



GATEWAY
REGENSBURG

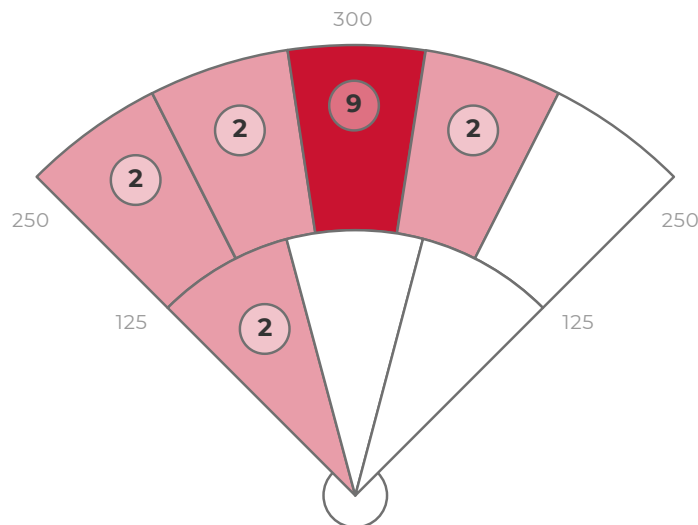
Albes

29.06.21

DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	83.8	94.4	91.7
L. ANGLE	22.4	38.4	11.7
DIRECTION	-8.0	13.1	-19.4
DISTANCE	253	309	194
SPIN RATE	1830	3495	1176

BATTING AVG	.471
XWOBA	.442
SLUGGING	.529
HARD HIT %	17.6%
BOMBS %	0%
ROPES %	11.8%



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	0/17	-	-	-	-
MIDDLE	12/17	26	82	2200	276
OPPO	5/17	13	88	944	199

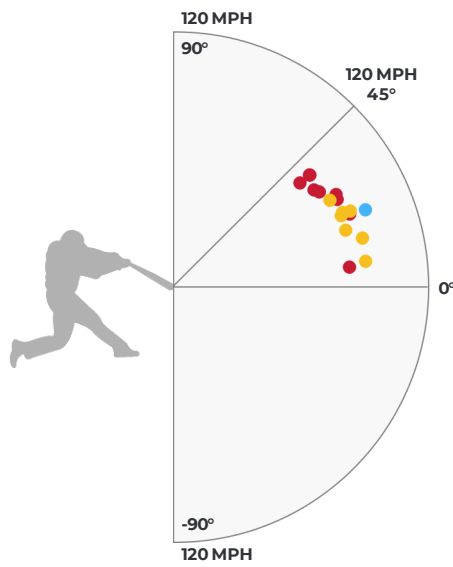
HIT OUTCOME

Single	Double	Triple	Home Run	Field Out
41.2%	5.9%	0%	0%	52.9%

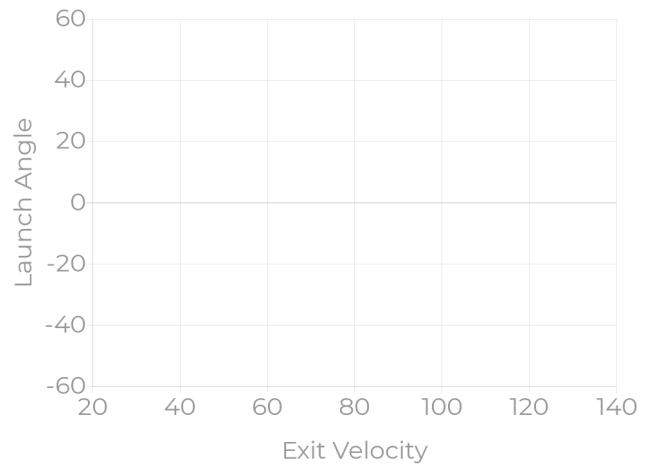
HIT CLASSIFICATIONS

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

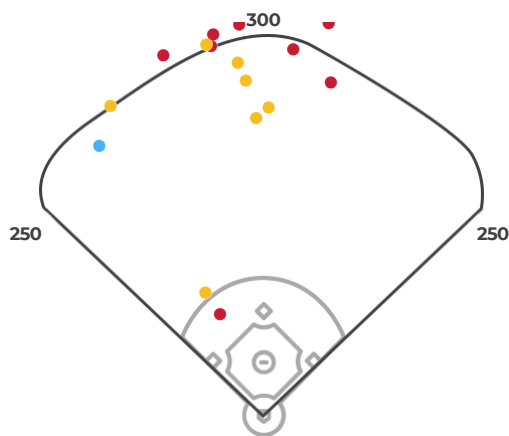
HIT OUTCOME VS LA & EV



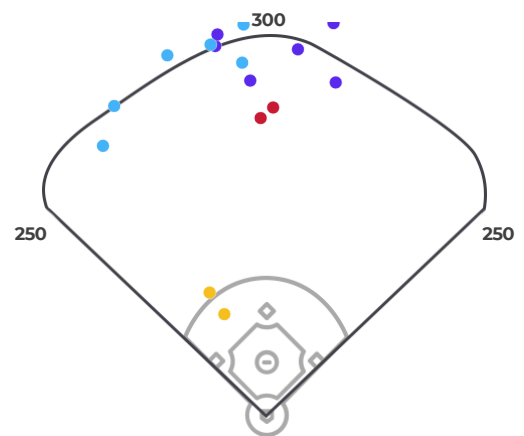
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



HIT CLASSIFICATIONS



STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

31 (1/17)	10 (2/17)	11 (1/17)	38 (2/17)	
19 (1/17)	18 (1/17)			23 (1/17)
	19 (1/17)	26.5 (2/17)		
			18 (1/17)	

2537 (1/17)	1496 (2/17)	1647 (1/17)	1766 (2/17)	
1845 (1/17)	1315 (1/17)			2693 (1/17)
	743 (1/17)	3084 (2/17)		
			1681 (1/17)	

EXIT VELOCITY

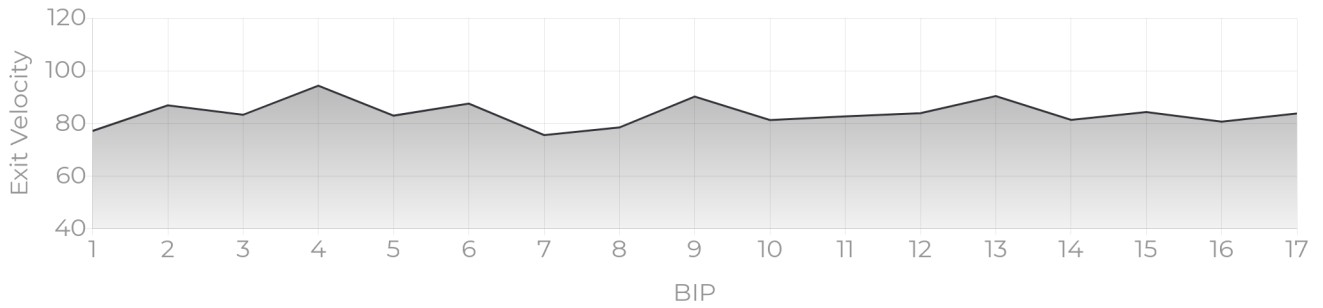
XWOBA

77 (1/17)	86.5 (2/17)	90 (1/17)	78 (2/17)	
84 (1/17)	86 (1/17)			83 (1/17)
	87 (1/17)	79 (2/17)		
			83 (1/17)	

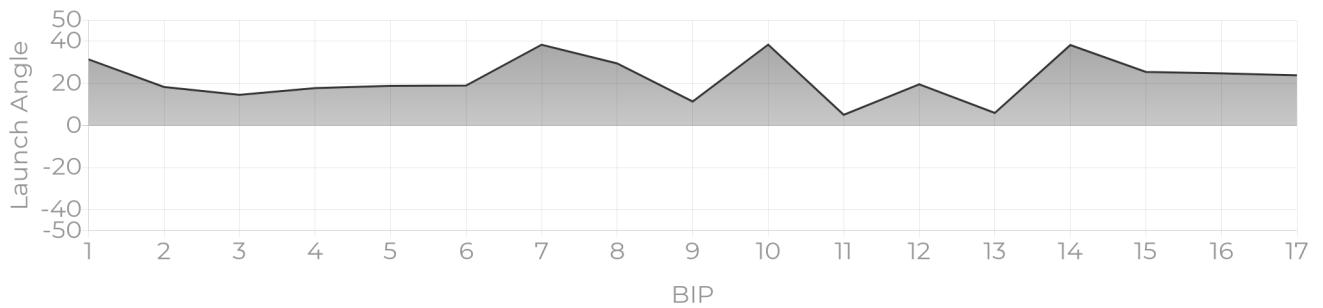
0.054 (1/17)	0.729 (2/17)	0.880 (1/17)	0.021 (2/17)	
0.618 (1/17)	0.308 (1/17)			0.084 (1/17)
	0.693 (1/17)	0.389 (2/17)		
			0.794 (1/17)	

PROGRESS REPORTS

EV TRACKER



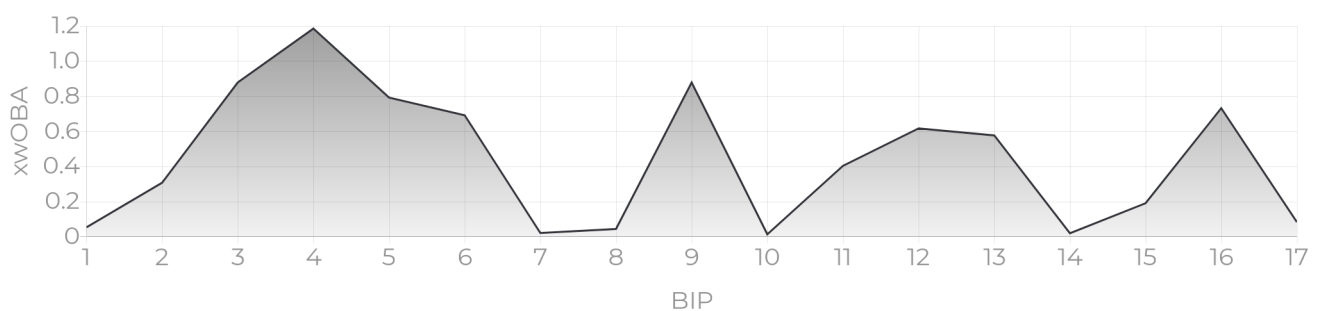
LA TRACKER



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