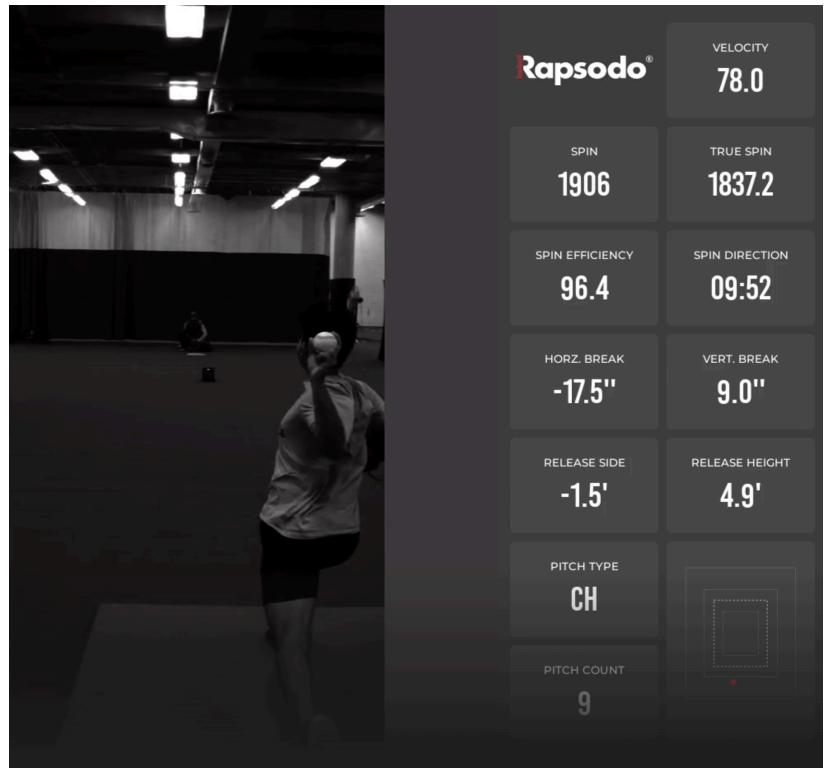


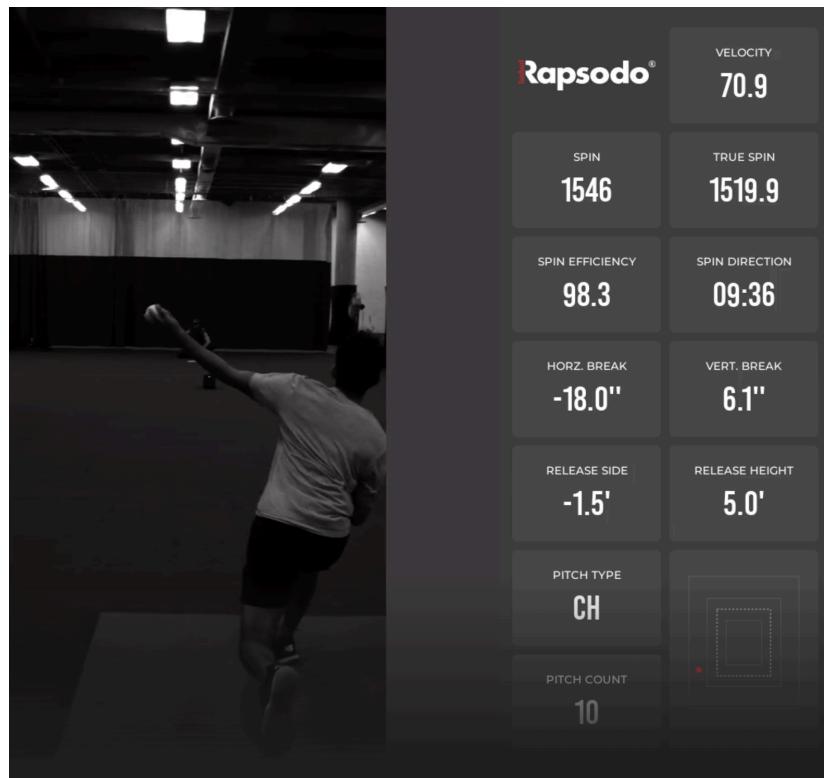
2-Seam Fastball:

The 2-seam is decent. I think the biggest concern is velocity, which will come with time, body development, and the throwing program. However, I have one biomechanical suggestion. I know the pinched scapulas is a good position to be in, but in the picture on the right, his shoulders are already open towards the plate very early in the delivery. Whether that can be improved through a more pronounced trunk stack or a stride queue I'm not sure, but either way it would allow his arm to reach a position where more velocity and RPMs can be created on this 2-seam fastball.



Changeup:

Definitely some things that can be improved with this pitch. Firstly, I think the shape is a little too similar to the 2-seam and I think a 4-seam should potentially be the go to fastball. The delivery of this pitch looks a little bit forced in terms of trying to create movement. The ball rolls off the fingertips like a fastball and I think the pitch should be choked a little more. I think the arm pickup phase creates problems as well because upon release, he jerks his thumbs towards the ground to create that pronation but it looks a little disjointed and the pronation needs to be created naturally with the flow of the arm pickup during the stride.





Slider:

The slider is a really good pitch and he has some great movement on it already. However, comparing and contrasting the top and bottom pictures showing 2 different sliders thrown in the same pen we can see some inconsistencies delivery wise. First, the spin direction goes from a gyro ball with almost perfect forward spin to a gyro ball tilted a good deal to the left on the 2D plane. Looking closely at the two pictures, it is hard to see without the video, but you can see that on the top one he is pulling down on the side of this pitch whereas on the bottom one he is getting a tiny bit more behind the pitch. The tradeoff here is definitely velocity vs. movement. Bottom slider had more than 2 mph on the top one, but the top one has more upside for a deadly shape. I think either way is good here but overall the delivery just needs to be consistent from pitch to pitch one way or the other.



Curveball:

Really cool pitch and will be a deadly surprise pitch to use in the arsenal during games. I think it contrasts the rest of the weapons nicely and if located properly can be an effective putout pitch. I do think he could get his fingers over the top and create a break profile slightly closer to that of a 12-6 drop. Increase spin efficiency as well and make it fall off the table. Definitely good already though.