

Check-in

Name	Tryout #	Checked-in		
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Have the checked-in players stretch and play catch to get ready.

Hitting

Name	Tryout #	Bunting Mechanics	Bunting Attempts	Bunting Success	Bunting Accuracy	Hitting Mechanics	Hitting Attempts	Hitting Success	Hitting Distance	Total Hitting
	1									
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Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent										
Bunting Accuracy (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent										
Hitting Distance (1-4): 1=Infield Halfway; 2=Back Infield; 3=Outfield; 4=Outfield Fence										
Total = Addition of all columns and assumes that attempts are the same for everyone.										

Infield

Name	Tryout #	Fielding Mechanics	Fielding Attempts	Fielding Success	Throwing Mechanics	Throwing Attempts	Throwing Success	Total Fielding
	1							
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Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent								
Total = Addition of all columns and assumes that attempts are the same for everyone.								

Outfield

Name	Tryout #	Fly Ball Mechanics	Fly Ball Attempts	Fly Ball Success	Throwing Mechanics	Throwing Attempts	Throwing Success	Total Outfield
	1							
	2							
	3							
	4							
	5							
	6							
	7							
	8							
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	31							
	32							
Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent								
Total = Addition of all columns and assumes that attempts are the same for everyone.								

Catching

Name	Tryout #	Catching Mechanics	Catching Attempts	Catching Success	Total Catching
	1				
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	32				
Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent					
Total = Addition of all columns and assumes that attempts are the same for everyone.					

Running

Name	Tryout #	1st-2nd Speed	2nd-Home Speed	Sliding Mechanics	Total Running	
	1					
	2					
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Speed = Stopwatch speed with slide. Take best time out of three tries.						
Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent						
Total = Addition of all columns and assumes that attempts are the same for everyone.						

Pitchers

Name	Tryout #	Pitching Mechanics	Pitching Speed	Pitching Attempts	Pitching Success	Change Up Mechanics	Total Pitchers
	1						
	2						
	3						
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Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent							
Pitching Speed = Radar gun speed.							
Total = Addition of all columns and assumes that attempts are the same for everyone.							

Catchers

Name	Tryout #	Catching Mechanics	Blocking Attempts	Blocking Success	Pop Time to 2nd	Throwing Speed	Total Catchers
	1						
	2						
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Mechanics (1-4): 1=Poor; 2=Average; 3=Good; 4=Excellent							
Pop Time = From the time the catcher catches the ball until the time the baseman catches the ball.							
Throwing Speed = Radar gun speed.							
Total = Addition of all columns and assumes that attempts are the same for everyone.							

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