PITCH HIT & RUN

Loaner Bag Equipment

1)	SKLZ	QUICKSTER	SPORT NET
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24 x EASTON SOFTCORE BASEBALLS

2 x TEES

2 x REPLACEMENT TEE TOPS

1 x BLUE STOPWATCH

1 x HOME PLATE (PLEASE USE MARKERS IF NOT PROVIDED)

2 X BASES (PLEASE USE MARKERS IF NOT PROVIDED)

1 x 24INCH BAT

1 x 26INCH BAT

1 x 29INCH BAT

Please provide:

80m Tape Measure (Or best Available)

Note Pad

Pens

Markers (FOR THROWING & RUNNING IF NOT PROVIDED)

SET UP

PITCH:

- TARGET 30 feet away from throwing markers
- 5 Baseballs
- Each Pitcher, 5 throws, score X/5 each attempt in hitting the center "Strike"
 Zone of the net.



HIT: Option 1: 1 Tee



Option 2: 2 Tees



• Extend measuring tape out from Tee/Tees. (If Further than your measuring tape, estimate the distance.)

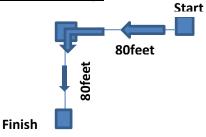
3 ATTEMPTS: Have each batter hit the ball as far as they can along the Measuring tape.

Record the distance of the ball once it has stopped rolling.

Only record the furthest hit of each attempt.

RUN: Set up Bases/Markers 80 feet (25m) Apart. Then another on a 90° angle 80 feet (25m) away.

• The base runner will be timed from when they start till when they finish (touch the last base).



<u>#</u>	Name	otates with each gro Pitch (out of 5)	Hit (Furthest hit)	<u>Run 1</u>	Run 2
<u> </u>					
2					
<u>3</u>					
4					
<u>5</u>					
<u>6</u>					
<u>7</u>					
<u>8</u>					
1 2 3 4 5 6 7 8					
<u>10</u>					
<u>11</u>					
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