

TRAINING FUNCTIONS & PURPOSE

The vertical visual indicators provide <u>visual interference</u> in the center of the strike zone so the <u>perimeter</u> of the strike zone is more visible. They can be used with or without outer stick indicators. See Photos below.

With 6 outer stick indicators



With 4 outer stick indicators



With no outer stick indicators



GAME SIMULATION FUNCTION & PURPOSE

The vertical visual indicators represent a **hit** when contacted by a pitched ball. The black bungee cords that hold the indicators represent a foul ball when contacted by a pitched ball. Foul balls are a vital part of the game because they raise the pitch count and extend the (AB) at bat. This encourages the pitcher to avoid the middle of the plate when in pursuit of a strikeout. Hitting either the vertical visual indicators or the black bungee forces the pitcher to throw an additional pitch.

Pitch Values: Outer stick indicators (Out)

All space inside white bungee (Strike)

Vertical sticks (Hit)
Black bungee (Foul Ball)
White bungee (Foul Ball)

Netting (Ball)

