

Trackman Live Dashboard

Driveline Research & Development



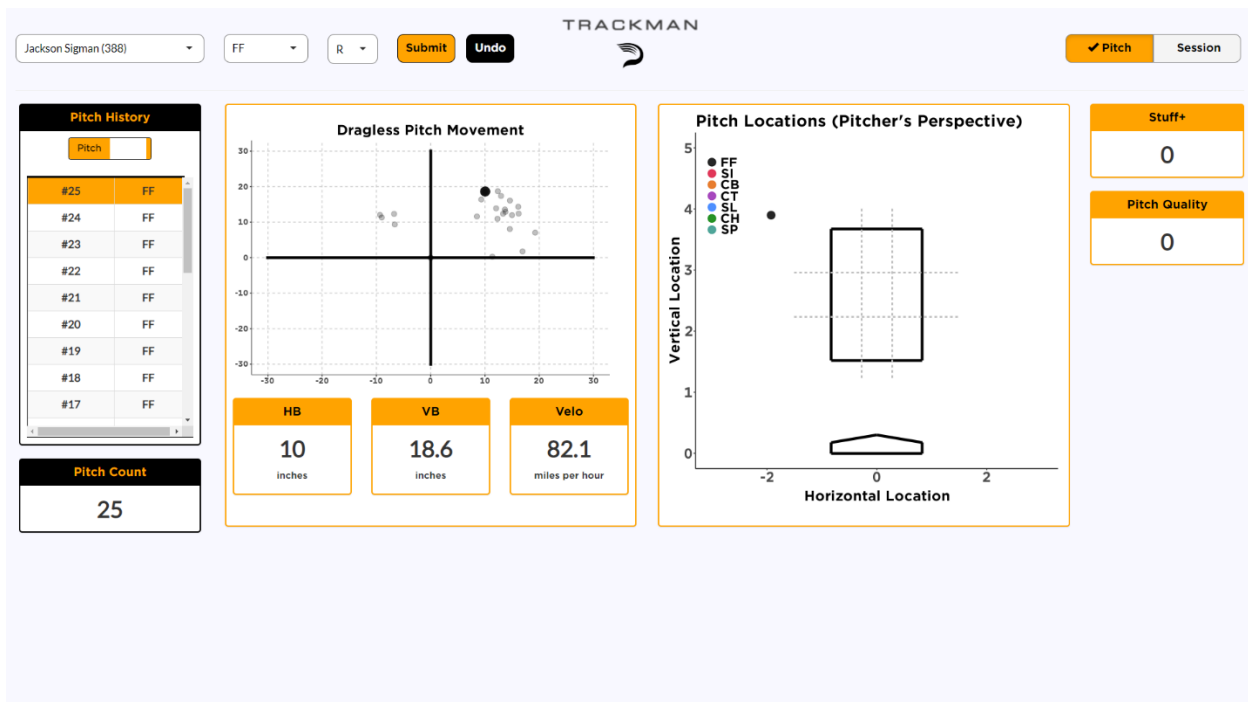
This document will serve as a primer on how analysts, coaches, and athletes alike can run the dashboard during any throwing session that has a Trackman unit set up.

Instructions

1. Treat this as business as usual.

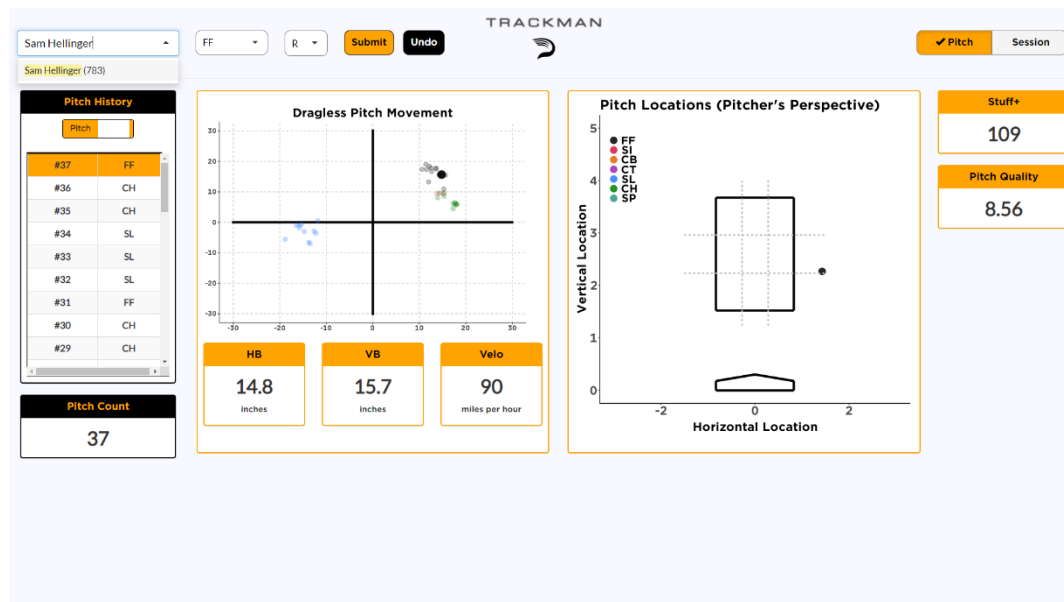
After you're done setting up whatever you may need in a bullpen session (Trackman Mobile, Edgertronic, Rapsodo etc.), open the Trackman Live Dash in a separate tab.

First thing you should see is the page below, where the default is set to the latest pitcher who threw against the Trackman unit.

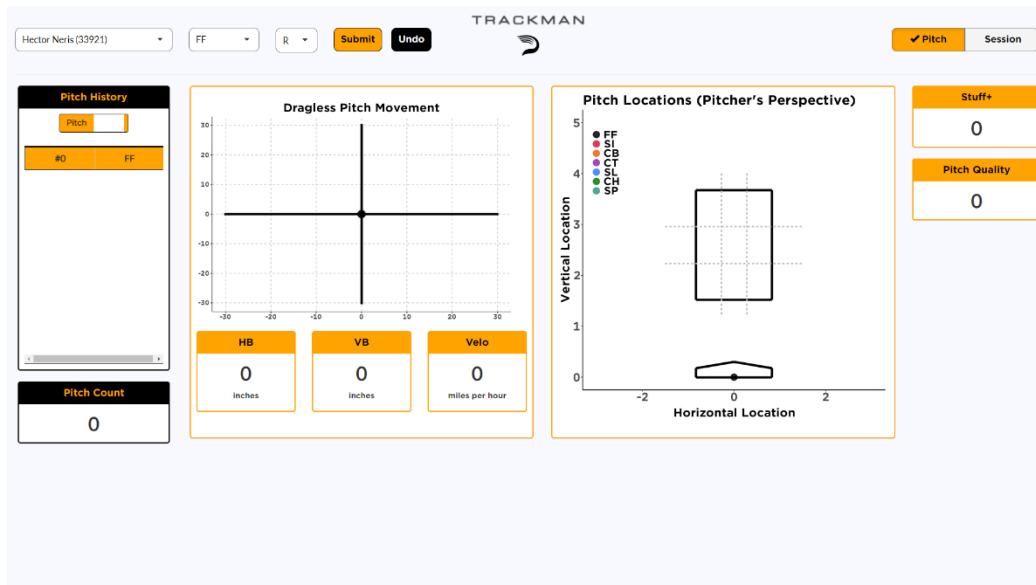


2. Using the first manual input for name & ID on the left-hand corner, type in the desired pitcher's name.

Like the pitcher shown in the first instruction, this pitcher's last session should appear if they've thrown on a Trackman unit recently.



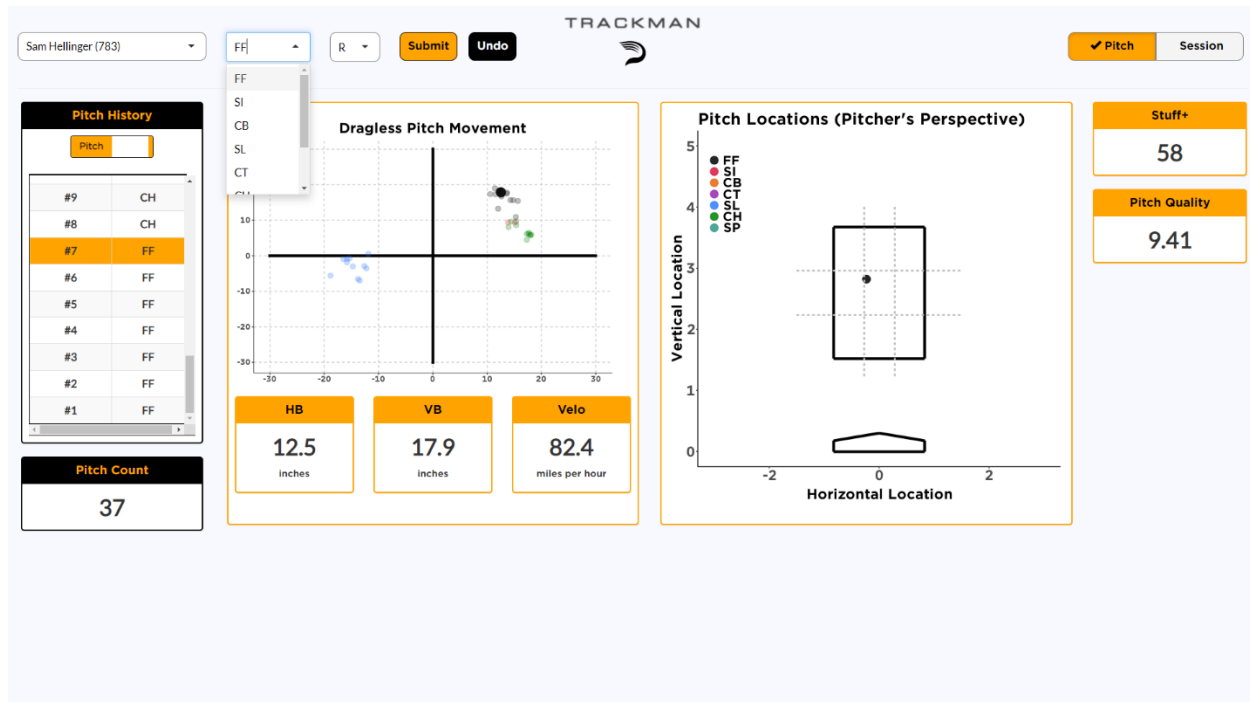
If the athlete has no Trackman sessions, then their page will have a Pitch No. 0 and zeros for everything as a placeholder until they throw their first pitch in a session.



3. Once you've selected the pitcher throwing, make sure the Trackman unit is off for warm-up pitches. We are aware that pitchers want to see where they're at when they first get on the mound, but this is necessary to avoid incorrect velocity differential values that are crucial for off-speed (Changeups & Splitters) Stuff+ calculations.

When the athlete is finished warming up, set the manual input for pitch type to the pitcher's primary fastball (FF, SI, CT). Have the athlete throw 5+ of these pitches to establish a solid average velocity and movement profile for the session.

While this is happening, the dash should be applying the set pitch type to reload the dashboard and provide Stuff+ and xERA along with Pitch Movement and Pitch Locations from the Pitcher's Perspective.

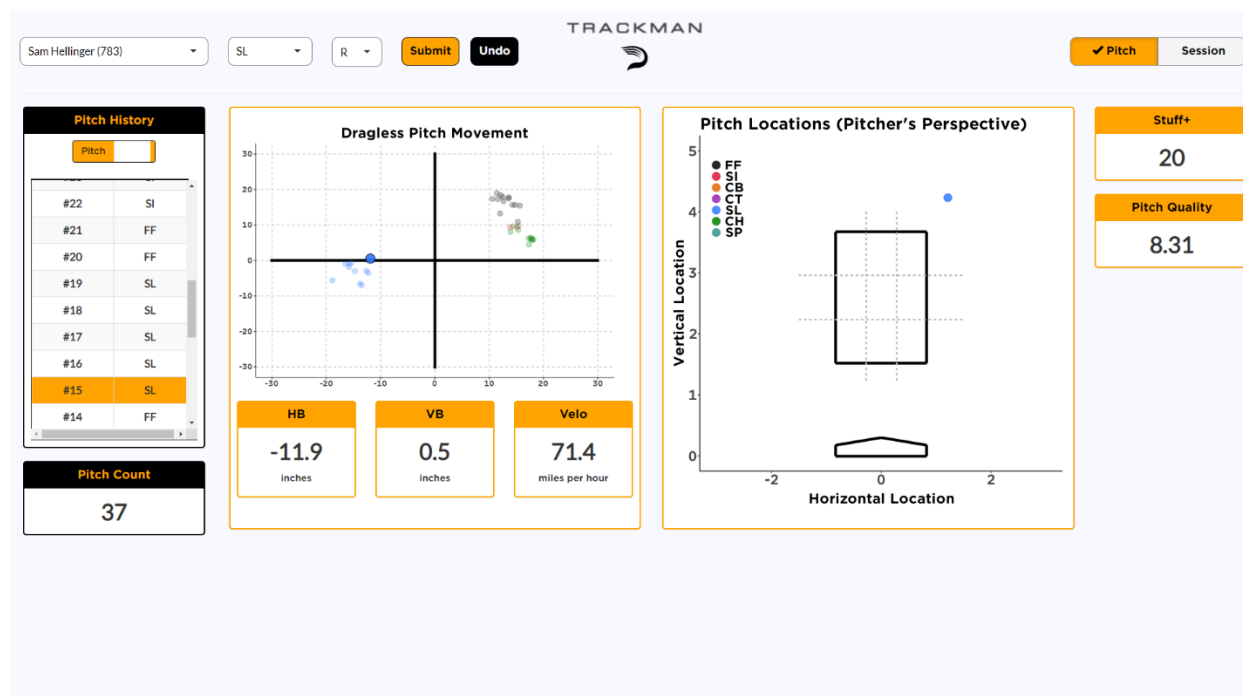


Before moving on to the next pitch type, make sure to select it on the manual input. For batter handedness, the dropdown list next to pitch type, keep it set to R for right-handed batters unless you're running the dashboard during Live At Bats or are curious about how a certain pitch plays against left-handed hitters.

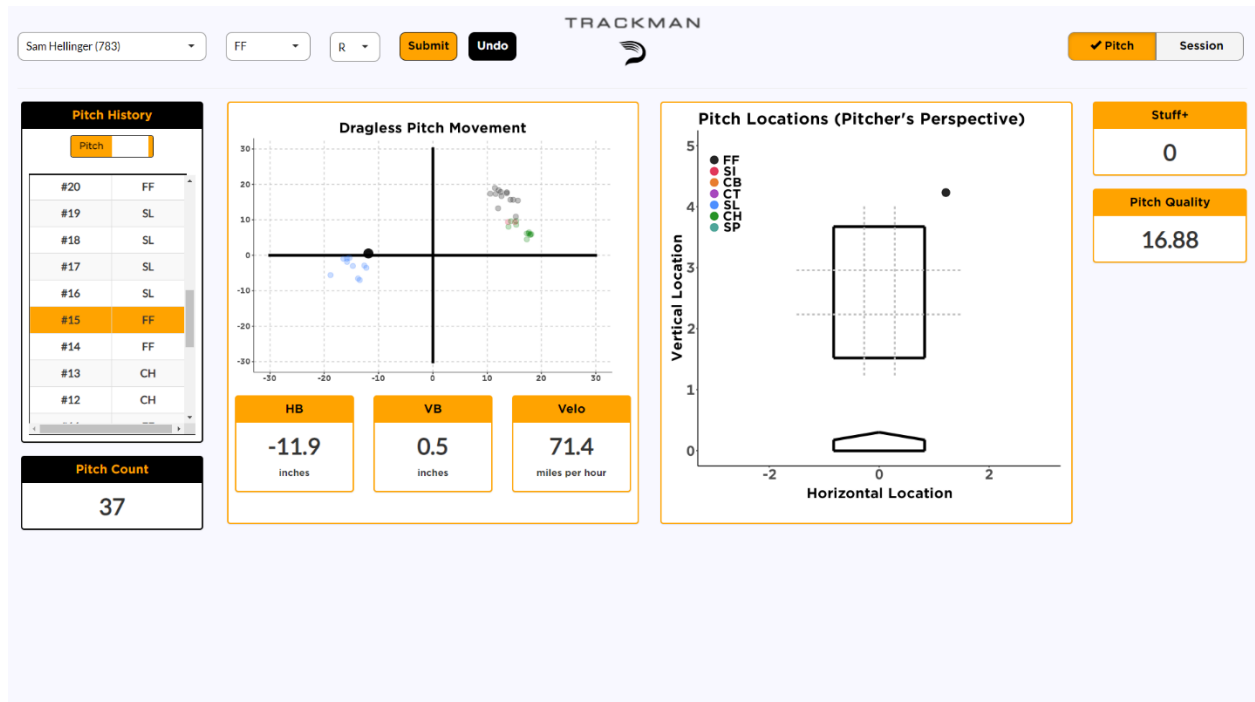
4. If you forget to set the correct pitch type before the athlete throws a different pitch from the previous, click on the desired pitch within the 'Pitch History' box, then click the 'Undo' button to delete the incorrect pitch type along with its corresponding Stuff+ and xERA values from the database.

Set the correct pitch type in the manual input and click the 'Submit' button so the dashboard can load up the new values. Avoid using the 'Submit' button to enter the session into the internal database, the dashboard automatically sends this information after each pitch. Below is an example of this as a slider was classified as a FF and later turned into SL with the new values and color.

Incorrect Pitch Type:

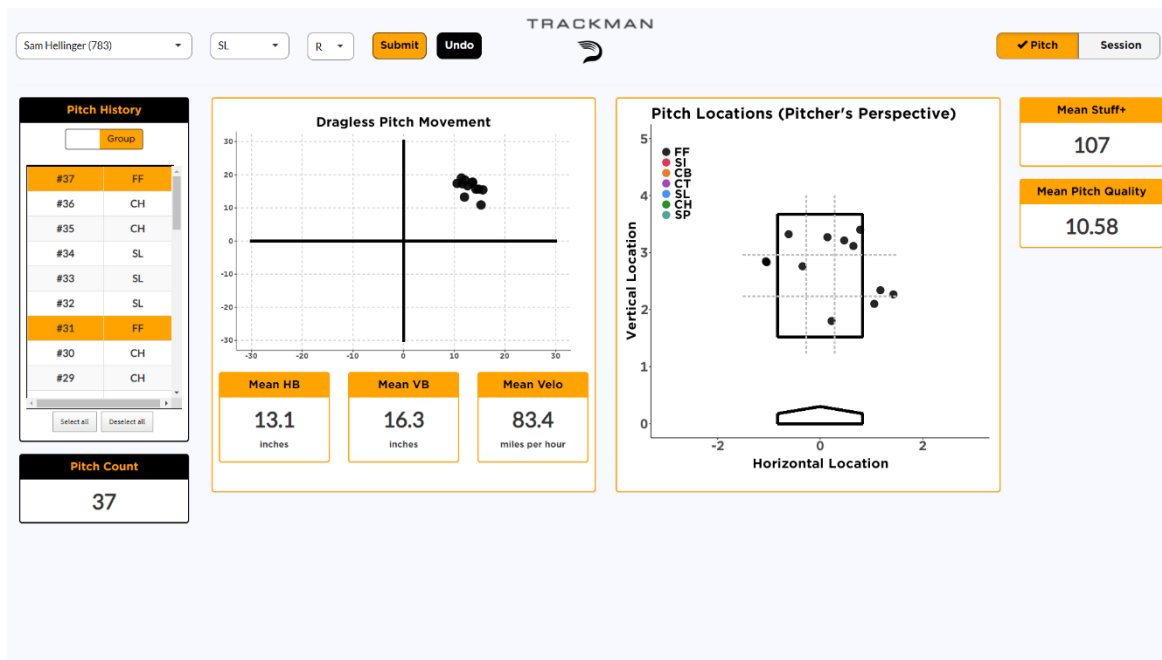


Correct Pitch Type:



You may also go back and change the pitch types if for some reason you couldn't run the dashboard live during the session, but it is tedious and time-consuming. Preferably, you would do this before the athlete throws with the Trackman unit on again.

5. Last thing, during and after a session you can click on the toggle below 'Pitch History' to select and group certain pitches and observe their mean velocity, movement, Stuff+, and xERA.



You can also observe session averages by clicking the toggle on the right-hand corner. Here you'll be able to see Average Velocity, Movement, Stuff+, xERA and Stuff+ Rolling Averages for each Pitch Type.

