

Player # **1** **3B**
 Position-
 Primary- Secondary-
 Throws- **R** / L
 Hits- L / **R** / S

60-time **7.65**
 Postion Velo- **66**
 Pop Time

Body Type

Arm	Action	Long	Short	Loose	Slow	Stiff	Hands	Soft	Avg	Hard	Bad	
	Slot	OT	(R3/4)	13/4	Side Arm		Footwork	Quick	Fluid	Slow	Heavy	Flat
	Accuracy	Consistant / Inconsistent					Exchange	Quick Clean	Slow Long	Athletic / Plays Thru / Stiff		
	Strength	Life / Carry	(Avg)	Weak	Dies	Field Pos						
Fielding												
Strengths												
Weakness	Improve 5 / Exhibiting Footwork					Instincts Quick Slow Natural Choppy Resistant						
Hitting												
Setup	Balanced / Athletic / Crouch / Open / Closed											
Load	Smooth / Long / No Load / Late											
Stride	Short / Long / Bails / Dives											
Lower 1/2	Explosive / Connected / Collapse / None											
Balance	Excellent / Good / Average / Fair / Poor											
Head	Level / Tilted / Drops / Drifts											
Bat Speed	Explosive / Fast / Average / Drags / Slow											
Approach	Good / Fair / None											
Path	Short / Level / Long / Uphill / Inside Out											
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap											
Rhythm	Fluid Rhythm / Stiff / Choppy / Early											
Hands Str.	Good / Average / Weak / None											
Hitting Comments- Good approach - decent mechanics stay thru finish, tendency to cut off extension												
Catchers Eval-												
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down											
Blocking- Quick /	Knees get down / Soft / late getting down / Glove Stays Down/bad											
Comments-												

Player #	1
LHP/RHP	RHP
Body Type	Small-Avg-Big
Lankey-String	Lower-Short
Thin-Athletic-Soft-Solid	
Grade-	

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
✓	Action Strikes	Hard Yes	Late No	Heavy Erractic	Slight Down/Up	None In/Out	71 71 71
CB/SL	Shape Action Arm Speed Strikes	12-6 Sharp Fast Yes	11-5 Power Slow	10-4 Late Stiff	1-7 Gradule Down/Up	2-8 Early In/Out	Velo 57 58
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erractic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo
Other							Velo

Athleticism-Ex/Good/Avg/Poor	
Body Language- Ex/Good/Avg/Poor	
Attitude- Positive-Fine-Negative	

Arm Angle	OT	L 3/4	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow
Balance	Yes	Tall	Controlled	Rushes Back
Effort	Easy	Regular	Some Effort	Max
Rhythm	Smooth	Rushed	Choppy	
Shoulders	Level	Uphill	Down	Closed
Direction	Yes	In line	Falls 1b	Falls 3b
Landing	Square	Open	Closed	Hard-Stiff
Finish	Athletic	Complete	Recoil	Upright
				Falls Off

Comments You fall off to the first base side, because of that. The curveball pops out of your hand and fast-ball runs, but is a gradual side spin run. — A hitter can pick up early

Player # 2 C
 Position-
 Primary- Secondary-
 Throws- R / L
 Hits- L / R / S

60-time 7.70
 Position Velo- 67
 Pop Time 2.22-2.25

Body Type

Arm	Action	Long / <u>Short</u> / Loose / Slow / Stiff	Hands	<u>Soft</u> / Avg / Hard / Bad
	Slot	OT <u>H3/D</u> - 13/4 - Side Arm	Footwork	<u>Quick</u> / <u>Fluid</u> / Slow / Heavy / Flat
	Accuracy	<u>Consistent</u> / Inconsistent	Exchange	<u>Quick Clean</u> / Slow Long
	Strength	Life <u>Carr</u> / <u>Avg</u> / Weak / Dies	Field Pos	<u>Athletic</u> / Plays Thru / Stiff
Fielding	A <u>th</u> L <u>er</u> L <u>e</u>			
Strengths	Thinking -			
Weakness	STAY BEHIND YOUR GLOVE CONTACT WITH 2 HANDS - IMPROVE HANDS			
Hitting	Balanced / Athletic / Crouch / Open / Closed			
Setup	Smooth / Long / No load / <u>Late</u>			
Load	<u>Short</u> / Long / Bails / Dives			
Stride	Explosive / <u>Connected</u> / Collapse / None			
Lower 1/2	Excellent / Good / <u>Average</u> / Fair / Poor			
Balance	Level / <u>Tilted</u> / Drops / Drifts			
Head	Explosive / Fast / <u>Average</u> / Drags / Slow			
Bat Speed	Good / <u>Fair</u> / None			
Approach	Short / Level / <u>Long</u> / Uphill / Inside Out			
Path	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Type	Fluid Rhythm / <u>Stiff</u> / Chippy / Early			
Rhythm	Good / <u>Average</u> / Weak / None			
Hands Str.				
Hitting Comments- STIFF - ROLLS INTO SWING - PULLS OFF CONTACT EARLY HITS ON KNEES, GETS TALL TOO EARLY				
Catchers Eval-				
Receiving- <u>Frames Well</u> / <u>Soft Hands</u> / Stiff / Boxes Balls / <u>Fingers up/down</u>				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments- - SURVIVES WELL TO TAKE PITCH - PRESSURES WELL - GOOD ACTIONS				

Player # 3 1B
 Position-
 Primary- Secondary-
 Throws- R / L
 Hits- L R / S

60-time 8.28
 Position Velo- 64
 Pop Time

Body Type

Arm	Action Slot Accuracy Strength	<u>Long</u> / <u>Short</u> / <u>Loose</u> / <u>Slow</u> / <u>Stiff</u> OT - H3/4 (<u>13/4</u>) Side Arm <u>Consistent</u> / <u>Inconsistent</u> Life / Carry / Avg / <u>Weak</u> / Dies	Hands Footwork Exchange Field Pos	<u>Soft</u> / Avg / <u>Hard</u> / Bad <u>Quick</u> / <u>Fluid</u> / <u>Slow</u> / <u>Heavy</u> / <u>Flat</u> <u>Quick Clean</u> / <u>Slow Long</u> <u>Athletic</u> / Plays Thru / <u>Stiff</u>
Fielding			Instincts <u>Quick</u>	<u>Slow</u> Natural
Weakness			<u>Choppy</u>	<u>Resistant</u>
Hitting	Setup Load Stride Lower 1/2 Balance Head	Balanced / Athletic / Crouch / <u>Open</u> / Closed <u>Smooth</u> / <u>Long</u> / No Load / <u>Late</u> <u>Short</u> / <u>Long</u> / Bails / Dives <u>Explosive</u> / <u>Connected</u> / <u>Collapse</u> / None <u>Excellent</u> / <u>Good</u> / Average / <u>Fair</u> / Poor Level / <u>Tilted</u> / Drops / Drifts		
Bat Speed		<u>Explosive</u> / Fast / Average / <u>Drags</u> / Slow		
Approach		Good / <u>Fair</u> / None		
Path		<u>Short</u> / Level / <u>Long</u> Uphill / Inside Out		
Type		Line Drive / Gap-Gap / Pwr/Pull / <u>Oppo</u> / Slap		
Rhythm		Fluid Rhythm / <u>Stiff</u> / <u>Choppy</u> / Early		
Hands Str.		Good / Average / <u>Weak</u> / None		
Hitting Comments-				
<p>- Drops hands too much on <u>LOAD</u> - Needs to get STRONGER - Rolls on front foot - Get Bounc off front of rotation</p>				
Catchers Eval-				
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down			
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player #	3
DHP/RHP	
Body Type	
Small-Avg-Big	
Lanky-Strng Lower-Short	
Thin-Athletic-Soft-Solid	
Grade-	

Athleticism-Ex/Good/Avg/Poor	
Body Language- Ex/Good/Avg/Poor	
Attitude- Positive-Fine-Negative	

FB	Movement Action Strikes	Run Hard Yes	Cut Late No	Stim Heavy Erratic	Down/Straight Down/Up	Flat None In/Out	Velo
CB/SL	Shape Action Arm Speed Strikes	12-6 Sharp Fast Yes	11-5 Power Slow No	10-4 Late Stiff Erratic	1-7 Gradule Down/Up	2-8 Early In/Out	Velo 56 56
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Trade In/Out		Velo
Other							Velo

Arm Angle	OT H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow
Balance	Yes	Tail Controlled	Rushes	Back
Effort	Easy	Regular	Some Effort	Max
Rhythm	Smooth	Rushed	Choppy	
Shoulders	Level	Uphill	Down	Closed
Direction	Yes	In line	Falls 1b	Falls 3b
Landing	Square	Open	Closed	Hard-Stiff
Finish	Athletic	Complete	Recoil	Upright
			Falls Off	

Comments

As we seen in games we can rush a little bit,
 Make sure you stay under control of your body, and
 Stay Athletic and balanced in motion

Player # 4 2B
 Position-
 Primary- Secondary-
 Throws- R L
 Hits- L R S

60-time 8.20
 Postion Velo- 63
 Pop Time

Body Type

Arm	Action	Slot	OT - H3/4 (13/4)	Side Arm	Hands	Soft / Avg / Hard	Bad
	Accuracy	Consistant	Inconsistent	Exchange	Footwork	Quick/Fluid	Slow/Heavy/ Flat
	Strength	Life / Carry / Avg	Weak	Dies	Field Pos	Quick Clean	Slow Long
Fielding					Instincts	Athletic / Plays Thru	Stiff
Strengths					Quick	Slow	Natural
Weakness					Choppy	Hesitant	
Hitting	LOOKS LIKE YOU ARE A FAIR ID OF THE BALL - BALL PLAYS YOU WINDS LEFT SCOUTS ON BALL						
Setup	Balanced	Athletic	Crouch	Open / Closed			
Load	Smooth	Long	No Load	Late			
Stride	Short	Long	Balls	Dives			
Lower 1/2	Explosive	Connected	Collapse	None			
Balance	Excellent	Good	Average	Fair / Poor			
Head	Level	Tilted	Drops	Drifts			
Bat Speed	Explosive	Fast	Average	Drags	Slow		
Approach	Good	Fair	None				
Path	Short	Level	Long	Uphill / Inside Out			
Type	Line Drive	Gap-Gap	Pwr/Pull	Oppo / Slap			
Rhythm	Fluid Rhythm	Stiff	Choppy	Early			
Hands Str.	Good	Average	Weak	None			
Hitting Comments-	STIFF, SLOW GOT TRANSFER W EIGHT ON SWING Leads good with legs, hands are slow cont with knees to catcher more to get started						
Catchers Eval-							
Receiving-	Frames Well	Soft Hands	Stiff	Boxes Balls	Fingers up-down		
Blocking- Quick	Knees get down / Soft / late getting down / Glove Stays Down/bad						
Comments-							

Player #	W
LHP/RHP	RHP
Body Type	Small-Avg-Big
	Lanky-String Lower-Short
	Thin-Athletic-Soft-Solid
Grade-	

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action	Hard	Late	Heavy	Slight	None	63
	Strikes	Yes	No	Erratic	Down/Up	In/Out	
CB/SL	Shape	12-6	11-5	10-4	1-7	2-8	Velo
	Action	Sharp	Power	Late	Gradual	Early	53
	Arm Speed	Fast	Slow	Stiff	Down/Up	In/Out	51
	Strikes	Yes	No	Erratic			
Change	Arm Speed	Fast	Slow	Stiff			Velo
	Movement	Straight	ASR	GSR	Cut/Sink/Fade		
	Strikes	Yes/no	Erratic	Down/Up	In/Out		
Other							Velo

Athleticism-Ex/Good/Avg/Poor	
Body Language- Ex/Good/Avg/Poor	
Attitude- Positive-Fine-Negative	

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below	Avg	Slow
Balance	Yes	Tail	Controlled	Rushes	Back
Effort	Easy	Regular	Some Effort	Max	
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In/line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments

Some things as we have talked about, where our arm goes straight to our ear. Make sure your arms work with your legs so your timing is correct.

Player # 5 2B
 Position-
 Primary- Secondary-
 Throws- (R) / L
 Hits- L / (R) S

60-time 9.02
 Position Velo- G1
 Pop Time

Body Type

Arm	Action	Slot	Accuracy	Strength	Fielding	Strengths	Weakness	Hitting	Setup	Load	Stride	Lower 1/2	Balance	Head	Bat Speed	Approach	Path	Type	Rhythm	Hands Str.
	Long / Short / Loose / Slow / Stiff	OT H3/4 - 13/4 - Side Arm	Consistent / Inconsistent	Life / Carry / Avg / Weak / Dies	Young but plays hard.		GET STRONGER - GET RID OF BALL QUIETLY. PLAY WITH HANDS AND GLOVE TOGETHER ON HURDLES	Balanced / Athletic / Crouch / Open / Closed	Smooth / Long / No Load / Late	Short / Long / Bails / Dives	Explosive / Connected / Collapse / None	Excellent / Good / Average / Fair / Poor	Level / Tilted / Drops / Drifts	Explosive / Fast / Average / Drags / Slow	Good / Fair / None	Short / Level / Long / Uphill / Inside Out	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap	Fluid Rhythm / Stiff / Chippy / Early	Good / Average / Weak / None	
Hands	Footwork	Exchange	Field Pos	Instincts	Quick	Slow	Natural	Chippy	Hesitant											
Soft / Avg / Hard / Bad	Quick / Fluid / Slow / Heavy / Flat	Quick Clean / Slow Long	Athletic / Plays Thru / Stiff																	
<p>Hitting Comments- good approach just needs strength. HANDS NEVER CL-SAR BODY ON EXTENSION KEEP FEET ON GROUND LONGER THAN CONTACT - TWISTS BOTH FEET</p>																				
<p>Catchers Eval- Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad</p>																				
<p>Comments-</p>																				

Player # 5
 LHP/RHP
 Body Type
 Small-Avg-Big
 Lankey-String Lower-Short
 Thin-Athletic-Soft-Solid
 Grade-

Athleticism-Ex/Good/Avg/Poor
 Body Language-Ex/Good/Avg/Poor
 Attitude-Positive-Fine-Negative

FB	Movement	Run	Cut	Sink	Down/Straight	Velo
	<u>Action</u> <u>Strikes</u>	Hard <u>Yes</u>	Late No	Heavy Erractic	Slight Down/Up	54 60
CB/SL	Shape <u>Action</u> Arm Speed <u>Strikes</u>	12-6 Sharp <u>Fast</u> Yes	11-5 Power Slow	10-4 Late Stiff Erractic	1-7 Gradule Down/Up	55
Change	Arm Speed <u>Movement</u> <u>Strikes</u>	<u>Fast</u> Straight <u>Yes/no</u>	Slow <u>SR</u> Erractic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out	53
Other						Velo

Arm Angle	OT	L3/4	Side arm	Sub
Arm Speed	Quick	<u>H3/4</u>	Average	Below Avg
Balance	Yes	Tall	Controlled	Rushes Back
Effort	Easy	Regular	Some Effort	Max
Rhythm	Smooth	Rushed	Choppy	
Shoulders	Level	Uphill	Down	Closed
Direction	Yes	In line	Falls 1b	Falls 3b
Landing	Square	Open	Closed	Hard-Stiff
Finish	Athletic	Complete	Recoil	Upright Falls Off

Comments

You lead closed off, and then have a hard time setting back
 straight to have plate

Player # 6 3B
 Position-
 Primary- R / L Secondary-
 Throws R / L
 Hits- L / R / S

60-time 8.05
 Position Velo- 59
 Pop Time

Body Type

Arm	Action	Long / <u>Short</u> / Loose / Slow / Stiff	Hands	Soft / Avg / <u>Hard</u> / Bad
	Slot	OT <u>H3/4</u> - 13/4 - Side Arm	Footwork	Quick / Fluid / <u>Slow</u> / Heavy / Flat
	Accuracy	Consistent / <u>Inconsistent</u>	Exchange	Quick Clean / <u>Slow Long</u>
	Strength	Life / Carry / <u>Avg</u> / Weak / Dies	Field Pos	Athletic / Plays Thru / <u>Stiff</u>
Fielding			Instincts	
Strengths			Quick	<u>Slow</u> Natural
Weakness	fixes ball too <u>slow</u> glove separates from hand on throws too early - improve		<u>Choppy</u>	Hesitant
Hitting				
Setup	Balanced / Athletic / Crouch / <u>Open</u> / Closed			
Load	Smooth / Long / <u>No Load</u> / Late			
Stride	Short / Long / <u>Balls</u> / Dives			
Lower 1/2	Explosive / <u>Connected</u> / Collapse / None			
Balance	Excellent / Good / <u>Average</u> / Fair / Poor			
Head	Level / <u>Tilted</u> / Drops / Drifts			
Bat Speed	Explosive / Fast / Average / <u>Drags</u> / <u>Slow</u>			
Approach	Good / <u>Fair</u> / None			
Path	Short / Level / <u>Long</u> / <u>Uphill</u> / Inside Out			
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Rhythm	Fluid Rhythm / Stiff / <u>Choppy</u> / <u>Early</u>			
Hands Str.	Good / <u>Average</u> / Weak / None			
Hitting Comments-				
- weight is on heels too much - swings with <u>sub</u> too				
- releases the bat <u>early</u> - clear the hands				
- load with knob to contact more				
Catchers Eval-				
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down			
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player #	6
LHP/RHP	RHP
Body Type	Small-Avg-Big
Lankey-Strng	Lower-Short
Thin-Athletic-Soft-Solid	
Grade-	

FB	Movement	Run	Cut	Sink	Down/Straight	Flair	Velo
	Action Strikes	Hard Yes	Late No	Heavy Erratic	Slight Down/Up	None In/Out	61 65 63
CB/SL	Shape Action Arm Speed Strikes	12-6 Sharp Fast Yes	11-5 Power Slow No	10-4 Late Stiff Erratic	1-7 Graduate Down/Up	2-8 Early In/Out	Velo 55
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo 56 53
Other							Velo

Athleticism-Ex/Good/Avg/Poor	
Body Language- Ex/Good/Avg/Poor	
Attitude- Positive-Fine-Negative	

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow	
Balance	Yes	Tall	Controlled	Rushes	Back
Effort	Easy	Regular	Some Effort	Max	
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	complete	Recoil	Upright	Falls Off

Comments

As you come up to balance, you form your shoulders.
 On some pitches we over rotate as you go forwards
 have not leave pitches up.

Player # 7 IB
 Position-
 Primary- Secondary-
 Throws- R (L)
 Hits- (L) R / S

60-time 10.19
 Position Velo- 56
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
	Slot	OT - H3/4 - (L3/4) Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Consistent / Inconsistent	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry / Avg / Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding	Catches the ball!			
Strengths	Improve flexibility work on better footwork			
Weakness	Choppy Hesitant			
Hitting	Setup	Balanced / Athletic / Crouch / Open / Closed	Instincts	Quick Slow Natural
	Load	Smooth / Long / No Load / Late		
	Stride	Short / Long / Bails / Dives		
	Lower 1/2	Explosive / Connected / Collapse / None		
	Balance	Excellent / Good / Average / Fair / Poor		
	Head	Level / Tilted / Drops / Drifts		
	Bat Speed	Explosive / Fast / Average / Drags / Slow		
	Approach	Good / Fair / None		
	Path	Short / Level / Long / Uphill / Inside Out		
	Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap		
	Rhythm	Fluid Rhythm / Stiff / Choppy / Early		
	Hands Str.	Good / Average / Weak / None		
<p>Hitting Comments- - Hands too high and too far forward - never gets to load position - body crosses off hands, goes forward before hands - sets stock. - set barrel out in front</p>				
Catchers Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player # 7
 LHP/RHP
 Body Type
 Small-Avg-Big
 Lankey-Strng Lower-Short
 Thin-Athletic-Soft-Solid
 Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action	Hard	Late	Heavy	Slight	None	58
	Strikes	Yes	No	Erratic	Down/Up	In/Out	60
CB/SL	Shape	12-6	11-5	10-4	1-7	2-8	Velo
	Action	Sharp	Power	Late	Gradule	Early	54
	Arm Speed	Fast	Slow	Stiff			51
	Strikes	Yes	No	Erratic	Down/Up	In/Out	
Change	Arm Speed	Fast	Slow	Stiff			Velo
	Movement	Straight	ASR	GSR	Cut/Sink/Fade		56
	Strikes	Yes/no	Erratic	Down/Up	In/Out		
Other							Velo

Athleticism-Ex/Good/Avg/Poor
 Body Language- Ex/Good/Avg/Poor
 Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	L3/M	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow	
Balance	Yes	Tail	Controlled	Rushes	Back
Effort	Easy	Regular	Some Effort	Max	
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	Hitline	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments

We are dropping our arm/elbow, which is causing our curveball to float and pulling our fastball

Player # 8 OF
 Position-
 Primary- Secondary-
 Throws- (R) / L
 Hits- L / (R) / S

60-time 7.80
 Position Velo- 71
 Pop Time

Body Type

Arm	Action	(Long) / Short / Loose (Slow) / Stiff	Hands	Soft / (Avg) / Hard / Bad
	Slot	OT (H3/A) - 13/4 - Side Arm	Footwork	Quick / (Fluid) / (Slow) / Heavy / Flat
	Accuracy	Consistent / (Inconsistent)	Exchange	Quick Clean / (Slow Long)
	Strength	Life / Carry / Avg / (Weak) / Dies	Field Pos	(Athletic) / Plays Thru / Stiff
Fielding			Instincts	
Strengths			Quick	(Slow) / Natural
Weakness			(Choppy)	Hesitant
Hitting	Setup	Balanced / Athletic / Crouch / (Open) / Closed		
	Load	Smooth / (Long) / No Load / (Late)		
	Stride	Short / Long / (Bails) / Dives		
	Lower 1/2	Explosive / (Connected) / Collapse / None		
	Balance	Excellent / Good / (Average) / Fair / Poor		
	Head	Level / Tilted / (Drops) / Drifts		
	Bat Speed	Explosive / Fast / (Average) / Drags / Slow		
	Approach	Good / (Fair) / None		
	Path	Short / Level / (Long) / Uphill / Inside Out		
	Type	(Line Drive) / Gap-Gap / Pwr/Pull / Oppo / Slap		
	Rhythm	Fluid Rhythm / (Stiff) / (Choppy) / (Early)		
	Hands Str.	Good / (Average) / Weak / None		
Hitting Comments-				
<p>FEET ARE TOO NARROW IN STANCE - GETS STUCK GARS OUT FRONT RUN ON LEAD CUTS OF EXTENSION FRONT ELBOW GETS HIGH AT CONTACT</p>				
Catchers Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player # 8
 LHP/RHP LHP/RHP
 Body Type
 Small-Avg-Big
 Lankey-Strng Lower-Short
 Thin-Athletic-Soft-Solid
 Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Plate	Velo
	Action Strikes	Hard Yes	Late No	Heavy Erratic	Slight Down/Up	None In/Out	68
CB/SL	Shape Action Arm Speed Strikes	<u>12-8</u> Sharp Fast Yes	<u>11-5</u> Power Slow No	<u>10-4</u> Late Stiff Erratic	<u>1-7</u> Gradule Down/Up	<u>2-8</u> Early In/Out	Velo 57
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo 63
Other							Velo

Athleticism-Ex/Good/Avg/Poor
 Body Language- Ex/Good/Avg/Poor
 Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below	Avg	Slow
Balance	Yes	Tail	Controlled	Rushes	Back
Effort	Easy	Regular	Some	Effort	Max
Rhythm	Smooth	Rushed	Chopp		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments
 Our hands are breaking too early, so your timing is off. Arm stops in your motion, instead of working with your body, leaving fastball up

Player # 9 OF
 Position-
 Primary- Secondary-
 Throws- R L
 Hits- L / R / S

60-time 7.78
 Position Velo- 72
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
Slot	OT- H3 / 4 - 13 / 4 - Side Arm	Consistent / Inconsistent	Footwork	Quick / Fluid / Slow / Heavy / Flat
Accuracy	Life / Carry / Avg / Weak / Dies	Field Pos	Exchange	Quick / Clean / Slow / Long
Strength	Good instincts / Actions	Instincts	Field Pos	Athletic / Plays Thru / Stiff
Fielding	Needs to get stronger	Quick	Instincts	Natural
Weakness		Choppy	Slow	
			Hesitant	
Hitting	Setup	Balanced / Athletic / Crouch / Open / Closed		
	Load	Smooth / Long / No Load / Late		
	Stride	Short / Long / Bails / Dives		
	Lower 1/2	Explosive / Connected / Collapse / None		
	Balance	Excellent / Good / Average / Fair / Poor		
	Head	Level / Tilted / Drops / Drifts		
	Bat Speed	Explosive / Fast / Average / Drags / Slow		
	Approach	Good / Fair / None		
	Path	Short / Level / Long / Uphill / Inside Out		
	Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap		
	Rhythm	Fluid Rhythm / Stiff / Choppy / Early		
	Hands Str.	Good / Average / Weak / None		
Hitting Comments-				
<p>- Solid swing with good rhythm in load - Tendency not to get back enough squared off hips - Set back out front at contact - need to get backside to fore</p>				
Catcher's Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Rightway to step
 across parallel
 on stride -
 swings around

Player # C
 HHP/RHP
 Body Type
 Small-Avg-Big
 Lankey-String Lower-Short
 Thin-Athletic-Soft-Solid
 Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action Strikes	Hard Yes	Late No	Heavy Erratic	Slight Down/Up	None In/Out	66 65
CB/SL	Shape Action Arm Speed Strikes	12-6 Sharp Fast Yes	11-5 Power Slow No	10-4 Late Stiff Erratic	1-7 Gradule Down/Up	2-8 Early In/Out	62
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		63
Other							Velo

Athleticism- Ex/Good/Avg/Poor
 Body Language- Ex/Good/Avg/Poor
 Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below	Avg	Slow
Balance	Yes	Tail	Controlled	Rushes	Back
Effort	Easy	Regular	Some	Effort	Max
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In/Line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments
 Changeup is a little fast. Curveball you need to set your fingers on top of the baseball more consistently. Fingers set on the side and baseball doesn't work.

Player # 10 2B
 Position-
 Primary- Secondary-
 Throws- R / L
 Hits- L / (R) / S

60-time 8.28
 Position Velo- G3
 Pop Time

Body Type

Arm	Action	(Long) / Short / Loose / Slow / Stiff	Hands	(Soft) / Avg / Hard / Bad
Strengths	Slot	OT - 13/4 - 13/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
Weakness	Accuracy	(Consistent) / Inconsistent	Exchange	Quick / Clear / Slow / Long
Fielding	Strength	Life / Carry / Avg / Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Hitting	Fielding	Catches the Ball	Instincts	Quick / Slow / Natural
Setup	Strengths	Good hands - Athletic	Choppy	Hesitant
Load	Weakness	Shuffles feet when throwing get rid of the ball faster	DID NOT HIT	
Stride	Hitting	Balanced / Athletic / Crouch / Open / Closed		
Lower 1/2	Setup	Smooth / Long / No load / Late		
Balance	Load	Short / Long / Balls / Dives		
Head	Stride	Explosive / Connected / Collapse / None		
Bat Speed	Lower 1/2	Excellent / Good / Average / Fair / Poor		
Approach	Balance	Level / Tilted / Drops / Drifts		
Path	Head	Explosive / Fast / Average / Drags / Slow		
Type	Bat Speed	Good / Fair / None		
Rhythm	Approach	Short / Level / Long / Uphill / Inside Out		
Hands Str.	Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap		
Hitting Comments-			Fluid Rhythm / Stiff / Choppy / Early	
Hitting Comments-			Good / Average / Weak / None	
Catchers Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player # 10
LHP/RHP
Body Type
Small-Avg-Big
Lanky-Strng Lower-Short
Thin-Athletic-Soft-Solid
Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action Strikes	Run Hard Yes	Late No	Heavy Erratic	Slight Down/Up	None In/Out	59 62
CB/SL	Shape Action Arm Speed Strikes	12-6 Sharp Fast Yes	11-5 Power Slow No	10-4 Late Stiff Erratic	1-7 Graduate Down/Up	2-8 Early In/Out	56
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo
Other							Velo

Athleticism-Ex/Good/Avg/Poor
Body Language- Ex/Good/Avg/Poor
Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below	Avg	Slow
Balance	Yes	Tall	Controlled	Rushes	Back
Effort	Easy	Regular	Some	Effort	Max
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments

Good smooth delivery. Showed consistency in your motion. Struck ball falling off toward end of ball park, toward first base.

Player # 11 *of*
 Position-
 Primary- Secondary-
 Throws- R / L
 Hits- L / R / S

60-time 8.84
 Postion Velo- 70
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft (Avg) / Hard / Bad
	Slot	OT / H3/4 - L3/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Constant / Inconsistent	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry (Avg) Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding			Instincts	Quick / Slow / Natural
Strengths			Choppy	Hesitant
Weakness	Holds onto ball too long Improper release / Foot work			
Hitting	Balanced / Athletic / Crouch / Open / Closed			
Setup	Smooth / Long / No load / Late			
Load	Short / Long / Balls / Dives			
Stride	Explosive / Connected / Collapse / None			
Lower 1/2	Excellent / Good / Average / Fair / Poor			
Balance	Level / Tilted / Drops / Drifts			
Head	Explosive / Fast / Average / Drags / Slow			
Bat Speed	Good / Fair / None			
Approach	Short / Level / Long / Uphill / Inside Out			
Path	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Type	Fluid Rhythm / Stiff / Choppy / Early			
Rhythm	Good / Average / Weak / None			
Hands Str.				
Hitting Comments-	<p>STEPS OPEN AND AWAY ON STRIDE - WEIGHT IS ON OUTSIDE OF FRONT FOOT TOO EARLY - PAGES WITH HANDS ON LEAD THEN STARTS SWING & SAID SHOULDER</p> <p>GET SOME ENERGY IN YOUR SWING</p>			
Catchers Eval-				
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down			
Blocking-	Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad			
Comments-				

Player #	11
LHP/RHP	RHP
Body Type	Small-Avg-Big
Lankey-Strng	Lower-Short
Thin-Athletic-Soft-Solid	
Grade-	

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action	Hard	Late	Heavy	Slight	None	66
	Strikes	Yes	No	Erratic	Down/Up	In/Out	67
CB/SL	Shape	12-6	11-5	10-4	1-7	2-8	Velo
	Action	Sharp	Power	Late	Gradule	Early	62
	Arm Speed	Fast	Slow	Stiff			
	Strikes	Yes	No	Erratic	Down/Up	In/Out	
Change	Arm Speed	Fast	Slow	Stiff			Velo
	Movement	Straight	ASR	GSR	Cut/Sink/Fade		63
	Strikes	Yes/no	Erratic	Down/Up	In/Out		
Other							Velo

Athleticism-Ex/Good/Avg/Poor	
Body Language-Ex/Good/Avg/Poor	
Attitude-Positive-Fine-Negative	

Arm Angle	Arm Speed	Balance	Effort	Rhythm	Shoulders	Direction	Landing	Finish
OD H3/4	Quick	Yes	Easy	Smooth	Level	Yes	Square	Athletic
L3/4	Average	Yes	Regular	Rushed	Uphill	In line	Open	Complete
Side arm	Below Avg	Controlled	Some Effort	Choppy	Down	Falls 1b	Closed	Recoil
Sub	Slow	Rushes	Max		Closed	Falls 3b	Hard-Stiff	Upright
	Back	Back						Falls Off

Comments

Close yourself off some times on your leadins. On those pitches you are consistently high with your pitches

Player # 12
 Position- 3B
 Primary-
 Throws- R / L
 Hits- L / R / S

60-time 8.10
 Position Velo- GB
 Pop Time

Body Type

Arm	Action	Slot	Accuracy	Strength	Life / Carry / Avg	Weak / Dies	Hands	Footwork	Exchange	Field Pos	Soft / Avg / Hard / Bad	Quick / Fluid / Slow / Heavy / Flat	Quick Clean / Slow Long	Athletic / Plays Thru / Stiff
	Long / Short / Loose / Slow / Stiff	OT - H3/4 - 13/4 - Side Arm	Consistent / Inconsistent				Instincts	Quick	Choppy	Slow	Natural	Hesitant		
Fielding	Actions are slow													
Strengths	Fast and quiet used to work pitcher													
Weakness														
Hitting	Setup	Balanced / Athletic / Crouch / Open / Closed												
	Load	Smooth / Long / No Load / Late												
	Stride	Short / Long / Bails / Dives												
	Lower 1/2	Explosive / Connected / Collapse / None												
	Balance	Excellent / Good / Average / Fair / Poor												
	Head	Level / Tilted / Drops / Drifts												
	Bat Speed	Explosive / Fast / Average / Drags / Slow												
	Approach	Good / Fair / None												
	Path	Short / Level / Long / Uphill / Inside Out												
	Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap												
	Rhythm	Fluid Rhythm / Stiff / Choppy / Early												
	Hands Str.	Good / Average / Weak / None												
Hitting Comments-														
Turns head with shoulders off the ball, turns to swing vs. swinging to turn leads - pauses, then starts swing again with body														
Catchers Eval-														
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down														
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/pad														
Comments-														

Player # <u>12</u>
LHP/RHP <u>(RHP)</u>
Body Type
Small-Avg-Big
Lanky-Strng Lower-Short
Thin-Athletic-Soft-Solid
Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action Strikes	Hard <u>(Yes)</u>	Late <u>No</u>	Heavy <u>Erractic</u>	<u>Slight</u> Down/Up	None In/Out	<u>68</u>
CB/SL	Shape Action Arm Speed Strikes	<u>12--6</u> Sharp Fast Yes	<u>11--5</u> Power Slow No	<u>10--4</u> Late Stiff <u>Erractic</u>	<u>1--7</u> Gradule Down/Up	<u>2--8</u> Early In/Out	<u>61</u>
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erractic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		<u>56</u>
Other							Velo

Athleticism-Ex/Good/Avg/Poor
Body Language- Ex/Good/Avg/Poor
Attitude- Positive-Fine-Negative

Arm Angle	OT <u>(H3/4)</u> L 3/4 Side arm Sub
Arm Speed	Quick Average Below Avg Slow
Balance	Yes <u>Talks</u> Controlled Rushes Back
Effort	Easy <u>Regula</u> Some Effort Max
Rhythm	<u>Smooth</u> Rushed <u>Choppy</u>
Shoulders	Level Uphill Down Closed
Direction	Yes In line <u>Falls 1b</u> Falls 3b
Landing	<u>Square</u> Open Closed Hard-Stiff
Finish	Athletic Complete Recoil <u>Upright</u> <u>Falls Off</u>

Comments

Your back leg is not finishing on your pitcher's. Need to drive down the mound and finish athletically.

<p>Your back leg is not finishing on your pitcher's. Need to drive down the mound and finish athletically.</p>	
--	--

Player # 13 3B
 Position-
 Primary- Secondary-
 Throws- R / L
 Hits- L / R / S

60-time 8.0
 Position Velo- 63
 Pop Time

Body Type

Arm	Action	Slot	OT (H3/4) - L3/4 - Side Arm	Hands	Soft / Avg / Hard / Bad
Fielding	Accuracy	Strength	Life / Carry / Avg / Weak / Dies	Footwork	Quick / Fluid / Slow / Heavy / Flat
Strengths	Strength	Fielding	Instincts	Exchange	Quick / Clean / Slow / Long
Weakness	Fielding	Strength	Instincts	Field Pos	Athletic / Plays Third / Stiff
Hitting	Setup	Load	Smooth / Long / No Load / Late	Quick	Slow
Stride	Lower 1/2	Balance	Head	Choppy	Hesitant
Approach	Path	Type	Rhythm	Hands Str.	
Hands Str.	Good / Average / Weak / None				
<p>Hitting Comments-</p> <p>BACH SIDE JUST HANGS OUT IN SWING, FINISH WITH IT</p> <p>- NEEDS TO IMPROVE BAT SPEED</p> <p>- SOLID SWING BUT DOESN'T ATTACK THE BALL - BE ASSASSINATIVE</p>					
Catchers Eval	Receiving	Blocking	Comments		
	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down	Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad			

Player # <u>13</u>
LHP/RHP <u>RHP</u>
Body Type
Small-Avg-Big
Lankey-Strng Lower-Short
Thin-Athletic-Soft-Solid
Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action	Hard	Late	Heavy	Slight	None	67
	Strikes	Yes	No	Erractic	Down/Up	In/Out	71
CB/SL	Shape	12-6	11-5	20-4	1-7	2-8	Velo
	Action	Sharp	Power	Late	Gradule	Early	
	Arm Speed	Fast	Slow	Stiff			61
	Strikes	Yes	No	Erractic	Down/Up	In/Out	
Change	Arm Speed	Fast	Slow	Stiff			Velo
	Movement	Straight	ASR	GSR	Cut/Sink/Fade		
	Strikes	Yes/no	Erractic	Down/Up	In/Out		
Other							Velo

Athleticism-Ex/Good/Avg/Poor
Body Language- Ex/Good/Avg/Poor
Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow	
Balance	Yes	Tall	Controlled	Rushes	Back
Effort	Easy	Regular	Some Effort	Max	
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In line	Falls 1b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments
 You turn your shoulders at the top, and your back ball is following your shoulders, keep them in line with the target.

Player # 14 OR
 Position-
 Primary- R Secondary- L
 Throws- R
 Hits- L / R / S

60-time 8.3
 Position Velo- 68
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
	Slot	OT / H3/4 / 13/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Consistent / Inconsistent	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry / Avg / Wear / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding	Athletic and gets in Perfect fielding position needs quickness and to play thru bases			
Strengths	Instincts Quick Chippy Slow Hesitant Natural			
Weakness				
Hitting	Balanced / Athletic / Crouch / Open / Closed Smooth / Long / No load / Late Short / Long / Bails / Dives Explosive / Connected / Collapse / None Excellent / Good / Average / Fair / Poor Level / Tilted / Drops / Drifts			
Bat Speed	Explosive / Fast / Average / Drags / Slow			
Approach	Good / Fair / None			
Path	Short / Level / Long / Uphill / Inside Out			
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Rhythm	Fluid Rhythm / Stiff / Chippy / Early			
Hands Str.	Good / Average / Weak / None			
Hitting Comments-				
<ul style="list-style-type: none"> - Turns head with shoulders on swing - Elbows drop and circle in swing - Assesses - gets barrel to ball but flippy 				
Catchers Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player # 14
 LHP/RHP
 Body Type
 Small-Avg-Big
 Lankey-Strng Lower-Short
 Thin-Athletic-Soft-Solid
 Grade-

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action Strikes	Hard Yes	Late No	Heavy Erractic	Slight Down/Up	None In/Out	65
CB/\$	Shape Action Arm Speed Strikes	12--6 Sharp Fast Yes	11--5 Power Slow No	10--4 Late Stiff Erractic	1--7 Gradule Down/Up	2--8 Early In/Out	66
Change	Arm Speed Movement Strikes	Fast Straight Yes/no	Slow ASR Erractic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo
Other							Velo

Athleticism-Ex/Good/Avg/Poor
 Body Language- Ex/Good/Avg/Poor
 Attitude- Positive-Fine-Negative

Arm Angle	OT	H3/4	C3/4	Side arm	Sub
Arm Speed	Quick	Average	Below	Avg	Slow
Balance	Yes	Tall	Controlled	Rushes	Back
Effort	Easy	Regular	Some	Effort	Max
Rhythm	Smooth	Rushed	Choppy		
Shoulders	Level	Uphill	Down	Closed	
Direction	Yes	In line	Falls 3b	Falls 3b	
Landing	Square	Open	Closed	Hard-Stiff	
Finish	Athletic	Complete	Recoil	Upright	Falls Off

Comments
 Pulling your head. Could not get your arm out front, and your were struggling with release point.

Player # 15 C
 Position- Secondary
 Primary- R/L
 Throws- R/L
 Hits- L/R/S

60-time 8.32
 Position Velo- G3
 Pop Time 2.35-2.40

Body Type

Arm	Action	Long/Short/Loose/Slow/Stiff	OT - 43/4 13/4 - Side Arm	Hands	Soft (Ave) / Hard / Bad
Fielding	Slot	Room for improvement - Little things	Accuracy	Exchange	Quick/Fluid/Slow/Heavy/Flat
Strengths	Strength	Prop's GLOVE AND STANDS UP TO TRANS. ROUT REACT WITH FINE HANDS TO THROW	Consistent / Inconsistent	Field Pos	Quick Clean / Slow Long Athletic / Plays Thru / Stiff
Weakness			Life / Carry / Avg Weak / Dies	Instincts	Quick / Slow / Natural
Hitting	Setup	Balanced / Athletic / Crouch / Open Closed		Quick	Choppy / Hesitant
Load	Load	Smooth / Long / No Load Late			
Stride	Lower 1/2	Short / Long / Bails Dives			
Balance	Head	Explosive / Connected / Collapse / None			
		Excellent / Good / Average Fair / Poor			
		Level / Tilted / Drops / Drifts			
	Bat Speed	Explosive / Fast / Average Drags / Slow			
	Approach	Good / Fair / None			
	Path	Short / Level / Long / Uphill / Inside Out			
	Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
	Rhythm	Fluid Rhythm / Stiff Choppy / Early			
	Hands Str.	Good / Average Weak / None			
Hitting Comments-					
- Grip is too stiff - Rolls wrist into swing					
- Load more with knee to catcher - use legs more to finish					
- Flat gas bat in load, always catch up to swing					
Catchers Eval-					
Receiving- Frames Well / Soft Hands / Stiff Boxes Balls / Fingers up/down					
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad					
Comments- ELBOW DOWN, FINGERS UP RECEIVING					
- REACT AS YOU RECEIVE THE BALL - LITTLE JUMP					
- FINGER GIVE AFTER RECEIVING - GLOVE MOVES TO MATCH AFTER YOU CATCH IT.					

Player # 16 SS
 Position-
 Primary- Secondary-
 Throws- R L
 Hits- L R S

60-time 7.80
 Position Velo- 58
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
Fielding	Slot	OT / H / D / 13/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
Strengths	Accuracy	Consistent / Inconsistent	Exchange	Quick Clean / Slow Long
Weakness	Strength	Life / Carry / Avg / Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Hitting	Gets to ball and f. releases them - good release work on feet/hands moving together on throws		Instincts	Slow (Natural)
Setup	Balanced / Athletic / Crouch / Open / Closed		Quick	Hesitant
Load	Smooth / Long / No load / Late		Choppy	
Stride	Short / Long / Bails / Dives			
Lower 1/2	Explosive / Connected / Collapse / None			
Balance	Excellent / Good / Average / Fair / Poor			
Head	Level / Tilted / Drops / Drifts			
Bat Speed	Explosive / Fast / Average / Drags / Slow			
Approach	Good / Fair / None			
Path	Short / Level / Long / Uphill / Inside Out			
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Rhythm	Fluid / Rhythm / Stiff / Choppy / Early			
Hands Str.	Good / Average / Weak / None			
Hitting Comments-				
- Solid Approach but steps up on				
- Lands well but tendency to not get them to a consistent spot				
- Gets barrel to ball - Hits ball hard				
Catchers Eval-				
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down			
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player #	6
LHP/RHP	(RHP)
Body Type	Small-Avg-Big
Grade-	Lanky-Strng Lower-Short
	Thin-Athletic-Soft-Solid

FB	Movement	Run	Cut	Sink	Down/Straight	Flat	Velo
	Action Strikes	Hard (Yes)	Late No	Heavy Erratic	Slight Down/Up	None In/Out	63
CB/SL	Shape Action Arm Speed Strikes	12--6 Sharp (Fast) (Yes)	11--5 Power Slow No	10--4 Late Stiff Erratic	1--7 Gradule Down/Up	2--8 Early In/Out	Velo 51 54 54
Change	Arm Speed Movement Strikes	Fast Straight (Yes/no)	Slow ASR Erratic	Stiff GSR Down/Up	Cut/Sink/Fade In/Out		Velo 53
Other							Velo

Athleticism-Ex/Good/Avg/Poor	
Body Language- Ex/Good/Avg/Poor	
Attitude- Positive-Fine-Negative	

Arm Angle	OT	L3/4	Side arm	Sub
Arm Speed	Quick	Average	Below Avg	Slow
Balance	Yes	Tall	Controlled	Rushes Back
Effort	Easy	Regular	Some Effort	Max
Rhythm	Smooth	Rushed	Choppy	
Shoulders	Level	Uphill	Down	Closed
Direction	Yes	In line	Falls 1b	Falls 3b
Landing	Square	Open	Closed	Hard-Stiff
Finish	Athletic	Complete	Recoil	Upright Falls Off

Comments
 Consistent motion. arm works well with body. Arm does get loose on your curve ball.

Player # 17
 Position- Secondary-
 Primary- R L
 Throws- R L
 Hits- L / R S

DF

60-time 8.22
 Position Velo- 52
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
	Slot	OT - H3/4 (L3/4) Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Consistent / Inconsistent	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry / Avg / Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding			Instincts	Slow / Natural
Strengths			Quick	
Weakness			Choppy	Resistant
	STOPS AND FOLLOWS OF THROWS SLOW FOOT / RELEASE			
Hitting				
Setup	Balanced / Athletic / Crouch / Open / Closed			
Load	Smooth / Long / No Load / Late			
Stride	Short / Long / Bails / Dives			
Lower 1/2	Explosive / Connected / Collapse / None			
Balance	Excellent / Good / Average / Fair / Poor			
Head	Level / Tilted / Drops / Drifts			
Bat Speed	Explosive / Fast / Average / Drags / Slow			
Approach	Good / Fair / None			
Path	Short / Level / Long / Uphill / Inside Out			
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Rhythm	Fluid Rhythm / Stiff / Choppy / Early			
Hands Str.	Good / Average / Weak / None			
Hitting Comments-				
- Hands too far forward in stance				
- Body shifts forward as hands are going back				
- Short to the ball - but never gets behind contact - just too.				
Catchers Eval.				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				

Player # / 8
 Position- 2B
 Primary- Secondary-
 Throws- R / L
 Hits- L / R / S

60-time 8.56
 Position Velo- 58
 Pop Time

Body Type

Arm	Action	OT - H3/4	Side Arm	Hands	Soft / Avg / Hard / Bad
	Slot	Long / Short / Loose / Slow / Stiff	Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Consistent / Inconsistent	Field Pos	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry / Avg / Weak / Dies	Instincts	Field Pos	Athletic / Plays Thru / Stiff
Fielding	Catches the ball!				
Strengths	9 glove drops away too early on throws. feet too narrow				
Weakness	Choppy				
Hitting	Quick				
Setup	Balanced / Athletic / Crouch / Open / Closed				
Load	Smooth / Long / No load / Late				
Stride	Short / Long / Bails / Dives				
Lower 1/2	Explosive / Connected / Collapse / None				
Balance	Excellent / Good / Average / Fair / Poor				
Head	Level / Tilted / Drops / Drifts				
Bat Speed	Explosive / Fast / Average / Drags / Slow				
Approach	Good / Fair / None				
Path	Shore / Level / Long / Uphill / Inside Out				
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap				
Rhythm	Fluid Rhythm / Stiff / Choppy / Early				
Hands Str.	Good / Average / Weak / None				
Hitting Comments-	<p>- STOPS running and drops head</p> <p>- turns front foot on step</p> <p>- Bats front arm on lead - causing long swing</p> <p>- tendency to jump off first base</p>				
Catchers Eval-					
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking-	Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-					

Player # 19 C
 Position- Secondary
 Primary- R/L
 Throws R/L
 Hits- L/R S

60-time 8.0
 Position Velo- 71
 Pop Time 2.1-2.25

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
	Slot	OT / H3/4 - L3/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
	Accuracy	Consistent / Inconsistent	Exchange	Quick Clean / Slow Long
	Strength	Life / Carry / Avg / Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding	CAN BE FAST IN ON POP			
Strengths	SQUARE DOWN STOPS - CREATING 700 MPH IMPROVE EXCHANGE - TRANSFER DON'T CATCH - MOVE - TRANS TRANSFER			
Weakness				
Hitting	Balanced / Athletic / Crouch / Open / Closed Smooth / Long / No Load / Late Short / Long / Balls / Dives Explosive / Connected / Collapse / None Excellent / Good / Average / Fair / Poor Level / Tilted / Drops / Drifts Explosive / Fast / Average / Drags / Slow Good / Fair / None Short / Level / Long / Uphill / Inside Out Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap Fluid Rhythm / Stiff / Chippy / Early Good / Average / Weak / None			
Bat Speed				
Approach				
Path				
Type				
Rhythm				
Hands Str.				
Hitting Comments-	LONG SWING - HAND COMES OFF EARLY - GETS FLIPPY AT CONTACT TURNS HEAD - FEET TOO CLOSE IN STOPS AS START FRONT FOOT IS WAY GETTING DOWN			
Catchers Eval.				
Receiving-	Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up/down			
Blocking-	Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad			
Comments-	RECEIVES WELL - FINGERS ARE NICE - MAKES PITCHES AND CORNER LOOK GOOD. MOVES WELL - REVERSED - IN CONTROL			

Player # 20
 Position- Secondary-
 Primary- R L
 Throws- R L
 Hits- L R S

60-time 10.80
 Position Velo- 51
 Pop Time

Body Type

Arm	Action	Long / Short / Loose / Slow / Stiff	Hands	Soft / Avg / Hard / Bad
Slot	OT H3/4	13/4 - Side Arm	Footwork	Quick / Fluid / Slow / Heavy / Flat
Accuracy	Consistent	Inconsistent	Exchange	Quick Clean / Slow Long
Strength	Life / Carry / Avg	Weak / Dies	Field Pos	Athletic / Plays Thru / Stiff
Fielding			Instincts	Quick
Strengths				Slow
Weakness			Choppy	Natural
				Resistant
Hitting				
Setup	Balanced / Athletic / Crouch / Open / Closed			
Load	Smooth / Long / No Load / Late			
Stride	Short / Long / Balis / Dives			
Lower 1/2	Explosive / Connected / Collapse / None			
Balance	Excellent / Good / Average / Fair / Poor			
Head	Level / Tilted / Drops / Drifts			
Bat Speed	Explosive / Fast / Average / Drags / Slow			
Approach	Good / Fair / None			
Path	Short / Level / Long / Uphill / Inside Out			
Type	Line Drive / Gap-Gap / Pwr/Pull / Oppo / Slap			
Rhythm	Fluid Rhythm / Stiff / Choppy / Early			
Hands Str.	Good / Average / Weak / None			
Hitting Comments-				
- Load more with knees going to catcher				
- Flatters Bat on approach				
- Does not get ankle too low - create some energy in swing				
Catchers Eval-				
Receiving- Frames Well / Soft Hands / Stiff / Boxes Balls / Fingers up-down				
Blocking- Quick / Knees get down / Soft / late getting down / Glove Stays Down/bad				
Comments-				