Advanced 3rd Base Coach (from Craig Tyle)
Outfielder's Arm Rating
(*use Defensive Rating if no Arm rating present)

Runner's Speed Rating		**5**	**4**	**3**	**2**	**1**
	5	5	6	XB	XB	XB
	4	4	5	6	XB	XB
	3	3	4	5	6	XB
	2	2	3	4	5	6
	1	1	2	3	4	5

If the chart result is **XB**, then the lead runner takes the next base easily. The throw is cut off and the trailing runners **HOLD**.

Otherwise, *roll one die* and compare this to the number found on the chart and consult the appropriate result table below.

* Batter is considered a trailing runner as well

Roll is HIGHER	Roll is EQUAL	Roll is LOWER
Lead runner is thrown **out**!	Lead runner is **safe** on a close play	Lead runner takes the next base easily

Trailing runners may advance *Roll one die*. This roll will be used to compare to **ALL** trailing runners.	Chance of throwing error or ball being cut-off (and nearest trail runner is out). First, determine if error has occurred. *Roll* vs OF rating***.	Throw is cut off and **ALL** trailing runners **HOLD**.
Roll is HIGHER		**< Return to normal play sequence >**
Runner holds his base	**Roll is HIGHER**	
Roll is LOWER OR EQUAL TO	OF makes a throwing error. All runners advance one base.	
Runner advances one base as long as there is an **OPEN** base to advance	**< Return to normal play sequence >**	
< Return to normal play sequence >	**Roll is LOWER OR EQUAL TO**	
	No error occurs. Check for possible trail runner advancement and possible out from cutoff. *Roll one die.*	
	Roll is "6"	
	Ball is cutoff and nearest trail runner is **OUT**! Trailing runners **HOLD**.	
	Roll is 1-5	
	Compare this to **ALL** trailing runners	
	Roll is HIGHER	
	Runner holds his base	
	Roll is LOWER OR EQUAL TO	
	Runner advances one base as long as there is an **OPEN** base to advance	
	Return to normal play sequence	

*** Some seasons have a 2-digit error rating, some have a 1-digit error rating and some have NO error rating. Use OF's defensive rating if NO error rating is found

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First Base Umpire
Use for plays **20-21** in Col 4 (**Back**)

Roll one die and refer to chart for umpire's call at first base!

Die#	20	21
1	Safe	Out
2	Out	Safe
3	Out	Safe
4	Out	Safe
5	Out	Safe
6	Safe	Out

Pivot Man Chart (Use for possible DP results **6 & 7** in Column 4 (**Halfway**)

Roll one die and refer to the DEFENSIVE rating of the pivot man on the chart. If die roll is **EQUAL TO** or **LOWER** than the number beside DP, quick pivot turns a DP! If the die is **HIGHER**, score this as a force out at 2nd base, batter safe at 1st.
Ground ball to 1B or 2B: pivot is SS
Ground ball to SS or 3B: pivot is 2B

DEF	6	7
1	DP6	DP4
2	DP5	DP3
3	DP4	DP2
4	DP3	DP1
5	DP2	DP0

1980 season and prior
Replace White Chart Book Column 6 results with the following:

42-46	LOOPING FLY BALL TO LEFT
	Possible base hit. *Roll one die.* If die is **HIGHER** than defensive rating of **LF** it is a **SINGLE**. Runners advance one base. If there is a runner on second base, he scores but the batter is out at second (**LF to 3B to 2B**). If die is **EQUAL TO** or **LOWER**, it is a **SHORT FLY OUT**. Runners **HOLD**.
47-51	**LOOPING FLY BALL TO CENTER**
	Possible base hit. *Roll one die.* If die is **HIGHER** than defensive rating of **CF** it is a **SINGLE**. Runners advance one base. If there is a runner on second base, he scores but the batter is out at second (**CF to C to SS**). If die is **EQUAL TO** or **LOWER**, it is a **SHORT FLY OUT**. Runners **HOLD**.
52-56	**LOOPING FLY BALL TO RIGHT**
	Possible base hit. *Roll one die.* If die is **HIGHER** than defensive rating of **RF** it is a **SINGLE**. Runners advance one base. If there is a runner on second base, he scores but the batter is out at second (**RF to SS**). If die is **EQUAL TO** or **LOWER**, it is a **SHORT FLY OUT**. Runners **HOLD**.