

#: _____ PLAYER: _____ CLUB: _____

HT: _____ WT: _____ B/T: _____ POS: _____ GROUP: _____

FRAME: S, M, L, XL, XXL **LOWER:** AVG., THICK, THIN, STRONG, ATHL., SLOPPY, BOWLEGGED,
PIGEON-TOE, DUCK-FOOTED, KNOCK-KNEE

BUILD: AVG., ATHL., STRONG, LEAN, LONG, MUSC., THICK, OVERWEIGHT, RANGY, UNDERDEVELOPED,
HIGH WAIST, GROWTH POT., STRENGTH POT., MATURE, PROJECTABLE, LACKS PROJECTION

SLOT: OH, H3/4, 3/4, L3/4, SA, SUB, VARIES **IP:** _____

TOOLS	P	F	COMMENTS
ARM			COMPACT/MEDIUM/FULL CIRCLE, ONLINE TAKEAWAY, TAKEAWAY PAST CENTER, STAB, PLUNGE, HOOK, WRAP, FUNK, EFFORT, EASY, LOOSE, CLEAN, QUICK, SLOW, STIFF, ONE-PIECE, HESITATION/PAUSE, RESTRICTED, VIOLENT, PIE THROWER, INVERTED, FULL EXTENSION, CUTS OFF, RECOIL, BALL-HAND ONLINE/OFFLINE
DELIV			RUBBER - 1B/MID/3B WINDUP - NWU, SWU, FWU, STRETCH ONLY, RHYTHMIC/SEGMENTED START, LOW/MEDIUM/HIGH LEG LIFT, LOADS OVER RUBBER, DRIFTS OFF BALANCE, NO ROTATION, 1/4 TURN, 1/2 TURN, EXTREME ROTATION, LEVEL SHLDRS, HIGH FRONT SIDE, STACKED HIPS, LEADS W/ HIP, DROP AND DRIVE, TALL AND FALL STRIDE - CROSS-BODY, ONLINE, OPEN, SHORT, AVG. LONG, HIGH/LOW LEAD ARM, GLOVE EARLY/ON-TIME/PINNED, HEEL LANDER, FLEXED/LOCKED KNEE LANDING FOLLOW-THROUGH - UPRIGHT, ABBREVIATED, AVG., AGGRESSIVE, FULL EXTENSION, SPINS 1B/3B, HEAD WHACK, STABLE GLOVE, NON-STABLE GLOVE SQUARE, STABLE GLOVE, NON-STABLE GLOVE GENERAL - EASY, SMOOTH, SIMPLE, EFFORT, SLOW/MEDIUM/FAST TEMPO, ATHLETIC, REPEATS, DOESN'T REPEAT, FUNKY BIOMECHANICS: HSS: -, AVG, + SEQ: -, AVG, + TIMING AT FOOT PLANT: -, AVG, + BALANCE/POSTURE: -, AVG, + EXTENSION THROUGH ROTATION: -, AVG, +
FEEL			PITCHES OFF FB, OFFSPEED ANY COUNT, ANY PITCH ANY COUNT, SETS UP HITTER, GETS GB, GETS K, PITCHES TO REPORT, SPRAYS ZONE, LACKS FEEL, FALLS INTO PATTERN, SUM GREATER/LESS THAN PARTS. RAW. POLISHED. ADVANCED.
CNTRL			
DECEPT			HIDES BALL, EASY TO SEE, WIDE ANGLE, CROSS FIRE, STEEP ANGLE, MOVING PARTS, FUNKY, PAUSE/HITCH, SLOW TO FAST, FAST TO SLOW, BALL JUMPS AT HITTER, VARIES SLOT. FRONT SIDE/GLOVE. EXTENSION: - / AVG / +
ATHL			SLOW/AVG./QUICK TWITCH, EXPLOSIVE, FAST, STRONG, AGILE, SMOOTH, - / AVG. / + BODY CONTROL, HEAVY-LEGGED, LUMBERING, SLOW, WEAK, QUICK/SLOW FEET ON PICKOFF. ATHLETIC. STIFF. RIGID
FIELD			BOUNCES/SLOW OFF MOUND, HANDLES/STRUGGLES BUNTS, ACCURATE/INACCURATE TO BASES, QUICK/SLOW COVERING 1ST, ROUTINE PLAYS, BIG PLAYS, SMOOTH, EFFORTLESS, EASY. LIMITED. RIGID. SHAKY. - / AVG. / + ACTIONS
COMPETE /MAKEUP			

FB 99 98 97 96 95 94 93 92 91 90 89 88 87 86 EX													SWING:		
													MISS:		
Y RHH N						Y LHH N									
AS											AS				
GS											GS				
FB	P	F		MAINTAINS, DROPS OFF, ADD/SUB, MOVE SP/RP, ADD STR., PRO WORK., - / + DELIV, AGE											
MV	P	F		4S, 2S, RUN, BORE, TAIL, CUT, RIDE, SINK, HEAVY, STR., FLAT, DH, SW/M, GB, FB, CB, INCONS.											
CM	P	F													
CB 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67															
20	30	40	50	60	70	80	12/6, 11/5, 1/7, 3/4, DOWNER, SHORT, DEPTH, SLURVE, POWER, TIGHT, BITE, LATE, SNAP, LOOSE, ROLLING, CHASE, GET-ME-OVER, BACKDOOR, BACKFOOT, LAND STRIKE, MANIPULATE, SW/M, GO-TO, SHOW-ME, LOW IMPACT, GETS ON SIDE, INCONS. QUALITY/COMMAND, FLASHES BETTER, CHANGES SPEED/SHAPE								
RHH						LHH									
CB	P	F													
SL 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73															
20	30	40	50	60	70	80	3/4, 11/5, 1/7, TILT, SLURVE, SHORT, BENDER, SWEEPER, DOWNER, POWER, TIGHT, BITE, LATE, LOOSE, ROLLING, FLAT, SPINNER, CHASE, GET-ME-OVER, BACKDOOR, BACKFOOT, LAND STRIKE, MANIPULATE, SW/M, GO-TO, SHOW-ME, LOW IMPACT, GETS ON SIDE, INCONS. QUALITY/COMMAND, FLASHES BETTER, CHANGES SPD/SHP								
RHH						LHH									
SL	P	F													
CH 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73															
20	30	40	50	60	70	80	CIRCLE, STRAIGHT, FADE, SINK, BOTTOM, TURNS OVER, TUMBLE, DIVE, POWER, LATE, FLOAT, PUSH, PROPER ARM SPEED, SLOWS ARM, - / + VELO SEP., COMEBACK, FRONTDOOR, LAND STRIKE, CHASE, MANIPULATE, SW/M, GO-TO, LOW IMPACT, VS. SAME SIDE, INCONS. QUALITY/COMMAND, FLASHES BETTER, CHANGES SPEED/SHAPE								
RHH						LHH									
CH	P	F													
OT 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73															
20	30	40	50	60	70	80	CUT/SPL/FK/KN: SHORT, QUICK, DEPTH, DIVE, TUMBLE, DANCES, BACKDOOR, FRONTDOOR, LAND STRIKE, CHASE, MANIPULATE, SW/M, GO-TO, LOW IMPACT, INCONS. QUALITY/COMMAND, FLASHES BETTER, CHANGES SPEED/SHAPE								
RHH						LHH									
OT	P	F													