|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pitch Count | Pitch to Look For |  BattingAvg.Expected | High or Low  % Pitch to Swing | Pitcher's Thoughts |
| 0-0 | Fastball(Dead Red) |   .375 |  Low | wants to get ahead |
| 0-1 | Pitcher's Choice(Dead Red) | .295 |  Low | wants to go 0 & 2  |
| 0-2 | Any Pitch Close(Protect/Battle) | .150 |  Low | will try getting you to fish |
| 1-0 | Fastball(Dead Red) | .360 | High | doesn't want to fall 2 & 0 |
| 1-1 | Pitcher's Choice(Dead Red) | .300 | High |  wants to get ahead again |
| 1-2 | Any Pitch Close(Protect/Battle) | .175 |  Low | will try getting you to fish |
| 2-0 | Fastball(Dead Red) | .400 | High  | doesn't want to fall 3 & 0 |
| 2-1 | Fastball(Dead Red) | .390 | High | doesn't want to fall 3 & 1 |
| 2-2 | Pitcher's Best(Protect/Battle) | .325 | Low  | wants to end it |
| 3-0 | Fastball(Take - Unless Given Green Light) | .250 | High | doesn't want to walk you |
| 3-1 | Fastball(Dead Red) | .400 | High  | doesn't want to fall 3 & 2 |
| 3-2 | Typically Fastball(Protect/Battle) | .300 | Low | doesn't want to walk you |

***DEAD RED*= LOOKING FOR A GOOD PITCH TO DRIVE AND HIT HARD.**

***PROTECT & BATTLE* = YOU ARE BEHIND IN THE COUNT AND  PROTECTING                                                                     YOUSELF FROM ANY PITCH CLOSE TO THE PLATE,                                                                     SO BATTLE  UP THERE.**

***TAKE*= DO NOT SWING AT THE PITCH UNLESS GIVEN ASIGN TO DO SO.**