

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](https://spatrian.com/beta).