TEAM HIGHLIGHT
2022 IMPROVEMENTS

VIZUAL EDGE
Winning is in Sight

PLATE DISCIPLINE

	PA	K%	BB%
Pre-Training (2021 season)	1,404	22.6%	9.7%
Post-Training (2022 season, % Improvement)	2,038	20.8% (-8%)	10.6% (+9%)

HITTING STATS

	AB	AVG	OBP	SLG	OPS	XBH	HR%
Pre-Training (2021 season)	1,223	0.236	0.323	0.357	0.680	84	2.5%
Post-Training (2022 season, % Improvement)	1,726	0.251 (+6%)	0.349 (+8%)	0.403 (+13%)	0.752 (+11%)	154 (+83%)	2.8% (+12%)

THE CORE-SIX BASEBALL
VISUAL SKILLS

VIZUAL EDGE
Winning is in Sight

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

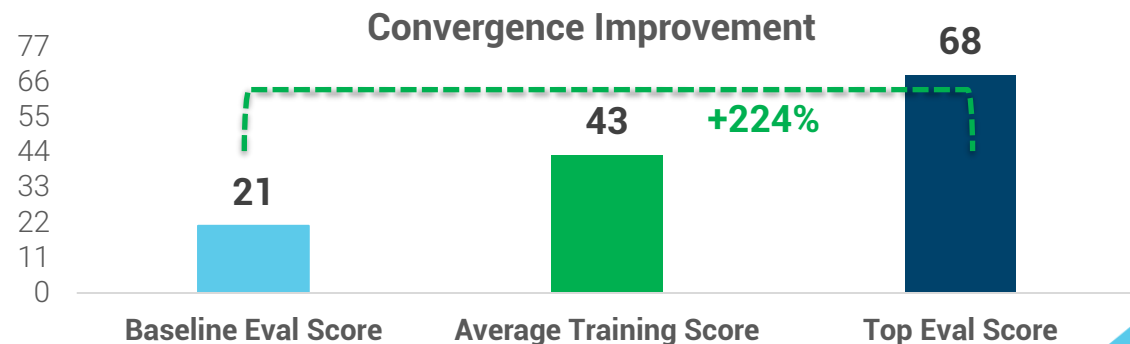- Overall reaction time & ability to follow the ball in the air

PLAYER HIGHLIGHT
PLAYER #1

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	76.5	21	29	0.49s, 100%	0.54s, 95%
Average Training (Weighted based on difficulty)	-	43	42	0.51s, 97%	0.59s, 90%
Top Evaluation (% Improvement from baseline)	83.0 (+8%)	68 (+224%)	30 (+3%)	0.58s, 100%	0.50s, 96% (7% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	BB%	SO%	HR
Pre-Training (2020-2021 seasons)	137 (161)	0.219	0.314	0.255	0.570	11.8%	23.0%	0
Post-Training (2022 season, % Improvement)	179 (216)	0.324 (+48%)	0.421 (+34%)	0.592 (+132%)	1.013 (+78%)	13.9% (+18%)	15.3% (-33%)	8 (+8)

- 38 training **sessions** completed
- 292 training **exercises** completed

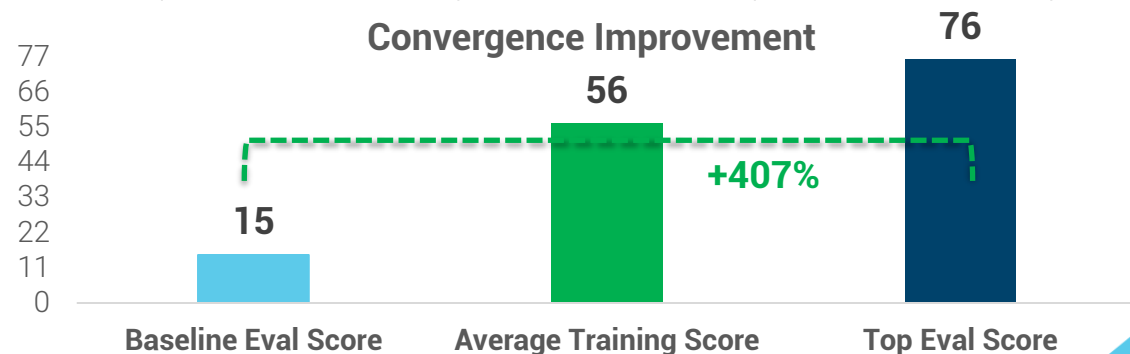*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time. Tracking – 0.60s flash time

Convergence Improvement

Baseline Eval Score: 21
Average Training Score: 43
Top Eval Score: 68
+224%

PLAYER HIGHLIGHT
PLAYER #2

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	75.0	15	39	0.77s, 92%	0.55s, 92%
Average Training (Weighted based on difficulty)	-	56	58	0.61s, 95%	0.60s, 91%
Top Evaluation (% Improvement from baseline)	93.5 (+25%)	76 (+407%)	51 (+31%)	0.51s, 100% (34% quicker)	0.54s, 99% (2% quicker)

	AB (PA)	SLG	OPS	BB%	XBH	HR	HR%
Pre-Training (2019-2021 seasons)	228 (264)	0.303	0.635	8.7%	10	2	0.9%
Post-Training (2022 season, % Improvement)	189 (224)	0.513 (+70%)	0.836 (+32%)	9.8% (+13%)	28 (+180%)	13 (+550%)	6.9% (+684%)

- 58 training **sessions** completed
- 460 training **exercises** completed

Convergence Improvement

*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* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	85.1	72	27	1.16s, 86%	0.56s, 96%
Average Training (Weighted based on difficulty)	-	72	40	0.47s, 96%	0.55s, 94%
Top Evaluation (% Improvement from baseline)	91.9 (+8%)	74 (+3%)	33 (+22%)	0.36s, 97% (69% quicker)	0.42s, 92% (25% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	SO%
Pre-Training (2021 season)	76 (89)	0.250	0.345	0.316	0.661	18.0%
Post-Training (2022 season, % Improvement)	215 (244)	0.312 (+25%)	0.386 (+12%)	0.363 (+15%)	0.749 (+13%)	9.0% (-50%)

- 37 training **sessions** completed
- 262 training **exercises** completed

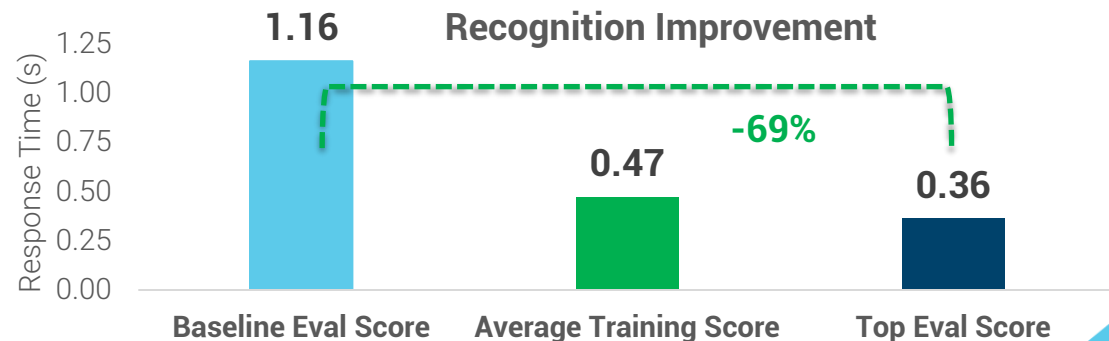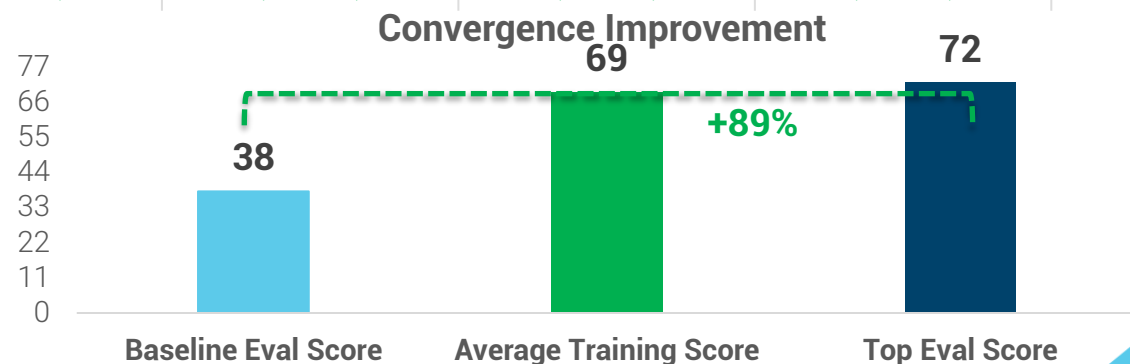*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time. Tracking – 0.60s flash time

Recognition Improvement

Response Time (s)

1.16

0.47

0.36

-69%

Baseline Eval Score   Average Training Score   Top Eval Score

PLAYER HIGHLIGHT
PLAYER #4

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	72.6	38	27	0.93s, 83%	0.54s, 87%
Average Training (Weighted based on difficulty)	-	69	51	0.61s, 93%	0.58s, 92%
Top Evaluation (% Improvement from baseline)	86.8 (+20%)	72 (+89%)	43 (+59%)	0.51s, 97% (45% quicker)	0.48s, 91% (11% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	BB%	SO%
Pre-Training (2021 season)	56 (65)	0.214	0.323	0.286	0.609	8.9%	13.8%
Post-Training (2022 season, % Improvement)	187 (220)	0.267 (+25%)	0.361 (+12%)	0.316 (+10%)	0.677 (+11%)	10.2% (+15%)	13.2% (-4%)

- 55 training **sessions** completed
- 390 training **exercises** completed

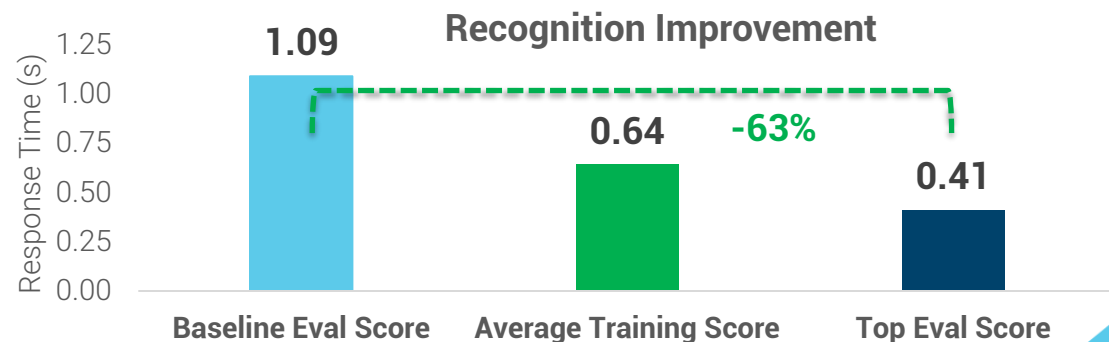*Only standard evaluation settings: Recognition – 3 medium arrows, 0.60s flash time. Tracking – 0.60s flash time

Convergence Improvement

77
66
55
44
33
22
11
0

38 — Baseline Eval Score
69 — Average Training Score   +89%
72 — Top Eval Score

PLAYER HIGHLIGHT
PLAYER #5

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	86.3	62	29	1.09s, 96%	0.60s, 96%
Average Training (Weighted based on difficulty)	-	71	43	0.64s, 96%	0.59s, 96%
Top Evaluation (% Improvement from baseline)	92.9 (+8%)	73 (+18%)	43 (+48%)	0.41s, 93% (63% quicker)	0.50s, 99% (17% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	BB%	SO%
Pre-Training (2020-2021 seasons)	87 (102)	0.207	0.310	0.264	0.574	11.8%	23.0%
Post-Training (2022 season, % Improvement)	189 (224)	0.226 (+9%)	0.380 (+23%)	0.368 (+39%)	0.748 (+30%)	18.6% (+58%)	22.8% (-1%)

- 48 training **sessions** completed
- 364 training **exercises** completed

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

Recognition Improvement
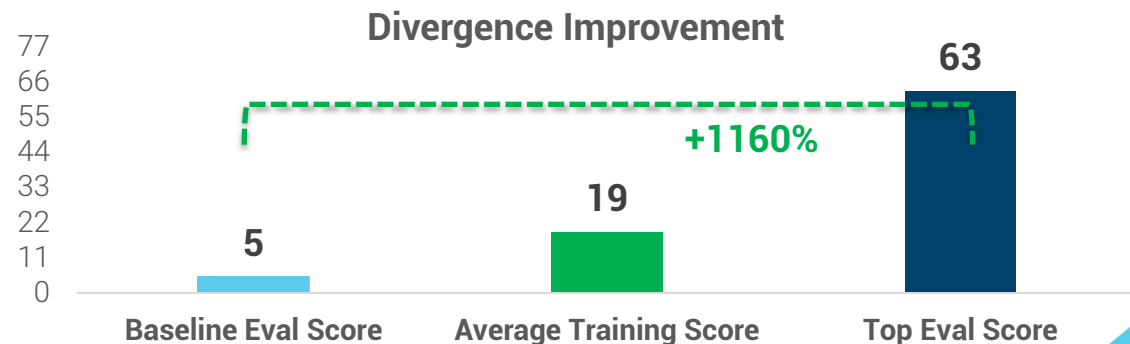
1.09

0.64

-63%

0.41

Response Time (s): 1.25, 1.00, 0.75, 0.50, 0.25, 0.00

Baseline Eval Score | Average Training Score | Top Eval Score

PLAYER HIGHLIGHT
PLAYER #6

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	68.2	3	5	0.95s, 96%	0.73s, 97%
Average Training (Weighted based on difficulty)	-	28	19	0.80s, 87%	0.69s, 90%
Top Evaluation (% Improvement from baseline)	88.4 (+30%)	61 (+1933%)	63 (+1160%)	0.57s, 82% (40% quicker)	0.67s, 91% (8% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	SO%	HR%
Pre-Training (2021 season)	95 (111)	0.295	0.364	0.505	0.869	27.9%	5.3%
Post-Training (2022 season, % Improvement)	47 (55)	0.383 (+30%)	0.444 (+22%)	0.702 (+39%)	1.146 (+32%)	27.3 (-2%)	8.5% (+62%)

- 92 training **sessions** completed
- 706 training **exercises** completed

Divergence Improvement

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

PLAYER HIGHLIGHT
PLAYER #7

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	83.4	57	21	1.20s, 91%	0.59s, 90%
Average Training (Weighted based on difficulty)	-	46	31	1.00s, 92%	0.62s, 89%
Top Evaluation (% Improvement from baseline)	91.4 (+10%)	65 (+14%)	45 (+114%)	0.72s, 96% (40% quicker)	0.54s, 96% (8% quicker)

	AB (PA)	AVG	SLG	OPS	SO%	HR
Pre-Training (2020-2021 seasons)	20 (23)	0.200	0.200	0.504	47.8%	0
Post-Training (2022 season, % Improvement)	47 (55)	0.319 (+60%)	0.532 (+166%)	0.885 (+75%)	21.8 (-54%)	3 (+3)

- 22 training **sessions** completed
- 166 training **exercises** completed

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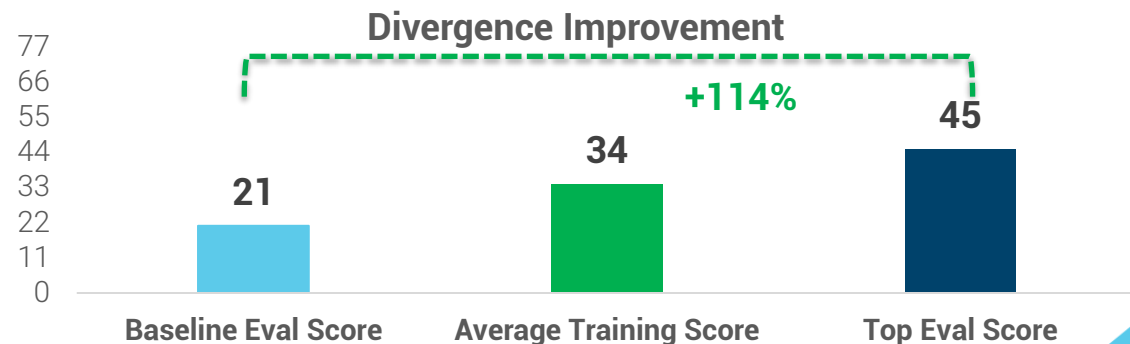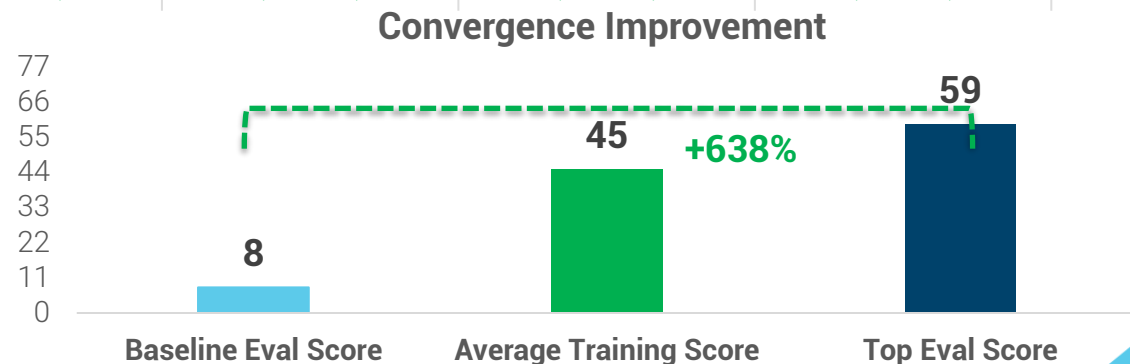Tracking – 0.60s flash time

Divergence Improvement

+114%

	Baseline Eval Score	Average Training Score	Top Eval Score
	21	34	45

PLAYER HIGHLIGHT
PLAYER #8

VIZUAL EDGE
Winning is in Sight

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	76.4	63	10	1.59s, 47%	0.57s, 90%
Average Training (Weighted based on difficulty)	-	50	23	1.15s, 84%	0.57s, 94%
Top Evaluation (% Improvement from baseline)	86.5 (+13%)	70 (+11%)	9	0.83s, 96% (48% quicker)	0.50s, 96% (12% quicker)

	AB (PA)	AVG	OBP	SLG	OPS	BB%	SO%
Pre-Training (2020-2021 seasons)	26 (29)	0.192	0.250	0.231	0.481	6.9%	31.0%
Post-Training (2022 season, % Improvement)	45 (57)	0.200 (+4%)	0.315 (+26%)	0.289 (+25%)	0.604 (+26%)	10.5% (+52%)	26.3 (-15%)

- 25 training **sessions** completed
- 182 training **exercises** completed

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

Convergence Improvement

77
66
55
44
33
22
11
0

8 — Baseline Eval Score
45 — Average Training Score
59 — Top Eval Score

+638%

PLAYER HIGHLIGHT
PLAYER #9

	Edge Score	Convergence	Divergence	Recognition* (Response Time, Accuracy)	Tracking* (Response Time, Accuracy)
Baseline Evaluation	74.0	8	17	1.33s, 86%	0.57s, 93%
Average Training (Weighted based on difficulty)	-	45	44	0.61s, 96%	0.59s, 93%
Top Evaluation (% Improvement from baseline)	88.8 (+20%)	59 (+638%)	36 (+112%)	0.59s, 100% (56% quicker)	0.55s, 96% (4% quicker)

	AB (PA)	AVG	SO%
Pre-Training (2020-2021 seasons)	46 (60)	0.261	25.0%
Post-Training (2022 season, % Improvement)	63 (76)	0.270 (+4%)	18.4% (-26%)

- 30 training **sessions** completed
- 226 training **exercises** completed

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Convergence Improvement

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