



GATEWAY
REGENSBURG

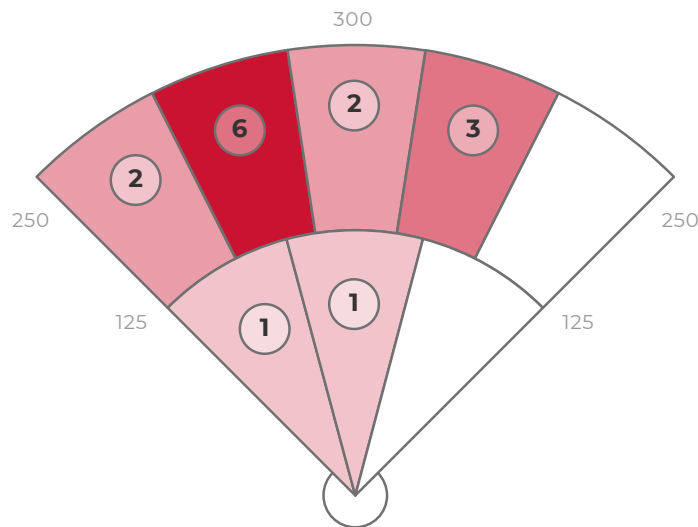
Schmidt

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	79.6	97.1	93.4
L. ANGLE	30.6	67.0	16.6
DIRECTION	-6.9	57.5	-28.4
DISTANCE	219	326	227
SPIN RATE	1761	3196	1581

BATTING AVG	.250
XWOBA	.328
SLUGGING	.600
HARD HIT %	31.3%
BOMBS %	12.5%
ROPES %	12.5%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/15	-	-	-	-
MIDDLE	6/15	39	74	1950	220
OPPO	9/15	23	87	1651	230

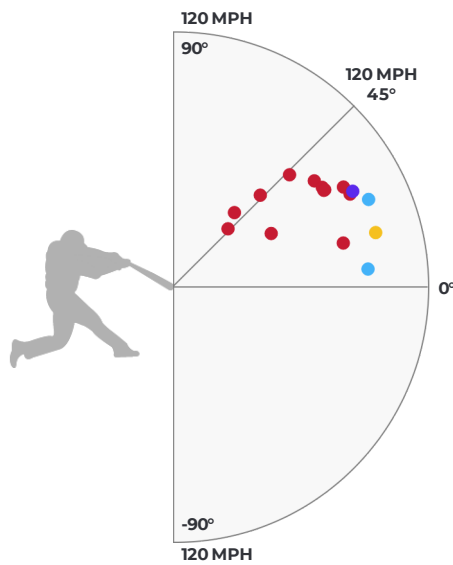
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
6.3%	12.5%	0%	6.3%	75.0%

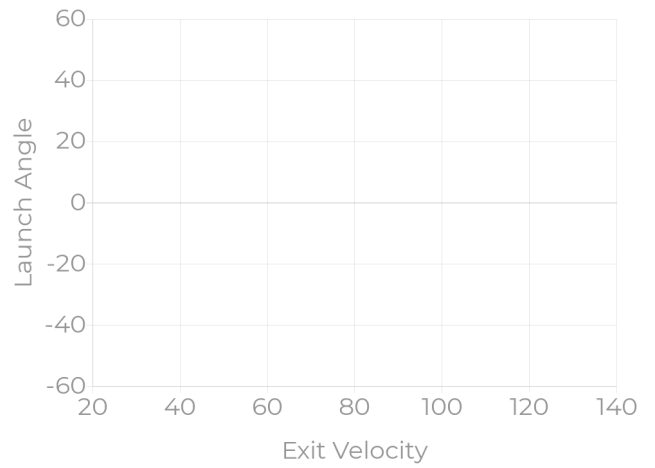
HIT CLASSIFICATIONS

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

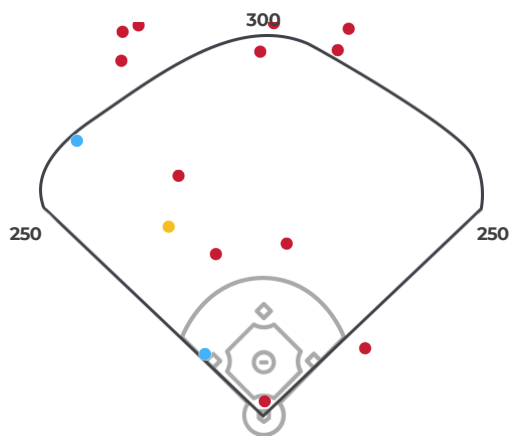
HIT OUTCOME VS LA & EV



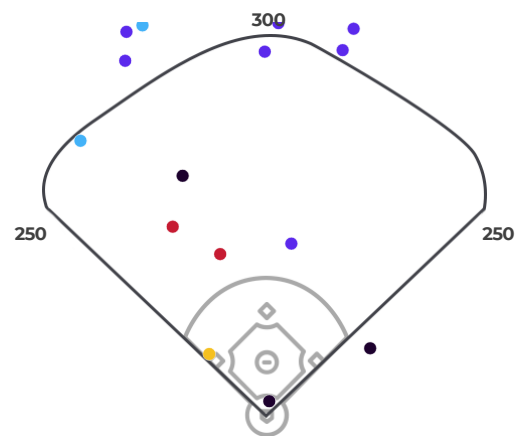
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

	17 (2/15)	30 (1/15)		53 (1/15)
52 (1/15)	23 (1/15)		11 (1/15)	26.5 (2/15)
			26 (1/15)	

	1294 (2/15)	1680 (1/15)		1610 (1/15)
3196 (1/15)	1324 (1/15)		846 (1/15)	3121 (2/15)
			1154 (1/15)	

EXIT VELOCITY

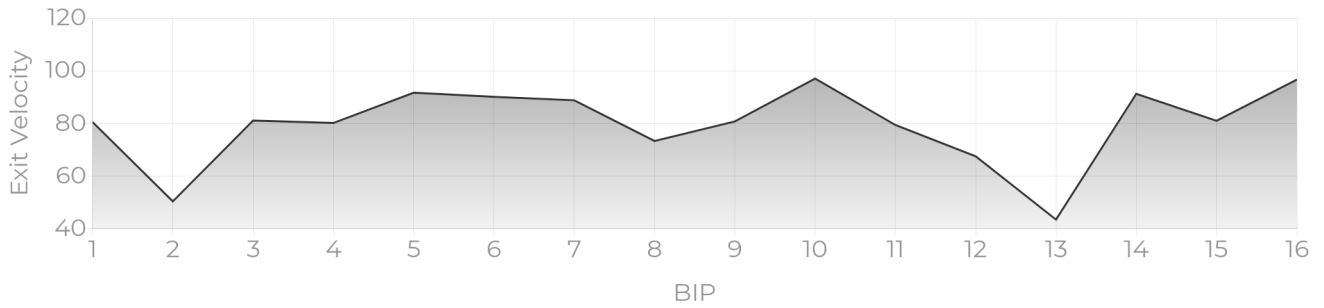
XWOBA

	93.5 (2/15)	80 (1/15)		43 (1/15)
67 (1/15)	90 (1/15)		81 (1/15)	65.5 (2/15)
			88 (1/15)	

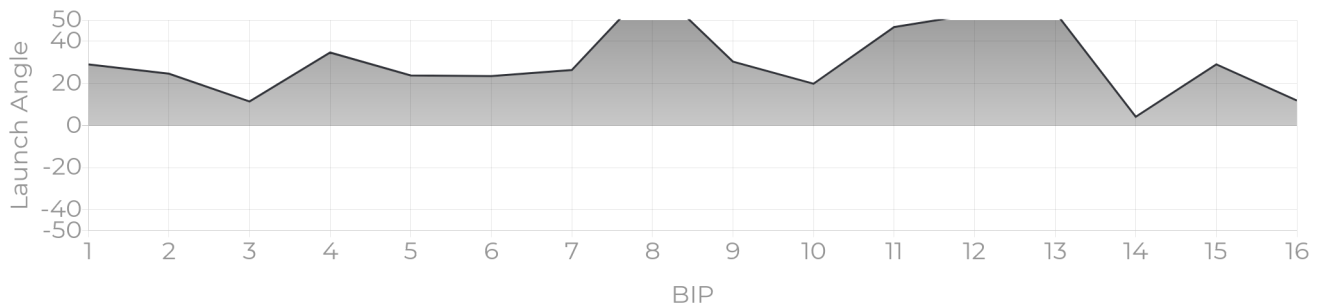
	1.401 (2/15)	0.024 (1/15)		0.001 (1/15)
0.047 (1/15)	0.040 (1/15)		0.149 (1/15)	0.116 (2/15)
			0.021 (1/15)	

PROGRESS REPORTS

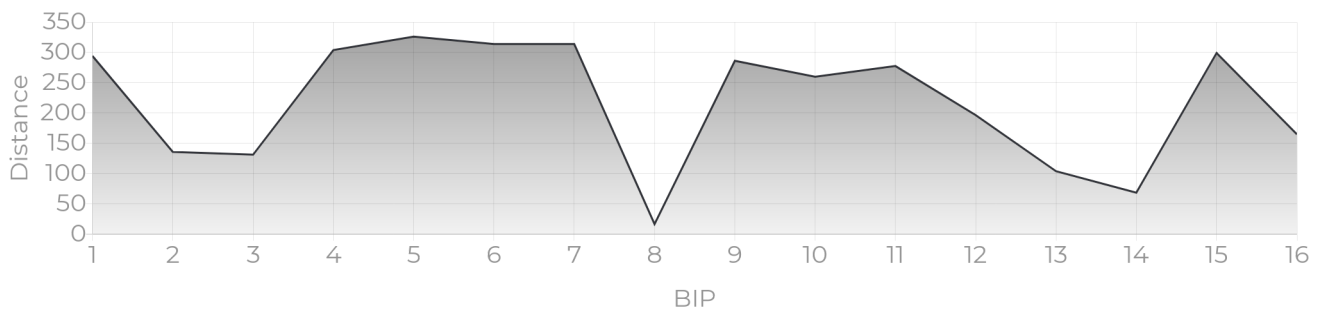
EV TRACKER



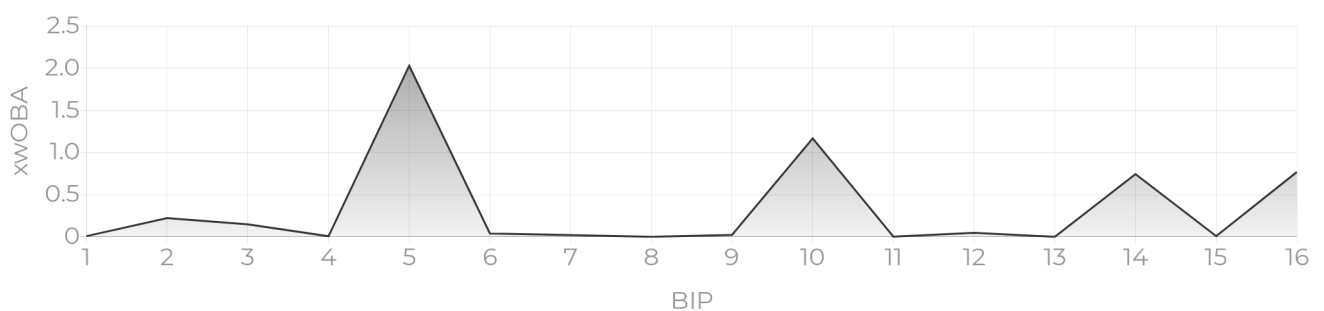
LA TRACKER



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