

A dark, blue-tinted background image of a hockey rink. In the foreground, a row of hockey players is seen from behind, wearing dark jerseys with white numbers and 'U17' on the back. The players' numbers, from left to right, are 5, 4, 13, 6, 17, 11, 14, and 8. In the background, several other players are visible on the ice, and the stands are filled with spectators. The word 'DRIVE' is superimposed in the center in a large, white, stylized font.

DRIVE



The demand for sports analytics is exploding, with a 22.9% annual growth rate*

Our AI-powered sensors make NHL-level performance analytics accessible for amateur hockey players, parents and coaches

"Being a pioneer of on ice performance testing, first with Excel Hockey in 1996 and later with Next Testing in 2005, Drive Hockey has taken on ice performance & data tracking to another level that will unquestionably launch a new era of analytics."

Ron Johnson, Pro Skills Trainer / Elite Hockey Science

*Source: Yahoo Finance

DRIVE

Our portable 'Smart Arena' installs in 15 minutes - delivering NHL-grade analytics for less than the price of a new stick.

Precision meets affordability: Track speed, agility, conditioning, hockey skills, and live-game performance with **10x more accuracy** than camera systems—at **1/5 the cost** of pro solutions.

Portable 'Smart Arena' is simple to operate

Players wear sensors

AI-processed analytics



Transforming amateur potential into peak performance - through precise, data-powered training, development, and recruitment insights



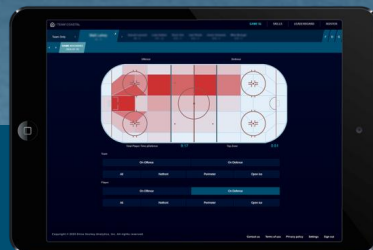
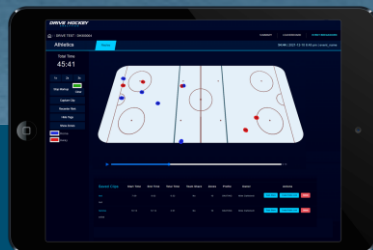
Progress indicator

Performance benchmark

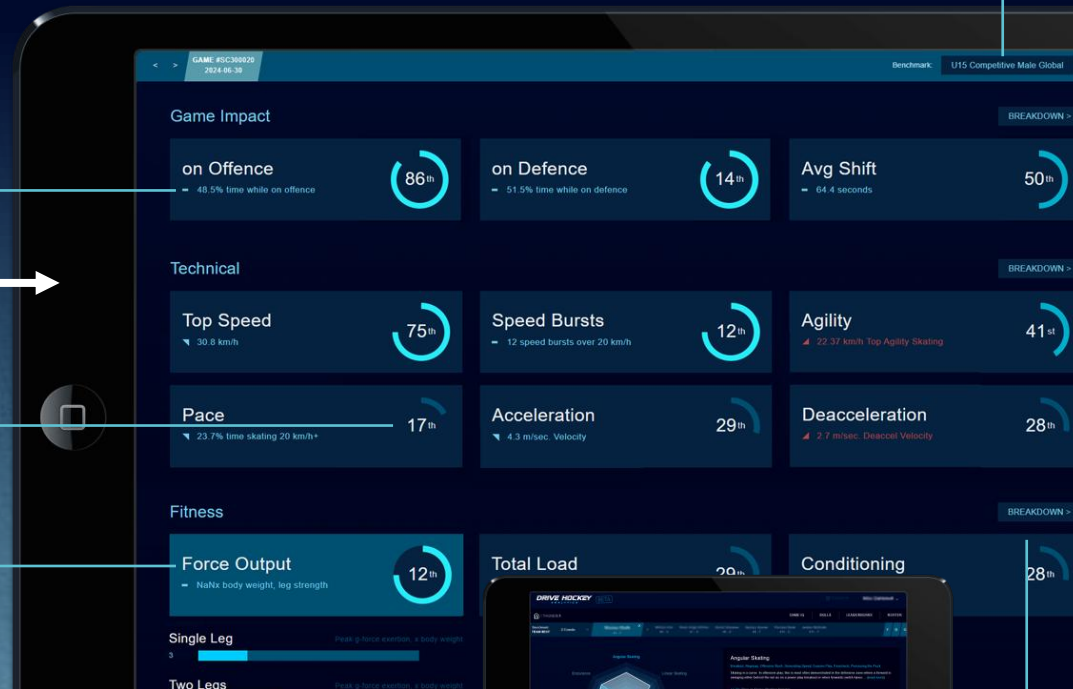
Category metrics

Player Event Summary

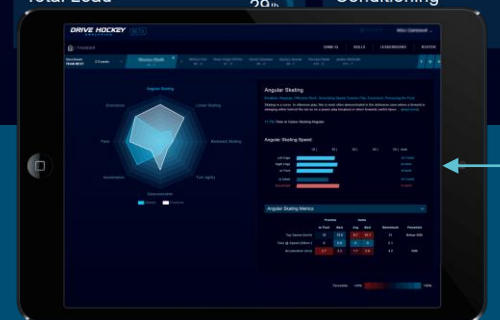
Age/skill benchmarks



Dozens of game & practice tracking reports, privacy-controlled team & player logins



Detailed skill breakdowns





Hockey specific analytics covering three main pillars:

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.



Performance Summary

A simplified dashboard for players to get basic information right away, including Game Impact, Technical and Fitness overviews.

Gain / loss indicator

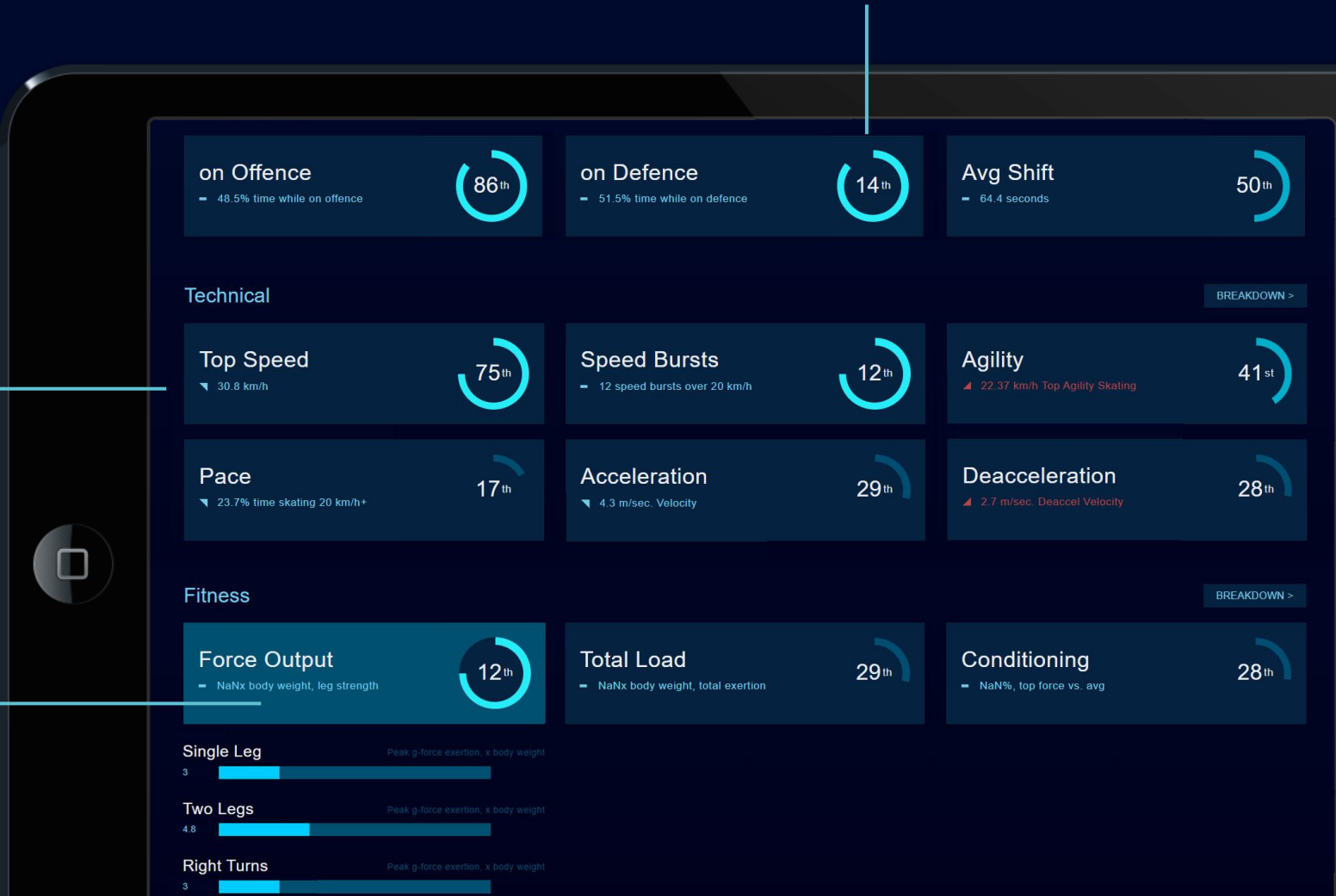
Displays the measurement and highlights whether a gain or loss from the player's previous tracked event

Expand to show breakdown

User can click each key metric to expand into a more detailed view

Percentile ranking vs benchmark

Track metrics over time, compare to benchmarks (red lines for high / low) and set and track targets (white line). Chart has color coded games vs. practices, 2 yr. or 2 mo. Views.



Progress Tracking

New report available for players and coaches, access to all past events of the player regardless of team. Access control in place to ensure logged in user can only see what they have access to.

Selectable benchmark comparisons

Users can select benchmark comparisons based on ages.
We update benchmarks monthly as new data is collected.

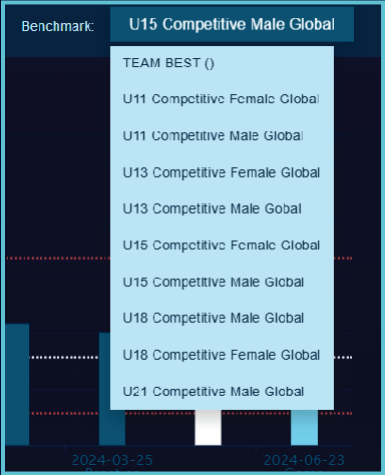


Chart to track over time

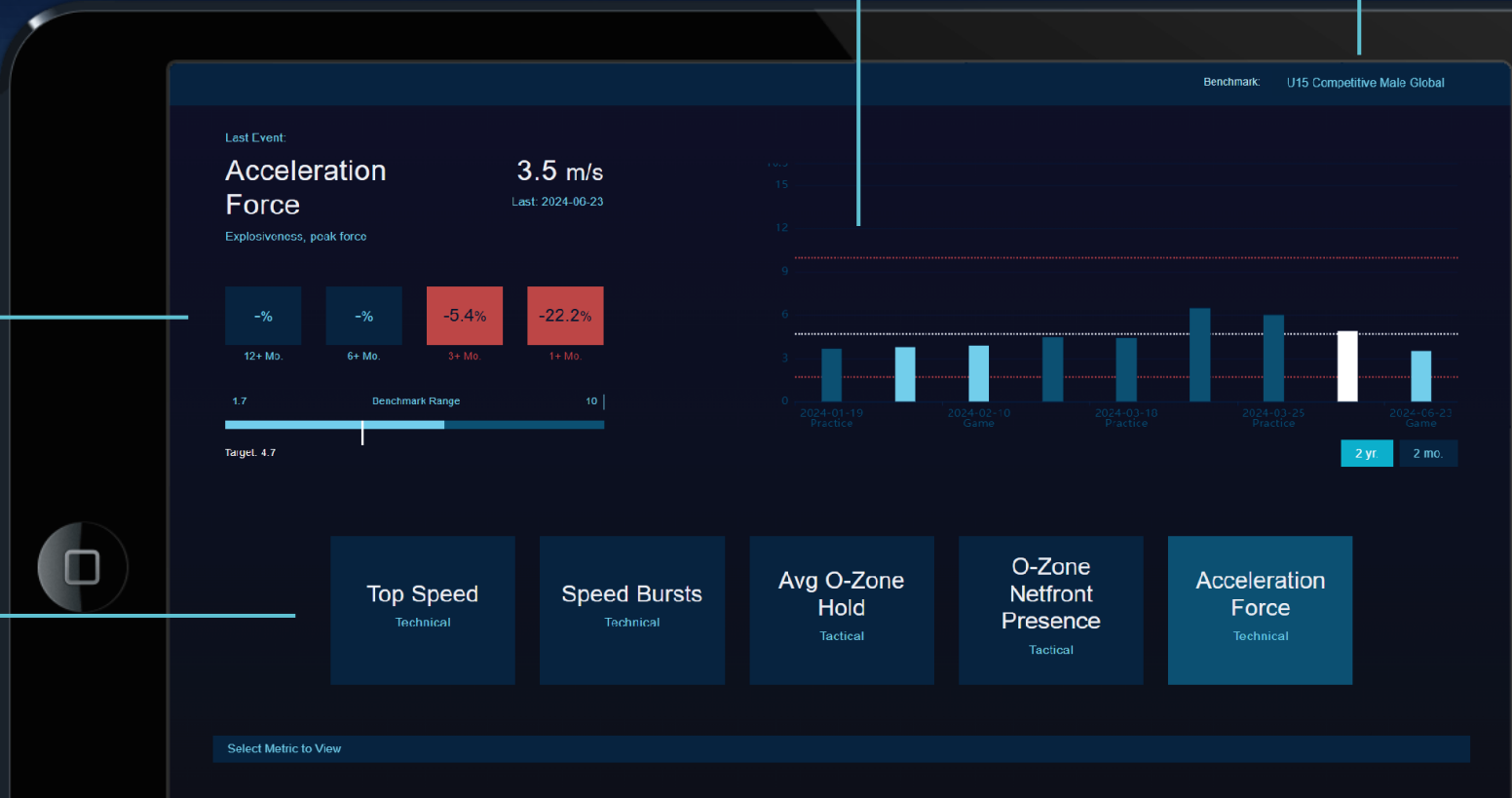
Track metrics over time, compare to benchmarks (red lines for high / low) and set and track targets (white line). Chart has color coded games vs. practices, 2 yr. or 2 mo. Views.

Last event, gain / loss over time

Users last event score shows by default, and the % gain or loss over the previous 1, 3, 6 and 12-months time.

User defined metrics

User can set their own metrics to monitor over time from many available, or choose to use system defaults. For each metric, users can set and adjust a target.

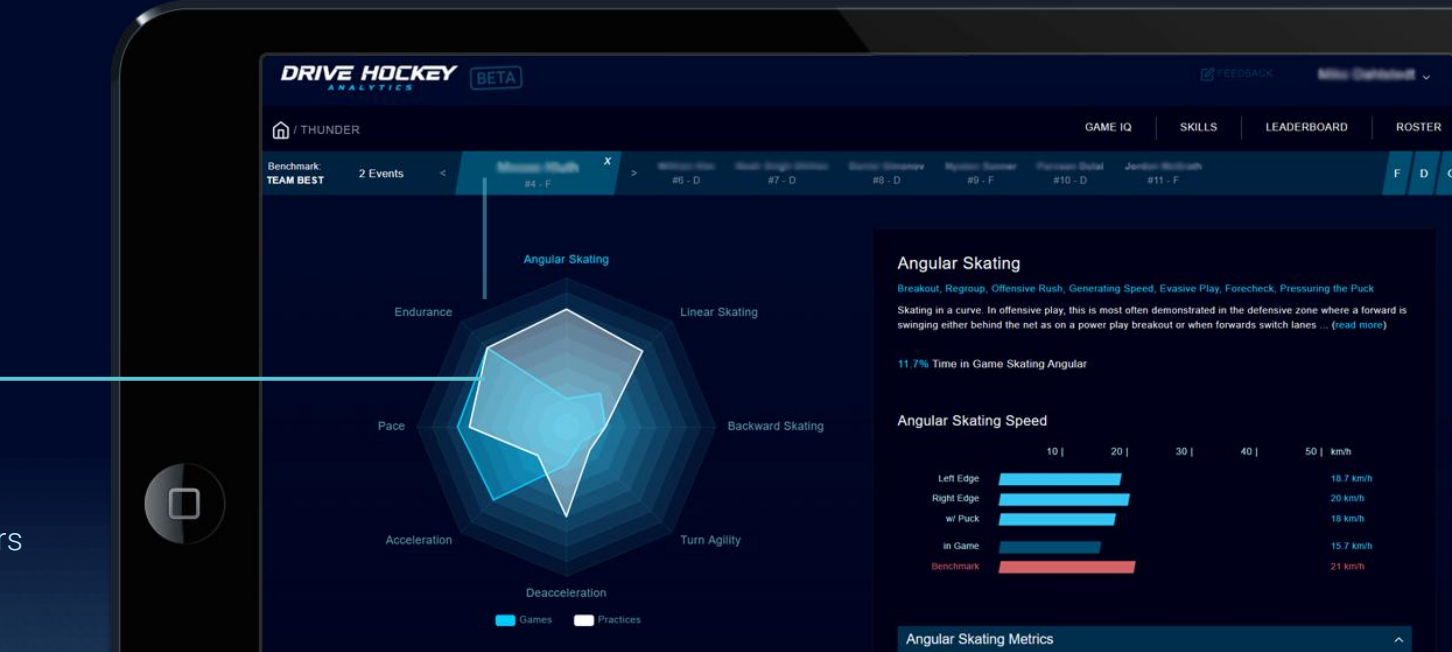


Technical Skill Breakdowns

A detailed breakdown and dive into on-ice skating skills, showing strengths, weaknesses and how to improve

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 (team view).

Strength & Conditioning

A mobile-responsive, simplified dashboard for players to get basic information right away.

Team sorted by position

Users sorted automatically best to worst, and by position (available in team view only)

Player fitness details, expandable

Individual player details sorted best to worst based on selected chart, clickable to expand and show player detailed metrics

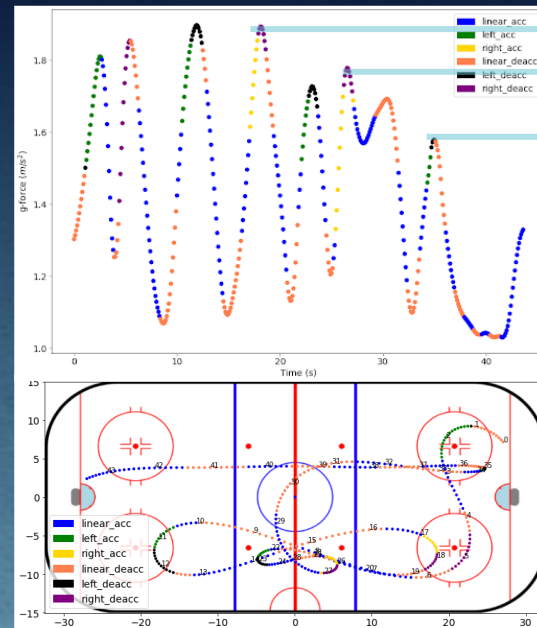
Chart data selection and filters

Interactive charts, view by fitness metric (strength, conditioning, endurance, exertion) and filter by score distributions



How it works - 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

Deceleration
Dual-leg strength

Linear
Left
Right

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.

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.

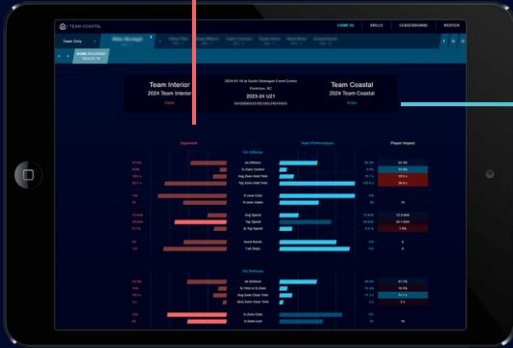
Game Situations:

- Creating Space
- Puck Pursuit
- Transition, Join Rush
- Forecheck, Backcheck

Key Performance Metrics:

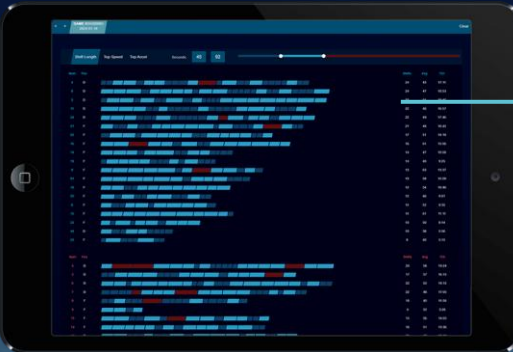
- % Time at Top Speeds (while skating)
- Avg Skating Speed
- Avg Distance /minute
- Endurance Conditioning

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 event, including ability to replay, save / share clips and add coach markup

Heatmaps

Interactive player / team positioning heatmaps



Evaluations, skill testing, benchmarking

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.



Our solution ticks all the boxes, where others miss the mark. We produce more valuable insights at lower processing costs than competitors

	Amateur			Pro		
						
	Multi-Sensor + AI	Video + Annotation	Single Sensor	Video + Sensor	Video + AI	Multi-Sensor

Affordable	✓	✓	✓	✗	✗	✗
Simple	✓	✓	✓	✗	✓	✗
Accurate	✓	✗	✗	✓	✓	✓
Real-time	✓	✗	✓	✓	✗	✓
Fitness Data	✓	✗	✗	✓	✗	✗
Skill Data	✓	✗	✓	✗	✗	✓
Tactical Data	✓	✗	✗	✗	✓	✓
Player Actions	✓	✓	✗	✗	✓	✓

We have quickly become the industry standard for on-ice testing, combines, evaluations, and showcase events



"Drive Hockey ... the potential for such an enormous leap forward in hockey teams' data analysis is simply too great to ignore."



"This technology not only enhances the experience of the Combines but also provides participants with invaluable feedback that they can use to grow as athletes"

- Dennis Vickers, NAHL Director of Player Personnel



"We were happy to have them do the same thing this year, while also taking charge of our on-ice combine. The BCHL is always looking at ways to provide our teams and our athletes with the best resources possible and this partnership will help reinforce that."

- Steven Cocker, BCHL Commissioner



"Drive is an industry leader in hockey tracking and player skill analytics and we're looking forward to working with them."

- Frank Butler, USHL Director of Player Personnel

The background of the entire image is a dark, blue-tinted photograph of a hockey rink. In the upper half, several players are visible on the ice, some in motion. In the lower half, a row of players is seen from behind, standing in a line. They are wearing dark jerseys with white numbers and "U17" on the back. The numbers visible from left to right are 5, 4, 13, 6, 17, 11, 14, and 8. The word "DRIVE" is superimposed in the center in a large, white, italicized sans-serif font.

DRIVE

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

drivehockey.com