

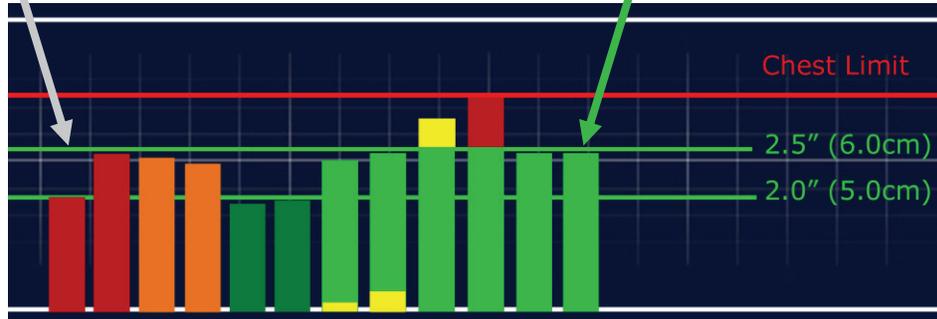
## Colors in Compression

You will see colored bars when doing compression  
This shows Depth, Rate, and Recoil

If the bars are NOT all bright green, corrections are needed

**Target Depth:** Between the two green lines

**Target Color:** **Bright Green** = Correct Depth, Rate, and Recoil



**Red** = Rate is too slow

**Orange** = Rate is too fast

**Dark green** = Rate is correct,  
but incorrect depth

**Red on Top** = You hit the spine

**Yellow on Top** = Too deep but not hitting spine

**Yellow on Bottom** = Non-release of the chest