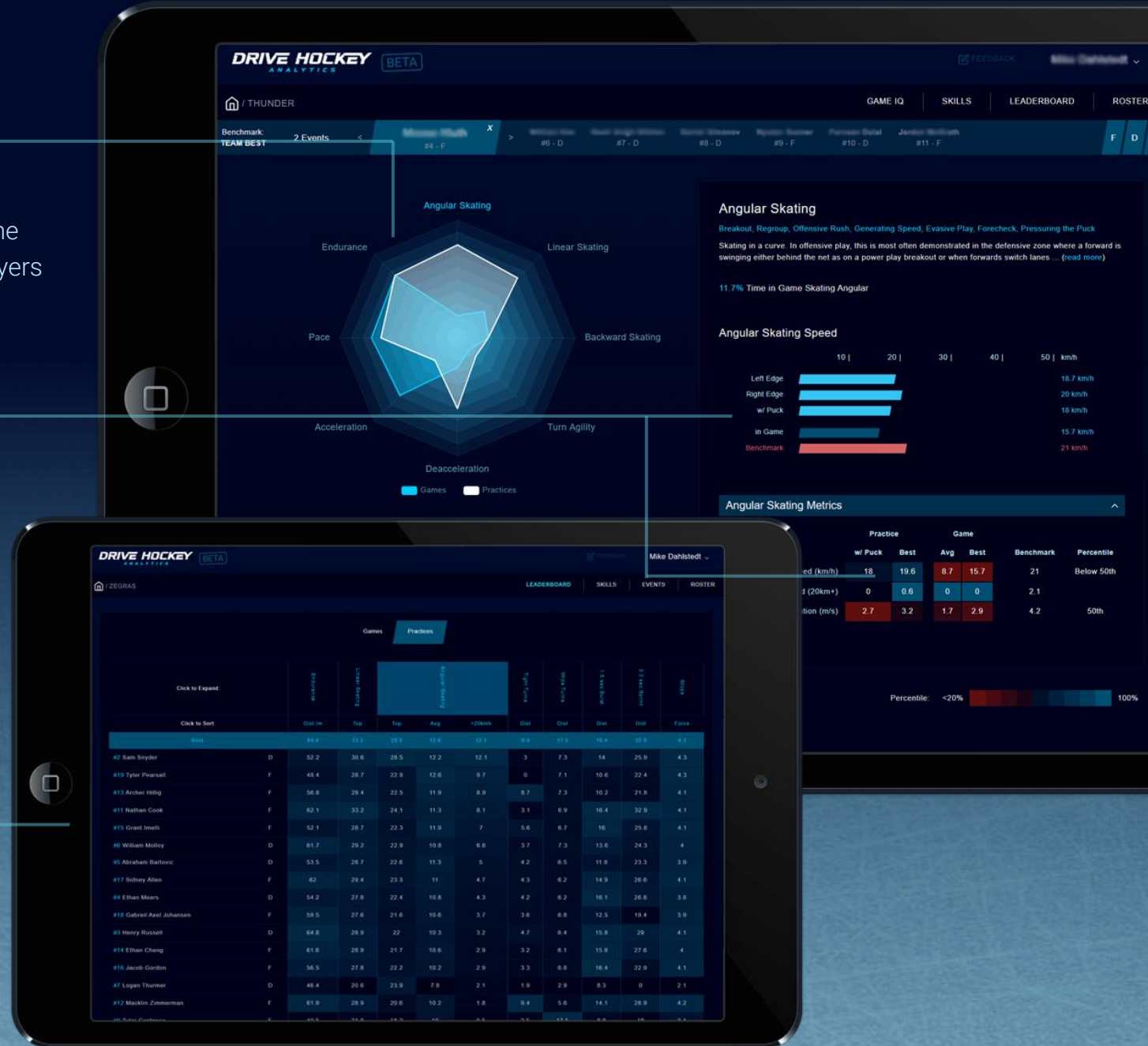
TECHNICAL SKILLS

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
- Fwd. / Back, with / without Puck

Angular Skating
Skating in a curved line, more than 10° angles

Game Situations:
- Breakout / Regroup
- Offensive Rush
- Evasive Play
- Pressuring the Puck

Key Performance Metrics (while Angular):
- Top Speed
- Time at Top Speed
- Peak Acceleration
- Fwd. / Back, with / without Puck

Agility – Tight Turns
Short 90° - 180° turns within a tight radius

Game Situations:
- Puck Protection
- Man-on-man Defence
- Angling, Pressuring
- Offensive Forechecking

Key Performance Metrics:
- Distance Gain over 1.5 Sec.
- Turn Radius
- Avg Speed; Turn 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
- Evasive Play
- Pressuring the Puck

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

Accel – 1.5s Burst
Quick, short speed bursts from still, moving

Game Situations:
- Puck Pursuit, Retrievals
- Rebounds
- Faceoffs, Creating Space
- Breakout from Boards

Key Performance Metrics:
- Distance & Speed Gained in 1.5 sec.
- Top / Avg Acceleration Force
- Repetition Count
- With Puck vs. Without Puck

Accel – 3.0s Sprint
Sprinting to full speed from still, moving,

Game Situations:
- Breakout / Regroup
- Offensive Rush
- Evasive Play
- Pressuring the Puck

Key Performance Metrics:
- Distance & Speed Gained in 3.0 sec.
- Top / Avg Acceleration Force
- Repetition Count
- With Puck vs. Without Puck

Deacceleration
Stops / delays in deceptive skating, direction changes

Game Situations:
- Puck Pursuit, Checking
- Net Drives
- Change Shooting Angles
- Deaks, Deception w/ Puck

Key Performance Metrics:
- Top Force
- Time / Distance to Full Stop from Top Speed
- Repetition Count; Delays, Full Stops
- 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, Join Rush
- Forecheck, Backcheck

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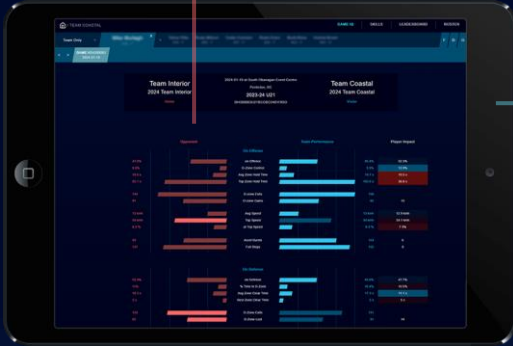- Avg Distance /minute
- Endurance Conditioning

TACTICAL

Cognitive
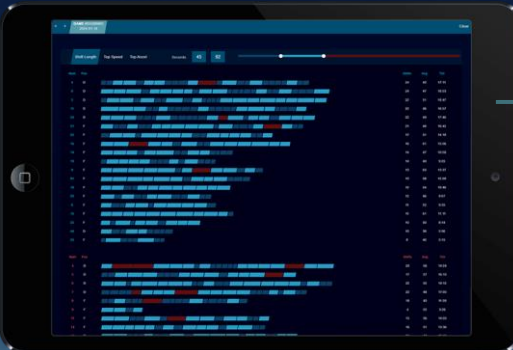
Tactical

Technical

Physical

Opponent Performance Comparison
(when tracked)

Game Impact

Zone time metrics, on offence and defence, outlining team vs. opponent metrics and how individual players impact team performance when they are on-ice

Shift Impact

Interactive tool to see time-on-ice / shift length and highlight how that impacts various player performance metrics throughout the game

Play Review

Interactive recording of the entire event, including ability to replay, save / share clips and add coach markup

How it works

The system was designed for amateur hockey, empowering teams to harness NHL-level training data without breaking the bank. The portable system sets up in an arena in 15 minutes, is simple to operate and uses cutting-edge sensors to track an impressive 3,000 data points per second. The data is processed using AI to precisely assesses fitness, skills, game performance and impact for every player.

NHL-level Data from Sensor + AI Technology

After each traced event, data is uploaded to the central cloud server and processed automatically. Coaches and individuals have privacy-controlled access to review their analytics.

DRIVE

Contact us for a full demo, purchase, rental or service inquiries

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