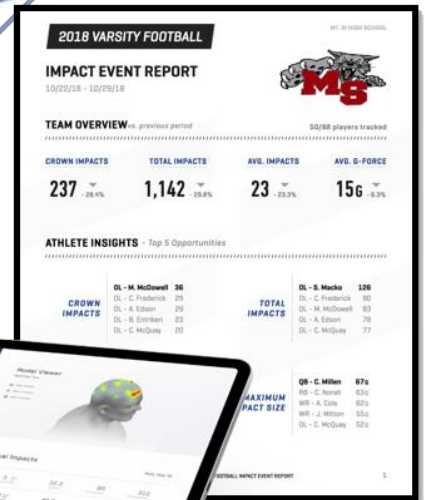


ATHLETE INTELLIGENCE






CUE+

Team User Manual

About Athlete Intelligence

Athlete Intelligence is a sports data analytics company specializing in head-impact monitoring and performance tracking solutions.

Using the Athlete Intelligence Platform with our innovative wearables, Coaching and sideline professionals can gain access to data they have never had access to previously to:

-  Improve Athlete Technique
-  Manage Head-Impact Exposure
-  Reduce the Risk of Injury

Stop Guessing, Start Monitoring

Since 2015, Athlete Intelligence has been on the field with some of sports top teams and most prestigious research institutions globally to provide on-field head-impact monitoring.

At Athlete Intelligence, we strive each day to elevate athletic performance while helping to keep athletes safe. With a main goal of building better athletes, we accomplish this by providing Coachable Moments allowing staff to improve technique, manage head-impact exposure, and reduce the risk of injury. Using integrated technology, athletic staff, has an objective view of what happens during games and practices to better analyze and adjust player behavior.

It is recommended to read the user manual thoroughly prior to use. If you need any assistance at all, please contact our Customer Support Team directly at (425)372-7811 or by e-mailing support@athleteintelligence.com

Product Warning: No mouthguard sensor or helmet sensor can prevent, diagnose, or identify concussions. If concussion symptoms become apparent in an athlete, please remove the athlete from play. Athlete Intelligence analytics platform is designed to empower decision making of sideline professionals, not replace it.

FCC Notice: This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. To ensure compliance with FCC RF exposure for the SLR+, a minimum 20cm separation distance from users and bystanders should be maintained when both transmitters are transmitting simultaneously. Changes or modifications not expressly approved by the manufacturer could void the user's ability to operate the equipment.

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System Components



1. CUE+ Helmet Sensor
2. CUE+ Sensor Mounting Clip
3. Sideline Receiver (SLR+)
4. Bulk Charging Board
5. Jersey Stickers
6. Helmet Velcro
7. Clip Velcro
8. iOS or Android Mobile Phone (*Not Included*)



AI TEAM Mobile Application

The AI Team mobile application is your live stream of impacts during use and where you receive notifications.

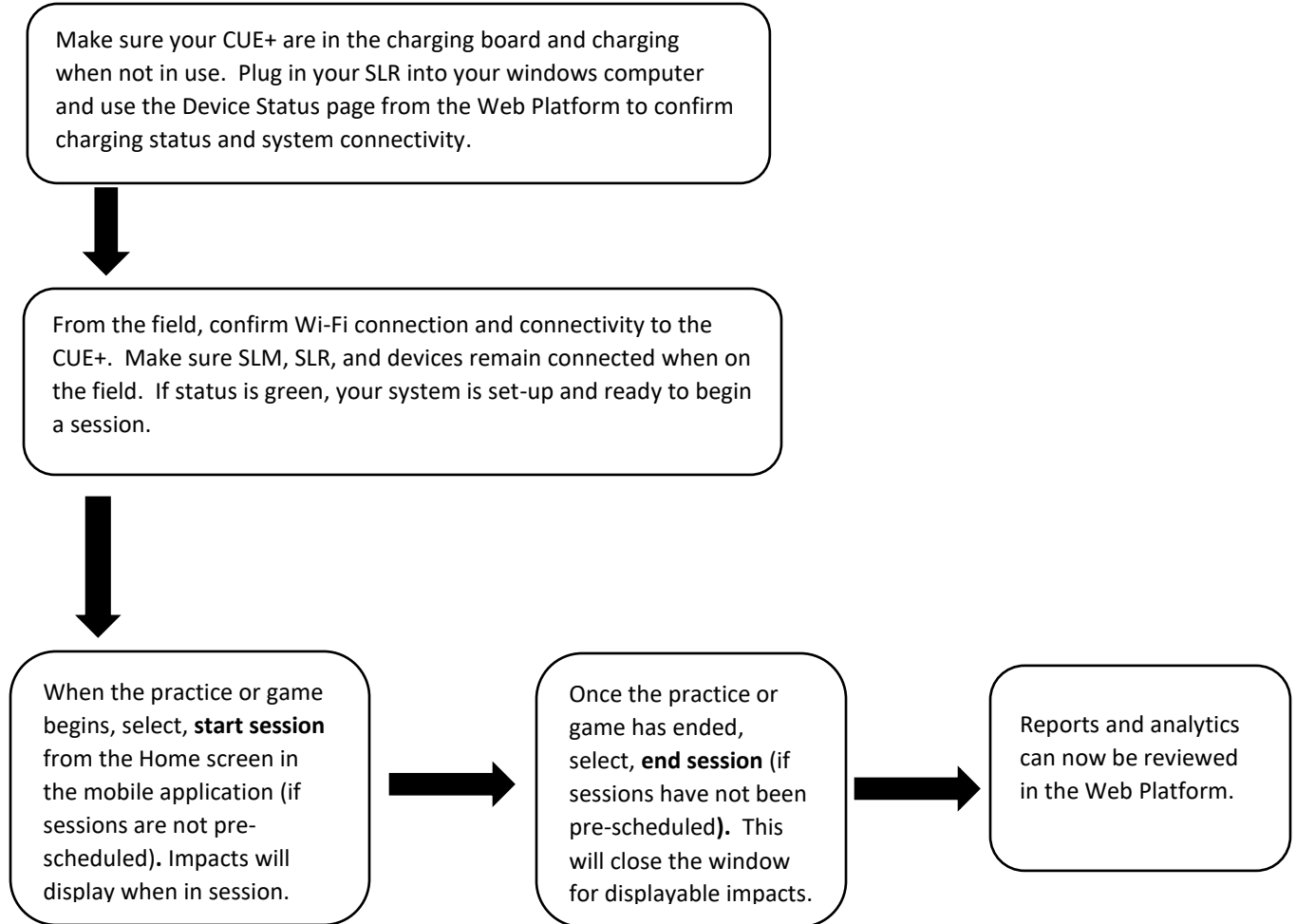


AI Web Platform

The AI Web Platform is our secure cloud platform used for account, team, and player management. All player impact data and historic analytics are also stored in the Web Platform, which is accessible from any computer. Use the Web Platform during Live Mode or to view reports and trends post practice or game at any time.

Daily Best Practices

To ensure the highest level of data collection, we suggest the following best practices are followed for each practice and game day when the CUE+ helmet sensors. It is recommended to use the system in Live Mode.



CUE+ Product Specifications

Weight	0.6 oz
Impact Memory Storage	2,000 Impacts
Transmission Range	180 Yards (540 Ft) Live Data Streaming (915 Mhz)
Charging Method	30 Unit Bulk Charging Board
Battery Life	24 hours in Active Mode
Impact Monitoring	Location, Quantity, Severity
Mobile Accessibility	iOS, Android. Apple Watch
Impact Notifications	Uninterrupted, Real-Time

Initial Set-Up

We recommend the following steps are completed well in advance of the season beginning to ensure a high level of system knowledge. Completing all steps will ensure smooth and efficient processes throughout the season.

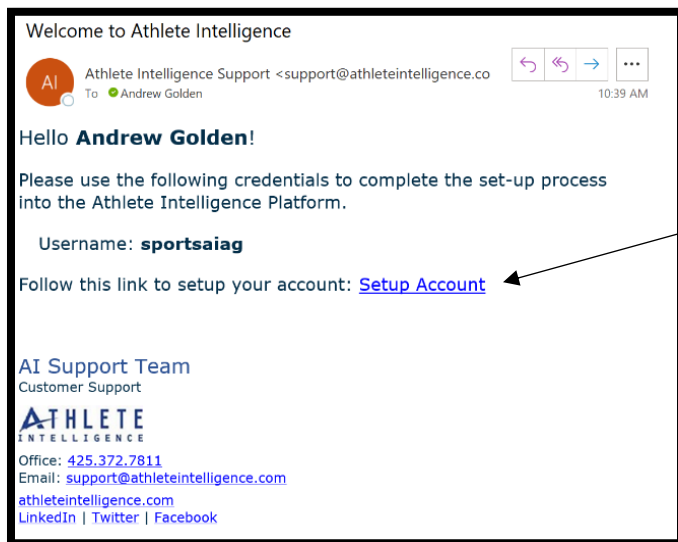
Completed System Tasks by Athlete Intelligence Team

- ✓ Set-up Program Organization in Athlete Intelligence System.
- ✓ Sent system Admin e-mail to complete account set-up.
- ✓ Created Team and Imported Team Roster (if supplied).
- ✓ Assigned CUE+ to athletes (if roster was supplied).
- ✓ Applied Jersey association to CUE+ (if information was provided).
- ✓ Tested and provisioned system components with latest software and firmware.
- ✓ Shipped all included system components.

Administrator Set-Up Tasks

1. Complete Admin Account Set-Up

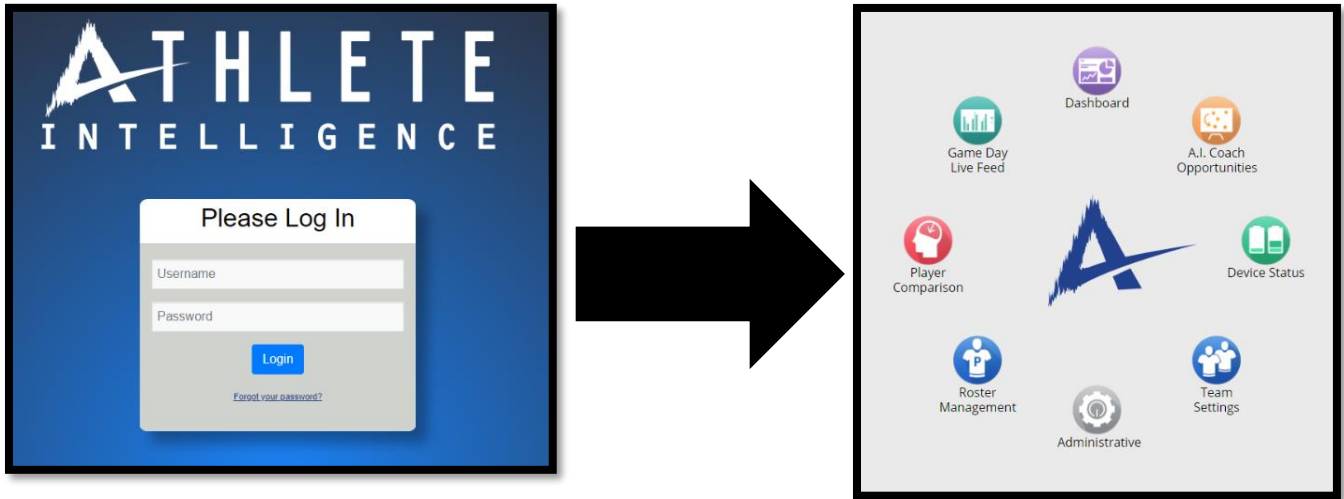
Complete your administrative account set-up to the Athlete Intelligence Web Platform using the e-mail you received from the Athlete Intelligence Support Team. You must first complete this task before moving on to the next steps. *If you have not received your account set-up e-mail or have trouble accessing your account, please contact Athlete Intelligence directly at support@athleteintelligence.com.*



Use this link to create your account password and complete your access to the Athlete Intelligence system. The username provided and password you create will be used to access both the Athlete Intelligence Web Platform and Mobile Application.

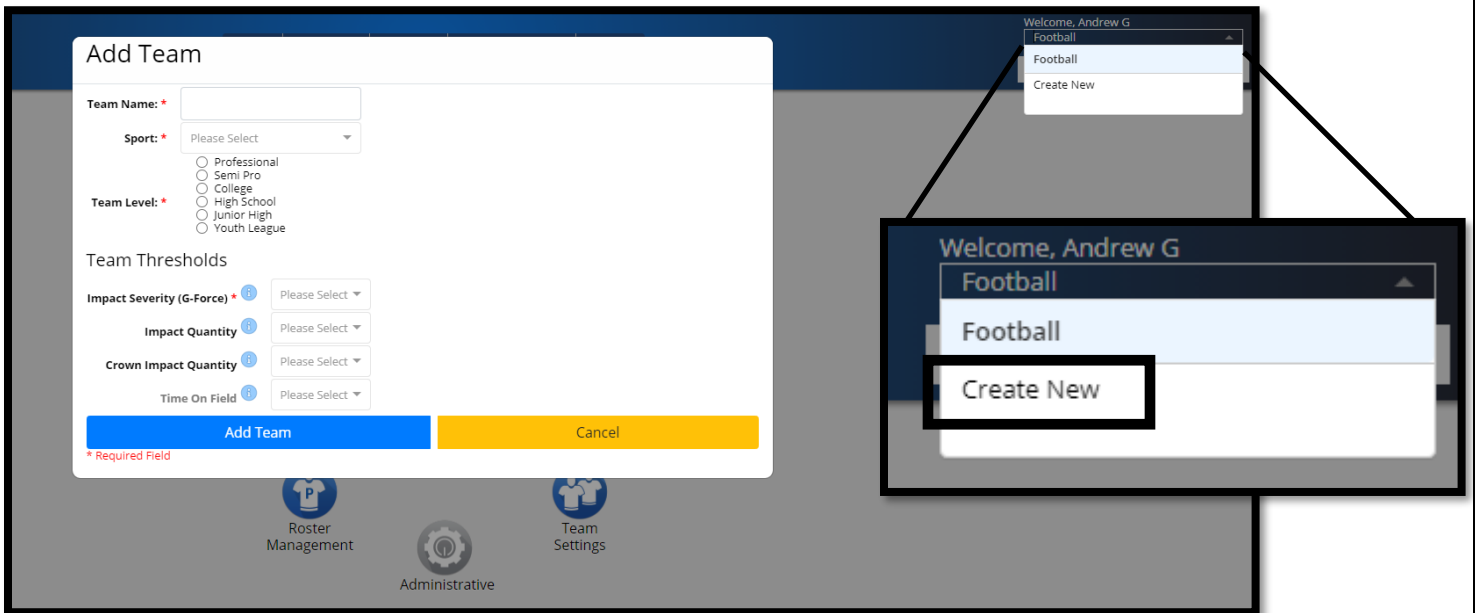
2. Confirm Access to the Athlete Intelligence Web Platform

Login to the Athlete Intelligence Web Platform using your newly created credentials. Gaining access to the Athlete Intelligence Web Platform will confirm you correctly set-up your admin account (Login: <https://portal.athleteintelligence.com/login>). The username and password you created will also be your login for the Athlete Intelligence Mobile Application.



3. Create Your Team(s)

Create your Team(s) using the upper right-hand drop down in the Web Platform. Complete all required information fields. When steps are complete, select **Add Team**. Created Teams will display in the dropdown menu and the Team displayed will be the Team you are viewing.



Add Team

Team Name: *

Sport: *

Team Level: * Professional
 Semi Pro
 College
 High School
 Junior High
 Youth League

Team Thresholds

Impact Severity (G-Force) *

Impact Quantity

Crown Impact Quantity

Time On Field

* Required Field

1

Team Name: This will be the display name in the Web Platform, Mobile app, and in the Reports. Use the Team name to distinguish between different levels of play or years of play within your organization. (Example: 2020 – Varsity Football).

2

Sport: Please select the Sport Type for the Team you are creating.

3

Team Level: Please select the level of play for the Team you are creating.

4

Impact Severity Threshold (G-Force): Set your Team impact Severity baseline in G-Force. Impacts at or above the pre-set threshold will display as a red impact and will be highlighted in reports. *When used in Live Mode and Notifications turned ON, notifications will be sent to mobile phone or Apple Watch when impacts at or above the set severity occur.*

5

Impact Quantity Threshold: Set you Team impact Quantity baseline threshold. Athletes with impact counts at or above this value will be highlighted in reports. *When used in Live Mode and Notifications turned ON, notifications will be sent to mobile phone or Apple Watch when impacts at or above the set quantity occur.*


6

Crown Impact Quantity: Set your Team Crown of Head Impact Quantity threshold. Athletes with crown of head impacts at or above this value will be highlighted in the reports. *When used in Live Mode and Notifications turned ON, notifications will be sent to mobile phone or Apple Watch when impacts at or above the set crown impact threshold occur.*

Team Name: 2019 Fall Football
Team Type: Football
Team Level: High School

Team Threshold Settings
Impact Severity (G-Force): 35
Impact Quantity: 20
Crown Impact Quantity: 15
Time On Field: Coming Soon

Complete your Team set-up by uploading your Team Logo.



Upload Team Logo


Edit Team Info Import Roster Pre-Set Sessions Sessions View Players Archive Team

4. Pre-Set Practice and Game Sessions

Once your Team has been created, use the “Pre-Set Sessions” button to set-your game and practice schedule. *Only data collected during a session window will display as visible impacts in the system and in reports. Impacts that occur outside of a session window will be hidden. Sessions can be created, edited, or deleted at any time.*

Team Name: Football Demo
Team Type: Football
Team Level: High School

Team Threshold Settings
Impact Severity (G-Force): 30
Impact Quantity: 30
Crown Impact Quantity: 10
Time On Field: Coming Soon



Upload Team Logo

Edit Team Info Import Roster Pre-Set Sessions Sessions View Players Archive Team

Please enter the season start and end dates and use the start and end times to pre-set your session windows. Tag your sessions as a Game or Practice.

**If you do not pre-set sessions, sessions can be started from the mobile app or web platform.*

Pre-Set Sessions

Season Start: 08/31/2020 Season End: 09/30/2020

Day Of Week	Start Time*	End Time*	Session Type
Monday	Start Time	End Time	Select
Tuesday	Start Time	End Time	Select
Wednesday	Start Time	End Time	Select
Thursday	Start Time	End Time	Practice x
Friday	Start Time	End Time	Select
Saturday	Start Time	End Time	Select
Sunday	Start Time	End Time	Select

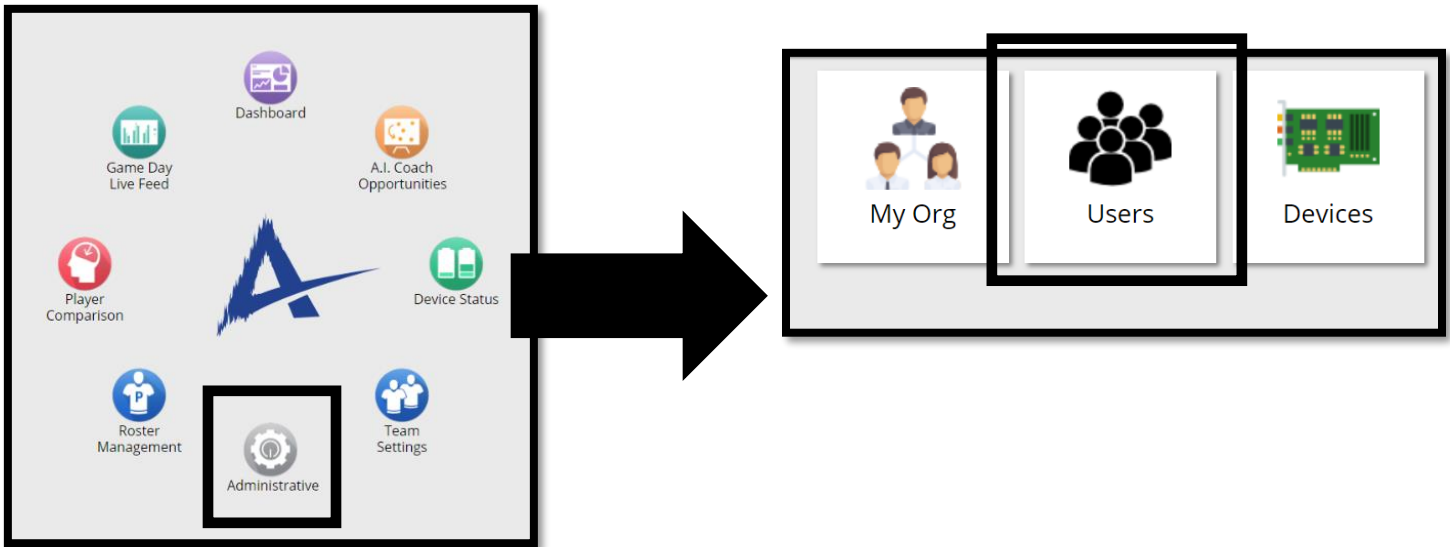
Disable Schedule

Update Team Cancel

5. Create Additional Team User Profiles

You may add additional users to your account and/or each team you create in the Athlete Intelligence system. A user account is required for members within your team to access the Web Platform, use the mobile app, and to receive the automated reports.

To add additional user accounts, from the Web Platform Home Screen, select **Administrative > Users**.



When creating a new user, please make sure to set their Role Type (permission level) and assign them to any Team(s) you would like them to have access to a. When selecting the “Add” button, an e-mail will be generated to the user prompting them to complete their account set-up.

Add User

Check which alerts you want to receive notifications for based on the Team thresholds you previously set.


Team	Impact Severity Alert	Impact Quantity Alert	Crown Impact Quantity Alert	Temperature Alert	Start Session Alert
Football Demo	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Role Types and Permissions

	View Impact Data/Reports	Pull Impact Data	Account Management	Team Management	Add Users	Player & Team Edit	Alert Notifications
Admin	✓	✓	✓	✓	✓	✓	✓
Team Admin	✓	✓		✓		✓	✓

Team Name: Football Demo
Team Type: Football
Team Level: High School

Team Threshold Settings
Impact Severity (G-Force): 30
Impact Quantity: 30
Crown Impact Quantity: 10
Time On Field: Coming Soon



Team Staff

Name	Username	Role Type	Impact Severity Alert	Impact Quantity Alert	Crown Impact Quantity Alert	Temperature Alert	Start Session Alert	
Loren Anderson	loren1	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="button" value="Edit"/>
James Atterberry	jatterberry5	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="button" value="Edit"/>
Andrew Golden	andrew00	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="button" value="Edit"/>

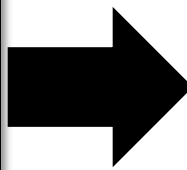
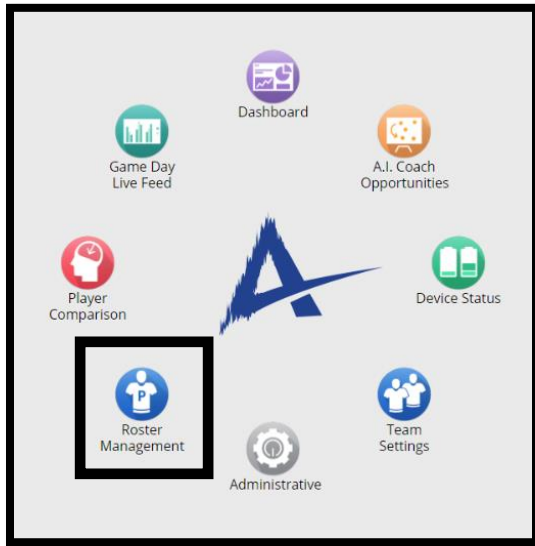
You will now see all users assigned to each team listed under the Team Staff from the Team Settings page. Confirm Team staff is accurate and alert notifications are set-up correctly.

**You may add, edit, or archive users at any time.*

***You may turn on/off alert notifications by user at any time.*

6. Verify Team Roster

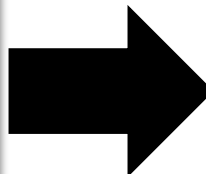
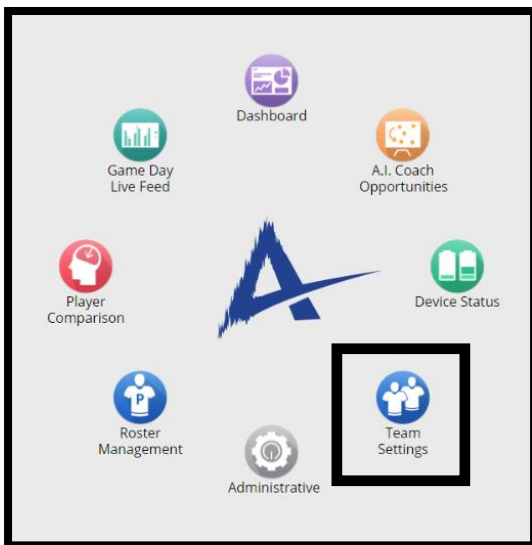
If your Team Roster was supplied to Athlete Intelligence prior to your product being shipped, please confirm your roster has been uploaded correctly with positions, jersey numbers, and sensors assigned. View player details by selecting **Roster Management** from the Web Platform Home Screen.



Add Athlete Quick Edit Unassign Devices Move Player				
	Name	Jersey #	Position	Device
1	<input type="checkbox"/> Golden, Andrew	69	TE	AGD - Vector Mouthguard
2	<input type="checkbox"/> Jackson, Andrew	92	CB	51F - Vector Mouthguard
3	<input type="checkbox"/> Culp, Devin	83	RB	6GGX - CUE
4	<input type="checkbox"/> Beavers, Donald	15	DT	6GHR - CUE
5	<input type="checkbox"/> Rubens, Gary	69	DE	6RZ - Vector Mouthguard
6	<input type="checkbox"/> Bryant, Hunter	1	DL	6GGJ - CUE

**If your roster was not supplied to the Athlete Intelligence Team, please use the following instructions to import your Team roster.*

Access the Import Roster page by selecting, **Team Settings > Import Roster**.

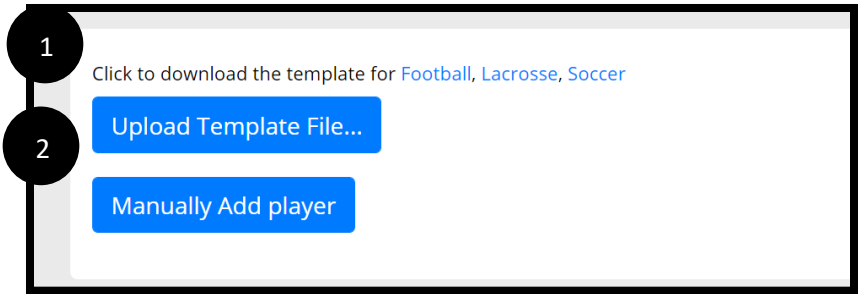


Team Name: Football Demo
Team Type: Football
Team Level: High School

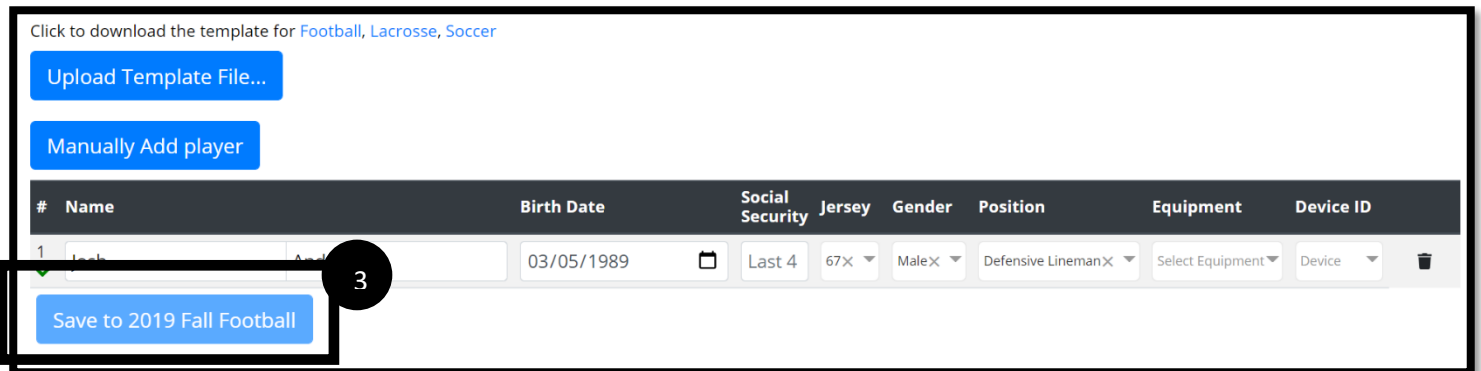
Team Threshold Settings

Impact Severity (G-Force): 30
Impact Quantity: 30
Crown Impact Quantity: 10
Time On Field: Coming Soon

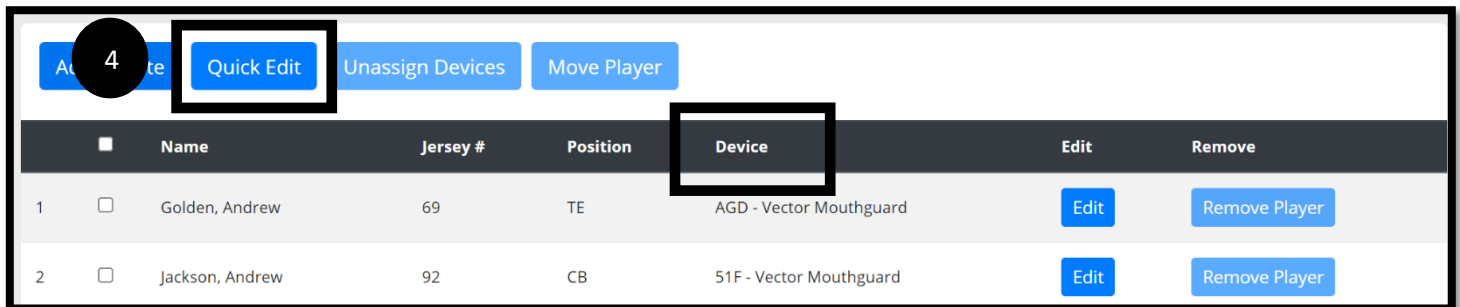
[Edit Team Info](#)
[Import Roster](#)
[Pre-Set Sessions](#)



- 1 Based on the Sport of the Team you will be creating a roster for, click the appropriate sport hyperlink to download the roster import excel template file. Complete your roster.
- 2 When completed, Select **Upload Template File** and from your saved files, select the Roster Import Document you just completed. When selecting your file, you should see a preview of the Team Roster displayed. You may also choose to manually add players.



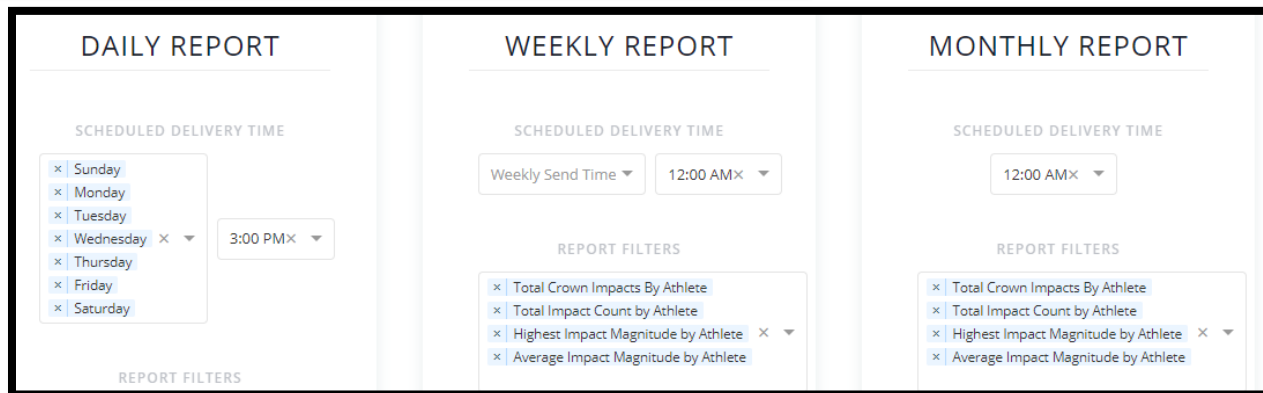
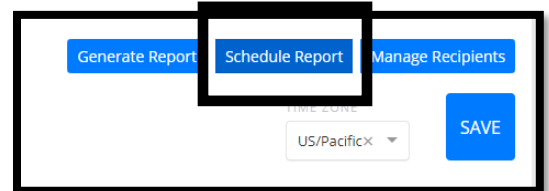
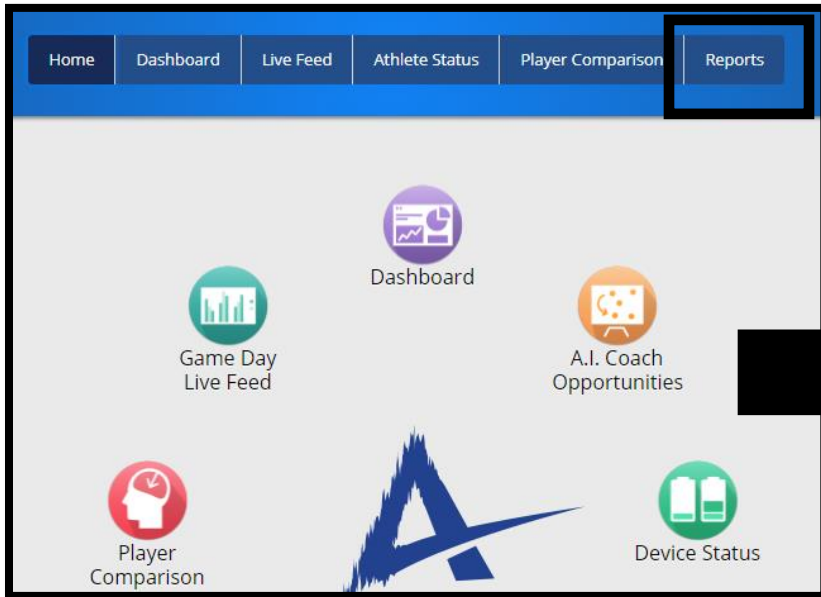
- 3 If the roster matches what you imported, you can now be save and upload to your team. You may view your roster in the **Team Management** page.



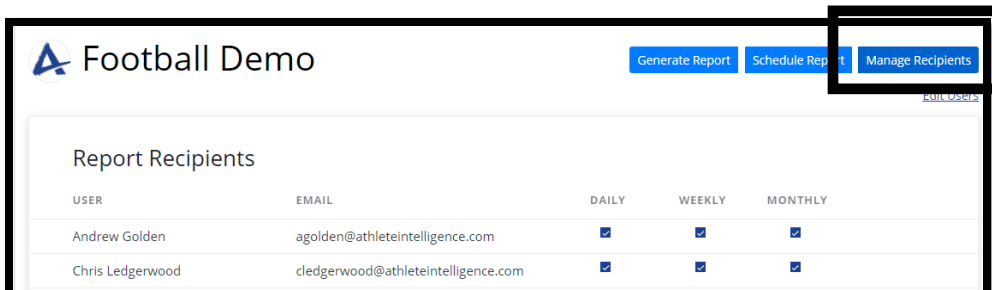
- 4 Use the “**Quick Edit**” button to assign sensors from the **Device** dropdown. Upon assigning a CUE+ to an athlete, use the provided jersey stickers to associate the athlete to their CUE+ sensor by placing the sticker on top of the CUE+ opposite of the charging port.

7. Set-Up Automated Reports

Use the Reports tab from the top menu in the Athlete Intelligence Web Platform to view or schedule your Daily, Weekly, and Monthly Reports. Use the date/time dropdowns to determine when you would like your reports sent to your e-mail inbox. **Data must be downloaded following a session for your reports to populate. It is recommended to schedule your reports a few hours following a session when you know data will be downloaded.**

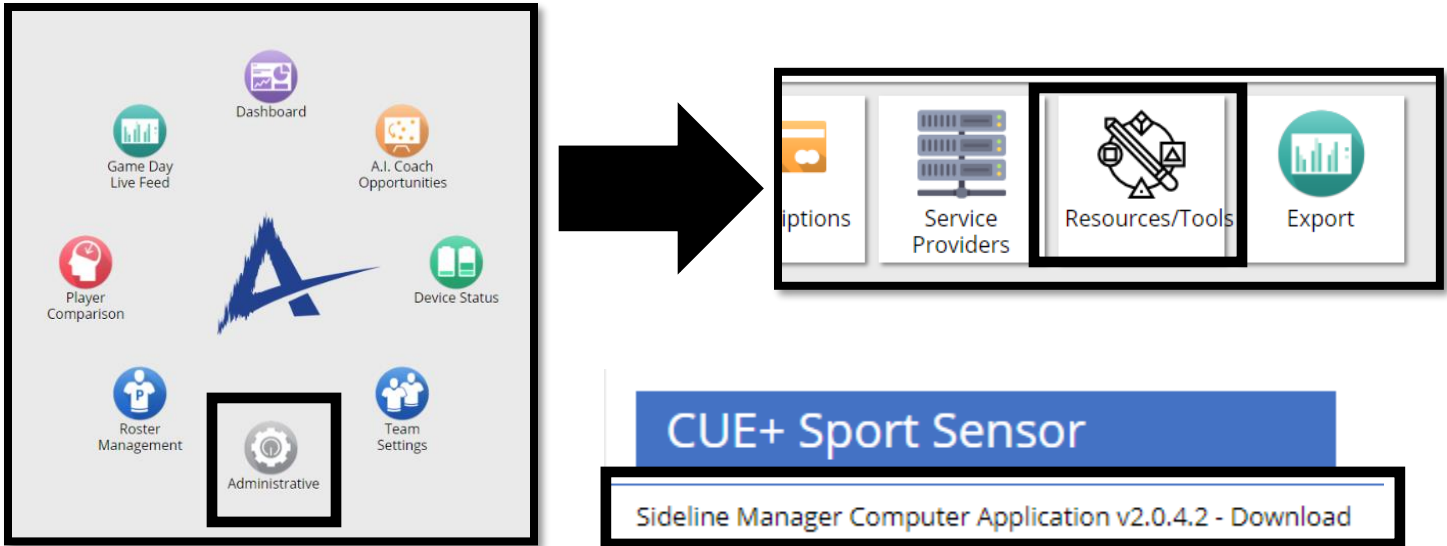


Then use the **Manage Recipients** tab to select which users you would like to receive the various reports.

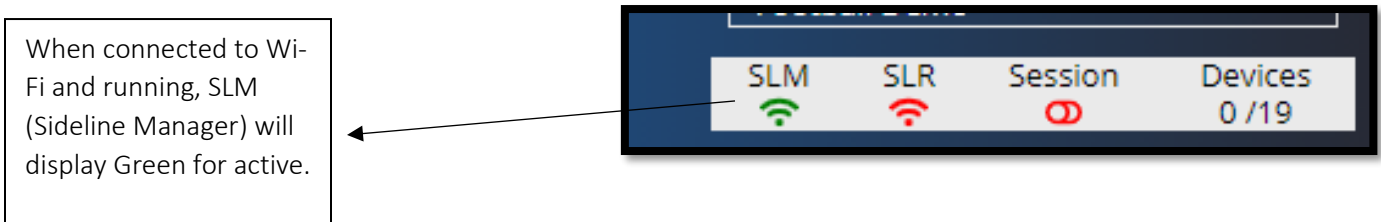


8. Install Sideline Manager Computer Application

The Sideline Manager computer application is the backend system which will allow the system to transmit and display data live, in real-time. The Sideline Manager application is designed to always be running on your Windows Sideline Computer. To install the Sideline Manager Application, navigate from the Web Platform Home screen and select, **Administrative > Resources and Tools > Sideline Manager Computer Application**



Follow the prompts through the install process. It is recommended to restart your computer once the install process has fully completed. Upon a successful download, you will see your SLM (Sideline Manager) application is now GREEN and active.



9. Download AI Team Mobile Application

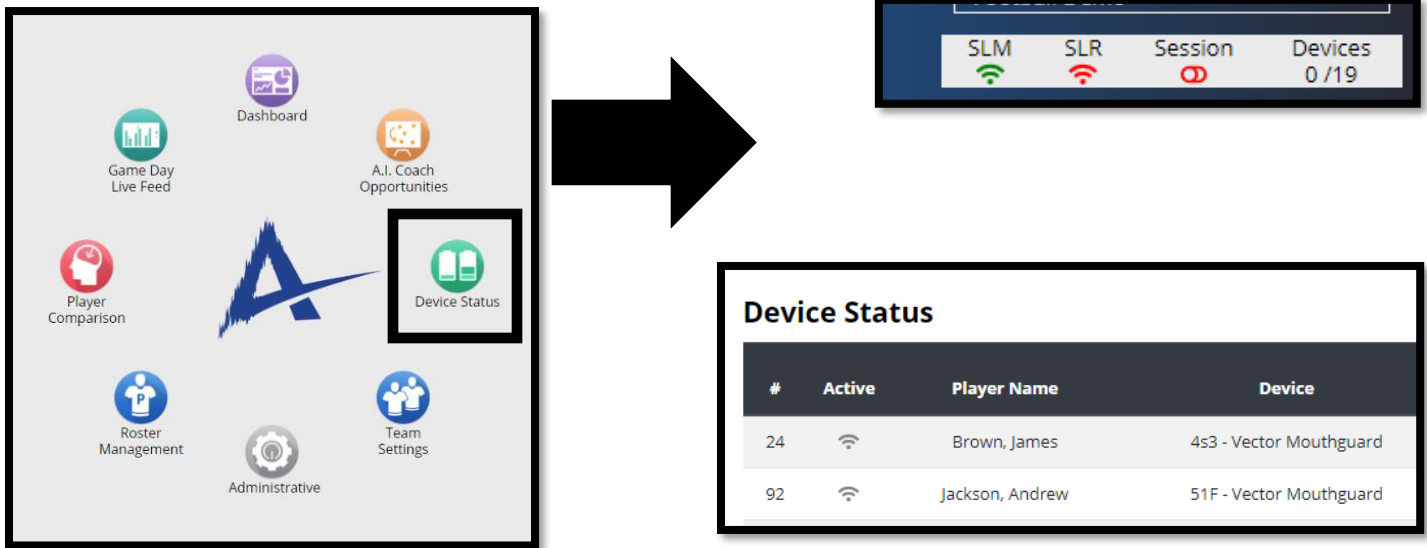
As your final step prior to completing your account set-up, please download the **AI Team** Mobile application and confirm login. The mobile application can be found both in the Google Play store and iOS App store by searching 'AI Team.'



Congratulations, you have now completed your Athlete Intelligence System Set-Up tasks.

Testing System Connectivity

1. From the Web Platform Home Screen, navigate to the **Device Status** screen. Confirm SLM is still green and active in your status bar.



2. Plug in the provided Sideline Receiver to your Windows computer USB port. The Sideline Receiver supplied must be plugged into the sideline computer with WIFI signal activated and Sideline manager installed. After 30 seconds, you will see the SLR status icon turn green. Now, your SLM will be active letting you know the system is running properly, and SLR is active letting you know the Sideline Receiver is active and communicating to your devices.



3. Use the Status bar or the Device Status Page to confirm all sensors are connected and active.

Device Status							
#	Active	Player Name	Device	Firmware	Charge Level	Last Sync	Pending Impacts
24		Brown, James	4s3 - Vector Mouthguard	v4.7.0	HIGH	07/07/2021 02:40:13	0
92		Jackson, Andrew	51F - Vector Mouthguard	v4.6.46	HIGH	07/07/2021 02:41:16	0

4. You have completed the system test and now ready to use your system.

Placing Clips in Helmets

Use the following clip placement diagrams to identify proper clip placement based on helmet model used by each athlete. If you do not see a helmet listed below, please contact support@athleteintelligence.com.

It is recommended to apply the supplied adhesive to a dry helmet interior. Avoid placing the adhesive to a wet surface.

The clip is designed to stay in the athlete's helmet throughout the season. To ensure proper charge and data collection, place the CUE+ in their helmet just before practice or games. Following a practice or a game, remove the CUE+ and place them back on the charging boards. Following this process will allow each CUE+ to be properly charged before each use. CUE+ cannot collect data when the battery is dead.

When placing the CUE+ in the helmets, always make sure the arrows on the CUE+ sensor are pointing towards the top of the helmet.



Not following the supplied clip placement diagrams for proper location and orientation of CUE+ may alter data collection accuracy.

The CUE+ Sensor should always slide into the clip the same way with the lettering "CUE+" being exposed and the arrows pointing towards the top of the helmet.



CUE+ lettering exposed.

Arrows pointed toward top of helmet.

Helmet Brand: Riddell **Helmet Model:** Speed Classic ICON **Helmet Images:**



CUE+ Clip Placement:

Start with the helmet upside down and the facemask facing you. Place the Velcro and CUE+ clip in between the padding and to the right as shown in the image circle. The clip should be placed to the right of top center of the helmet.



Front of Helmet



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.

Helmet Brand: Riddell **Helmet Model:** Speed Classic ICON **Helmet Images:**



CUE Clip Placement:

With the helmet upside down and the facemask facing you, peel back the **right ear** padding. When peeled back, place the Velcro and CUE+ clip in between the padding, with the CUE+ clip openings facing towards the back and front of helmet.



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.



Front of Helmet

Helmet Brand: Riddell **Helmet Model:** Speedflex **Helmet Images:**



CUE Clip Placement:



With the helmet upside down and the facemask facing you, peel back the **right ear** padding. When peeled back, place the Velcro and CUE+ clip in between the padding, with the CUE+ clip openings facing towards the back and front of helmet.



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.



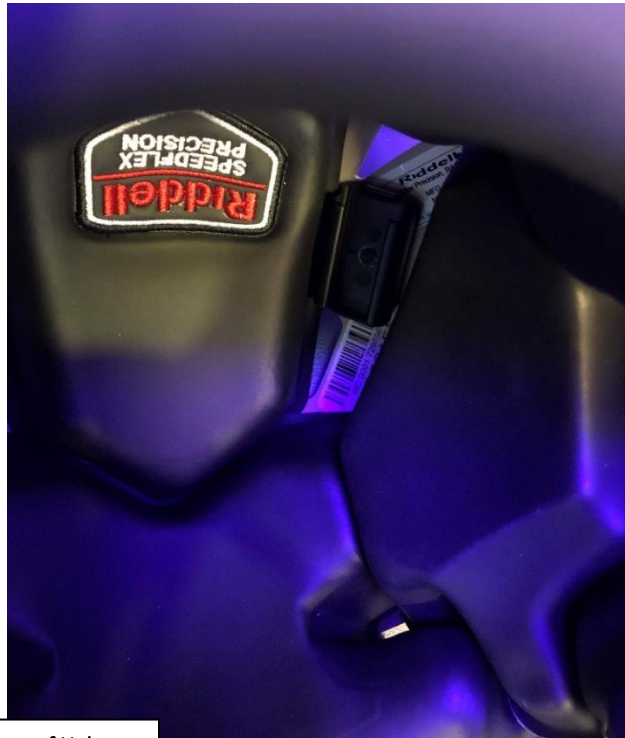
Front of Helmet

Helmet Brand: Riddell Helmet Model: Speedflex Precision Helmet Images:



CUE Clip Placement:

With the helmet upside down and the facemask facing you, there will be separation in the padding between the top of helmet and right side of helmet padding. In the separation, place the CUE+ clip with the openings facing towards the front and back of helmet.



Front of Helmet



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.

Helmet Brand: Schutt **Helmet Model:** Air XP Pro **Helmet Images:**



CUE Clip Placement:

With the helmet upside down and the facemask facing you, there will be separation in the padding between the top of helmet and right side of helmet. In the separation, place the CUE+ clip with the openings facing towards the front and back of helmet.



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.



Front of Helmet

Helmet Brand: Schutt **Helmet Model:** DNA Pro+ **Helmet Images:**



CUE Clip Placement:

With the helmet upside down and the facemask facing you, there will be separation in the padding between the top of helmet and right side of helmet. In the separation, place the CUE+ clip with the openings facing towards the front and back of helmet.



Front of Helmet



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.

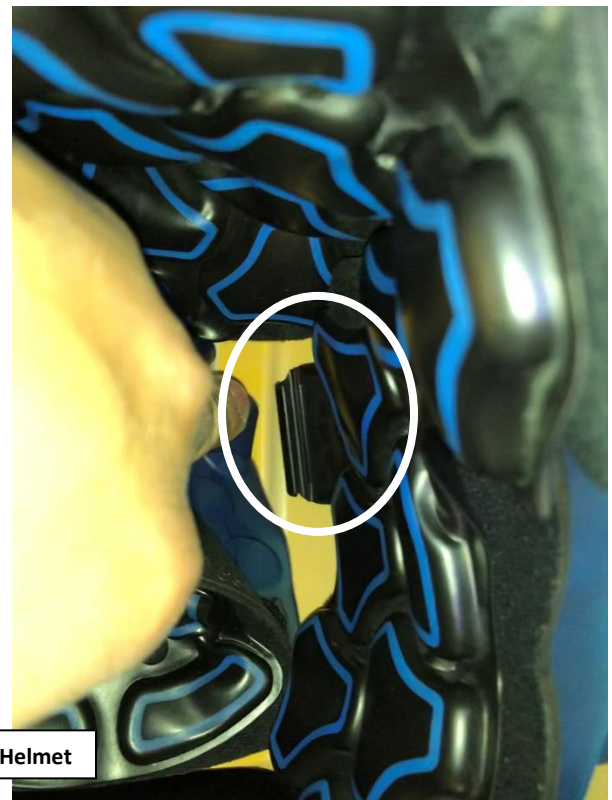
Helmet Brand: Schutt Helmet Model: F7 Helmet Images:



CUE Clip Placement:



With the helmet upside down and the facemask facing you, there will be separation in the padding between the top of helmet and right side of helmet. Pull back the corner of the padding slightly and place the clip between the spacing. The clip openings should face towards the front and back of helmet.



Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing towards top center of the helmet.



Front of Helmet

Helmet Brand: Xenith **Helmet Model:** X2E+ **Helmet Images:**



CUE Clip Placement:



With the helmet upside down and the facemask facing you, in the back of the helmet, there will be a circular spacing exposing the helmet shell. Place the CUE+ Clip so the openings are facing the front and back of the helmet



Front of Helmet

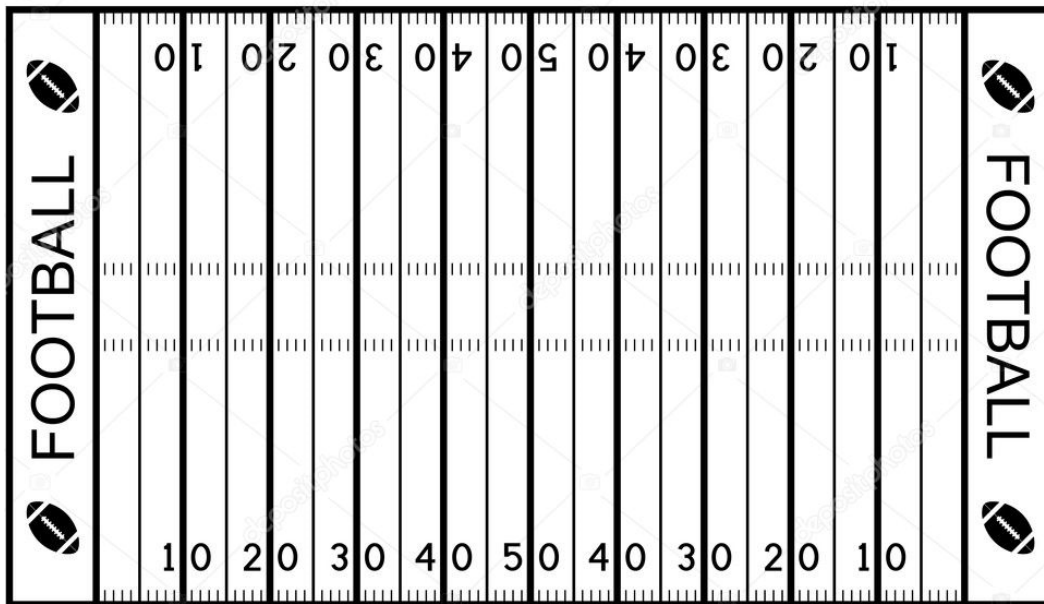
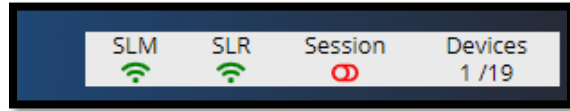


Front of Helmet

When sliding the CUE+ into place, make sure the arrows are visible and pointing to the left.

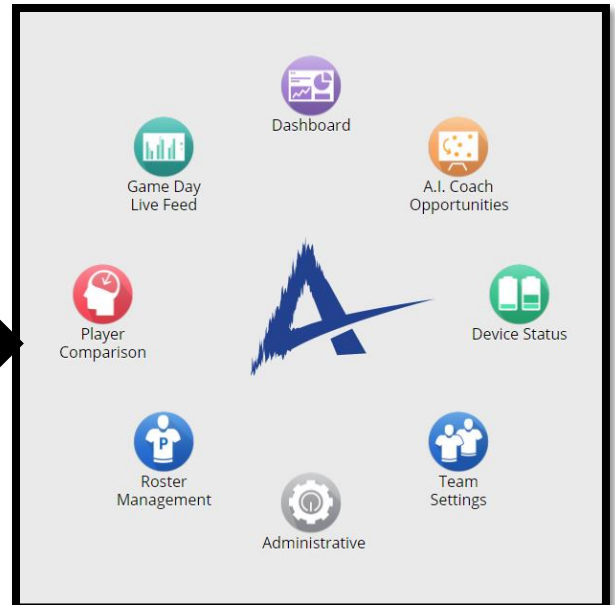
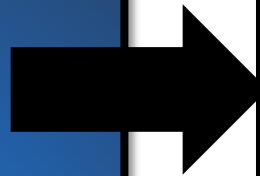
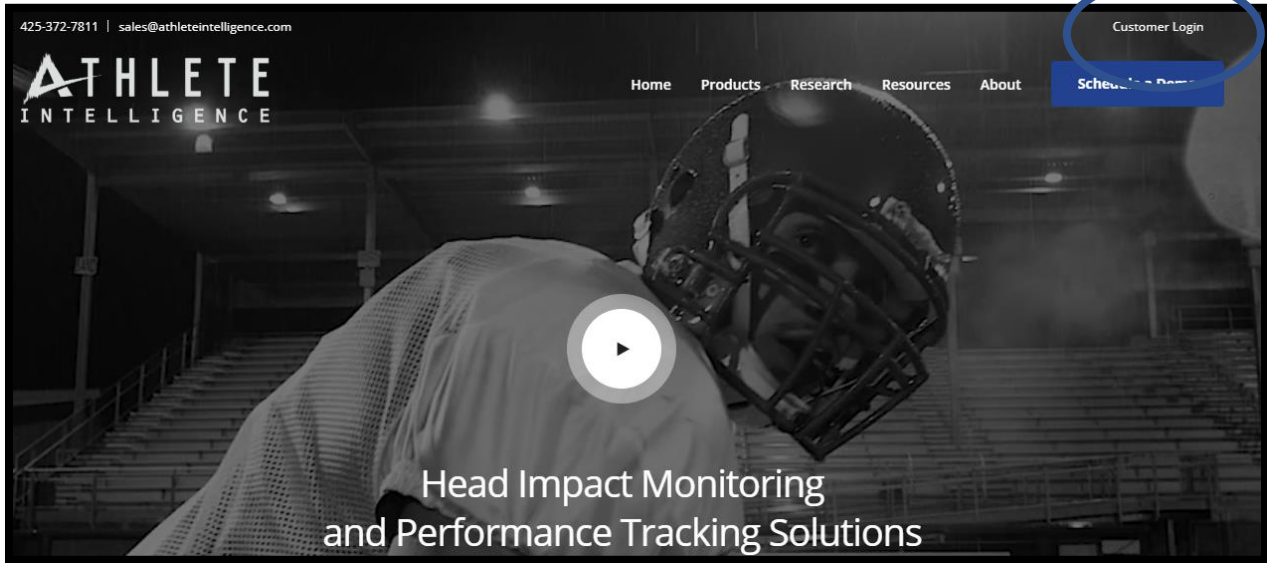
Daily On-Field Operations

1. Place the CUE+ sensors in the athletes' helmets in advance to the game or practice.
2. Using the provided 6ft cord, plug the sideline receiver into your PC computer USB port. Position the sideline receiver and computer behind the athletes at a mid-field location.
3. Confirm WIFI connection and from the Web Platform use the status bar to determine SLM, SLR, and Devices Count are green and active.
4. Once the game or practice begins, select **Start Session** (Unless sessions have been pre-set).
5. Using the sideline computer, navigate to the **Gameday Live Feed** to monitor impact activity. Impacts above threshold will be sent to staff mobile phones or Apple watches.
6. Once the game or practice has ended, select **End Session** (Unless sessions have been pre-set).
7. Following the game or practice, make sure the CUE+ have been placed back in the bulk charging board and charging. You may keep the system running to download any stored impacts.

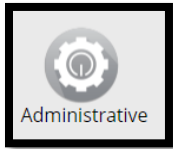


About the Web Platform

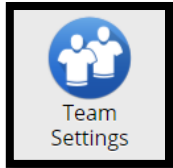
To login to the [AI Web Platform](https://www.AthleteIntelligence.com), select “Log In” on the upper right-hand corner of the Athlete Intelligence website (<https://www.AthleteIntelligence.com>). The Athlete Intelligence Web Platform will work best on a computer and will be used mainly for Team/Player Management and reviewing impact analytics.



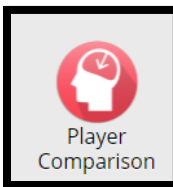
Web Platform Home Screen Icons



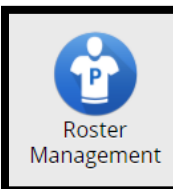
Account, User, and Subscription management tools. Includes menu item to export data from previous sessions.



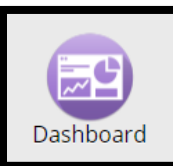
Edit Team info, import rosters, pre-set sessions for games and practices, view/edit previous sessions, and archive old team. Review assigned staff members.



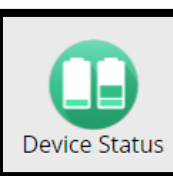
Reporting tool to compare player, session, or position impact data by custom date ranges.



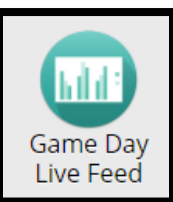
Edit player details like sensor association, moving players to new teams, assigning devices, or bulk editing athlete information.



Additional analytics and reporting tools to analyze team, position, and player trends or behaviors by custom date ranges. Identify top trends by Team, Position, or specific athlete and drill down using filters.

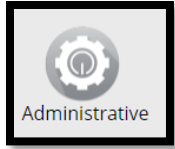


Confirm sensor connectivity and last sync with system. Use the device status page to view charge status and if impacts are still stored on devices.

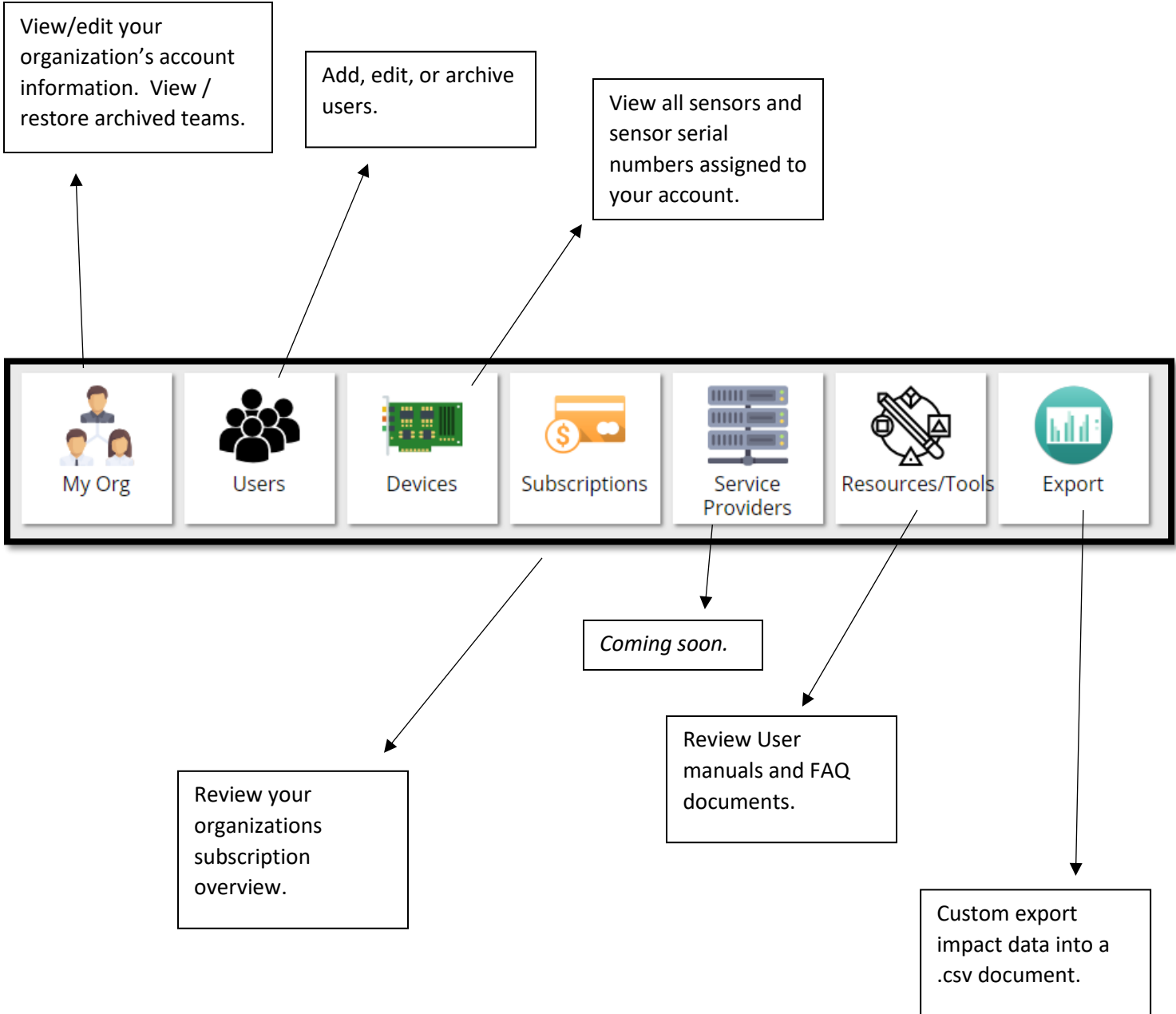


Live stream of impacts during an active session. View all impacts and impacts above threshold. Select the impact to see location and athlete details.

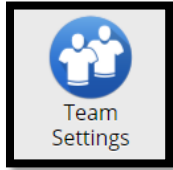
Administrative



Account, User, and Subscription management tools. Includes menu item to export data from previous sessions.



Team Settings



Edit Team info, import rosters, pre-set sessions for games and practices, view/edit previous sessions, and archive old team. Review assigned staff members.

Team name, sport, and level details.

Pre-set practice and game schedule for data collection.

View, create, or edit past sessions. Use this to adjust session times or to display impacts.

Team Name: Football Demo

Team Type: Football

Team Level: High School

Upload Team Logo

Team Threshold Settings

Impact Severity (G-Force): 30

Impact Quantity: 30

Crown Impact Quantity: 10

Time On Field: Coming Soon

Edit Team Info
Import Roster
Pre-Set Sessions
Sessions
View Players
Archive Team

Team Staff

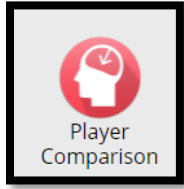
Name	Username	Role Type	Impact Severity Alert	Impact Quantity Alert	Crown Impact Quantity Alert	Temperature Alert	Start Session Alert	
Loren Anderson	loren1	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Edit
James Atterberry	jatterberry5	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Edit
Andrew Golden	andrew00	Admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Edit

Team baseline impact thresholds. These values will determine the minimum threshold for when alert notifications are sent if alerts are turned on for designated users.

View athlete Roster assigned to Team.

Select to Hide this Team.

Player Comparison Reports



Reporting tool to compare player, session, or position impact data by custom date ranges.

Use this report to compare players, position groups, or session type (game vs practice) impact data analytics. View which is driving most quantity of head impacts, most crown of head impacts, and hardest impacts.

Set custom date and time range for the impact data you would like to display.

Compare...
Players
Positions
Session Types

Date Range 6/30/2021, 12:00 AM ~ 7/7/2021, 11:59 PM
 In Session Days Only

Date Range 6/30/2021, 12:00 AM ~ 7/7/2021, 11:59 PM

Comparison

Impact Count Avg Impacts/Player Crown Impact Count Avg G Force

Left Filter Right Filter

Roster Management



Edit player details like sensor association, moving players to new teams, assigning devices, or bulk editing athlete information.

Use the Quick Edit button to quickly update an athlete's jersey number, device, or position.

If an athlete is no longer on the roster and you would like to move their sensor to a new athlete, check the box to the left of the athletes to unassign device.

When going from one season to the next, use the check box to move players to their new team for the new season.

Add Athlete Quick Edit Unassign Devices Move Player							
	<input type="checkbox"/>	Name	Jersey #	Position	Device	Edit	Remove
1	<input type="checkbox"/>	Golden, Andrew	69	TE	AGD - Vector Mouthguard	Edit	Remove Player
2	<input type="checkbox"/>	Jackson, Andrew	92	CB	51F - Vector Mouthguard	Edit	Remove Player
3	<input type="checkbox"/>	Culp, Devin	83	RB	6GGX - CUE	Edit	Remove Player
4	<input type="checkbox"/>	Beavers, Donald	15	DT	6GHR - CUE	Edit	Remove Player
5	<input type="checkbox"/>	Rubens, Gary	69	DE	6RZ - Vector Mouthguard	Edit	Remove Player

First Name:

Middle Name:

Last Name:

Birthdate:

Birth City:

Birth State:

SSN (Last 4):

Email:

[Upload image](#)

Weight:

Neck Size (in.):

Gender:

Custom Threshold (g):

Device:

Equipment:

Team:

Jersey:

Primary Position:

Active Team:

Mark Player As Inactive

* Required field

If player is no longer on the roster, you may remove them from the team.

Edit a player's profile or if injured, mark the athlete as inactive. They will be added to an inactive list and can be restored at any time.

Edit Player

If no athlete profile picture is uploaded, profile picture will default to Team logo.

The form contains the following fields and callouts:

- First Name:** Andrew
- Middle Name:** (empty)
- Last Name:** Ja...
- Birth Date:** 0...
- Birth City:** Seattle
- Birth State:** Washington
- SSN (Last 4):** 1234
- Email:** gary@rootmail.com
- Weight:** 220
- Neck Size (in.):** 0
- Gender:** Male
- Custom Threshold (g):** 35
- Device:** 51F - Vector Mouthguard
- Equipment:** Select Helmet Model...
- Team:** Football Demo
- Jersey:** 92
- Primary Position:** Cornerback
- Active Team:** (with info icon)
- Buttons:** Save, Cancel, Mark Player As Inactive (with info icon)

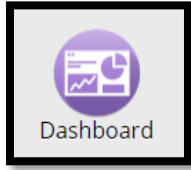
Callouts:

- Upload Image:** Points to the profile picture area.
- Set a custom alert threshold for impact severity (G-Force). If no value is set, value will default to Team Threshold.** Points to the Custom Threshold field.
- Current active Team:** Points to the Team dropdown.
- Athlete Primary Position:** Points to the Primary Position dropdown.
- If a player is injured or sitting out, you may mark them an inactive to remove from reports.** Points to the Mark Player As Inactive button.

Reactivate a player at any time from the bottom of the Roster Management page.

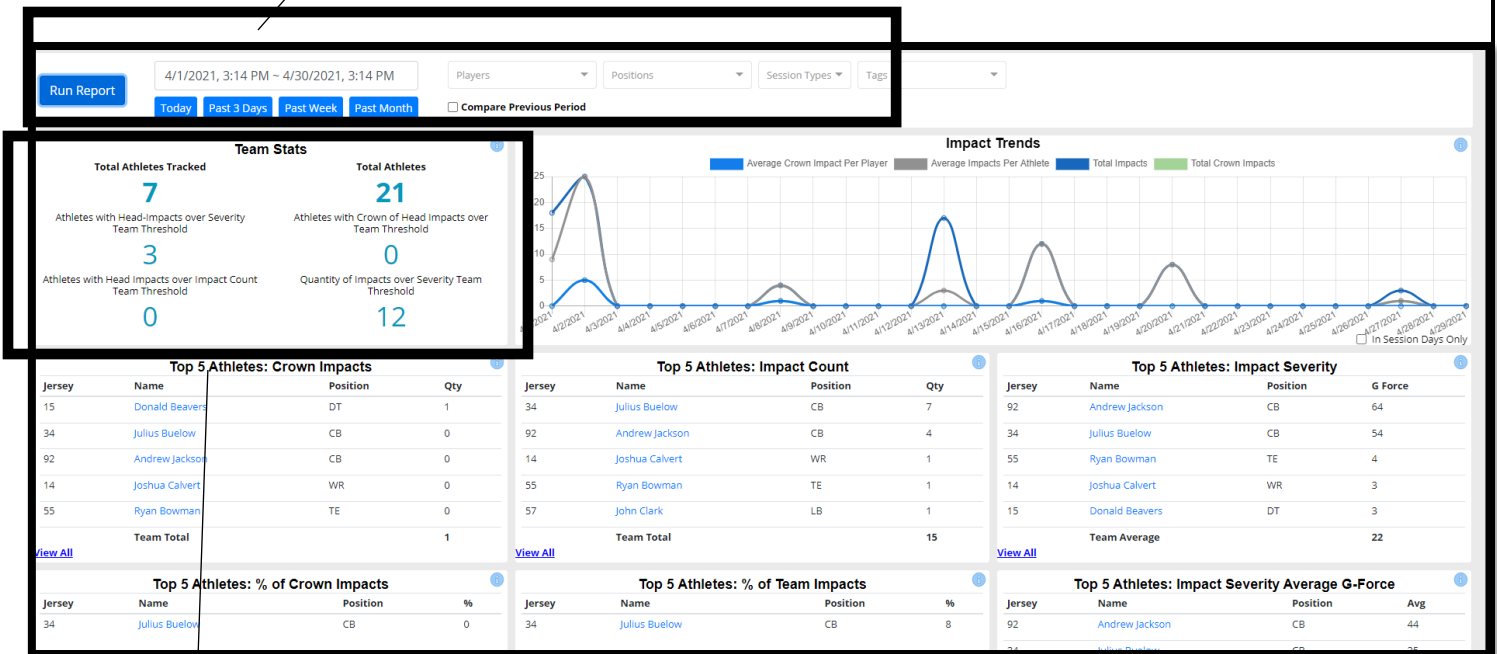
Inactive Players					
Name	Jersey #	Position	Device	Edit	Return
Chin, Jordan	82	CB		Edit	Reactivate Player

Dashboard Reports



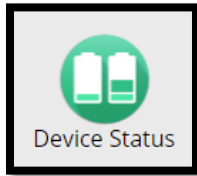
Additional analytics and reporting tools to analyze team, position, and player trends or behaviors by custom date ranges. Identify top trends by Team, Position, or specific athlete and drill down using filters.

Use custom date and time ranges to display head impact data. Use the provided filters to view athlete, position, or session specific data.



Teams Statistics based on your Team Thresholds set from the Team Settings page. Values represent the quantity at or above the thresholds set at the Team level.

Device Status



Confirm sensor connectivity and last sync with system. Use the device status page to view charge status and if impacts are still stored on devices.

Athlete Jersey Number

Connection status. If Green, your CUE+ is connected and active.

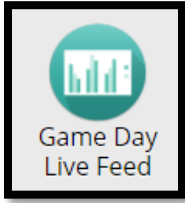
Device Status

#	Active	Player Name	Device	Firmware	Charge Level	Last Sync	Pending Impacts
24		Brown, James	4s3 - Vector Mouthguard	v4.7.0	HIGH	07/07/2021 03:16:50	0
92		Jackson, Andrew	51F - Vector Mouthguard	v4.6.46	HIGH	07/07/2021 03:16:59	0
69		Rubens, Gary	6RZ - Vector Mouthguard	v4.6.46	N/A		
34		Samson, Sam	8UH - Vector Mouthguard	v4.6.46	N/A		
69		Golden, Andrew	AGD - Vector Mouthguard	v4.6.46	N/A		
33		James, Jesse	AJB - Vector Mouthguard	v4.6.46	HIGH	04/27/2021 03:28:38	0

The last time your CUE+ was connected to the system.

Impact quantity stored on your CUE+ needing to be imported.

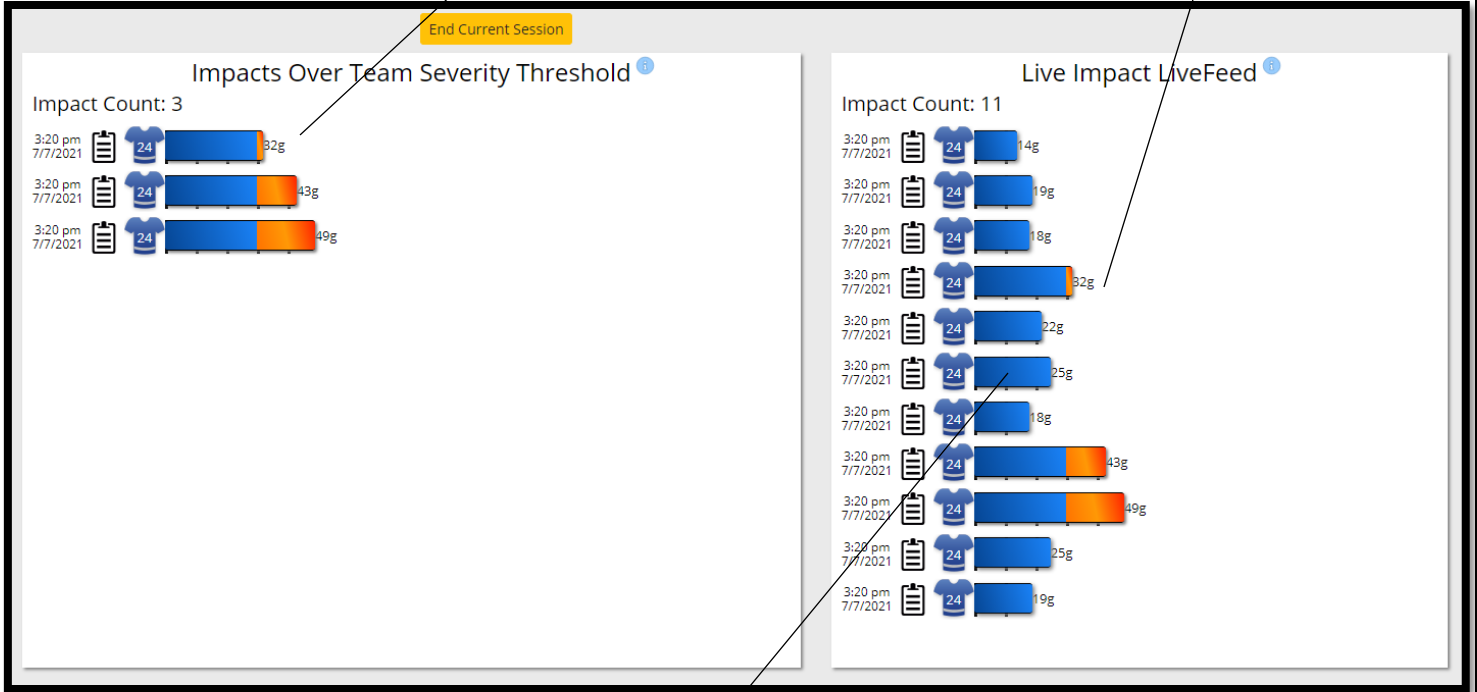
Gameday Live Feed



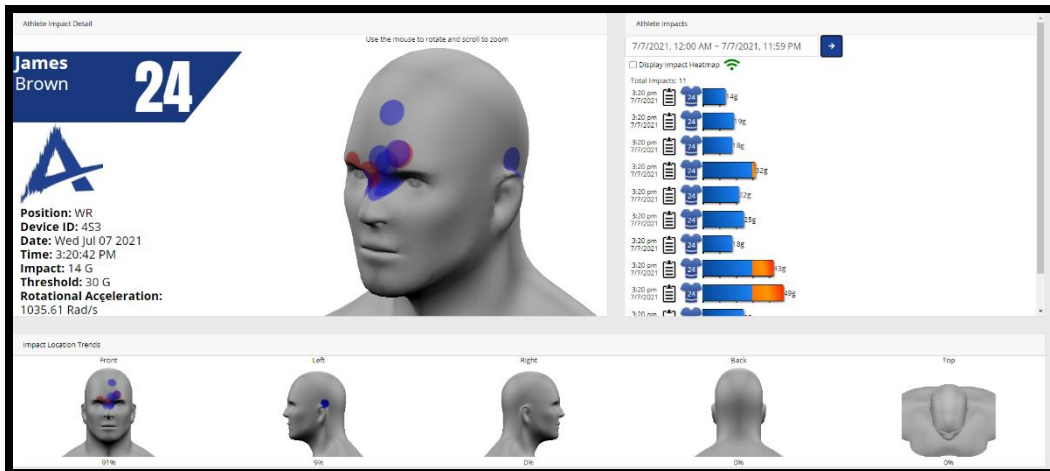
Live stream of impacts during an active session. View all impacts and impacts above threshold. Select the impact to see location and athlete details.

Head impacts at or above your Team Severity threshold. If alerts are turned on, these will generate a notification to your phone.

All impacts from today's session.

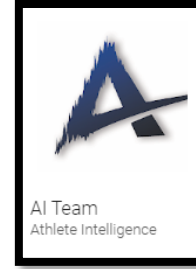


Select an impact to review impact details and athlete impact heat-maps.



About the AI Team Mobile App

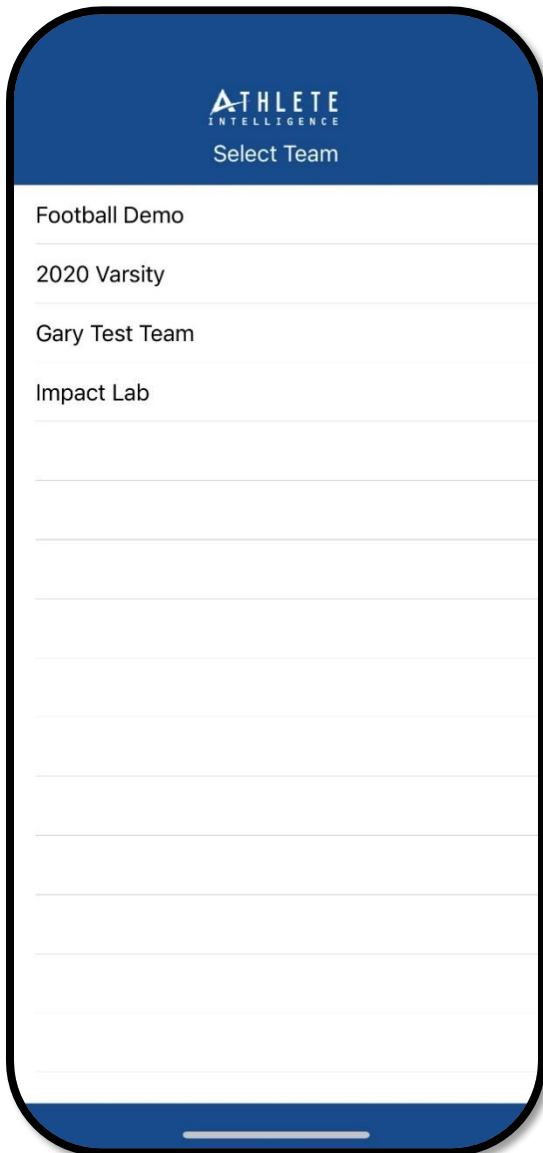
Using either the iOS App store or Google Play store, search for **Athlete Intelligence** or app name, **AI Team**.



The AI Team mobile app is what you will use for basic daily operations like, **starting/ending sessions** (if not pre-set), receiving **alert notifications**, and **viewing live impacts**.

All active users will have access to the mobile and web platform using their designated username and password.

When using the CUE+ system, the main purpose of the mobile app is to receive real-time alerts or look at impact details.



*If your Account has multiple Teams, make sure you select the correct team you wish to activate.

Mobile App Home Screen Icons



Start Session

Selecting the Start Session button will begin the display window for head-impacts collected. Impacts collected outside the start window will still be downloaded but will not be displayed. You may also pre-set sessions in the Web Platform Team Settings.



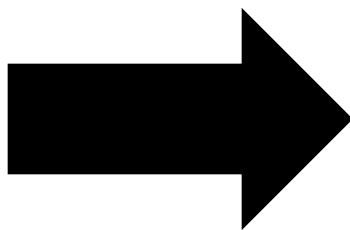
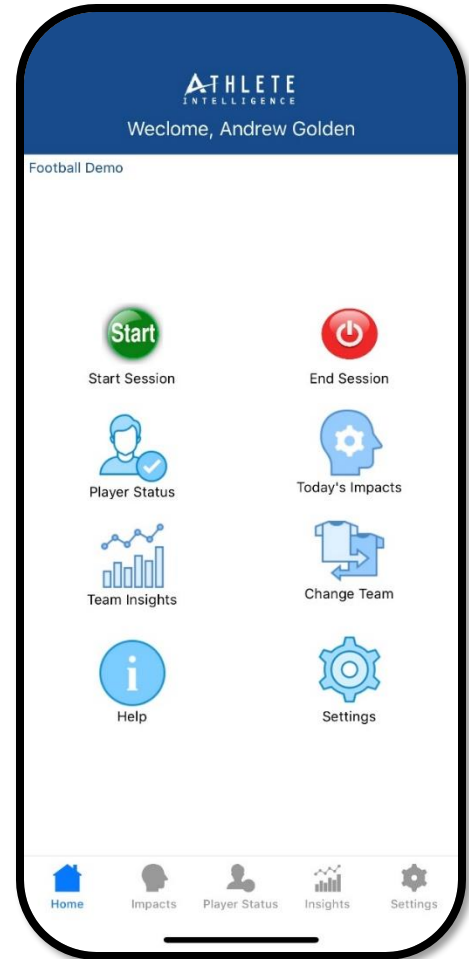
End Session

Use the End Session button once your practice or game has ended. This will close the display window for impacts. When used appropriately, impacts will only be displayed between the Start Session window and End Session window. You may also pre-set sessions in the Web Platform Team Settings.

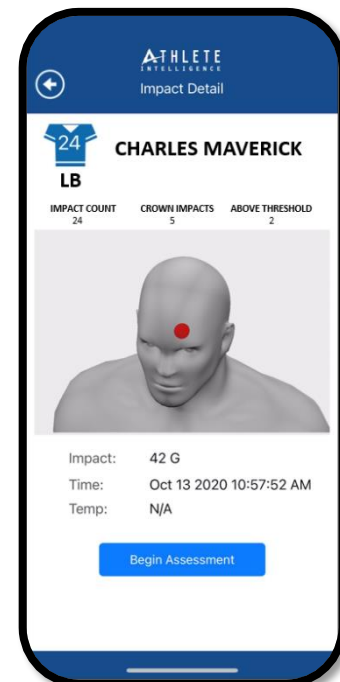


Player Status

The Player Status screen will give you a full display of connected sensors along with battery charge level for each CUE+.



Swipe an impact alert notification or select an impact from the impact stream to see location and added impact details.



Player Status Screen



The Player Status screen will give you a full display of connected sensors along with battery charge level for your CUE+.

The screenshot shows the Athlete Intelligence Player Status screen. At the top, there are 'Connect' and 'Download All' buttons. A search bar contains the text 'name or jersey number'. Below the search bar is a list of athletes with their jersey numbers, positions, connection status, names, device IDs, last sync times, and battery levels. The bottom navigation bar includes Home, Impacts, Player Status, Insights, and Settings.

Jersey Number	Position	Status	Name	Device	Last Sync	Battery
68	DE	Connected	MJ Ale	Devic...	Jul 8 2021 1:13:09 PM	Full
96	DB	Connected	Jacob Bandes	Devic...	Jul 8 2021 1:13:09 PM	Full
15	DT	Connected	Donald Beavers	Devic...	Jul 8 2021 1:13:09 PM	Full
1	DL	Connected	Hunter Bryant	Devic...	Jul 8 2021 1:13:09 PM	Full
29	S	Connected	Terrell Bynum	Devic...	Jul 8 2021 1:13:09 PM	Full
14	WR	Connected	Joshua Calvert	Device: 6GH2	Jul 8 2021 1:13:09 PM	Full
57	LB	Connected	John Clark	Devic...	Jul 8 2021 1:13:09 PM	Full
83	RB	Connected	Devin Culp	Devic...	Jul 8 2021 1:13:09 PM	Full
49	RB	Connected	Jeff James	Devic...	Jul 8 2021 1:13:09 PM	Full
72		Disconnected	Trey Adams	Devic...	Jul 8 2021 1:13:09 PM	Low

Callout boxes provide the following information:

- Search for a specific athlete name or jersey number.** (Points to the search bar)
- Jersey number and position.** (Points to the jersey icon and position code)
- Athlete Name** (Points to the athlete's name)
- Display for connected or disconnected. Connected devices display as green, disconnected devices display as red.** (Points to the status bar)
- Last Sync tells you the last time the sensor communicated with the Athlete Intelligence System.** (Points to the 'Last Sync' timestamp)
- Battery level at time of last sync.** (Points to the battery icon)

Today's Impacts



Today's impact stream will display all collected impacts during your session. Impact data will only be displayed for impacts collected that day.

The screenshot shows the 'Today's Impacts' screen in the Athlete Intelligence app. At the top, there is a refresh icon, the Athlete Intelligence logo, and the title 'Today's Impacts'. Below the title is a search bar with the placeholder text 'name or jersey number' and a list icon. The main content is a list of impact events, each represented by a jersey icon with a number and position, followed by the player's name, jersey number, position, and the impact timestamp. A 'Review' link is provided for each impact, and a clipboard icon is visible on the right side of the list. At the bottom, there is a navigation bar with icons for Home, Impacts, Player Status, Insights, and Settings.

Jersey Number	Position	Name	Timestamp	Action
24	WR	James Brown	Jul 8 2021 1:09:51 PM	Review
24	WR	James Brown	Jul 8 2021 1:09:52 PM	Review
24	WR	James Brown	Jul 8 2021 1:09:53 PM	Review
15	DT	Donald Beavers	Jul 8 2021 1:08:41 PM	Review
24	WR	James Brown	Jul 8 2021 1:09:55 PM	Review
15	DT	Donald Beavers	Jul 8 2021 1:08:34 PM	Review
24	WR	James Brown	Jul 8 2021 1:09:38 PM	Review
24	WR	James Brown	Jul 8 2021 1:09:54 PM	Review
15	DT	Donald Beavers	Jul 8 2021 1:08:37 PM	Review
15	DT	Donald Beavers	Jul 8 2021 1:08:31 PM	Review

Athlete jersey number, position, and name.

Impact severity in G-Force.

Impacts at or above Team severity threshold recommend an assessment.

Timestamp of impact.

Review to see impact location and athlete impact counts for current session.

Frequently Asked Questions

Where can I find the Device ID on the CUE+ Sport Sensor used to associate with my athlete?

The device ID can be found on the back of each CUE+



Why should I store my CUE+ Sport Sensors in the bulk Charging Board?

When the CUE+ Sport Sensors are in the Bulk Charging board and charging, they stay in an “awake” mode. When not charging, the CUE+ Sport Sensors will enter into a “sleep” mode after 15 minutes of no-movement. The CUE+ can be left in helmets and will awake when they sense movement. However you cannot connect to a device when the device is in sleep mode.

Why don't I see any impacts from my practice or game today?

If your devices are charged and connected through your mobile phone before the practice or game, we have your data. Remember, we use **Sessions** to determine when to display data for each of your practices or games. To display the data you've recently downloaded, navigate to the **Team Settings** page and select, **Sessions**. From here you can create your missed session. Once created, your data will display.

How should I request replacements or additional accessories?

Please contact us at support@athleteintelligence.com

What if I cannot get all my CUE Sport Sensors to connect or download?

If you are having a hard time connecting or downloading data from a CUE Sport Sensor, remove the device from the charging board, tap it against your hand to remove it from a possible sleep state, place back on the charger, and retry the connect or download process.

Do I have to use the Start and End session buttons from the mobile app?

No. We recommend using the start/end buttons as it will allow you to capture the true length of a practice or game. You may use the pre-set sessions tool if you decide to not use the start/end session buttons in the mobile app.