



GATEWAY
REGENSBURG

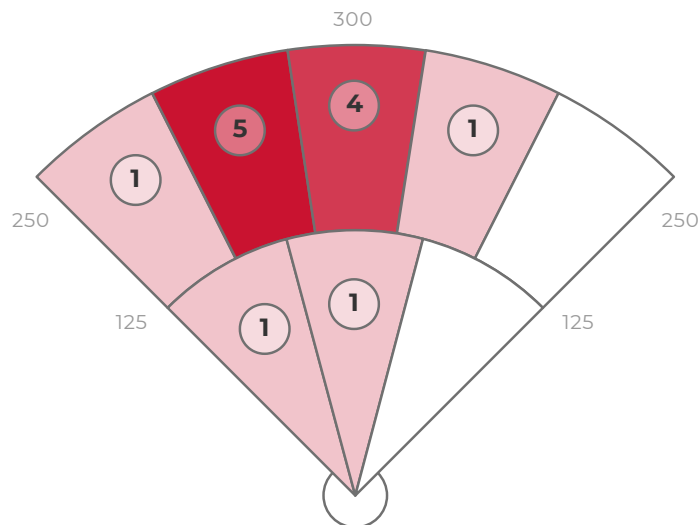
Franco

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	79.8	91.6	91.6
L. ANGLE	19.5	39.4	15.5
DIRECTION	-6.6	61.1	-16.0
DISTANCE	212	333	270
SPIN RATE	1668	3076	769

BATTING AVG	.500
XWOBA	.630
SLUGGING	1.231
HARD HIT %	6.3%
BOMBS %	0%
ROPES %	6.3%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/13	-	-	-	-
MIDDLE	6/13	16	81	1784	207
OPPO	7/13	21	87	2006	262

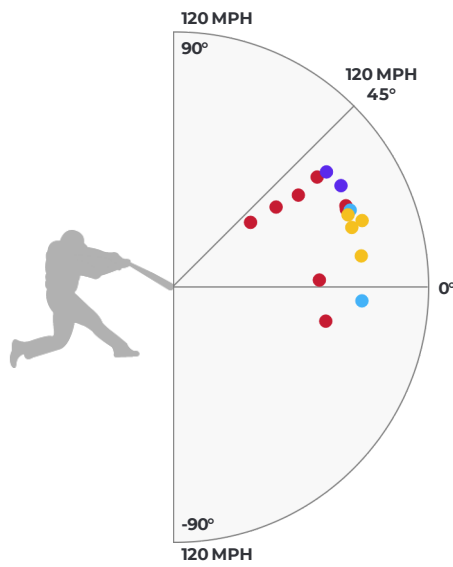
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
25.0%	12.5%	0%	12.5%	50.0%

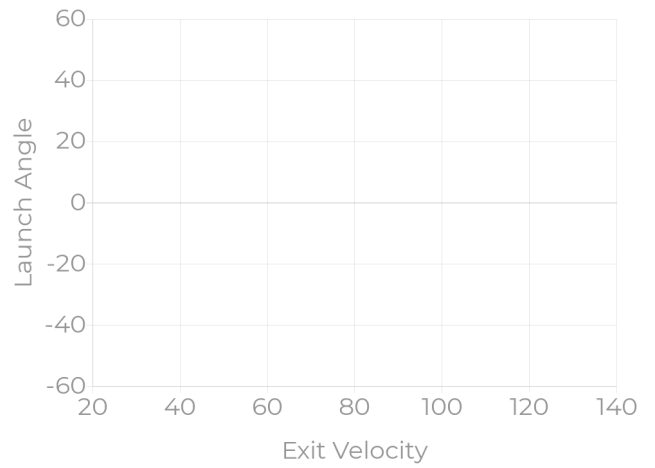
HIT CLASSIFICATIONS

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

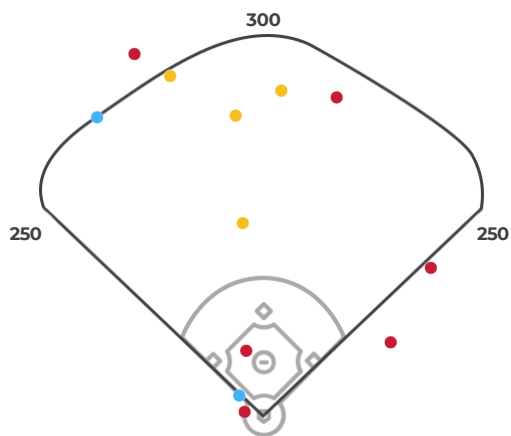
HIT OUTCOME VS LA & EV



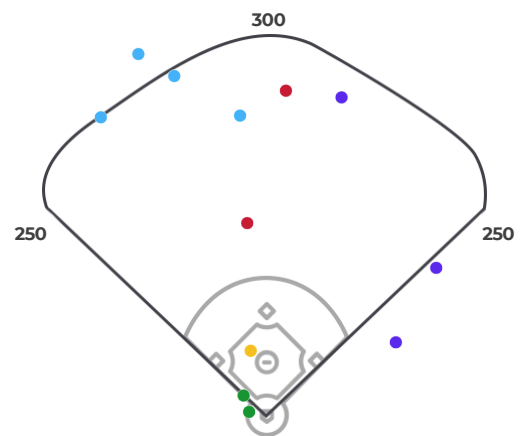
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

		13 (2/13)	20 (1/13)	
	2 (1/13)	-9 (1/13)	24 (2/13)	
	-2 (1/13)			28.5 (2/13)
			19 (1/13)	

		1057 (2/13)	3076 (1/13)	
	500 (1/13)	704 (1/13)	1048 (2/13)	
	2943 (1/13)			1601 (2/13)
			1586 (1/13)	

EXIT VELOCITY

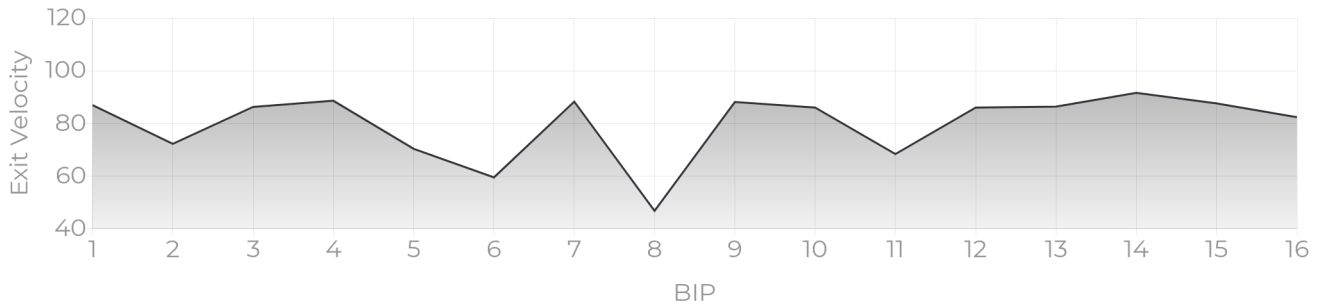
XWOBA

		87.5 (2/13)	86 (1/13)	
	68 (1/13)	72 (1/13)	80.5 (2/13)	
	88 (1/13)			66 (2/13)
			86 (1/13)	

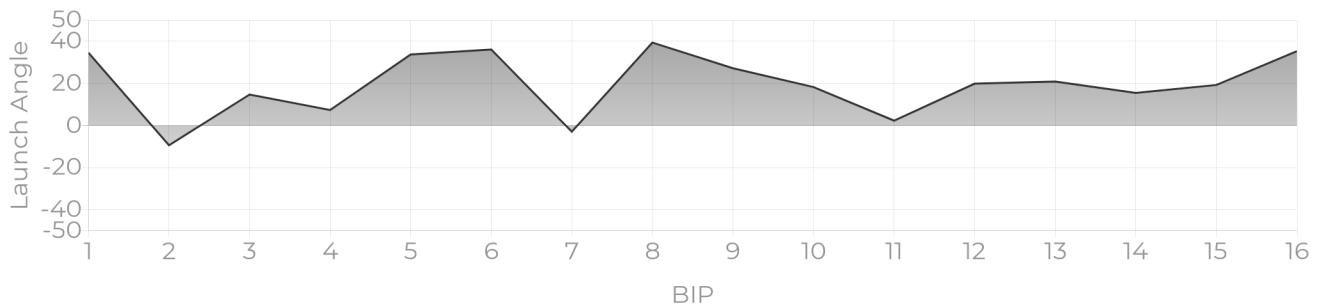
		0.822 (2/13)	0.048 (1/13)	
	0.110 (1/13)	0.424 (1/13)	0.431 (2/13)	
	0.740 (1/13)			0.449 (2/13)
			0.048 (1/13)	

PROGRESS REPORTS

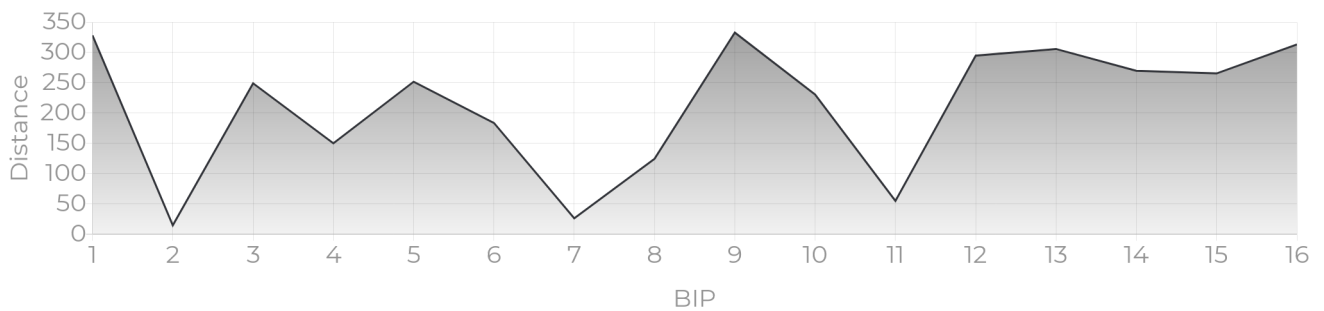
EV TRACKER



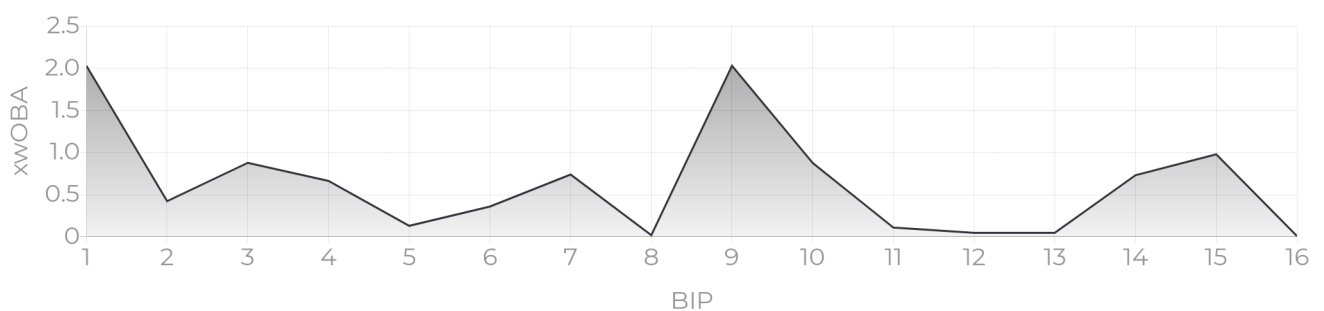
LA TRACKER



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