# # 8 Richards Darrion

## DATA

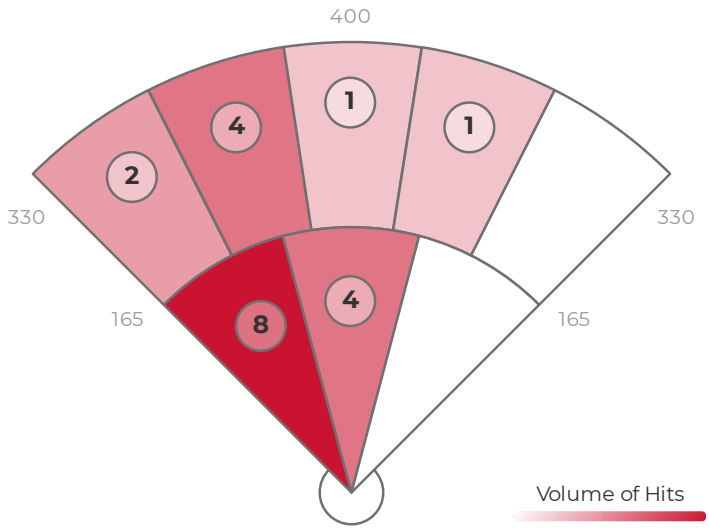
| | AVG | MAX | HARD HIT AVG |
|---|---|---|---|
| EXIT VELO | 82.6 | 97.1 | 91.0 |
| L. ANGLE | 12.1 | 45.8 | 11.6 |
| DIRECTION | -20.7 | 23.2 | -25.5 |
| DISTANCE | 150 | 324 | 159 |
| SPIN RATE | 1722 | 3676 | 1446 |

| | |
|---|---|
| BATTING AVG | .381 |
| XWOBA | .503 |
| SLUGGING | .550 |
| HARD HIT % | 42.9% |
| BOMBS % | 9.5% |
| ROPES % | 9.5% |

## RAPSCORE

R38
PRO

R68
HIGH SCHOOL




## ZONE BREAKDOWN

| Zone | Volume of Hits | AVG LA | AVG EV | AVG RPM | AVG Distance |
|---|---|---|---|---|---|
| PULL | 1/20 | 30 | 72 | 1800 | 223 |
| MIDDLE | 5/20 | 8 | 74 | 1821 | 114 |
| OPPO | 14/20 | 14 | 87 | 1673 | 168 |

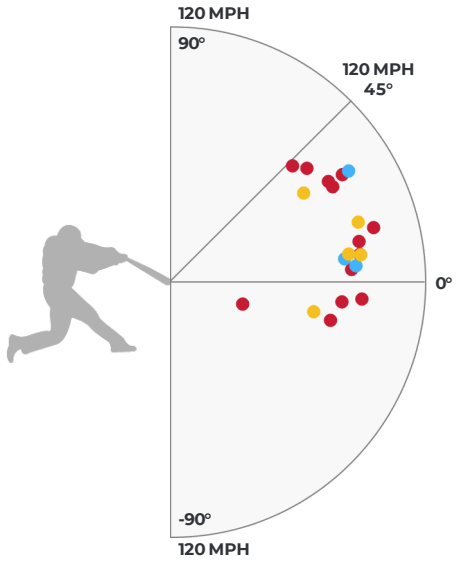
## HIT OUTCOME

| Single | Double | Triple | Home Run | Field Out |
|---|---|---|---|---|
| 23.8% | 14.3% | 0% | 0% | 61.9% |

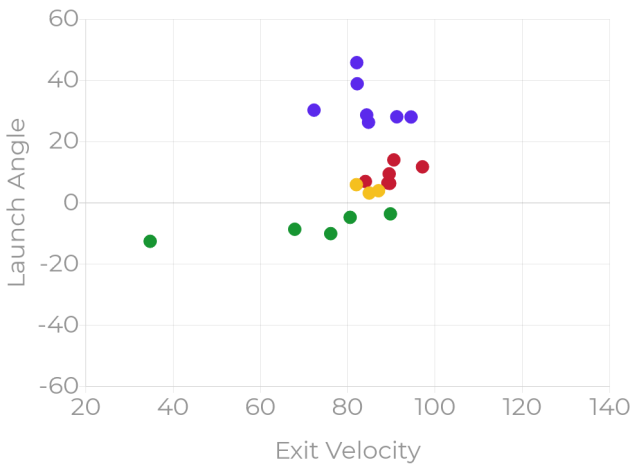
## HIT CLASSIFICATIONS

| Dribbler | Ground | Low Line | High Line | Fly Ball | Pop Up |
|---|---|---|---|---|---|
| 23.8% | 14.3% | 28.6% | 0% | 33.3% | 0% |

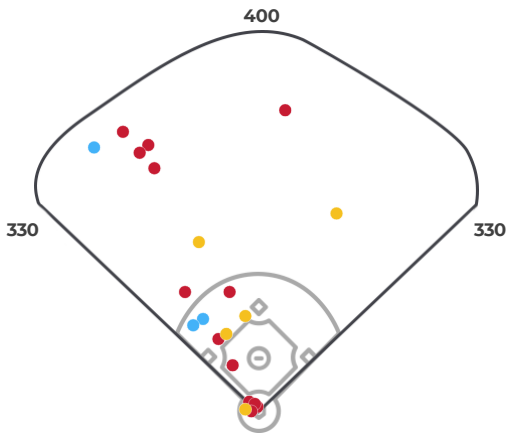
## HIT OUTCOME VS LA & EV



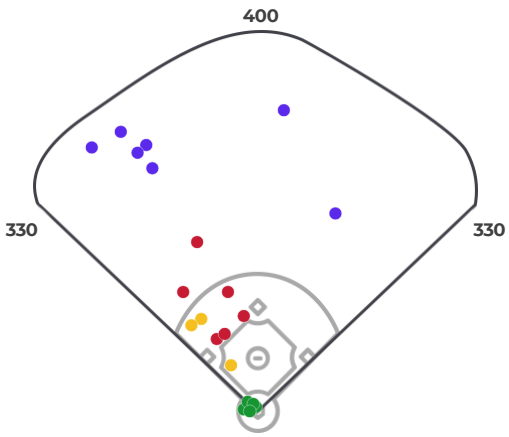

## HIT CLASSIFICATIONS VS LA & EV




## HIT OUTCOME



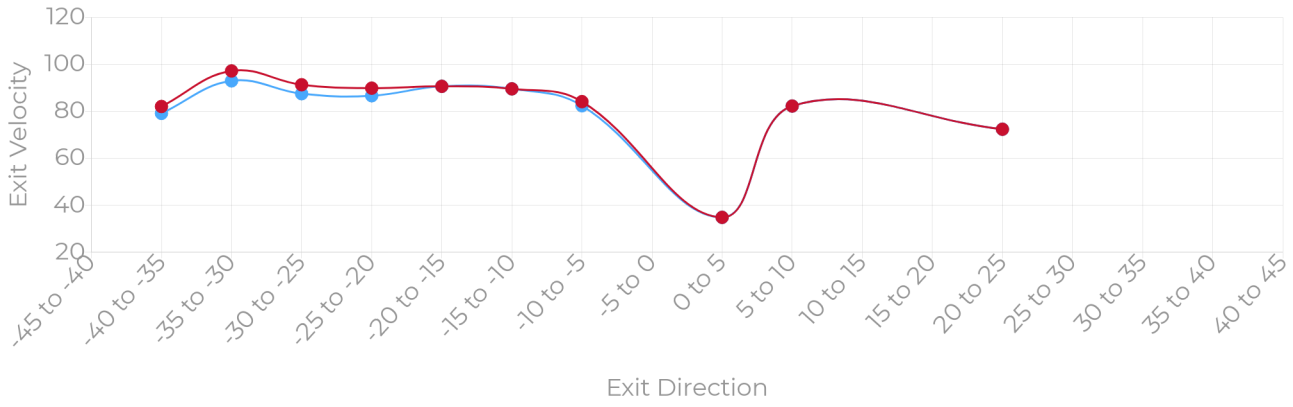

## HIT CLASSIFICATIONS



Max EV Avg EV

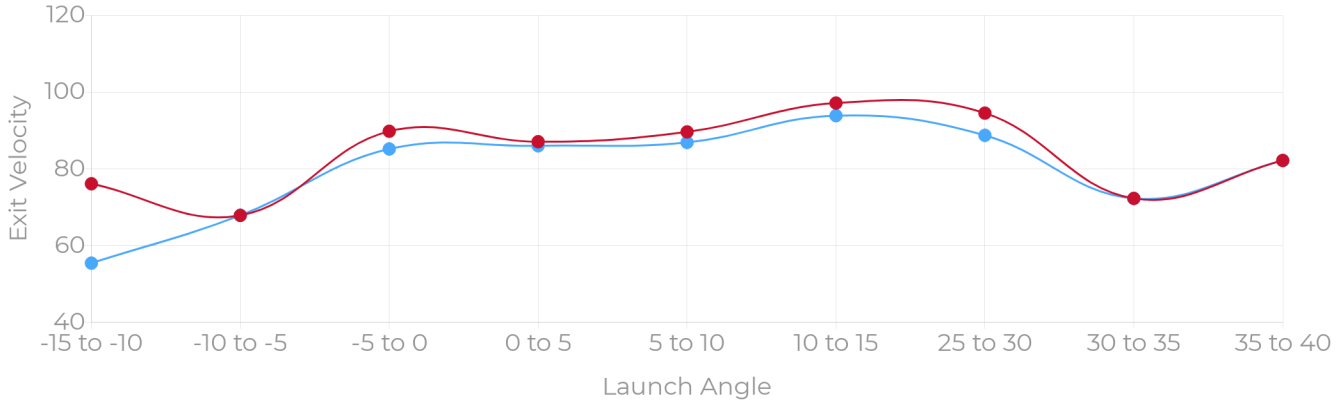
## MAX EV, AVG EV BY EXIT DIRECTION

*Exit velocities are shown for all balls in play within the listed exit direction ranges.*



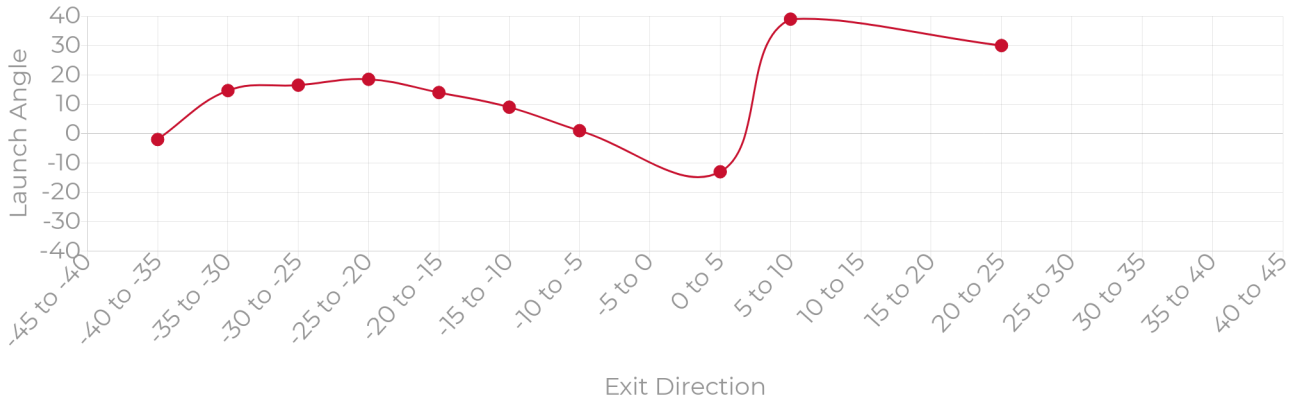

## MAX EV, AVG EV BY LAUNCH ANGLE

*Exit velocities are shown for all balls in play within the listed launch angle ranges.*



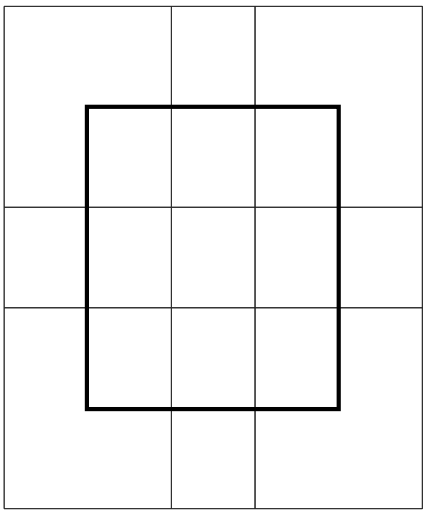

## LAUNCH ANGLE BY EXIT DIRECTION

*Average launch angles are shown for all balls in play within the listed exit direction ranges.*



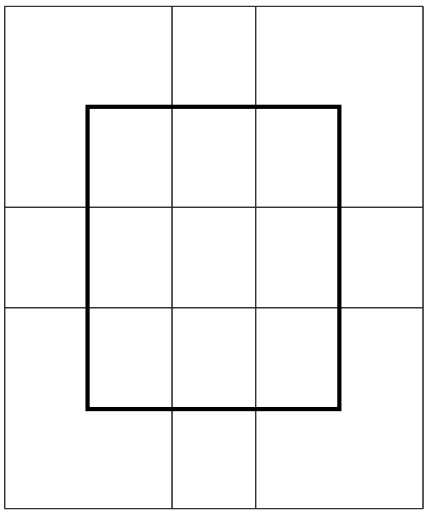
# STRIKE ZONE BREAKDOWN

## LAUNCH ANGLE

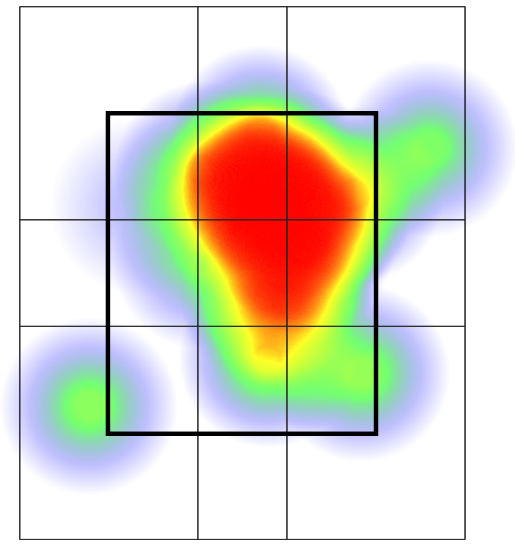


| | | AVG EV | AVG LA |
|---|---|---|---|
| HORIZONTAL | INNER THIRD | 0 | 0 |
| | MIDDLE THIRD | 0 | 0 |
| | OUTER THIRD | 0 | 0 |
| VERTICAL | UPPER THIRD | 0 | 0 |
| | MIDDLE THIRD | 0 | 0 |
| | LOWER THIRD | 0 | 0 |

## SPIN RATE

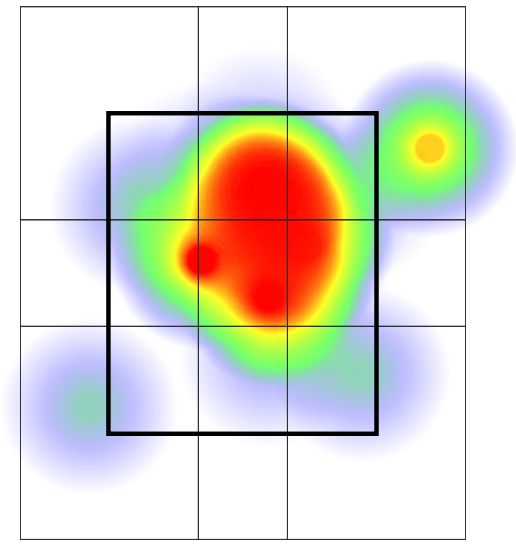


## EXIT VELOCITY



*Catcher's POV*

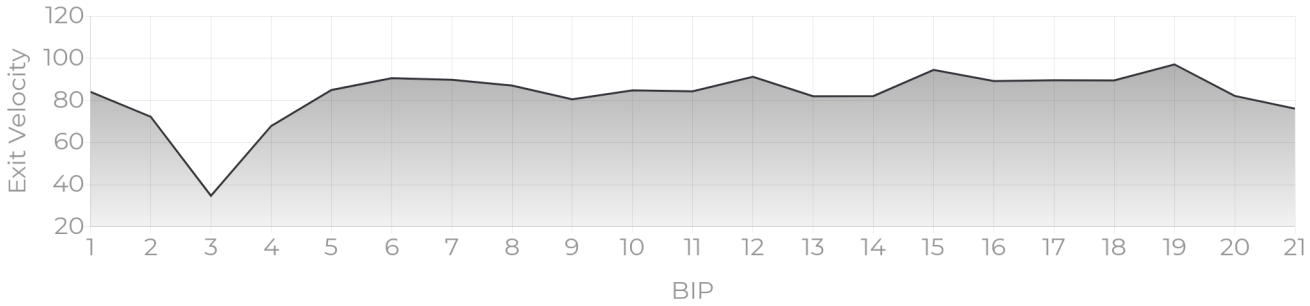
## XWOBA



*Catcher's POV*

# PROGRESS REPORTS

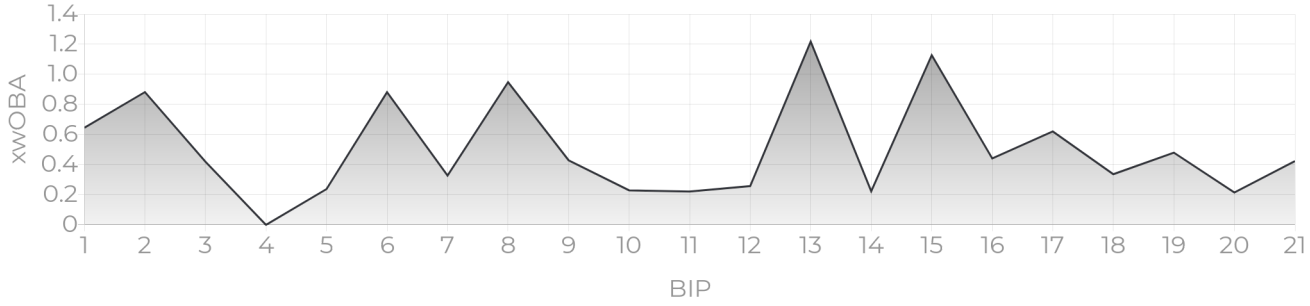
## EV TRACKER




## LA TRACKER

## DISTANCE TRACKER

## XWOBA TRACKER



## XWOBA

Expected Weighted On Base Average is a term commonly used inside of the MLB taking Launch Angle and Exit Velocity to determine the Expected OBA and often compared to the Actual OBA. This provides a tool for Rapsodo to provide an instant analysis off of each BBE (Batted Ball Event}. In the same way that each batted ball is assigned a Hit Classification, every batted ball has been given a single, double, triple and home run probability based on the results of comparable batted balls from MLB data — in terms of similar exit velocity and launch angle.

## BIP (BALLS IN PLAY)

Any ball hit within a range of -45 to 45 degree Exit Direction.

## HARD HIT %

Any ball hit within 10% of a player's Max Exit Velo.

## ROPES

Any Hard Hit Ball (within 10% of a player's Max Exit Velo) and hit between 10 and 20 degree Launch Angle.

## BOMBS

Any Hard Hit Ball (within 10% of a players Max Exit Velo) and Hit with a 20+ Launch Angle.

## HIT CLASSIFICATIONS

**Dribbler:** A batted ball event with less than a O degree launch angle
**Ground Ball:** A batted ball event with a launch angle between O and 6 degrees
**Low Line Drive:** A batted ball event with a launch angle between 6 and 15 degrees
**High Line Drive:** A batted ball event with a launch angle between 15 and 24 degrees
**Fly Ball:** A batted ball event with a launch angle between 24 and 50 degrees
**Pop Up:** A batted ball event with a launch angle greater than 50 degrees