

Spatrian

FOR PLAYERS AGED 13 TO 18, AND THEIR PARENTS

The twenty minutes that are yours. And proof they worked.

School has PE. The team has practice. What decides the next tryout is what a player does on their own, with a ball and a wall. Spatrian plans those minutes around the team and the position, and keeps the record of what was done.

1 The phone hears the ball

On four drills the phone on the grass counts every touch and says when the rhythm slips. It keeps the time of each touch, never a recording.

2 A Player Card every Monday

The week's own numbers on a card of the player's design. It never rates them, and no one else's numbers are on it.

3 It checks whether a skill held

Come back to a drill after days away and the coach opens in silence: twenty touches, played cold, against the player's own rhythm from before.

4 Something to play every day

A tactics puzzle, a pass to weigh, a door to close and a run to make, plus a great player every Monday and the drill that trains their move.

One soccer platform, four parts. Each works on its own; connect them by code if you want to.

The player | Coaches | Personal trainers | Homeschool

A parent holds the account until 18. Every number is the player against their own past.

Scan it, or type it in

spatrian.com/players

Spatrian is in a free beta. Places are offered a few at a time at spatrian.com/beta.

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