PITCH? Chart

LHB	1	2	3	4	5	RHB
HBP?	111	111	111	111	111	HBP?
BB?	213	213	213	213	213	BB?
WP/PB?	215	215	215	215	215	WP/PB?
K?	326	326	326	326	326	K?
LHB	1	2	3	4	5	RHB
FOUL?	345	344	343	342	341	FOUL?
POP	362	356	354	352	345	POP
LHB	1	2	3	4	5	RHB
SOFT? [p]	363	361	355	353	346	SOFT? [p]
SOFT? [c]	364	362	356	354	351	SOFT? [c]
SOFT? [3b]	365	363	361	355	352	SOFT? [1b]
SOFT? [ss]	366	364	362	356	353	SOFT? [2b]
SOFT? [2b]	413	411	365	363	355	SOFT? [ss]
SOFT? [1b]	416	413	411	365	361	SOFT? [3b]
LHB	1	2	3	4	5	RHB
GB [p]	424	421	415	413	364	GB [p]
GB [3b]	432	424	421	414	365	GB [1b]
GB [ss]	444	436	426	422	412	GB [2b]
GB [2b]	465	456	445	436	425	GB [ss]
GB [1b]	523	513	462	452	436	GB [3b]
LHB	1	2	3	4	5	RHB
HARD? [p/cf]	524	514	463	453	441	HARD? [p/cf]
HARD? [3b/lf]	525	515	464	454	442	HARD? [1b/rf]
HARD? [ss/lf]	526	516	465	455	443	HARD? [2b/rf]
HARD? [ss/cf]	531	522	511	461	446	HARD? [2b/cf]
HARD? [2b/cf]	533	524	514	464	454	HARD? [ss/cf]
HARD? [2b/rf]	535	526	521	512	462	HARD? [ss/lf]
HARD? [1b/rf]	541	533	526	522	513	HARD? [3b/lf]
LHB	1	2	3	4	5	RHB
LINE? [p/cf]	542	534	531	523	515	LINE? [p/cf]
LINE? [3b/lf]	543	536	533	526	522	LINE? [1b/rf]
LINE? [ss/lf]	545	542	535	532	524	LINE? [2b/rf]
LINE? [ss/cf]	551	544	541	535	531	LINE? [2b/cf]
LINE? [2b/cf]	553	546	544	543	536	LINE? [ss/cf]
LINE? [2b/rf]	555	552	546	545	543	LINE? [ss/lf]
LINE? [1b/rf]	561	555	554	554	552	LINE? [3b/lf]
LHB	1	2	3	4	5	RHB
FLARE? [lf]	563	561	555	555	553	FLARE? [lf]
FLARE? [cf]	613	611	565	564	561	FLARE? [cf]
FLARE? [rf]	615	613	611	565	562	FLARE? [rf]
LHB	1	2	3	4	5	RHB
FB [cf]	623	621	615	613	565	FB [cf]
FB [lf]	632	625	623	616	612	FB [rf]
LHB	1	2	3	4	5	RHB
DRIVE? [rf/rfl]	633	631	625	623	615	DRIVE? [lf/lfl]
DRIVE? [rf/rcf]	635	634	633	632	625	DRIVE? [lf/lcf]
DRIVE? [cf/rcf]	636	636	635	634	633	DRIVE? [cf/lcf]
DRIVE? [cf/lcf]	641	641	636	636	636	DRIVE? [cf/rcf]
DRIVE? [lf/lcf]	642	642	642	642	642	DRIVE? [rf/rcf]
DRIVE? [lf/lfl]	643	643	643	643	643	DRIVE? [rf/rfl]
LHB	1	2	3	4	5	RHB
FLY? [rf/rfl]	644	644	644	644	644	FLY? [lf/lfl]
FLY? [rf/rf]	651	651	651	651	651	FLY? [lf/lf]
FLY? [rf/rcf]	653	653	653	653	653	FLY? [lf/lcf]
FLY? [cf/rcf]	655	655	655	655	655	FLY? [cf/lcf]
FLY? [cf/cf]	661	661	661	661	661	FLY? [cf/cf]
FLY? [cf/lcf]	662	662	662	662	662	FLY? [cf/rcf]
FLY? [lf/lcf]	664	664	664	664	664	FLY? [rf/rcf]
FLY? [lf/lf]	665	665	665	665	665	FLY? [rf/rf]
FLY? [lf/lfl]	666	666	666	666	666	FLY? [rf/rfl]
LHB	1	2	3	4	5	RHB

PITCH? MATRIX

	ACE	AVERAGE	HITTABLE
STAR	3	4	5
AVERAGE	2	3	4
SLAP	1	2	3

BB? MATRIX

	CONTROL	AVERAGE	WILD
PATIENT	3	4	5
AVERAGE	2	3	4
AGGRESSIVE	1	2	3

K? MATRIX

	FLAT	AVERAGE	NASTY
FREE	3	4	5
AVERAGE	2	3	4
CONTACT	1	2	3

WP/PB? MATRIX

	SLICK	AVERAGE	STONE
WILD	3	4	5
AVERAGE	2	3	4
CONTROL	1	2	3
With no one on base, treat as a BB? Result			

FLY? MATRIX

	STINGY	AVERAGE	GOPHER
POWER	3	4	5
AVERAGE	2	3	4
BANJO	1	2	3

CLOSE? MATRIX

	CANNON	AVERAGE	WEAK
FAST	3	4	5
AVERAGE	2	3	4
SLOW	1	2	3

MATRIX COLUMN ADJUSTMENTS

GB [3b]	-1 (one-column shift to the left)
GB [ss]	+0 (no column shift)
GB [2b]	+1 (one-column shift to the right)
GB [1b]	+2 (two-column shift to the right)

RISK MATRIX

	CANNON	AVERAGE	WEAK
FAST	3	4	5
AVERAGE	2	3	4
SLOW	1	2	3

STEAL MATRIX

	CANNON	AVERAGE	WEAK
FAST	3	4	5
AVERAGE	2	3	4
SLOW	1	2	3

HBP? CHART

	1	2	3	4	5
HBP!	111	111	111	111	111
Hit by pitch	551	551	551	551	551
BALL	665	665	665	665	665
HBP!	666	666	666	666	666

BB? CHART

	1	2	3	4	5
BB!	111	111	111	111	111
Walk	115	146	231	423	664
BALL	665	665	665	665	665
BB!	666	666	666	666	666

K? CHART

	1	2	3	4	5
K!	111	111	111	111	111
Strikeout	124	226	346	512	645
STRIKE	665	665	665	665	665
K!	666	666	666	666	666

WP/PB? CHART

	1	2	3	4	5
WP/PB!	111	111	111	111	111
WP	463	513	522	532	541
PB	544	563	622	641	655
BLOCK	665	665	665	665	665
WP/PB!	666	666	666	666	666

CLOSE? CHART

	0-1	2	3	4	5-7
ERROR	136	136	136	136	136
OUT	664	566	436	266	
SAFE		664	664	664	664
UMP - OUT	665	665	665	665	665
UMP - SAFE	666	666	666	666	666

CLOSE? CHART RESULTS

ERROR	**Throwing error:** even = 1 base, odd = 2 bases
	2 base error on a BOBBLE? result counts as **TWO errors**
	1 base error from BOBBLE? chart = fielding error only
UMP - OUT	Umpire blows call: batter out, ejected for arguing
UMP - SAFE	Umpire blows call; fielder (at base) ejected for arguing

POP CHART - vs LHB

POP!	111
POP OUT [p]	114
POP OUT [c]	123
POP OUT [1b]	154
POP OUT [2b]	335
POP OUT [3b]	435
POP OUT [ss]	665
POP!	666

POP CHART - vs RHB

POP!	111
POP OUT [p]	114
POP OUT [c]	123
POP OUT [1b]	222
POP OUT [2b]	453
POP OUT [3b]	525
POP OUT [ss]	665
POP!	666

FOUL? CHART - vs LHB

	SMALL	AVERAGE	LARGE
FOUL!	111	111	111
FOUL OUT [c]	143	161	215
FOUL OUT [3b]	231	311	351
FOUL OUT [ss]	232	312	353
FOUL OUT [2b]	233	314	356
FOUL OUT [1b]	255	352	444
FOUL OUT [rf]	261	354	451
FOUL OUT [lf]	266	366	466
FOUL BALL	665	665	665
FOUL!	666	666	666

FOUL? CHART - vs RHB

	SMALL	AVERAGE	LARGE
FOUL!	111	111	111
FOUL OUT [c]	143	161	215
FOUL OUT [1b]	231	311	351
FOUL OUT [2b]	232	312	353
FOUL OUT [ss]	233	314	356
FOUL OUT [3b]	255	352	444
FOUL OUT [lf]	261	354	451
FOUL OUT [rf]	266	366	466
FOUL BALL	665	665	665
FOUL!	666	666	666

HARD? CHART

	SLICK	AVERAGE	STONE	NONE
HARD!	111	111	111	111
E + RISK	116	116	116	116
BOBBLE?	146	156	166	216
HARD GB	366	336	266	236
CLOSE?	466	436	366	336
SINGLE +	665	665	665	665
HARD!	666	666	666	666

HARD? CHART RESULTS

E + RISK	Error gets to outfield. All runners 1 + RISK
BOBBLE?	Mishandled ball; roll on CLOSE? chart, with SAFE results scored as error
CLOSE?	Close play; roll on CLOSE? chart, with SAFE results scored as SINGLE
SINGLE +	Hard grounder goes through for a single
HARD GB	See HARD GB RESULTS CHART

SOFT? [p/1b/2b/3b/ss] CHART

	SLICK	AVERAGE	STONE	NONE
SOFT!	111	111	111	111
E	116	116	116	116
BOBBLE?	146	156	166	216
SOFT GB	366	336	266	236
CLOSE?	466	436	366	336
SINGLE	665	665	665	665
SOFT!	666	666	666	666

SOFT? CHART RESULTS

E	Ball booted, everyone safe
BOBBLE?	Mishandled ball; roll on CLOSE? chart, with SAFE results scored as error
CLOSE?	Close play; roll on CLOSE? chart, with SAFE results scored as SINGLE
SINGLE	Infield single, runners advance 1 base
SOFT GB	See SOFT GB RESULTS CHART

NORMAL GROUND BALL RESULTS [HARD GB, GB, SOFT GB]

HARD GB RESULTS

None On	B x 1
1st	DP: R1 x 2, B x 1
2nd	GB [p]/[3b]/[ss]: B x 1, R2 holds GB [1b]/[2b]: B x 1, R2 > 3
3rd	B x 1, R3 holds (if FAST at 3rd: Offense Option) 1) B x 1, R3 scores 2) B > 1, R3 try for H (RISK vs. IF)
1st and 2nd	GB [3b]: R2 x 3, R1 x 2, B > 1 All others: R1 x 2, B x 1, R2 > 3
1st and 3rd	Defense Option: a) DP: R1 x 2, B x 1, R3 scores b) B x 1, R1 > 2, R3 holds
2nd and 3rd	B x 1, R3 holds (if FAST at 3rd: Offense Option) 1) B x 1, R3 scores, R2 > 3 on GB [1b]/[2b] 2) B > 1, R3 try for H (RISK vs. IF), R2 > 3 on GB [1b]/[2b]
Bases loaded	DP: R1 x 2, B x 1, R3 scores, R2 > 3

1) With R-1, fielder has a choice of throwing to first or second on the BOBBLE? or CLOSE? plays.

2) On CLOSE? plays up the middle ([ss/cf] and [2b/cf]) force is recorded at second; use pivot man's arm to roll on CLOSE? for a possible double play (no adjustment for position)

3) With R-1 and R-2 and ball hit to 3B, CLOSE is a possible TRIPLE PLAY – resolve as with play up the middle.

SOFT GB RESULTS

All situations	Batter out, runners advance one base (If R1 is SLOW, R1 x 2, B > 1) Balls hit to [1b] scored 3-1

GB RESULTS

None On	B x 1
1st	R1 x 2, B > 1
2nd	GB [p]/[c]: B x 1, R2 holds GB [1b]/[2b]: B x 1, R2 > 3 GB [3b]: B x 1, R2 try for 3 (RISK vs 1B) GB [ss]: Defense Option: a) B x 1, R2 > 3 b) B > 1, R2 try for 3 (RISK vs. SS)
3rd	Offense Option: 1) B x 1, R3 scores 2) B > 1, R3 try for H (RISK vs. IF)
1st and 2nd	GB [3b]: R2 x 3, R1 > 2, B > 1 All others: R2 > 3, R1 X 2, B > 1
1st and 3rd	R1 x 2, B > 1, R3 scores if inning not over
2nd and 3rd	Offense Option: 1) B x 1, R3 scores, R2 > 3 on GB [1b]/[2b] 2) B > 1, R3 try for H (RISK vs. IF), R2 > 3 on GB [1b]/[2b]
Bases loaded	R1 x 2, B > 1, R3 scores, R2 > 3

LINE? CHART

	SLICK	AVERAGE	STONE	NONE
LINE!	111	111	111	111
OUT	252	222	152	122
SINGLE +	665	665	665	665
LINE!	666	666	666	666

SOFT? [c] CHART

	SLICK	AVERAGE	STONE	NONE
SOFT!	111	111	111	111
E2 ADV 2	115	121	126	126
E2 ADV 1	123	131	142	212
SOFT GB	253	253	254	254
CLOSE?	266	266	266	266
FOUL BALL	665	665	665	665
SOFT!	666	666	666	666

FLARE? CHART

	SLICK	AVERAGE	STONE	NONE
FLARE!	111	111	111	111
E	112	113	114	115
1B + E	113	115	121	123
SHORT FB	466	366	266	166
SINGLE	616	536	456	416
1B + RISK	656	636	616	556
DOUBLE	665	665	665	665
FLARE!	666	666	666	666

FLARE? CHART RESULTS

E	Muffed fly, runners 1 + RISK
1B + E	Single and error; all adv 2, R1 > H on RISK
SHORT FB	Short fly out; runners hold
SINGLE	Fly ball single; R +1 (R +2 with 2 out)
1B + RISK	Fly ball single; B > 2 on RISK chart
DOUBLE	Double. R +2 (R1 > H if 2 out)

DRIVE? CHART

	SLICK	AVERAGE	STONE	NONE
DRIVE!	111	111	111	111
E	112	113	114	115
2B + E	113	115	121	123
DEEP FB	466	366	266	166
DOUBLE	616	536	456	416
2B + RISK	656	636	616	556
TRIPLE	665	665	665	665
DRIVE!	666	666	666	666

DRIVE? CHART RESULTS

E	Muffed fly, runners 2 + RISK
2B + E	Double and error, B > 3 all runners score
DEEP FB	Deep fly out, R3 > H, R2 > 3, R1 > 2 on RISK
DOUBLE	Double, runners 2 + RISK
2B + RISK	Double, B > 3 on RISK, runners score
TRIPLE	Triple; all runners score

RISK CHART

	0	1	2	3	4	5	6
SAFE	222	253	322	351	364	523	435
SAFE + 1	255	354	433	511	534	555	613
ERROR?	314	411	452	526	555	616	634
OUT	554	556	616	635	635	643	654
OUT + 1	666	666	666	666	666	666	666

+1 column (right) if play is at 3rd, coming from RF or RCF
-1 column (left) if play is at 3rd, coming from LF or LCF
+1 column (right) if advancing with 2 outs on a base hit

RISK CHART RESULTS

SAFE	runner safe, others hold
SAFE + 1	runner safe, others (EXC: R3) advance 1 base on OF throw
ERROR?	safe (if fielder is STONE, throw wild, runner safe, others adv 1)
OUT	runner is out on a great play, others hold
OUT + 1	runner is out, others (EXC: R3) advance 1 base

HBP! CHART

236	Batter hit by pitch, uninjured. Umpire feels that the pitch was a "purpose pitch", issues a warning to both benches.
366	Batter hit by pitch, uninjured. If a HR was hit in the inning, batter charges mound, benches clear, batter and pitcher ejected.
453	Batter hit by pitch, removed for precautionary X-rays, which prove negative.
536	Batter beaned, concussion, out 5 days.
623	Batter hit on hand, broken bone, out 3 months.
666	Batter hit on wrist, fracture, out 3 months.

BB! CHART

134	Pitcher becomes suddenly fatigued
162	Umpire refuses to grant catcher time out. Catcher complains and is ejected.
226	Ball; if runners on, catcher attempts pickoff throw, which sails wild for an error
253	Ball. Catcher asks where pitch was, umpire tosses him
316	Ball, low and away. Defensive manager clucks from dugout and gets tossed
343	Ball four, batter walks. Pitcher complains about shrinking strike zone and is ejected
366	Ball falls from pitchers glove onto mound. If runners on, score as BALK
453	Pitcher develops blister and is removed from the game; treat as GRADE 1 injury
536	Batter walks. Batter contracts flu after the game; treat as GRADE 1 injury
623	Batter calls time and motions to the bench for a sub. Tests reveal a kidney stone; treat as a GRADE 1 injury.
666	Pitcher develops arm trouble. Check for injury.

WP/PB! CHART

144	Ball bounces in dirt and lodges in catcher's equipment. If runners on base, score as WP.
222	Ball in dirt eludes catcher. Runners RISK, -1 column if lead R3 and +1 column if lead R1. If safe, score as WP.
256	Ball in dirt goes to backstop and takes funny hop. Runners advance 1 + RISK. Score as WP.
333	Ball off catcher's mitt rolls way up the line. Runners advance 1 + RISK. Score as PB.
366	Ball pops out of catcher's mitt. Runners RISK, -1 column if lead R3 and +1 column if lead R1. If safe, score as PB.
666	If runners on, wild pitch; batter injures shoulder waving runners on. Check for injury.

K! CHART

126	Bandage falls out from under pitcher's sleeve with a mysterious foreign substance. Pitcher ejected.
146	Batter swings at pitch over head, safe at first on K+WP
166	Batter's swing interfered with by catcher, awarded first base. Score as E-2.
226	Called strike at the knee. Offensive manager questions parentage of umpire and ejected.
246	Called strike. Ball moves too much, umpire suspicious. Inspection reveals emory board on P, who is ejected/suspended.
266	Check swing, even: strike three, odd: ball. If third strike, batter protests too much to the base umpire, and is tossed.
326	If runner at 1st is LOUSY, the 1B is GREAT, and the P is GREAT, the P and 1B pull the hidden ball trick on the runner, 3-UA.
346	Inside corner, strike three. Batter slams bat in protest and is ejected
366	Pitcher strikes out hitter and is pumped. Increase all talents by one for the rest of the game.
666	Batter strikes out, feels twinge in ribcage. Check for injury.

FOUL! CHART

136	C calls off everyone to catch foul pop. 1B drifts over and catches the ball when it pops out of the C's glove.
166	Catcher collides with on-deck hitter; batter ruled out for interference
236	3B saunters over to catch foul pop, drops it. Batter still batting.
266	2B drifts over, calls off 1B in foul ground, then muffs the pop up. Batter still batting.
336	1B takes his eye off the pop up in foul territory, bobbles, then drops it. Batter still batting.
366	SS races back behind third to corral looping foul pop, but can't hang on. Batter still batting.
434	Foul tip nails catcher. Check for injury.
462	Catcher makes great grab at dugout steps, then falls into dugout (even: his dugout, odd: opponent dugout and check injury).
526	Batter fouls pitch off. Bat shatters, shards hit on-deck hitter. Check for injury.
553	Batter fouls ball off foot; check for injury
616	3B tumbles into camera area as he attempts to catch foul pop (even: makes catch, odd: no catch, foul ball). Check for injury.
643	3B tumbles into dugout making catch; check for injury.
666	1B races over to catch foul pop, then tumbles into stands. Check for injury.

POP! CHART

161	Looper beyond the infield falls in between three men (LHB: 2B/1B/RF, RHB: 3B/SS/LF) for a SINGLE, runners advance 1.
253	Popup to fielder closest to lead runner. If less than 2 outs, lead runner thinks inning is over, tagged out as he leaves the bag.
343	C stumbles in front of the plate, drops high pop up. Batter safe, runners advance 1 base.
434	1B waves off everyone, then fumbles the pop up. Batter safe, runners advance 1 base.
526	2B back-pedals into short right field for pop up, but ball caroms off the heel of his glove. Batter safe and runners advance 1.
616	SS comes in toward the mound, tripping over resin bag and dropping pop up. Batter safe and runners advance 1 base.
666	3B waits and waits for towering pop up to come down, then botches the catch. Batter safe and runners advance 1 base.

SOFT! CHART

136	Bat explodes, revealing cork. Batter ejected and suspended, in addition to being thrown out at first.
166	Dropped throw by 1b on throw from infielder, everyone safe. If 1B is fielder, fumbles soft roller, everyone safe.
236	If ball hit to C, ball spins back and hits batter in fair territory. Batter out, putout to catcher.
266	If ball hit to P or C, batter hit by throw, called out for running out of baseline
336	If batter is LOUSY, fails to run out grounder and is removed by manager.
366	Slow grounder takes fielder in path of baerunner, fielder called for interference
436	Batter and 1b (p if ball hit to 1b) collide on bad throw. Batter safe, score as error; check batter for injury.
466	Batter slides headfirst in a vain attempt to beat out the throw. Check for injury.
536	Batter thrown out, steps awkwardly on bag. Roll for injury.
566	If temperature < 60, batter pulls hamstring running out groundout. Roll for injury.
636	Fielder tweaks arm making the throw. Roll for injury.
666	Fielder lands funny after making off-balance peg to first for the out. Roll for injury.

HARD! CHART

144	Ball gets caught in fielder's glove, batter safe. If fielder is P, 1B, or 2b/rf and fielder is GREAT, makes play by tossing glove
222	Ball hits off bag; if 3B/1B slick, fields and gets batter, otherwise infield single
256	Ball hits runner, ball dead, runner out, batter gets single
333	Dropped throw by 1b on throw from infielder, everyone safe. If 1B is fielder, fumbles soft roller, everyone safe.
366	Dropped throw by pivot man on possible DP
453	Batter out; spikes 1b as he crosses the bag. Check both for injury.
536	Fielder tweaks arm making throw. Roll for injury.
623	Fielder twists his back making throw. Roll for injury
666	Wicked topspin causes ball to hop up on fielder and hit him in the jaw. Roll for injury.

LINE! CHART

136	Ball hits runner, ball dead, runner out, batter credited with single
166	Down the line... Even: ball fair, rolls into the corner, DOUBLE, all score; odd, foul
236	Liner drops in, possible single. If ball hit to RF, RF CANNON + GREAT, and runner SLOW + LOUSY, batter out at first, 9-3
266	Liner snared by [fielder], lead runner doubled off
336	Liner to 3B … CAUGHT! If R1 + R2, 3B throws to 2B, who doubles off R2 and tags R1 as he comes into 2nd, TRIPLE PLAY!!
366	Low liner to CF, CAUGHT! If R1 + R2, CF throws to SS, who doubles off R2 and tags R1 coming into 2nd, TRIPLE PLAY!!
466	Line drive is lost by fielder; ball hits him in head and pops up, caught by nearest fielder. Check for injury.
566	Liner off pitcher's arm, out 10 days, SINGLE, runners advance 1 base.
666	Liner off pitcher; infield hit. Check for injury.

FLARE! CHART

136	Ball hits bird in flight, falls in for SINGLE, runners advance 1 base.
166	Fielder makes catch. If less than two out, fielder thinks inning is over, tosses ball to kid in stands. Runners advance 1 base.
236	Fielder muffs ball for error. Runner on first, if any, rounds second too hard and is nailed with a throw in behind him.
266	Sliding catch by outfielder; if arm is CANNON or AVERAGE, doubles off lead runner
336	SINGLE to RF. Batter takes wide turn around 1st. If RF is CANNON, fires ball back in behind batter, who is tagged out by 1B.
366	Fielder makes shoestring grab. If R1 + R2, fielder throws to 2B for second out. 2B throws to 1B in time for TRIPLE PLAY!
466	Fielder muffs fly for an error; leaves game with a migraine. List player as day-to-day.
566	Fielder wrenches knee diving for ball, score as DOUBLE, runners advance 2 + RISK. Check for injury.
666	Little looper, collision: ball drops in, SINGLE + RISK; check for injury

DRIVE! CHART

136	Ball caught for an out; all runners advance. Lead runner leaves too early and is called out on appeal.
166	Ball drops in for a DOUBLE. Batter misses first on play and is out on appeal, 1-3. If third out, any runs scored do not count.
236	Ball drops in for a DOUBLE; batter rounds second too hard and is out when fielder throws in behind him (putout to ss).
266	If field is WET, fielder slips going after ball; TRIPLE, may try for IPHR on RISK chart
336	If runner on 1st and less than two out, he waits to see if ball is caught. Batter passes him and is called out (putout to 1B).
366	Roll again on DRIVE? chart. Umpire rules catcher interferes with batter. Offensive manager may take play, or interference.
666	Collision; roll for injuries. If both players injured, ball rolls to wall for an uncontested IPHR. Otherwise, DOUBLE, 2 + RISK.

FLY! CHART

153	Ball down the line: even, ump calls HR, odd, ump calls foul. Either way, blown call, batter or catcher ejected for arguing
236	Deep fly hits bird. Ball falls in for SINGLE; LOOSE outfielder reacts quickly and makes the catch.
323	If fielder is STONE, ball bounces off fielder's head. If fence 0-10 feet in height, HR; otherwise, DOUBLE, runners advance 2.
366	Possible fan interference: even, batter called out, odd: ruled a HR
666	Fielder injured crashing into wall. If ball is caught, runners all advance 1 base. Check for injury.

INJURY CHECK CHART

IRON	AVERAGE	PRONE	Result
536	**366**	**236**	No injury on the play.
623	**536**	**366**	Player is injured with a GRADE 1 injury.
636	**566**	**466**	Player is injured with a GRADE 2 injury.
653	**633**	**566**	Player is injured with a GRADE 3 injury.
662	**653**	**636**	Player is injured with a GRADE 4 injury.
665	**663**	**656**	Player is injured with a GRADE 5 injury.
666	**666**	**666**	Player is injured with a GRADE 6 injury.

RUNNER ADVANCEMENT Chart

SINGLE

IF DICE ROLL RESULTING IN SINGLE IS <u>EVEN</u>

	RUNNER ON 1st			RUNNER ON 2nd		
	FAST	AVERAGE	SLOW	FAST	AVERAGE	SLOW
SINGLE [LF]	1 + RISK	1 + RISK	1	SCORE	SCORE	SCORE
SINGLE [CF]	1 + RISK	1 + RISK	1 + RISK	SCORE	SCORE	SCORE
SINGLE [RF]	2	2	1 + RISK	SCORE	SCORE	SCORE
SINGLE +	1 + RISK	1 + RISK	1	1 + RISK	1 + RISK	1 + RISK

IF DICE ROLL RESULTING IN SINGLE IS <u>ODD</u>

	RUNNER ON 1st			RUNNER ON 2nd		
	FAST	AVERAGE	SLOW	FAST	AVERAGE	SLOW
SINGLE [LF]	1	1	1	SCORE	SCORE	SCORE
SINGLE [CF]	1 + RISK	1 + RISK	1	SCORE	SCORE	SCORE
SINGLE [RF]	1 + RISK	1 + RISK	1	SCORE	SCORE	SCORE
SINGLE +	1	1	1	SCORE	SCORE	SCORE

DOUBLE

	RUNNER ON 1st		
	FAST	AVERAGE	SLOW
DOUBLE +	SCORE	SCORE	2 + RISK
DOUBLE	2 + RISK	2 + RISK	2

FLY? CHART

	1	2	3	4	5
FLY!	111	111	111	111	111
250	232	142	125	112	112
260	253	154	134	113	113
270	315	212	145	115	114
280	343	233	162	121	115
290	411	255	221	124	116
300	435	323	236	132	121
310	462	352	262	136	122
320	526	421	326	145	123
330	551	446	355	161	124
340	566	514	424	223	126
350	624	536	453	244	133
360	636	561	516	316	142
370	646	615	542	353	153
380	654	632	563	426	216
390	661	643	622	454	251
400	664	652	635	526	325
410	665	656	646	556	366
420		662	654	622	446
430		665	661	641	524
440		665	663	653	555
450			664	661	616
460			665	663	641
470				664	653
480				665	662
490					664
500					665
FLY!	666	666	666	666	666

FLY? CHART RESULTS

DISTANCE	… IF BALL IS NOT A HOME RUN
0-250	SHORT FB, no advance
251-300	NORM FB, R3 > H on RISK
301-330	DEEP FB, R3 scores, R2 > 3 on RISK
331+	DEEP FB, R3 scores, R2 > 3, R1 > 2 on RISK
WALL + 0-9'	See WALL? Chart

WALL? CHART

WALL HEIGHT	SLICK	AVERAGE	STONE	NONE
11'1" or more				
10' - 11'	116	116		
8' - 9'	133	115		
6' - 7'	143	121	111	
0' - 5'11"	153	123	112	111

WIND ADJUSTMENTS

If wind is blowing IN from direction of it, subtract 3 feet per MPH

If wind is blowing OUT to direction of hit, add 3 feet per MPH

If wind is blowing OUT at acute angle to hit, add 2 feet per MPH

If wind is blowing IN at acute angle to hit, subtract 2 feet per MPH

EXAMPLES

Wind OUT to left at 5 mph, ball to CF: add 2*5=10 feet

Wind OUT to left at 5 mph, ball to LF: add 3*5=15 feet

Wind right to left at 5 mph, ball to LF: add 2*5=10 feet

Wind IN from right, ball to LF: no adjustment

Wind IN from center at 5 mph, ball to LF: subtract 2*5=10 feet

BALLPARK ADJUSTMENTS

Some parks will have CARRY ratings, which is added to or subtracted from the distance obtained from the FLY? Chart

EXAMPLES

Park has CARRY rating of +8, result is 340: ball hit 348 feet

Park has CARRY rating of -12, result is 410: ball hit 398 feet

SUGGESTED "NEUTRAL" BALLPARK

LF LINE (measurement down the line)	330'
LF (measurement to wall behind LF)	355'
LCF (measurement to the "gap")	375'
CF (measurement to "dead center")	400'
RCF (measurement to the "gap")	375'
RF (measurement to wall behind RF)	355'
RF LINE (measurement down the line)	330'
CARRY Rating	+0'
Wall Height	8'

SAMPLE OF HOW THE FLY? and WALL? CHARTS WORK

Assume the ball is hit down the LF LINE at Veterans Stadium (330'), with 12-foot walls

Batter rolls on Column 4, rolls 161, which is a 330-foot fly ball, not enough, on its own, to clear the fence

However, the CARRY Rating for the Vet is '+5', which makes the fly ball 335 feet, which *is* enough to clear the fence

We now check … will the ball land within 9 feet of the wall? Yes, as 335 feet is just 5 feet beyond the wall

Check the WALL? Chart, our fielder is SLICK, the walls are 12' high. We roll a 465, so the LF has *not* made a leaping grab

Because the distance (335) exceeds the depth of the fence (330), the ball is "outta here" for a homerun

WIND CHART

MPH	CALM	AVERAGE	WINDY
0	123	113	111
1	153	124	112
2	231	142	113
3	266	162	121
4	345	224	131
5	423	251	143
6	454	315	156
7	523	343	215
8	545	416	236
9	565	443	262
10	622	465	325
11	633	525	352
12	643	544	415
13	651	562	442
14	654	615	464
15	661	626	526
16	663	636	545
17	664	645	563
18	665	653	621
19	666	656	632
20		662	642
21		663	646
22		664	653
23		665	656
24		666	662
25			663
26			664
27			665
28			666

GAMETIME TEMPERATURE CHART

TEMP	APR	MAY	JUN	JUL	AUG	SEP
30	111					
32	112					111
34	114					112
36	121					114
38	124	111				121
40	133	112				124
42	143	113				133
44	156	114				143
46	214	121	111		111	156
48	235	124	112	111	112	214
50	261	133	114	112	114	235
52	325	143	121	114	121	261
54	354	156	124	121	124	325
56	423	214	133	124	133	354
58	452	235	143	133	143	523
60	516	261	156	143	156	452
62	542	325	214	156	214	516
64	563	354	235	214	235	542
66	621	423	261	235	261	563
68	634	452	325	261	325	621
70	644	516	354	325	354	634
72	653	542	423	354	523	644
74	656	563	452	523	452	653
76	663	621	516	452	516	656
78	664	634	542	516	542	663
80	665	644	563	542	563	664
82	666	653	621	563	621	665
84		656	634	621	634	666
86		663	644	634	644	
88		664	653	644	653	
90		665	656	653	656	
92		666	663	656	663	
94			664	663	664	
96			665	664	665	
98			666	665	666	
100				666		
102						
104						

GAMETIME WEATHER CHART

	APR	MAY	JUN	JUL	AUG	SEP
CLEAR	223	226	226	255	311	311
CLOUDY	356	435	443	532	532	456
OVERCAST	666	666	666	666	666	666
If result is OVERCAST, roll again on Precipitation Chart						

PRECIPITATION CHART

	APR	MAY	JUN	JUL	AUG	SEP
T-STORMS	144	162	223	226	144	124
SHOWERS	356	336	324	253	261	261
FOG	425	356	352	322	316	323
NONE	666	666	666	666	666	666

PRECIPITATION CHART RESULTS

T-STORMS	111-222	Game is rained out
	223-666	Game starts after a rain delay. Field will be WET
SHOWERS		**If the gametime temperature is 39-104 degrees …**
	111-162	Game is rained out
	163-666	Game starts overcast.
		(Roll after every half-inning. If 111-126, game rained out
		If the gametime temperature is 0-38 degrees …
	111-366	Game postponed due to snow/cold
	411-666	Game played in snow/cold. Field will be WET
FOG	111-114	Game called due to visibility problems caused by fog
	115-666	Game played in light fog

TIME OF GAME

	MIN PER PA		FRACTIONAL
2	1.50	0	+0.00
3	1.60	1	+0.01
4	1.70	2	+0.02
5	1.80	3	+0.03
6	1.90	4	+0.04
7	2.00	5	+0.05
8	2.10	6	+0.06
9	2.20	7	+0.07
10	2.30	8	+0.08
11	2.40	9	+0.09
12	2.50		

TIME OF GAME EXAMPLE

Roll 2, six-sided dice to determine how many minutes each plate appearance took in the game

Next, roll a ten-sided die to determine how much additional, fractional time to add

Multiply the number of plate appearances in the game by the time-per-appearance generated by the charts to arrive at total minutes played.

Divide that result by 60 to arrive at the time of the game that just finished.

COMPUTATION EXAMPLE

The 2d6 roll is 9, the d10 roll is 4. That gives us a time-per-appearance of 2.24 (2.20 + 0.04).

There were 67 plate appearances in the game that was just completed.

Multiplying, we arrive at 150.08 minutes of game time, rounded to 150 minutes.
Dividing, we arrive at a time of game of 2:30.

SPECIAL SITUATION FIELDING Charts

GROUND BALL to INFIELD with INFIELDER IN

SITUATION	HARD?	GB	SOFT?

3rd	GB [1b]/[2b]
	   111-323: SINGLE [rf]
	   324-666: B x 1, R3 holds
	GB [3b]/[ss]
	   111-323: SINGLE [lf]
	   324-666: B x 1, R3 holds
		B x 1, R3 holds	Offense Option:
			  1) B x 1, R3 holds
			  2) R3 try for H, Defense Option:
			    a) B x 1, R3 scores
			    b) Try for R3 at H (RISK vs. IF), B > 1

1st and 3rd	GB [1b]/[2b]
	   111-323: SINGLE [rf]
	   324-666: B x 1, R3 holds, R1 > 2
	GB [3b]/[ss]
	   111-323: SINGLE [lf]
	   324-666: B x 1, R3 holds, R1 > 2
		B x 1, R3 holds, R1 > 2	Offense Option:
			  1) B x 1, R3 holds, R1 > 2
			  2) R3 try for H, Defense Option:
			    a) B x 1, R3 scores, R1 > 2
			    b) Try R3 at H (RISK vs. IF), B > 1, R1 > 2

2nd and 3rd	GB [1b]/[2b]
	   111-323: SINGLE [rf]
	   324-666: B x 1, R3 holds, R2 holds
	GB [3b]/[ss]
	   111-323: SINGLE [lf]
	   324-666: B x 1, R3 holds, R2 holds
		B x 1, R3 holds, R2 holds	Offense Option:
			  1) B x 1, R3 holds, R2 holds
			  2) R3 try for H, Defense Option:
			    a) B x 1, R3 scores, R2 > 3 on GB[1b]/[2b]
			    b) Try for R3 at H (RISK vs. IF), B > 1,
			       R2 > 3 on GB3/GB4

Bases Loaded	GB [1b]/[2b]
	   111-323: SINGLE [rf]
	   324-666: DP: R3 x H, B x 1, R2 > 3, R1 > 2
	    (if B is FAST, R3 x H, B > 1, R2 > 3, R1 > 2)
	GB [3b]/[ss]
	   111-323: SINGLE [lf]
	   324-666: DP: R3 x H, B x 1, R2 > 3, R1 > 2
	    (if B is FAST, R3 x H, B > 1, R2 > 3, R1 > 2)
		R3 x H, B > 1, R2 > 3, R1 > 2	Defense Option:
			  1) B x 1, R3 scores, R2 > 3, R1 > 2
			  2) Try for R3 at H (RISK vs. IF), B > 1, R2 > 3,
			    R1 > 2

GROUND BALL to INFIELD on HIT AND RUN

SITUATION	HARD GB	GB	SOFT GB

1st	B x 1, R1 > 2
	  (if R1 is SLOW, R1 x 2, B > 1)
		B x 1, R1 > 2	B x 1, R1 > 2
			  [if R1 FAST, try for 3 (B x 1, then RISK vs 1b)]

1st and 2nd	B x 1, R2 > 3, R1 > 2 (if R1 is SLOW, R1 x 2, B > 1, R2 > 3)	B x 1, R2 > 3, R1 > 2	B x 1, R2 > 3, R1 > 2

1st and 3rd	Offense Option:
	  1) R1 x 2, B > 1, R3 holds
	    (if R1 FAST, B x 1, R3 holds, R1 > 2)
	  2) R3 try for H, Defense Option:
	    a) B x 1, R3 scores, R1 > 2
	    b) Try R3 at H (RISK vs. IF), B > 1, R1 > 2
		Offense Option:
		  1) B x 1, R3 holds, R1 > 2
		  2) R3 try for H, Defense Option:
		    a) B x 1, R3 scores, R1 > 2
		    b) Try R3 at H (RISK vs. IF), B > 1, R1 > 2
			B x 1, R3 scores, R1 > 2

BUNT Chart

	STAB	AVERAGE	ADEPT
STRIKE	234	161	124
POP OUT	314	224	132
POP DP	326	232	134
GROUND DP?	346	242	141
FC?	356	252	144
SOFT?	416	416	422
SOFT GB	666	666	666

Third die determines fielder:
1-3: [p] 4: [c] 5: [1b] 6: [3b]

NORMAL BUNT RESULTS

STRIKE	Batter fails to get bunt down, STRIKE
POP OUT	Batter is out, runners return safely
POP DP	Batter is out, lead runner is doubled off.
GROUND DP?	Hard bunt. Lead runner cut down. Roll on CLOSE? chart for possible DP. If lead not forced, batter out, no advance
FC?	Close play at lead base. Roll on CLOSE? chart.
SOFT?	Consult SOFT? chart for appropriate fielde
SOFT GB	Batter out, runners advance one base

SQUEEZE BUNT RESULTS

STRIKE	Batter misses, runner cut down stealing
POP OUT/POI	Batter pops out, runner doubled off third
GROUND DP?	Roll on CLOSE chart for play at home
FC?	Roll on CLOSE chart for play at home
SOFT?	Runner scores; consult SOFT? Chart
SOFT GB	Roll on CLOSE chart for play at home

HIT-AND-RUN PLAY CHANGES

Event	Resolution
BB	EVEN: BB ODD: foul ball
K	K, runners attempt with 1 column penalty
POP	No change, runners hold
LINE	Line drive snared, lead runner doubled off
all FB	Batter out, runners return safely
HARD?	Automatic single if hit to vacating fielder
SINGLE	EVEN: runners +2 ODD: 1 + RISK (with 1 column bonus)
HARD?	Automatic single if hit to vacating fielder

STOLEN BASE Chart

STEALING SECOND

ATTEMPT?	1	2	3	4	5
GOES	115	153	236	456	654
BALK	116	154	242	463	662
PICKOFF	122	155	244	466	666
HOLDS	666	666	666	666	

SAFE?	1	2	3	4	5
STEAL!	111	111	111	111	111
SB	433	442	451	456	465
SB + E2?	462	512	522	532	542
CS	665	665	665	665	665
STEAL!	666	666	666	666	666

STEALING THIRD

ATTEMPT?	1	2	3	4	5
GOES		111	115	132	142
BALK		112	116	134	145
PICKOFF	112	114	123	142	154
HOLDS	666	666	666	666	666

SAFE?	1	2	3	4	5
STEAL!	111	111	111	111	111
SB	451	465	522	533	553
SB + E2?	522	542	546	613	632
CS	665	665	665	665	665
STEAL!	666	666	666	666	666

STOLEN BASE CHART RESULTS

BALK	Balk called on pitcher, runners advance one base
PICKOFF	Runner picked off EVEN: Picked off; ODD: picked off/caught stealing
SB	Runner safe
SB + E2?	Runner safe; possible error on catcher Roll one die: if catcher is SLICK, error if 1 If catcher is AVERAGE, error if 1,2,3 If catcher is STONE, error if 1,2,3,4,5 If catcher is NONE, automatic error. If error, all runners advance extra base

STOLEN BASE CHART USAGE

Event	Resolution
HBP?	Roll for HBP as usual. If HBP does not occur, roll on ATTEMPT? If GOES, runner steals base without throw
BB?, K?	Roll on ATTEMPT? chart. If GOES, roll on STEAL chart. If HOLDS, roll on BB or K chart as usual If GOES on BB?, count as BALL; If GOES on K?, count as STRIKE.
WP/PB?	Roll on ATTEMPT? Chart. If GOES, roll on WP/PB? chart. If WP or PB, runner safe (score as SB) plus opportunity to advance using RISK? chart If no WP or PB, runner safe without a throw If HOLDS, roll on WP/PB? chart as usual

FATIGUE POINTS

ENDURANCE	POINTS
STRONG	9
AVERAGE	7
FADE	5

FATIGUE POINT USAGE

BATTERS FACED, INNING	POINTS USED
1-4 BATTERS FACED	1
5-6 BATTERS FACED	2
7-8 BATTERS FACED	3
9-10 BATTERS FACED	4
11-12 BATTERS FACED	5
13-14 BATTERS FACED	6

FATIGUE POINT RECOVERY

DAYS OF REST	POINTS RECOVERED
1 DAY	3 (or to maximum)
2 DAYS	6 (or to maximum)
3 DAYS	9 (or to maximum)
4 DAYS	12 (or to maximum)
5 DAYS	15 (or to maximum)

Days must be consecutive. Thus, if a pitcher rests one day, he earns back 3 Fatigue Points. If he then pitches on the second day, he will be subject to Fatigue Point Usage. On the third day, he begins at 1 day of rest.

FATIGUE? CHART

	-1 FP	-2 FP	-3 FP	-4 FP	-5 FP	-6 FP
No penalty, pitcher holding steady	111-366	111-336	111-266	111-236	111-166	111-136
Losing velocity, -1 column on K? Chart	411-466	341-426	311-346	241-266	211-226	141-146
Losing control, +1 column on BB? Chart	511-546	431-516	351-446	311-416	231-346	151-316
Tossing "fat" pitches, +1 column on PITCH? Chart	551-626	521-566	451-546	421-526	351-466	321-446
Giving up gopher balls, +1 column on FLY? Chart	631-666	611-656	551-646	531-636	511-626	451-616
Something looks wrong, remove and check for Injury		661-666	651-666	641-666	631-666	621-666

All penalties are cumulative. Thus, a pitcher may shift more than one column on more than one chart.

Pitchers roll on this chart as soon as they reach -1 Fatigue Points, and once for every Fatigue Point used thereafer.
This roll occurs no matter when the Fatigue Point is "spent".

INJURY DURATION Chart

	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5	GRADE 6
1	Day-to-day	3 days, then day-to-day	8 days, then day-to-day	16 days, then day-to-day	39 days, then day-to-day	Out for season, surgery
2	Day-to-day	4 days, then day-to-day	9 days, then day-to-day	18 days, then day-to-day	42 days, then day-to-day	Out for season, surgery
3	1 day, then day-to-day	5 days, then day-to-day	10 days, then day-to-day	20 days, then day-to-day	45 days, then day-to-day	Out for season + 1/4 next, surgery
4	2 days, then day-to-day	6 days, then day-to-day	11 days, then day-to-day	22 days, then day-to-day	48 days, then day-to-day	Out for season + 1/3 next, surgery
5	3 days, then day-to-day	7 days, then day-to-day	12 days, then day-to-day	24 days, then day-to-day	51 days, then day-to-day	Out for season + 1/2 next, surgery
6	4 days, then day-to-day	8 days, then day-to-day	13 days, then day-to-day	26 days, then day-to-day	54 days, then day-to-day	Career over
7	5 days, then day-to-day	9 days, then day-to-day	14 days, then day-to-day	28 days, then day-to-day	57 days, then day-to-day	Career over
8	6 days, then day-to-day	10 days, then day-to-day	15 days, then day-to-day	30 days, then day-to-day	60 days, then day-to-day	Career over

CHART ROLL MODIFIERS	
+1	if player's age is 31-34
+2	if player's age is 35 or older

Once the player reaches "day-to-day" status, roll on the Trainer's Table prior to the start of each game for that player **until** the trainer gives a "ready" indication (either "ready today" or "ready tomorrow". Use the **original** injury grade for the column.

TRAINER'S TABLE

	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5	SURGERY TABLE
-1	ready today	ready today	ready today	ready today	ready today	successful, no change in rating
0	ready today	ready today	ready today	ready today	ready tomorrow	successful, no change in rating
1	ready today	ready today	ready today	ready tomorrow	ready tomorrow	successful, no change in rating
2	ready today	ready today	ready tomorrow	ready tomorrow	more time needed	successful, no change in rating
3	ready today	ready tomorrow	ready tomorrow	more time needed	more time needed	successful, no change in rating
4	ready tomorrow	ready tomorrow	more time needed	more time needed	more time needed	successful, no change in rating
5	ready tomorrow	more time needed	more time needed	more time needed	injury requires surgery	lose STAR/ACE next season
6	more time needed	more time needed	more time needed	injury is now GRADE 5	injury requires surgery	lose STAR/ACE next season
7	more time needed	more time needed	injury is now GRADE 4	injury is now GRADE 5	injury requires surgery	lose STAR/ACE permanently
8	injury is now GRADE 2	injury is now GRADE 3	injury is now GRADE 4	injury requires surgery	injury requires surgery	lose STAR/ACE permanently

CHART ROLL MODIFIERS	
+1	if player's age is 31-34
+2	if player's age is 35 or older
-1	for each previous roll on this table for this player
+1	if the trainer is LOUSY
-1	if the trainer is GREAT

TRAINER'S TABLE RESULTS
Ready today: player may play in today's game (no more rolls needed)
Ready tomorrow: player may play, beginning next game (no more rolls needed)
More time needed: player not ready, roll again tomorrow
Injury is now GRADE x: player not ready, roll on this new GRADE tomorrow
Injury requires surgery: player out for the season, roll on surgery table

EXAMPLE OF PLAY

A player (age 25) is injured, a GRADE 3 injury. Roll a single die. Let's say the roll was a "3". Checking the GRADE 3 column, the "3" row, we find that this player has suffered an injury that will keep him out of the lineup for 10 days (not including today). At the end of 10 days, he is listed as "day-to-day", which means that on the 11th day, you roll for him every day on the Trainer's Table on the GRADE 3 column. In counting days, also count off-days, as well. Remember, it's **days**, not games. Let's say, on the 11th day, prior to game time, that you roll a "4", which indicates that more time is needed. You'll have to roll again tomorrow. When tomorrow comes you roll, this time subtracting 1 from the roll (because the trainer has been working on the player). You roll a "4" again, modified to a "3". The player will play tomorrow

GENERAL

AGE	
17	116
18	136
19	166
20	246
21	336
22	436
23	526
24	566
25	636
26	656
27	666

BAT/THROW	
Bats R, Throws R	454
Bats R, Throws L	465
Bats L, Throws R	551
Bats L, Throws L	644
Bats B, Throws R	654
Bats B, Throws L	666

SPEED	
FAST	111-221
AVERAGE	222-566
SLOW	611-666

PRESENCE	
GREAT	166
AVERAGE	466
LOUSY	666

CONDITIONING	
IRON	166
AVERAGE	466
PRONE	666

BATTERS

BATTING SKILL			PITCHING SKILL	
STAR	166		ACE	166
AVERAGE	466	VS	AVERAGE	466
SLAP	666		HITTABLE	666

DISCIPLINE			COMMAND	
PATIENT	166		CONTROL	166
AVERAGE	466	VS	AVERAGE	466
AGGRESSIVE	666		WILD	666

COVERAGE			MOVEMENT	
CONTACT	166		NASTY	166
AVERAGE	466	VS	AVERAGE	466
FREE	666		FLAT	666

SLUGGING			HOMERS ALLOWED	
POWER	166		STINGY	166
AVERAGE	466	VS	AVERAGE	466
BANJO	666		GOPHER	666

BUNTING			ENDURANCE	
ADEPT	166		STRONG	166
AVERAGE	466		AVERAGE	466
STAB	666		FADE	666

FIELDING	
SLICK	166
AVERAGE	466
STONE	666

FIELDERS

CATCHER	
SLICK	125
AVERAGE	144
STONE	222
NONE	666

INFIELDER	
SLICK	144
AVERAGE	254
STONE	443
NONE	666

OUTFIELDER	
SLICK	144
AVERAGE	332
STONE	522
NONE	666

ARM	
CANNON	166
AVERAGE	466
WEAK	666

When The Grass Was Real Baseball Game