



GATEWAY
REGENSBURG

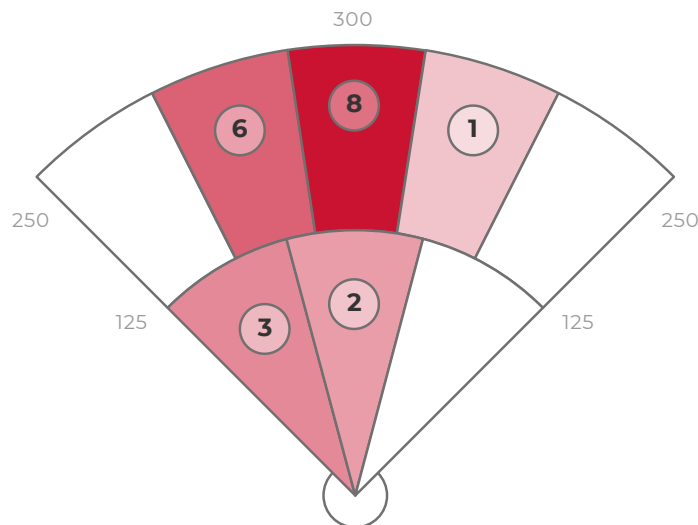
Escolano

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	85.5	94.2	91.9
L. ANGLE	18.1	46.3	11.6
DIRECTION	-7.6	20.3	-11.2
DISTANCE	198	348	183
SPIN RATE	1990	3665	1363

BATTING AVG	.500
XWOBA	.477
SLUGGING	.650
HARD HIT %	50.0%
BOMBS %	5.0%
ROPES %	20.0%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	1/20	46	73	1949	245
MIDDLE	12/20	21	84	2115	224
OPPO	7/20	9	90	1781	147

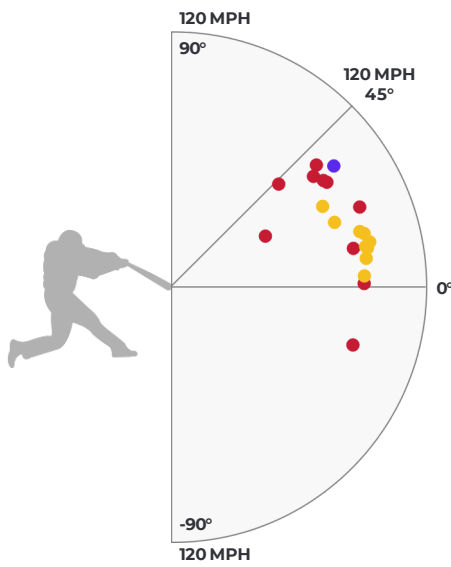
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
45.0%	0%	0%	5.0%	50.0%

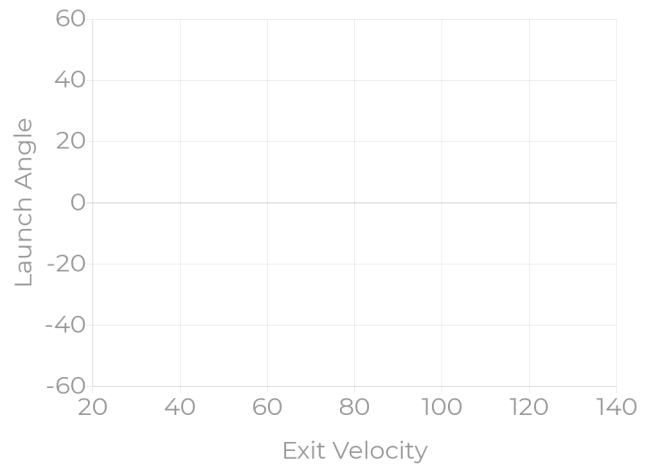
HIT CLASSIFICATIONS

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

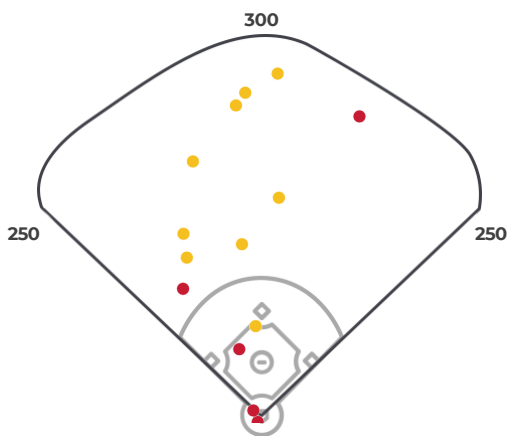
HIT OUTCOME VS LA & EV



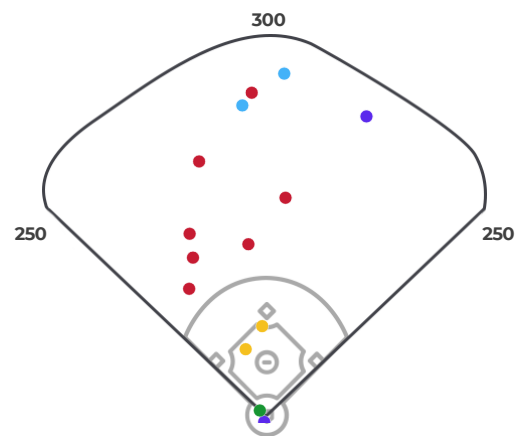
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

31.5 (2/20)	14 (2/20)		
	12 (3/20)	2 (1/20)	9 (1/20)
	6 (1/20)	-13 (1/20)	
			23 (1/20)

1837 (2/20)	754 (2/20)		
	2147 (3/20)	917 (1/20)	1293 (1/20)
	859 (1/20)	3665 (1/20)	
			2969 (1/20)

EXIT VELOCITY

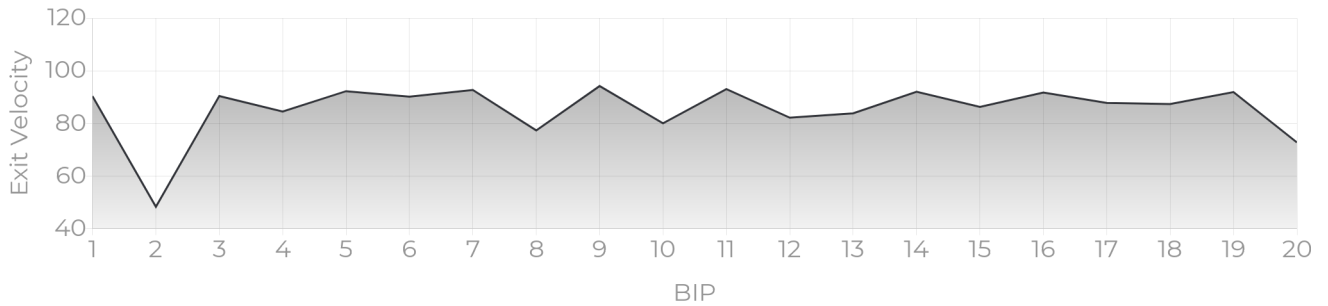
XWOBA

76 (2/20)	93.5 (2/20)		
	92 (3/20)	90 (1/20)	86 (1/20)
	91 (1/20)	87 (1/20)	
			77 (1/20)

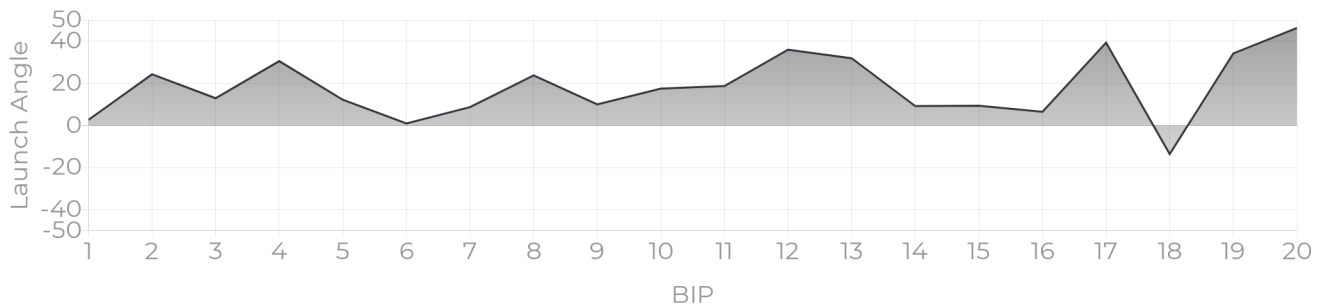
0.442 (2/20)	0.671 (2/20)		
	1.142 (3/20)	0.668 (1/20)	0.239 (1/20)
	0.601 (1/20)	0.289 (1/20)	
			0.524 (1/20)

PROGRESS REPORTS

EV TRACKER



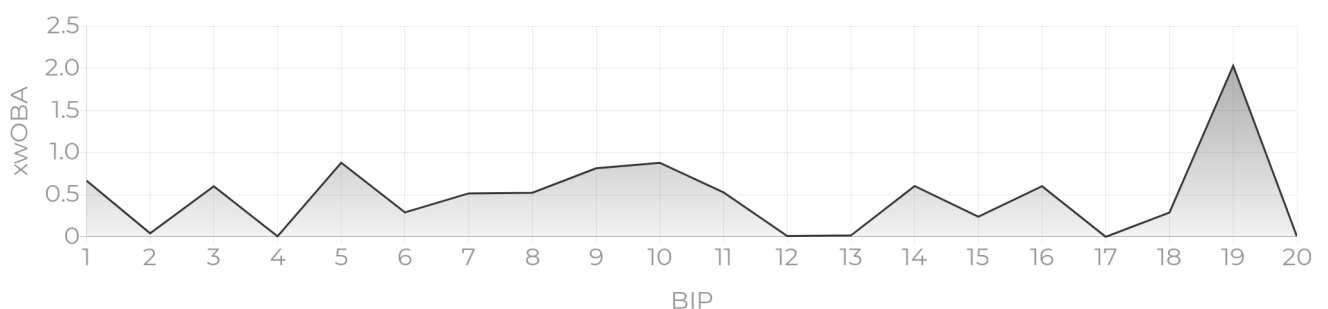
LA TRACKER



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