

MENTAL APPROACH

HAVE A PLAN AT THE PLATE.

(PLAY VIDEO)

WEEK 7 KEYS MENTAL APPROACH AND OFF-SPEED HITTING

MENTAL APPROACH

Get away from a little league approach. and just going up there and trying to get a hit. The best hitters in the world have a plan of attatck. Understanding the pitcher you are facing, your ability, and the hitter splits will help you formulate a successful plan.

A few main points to emphasize:

1. Think middle away and react inside. Letting the ball travel and staying inside the ball is the main key to hitting.

2. We like hitters who are on the aggressive side. **Pitchers are universally taught to get ahead and attack the strike zone.** That is typically done with fastballs early in the count. We would rather have our guys hitting fastballs early in the count instead of breaking balls late in the count.

The 1, 2 and maybe 7, 8, 9 hitters in general would be the guys to work the count, make the pitcher work, etc. We want our 3, 4, 5 type hitters to feel free to jump on the early fastballs for sure. Let's make the opposing pitchers scared to come in the strike zone early against our guys. If they are tentative, trying to nibble on the corners, they are more apt to throw balls and get behind.

SPLIT	BATTING AVERAGE
0-0 Count	.345
1-0 Count	.344
2-0 Count	.350
3-0 Count	.407
0-1 Count	.324
1-1 Count	.332
2-1 Count	.344
3-1 Count	.363
0-2 Count	.157
3=2 Count	:266
2-2 Count	.183

SPLIT- AFTER EACH COUNT	BATTING AVERAGE
After 1-0 Count	.271
After 2-0 Count	.291
After 3-0 Count	.297
After 0-1 Count	.227
After 1-1 Count	.236
After 2-1 Count	.252
After 3-1 Count	.284
After 0-2 Count	.175
After 1-2 Count	.180
After 2-2 Count	.192

OFF-SPEED HITTING

- Let the ball get deep
- Stay inside the ball. If the ball slides away, don't let the hands and chest leak outside and hook the ball.
- Think opposite field. Every time you recognize an off-speed pitch, go back to the same theories we've learned on how to hit outside pitches. Stay back and stay inside. You don't have to actually hit the ball to the opposite field; that depends on where the pitch is. Thinking opposite field just reinforces waiting and staying inside path.

ITINERARY:

FOUR 12-minute stations

LAST STATION 10-minutes (Everyone moves to the main cage)

GROUP A Big Cage: BP Rounds, Game simulation by coach throwing BP (last 10 minutes)

GROUP B Cage 4 Drill Work: Front Toss with Color Baseballs

GROUP C Cage 3 Power Development : Tire and Sledge Hammer 3 x 10/Heavy Balls

GROUP D Cage 2 Velo Station: Away Tees

GROUP E Cage 1 Core Strength: One Knee Shot-Put Throws 4 x 8

	WAIKING ADEA	<	
CAGE 1 <u>CORE STRENGTH</u> 1 KNEE SHOT PUT THROWS 4 X 8 <u>SETUP</u> MED BALLS	CAGE 3 <u>POWER DEVELOPMENT</u> SLEDGE HAMMER 3 X 10 HEAVY BALL & BAT SWINGS 1 X 10 <u>SETUP</u> SLEDGE HAMMER HEAVY BALLS HEAVY BALLS	<u>SETUP:</u> HACK ATTATCK MACHINE 3 L-SCREENS 2 BUCKETS BASEBALLS	BULLPENS
<u>SETUP:</u> TEE BASEBALLS	<u>SETUP:</u> L-SCREEN COLORED BASEBALLS	CURVE BALLS + FRONT TOSS/ OVERHAND 2 X 8	
<u>VELO STATION</u> 3X10 AWAY TEES 1 X 10 MAX OUT	FRONT TOSS COLORED BASEBALLS 3 X 10	<u>MACHINE</u> CURVE BALLS 2 X 8	
CAGE 2	CAGE 4	BIG CAGE	

BENCHES