

# Instructions

## The Hitting Chart System™

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Welcome to The Hitting Chart System™, a complete and powerful system for charting hitters and their tendencies. With this system, you can identify and emphasize individual and team offensive goals, and back them up with specific statistics that support your coaching. If your players keep the charts, and it is preferable that they do, they will also benefit from the process and get themselves mentally into the pitcher-hitter confrontation in ways they haven't been before. Teammates will begin to help each other read pitchers, and the entire squad will begin to "lock in" to certain counts and situations with an edge of knowing what pitch is coming in what location and why.

First of all, the mechanics of using the system and charts is relatively straightforward. Each chart consists of the front and back of one sheet of paper. One chart can track the stats for one hitter for two games. Your system comes with 225 game charts which will allow you to track 15 hitters for a total of 30 games each (15 sheets for 15 hitters, each sheet good for 2 games,  $15 \times 15 \times 2 = 225$ ). These game charts are refillable with packs of 50 (our item# HC-3). Like our other systems, The Pitching Chart System™ and The Scouting Chart System™, these game charts come enclosed in a three-ring binder/clipboard combination. There are tab dividers for separating blank charts from completed ones, and also the stat total sheets for individuals and the team in the back. You will find that the attached clipboard, if folded over the back of the binder, allows for the charting to be done on the binder (no more loose charts falling all over the place), and placed back within the system when they are completed. We have found that over the years, the binders tend to last 2-3 years, so if next season you don't need or want a new binder, but would still like a refill of all the contents, then you will want to order our replacement set (item# HC-2), which is everything but the binder (225 game charts again, just like the original system). Keeping all your charts together at the games will also allow your team to "build a book" on opposing pitchers, or on your own hitters. If part of your team preparation involves video study, you can enhance this time by having your hitters follow the game with their own charts in front of them, studying the sequences with the video.

You might find it advantageous to have a short orientation session with your hitters and how to chart using the system. Assign a two-player team to the charting duties for each game and rotate assignments among the players as much as possible. Be sure to include any players who are normally starters into the assignments when they are not in the lineup, charting duties should not be doled out as punishment for those who aren't in the lineup. If charting is viewed as important, you will get better results. It is also important for the coaches to ask for and use the data during the games (if possible) and after, and to spend the time with your hitters to make sure they recognize the benefits. If the coaches don't care about the data, neither will the players.

### The Basics

The best place to start is with the game chart itself, and how data is entered during the game. Then we'll explain the various ways of totaling and interpreting the data.

Name	<u>Steve Johnson</u>
Opponent	<u>Northwest HS</u>
Date	<u>5/1/99</u>
Game	<u>(1)</u> or 2

At the top left of each game chart is a box for the hitter's name to be entered, along with the game's opponent, the date, and the game if there is a doubleheader being played.

As mentioned previously, each chart can be used for a player for two games, be sure that the charter completes this box for both sides.

### Opposing Pitcher

At-Bat 1st 2nd 3rd 4th  
(circle) (R) (L) (R) (L)

Just below the name box, there is space to indicate the type of pitcher faced during each at-bat. This small detail can be important.

# Instructions

### The At-Bat

Here is where the actual pitches are entered, and the basic building block to getting useful data from the system. The entire chart is based on following the pitch count from the first to the last pitch in each at-bat, and filling in the correct boxes.

The example shown here is the zero-zero count, the first pitch in each at-bat. You can see that each count has four boxes directly below it, these are for four at-bats, the first through the fourth in each game. There will be some games where hitters have more than four at-bats, in that case just use another chart for the hitter.

<b>0 - 0</b>			
1st	<i>i</i>	2nd	
3rd		4th	

For the first pitch in the first at-bat, the pitch was a fastball for a ball high. This is shown at left by the number one (fastball), and a dot (optional) showing the location. If the pitch misses inside or out, we recommend the dots be located as if the charter were standing at the mound looking in toward the hitter.

<b>1 - 0</b>			
1st	<i>2c</i>	2nd	
3rd		4th	

Since the first pitch was a ball, the count is now 1-0, and the charter would move down the chart and to the left to the 1-0 box. Here, the second pitch is entered, in this example a breaking ball (denoted by the 2) for a called strike (denoted by the letter c after the number).

<b>1 - 1</b>			
1st	<i>3s</i>	2nd	
3rd		4th	

Since the second pitch was a strike, the count is now 1-1, and the charter moves down and slightly right to the 1-1 box. Here, the third pitch is entered, in this example a changeup (denoted by the 3) fouled off (denoted by the letter s after the number).

<b>1 - 2</b>			
1st	<i>2.</i>	2nd	
3rd		4th	

Since the third pitch was a strike, the count is now 1-2, and the charter moves down and further right to the 1-2 box. Here, the fourth pitch is entered, in this example a breaking pitch (the 2 again) for a ball toward the third base line. Note we didn't say inside or outside, just toward the third base side (to the right of the 2).

<b>2 - 2</b>			
1st	<i>.1</i>	2nd	
3rd		4th	

Since the fourth pitch was a ball, the count is now 2-2, and the charter moves down and left to the 2-2 box. Here, the fifth pitch is entered, in this example a fastball (the 1 again) for a ball low and toward the first base line. Again, we didn't say inside or outside, just low and toward the first base side (to the left of the 1).

<b>3 - 2</b>			
1st	<i>2+</i>	2nd	
3rd		4th	

Since the fifth pitch was a ball, the count is now full at 3-2, and the charter moves down and left to the 3-2 box. Here, the sixth pitch is entered, in this example a breaking ball (the 2 again), and the ball was hit hard, denoted by the + sign after the number. If the ball had been hit fairly, but not hard, the number would have followed by the letter h.

The entire chart is completed as the examples above show. When the hitter has the second at-bat, the box to the right (2nd) is filled in, again following the count down the page. Likewise, the third and fourth at-bats pitches go into the two remaining boxes for each count.

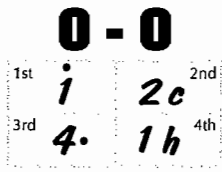
Some counts (any with two strikes or full) can have additional pitches without changing the count, and so there is nowhere to put the following pitch. In these cases, we would recommend writing additional pitches near the box for that at-bat, but NOT straying too far from the pitch count area. As we move into totaling the pitches, the reason for this will be clear. Depending on the handwriting of the person charting, more than one pitch may be entered into an at-bat box to solve this problem.

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## More on The At-Bat



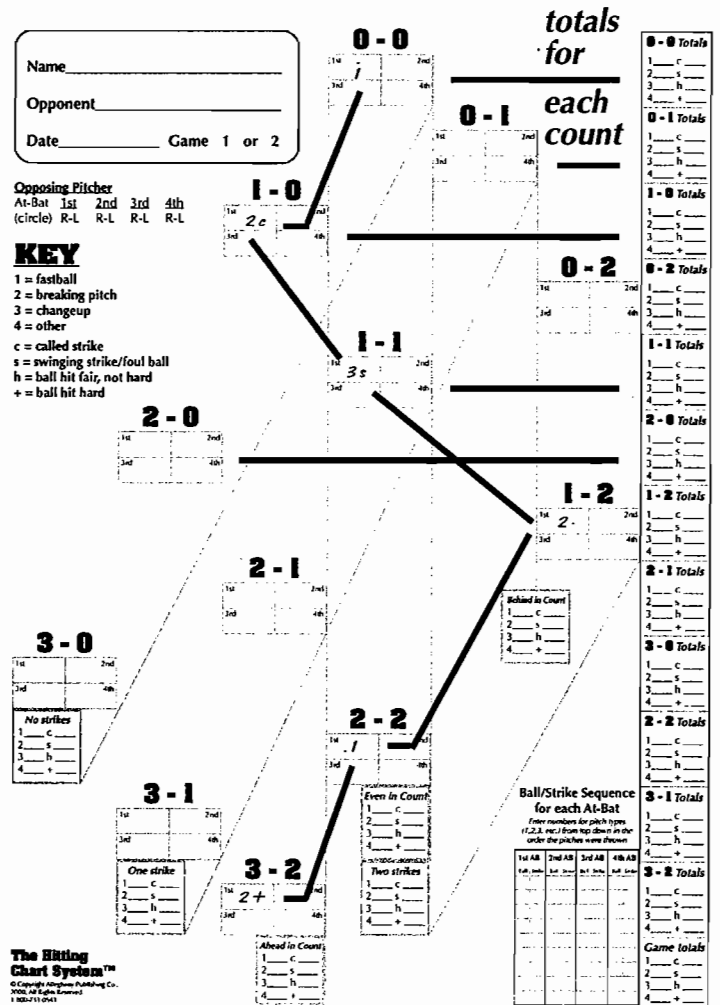
As mentioned on the previous page, there are four boxes for four at-bats. Using the same example of the 0-0 count, shown at left are the four at-bats in one game showing the boxes filled out in different colors. Some coaches will choose to have their charters use different colored pens for each at-bat, which is certainly optional but not necessary.

Here, the pitches shown in at-bat sequence were: fastball high for a ball, breaking pitch for a called strike, other (4, which could be a knuckle, drop, slider, rise, etc.) for a ball toward third base, and finally a fastball hit fairly but not hard.

There is a KEY for the symbols used printed on each side of every game chart. This makes it convenient for anyone working on the chart to remember what to write, and how to total the pitches.

The diagram shown at the right will illustrate how the pitch sequence looks on the entire chart. We again use the pitch sequence for the first at-bat in the game, using the counts explained on the previous page. The boxes are filled in, and the GREEN lines show how the count is followed down the page.

The reason for spacing out the counts like this is that it makes it visually much easier to total the stats on a completed chart. You can see that each count has its own totaling box along the right-hand edge of the chart. There is a box at the top right for the totals of the four at-bats for the count of 0-0, which is directly across the page from the count 0-0 box. The totals are simply the number of pitches of each criteria for that specific count. The RED lines at right show how reading directly across matches up the count boxes with their totals along the right edge. When a game is completed, the stats should total very quickly across for each count, and then down the right edge to the bottom right for the game totals. There are additional totaling instructions on the next page.



## Ball/Strike Sequence for each At-Bat

Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

1st AB	2nd AB	3rd AB	4th AB
Ball	Strike	Ball	Strike
1	2c		
	3s		
2	1		
	2+		

The Ball/Strike sequence is also important to some coaches, and can be tracked using the area of the chart shown at left. The symbols used are the same as the rest of the chart (see the KEY), with numbers representing the pitch types, letters following the numbers representing the type of strike, and dots with the numbers representing pitch location on balls. The only difference is that this sequencing is done vertically from top to bottom for each of the four at-bats. This little feature is a real pattern-generator, and can provide valuable visual data showing the pitch patterns. Some at-bats will be brief, others long, but it is important as shown left that the sequence move down for each pitch, not across as in the rest of the chart.

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## Advanced Detail

Totaling and analyzing hitters by pitch count alone is only a portion of the capabilities of the system. Many coaches will find it useful to also look for the pitches their hitters are seeing by the following additional groupings:

- Ahead in Count (1-0, 2-0, 2-1, 3-0, 3-1, 3-2)
- Even in Count (0-0, 1-1, 2-2)
- Behind in Count (0-1, 0-2, 1-2)
- No Strikes (0-0, 1-0, 2-0, 3-0)
- One Strike (0-1, 1-1, 2-1, 3-1)
- Two Strikes (0-2, 1-2, 2-2, 3-2)

By now you have noticed the gray lines running vertically and at angles on the game charts. Below and on the following page are graphics showing with red lines the areas that are totaled by the boxes outlined in red also. Each box touches one of the bordering lines.

In order to better illustrate the six examples, the totaling title and the counts being totaled are shown in the players name box. In each case, the relevant counts are contained within the bordering red lines.

These summary boxes are important because their totals go into the Individual Stat Sheets and Team Stat Sheets in the back of the system binder. The totaling of these numbers and pitch types are the real power of the system because they reveal trends in the type and location of the pitches that your hitters are seeing, as well as the types they are swinging at. All hitters have their strengths and weaknesses, and preparing themselves mentally to see certain pitches in certain situations will give them an edge over the pitcher and their own bad habits. Sometimes all it takes to break out of a slump, deliver a key hit, or stay hot is to "sit" on the right pitch at the right time. These stats will help identify those pitches, and when your hitters will see them.

Finally, as you use the system, if you have any additional questions, call us anytime at 1-800-733-0543.

### Ahead in Count

Totals 1-0, 2-0,  
2-1, 3-0, 3-1, 3-2

**Opposing Pitcher**  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**Ball/Strike Sequence for each At-Bat**  
Enter numbers for pitch types (1,2,3,4) and letters for results (c,s,h,+) in the order the pitches were thrown.

1st AB	2nd AB	3rd AB	4th AB

**Game totals**

1	c	
2	s	
3	h	
4	+	

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### Even in Count

Totals 0-0, 1-1, 2-2

**Opposing Pitcher**  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**Ball/Strike Sequence for each At-Bat**  
Enter numbers for pitch types (1,2,3,4) and letters for results (c,s,h,+) in the order the pitches were thrown.

1st AB	2nd AB	3rd AB	4th AB

**Game totals**

1	c	
2	s	
3	h	
4	+	

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## Behind in Count

Totals 0-1, 0-2, 1-2

Opposing Pitcher  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**0-0**  
**0-1**  
**1-0**  
**1-1**  
**2-0**  
**2-1**  
**3-0**  
**3-1**  
**3-2**

Behind in Count  
1 c  
2 s  
3 h  
4 +

Ball/Strike Sequence for each At-Bat  
Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

Game totals  
1 c  
2 s  
3 h  
4 +

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## No Strikes

Totals 0-0, 1-0, 2-0, 3-0

Opposing Pitcher  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**0-0**  
**0-1**  
**1-0**  
**1-1**  
**2-0**  
**2-1**  
**3-0**  
**3-1**  
**3-2**

Behind in Count  
1 c  
2 s  
3 h  
4 +

Ball/Strike Sequence for each At-Bat  
Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

Game totals  
1 c  
2 s  
3 h  
4 +

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## One Strike

Totals 0-1, 1-1, 2-1, 3-1

Opposing Pitcher  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**0-0**  
**0-1**  
**1-0**  
**1-1**  
**2-0**  
**2-1**  
**3-0**  
**3-1**  
**3-2**

Behind in Count  
1 c  
2 s  
3 h  
4 +

Ball/Strike Sequence for each At-Bat  
Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

Game totals  
1 c  
2 s  
3 h  
4 +

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## Two Strikes

Totals 0-2, 1-2, 2-2, 3-2

Opposing Pitcher  
At-Bat 1st 2nd 3rd 4th  
(circle) R-L R-L R-L R-L

**KEY**  
1 = fastball  
2 = breaking pitch  
3 = changeup  
4 = other  
c = called strike  
s = swinging strike/foul ball  
h = ball hit fair, not hard  
+ = ball hit hard

**0-0**  
**0-1**  
**1-0**  
**1-1**  
**2-0**  
**2-1**  
**3-0**  
**3-1**  
**3-2**

Behind in Count  
1 c  
2 s  
3 h  
4 +

Ball/Strike Sequence for each At-Bat  
Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

Game totals  
1 c  
2 s  
3 h  
4 +

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Name \_\_\_\_\_

Opponent \_\_\_\_\_

Date \_\_\_\_\_ Game 1 or 2

**Opposing Pitcher**  
 At-Bat 1st 2nd 3rd 4th  
 (circle) R-L R-L R-L R-L

**KEY**

- 1 = fastball
- 2 = breaking pitch
- 3 = changeup
- 4 = other
- c = called strike
- s = swinging strike/foul ball
- h = ball hit fair, not hard
- + = ball hit hard

**SAMPLE**

**0 - 0**

1st	2nd
3rd	4th

**0 - 1**

1st	2nd
3rd	4th

**1 - 0**

1st	2nd
3rd	4th

**0 - 2**

1st	2nd
3rd	4th

**1 - 1**

1st	2nd
3rd	4th

**2 - 0**

1st	2nd
3rd	4th

**1 - 2**

1st	2nd
3rd	4th

**2 - 1**

1st	2nd
3rd	4th

**3 - 0**

1st	2nd
3rd	4th

**Behind in Count**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**No strikes**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**2 - 2**

1st	2nd
3rd	4th

**Even in Count**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**3 - 1**

1st	2nd
3rd	4th

**One strike**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**3 - 2**

1st	2nd
3rd	4th

**Ahead in Count**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**Two strikes**

1 \_\_\_ c \_\_\_

2 \_\_\_ s \_\_\_

3 \_\_\_ h \_\_\_

4 \_\_\_ + \_\_\_

**Ball/Strike Sequence for each At-Bat**  
 Enter numbers for pitch types (1,2,3, etc.) from top down in the order the pitches were thrown

1st AB	2nd AB	3rd AB	4th AB
Ball	Strike	Ball	Strike

<b>0 - 0 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>0 - 1 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>1 - 0 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>0 - 2 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>1 - 1 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>2 - 0 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>1 - 2 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>2 - 1 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>3 - 0 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>2 - 2 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>3 - 1 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>3 - 2 Totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	
<b>Game totals</b>	
1 ___ c ___	
2 ___ s ___	
3 ___ h ___	
4 ___ + ___	

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Name \_\_\_\_\_

# Individual Stat Sheet

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Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +
Game#	Opp.Pitcher	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Date:	1 <sup>st</sup> AB R-L	1 c	1 c	1 c	1 c	1 c	1 c	1 c
Opponent:	2 <sup>nd</sup> AB R-L	2 s	2 s	2 s	2 s	2 s	2 s	2 s
	3 <sup>rd</sup> AB R-L	3 h	3 h	3 h	3 h	3 h	3 h	3 h
	4 <sup>th</sup> AB R-L	4 +	4 +	4 +	4 +	4 +	4 +	4 +

# Team Stat Sheet

## The Hitting Chart System™

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Date of Summary: \_\_\_\_\_

Player Totals	Opp.Pitchers	Ahead in Count	Even in Count	Behind in Count	No strikes	One strike	Two strikes	Game totals
Name: _____	RH faced: _____	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___
# of games totaled _____	LH faced: _____							
Name: _____	RH faced: _____	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___	1 ___ c ___ 2 ___ s ___ 3 ___ h ___ 4 ___ + ___
# of games totaled _____	LH faced: _____							

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