

4.5.3 Entering vertical and lateral pitch for thumb

https://www.youtube.com/embed/fV6mpL92qgs?si=JWuEWy9rxomxlr_L

4.5.3 measurement

Thumb pitch works exactly like finger pitch — you enter it into the **pitch tiles** around the thumb hole, and the tile *is* the direction. There's no direction to select from a dropdown. For the full mechanics of the pitch tiles, see **4.4.3**; for the terminology, see **4.1.4**.

How the Thumb Pitch Tiles Work

-  **Forward** — points toward the **center of the ball**. Enter forward pitch in the forward tile.
-  **Reverse** — points toward the **outside of the ball**. Enter reverse pitch in the reverse tile.
-  **Lateral** — the **Left** and **Right** tiles, by position.

Forward/reverse and lateral are separate tiles, so the thumb can carry both at once. The thumb and fingers are fitted independently — it's normal to have reverse on the thumb and something different on the fingers.

Note: To apply a pitch against a tile's default direction (for example, **Right** pitch on the left-side tile), scroll to the absolute bottom of that tile's drop-down for the cross-direction values listed as  Rx, where  x is the desired pitch.

Thumb Pitch Is Manual

Thumb pitch is manual data entry — there's no automation and no error validation behind these fields. Spectre records exactly what you type.

Entering Thumb Pitch

1. In the thumb section, locate the pitch tiles around the thumb hole.
2. Enter the **forward or reverse** value in the correct tile (forward = toward the center of the ball, reverse = toward the outside).
3. Enter the **lateral** value in the **Left** or **Right** tile.
4. Review both before saving.

Related Sections

- 4.4.5 — Inputting finger pitch (the pitch-tile mechanics)
- 4.1.4 — Pitch terminology: Forward, Reverse, Lateral, Zero
- 4.5.4 — Thumb insert type and size

Tip: Because forward points to the center of the ball and reverse to the outside, the sheet layout tells you the direction — no sign convention to memorize. Enter each value in the tile that matches the direction you measured, and read it back since nothing here is validated.

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