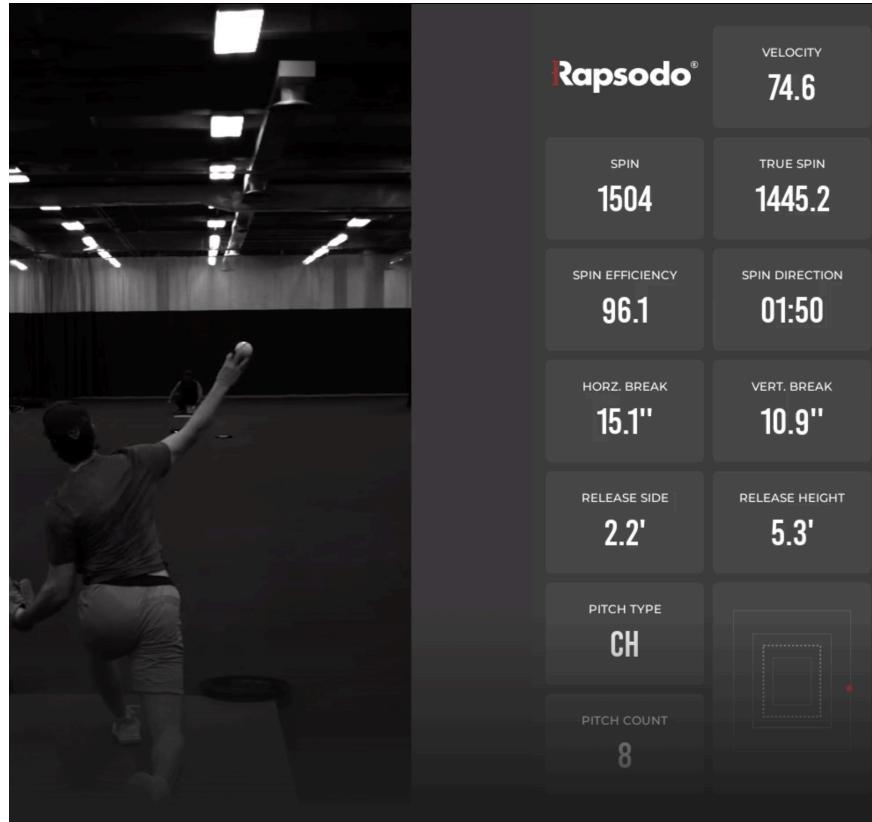
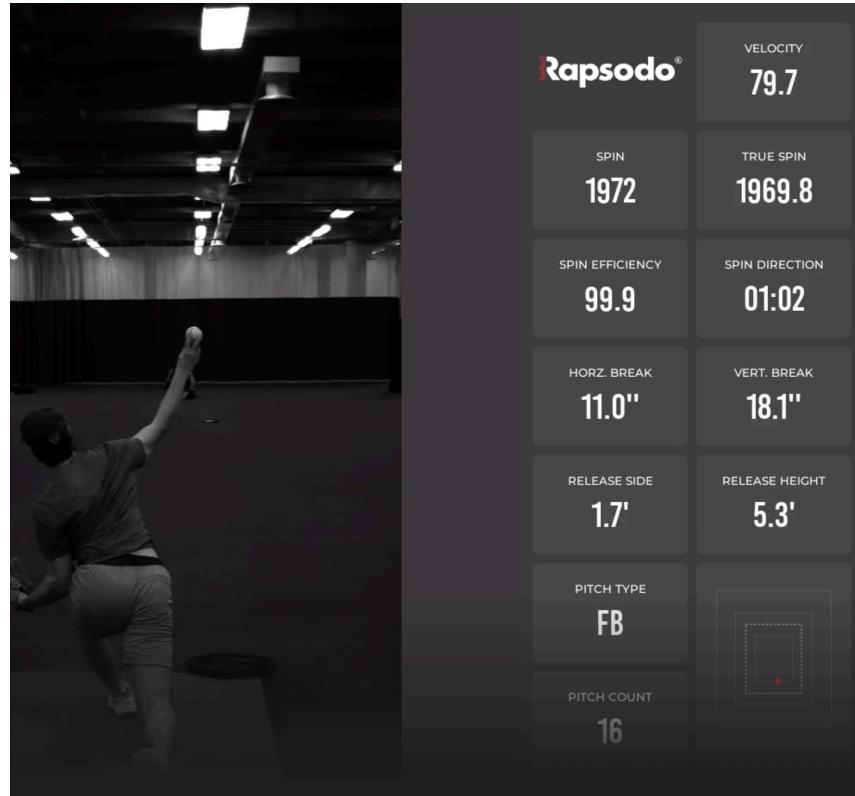


4-Seam Fastball:

Interesting pitch because it is thrown with an arm slot that causes the axis it's thrown on to be very vertical. I know there was some conversation around trying a cutter and I think that would be great. I don't know if he has the delivery to develop a 2-seam that can have deadly armside run. However, with a good cutter grip and this same delivery, his primary pitch can become a great foundation for the offspeed. He naturally gets great vertical movement on his fastball so killing all that horizontal break with a good cutter would create a pitch that can catch the end of righties' bats and jam lefty hitters. I think a 2-seam would defy this logic and take steps backwards.

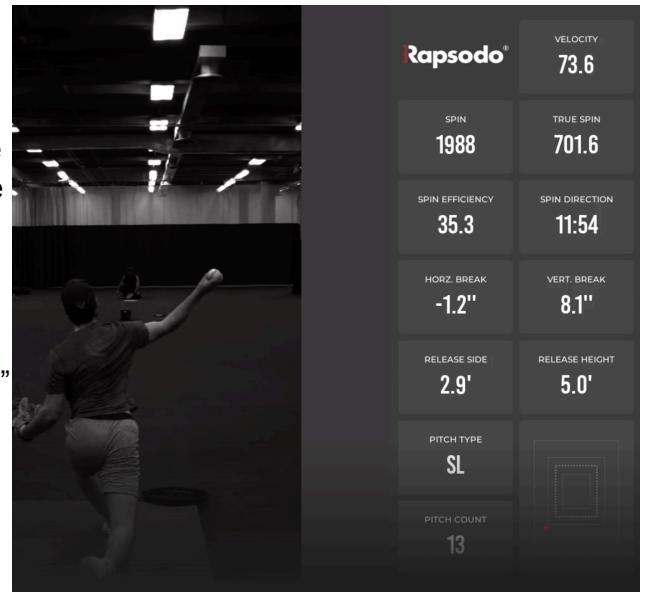


Changeup:

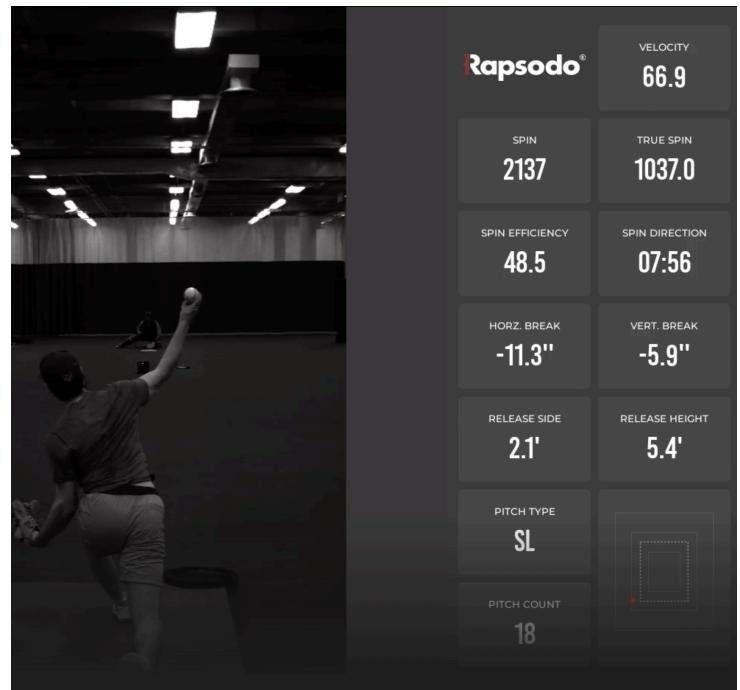
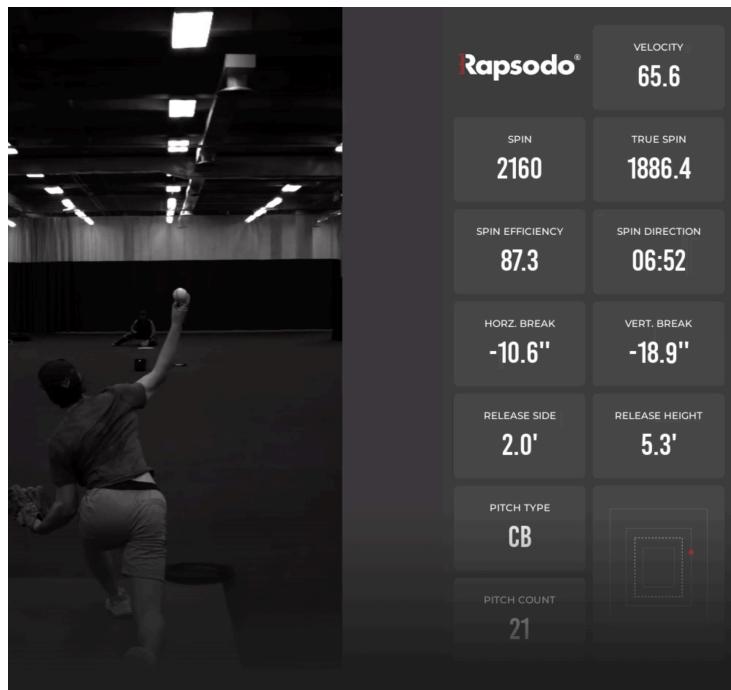
The changeup is a good pitch but I think it validates my point about the fastball. As the changeup develops and he kills even more vertical movement with it, a cutter will contrast that movement even more effectively. By trying to improve on a 4-seam or go to a 2-seam we would be creating an even closer resemblance to the shape of this changeup. However, getting this changeup to something like 17" horizontal and 8" vertical, with a cutter being at something around 5" horizontal and 15" vertical, these two pitches would become a very deceiving combination.

Slider:

Slider is looking good, though with the potential development of an effective cutter, it would be important to get this vertical break as low as possible in order to avoid it looking like a slower version of the cutter. Queue wise I think it is very similar to Charlie in the sense that the best way to compensate for his vertical armslot, is a combination of both 1. Wrist tilt and 2. Palm up. Wrist tilt would get the spin axis down to that 9:00-10:00 range, allowing the “palm up” queue to take over and get the fingers to drag that seam down hard.



Curveball:



On the left was the best curveball thrown and on the right was one of the worst in the session. The priority should be getting that spin direction as close to 6:00 as possible to create the highest negative vertical break. Look at the picture and notice that his palm stays perpendicular to the plate on the left and on the right the palm starts to face the plate early. On the right the spin becomes slurry, the spin efficiency goes way down, and break suffers as a result. Commanding this pitch will automatically make it hard to maintain the strong position but if it can be done then sky's the limit for this pitch.