

# **GATEWAY REGENSBURG 2023 Andres PENA #47**

#### DATA

	AVG	MAX	HARD HIT AVG
E. VELOCITY	84.3	93.4	86.2
L. ANGLE	16.5	47.1	14.3
DIRECTION	3.1°R	30.4°R	3°R
DISTANCE	186	336	176
SPIN RATE	1797	3392	1807

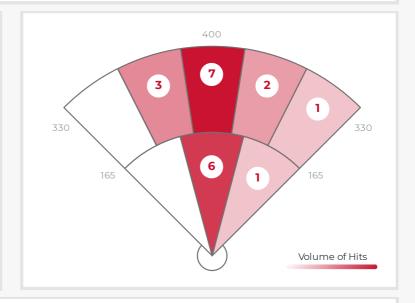
BATTING AVG.	.500
XWOBA	.431
SLUGGING	.550
HARD HIT %	75.0%
BOMBS %	20.0%
ROPES %	20.0%

#### **RAPSCORE**

**R42** 

PRO

R72



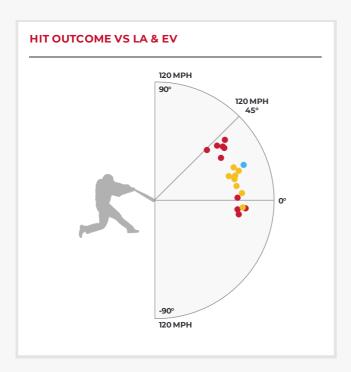
#### **ZONE BREAKDOWN**

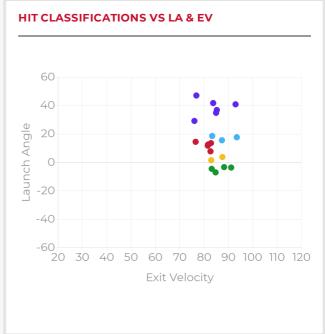
Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	3/20	11	87	2036	178
MIDDLE	16/20	18	84	1793	185
OPPO	1/20	14	83	1144	224

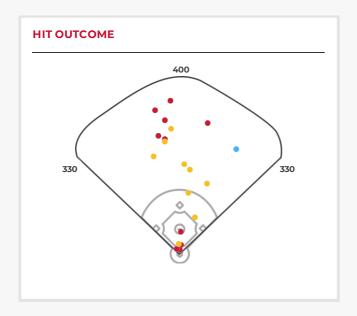


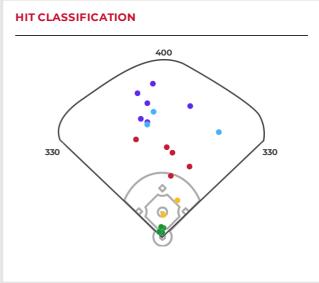
HIT OUTCOME					
	Double	Triple	Homerun	Field Out	Foul Ball
45.0%	5.0%	0%	0%	50.0%	0%

IIT CLA	SSIFICAT	ION			
Dribbler	Ground Ball	Low Line Drive	High Line Drive	Fly Ball	Pop Up
20.0%	10.0%	25.0%	15.0%	30.0%	0%





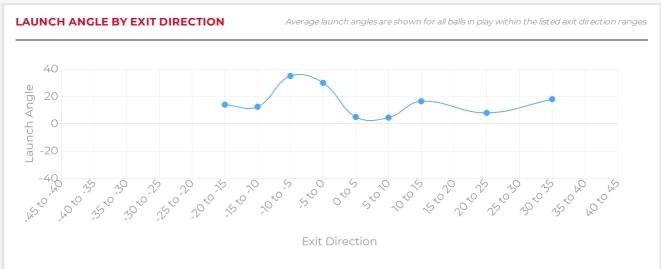




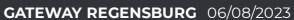












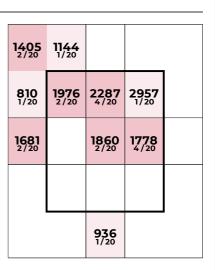


## **STRIKE ZONE BREAKDOWN**

LAUNCH ANGLE SPIN RATE

<b>35.5</b> 2720	13.6 1/20			
<b>1.6</b> 1/20	<b>27.4</b> 2/20	28.0 4/20	<b>11.8</b> 1/20	
<b>2,8</b> 2/20		- <b>4.0</b> 2/20	13.0 4/20	
'		15.6 1/20		

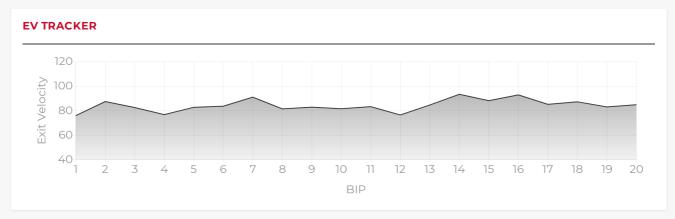
	Avg EV	Avg LA
INNER THIRD	82.9	12.4
MIDDLE THIRD	87.9	12.0
OUTER THIRD	79.7	27.4
UPPER THIRD	83.3	22.4
MIDDLE THIRD	85.7	4.5
LOWER THIRD	0	0
	MIDDLE THIRD  OUTER THIRD  UPPER THIRD  MIDDLE THIRD	INNER THIRD 82.9  MIDDLE THIRD 87.9  OUTER THIRD 79.7  UPPER THIRD 83.3  MIDDLE THIRD 85.7

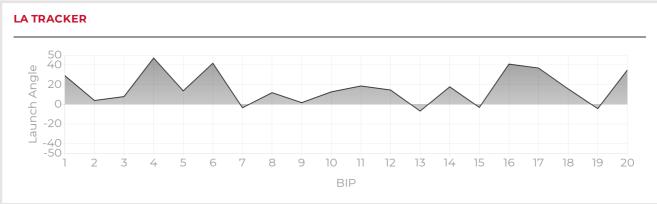




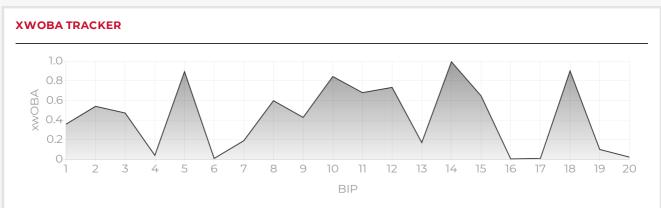


### **PROGRESS REPORTS**











# **HITTING REPORT**

GATEWAY REGENSBURG 06/08/2023

#### **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 (BALL IN PLAY)**

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

#### **HARD HIT** %

Any ball hit within 12.5% of a player's Max Exit Velo.

#### **ROPES**

Any Hard Hit Ball (within 12.5% of a player's Max Exit Velo) and hit between 10 and 20 degree Launch Angle.

#### **BOMBS**

Any Hard Hit Ball (within 12.5% of a players Max Exit Velo) and Hit with a 20+ Launch Angle.

#### **HIT CLASSIFICATION**

**Dribbler:** A batted ball event with less than a O degree launch angle

 $\textbf{Ground Ball:} \ \textbf{A} \ \textbf{batted ball event with a launch angle between O} \ \textbf{and 6} \ \textbf{degrees}$ 

**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