

VIZUAL EDGE TRAINING IMPACT

NCAA D1 SUPER REGIONAL TEAM STATISTICAL PLAYER IMPROVEMENTS



THE CORE-SIX BASEBALL VISUAL SKILLS



ALIGNMENT

Proper alignment enables the ability to perceive the true location of an object, rather than in front or behind it

- Timing at the plate
- Barrel contact



CONVERGENCE

Ability to focus on objects within close proximity and judge their movement.

- Ability to focus on incoming pitches
- Consistency in contact



RECOGNITION

Ability to observe, process and recall a series of visual targets, and respond properly.

- Pitch identification
- Swing decisions & overall baseball IQ



DEPTH PERCEPTION

Uses both eyes to locate objects in space to judge their distance, speed, and direction

- Timing at the plate
- Judging the spin, speed & trajectory of the ball



DIVERGENCE

Ability to locate objects in the distance, impacting an athlete's ability to anticipate and react.

- Locating the ball out of the pitcher's hand
- Early pitch/spin detection



TRACKING

Ability to follow an object while continuously monitor all other aspects of the game

- Overall reaction time & ability to follow the ball in the air



PLAYER HIGHLIGHT

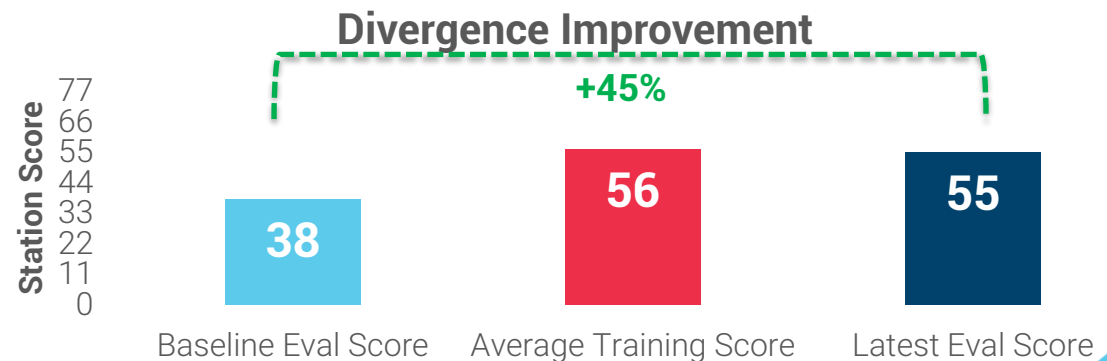
PLAYER #1

| | Edge Score | Convergence | Divergence | Recognition* | Tracking* |
|--|----------------|--------------|--------------|------------------------------|----------------------------|
| Baseline Evaluation | 85.7 | 60 | 38 | 0.64s, 96% | 0.57s, 95% |
| Average Training (Weighted based on difficulty) | - | 77 | 56 | 0.61s, 98% | 0.55s, 94% |
| Latest Evaluation (% Improvement from baseline) | 95.1 (+11%) | 75 (+25%) | 55 (+45%) | 0.51s, 100% (20% quicker) | 0.53s, 96% (7% quicker) |

| | HR% | K% | BB% | AVG | OBP | SLG |
|-------------------------------------|-----------------|-----------------|-----------------|----------------|-----------------|-----------------|
| Pre-Training (2016–2020 seasons) | 1.4% | 14.5% | 13.8% | 0.270 | 0.380 | 0.369 |
| Post-Training (% Improvement) | 4.9% (+259%) | 13.1% (-10%) | 21.4% (+55%) | 0.278 (+3%) | 0.431 (+14%) | 0.551 (+49%) |

- 70+ training **sessions** completed
- 245+ training **exercises** completed

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time



PLAYER HIGHLIGHT

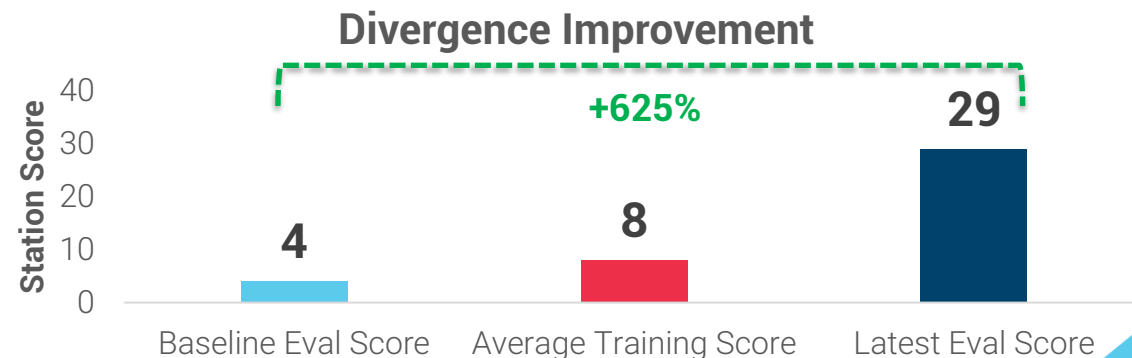
PLAYER #2

| | Edge Score | Convergence | Divergence | Recognition* |
|--|---------------|-------------|---------------|------------------------------|
| Baseline Evaluation | 83.2 | 72 | 4 | 0.64s, 96% |
| Average Training (Weighted based on difficulty) | - | 75 | 8 | 0.55s, 97% |
| Latest Evaluation (% Improvement from baseline) | 88.5 (+6%) | 71 | 29 (+625%) | 0.51s, 100% (20% quicker) |

| | HR% | K% | AVG | OBP | SLG | OPS |
|-------------------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Pre-Training (2019–2020 seasons) | 2.9% | 14.1% | 0.281 | 0.371 | 0.442 | 0.813 |
| Post-Training (% Improvement) | 7.7% (+166%) | 12.1% (-14%) | 0.366 (+30%) | 0.450 (+21%) | 0.732 (+66%) | 1.182 (+45%) |

- 45+ training **sessions** completed
- 200+ training **exercises** completed

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time



PLAYER HIGHLIGHT

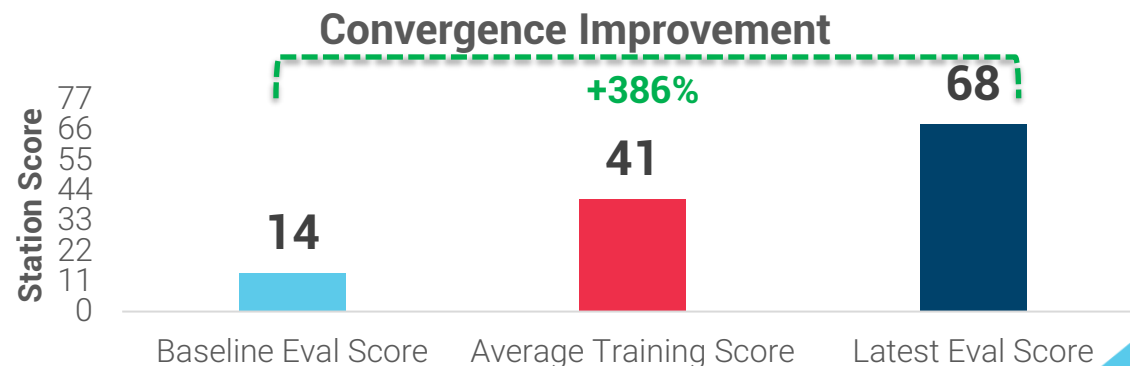
PLAYER #3

| | Edge Score | Convergence | Divergence | Recognition* | Tracking* |
|--|----------------|---------------|------------|-----------------------------|----------------------------|
| Baseline Evaluation | 76.8 | 14 | 33 | 0.85s, 88% | 0.57s, 95% |
| Average Training (Weighted based on difficulty) | - | 41 | 29 | 0.69s, 96% | 0.57s, 96% |
| Latest Evaluation (% Improvement from baseline) | 90.3 (+18%) | 68 (+386%) | 33 | 0.63s, 96% (22% quicker) | 0.55s, 95% (4% quicker) |

| | HR% | SLG | OPS |
|-------------------------------------|-----------------|-----------------|----------------|
| Pre-Training (2018–2020 seasons) | 2.7% | 0.386 | 0.714 |
| Post-Training (% Improvement) | 6.1% (+129%) | 0.465 (+21%) | 0.767 (+7%) |

- 40+ training **sessions** completed
- 120+ training **exercises** completed

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time



PLAYER HIGHLIGHT

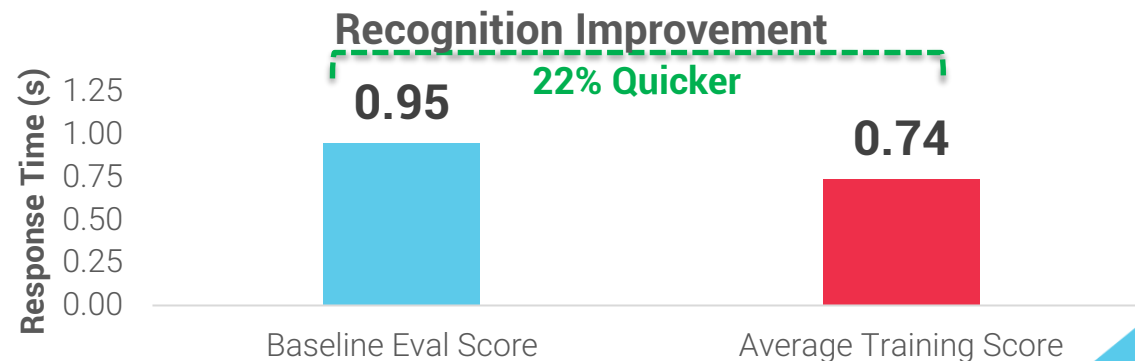
PLAYER #4

| | Convergence | Divergence | Recognition* | Tracking* |
|---------------------------------------|-------------|--------------|-----------------------------|-----------------------------|
| Baseline Evaluation | 60 | 33 | 0.95s, 96% | 0.62s, 96% |
| Average Training** (% Improvement) | 64 (+7%) | 39 (+18%) | 0.74s, 97% (22% quicker) | 0.54s, 95% (13% quicker) |

| | HR% | AVG | OBP | SLG | OPS |
|-------------------------------------|----------------|----------------|----------------|-----------------|-----------------|
| Pre-Training (2019–2020 seasons) | 3.7% | 0.324 | 0.424 | 0.519 | 0.942 |
| Post-Training (% Improvement) | 5.4% (+45%) | 0.329 (+2%) | 0.436 (+3%) | 0.606 (+17%) | 1.042 (+11%) |

- 45+ training **sessions** completed
- 170+ training **exercises** completed
- **Did not complete second evaluation

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time



PLAYER HIGHLIGHT

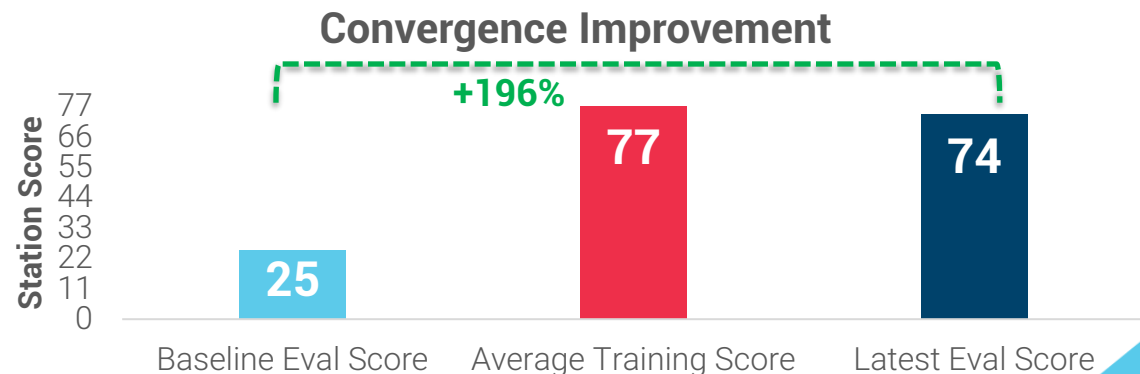
PLAYER #5

| | Edge Score | Convergence | Recognition* | Tracking* |
|--|----------------|---------------|------------------------------|-----------------------------|
| Baseline Evaluation | 78.6 | 25 | 1.33s, 90% | 0.59s, 92% |
| Average Training (Weighted based on difficulty) | - | 77 | 0.68s, 96% | 0.55s, 93% |
| Latest Evaluation (% Improvement from baseline) | 89.5 (+14%) | 74 (+196%) | 0.66s, 100% (50% quicker) | 0.54s, 94% (10% quicker) |

| | AVG | OBP | SLG | OPS |
|-------------------------------------|-----------------|----------------|-----------------|----------------|
| Pre-Training (2019–2020 seasons) | 0.228 | 0.348 | 0.390 | 0.737 |
| Post-Training (% Improvement) | 0.263 (+15%) | 0.364 (+5%) | 0.436 (+12%) | 0.800 (+9%) |

- 55+ training **sessions** completed
- 120+ training **exercises** completed

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time



PLAYER HIGHLIGHT

PLAYER #6

| | Edge Score | Convergence | Divergence | Recognition* | Tracking* |
|--|----------------|---------------|---------------|------------------------------|----------------------------|
| Baseline Evaluation | 78.8 | 38 | 16 | 0.93s, 92% | 0.52s, 94% |
| Average Training (Weighted based on difficulty) | - | 72 | 34 | 0.59s, 96% | 0.52s, 93% |
| Latest Evaluation (% Improvement from baseline) | 93.0 (+18%) | 77 (+103%) | 39 (+144%) | 0.67s, 100% (28% quicker) | 0.51s, 95% (2% quicker) |

| | HR% | K% | BB% |
|-------------------------------------|-----------------|-----------------|-----------------|
| Pre-Training (2018–2020 seasons) | 0.0% | 21.4% | 13.2% |
| Post-Training (% Improvement) | 3.1% (+3.1%) | 18.8% (-12%) | 15.6% (+18%) |

- 80+ training **sessions** completed
- 120+ training **exercises** completed

*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time.
Tracking – 0.60s flash time

