

## STATIS-PRO BASEBALL Out Chart-3

# MAN ON SECOND

---

G1	Infield In:	
	Infield Back:	Batter out (P-1B). Runner holds. OBR A on second goes to third.
G2	Infield In:	
	Infield Back:	Batter out (C-1B). Runner holds.
G3	Infield In:	
	Infield Back:	Batter out (1B). Runner to third.
G4	Infield In:	
	Infield Back:	Batter out (2B-1B). Runner to third.
G5	Infield In:	
	Infield Back:	Batter out (3B-1B). Runner holds.
G6	Infield In:	
	Infield Back:	Batter out (SS-1B). Runner holds.

---

GX1	Infield In:	
	Infield Back:	Batter out (P-1B). Runner holds. OBR A on second goes to third.
GX2	Infield In:	
	Infield Back:	Batter out (C-1B). Runner holds.
GX3	Infield In:	
	Infield Back:	Batter out (1B). Runner goes to third.
GX4	Infield In:	
	Infield Back:	Batter out (2B-1B). Runner goes to third.
GX5	Infield In:	
	Infield Back:	Batter out (3B-1B). Runner holds.
GX6	Infield In:	
	Infield Back:	Batter out (SS-1B). Runner holds. An OBR D or E runner on second is out at third (SS-3B). Batter safe.

---

G1A	Infield In:	
	Infield Back:	Batter out at first (P-1B). Other advances.
G2A	Infield In:	
	Infield Back:	Batter out at first (C-1B). Other advances.
G3A	Infield In:	
	Infield Back:	Batter out at first (1B). Other advances.
G4A	Infield In:	
	Infield Back:	Batter out at first (2B-1B). Other advances.
G5A	Infield In:	
	Infield Back:	Batter out at first (3B-1B). Other advances.
G6A	Infield In:	
	Infield Back:	Batter out at first (SS-1B). Other advances.
G3-1A	Infield In:	
	Infield Back:	Batter out at first (1B-P). Other advances.

---

F7	Fly to LF	Batter out. Runner holds.
F8	Fly to CF	Batter out. Runner holds.
F9	Fly to RF	Batter out. Runner holds.
FD7	Deep LF	Batter out. Runner holds. OBR A on second goes to third.
FD8	Deep CF	Batter out. Runner holds. OBR A or B on second goes to third.
FD9	Deep RF	Batter out. Runner holds. OBR A or B or C on second goes to third.

---

L1, L3, L4, L5, L6	Line drives. Batter out. Runner holds.
F1,F2,F3,F4,F5,F6	Pop flies in infield. Batter out. Runner holds.

---

## ERROR READINGS

Error Number 1:	Batter safe on error. Runner advances to third.
Error Number 2:	Wild throw. Batter to 2nd base. Runner scores.
Error Number 3:	Muffed ball. Batter safe on error. Runner to third. OBR A or B runner on second may score - use Defense Option Play.
Error Number 4:	Outfielder kicks ball. Batter takes one extra base. Runner scores.
Error Number 5:	Hit gets past fielder to wall. Batter and runner scores.

---