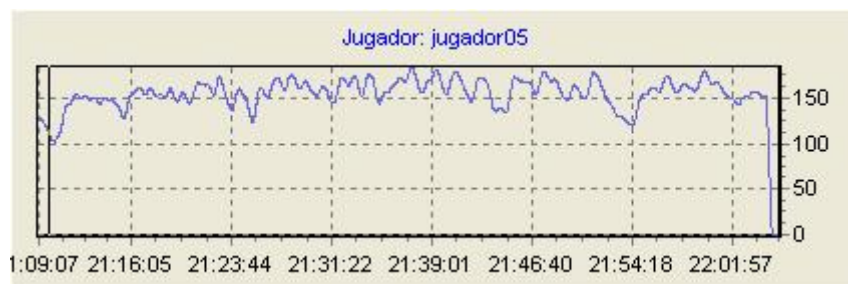




RealTrack Football "The System"

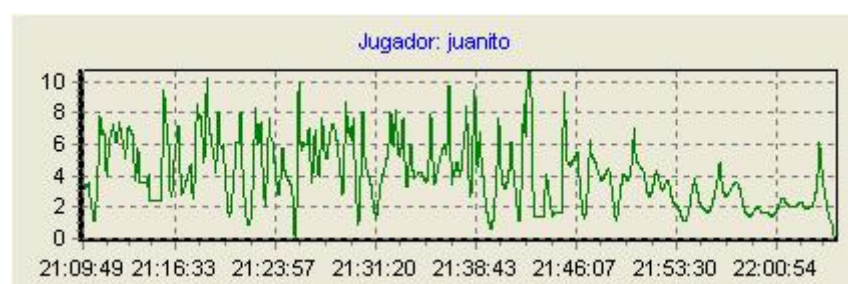
Our system can supply a wide variety of information. Thus it is structured in four modules: a physiological module, a kinematic module, a tactical module and a module that applies video.



Physiological Module:

The system records the heart frequency of each player in real time.

- Visualize heart frequency and localization of your players in real time
- Develop training intervals allowing the physical coach to establish training plans for each player individually.
- Establish time intervals associated with your training. This makes much easier to control the progress each player is making.
- Realize a constant cardiatic analysis on the football field. The physical coach can determine areas on the field according to different activities.



Kinematic Module

The system can record various kinematic impressions in real time

- Register the velocity of each player in real time.
- Register the running distance each player has covered in real time.
- Register the position of each player in real time.
- Establish training intervals. Training subjects such as velocity can be monitored and included into the individual training plans for each player. The system

advises the physical trainer if the player does not meet the established training goals.

- Establish training intervals on a time basis. This allows the physical coach to develop training plans in which each player work out in various zones. Once the player has reached a certain limit the system informs the physical team.
- Speed analysis. The trainer can monitor each player in real time. The team can define training zones according to individual defects.

Tactical module. The coach can establish a large diversity of tactical training analysis. Be it on an individual or team basis.

- **At individual basis**

- Positioning of your players on the field.
- Positioning of your players in certain, predefined situations.



- **At team basis**

- Relation between two players with one and the same perspective line.
- Relation between two players with different perspective lines.
- Relation between three players with one and the same perspective line.
- Relation between three players with different perspective lines.
- Relation between three players with different perspective lines. (Horizontally and vertically)
- Multiple relations between two players.

The possibilities our system offer are numerous:

- Every other second the system reports the distance between players.
- This technique can be applied as well during a forward as a backward movement (attack – defense).
- You can design alarm zones such as, once players don't meet the required distances or goals the system changes the color of the respective visualization.
- You can select the desired relations and visualize them in **real time**

- **At collective basis**
 - By keeping track of relations between players, the system can create areas.
 - This technique can be applied as well during a forward as a backward movement (attack – defense).
 - You can also develop polygonal relations where players should be during attack and during defense.
 - You can establish alarm zones.

Video module. The system can synchronize the gathered data with a digital video. This allows you to:

- Review and save each situation, thus consult and visualize the images of real actions.
- Acquire digital material in the most easy way.