

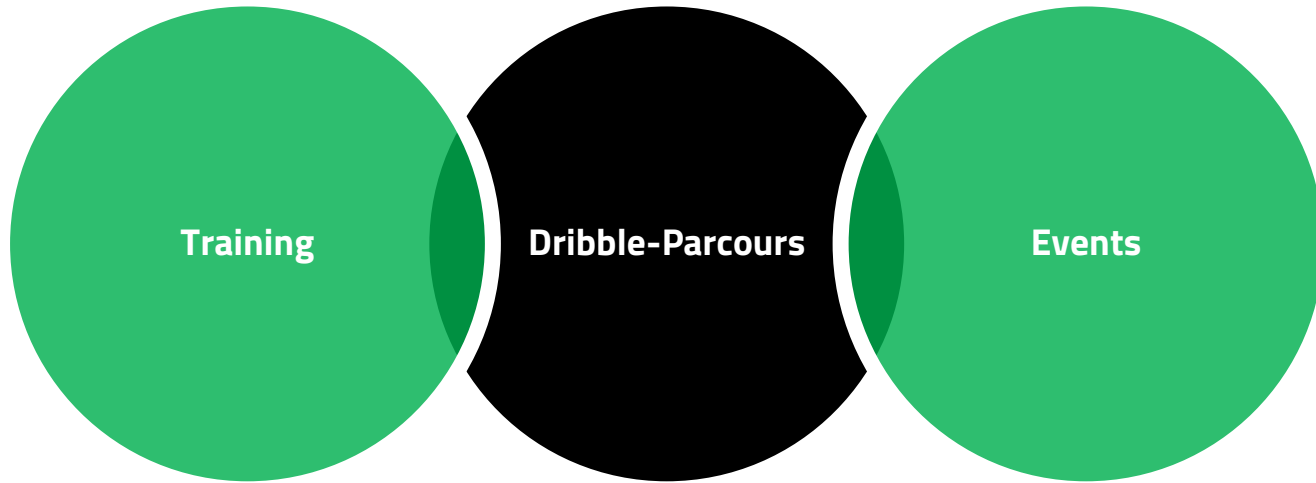
Dribble Parcours

A person is captured in motion, dribbling a soccer ball through a series of blue cones set up in a gymnasium. The scene is overlaid with a semi-transparent green filter. In the background, a sign with directional arrows and labels like 'W7', 'W6', and 'W5' is visible. A camera on a tripod is positioned to the left of the person, recording the activity.

“ *What people want is the extra, the emotional bonus they get when they buy something they love.*

Seth Godin

**Special
market position**



What is Dribble-Parcours

Explanation

Dribble-Parcours measures the time the player takes to dribble through the course.

However, it isn't just the total time to complete the course that's measured. As soon as the traffic light switches from red to green, the time starts running. Up to four sector times are added up to one overall time.

Personality Analysis

After completing their go, the athlete receives an analysis of his individual results.

Each sector time is displayed which allows the player to focus on certain elements like sprint or ball control and therefore improve his overall result.

Full flexibility

Dribble-Parcours is completely radio controlled via PC. Each device uses an internal battery which lasts for several hours.

This duration can be further extended with external batteries which means you can setup the system everywhere-ideal for football training grounds!

What is Parcours

This module consists of 1 traffic light, 2 sensor arrays and is fully radio controlled via laptop.

It's purpose is to measure the player's time for completing the course.



Our process is easy



Traffic light
turns green
(time starts)



Player dribbles
through the
course



Sensor arrays
detect the time
for each sector



Time stops,
player gets
instant results

This is how it works

Once the traffic light turns green the time starts running.

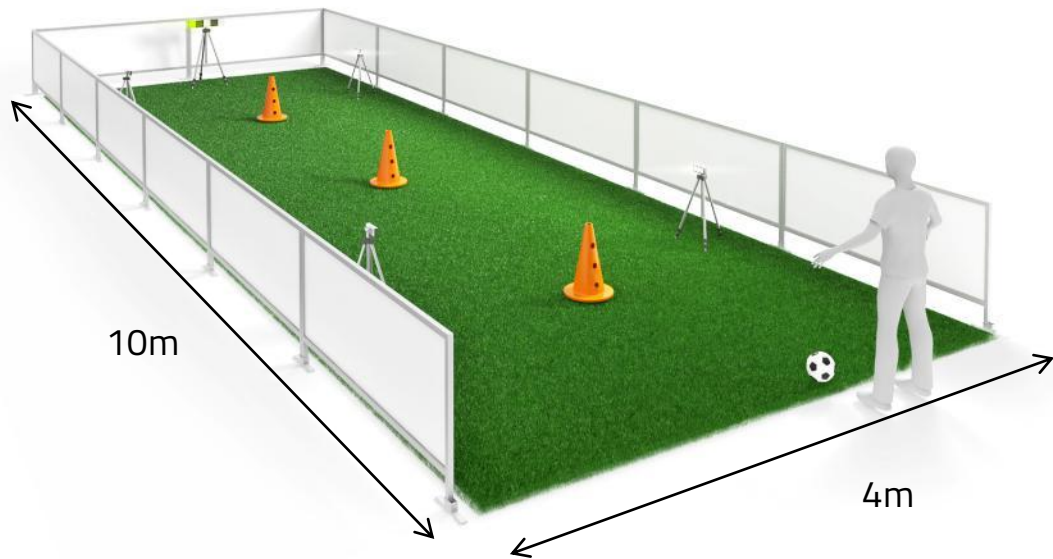
2 sensor arrays detect any object passing through.

Time stops when the player passes the last array.

Up to 4 sector times are added up to 1 final result.

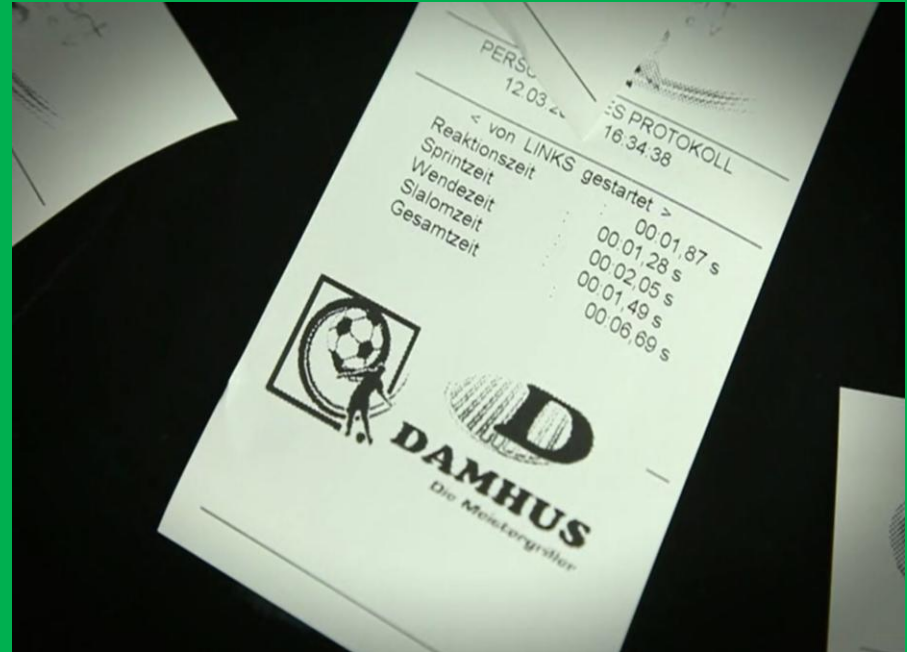


TYPICAL SETUP DIMENSIONS



This is what the player gets

The printed receipt shows the sector times which each represents one skill: results reaction time, sprint time, turning and dribbling. All 4 times are added up to a comparable overall time.



some Impressions





Thanks!

Any questions?

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