

The next feature of this book is a baseball simulation game. Don't be misled by the brevity of the codes—they do reproduce a player's statistics accurately, if used in a "league" or used so that the players face an "average" mix of pitchers. Given at the end of the game are the codes to be used for 25 players from 1976; complete codes for any team from this decade are available from the author for 50¢ each. You would probably want to detach the code sheet for easier reference when you play the game.

DIRECTIONS:

Choose your starting line-ups and record them, keeping score as you would at a regular baseball game. If you prefer, you can also record the player's batting code, running speed, fielding position, and fielding number.

Decide what park you are playing in—it makes a difference on some plays.

As each batter stands in, turn over the top card and refer to the card list and the Batter's or Pitcher's code to find the result. Note that each card has a sequence number as well as its regular face value. The sequence numbers run from one on the deuce of clubs to 52 on the ace of spades.

On infield hits, runners advance only if they are forced around, just as on a walk. All baserunners score on home runs and triples, or course. The batter is automatically out on all fly balls and grounders unless otherwise stated. All other actions occur as they naturally would.

You may wish to shuffle the deck after each inning. Following the card list are the special rules to be used for advancing baserunners on singles, doubles, fly balls and grounders, and for stolen bases, double plays, and sacrifice bunts. Don't try to memorize these in advance. Refer to them as needed; they may seem complex at first, but after a game or two they will be almost automatic.

CARD LIST

Sequence

No. CLUBS

- 1 2C If batter coded "S", single to center. Otherwise, pop out to second, runners hold.
- 2 3C If pitcher coded "R", home run unless batter coded "N". Otherwise, fly ball to deep left; add 5 to speed of runner if attempting to advance.
- 3 4C If batter coded "M", walk. Otherwise, grounder to pitcher.

Sequence

No. CLUBS

- 4 5C If batter coded "I", strikeout. If not, fly ball to left.
 5 6C If batter coded "Z", walk. If not, pop up caught by SS in foul territory, runners hold.
 6 7C If batter and pitcher both lefthanded, grounder to short. If both righthanded, grounder to second. Otherwise, turn the next card. If the card is red, the batter singles to his pull field; if it is black and ten or below, he doubles to his pull field. If it is a black face card, he triples. If black ace or joker, he homers.
 7 8C Double to center unless pitcher coded "D". Then grounder to pitcher.
 8 9C If batter coded "A", walk. If not, grounder to short.
 9 10C If batter coded "P", strikeout. Otherwise, smash caught in air by second baseman, runner on second is doubled off.
 10 JC If pitcher coded "I", strikeout. Otherwise, tap to catcher, out at first. No other play possible.
 11 QC If batter coded "K", single unless the next card is a diamond. Otherwise, foul ball caught by first baseman.
 12 KC If pitcher coded "N", single to left. Otherwise, pop fly to left, all runners hold.
 13 AC If batter coded "F", home run. If not, grounder to second.

DIAMONDS

- 14 2D If batter coded "B", home run if playing in good home run park. (See list on page with codes.) Otherwise, deep fly to batter's pull field. Add 10 to runner's speed if attempting to advance.
 15 3D If batter coded "S", single to left. If not, and if pitcher coded "K", strikeout. Otherwise, fly to left.
 16 4D If pitcher coded "I", strikeout. If not, grounder to 2B.
 17 5D If pitcher coded "N", single to center. If not, fly ball to shallow center. In either case, subtract 15 from speed of runner if attempting to advance.
 18 6D If batter coded "V", double to left. If not, fly ball to deep left. In either case, add 5 to speed of runner if attempting to advance.
 19 7D If pitcher is coded "A", walk. Otherwise, grounder back to the mound, error on pitcher if next card is higher than pitcher's fielding number. Otherwise, out at first, no other play possible.
 20 8D If the sequence number on the next card is as low as the batter's speed number, infield hit. Otherwise, grounder to third, lead runner who is forced is out. No DP possible, and runners not forced along hold their bases.
 21 9D If batter coded "I", strikeout. If not, fly to center.
 22 10D If batter coded "R", home run. If not, hard smash to short, base hit if playing on artificial turf. Otherwise, play can be made to first only.
 23 JD If pitcher coded "K", single to center. If not, shallow fly to center, runners hold.
 24 QD If batter coded "E", single to pull field. If not, and if pitcher coded "Q", strikeout. Otherwise, grounder to short.
 25 KD If pitcher coded "P", strikeout. If not, grounder to first.
 26 AD If batter coded "A", walk. If not, grounder to second.

Sequence

No. HEARTS

- 27 2H If batter coded "A", walk. If not, hard smash to first baseman, runner on first is doubled off.
- 28 3H If pitcher coded "I", strikeout. If not, grounder to 3B.
- 29 4H If batter coded "S", single to right. If batter coded "C", home run. Otherwise, fly to shallow right--subtract 12 from speed of runner if attempting to advance.
- 30 5H If pitcher coded "A", walk. Otherwise, grounder to second.
- 31 6H If batter coded "O", bloop single to left. If not, and if pitcher coded "K", strikeout. Otherwise, grounder to first.
- 32 7H If batter coded "I", strikeout. If not, fly ball to batter's pull field.
- 33 8H If pitcher coded "H", home run unless batter coded "J". Otherwise, fly to deep right; add 8 to speed of runner if attempting to advance.
- 34 9H If lefthanded batter facing left handed pitcher or righthanded batter facing righthanded pitcher, strikeout. Otherwise, single to batter's pull field.
- 35 10H If pitcher coded "Y", strikeout unless batter coded "K". Otherwise, grounder to short.
- 36 JH If batter coded "U" and pitcher coded "L", triple. Otherwise, fly ball to deep center; add three to speed of runner if attempting to advance.
- 37 QH If batter coded "P", strikeout. If not, fly to center.
- 38 KH If pitcher coded "M", walk. If not, grounder to short.
- 39 AH If batter coded "H" and pitcher coded "C", double to center. Otherwise, fly to deep center. In either case, add 12 to runner's speed if attempting to advance.

SPADES

- 40 2S If pitcher coded "Z", walk unless batter coded "L". Otherwise, fly to center.
- 41 3S If batter coded "I", strikeout. Otherwise, fly to right.
- 42 4S If pitcher coded "J", infield hit. If not, grounder to short.
- 43 5S If batter coded "S", single to batter's pull field. If not, pop fly to center, runners hold.
- 44 6S If pitcher coded "X", single to center. If not, fly to batter's pull field.
- 45 7S If batter coded "A", walk. If not, ground ball to third.
- 46 8S If batter coded "Y", strikeout. If not, grounder to first.
- 47 9S If batter coded "D", double to right. If not, fly to deep right. In either case, add 4 to runner's speed if advancing.
- 48 10S If batter coded "W", single to right if next card is a heart. Otherwise, grounder to third.
- 49 JS If batter coded "G" and pitcher coded "T", triple. Otherwise, hot smash snared by third baseman, runner on third is doubled off.
- 50 QS If pitcher is coded "L", single to right. If not, fly ball to right.
- 51 KS If batter coded "E", single to center. If not, and if pitcher coded "Q", strikeout. Otherwise, grounder to second.
- 52 AS If batter coded "M", walk. If not, pop out to catcher, runners hold.

JOKERS: A joker drawn while a batter is at the plate means a possible error. Turn the next card to see where the ball is hit.

If the sequence number is: The ball is hit to:

1-5	1B
6-15	2B
16-28	SS
29-38	3B
39-40	LF
41-43	CF
44-45	RF
46-51	C
52	P

Then check the card after that. If the sequence number for that card is higher than the fielding number of the player to whom the ball is hit, the batter reaches first on an error, and all runners advance one base unless there are two out, in which case all runners score. If the sequence number on the next card is lower than the fielder's fielding number, then the batter is out and all runners hold their bases.

If a joker turns up as the "next card" on any attempted advancement by a baserunner or stolen base, assume that the runner gets that base and all runners advance another base on a throwing error. If it is the "next card" on a DP try, the lead runner is out but the batter goes to second and all other runners advance two bases from wherever they started on a wild throw to first.

If a joker turns up as the "next card" on a play directed by the QC, 3D, or 10S, or an attempted sacrifice bunt, runner reaches first on an error on the pitcher.

RULES FOR OTHER ADVANCEMENT

1. ADVANCING ON SINGLES, DOUBLES, AND FLY BALLS: All runners may choose to hold their bases or to advance only as many bases as the number of bases of the hit. If they choose to try to advance further, figure as follows (figure most advanced runner first):

Add the situation number (below)

to the number for the runner's speed.

Add the throwing ability (+ or -) of the outfielder.

The total derived is the number of "safe" cards the runner will have if he decides to try. If the sequence number of the next card is higher than this total, the runner is out. The manager may figure how many "safe" cards he would have before he decides whether or not to try.

Situation Numbers:

Moving from 1st to 3rd on a single to right:	+14
Moving from 1st to 3rd on a single to center:	+ 8
Moving from 1st to 3rd on a single to left:	± 0
Scoring from 1st on a double to left or right:	+ 4
Scoring from 1st on a double to center:	+ 9
Scoring from 2nd on a single to left or right:	+ 5
Scoring from 2nd on a single to center:	+ 7
Moving from 1st to 2nd on a fly to the outfield:	-16
Moving from 2nd to 3rd on a fly to right:	+ 2

Moving from 2nd to 3rd on a fly to center:	-1
Moving from 2nd to 3rd on a fly to left:	-10
Scoring from 3rd on a fly to left or right:	+15
Scoring from 3rd on a fly to center:	+17

2. **STOLEN BASES:** The offensive manager should put a coin behind his back and indicate that he may attempt to steal. He should put the coin in his right hand if he intends to steal, his left hand if not, and bring them back in front. As soon as the defensive manager declares whether or not he is going to pitch out, the offensive manager should open his hands and reveal his choice. Then refer below:
Runner stealing, no pitchout: Add the catcher's arm to the runner's speed. The runner is out if the next card is higher than the total.
Runner stealing, pitchout: Subtract 10 from runner's speed before figuring as above.

Runner not stealing, pitchout: If the next card is a diamond, the batter walks.

Runner attempting to steal home: Ignore catcher's arm, but subtract 20 from the runner's speed.

Runners attempting to steal second and third: Defensive manager may choose which runner he will attempt to throw out.

Runners attempting to steal second and home: Defensive manager may concede second to hold runner at third. He may concede the run and try for the play at second--if that play is made for the third out, the run does not count. Or he may throw and attempt to throw back for the play at home. In that case, reverse the sign (+,-) on the catcher's arm and add to the fielding number of the second baseman. If the next card is higher than the total, both runners are safe.

3. **DOUBLE PLAYS:** A double play is possible on a forced runner on any ground ball unless otherwise stated. Add the DP numbers for the natural DP combination (or combination that the manager chooses if there are more than one runner on). Subtract the batter's speed, +5 if the batter is left handed. All double plays must end at first. Add 5 to the speed of the runner if the play goes 3rd-to-2nd-to-1st or for any play that does not begin with a play at second. If the sequence number of the next card is lower than the total, the double play is complete; if not, safe at first, force out only.

4. **SACRIFICE BUNTS:** If the offensive manager chooses to attempt a sacrifice, turn the next card. The lead runner is out if the number of that card is higher than the batter's bunting number. If not, the batter is out at first with other runners moving up. If attempting to score a runner from third, subtract 10 from the batter's bunting number.

5. **ADVANCING ON GROUNDERS TO THE INFIELD:** Unless otherwise stated, the most advanced runner who can be forced is assumed to be forced unless the defensive manager has chose to try for a different double play. Runners on second or third with an empty base behind them may try to advance if they choose. In that case, add the fielding number of the baseman receiving force play (2B or SS if runner on first, 1B otherwise) to the fielding number of the fielder protecting the base that the runner is attempting to advance to. Subtract the runner's speed. If the next is lower than the total, the runner is out. Otherwise, safe.

1976 PLAYER CODES

Name	Batting Code	Speed	Bunts	Fields	DP	Throws
Carew*	DEJKMSUZ	40	33	1B-14	38	
Ivie	DEHNSZ	27	15	1B-39	22	
Morgan*	ABDFCKMOVZ	46	5	2B-34	24	
Kuiper*	JNOSUW	25	39	2B-39	30	
Brett*	DEGHJSUWKZ	38	15	3B-22	21	
Parrish	DEHIUWZ	23	10	3B-23	31	
Russell	EGHKLNS	33	29	SS-26	27	
Dent	GHNOSY	23	42	SS-36	28	
Rice	BFIJPSUVY	32	15	LF- 5		+2
Gross*	AEGJNSY	21	26	LF-13		-9
Maddox	DEHJSUVWYZ	38	5	CF-31		+4
Beniquez	GHJNOPSWZ	34	26	CF-26		-9
Jackson*	DFGHIJKMOPRY	38	5	RF- 5		±0
Kingman	CFHIOPRWY	24	5	RF- 5		±0
Note: Kingman also strikes out on the 2,4, and 6 of clubs.						
Horton	DFIJMSZ	16	5	DH		
Sanguillen	DELNSUWK	33	19	C-17	27	-4
Munson	BEHLSVWK	29	10	C-22	27	-3
Montefusco	IJNPYZ	16	29	P-12		
Note: All outs recorded by batter Montefusco on red cards should be strikeouts.						
Denny	HIJLNOPSY	24	31	P-19		
Note: All outs recorded by batter Denny on hearts should be strikeouts.						
Renko	IJLMPY	16	23	P-31		
Note: All outs recorded by batter Renko on hearts should be strikeouts.						
Ruthven	EIJKNPY	16	34	P-39		
Note: Also strikes out on 2,4, and 6 of clubs.						
Blue	(Does not bat)			P-36		
Colborn	(Does not bat)			P-37		
Ross	(Does not bat)			P-41		

Name Pitching Code *Indicates Left Hander

Montefusco	AIJKLNY	Good Home Run Parks Are:	
Denny	AJLNYZ	AMERICAN	NATIONAL
Renko	CHIJKLNTYZ	Cleveland	Pittsburgh
Ruthven	ACHIJLNTYZ	Boston	Cincinnati
Blue*	IJLNYZ	Minnesota	Chicago
Colborn	CHLNQKYZ	Detroit	Atlanta
Ross	CJLNQKYZ	Oakland	Los Angeles
		Texas	Montreal