



GATEWAY  
REGENSBURG

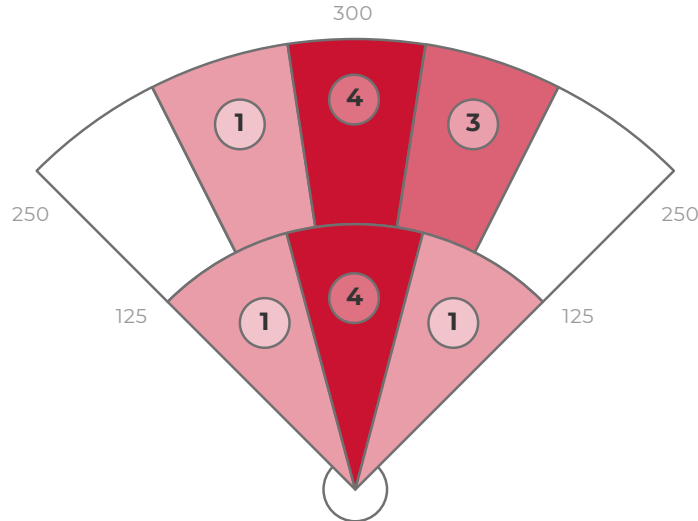
# Arza

## 29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	84.7	93.7	90.9
L. ANGLE	13.8	38.1	-0.3
DIRECTION	0.8	19.2	0.7
DISTANCE	174	282	56
SPIN RATE	2160	3608	1267

BATTING AVG	.357
XWOBA	.375
SLUGGING	.357
HARD HIT %	28.6%
BOMBS %	0%
ROPES %	0%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	2/14	15	88	2213	189
MIDDLE	10/14	14	85	2127	176
OPPO	2/14	10	81	2275	147

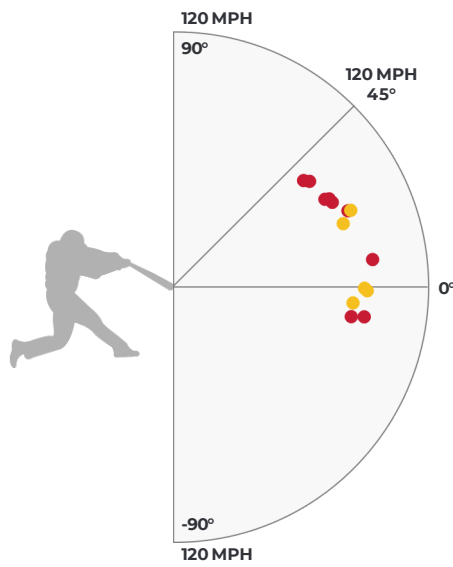
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
35.7%	0%	0%	0%	64.3%

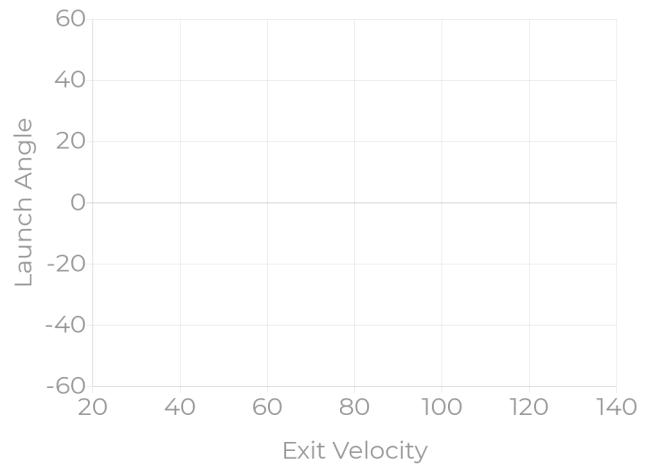
HIT CLASSIFICATIONS

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

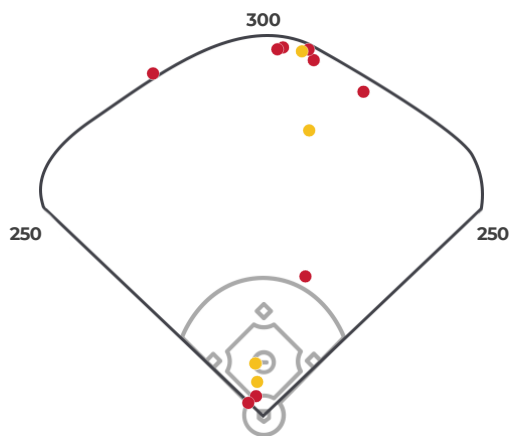
HIT OUTCOME VS LA & EV



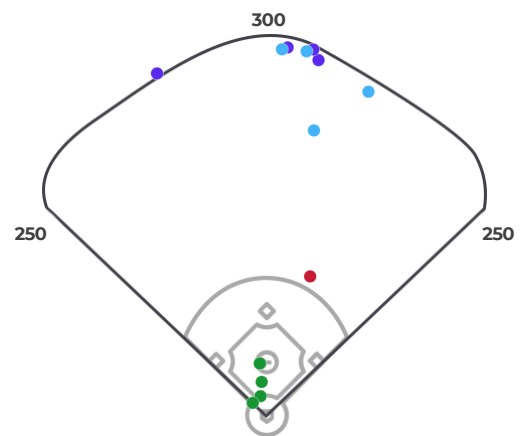
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



**STRIKE ZONE BREAKDOWN**

**LAUNCH ANGLE**

**SPIN RATE**

		8 (2/14)	16 (1/14)	35 (1/14)	
	-6 (1/14)	9.5 (2/14)	23 (1/14)		
	0 (1/14)		0 (1/14)	6 (1/14)	

		1947 (2/14)	2072 (1/14)	3409 (1/14)	
	1993 (1/14)	3301 (2/14)	3180 (1/14)		
	748 (1/14)		1082 (1/14)	1246 (1/14)	

**EXIT VELOCITY**

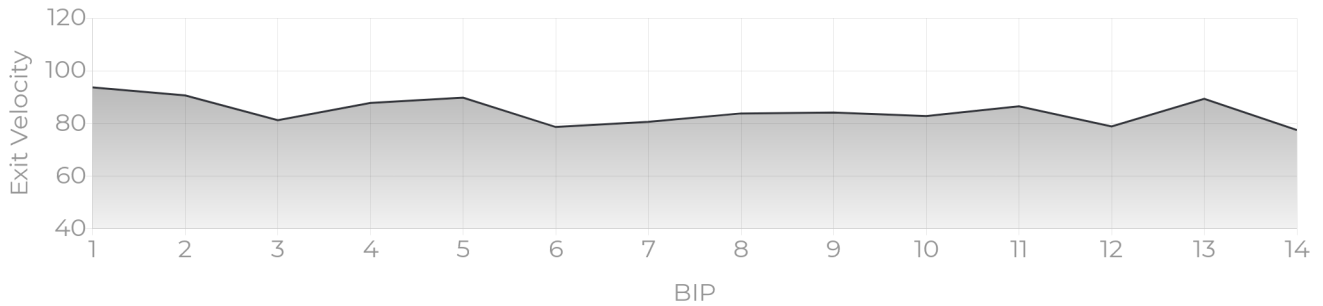
**XWOBA**

		85.5 (2/14)	82 (1/14)	78 (1/14)	
	89 (1/14)	81.5 (2/14)	81 (1/14)		
	90 (1/14)		89 (1/14)	93 (1/14)	

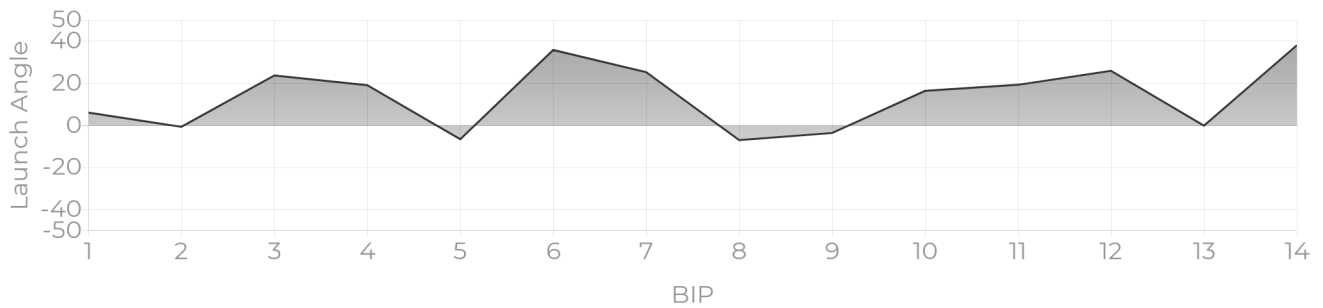
		0.615 (2/14)	0.895 (1/14)	0.006 (1/14)	
	0.160 (1/14)	0.449 (2/14)	0.140 (1/14)		
	0.622 (1/14)		0.511 (1/14)	0.404 (1/14)	

**PROGRESS REPORTS**

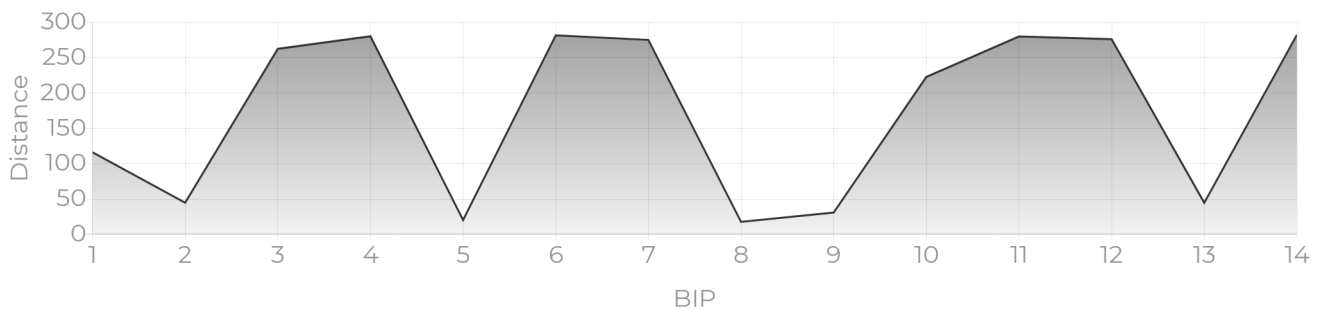
**EV TRACKER**



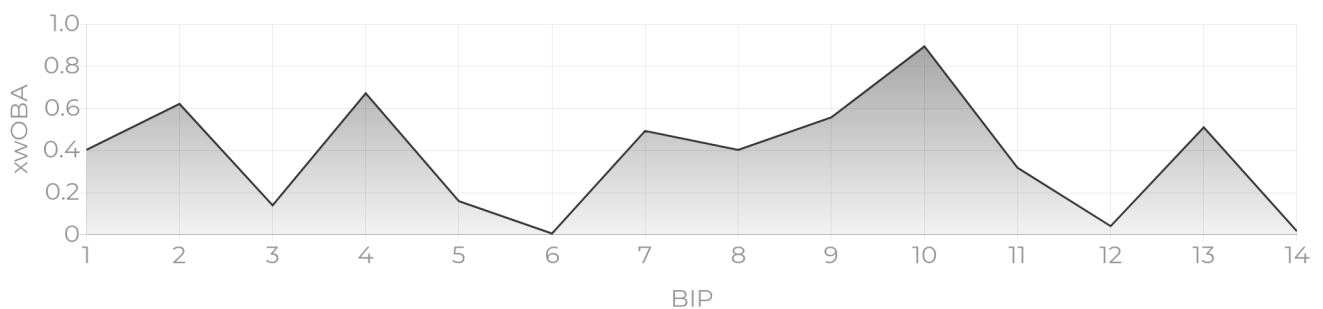
**LA TRACKER**



**DISTANCE TRACKER**



**XWOBA TRACKER**



## XWOBA

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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)

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

## HARD HIT %

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

## ROPES

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

## BOMBS

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

## HIT CLASSIFICATIONS

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**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