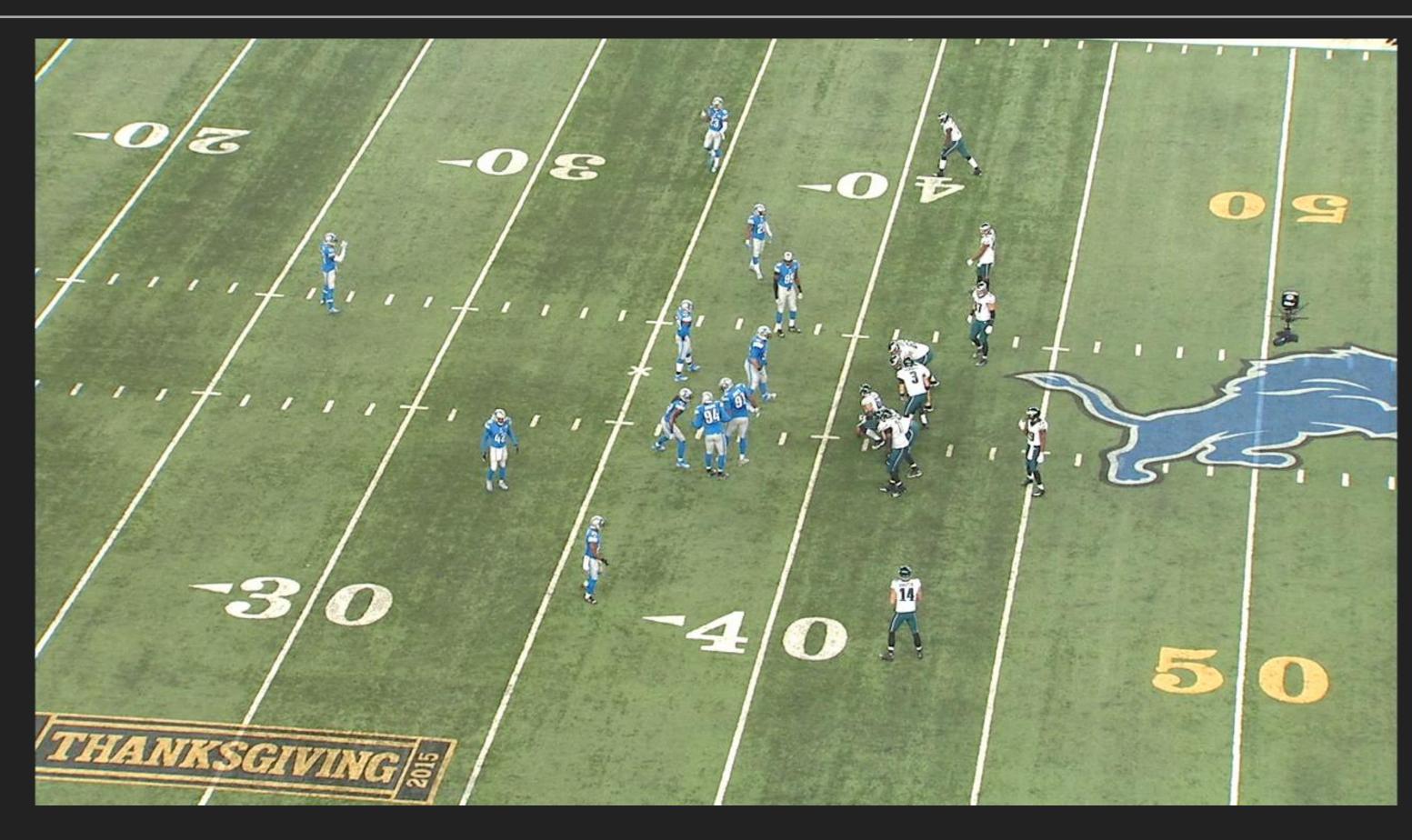
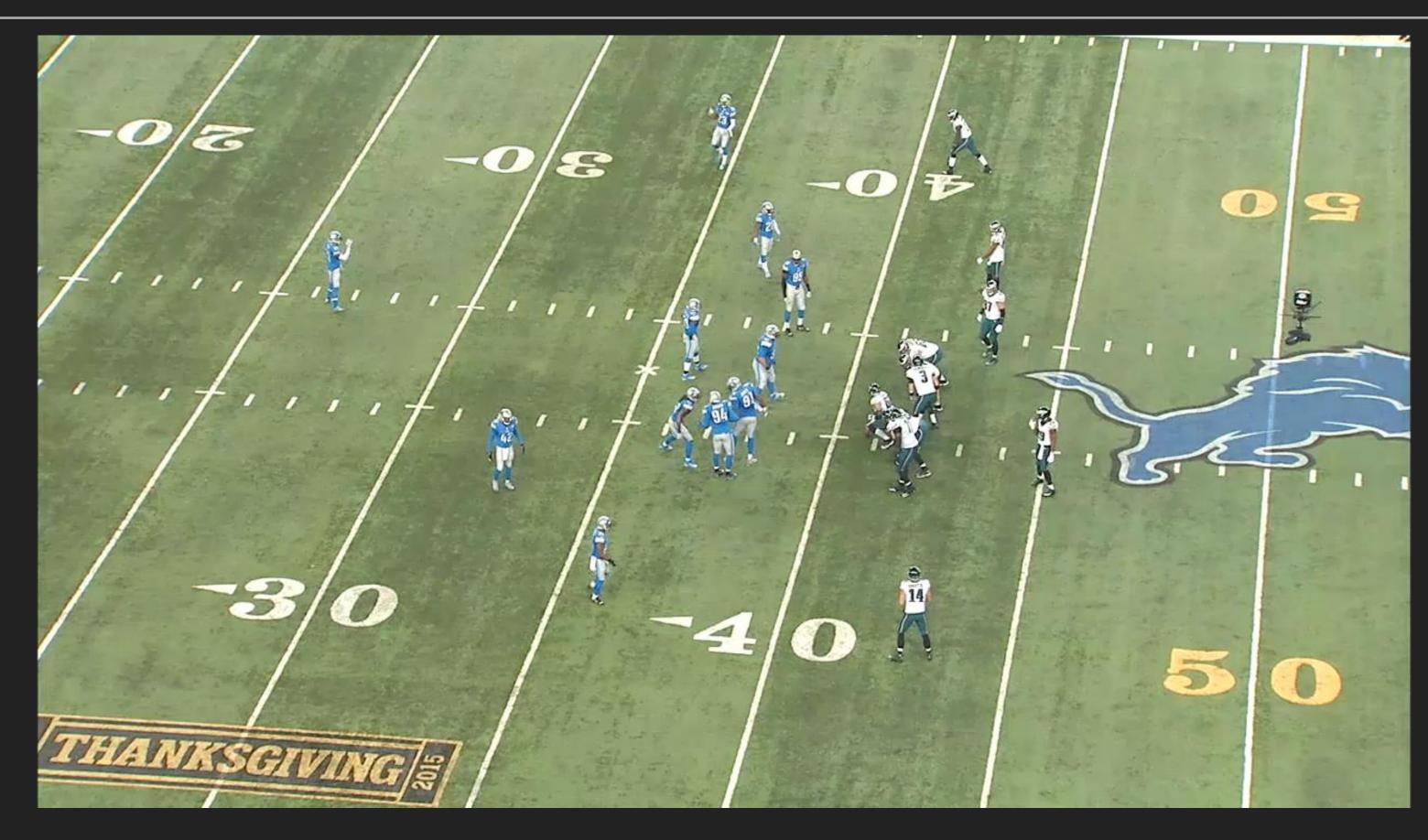


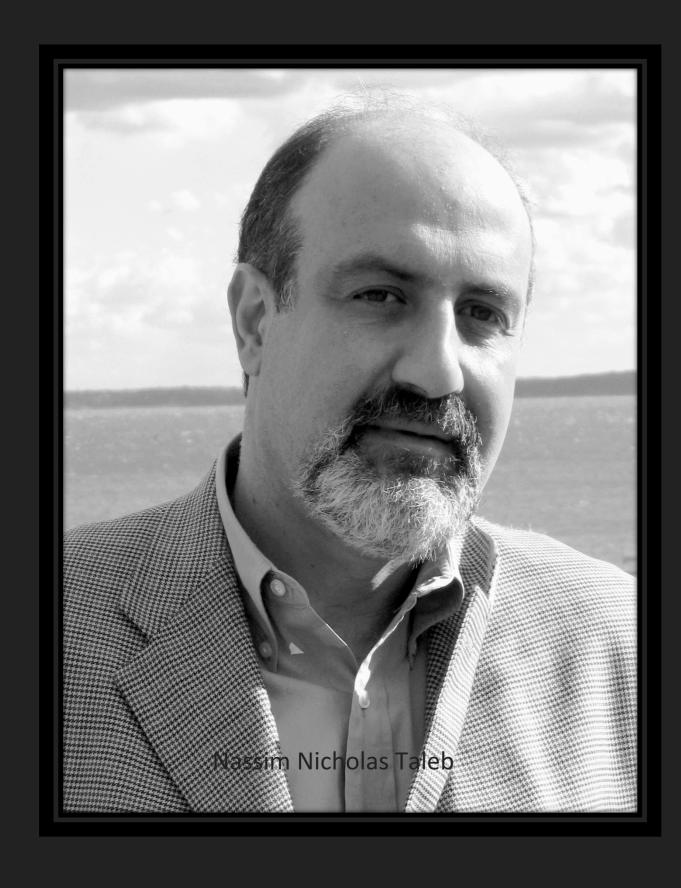
## WHAT DOES PERFORMANCE LOOK LIKE?

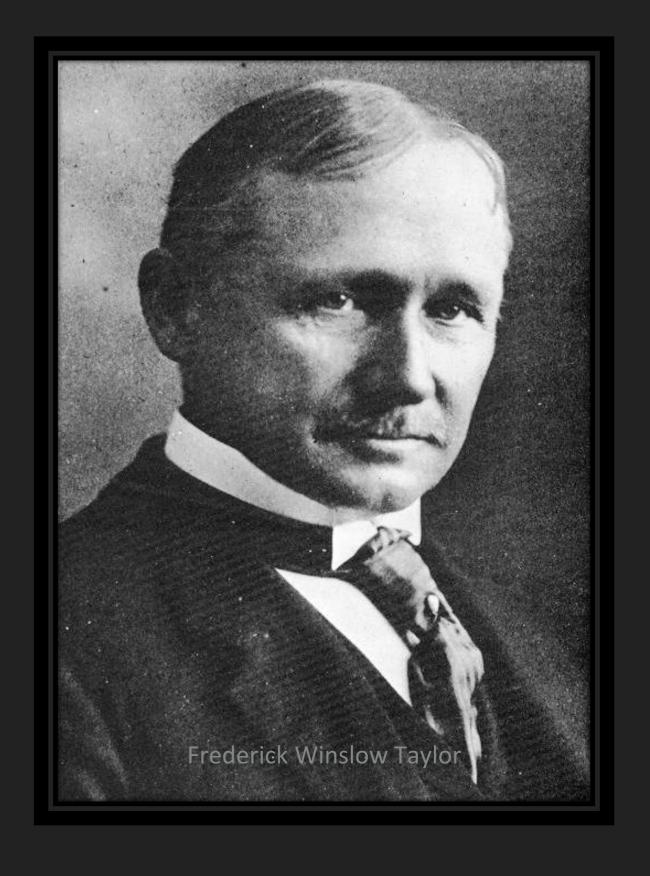


## WHAT DOES PERFORMANCE LOOK LIKE?

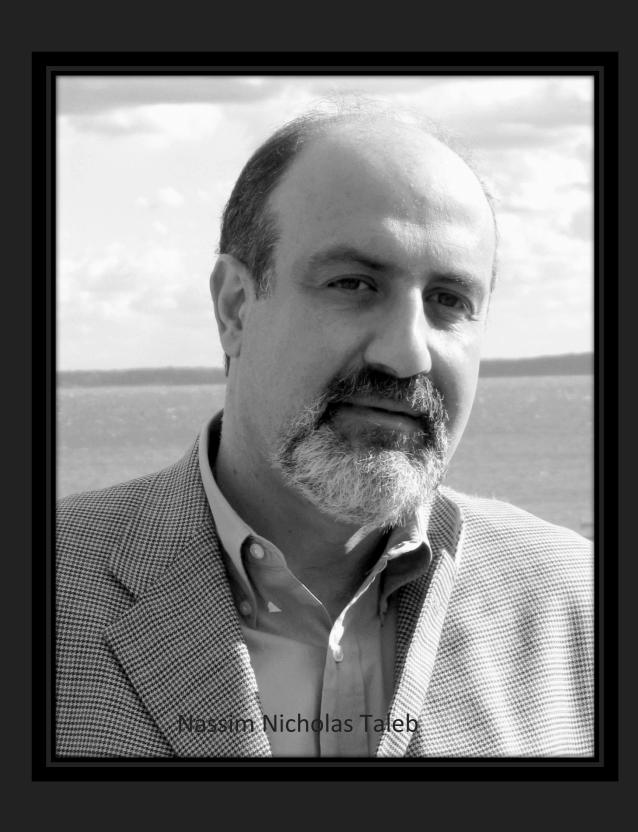


# WHAT CAN WE LEARN FROM THESE PENN GRADS?





#### WHAT CAN WE LEARN FROM HIM ABOUT SELECTION?

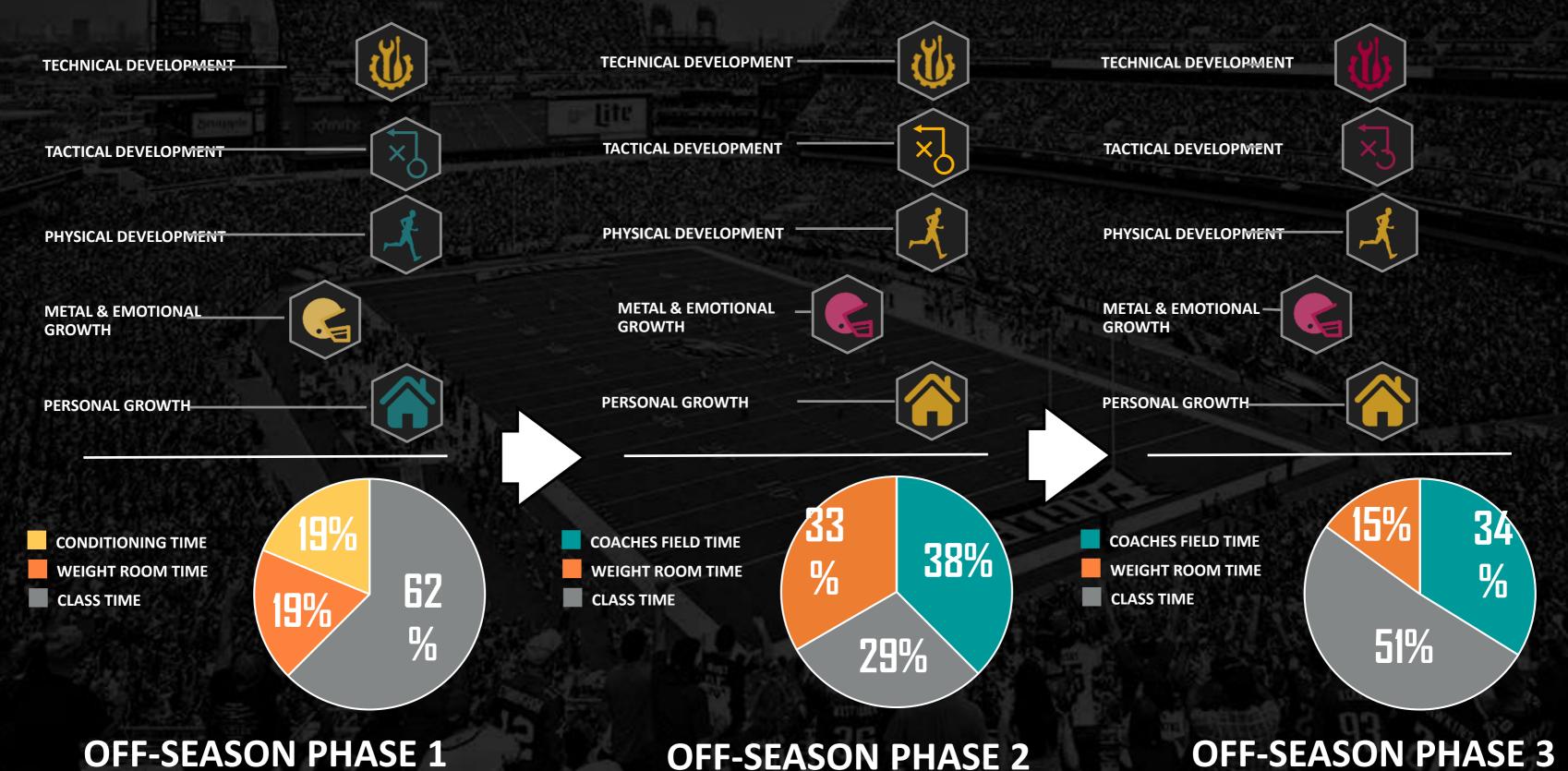


#### Antifragile: Things That Gain From Disorder

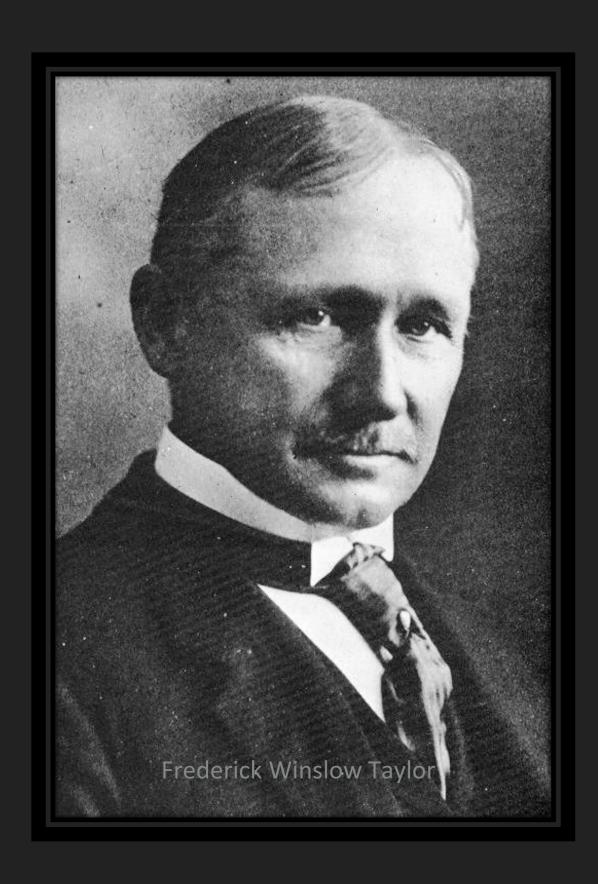
- 1. Fragile players want tranquility
- 2. Antifragile players grow from disorder
- 3. The robust players don't care too much

This is the central illusion in life: that randomness is a risk, that it is a bad thing ...

# RESOURCE ALLOCATION WINDOW OF TRAINABILITY



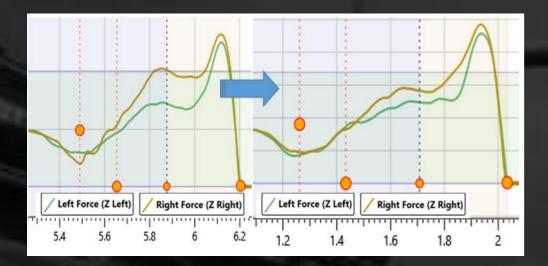
#### WHAT CAN WE LEARN FROM HIM ABOUT MANAGMENT?



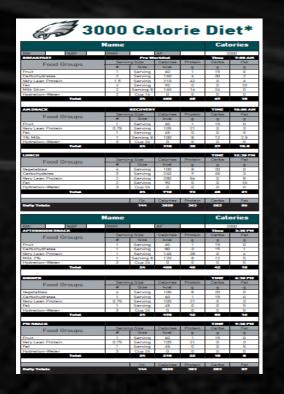
#### Principles of Scientific Management

- Develop a science for each element of a player's workload
- Scientifically select, train, teach and develop
- Ensure all of the work being done in accordance with the principles of the science

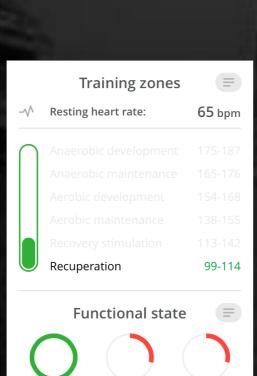
# PLAYER MONITORING



**FORCE PLATE ANALYSIS** 

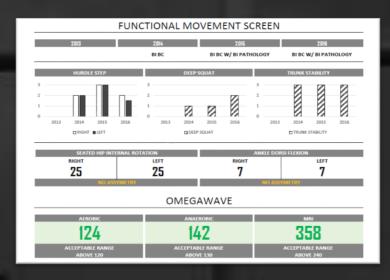


FUELING ASSESSMENT

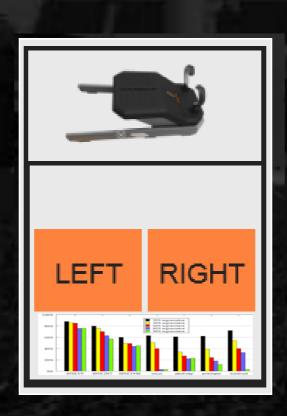


ENERGY SYSTEM ASSESSMENT

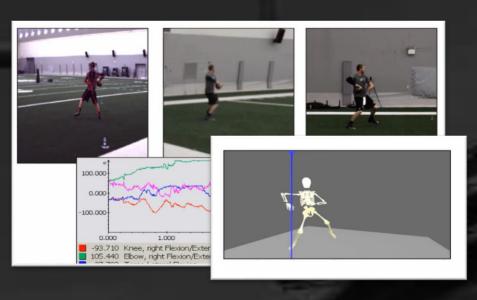
Cardiac



**MOVEMENT ASSESSMENT** 



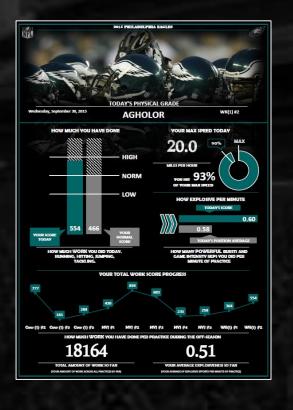
NORDBORD ASSESSMENT



**BIOMECHANICAL ANALYSIS** 



LIFTING ASSESSMENT



TRACKING ANALYSIS

#### PLAYER TAXONOMY

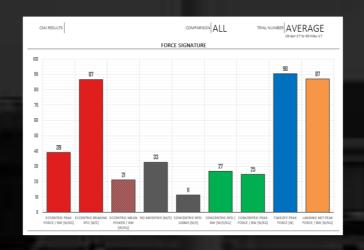
**DURABILITY SCORE** 



COMPLETED 90% OF LIFTING

NORDBORD MUSCLE ASSESSMENT

**BIOMECHANICAL ANALYSIS** 



NEEDS IMPROVEMENT
IN LANDING
TECHNIQUE

MOVEMENT ASSESSMENT

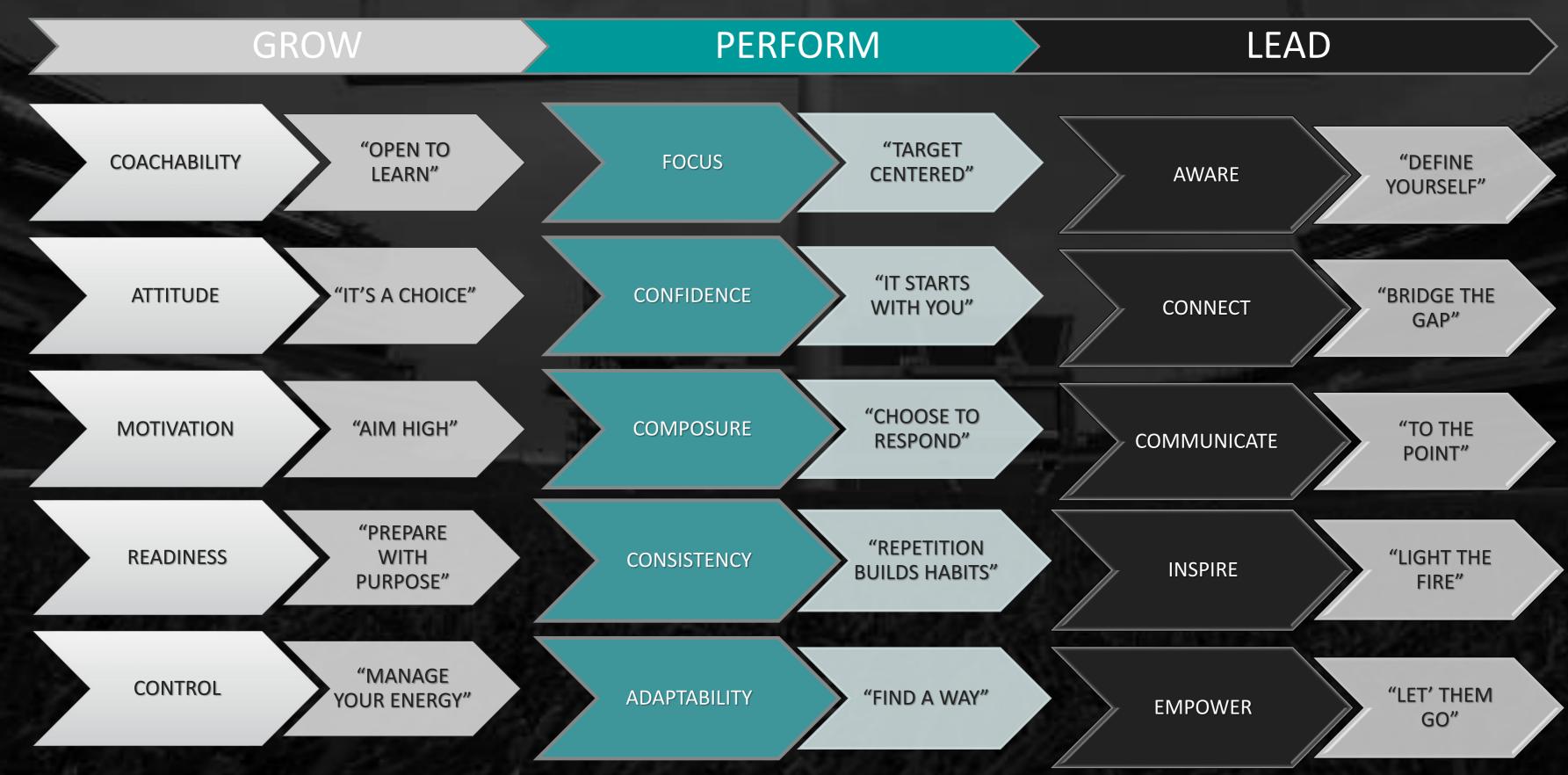


POOR ANKLE DORSI-FLEXION

TRACKING ANALYSIS



#### MINDSET MODEL



#### WHEN SELECTING AND DEVELOPING A PLAYER

ALL INTEL IS GOOD BUT....

- DATA + ANALYSIS = INFORMATION
- INFORMATION + CONTEXT = INSIGHT
- INSIGHT + ACTIONABLE SYSTEMS = OUTCOME





