







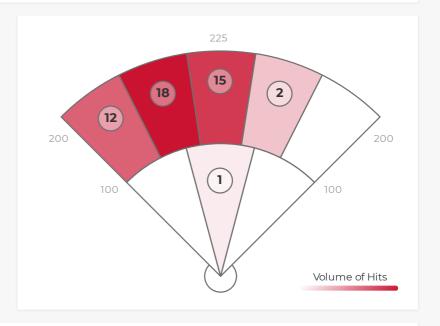
DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	67.1	76.3	70.2
L. ANGLE	23.5	36.6	22.1
DIRECTION	-13.6	10.1	-19.4
DISTANCE	176	242	184
SPIN RATE	1468	3615	1237

BATTING AVG	.375
XWOBA	.560
SLUGGING	.813
HARD HIT %	47.9%
BOMBS %	33.3%
ROPES %	14.6%

RAPSCORE





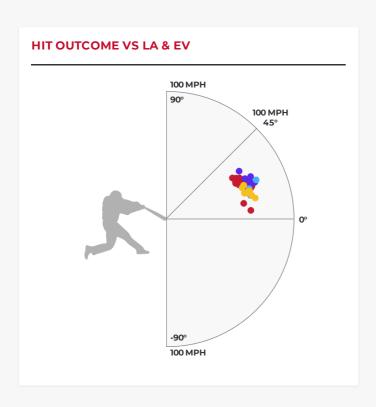
ZONE BREAKDOWN

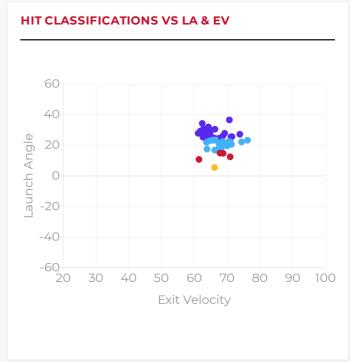
Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	22/48	24	68	1249	185
MIDDLE	26/48	23	66	1654	169
OPP0	0/48	-	-	-	-

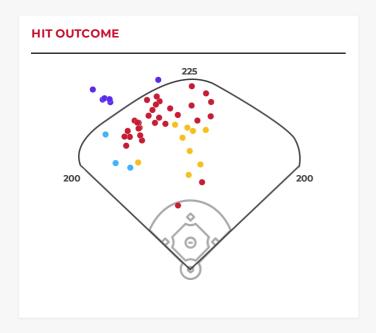


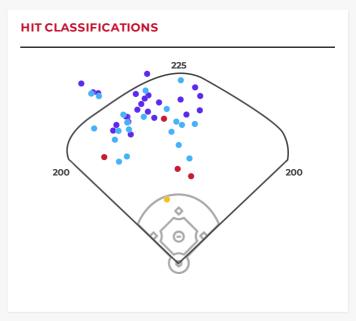
ніт оитсо	ME			
	Double	Triple	Home Run	Field Out
18.8%	6.3%	0%	12.5%	62.5%

HIT CLASSIFICATIONS					
Dribbler	Ground	Low Line	High Line	Fly Ball	Pop Up
0%	2.1%	8.3%	41.7%	47.9%	0%



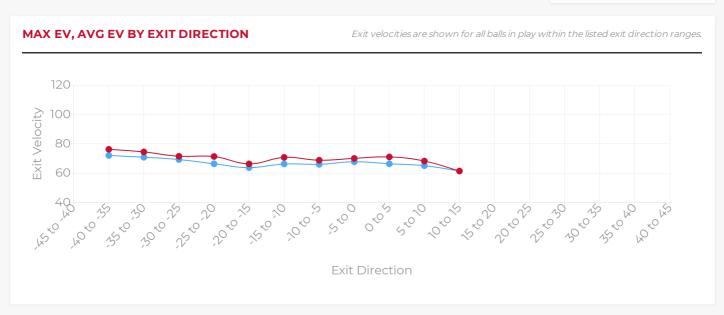




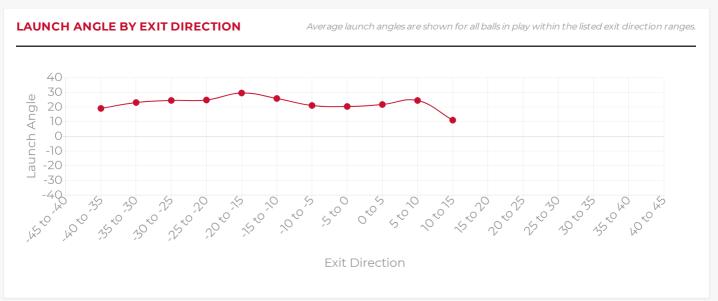














STRIKE ZONE BREAKDOWN

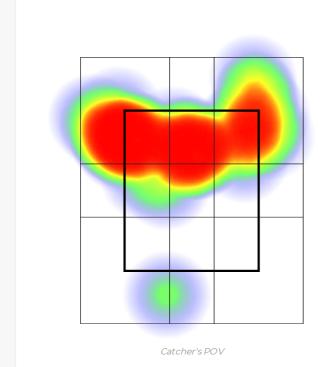
LAUNCH ANGLE SPIN RATE

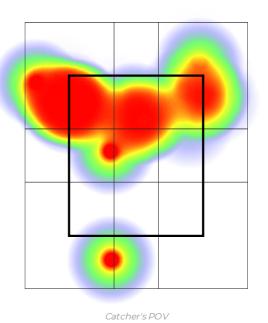
24 (3/48)	25 (1/48)	25 (6/48)	20 (3/48)
29 (1/48)		22 (7/48)	5 (1/48)
	22 (1/48)		
'			1

		AVG EV	AVG LA
1 F	INNER THIRD	71.0	22.0
HORIZONTAL	MIDDLE THIRD	66.0	22.0
HOI	OUTER THIRD	0	0
	UPPER THIRD	66.0	22.0
VERTICA	MIDDLE THIRD	71.0	22.0
	LOWER THIRD	0	0

972 (3/48)	1024 (1/48)	1651 (6/48)	1858 (3/48)
290 (1/48)		1644 (7/48)	710 (1/48)
	1464 (1/48)		

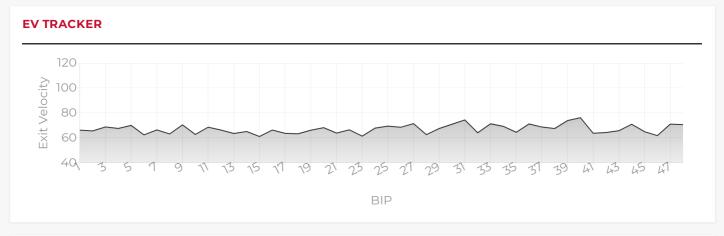
EXIT VELOCITY XWOBA

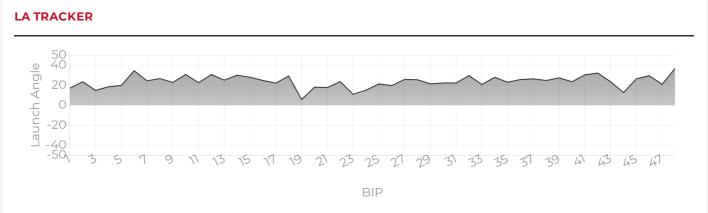


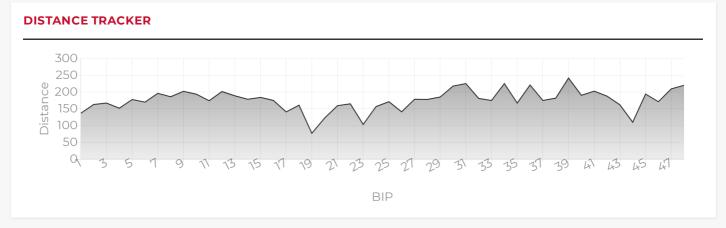


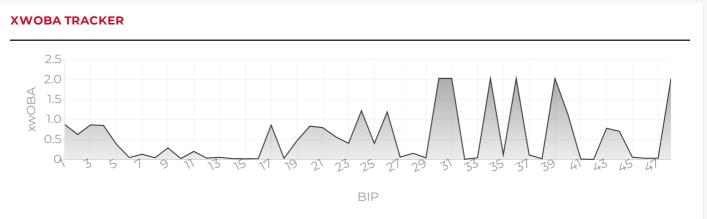


PROGRESS REPORTS











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

Dribbler: A 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