



GATEWAY  
REGENSBURG

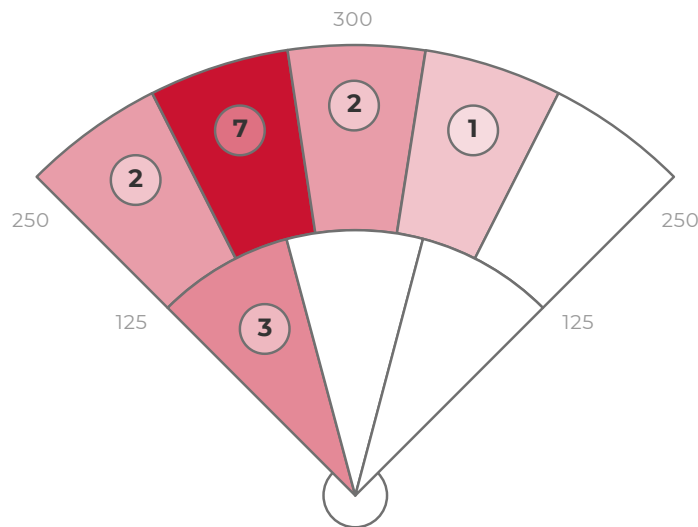
# Bubenik

## 29.06.21

### DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	84.0	91.4	90.4
L. ANGLE	15.8	36.1	12.4
DIRECTION	-21.8	12.8	-26.0
DISTANCE	186	338	173
SPIN RATE	1559	3585	1062

BATTING AVG	.688
XWOBA	.677
SLUGGING	1.133
HARD HIT %	43.8%
BOMBS %	6.3%
ROPES %	25.0%



### ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/15	-	-	-	-
MIDDLE	4/15	26	78	2537	246
OPPO	11/15	14	88	1238	180

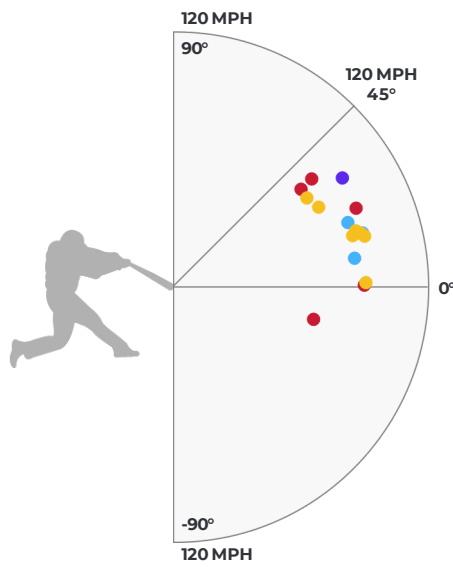
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
43.8%	18.8%	0%	6.3%	31.3%

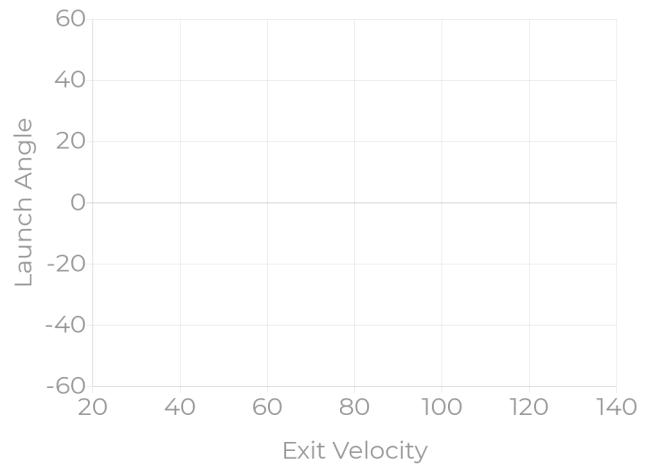
HIT CLASSIFICATIONS

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

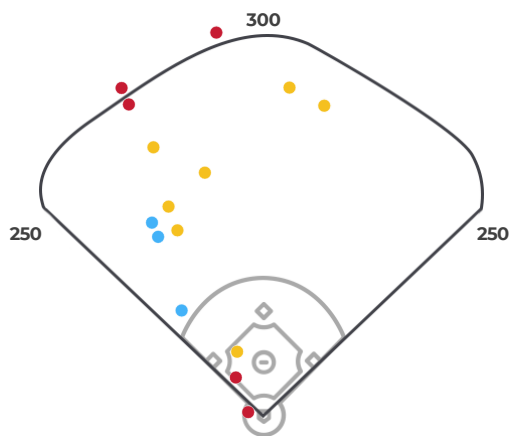
HIT OUTCOME VS LA & EV



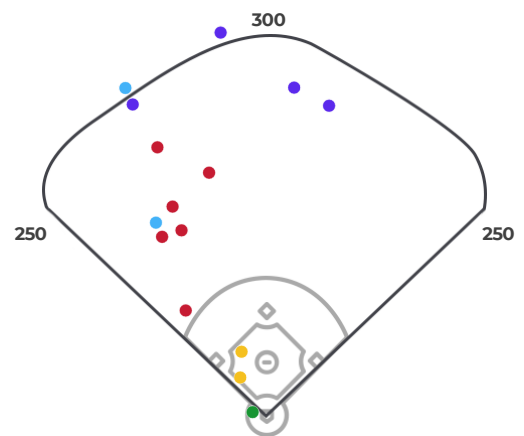
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

			12 (1/15)
	12 (1/15)	7 (1/15)	16 (1/15)
	1 (1/15)	-9 (1/15)	19 (3/15)
		0 (1/15)	11 (1/15)
		13 (1/15)	30 (1/15)

			175 (1/15)
	901 (1/15)	1303 (1/15)	1243 (1/15)
	698 (1/15)	1179 (1/15)	1603 (3/15)
		1908 (1/15)	859 (1/15)
		783 (1/15)	3585 (1/15)

EXIT VELOCITY

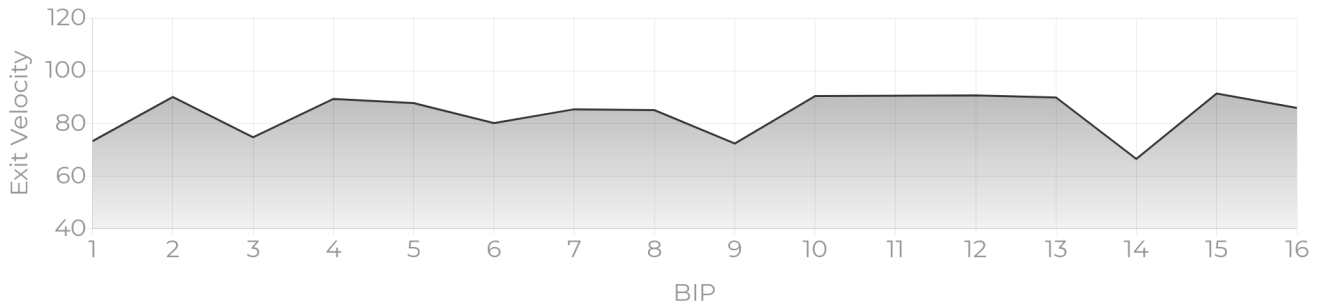
XWOBA

			86 (1/15)
	90 (1/15)	85 (1/15)	85 (1/15)
	90 (1/15)	66 (1/15)	89 (3/15)
		89 (1/15)	91 (1/15)
		87 (1/15)	72 (1/15)

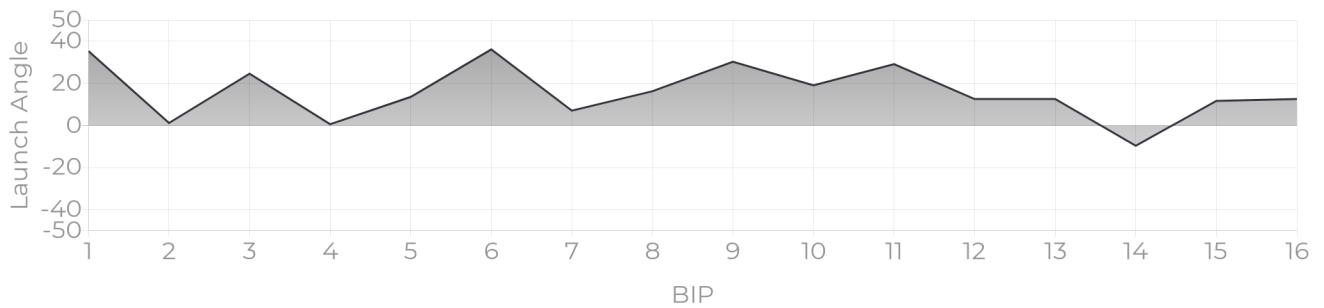
			0.823 (1/15)
	0.826 (1/15)	0.997 (1/15)	1.031 (1/15)
	0.467 (1/15)	0.286 (1/15)	0.368 (3/15)
		0.142 (1/15)	0.753 (1/15)
		0.899 (1/15)	0.626 (1/15)

**PROGRESS REPORTS**

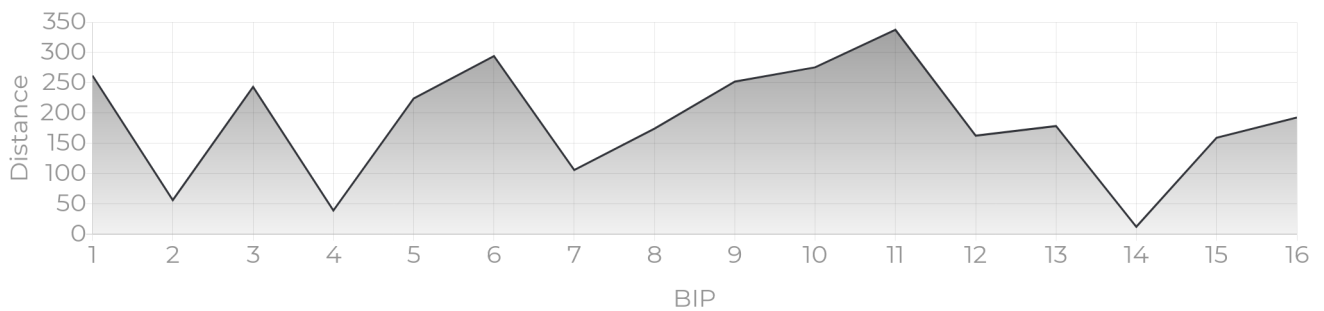
**EV TRACKER**



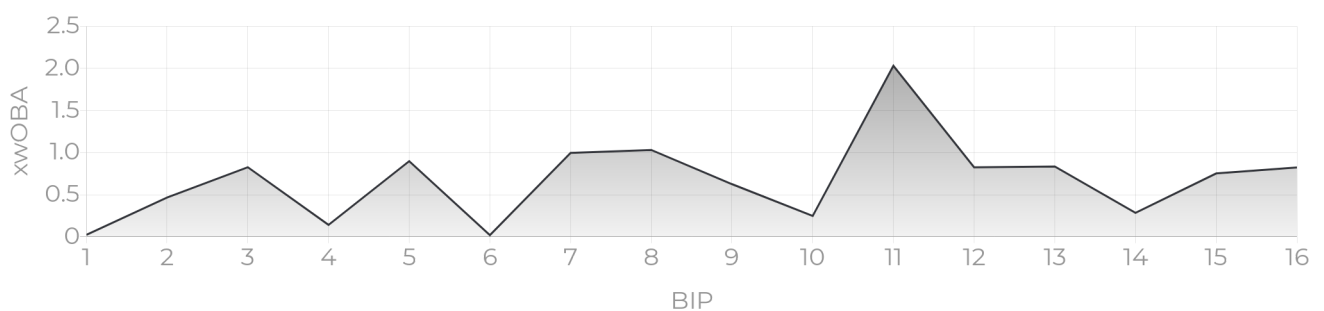
**LA TRACKER**



**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