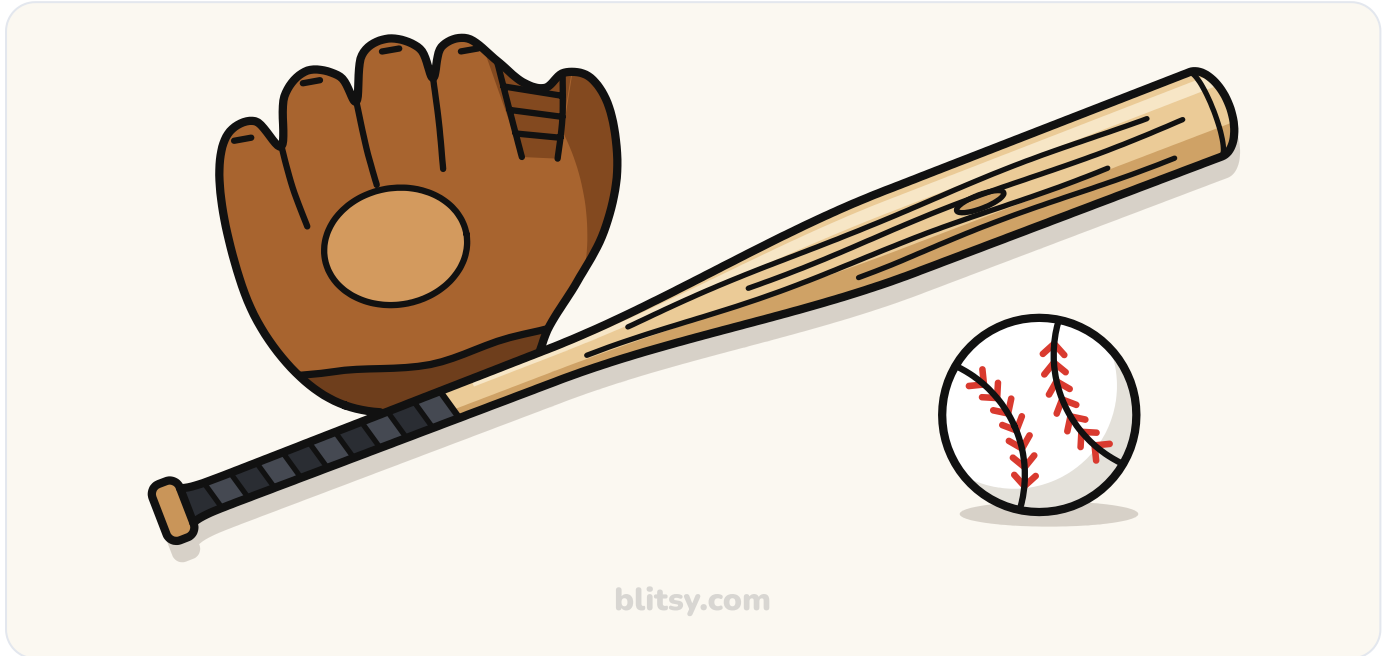


How to Draw a **Baseball Bat**

12 easy steps for beginners



What you'll need

- A pencil
- An eraser
- A ruler
- A black pen
- Colored pencils

How to use this guide

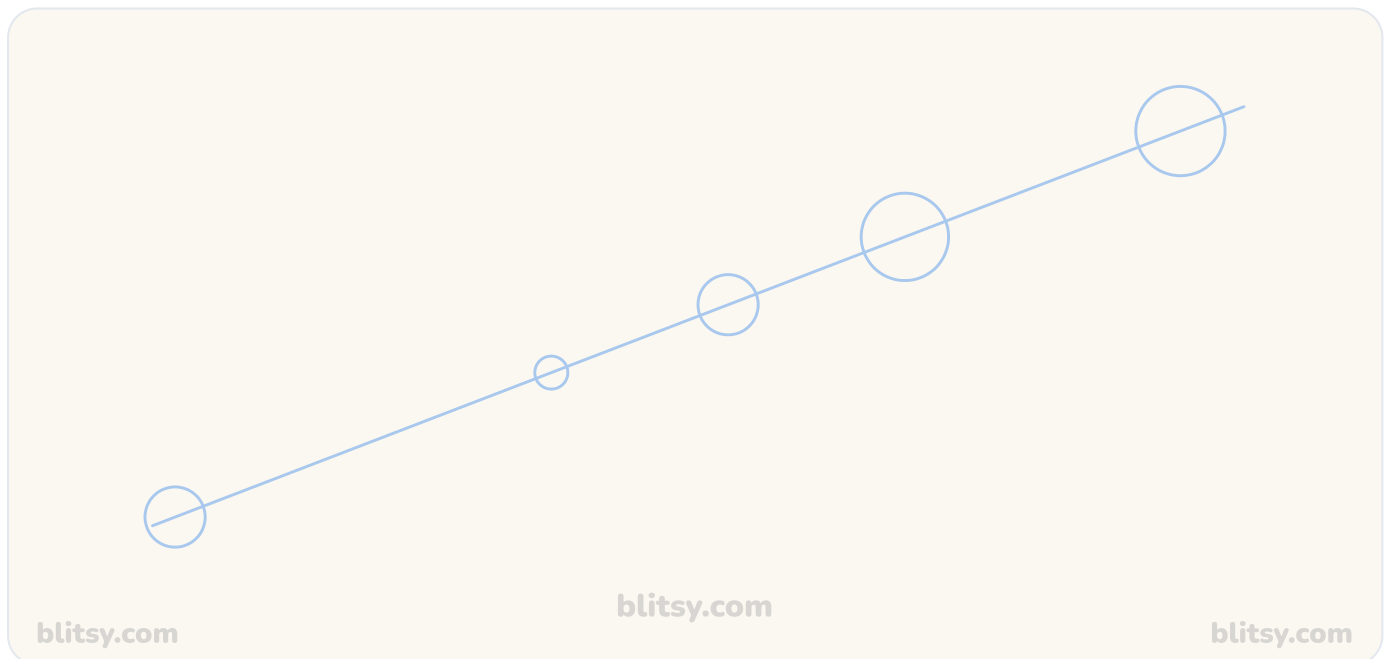
New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

[Read the full tutorial online →](#)

STEP 1 Rule one long slanted centre line

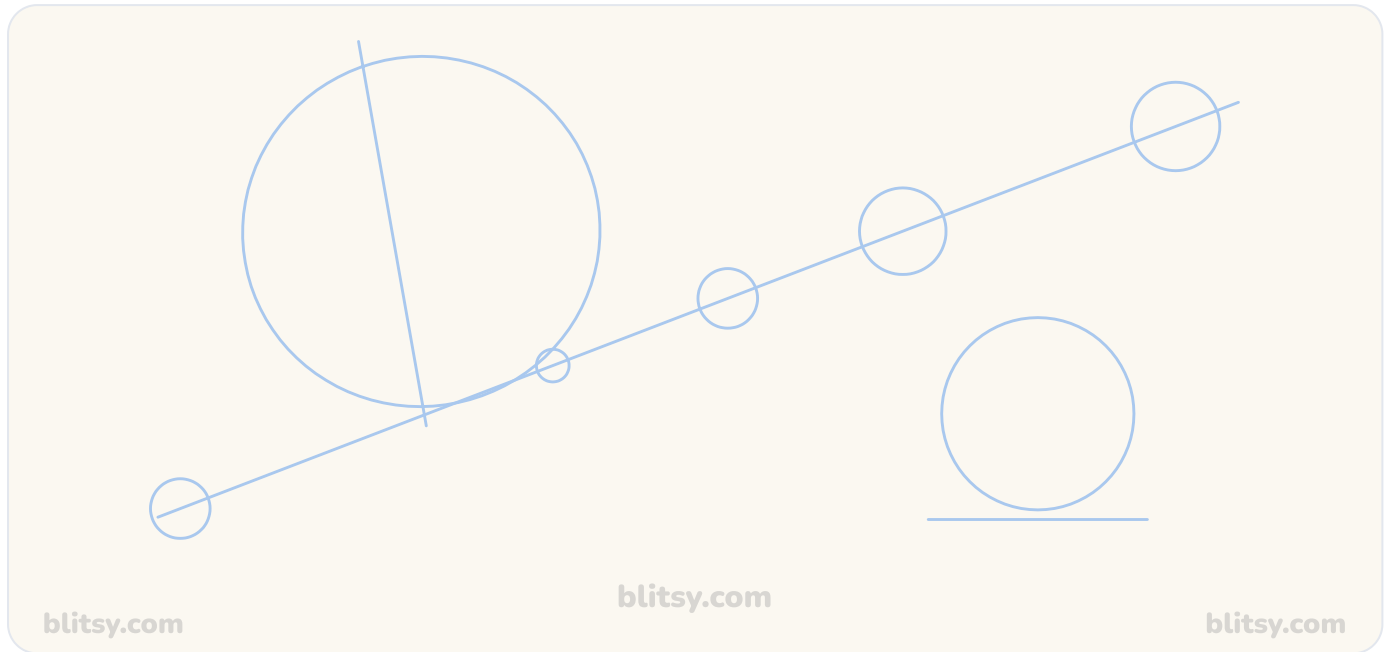
Lay the ruler from the lower left of the page to the upper right and draw a light line nearly corner to corner. Every part of the bat hangs on this line. I keep the slant gentle, about the angle of a playground slide, because a steep line leaves no room for the glove.

 **Tip:** Press so lightly you can barely see it; this line disappears later.

STEP 2 Space out guide circles that shrink toward the handle

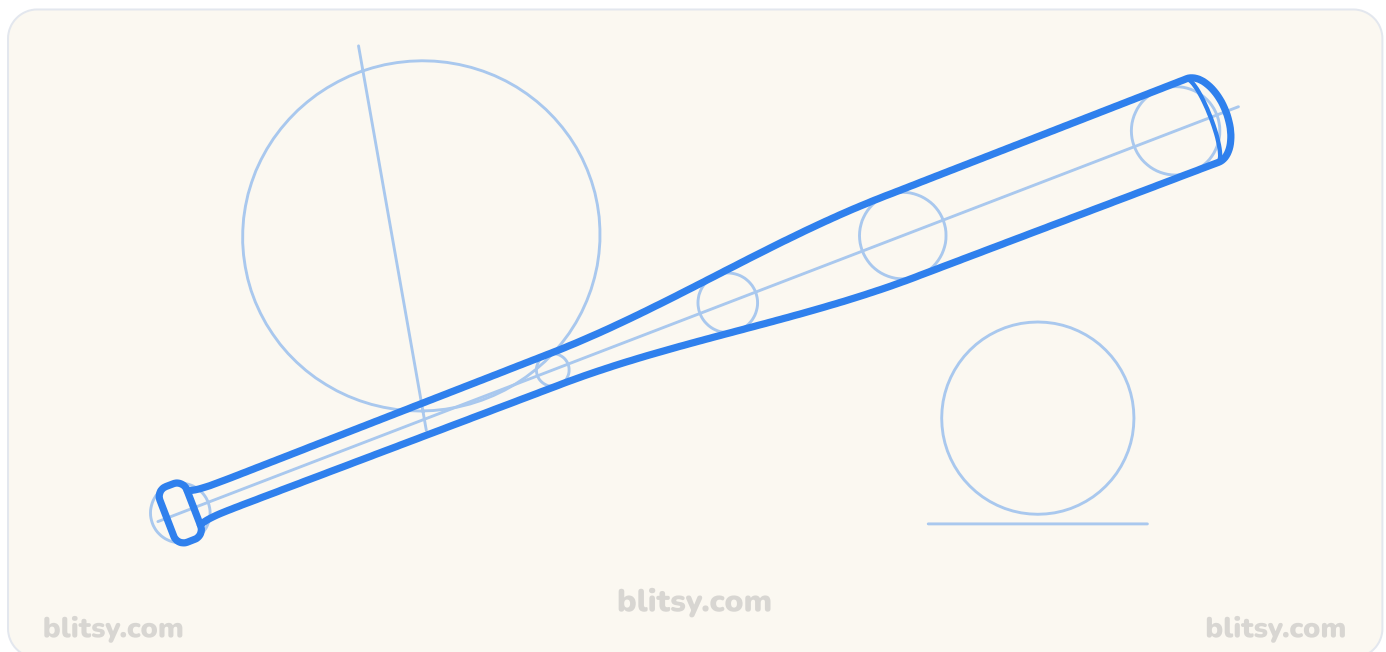
Place five circles on the line. Draw a big one near the top end and a second big one about two thirds of the way up. A middle-sized circle goes near the halfway point, a tiny one a third of the way up, and a small one at the very bottom for the knob. These circles hold the whole taper.

 **Tip:** Draw the two barrel circles first, then make each new one smaller than the last.

STEP 3 Add guides for the ball and the glove

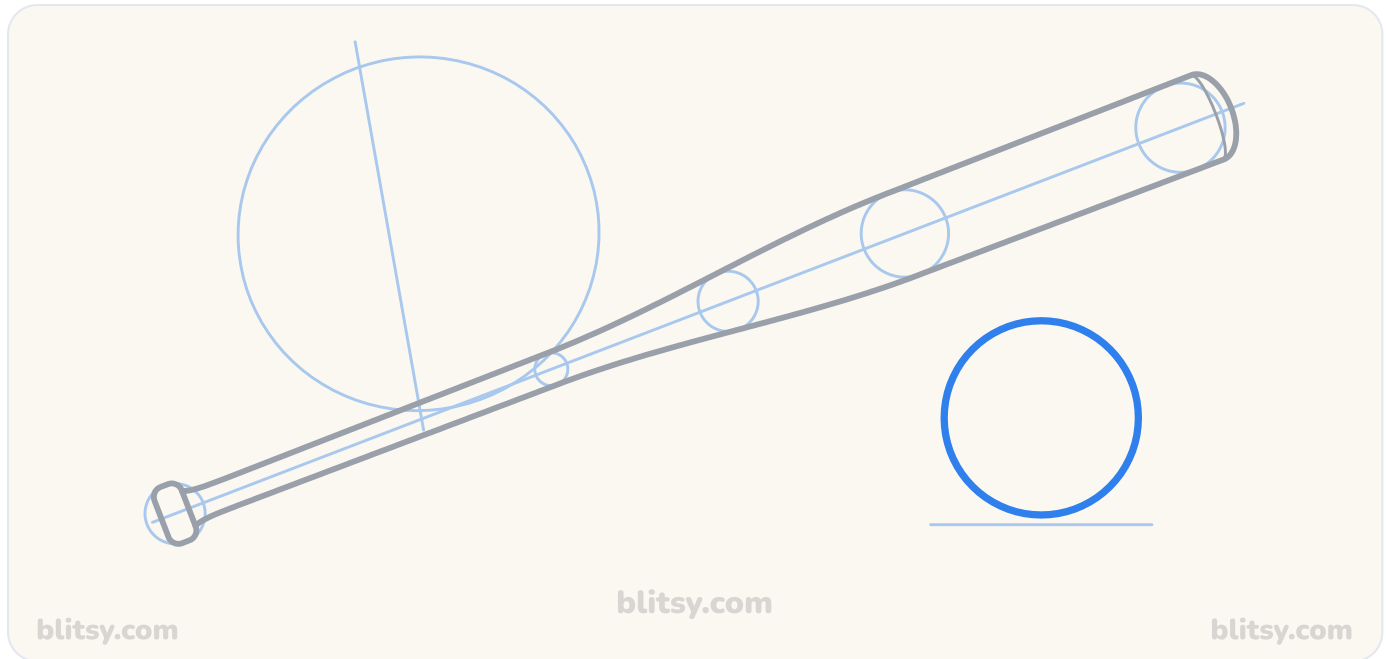
Under the barrel, draw a circle a little wider than the barrel is thick, with a short flat line under it for a floor. Above the handle, sketch a big circle for the glove with a tilted line through it. Let that circle touch the handle; the glove will rest behind the bat.

 **Tip:** Keep a gap between the ball and the bat so they never touch.

STEP 4 Draw the tapered outline of the bat

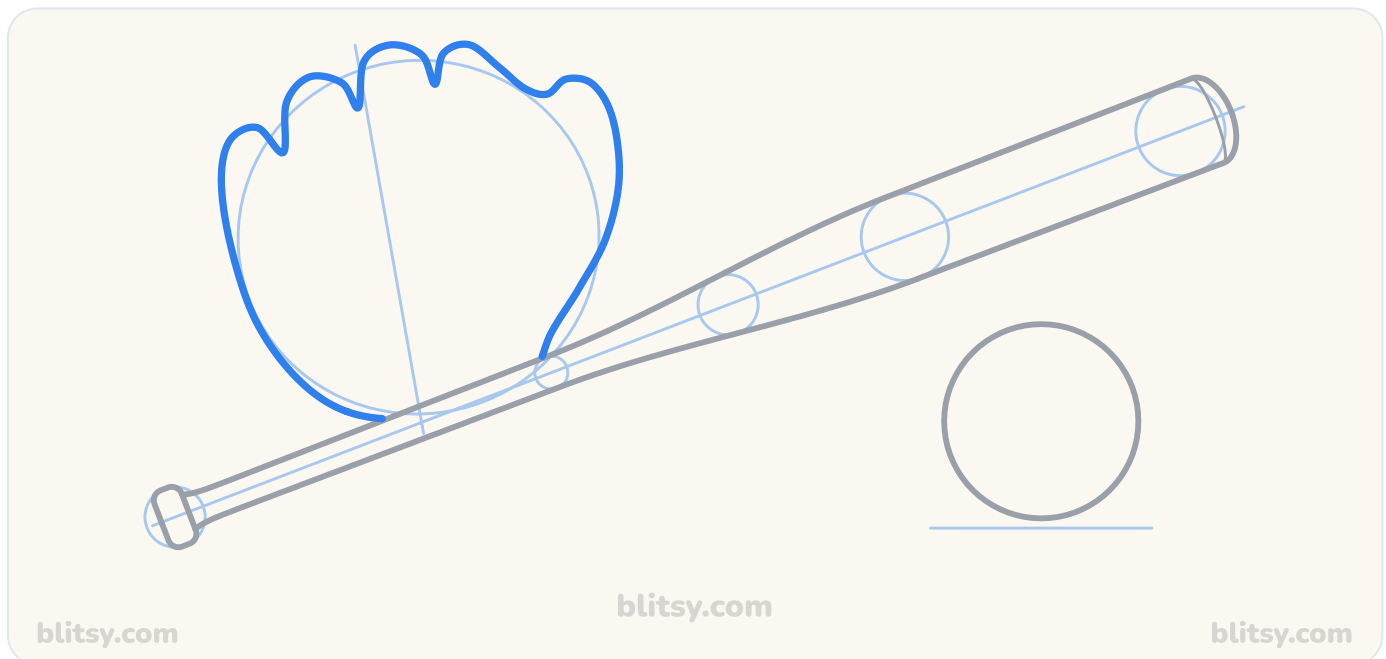
Here comes the important line. Run along the top edges of the two big circles, then slide down so the line just touches the middle and tiny ones. Below the tiny circle, keep the handle thin and straight. Repeat on the bottom edge, round off the barrel end and add a small rounded box for the knob.

 **Tip:** Let the outline bend slowly; a sudden step in the taper looks like two bats glued together.

STEP 5 Trace the round baseball

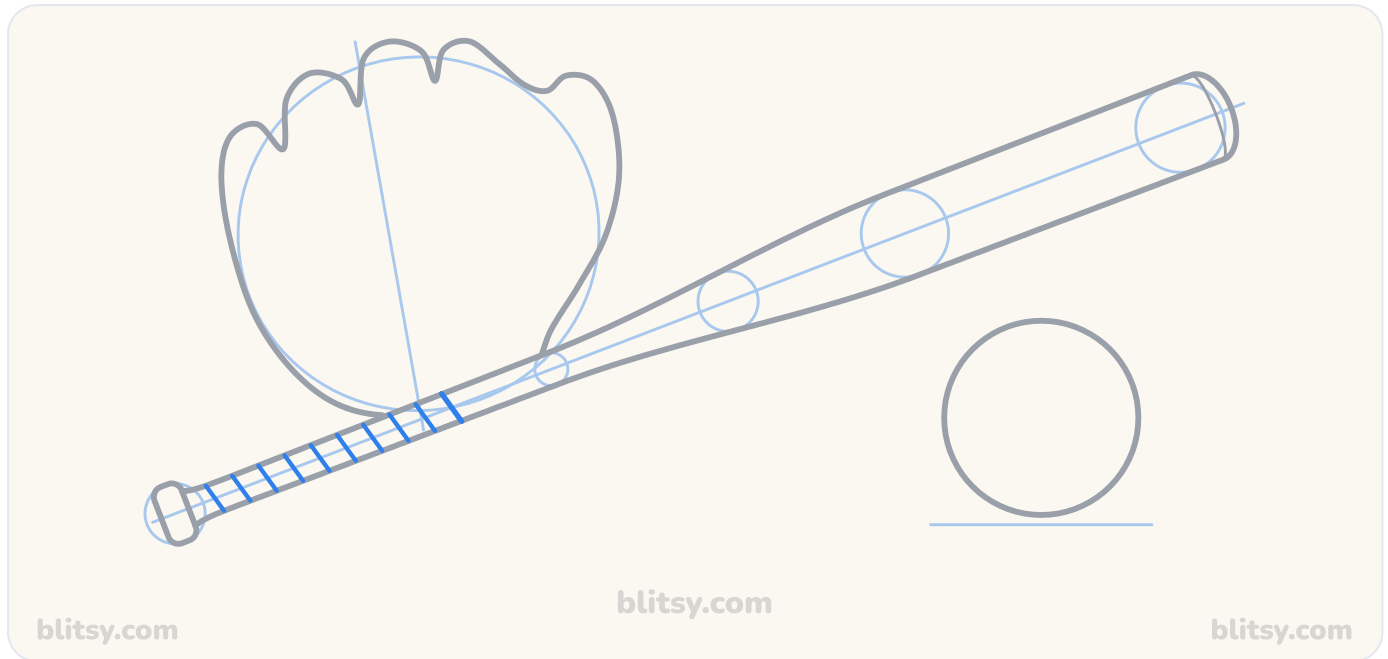
Go over the ball guide with a smooth line. Most beginners draw it in short scratchy strokes, and the ball ends up fuzzy. I turn the paper so my hand can sweep around the curve in two or three long moves.

 **Tip:** Draw the circle in two halves, top and bottom, if one sweep feels shaky.

STEP 6 Outline the glove behind the handle

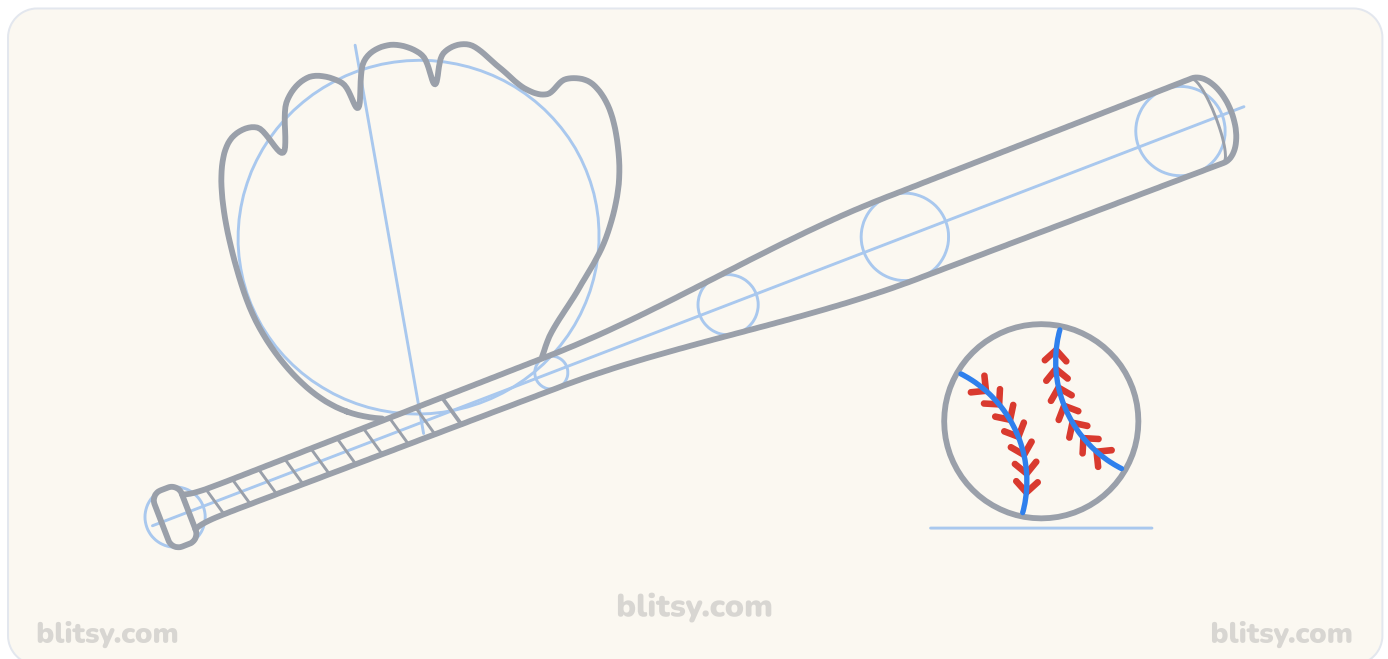
Start at the bottom left of the glove circle and go up into four rounded fingertips, the middle ones a little taller. After the fourth finger, dip into a shallow notch, then rise into a wide thumb on the right. Curve back down and stop where the line meets the bat, since the glove sits behind it.

 **Tip:** Make the fingers short and puffy; long thin fingers turn the glove into a hand.

STEP 7 Wrap the handle in grip tape

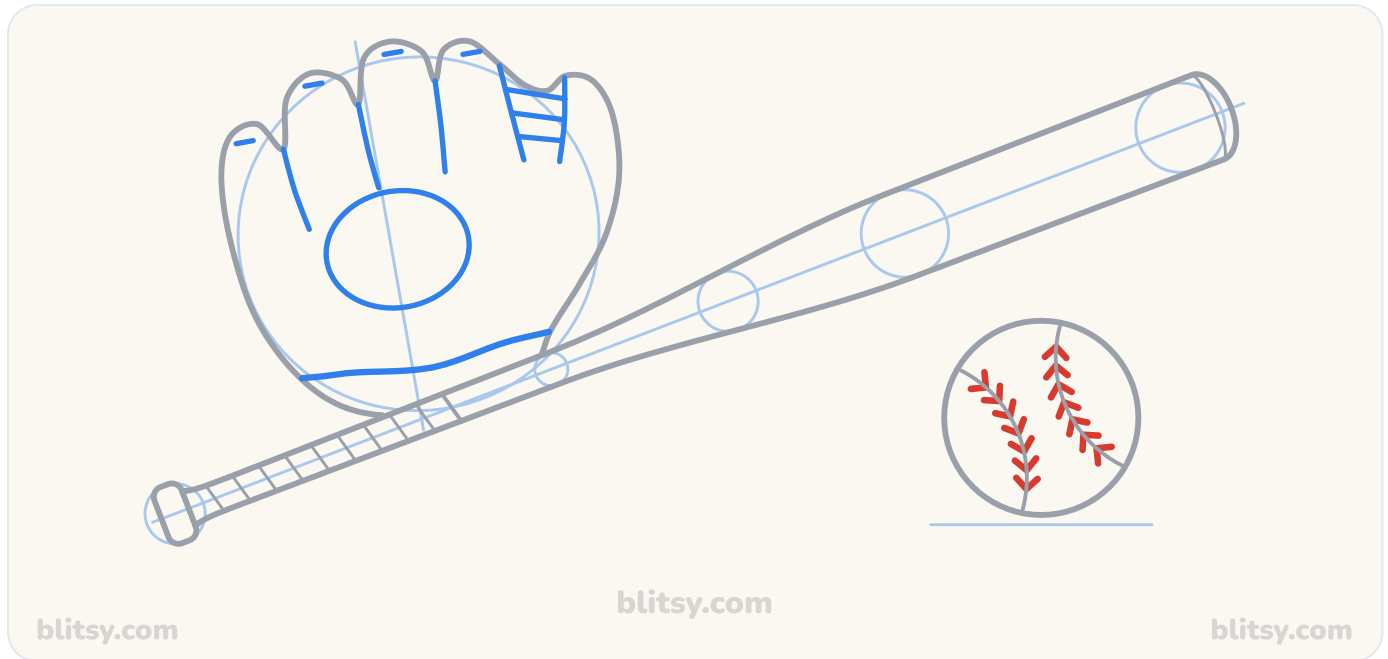
About a third of the way up from the knob, draw a slanted line across the handle where the tape ends. Between the knob and that line, add nine more slanted lines, evenly spaced and all leaning the same way. They read as tape wound around the handle.

 **Tip:** Lean every wrap line the same direction, or the tape looks twisted.

STEP 8 Draw the seams and the red stitches

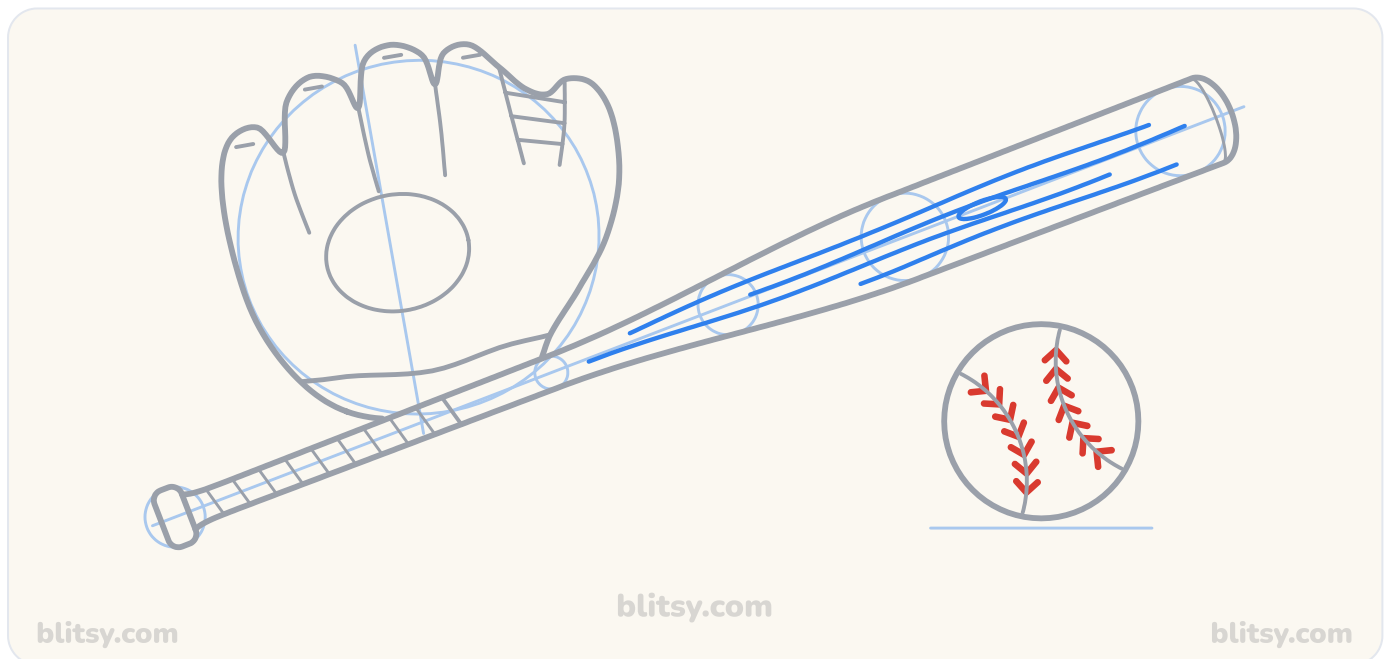
A baseball has two seams that curve toward each other like a pair of brackets. Draw one curve on each half of the ball, both bending in toward the middle. Then take your red pencil and add small V marks along each seam, about eight per seam, with the points all aimed the same way.

 **Tip:** Keep the stitches short; long Vs crowd the ball and start to look like feathers.

STEP 9 Add the glove pocket, finger lines and wrist strap

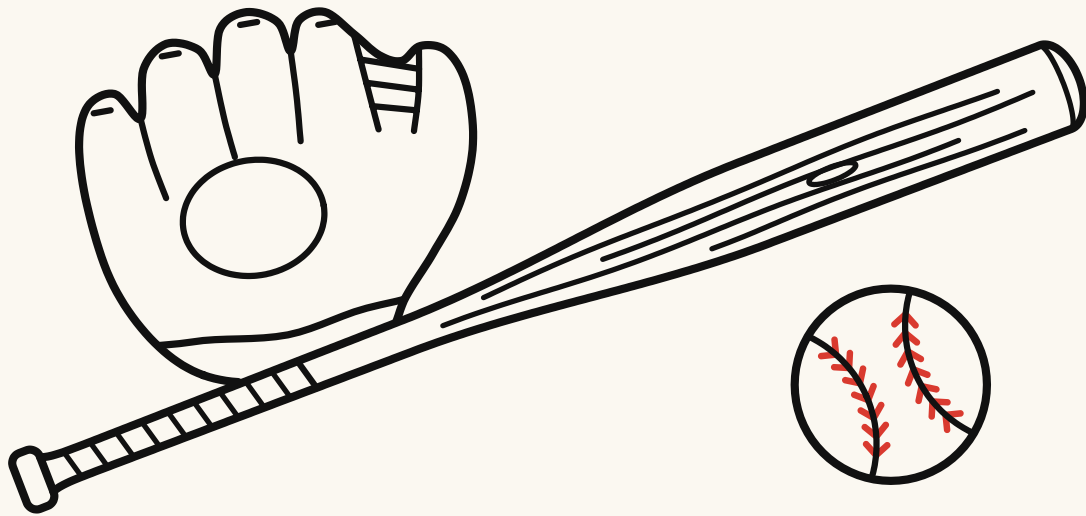
Draw an oval in the palm for the pocket, where the ball lands. Three curved lines run from the gaps between the fingers toward it. In the notch beside the thumb, draw two side lines with three short laces across them for the webbing. A wavy line across the bottom marks the wrist strap.

 **Tip:** Stop the finger lines before they reach the pocket so the palm stays open.

STEP 10 Sketch the wood grain

Grain runs along the length of the bat, so draw four long, gently wavy lines from the taper up to the barrel, starting and stopping at different spots. Add one small oval knot near the top. Leave the handle bare, since the tape covers it.

 **Tip:** Fewer grain lines look cleaner than many; four is plenty for this size.

STEP 11 Ink the drawing and erase the guides

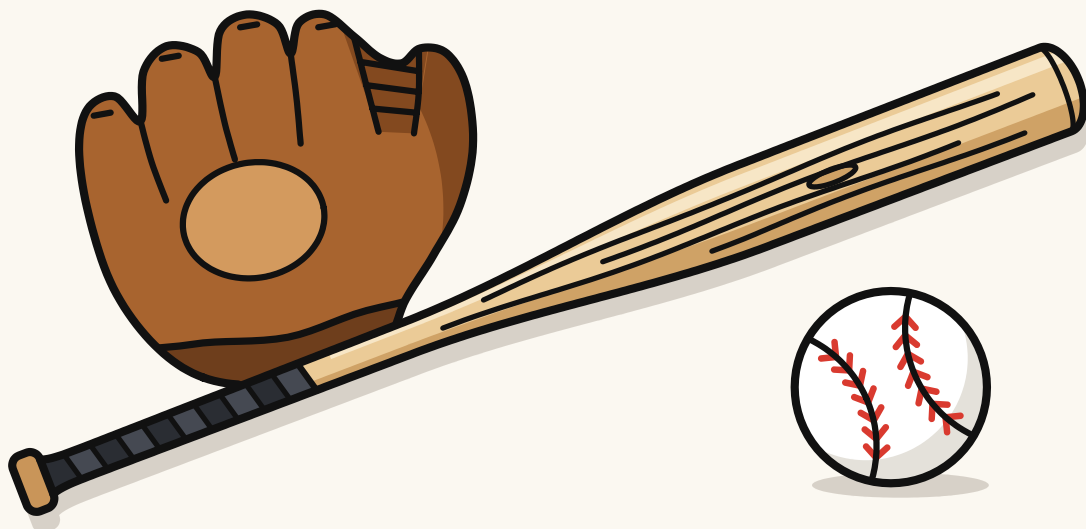
blitsy.com

blitsy.com

blitsy.com

Trace every keeper line with the black pen, going slowly around the knob and the fingertips. When the ink is dry, erase the centre line, all the circles and the floor line under the ball. The red stitches stay as they are.

 **Tip:** Test the ink with a fingertip in a corner before you start erasing.

STEP 12 Color the bat, the ball and the glove

blitsy.com

blitsy.com

blitsy.com

Fill the bat with light tan, then add light brown along its lower edge so it looks round. Color the tape black and the knob a warm brown. The glove gets brown, with dark brown on the thumb side and the strap and a lighter orange-brown in the pocket. Leave the ball white with a hint of gray at the bottom.

 **Tip:** Color the bat along its length, not across it, so the strokes look like wood.