

SAMPLE REPORT — ILLUSTRATIVE DATA

Chitown Sluggers 12U

Games analyzed: **Apr 11–20, 2026** · Record: **2–3** · 5 games**2–3**

Record (5 GP)

.277

Team AVG

.413

Team OBP

.384

Team SLG

28

Stolen Bases

BOTTOM LINE**Patient lineup. Aggressive running game. Limited power. Walk-prone pitching staff.****RECENT RESULTS**

DATE	OPPONENT	RESULT
Sat Apr 11	vs Hitters Black 2033	L 0–12
Sat Apr 11	vs Cangelosi Sparks DeC	W 9–8
Sun Apr 12	vs Cangelosi Sparks DeC	L 6–13
Sun Apr 19	vs Longshots Teal 12U	L 6–9
Mon Apr 20	vs Longshots Teal 12U	W 9–5

TEAM SNAPSHOT**HOW THEY WIN**

- On-base ability (.413 OBP, 16.7% walk rate)
- Pressure on the bases (28 SB in 5 games)

WHERE THEY ARE VULNERABLE

- No extra-base power (0 HR, 0 3B)
- Walk-prone pitching (9.1 BB/9, 55% strikes)

WHAT THIS MEANS FOR US

- Strike-throwers on defense
- Patient offense at the plate

HITTERS TO KNOW

Every player, sorted by typical batting order slot (from box-score lineups). Highlighted rows are the top 3 bats by OPS.

Slot	#	Pos	AB	AVG	OBP	SLG	2B	BB	SO	SB	XBH%
1	#88	CF	10	.300	.500	.400	1	3	0	3	10.0%
2	#11	3B/2B	13	.538	.571	.769	3	1	0	4	23.1%
3	#15	2B/SS	10	.300	.500	.400	1	3	4	3	10.0%
4	#13	C/3B/LF	12	.333	.429	.417	1	2	2	1	8.3%
5	#7	C/2B/RF	10	.400	.500	.600	2	2	1	4	20.0%
6	#26	SS/P	9	.444	.615	.667	2	4	2	4	22.2%
7	#22	1B/LF/RF	11	.091	.231	.182	1	2	3	2	9.1%
8	#74	RF/LF	10	.100	.250	.200	1	2	6	1	10.0%
9	#20	LF/P/RF	7	.286	.545	.286	0	4	5	1	0.0%
10	#27	P/3B	9	.000	.100	.000	0	0	4	0	0.0%
11	#23	1B	11	.182	.182	.182	0	0	4	0	0.0%

TOP 3 THREATS

#11 3B/2B

.538 / .571 / .769 · 4 SB

Hot bat. Best hitter in the lineup right now — contact and gap power.

#26 SS/P

.444 / .615 / .667 · 4 SB

Patient & dangerous. Walks, runs, and doubles up the gap.

#7 C/2B/RF

.400 / .500 / .600 · 4 SB

RBI machine. Drives the ball with runners on. Live with a walk here.

COACH NOTE

Attack bottom of order with strikes. No freebies.

OFFENSIVE PROFILE

Top of the order carries the damage. #11, #26, and #7 account for 15 of the team's 31 hits and 12 of 12 extra-base knocks. Pitch around nobody (no power), but don't feed them strikes either — work edges, mix speeds, make them earn it.

Bottom four slots (#23, #74, #22, #27) are sub-waiting to happen. Combined 3 for 41 (.073) with 17 strikeouts. Attack the zone. Don't walk anyone at the bottom — they're not dangerous and not dangerous in the box.

PITCHING STAFF

Every arm that has thrown a pitch in the sample. Sorted by innings.

PROBABLE STARTER

#20

Fully rested. 64% strikes. 3.00 ERA.
Their steadiest arm.

BEST ARM (VOLUME)

#27

7 IP, 12.9 K/9 — high variance. One
solid start, one blowup.

BULLPEN WEAK SPOT

#26

0.2 IP last time. 16.9 BB/9 overall.
Short leash likely.

#	Tag	IP	ERA	WHIP	BB/9	K/9	Str%	Last outing	Read
#27	WILD	10	11.57	2.43	7.7	12.9	56.8%	4/20 · 3.0 IP · 36 pitches	Their most used arm. Mix of one solid start and one blowup — variable.
#20	STRIKES	6.00	3.00	2.33	6.0	6.0	64.3%	4/19 · 3.0 IP · 43 pitches	Quiet workhorse. Low ER despite baserunners. Around the zone (64% strikes).
#15	—	5.00	10.80	2.00	5.4	3.6	57.1%	4/19 · 3.0 IP · 29 pitches	Strike-thrower but hittable (57% strikes, high H/9). Keep the pressure on.
#11	WILD	2.67	6.74	2.62	13.5	3.4	41.2%	4/19 · 2.1 IP · 38 pitches	Struggles to find the zone (41% strikes). Walk-prone — late pitches.
#26	WILD	2.67	33.71	3.37	16.9	10.1	51.1%	4/19 · 0.2 IP · 42 pitches	Pulled early last time. Short leash likely. Walks too many when he's on.
#22	MOP UP	1.33	54.14	7.52	20.3	13.4	50.8%	4/20 · 1.0 IP · 26 pitches	Mop-up arm only. If they bring him in, the game's already decided.

STAFF READ

If the game is 1–2 days after 4/20, expect #20 (rested, best strike rate on the staff). #11 is the bigger problem. #27 has the most innings and the best K rate, but one 6-ER meltdown in the sample makes him high-variance. Their coach will likely save him for the game he thinks he needs to win. #22 and #26 are mop-up arms — both pulled early after outings. If they come in, take pitches and make them throw strikes.

TEAM TENDENCIES

Metric	Value	What it means
Team AVG / OBP / SLG	.277 / .413 / .384	Solid average, high OBP, modest slugging. They get on — they don't drive it.
Walk rate	16.7%	Well above youth average. Patient lean. Don't nibble.
Strikeout rate	22.5%	Around normal. Bunched in the 6–9 slots (over half).
Extra-base hit rate	10.7%	All 12 XBH are doubles. Zero triples, zero HRs. No power threat.
Stolen bases (5 GP)	28	5.6 SB per game. Aggressive every inning. Hold runners. Pickoffs live.
Their staff ERA / BB9 / WHIP	13.50 / 9.1 / 2.72	Walk-heavy staff. Your offense wins by working counts.
Their staff strike %	55.2%	Below the 58–62% youth norm. Be patient — strikes come hard to them.

WHO THEY ARE

Patient. 16.7% walk rate. Free passes are earned, not given.

Speed threat. 28 SB in 5 games. Live on the bases.

No real power. Zero HRs, zero triples in 112 AB.

Walk-prone staff. 9.1 BB/9, 55% strikes — hitter's counts come.

HOW WE BEAT THEM

Start strike-thrower. They can't hurt you if they don't get ahead.

Hold every runner. Stretch on every pitch. Pickoffs live all game.

Attack the bottom four. #23, #74, #22, #27. Zone them up. No freebies.

Be patient at the plate. Take early. Let their staff walk you on.

DUGOUT CARD

Chitown Sluggers 12U · 2-3 (5 GP) · Clip to the bench.

AT THE PLATE

- Take early — staff is 55% strikes, walk-prone.
- #20 / #11 start hot. Don't expand zone.
- Push counts. Starters fade 2nd time through.

ON THE MOUND

- Pitch around nobody — zero HRs, zero triples.
- Top bats: #11, #26, #7. Work edges.
- Attack #23, #74, #22, #27. Work edges.

RUNNING GAME

- 28 SB in 5 games. Hold every runner.
- #11 (4), #26 (4), #7 (4), #88 (3), #15 (3).
- Pitch from stretch. Pickoffs live.

BOTTOM LINE

- Their pitching walks guys. Patience wins.
- Their hitters run. Catcher's throws win.
- Top 4 decides it — beat #11, #26, #7, #15.

HITTING											PITCHING						
Slot	#	Pos	AB	AVG	OBP	SLG	2B	BB	SO	SB	IP	ERA	BB/9	K/9	Str%	Last	
1	#88	CF	10	.300	.500	.400	1	3	0	3	—	—	—	—	—	—	
2	#11	3B/2B	13	.538	.571	.769	3	1	0	4	2.67	6.74	13.5	3.4	41.2%	4/19	
3	#15	2B/SS	10	.300	.500	.400	1	3	4	3	5.00	10.80	5.4	3.6	57.1%	4/19	
4	#13	C/3B/LF	12	.333	.429	.417	1	2	2	1	—	—	—	—	—	—	
5	#7	C/2B/RF	10	.400	.500	.600	2	2	1	4	—	—	—	—	—	—	
6	#26	SS/P	9	.444	.615	.667	2	4	2	4	2.67	33.71	16.9	10.1	51.1%	4/19	
7	#22	1B/LF/RF	11	.091	.231	.182	1	2	3	2	1.33	54.14	20.3	13.4	50.8%	4/20	
8	#74	RF/LF	10	.100	.250	.200	1	2	6	1	—	—	—	—	—	—	
9	#20	LF/P/RF	7	.286	.545	.286	0	4	5	1	6.00	3.00	6.0	6.0	64.3%	4/19	
10	#27	P/3B	9	.000	.100	.000	0	0	4	0	10	11.57	7.7	12.9	56.8%	4/20	
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