

0.71

Max of Dynamic Strength Index

Reactive Strength Index

sometric Peak Force - The strongest push or pull you can make without actually

Ballistic Peak Force -How hard you can push off when you jump or move quickly. CMJ Impulse - Measures how fast you can jump up against your own weight. It looks at both how quick and how strong your jump is.

Counter Movement Depth - How deep you flex before jumping

Squat Jump - Pure jump height.

Contact time - Measures how long your feet are on the ground when you're doing jumps one after another. Quicker times are better for sports.

Dynamic Strength Index - This tells us if you need more training to get quick and strong, or if you're doing just right with your exercises:

<0.6 consider adding more ballistic training 0.6-0.8 You're doing well w/ your current training program

>0.8 Consider adding in more resistance strength training

Eccentric Utilization Ratio - a useful tool for understanding how well an athlete uses their muscle strength during movements that involve both stretching and contracting muscles, like jumping or sprinting. Around 1 is normal

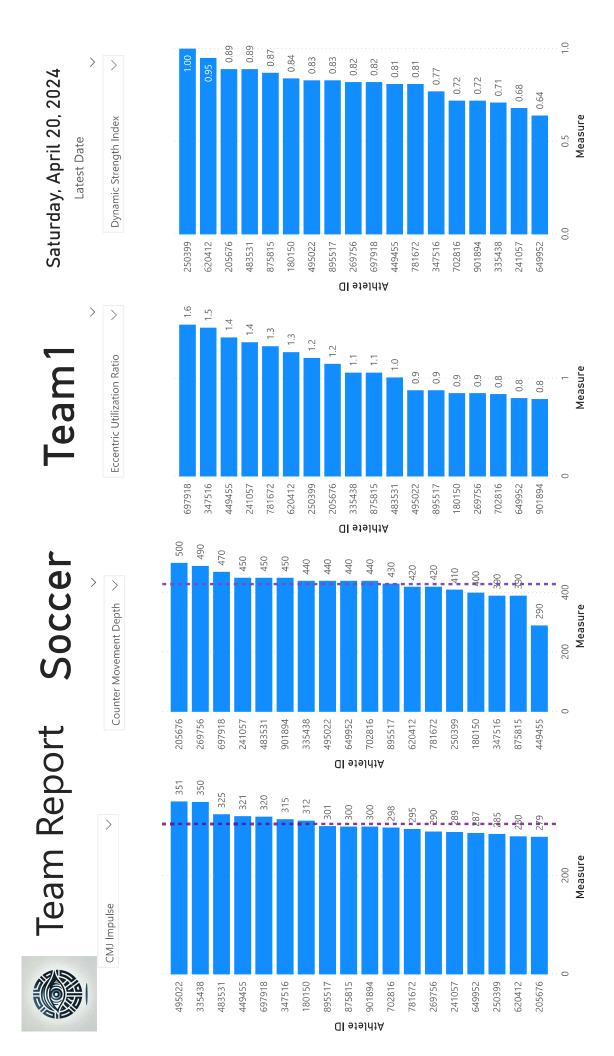
Reactive Strength Index - a measure used to assess an athlete's ability to quickly change from a state of absorbing force to then generating force. Correlates with injury risk. If you score <2 consider increasing plyometric practices

Symmetry of Single Leg Time to Stabilization - This checks if one leg is as good as the other in stopping smoothly after a jump. Over 90% means both legs are nearly the same in control, which is great for balance.

1.06

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Eccentric Utilization Ratio Time to Stabilize Asymmetry Single Leg %





Max of Dynamic Strength Index

2.07

347516 Reactive Strength Index

> Team1

Athlete ID

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Eccentric Utilization Ratio Time to Stabilize Asymmetry Single Leg %

## Your Athletic Metrics vs Means for the Population

Score Your Legend

Population

Average



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