



GATEWAY
REGENSBURG

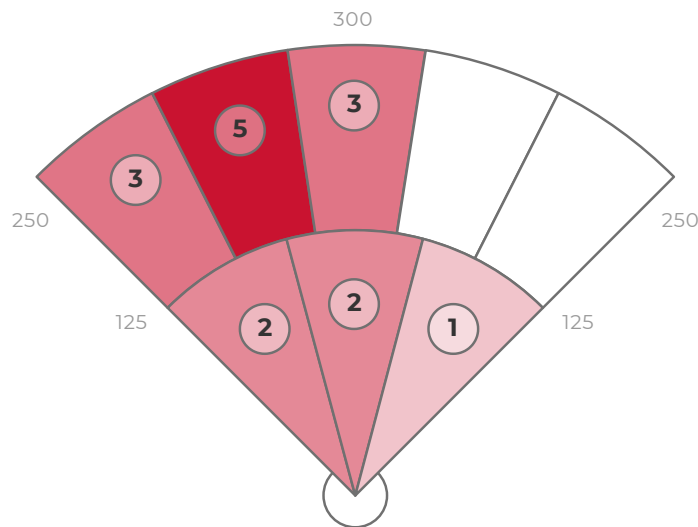
Alfonso

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	80.5	95.5	92.4
L. ANGLE	17.8	66.0	23.7
DIRECTION	-15.6	60.9	-16.4
DISTANCE	181	360	281
SPIN RATE	1869	3872	1575

BATTING AVG	.263
XWOBA	.426
SLUGGING	.688
HARD HIT %	47.4%
BOMBS %	36.8%
ROPES %	5.3%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	1/16	8	60	2681	68
MIDDLE	7/16	12	85	1311	198
OPPO	8/16	23	89	1984	235

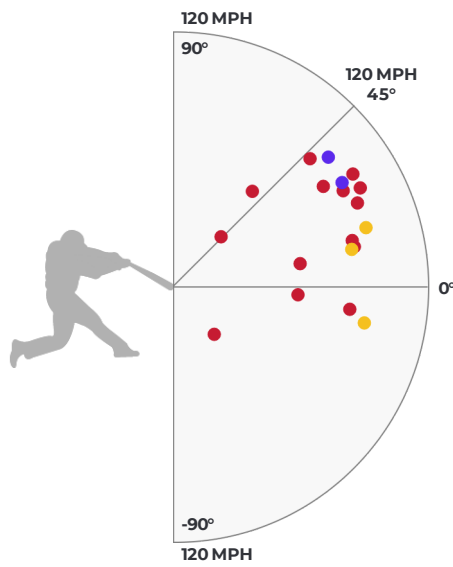
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
15.8%	0%	0%	10.5%	73.7%

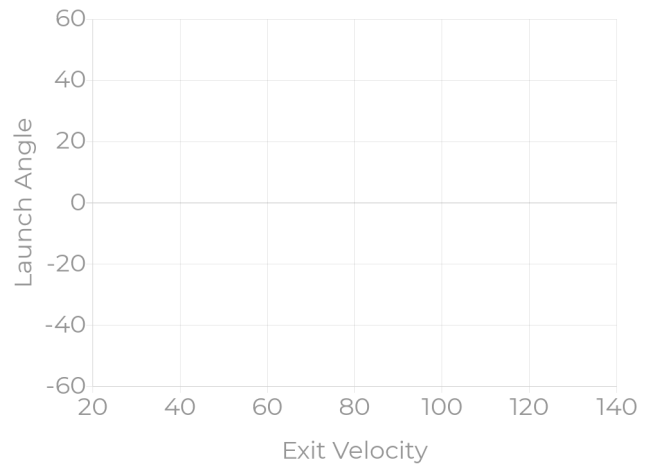
HIT CLASSIFICATIONS

Dribbler	Ground	Low Line	High Line	Fly Ball	Pop Up
0%	0%	0%	0%	0%	0%

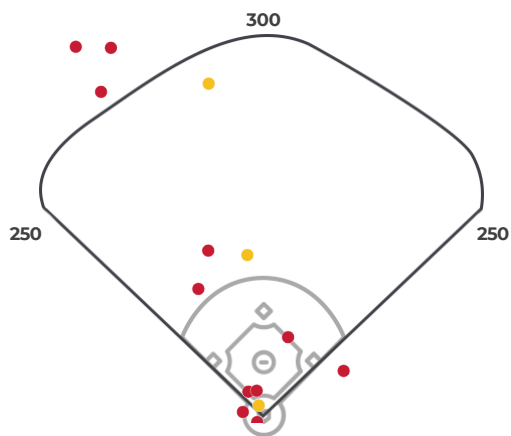
HIT OUTCOME VS LA & EV



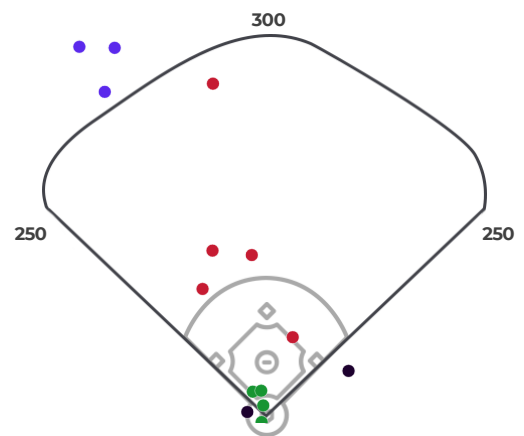
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

25 (1/16)	11 (4/16)	53 (1/16)	
		17 (2/16)	
	14 (2/16)		9 (1/16)
	-7 (1/16)	-2 (1/16)	

959 (1/16)	1346 (4/16)	2282 (1/16)	
		1090 (2/16)	
	1718 (2/16)		541 (1/16)
	1502 (1/16)	3139 (1/16)	

EXIT VELOCITY

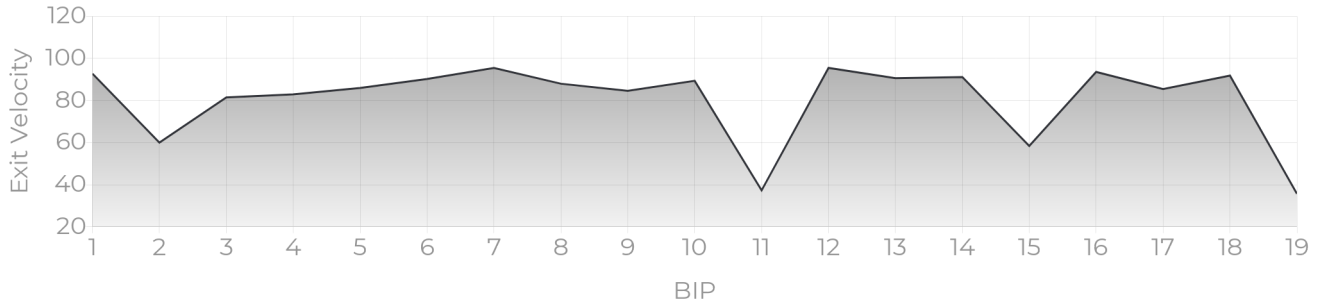
XWOBA

88 (1/16)	87.5 (4/16)	37 (1/16)	
		90 (2/16)	
	75.5 (2/16)		84 (1/16)
	90 (1/16)	58 (1/16)	

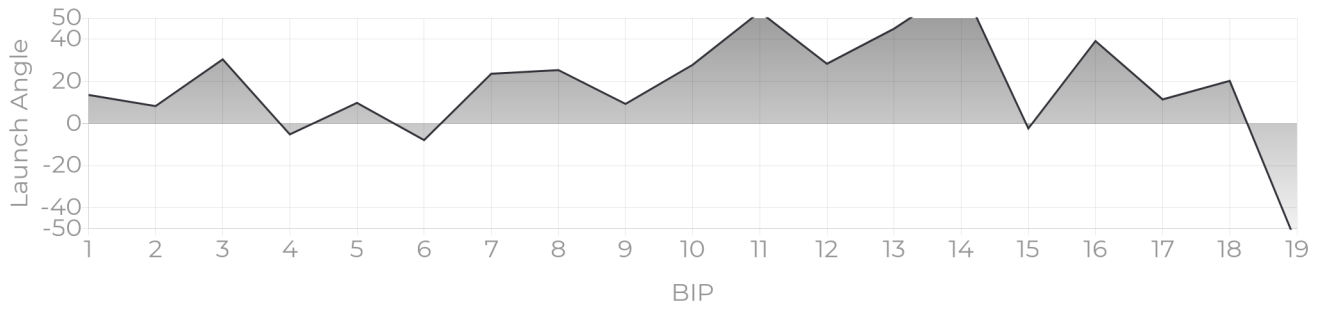
0.101 (1/16)	0.837 (4/16)	0.001 (1/16)	
		0.176 (2/16)	
	0.225 (2/16)		0.458 (1/16)
	0.524 (1/16)	0.347 (1/16)	

PROGRESS REPORTS

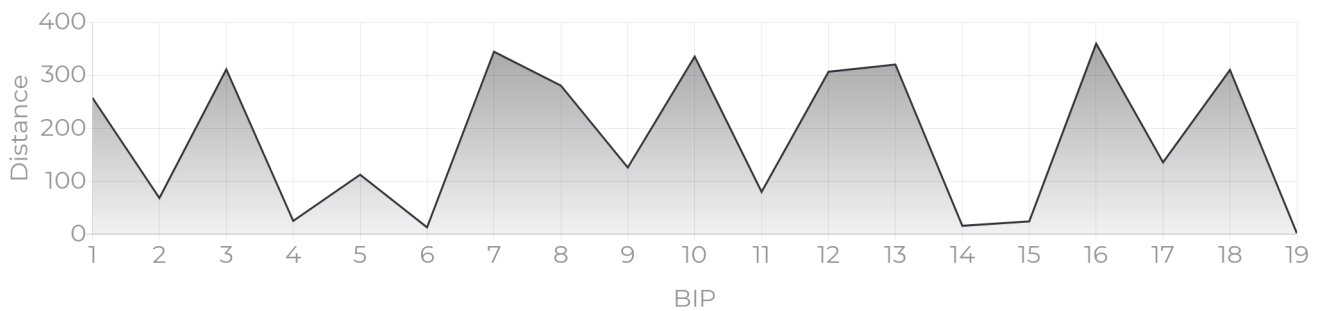
EV TRACKER



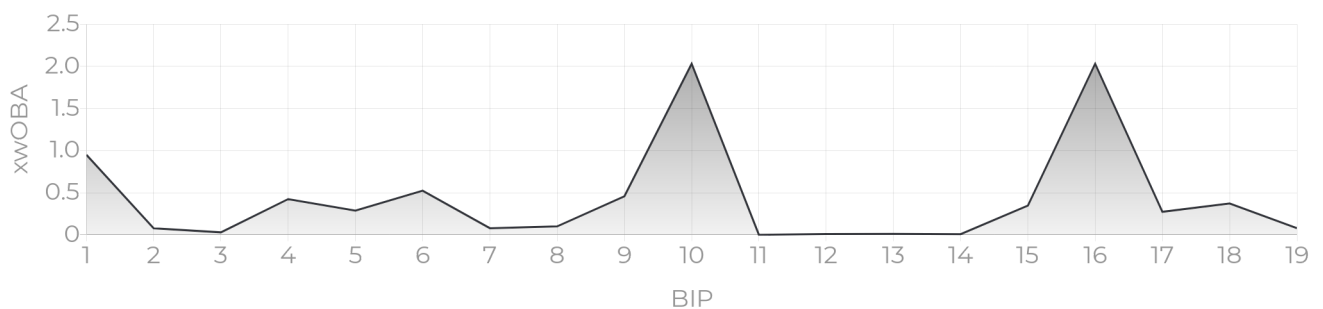
LA TRACKER



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 player's Max Exit Velo) and Hit with a 20+ Launch Angle.

HIT CLASSIFICATIONS

Dribbler: A batted ball event with less than a 0 degree launch angle

Ground Ball: A batted ball event with a launch angle between 0 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