







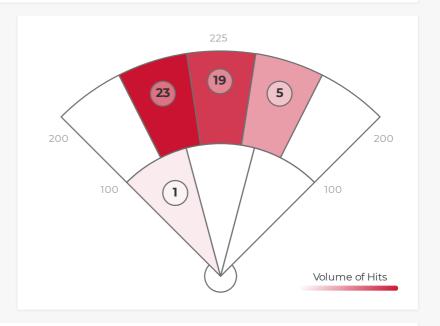
DATA

	AVG	MAX	HARD HIT AVG
EXIT VELO	67.9	75.2	71.1
L. ANGLE	23.4	34.6	20.2
DIRECTION	-7.3	15.0	-9.5
DISTANCE	184	240	184
SPIN RATE	1380	3555	1164

BATTING AVG	.313
XWOBA	.469
SLUGGING	.646
HARD HIT %	52.1%
BOMBS %	29.2%
ROPES %	20.8%

RAPSCORE





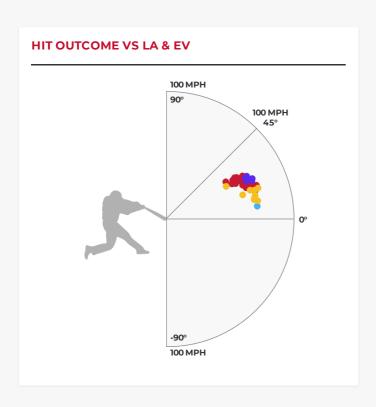
ZONE BREAKDOWN

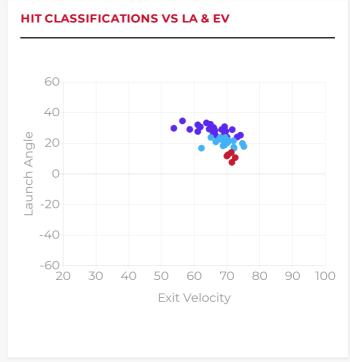
Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	13/48	22	69	1245	182
MIDDLE	34/48	24	67	1449	186
OPPO	1/48	23	68	786	168

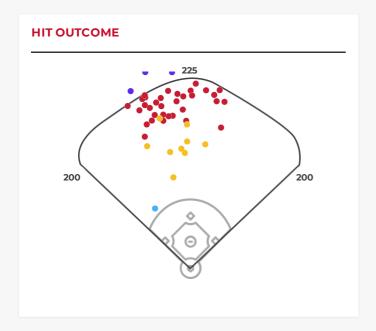


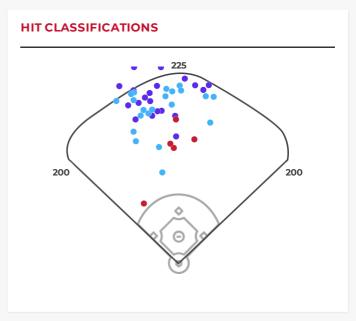
HIT OUTCOME						
Single	Double	Triple	Home Run	Field Out		
18.8%	2.1%	0%	10.4%	68.8%		

HIT CLASSIFICATIONS					
Dribbler	Ground	Low Line	High Line	Fly Ball	Pop Up
0%	0%	10.4%	43.8%	45.8%	0%





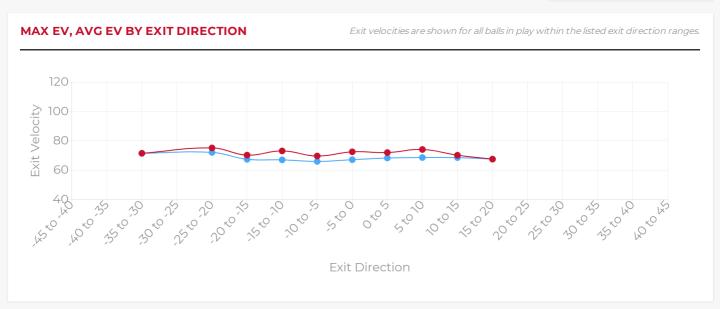


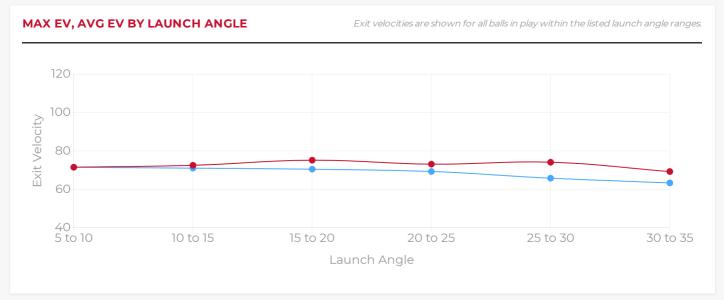


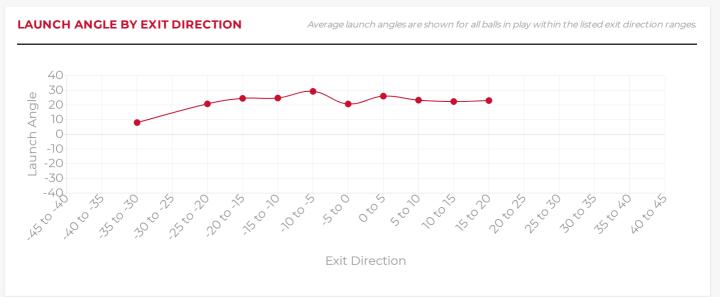


HAYDEN KYNE 10.23.2021











STRIKE ZONE BREAKDOWN

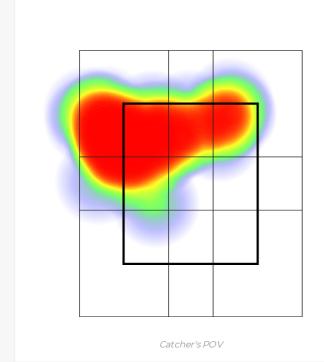
LAUNCH ANGLE SPIN RATE

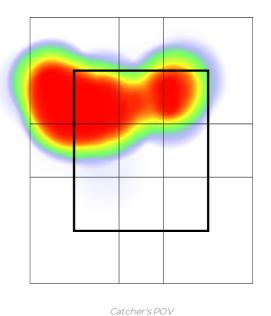
14 (2/48)	23 (3/48)	20 (3/48)	25 (3/48)	22 (1/48)
23.5 (2/48)	8.5 (2/48)			
28 (1/48)				
				•

		AVG EV	AVG LA
11	INNER THIRD	71.5	8.5
HORIZONTAL	MIDDLE THIRD	0	0
HOF	OUTER THIRD	0	0
_	UPPER THIRD	71.5	8.5
ERTICAL	MIDDLE THIRD	0	0
>	LOWER THIRD	0	0

797 (2/48)	2072 (3/48)	1001 (3/48)	1291 (3/48)	1684 (1/48)
2938 (2/48)	1017 (2/48)			
1643 (1/48)				
				•

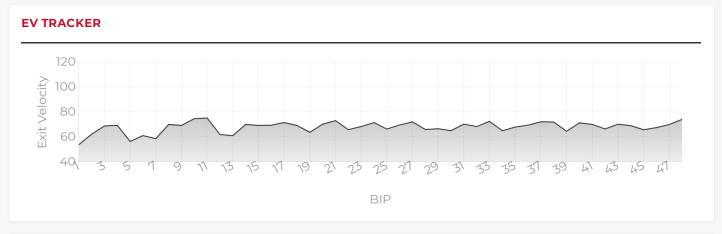
EXIT VELOCITY XWOBA

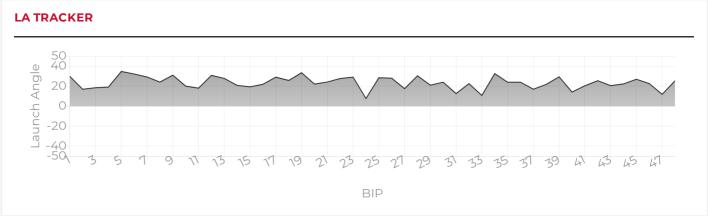


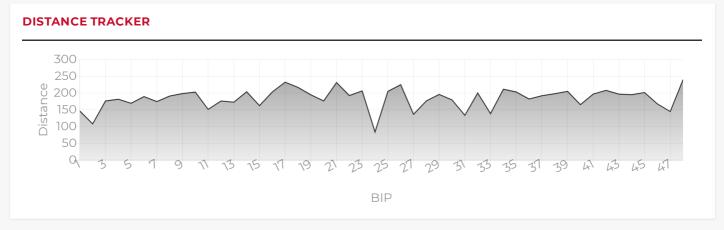


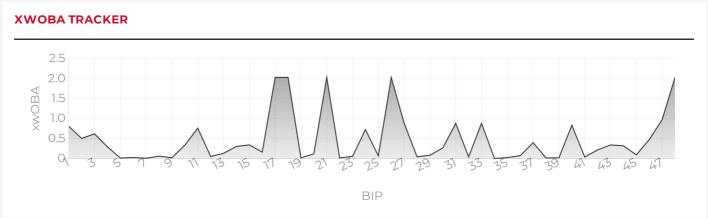


PROGRESS REPORTS















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

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

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

High Line Drive: A 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