BASES EMPTY

G1	**Infield In:**	
	Infield Back:	Batter out (P-1B).
G2	**Infield In:**	
	Infield Back:	Batter out (C-1B).
G3	**Infield In:**	
	Infield Back:	Batter out (1B).
G4	**Infield In:**	
	Infield Back:	Batter out (2B-1B).
G5	**Infield In:**	
	Infield Back:	Batter out (3B-1B).
G6	**Infield In:**	
	Infield Back:	Batter out (SS-1B).

GX1	**Infield In:**	
	Infield Back:	Batter out (P-1B).
GX2	**Infield In:**	
	Infield Back:	Batter out (C-1B).
GX3	**Infield In:**	
	Infield Back:	Batter out (1B).
GX4	**Infield In:**	
	Infield Back:	Batter out (2B-1B).
GX5	**Infield In:**	
	Infield Back:	Batter out (3B-1B).
GX6	**Infield In:**	
	Infield Back:	Batter out (SS-1B).

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

F7	**Fly to LF**	Batter out.
F8	**Fly to LF**	Batter out.
F9	**Fly to LF**	Batter out.
FD7	**Deep LF**	Batter out.
FD8	**Deep LF**	Batter out.
FD9	**Deep LF**	Batter out.

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

ERROR READINGS

Error Number 1: Batter safe on error.
Error Number 2: Wild throw. Batter to second base.
Error Number 3: Muffed ball. Batter safe on error. OBR A batter goes to second.
Error Number 4: Outfielder kicks ball. Batter takes one extra base.
Error Number 5: Hit gets past fielder to wall. Batter takes two extra bases.

MAN ON FIRST

G1	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (P-2B-1B). OBR A batter safe at first.
G2	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (C-SS-1B). OBR A or B batter safe at first.
G3	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (1B-SS-1B). OBR A or B batter safe at first.
G4	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (2B-SS-1B).
G5	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (3B-2B-1B). OBR A batter safe at first.
G6	**Infield In:**	
	Infield Back:	Double play. Batter and runner on first out (SS-2B-1B).

GX1	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (P-2B).
GX2	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (C-SS).
GX3	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (1B-SS).
GX4	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (2B-SS).
GX5	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (3B-2B).
GX6	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (SS-2B).

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 LF**	Batter out. Runner holds.
F9	**Fly to LF**	Batter out. Runner holds.
FD7	**Deep LF**	Batter out. Runner holds. OBR A on first goes to second.
FD8	**Deep LF**	Batter out. Runner holds. OBR A or B on first goes to second.
FD9	**Deep LF**	Batter out. Runner holds. OBR A, B or C on first goes to second.

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 second.
Error Number 2: Wild throw. Batter to second base. Runner to third. OBR A or B on first scores.
Error Number 3: Muffed ball. Batter safe on error. Runner to second. OBR A or B to third.
Error Number 4: Outfielder kicks ball. Batter takes one extra base. Runner scores.
Error Number 5: Hit gets past fielder to wall. Batter to third and runner scores.

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 to third.
GX4	**Infield In:**	
	Infield Back:	Batter out (2B-1B). Runner to third.
GX5	**Infield In:**	
	Infield Back:	Batter out (3B-1B). Runner holds.
GX6	**Infield In:**	
	Infield Back:	Batter out (SS-1B). Runner holds. OBR D or E on second out at third (SS-3B). Batter safe.

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

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

MAN ON THIRD

G1	**Infield In:**	Batter out (P-1B). Runner holds.
	Infield Back:	Batter out (P-1B). Runner holds. OBR A on third scores.
G2	**Infield In:**	Batter out (C-1B). Runner holds.
	Infield Back:	Batter out (C-1B). Runner holds.
G3	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (1B). Runner holds. OBR A on third scores.
G4	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (2B-1B). Runner holds. OBR A or B on third scores.
G5	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (3B-1B). Runner holds.
G6	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (SS-1B). Runner holds. OBR A or B on third scores.

GX1	**Infield In:**	Batter out (P-1B). Runner holds.
	Infield Back:	Batter out (P-1B). Runner holds.
GX2	**Infield In:**	Batter out (C-1B). Runner holds.
	Infield Back:	Batter out (C-1B). Runner holds.
GX3	**Infield In:**	Batter out (1B). Runner holds.
	Infield Back:	Batter out (1B). Runner holds. OBR A or B on third scores.
GX4	**Infield In:**	Batter out (2B-1B). Runner holds.
	Infield Back:	Batter out (2B-1B). Runner holds. OBR A or B on third scores.
GX5	**Infield In:**	Batter out (3B-1B). Runner holds.
	Infield Back:	Batter out (3B-1B). Runner holds. OBR A on third scores.
GX6	**Infield In:**	Batter out (SS-1B). Runner holds.
	Infield Back:	Batter out (SS-1B). Runner holds. OBR A or B on third scores.

G1A	**Infield In:**	Batter out (P-1B). Runner holds.
	Infield Back:	Batter out (P-1B). Runner on third scores.
G2A	**Infield In:**	Batter out (C-1B). Runner holds.
	Infield Back:	Batter out (C-1B). Runner holds.
G3A	**Infield In:**	Single through infield. Runner scores.
	Infield Back:	Batter out (1B). Runner scores. OBR E on third holds.
G4A	**Infield In:**	Single through infield. Runner scores.
	Infield Back:	Batter out (2B-1B). Runner scores. OBR D or E on third holds.
G5A	**Infield In:**	Single through infield. Runner scores.
	Infield Back:	Batter out (3B-1B). Runner scores.
G6A	**Infield In:**	Single through infield. Runner scores.
	Infield Back:	Batter out (SS-1B). Runner scores.
G3-1A	**Infield In:**	Batter out (1B-P). Runner scores. OBR D or E on third holds.
	Infield Back:	Batter out (1B-P). Runner scores. OBR D or E on third holds.

F7	**Fly to LF**	Batter out. Runner holds.
F8	**Fly to LF**	Batter out. OBR A runner on third scores.
F9	**Fly to LF**	Batter out. OBR A or B runner on third scores.
FD7	**Deep LF**	Batter out. Runner scores.
FD8	**Deep LF**	Batter out. Runner scores.
FD9	**Deep LF**	Batter out. Runner scores.

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 scores.
Error Number 2: Wild throw. Batter to second base. Runner scores.
Error Number 3: Muffed ball. Batter safe on error. Runner scores.
Error Number 4: Outfielder drops ball after fielding. Runner scores. Batter takes one extra base.
Error Number 5: Ball is booted to the wall. Runner and Batter score. OBR D or E batter stops at third.

NOTES: All game options are available. **CONCERNING ERRORS:** A dropped line drive or pop fly has runners holding unless forced to advance. With first occupied and less than two outs, any pop flies to infielders are automatic outs – **INFIELD FLY RULE** – no errors can occur.

MEN ON FIRST AND SECOND

G1	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (P-2B-1B). Runner on second goes to third.
G2	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (C-SS-1B). Runner on second goes to third.
G3	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (1B-SS-1B). Runner on second goes to third.
G4	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (2B-SS-1B). Runner on second goes to third.
G5	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (3B-2B-1B). Runner on second goes to third.
G6	**Infield In:**	
	Infield Back:	Double Play. Batter and runner on first out (SS-2B-1B). Runner on second goes to third.

GX1	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (P-2B). Runner on second goes to third.
GX2	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (C-SS). Runner on second goes to third.
GX3	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (1B-SS). Runner on second goes to third.
GX4	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (2B-SS). Runner on second goes to third.
GX5	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (3B-2B). Runner on second goes to third.
GX6	**Infield In:**	
	Infield Back:	Batter safe. Runner on first out at second (SS-2B). Runner on second goes to third.

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

F7	**Fly to LF**	Batter out. Runners hold.
F8	**Fly to LF**	Batter out. Runners hold.
F9	**Fly to LF**	Batter out. Runners hold. OBR A or B on second goes to third.
FD7	**Deep LF**	Batter out. Runners hold. OBR A or B on second goes to third.
FD8	**Deep LF**	Batter out. Runners hold. OBR A, B or C on second goes to third.
FD9	**Deep LF**	Batter out. Runners hold. OBR A, B, C or D on second goes to third.

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

ERROR READINGS

Error Number 1: Batter safe on error. Runners advance one base. If two out, OBR A or B on second scores.
Error Number 2: Wild throw. Batter to second base. Runners advance two bases. If two out, OBR A or B on second also scores.
Error Number 3: Muffed ball. Batter safe on error. Runners advance one base.
Error Number 4: Outfielder kicks ball. Batter takes one extra base. Runners score.
Error Number 5: Hit gets past fielder to wall. Batter to third and runners score.

MEN ON FIRST AND THIRD

G1	**Infield In:**	Runner on third out at home (P-C). Batter safe. Runner on first to second.
	Infield Back:	Double Play. Batter and runner on first out (P-SS-1B). Runner on third scores.
G2	**Infield In:**	Batter out (C-2B covering first). Runner on third holds. Runner on first to second.
	Infield Back:	Batter out (C-1B). Runner on third holds. Runner on first to second.
G3	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Double Play. Batter and runner at first out (1B-SS-1B). Runner on third scores. OBR A batter safe at first.
G4	**Infield In:**	Batter out (2B-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter and runner at first out (2B-1B). Runner on third scores.
G5	**Infield In:**	Batter out (3B-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter and runner at first out (3B-2B-1B). Runner on third scores.
G6	**Infield In:**	Batter out (SS-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Double Play. Batter and runner at first out (SS-1B). Runner on third scores.

GX1	**Infield In:**	Batter out (P-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Batter safe. Runner on first out at second (P-2B). Runner on third scores.
GX2	**Infield In:**	Runner on third caught in rundown (C-3B-C-SS) Runner on first to third. Batter to second.
	Infield Back:	Batter safe. Runner at first out at second (C-2B). Runner on third scores.
GX3	**Infield In:**	Batter out (1B). Runner on third holds. Runner on first to second.
	Infield Back:	Batter safe. Runner on first out at second (1B-SS). Runner on third scores.
GX4	**Infield In:**	Runner on third out at home (2B-C). Batter safe. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (2B-SS). Runner on third scores.
GX5	**Infield In:**	Batter out (3B-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter safe. Runner at first out at second (3B-2B). Runner on third scores.
GX6	**Infield In:**	Batter out (SS-1B). Runner on third holds. Runner on first goes to second.
	Infield Back:	Batter safe. Runner on first out at second (SS-2B). Runner on third scores.

G1A	**Infield In:**	Batter out (P-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Batter out (P-1B). Runners advance.
G2A	**Infield In:**	Batter out (C-1B). Runner on third holds. Runner on first to second.
	Infield Back:	Batter out (C-1B). Runners advance.
G3A	**Infield In:**	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (1B). Runners advance.
G4A	**Infield In:**	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (2B-1B). Runners advance.
G5A	**Infield In:**	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (3B-1B). Runners advance.
G6A	**Infield In:**	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (SS-1B). Runners advance.
G3-1A	**Infield In:**	Batter out (1B-P). Runners advance.
	Infield Back:	Batter out (1B-P). Runners advance.

F7	**Fly to LF**	Batter out. OBR A on third scores.
F8	**Fly to LF**	Batter out. OBR A or B on third scores.
F9	**Fly to LF**	Batter out. OBR A, B or C on third scores.
FD7	**Deep LF**	Batter out. Runner on third scores. OBR A on first advances to second.
FD8	**Deep LF**	Batter out. Runner on third scores. OBR A or B on first advances to second.
FD9	**Deep LF**	Batter out. Runner on third scores. OBR A, B or C on first advances to second.

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

ERROR READINGS

Error Number 1: Batter safe on error. Runners advance one base.
Error Number 2: Wild throw. Batter to second base. Runners score. OBR E runner on first stops at third.
Error Number 3: Muffed ball. Batter safe on error. Runner at third holds. Runner on first to second. If two out, both advance.
Error Number 4: Outfielder boots ball. Batter and runners advance one extra base.
Error Number 5: Outfielder throws wild relay. Batter stays at base hit to. Runner advance one extra base.

STATIS PRO BASEBALL OUT CHART-7
MEN ON SECOND AND THIRD

G1	**Infield In:**	Batter out (P-1B). Runners hold.
	Infield Back:	Batter out (P-1B). Runners hold.
G2	**Infield In:**	Batter out (C-1B). Runners hold.
	Infield Back:	Batter out (C-1B). Runners hold.
G3	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (1B). Runners hold. OBR A on third scores.
G4	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (2B-1B). Runners hold. OBR A or B on third scores.
G5	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (3B-1B). Runners hold. OBR A on third scores.
G6	**Infield In:**	Consult Defensive Option Chart on Game Board.
	Infield Back:	Batter out (SS-1B). Runners hold. OBR A or B on third scores.

GX1	**Infield In:**	Batter out (P-1B). Runners hold.
	Infield Back:	Batter out (P-1B). Runners hold.
GX2	**Infield In:**	Batter out (C-1B). Runners hold.
	Infield Back:	Batter out (C-1B). Runners hold.
GX3	**Infield In:**	Batter out (1B). Runners hold. OBR A on third scores.
	Infield Back:	Batter out (1B). Runners hold. OBR A on third scores.
GX4	**Infield In:**	Batter out (2B-1B). Runners hold.
	Infield Back:	Batter out (2B-1B). Runners hold. OBR A on third scores.
GX5	**Infield In:**	Batter out (3B-1B). Runners hold.
	Infield Back:	Batter out (3B-1B). Runners hold.
GX6	**Infield In:**	Batter out (SS-1B). Runners hold.
	Infield Back:	Batter out (SS-1B). Runners on third scores.

G1A	**Infield In:**	Batter out (P-1B). Runners hold. OBR A on third scores.
	Infield Back:	Batter out (P-1B). Runners hold. OBR A on third scores.
G2A	**Infield In:**	Batter out (C-1B). Runners hold.
	Infield Back:	Batter out (C-1B). Runners hold.
G3A	**Infield In:**	Batter out (1B). Runners hold.
	Infield Back:	Batter out (1B). Runners advance.
G4A	**Infield In:**	Single through infield. Runner advance two bases.
	Infield Back:	Batter out (2B-1B). Runners advance.
G5A	**Infield In:**	Batter out (3B-1B). Runners hold.
	Infield Back:	Batter out (3B-1B). Runner on third scores.
G6A	**Infield In:**	Single through infield. Runners advance two bases.
	Infield Back:	Batter out (SS-1B). Runners advance.
G3-1A	**Infield In:**	Batter out (1B-P). Runners advance.
	Infield Back:	Batter out (1B-P). Runners advance.

F7	**Fly to LF**	Batter out. OBR A or B on third scores.
F8	**Fly to LF**	Batter out. OBR A or B on third scores.
F9	**Fly to LF**	Batter out. OBR A, B or C on third scores. OBR A or B on second to third.
FD7	**Deep LF**	Batter out. Runner on third scores. OBR A or B on second to third.
FD8	**Deep LF**	Batter out. Runner on third scores. OBR A, B or C on second to third.
FD9	**Deep LF**	Batter out. Runner on third scores. Runner on second to third.

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

ERROR READINGS

Error Number 1: Batter safe on error. Runners advance one base. If two out, OBR A or B on second scores.
Error Number 2: Wild throw. Batter to second base. Runners score.
Error Number 3: Muffed ball. Batter safe on error. If none or one out, runners hold. If two out, runners advance one base.
Error Number 4: Outfielder boots ball. Batter and runners advance one extra base.
Error Number 5: Hit gets past fielder to wall. Batter and runners score. OBR D or E batter stops at third.

BASES LOADED

G1	Infield In:	Runner on third out at home (1B-C). Batter safe. Others advance.
	Infield Back:	Runner on third out at home (1B-C). Batter safe. Others advance.
G2	Infield In:	Runner on third out at home (C). Batter safe. Others advance.
	Infield Back:	Double Play. Runner on third out at home. Batter out at first (C-1B). Others advance.
G3	Infield In:	Runner on third out at home (1B-C). Batter safe. Others advance. OBR E batter out at first, Double Play.
	Infield Back:	Runner on third out at home (1B-C). Batter safe. Others advance.
G4	Infield In:	Runner on third out at home (2B-C). Batter safe. Others advance.
	Infield Back:	Double Play. Batter and runner on first out (2B-SS-1B). Others advance.
G5	Infield In:	Runner on third out at home (3B-C). Batter safe. Others advance.
	Infield Back:	Double Play. Batter and runner on first out (3B-2B-1B). Others advance.
G6	Infield In:	Runner on third out at home (SS-C). Batter safe. Others advance.
	Infield Back:	Double Play. Batter and runner on first out (SS-2B-1B). Others advance.

GX1	Infield In:	Double Play. Runner on third out at home and batter out at first (P-C-1B). Others advance.
	Infield Back:	Double Play. Runner on third out at home and batter out at first (P-C-1B). Others advance.
GX2	Infield In:	Double Play. Runner on third out at home and batter out at first (C-1B). Others advance.
	Infield Back:	Double Play. Runner on third out at home and batter out at first (C-1B). Others advance.
GX3	Infield In:	Runner on third out at home (1B-C). Batter safe. Others advance.
	Infield Back:	Batter out at first (1B). Others advance.
GX4	Infield In:	Runner on third out at home (2B-C). Batter safe. Others advance.
	Infield Back:	Runner on first out at second (2B-SS). Batter safe. Others advance.
GX5	Infield In:	Runner on third out at home (3B-C). Batter safe. Others advance.
	Infield Back:	Runner on first out at second (3B-2B). Batter safe. Others advance.
GX6	Infield In:	Runner on third out at home (SS-C). Batter safe. Others advance.
	Infield Back:	Double Play. Batter and runner on first out (SS-2B-1B). Others advance.

G1A	Infield In:	Runner on third out at home (P-C). Batter safe. Others advance.
	Infield Back:	Runner on third out at home (P-C). Batter safe. Others advance.
G2A	Infield In:	Batter out at first (C-1B). Others advance.
	Infield Back:	Batter out at first (C-1B). Others advance.
G3A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out at first (1B). Others advance.
G4A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out at first (2B-1B). Others advance.
G5A	Infield In:	Double down line. All runners score. OBR E on first stops at third.
	Infield Back:	Batter out at first (3B-1B). Others advance.
G6A	Infield In:	Single through infield. Runners advance two bases.
	Infield Back:	Batter out at first (SS-1B). Others advance.
G3-1A	Infield In:	Batter out at first (1B-P). Others advance.
	Infield Back:	Batter out at first (1B-P). Others advance.

F7	Fly to LF	Batter out. Runners hold.
F8	Fly to LF	Batter out. OBR A on third scores. Others hold.
F9	Fly to LF	Batter out. OBR A or B on third scores. Others hold.
FD7	Deep LF	Batter out. Runner on third scores. OBR A on second to third. Others hold.
FD8	Deep LF	Batter out. Runner on third scores. OBR A or B on second to third. Others hold.
FD9	Deep LF	Batter out. Runner on third scores. Runner on second to third. Other holds.

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

ERROR READINGS

Error Number 1: Batter safe on error. Runners advance on base. If two out, OBR A or B on second scores.
Error Number 2: Wild throw. Batter to second base. Runners advance two bases. If two out, OBR A or B on first also scores.
Error Number 3: Muffed ball. Batter safe on error. Runners advance one base.
Error Number 4: Outfielder drops ball after fielding. Batter and runners advance one extra base.
Error Number 5: Ball is booted to wall. Batter and all runners score. OBR D or E batter stops at third.

NOTES: There is no DEFENSIVE OPTION PLAY when bases are loaded. Chart indicates all results.
There is no FLY OUT ADVANCE OPTION PLAY when bases are loaded. Chart indicates all results.