

HitTrax Catching Guide

Throw Velocity

The velocity of the catcher's throw.

Also called "Arm Strength"

Pop Time

The time it takes for the ball to touch the catcher's glove to the time the ball hits second base.

Exchange Time

The time from when the ball touches the catcher's glove to the time the ball is released.

Also called "Transition Time"

Video Analysis

Live feed from 1 of 3 cameras with auto capture for immediate playback or post session review.



Manual playback of last 3 seconds



Select to playback/review the last hit recorded



Pauses capture while keeping the live video active



Select to change camera views



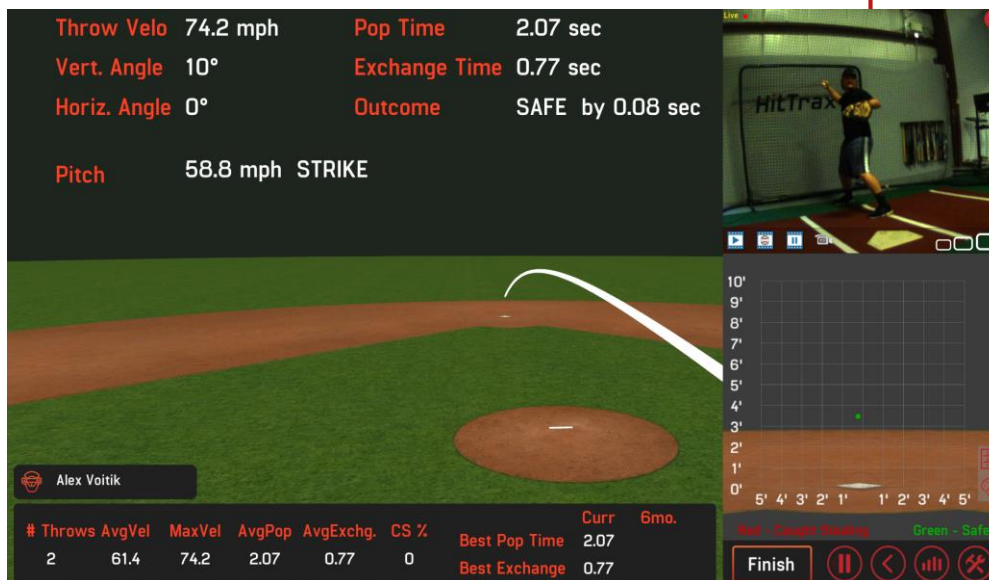
Adjust size of video window

Vertical Angle

The vertical angle of the throw relative to ground

Horizontal Angle

The horizontal angle of the throw relative to ground. A throw straight thru 2nd base is 0°. A throw to the left would be negative. A throw to the right would be positive.



Outcome

The program calculates the likely outcome of the play (out or safe) based on the metrics of the throw and the average base running speed of the runner.

The program reports 'OUT' or "SAFE' along with the time differential between the tag and the virtual runner touching second base.

The time it takes for the fielder to apply the tag is factored into the outcome. Throws off the base will add time to the play.

Reports & Videos

Select the 'bar graph' icon (lower right corner) to review the list of throws and corresponding videos that were recorded during the session.

Caught Stealing % (CS%)

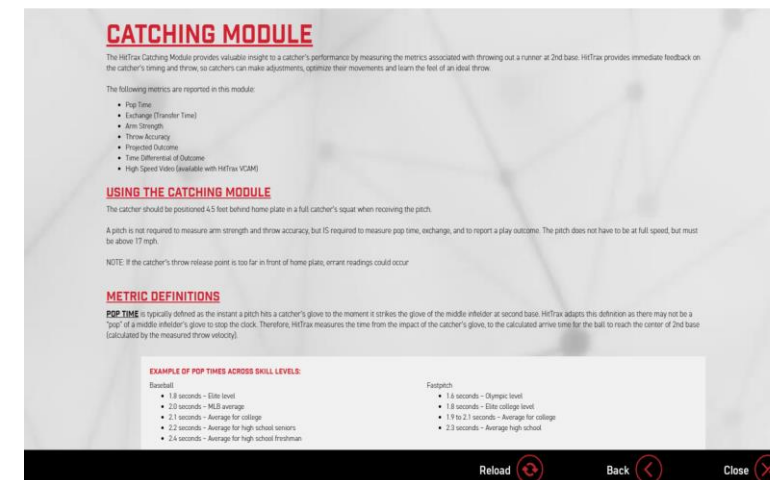
The percentage of throws during the session that resulted in the base runner being called out.

Grid

Displays the location of each throw relative to the second base bag in 1 foot increments

6 Month Personal Best

The players personal best Pop Time and Exchange Time recorded over the past 6 months



Additional information on the operation of the catching module is available by selecting the "INFO" button within the module