

RMAC SOFTBALL TEAM

2022 STATISTICAL IMPROVEMENTS



THE CORE-SIX SOFTBALL 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 softball 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

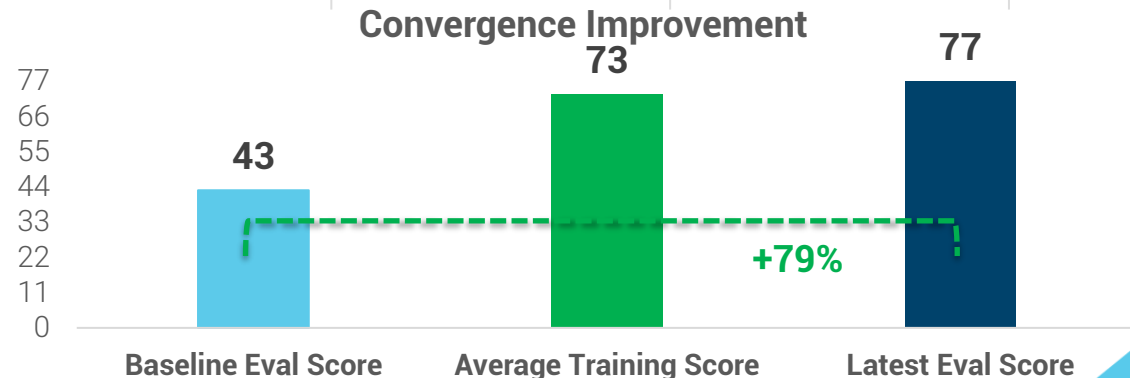
PLAYER 1

	Edge Score	Convergence	Divergence	Recognition*	Tracking*
Baseline Evaluation	81.0	43	17	0.74s, 92%	0.52s, 95%
Average Training (Weighted based on difficulty)	-	73	44	0.65s, 95%	0.56s, 96%
Latest Evaluation (% Improvement from baseline)	93.5 (+16%)	77 (+79%)	38 (+124%)	0.50s, 100% (32% quicker)	0.48s, 98% (8% quicker)

	AB (PA)	AVG	SLG	OBP	BB%	S0%
Pre-Training (2021 season)	94 (116)	0.298	0.404	0.416	3.4%	3.4%
Post-Training (2022 season, % Improvement)	135 (156)	0.385 (+29%)	0.481 (+19%)	0.458 (+10%)	12.2% (+259%)	3.2% (-7%)

- 95 training **sessions** completed
- 698 training **exercises** completed

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



PLAYER HIGHLIGHT

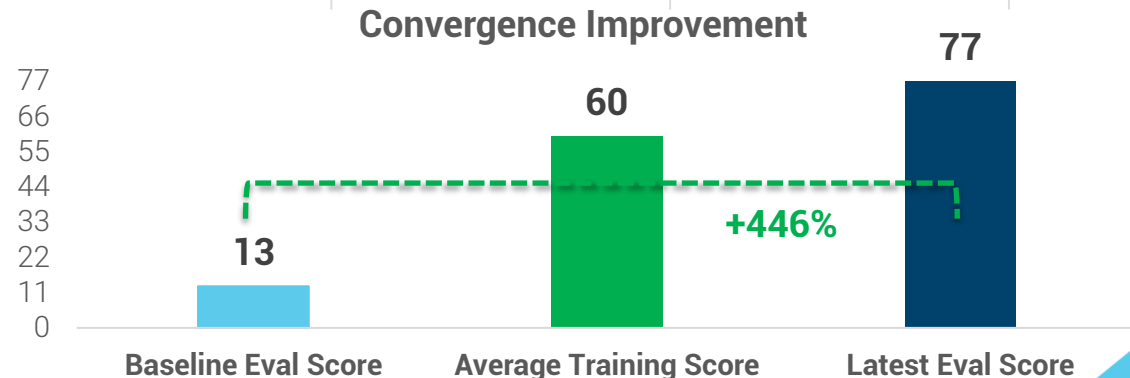
PLAYER 2

	Edge Score	Convergence	Divergence	Recognition*	Tracking*
Baseline Evaluation	77.4	13	43	1.01s, 87%	0.73s, 97%
Average Training (Weighted based on difficulty)	-	60	45	0.72s, 97%	0.62s, 96%
Latest Evaluation (% Improvement from baseline)	90.9 (+18%)	77 (+446%)	38	0.58s, 100% (43% quicker)	0.54s, 96% (26% quicker)

	AB (PA)	AVG	SLG	OPS	SO	SO%
Pre-Training (2020 & 2021 seasons)	112 (133)	0.304	0.321	0.712	26	19.5%
Post-Training (2022 season, % Improvement)	138 (149)	0.341 (+12%)	0.355 (+10%)	0.727 (+2%)	15 (-42%)	10.1% (-49%)

- 70 training **sessions** completed
- 518 training **exercises** completed

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



PLAYER HIGHLIGHT

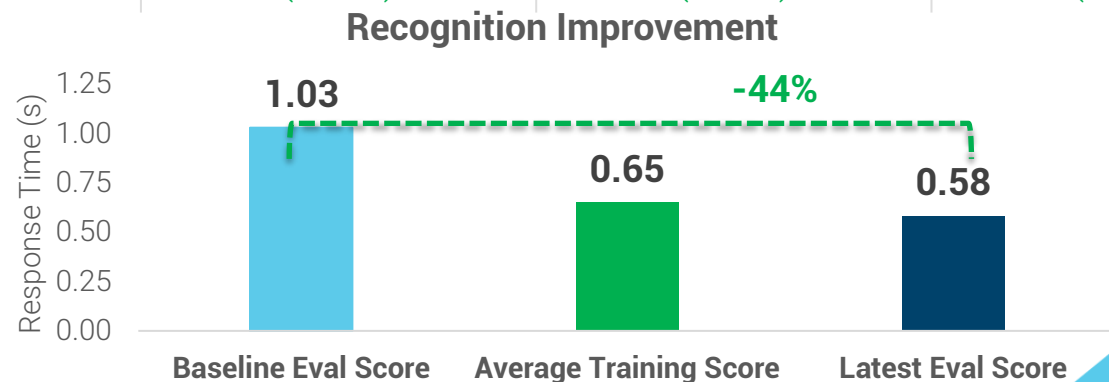
PLAYER 3

	Edge Score	Convergence	Divergence	Recognition*	Tracking*
Baseline Evaluation	87.4	64	24	1.03s, 87%	0.56s, 99%
Average Training (Weighted based on difficulty)		68	42	0.65s, 92%	0.57s, 88%
Latest Evaluation (% Improvement from baseline)	92.5 (+6%)	74 (+16%)	36 (+50%)	0.58s, 100% (44% quicker)	0.53s, 100% (6% quicker)

	AB (PA)	3B	RBI	BB	BB%
Pre-Training (2020 & 2021 seasons)	177 (180)	2	12	3	1.7%
Post-Training (2022 season, % Improvement)	168 (176)	3 (+50%)	15 (+25%)	5 (+67%)	2.8% (+65%)

- 46 training **sessions** completed
- 325 training **exercises** completed

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



PLAYER HIGHLIGHT

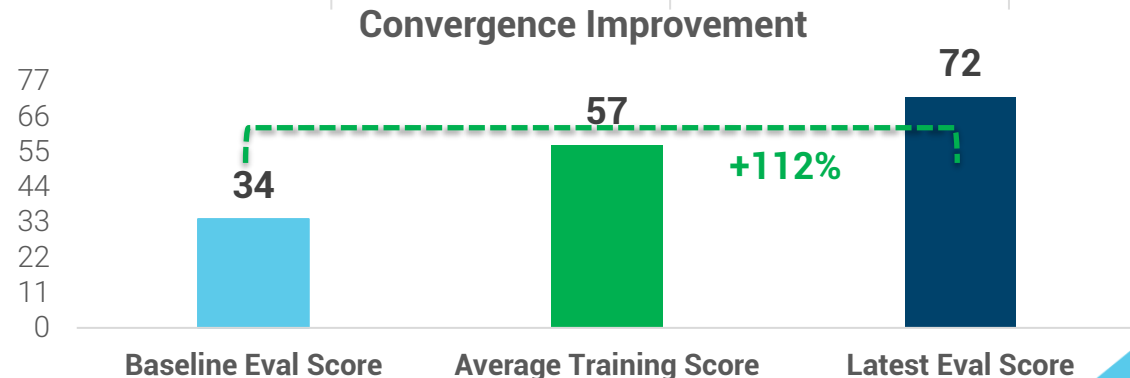
PLAYER 4

	Edge Score	Convergence	Divergence	Recognition*	Tracking*
Baseline Evaluation	76.8	34	49	0.87s, 89%	0.55s, 89%
Average Training (Weighted based on difficulty)	-	57	57	0.54s, 94%	0.57s, 91%
Latest Evaluation (% Improvement from baseline)	93.4 (+22%)	72 (+112%)	53 (+8%)	0.51s, 93% (23% quicker)	0.54s, 97% (2% quicker)

	AB (PA)	AVG	SLG	OBP	BB%	SO%
Pre-Training (2020 & 2021 seasons)	22 (23)	0.227	0.318	0.261	0%	8.7%
Post-Training (2022 season, % Improvement)	66 (74)	0.303 (+33%)	0.439 (+38%)	0.352 (+35%)	6.8% (+6.8)	4.1% (-53%)

- 62 training **sessions** completed
- 426 training **exercises** completed

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



PLAYER HIGHLIGHT

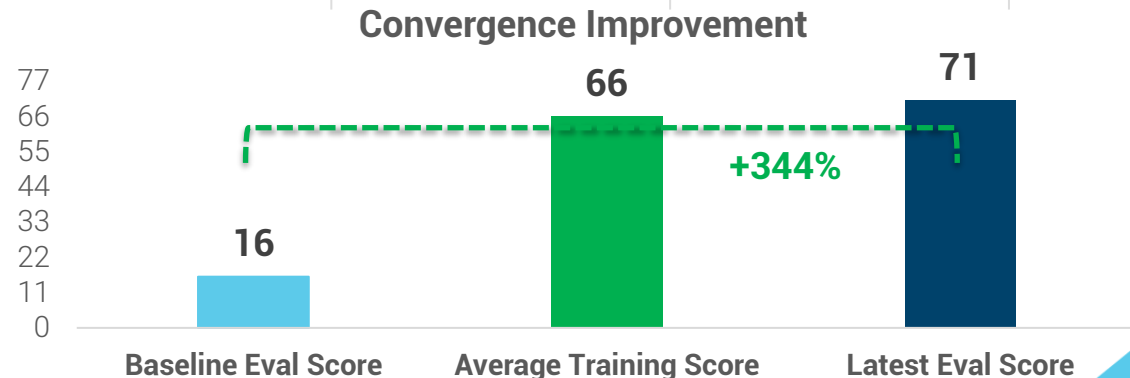
PLAYER 5

	Edge Score	Convergence	Divergence	Recognition*	Tracking*
Baseline Evaluation	73.3	16	37	0.97s, 100%	0.60s, 87%
Average Training (Weighted based on difficulty)	-	66	50	0.80s, 95%	0.63, 92%
Latest Evaluation (% Improvement from baseline)	92.9 (+27%)	71 (+344%)	43 (+16%)	0.52s, 100% (46% quicker)	0.50s, 98% (17% quicker)

	AB (PA)	AVG	SLG	OPS	RBI	FLD%
Pre-Training (2020 & 2021 seasons)	18 (21)	0.167	0.167	0.452	2	0.933
Post-Training (2022 season, % Improvement)	53 (62)	0.226 (+36%)	0.439 (+38%)	0.639 (+41%)	6 (+200%)	0.973 (+4%)

- 74 training **sessions** completed
- 536 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	75.3	26	38	1.09s, 74%	0.61s, 83%
Average Training (Weighted based on difficulty)	-	31	26	0.85s, 92%	0.63s, 95%
Latest Evaluation (% Improvement from baseline)	84.1 (+12)	54 (+108%)	28	0.83s, 100% (24% quicker)	1.18s, 81%

<i>Pitching</i>	APP	W	IP	ERA	BAVG
Pre-Training (2020 & 2021 seasons)	19	4	32	4.50	0.310
Post-Training (2022 season, % Improvement)	28	5 (+25%)	80.2 (+151%)	3.38 (-25%)	0.258 (-17%)

- 21 training **sessions** completed
- 144 training **exercises** completed

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

