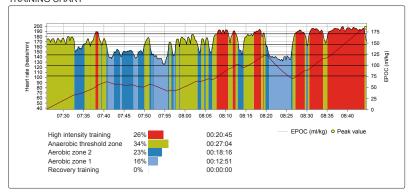
## FIRSTBEAT SPORTS TEAM LITE - EXAMPLE REPORTS

### INDIVIDUAL REPORT

#### TRAINING REPORT Measurement start time Fri 12 Jun 2015 07:25 BRUNO VIEIRA DO NASCIMENTO Football TRAINING TYPE NOTES: TRAINING EFFECT 4.2 179 Height (cm) TRIMP 185 Weight (kg) 66 DURATION 01:18:50 hh:mm:ss 37 Resting HR HR low/avg./high 125/169/200 bpm Maximum HR **CALORIES** 1027 kcal 8.0 Activity Class carbs / fats 648/379 kcal

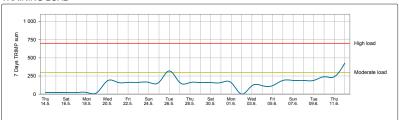
#### TRAINING CHART



#### TRAINING EFFECT

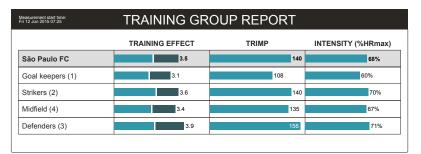


#### TRAINING LOAD

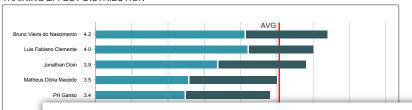




### **GROUP REPORT**

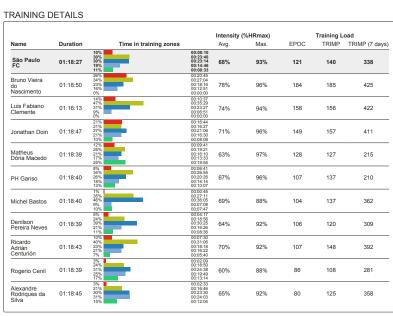


#### TRAINING EFFECT DISTRIBUTION



# Ricardo A

Avera TRAINING



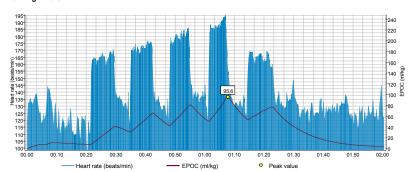
# FIRSTBEAT SPORTS TEAM - EXAMPLE REPORTS

### INDIVIDUAL REPORT

#### **Training Report**



#### Training Chart



#### Training Effect



This workout improved your aerobic fitness and had some impact also on your anaerobic

In this context, anaerobic fitness means your abilities to perform repeated short-term

#### Notes



## Analyzed by FIRSTBEAT

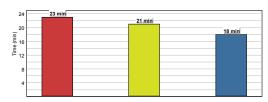
# **Endurance Training Classification** Endurance training type

01.40 01.50

training Classification of the measurement to different endurance training types.

00.30 00.40

00.20 VO2max training Fast distance

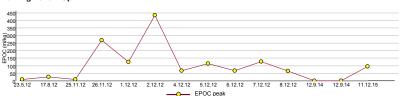


00.50 01.00 01.10 01.20 01.30

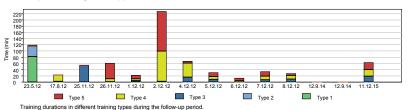
Slow distance training

The total duration of exercise during the measurement was 1h 3min. Time at different types of endurance training during the measurement is

#### Training Follow-Up



EPOC peak values during the follow-up period.



# FIRSTBEAT SPORTS TEAM - EXAMPLE REPORTS

### **GROUP REPORT**

#### **Training Effect Group Report**



#### Training Effect Distribution -(Example team) Player 3 (204) (Example team) Player 15 (186) (Example team) Player 10 (185) (Example team) Player 14 (180) (Example team) Player 12 (180) (Example team) Player 8 (162) (Example team) Player 4 (154) (Example team) Player 9 (141) (Example team) Player 5 (131) (Example team) Player 7 (131) (Example team) Player 6 (131) (Example team) Player 1 (130) (Example team) Player 13 (94) (Example team) Player 2 (53) (Example team) Player 16 (48) (Example team) Player 11 (32) 2,5 Training Effect Distribution Average

Distribution and average of %s. Darkened area displays the set exercise target area. The figure after the person's name indicates the achieved EPOC-level.

0	EPOC	EPOC (Excess Post-exercise Oxygen Consumption) is a physiological measure of training load. EPOC peak is the general disturbance to homeostasis brought on by exercise.						
	Training Effect Distribution	Training Effect is a measure of the fitness effects that the exercise has to cardio-respiratory system.						

#### Training Effect (1-5)



Training Effect's mode is highlighted. Figure after Training Effects description shows the groups proportional Training Effect distribution.

Statistics —		Recove	Recovery level				
Name	Five days ago	Four days ago	Three days ago	Two days ago	One day ago	Current	Weekly average
Player 5 (Example)						20	20
Player 4 (Example)						46	46
Player 7 (Example)						51	51
Player 13 (Example)						53	53
Player 2 (Example)					68	68	68
Player 9 (Example)						69	69
Player 10 (Example)						69	69
Player 8 (Example)						69	69
Player 1 (Example)					68	69	68
Player 3 (Example)					83	83	83
Player 6 (Example)						88	88
						62	62

Group recovery follow-up from the previous 6 days.

Statistics ——	Endurance Training Classification						Heart Rate		Oxygen Consumption ml/kg/min (%VO2max)	
Name	Measurement duration	Type 1	Type 2	Type 3	Type 4	Type 5	Average	Range	Average	Maximum
Example team) Player 3	1h 14min			23 min	23 min	25 min	160	103 - 184	37 (68%)	48 (88%)
Example team) Player 15	1h 14min			29 min	18 min	23 min	150	94 - 180	37 (65%)	51 (89%)
Example team) Player 10	1h 14min			30 min	28 min	13 min	166	110 - 193	37 (66%)	48 (85%)
Example team) Player 14	1h 14min			25 min	24 min	22 min	159	109 - 189	36 (66%)	49 (89%)
Example team) Player 12	1h 14min			29 min	26 min	18 min	159	113 - 190	37 (66%)	50 (90%)
Example team) Player 8	1h 14min			26 min	22 min	14 min	149	87 - 186	34 (59%)	49 (86%)
Example team) Player 4	1h 14min			31 min	36 min	3 min	161	109 - 191	34 (63%)	45 (85%)
Example team) Player 9	1h 14min			28 min	33 min	7 min	159	109 - 189	34 (62%)	47 (84%)
Example team) Player 5	1h 14min			38 min	36 min	0 min	152	121 - 176	34 (63%)	44 (81%)
Example team) Player 7	1h 14min			35 min	34 min	3 min	159	113 - 190	33 (61%)	45 (84%)
Example team) Player 6	1h 15min			35 min	22 min	12 min	158	107 - 194	35 (61%)	51 (88%)
Example team) Player 1	1h 15min			32 min	34 min	3 min	157	106 - 186	34 (61%)	46 (83%)
Example team) Player 13	1h 14min			37 min	29 min	2 min	140	94 - 172	30 (56%)	44 (84%)
Example team) Player 2	1h 15min			44 min	13 min	0 min	140	94 - 180	25 (48%)	42 (80%)
Example team) Player 16	1h 14min			50 min	14 min	0 min	135	102 - 174	25 (46%)	44 (81%)
Example team) Player 11	9 min			1 min	6 min	0 min	163	118 - 187	36 (64%)	45 (81%)
Average		0 min	0 min	31 min	25 min	9 min	154	106 - 185	34 (61%)	47 (85%)

Endurance training classification types are measurement Set Training Effect target area

