

Wasps_Red vs. Port City — Scouting Report



Matchup Overview

Team	Record	Games Logged	Steals/Game	SB Success	Sac Bunts
Port City Frenzy	11-4-1	16	3.6	95%	4
Wasps_Red	16-5-1	22	3.5	89%	0

No head-to-head record is assumed here — this compares each team's full season sample independently.

Wasps_Red: Threats to Watch

Top hitters by on-base + slugging, minimum 8 plate appearances.

Batter	PA	AB	AVG	OBP	SLG	HR	XBH	K%	BB%
Audrey Longworth	8	7	0.571	0.625	1.000	0	3	0.0%	12.5%
Paeton Carrier	43	33	0.545	0.628	1.030	3	9	11.6%	16.3%
Hadlee Grabeel	24	17	0.353	0.542	0.529	0	3	12.5%	25.0%
Olivia Altizer	12	10	0.400	0.500	1.000	0	4	25.0%	8.3%
Savannah Testerman	12	9	0.333	0.500	0.556	0	1	8.3%	25.0%
Riley Smith	40	34	0.382	0.450	0.618	1	6	15.0%	10.0%
Carly Caserta	45	38	0.342	0.444	0.421	0	3	22.2%	15.6%
Ashlyn Justice	17	14	0.286	0.412	0.357	0	1	29.4%	11.8%
Jordyn Tuck	47	42	0.310	0.383	0.357	0	2	10.6%	8.5%
Payslie Carrier	34	28	0.250	0.382	0.357	0	2	35.3%	17.6%

- **Erika Mullins** almost never strikes out (8% K rate over 39 PA) — pitch to soft contact, not around her.
- **Hadlee Grabeel** walks 25% of the time (24 PA) — very patient, attack the zone early rather than nibbling.
- **Jordyn Tuck** is an extreme ground-ball hitter (71% of balls in play) — tighten the infield when she's up.

Wasps_Red: Pitching Staff

Pitcher	BF	K%	BB%	Hit%	WP	PB
Payslie Carrier	161	38.5%	21.7%	13.7%	7	12
Hadlee Grabeel	85	36.5%	23.5%	14.1%	2	1
Riley Smith	73	21.9%	19.2%	12.3%	1	3
Audrey Longworth	22	18.2%	27.3%	22.7%	2	0
Jordyn Tuck	15	20.0%	40.0%	0.0%	1	0

- **Audrey Longworth** is wilder (27% walk rate) – work the count, take borderline pitches.

Wasps_Red: Team Tendencies

- **Base stealing is a major weapon:** 76 attempts across 22 games (3.5/game) at a 89% success rate. Prioritize quick catcher pop times and varied pitcher hold times.
- **Rarely bunts** – no need to creep the infield corners in for bunt defense.

Port City Gameplan

Suggested Batting Order

Slot	Batter	PA	AVG	OBP	SLG	K%	BB%
1	Emma Goodman	30	0.476	0.633	0.762	10.0%	30.0%
2	Lucy Calla	32	0.429	0.562	0.524	9.4%	25.0%
3	Reagan Zimmerman	36	0.462	0.556	0.538	13.9%	16.7%
4	Caroline Edwards	22	0.400	0.455	0.900	27.3%	9.1%
5	Finley Andrews	28	0.273	0.429	0.318	17.9%	21.4%
6	Emma Lavelle	24	0.278	0.458	0.389	41.7%	25.0%
7	Paisley Bacon	27	0.304	0.407	0.304	18.5%	14.8%
8	Emory Ebner	27	0.273	0.333	0.364	22.2%	7.4%
9	Caroline Ogburn	34	0.125	0.382	0.125	23.5%	23.5%
10	Claire Ellisor	14	0.091	0.143	0.091	14.3%	7.1%

Ordered by a blended on-base/power/strikeout score ($OBP \times 0.5 + SLG \times 0.3 - K\% \times 0.2$), with the single highest-slugging bat pulled into the cleanup (4th) slot. Players below the plate-appearance threshold, and any names listed in *exclude_batters*, are left off.

Suggested Starting Pitcher

Pitcher	BF	K%	BB%	Hit%	WP	PB
Lucy Calla	121	23.1%	14.0%	17.4%	8	2
Claire Ellisor	55	18.2%	18.2%	18.2%	5	1

Against this opponent, control matters more than usual. Wasps_Red steals at a 89% success rate – every walk and wild pitch is a near-certain stolen base. Lucy Calla's walk rate (14%) and wild-pitch rate (7%) make her the safer choice here.

Auto-Generated Strategy Notes

1. **Audrey Longworth** is wilder (27% walk rate) — work the count, take borderline pitches.
2. **Erika Mullins** almost never strikes out (8% K rate over 39 PA) — pitch to soft contact, not around her.
3. **Hadlee Grabeel** walks 25% of the time (24 PA) — very patient, attack the zone early rather than nibbling.
4. **Jordyn Tuck** is an extreme ground-ball hitter (71% of balls in play) — tighten the infield when she's up.
5. **Base stealing is a major weapon**: 76 attempts across 22 games (3.5/game) at a 89% success rate. Prioritize quick catcher pop times and varied pitcher hold times.
6. **Rarely bunts** — no need to creep the infield corners in for bunt defense.

Stats pulled from each team's full public GameChanger play-by-play logs. Batter identity recovered from free-text play descriptions rather than the scraper's own (unreliable) batter-tracking column. Sample sizes are typically 20–100 PA per player — enough to see real tendencies, not enough to treat any single number as certain, especially under ~20 PA.