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Executive Report

*"Talent hits a target no one else can hit; genius
hits a target no one else can see."*

Arthur Schopenhauer

Executive Summary of the Test

The Athletic Intelligence Quotient (AIQ) is a pre-employment screening tool that captures an elusive and highly sought after aspect of athletic talent, namely athletic intelligence. The term intelligence is not synonymous with terms like knowledge or wisdom. Rather, **intelligence is best defined as one's ability to learn and apply information**, whereas knowledge and wisdom refer to what an individual has already been taught. Intelligence is a highly stable genetic trait and is one of the greatest predictors of success in life. When evaluating elite athletes, knowledge (what athletes know) is very different from intelligence (their ability to learn). For example, consider evaluating two quarterbacks, one from Navy and the other from Florida. Their knowledge is derived from what they have been taught, and is as different as their coach's philosophy and teaching ability. However, with the AIQ, you can still compare their ability to learn and adapt to your specific plays, schemes, and formations. In other words, intelligence is a stable trait that can be compared between athletes, whereas knowledge is determined by many other factors, some of which may hinder your ability to predict the athlete's success within your organization.

The Athletic Intelligence Quotient (AIQ) assesses the innate cognitive abilities that are most utilized in attaining, developing, and applying athletic skills, strategies, and tactics. The AIQ provides quantifiable data regarding the athlete's sport-performance specific intellectual abilities, just as the 40 yard dash quantifies speed and the number of squat reps quantifies strength.

Full Scale Score (FS-AIQ)

The Full Scale AIQ (FS-AIQ) is based on a combination of all nine subtest scores and is considered the best overall estimate of intellectual functioning pertinent to professional athletics. An athlete with a high Full Scale score has strong mental abilities that enable him to have a greater sense of the football field, to learn and remember plays more efficiently, and to react more quickly than athletes with lower Full Scale Scores.

Visual Memory and Retrieval (VMR)

The Visual Memory Retrieval factor assesses a person's ability to effectively store visual information into long-term memory and then retrieve that information later through association. Athletes who score high on this factor will be more efficient at digesting the playbook and its in-season variations as well as make in-game adjustments. For example, Visual Memory and Retrieval is when an offensive lineman recognizes the defensive play about to be executed from studying formation photographs.

Visual Processing Speed (VPS)

The Visual Processing Speed factor is designed to measure an athlete's speed and accuracy of visual perception and organization, simultaneous processing, and spatial scanning. Ultimately, these tasks require athletes to mentally organize visual information rapidly, under time constraint. An example of Visual Spatial Processing is when an athlete quickly scans a visual field and identifies the shortest route from a starting point to an ending point. In football, this ability would be important for a linebacker who must determine the best route when pursuing and tackling the ball carrier.

Reaction Time (RT)

The Reaction Time factor is designed to measure the speed with which individuals can respond to the presentation of a stimulus. It also assesses an athlete's ability to make snap judgments to detect differences or compare information. These tasks require athletes to sustain attention, concentrate, and exert mental control. An example of Reaction Time is when an athlete sees an opportunity for a very brief period of time and decides whether to act on what they saw. In football, this ability would be important for a defensive back who witnesses subtle cues such as the opposing wide receiver reacting to a pass thrown their way. The quicker the defensive back correctly identifies, anticipates, and adjusts to the wide receiver initiating a catch the more effective the defensive back would be in blocking or intercepting the pass.

For a more in-depth analysis and report on individual players, please contact:

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(347) 685-7393
bowman@athleticintel.com



Offensive Linemen

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXX	105	122	89	110
XXXXXXXXXXXXXXXX	121	114	126	122
XXXXXXXXXXXXXXXX	104	103	113	89
XXXXXXXXXXXXXXXX	97	113	96	72
XXXXXXXXXXXXXXXX	96	111	102	64
XXXXXXXXXXXXXXXX	116	101	125	119
XXXXXXXXXXXXXXXX	98	87	111	91
XXXXXXXXXXXXXXXX	108	117	103	101

Score Key: **Green** = Identified Significant Strength; **Red** = Identified Significant Weakness; **Bold print** = Highest Score for the Position

Classification	Very Low	Low	Low Average	Average	High Average	Superior	Very Advanced
Score	Below 70	70-79	80-89	90-109	110-119	120-129	Above 130

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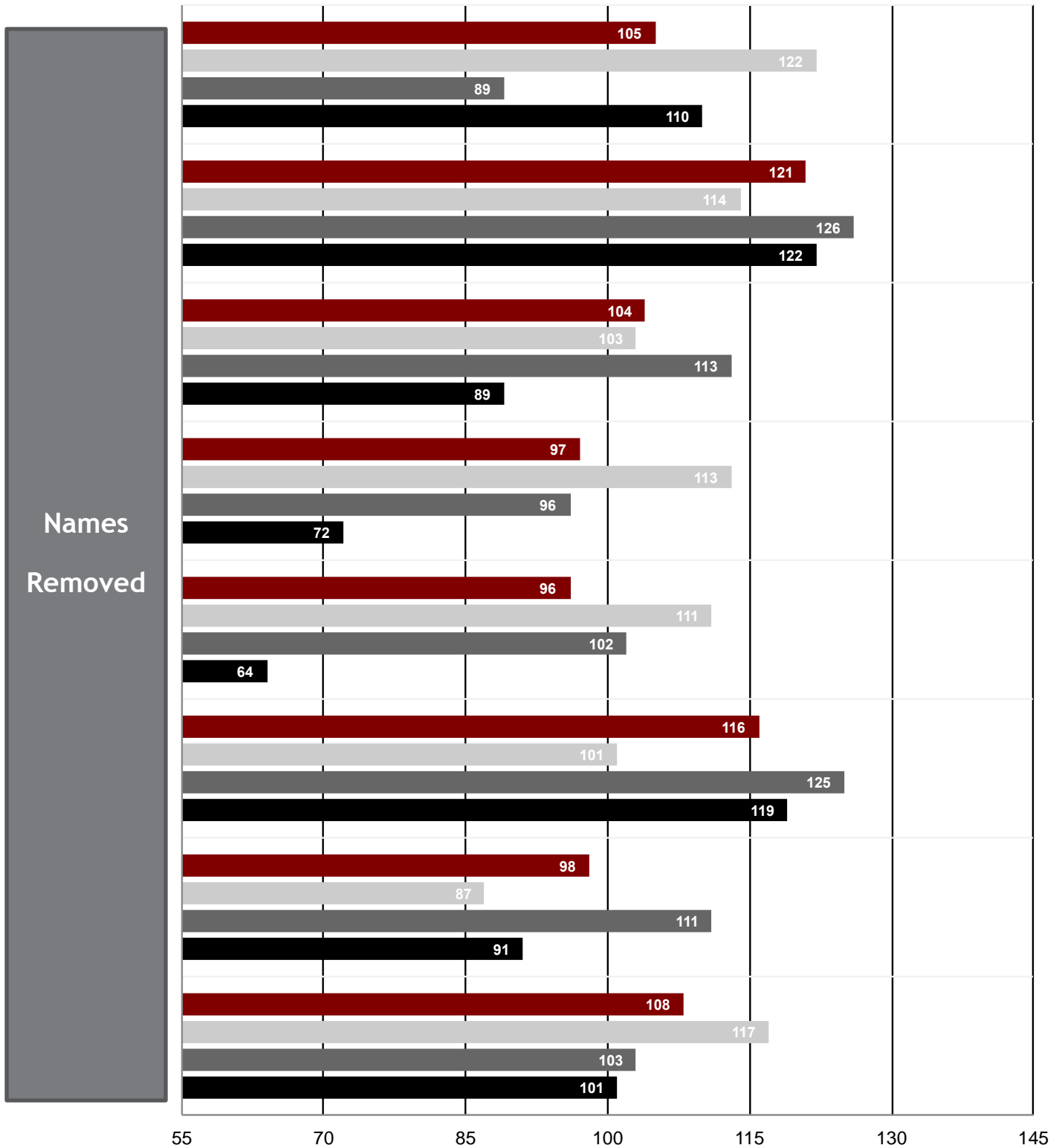
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■ Full Scale AIQ
 ■ Visual Memory and Retrieval
 ■ Visual Processing Speed
 ■ Reaction Time





Running Backs

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXX	103	91	115	95
XXXXXXXXXXXXXXXX	90	87	99	77
XXXXXXXXXXXXXXXX	115	132	106	106
XXXXXXXXXXXXXXXX	104	103	102	110
XXXXXXXXXXXXXXXX	93	100	85	97
XXXXXXXXXXXXXXXX	106	127	89	107
XXXXXXXXXXXXXXXX	100	107	98	94
XXXXXXXXXXXXXXXX	97	87	101	103
XXXXXXXXXXXXXXXX	98	92	95	111

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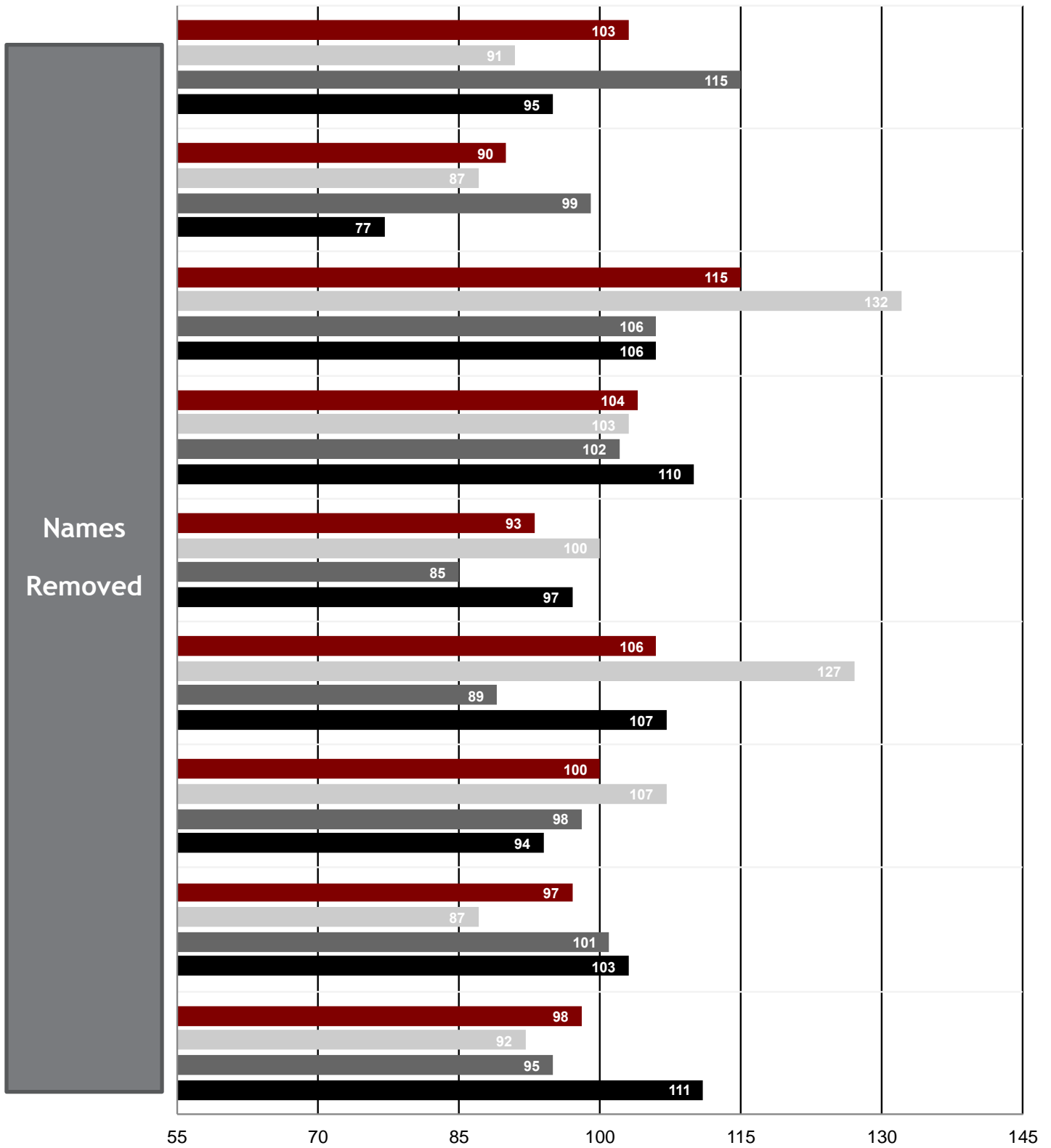
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Tight Ends

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXX	98	100	98	94
XXXXXXXXXXXXXXXX	104	101	105	104
XXXXXXXXXXXXXXXX	102	90	112	99
XXXXXXXXXXXXXXXX	109	115	103	112
XXXXXXXXXXXXXXXX	98	97	100	97
XXXXXXXXXXXXXXXX	95	88	100	---
XXXXXXXXXXXXXXXX	87	90	89	81

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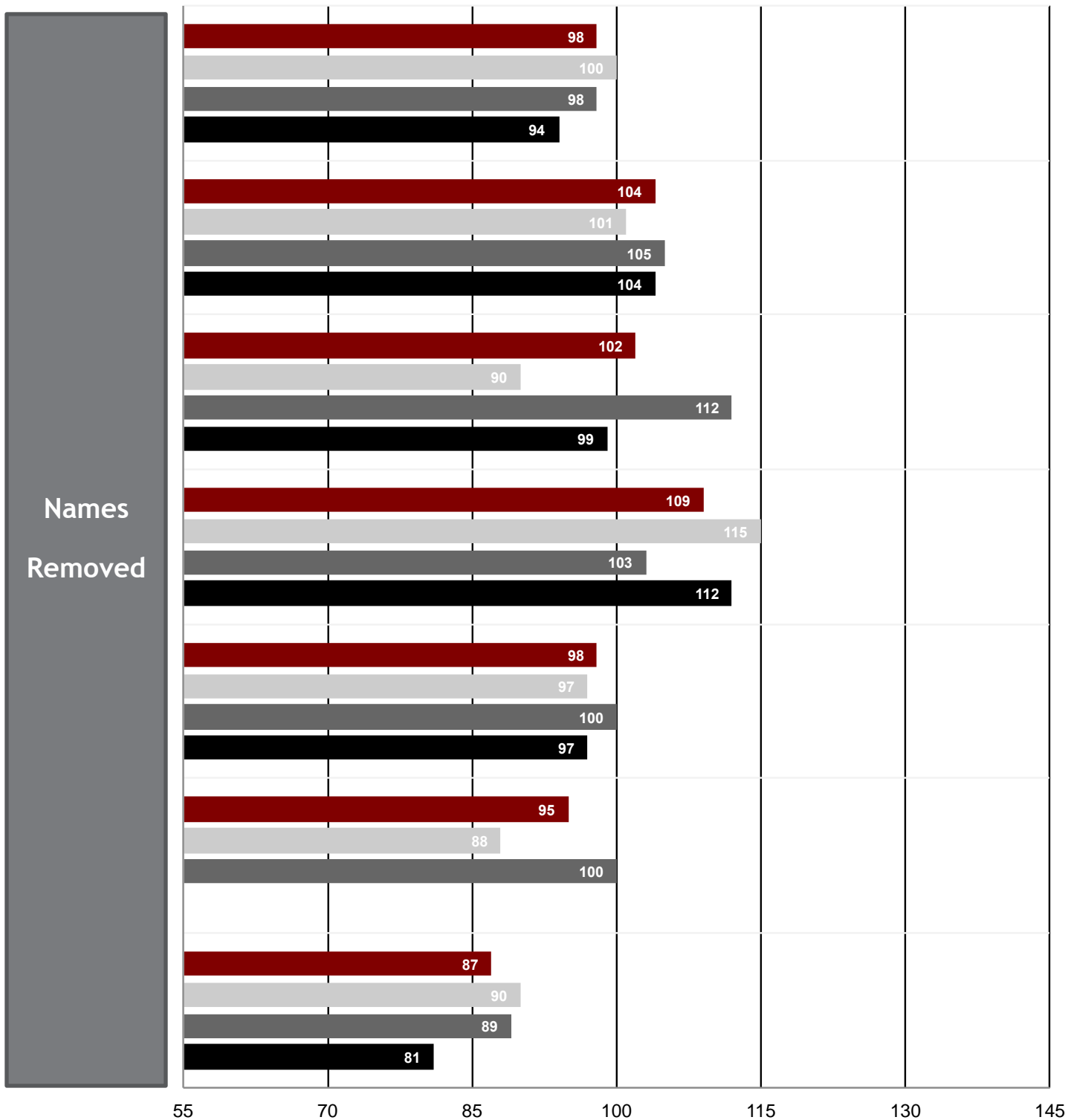
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Wide Receivers

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXXXX	107	113	104	99
XXXXXXXXXXXXXXXXXX	91	83	93	97
XXXXXXXXXXXXXXXXXX	102	99	97	117
XXXXXXXXXXXXXXXXXX	94	81	105	89
XXXXXXXXXXXXXXXXXX	94	89	95	101
XXXXXXXXXXXXXXXXXX	95	83	104	---
XXXXXXXXXXXXXXXXXX	90	98	83	94
XXXXXXXXXXXXXXXXXX	86	90	93	67
XXXXXXXXXXXXXXXXXX	80	82	83	62
XXXXXXXXXXXXXXXXXX	100	94	103	105
XXXXXXXXXXXXXXXXXX	96	97	99	89
XXXXXXXXXXXXXXXXXX	100	84	107	111
XXXXXXXXXXXXXXXXXX	91	109	73	100
XXXXXXXXXXXXXXXXXX	90	86	90	90
XXXXXXXXXXXXXXXXXX	106	120	90	119
XXXXXXXXXXXXXXXXXX	104	108	104	96
XXXXXXXXXXXXXXXXXX	98	113	102	66
XXXXXXXXXXXXXXXXXX	89	83	82	112

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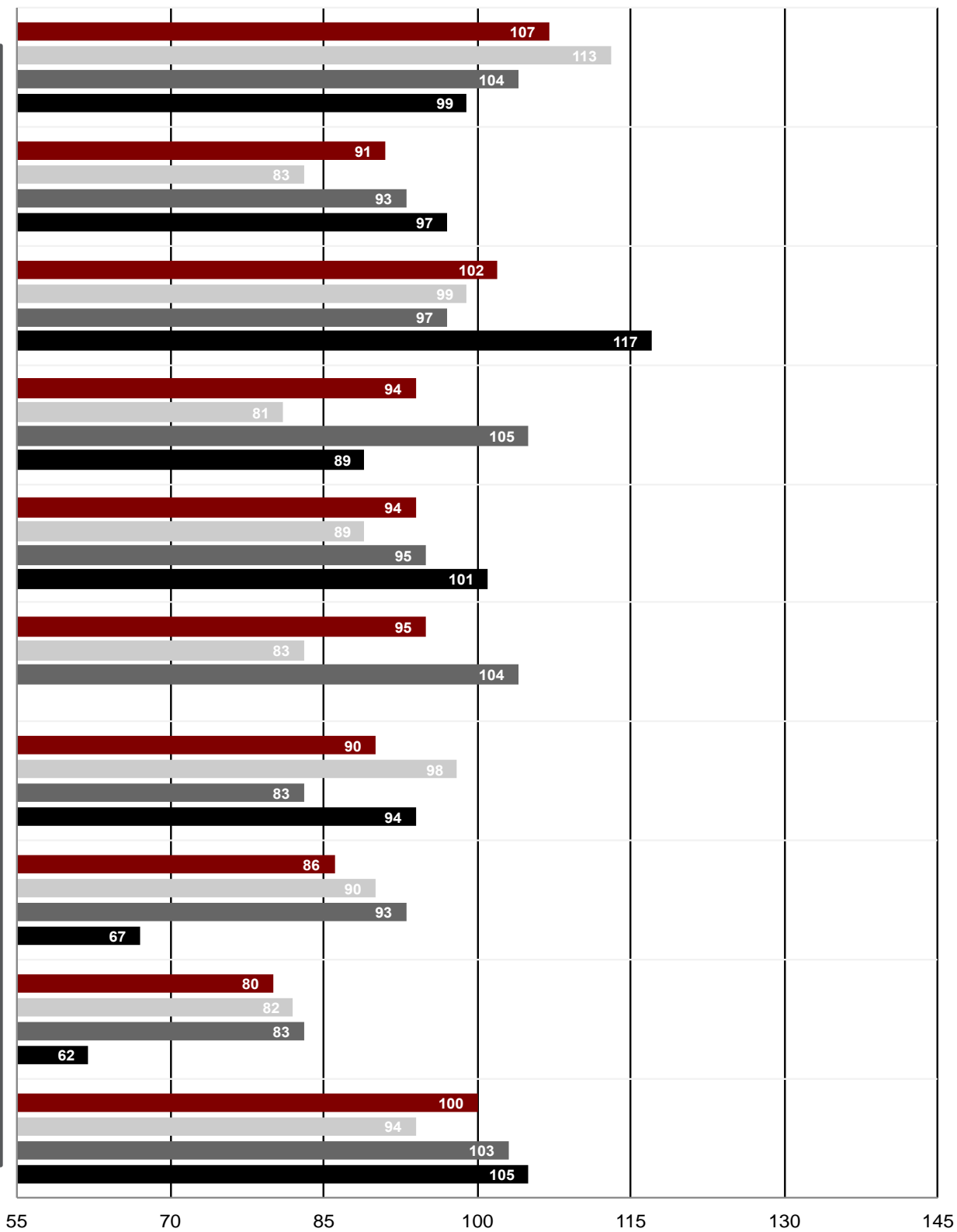
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Reaction Time (RT)

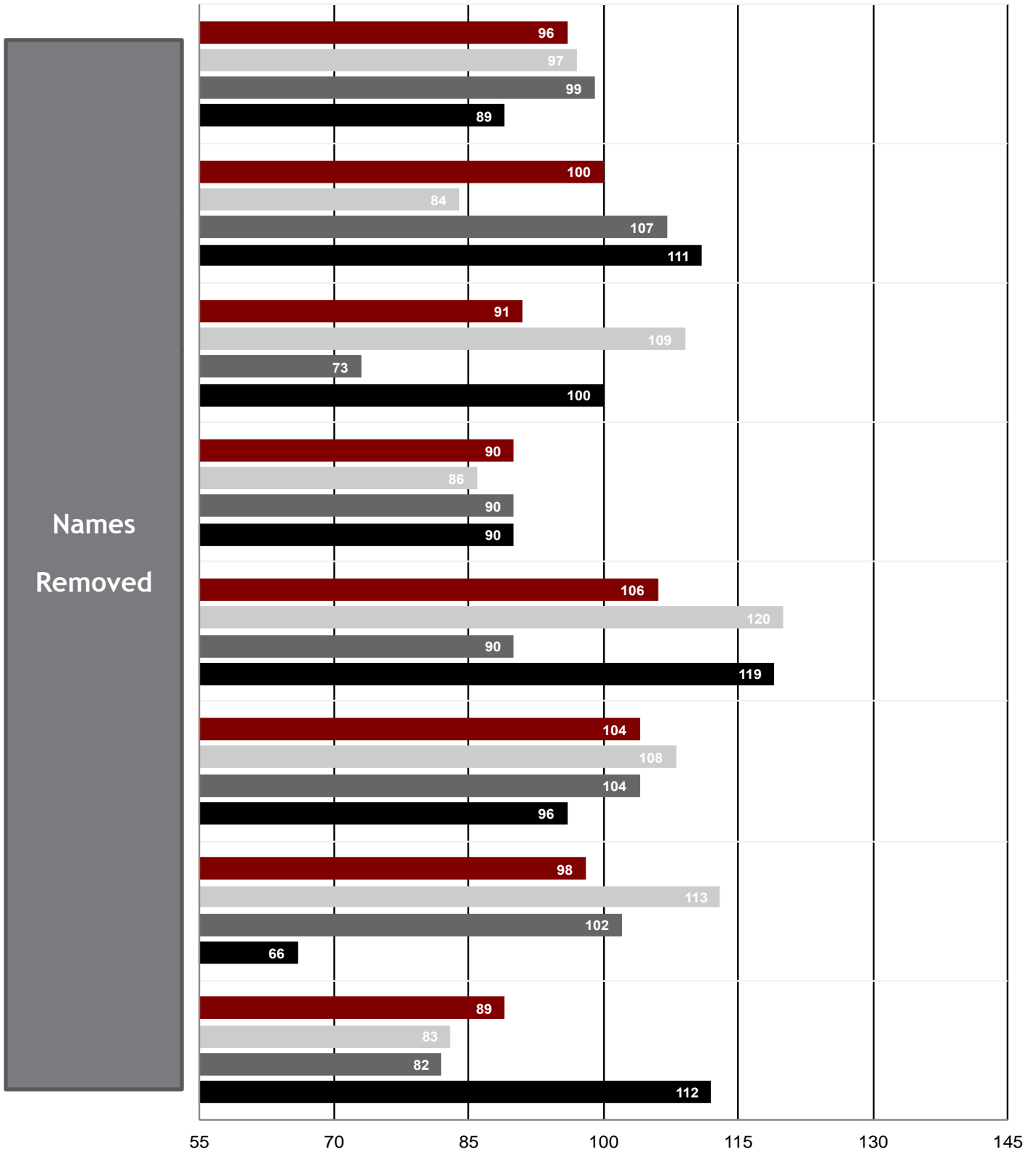
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■ Full Scale AIQ
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 ■ Visual Processing Speed
 ■ Reaction Time

Names Removed



■ Full Scale AIQ
 ■ Visual Memory and Retrieval
 ■ Visual Processing Speed
 ■ Reaction Time



Defensive Backs

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXX	100	103	99	97
XXXXXXXXXXXXXXXX	96	102	96	86
XXXXXXXXXXXXXXXX	115	113	118	113
XXXXXXXXXXXXXXXX	107	102	103	120
XXXXXXXXXXXXXXXX	98	86	102	109
XXXXXXXXXXXXXXXX	86	100	78	78
XXXXXXXXXXXXXXXX	98	108	91	96
XXXXXXXXXXXXXXXX	94	80	105	95
XXXXXXXXXXXXXXXX	107	107	103	113
XXXXXXXXXXXXXXXX	106	104	105	110
XXXXXXXXXXXXXXXX	99	91	100	110
XXXXXXXXXXXXXXXX	95	85	97	109
XXXXXXXXXXXXXXXX	89	92	92	79
XXXXXXXXXXXXXXXX	100	100	102	97
XXXXXXXXXXXXXXXX	103	103	106	99
XXXXXXXXXXXXXXXX	106	111	107	95
XXXXXXXXXXXXXXXX	103	95	107	106
XXXXXXXXXXXXXXXX	91	79	88	117
XXXXXXXXXXXXXXXX	99	102	89	116
XXXXXXXXXXXXXXXX	115	127	110	107
XXXXXXXXXXXXXXXX	108	96	121	100
XXXXXXXXXXXXXXXX	99	88	100	113
XXXXXXXXXXXXXXXX	109	112	102	117

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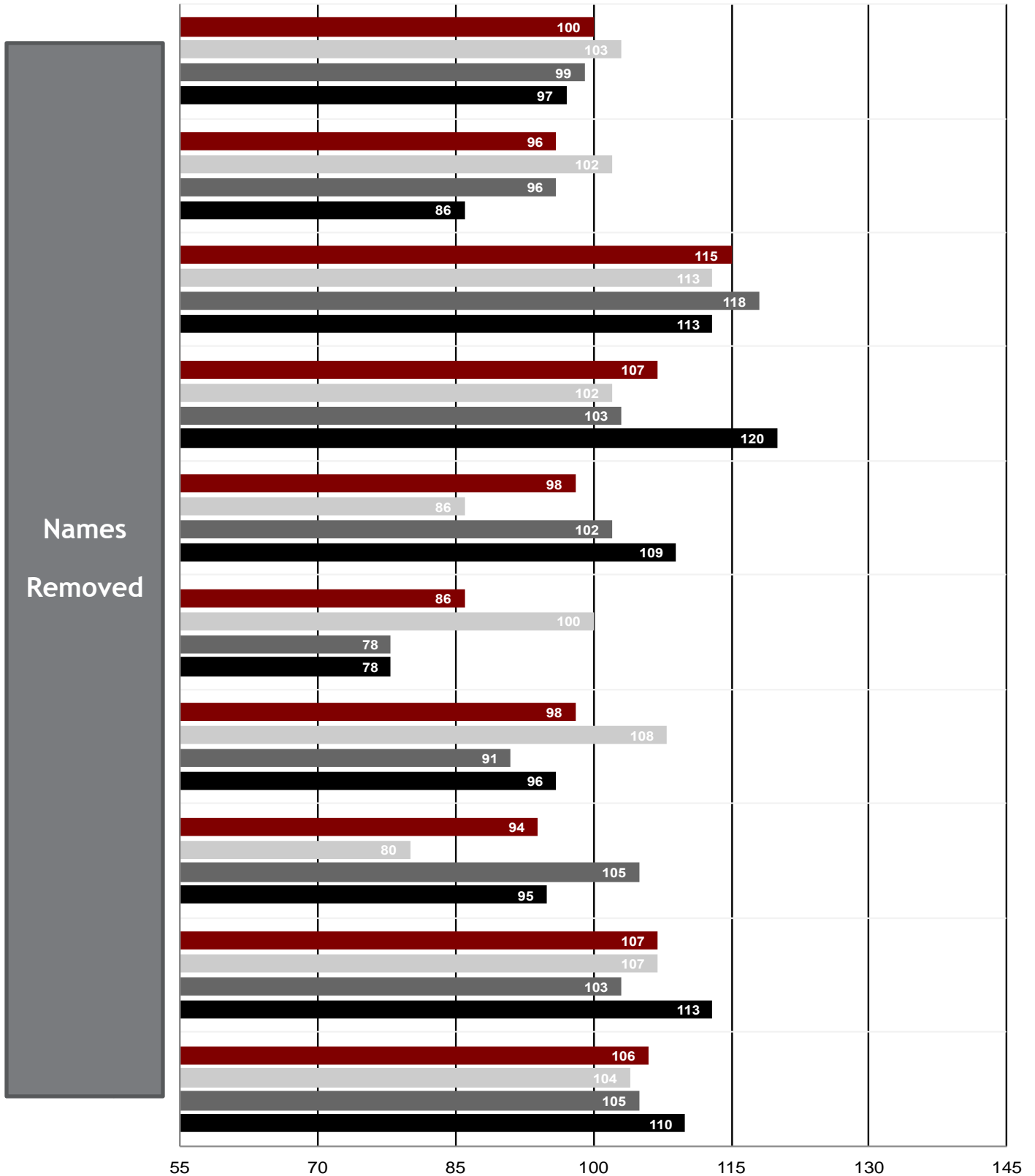
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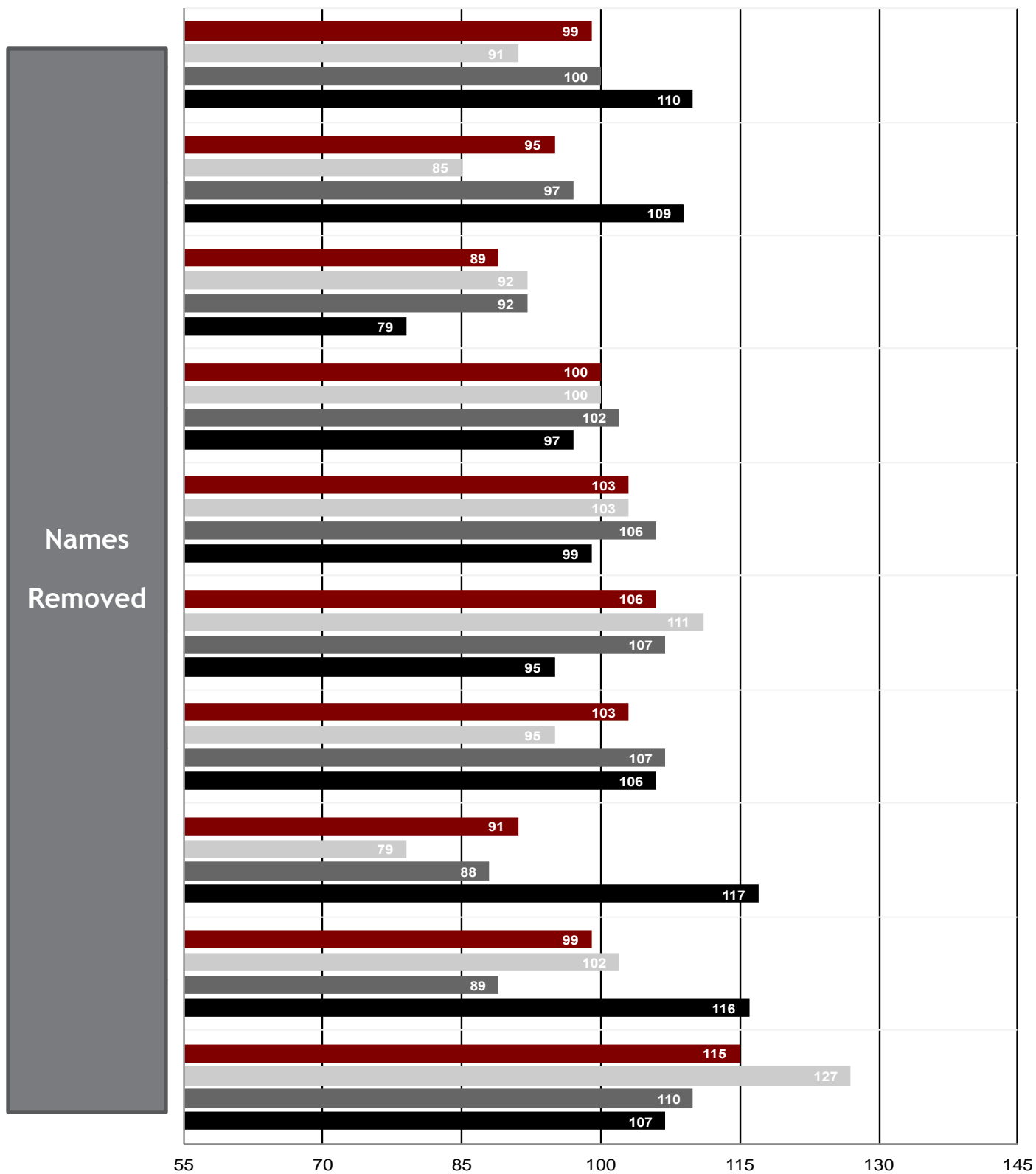
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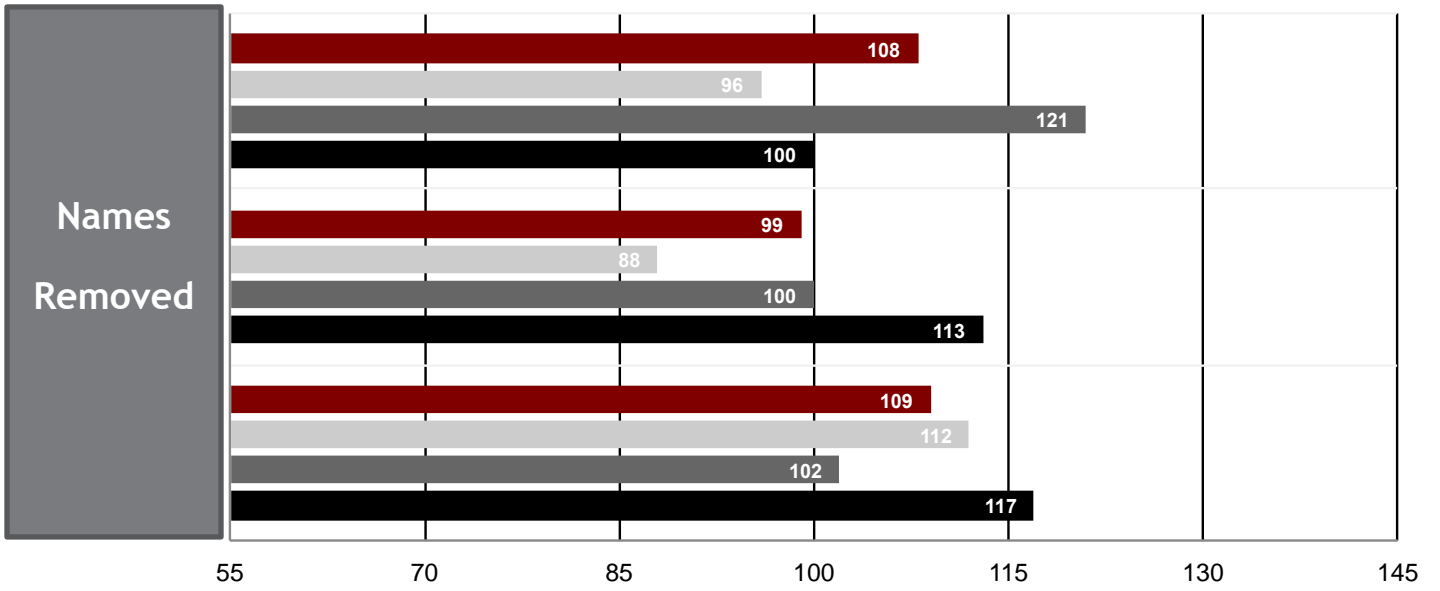
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Defensive Linemen

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXXXX	104	119	91	105
XXXXXXXXXXXXXXXXXX	84	90	86	74
XXXXXXXXXXXXXXXXXX	109	108	112	103
XXXXXXXXXXXXXXXXXX	81	82	86	70
XXXXXXXXXXXXXXXXXX	106	95	110	113
XXXXXXXXXXXXXXXXXX	98	100	95	102
XXXXXXXXXXXXXXXXXX	88	87	83	102
XXXXXXXXXXXXXXXXXX	97	87	101	104
XXXXXXXXXXXXXXXXXX	109	110	109	108
XXXXXXXXXXXXXXXXXX	103	101	107	97
XXXXXXXXXXXXXXXXXX	91	87	92	97
XXXXXXXXXXXXXXXXXX	100	101	108	80
XXXXXXXXXXXXXXXXXX	100	95	99	109
XXXXXXXXXXXXXXXXXX	95	85	96	106
XXXXXXXXXXXXXXXXXX	113	114	110	116
XXXXXXXXXXXXXXXXXX	103	114	103	87
XXXXXXXXXXXXXXXXXX	104	118	90	112
XXXXXXXXXXXXXXXXXX	93	94	93	92

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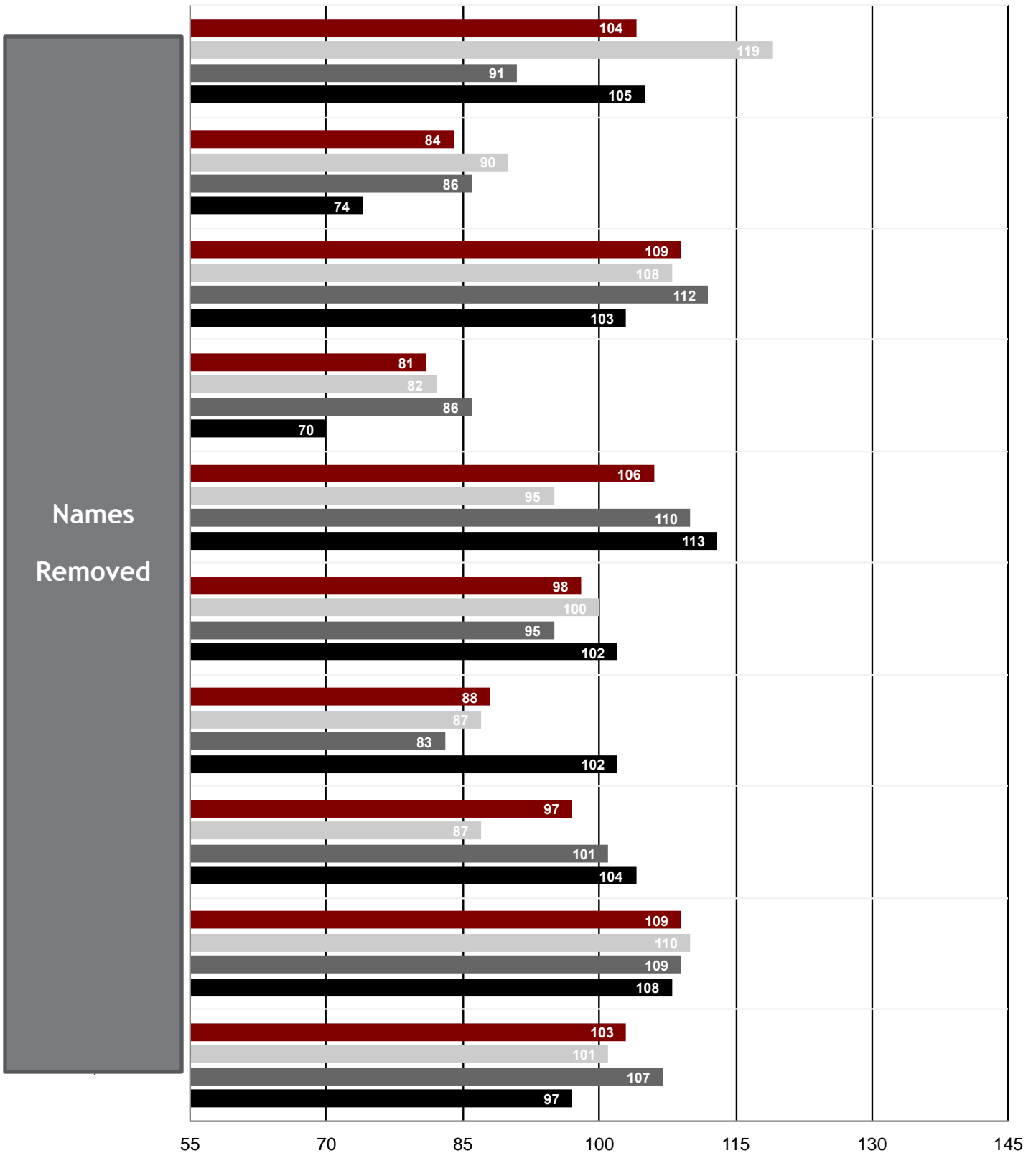
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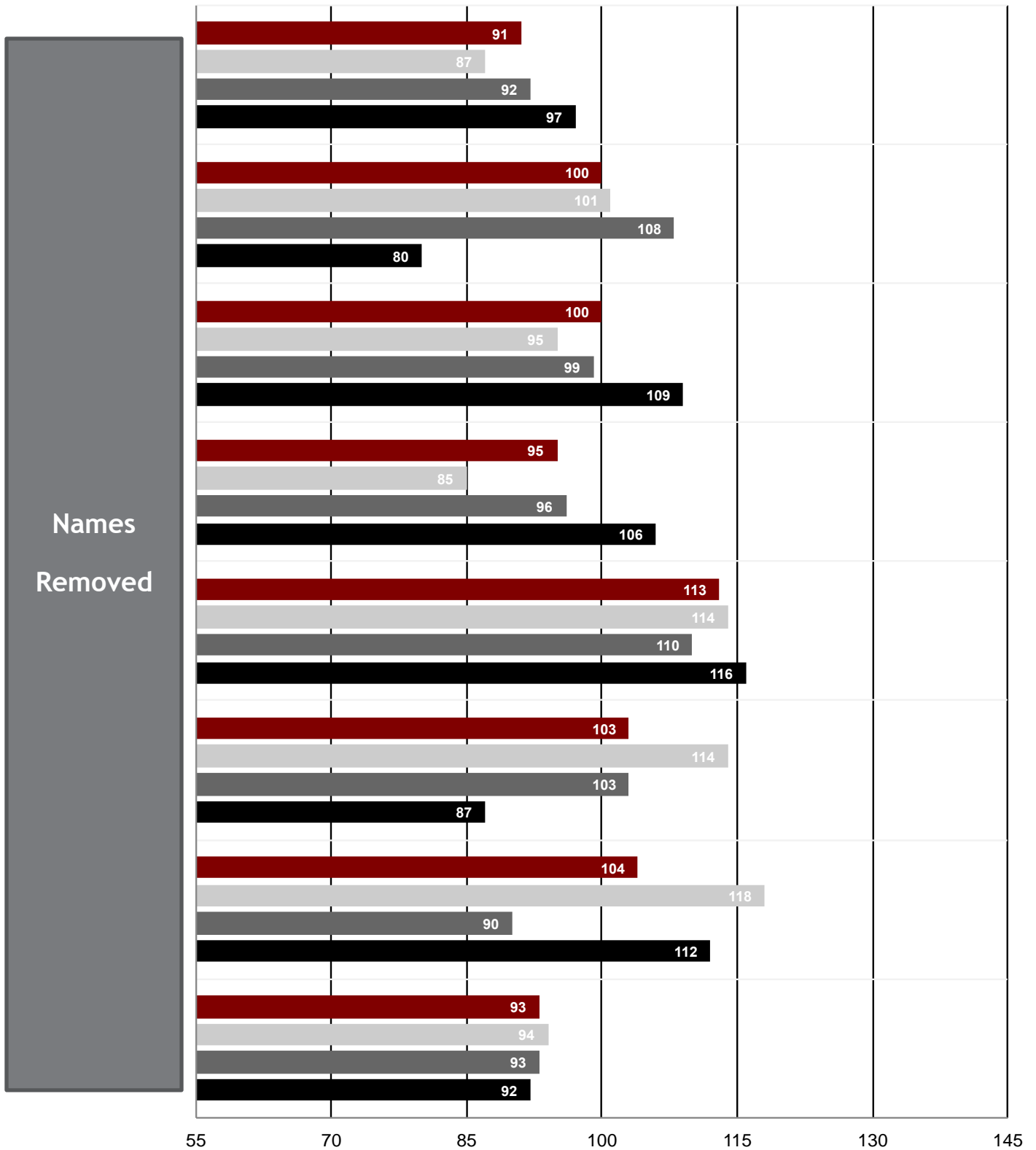
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Linebackers

Name	Full Scale AIQ	Visual Memory and Retrieval	Visual Processing Speed	Reaction Time
XXXXXXXXXXXXXXXX	106	116	102	102
XXXXXXXXXXXXXXXX	107	111	110	96
XXXXXXXXXXXXXXXX	98	94	103	92
XXXXXXXXXXXXXXXX	103	107	101	99
XXXXXXXXXXXXXXXX	105	99	104	118
XXXXXXXXXXXXXXXX	102	109	101	92
XXXXXXXXXXXXXXXX	104	101	105	112
XXXXXXXXXXXXXXXX	102	95	104	106
XXXXXXXXXXXXXXXX	108	91	115	121
XXXXXXXXXXXXXXXX	101	108	96	103

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