

Event Snapshot

Player Name: SAMPLE RHP
 Date:
 Venue:

60

Median Spin/Velocity

Fastball			Dropball			Riseball		
Velocity	Spin Rate	Spin Eff (%)	Velocity	Spin Rate	Spin Eff (%)	Velocity	Spin Rate	Spin Eff (%)
60.8	973	43.2	60.8	959	71.3	57.4	1496	50.0
Max	Max	Max	Max	Max	Max	Max	Max	Max
61.6	1079	61.6	62.4	1081	95.3	59.3	1564	55.3
Curveball			Screwball			Changeup		
Velocity	Spin Rate	Spin Eff (%)	Velocity	Spin Rate	Spin Eff (%)	Velocity	Spin Rate	Spin Eff (%)
56.5	1672	43.7	N/A	N/A	N/A	45.9	841	93.7
Max	Max	Max	Max	Max	Max	Max	Min	Max
57	1768	56.8	N/A	N/A	N/A	49.9	721	96.6

Median Movement

Fastball			Dropball			Riseball		
Vertical Break	Horizontal Break	Spin Axis	Vertical Break	Horizontal Break	Spin Axis	Vertical Break	Horizontal Break	Spin Axis
-2.7	-0.5	6:24	-6.1	0.2	5:56	5.8	-0.2	11:49
Min	Max		Min	Max		Max	Max	
-4.3	-2.7		-7.0	2.9		6.4	-0.5	
Curveball			Screwball			Changeup		
Vertical Break	Horizontal Break	Spin Axis	Vertical Break	Horizontal Break	Spin Axis	Vertical Break	Horizontal Break	Spin Axis
4.1	-0.9	11:36	N/A	N/A	N/A	-4.1	-7.8	8:02
Max	Max	Max	Max	Max	Max	Min	Max	
6.8	-2.7		N/A	N/A		-4.6	-8.2	

Analysis and Movement Chart

Strengths
Low spin/high spin combo
Above-average sink/plus rise
Plus layer and blend w/ DB and RS--optimal movement combo
Plus vertical separation between rise and sinking pitches
Weaknesses
Consistency of FB--need more DC shape to blend off current CH; can serve as lateral pitch
Sink and blend of CH--ideally needs to be under DB; can use FB to create better pairing
FB/RS velocity differential--need about 1.5 MPH

