



GATEWAY
REGENSBURG

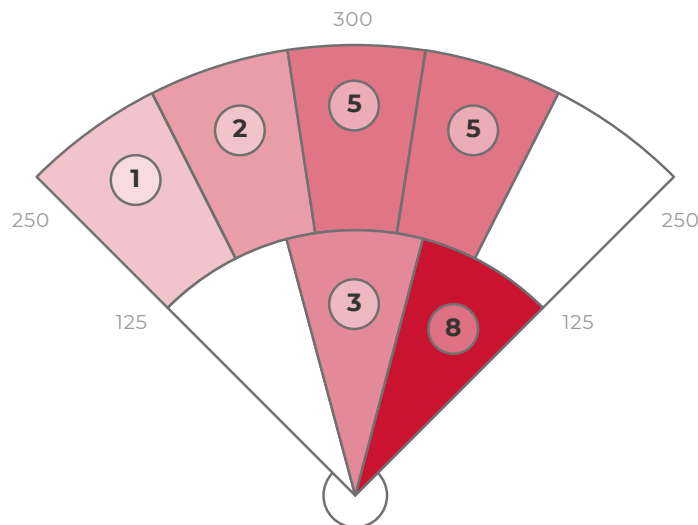
Helmig

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	84.6	96.1	92.9
L. ANGLE	6.5	41.3	12.7
DIRECTION	5.9	40.9	11.6
DISTANCE	143	298	205
SPIN RATE	1669	3651	1181

BATTING AVG	.320
XWOBA	.408
SLUGGING	.375
HARD HIT %	36.0%
BOMBS %	4.0%
ROPES %	20.0%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	11/24	1	84	2131	95
MIDDLE	11/24	14	89	1315	190
OPPO	2/24	18	81	1060	212

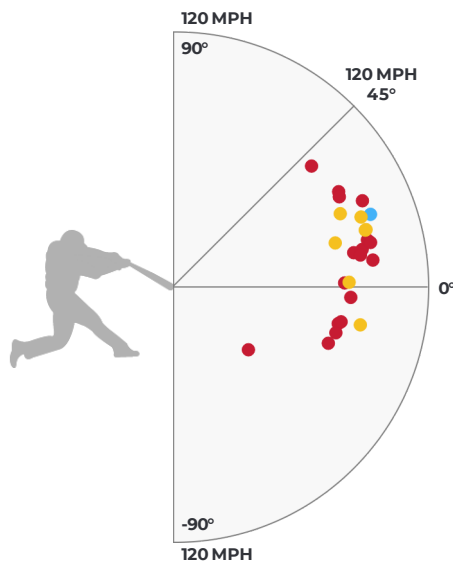
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
28.0%	4.0%	0%	0%	68.0%

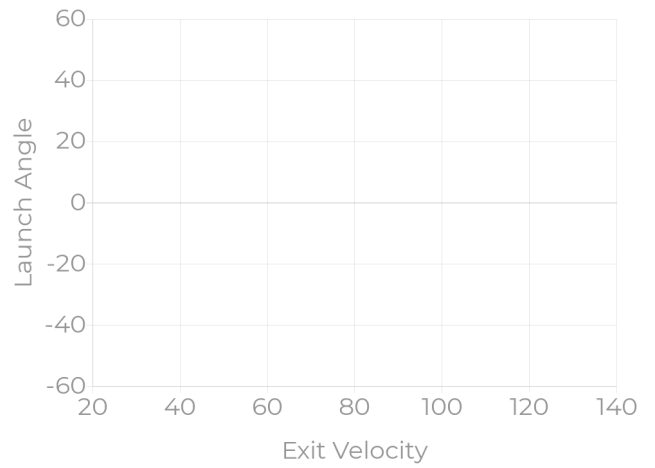
HIT CLASSIFICATIONS

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

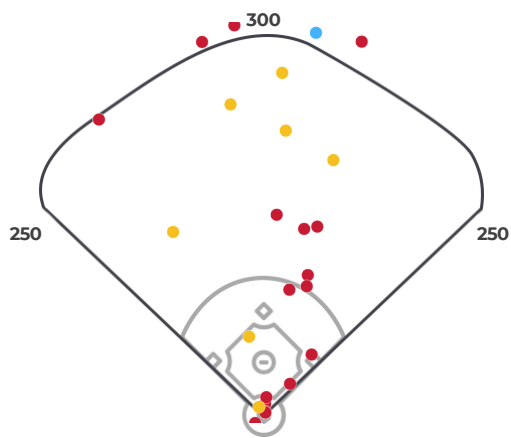
HIT OUTCOME VS LA & EV



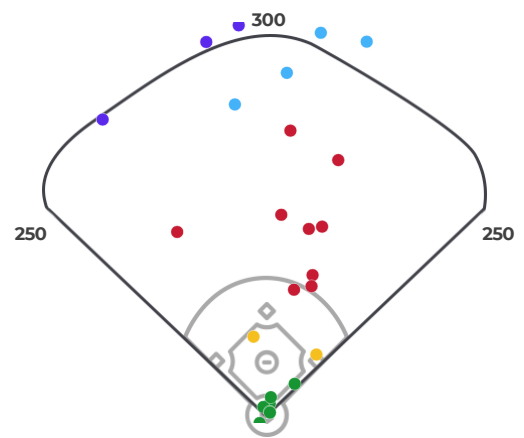
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

		14 (2/24)	41 (1/24)	
14 (2/24)	7.5 (2/24)	-2.5 (2/24)	-2 (3/24)	
		13 (3/24)	-15.5 (2/24)	1 (1/24)
	-8 (1/24)			

		2317 (2/24)	3574 (1/24)	
1359 (2/24)	1184 (2/24)	2393 (2/24)	1729 (3/24)	
		1124 (3/24)	1455 (2/24)	1136 (1/24)
	1870 (1/24)			

EXIT VELOCITY

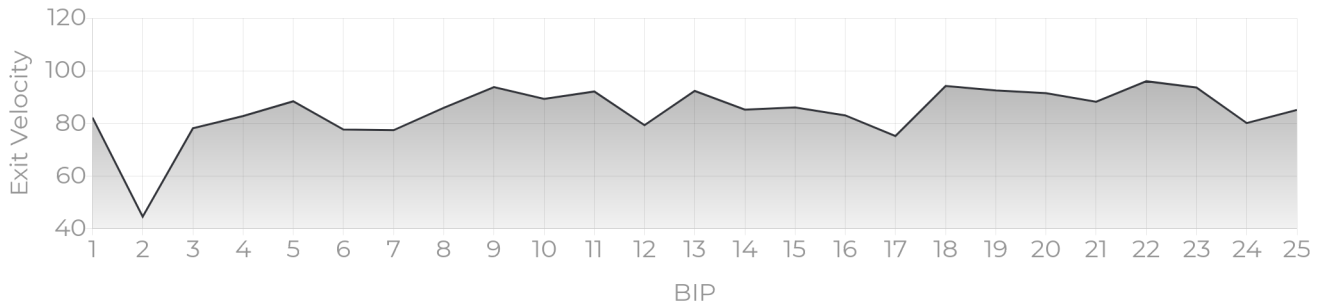
XWOBA

		89.5 (2/24)	86 (1/24)	
87.5 (2/24)	88.5 (2/24)	83.5 (2/24)	83 (3/24)	
		91 (3/24)	68.5 (2/24)	80 (1/24)
	88 (1/24)			

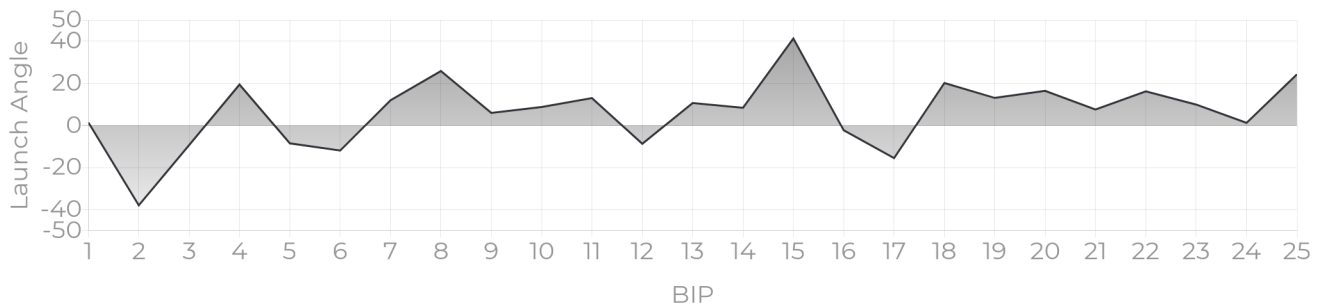
		0.180 (2/24)	0.006 (1/24)	
0.619 (2/24)	0.401 (2/24)	0.208 (2/24)	0.375 (3/24)	
		0.603 (3/24)	0.185 (2/24)	0.512 (1/24)
	0.524 (1/24)			

PROGRESS REPORTS

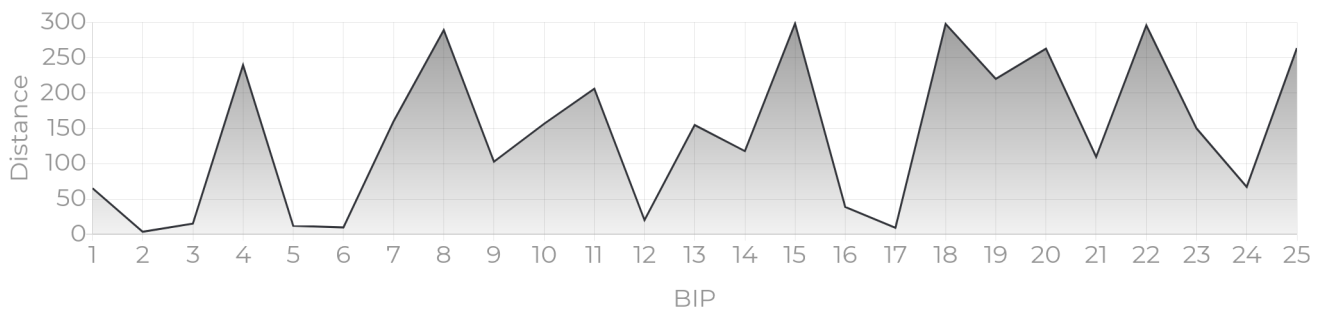
EV TRACKER



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