

COMMAND

OFFICIAL VISUAL USER GUIDE

VERSION 2.0

**BUILD SMARTER PLAYERS.
BUILD SMARTER COACHES.
WIN MORE BASEBALL GAMES.**

THE HOME OF BASEBALL INTELLIGENCE

WELCOME TO COMMAND

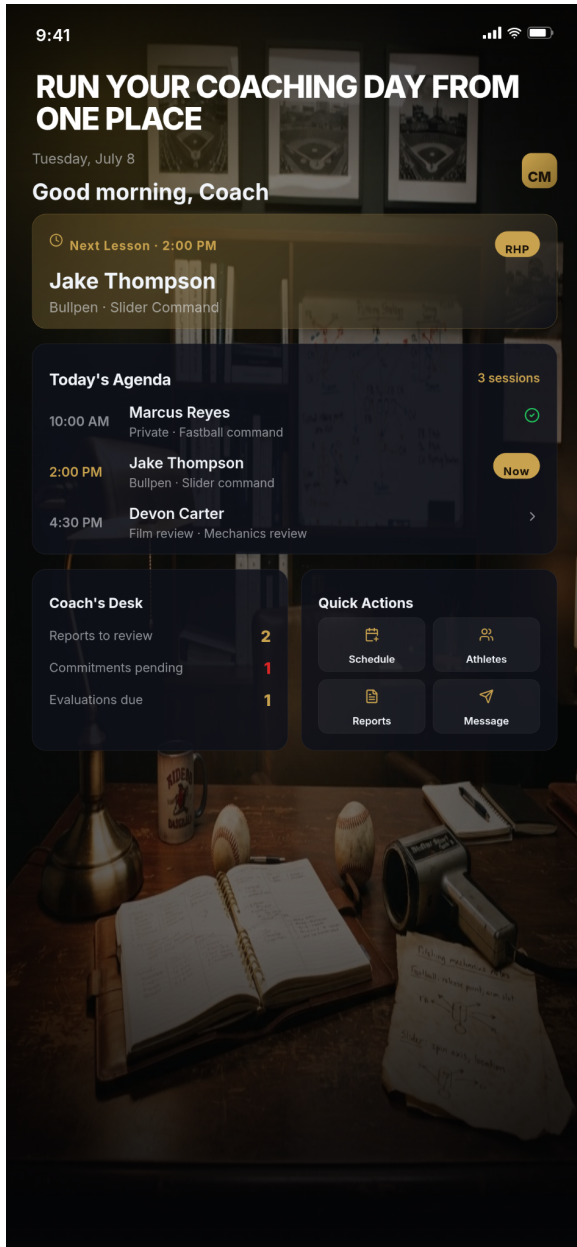
Command brings athletes, communication, training, scheduling, and player development into one connected coaching system.

THE COMMAND CENTER is where coaches run the program. **THE LOCKER ROOM** is where the team connects. **MY LOCKER** is the athlete's personal development space.

You do not need to use every feature on day one. Start with your team, add athletes, communicate, assign work, and begin building development history.

Coaches can tell players how to play the game. Command helps players think the game.

1. RUN YOUR COACHING DAY FROM ONE PLACE



Command Center dashboard

THE COMMAND CENTER

This is the coach's home base. The dashboard is designed to answer the first question of the day: **What needs my attention?**

NEXT LESSON

Your next scheduled session is surfaced prominently so you can move directly into the athlete and lesson workflow.

TODAY'S AGENDA

Review the day's sessions, current lesson, and upcoming work without jumping between screens.

COACH'S DESK

Action counts surface reports to review, pending commitments, and evaluations that are due.

QUICK ACTIONS

Use Schedule, Athletes, Reports, and Message as direct entry points into common coaching tasks.

2. COACH QUICK START

1. Sign in with your coach account and enter the Command Center.
2. Review or create the team or development group you will use.
3. Check Athlete Licenses and confirm your available balance.
4. Purchase licenses if you plan to add new athletes and have zero available.
5. Select New Athlete and create the athlete profile.
6. Open the athlete profile and review the development information.
7. Send your first message.
8. Create or assign your first workout or program.
9. Schedule a lesson or review the calendar.
10. Use Active Session and Finish Session to begin building coaching history.

TIP

Do not try to configure every feature before you coach. Command becomes more useful as real lessons, reports, messages, workouts, and development activity accumulate.

3. KNOW EVERY ATHLETE BEFORE YOU COACH



Athlete development profile

THE ATHLETE PROFILE

The athlete profile is the central coach view of the player. It gives development context before the next conversation or lesson.

CURRENT FOCUS

Use the current focus to keep the athlete and coach aligned on the most important development priority.

DEVELOPMENT PLAN

Track the athlete's phase and short-term goals. The plan should make the next development priorities easy to understand.

RECENT REPORTS

Open prior coaching updates to review repeated coaching points and recent progress.

JOURNEY

The development journey creates a timeline of focus changes, milestones, evaluations, and other meaningful development events.

4. ATHLETE LICENSES & MANAGING ATHLETES

Command uses a coach-paid athlete licensing model. Athletes and parents are not asked to purchase access.

WHAT A LICENSE DOES

One Athlete License is assigned when a coach creates a new coach-athlete relationship in Command.

PURCHASING LICENSES

Open Athlete Licenses from the coach experience. On iOS, complete purchases through Apple's in-app purchase system. PURCHASED is total credits purchased; ASSIGNED is credits in use; AVAILABLE is unused credits; GRANDFATHERED identifies existing athletes preserved during the licensing rollout.

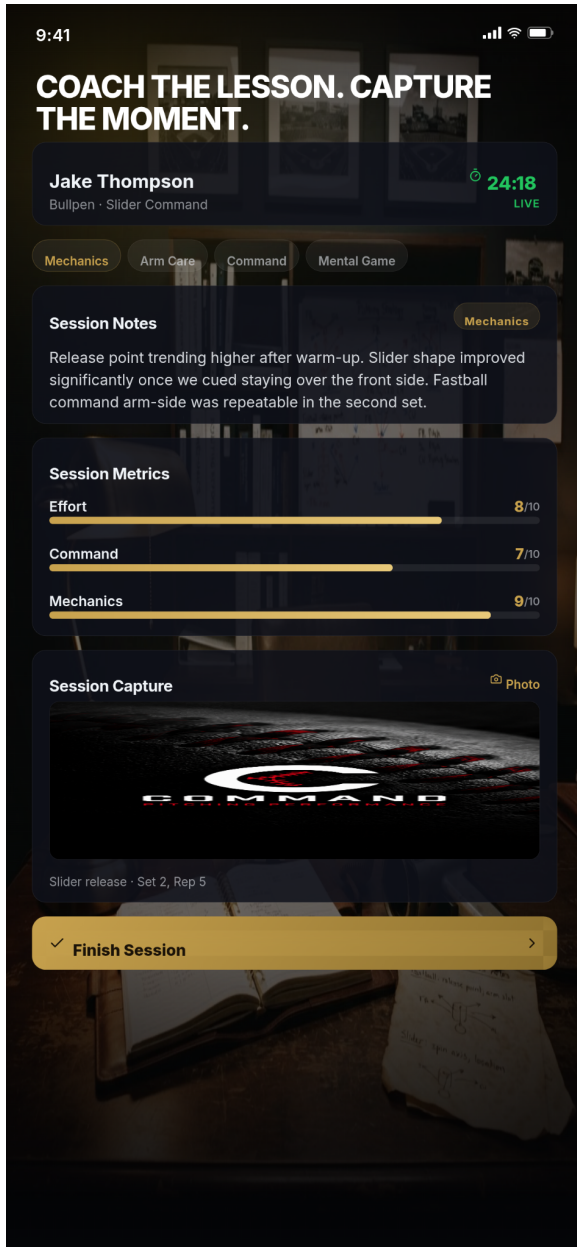
ADDING AN ATHLETE

Select NEW ATHLETE. Command checks the available license balance before the creation form opens. Enter the requested athlete information and continue the athlete journey.

ARCHIVE VS. DELETE

Archive an athlete when you want to preserve the development relationship and history. Delete only when you truly intend to remove the athlete record. Move an existing athlete to the correct team rather than creating a duplicate profile.

5. COACH THE LESSON. CAPTURE THE MOMENT.



Active Session workspace

ACTIVE SESSION

The live coaching workspace keeps the lesson connected to notes, focus areas, metrics, and captured media.

SESSION NOTES

Record what you see and what changed. Keep the notes specific enough to make the final coaching update useful.

SESSION METRICS

Use available metrics to create consistent context across sessions. Metrics support the coaching conversation; they do not replace it.

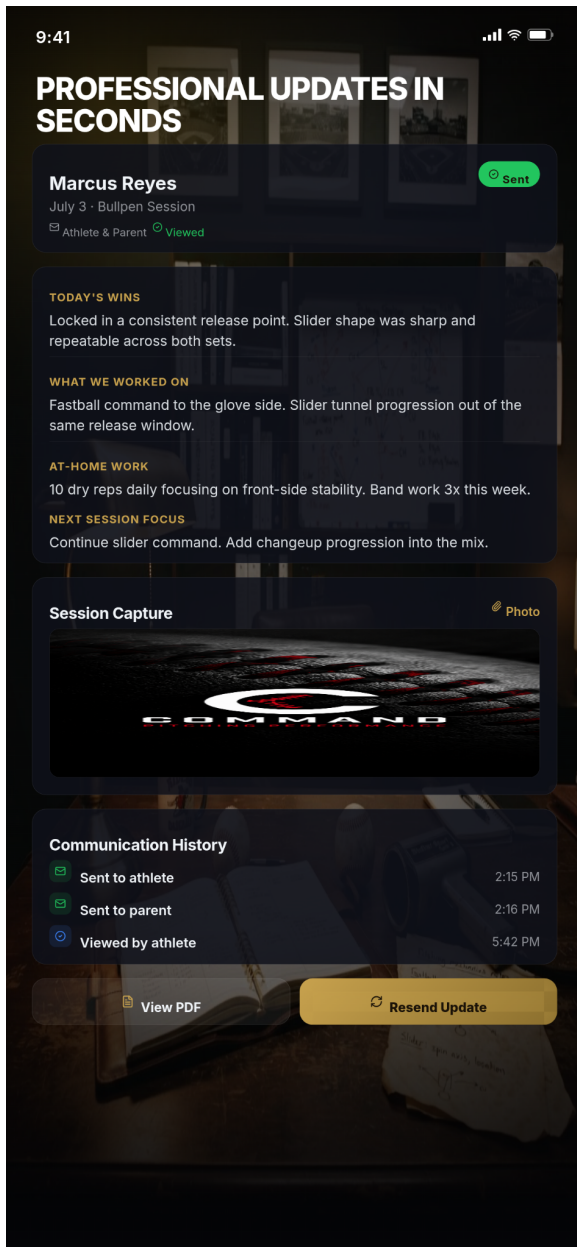
SESSION CAPTURE

Add photos during the lesson when visual context will help the athlete understand the coaching point. Included photos can carry into the resulting lesson report.

FINISH SESSION

When the lesson is complete, select Finish Session and review the information before preparing the coaching update.

6. PROFESSIONAL UPDATES IN SECONDS



Completed coaching update

COACHING UPDATE

Write for the athlete. Make the priorities clear. Explain what mattered today and what matters next.

TODAY'S WINS

Identify progress and reinforce what the athlete did well.

WHAT WE WORKED ON

Summarize the primary lesson focus in clear baseball language.

AT-HOME WORK

Give the athlete specific work that can be completed away from the lesson.

NEXT SESSION FOCUS

Create continuity by stating what you expect to address next.

COMMUNICATION HISTORY

Review delivery and view history where available. Resending updates the existing report communication history rather than creating a duplicate report.

7. WORKOUTS, MESSAGING, CALENDAR & LESSONS

WORKOUTS AND TRAINING

Command supports team and individual development work. Use team assignments for shared work such as arm care, recovery, throwing preparation, or a development plan. Use individual assignments when work is specific to one athlete's needs.

MESSAGING

Use direct messages for athlete-specific feedback, lesson follow-up, workout questions, and development conversations. Use team communication for information that applies to the group. Keep private development feedback in individual conversations or coaching updates.

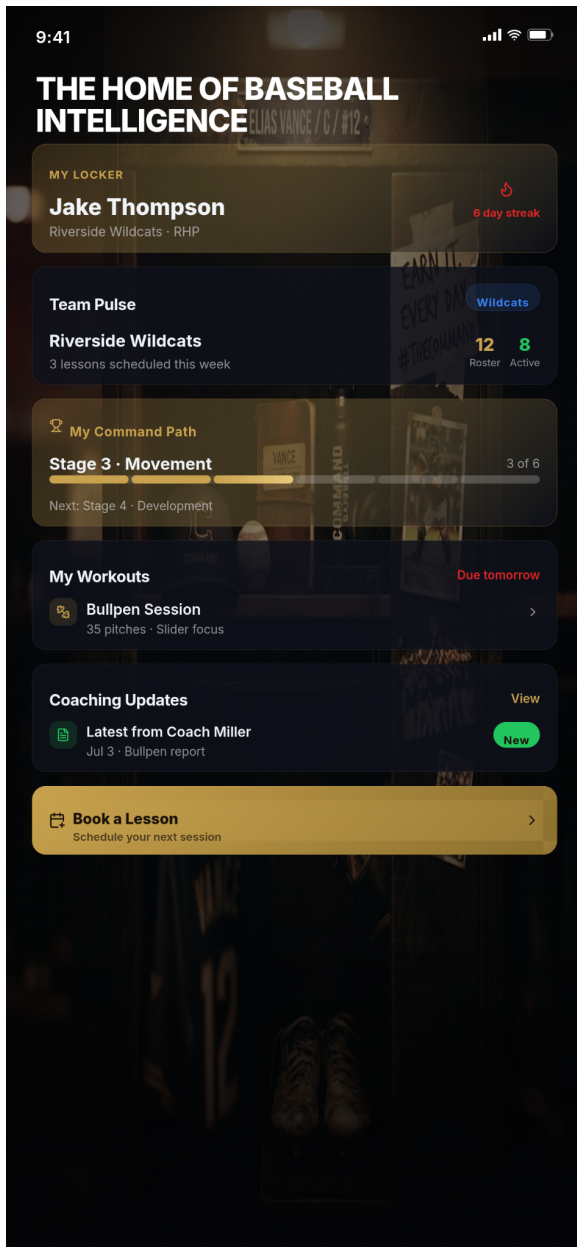
CALENDAR

Coaches can schedule lessons and review upcoming activity. Athletes see their own lesson information and player-safe previews; coach-only controls are not part of the athlete calendar experience.

BOOK A LESSON

Where booking is enabled, athletes can use Book a Lesson to access the coach's configured scheduling experience.

8. THE ATHLETE EXPERIENCE: MY COMMAND



Athlete My Command experience

MY LOCKER

The athlete's private Command environment. It is scoped to the current athlete and is not a public roster browser.

TEAM PULSE

Shows useful team context and activity so the athlete can stay connected to the group.

MY COMMAND PATH

Gives the athlete a visible sense of development progress and what stage comes next.

MY WORKOUTS

Surfaces assigned work and due-date context. Athletes should use this area to understand what they are responsible for next.

COACHING UPDATES

The athlete can review lesson reports and coaching updates tied to their own development relationship.

BOOK A LESSON

Where enabled, the athlete can move directly into the coach's scheduling experience.

9. ATHLETE QUICK START

Your coach manages your Command access. You are not asked to purchase an Athlete License.

1. Open the Locker Room and review Team Pulse.
2. Read From the Coach and any new announcements.
3. Open My Locker and become familiar with your personal space.
4. Check My Workouts and Up Next.
5. Review Coaching Updates and previous reports.
6. Check your calendar for lessons.
7. Use Messages when you need to communicate with your coach.
8. Use Team Media appropriately for your team.
9. Return to Command regularly as your coach adds new work and development information.

DON'T JUST DO THE WORK. UNDERSTAND THE WORK.

10. NOTIFICATIONS & COMMON QUESTIONS

NOTIFICATIONS

Command may surface in-app and email notifications for messages, workouts, reports, and program communication. If expected communication is missing, verify saved contact information and device notification settings. Coaches should also confirm the intended recipient when sending a coaching update.

Why can't I add a new athlete?

If AVAILABLE is zero, purchase additional Athlete Licenses.

Do athletes pay for Command access?

No. Coaches purchase and assign Athlete Licenses.

Should I recreate an athlete when they change teams?

No. Move the existing athlete relationship to the appropriate team.

Should I delete an athlete who leaves?

Usually archive the athlete if you want to preserve development history.

Can athletes see another player's Locker?

No. My Locker is scoped to the current athlete.

Can athletes create coaching reports?

No. Coaches create coaching updates and lesson reports.

Why does the License Store say Available in iOS App?

Apple in-app purchasing requires the native iOS app. A browser or web preview cannot complete the Apple purchase flow.

Can I resend a report?

Yes. Use the resend flow from athlete reports or global reports.

THE COMMAND PHILOSOPHY

Baseball players receive more information than ever before.

Data. Video. Metrics. Reports. Workouts. Drills.

Technology has made it easier to give players information. That does not automatically create smarter players.

Players should understand their development. They should understand what they are working on. They should understand why they are working on it. They should be able to look back and recognize patterns in their own development.

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