



## Individual tactical analysis

On these pages we would like to show a few examples of the types of information you acquire with RealTrack Fútbol.

In the following examples of individual training phases we have only related one player with one perspective line at a time. But of course it is possible to monitor an infinite amount of players and respective lines.

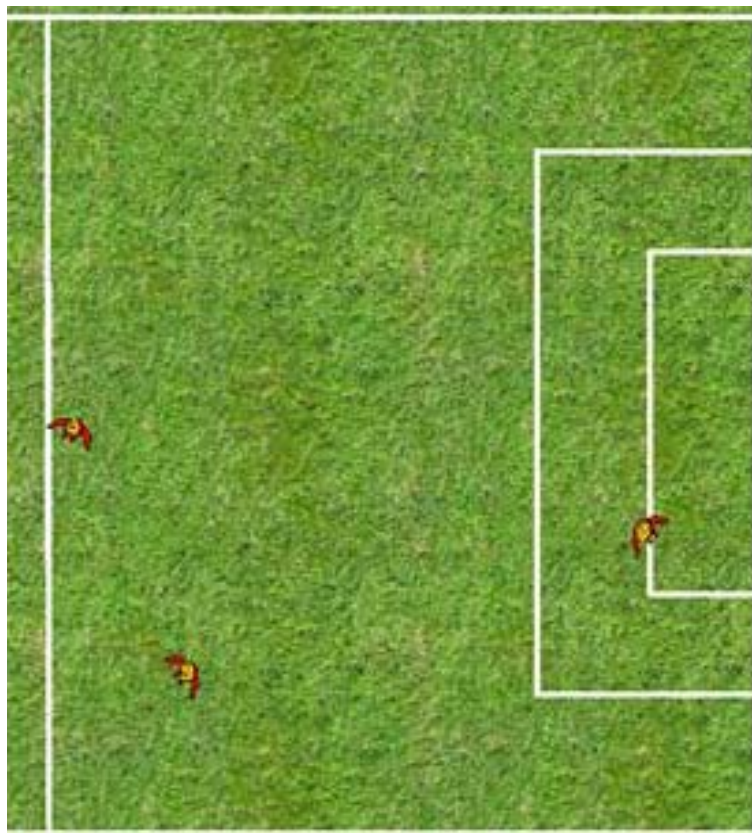
The trainer can at any time visualize the positions of his players while they are carrying out different tasks and training assignments.

Which ever system you may prefer, you will always depend on the perfect execution of your strategy.

RealTrack Fútbol enables you to enhance performance and efficiency of your players.



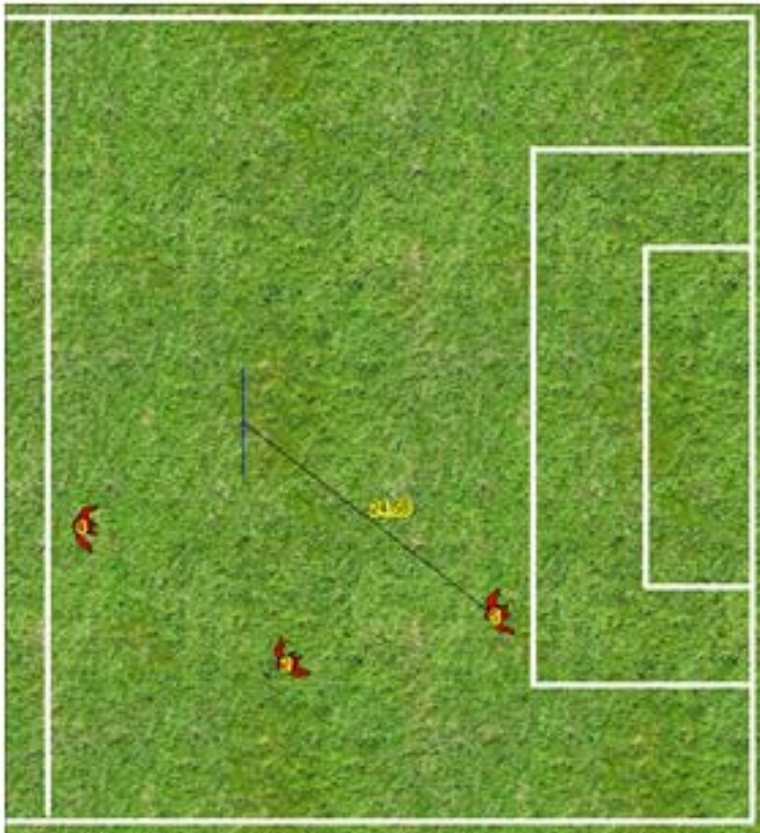
## Positioning of players in the field



The trainer can visualize tactical movements of each player while he acts out different training tasks.



## Relation between one player and one strategic line

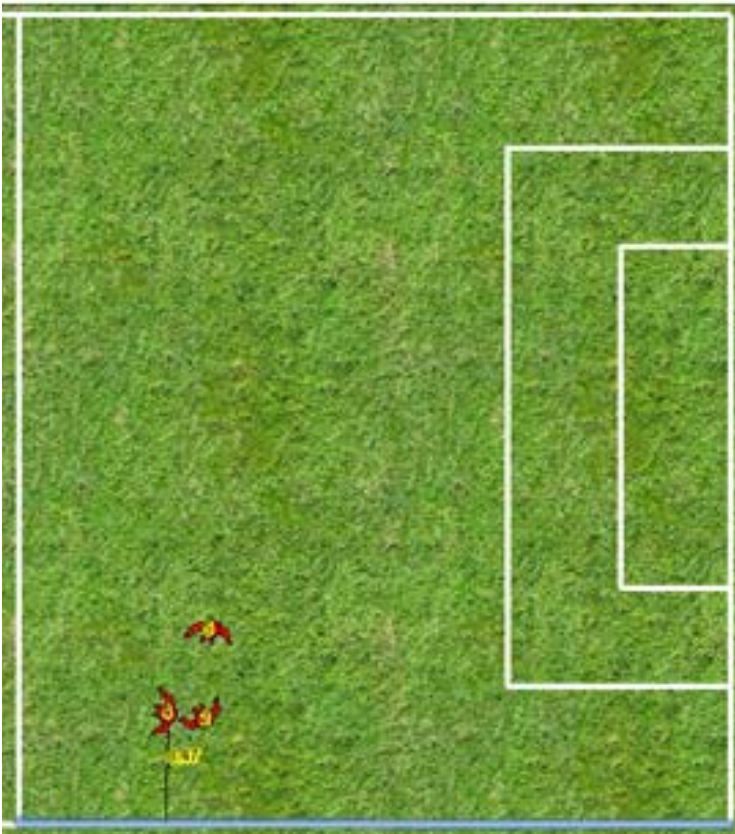


Each player stands in contact with other players. Using this module you can compare different profiles with each other and thus establish different strategic exercises.

In this case we demonstrate the distance of one player from this imaginary line of contact



## Relation between one player and one external line

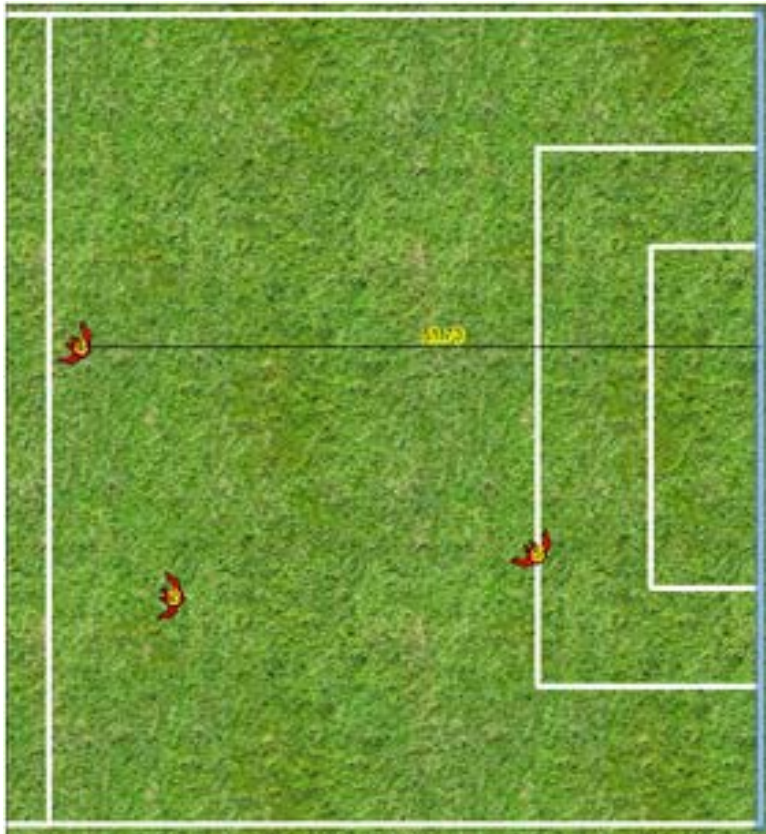


In this example we demonstrate the relation between one player and one line, in this case outside the field. The system displays the movement information every second.

This information is of course very important for defensive training situations like offside traps.



## Relation between one player and one external line

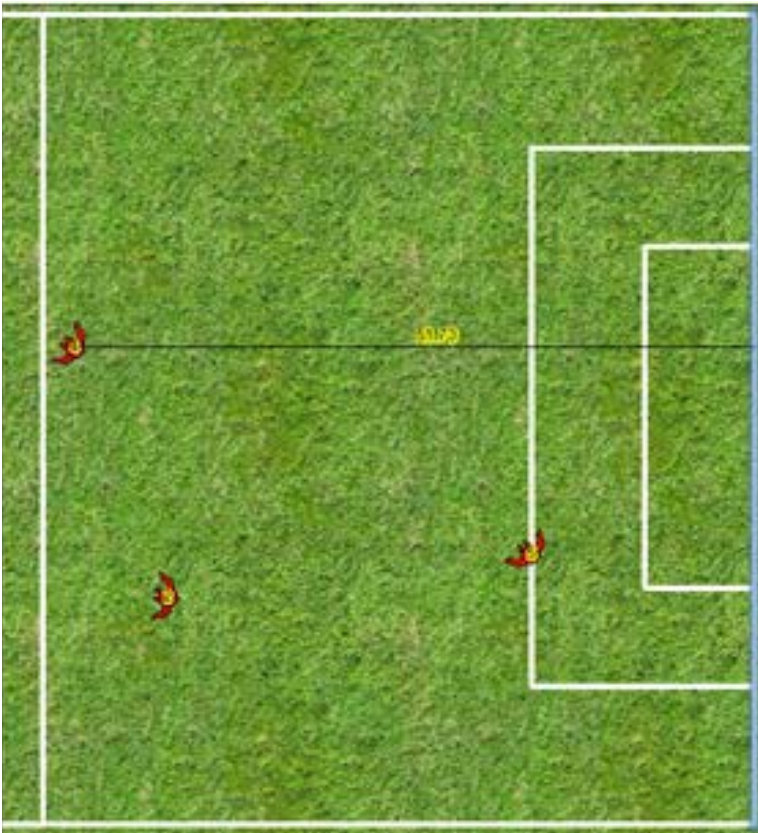


In this example we demonstrate the relation between one player and one strategic line. In this case the baseline. The system displays the movement information every second.

This information is of course very important for defensive training situations like offside traps.



## Relation between one player and two external lines

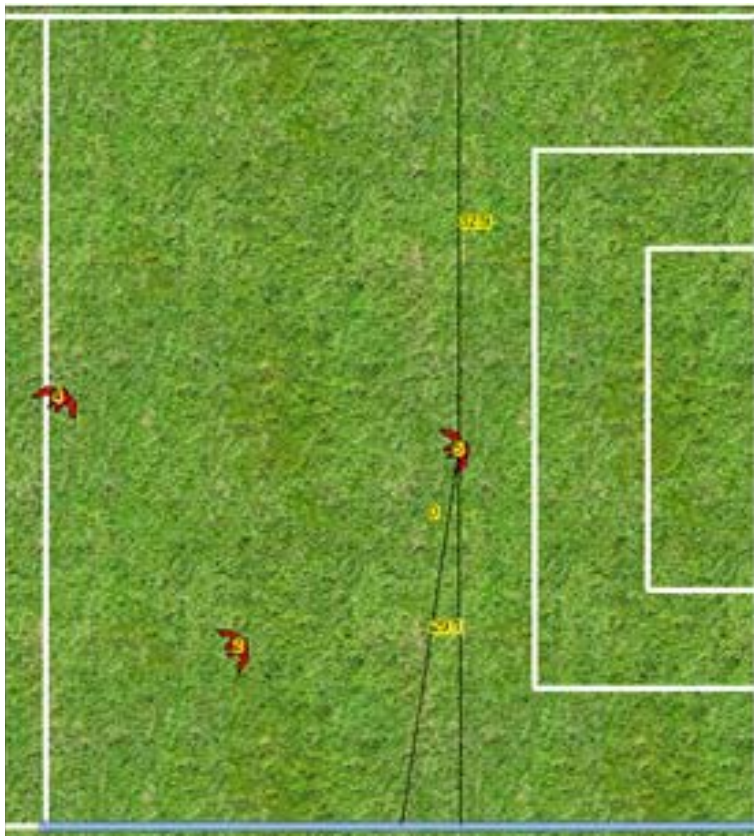


In this example we have established a relation between one player and two external lines.

One displays the distance to an imaginary point and the other the shortest distance possible. Constantly the system displays the distances and players movements respectively.



## Relation between one player and three external lines



In this example we have established a relation between one player and three external lines

Constantly the system displays the distances and players movements respectively.