**SANKOFA** LLC

May 27, 2005

Dear Dusty Baker,

Re.:   Ball – Strike - Ratio

I just had the pleasure of having completed for the first time your book on hitting, *"You Can Teach Hitting."* I would have done wonders with this material years-ago, when I was just my son's [Derry "DJ" Jackson Jr] coach. We had the pleasure to have enjoyed lots of success, all praises to God. In fact, DJ, 20 years old now, is presently playing rookie ball in the Dodgers organization, drafted out of high school in 2002. Many of the skills you discussed in the book are the very things that DJ ultimately had to confront and still are confronting along his journey as a professional baseball player. So, I thank you for your thorough and effective demonstration of the art of hitting.

Before I close, I wanted to mention another reason why I wanted to write you. I would like to take the opportunity to plant an idea - one that I may just be right down your alley. I have developed a hitting tool that I believe you would be interested in learning about. I call it the "Ball/Strike Ratio." Using the simplicity of 1's and 0's also known as "binary" code I've devise a way to accurately account for a hitter's decisions in a profound fashion, the exact opposite of the elusive "batting average." I am confident in ratio. DJ has been reporting achieving his daily, targeted goals, using the discipline of the Ball/Strike Ration. Now I would love to see how I could get this item in the hands of users. Not only am I very interested in your reaction on the ratio but I would greatly appreciate your advice regarding how to marketed and distributed the tool. I do have some ideas. Can you call me? My number is 971 222 7106. Please find enclosed a copy of the matrix and the legend as well as an example application demonstrating its use.

Warm regards, Derry Jackson

8324 N. Hudson St   Portland, OR 97203
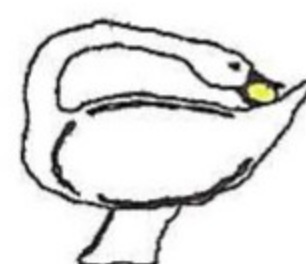
Ball–Strike Ratio

<u>The objective</u>: To account for the hitter's decision on swinging or looking given balls or strikes.

<u>The approach</u>: The batter is penalized if he "looks" at a strike. The batter get a "1" in the tally. If he swung at a strike the hitter is rewarded with a mark of "0" in the tally. If balls are thrown, the hitter is penalized "1" in the tally if swung at a ball, and rewarded "0" if looks at a ball. In situations, hitters are awarded "0's" if a play was called. For example, if a ball thrown and the hitter swung since a "hitter-n-run" call was on.

The matrix can be bounded in a fashion such as to allow the hitter to maintain a running tally in order to calculate the appropriate Ball-Strike Ratio. The matrix can be maintained simultaneously with the "at-bat." If the hitter lacks the support of a recorder, he can recount the at-bat as best he can after the fact. I am working on a methodology that allows the batter to maintain the tally while standing in the batter's box. See the bottom of the matrix to decode the symbols, also to learn how to process the ratio.

<u>The result</u>: Much like the batting average, the Ball-Strike Ratio can be used to gage the developing discipline of the hitter. In the case of batting averages, the ideal quest naturally is to hit 1000 (1.000). The Ball-strike Ratio is opposite in the sense that the ideal ratio is "zero", .000. So the closer the hitter approaches a "zero Ball-Strike Ratio" the better a batter he is as reflected in an absolute diagnostic analysis of their documented at-bats.

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Each scoring block has columns numbered 1 through 14, with rows labeled on the left side as **Date:**, **At-Bat:** and on the right side for the middle columns as **Pitch**, **Action**, **Result**, **Tally**. The right-hand blocks are labeled **:Date** and **:At-Bat**.

(Eight pairs of blank 14-column scoring grids are arranged in two columns down the page.)