



ASTROSTATS

TEAM REPORT

YOUR CLUB VS OPPOSITION

ST. ANNES PARK

19/01/2020



REPORT 1

PERFORMANCE OVERVIEW OF TEAM

Warm-Up

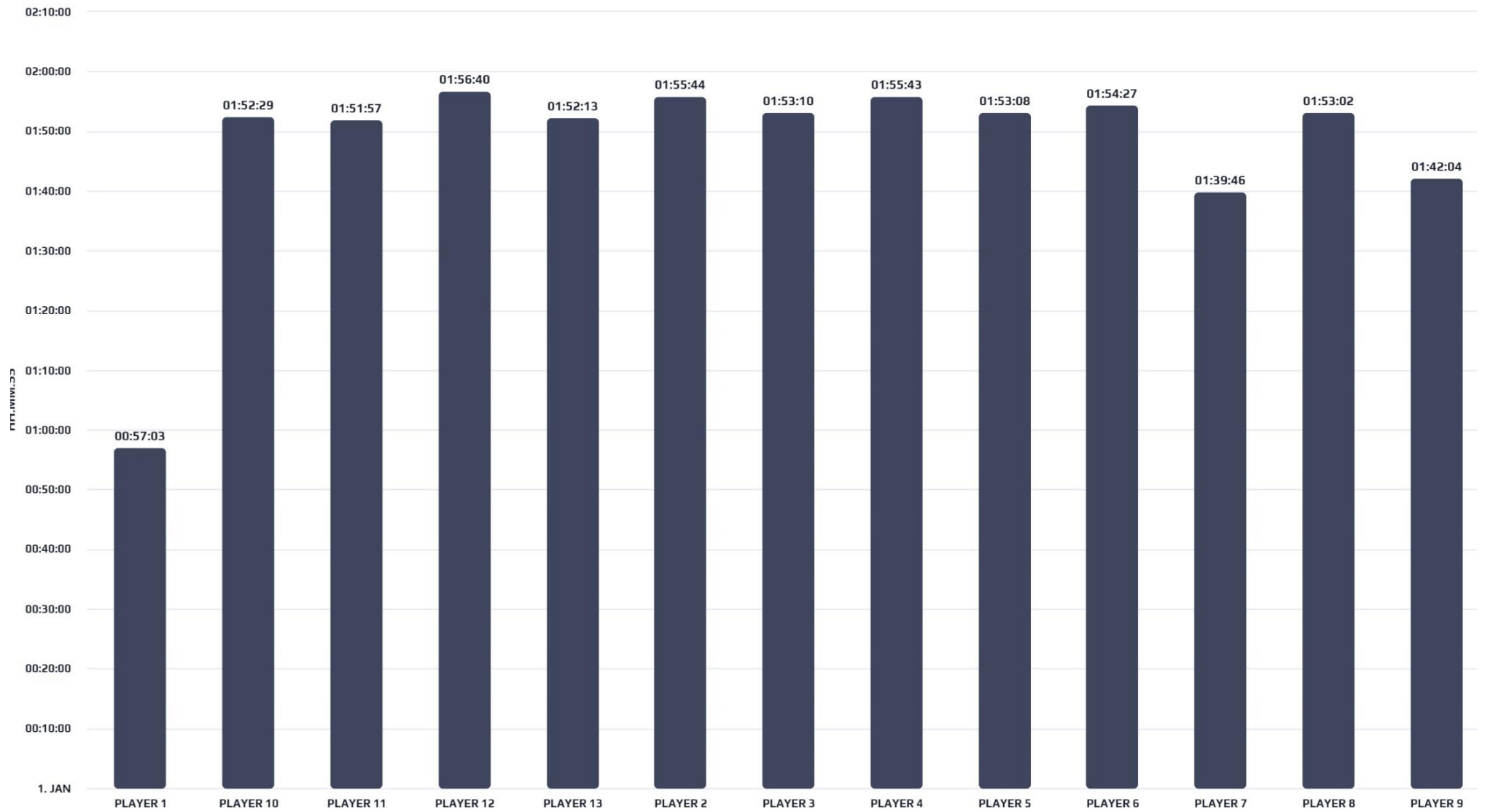
1st Half

Half Time

2nd Half

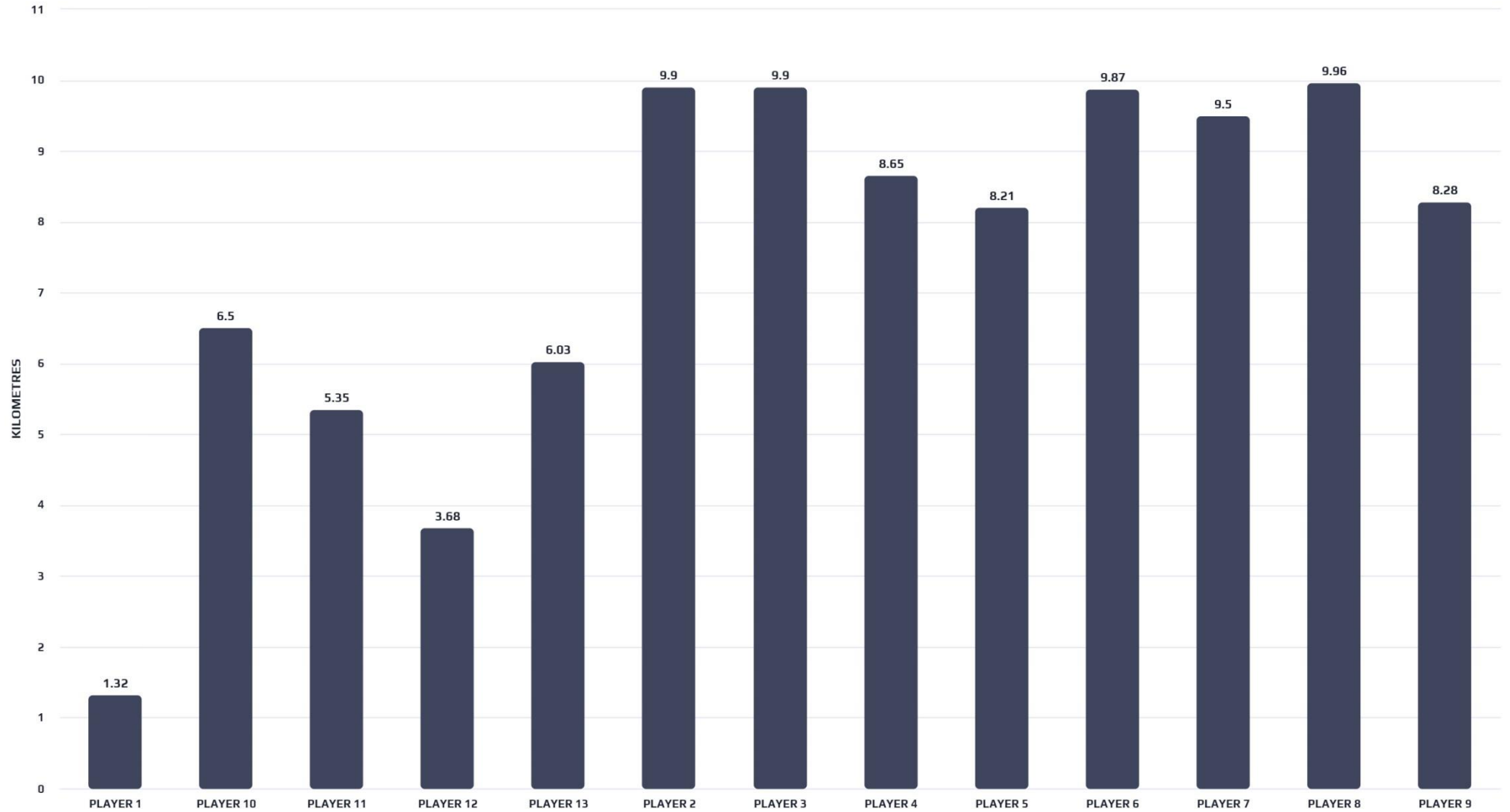
Cool Down

TOTAL TIME



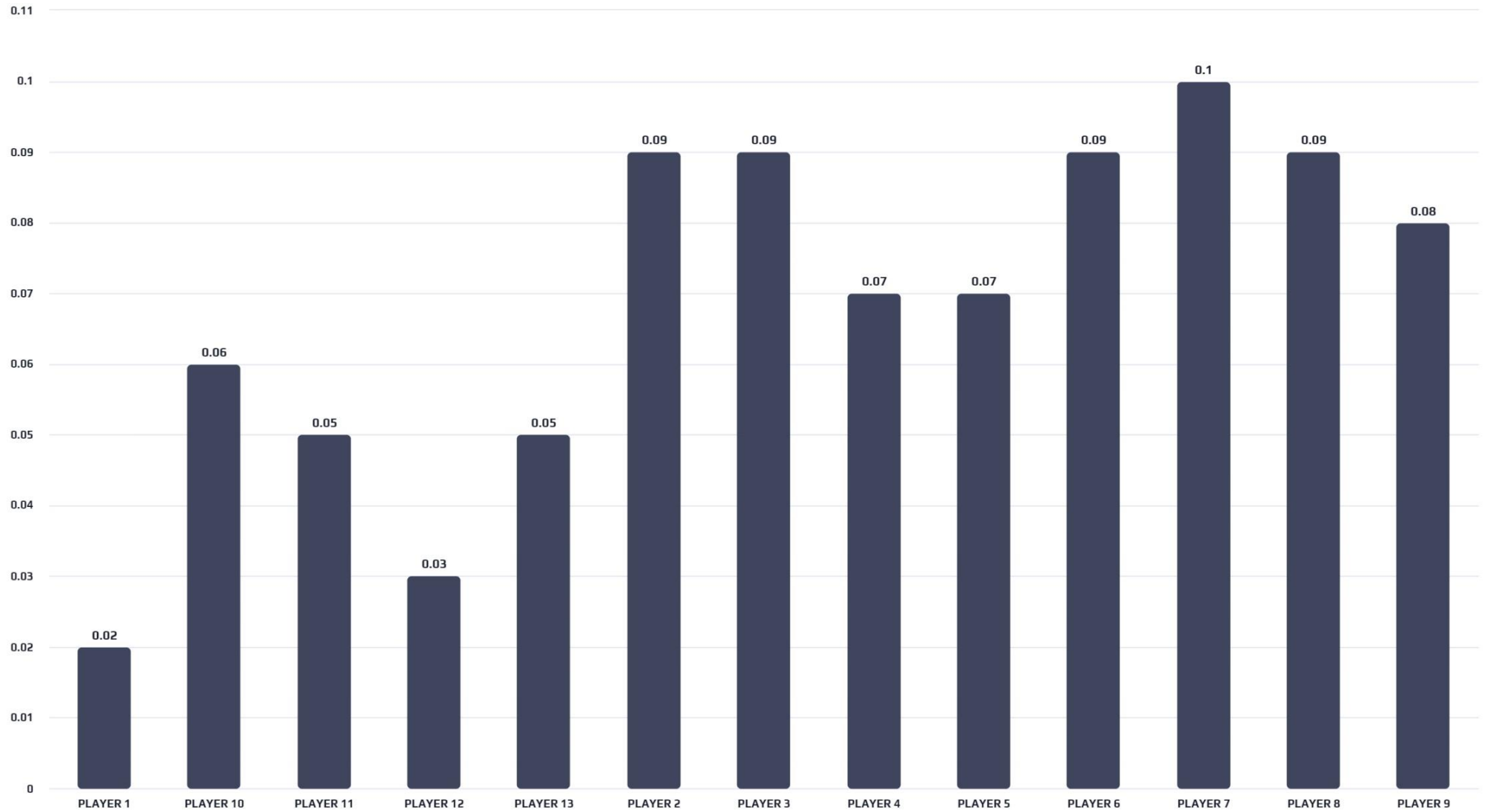
Total time of session wearing Apex Pro pod.

TOTAL DISTANCE



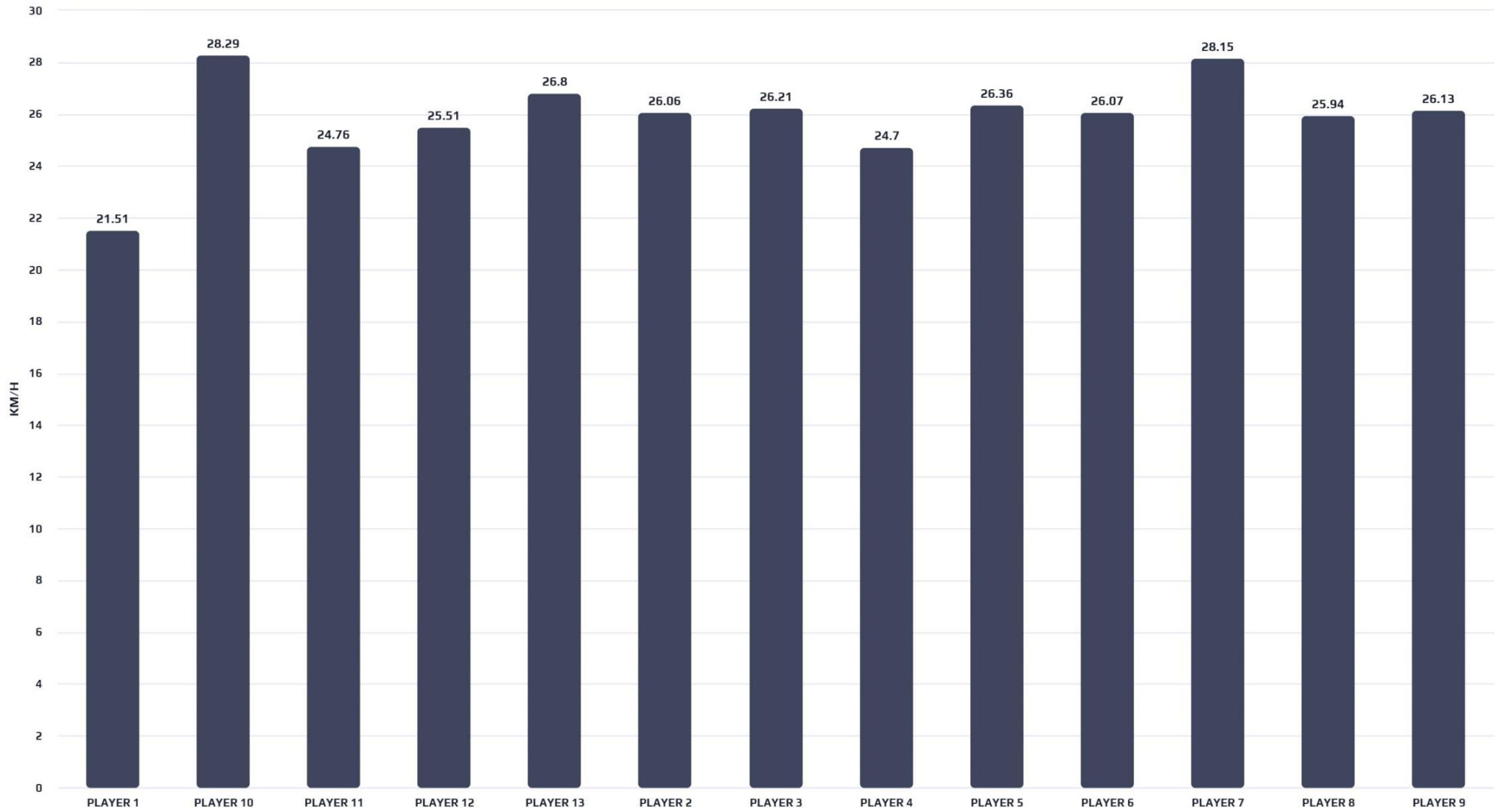
Total distance covered by players during session/drill. Report in KM.

DISTANCE PER MIN



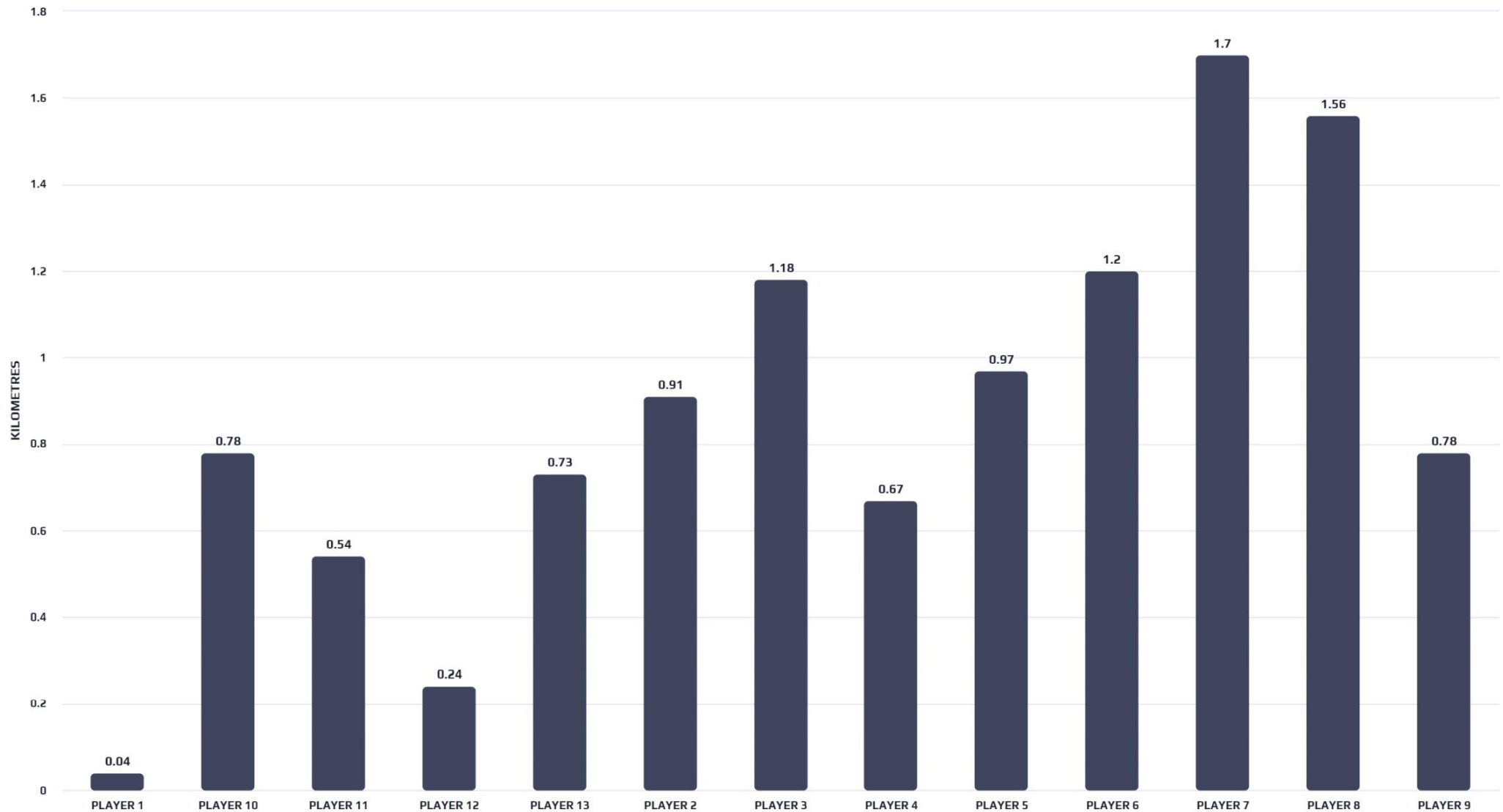
Average distance per minute. Please note the report will show in meters (Example, 82.72 meters will mean 0.08272 KM/H).

MAX SPEED



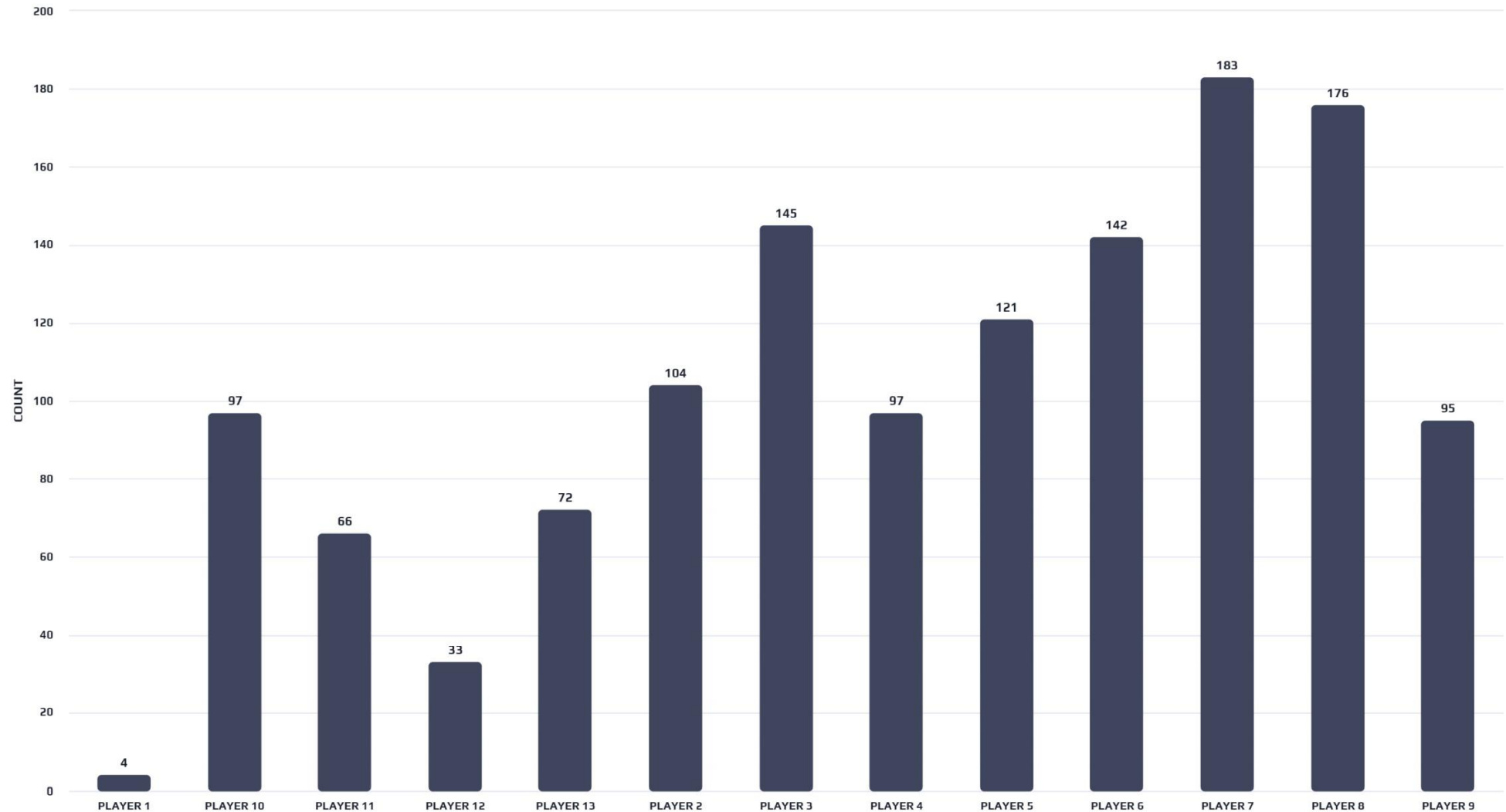
Maximum speed achieved by player(s) in selected session/drill. Recorded speeds in KM/H.

HML DISTANCE



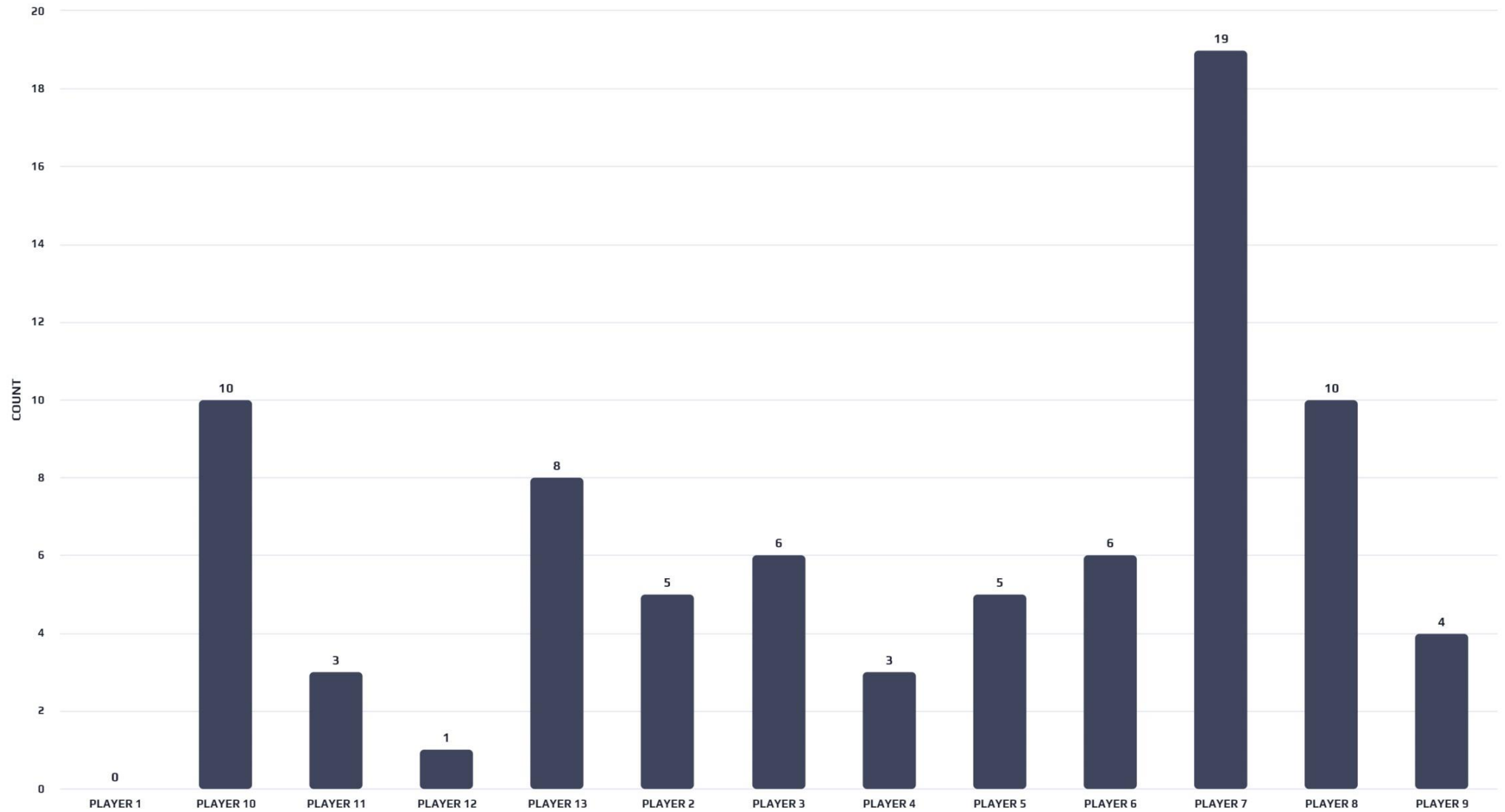
HMLD is an acronym for STATSports' custom metric, High Metabolic Load Distance. It measures the total amount of high speed running an athlete does, coupled with the total distance of accelerations and decelerations throughout a session. Essentially, it's the intensity at which your body is working at. Every individual's score will be different due to several different factors. Position plays a big part in this. For instance, if you're a Centre-back, your score will naturally be much lower than a full-back, who naturally do more high-speed running up and down the wing. The location and type of sport you're playing can also play a part. If you're playing 11 a-side football on a regular size pitch, your HMLD score will be lower than if you're playing a 5 a-side or 7 a-side game on a smaller pitch.

HML EFFORTS



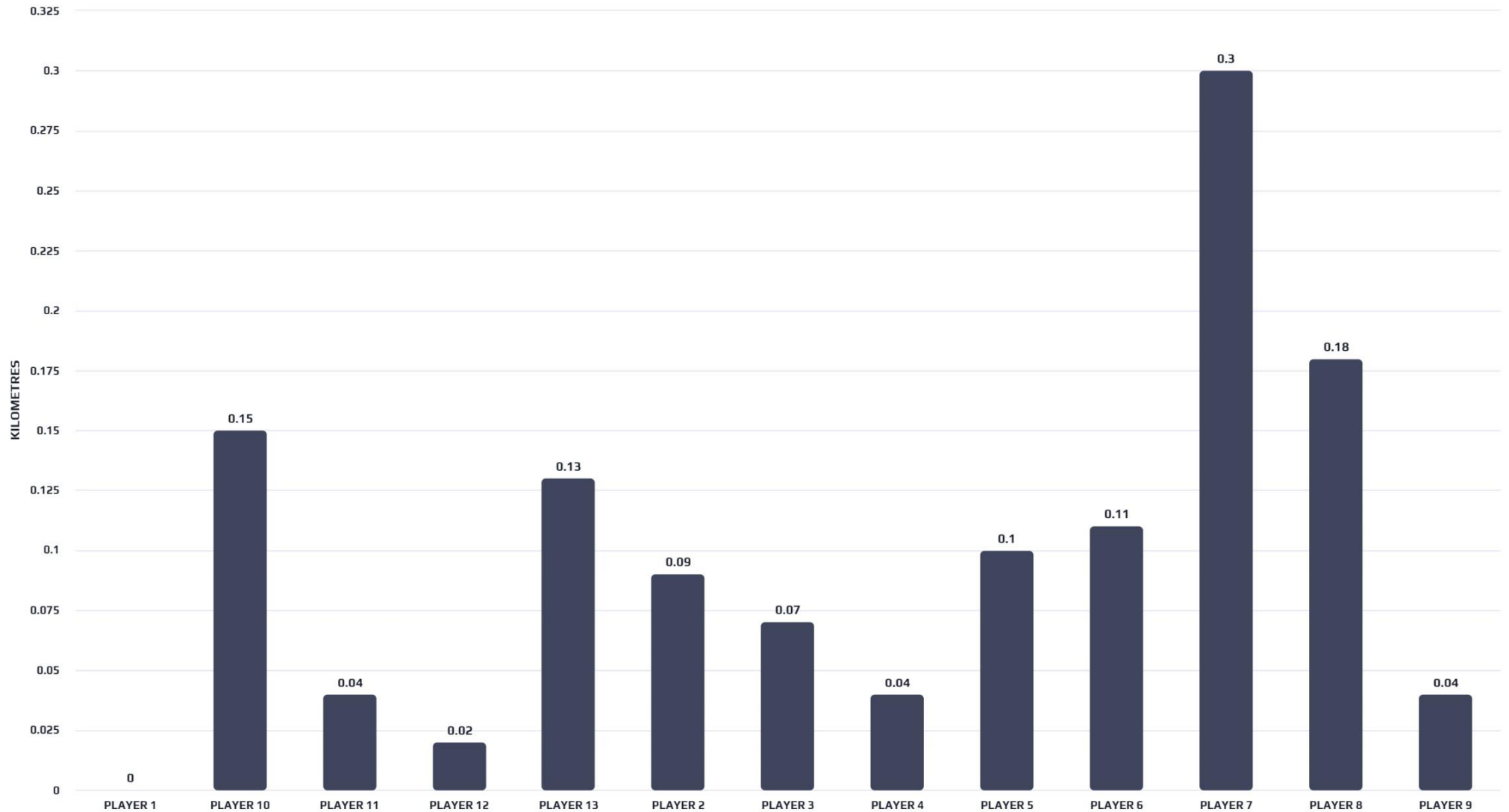
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SPRINTS



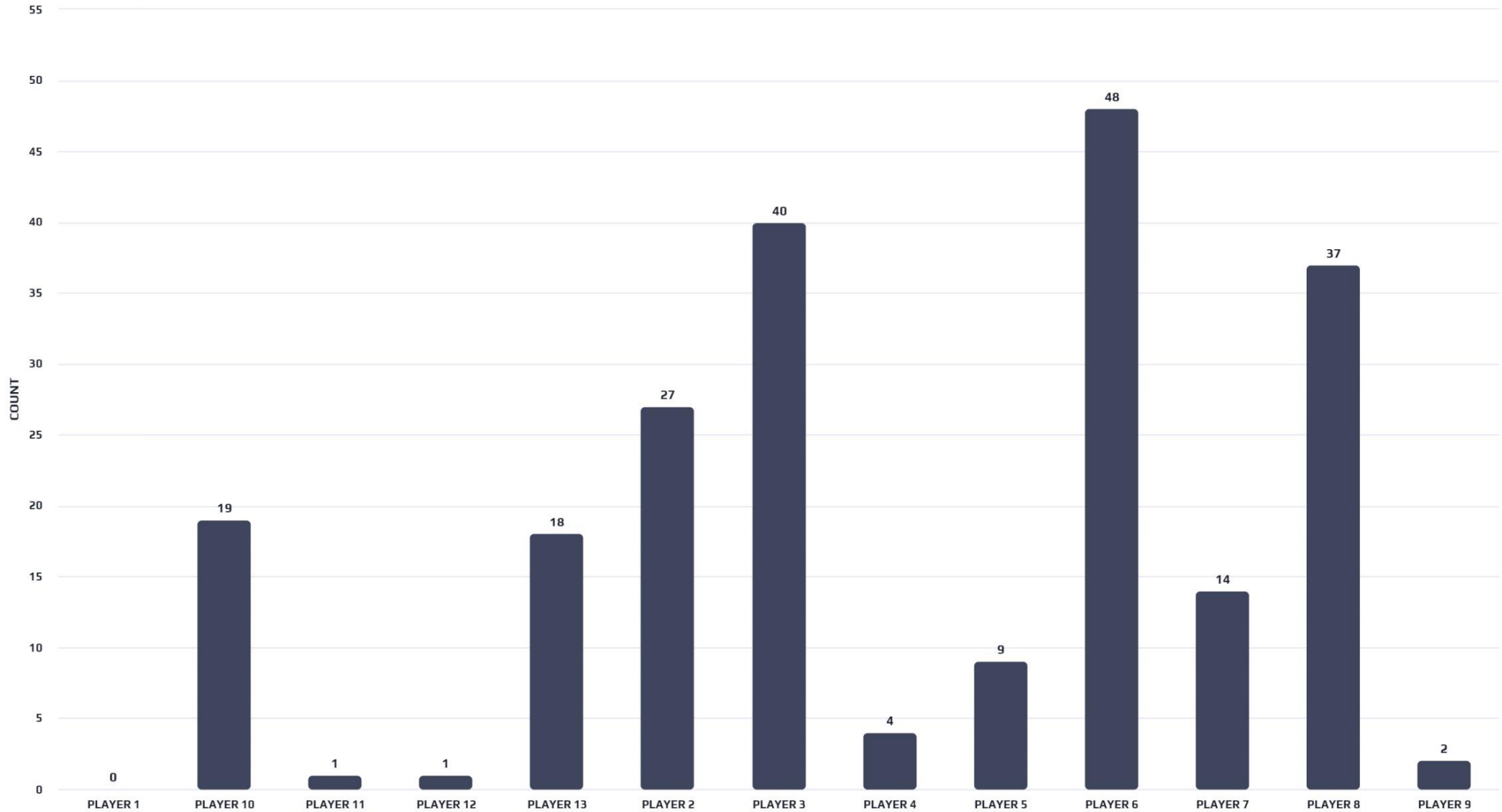
Total amount of sprints completed during the session. Sprint entry level is 60% of players maximum speed.

SPRINT DISTANCE



Total distance covered at a speed of 5.5 meters per second or above. To register as sprint distance, the speed must be maintained for a minimum duration of 1 second. This sprint threshold is configurable and is adjusted to your individual profile. Please note this report will read in meters. Example 0.16 will mean 16 meters.

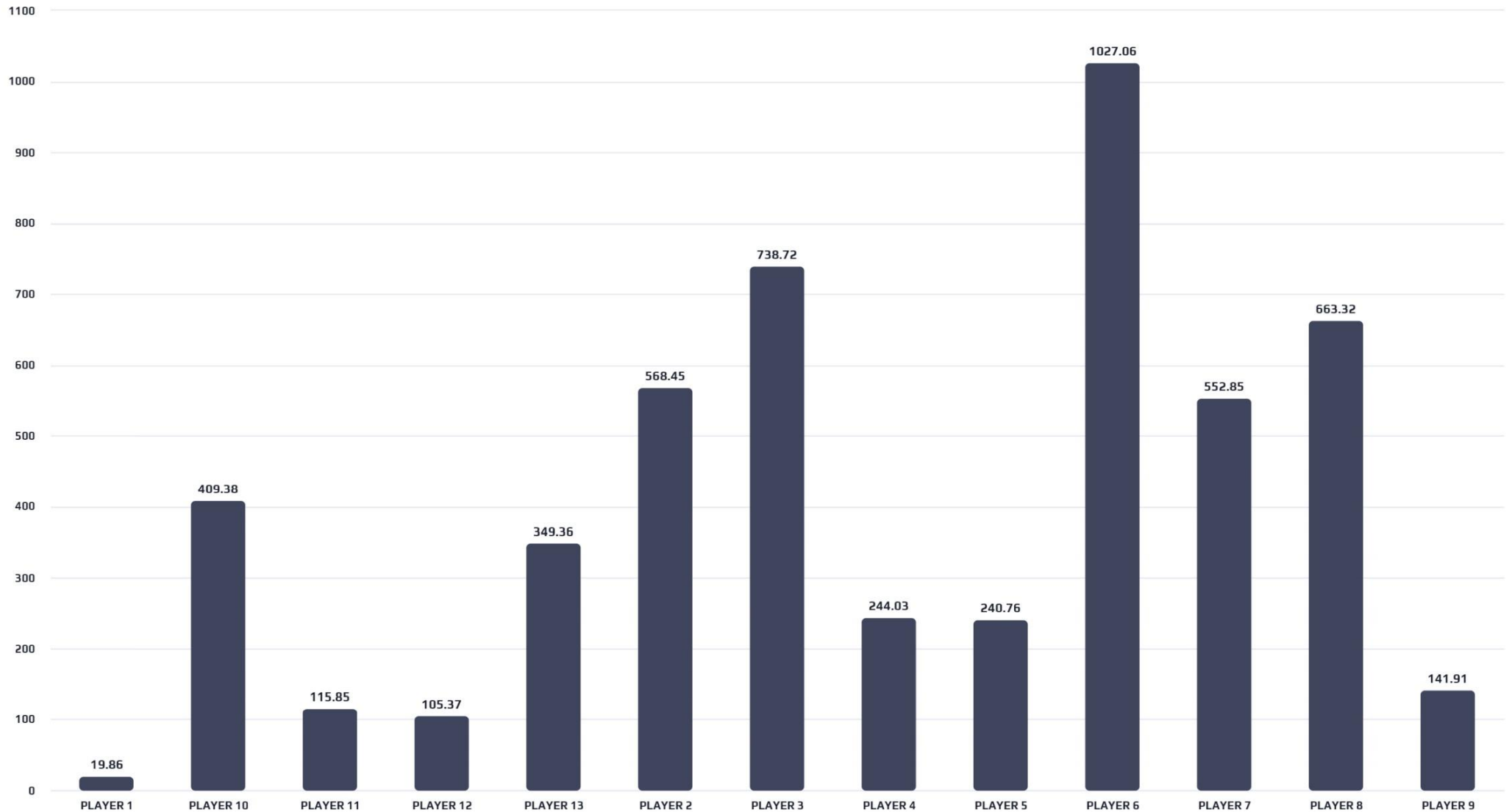
NUMBER OF HIGH INTENSITY BURSTS



This quantifies the frequency and duration of a high Intensity activity.

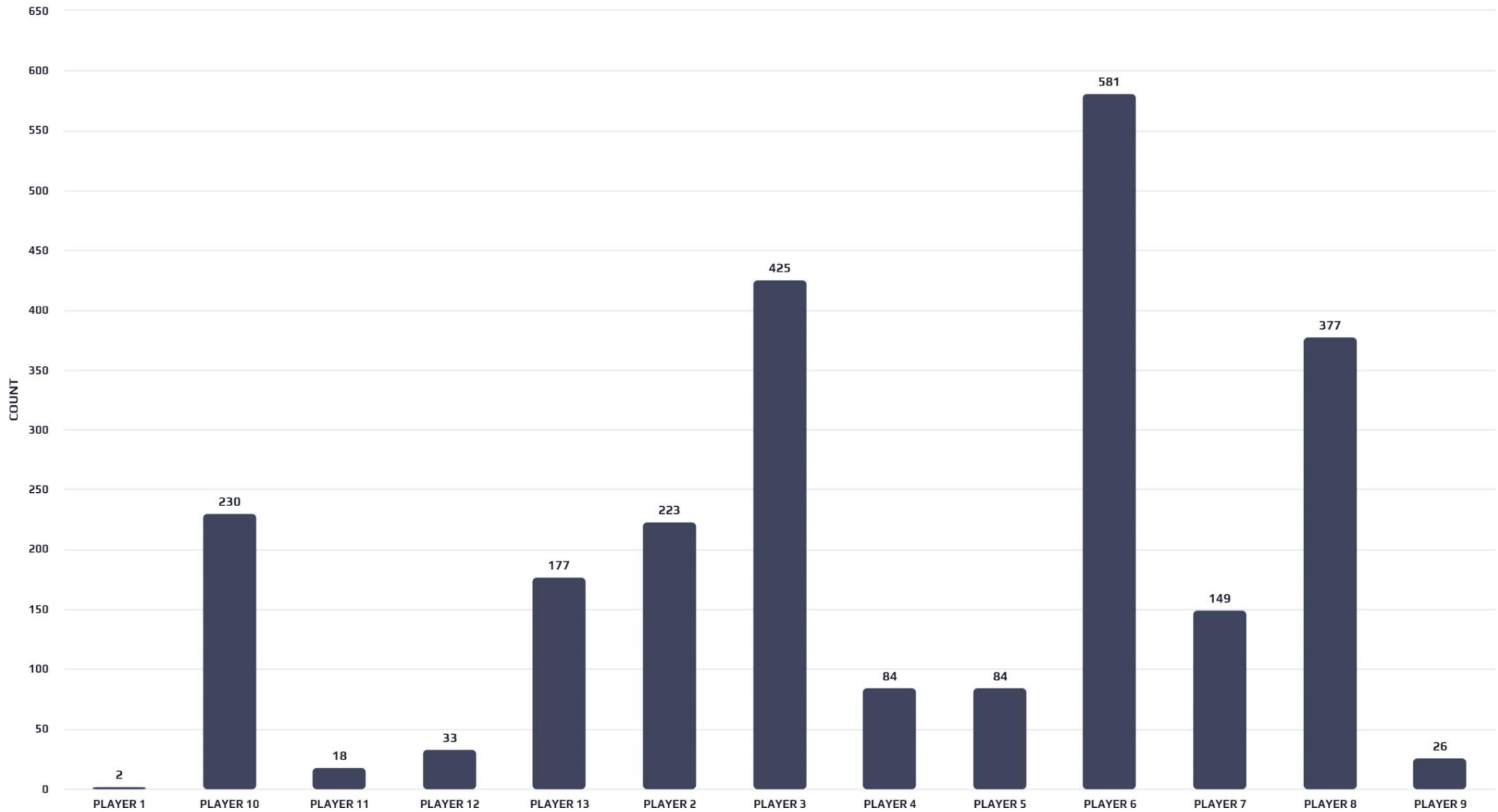
*For a HIB to be recognised, a minimum of three high intensity activities are required to occur within 20 seconds of each other. These high intensity activities are;
Accelerations / Decelerations / Impacts / Sprints*

DYNAMIC STRESS LOAD



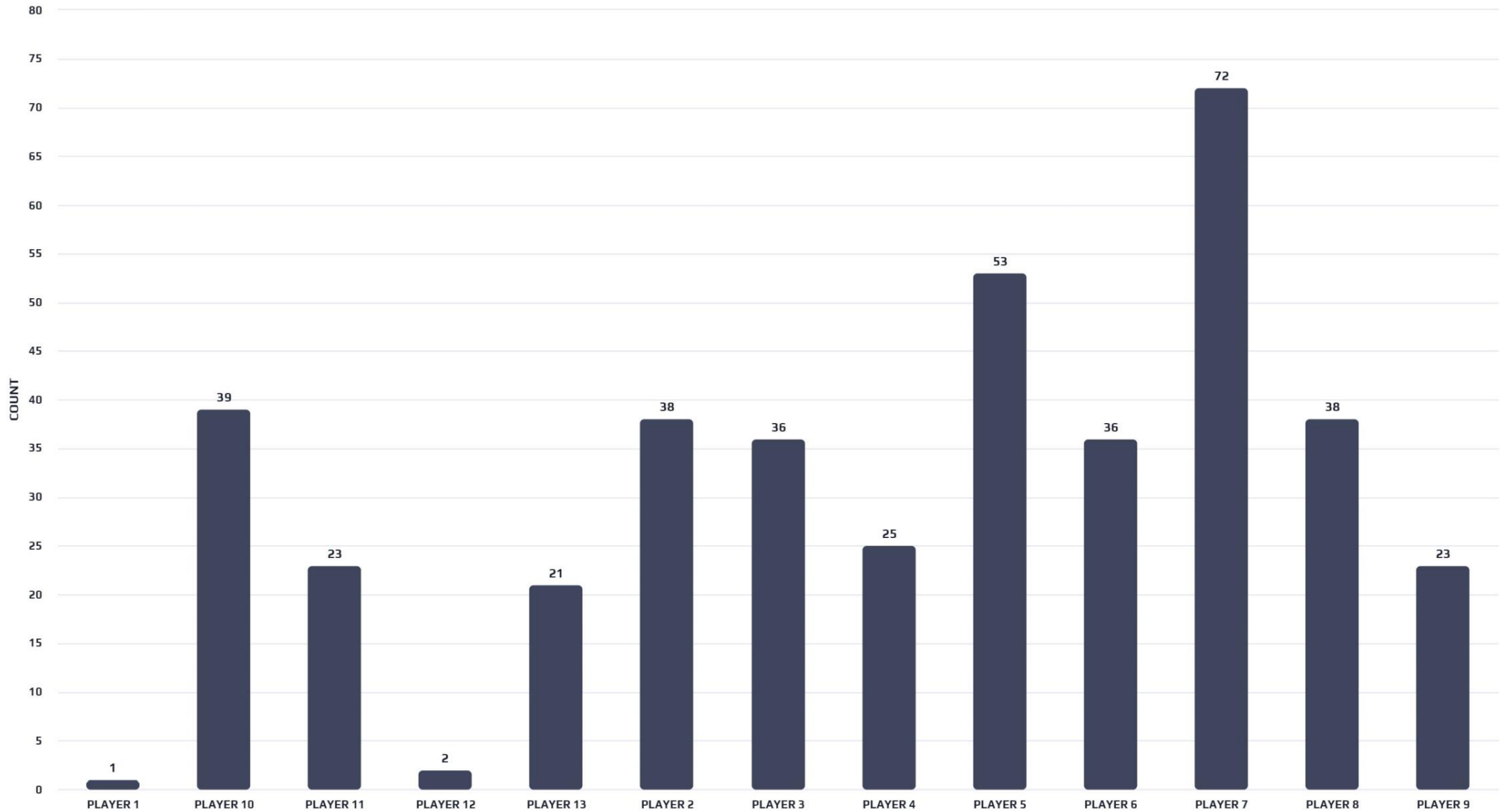
Dynamic Stress Load is a measure of accumulated load. It includes both collisions and step impacts while running. Therefore, the DSL for a session gives you a representation of the loading effect on the body. In similar sessions, this value should be consistent. Each player's dynamic stress load will be individualised as running style will affect this metric. As you tire through a session, foot impacts become heavier, causing an increase in DSL – a good indicator of fatigue. It's vital to recognise that your DSL score cannot be compared to other athletes – it's a personal score for you to monitor.

IMPACTS



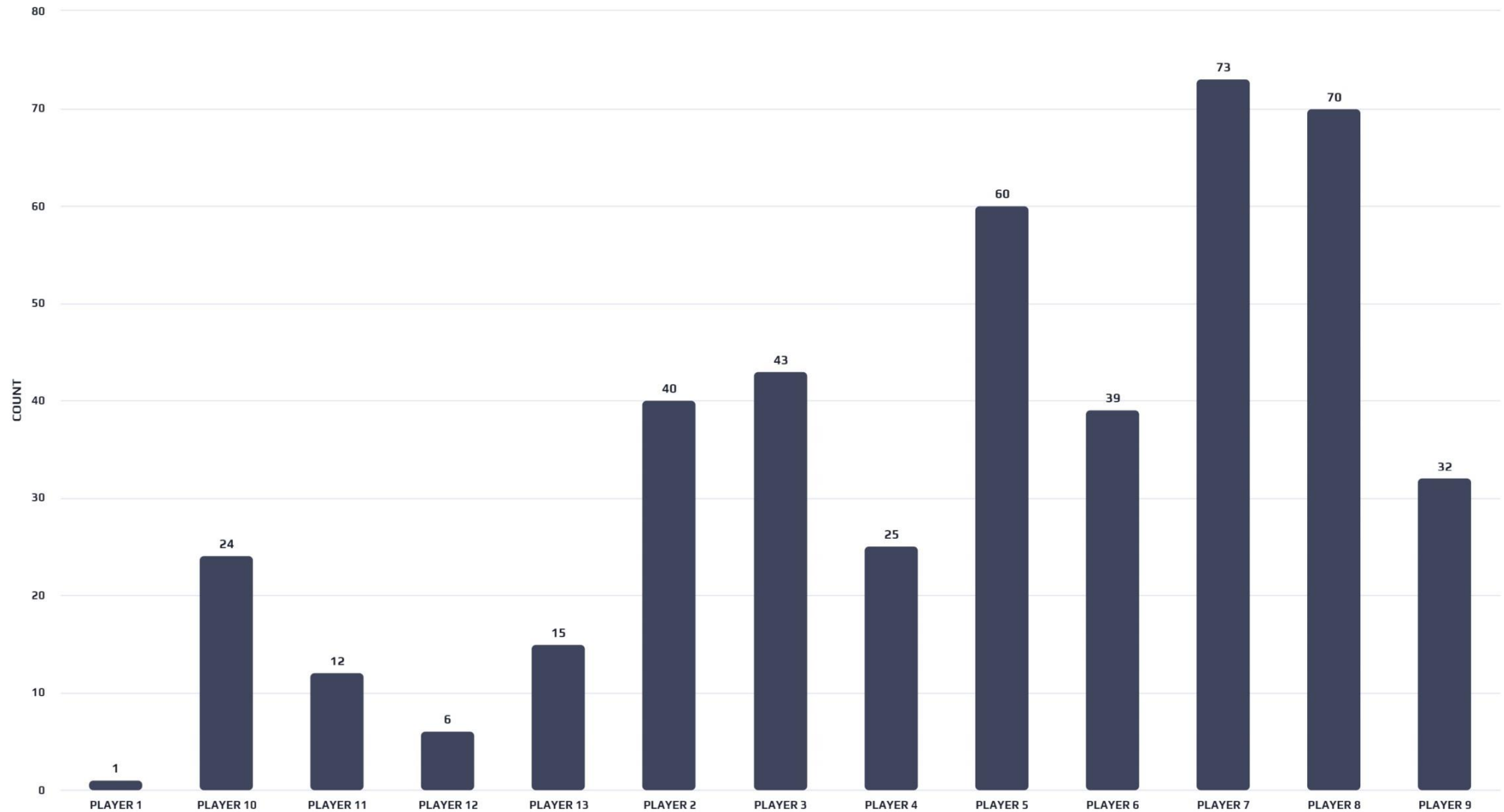
Measured in G-force using accelerometer data to provide a count, based on zone criteria. Please note the settings for weighted impacts will be increased to give more realistic feedback of collisions, tackles, ball strikes, etc. This may need to be adjusted dependent on the surface and competitive nature of the sport.

ACCELERATIONS



An acceleration is defined as a change in speed with a magnitude of 3 m/s² or above and must be maintained for at least half a second. This is where short sprints are done but maximum speed may not be reached.

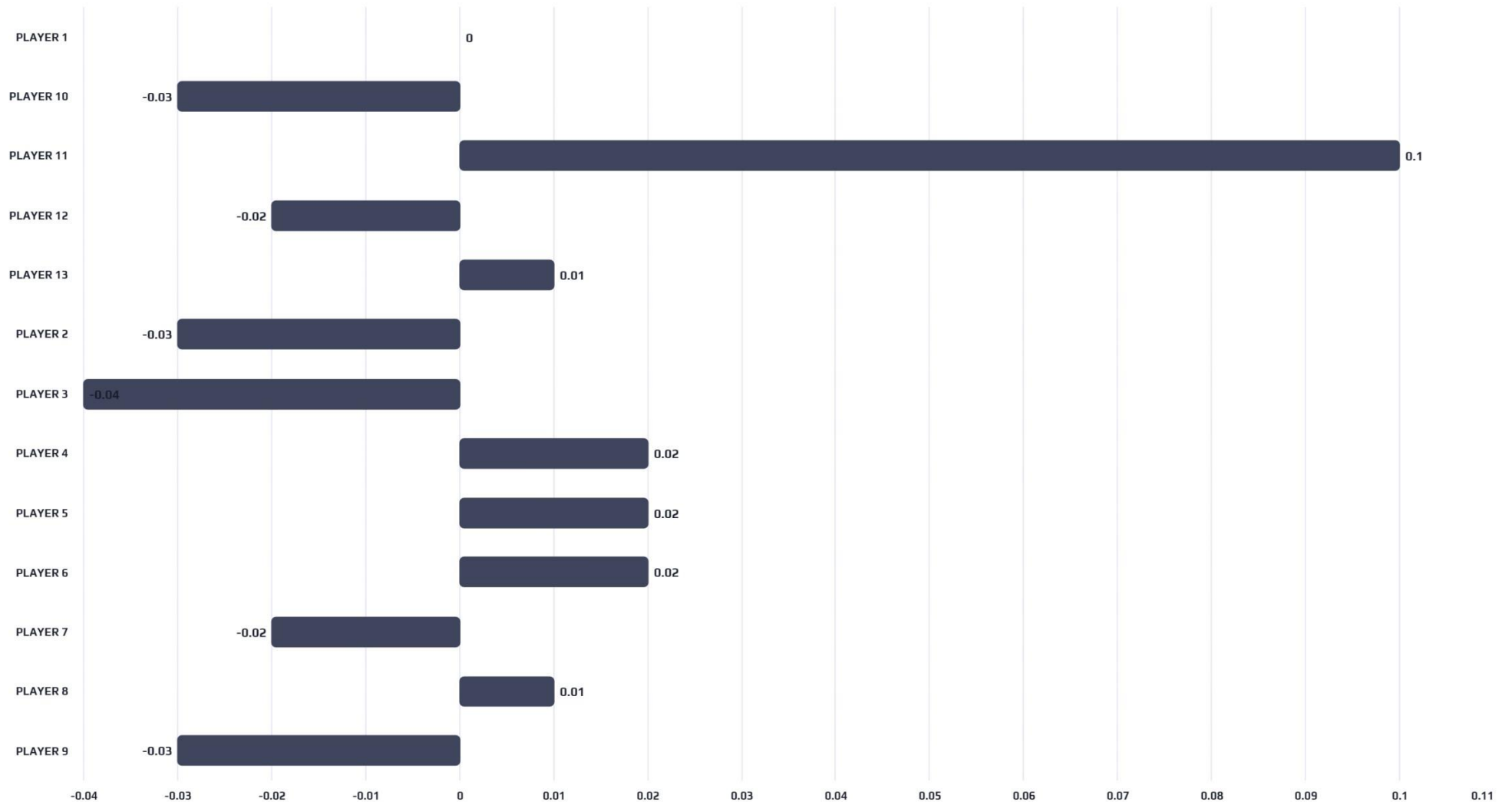
DECELERATIONS



A deceleration is defined as a change in speed with a magnitude of 3 m/s² or above and must be maintained for at least half a second. High-intensity decelerations are up to 2.9 times more frequent than high-intensity threshold accelerations. As a player decelerates, particularly the hamstring muscles will experience considerable loading (known as eccentric loading where the muscle lengthens under tension). Hamstring injuries often occur during the deceleration phase.

This can indicate that a player has experienced heavy (eccentric) loading and that a reduction would be advantageous to recovery.

STEP BALANCE



Average of left and right impacts. It is displayed as a percentage total of each foot. For example, 48:52. An even distribution of 50% through each foot, indicates an efficient running gait. This bar chart displays the ratio between left and right impacts and any significant imbalance during a controlled linear running drill may highlight poor gait or perhaps injury. This can be very significant if you're a player returning from injury, putting more force through your healthy side and therefore going easy on the injured leg.

	TOTAL TIME	TOTAL DISTANCE	DISTANCE PER MIN	MAX SPEED	SPRINTS	SPRINT DISTANCE
PLAYER 1	00:57:03	1.32	0.02	21.51	0	0
PLAYER 10	01:52:29	6.5	0.06	28.29	10	0.15
PLAYER 11	01:51:57	5.35	0.05	24.76	3	0.04
PLAYER 12	01:56:40	3.68	0.03	25.51	1	0.02
PLAYER 13	01:52:13	6.03	0.05	26.8	8	0.13
PLAYER 2	01:55:44	9.9	0.09	26.06	5	0.09
PLAYER 3	01:53:10	9.9	0.09	26.21	6	0.07
PLAYER 4	01:55:43	8.65	0.07	24.7	3	0.04
PLAYER 5	01:53:08	8.21	0.07	26.36	5	0.1
PLAYER 6	01:54:27	9.87	0.09	26.07	6	0.11
PLAYER 7	01:39:46	9.5	0.1	28.15	19	0.3
PLAYER 8	01:53:02	9.96	0.09	25.94	10	0.18
PLAYER 9	01:42:04	8.28	0.08	26.13	4	0.04
TOTAL	23:17:30	97.13	0.07	28.3	80	1.27
AVERAGE	01:47:30	7.47	0.07	25.88	7	0.1

	AVG TIME SINCE LAST SPRINT	ACCELERATIONS	AVG TIME SINCE LAST ACCEL	DECELERATIONS	AVG TIME SINCE LAST DECEL	IMPACTS
PLAYER 1	0:00:00	1	0:00:00	1	0:00:00	2
PLAYER 10	00:11:11	39	00:02:37	24	00:04:22	230
PLAYER 11	00:08:16	23	00:02:41	12	00:05:11	18
PLAYER 12	0:00:00	2	00:04:04	6	00:05:43	33
PLAYER 13	00:04:53	21	00:03:16	15	00:06:38	177
PLAYER 2	00:20:30	38	00:02:40	40	00:02:32	223
PLAYER 3	00:17:54	36	00:02:50	43	00:02:21	425
PLAYER 4	00:32:11	25	00:04:01	25	00:03:58	84
PLAYER 5	00:21:52	53	00:01:54	60	00:01:41	84
PLAYER 6	00:08:43	36	00:02:54	39	00:02:50	581
PLAYER 7	00:04:35	72	00:01:17	73	00:01:12	149
PLAYER 8	00:08:26	38	00:02:47	70	00:01:28	377
PLAYER 9	00:27:22	23	00:04:22	32	00:03:04	26
TOTAL	02:45:59	407	00:35:27	440	00:41:06	2409
AVERAGE	00:12:46	32	00:02:43	34	00:03:09	186

	HML EFFORTS	HML DISTANCE	DYNAMIC STRESS LOAD	NUMBER OF HIGH INTENSITY BURSTS	AVG TIME SINCE LAST HIB	STEP BALANCE
PLAYER 1	4	0.04	19.86	0	0:00:00	0
PLAYER 10	97	0.78	409.38	19	00:05:23	-0.03
PLAYER 11	66	0.54	115.85	1	0:00:00	0.1
PLAYER 12	33	0.24	105.37	1	0:00:00	-0.02
PLAYER 13	72	0.73	349.36	18	00:02:01	0.01
PLAYER 2	104	0.91	568.45	27	00:03:37	-0.03
PLAYER 3	145	1.18	738.72	40	00:02:10	-0.04
PLAYER 4	97	0.67	244.03	4	00:26:11	0.02
PLAYER 5	121	0.97	240.76	9	00:10:46	0.02
PLAYER 6	142	1.2	1027.06	48	00:01:53	0.02
PLAYER 7	183	1.7	552.85	14	00:06:08	-0.02
PLAYER 8	176	1.56	663.32	37	00:02:31	0.01
PLAYER 9	95	0.78	141.91	2	00:01:06	-0.03
TOTAL	1335	11.31	5176.92	220	01:01:51	0.01
AVERAGE	102.69	0.87	398.22	17	00:04:45	0



REPORT 2

INDIVIDUAL PLAYER PERFORMANCE

Activity Graph

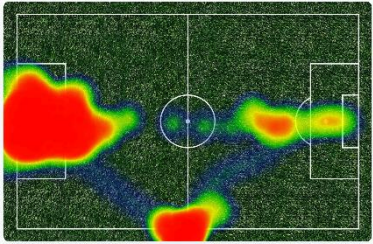
Player Heat Map

Sprint Areas

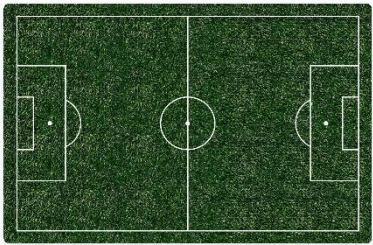
Time Spent Areas

Goal Keeper Analysis

Breakdown Summary



HEAT MAP

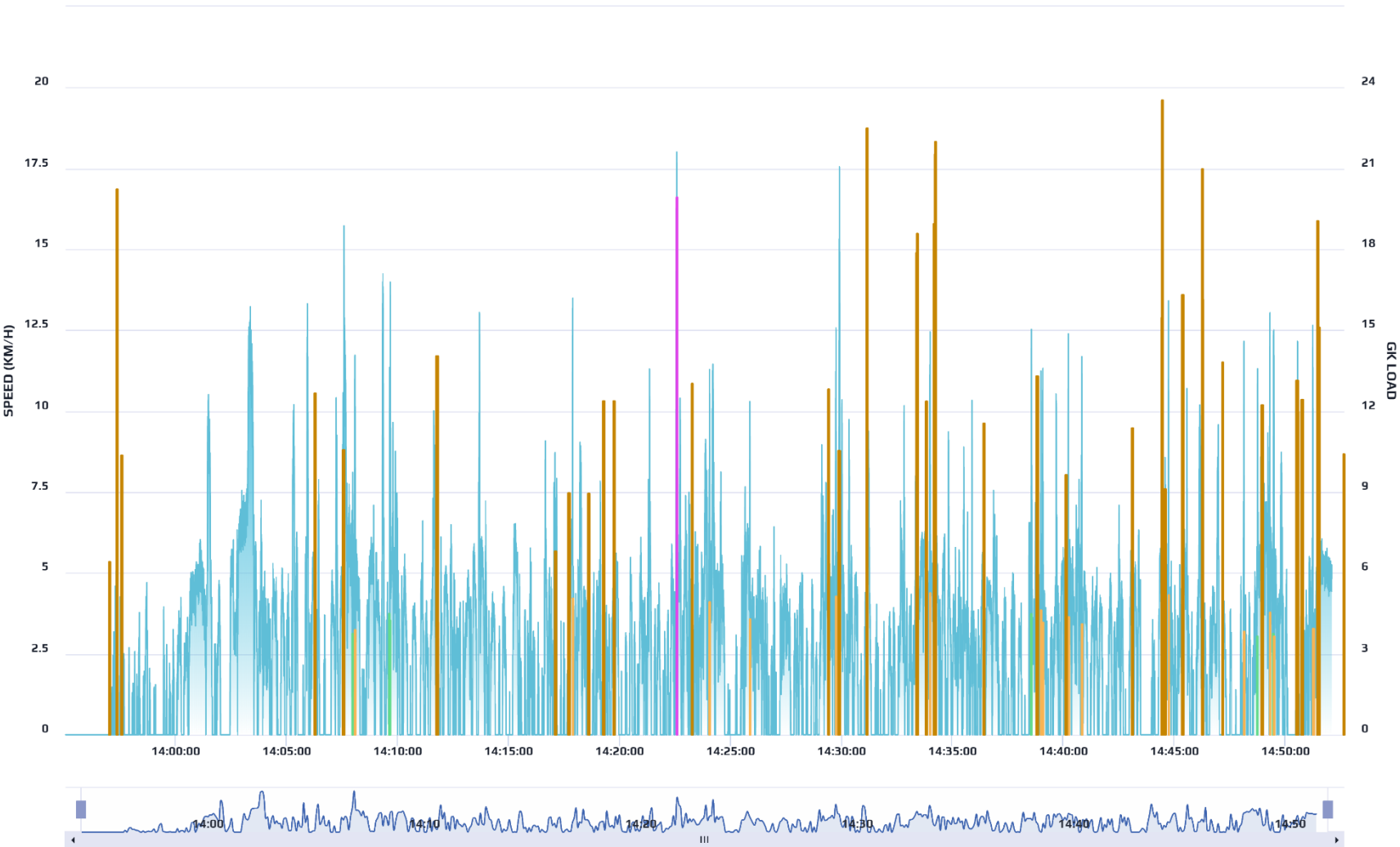


SPRINT AREAS



TIME SPENT

● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



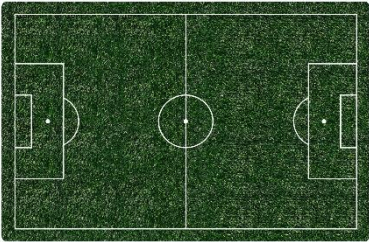
PLAYER 1

GK

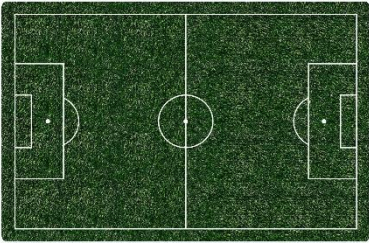
TOTAL TIME	TOTAL DIVES	GK LOAD	TOTAL IMPACTS	AVERAGE TIME SINCE LAST DIVE
57:02	38	538.51	16	01:23
AVERAGE DIVE IMPACT	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	DIVES LEFT	DIVES RIGHT
38.29	11	20	11	27

1st
HALF

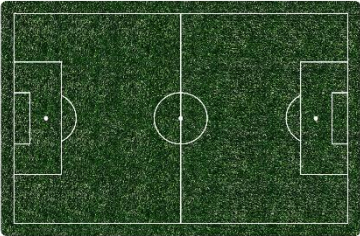
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



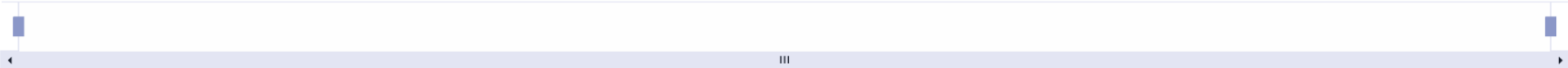
HEAT MAP



SPRINT AREAS



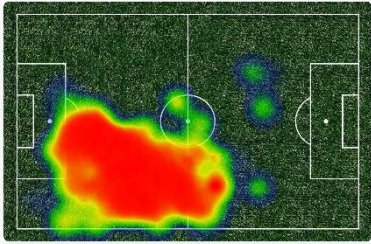
TIME SPENT



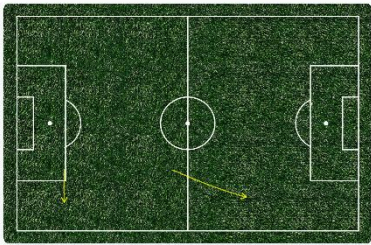
PLAYER 1

TOTAL TIME	TOTAL DIVES	GK LOAD	TOTAL IMPACTS	AVERAGE TIME SINCE LAST DIVE
N/A	N/A	N/A	N/A	N/A
AVERAGE DIVE IMPACT	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	DIVES LEFT	DIVES RIGHT
N/A	N/A	N/A	N/A	N/A

2nd
HALF



HEAT MAP

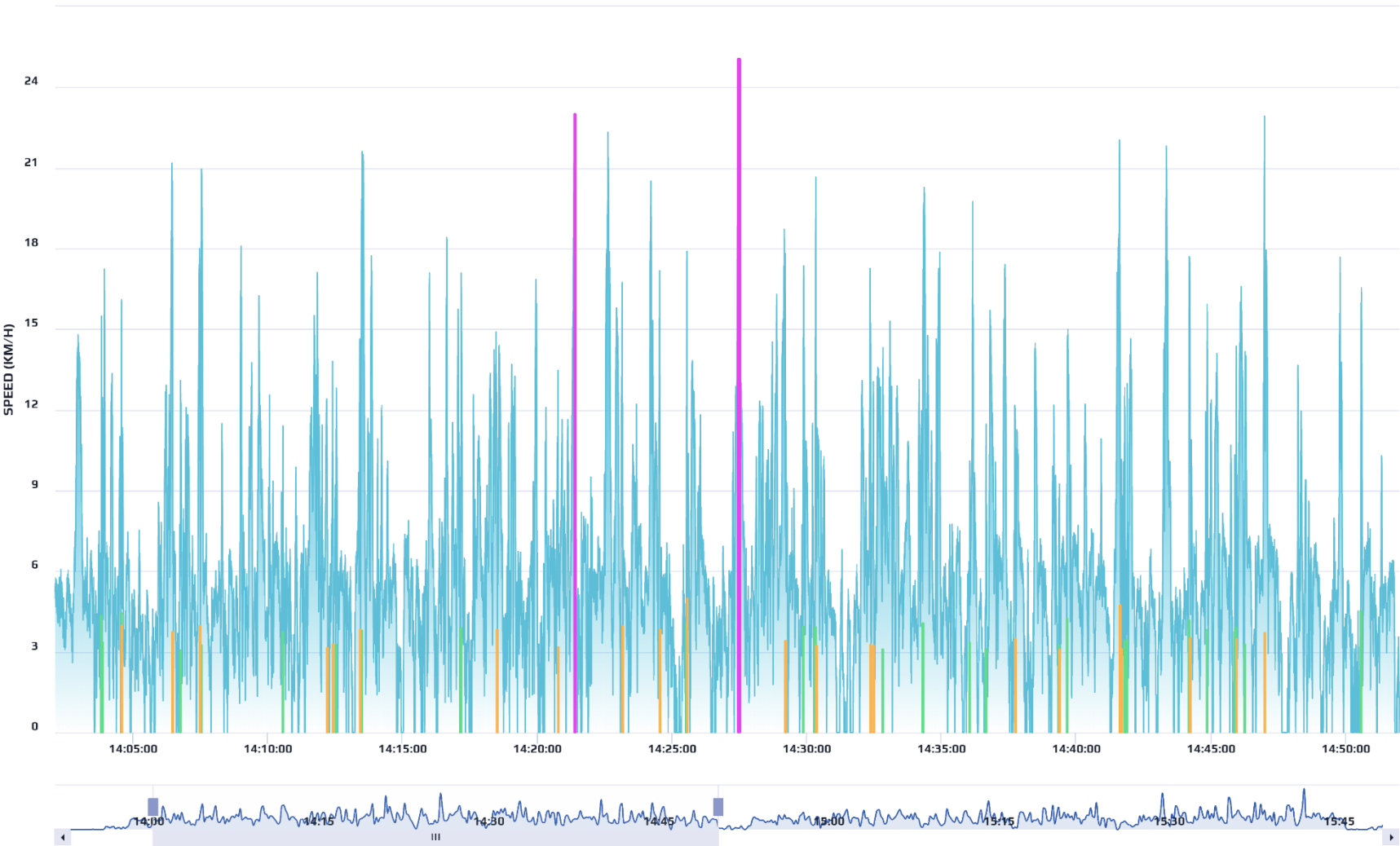


SPRINT AREAS



TIME SPENT

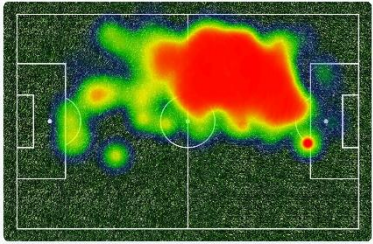
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



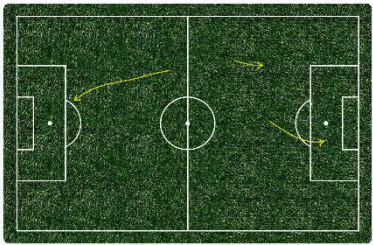
PLAYER 2

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	25.1km	220	26
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	25	19	24	426.7

1st
HALF



HEAT MAP

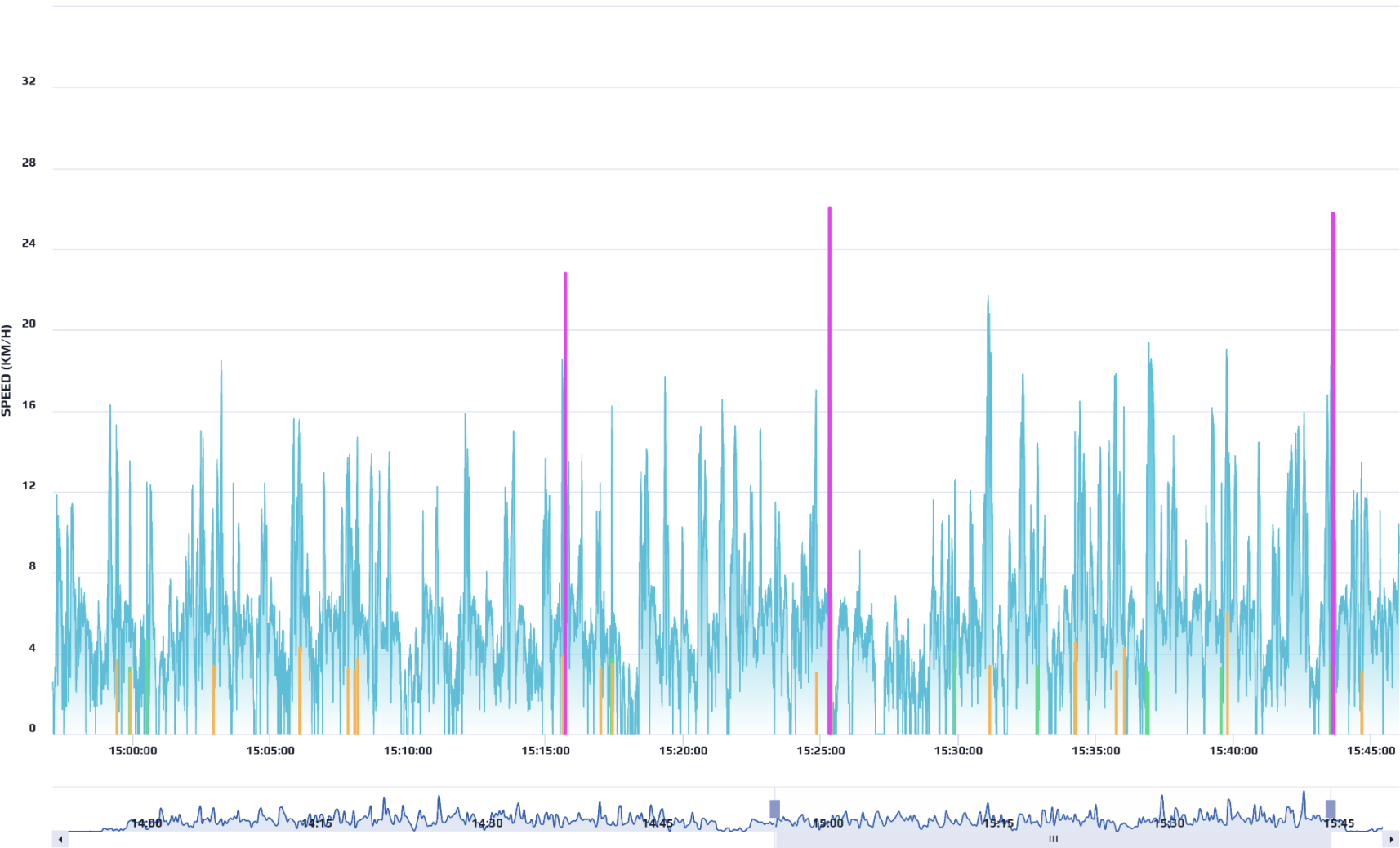


SPRINT AREAS



TIME SPENT

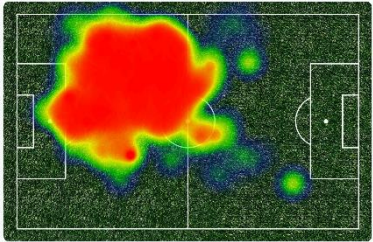
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



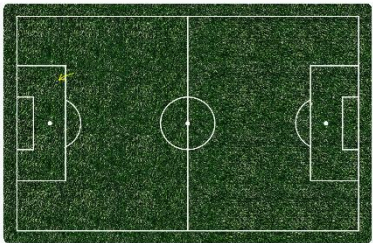
PLAYER 2

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.6km	26.1km	188	16
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	12	18	14	389

2nd
HALF



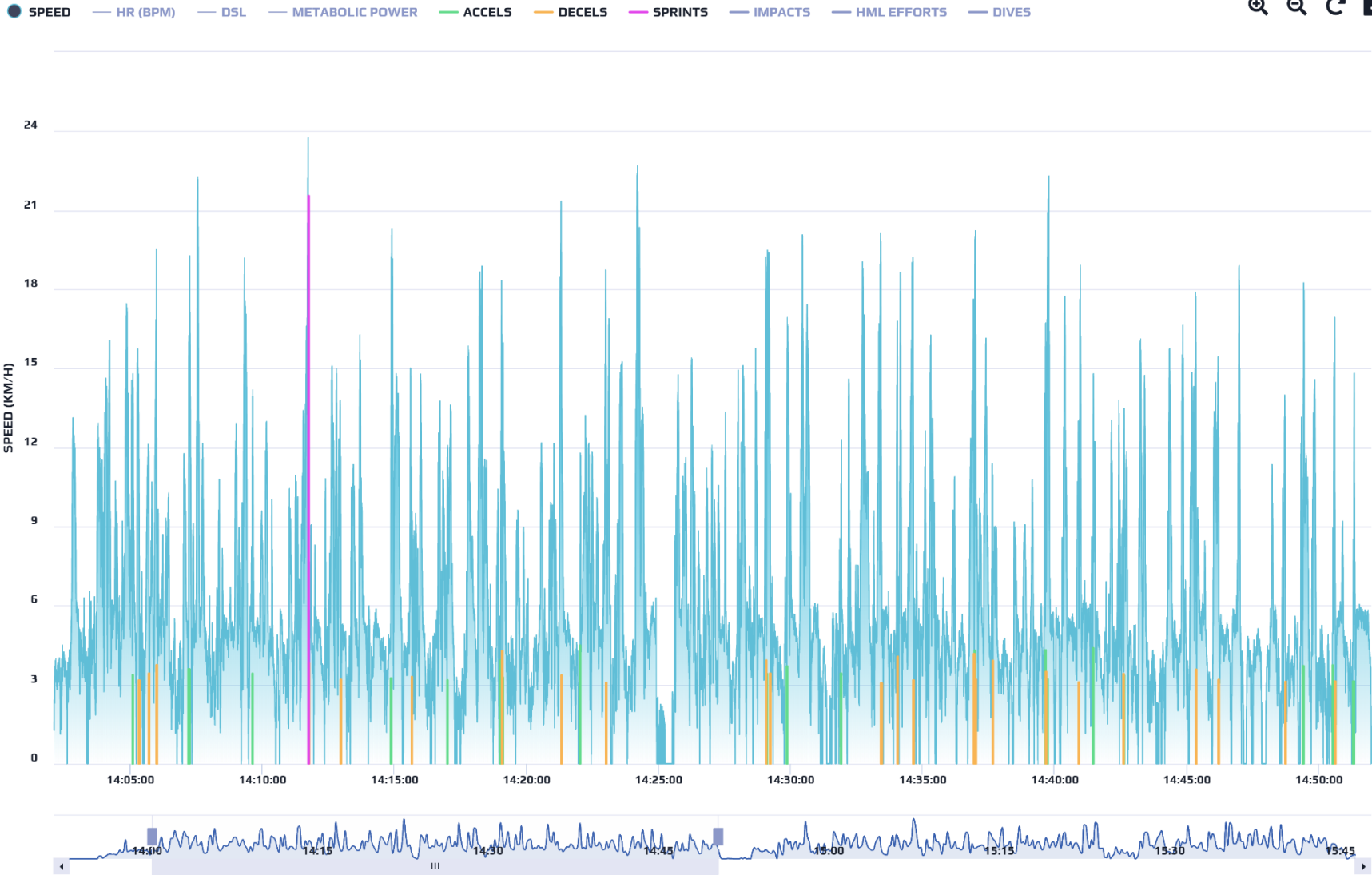
HEAT MAP



SPRINT AREAS



TIME SPENT

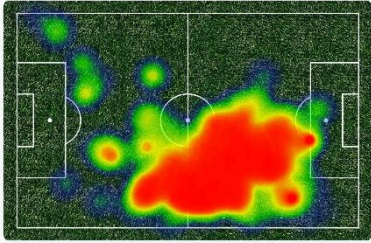


PLAYER 3

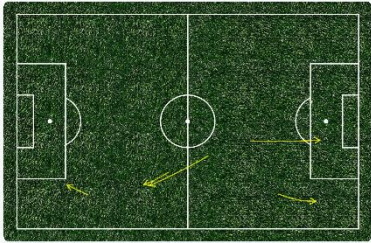
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	23.7km	313	32
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	19	24	37	495.1

1st
HALF

SPEED HR (BPM) DSL METABOLIC POWER ACCELS DECELS SPRINTS IMPACTS HML EFFORTS DIVES



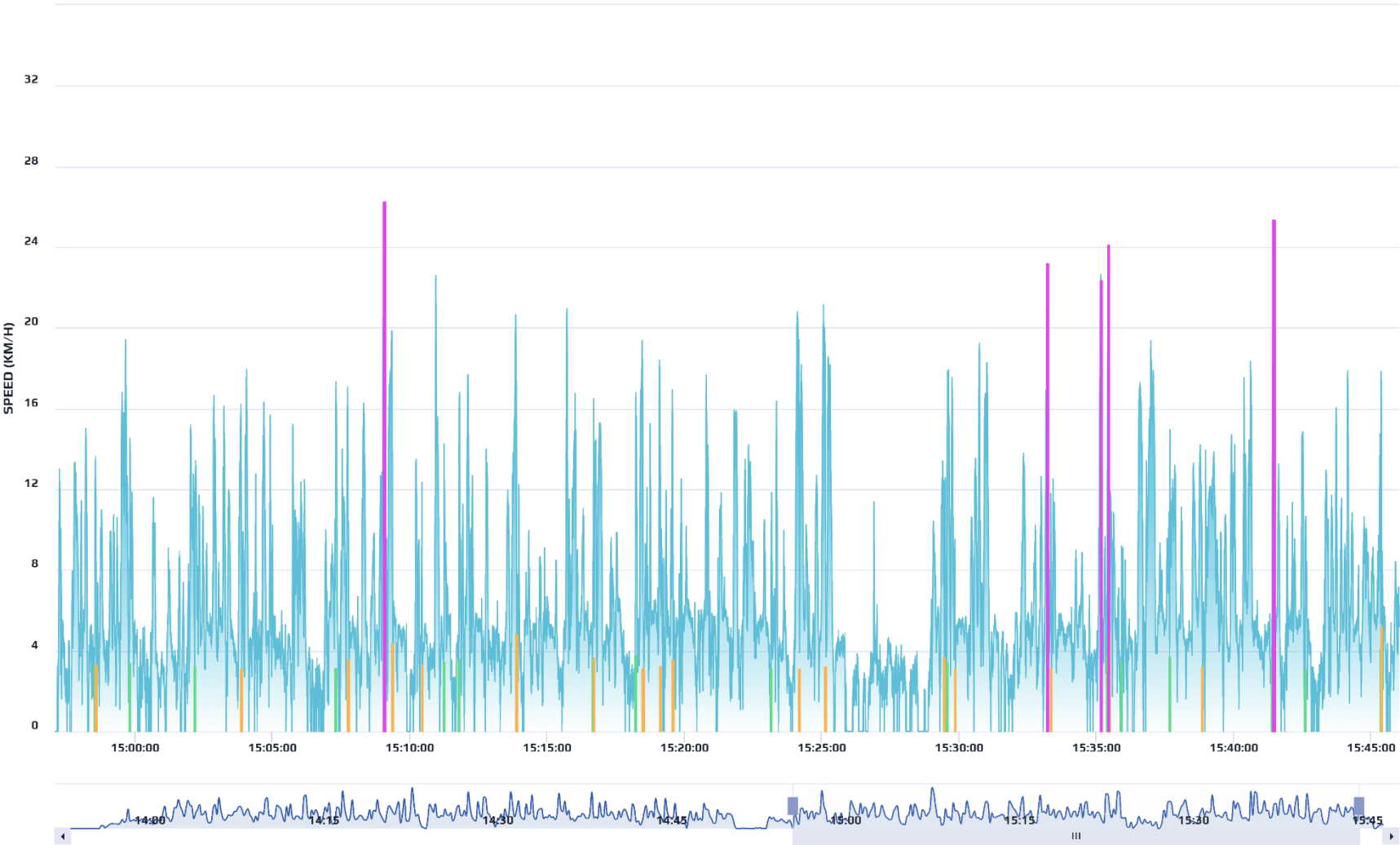
HEAT MAP



SPRINT AREAS



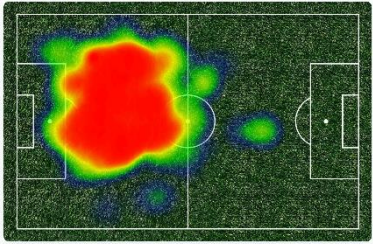
TIME SPENT



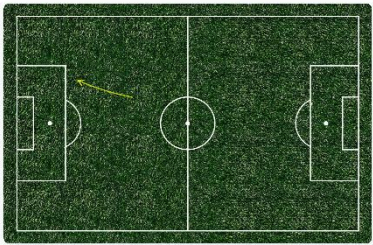
PLAYER 3

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	26.2km	385	33
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	17	19	42	385

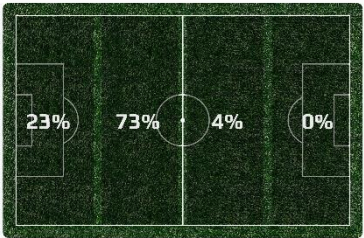
2nd
HALF



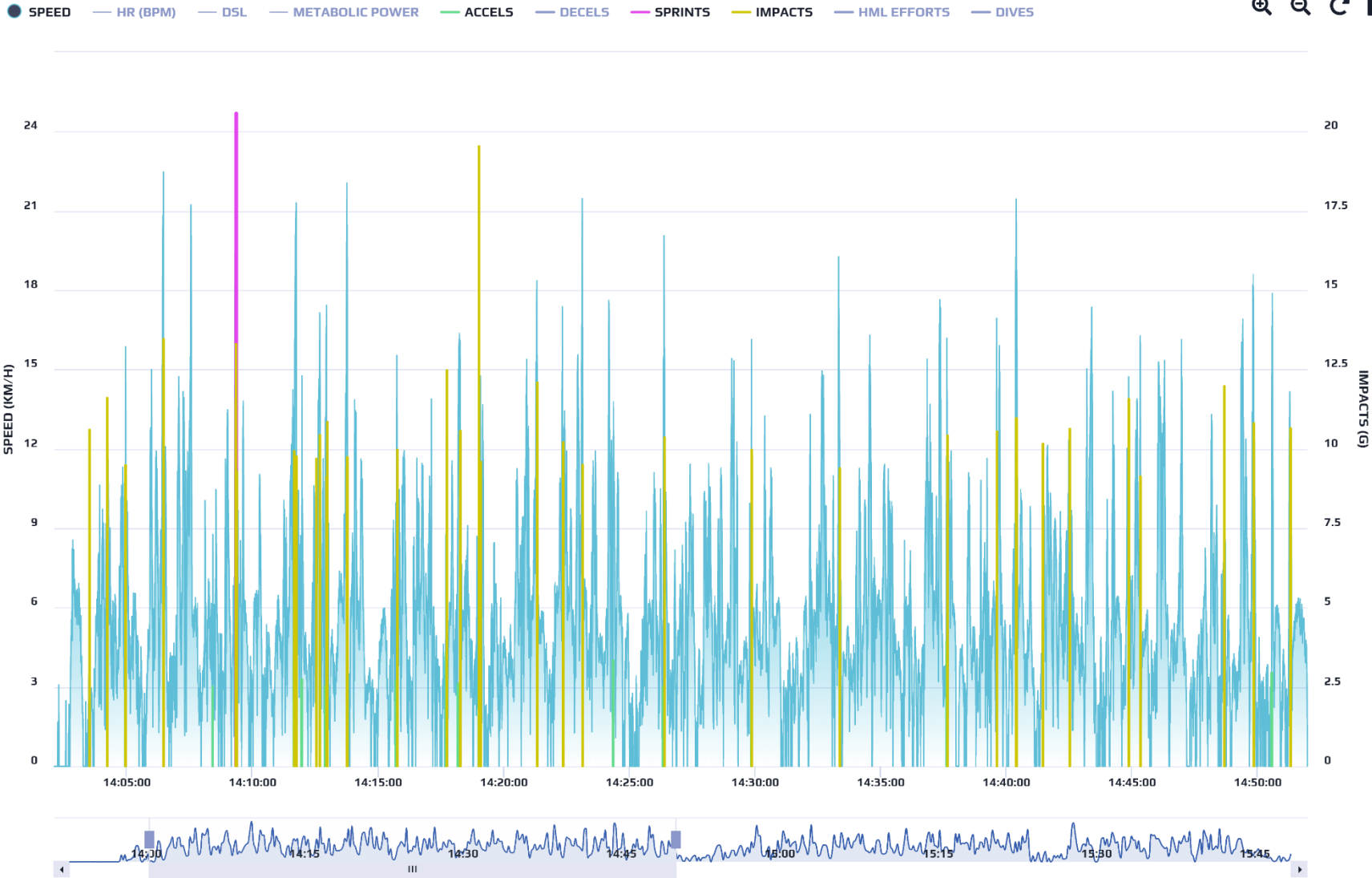
HEAT MAP



SPRINT AREAS



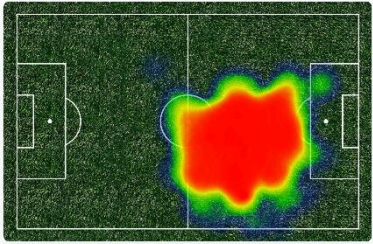
TIME SPENT



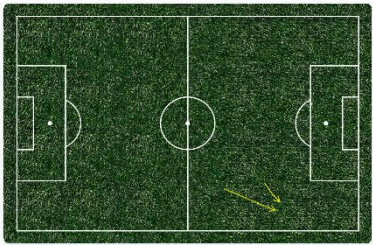
PLAYER 4

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.3km	24.7km	73	13
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	15	11	21	191.2

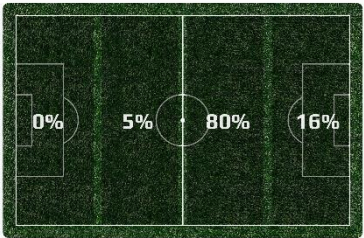
1st
HALF



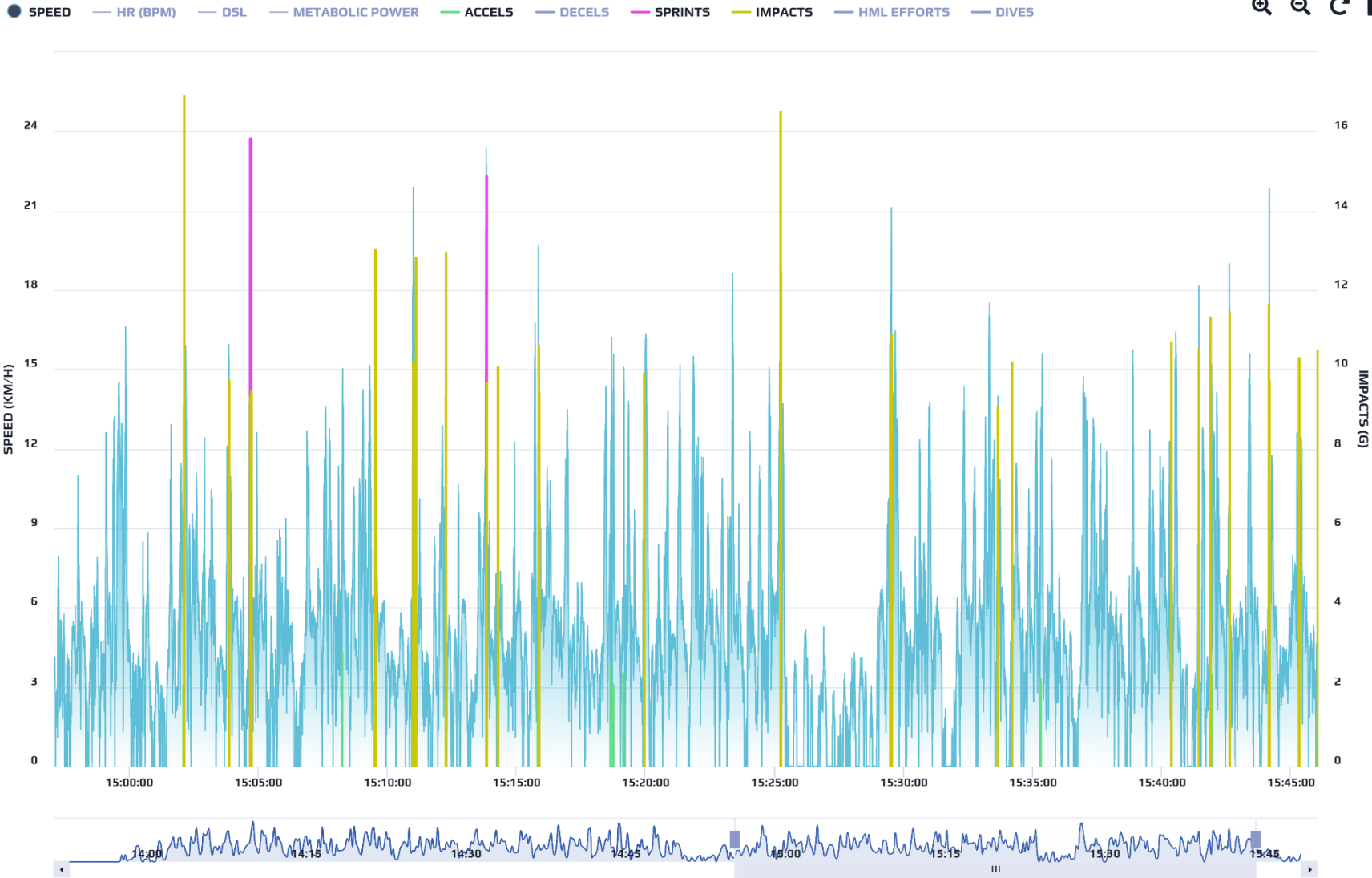
HEAT MAP



SPRINT AREAS



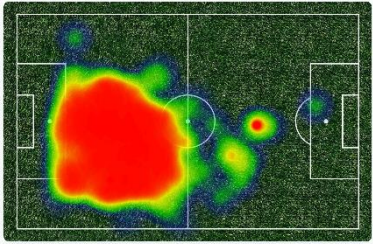
TIME SPENT



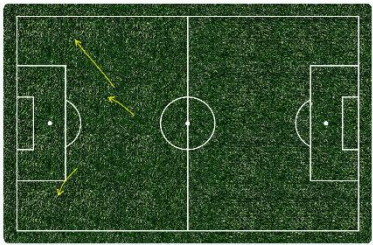
PLAYER 4

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.1km	23.7km	60	9
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	10	14	18	165.4

2nd
HALF



HEAT MAP

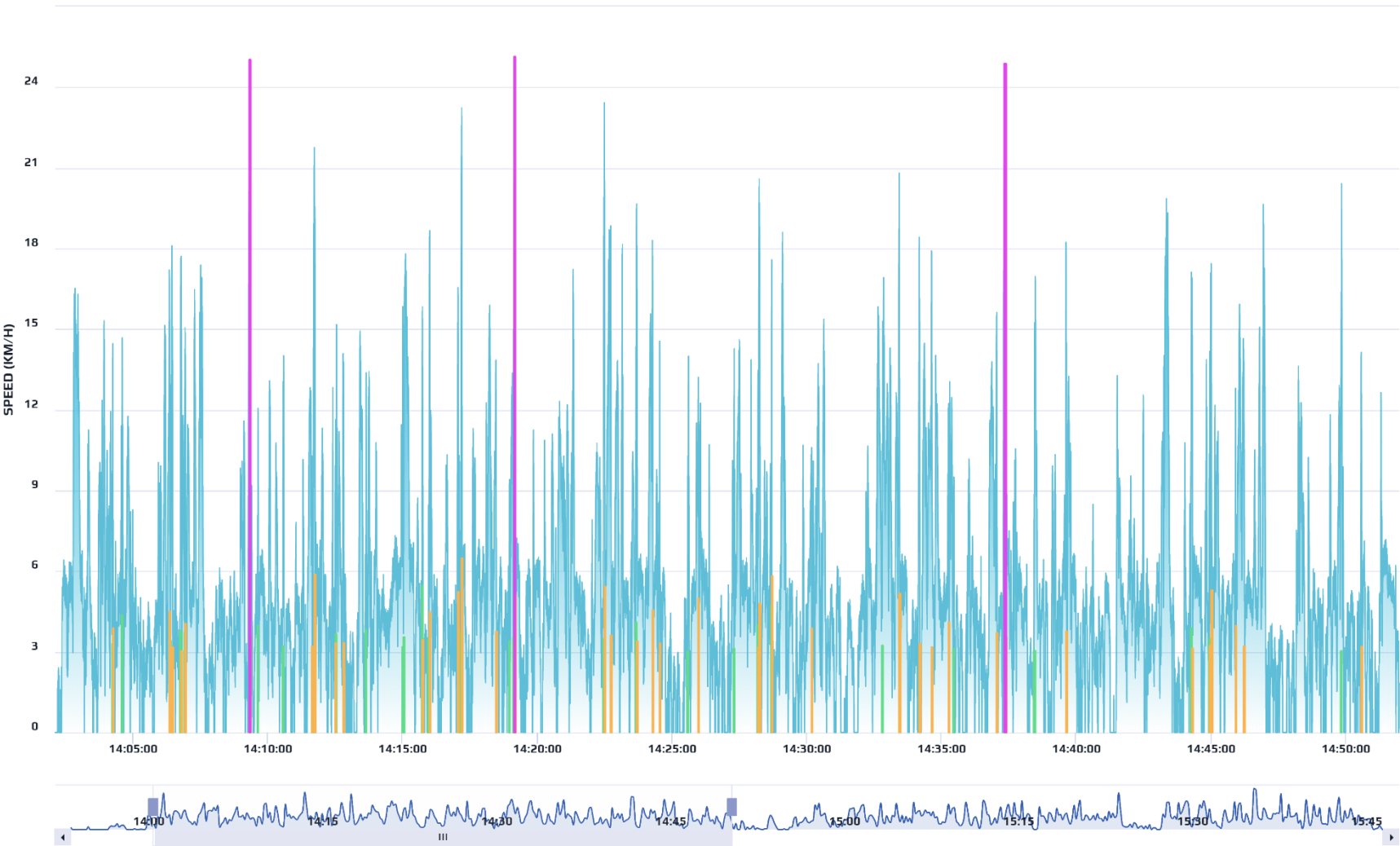


SPRINT AREAS



TIME SPENT

● SPEED — HR (BPM) — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES

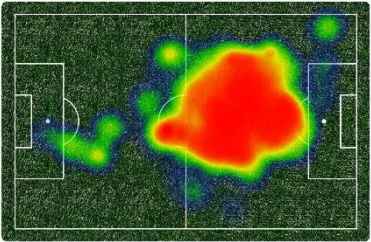


PLAYER 5

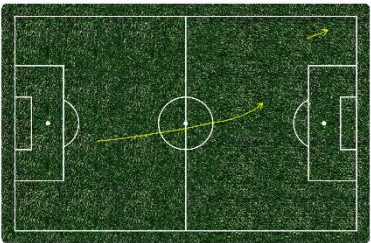
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.2km	25.1km	93	14
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	31	39	15	183

1st
HALF

SPEED HR (BPM) DSL METABOLIC POWER ACCELS DECELS SPRINTS IMPACTS HML EFFORTS DIVES



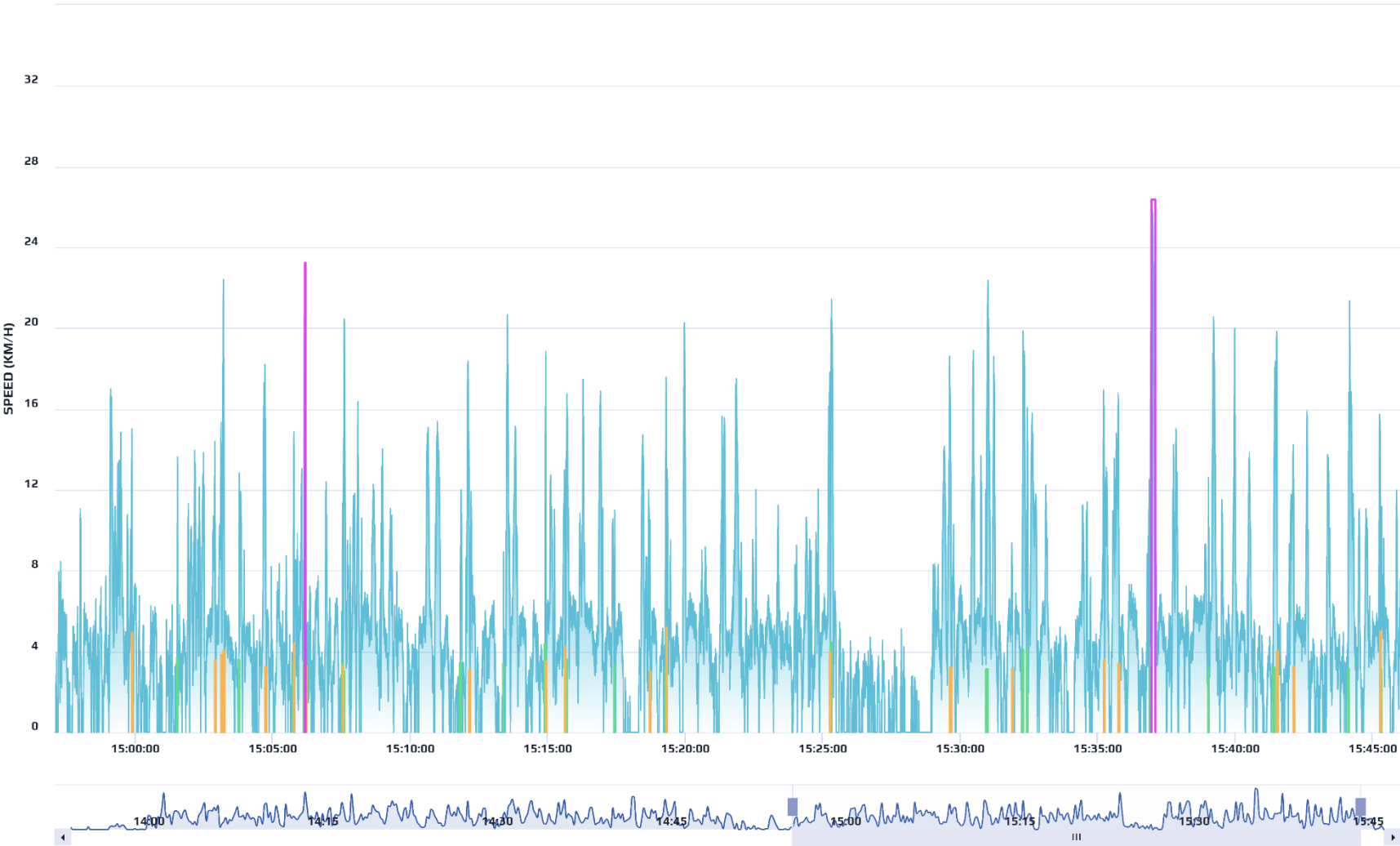
HEAT MAP



SPRINT AREAS



TIME SPENT

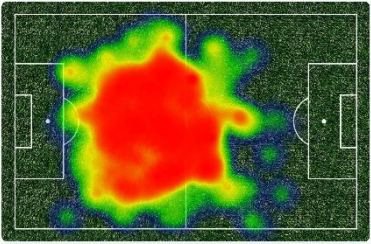


PLAYER 5

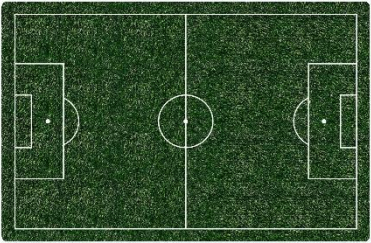
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	3.9km	26.4km	68	10
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	22	21	19	160.2

2nd
HALF

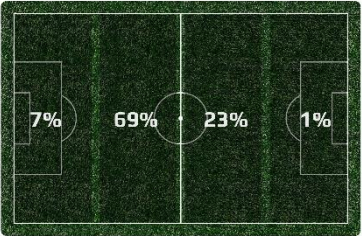
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



HEAT MAP



SPRINT AREAS

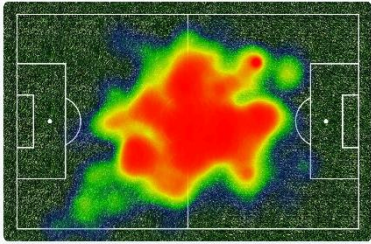


TIME SPENT

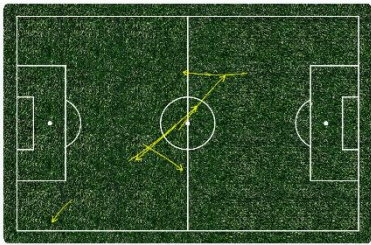
PLAYER 6

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	23km	271	29
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	15	19	45	718.7

1st
HALF



HEAT MAP

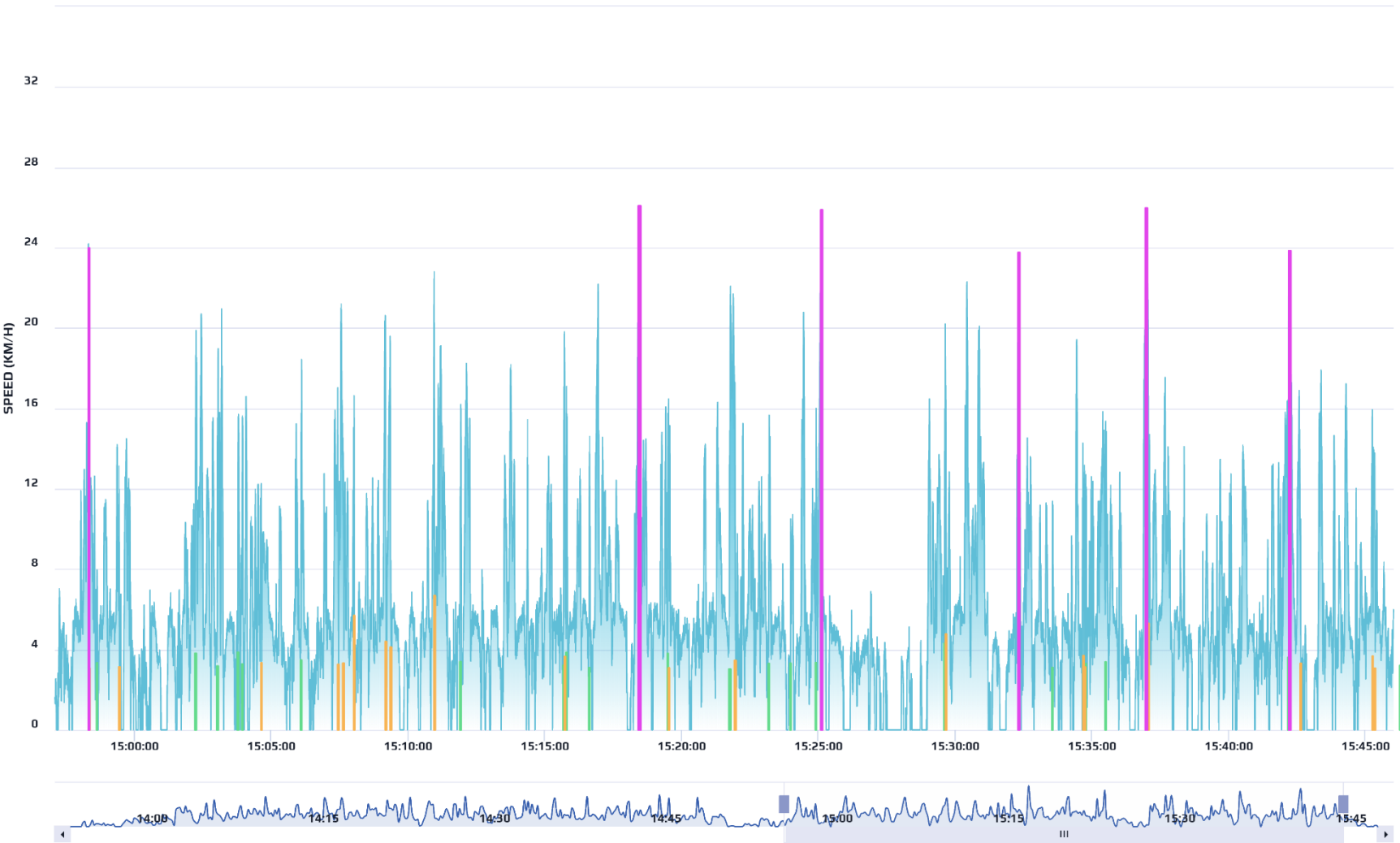


SPRINT AREAS



TIME SPENT

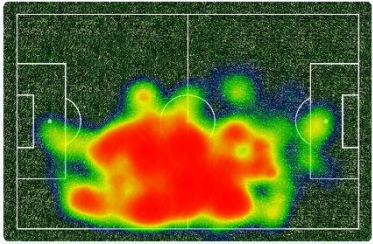
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



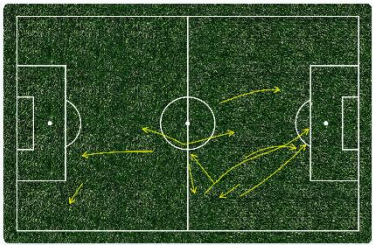
PLAYER 6

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	26.1km	333	30
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	21	19	46	798.6

2nd
HALF



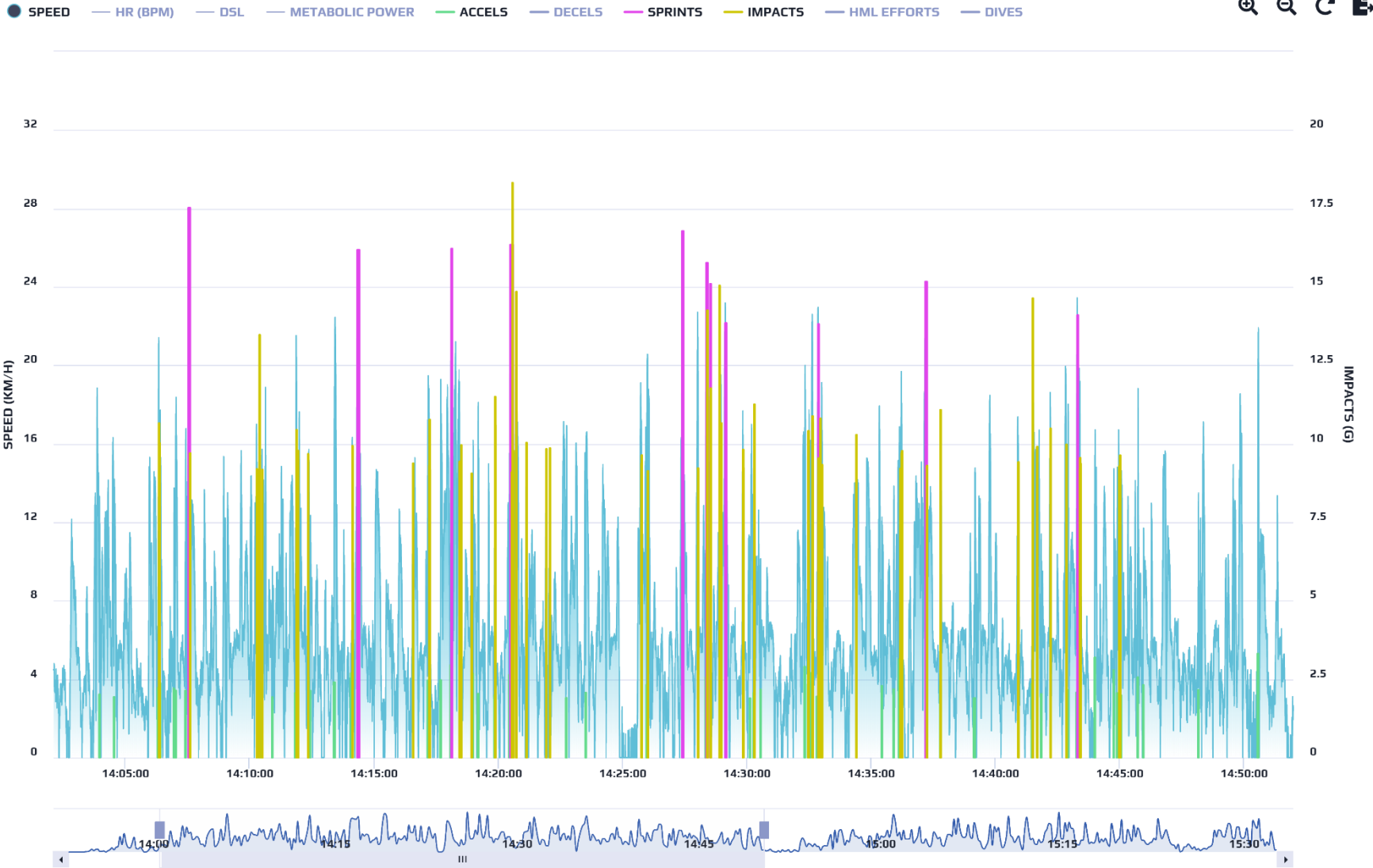
HEAT MAP



SPRINT AREAS



TIME SPENT

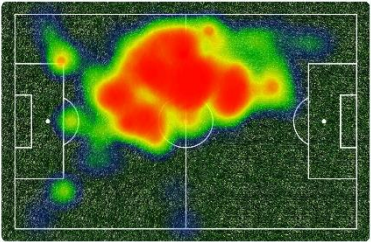
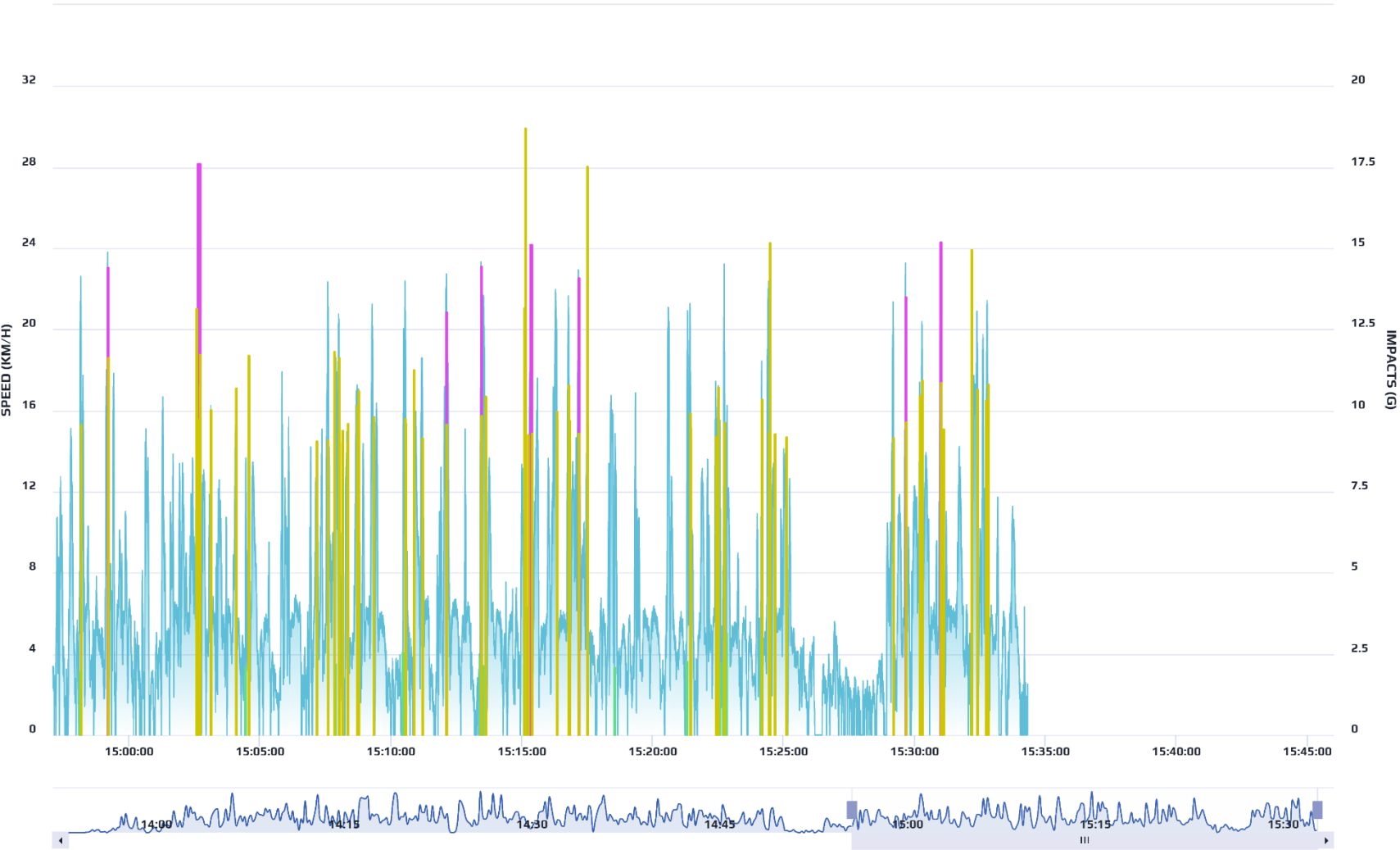


PLAYER 7

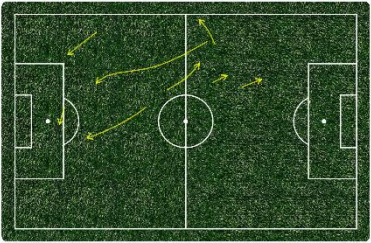
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	5.4km	28km	164	18
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	54	47	57	436.6

1st
HALF

● SPEED — HR (BPM) — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



HEAT MAP



SPRINT AREAS

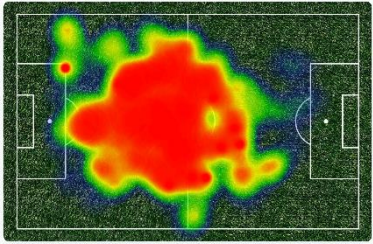


TIME SPENT

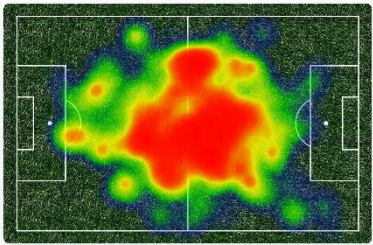
PLAYER 7

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	3.8km	28.2km	180	18
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	17	26	46	372.2

2nd
HALF



HEAT MAP

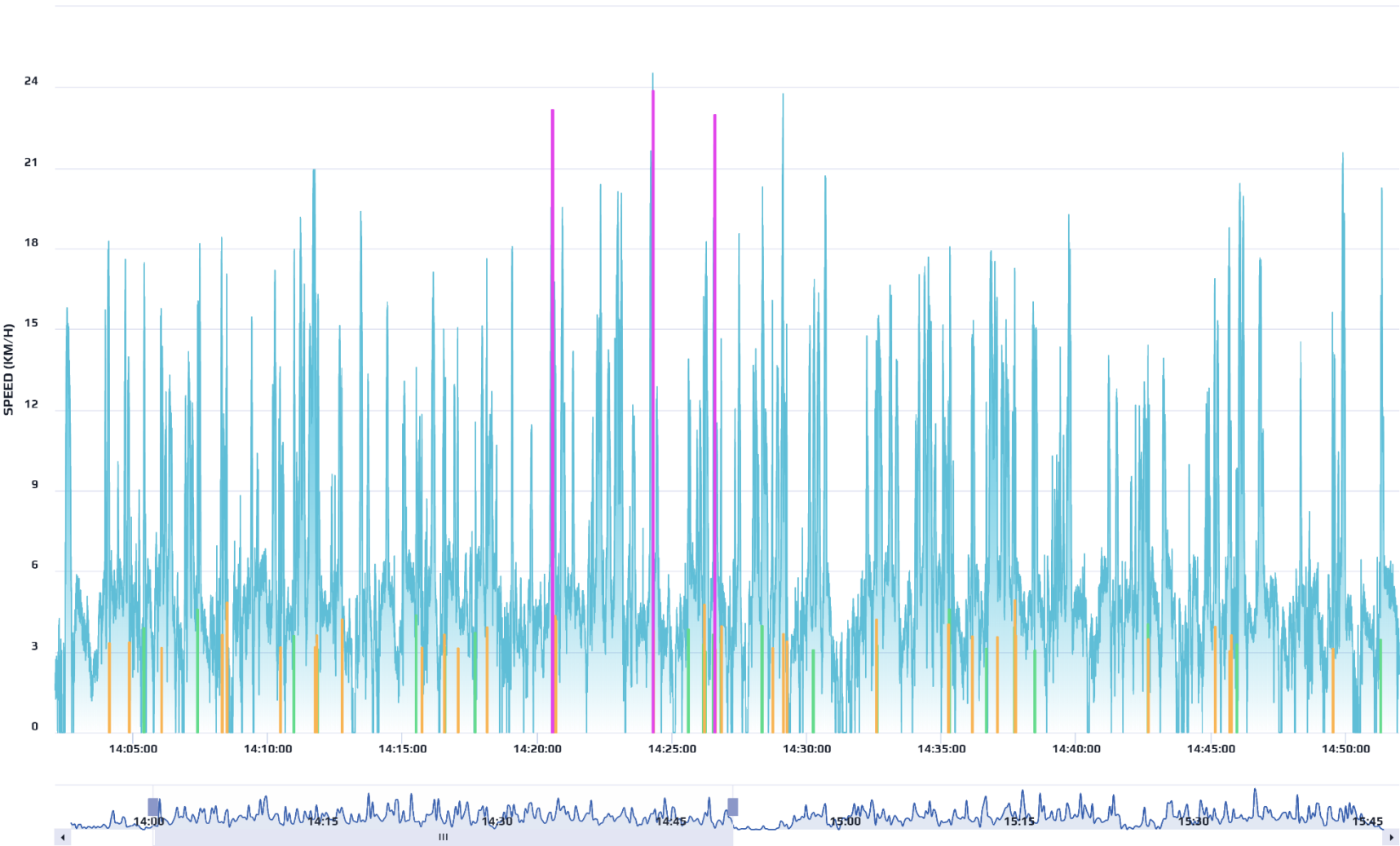


SPRINT AREAS



TIME SPENT

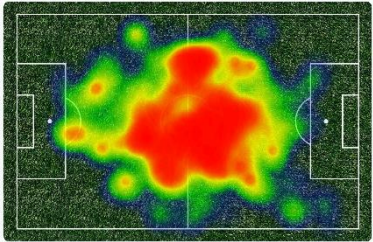
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



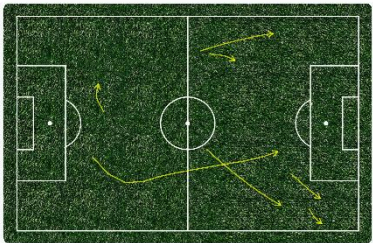
PLAYER 8

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	24.5km	280	30
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	22	34	41	445.5

1st
HALF



HEAT MAP

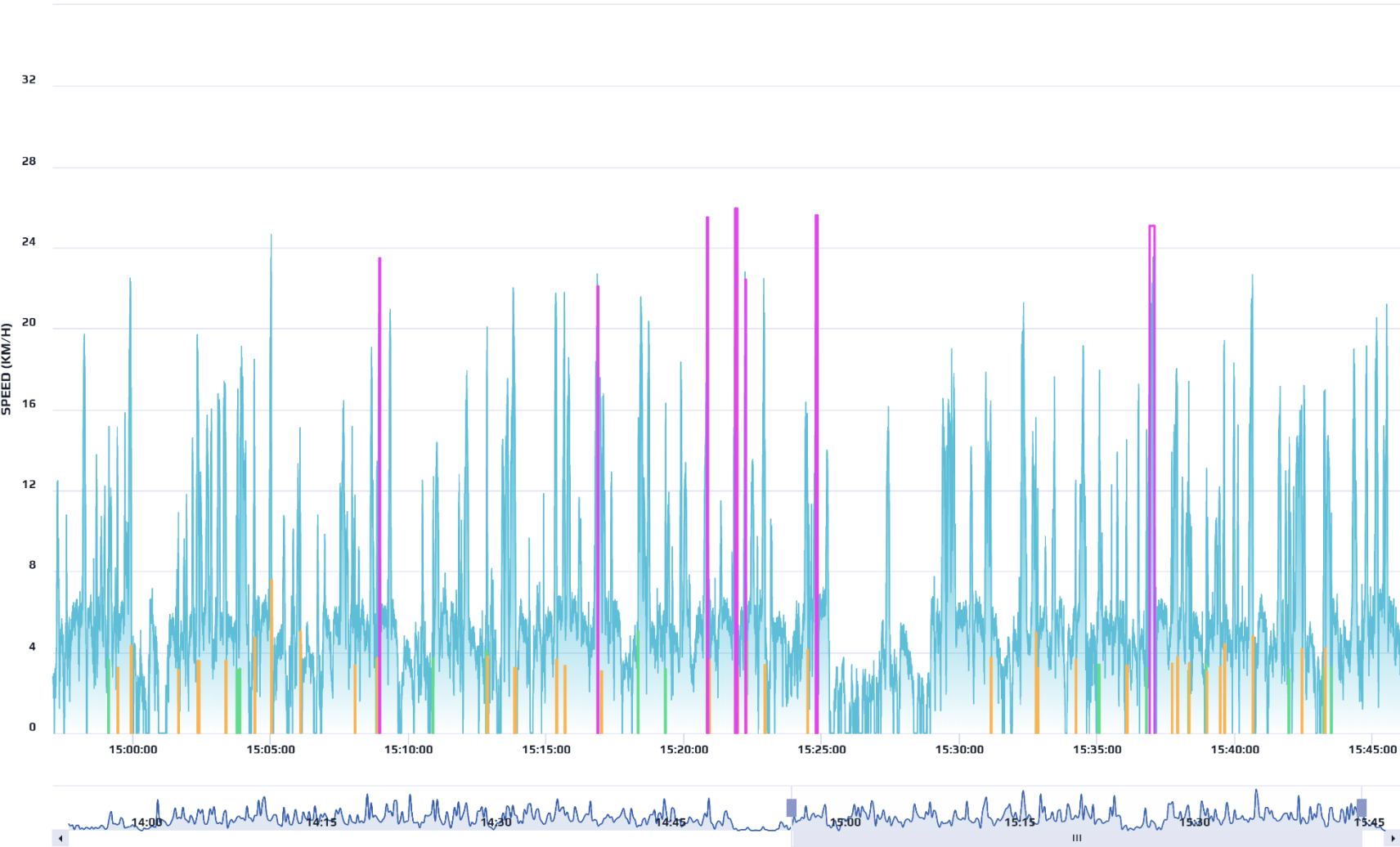


SPRINT AREAS



TIME SPENT

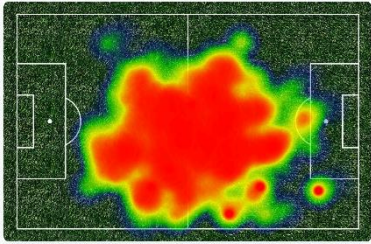
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



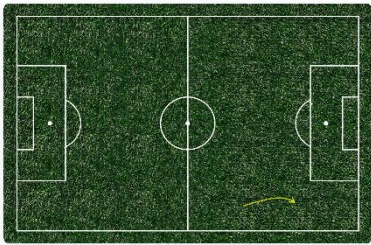
PLAYER 8

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.9km	26km	318	34
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	15	35	51	485.1

2nd
HALF



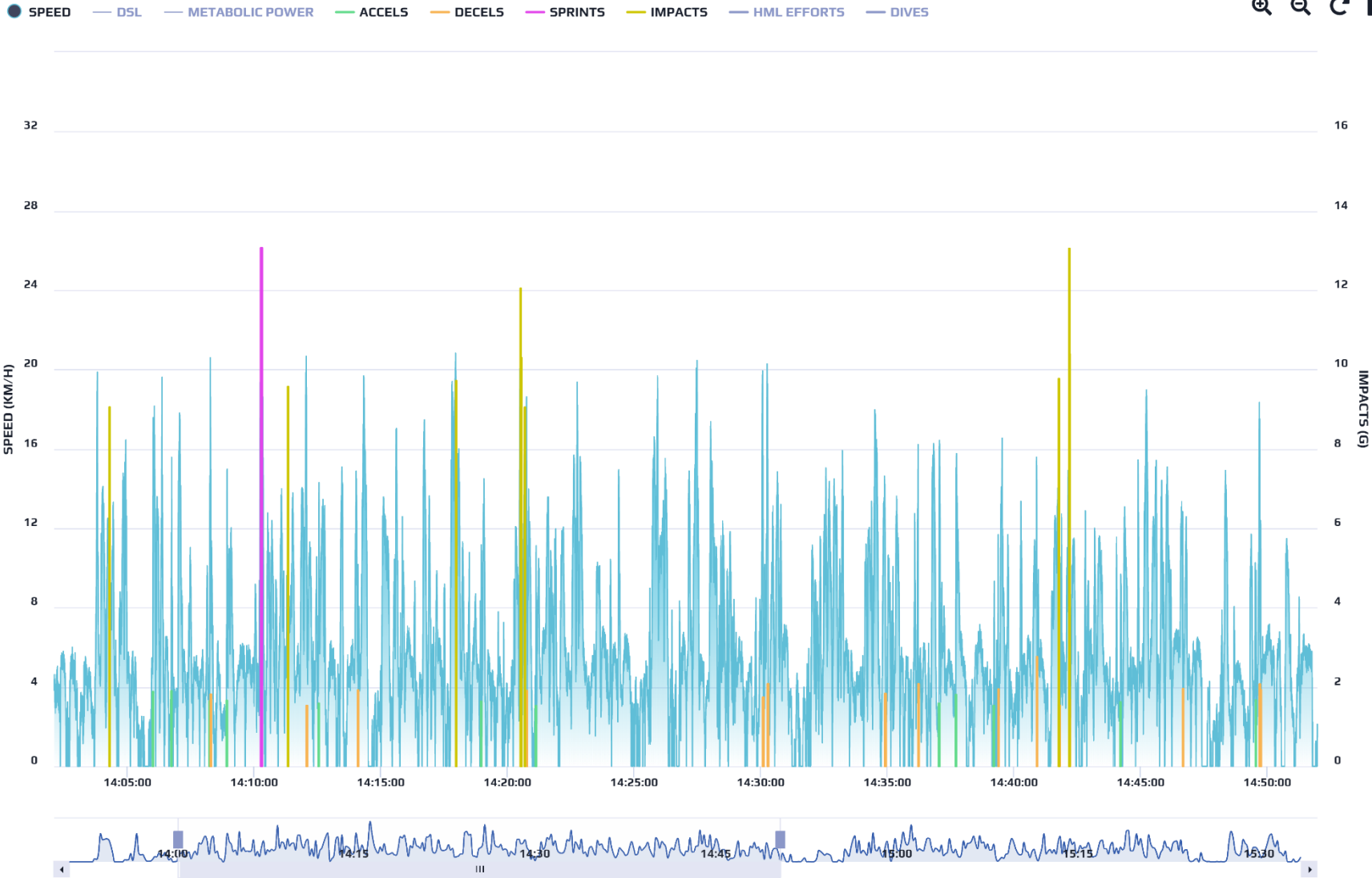
HEAT MAP



SPRINT AREAS



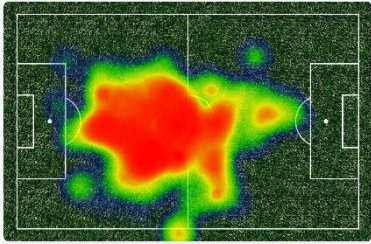
TIME SPENT



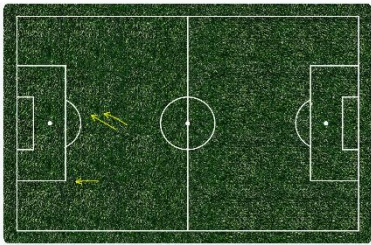
PLAYER 9

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.7km	26.1km	44	2
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	10	15	15	107

1st
HALF



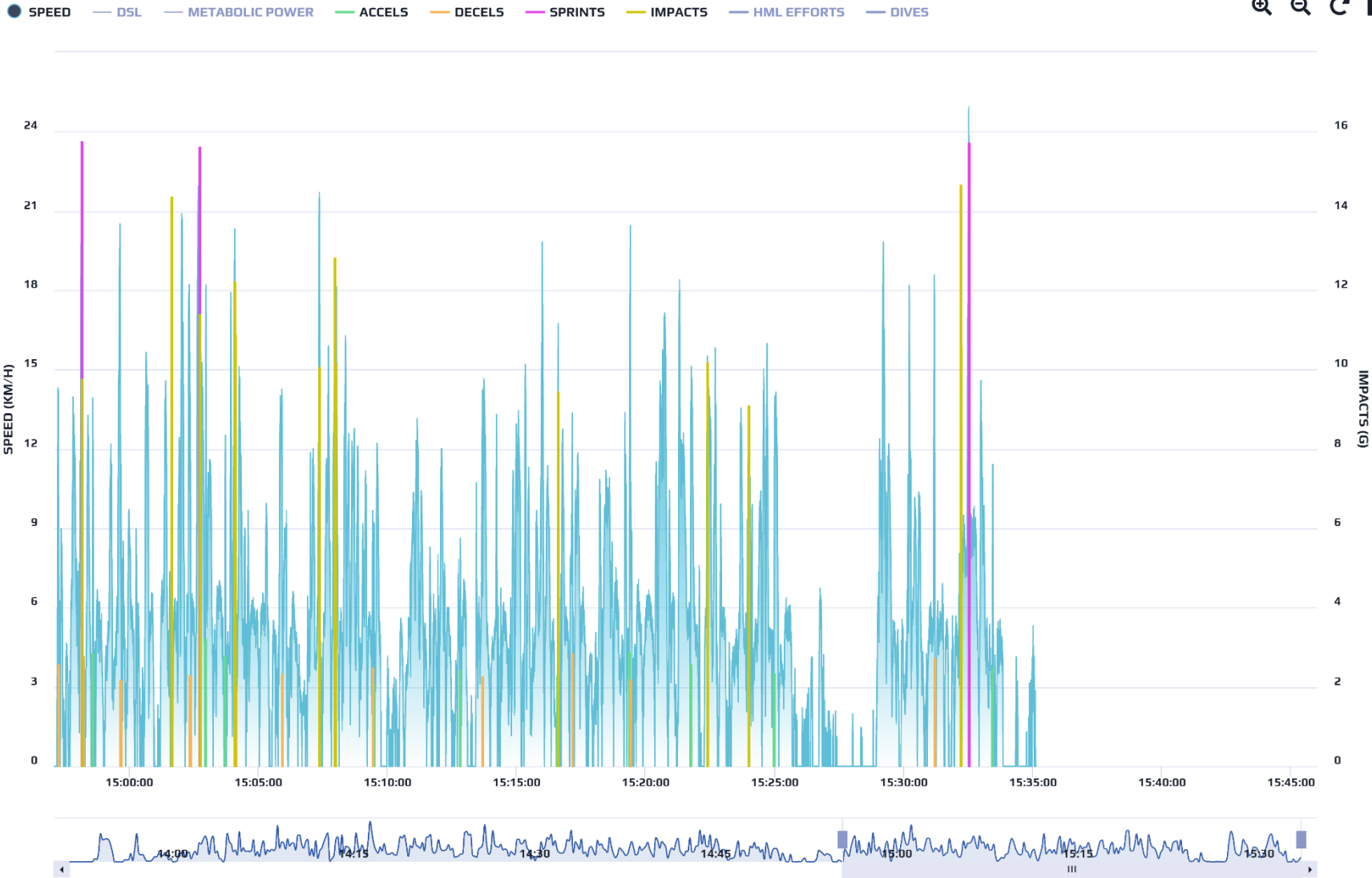
HEAT MAP



SPRINT AREAS



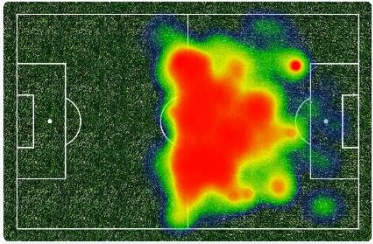
TIME SPENT



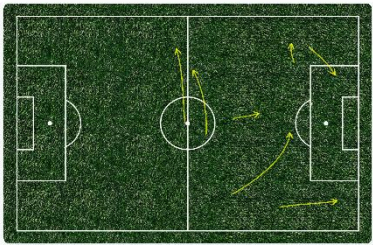
PLAYER 9

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	3.9km	27.7km	200	6
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	10	15	15	220.9

2nd
HALF



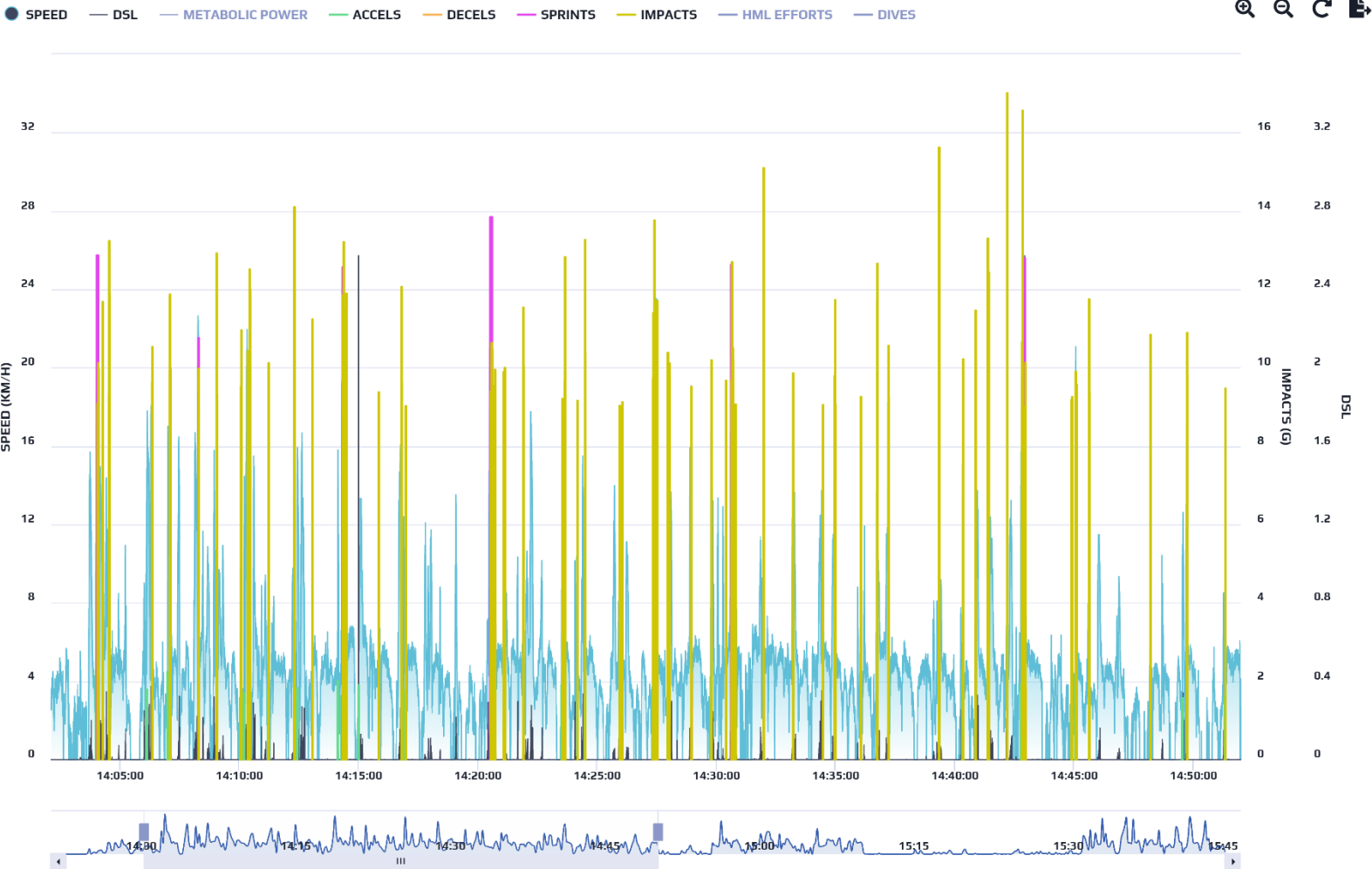
HEAT MAP



SPRINT AREAS



TIME SPENT

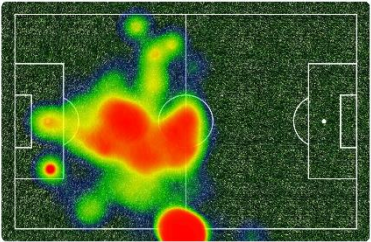
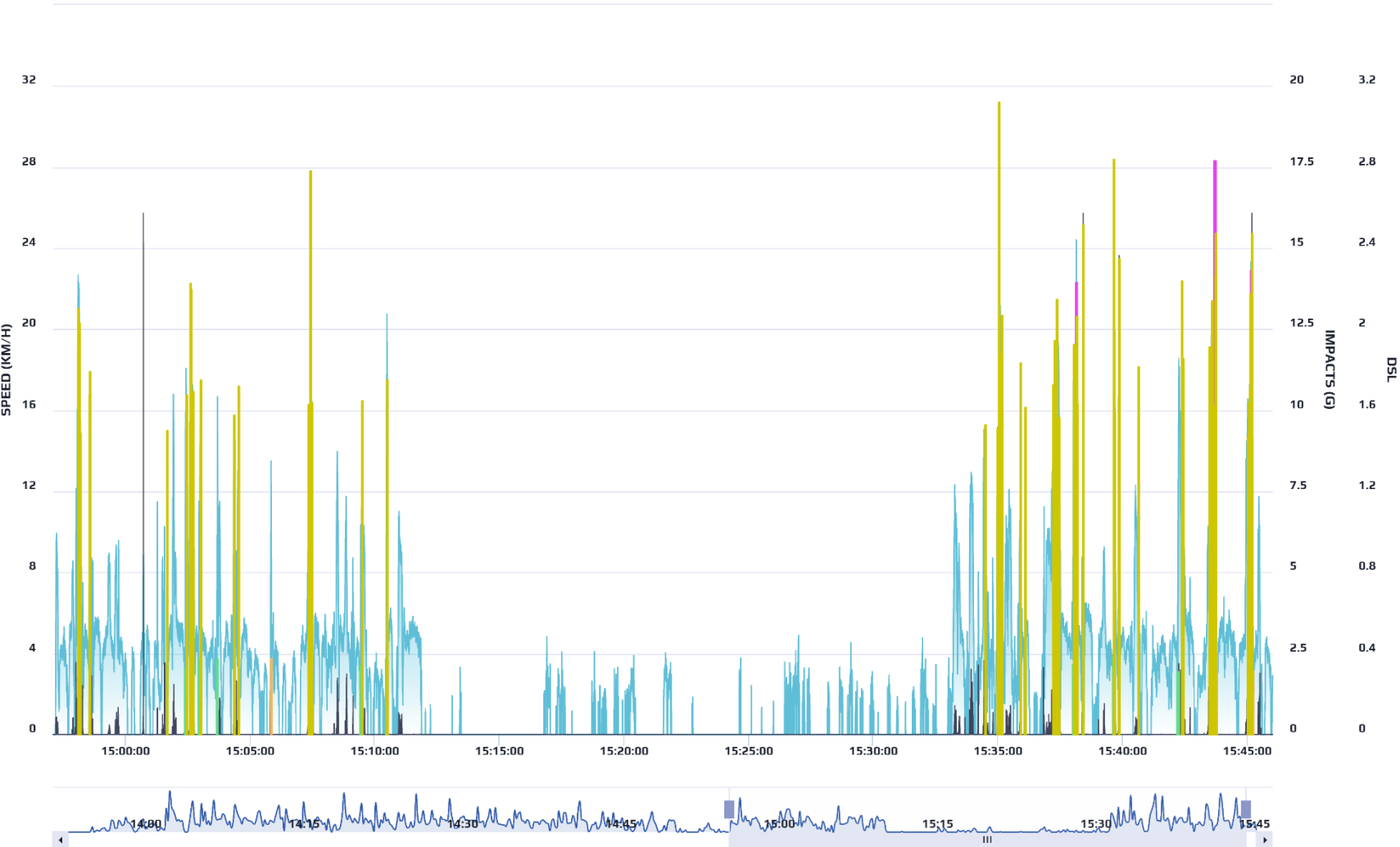


PLAYER
10

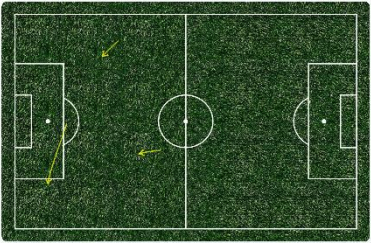
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	3.9km	27.7km	200	25
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	25	14	35	315.5

1st
HALF

● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



HEAT MAP



SPRINT AREAS



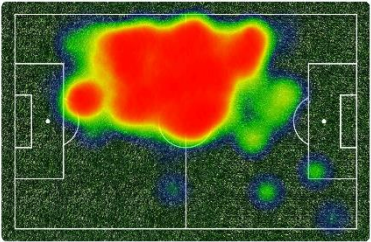
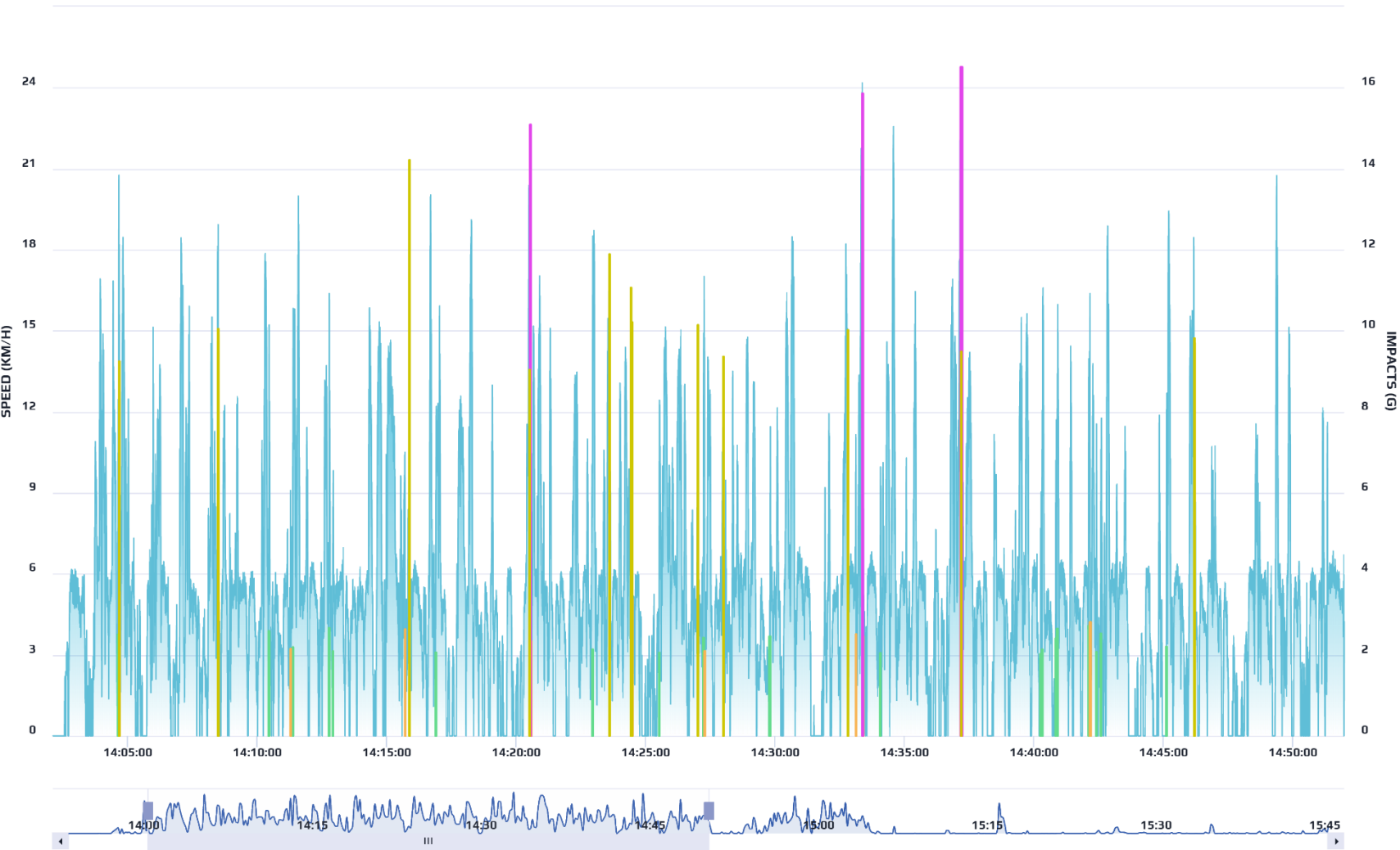
TIME SPENT

PLAYER
10

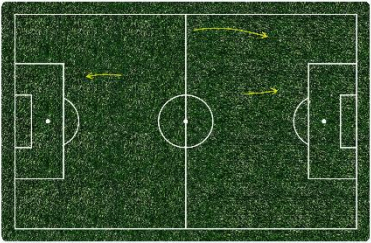
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	2.4km	28.3km	159	13
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	14	10	19	255.8

2nd
HALF

● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



HEAT MAP



SPRINT AREAS

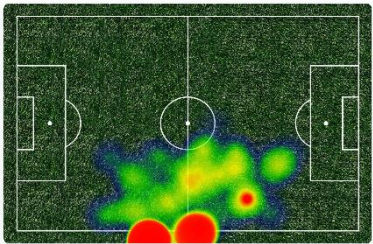


TIME SPENT

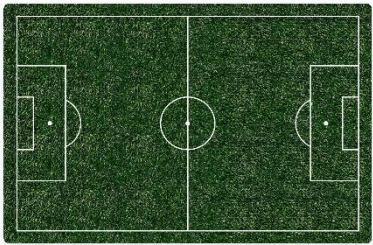
PLAYER
11

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.3km	24.8km	30	4
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	20	10	17	149.7

1st
HALF



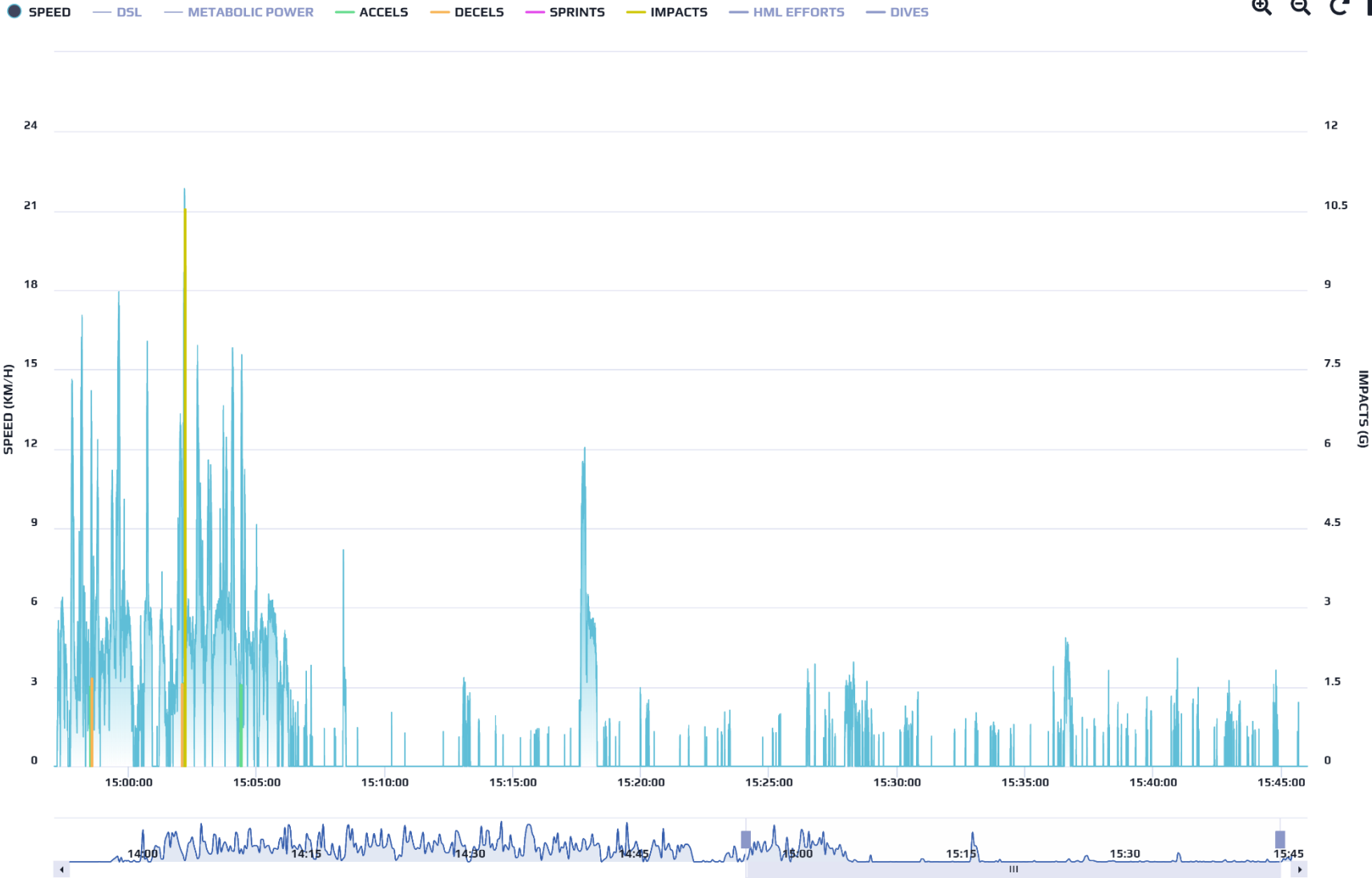
HEAT MAP



SPRINT AREAS



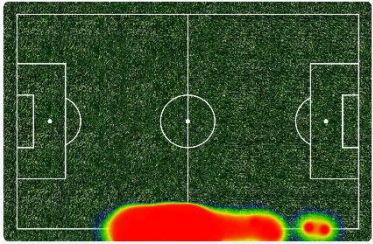
TIME SPENT



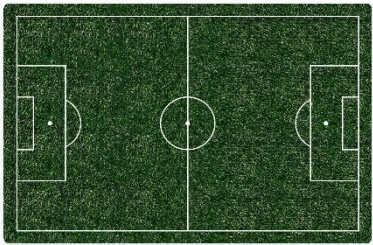
PLAYER
11

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	0.9km	21.9km	5	1
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	3	2	2	19.8

2nd
HALF



HEAT MAP

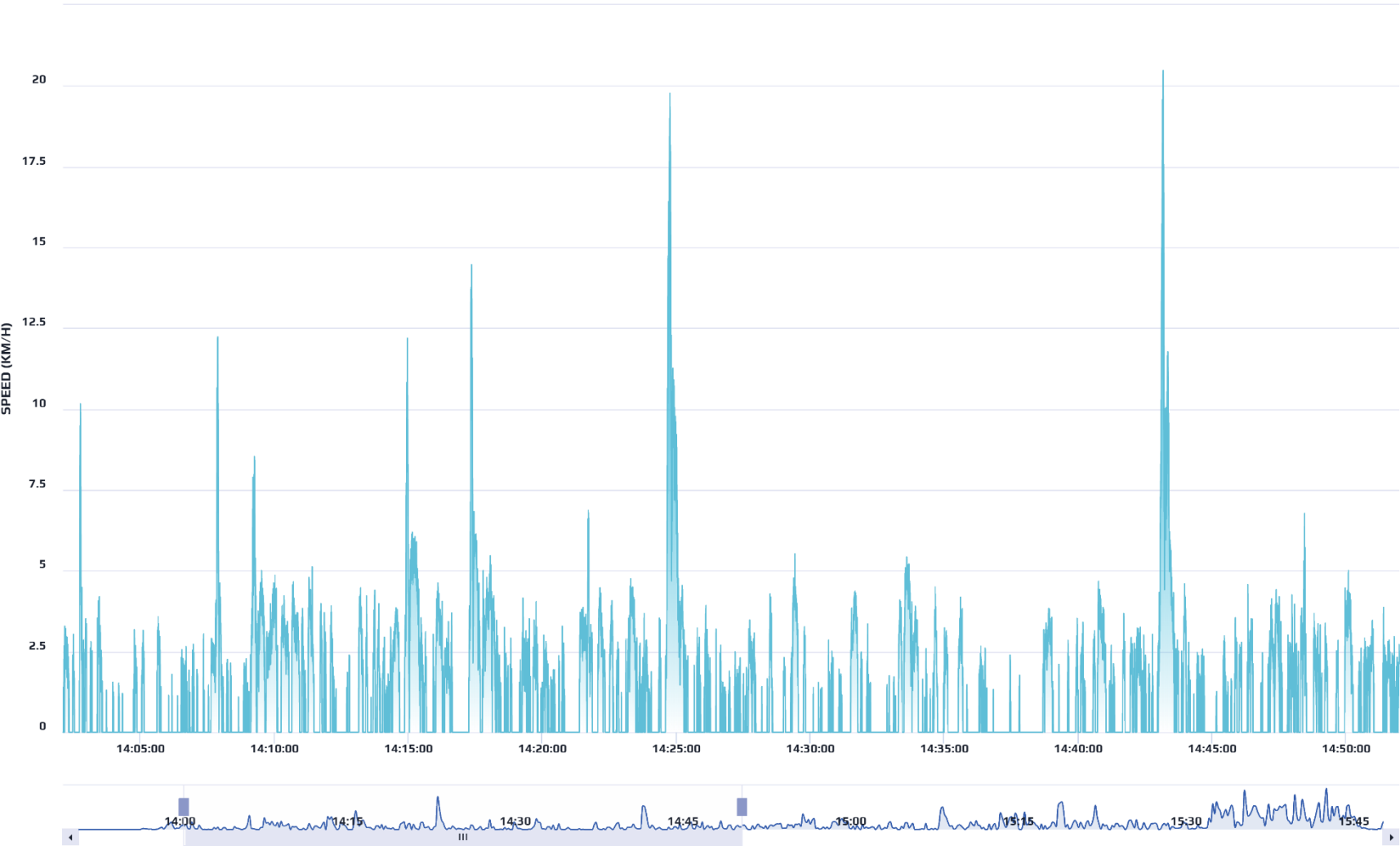


SPRINT AREAS



TIME SPENT

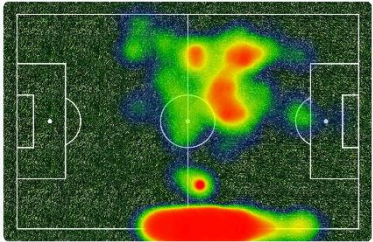
SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



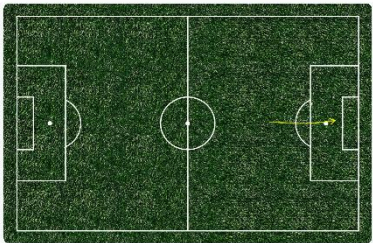
PLAYER
12

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	0.8km	20.5km	4	0
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	0	0	2	19.7

1st
HALF



HEAT MAP



SPRINT AREAS



TIME SPENT

SPEED

DSL

METABOLIC POWER

ACCELS

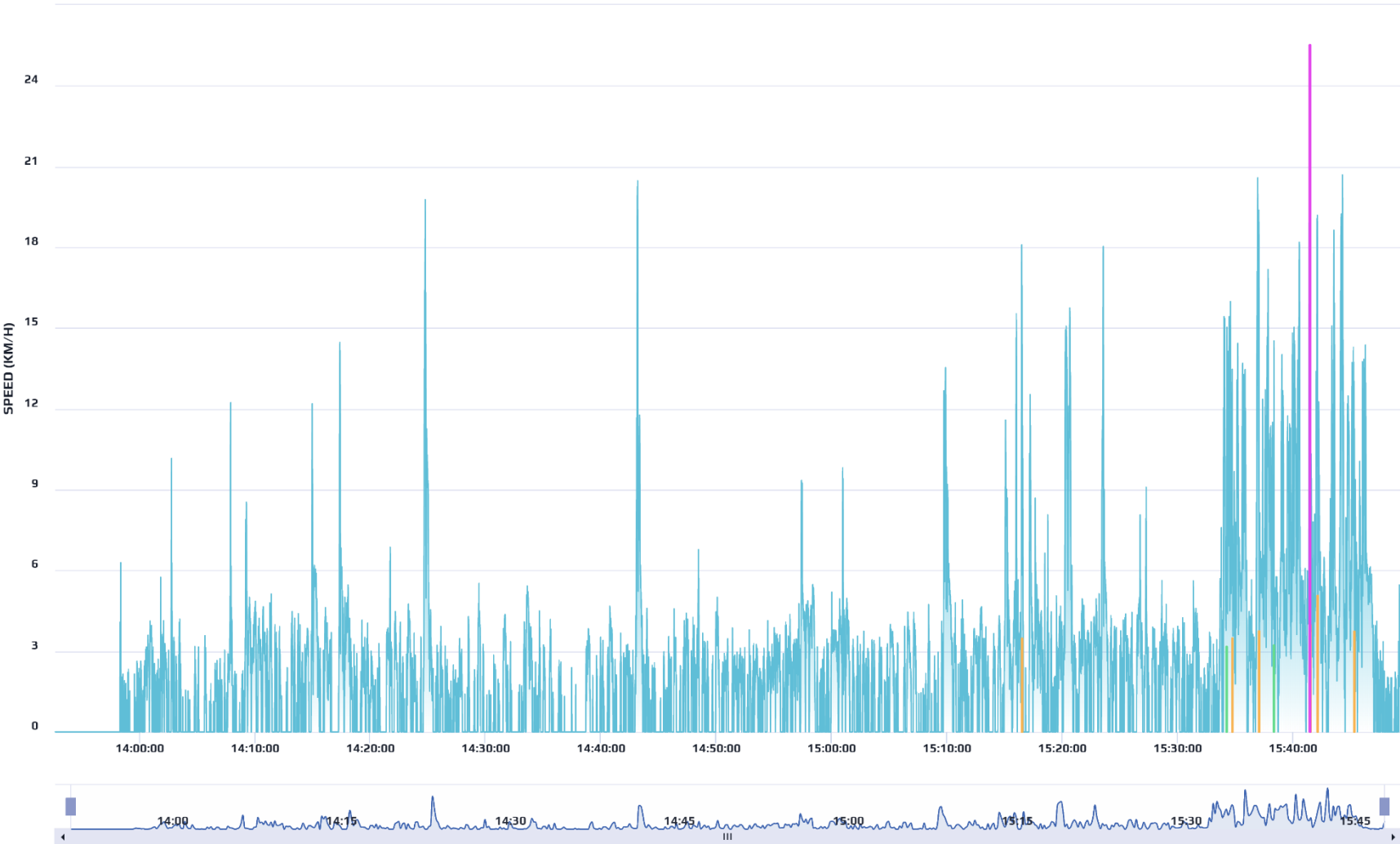
DECELS

SPRINTS

IMPACTS

HML EFFORTS

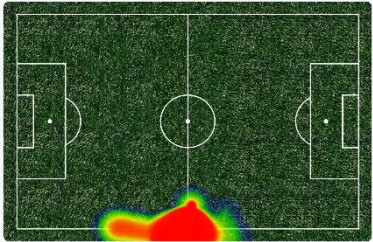
DIVES



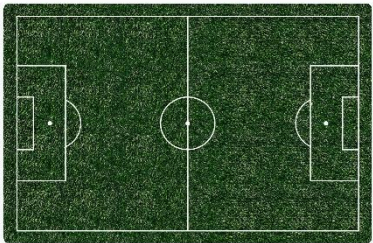
PLAYER
 12

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	2.4km	25.5km	28	1
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	2	6	10	130.7

2nd
 HALF



HEAT MAP

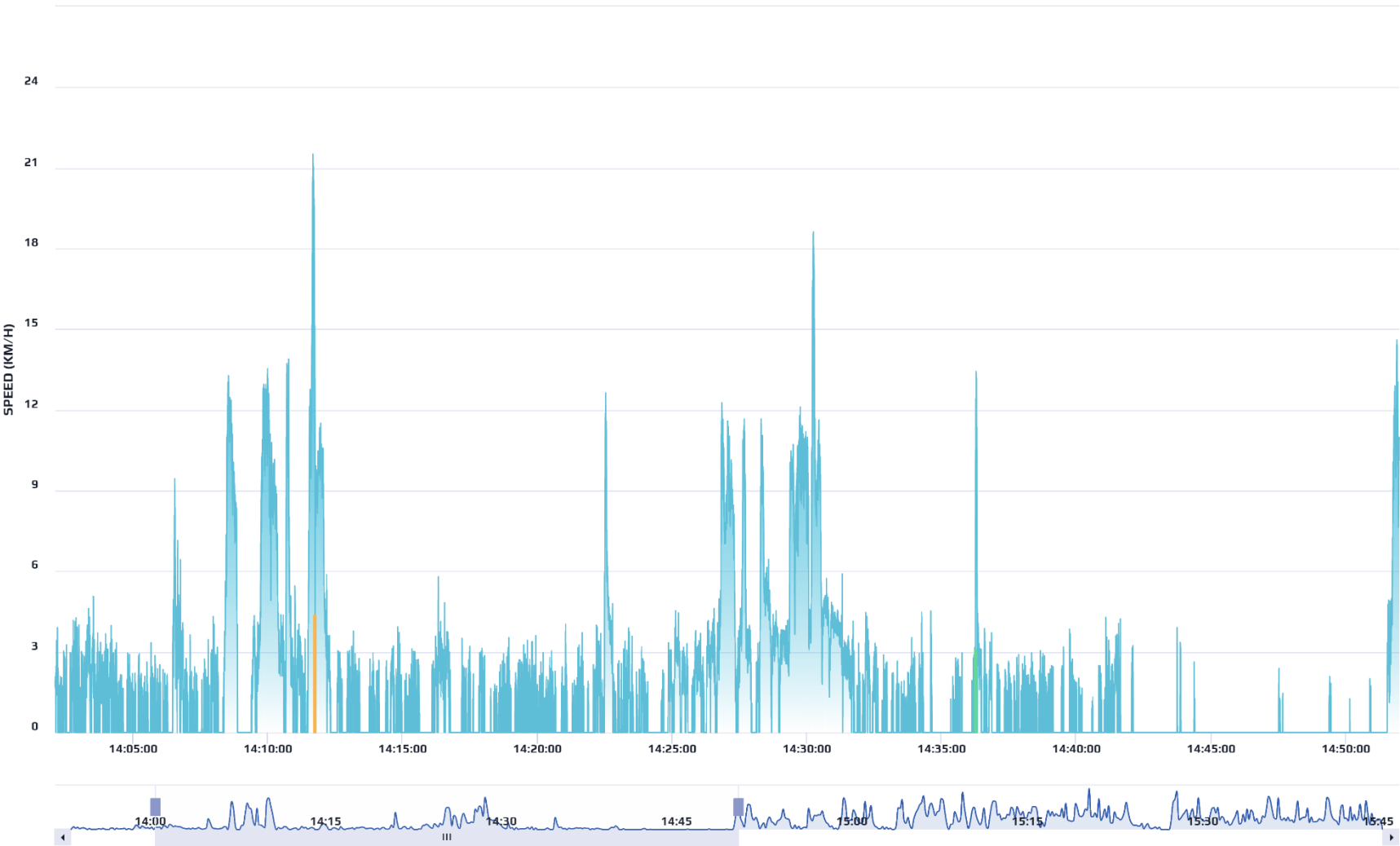


SPRINT AREAS



TIME SPENT

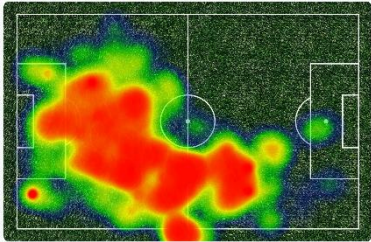
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES



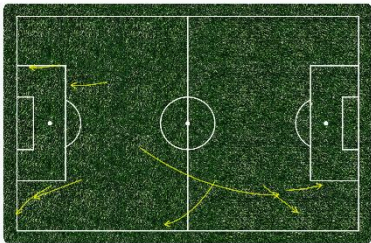
PLAYER
13

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	1.2km	21.5km	7	1
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	1	1	2	28.9

1st
HALF



HEAT MAP

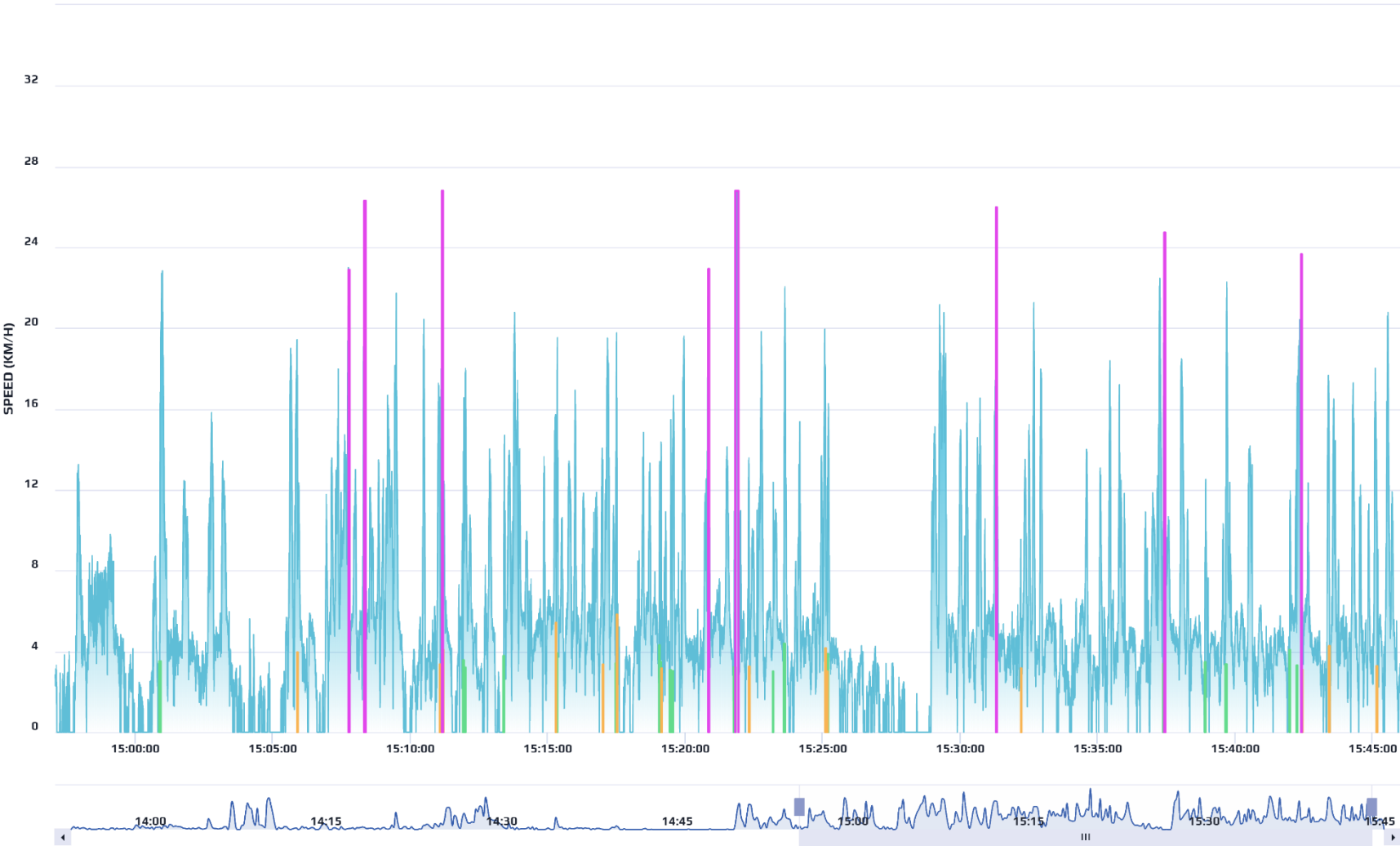


SPRINT AREAS



TIME SPENT

● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS — DIVES

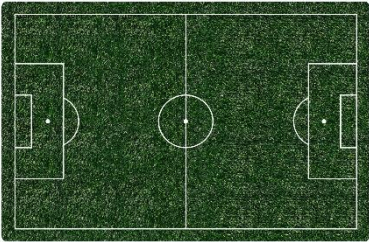


PLAYER
13

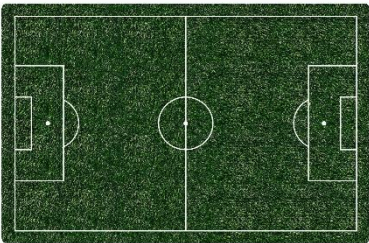
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	4.8km	26.8km	332	32
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	20	14	39	495.4

2nd
HALF

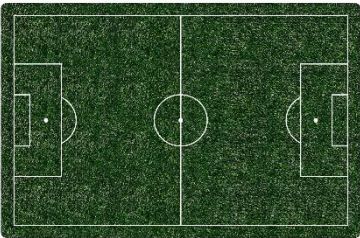
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



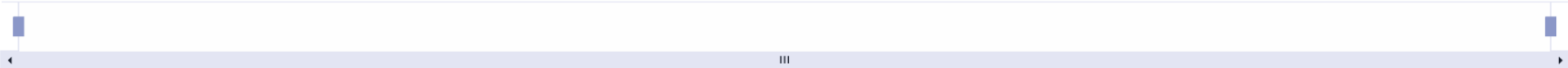
HEAT MAP



SPRINT AREAS



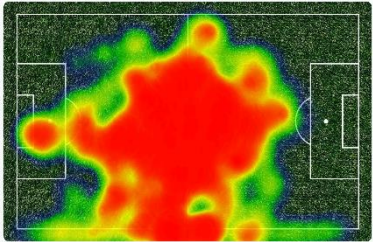
TIME SPENT



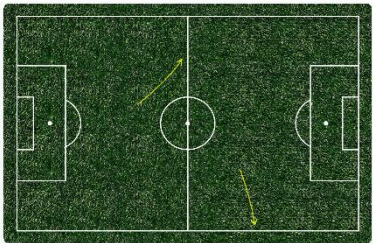
PLAYER
14

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	N/A	N/A	N/A	N/A
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	N/A	N/A	N/A	N/A

1st
HALF



HEAT MAP

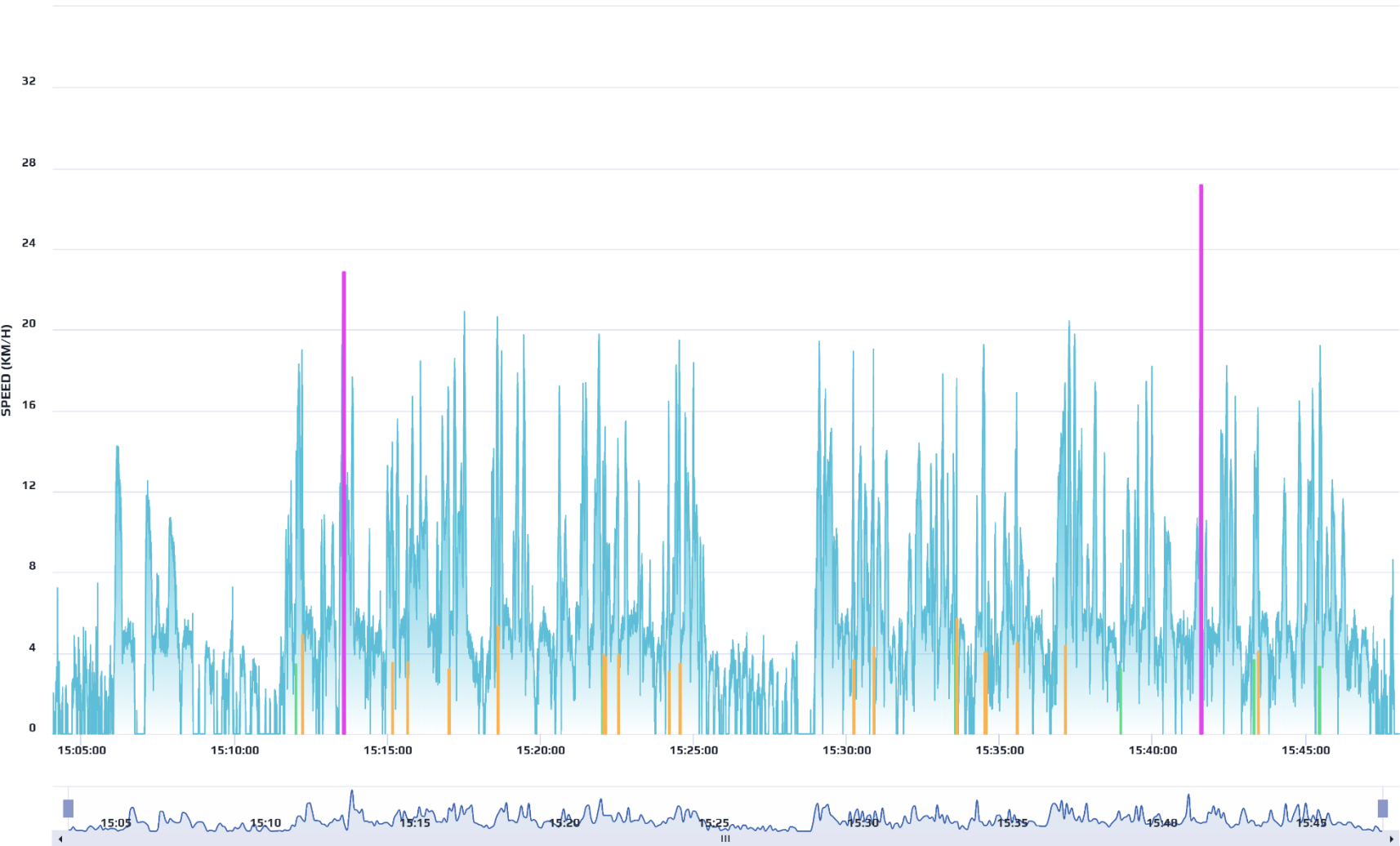


SPRINT AREAS



TIME SPENT

● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS

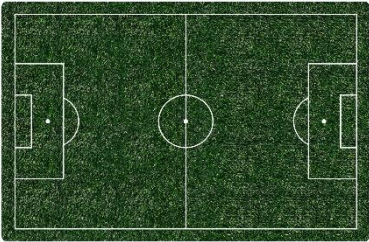


PLAYER
14

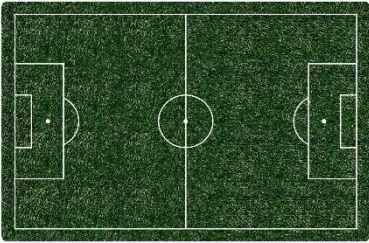
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	3.9km	27.1km	323	23
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	7	19	37	464.1

2nd
HALF

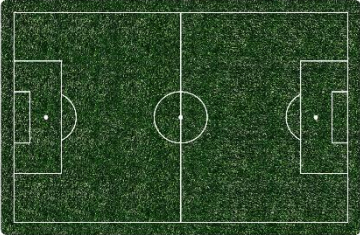
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



HEAT MAP



SPRINT AREAS



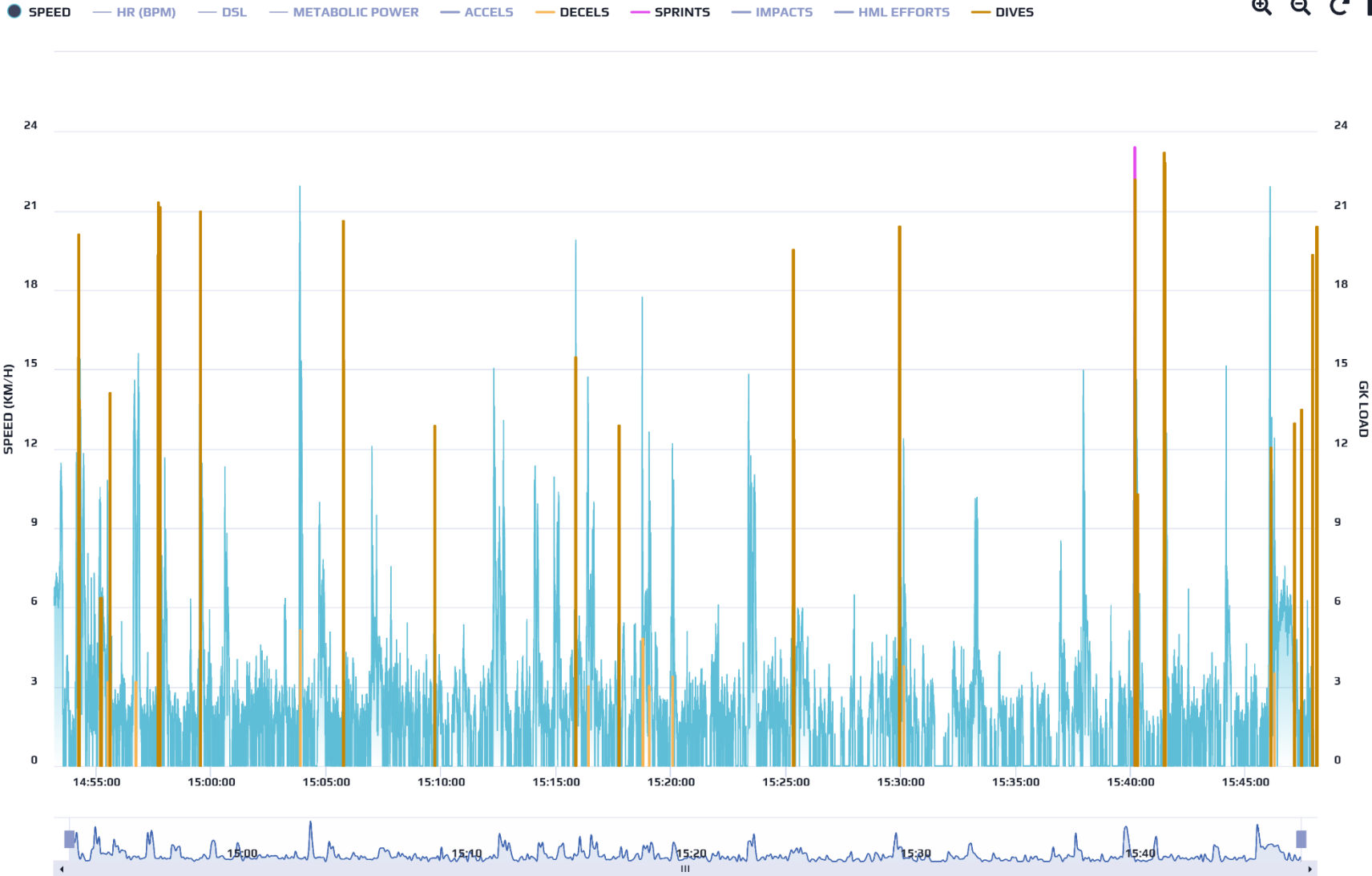
TIME SPENT



PLAYER
15

TOTAL TIME	TOTAL DIVES	GK LOAD	TOTAL IMPACTS	AVERAGE TIME SINCE LAST DIVE
N/A	N/A	N/A	N/A	N/A
AVEARAGE DIVE IMPACT	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	DIVES LEFT	DIVES RIGHT
N/A	N/A	N/A	N/A	N/A

1st
HALF

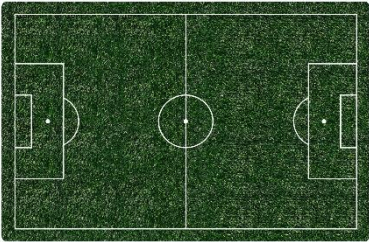


PLAYER
15
GK

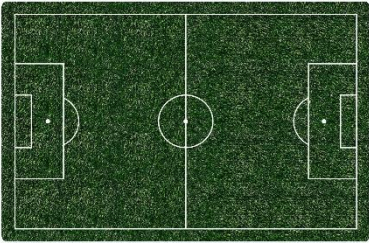
TOTAL TIME	TOTAL DIVES	GK LOAD	TOTAL IMPACTS	AVERAGE TIME SINCE LAST DIVE
N/A	26	428.55	58	02:01
AVERAGE DIVE IMPACT	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	DIVES LEFT	DIVES RIGHT
32.84	19	16	13	13

2nd
HALF

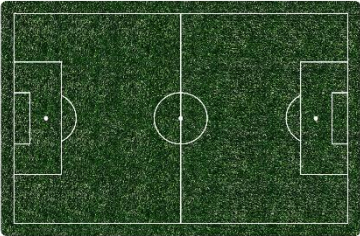
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



HEAT MAP



SPRINT AREAS



TIME SPENT

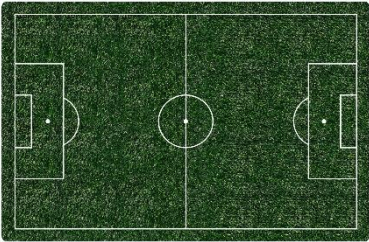


PLAYER
16

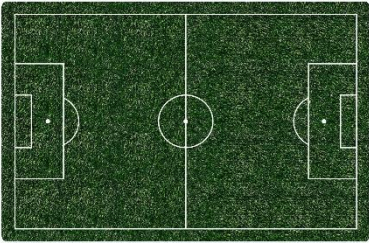
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	N/A	N/A	N/A	N/A
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	N/A	N/A	N/A	N/A

1st
HALF

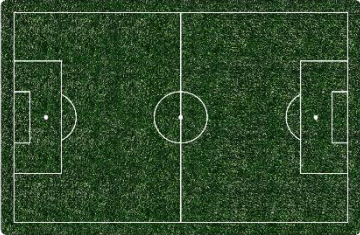
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



HEAT MAP



SPRINT AREAS



TIME SPENT

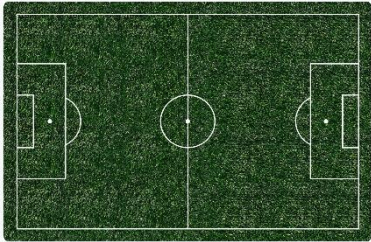


PLAYER
16

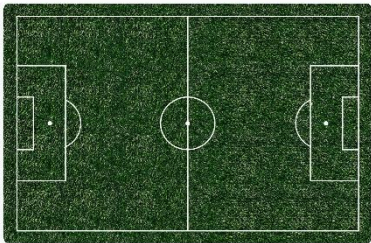
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	N/A	N/A	N/A	N/A
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	N/A	N/A	N/A	N/A

2nd
HALF

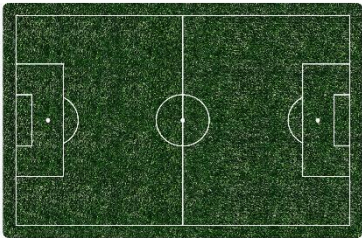
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



HEAT MAP



SPRINT AREAS



TIME SPENT

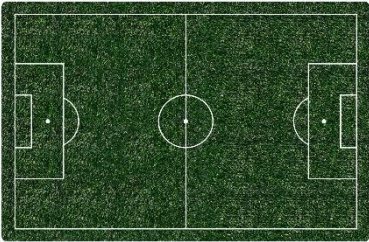


PLAYER
17

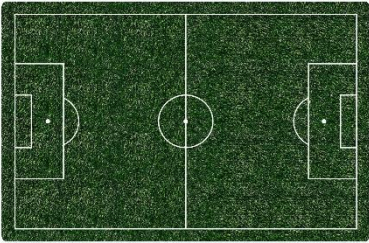
AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	N/A	N/A	N/A	N/A
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	N/A	N/A	N/A	N/A

1st
HALF

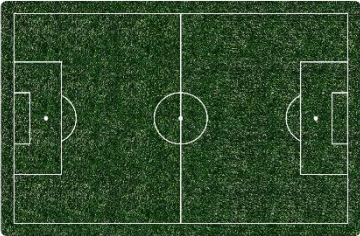
● SPEED — DSL — METABOLIC POWER — ACCELS — DECELS — SPRINTS — IMPACTS — HML EFFORTS



HEAT MAP



SPRINT AREAS



TIME SPENT



PLAYER
17

AVERAGE HEART RATE	TOTAL DISTANCE	MAX SPEED	TOTAL IMPACTS	HIGH INTENSITY BURSTS
N/A	N/A	N/A	N/A	N/A
TIME IN RED ZONE	TOTAL ACCELERATIONS	TOTAL DECELERATIONS	TOTAL SPRINTS	DYNAMIC STRESS LOAD (DSL)
N/A	N/A	N/A	N/A	N/A

2nd
HALF

Report compiled by;



Alan Malone

Strength & Conditioning

AstroStats

T: 087 838 7987

E: alan@astrostats.ie



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