

**MSABC REGIONAL TRYOUT/CLASSIC SNAP SHOT**  
**ALL PLAYERS MUST FILL OUT TOP HALF AND BRING TO TRYOUT**  
**INCOMPLETE PLAYER FORMS WILL NOT BE ACCEPTED.**



PLAYER (LAST, FIRST) \_\_\_\_\_

SCHOOL/GRADUATION YEAR \_\_\_\_\_

EMAIL/CELL# \_\_\_\_\_

YR	AB	H	2B	3B	HR	R	RB I	OB P	SL G	SB	AV G	IP	H	K	BB	ERA	W	L	S	
12																				
11																				
10																				

College Commitment/Recruiting: \_\_\_\_\_ Summer Team: \_\_\_\_\_

List Four Top Players or Teams You Competed Against This Year And How You Finished:

- 1.
- 2.
- 3.
- 4.

Name Up To Four Awards Or Achievements You Would Like Everyone To Know. Example; All Metro Selection

- 1.
- 2.
- 3.
- 4.

**PLAYERS DO NOT FILL OUT BELOW: COACHES USE ONLY**

FIELDING TESTED AREAS	PITCHER IN BULLPEN WITH GUN:	RUNNING TESTED AREAS
GLOVE TO GLOVE TIME FROM OUTFIELD TO CATCHER: ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____	KEY: FB= FASTBALL CV= CURVE SL= SLIDER CH= CHANGEUP ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____ ATTEMPT #4 _____ ATTEMPT #5 _____ ATTEMPT #6 _____ ATTEMPT #7 _____ ATTEMPT #8 _____ ATTEMPT #9 _____ ATTEMPT #10 _____	60yd DASH (FIRST MOVEMENT) ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____
INFIELD THROWS FROM BEHIND THIRD BASE TO FIRST BASE: ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____		HOME TO FIRST TIME ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____
CATCHER THROWS TO SECOND: ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____		FIRST TO THIRD TIME ATTEMPT #1 _____ ATTEMPT #2 _____ ATTEMPT #3 _____

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- |                    |                    |                           |                         |
|--------------------|--------------------|---------------------------|-------------------------|
| Maturity           | Coachability       | Athletic Frame            | Speed Agility/Quickness |
| Technician         | Great Form         | Seasoned/Accomplished     | Raw Potential           |
| Command            | Intelligent Player | Mechanical                | Leadership              |
| Follows Directions | Physically Slow    | Needs Constant Directions |                         |