PitcheroGPS®

TEAM BUNDLE

2023

FIFA® BASIC

APPROVED WORLD RUGBY

CRYSTAL CLEAR 1.14" LCD SCREEN

99 PH
NHHC8

51g — ONLY 51 GRAMS

3-AXIS GYROSCOPE TRACKING

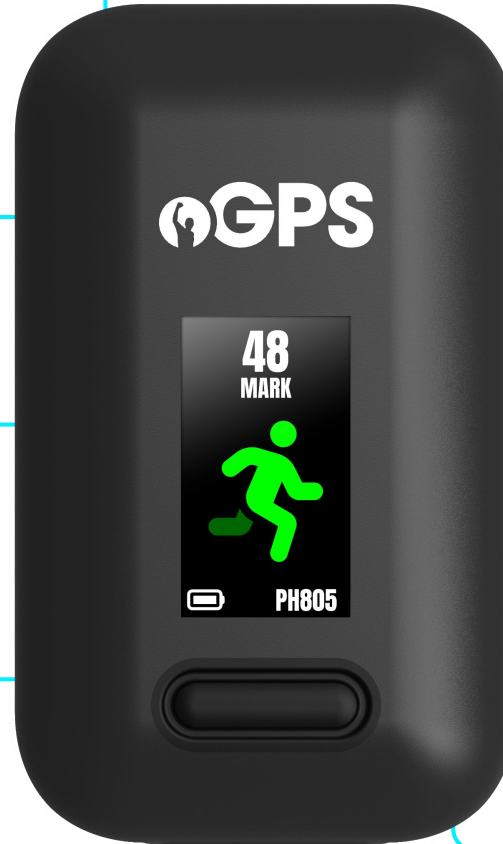CRYSTAL CLEAR 1.14" LCD SCREEN

99 PH
NHHC8

10 DATA POINTS EVERY SECOND

GPS Trackers Made Easy

Easy to use, no complex jargon

Designed for all coaches

Market-leading technology

Affordable pricing

GPS

48
MARK

PH805

FIFA®
BASIC

APPROVED
WORLD RUGBY

GPS

In the Box

PitcheroGPS Team Bundle includes everything a team needs in one solution. **FIFA** and **World Rugby** approved GPS trackers, player vests, charging dock and an intuitive, easy-to-use Team App for complete team and player analysis.

Included in the Standard Team Bundle
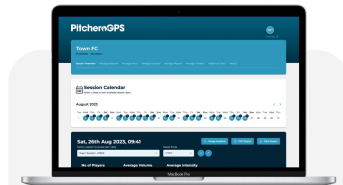
GPS Trackers

Player Vests

Charging Case

Carry Case

Analysis Software

In the Box >> GPS Trackers

Made in Britain and built using the latest ublox SAM10 GPS chip,
the PitcheroGPS tracker is the most up-to-date player tracker on the market.
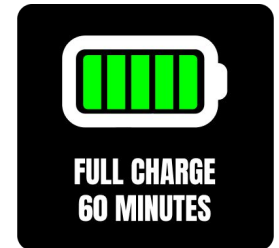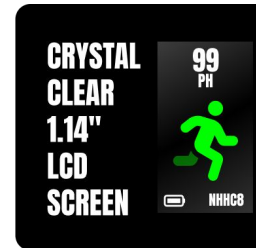
Crystal Clear LCD Screen

The LCD screen allows a coach to assign shirt number and player initials to the tracker.

The large icons ensure the coach always knows the tracker's status making PitcheroGPS one of the most innovative trackers on the market.

FIFA & World Rugby Approved

FIFA® BASIC

APPROVED WORLD RUGBY

3-AXIS GYROSCOPE TRACKING

51g ONLY 51 GRAMS

CRYSTAL CLEAR 1.14" LCD SCREEN 99 PH NHHC8

FULL CHARGE 60 MINUTES

5 HOURS BATTERY LIFE

MADE IN BRITAIN

Rated Excellent on TrustPilot

ⓞGPS

48 MARK PH805

In the Box >> GPS Player Vest

Manufactured to the highest standards using the latest high-performance fabric.
The PitcheroGPS player vest is comfortable and robust enough to withstand the roughest impacts.

Heat-Sealed Padded Pocket

Every vest includes a heat sealed padded GPS Tracker pocket approved by FIFA and World Rugby with skin grip elastic.

PitcheroGPS Base Layer

Many players wear a base layer during winter months. Rather than wear a player vest and a base layer, Pitchero has created a range of base layers which include the GPS heat-sealed padded pocket sewn into the back.

Options - Sleeveless, Short Sleeve & Long Sleeve

FIFA & World Rugby Approved

FIFA® BASIC

APPROVED WORLD RUGBY

8 sizes

Youth Sizes - S, M, L

Adult Sizes - S, M, L, XL, XXL

In the Box >> Charging Dock & Case

Lightweight and incredibly strong, the PitcheroGPS carry case provides the perfect storage solution for up to 30 GPS trackers and your lightning fast charging and data transfer dock.

Charging

Connect the charging dock to mains power and charge 20 trackers in 1 hour.

1h - charging time

30 - maximum tracker storage

Reinforced secure case

5-min - data transfers time

Need more Trackers

Each case includes storage for up to 30 trackers. Teams can purchase additional trackers and vests online from
PitcheroGPS.com

In the Box >> Data Transfer

Connect the charging dock to a laptop via the provided USB-C cable and transfer player data from 20 trackers simultaneously to the PitcheroGPS Team App in 5 minutes. No waiting, team data will be processed in the cloud and available to view within minutes.

Data Transfer

PitcheroGPS Trackers placed in the Charging Case

∨
∨

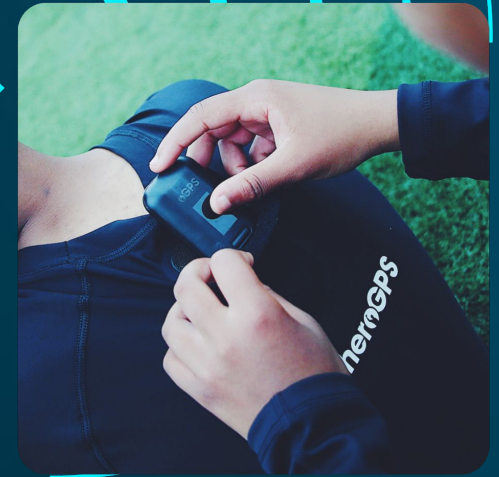**Charging Case connected to laptop via data cable**

∨
∨

Data from 20 trackers transferred to PitcheroGPS Web App in 5 minutes
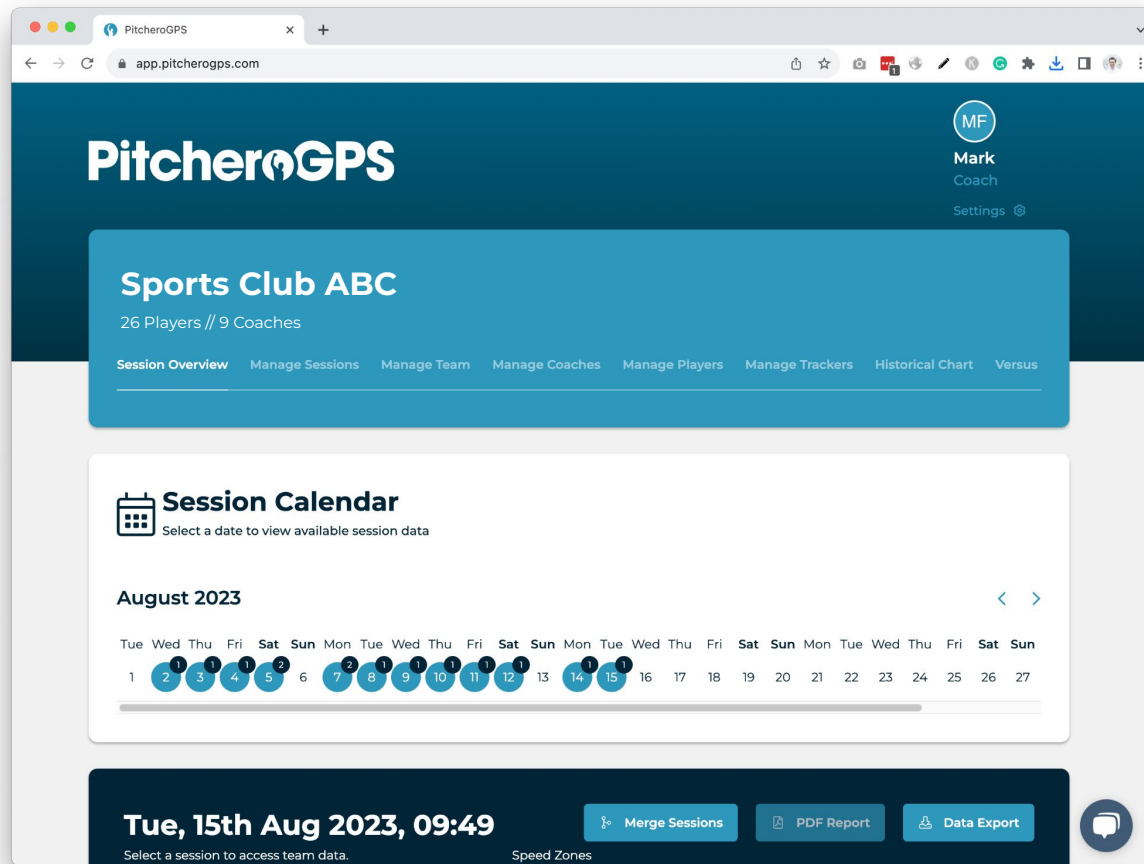
∨
∨

Data processed and stored in the cloud and available to view instantly

Team App

PitcheroGPS Team App

The PitcheroGPS Team Bundle includes access to the PitcheroGPS Team App. No additional coach licenses fees or premium services, all data processing and analysis is included in the annual subscription.

Unlimited Licenses

Access 24/7

Cloud Storage

No Additional Fees

Team App >> Team Analysis

Every data transfer creates a new, unique session.
The Session Overview summarizes all player activity illustrating the
total team workload within a session.

Example Session Overview

Session Summary

Details the team's overall workload within a session. Summary metrics provide a benchmark for identifying players above or below the team average.

Manage Sessions

Navigate between multiple sessions on the same day, or merge into one session. Create custom session-specific speed zones and generate raw data exports with a detailed breakdown for each player in the session.

GPS

Team App >> Player Analysis

Every session includes a player table detailing core metrics; top speed, total distance, speed zone distances, accels/decels and impacts for each player from the selected session.

Example Player Table

| Name	Session Length (hh:mm)	Distance (m)	Walking (m)	Jogging (m)	Running (m)	HSR (m)	Sprint (m)	Max Speed (km/h)	Accels (qty)	Decels (qty)	Impacts (qty)	
Jack C	02:46	8,450	4,685	1,832	1,112	715	106	31.8	5	6	298	...
Theo F	02:54	14,205	7,375	3,930	2,191	642	66	28.4	3	6	1,209	...
Jordan T	01:27	4,341	3,008	866	321	121	25	26.7	6	3	301	...

Player Split

Selecting a specific player from a session opens up the splits dashboard - providing a deeper dive into the individual's performance.

Splits can be created to highlight and view data from specific periods of a session; first half, second half, a 5 or 10-minute period, or a specific passage of play.
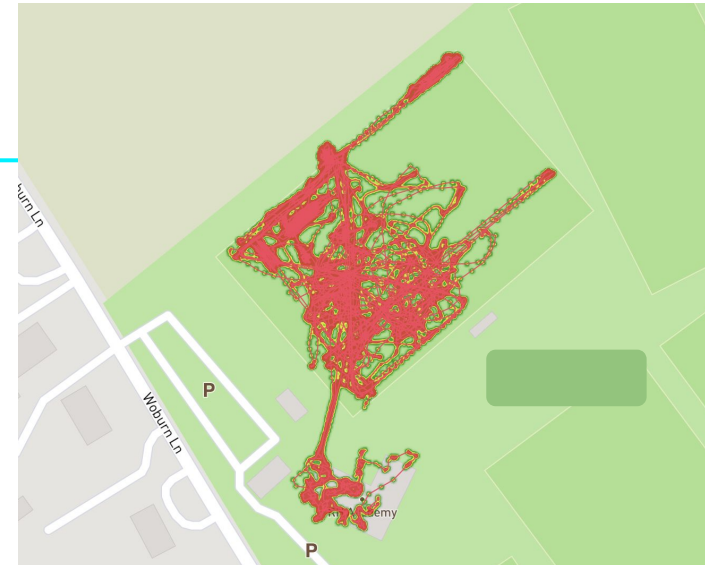
Splits are helpful in excluding any data the coach doesn't want to include in a session (Example: Half-Time) so they only view data for the active time within a session.

Example Player Split
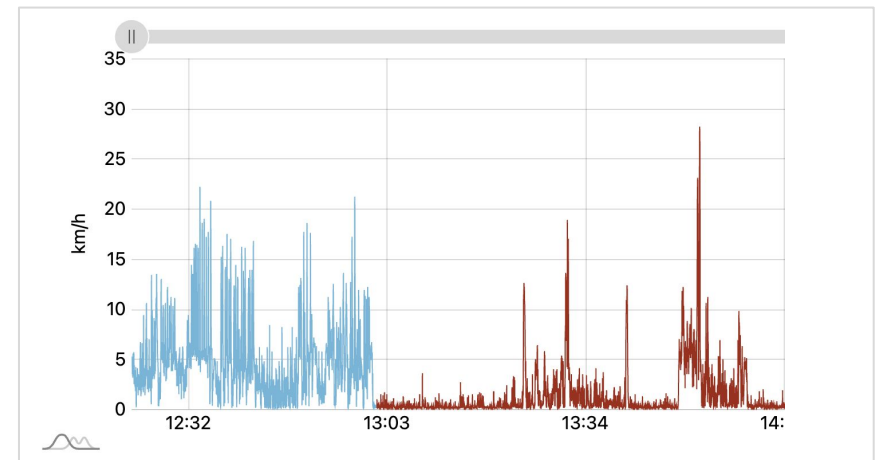
Team App >> Player Analysis

Heatmaps

Available in graphic or satellite view, heatmaps display a selected player's full session or specific team split.

Overlay additional data on the heatmaps;

>> Activity path (strava style)
>> High-speed-running events
>> Accels and decels
>> Impacts

On a basic level, heatmaps are used to analyse a players' positional awareness during a game, whether they were in the correct areas, tracking back enough to defend, or pushing forward enough to support an attack.

Data overlays paint a better picture of the events during the session - when/where the player was utilising their speed, performing explosive accelerations, or might have taken a heavy tackle.

Example Satellite Heatmap

Distance Charts

A breakdown of the distance (m) covered by a player during a session, within user-defined intervals.

Illustrates peak areas of activity for a player within a session. When were they covering the most distance (high levels of effort, intense, hard work) vs when were they covering less distance (low effort, slacking, lazy).

A good gauge of stamina/fitness - can see if meters/min gradually dropped off during a session or match (suggesting sub-optimal fitness) or if the player was able to maintain a consistent level of effort throughout (good fitness).

Example Distance Chart
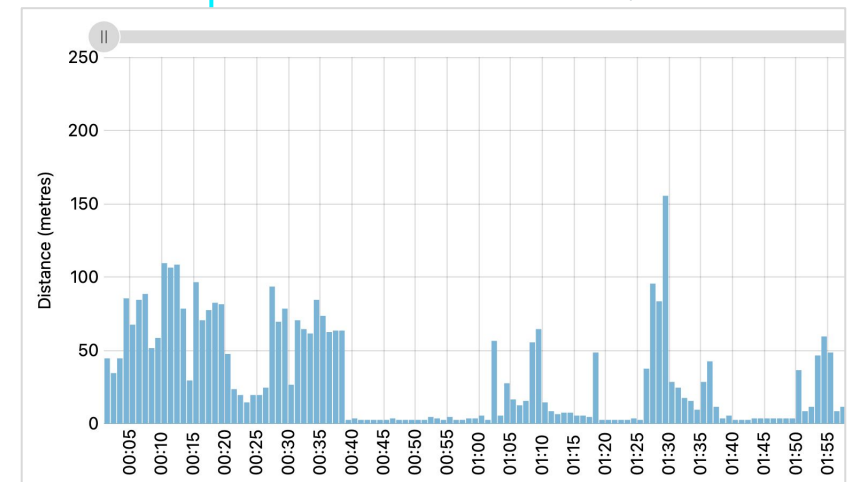
Team App >> Player Analysis

Impact Timeline

Shows the number of impacts above the user-defined G-force threshold and when these occurred.
The threshold can be adjusted to consider factors such as sport, age, session type etc.

Useful for monitoring athletes' well-being - large volumes of high G-force impacts within a single session may suggest the player needs more rest time before their next training or match.

If a player sustained an injury during a session due to a significant collision, reviewing when the impact occurred and the level of G-force can provide a benchmark for assessing players for potential injuries in the future.

Example Impact Timeline
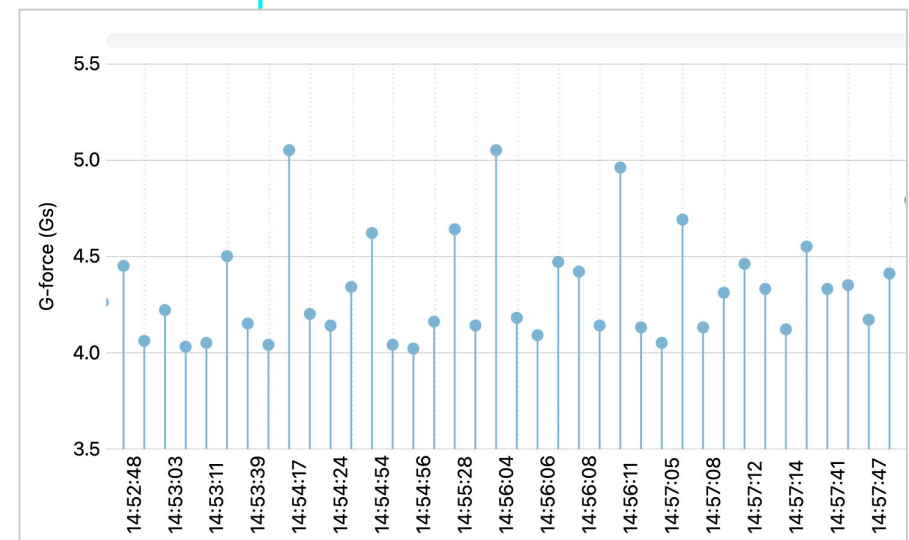
Accel/Decel Timeline

Shows a player's levels of acceleration and deceleration during a session. The user can set custom thresholds suitable for their sport and standard.

Accels and decels are high-intensity explosive movements that require significant energy to perform. Multiple events within a single session can suggest high levels of effort from the player, but also an increased physical strain on the body - more rest and recovery are needed.

If players are not hitting these thresholds, they may need to work on specific exercises to improve their explosive power and change of pace. Accels and decels are important elimination tools when looking to burst past defenders, but equally, being able to change pace or direction to track and tackle in a 1v1 scenario.
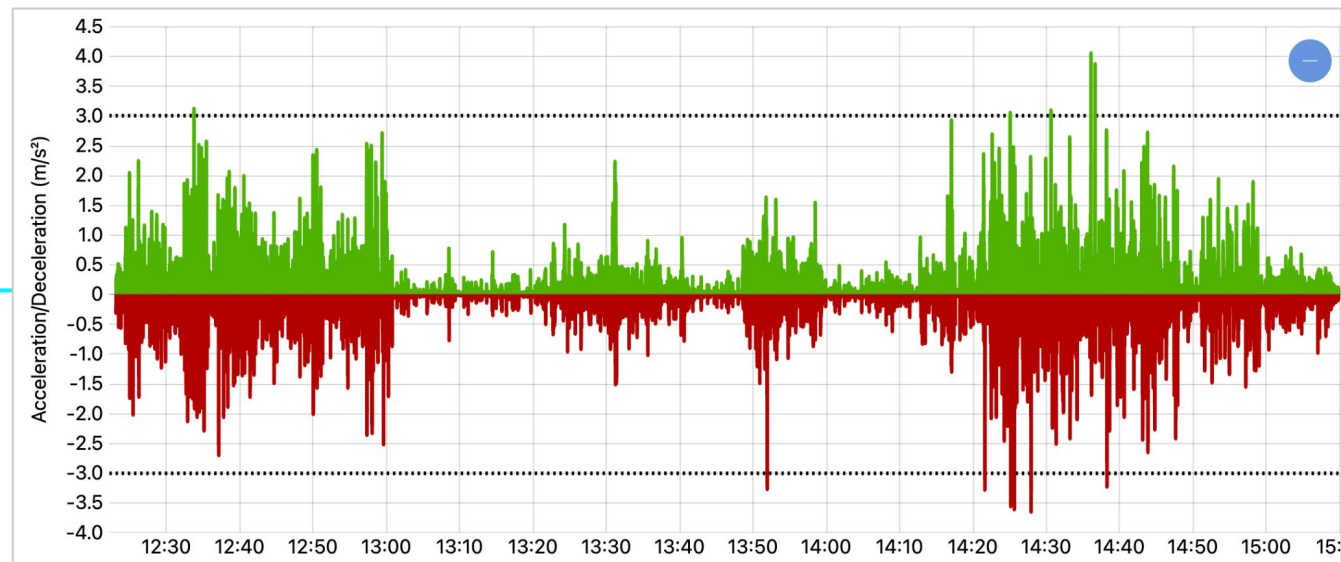
Example Accel/Decel Timeline

Team App >> Player Comparison

Compare Players

Once a split has been created, users can Compare Players within a session. This function displays all metric charts with values for each of the selected players in the comparison

Compare Players

Split Name	Name	Session Length (hh:mm)	Distance (m)	Walking (m)	Jogging (m)	Running (m)	HSR (m)	Sprint (m)	Max Speed (km/h)	Accels (qty)	Decels (qty)	Impacts (qty)
1st	Jack S	00:48	546m	403m	119m	25m	0m	0m	18.9	0	0	18
2nd	Ben P	00:50	3,418m	1,683m	939m	491m	249m	57m	31.8	4	5	124
game	Sam T	01:47	4,384m	2,387m	1,071m	545m	295m	86m	31.8	4	6	152

Total Distance

Example Player Comparison Tablet

16

Team App >> Trends

Historical Charts

Shows metrics for multiple sessions over the course of a user-defined period of time (30 days, 6 months, 12 months). The user can view metrics for the full team collectively, or select an individual player to review their performance.

Available charts include; total distance, HSR distance, HSR count, accels, decels, and impacts. Each chart can be customised to show all sessions or just training or matches. Units of measurement are also editable within relevant charts. Summary data is provided to show the Total, Average, and Best values within the chosen time period.

Historical charts are a useful tool for monitoring team and player performance across multiple weeks; are metrics improving consistently, are players getting fitter/faster, was there a notable drop off in any match or session), did a high-intensity training session/s during the week have a positive or detrimental effect on matchday performance.

From a wellbeing perspective, can also be used to benchmark and gauge fitness for players returning from injury.

Viewing their peak levels of performance prior to injury will highlight what they need to be aiming for again.

Equally, are they recovering appropriately and at the correct rate or do they need to be doing more/less.
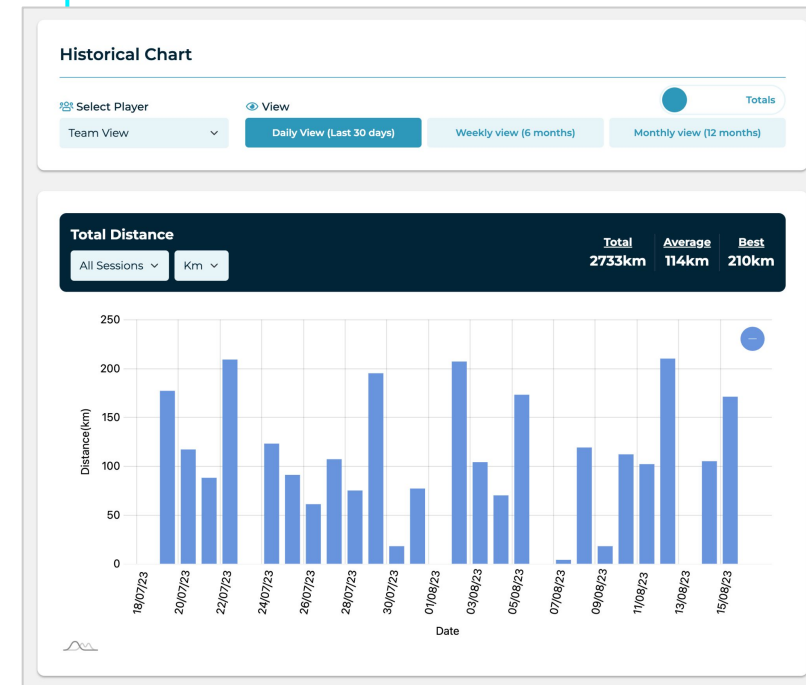
Example Historical Chart

Team App >> Player v Player

Player Versus Player

Player Versus provides a more detailed and flexible look at comparing players head to head. Coaches can select up to 5 different players to compare and can select any session from any date for each player. Coaches are not restricted to comparing performances from the same session.

Versus also allows a coach to compare one player against themselves across multiple sessions. I.e. a coach can select a session that Player A recorded in August and compare their performance against a different match Player A recorded in September.

The feature will show metrics for multiple sessions over the course of a user-defined period of time (30 days, 6 months, 12 months). The coach can view metrics for the full team collectively, or select an individual player to review their performance.

Available charts include; total distance, HSR distance, HSR count, accels, decels, and impacts. Each chart can be customised to show all sessions or just training or matches. Units of measurement are also editable within relevant charts. Summary data is provided to show the Total, Average, and Best values within the chosen time period.
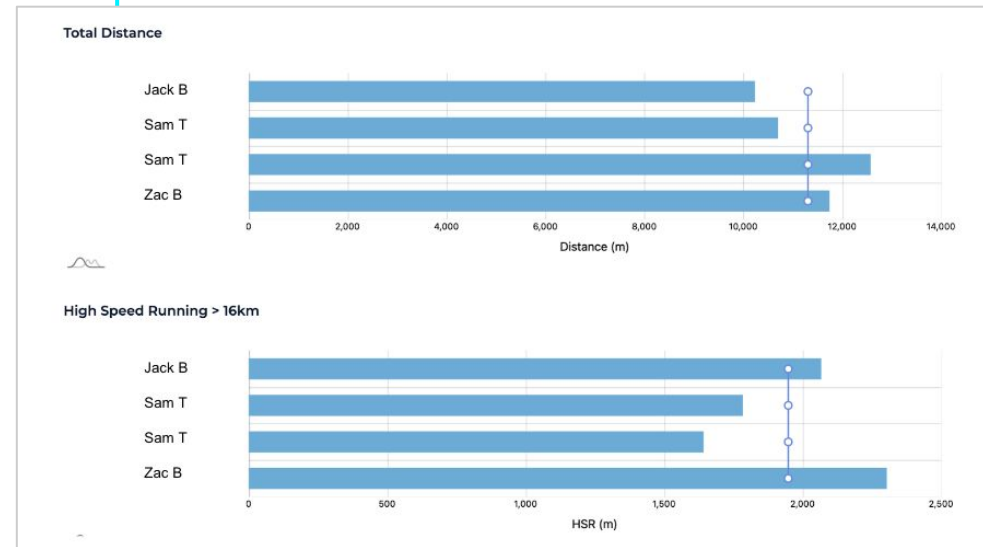

Example Player Versus Table

Player Versus Player Splits

Similar to splits, the coach can highlight the specific segments of each players session that they want to use in the comparison. For example, if Player A played the first half of a match and was substituted at half time for Player B (playing the same position), the coach can select to view data for just the first half from Player A's session and just the second half for Player Bs. This would display data for both players purely from their active time on pitch, giving a coach a true comparison of each performances.

Comparing players against themselves can help analyse progression from week to week or game to game, as well as analysing and understanding when/why the player may have had a particularly good or bad performance.

The ability to compare multiple players adds a further layer of flexibility, so coach's can compare groups of players.

For example; selecting the performances of 4 different defenders or 3 different forwards from the last game. Data for each of the selected players and their individually selected time period (splits) is displayed in the Player Comparison table.

Example Player Versus Table

Contact Sales

www.PitcheroGPS.com

Head of UK & Ireland Sales

Jordan Passarelli

j.passarelli@pitchero.com

Head of International Sales

Ali Omar

a.omar@pitchero.com

Pitchero