



GATEWAY
REGENSBURG

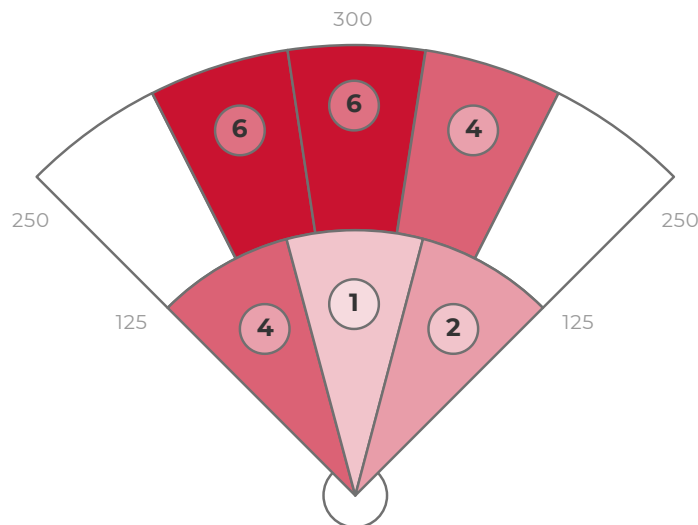
Russel

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	78.2	93.2	92.3
L. ANGLE	14.8	41.7	28.0
DIRECTION	-4.6	38.4	2.1
DISTANCE	180	370	341
SPIN RATE	1836	3777	1129

BATTING AVG	.348
XWOBA	.393
SLUGGING	.348
HARD HIT %	17.4%
BOMBS %	17.4%
ROPES %	0%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	4/23	6	82	1863	147
MIDDLE	12/23	21	78	1656	228
OPPO	7/23	9	76	2129	119

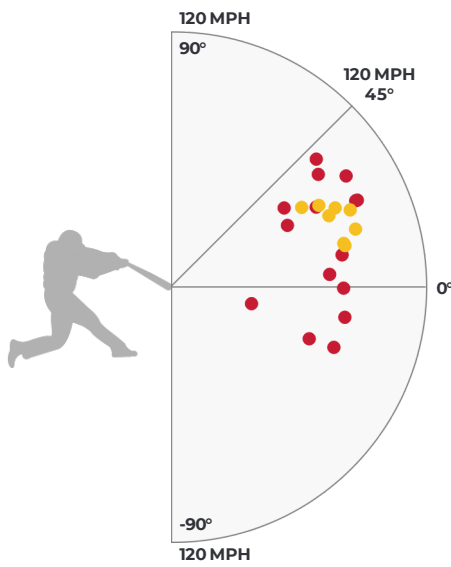
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
34.8%	0%	0%	0%	65.2%

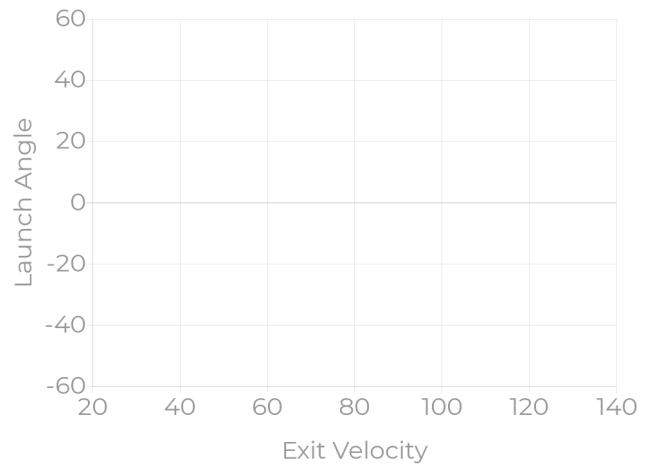
HIT CLASSIFICATIONS

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

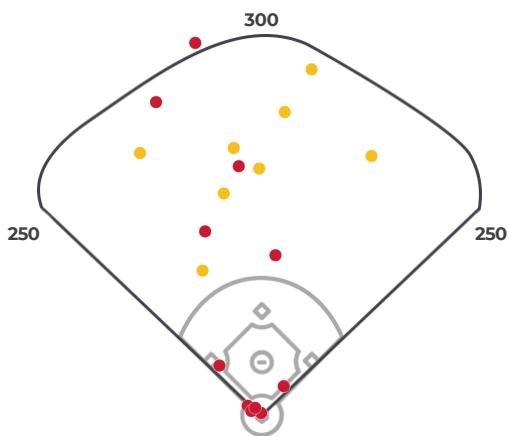
HIT OUTCOME VS LA & EV



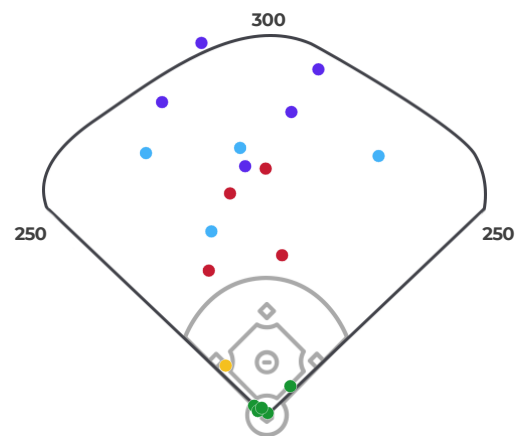
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

	19 (3/23)	17.5 (2/23)	-15 (1/23)	32 (1/23)
-16 (1/23)		20 (2/23)	8 (3/23)	
23 (1/23)			24 (1/23)	1.5 (2/23)
				0 (1/23)

	1232 (3/23)	1014 (2/23)	1895 (1/23)	2657 (1/23)
1387 (1/23)		1396 (2/23)	1346 (3/23)	
500 (1/23)			2280 (1/23)	2195 (2/23)
				3777 (1/23)

EXIT VELOCITY

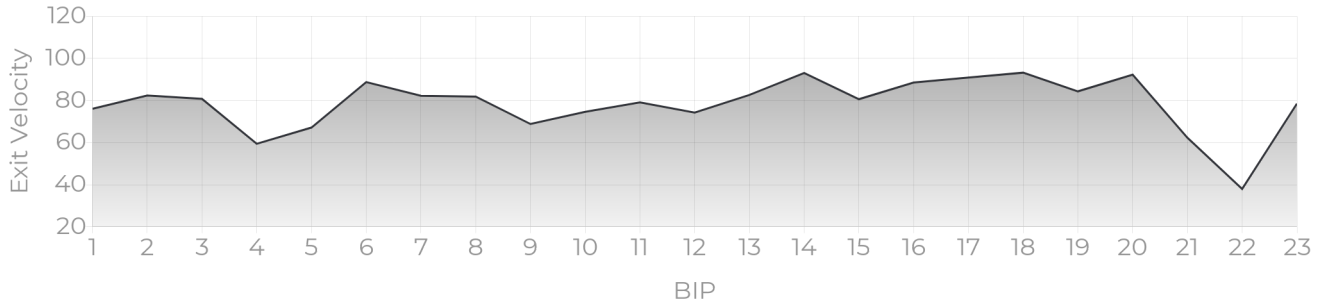
XWOBA

	88 (3/23)	78 (2/23)	79 (1/23)	62 (1/23)
67 (1/23)		85 (2/23)	80 (3/23)	
59 (1/23)			76 (1/23)	81.5 (2/23)
				80 (1/23)

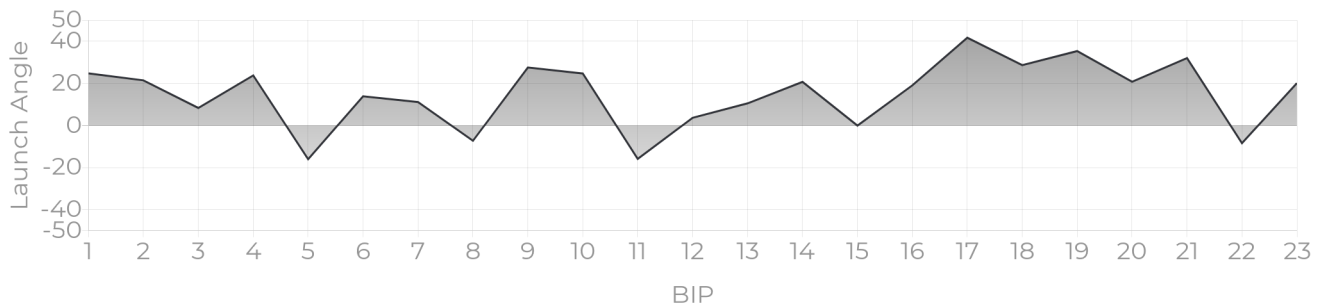
	0.622 (3/23)	0.435 (2/23)	0.092 (1/23)	0.419 (1/23)
0.104 (1/23)		0.466 (2/23)	0.426 (3/23)	
0.223 (1/23)			0.658 (1/23)	0.335 (2/23)
				0.098 (1/23)

PROGRESS REPORTS

EV TRACKER



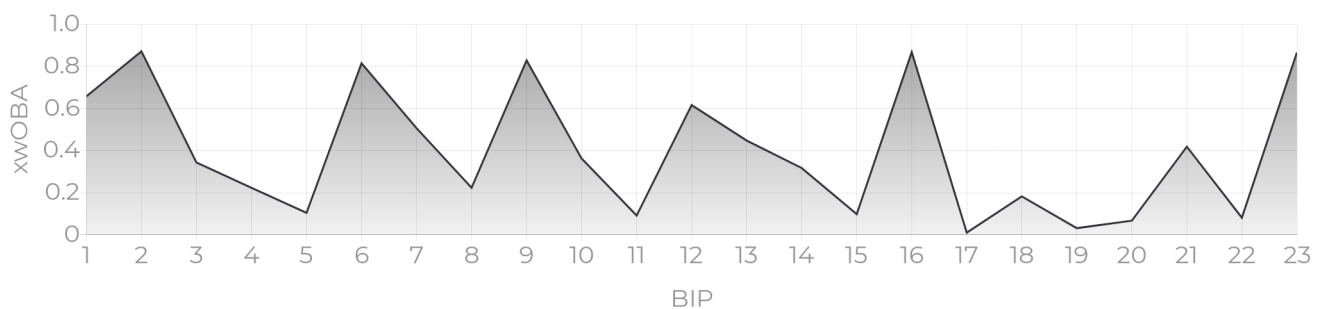
LA TRACKER



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