

# Instructions

Welcome to The Scouting Chart System™, a complete and powerful system for scouting teams and their tendencies. With this system, you can identify and anticipate individual and team habits, performance, strengths and weaknesses. The system is designed to be simple and intuitive to use by players, coaches, parents, or anyone who might be enlisted to “scout” another team. The overall goal is to accumulate information that will give your team an edge against an opponent. This information can come from several year’s of scouting a particular team, or from only part of a single game or practice. Putting the information to use is your job as the coach. The system won’t do it automatically, but it will make it an easier and more organized process.

First of all, the mechanics of using the system and charts are relatively straightforward. Each chart consists of the front and back of one sheet of paper. One chart can track the stats for one player for twenty games (10 games per side). Your system comes with 150 game charts which will allow you to track 10 players from 15 different teams for a total of 20 games each (10 sheets for 15 teams, each sheet good for 20 games,  $10 \times 15 = 150$ ). These game charts are refillable with packs of 30 (our item# SC-3). Like our other systems, The Pitching Chart System™ and The Hitting 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 teams and additional notes 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# SC-2), which is everything but the binder (150 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 teams or individual players.

You might find it advantageous to have a short orientation session with your coaches and how to chart using the system. You will need to identify stats and details that you will be interested in using, and develop a consistent method for whomever will be doing the charting. 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 charters to make sure they recognize the benefits. If the coaches don’t care about the data, neither will the players. Even if you do not intend to use players to scout games, then you will still want to familiarize your players with the data being collected so they will gain the psychological benefit of feeling like they have an “edge” over opponents.

### The Basics

The best place to start is with the game chart itself, and how data is entered during the game. Each chart consists of several different areas, and each is completed in its own way. It helps to use consistent terms and symbols whenever possible. Below you will see the line at the top of each chart, with some information entered as an example.

NAME Steve Johnson/NWHS # 23 BATS R (L) S POWER 4 SPEED 2

Most of the above is self-explanatory (the R,L,S in BATS stand for Right, Left, and Switch hitter), however, there is one note to be made about the numbers used to rate Power and Speed. Among professional baseball scouts, it is standard to rate players based on the scale of the Major Leagues. However, we would recommend that at levels below professional baseball or softball, that teams using the system rate opponents based on their own level of play, on a scale of 0 to 5, with 5 being the best player at their level. For example, a high school coach should rate opponents on a scale of high school skills, not on another level of play with which they (or their charters) may not be as familiar. Also note that the player name and team name (abbreviation) are both included in the example above.

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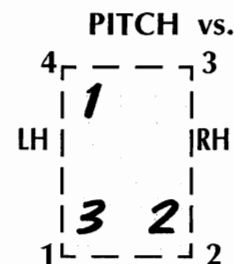
**The Hitters Area** Because of limited space on each game chart, this system does not allow for detailed scouting of pitchers. One of our other systems, The Pitching Chart System™ does this so well, that during the development of this system, it was determined that any attempt to “condense” pitching into a few lines would not be productive. This system does however deal very well with opposing hitters, baserunners and fielders, and focuses on the information needed to defend against them.

Below is shown part of the hitters area on each chart. This area is perhaps the most variable in its use. There are many different notations that can be used, and many different pieces of information that can be written. The basic premise is to note information about hitters that will allow your pitchers to more effectively pitch to them, and your fielders to be more effectively positioned against them. As mentioned previously, each side of each game chart can be used for one opposing player for up to 10 games, and these ten games are denoted in the hitters area (one line per game, 1-10). In the example below, we show three different games completed, and three slightly different ways of recording the information. For clarity, we have completed the three different games in different colors.

GM.	DATE	AB	AB	AB	AB	AB	BATTER VS. PITCHER TOTALS
1.	(5/1)	<u>4-3</u> <i>weak</i>	<u>F-8</u> <i>sharp</i>	<u>2B</u> <i>fooled by 2</i>	<u>F-7</u> <i>weak</i>		<i>1-4/2B hit hard 1st pitch FB free swinger on 1st pitch</i>
2.	(5/2)	<u>F-8</u> <i>deep</i>	<u>1-3</u> <i>liner, 1stP</i>	<u>4-3</u> <i>grounder</i>	<u>F-8</u> <i>deep</i>	<u>curveballs</u>	<i>0-4/pulls off outside pitches all balls hit were fastballs</i>
3.	(5/5)	<u>F-7</u>	<u>1B</u>	<u>1B</u>	<u>2B</u>	<u>K</u>	<i>3-5/both 1B in SS hole</i>

It can be seen that the date is entered first, then abbreviated at-bat information for each at-bat (up to five per game) is entered, much like as in a scorebook. There is room for comments on each at-bat directly above the result, as well as to the right under the batter vs. pitcher totals. Other information can be written about certain pitcher matchups, whether bunts were shown, what pitches the hitter was fooled on, etc. This information shown in the example above will also be used in the Spray Area, which we will discuss in a moment.

**The PITCH vs. Area** This area is best completed after a few games worth of data has been collected. It is a quick-reference area showing the imaginary strike zone as viewed from the pitchers mound. Again, there are a variety of symbols to be used here, most common is to indicate the type of pitch (1=fastball, 2=breaking pitch, 3=changeup, etc.) in the quadrant of the box where that type of pitch SHOULD be located. In other words, this area shows how you want to pitch the hitter, NOT how the hitter was pitched. The numbers 1,2,3 and 4 around the edge are only for those coaches who want to identify each of the four quadrants by name. The LH and RH simply refer to the sides of the plate where a Lefthanded hitter and Righthanded hitter would stand. Using these symbols, and the example shown here, a coach on the bench could simply indicate to the catcher or pitcher “14” or “22”, or “31” and the players could easily understand this language stands for the following:



- “14” would mean throw fastballs (1) in quadrant 4
- “22” would mean throw breaking pitches (2) in quadrant 2
- “31” would mean throw off-speed pitches (3) in quadrant 1 and so on...

It is a simple matter to reverse the order of the numbers every so often to keep your opponents from catching on. Another way would be to use letters to indicate pitch type.

# Instructions

**The Spray Area** This is a very important area for revealing hitters tendencies and how to defend them by positioning fielders. There is a key comment printed on each chart to the left of the field diagram indicating what symbols to use as follows:

- square = ground ball (number inside square is game number from above)
- circle = fly ball (number inside circle is game number from above)
- triangle = line drive (number inside triangle is game number from above)

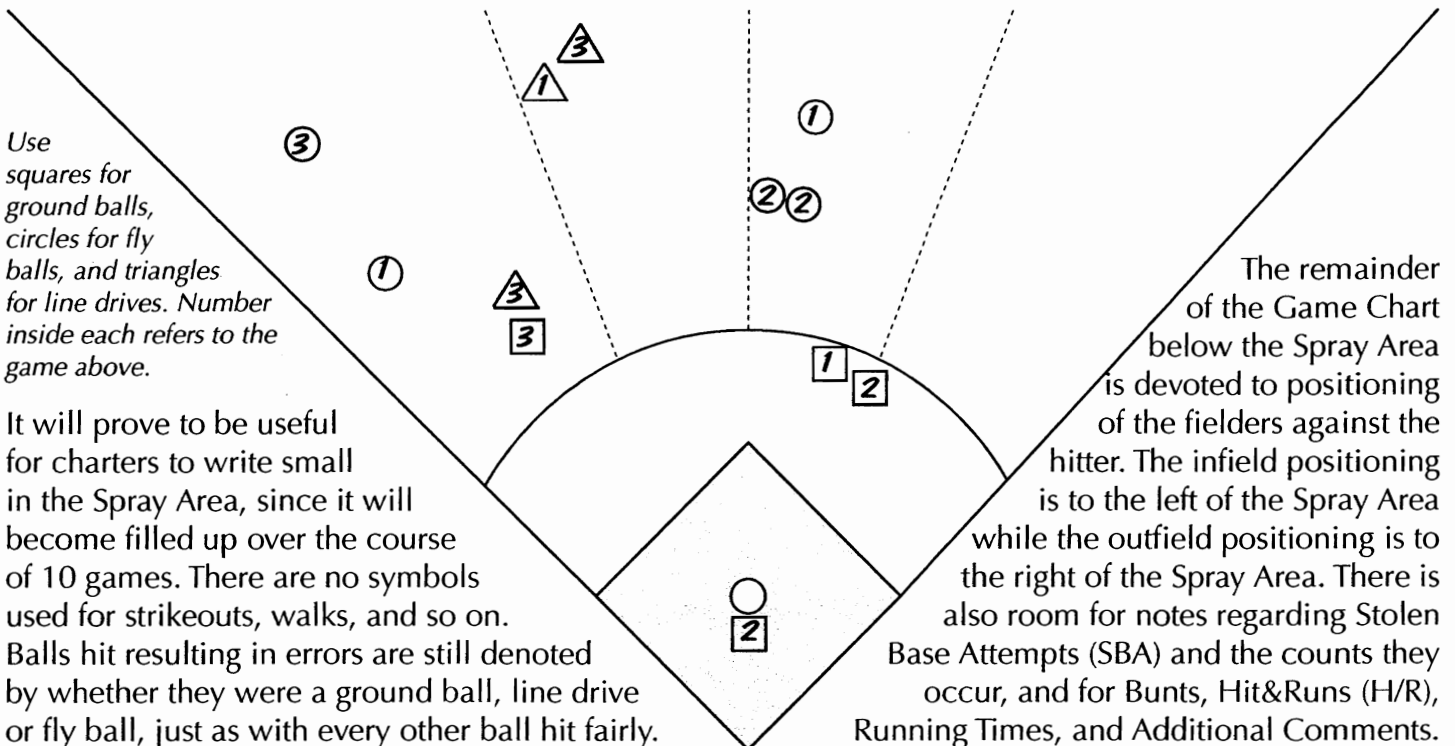
examples: 1 = a ground ball from game number one in the hitting area

3 = a fly ball from game number three in the hitting area

**Important:** When completing the Spray Area, locate the symbols where the ball ended up or was first touched by a defender, whichever comes first. As an example, if a ground ball deflects off the shortstop's glove and rolls into left centerfield, locate the square (for ground ball) where the shortstop touched it, not in the outfield where it ended up.

Below is a Spray Area completed with the sample at-bats we used in the Hitting Area example on the previous page. Again, we have used different color inks for the three different at-bats, but this is not necessary during normal use. Once ten games worth of data are entered for a particular player, there will be identifiable tendencies that are obvious.

GM.	DATE	AB	AB	AB	AB	AB	BATTER VS. PITCHER TOTALS
1.	(5/1)	<u>4-3</u> <i>weak</i>	<u>F-8</u> <i>sharp</i>	<u>2B</u> <i>fooled by 2</i>	<u>F-7</u> <i>weak</i>		<i>1-4/2B hit hard 1st pitch FB free swinger on 1st pitch</i>
2.	(5/2)	<u>F-8</u> <i>deep</i>	<u>1-3</u> <i>liner, 1stP</i>	<u>4-3</u> <i>grounder</i>	<u>F-8</u> <i>deep</i>	<i>curveballs</i>	<i>0-4/pulls off outside pitches all balls hit were fastballs</i>
3.	(5/5)	<u>F-7</u>	<u>1B</u>	<u>1B</u>	<u>2B</u>	<u>K</u>	<i>3-5/both 1B in SS hole</i>



Use squares for ground balls, circles for fly balls, and triangles for line drives. Number inside each refers to the game above.

It will prove to be useful for charters to write small in the Spray Area, since it will become filled up over the course of 10 games. There are no symbols used for strikeouts, walks, and so on. Balls hit resulting in errors are still denoted by whether they were a ground ball, line drive or fly ball, just as with every other ball hit fairly.

The remainder of the Game Chart below the Spray Area is devoted to positioning of the fielders against the hitter. The infield positioning is to the left of the Spray Area while the outfield positioning is to the right of the Spray Area. There is also room for notes regarding Stolen Base Attempts (SBA) and the counts they occur, and for Bunts, Hit&Runs (H/R), Running Times, and Additional Comments.

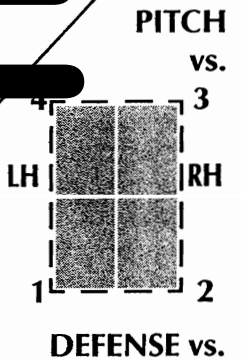
NAME \_\_\_\_\_ # \_\_\_\_\_ BATS R L S POWER \_\_\_\_\_ SPEED \_\_\_\_\_

GM. DATE AB AB AB AB AB BATTER VS. PITCHER TOTALS

1. ( ) \_\_\_\_\_
2. ( ) \_\_\_\_\_
3. ( ) \_\_\_\_\_
4. ( ) \_\_\_\_\_
5. ( ) \_\_\_\_\_
6. ( ) \_\_\_\_\_
7. ( ) \_\_\_\_\_
8. ( ) \_\_\_\_\_
9. ( ) \_\_\_\_\_
10. ( ) \_\_\_\_\_

# SAMPLE

Use squares for ground balls, circles for fly balls, and triangles for line drives. Number inside each refers to the game above.



DEFENSE vs.

- 1B. \_\_\_\_\_
- 2B. \_\_\_\_\_
- SS. \_\_\_\_\_
- 3B. \_\_\_\_\_

SBA (COUNTS) \_\_\_\_\_

LF. \_\_\_\_\_

CF. \_\_\_\_\_

RF. \_\_\_\_\_

RUNNING TIME \_\_\_\_\_

BUNTS \_\_\_\_\_

H/R \_\_\_\_\_

ADDITIONAL COMMENTS \_\_\_\_\_

TEAM SCOUTED \_\_\_\_\_ Date of Summary: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ #: \_\_\_\_\_ Bats \_\_\_\_\_ Throws \_\_\_\_\_ Position(s): \_\_\_\_\_

# of games: \_\_\_\_\_ Summary of At-Bats \_\_\_\_\_

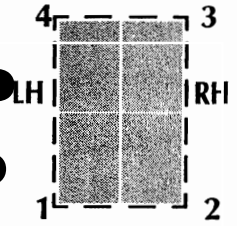
INFIELD Positioning \_\_\_\_\_

OUTFIELD Positioning \_\_\_\_\_

SB notes \_\_\_\_\_ Bunt notes \_\_\_\_\_ H/R notes \_\_\_\_\_

Additional Comments \_\_\_\_\_

PITCH versus



**SAMPLE**

PLAYER NAME: \_\_\_\_\_ #: \_\_\_\_\_ Bats \_\_\_\_\_ Throws \_\_\_\_\_ Position(s): \_\_\_\_\_

# of games: \_\_\_\_\_ Summary of At-Bats \_\_\_\_\_

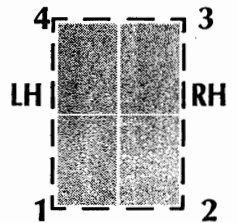
INFIELD Positioning \_\_\_\_\_

OUTFIELD Positioning \_\_\_\_\_

SB notes \_\_\_\_\_ Bunt notes \_\_\_\_\_ H/R notes \_\_\_\_\_

Additional Comments \_\_\_\_\_

PITCH versus



PLAYER NAME: \_\_\_\_\_ #: \_\_\_\_\_ Bats \_\_\_\_\_ Throws \_\_\_\_\_ Position(s): \_\_\_\_\_

# of games: \_\_\_\_\_ Summary of At-Bats \_\_\_\_\_

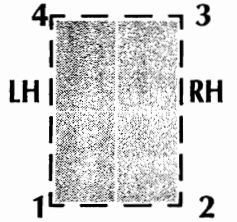
INFIELD Positioning \_\_\_\_\_

OUTFIELD Positioning \_\_\_\_\_

SB notes \_\_\_\_\_ Bunt notes \_\_\_\_\_ H/R notes \_\_\_\_\_

Additional Comments \_\_\_\_\_

PITCH versus



PLAYER NAME: \_\_\_\_\_ #: \_\_\_\_\_ Bats \_\_\_\_\_ Throws \_\_\_\_\_ Position(s): \_\_\_\_\_

# of games: \_\_\_\_\_ Summary of At-Bats \_\_\_\_\_

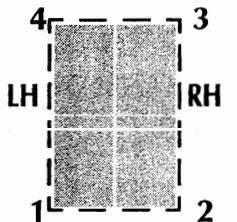
INFIELD Positioning \_\_\_\_\_

OUTFIELD Positioning \_\_\_\_\_

SB notes \_\_\_\_\_ Bunt notes \_\_\_\_\_ H/R notes \_\_\_\_\_

Additional Comments \_\_\_\_\_

PITCH versus



PLAYER NAME: \_\_\_\_\_ #: \_\_\_\_\_ Bats \_\_\_\_\_ Throws \_\_\_\_\_ Position(s): \_\_\_\_\_

# of games: \_\_\_\_\_ Summary of At-bats \_\_\_\_\_

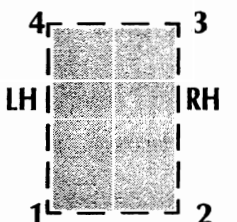
INFIELD Positioning \_\_\_\_\_

OUTFIELD Positioning \_\_\_\_\_

SB notes \_\_\_\_\_ Bunt notes \_\_\_\_\_ H/R notes \_\_\_\_\_

Additional Comments \_\_\_\_\_

PITCH versus



**SAMPLE**