

4-5 = passed ball
 6-up = 2 passed balls on card
 HITS, STRIKEOUTS, WALKS on PITCHER CARDS
 Now, the rest of the data for pitchers is

simple to do.
 Using the charts that follow, find out how many hits, walks and strikeouts each pitcher had per inning pitched. Divide hits, walks and strikeouts by innings pitched and

get a ratio number, then use the tables based on the 2 to what grade and you get the number to be put on each pitcher card.
 Make sure that you always use the proper columns.

Avalon Hill Games

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Basic Chart

WALKS, STRIKEOUTS TO PITCHER CARDS

BB, K per inn	2-9	2-8	2-7	2-6	2-5
.00 to .10	0	0	0	1	4
.11 to .15	1	1	1	2	5
.16 to .20	1	1	2	3	6
.21 to .25	2	2	3	4	7
.26 to .30	2	3	4	5	8
.31 to .35	3	4	5	6	9
.36 to .40	3	5	6	7	10
.41 to .45	4	6	7	8	11
.46 to .50	5	7	8	9	12
.51 to .55	6	8	9	10	13
.56 to .60	7	9	10	11	14
.61 to .65	8	10	11	12	15
.66 to .70	9	11	12	13	16
.71 to .75	10	12	13	14	17
.76 to .80	11	13	14	15	18
.81 to .85	12	14	15	16	19
.86 to .90	13	15	16	17	20
.91 to .95	14	16	17	18	21
.96 to 1.00	15	17	18	19	22
1.01 to 1.05	16	18	19	20	23
1.06 to 1.10	17	19	20	21	24
1.11 to 1.15	18	20	21	22	25
1.16 to 1.20	19	21	22	23	26
1.21 to 1.25	20	22	23	24	27
1.26 to 1.30	21	23	24	25	28
1.31 to 1.35	22	24	25	26	29
1.36 to 1.40	23	25	26	27	30
1.41 to 1.45	24	26	27	28	31
1.46 to 1.50	25	27	28	29	32
1.51 to 1.55	26	28	29	30	33
1.56 to 1.60	27	29	30	31	34
1.61 to 1.65	28	30	31	32	35
1.66 to 1.70	29	31	32	33	36

DEFENSE RATINGS

Rate according to actual fielding percentage. If a player did not have an error, rate E0.

THROWING RATINGS

(Common sense is the only factor employed as statistics are unreliable in arms as good arms get few assists as runners do not run on good arms)

OUTFIELDERS and CATCHERS

T5: Very strong arm TA: Very strong arm
 T4: Very good arm TB: Average arm
 T3: Average arm TC: Poor arm
 T2: Poor arm

SINGLES TO PITCHER CARDS—Basic Chart

H per inning	2-9	2-8	2-7	2-6	2-5
.00 to .50	5	6	7	7	7
.51 to .61	6	7	8	8	8
.62 to .72	7	8	9	9	9
.73 to .83	8	9	10	10	10
.84 to .94	9	10	11	11	11
.95 to 1.05	10	11	12	12	12
1.06 to 1.16	11	12	13	13	13
1.17 to 1.27	12	13	14	14	14
1.28 to 1.36	13	14	15	15	15
1.37 to 1.49	14	15	16	16	16
1.50 to 1.60	15	16	17	17	17
1.61 to 1.80	16	17	18	18	19
1.81 to 1.90	17	18	19	20	20
1.91 to 2.00	18	19	20	21	22

Defense Ratings

FIRST BASEMEN

.995 to .999 = E1
 .990 to .994 = E2
 .985 to .989 = E3
 .980 to .984 = E4
 .975 to .979 = E5
 .970 to .974 = E6
 .965 to .969 = E7
 .960 to .964 = E8
 .955 to .959 = E9
 .000 to .954 = E10

(2B, SS, C, P)

.985 to .999 = E1
 .975 to .984 = E2
 .965 to .974 = E3
 .955 to .964 = E4
 .945 to .954 = E5
 .935 to .944 = E6
 .925 to .934 = E7
 .915 to .924 = E8
 .905 to .914 = E9
 .000 to .904 = E10

THIRD BASEMEN

.986 to .999 = E1
 .976 to .985 = E2
 .966 to .975 = E3
 .956 to .965 = E4
 .946 to .955 = E5
 .936 to .945 = E6
 .926 to .935 = E7
 .916 to .925 = E8
 .906 to .915 = E9
 .000 to .905 = E10

OUTFIELDERS

.990 to .999 = E1
 .980 to .989 = E2
 .970 to .979 = E3
 .960 to .969 = E4
 .950 to .959 = E5
 .940 to .949 = E6
 .930 to .939 = E7
 .920 to .929 = E8
 .910 to .919 = E9
 .000 to .909 = E10