



GATEWAY
REGENSBURG

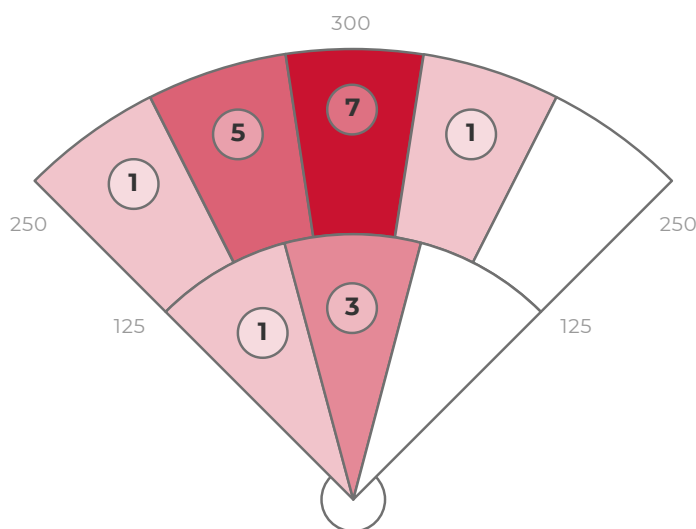
Stilzebach

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	80.5	88.0	0
L. ANGLE	19.9	38.3	0
DIRECTION	-8.2	9.4	0
DISTANCE	220	329	0
SPIN RATE	1507	3370	0

BATTING AVG	.500
XWOBA	.450
SLUGGING	.500
HARD HIT %	0%
BOMBS %	0%
ROPES %	0%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/18	-	-	-	-
MIDDLE	13/18	22	79	1647	229
OPPO	5/18	15	85	1141	197

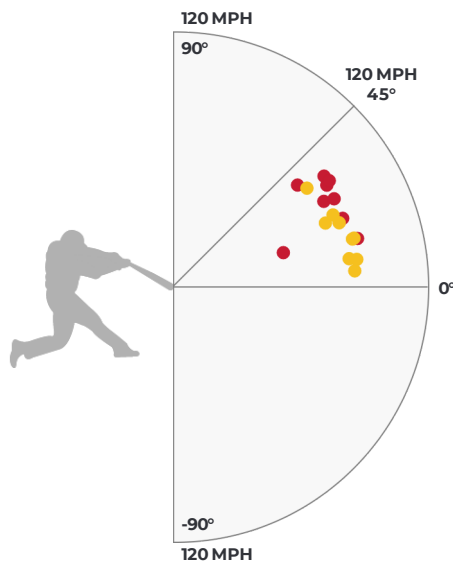
HIT OUTCOME

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

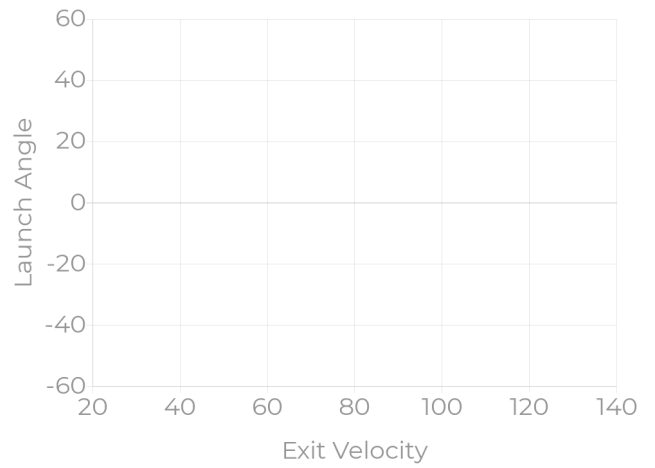
HIT CLASSIFICATIONS

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

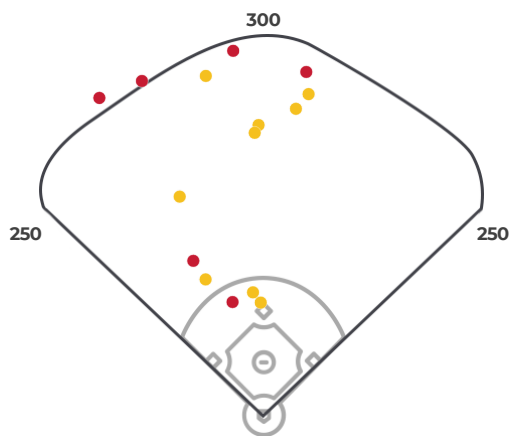
HIT OUTCOME VS LA & EV



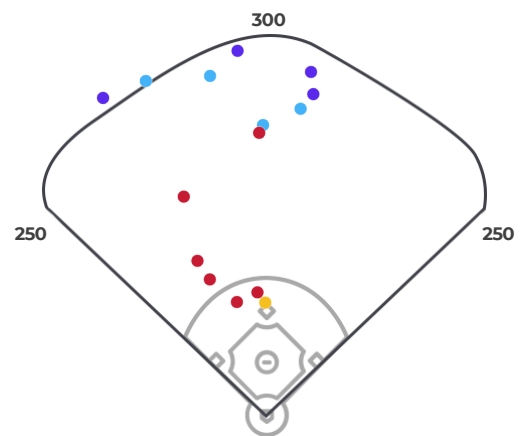
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

20 (1/18)	24.5 (4/18)	21 (2/18)	
	11 (1/18)	27.5 (2/18)	
	17 (1/18)	4 (1/18)	
			7 (1/18)

1500 (1/18)	1925 (4/18)	2162 (2/18)	
	1680 (1/18)	1443 (2/18)	
	1647 (1/18)	1276 (1/18)	
			916 (1/18)

EXIT VELOCITY

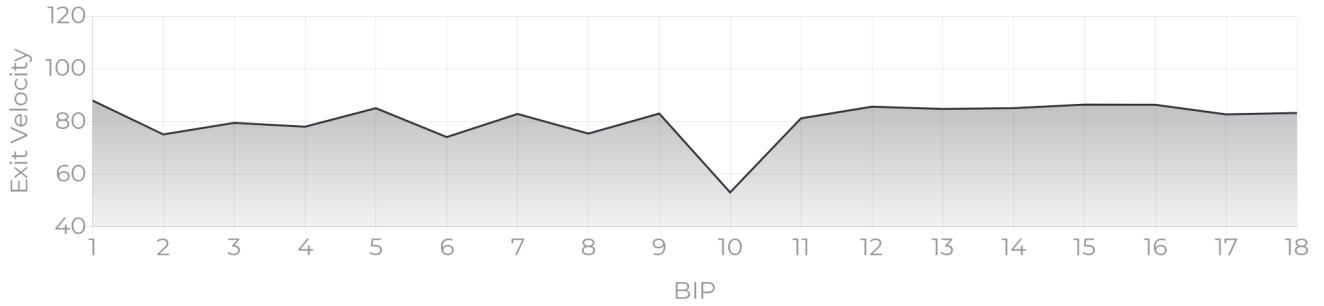
XWOBA

79 (1/18)	82.5 (4/18)	85 (2/18)	
	88 (1/18)	77.5 (2/18)	
	83 (1/18)	85 (1/18)	
			82 (1/18)

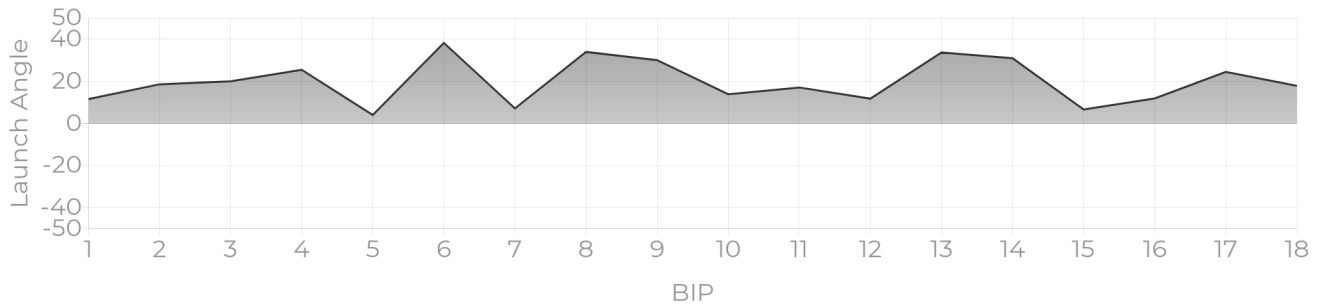
0.846 (1/18)	0.270 (4/18)	0.450 (2/18)	
	0.387 (1/18)	0.455 (2/18)	
	0.275 (1/18)	0.750 (1/18)	
			0.527 (1/18)

PROGRESS REPORTS

EV TRACKER



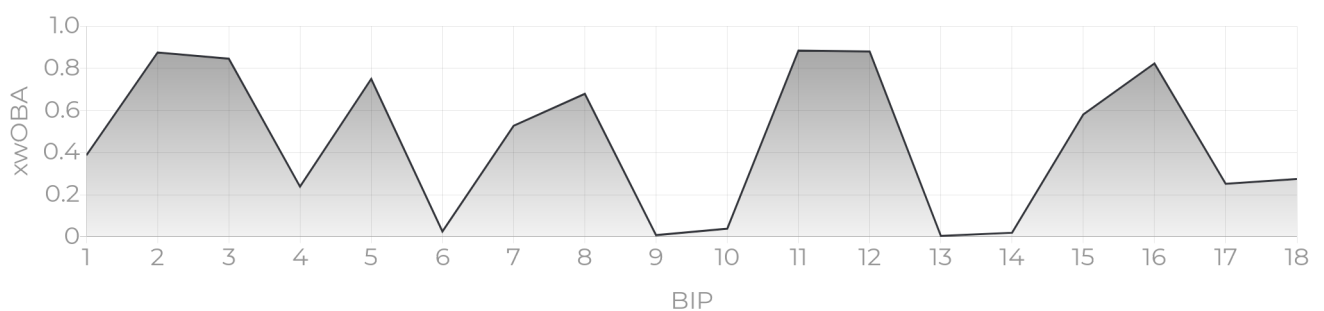
LA TRACKER



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