ERROR CHART

FLY BALLS
1-25   BATTER TO FIRST, RUNNERS ADVANCE 1 BASE
26-75   BATTER TO SECOND, RUNNERS ADVANCE 1 BASE
76-95   BATTER TO 2ND, RUNNERS ADVANCE 2 BASES
96-100   BATTER TO THIRD, ALL RUNNERS SCORE

GROUNDERS
1-65   BATTER TO FIRST, RUNNERS ADVANCE 1 BASE
66-75   BATTER TO FIRST, RUNNERS ADVANCE 2 BASES
76-80   BATTER TO FIRST, ALL RUNNERS SCORE
81-95   BATTER TO SECOND, RUNNERS ADVANCE 1
96-100   BATTER TO SECOND, RUNNERS ADVANCE 2 BASES

SINGLES
1-5   BATTER TO FIRST, RUNNERS ADVANCE 1 BASE
6-70   BATTER TO SECOND, RUNNERS ADVANCE 1 BASE
1-95   BATTER TO 2ND, RUNNERS ADVANCE 2 BASES
96-100   BATTER TO THIRD, ALL RUNNERS SCORE

ALL DOUBLES:
BATTER TO 3RD ALL RUNNERS SCORE

ALL TRIPLES:
ALL RUNNERS SCORE

BATTER'S "100" CHART

1-36   BATTER HIT BY PITCH (INJURY CHECK)
37-80   PASSED BALL (ALL RUNNERS ADVANCE 1 BASE)
81-84   PASSED BALL (ALL RUNNERS ADVANCE 2 BASES)
85   BALK (ALL RUNNERS ADVANCE 1 BASE)
86   BATTER AWARDED FIRST ON CATCHER INTERFERENCE
87-100   RUNNER ON FIRST PICKED OFF (IF NO RUNNER ON FIRST, RUNNER ON
              SECOND IS PICKED OFF ON A DRAW OF 1-20. IF NO RUNNER ON SECOND,
              PERFORM AN INJURY CHECK.)

BUNT CHART

1-5   BUNT SINGLE, RUNNERS ADVANCE ONE BASE
6-60   BATTER OUT, RUNNERS ADVANCE 1 BASE
61-90   LEAD RUNNER OUT, BATTER SAFE
91-100   ERROR (USE GROUNDER COLUMN) - ERROR IS ON PITCHER IF
              91-93, CATCHER IF 94-96, 1B IF 97-98, 3B IF 99-100

INFIELD IN

1-70   LEAD RUNNER OUT, OTHERS ADVANCE ONE BASE
71-100   BATTER OUT, OTHER RUNNERS ADVANCE ONE BASE

LINE DRIVES

1-10   RUNNER ON 1ST DOUBLED OFF
11-15   RUNNER ON 2ND DOUBLED OFF
16-100   BATTER OUT, RUNNERS HOLD

SQUEEZE BUNT

1-5	BUNT SINGLE, RUNNERS ADVANCE ONE BASE
6-35	BATTER OUT, RUNNERS ADVANCE 1 BASE
36-90	LEAD RUNNER OUT, BATTER SAFE
91-100	ERROR (USE GROUNDER COLUMN) - ERROR IS ON PITCHER IF 91-93, CATCHER IF 94-96, 1B IF 97-98, 3B IF 99-100

RUNNERS ADVANCING ON HITS
1B: IF SECOND DIGIT OF 1B NUMBER IS 7, 8, 9, OR 0, ALL RUNNERS ADVANCE 2 BASES
2B: IF SECOND DIGIT OF 2B NUMBER IS 8, 9, OR 0, ALL RUNNERS SCORE

BASE HIT LOCATIONS

READ THE SECOND DIGIT OF AN ERROR CHECK CARD. (IF THE RESULT IS A SINGLE DIGIT, USE THE 1-9). IF THE DIGIT IS:

0-3	THE HIT LOCATION IS TO CENTER FIELD
4-6	THE HIT LOCATION IS TO LEFT FIELD
7-9	THE HIT LOCATION IS TO RIGHT FIELD

OUTFIELDER ARM RATINGS

WHEN ATTEMPTING TO ADVANCE AN EXTRA BASE AFTER A HIT OR FLY BALL OUT (WITH RUNNERS ON 2ND OR 3RD ONLY), USE THIS CHART. THIS CHART SHOULD NOT BE USED IN INSTANCES WHERE RUNNERS AUTOMATICALLY ADVANCE. (SEE ABOVE; RUNNERS ADVANCING ON HITS).

ARM RATING

THROW TO	NONE	*	**	***
2ND	50	60	70	75
3RD	35	45	55	60
HOME	20	35	45	50

EXAMPLE OF USE: SAY YOU WANT A RUNNER TO GO FROM 1ST TO THIRD ON A SINGLE. CROSS-REFERNCE THE "3RD" ROW WITH THE OUTFIELDER'S ARM RATING. DRAW A CARD AND READ THE BOTTOM NUMBER. IF THE NUMBER IS LESS THAN OR EQUAL TO THE INDICATED RANGE, THE RUNNER IS OUT. OTHER RUNNERS ADVANCE ONE BASE ON THE THROW.