

**STOLEN BASE**

Runner in LEAD position  
 Use "SPD" of runner  
 \* Use "ARM" of catcher  
 Check for error  
     2B\* 55-00 SAFE  
     3B\* 65-00 SAFE  
     Home 85-00 SAFE

**SPEEDS**

**Force outs**  
     First out="SPD"/3  
     Second out="SPD"  
     Third out="SPD"+30

**After tag out attempt or  
 Second force after SLOW ROLLER**  
 Runner=Safe      Batter="SPD"+50

**RUNNER ADVANCE ON GROUNDER**

**(Not forced)**  
 3B to Home="SPD"-10  
 2B to 3B: Ball hit to:  
     SS/3B="SPD"-10  
     P="SPD"+15  
     1B/2B="SPD"+30

EXTRA BASE ON HITS		
	Runner	Batter
FLY, LINE FLY	"SPD"-5	"SPD"-20
LINE DRIVE	"SPD"+5	"SPD"-25
All others	"SPD"+35	"SPD"-20
With 2 out	"SPD"+45	

**HIT & RUN**

Runner in LEAD position  
 Check SO, Pitchout - no Walk  
 Runner: "SPD" +/-  
     Hits, Ground Balls +45  
     Line Drives caught -45  
     Line Fly caught -5  
     Triple Play attempt on  
     Line Drive caught -10

**RUNNER IN LEAD**

Advance +5  
 Return to Base -5

**PICK OFF**

Runner in LEAD  
 Baseman at first dotted line  
 Check for error  
 1B   97-00=Out  
     LH Pitcher +2  
 2B   00=Out  
 3B   99-00=Out  
     RH Pitcher +2  
 If turned number is over 50 (1B)  
 or 75 (3B), can try again - up to  
 three attempts

SPD=S/3			
0,1,2	0	15,16,17	5
3,4,5	1	18,19,20	6
6,7,8	2	21,22,23	7
9,10,11	3	24,25,26	8
12,13,14	4	27,28,29	9

**BUNT**

Check W, SO - No HIT  
 Use "SAC" adjustment  
 66-00 SLOW ROLLER to 3B  
 46-65 SLOW ROLLER to 1B  
 33-45 SLOW ROLLER to C  
 23-32 SLOW ROLLER to P  
 20-22 POP FLY to 3B  
 17-19 POP FLY to 1B  
 15-16 POP FLY to P  
 13-14 GROUNDER to SS  
 11-12 GROUNDER to 2B  
 08-10 FOUL FLY to C  
 01-07 FOUL

CROSSING LINES IN FIELDING		
Number crossed	Adjustment	
0	-1	
1	+1	
2	+8	
3	+30	
4	+60	