



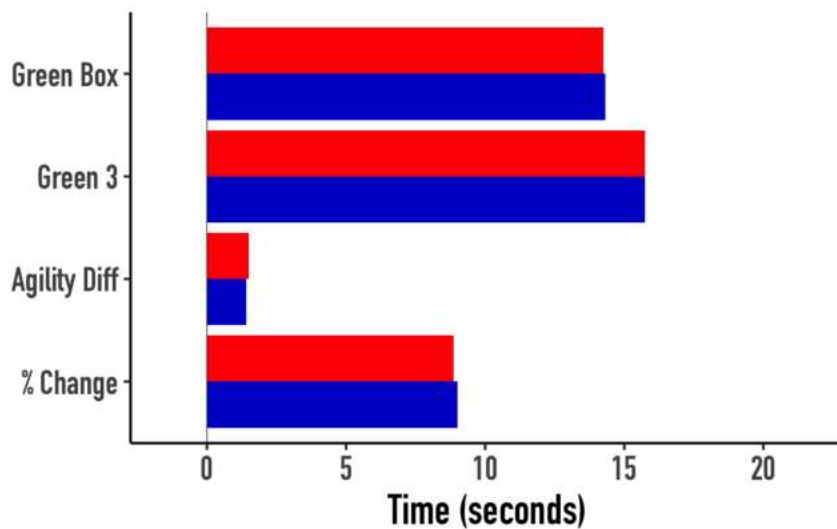
PROSPECT DEVELOPMENT PIPELINE ATHLETIC ASSESSMENT

AGILITY & COGNITIVE ASSESSMENTS

MAN IN THE BOX (MITB)

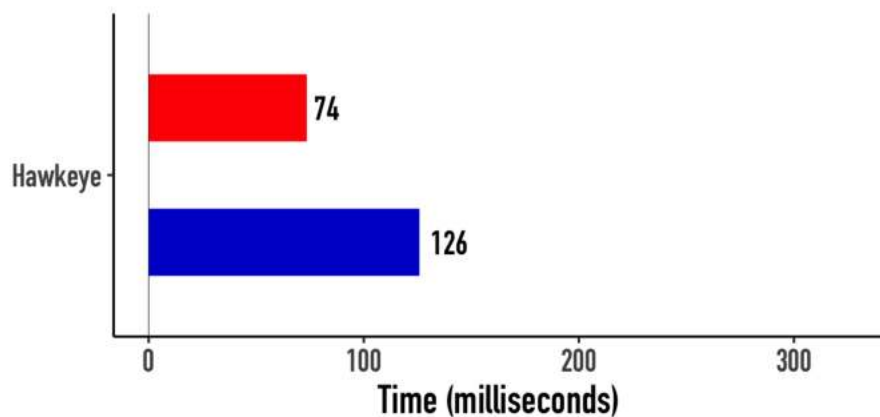


CAPTURE THE GREEN BOX	CAPTURE THE GREEN 3
14.33 SEC	15.75 SEC
DIFFERENCE (G3-GB)	PERCENTAGE CHANGE
1.42 SEC	9%



■ Kelvin Roberts ■ Event Averages

SPEED OF PROCESSING - HAWKEYE

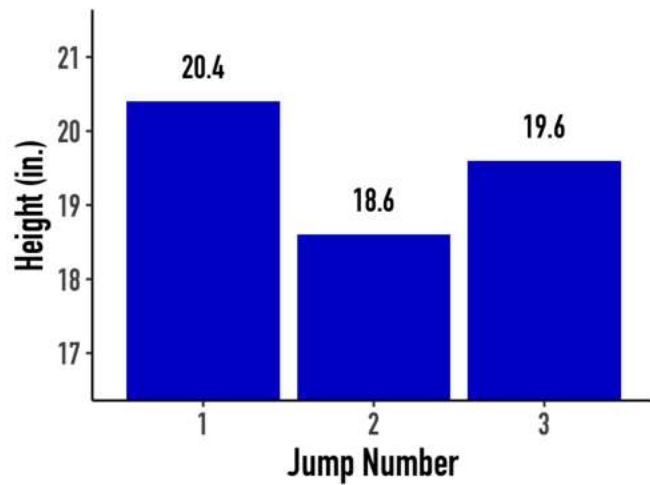
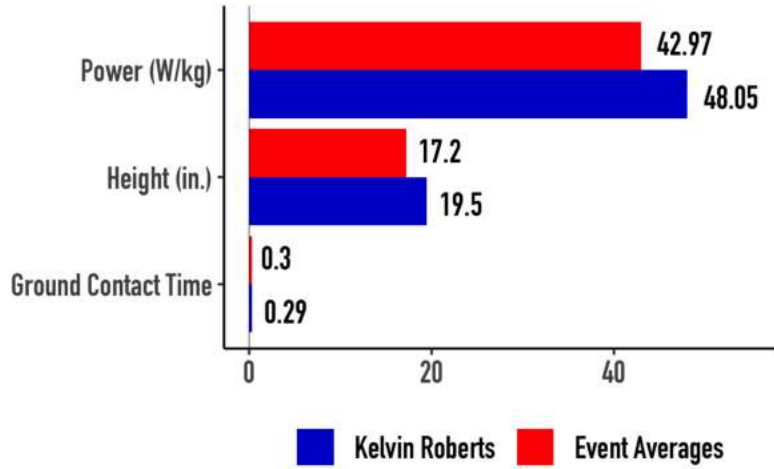


■ Kelvin Roberts ■ Event Averages



SPEED OF PROCESSING TIME
126 MSEC
THE LOWER THE NUMBER, THE BETTER

COUNTER MOVEMENT JUMPS ASSESSMENT



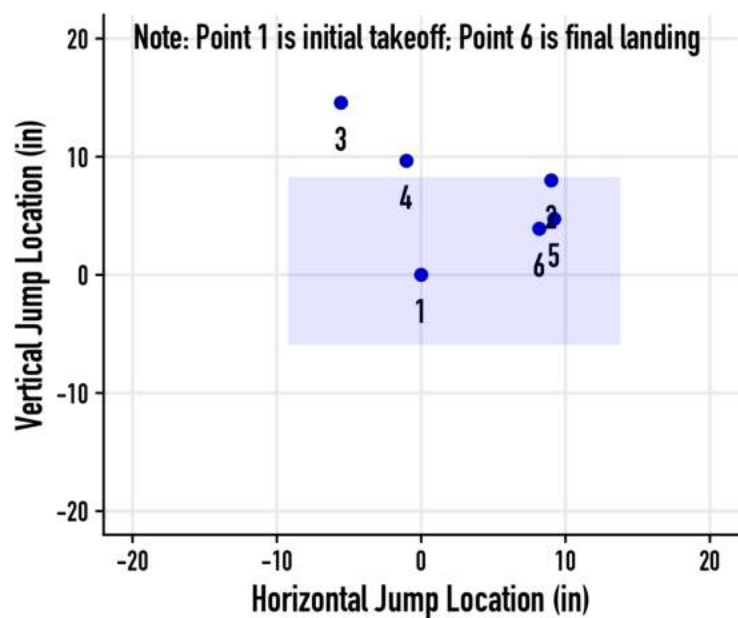
JUMP HEIGHT
19.5 IN

POWER GENERATED
48.05 W/KG

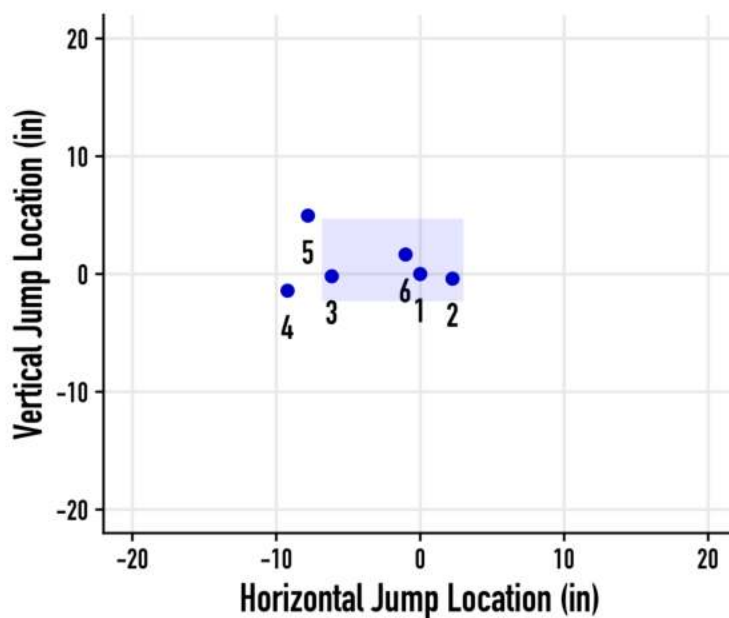
GROUND CONTACT TIME
0.292 IN

2D DRIFT PROTOCOL ASSESSMENT

LEFT LEG



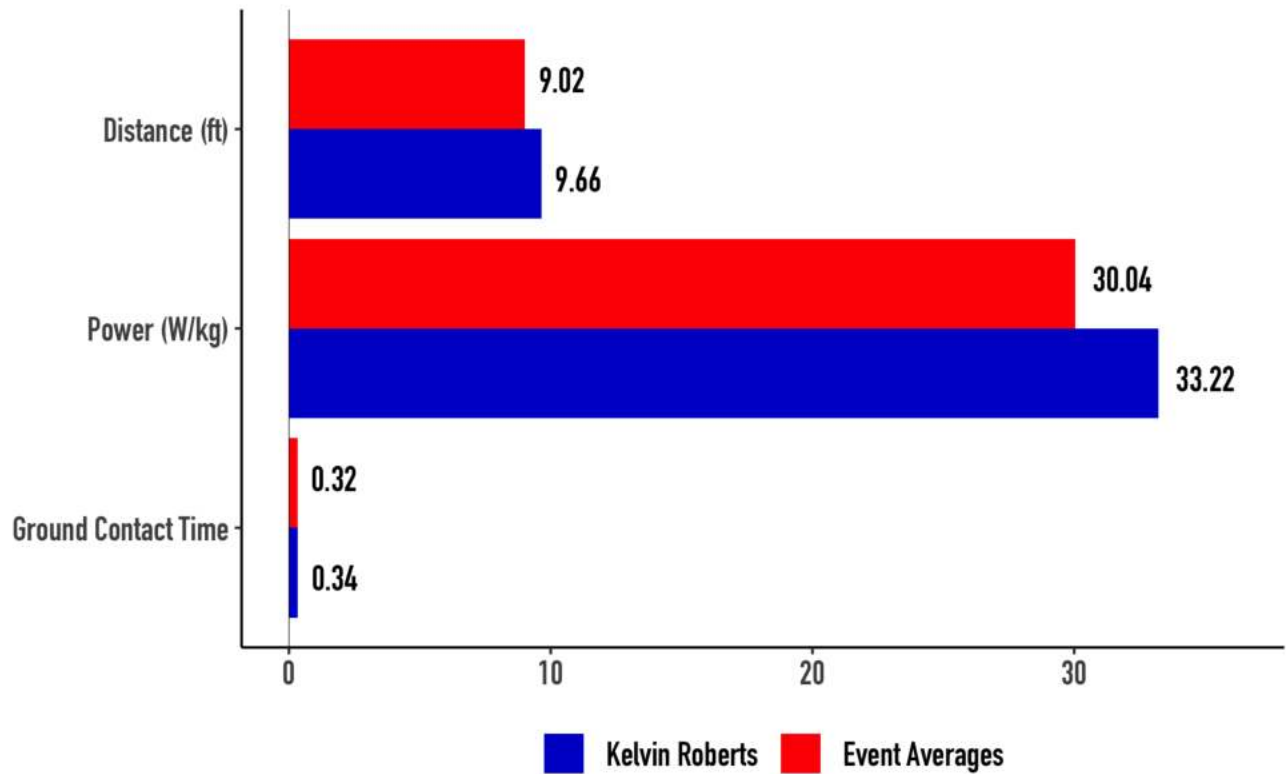
RIGHT LEG



	JUMP HEIGHT	GROUND CONTACT TIME	POWER GENERATED	AVG FLIGHT TIME	AREA USED
LEFT LEG	8.2 IN	0.363 SEC	20.76 W/KG	0.411 SEC	325.5 IN ²
RIGHT LEG	7.9 IN	0.353 SEC	20.58 W/KG	0.405 SEC	67.9 IN ²
DELTA %	2.9%	2.9%	0.9%	1.5%	79.1%



DYNAMIC BROAD JUMP ASSESSMENT



DISTANCE JUMPED

9.66 FT

JUMP POWER

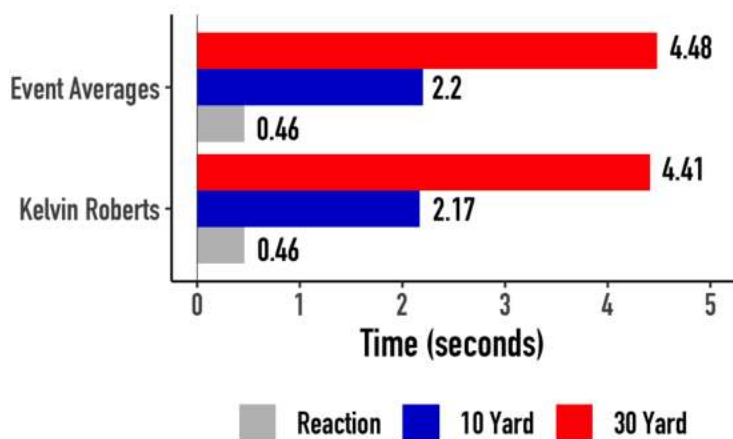
33.22 W/KG

GROUND CONTACT TIME

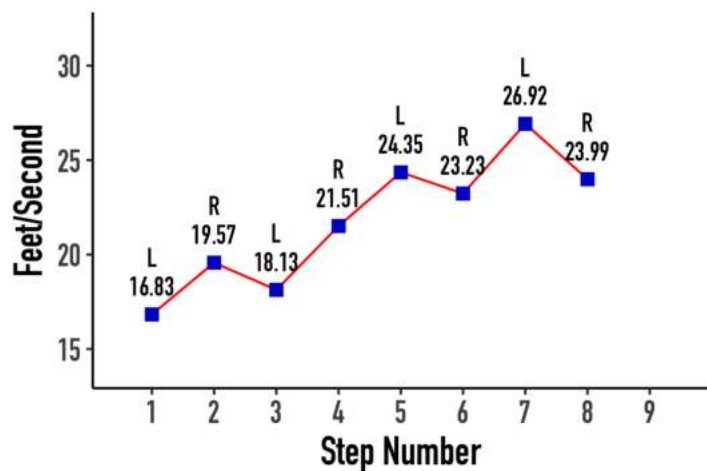
0.343 SEC



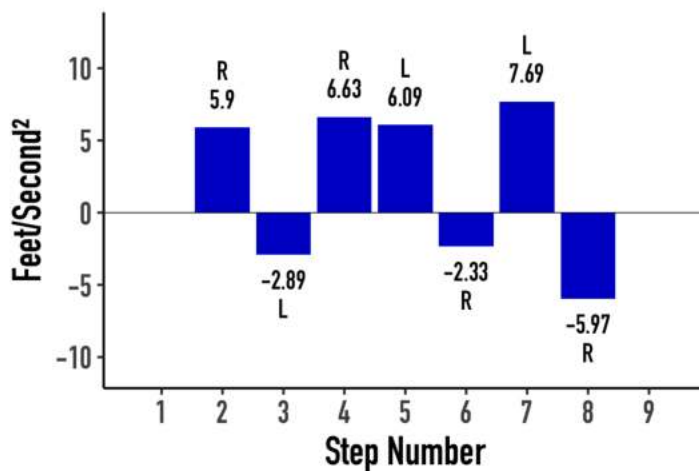
30 YARD SPRINT ASSESSMENT



SPEED



ACCELERATION



REACTION TO GO
0.46 SEC

10 YARD SPLIT
2.17 SEC

TOTAL 30 YARD
4.41 SEC



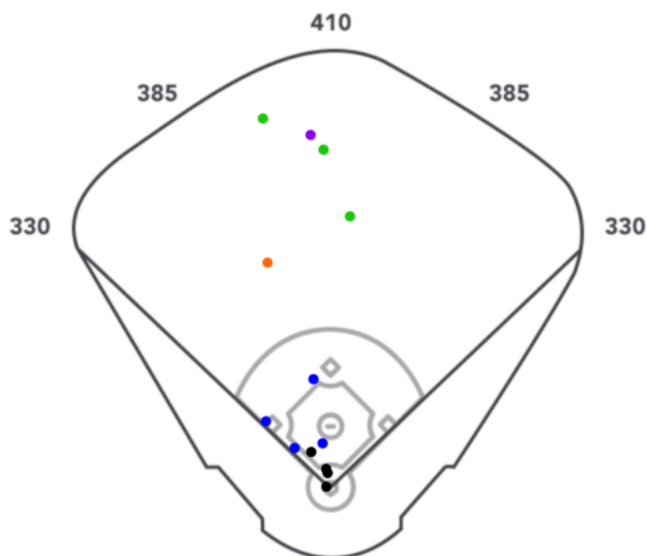
RAPSODO HITTING REPORT



OVERVIEW

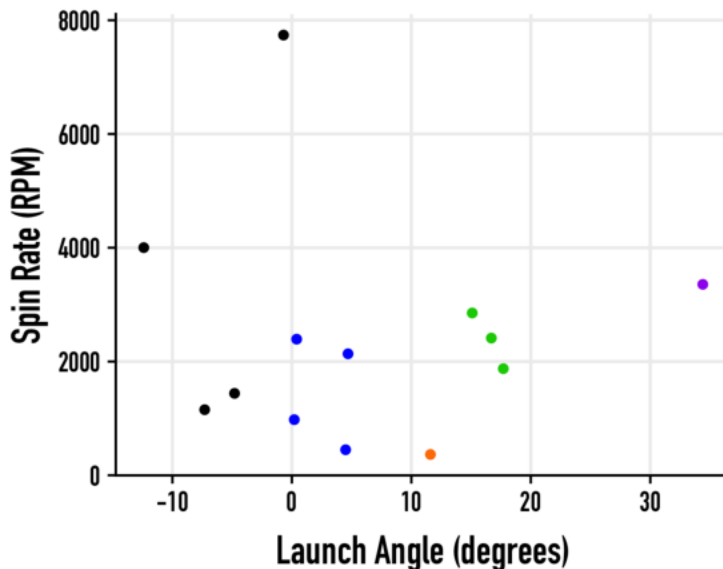
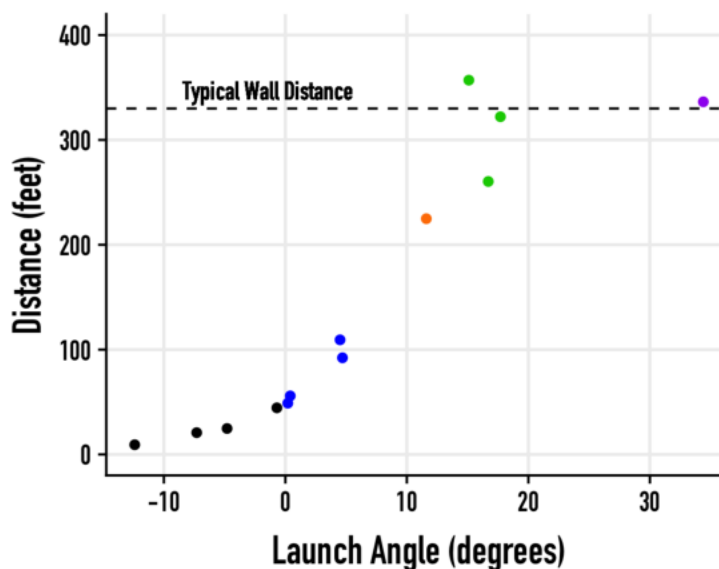
	PLAYER AVERAGES	EVENT AVERAGES
EXIT VELOCITY	92.2 MPH	88.7 MPH
LAUNCH ANGLE	6.2°	16.4°
LAUNCH DIRECTION	16.2°	13.3°
SPIN RATE	2396 RPM	2125 RPM

MAX EXIT VELO	99 MPH
ROPES / BIP	23.1%
BOMBS / BIP	0%
AVG RPM	2396 RPM
HARD HIT BALL RPM	2138 RPM
AVG DIST	147 FT
MAX DIST	357 FT



HIT CLASSIFICATIONS

DRIBBLER	30.8%
GROUND BALL	30.8%
LOW LINE DRIVE	7.7%
HIGH LINE DRIVE	23.1%
FLY BALL	7.7%
POP UP	0%





METRIC DEFINITIONS

Exit Velocity

How fast a ball is traveling immediately after making contact with the bat, measured in miles per hour (MPH).

Launch Angle

Represents the angle (+/- 0-90 degrees) that a ball travels when leaving the bat after contact. A negative angle represents a ball below the horizontal plane, while positive angles represent a ball above the horizontal plane.

Launch Direction

The direction (plotted on a baseball diamond) the ball travels after making contact. With 0 degrees representing a ball hit to straight-center, a fair ball is measured between -45 to 45 degrees. Opposite-field hits represent a positive degree, respective to the hitter being left or right-handed.

Spin Rate

The rate at which the ball spins during flight after contact, measured in rotations per minute (RPM).

Spin Axis

The tilt or angle of the baseball from the contact point, measured in degrees, created by the Magnus Effect. The Magnus Effect is created by the air pressure surrounding the spinning baseball on its path from the bat.

BIP (Balls in Play)

Any ball hit within a range of -45 to 45 degree launch direction (fair balls).

Hard Hit

Any ball within 10% of a player's max exit velocity.

Rope

Any hard hit ball and hit between a 10 and 20 degree launch angle.

Bomb

Any hard hit ball and hit with a 20+ degree launch angle.

Hit Classifications

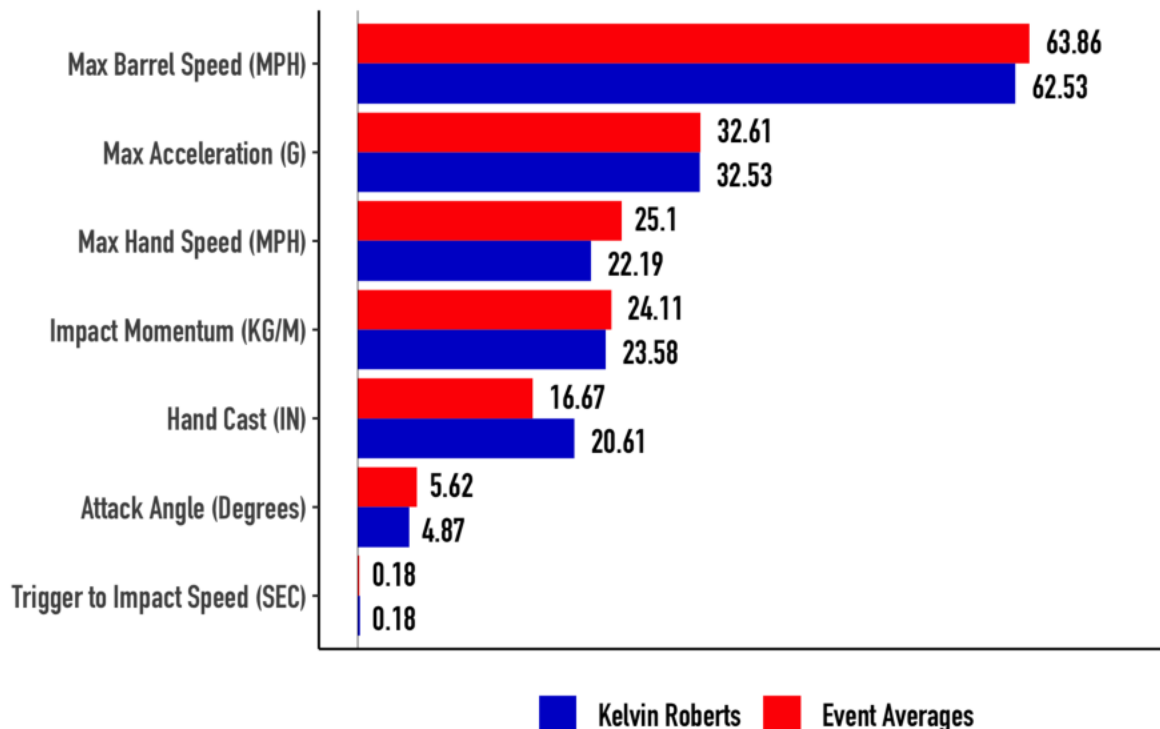
Dribbler: A batted ball event with less than a 0 degree launch angle
Ground Ball: A batted ball event with a launch angle between 0 and 6 degrees
Low Line Drive: A batted ball event with a launch angle between 6 and 15 degrees
High Line Drive: A batted ball event with a launch angle between 15 and 24 degrees
Fly Ball: A batted ball event with a launch angle between 24 and 50 degrees
Pop Up: A batted ball event with a launch angle greater than 50 degrees



DIAMOND KINETICS SWING ANALYSIS REPORT



OVERVIEW



METRIC DEFINITIONS

Barrel Speed

The maximum speed of the bat's barrel during your swing, at a point 20% of the bat's length from the tip of the bat.

Hand Speed

The maximum speed of a batter's hands during the swing.

Acceleration

How quickly a batter speeds up their swing from start until impact, and relates directly to the force and torque applied to the bat.

Impact Momentum

The amount of momentum in the bat when the bat makes contact with the ball.

Trigger to Impact

The amount of time - measure in milliseconds - elapsed from the start of the forward bat motion to the moment of impact.

Approach Angle

The angle / direction of the swing plane just prior to, and at the moment of impact.

Hand Cast

How far the hands move - in a lateral direction - away from the player's load position at the start of the swing, to the point where the hands are at impact.