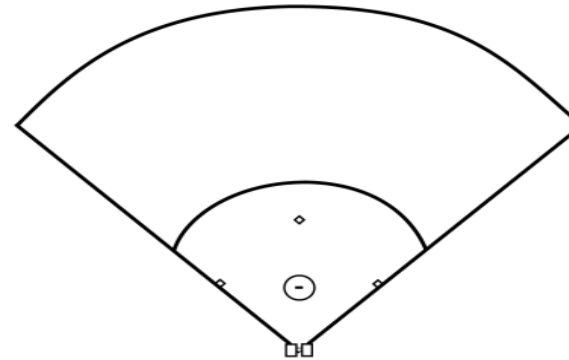


#: \_\_\_\_\_ PLAYER: \_\_\_\_\_ CLUB: \_\_\_\_\_

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



TOOLS	P	F	COMMENTS
HIT			
PLATE DISC			LOW/AVG./HIGH CHASE, LOW/AVG./HIGH BB, - / AVG. / + DECISION-MAKER, TAKES: QUIET/AVG./HARD, CALM, QUIET, JUMPY, CHASE FB UP, CHASE OFFSPEED DOWN, - / AVG. / + PITCH REC., AGGRESSIVE, OVER-AGGRESSIVE, PASSIVE
RAW PWR			<= 300, 301-330, 331-360, 391-420, > 450, PULL LINE, PULL STRAIGHTAWAY, PULL GAP, CF, OPPO GAP, OPPO STRAIGHTAWAY, OPPO LINE, LD ONLY, LOW IMPACT, BALL JUMPS, BACKSPIN, TOPSIN, PROJ., LACKS PROJ.
PWR FREQ			BACKSPIN GAME POWER, LOFT APPROACH, GAP TO GAP APPROACH, LINE DRIVE APPROACH, GB APPROACH, PULL GAME, CF GAME, OPPO GAME, NOT A THREAT, 1B/2B HITTER, MAY ADD LOFT
ARM STR			CARRY: POOR, BA, FRINGE, AVG., SOLID, AA, +, ++, ONLINE, BACKSPIN QUICK/SLOW RELEASE, LF/CF ONLY, RF ARM, 2B ONLY, 6 HOLE, POOR/QUICK FOOTWORK (CATCHER)
ARM ACC			ON TARGET, ON GLOVE, ON CHEST, ON BAG, PLAYS HOP, FEEL FOR TARGET, WILD, BOUNCE, AIRMAIL, INCONS., SHORT STROKE, COMPACT STROKE, LONG STROKE, MULTI-ANGLES, BACKSPIN, STRAIGHT, TAIL, CUT
FIELD			ROUTINE, BIG PLAYS, SMOOTH, EFFORTLESS, EASY, LIMITED, RIGID, STIFF, - / + FLEX., SHAKY, ERROR PRONE, - / AVG. / + ACTIONS, - / AVG. / + FOOTWORK, - / + DP TURN, ON RUN, STRUGGLES W/O FEET SET, - / + PICKS (1B), INCONS., RAW, POLISHED
RANGE			- / AVG. / + LATERAL QUICKNESS, - / AVG. / + CLOSING SPEED, QUICK / SLOW READS/JUMPS, SLOW STARTER, EFF ROUTE, INEFF ROUTE, - / + BACKHAND, - / + FOREHAND, - / + COMING IN, - / + INTO GAPS, - / + GOING
HANDS			SOFT, SURE, QUICK, LOOSE, FEEL TO BACKHAND / FOREHAND, HARD, RIGID, UNSURE, SHAKY, ERROR PRONE, BAREHAND ABILITY, INCONS., - / AVG. / + RECEIVER, STRONG, WEAK, STABBY, REACHES, RELAXED, CONFIDENT
RUN			
BASERUN			SMART, AGGRESSIVE, OVER-AGGRESSIVE, TAKES EXTRA BASE, 1ST TO 3RD, PASSIVE, STATION TO STATION, - / + READS, CONSERVATIVE, MISTAKE PRONE, INCONS., RAW, POLISHED
STEAL			EFFICIENT, AGGRESSIVE, OVER-AGGRESSIVE, SHORT/AVG./BIG LEADS, SLOW/AVG./QUICK JUMPS, FREQUENT/AVG./RARE SB, STEAL 3B, NOT A THREAT, INCONS., PROJ. W/ REPS
ATHLETE			SLOW/AVG./QUICK TWITCH, EXPLOSIVE, FAST, STRONG, AGILE, SMOOTH, - / AVG. / + BODY CONTROL, HEAVY-LEGGED, LUMBERING, SLOW, WEAK
BB INTEL			
COMPETE /MAKEUP			

**STANCE:** OPEN, SQUARE, CLOSED, BALANCED, CROUCH, TALL, WIDE, LOW/HIGH HANDS, HANDS AWAY, BAT ON SHOULDER

**STRIDE/LOWER:** NO STRIDE, SIMPLE, LEG KICK, TOE TAP, LEVERAGE, DRIFT, DIVES IN, STRIDES OPEN, HIPS FIRE, STIFF HIPS, BACKSIDE COLLAPSE, + WT. SHIFT, HIP SLIDE, HITS OFF FRONT FOOT, FOOT DOWN EARLY/ONTIME/LATE, HEEL FLASH

**LOAD:** NO LOAD, SHORT, MEDIUM, DEEP, LATE, EARLY/2-PIECE, RHYTHMIC, EASY, CHOPPY, COIL, HITCH, FLAT, 45, TIP, VERTICAL, HIGH BACK ELBOW, LOW HANDS

**PATH:** COMPACT, DIRECT, LONG, FLAT, LOFTY, UPHILL, STAYS IN ZONE, IN/OUT, TOP HAND, ARM BAR, INSIDE OUT, CUTS ACROSS, CHOP, QUICK, HANDSY, ADJUST., GROOVED, - / AVG. / + EXT., - / AVG. / + BAT STR., - , - , AVG , + , ++ BAT SPEED, HIGH / LOW SLOT ENTRY

**GENERAL:** - - /AVG/+ SEQ, - / + HAND EYE, LOOSE, EASY, STIFF, SWINGS W/INTENT, LACK INTENT, STILL HEAD, HEAD MVMT ALL FIELDS, PULL, OPPO, SLAP/SLASH, ALL OR NOTHING, CONTACT, 2 STRIKE, PASSIVE, HOLE IN / AWAY / UP / DOWN, - / + PLATE COV., FB HITTER, MISTAKE HITTER, TROUBLE W/ VELO / SPIN, INCONS., RAW, POLISHED

**FB SEEN:**

**FB SWING:**

**FB SWING AND MISS:**