



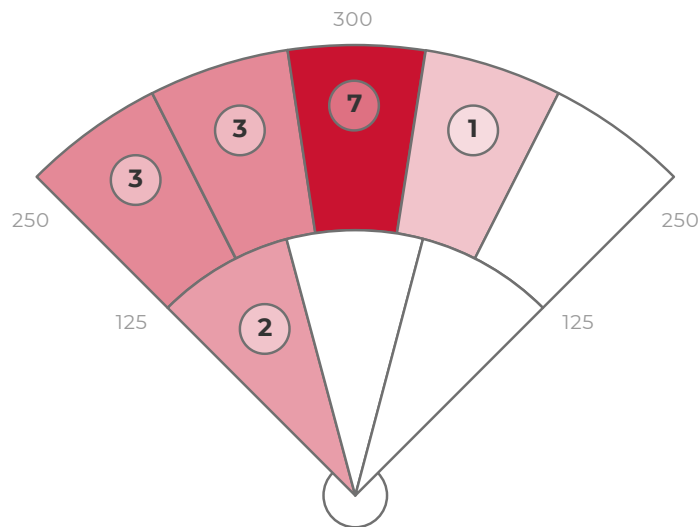
GATEWAY
REGENSBURG

Escreet 29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	86.2	102.8	95.8
L. ANGLE	28.9	54.9	23.4
DIRECTION	-10.2	57.0	-19.9
DISTANCE	257	376	281
SPIN RATE	1728	3391	1452

BATTING AVG	.167
XWOBA	.371
SLUGGING	.563
HARD HIT %	50.0%
BOMBS %	33.3%
ROPES %	5.6%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/16	-	-	-	-
MIDDLE	10/16	36	83	1798	303
OPPO	6/16	13	95	1466	199

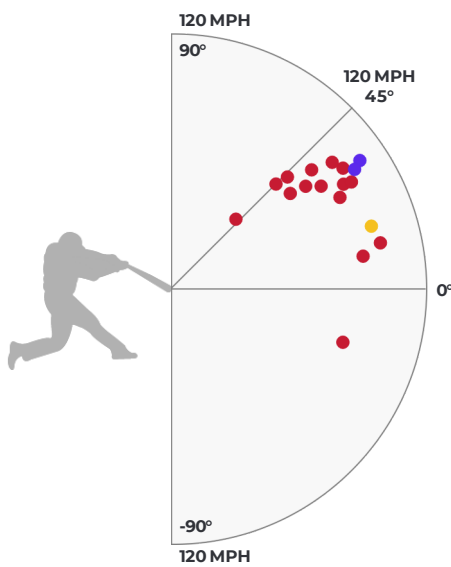
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
5.6%	0%	0%	11.1%	83.3%

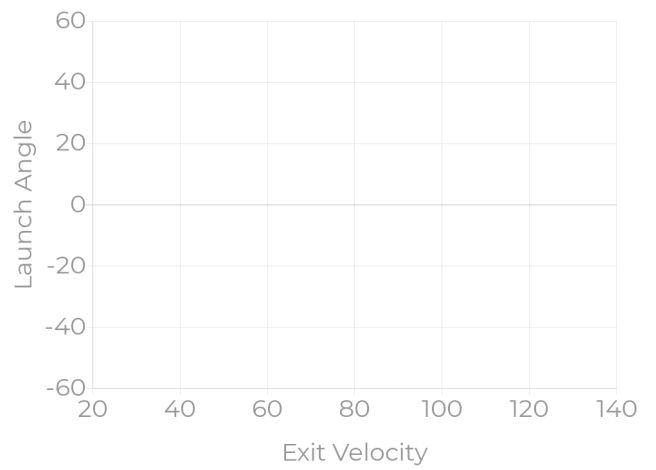
HIT CLASSIFICATIONS

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

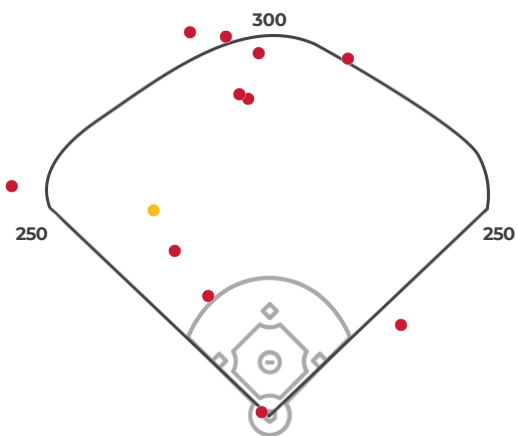
HIT OUTCOME VS LA & EV



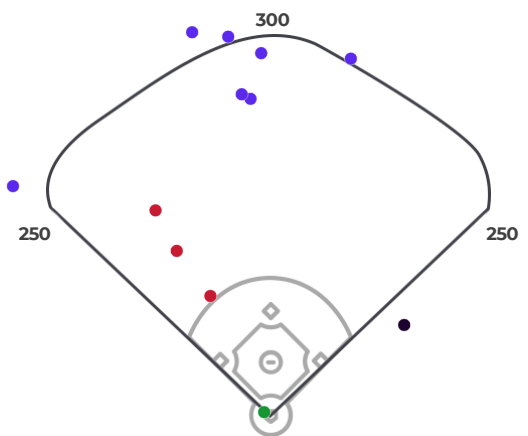
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

	27 (1/16)	32.5 (2/16)	42.5 (2/16)	
	29 (1/16)	13 (3/16)		
		24 (1/16)	21 (2/16)	-13 (1/16)

	1057 (1/16)	1803 (2/16)	1872 (2/16)	
	1813 (1/16)	1096 (3/16)		
		2358 (1/16)	1079 (2/16)	2878 (1/16)

EXIT VELOCITY

XWOBA

	90 (1/16)	89.5 (2/16)	84 (2/16)	
	98 (1/16)	96 (3/16)		
		86 (1/16)	83.5 (2/16)	82 (1/16)

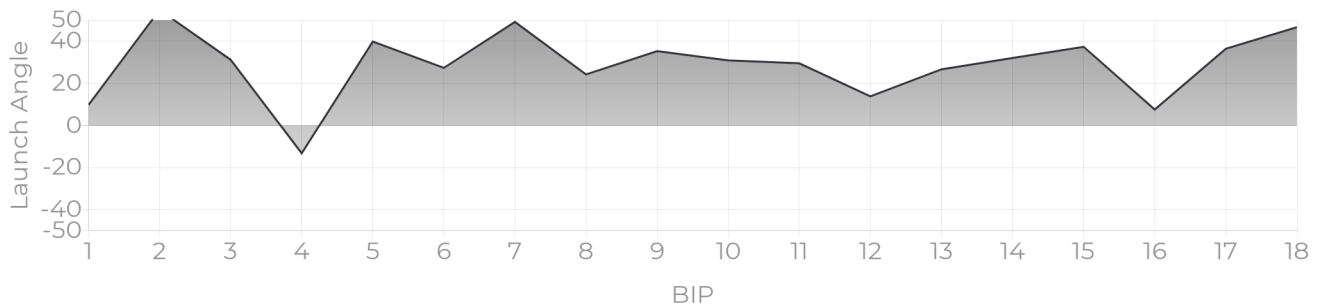
	0.089 (1/16)	0.112 (2/16)	0.010 (2/16)	
	2.031 (1/16)	0.460 (3/16)		
		0.016 (1/16)	0.177 (2/16)	0.243 (1/16)

PROGRESS REPORTS

EV TRACKER



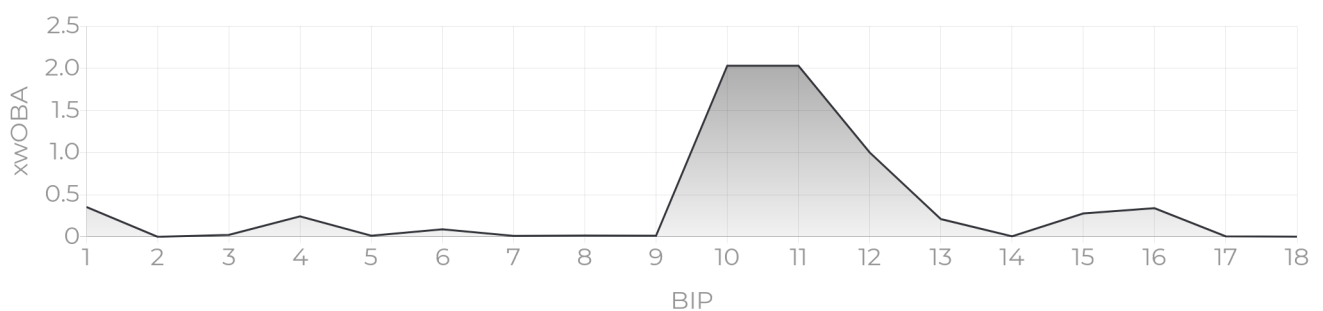
LA TRACKER



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