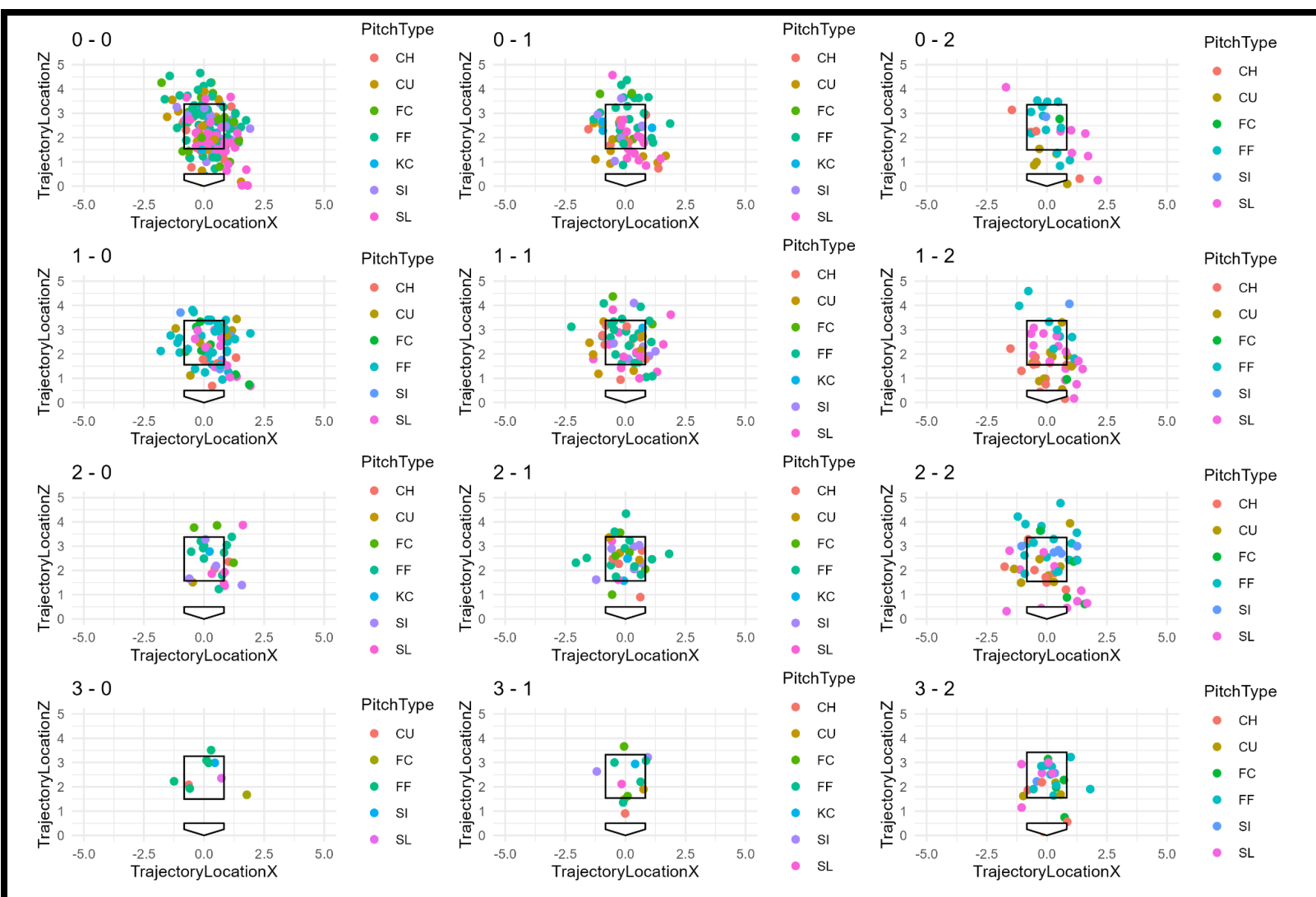
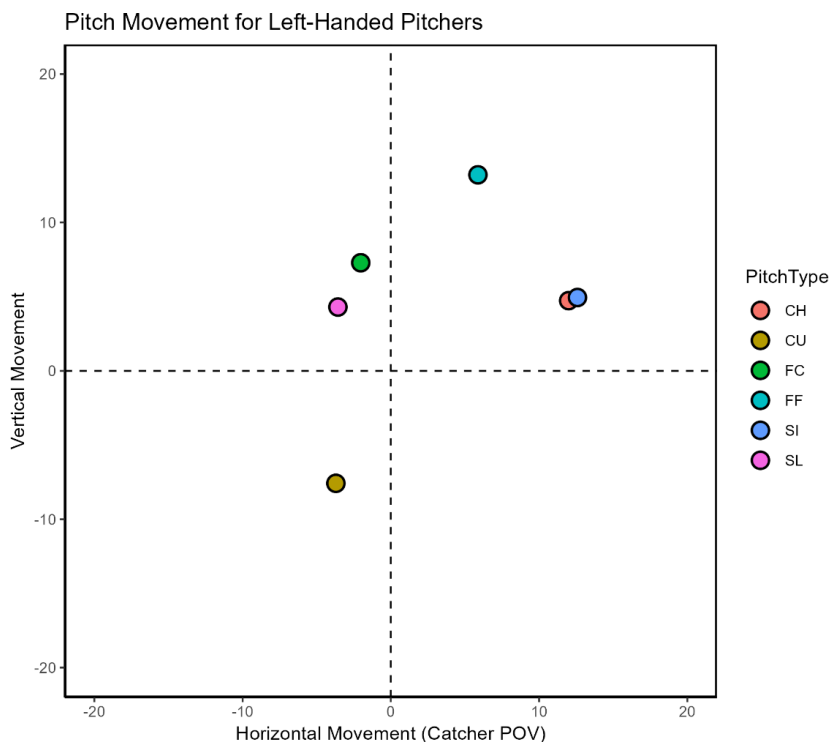
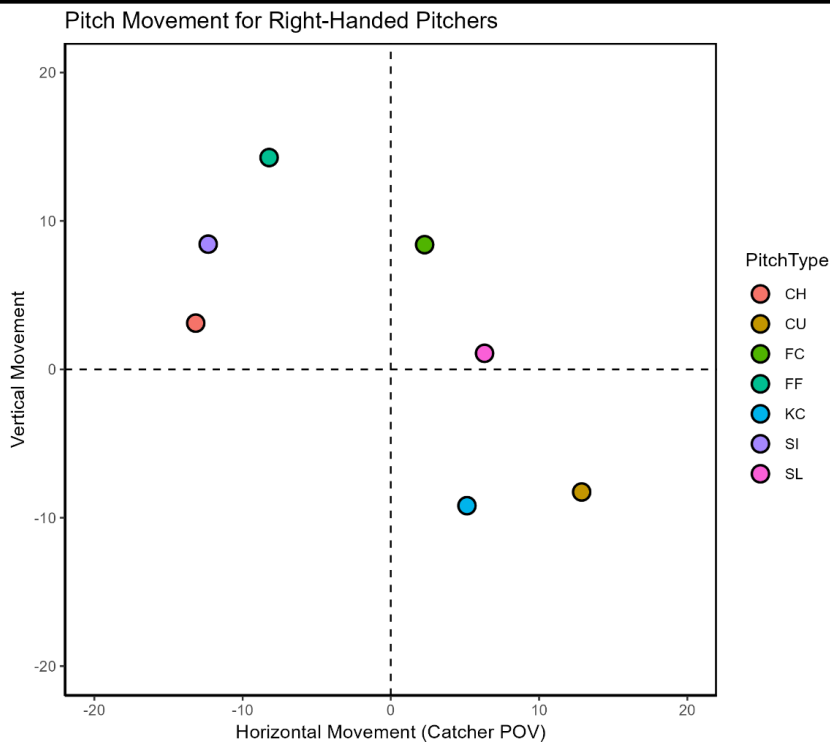


- **Sliders low and away... love it. Throw more!**
- **Fastballs high in the zone challenging hitters. Also love it.**
- **Cutters and KnuckleCurves hanging over the middle... bad**
- **Curveballs are mostly getting down, could be a bit lower**



- **3-1 / 3-0 nibbling around the edges? Challenge the hitter!**
- **Love the 0-2 sliders. Low and off the plate. Good swing+miss**
- **Similar to the heatmaps... lots of fastballs high and sliders away**

- Curveball is getting a ton of horizontal break (RH)
- Cutter is also getting a ton of hB
- Throw more corner fastballs... tunnel with cutter:
  - Inside FB -> inside/middle cutter = freeze
  - Outside FB -> off-the-plate cutter = whiff

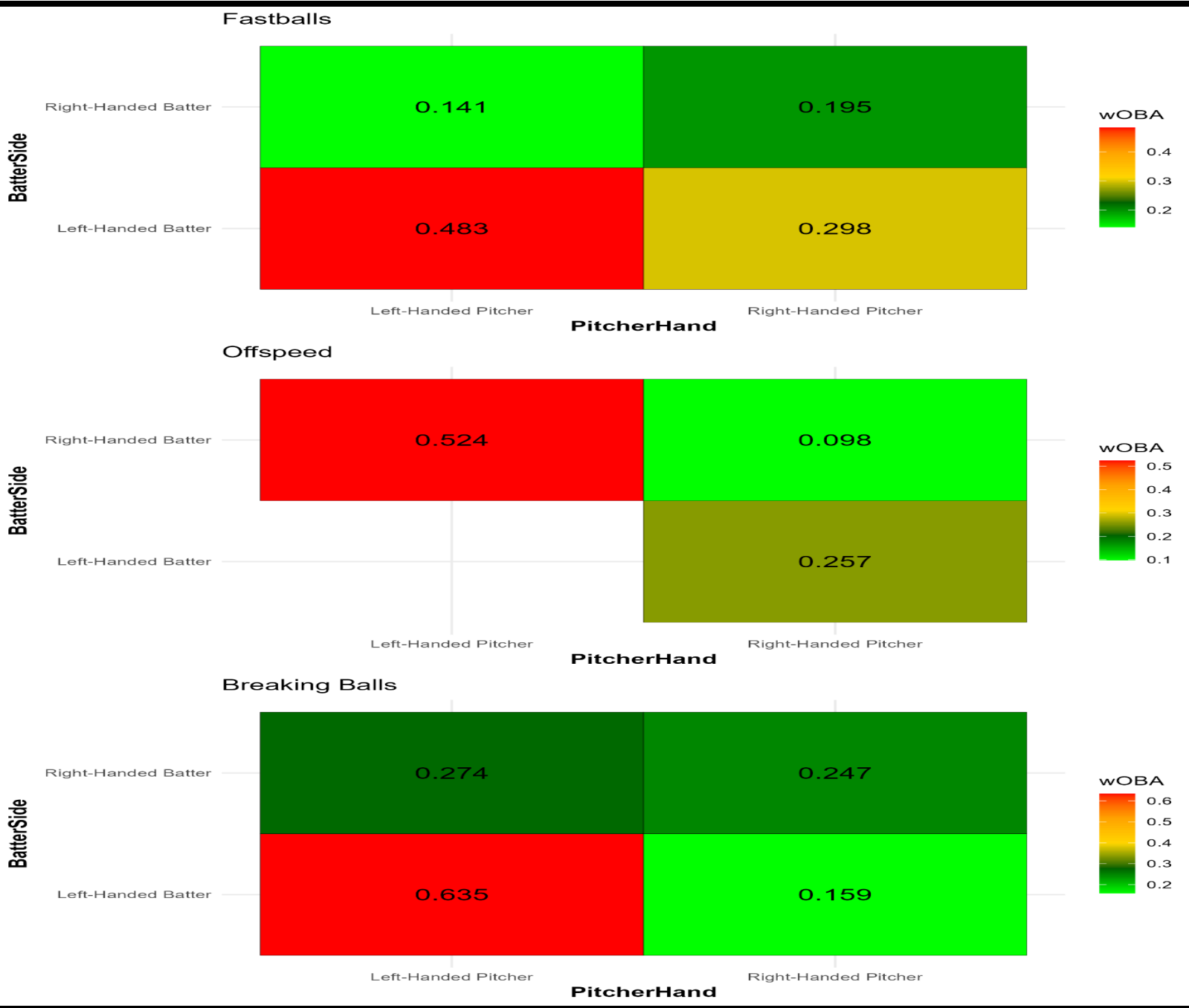


## Left Handers

Sinker + Changeup aren't very much different

Cutter has good depth

Maximize the vertical on the curveball. Fastballs high + curveballs down = success



- LHP are getting smacked by LHH -> reverse splits? maybe more anti-platoon usage?
- Not one singular pitch grouping is getting incredible results on either spectrum: good variation