

## COLUMN ONE

**2-6** STRIKE OUT

**7-** POP OUT to 2B

**8-** POP OUT to SS

**9-** POP OUT to 3B

**10-** POP OUT to 1B

With bases loaded, score as a STRIKE OUT.

**11-15** SINGLE (1)

Runners with 4 or 5 speed advance twobases. With two outs, all runners advance two bases.

**16-20** SINGLE to LEFT FIELD (1) +

**21-25** SINGLE to CENTER FIELD (1) +

**26-30** SINGLE to RIGHT FIELD (1) +

+ Roll against error ratings for possible extra base on error. In seasons without raised error rating, roll against overall fielding ratings.

**31-35** BASE on BALLS

**36-** STRIKEOUT

With 2B playing halfway, score as a DOUBLE PLAY (2B to 1B).

**37-** GROUND BALL to 2B

**38-** GROUND BALL to SS

**39-** GROUND BALL to SS

**40-** GROUND BALL to 1B

**Infield Back:** Out at first, runners advance

**Infield Halfway:** Second to first DOUBLE PLAY.

Other runners advance

**Infield In:** Out at first, lead runner holds, other runners advance. Forced runner out at home.

**41-45** CLUTCH HIT

With runners on base score as a base clearing DOUBLE!

With bases empty score as a BASE on BALLS

**46-50** STRIKE OUT

With first base occupied and less than two out, score this as a LINE DRIVE caught by the pitcher. He throws to first attempting to double up runner. Roll against pitcher's defensive rating.

**1935, '46, '47, '48, '49 and '80** Seasons - Check letter after fielding rating and refer to below:

**A** - Second to first DOUBLE PLAY; with bases loaded, home to first DOUBLE PLAY; with runners on first and third only, option of second to first DOUBLE PLAY (runner scores if not three out) or lead runner out (Fielder's Choice).

**B** - Lead runner out (Fielder's Choice)

**C** - Ball is bobbled, batter out and runners advance one base.

**51-55** Possible SPEED HIT

With men on base, score as a BASE on BALLS

With bases empty, score as bloop SINGLE to right, batter can try for second; roll against his speed rating. If higher, he's OUT at second. If not, score as a DOUBLE, and he steals third on the next pitch.

## COLUMN TWO

**2-6** STRIKE OUT

**7-** FOUL OUT to C

**8-** FOUL OUT to 2B

**9-** FOUL OUT to SS

**10-** FOUL OUT to 3B

**11-** FOUL OUT to 1B

**12-16** SINGLE (1)

With two out, runner on second scores on a close play. On the throw to the plate, runner on first goes to third and the batter takes second.

**17-** STRIKE OUT

Score SACRIFICE FLY to CF if runner on third and <two out.

**18-** FLY OUT to LF

**19-** FLY OUT to RF

**20-** FLY OUT to CF

**21-** FLY OUT to RF

With runner on third abse and less than two outs, score as a SACRIFICE FLY. Runner with 3-4-5 speed goes to third on the throw.

**22-23** GROUND OUT (1B-P)

Runners advance one base. Batter misses next 5 games.

**24-** GROUND OUT (2B-P)

Runners advance one base. Batter misses next 5 games.

**25-29** GROUND OUT (3B-1B)

Runners advance one base. Batter misses next 4 games

**30-34** GROUND OUT (SS-1B)

Runners advance one base. Batter misses next 3 games

**35-39** GROUND OUT (2B-1B)

Runners advance one base. Batter misses next 2 games

**40-44** GROUND OUT (P-1B)

Runners advance one base. Batter misses next game.

**45-** GROUND OUT (P unassisted)

Runners advance one base. Batter misses remainder of game.

**46-48** GROUND OUT (1B unassisted)

Runners advance one base.

**49-50** GROUND OUT (C-1B)

Runners advance one base. Batter misses next 2 games.

**51-55** GROUND OUT (2B-1B)

Runners advance one base. With runner on third base and the 2B is playing IN, score as a STRIKE OUT.

## THIRD BASE COACH

	Outfield Defense				
SP	5	4	3	2	1
5	5	EB	EB	EB	EB
4	4	5	EB	EB	EB
3	3	4	5	EB	EB
2	2	3	4	5	EB
1	1	2	3	4	5

## COLUMN THREE

- 2-3** SHORT FLY OUT to CF  
**4-** SHORT FLY OUT to LF  
**5-** SHORT FLY OUT to RF  
**6-** SHORT FLY OUT to CF

- 7-** **SINGLE to LF (1)**  
**8-** **SINGLE to CF (1)**  
**9-10** **SINGLE to RF (1)**

Refer to Third Base Coach for extra base attempt.

- 11-** LINE OUT to P  
**12-** LINE OUT to 1B  
**13-** LINE OUT to 2B  
**14-** LINE OUT to 3B  
**15-** LINE OUT to SS  
**16-** **TRIPLE to RCF**

With two out and RF/CF arm rating 5 (or defense rating of 5 in seasons prior to 1984), score as DOUBLE, runner out at third.

- 17-** **DOUBLE to CF (2)**  
**18-** **DOUBLE to LF (2)**  
**19-** **DOUBLE to RF (2)**

Refer to Third Base Coach for extra base attempt.

- 20-** FLY OUT to LF  
**21-** FLY OUT to CF  
**22-** FLY OUT to RF  
**23-** FLY OUT to CF  
**24-** FLY OUT to LF

Runner on 3rd may attempt to score. See Coach for possible SF

### **25-29 SINGLE**

Runners advance two bases. Roll one dice and refer to chart:

Inning	1	2	3	4	5	6
1-6	WP	CS	CS	CS	CS	WP
7+ (option)	WP	CS	WP	CS	WP	PB

- 30-31** LINE OUT to SHORT CF  
**32-** LINE OUT to SHORT LF  
**33-** LINE OUT to SHORT RF

- 34-** **DOUBLE to RF**  
**35-** **DOUBLE to CF**  
**36-** **DOUBLE to LF**  
**37-** **DOUBLE to RF**

Runners advance 2 bases. Refer to the 3rd Base Coach for XB

- 38-42** STRIKEOUT  
**43-47** LHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)  
RHP: LINEOUT to SS, runner on 2nd doubled!  
**48-52** LHP: LINEOUT to 2B, runner on 2nd doubled!  
RHP: **SINGLE (2)** Runner on 1st with 1/2 speed(1)

- 53-57** DRIBBLER to MOUND  
P may attempt to retire batter or any baserunner. Roll against speed. If higher, OUT on FC (1). If not, **SINGLE (1)**.

### **58-62 REFER to RARE PLAY CHART**

- 63-** **SINGLE to CF**

Runners advance two bases. If there's a runner on second, he draws a throw to the plate. Batter attempts to take second. Roll against C defense. If not higher, 8-2-4 putout.

## COLUMN FOUR

1-1B 2-2B 3-3B 4-SS 5-SS 6-2B

### **FIELDER IN**

### **2-6 HARD HIT GROUND BALL**

**1B open** - Batter out and runners hold

**1B occupied** - Lead runner out on a **FIELDER'S CHOICE**

**2B & SS Half** - May take the FC or go for the DP. If DP attempt, runner on first is out and roll against the batter's speed for out at first.

**Bases Full** - Throw home retires runner on third, roll against batter's speed for out at first.

### **7-10 SLOW HIT GROUND BALL**

Defense may 1) take the sure out at first with runners advancing or 2) try for lead runner rolling against his speed.

- 12-13** SAFE at FIRST on ERROR (1)

- 14** SAFE at FIRST on ERROR (2)

- 15** SAFE at SECOND on ERROR (2)

- 16** SAFE at SECOND on ERROR - all score

- 17-19** **SINGLE** off infielder's glove (1)

- 20-21** **SINGLE** (1), runner on second scores.

- 22-23** **SINGLE** (2)

- 24-25** **SINGLE** (2); if hit to 1st or 3rd - **DOUBLE**

- 26-27** Bunt; **FIELDER's CH.**, lead runner out

- 28-29** SACRIFICE BUNT (1)

- 30** Bunt **SINGLE** (1)

### **FIELDER HALFWAY**

- 2-6** Second to first **DOUBLE PLAY**

- 7-11** **FIELDER's CH.**-at 2nd. Others adv.

- 12-13** SAFE at FIRST on ERROR (1)

- 14** SAFE at FIRST on ERROR (2)

- 15-16** SAFE at SECOND on ERROR (2)

- 17-18** OUT at FIRST on ground ball (1)

- 19-20** **SINGLE** off infielder's glove (1)

- 21-23** **SINGLE** (1), runner on second scores

- 24-25** **SINGLE** (2)

- 26-27** SACRIFICE BUNT (1)

- 28-30** Bunt **SINGLE** (1)

### **FIELDER BACK**

- 2-11** OUT AT FIRST (1)

Runner at second holds on ball hit to 3B or SS

Runner at third holds on ball hit to 3B

- 12-13** SAFE at FIRST on ERROR (1)

- 14** SAFE at FIRST on ERROR (2)

- 15-16** SAFE at SECOND on ERROR (2)

- 17-20** OUT at FIRST on ground ball (1)

- 21** **SINGLE** off infielder's glove (1)

- 22-25** **SINGLE** (1), runner on second scores

- 26** SACRIFICE BUNT (1)

- 27-30** Bunt **SINGLE** (1)

### **ALL DEPTHS**

- 31-34** POP OUT

- 35-39** **SINGLE (2)**

Runner caught stealing. No attempt if team is behind after 7In.

- 40-44** LINE OUT - Unassisted Double Play

**1B occupied** - If hit to Firstbaseman - **DOUBLE PLAY**

**2B Occupied** - If hit to Secondbaseman - **DOUBLE PLAY**

**3B Occupied** - If hit to Thirdbaseman - **DOUBLE PLAY**

**Any Occupied** - Caught by SS, throws to lead base for DP.

## COLUMN FIVE

<b>2-</b>	GROUND BALL to 1B
<b>3-</b>	GROUND BALL to 3B
<b>4-</b>	GROUND BALL to 2B
<b>5-</b>	GROUND BALL to SS
<b>Back</b> - Out at first, runners advance one base.	
<b>Half</b> - Out at second, other runners advance	
<b>In</b> - Out at first, lead runner holds, other runners advance. Force on lead runner.	
+ = Pitchers with this Col. 5 symbol score as STRIKE OUT with bases empty	

**6-9** BASE on BALLS  
With the bases loaded, score as two balls

**10-** BASE on BALLS  
**11-14** HIT by PITCH

**15-** HIT by PITCH  
Batter replaced at first by pitch runner.

<b>16-</b>	(P) SINGLE off pitcher's glove+
<b>17-</b>	(C) SINGLE in front of plate +
<b>18-</b>	(1B) SINGLE in back of first +
<b>19-</b>	(SS) SINGLE into the hole+
<b>20-</b>	(2B) SINGLE between 1st and 2nd +
<b>21-</b>	(3B) SINGLE knocked down at 3rd +
<b>22-</b>	(P) SINGLE off of pitcher's glove +
<b>23-</b>	(C) SINGLE in front of plate +
<b>24-</b>	(1B) SINGLE in back of first +
<b>25-</b>	(SS) SINGLE into the hole+
<b>26-</b>	(2B) SINGLE between 1st and 2nd +
<b>27-</b>	(3B) SINGLE knocked down at 3rd +
Runners advance one base and chance for extra base on error.	
'72, '73, '74, '75, '76, '77, '78, '79 - Error is automatic.	
'35, 46, '47, '48, '49, '80 - Error for asterisked fielders	
<b>Others</b> - Roll against fielder's small error rating	

**28-** FLY OUT to short RF  
**29-30** FLY OUT to short CF  
**31-32** FLY OUT to short LF  
**33-37** STRIKE OUT  
**38-41** HIT by PITCH  
**42-45** BASE on BALLS

INFIELD POSITIONS		
Runners on:	None Out	One Out
1B	3B in; others DP	All DP
1B/2B	1B in; others DP	All DP
2B	1B in; others back	All Back
Full	1B in; others DP	All DP
1B/3B	1B in; others DP	All DP
2B/3B	All in	All in
3B	All in	All in

## COLUMN SIX

**2-6** **TRIPLE**  
**7-11** **SINGLE (1)**

With two out, runner advances two bases.  
Runner on second may attempt to score - roll against speed.  
Runner on first goes to third on throw to the plate .

**12-16** **HOME RUN**  
**17** DEEP FLY OUT to LF  
Runner on third scores on SACRIFICE FLY

**18-19** DEEP FLY OUT to RF  
**20** DEEP FLY OUT to CF  
Runner on 3rd scores on SF. Runner on 2nd advances to 3rd

**21** DEEP FLY OUT to CF  
Runner on 3rd scores on SF. Runner on 2nd takes 3rd, runner on first with 5 speed takes second.

**22-26** **LONG SINGLE (2)**  
Batter may try for 2nd. Dice roll 4 = OUT! Others - score **DOUBLE**

**27-31** **LONG SINGLE (2)**  
Runner on first may try to score - roll against runner's speed. On throw home, batter may try for 2nd - roll against speed.

**32-36** SHORT FLY OUT  
**37-41** STRIKEOUT

**USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS:** 1940, 1950, 1951, 1952, 1953, 1961(2), 1964, 1981, 1982, 1983, 1984, 1985, 1986

**42-46** **HIT to LF - SURE SINGLE (1)**  
Roll against LF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll again with runner on first. If higher once more he scores. If not, he holds at first.

**47-51** **HIT to CF - SURE SINGLE (1)**  
Roll against CF defense. If higher, **TRIPLE**. If not, **SINGLE**. Roll one die again . If higher once more - **INSIDE THE PARK HOME RUN!**

**52-56** **HIT to RF - SURE SINGLE (1)**  
Roll against RF defense. If higher, **DOUBLE**. If not, **SINGLE**. Roll one die again . If higher once more - **TRIPLE**.

**USE THESE RESULTS FOR 42-56 FOR THE FOLLOWING SEASONS:** 1876, 1927(1), 1934, 1935, 1946, 1947, 1948, 1949, 1955, 1961(1), 1968, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980

**42-46** **LOOPING FLY BALL to LEFT**  
Roll die against LF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (LF-3B-2B). If =/< - SHORT FLY OUT with no advance.

**47-51** **LOOPING FLY BALL to CENTER**  
Roll die against CF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (CF-C-SS). If =/< - SHORT FLY OUT with no advance.

**52-56** **LOOPING FLY BALL to RIGHT**  
Roll die against RF rating. If higher - **SINGLE**, runners advance one base. Runner on second scores but batter out at 2nd (RF-SS). If =/< - SHORT FLY OUT with no advance.

**57-60** **SINGLE (1)**  
Runner with 5 speed scores from 2nd. With two out, runners with 2-3-4-5 speed score from 2nd.

**61-65** **DOUBLE(2)**  
With two out runner with 4-5 speed scores from first.

## HIT and RUN

The Hit and Run may be called with runners on first, or with runners on first and second. It should not be called when the pitcher is the lead runner.

<b>2-</b>	GROUND OUT [P-1B]
<b>3-4</b>	GROUND OUT [1BU]
<b>5-6</b>	GROUND OUT [2B-1B]

Runners advance one base

<b>7-</b>	<b>SINGLE (1)</b> off pitcher's glove
<b>8-9</b>	<b>SINGLE (2)</b> to right field

<b>10-</b>	<b>SINGLE (2)</b> over first base
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If runner on first has higher speed than RF defense, he scores.

<b>11-13</b>	<b>STRIKE OUT - ATTEMPTED STEAL</b>
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Roll against C's defensive rating. If higher - safe. If not - OUT.

<b>14-</b>	<b>FOUL OUT</b> to C
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<b>15-16</b>	GROUND OUT [2B-1B]
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<b>17-</b>	GROUND OUT [1BU]
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<b>18-</b>	GROUND OUT [1B-P]
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Runners advance one base

<b>19-</b>	LINE OUT into TRIPLE PLAY [SS-1B]
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With one out, it's a DOUBLE PLAY

With two out, it's a LINE OUT to SS

<b>20-</b>	LINE OUT into DOUBLE PLAY [1BU]
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<b>21-</b>	GROUND into DOUBLE PLAY [P-2B-1B]
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<b>22-</b>	GROUND into DOUBLE PLAY [P-SS-1B]
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Runner on second goes to third

<b>23-</b>	GROUND into FIELDER'S CH. [P-SS]
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Out at 2nd. If runner on first is 1-2 speed - DOUBLE PLAY.

<b>24-25</b>	HIGH FLY OUT to CF
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<b>26-28</b>	HIGH FLY OUT to RF
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<b>29-</b>	<b>SINGLE(2)</b> to right field
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<b>30-</b>	Ground Rule <b>DOUBLE(2)</b> to RCF
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<b>31-</b>	<b>DOUBLE (3)</b> to right
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<b>32-</b>	<b>HOME RUN</b>
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<b>33-</b>	Lead runner <b>PICKED OFF</b> by P
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<b>34-</b>	Runner on first <b>PICKED off</b> by P
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<b>35-</b>	<b>PITCH OUT - ATTEMPTED STEAL</b>
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If Catcher's defense is higher than runner's speed, he's OUT.

If not, roll against Catcher's defense for possible CS.

<b>36-</b>	PASSED BALL(1)
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<b>37-</b>	BALK(1)
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<b>38-</b>	WILD PITCH(1)
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<b>39-</b>	<b>WILD PICK OFF ATTEMPT</b> by P
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Runners advance one base on E-P

Runners with 4-5 speed advance two bases.

## ON-BASE CHART

	1	2	3	4	5	6
<b>A</b>	<b>SB</b>	<b>SB</b>	<b>SB</b>	PO	<b>SB</b>	<b>SB*</b>

	1	2	3	4	5	6
<b>B</b>	<b>SB</b>	<b>SB</b>	<b>SB</b>	+	<b>SB</b>	<b>SB*</b>

	1	2	3	4	5	6
<b>C</b>	<b>SB</b>	+	<b>SB</b>	+	<b>SB</b>	<b>SB*</b>

	1	2	3	4	5	6
<b>D</b>	<b>SB</b>	+	<b>SB</b>	+	+	<b>SB*</b>

	1	2	3	4	5	6
<b>E</b>	<b>SB</b>	CS	<b>SB</b>	CS	+	<b>SB*</b>

	1	2	3	4	5	6
<b>F</b>	<b>SB</b>	CS	+	CS	+	<b>SB*</b>

	1	2	3	4	5	6
<b>G</b>	<b>WP</b>	CS	+	CS	+	<b>SB*</b>

	1	2	3	4	5	6
<b>H</b>	<b>PB</b>	+	+	CS	+	<b>BK</b>

	1	2	3	4	5	6
<b>J</b>	<b>WP</b>	CS	+	CS	+	<b>BK</b>

	1	2	3	4	5	6
<b>I or K</b>	<b>WB</b>	CS	<b>PB</b>	CS	CS	<b>BK</b>

	1	2	3	4	5	6
<b>L</b>	<b>PB</b>	PO	PO	PO	PO	<b>WP</b>

**SB** Stolen Base

**SB\*** Stolen base plus possible throwing error by catcher (Col. 5 letter only). Roll against C defense rating.

**CS** Caught stealing

**+** Stolen base attempt. Roll against catcher's defense rating.

**PO** Picked off (P to 1B)

**WP** Wild Pitch (1)

**PB** Passed ball (1)

**BK** Balk (1)

## SACRIFICE PLAY (Batter's number added to Fielder's rating)

*The Sacrifice may be called with less than two out and runner on first, second or first AND second.*

### FIELDER BACK OR HALFWAY

**2-6:** Good SAC (1)  
**7-10:** Bunt SINGLE (1)

**11-15:** Good SAC + (1)  
Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

**16-20:** POP OUT

**21-25:** RUNDOWN  
Lead runner is caught off base by the pitcher. Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

**26-27:** WILD PITCH (1)  
**28:** PASSED BALL, (1)  
**29-30:** Bunt SINGLE, (1)

**31-35:** Good Bunt (1)  
Batter has a chance to beat it out. Roll one die against batter's speed. If die is higher, out at first on Good SAC. If not higher, it is a bunt single.

Die #:	Bunted to:
1 & 2	1B
3 & 4	3B
5 & 6	P

### FIELDER IN

**2-4:** FIELDER'S CHOICE. Lead runner out, batter safe at first. Others advance one base.

**5-10:** Good SAC (1)

**11-15:** Good SAC + (1)  
Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

**16-20:** POP OUT. If there is a runner on 1B, he is doubled up.

**21-25:** RUNDOWN  
Lead runner is caught off base by the pitcher. Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

**26:** WILD PITCH (1)  
**27:** PASSED BALL (1)  
**28:** BALK (1)  
**29:** OUTSIDE PITCH, All runners steal successfully.  
**30:** Bunt SINGLE (1)

**31-35:** Bunted Ball. Defensive team has two options:

- Throw to first, batter is out on Good SAC.
- Try for lead runner. Roll one die against runners speed. If die is higher, he is out on the FC. If not, everyone is safe on Good SAC.

# Squeeze Play (Batter's number added to fielder's rating)

*The squeeze play may be called with less than two out and third base occupied.*

## FIELDER BACK OR HALFWAY

**2-3:** FC, runner on 3<sup>RD</sup> out at home. Batter safe at first.

**4-6:** Good SAC (1)

**7-10:** Bunt SINGLE (1)

**11-15:** Good SAC + (1)

Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

**16-20:** POP OUT, runner on 3<sup>RD</sup> doubled up

**21-25:** RUNDOWN

Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

**26-27:** WILD PITCH (1)

**28:** PASSED BALL, (1)

**29-30:** Bunt SINGLE, (1)

**31-35:** Good Bunt (1)

Batter has a chance to beat it out. Roll one die against batter's speed. If die is higher, out at first on Good SAC. If not higher, it is a bunt single.

Die #:	Bunted to:
1 & 2	1B
3 & 4	3B
5 & 6	P

## FIELDER IN

**2-6:** FIELDER'S CHOICE. Lead runner out, batter safe at first. Others advance one base.

**7-10:** Good SAC (1)

**11-15:** Good SAC + (1)

Roll one die against fielder's small error rating. If die is higher, batter is safe at first and runners take an extra base as throw is wild for error.

- In seasons 1972-1979, error is automatic.
- In seasons 1935, 1946-1949 and 1980, where defensive rating of fielder has an asterisk, it is an error.

**16-20:** POP OUT. Runner on 3<sup>rd</sup> doubled up.

**21-25:** RUNDOWN

Roll one die against speed of runner. If die is higher, runner is out in rundown. If not higher, runner advances to next base safely.

**26:** WILD PITCH (1)

**27:** PASSED BALL (1)

**28:** BALK (1)

**29-30:** Good SAC, play is made at home where runner slides in safely. Batter is safe at first on SAC-FC

**31-35:** Bunted Ball. Defensive team has two options:

- Throw to first, batter is out on Good SAC.
- Try for runner. Roll one die against runners speed. If die is higher, he is out on the FC. If not, everyone is safe on Good SAC.