

"HS Freshman to Future Big Leaguer"



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The EVOLUTION of our BP Environment



The "TRADITIONAL" BP setup

- **-50** mph at 45 feet
- -fungo hitters
- -the traditional rounds (bunt, H&R, etc...)
- -the skeleton is still good with some "new" tweaks.

"We don't hit what we see, we hit what we experience."





The Priorities- What do we value?



Dominate the Fastball

Efficient use of timing

Secondary pitches into 2 pitch combos





The Priorities- What do we value?



Dominate the Fastball

- 1. Hitters can build to handle high VELOCITY.
 - -if they can't, the pitcher needs nothing else.
- 2. Hitters can build solutions for MOVEMENT & ANGLES.
 - -pitch movement characteristics, spin -> sharpness
 - -varying release height & side
- 3. Hitters can build discipline in their FB SWING DECISIONS.
 - -we are what we choose to swing at.
 - -know the strike zone, know "your zone", know the "go zone"



Equivalent velocity



Establish equivalent velocity in BP

- Ratio for reaction time

Machine velocity

Machine distance

Desired training velocity

Mound distance (60 ft 6in)

We always "pitch" to perception.



Equivalent velocity



Establish equivalent velocity in BP

Machine velocity (65 mph)

Machine distance (md)



Desired training velocity (85 mph)

Mound distance (60 ft 6in)

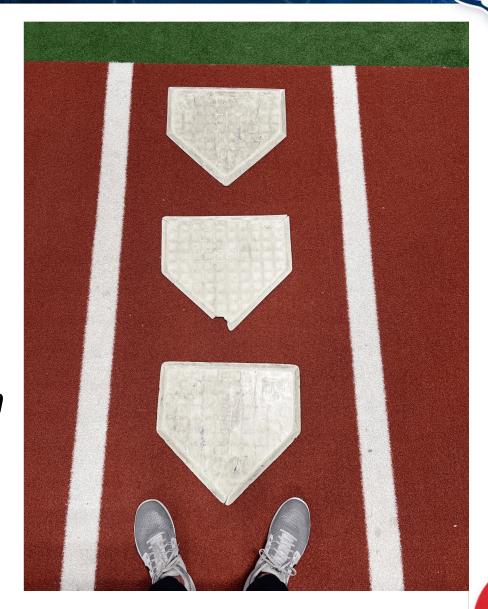
$$(65)(60.5) = 85$$
md

$$3932.5 = 85 md$$



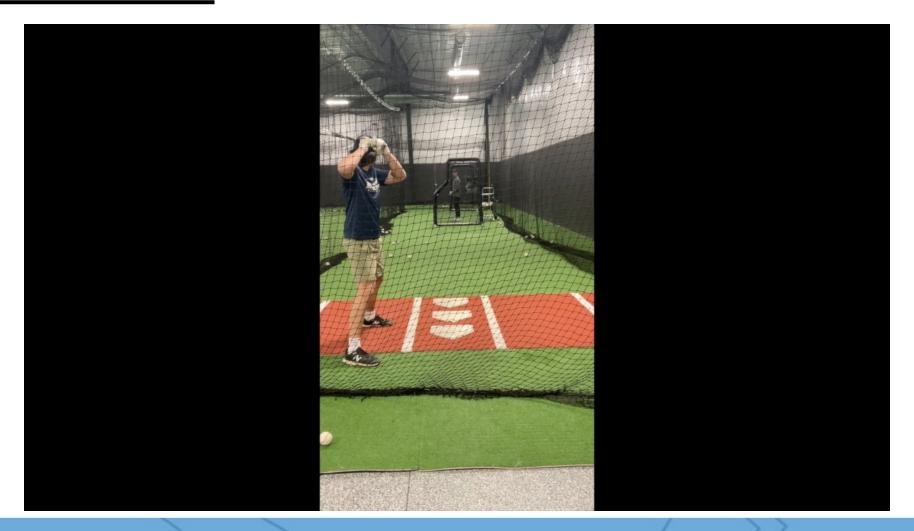
3 PLATE DRILL

- Set 3 different velocities
- Scale to ability/readiness of your hitters
- Practice for reaction time& swing efficiency
- Create progressions & competition in rounds





3 PLATE DRILL- 2 & move rounds







3 PLATE DRILL- Round ideas

- 1. 2 & move
- 2. 3 at front, 3 at back
- 3. Game of golf
- Stroke play
- Skins game





Foam & Plastic balls

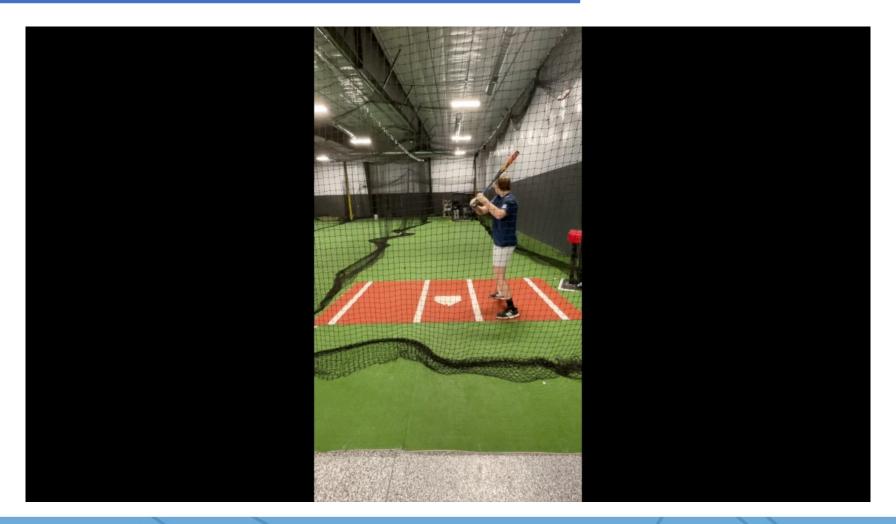
- Ton of great options out there
- Marv, Driveline, Jugs, Heater Sports,
 & many others
- ✓ Train velocity without fear
- ✓ Create different & consistent shapes
- ✓ Feedback on contact quality







Foam Ball High Velocity Rounds







Not all FB's are created equal.

Must handle release and angles.

Offset to low offset.





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OFF SET BP







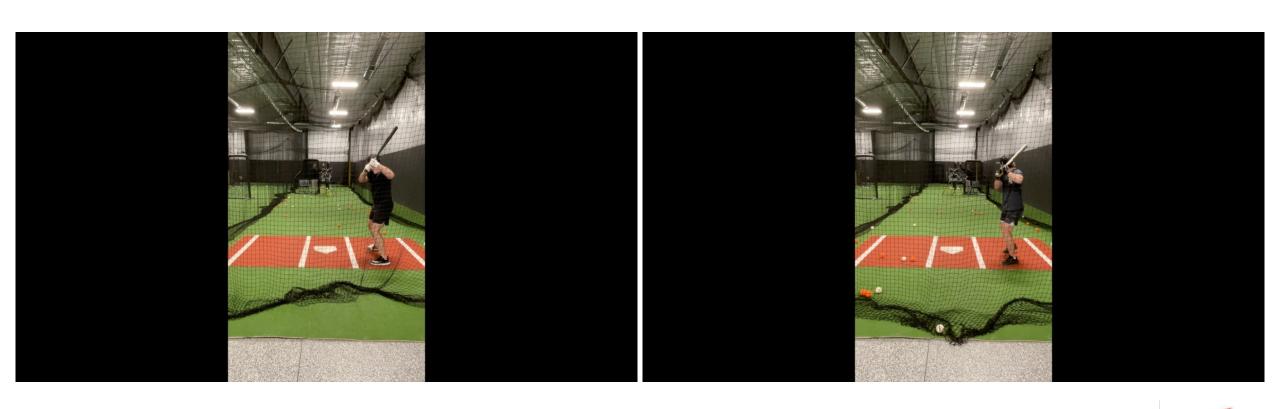
"BEAT THE BULLPEN"

- Two machines set to different FBs, or two overhand BP throwers
- One designated as starter, one as reliever
- Early rounds set for starter, flip to reliever at some point in BP
- Hitters gets two swings to barrel up the new FB look





"BEAT THE BULLPEN"







"BEAT THE BULLPEN"

Great for practicing our in-game processes

- 1. Watch two pitches from behind screen
- Simulates quick film visual
- 2. Get pitch description- "perception/feel"
- 3. First hitter communicates w/ rest of group
- Encourage questions for preparation



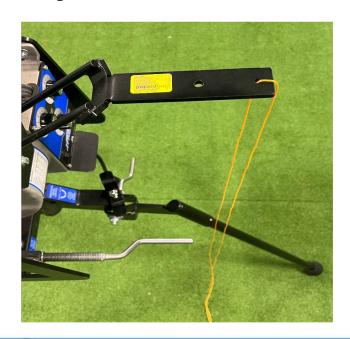


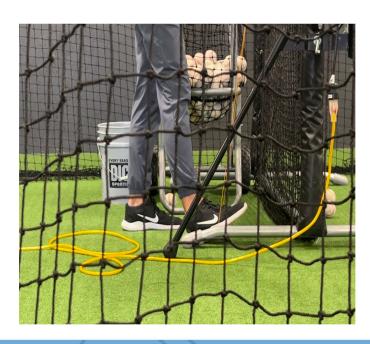


PEDAL DRILL

- Swing decisions based on hunting pitch height
- Adjusting with string attached to machine & around foot









PEDAL DRILL





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6/4 BALL ZONES

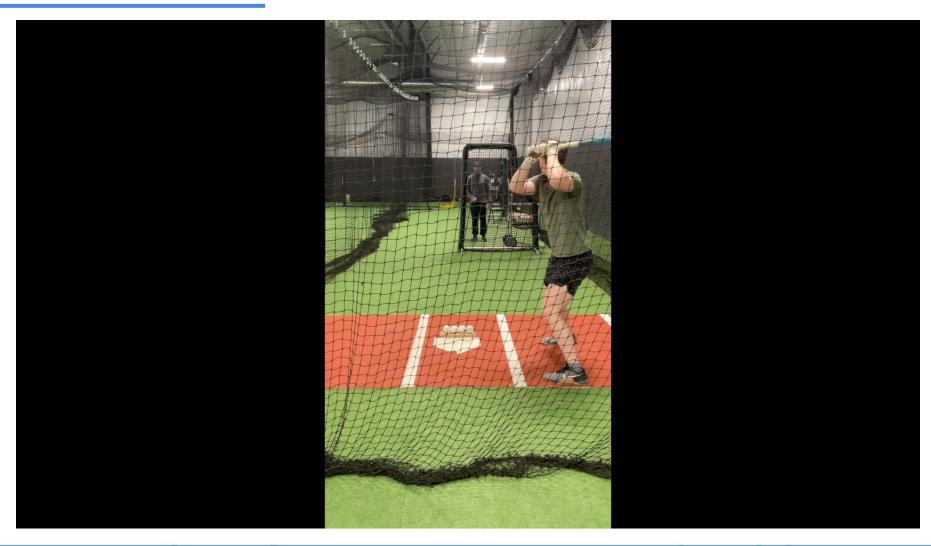
- 6 ball general strike zone awareness
- 4 ball hunting for the heart, "your zone" & "go zone"







FOUR BALL DRILL





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FOUR BALL DRILL- 2 Seam competition

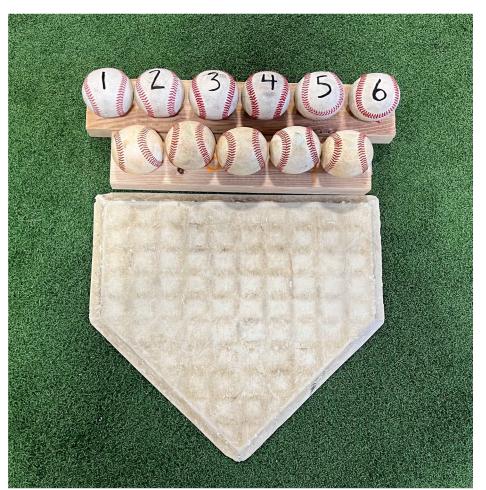




5 Ball addition

- Use 5 ball zone at times at the HS level

Box adjustments & 2K hitting







The Priorities- What do we value?



Training timing & adjustability

- 1. Hitters are efficient using time & space.
- Not every hitter uses the same timing & movement in loading phase, but great ones have efficiency within both
- 2. Hitters show up on time & ready to launch
- Ready at release
- Feel of "waiting on the baseball"
- 3. Hitters show adjustability & margin for error





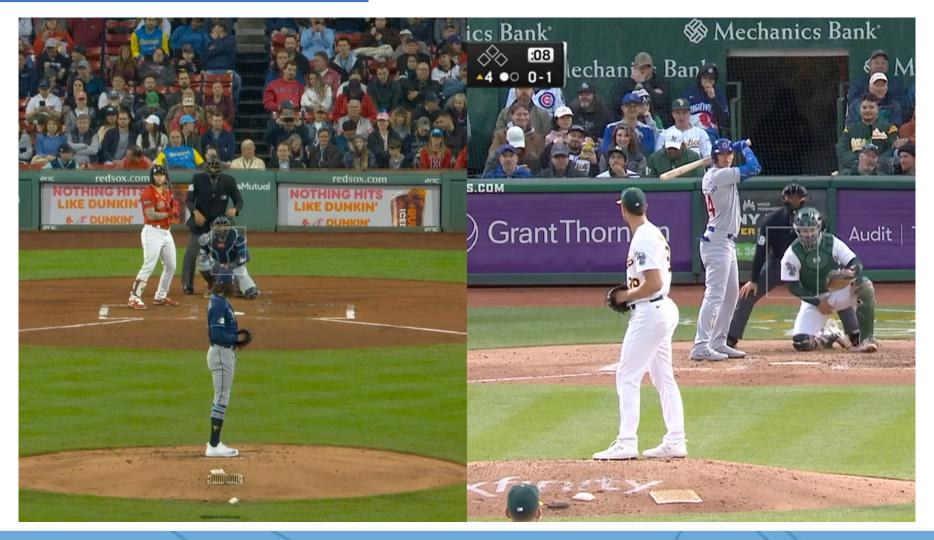
TIMING CHUTE

- Allows hitter to explore loading move that fits them
- Checkpoint for load engagement
 & control of forward move
- Small timing manipulations without changing pitch
- Windup vs. slide step





Bellinger & Verdugo







TIMING CHUTE









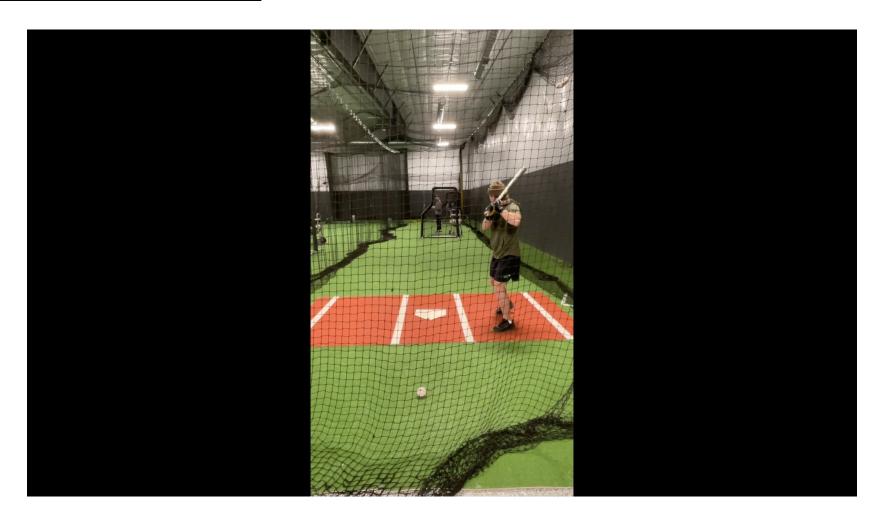
Overhand BP: Fastball/Three finger CH

Learn to create repeatable loading phase & maximize timing window

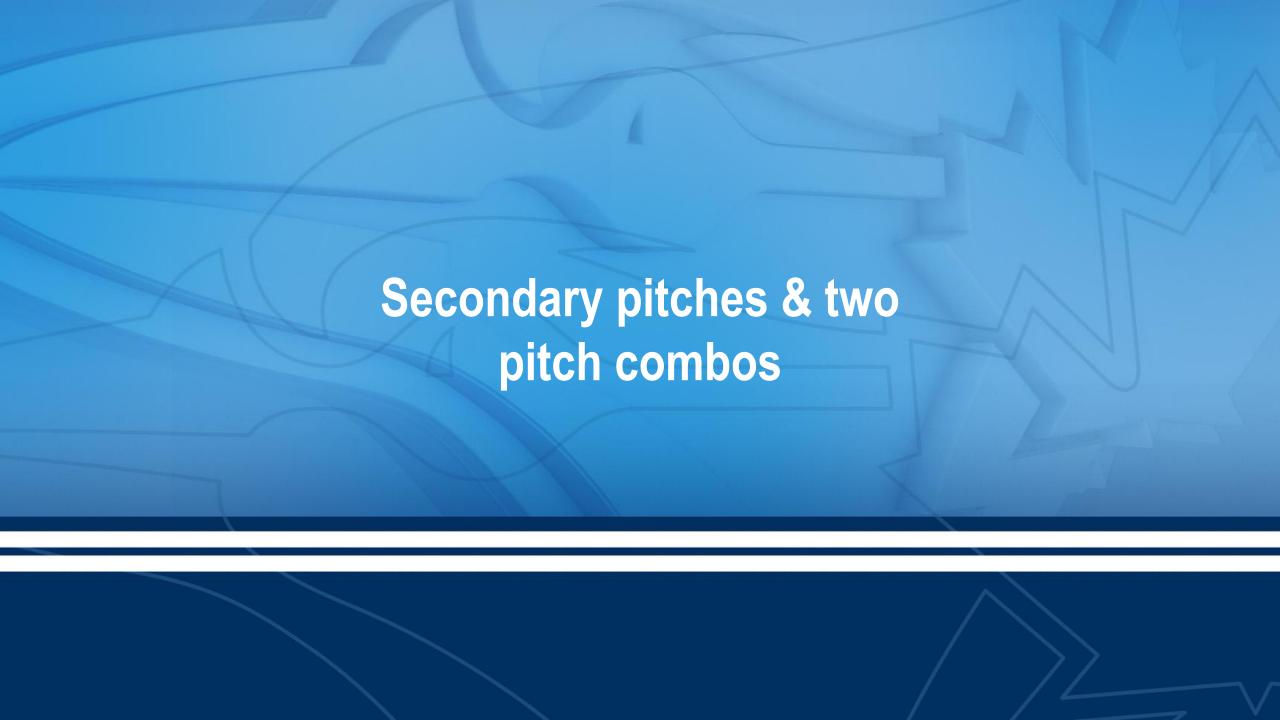
- Margin for error in launch/path



FB/Three Finger CH









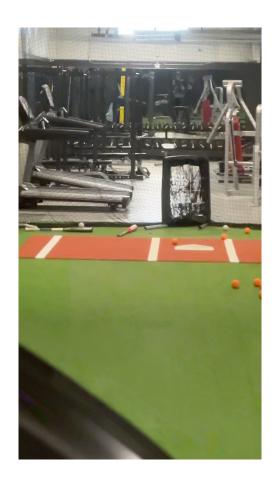
A "3-Wheel machine" is the new necessity



Secondary pitches



Foam/Plastic Breaking Balls

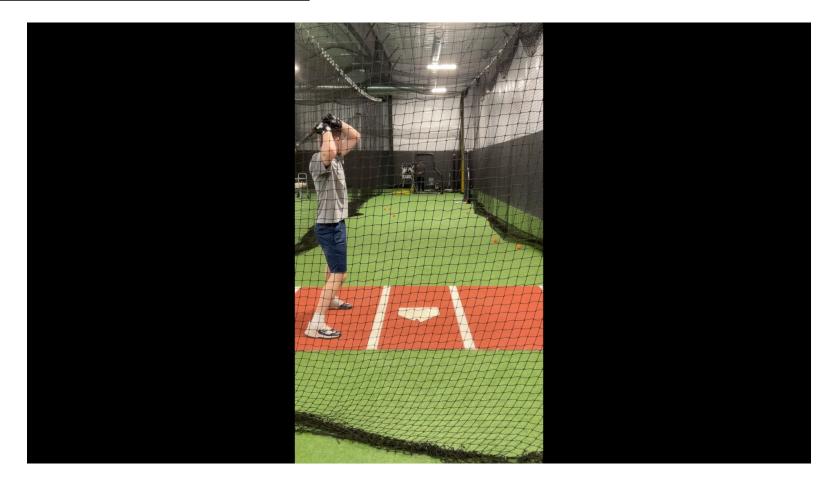




Secondary pitches



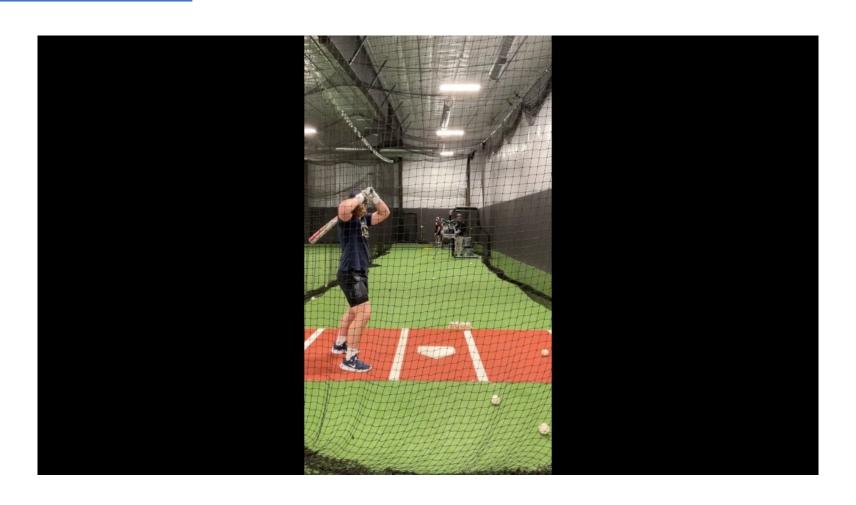
65 foot breaking balls





Secondary pitches

LH breaking ball- 4 ball window

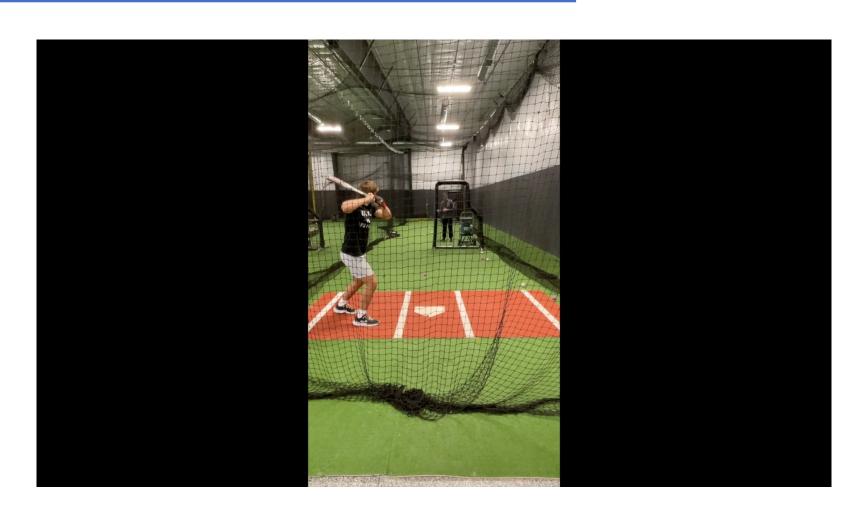




Two pitch combo

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FB/Plyo lob flips-> FB/BB machine





Point Game

Point Game

The "ultimate" simulation

POINT GAME						
RED TEAM	2ND	3RD	1ST/2ND	2ND/3RD	LOADED	TOTALS
Ryan OF						10
Cutlip OF			8			0.0
Skinner C/INF						
Kelly MIF					10	50
Schumacher 1B						
Freed C					20	9
Rhodus OF						5
Walker OF						0.0
Keith MIF						
Carlson UTL						
TOTALS						
GRAY TEAM	2ND		3RD	1ST/2ND	LOADED	TOTALS
Burbank OF						
McDaniel OF				1	N	7
Haws C						
Johnson 3B						
Rohlmeier MIF						
Price OF						
Stephenson 1B						
Curl OF						
McGhee UTL						
Doty MIF			K		8	21
Tam OF						
TOTALS		1	V.			
PLUSES:				MINUSES:		
	B) LINE DRIVE RELIEIVER			(5) STRIKEOUT LOOKING		
(6) LINE DRIVE 2 PLATE				(4) DOUBLE PLAY		
(5) LINE DRIVE			100	(4) BAD BASERUNNING		
(4) LINE DRIVE OUT				(3) STRIKEOUT		
(3) RIGHT SIDE 2ND (3) MIDDLE ON 3RD, 2ND/3RD		<i>V.</i>	(5) WHINING (1) ERRORS			





Team Video Database



Database built through 4 years of work

