

of the play, what would normally have been a double is converted to a "GX5" result.

If the 3rd baseman is guarding the line and any batter is put out by a "GX5" result, this is automatically converted to a "1B7" (single to left field) result.

## VII. LEFT-HANDED/RIGHT-HANDED PITCHING AND BATTING

One of the most important elements of baseball strategy is using the side of the plate from which a batter swings or the arm with which a pitcher throws to the best advantage for one's team. As a general rule of thumb, batting the *opposite* way from that which the pitcher throws is advantageous to the offense; batting the *same* way as the pitcher throws is advantageous to the defense. When using this rule, players should consult the "Variable Factor for Left Versus Right Element" Chart on the right-hand section of the lower game board:

1. If the pitcher and the batter are both left-handed, random numbers 11-15 (on either the pitcher or the batter card) are converted to the results shown on the chart. All other results are unchanged.
2. If the pitcher and the batter are both right-handed, random numbers 11-12 are converted to the results shown on the chart. All other results are unchanged.
3. If the pitcher is left-handed and the batter is right-handed or the pitcher is right-handed and the batter is left-handed, random number 87 is converted to a "1B7" result and random number 88 is converted to a "1B9" result. All other results are unchanged.

## VIII. CENTER FELDERS

Center field is the most taxing position for an outfielder. As a result, any player who is assigned to center must have an OBR value of "A" or "B". If a player with an OBR of "C" plays center, his "E" value goes up by one. A player with an OBR of "D" in center has his "E" value go up by two. A player with an OBR value of "E" has his "E" value go up by three.

## IX. STEALS OF HOME AND DOUBLE STEALS

Ignore the "Steal Attempt of Home" chart on the upper half of the playing board. Only a runner with an "SP" value of "A" may attempt a pure steal of home from third base. To resolve such a steal, simply flip a FAC and determine its random number—*do not* consult the "Steal of Home" chart. If the pitcher is right-handed, the runner is safe at home on random numbers 11-14. If the pitcher is left-handed, the runner is safe at home on random numbers 11-16. On all other random numbers, the runner is out at home, with no possible advance by other runners.

If a double steal with runners on first and second is attempted, the defense must reveal which base is being thrown to and resolve

that particular steal normally. There is no possible play on the other runner.

If a double steal with runners on first and third is attempted, conduct the following procedure:

1. The defensive player must declare if he is throwing the ball to second base or not. If not, the runner on third holds and the runner on first automatically steals second. If so, proceed to Step 2.
2. The offensive player states if the runner on third is "breaking" or not. If not, the steal of second base is resolved normally and the runner on third base holds. If so, proceed to Step 3.
3. The defensive player states if he is "throwing through" to second base or not. If so, the steal of second base is resolved normally followed by an immediate resolution of the steal of home. In this case, the runner stealing home is safe on a *new* random number draw of 11-61 and out on a draw of 62-88. If the defensive player does not throw through to second base, the runner on first base automatically steals second and a random number is drawn in order to resolve the steal of home. On numbers 11-25, the runner is safe at home; on numbers 26-88, the runner is out at home. (**Special note:** If an 11 is drawn, a wild pitch has occurred and the runner stealing second may reach third base.)

A triple steal (or a double steal with runners on second and third) is only permitted with a runner on third base with an OBR value of "A". It is resolved exactly as if the man on third base were stealing home with the bases empty (see first paragraph of Section IX). That is, only the steal of home is resolved and all other runners safely reach the next base.

## How to Rate the Players Yourself

The following pages outline the scientific method by which James Barnes, designer of Statis-Pro games and consultant to Avalon Hill, transfers the hard data onto the Player Cards. We provide them to you so you can rate teams and players yourself, if you wish, from seasons not yet covered by our game, and also replace any cards you may have lost without having to buy an entire new set.

For your convenience, BLANK PLAYER CARDS are available direct from Avalon Hill. In each set you get approximately 80 Pitcher Cards and 160 Batter Cards per 240-card set—enough for ten teams. To order, send \$3.00 plus 30¢ for postage and handling.

## PLAYER RATING METHOD

As is the case with any writing on baseball, or any other sport, certain evalua-

tion techniques are available to bring about a visual comparison and baseball is an exact science in that statistics can bring about impact comparison and allow one player to be weighed against another at a momentary glance. Baseball, by passage of time, has been computed into a per cents sport and you must realize that the difference between one player and another is not great although it might appear to be. As an example, John Smith bats .344 and Tom Jones, not the singer, hits .289. This may seem to be a wide variance in batting skills, but is less than five percent. Only through many, many times at bat does the five per cent difference begin to take shape and luck alone could account for three per cent of the difference in variation.

For our evaluation methods, we do not rely on percentages, but run each player through a constant FACTORIAL BASE which has the same overall effect as percentiles. Our hitters and batters go through a base 8 marriage that results in each claiming 64 numbers and a total partnership of 128. Using our systems to do one team is not all that bad, but if you want to rate a whole league it will take considerable time and effort, but the guidelines to do it are herein contained.

## BASEBALL BATTERS

**Classification OBR:** This is a player's ability to run on base and can be measured both by runs scored and times on base. The easiest method is to divide runs scored by times on base for each player in the game or season to be rated and then break them down into five categories. (As a quick method, this can almost be done by common sense.)

- OBR: A Very fast and runs bases perfectly.  
OBR: B Strong, mobile runner, makes few mistakes  
OBR: C Average runner and where most should be rated  
OBR: D Slow and moves mostly on two out hits and extra base hits  
OBR: E Very slow. Painfully slow. Almost never gets there.

**Classification SP:** This is steal ability and is measured by steals per times on base and computed over full season. To get players on same level, multiply steals by games played . . . then rate:

- SP: A Usually steals 30 or more bases in a season  
SP: B Ends up with between 20 and 29 steals per person  
SP: C About average with 10 to 19 steals per season  
SP: D Has only a few steals, 1 to 9  
SP: E Never, never steals.

**Classification HR:** Here is where bat control speaks and herein lies hit and run ability. Hit and Run is simply making contact and the rating is based on STRIKE-OUT times. The