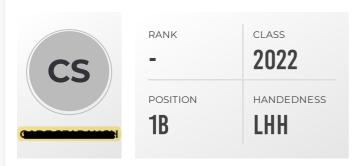
09.15.2021







Weight:





DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	79.3	89.4	84.1
L. ANGLE	14.0	34.4	11.4
DIRECTION	9.1	39.8	9.9
DISTANCE	168	300	161
SPIN RATE	1598	3517	1383

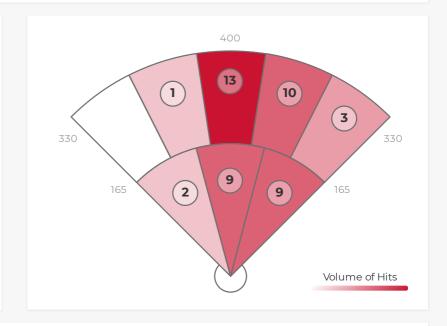
BATTING AVG	.574
XWOBA	.513
SLUGGING	.617
HARD HIT %	63.8%
BOMBS %	12.8%
ROPES %	27.7%

RAPSCORE



PRO





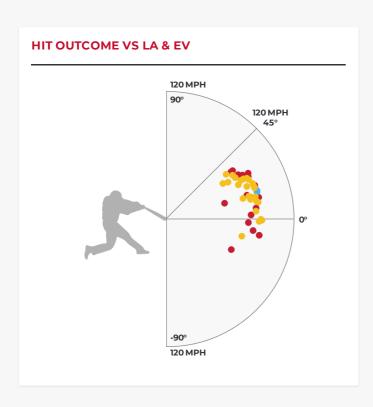
ZONE BREAKDOWN

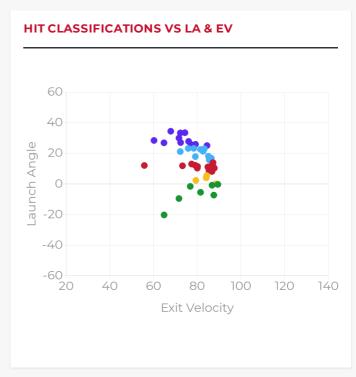
Zone	Volume of Hits	AVGLA	AVG EV	AVG RPM	AVG Distance
PULL	19/47	13	79	1340	176
MIDDLE	26/47	16	79	1771	174
OPPO	2/47	-6	85	1808	19

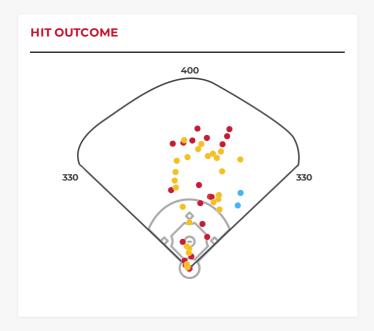


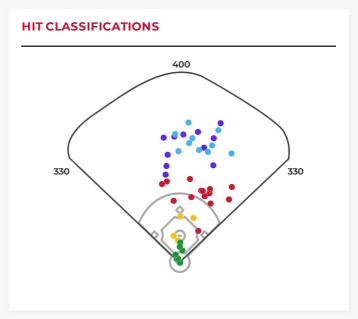
HIT OUTCOME						
Single	Double	Triple	Home Run	Field Out		
53.2%	4.3%	0%	0%	42.6%		

HIT CLASSIFICATIONS					
Dribbler	Ground	Low Line	High Line	Fly Ball	Pop Up
14.9%	8.5%	29.8%	23.4%	23.4%	0%



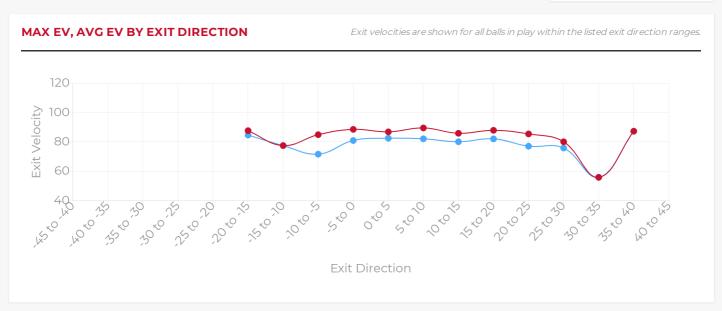


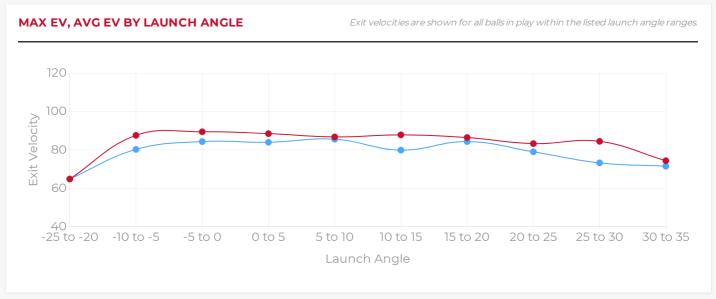


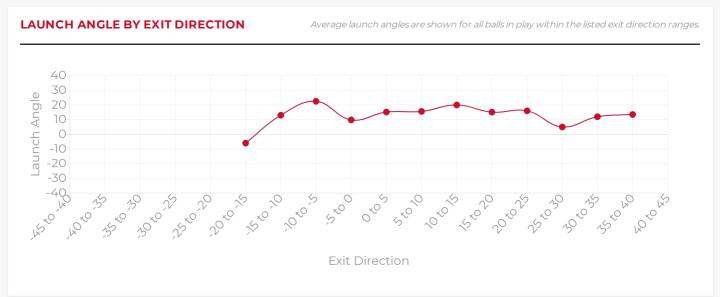


• 09.15.2021











STRIKE ZONE BREAKDOWN

LAUNCH ANGLE SPIN RATE

O (1/47)	8 (5/47)	21 (2/47)	23 (1/47)	
	16.5 (2/47)	8 (3/47)		13 (1/47)
		27 (1/47)	18 (1/47)	
21 (1/47)				
	23 (1/47)	34 (1/47)		•

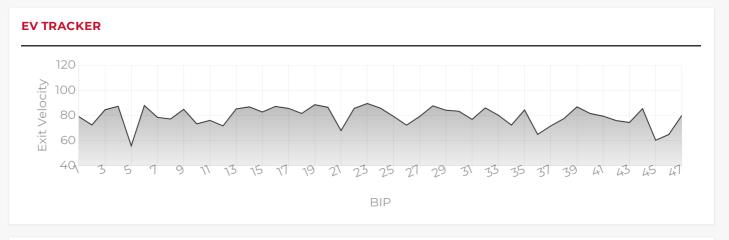
		AVG EV	AVG LA
Th.	INNER THIRD	85.0	18.0
HORIZONTA	MIDDLE THIRD	80.5	17.5
HO	OUTER THIRD	81.5	16.5
	UPPER THIRD	83.3	12.3
ERTICA	MIDDLE THIRD	80.5	22.5
>	LOWER THIRD	0	0

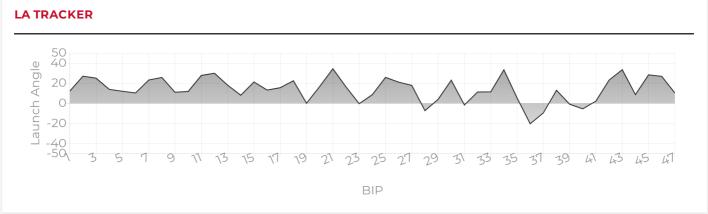
1000	1254 (5/47)	1397 (2/47)	2635 (1/47)	
	2166 (2/47)	1680 (3/47)		1451 (1/47)
		2256 (1/47)	2541 (1/47)	
1380 (1/47)				
	3197 (1/47)	1695 (1/47)		

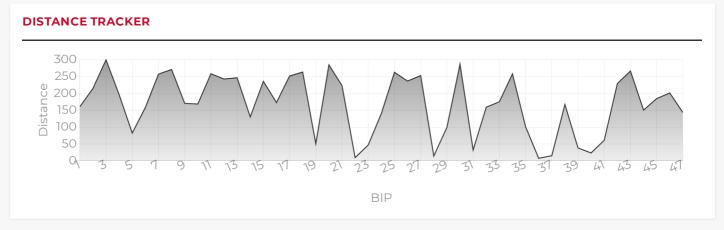
Catcher's POV Catcher's POV

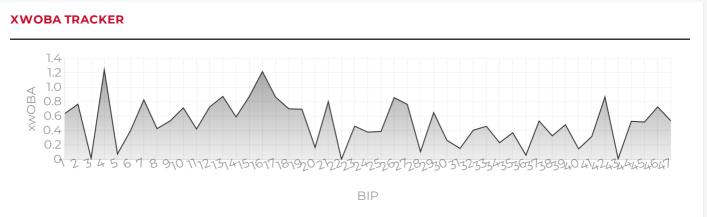


PROGRESS REPORTS











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 players Max Exit Velo) and Hit with a 20+ Launch Angle.

HIT CLASSIFICATIONS

 $\textbf{Dribbler:} \ \textbf{A} \ \textbf{batted ball event with less than a O degree launch angle}$

Ground Ball: A batted ball event with a launch angle between O and 6 degrees

Low Line Drive: A batted ball event with a launch angle between 6 and 15 degrees

 $\textbf{High Line Drive:} \ \textbf{A} \ \textbf{batted ball event with a launch angle between 15 and 24 degrees}$

 $\textbf{Fly Ball:} \, \textbf{A} \, \textbf{batted ball event with a launch angle between 24 and 50 degrees}$

Pop Up: A batted ball event with a launch angle greater than 50 degrees