

THE PITCH						
THE 0-1 FASTBALL SETS UP THE AT BAT, DID HE LAY OFF? (STRIKE OUT 11)						
GROUND BALL	46		!			
FLY BALL	L3		WILD PITCH?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	D-	NO (OF E?)	NO	D
TAG UP ON FLY BALLS		ASSIST	BUNTING		1	
TAG 3RD	YES	A-B	3-10 (FC 5-LB)			
TAG 2ND	NO					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A				

THE PITCH						
I CAN SEE THE BATTERY KNOW THE SCOUTING REPORT ON THIS GUY (STRIKE OUT 13)						
GROUND BALL	463 (R1 BT BR 43)		!			
FLY BALL	L3		WILD PITCH?			
RUNNING GAME	HOLD -5 OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C	A	D	YES	D-	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		2	
TAG 3RD	YES	A	5-10 (FC 2-LB)			
TAG 2ND	YES					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A				

THE PITCH						
THE HITTER FOULS OFF SOME CLOSE ONES (BASE ON BALLS 10)) (JUMP *** 2ND & 3RD)						
GROUND BALL	43		!			
FLY BALL	L8		RUNNING GAME			
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	B+	C+	A	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		3	
TAG 3RD	YES	NO	SH (2-3)			
TAG 2ND	(BR) B+					
TAG 1ST	(JUMP) 80+	FLIP CARD BASEBALL 5				
FLD CHECK		E-				

THE PITCH						
3-0 BREAKING BALL (BALL IN PLAY)						
GROUND BALL	*53		!			
FLY BALL	L7*		WILD PITCH?			
RUNNING GAME	HOLD 0 OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D	OF ARM	A	C-	B+
TAG UP ON FLY BALLS		ASSIST	BUNTING		4	
TAG 3RD	RISK?	A-C	6-10 (POP DP 1-LB)			
TAG 2ND	NO (SWO YES)					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A-				

THE PITCH						
3-1 THIS SHOULD BE A NICE PITCH TO HIT (BALL IN PLAY)						
GROUND BALL	463		!			
FLY BALL	F9		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A+	D+	A	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		5	
TAG 3RD	YES	A	10 (POP 5)			
TAG 2ND	NO (SWO YES)					
TAG 1ST	RISK	FLIP CARD BASEBALL 5				
FLD CHECK		C				

THE PITCH						
NICE FASTBALL PAINTS THE OUTSIDE CORNER (STRIKE OUT 10)						
GROUND BALL	543 (R1 JP 54)		!			
FLY BALL	L8		BALK?			
RUNNING GAME	HOLD -10 (PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	D+	NO (OF E?)	D+	D+
TAG UP ON FLY BALLS		ASSIST	BUNTING		6	
TAG 3RD	D-	A-B	8-10 (POP DP 1-LB)			
TAG 2ND	NO (SWO YES)					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A				

THE PITCH							THE PITCH							
2-0 THE PITCHER TRIES TO PLACE ONE IN THERE (BALL IN PLAY)							BASE ON BALLS 1 (JUMP 50+)							
GROUND BALL		463 (R1 BR (T*) 463)		!			GROUND BALL		13		!			
FLY BALL		F8		WILD PITCH? CATCHER BLOCK?			FLY BALL		L5		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME		HOLD 5+ OR (BAD LEAD STEAL -20)					RUNNING GAME		HOLD 10+ OR (BAD LEAD STEAL -20)					
BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
	YES		A-	D+	OF ARM	B-		NO		A	A	YES	YES	A
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING			
TAG 3RD		YES		A-B (YES? TE*)		SH (2-4)			TAG 3RD		YES		8	
TAG 2ND		F9		FLIP CARD BASEBALL 5			TAG 2ND		NO (SWO YES)		A-B		6-10 (FC 5-LB)	
TAG 1ST		NO					TAG 1ST		(BR) B		FLIP CARD BASEBALL 5			
FLD CHECK		E+					FLD CHECK		A+					
THE PITCH							THE PITCH							
(!) ON THE OUTER CORNER (STRIKE OUT 7)							THE CRACK OF THE BAT (BALL IN PLAY) (!)							
GROUND BALL		363 (R1 BR 36)		!			GROUND BALL		46		!			
FLY BALL		F8		WILD PITCH?			FLY BALL		F9 (S/WIND FOUL)		BALK?			
RUNNING GAME		HOLD -15 OR (GOOD LEAD STEAL +10)					RUNNING GAME		HOLD 10+ OR (BAD LEAD STEAL -5)					
BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
	D-		C	A	YES	C		NO (OF TE?)		D	NO	D	D	NO
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING			
TAG 3RD		YES		NO		(POP DP2-LB)			TAG 3RD		RISK?		10	
TAG 2ND		NO (SWO YES)		FLIP CARD BASEBALL 5			TAG 2ND		NO		A-C (TE*)		2-10 (POP DP 1-LB)	
TAG 1ST		NO					TAG 1ST		(BR) C		FLIP CARD BASEBALL 5			
FLD CHECK		A					FLD CHECK		D					
THE PITCH							THE PITCH							
0-0 BREAKING BALL (BALL IN PLAY) (W18 WALK)							NICE CHANGEUP ON THE 2-1, DID THE BATTER PUT IT INTO PLAY? (STRIKE OUT 10)							
GROUND BALL		13 (- HOLD 1-LB)		!			GROUND BALL		643 (R1 BR (T*) 643)		!			
FLY BALL		*P4		WILD PITCH?			FLY BALL		F8		WILD PITCH?			
RUNNING GAME		GREAT LEAD STOLEN BASE (TE*? C)					RUNNING GAME		HOLD 10+ (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
	OF ARM		YES	A+	YES	C+		D-		D-	YES	NO	C+	D-
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING			
TAG 3RD		D		A-B		5-10 (POP DP 5-LB)			TAG 3RD		POWER 15+		12	
TAG 2ND		YES		FLIP CARD BASEBALL 5			TAG 2ND		(JUMP) 70+		A-C (TE*)		2-10 (FC 3-LB)	
TAG 1ST		OF ARM					TAG 1ST		NO (SWO YES)		FLIP CARD BASEBALL 5			
FLD CHECK		B+					FLD CHECK		C+					

THE PITCH						
BASE ON BALLS 13 (FRESH) (K -8 STRIKEOUT)						
GROUND BALL	*64		!			
FLY BALL	L5		PASSED BALL?			
RUNNING GAME	HOLD 0 OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO (OF TE?) YES		C+	D-	B-	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		13	
TAG 3RD	YES		A	SH (5-3) (BH JMP?)		
TAG 2ND	OF ARM					
TAG 1ST	NO (SWO YES)		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH						
3-2 BREAKING BALL (BALL IN PLAY)						
GROUND BALL	43 (-10 HOLD 46)		!			
FLY BALL	L7		BALK?			
RUNNING GAME	HOLD 5+ OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C+		OF ARM	YES	BR RISK	NO NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		14	
TAG 3RD	YES		A (MW TE*)	SH (3-4)		
TAG 2ND	NO					
TAG 1ST	NO (SWO YES)		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH						
HEATER FLOATS A LITTLE, CAN THE HITTER LAY OFF (BASE ON BALLS 8)) (JUMP **+)						
GROUND BALL	*463 (R1 BR 43)		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD 20+ OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B-	C-	D-	NO	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		15	
TAG 3RD	YES		A	9-10 (POP 2)		
TAG 2ND	(JUMP) 80+					
TAG 1ST	NO (SWO YES)		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
THE CATCHER IS CALLING A GOOD GAME TODAY (STRIKE OUT 13)						
GROUND BALL	46		!			
FLY BALL	P4		WILD PITCH?			
RUNNING GAME	HOLD 15+ OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO		OF ARM	A	YES	B+ YES
TAG UP ON FLY BALLS		ASSIST	BUNTING		16	
TAG 3RD	RISK?		A	10 (POP DP 1-LB)		
TAG 2ND	(JUMP) 90+					
TAG 1ST	NO (SWO YES)		FLIP CARD BASEBALL 5			
FLD CHECK		E				

THE PITCH						
THE PITCHER IS REALLY LOCATING WELL TODAY (STRIKE OUT 14)						
GROUND BALL	46 (K7- 64)		!			
FLY BALL	P5 (S/WIND FOUL)		PASSED BALL?			
RUNNING GAME	HOLD -25 OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C-	OF ARM	D-	B	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		17	
TAG 3RD	OF ARM		A-C (SW TE*)	SH (2-4) (BH JMP?)		
TAG 2ND	(JUMP) 60+					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		F				

THE PITCH						
(FADING/TIRED/EXHAUSTED) BASE ON BALLS 12 (IN PLAY) (K -9 STRIKEOUT)						
GROUND BALL	(TP?) *543BR		!			
FLY BALL	P4		BALK?			
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C-	NO	NO	D-	NO	A-
TAG UP ON FLY BALLS		ASSIST	BUNTING		18	
TAG 3RD	OF ARM		A	SH (5-3)		
TAG 2ND	NO					
TAG 1ST	RISK		FLIP CARD BASEBALL 5			
FLD CHECK		A				

THE PITCH							
STRIKE OUT 10 (TIRED/EXHAUSTED) IN PLAY (STRONG WIND WALK)							
GROUND BALL	543* (R1 BR 54)		!				
FLY BALL	*L4		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD 5+ OR (GOOD LEAD DOUBLE STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A-	NO	YES	A+	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		19		
TAG 3RD	RISK?		A	SH (3-1)			
TAG 2ND	(HR) 30+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		A					

THE PITCH							
1-0 FASTBALL (BALL IN PLAY)							
GROUND BALL	*3		!				
FLY BALL	P5 (S/WIND FOUL)		WILD PITCH?				
RUNNING GAME	HOLD -10 (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A	OF ARM	NO	NO	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		20		
TAG 3RD	OF ARM		A-B (SW TE*)	SH (5-4)			
TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		E+					

THE PITCH							
BASE ON BALLS 8 (FRESH) (JUMP *+)							
GROUND BALL	63 (-5 HOLD 64)		!				
FLY BALL	F9		BALK?				
RUNNING GAME	HOLD 25+ OR (BAD LEAD STEAL -10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C+	A+	NO	D+	A-	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		21		
TAG 3RD	RISK?		A-B	SH (3-1)			
TAG 2ND	RISK						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
LACK OF CONTROL IS GETTING THIS PITCHER INTO TROUBLE (BASE ON BALLS 5)							
GROUND BALL	53* (*ADV)		!				
FLY BALL	F7		WILD PITCH?				
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	YES	C-	C	D-	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		22		
TAG 3RD	O/A STOP (A-B)		A (SW TE*)	SH (1-4)			
TAG 2ND	RISK						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B+					

THE PITCH							
HEATER IN ON THE HANDS (HBP?)							
GROUND BALL	(T*) 46		!				
FLY BALL	L5		WILD PITCH?				
RUNNING GAME	HOLD -10 OR (BAD LEAD STEAL -20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A-	A	C	OF ARM	D+	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		23		
TAG 3RD	YES		A-B (MW TE*)	SH (2-4)			
TAG 2ND	(HR) 40+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		A-					

THE PITCH							
DOWN 0-2 THE HITTER HAS A CHANCE TO LAY OFF SOME JUNK PITCHES (BASE ON BALLS 8) (!)							
GROUND BALL	54		!				
FLY BALL	P2*		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD 15+ OR (BAD LEAD STEAL -10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	B-	NO	NO	OF ARM	
TAG UP ON FLY BALLS		ASSIST	BUNTING		24		
TAG 3RD	YES		A-B	8-10 (POP 5)			
TAG 2ND	NO						
TAG 1ST	F7		FLIP CARD BASEBALL 5				
FLD CHECK		B+					

THE PITCH							THE PITCH							
HE LEAVES THE 0-0 AND IT'S DOWN THE MIDDLE FOR A STRIKE (STRIKE OUT 3)							STRIKE OUT 2 (EXHAUSTED) IN PLAY (W17 WALK) (MODERATE WIND WALK)							
GROUND BALL		63 (K6+ 43)		!			GROUND BALL		*46		!			
FLY BALL		P2 (S/WIND 1B)		BALK?			FLY BALL		F7		BALK?			
RUNNING GAME		HOLD -20 OR (BAD LEAD STEAL -10)					RUNNING GAME		HOLD 15+ OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A-	NO	YES	YES	C	A-	HITS	B-	B-	NO (OF TE?)	D-	NO	NO	
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING			
TAG 3RD	PWR ADJ +5		A		7-10 (FC 5-LB)		25	TAG 3RD	O/A STOP (A)		NO		26	
TAG 2ND	NO							TAG 2ND	NO		SH (U3)			
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	F7		FLIP CARD BASEBALL 5			
FLD CHECK		E					FLD CHECK		E					
THE PITCH							THE PITCH							
CAN THE HITTER LAY OFF THE BREAKING BALL? (BASE ON BALLS 9) (JUMP *+)							(!) THE 1-2 WAY OUTSIDE (STRIKE OUT 0)							
GROUND BALL		(T*)31		!			GROUND BALL		3 (TO HM IF REQ)		!			
FLY BALL		F9		PASSED BALL?			FLY BALL		F8		BALK?			
RUNNING GAME		HOLD 0 OR (BAD LEAD STEAL -5)					RUNNING GAME		HOLD -5 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A	D	YES	A+	D	NO	HITS	B+	OF ARM	YES	B-	NO	NO	
TAG UP ON FLY BALLS		ASSIST		BUNTING			27	TAG UP ON FLY BALLS		ASSIST		BUNTING		
TAG 3RD	YES		NO		SH (2-3)			TAG 3RD	RISK?		A-B		28	
TAG 2ND	OF ARM							TAG 2ND	(HR) 20+		9-10 (POP DP 2-LB)			
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		E					FLD CHECK		F					
THE PITCH							THE PITCH							
2-1 BREAKING BALL (BALL IN PLAY)							THEY'RE MIXING THEIR PITCHES UP NICELY (STRIKE OUT 12)							
GROUND BALL		*643 (BT JP 64)		!			GROUND BALL		(SS) 363 OR 36		!			
FLY BALL		F8		BALK?			FLY BALL		F7 (S/WIND FOUL)		WILD PITCH?			
RUNNING GAME		THROWS OVER TO KEEP RUNNER CLOSE					RUNNING GAME		HOLD -15 (PICKED OFF)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	D-	NO	YES	NO	NO	HITS	B-	NO	C	D-	NO	B	
TAG UP ON FLY BALLS		ASSIST		BUNTING			29	TAG UP ON FLY BALLS		ASSIST		BUNTING		
TAG 3RD	OF RNG STOP?		NO		SH (3-4)			TAG 3RD	OF ARM		A (YES? TE*)		30	
TAG 2ND	(JUMP) 50+							TAG 2ND	(JUMP) 80+		SH (1-3)			
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		A+					FLD CHECK		D					

THE PITCH							
LAYING OFF THE 0-1 FASTBALL WILL SET UP THIS AT BAT (BASE ON BALLS 6)) (JUMP **+)							
GROUND BALL	*3		!				
FLY BALL	F8		WILD PITCH?				
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C	C	A+	NO	D-	A	
TAG UP ON FLY BALLS		ASSIST	BUNTING		31		
TAG 3RD	YES		A	3-10 (POP DP 2-LB)			
TAG 2ND	YES		FLIP CARD BASEBALL 5				
TAG 1ST	NO						
FLD CHECK		C					

THE PITCH							
STRIKE OUT 8 (TIRED/EXHAUSTED) IN PLAY (STRONG WIND WALK)							
GROUND BALL	543 (R1 JP 53)		!				
FLY BALL	F8		WILD PITCH?				
RUNNING GAME	HOLD -25 OR (BAD LEAD STEAL -5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	OF ARM	YES	C+	D-	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		32		
TAG 3RD	YES		A-C (MW TE*)	SH (1-3)			
TAG 2ND	(BR) C		FLIP CARD BASEBALL 5				
TAG 1ST	F7						
FLD CHECK		E-					

THE PITCH							
BASE ON BALLS 15 (FRESH) (K -10 STRIKEOUT)							
GROUND BALL	53*		!				
FLY BALL	P2 (S/WIND FOUL)		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD 0 OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A+	B+	D-	B-	D-	D	
TAG UP ON FLY BALLS		ASSIST	BUNTING		33		
TAG 3RD	OF ARM		A	8-10 (POP 5)			
TAG 2ND	NO		FLIP CARD BASEBALL 5				
TAG 1ST	NO						
FLD CHECK		D					

THE PITCH							
1-2 FASTBALL (STRIKE OUT 9)							
GROUND BALL	*46		!				
FLY BALL	P3		BALK?				
RUNNING GAME	HOLD 10+ (PICK OFF ATTEMPT DIVED BACK IN? (B/R)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	YES	NO (OF E?)	C-	A-	NO (OF E?)	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		34		
TAG 3RD	C+		A-B	2-10 (FC 5-LB)			
TAG 2ND	RISK		FLIP CARD BASEBALL 5				
TAG 1ST	NO						
FLD CHECK		D+					

THE PITCH							
1-1 BREAKING BALL (BALL IN PLAY) (W20 WALK)							
GROUND BALL	54 (K12+ 43)		!				
FLY BALL	L7		WILD PITCH?				
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	YES	BR RISK?	OF ARM	D-	NO (IF TE?)	
TAG UP ON FLY BALLS		ASSIST	BUNTING		35		
TAG 3RD	RISK?		A-B	SH (1-3)			
TAG 2ND	NO		FLIP CARD BASEBALL 5				
TAG 1ST	NO						
FLD CHECK		D-					

THE PITCH							
STRIKE OUT 9 (TIRED/EXHAUSTED) IN PLAY (STRONG WIND WALK)							
GROUND BALL	54		!				
FLY BALL	P4		WILD PITCH?				
RUNNING GAME	HOLD 0 OR (GOOD LEAD STEAL +5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A	D	NO	D+	NO	A-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		36		
TAG 3RD	PWR ADJ +		NO (YES? TE*)	8-10 (POP 1)			
TAG 2ND	(BR) C+		FLIP CARD BASEBALL 5				
TAG 1ST	OF ARM						
FLD CHECK		D+					

THE PITCH						
HE SWINGS THROUGH THAT ONE (STRIKE OUT 9)						
GROUND BALL	64		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD -5 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	NO (OF TE?)	A+	NO	OF ARM
TAG UP ON FLY BALLS		ASSIST	BUNTING		37	
TAG 3RD	YES		A-C			
TAG 2ND	NO		6-10 (FC 1-LB)			
TAG 1ST	(BR) C		FLIP CARD BASEBALL 5			
FLD CHECK		B+				

THE PITCH						
GREAT THINKING BY THE CATCHER TO CALL A BREAKING BALL THERE (STRIKE OUT 11)						
GROUND BALL	(T*) 163		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD 5+ OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	YES	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		38	
TAG 3RD	PWR ADJ +5		A-C			
TAG 2ND	NO		SH (1-3)			
TAG 1ST	F7		FLIP CARD BASEBALL 5			
FLD CHECK		B+				

THE PITCH						
3-0 PERHAPS HE SHOULD HAVE BEEN MORE PATIENT (BALL IN PLAY)						
GROUND BALL	54 (-5 HOLD 543)		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	DOUBLE STEAL?					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C-	NO	YES	D	NO	OF ARM
TAG UP ON FLY BALLS		ASSIST	BUNTING		39	
TAG 3RD	O/A STOP (A-B)		A			
TAG 2ND	RISK		3-10 (FC 5-LB)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
STRIKE OUT 4 (EXHAUSTED) IN PLAY (W19 WALK) (MODERATE WIND WALK)						
GROUND BALL	64 (-10 HOLD 643)		!			
FLY BALL	L8		PICK OFF/TAKE OFF/RUN DOWN			
RUNNING GAME	HOLD -25 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO (IF TE?)	NO (OF TE?)	YES	A-	NO	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		40	
TAG 3RD	B		NO			
TAG 2ND	OF ARM		10 (POP 1)			
TAG 1ST	(JUMP) 60+		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
(FADING/TIRED/EXHAUSTED) BASE ON BALLS 15 (IN PLAY) (K -6 STRIKEOUT)						
GROUND BALL	463 (R1 JP (T*) 463)		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD -20 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B-	NO	YES	NO (IF TE?)	NO	YES
TAG UP ON FLY BALLS		ASSIST	BUNTING		41	
TAG 3RD	YES		A			
TAG 2ND	NO (TBR YES)		SH (3-1)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B-				

THE PITCH						
GREAT FIGHT BY THE HITTER TO KEEP THE AT BAT GOING AFTER FALLING BEHIND EARLY (BASE ON BALLS 11) (K -10 STRIKEOUT)						
GROUND BALL	543 (BT JP 54)		!			
FLY BALL	P3		PASSED BALL?			
RUNNING GAME	HOLD 10+ OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A	NO	YES	NO (OF E?)	A-	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		42	
TAG 3RD	OF RNG STOP?		A			
TAG 2ND	NO (TBR YES)		SH (1-4)			
TAG 1ST	RISK		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH							THE PITCH								
CONTACT MADE (BALL IN PLAY) (!)							(!) INSIDE HEATER, CAN HE GET AROUND? (STRIKE OUT 5)								
GROUND BALL		643 (R1 BR (T*) 643)		!			GROUND BALL		*13		!				
FLY BALL		L6		WILD PITCH?			FLY BALL		F7		BALK?				
RUNNING GAME		HOLD -10 OR (GOOD LEAD STEAL +10)					RUNNING GAME		HOLD 20+ OR (BAD LEAD STEAL -15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	A+	NO	D-	YES	OF ARM	C-	HITS	YES	D+	YES	YES	NO	NO		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	RISK?		A-C		SH (U3)		43	TAG 3RD	PWR ADJ +5		A		3-10 (FC 3-LB)		44
TAG 2ND	YES							TAG 2ND	NO						
TAG 1ST	(JUMP) 70+				FLIP CARD BASEBALL 5			TAG 1ST	NO				FLIP CARD BASEBALL 5		
FLD CHECK		B-					FLD CHECK		A+						
THE PITCH							THE PITCH								
1-0 NICE PITCH TO HIT (BALL IN PLAY) (W19 WALK)							(FADING/TIRED/EXHAUSTED) BASE ON BALLS 11 (IN PLAY) (K -10 STRIKEOUT)								
GROUND BALL		*54		!			GROUND BALL		*64		!				
FLY BALL		P6 (M/WIND 1B)		BALK?			FLY BALL		F8		WILD PITCH?				
RUNNING GAME		HOLD -15 OR (GOOD LEAD STEAL +15)					RUNNING GAME		HOLD -25 OR (BAD LEAD STEAL -15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	YES	D-	D-	OF ARM	NO	D	HITS	NO	B	YES	YES	NO	C-		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	YES		A		SH (1-4)		45	TAG 3RD	YES		A-C		10 (POP 5)		46
TAG 2ND	(JUMP) 70+							TAG 2ND	F9						
TAG 1ST	NO				FLIP CARD BASEBALL 5			TAG 1ST	NO				FLIP CARD BASEBALL 5		
FLD CHECK		B-					FLD CHECK		C+						
THE PITCH							THE PITCH								
(!) BASE ON BALLS 4 (JUMP *+)							CONTACT MADE (BALL IN PLAY) (K -1 STRIKEOUT/W16 WALK)								
GROUND BALL		*63		!			GROUND BALL		*63		!				
FLY BALL		F8		WILD PITCH?			FLY BALL		P2*		WILD PITCH?				
RUNNING GAME		HOLD 10+ OR (BAD LEAD STEAL -15)					RUNNING GAME		HOLD 25+ OR (GOOD LEAD STEAL +5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	C-	A	NO	A	A-	OF ARM	HITS	B+	A	NO (OF E?)	YES	NO	NO		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	YES		NO (YES? TE*)		6-10 (FC 3-LB)		47	TAG 3RD	E-		A-B		5-10 (FC 1-LB)		48
TAG 2ND	RISK							TAG 2ND	(JUMP) 90+						
TAG 1ST	NO				FLIP CARD BASEBALL 5			TAG 1ST	NO				FLIP CARD BASEBALL 5		
FLD CHECK		C+					FLD CHECK		A+						

THE PITCH							
(TIRED/EXHAUSTED) BASE ON BALLS 9 (IN PLAY) (K -5 STRIKEOUT)							
GROUND BALL	4*6		!				
FLY BALL	F9		BALK?				
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D	B	NO	D	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		49		
TAG 3RD	O/A STOP (A-B)		A	7-10 (FC 5-LB)			
TAG 2ND	F9						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
0-1 THE HITTER PUTS IT IN PLAY BEFORE HE'S MADE TO CHASE (BALL IN PLAY)							
GROUND BALL	46		!				
FLY BALL	L6		WILD PITCH?				
RUNNING GAME	GREAT LEAD STOLEN BASE (E*? BASEMAN)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	YES	B+	D-	C+	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		50		
TAG 3RD	YES		A-C	SH (1-4)			
TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		E+					

THE PITCH							
(!) BASE ON BALLS 3 (JUMP 60+)							
GROUND BALL	53*		!				
FLY BALL	L9		WILD PITCH?				
RUNNING GAME	HOLD 20+ OR (BAD LEAD STEAL -5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D	D-	B-	NO	NO	C+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		51		
TAG 3RD	YES		A-B	SH (1-3)			
TAG 2ND	NO						
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5				
FLD CHECK		E					

THE PITCH							
0-2 FASTBALL (BALL IN PLAY)							
GROUND BALL	64		!				
FLY BALL	L5		WILD PITCH?				
RUNNING GAME	HOLD 5+ (PICK OFF ATTEMPT DIVED BACK IN)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B+	C	NO	B+	NO	C	
TAG UP ON FLY BALLS		ASSIST	BUNTING		52		
TAG 3RD	E		NO	7-10 (FC 2-LB)			
TAG 2ND	NO						
TAG 1ST	RISK		FLIP CARD BASEBALL 5				
FLD CHECK		FAIL					

THE PITCH							
1-1 THE PITCHER MISSES HIS SPOT (BALL IN PLAY)							
GROUND BALL	*13		!				
FLY BALL	L8		PICK OFF/TAKE OFF/RUN DOWN				
RUNNING GAME	HOLD -25 OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B+	C	NO	NO (OF TE?)	B+	B+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		53		
TAG 3RD	F9		A-B (YES? TE*)	8-10 (POP 2)			
TAG 2ND	RISK						
TAG 1ST	RISK		FLIP CARD BASEBALL 5				
FLD CHECK		A-					

THE PITCH							
THE CRACK OF THE BAT (BALL IN PLAY) (K -3 STRIKEOUT/W18 WALK)							
GROUND BALL	(SS) 643 OR 64		!				
FLY BALL	F7		WILD PITCH?				
RUNNING GAME	DOUBLE STEAL?						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	YES	NO (IF TE?)	NO	B	C	B-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		54		
TAG 3RD	POWER 35+		A	SH (U3)			
TAG 2ND	OF ARM						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B-					

THE PITCH						
(EXHAUSTED) BASE ON BALLS 4 (IN PLAY) (K -4 STRIKEOUT)						
GROUND BALL	64		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A+ A+		NO NO		B NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		55	
TAG 3RD	PWR ADJ +5		SH (5-3)			
TAG 2ND	NO		NO			
TAG 1ST	F7-F8		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH						
BASE ON BALLS 9 (FRESH) (JUMP *+)						
GROUND BALL	*64		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO (IF TE?)		D+ YES YES		A- D	
TAG UP ON FLY BALLS		ASSIST	BUNTING		56	
TAG 3RD	RISK?		SH (3-1)			
TAG 2ND	NO		A			
TAG 1ST	(JUMP) 90+		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
THERE'S NO VELOCITY ON THAT PITCH (STRIKE OUT 1)						
GROUND BALL	64		!			
FLY BALL	L4		PASSED BALL?			
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	BR RISK? YES		D- YES		D- D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		57	
TAG 3RD	OF ARM		SH (1-3) (BH JMP?)			
TAG 2ND	NO		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		E-				

THE PITCH						
CLOSE PITCH CALLED A BALL (BASE ON BALLS 14) (K -7 STRIKEOUT)						
GROUND BALL	53 (-5 HOLD 54)		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD -15 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO		D- YES		OF ARM NO BR RISK	
TAG UP ON FLY BALLS		ASSIST	BUNTING		58	
TAG 3RD	YES		SH (3-4)			
TAG 2ND	YES		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
BREAKING BALL BREAKS DOWNWARDS (STRIKE OUT 7) (!) (IF WP C/FLD 2-3?)						
GROUND BALL	*643 (R1 JP 63)		!			
FLY BALL	F8*		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO YES		NO (IF TE?) YES		C+ NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		59	
TAG 3RD	YES		SH (1-3)			
TAG 2ND	NO (TBR YES)		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
THROWN HIGH AND TIGHT (HBP?)						
GROUND BALL	31		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD DOUBLE STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C		A- NO		C- D- NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		60	
TAG 3RD	YES		8-10 (POP 3)			
TAG 2ND	RISK		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY)						
GROUND BALL	53 (-10 HOLD 54)		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	HOLD -15 OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B+	NO	B	YES	NO	B
TAG UP ON FLY BALLS		ASSIST	BUNTING		61	
TAG 3RD	OF ARM		3-10 (POP DP 2-LB)			
TAG 2ND	NO (TBR YES)		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B				

THE PITCH						
CONTACT MADE (BALL IN PLAY) (K -5 STRIKEOUT/W20 WALK)						
GROUND BALL	*53		!			
FLY BALL	F7		BALK?			
RUNNING GAME	HOLD -15 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C+	NO	D	YES	D-	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		62	
TAG 3RD	YES		A-B (YES? TE*)			
TAG 2ND	RISK		(P5)			
TAG 1ST	(HR) 50+		FLIP CARD BASEBALL 5			
FLD CHECK		C				

THE PITCH						
THE 0-0 PITCH BREAKS SHARPLY AWAY FROM THE STRIKE ZONE LATE CAN HE HOLD UP? (BASE ON BALLS 8)) (JUMP **+ 2ND & 3RD)						
GROUND BALL	54		!			
FLY BALL	L7		BALK?			
RUNNING GAME	HOLD -5 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	B-	NO	YES	A+	OF ARM
TAG UP ON FLY BALLS		ASSIST	BUNTING		63	
TAG 3RD	YES		SH (1-3)			
TAG 2ND	NO (TBR YES)		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
STRIKE OUT 5 (EXHAUSTED) IN PLAY (W20 WALK) (MODERATE WIND WALK)						
GROUND BALL	13		!			
FLY BALL	F9		PASSED BALL?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD DOUBLE STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C+	C-	A+	D-	C+	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		64	
TAG 3RD	YES		4-10 (FC 2-LB)			
TAG 2ND	NO (TBR YES)		A-C			
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5			
FLD CHECK		C				

THE PITCH						
BASE ON BALLS 10 (FRESH) (JUMP *+)						
GROUND BALL	*643 (R1 JP 63)		!			
FLY BALL	L8		BALK?			
RUNNING GAME	HOLD 15+ OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	YES	OF ARM	YES	OF ARM	C
TAG UP ON FLY BALLS		ASSIST	BUNTING		65	
TAG 3RD	YES		SH (1-4)			
TAG 2ND	(HR) 40+		A-B			
TAG 1ST	NO (TBR C/O)		FLIP CARD BASEBALL 5			
FLD CHECK		E+				

THE PITCH						
3-2 FULL COUNT AND TOO CLOSE TO GAMBLE (BALL IN PLAY)						
GROUND BALL	(1B) 463 OR 46		!			
FLY BALL	L7		BALK?			
RUNNING GAME	HOLD -5 OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D-	D	D-	D+	A
TAG UP ON FLY BALLS		ASSIST	BUNTING		66	
TAG 3RD	YES		3-10 (FC 2-LB)			
TAG 2ND	F9		A-B			
TAG 1ST	NO (TBR C/O)		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
REGULATION FASTBALL (STRIKE OUT 2)						
GROUND BALL	46		!			
FLY BALL	L4		WILD PITCH?			
RUNNING GAME	HOLD -30 OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A	C-	B-	D+	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		67	
TAG 3RD	B-		SH (5-3)			
TAG 2ND	NO		A-B			
TAG 1ST	NO (TBR C/O)		FLIP CARD BASEBALL 5			
FLD CHECK		A-				

THE PITCH						
2-2 PITCH IS A BREAKING BALL OFF THE OUTSIDE, WILL THE BATTER TAKE OR PROTECT? (BASE ON BALLS 6)						
GROUND BALL	*43		!			
FLY BALL	P3 (S/WIND 1B)		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -15 OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	D-	NO	A	A
TAG UP ON FLY BALLS		ASSIST	BUNTING		68	
TAG 3RD	YES		2-10 (POP DP 1-LB)			
TAG 2ND	RISK		NO			
TAG 1ST	NO (TBR C/O)		FLIP CARD BASEBALL 5			
FLD CHECK		A				

THE PITCH						
THAT PITCH COULD HAVE BEEN CALLED EITHER WAY (BASE ON BALLS 15) (K -6 STRIKEOUT)						
GROUND BALL	36/31		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	HOLD 0 OR (GOOD LEAD DOUBLE STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C-	D-	NO	D-	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		69	
TAG 3RD	YES		SH (5-3)			
TAG 2ND	OF ARM		A-B			
TAG 1ST	NO (TBR C/O)		FLIP CARD BASEBALL 5			
FLD CHECK		D				

THE PITCH						
2-1 HITTERS COUNT, SWING AWAY (BALL IN PLAY)						
GROUND BALL	*53		!			
FLY BALL	L8		BALK?			
RUNNING GAME	HOLD -5 OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C	NO	YES	D-	A+	B+
TAG UP ON FLY BALLS		ASSIST	BUNTING		70	
TAG 3RD	A+		10 (POP 2)			
TAG 2ND	NO (TBR YES)		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B-				

THE PITCH						
THE HITTER FOULS OFF SOME CLOSE ONES (BASE ON BALLS 12) (K -9 STRIKEOUT)						
GROUND BALL	13		!			
FLY BALL	F7 (S/WIND FOUL)		WILD PITCH?			
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	OF ARM	A	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		71	
TAG 3RD	YES		7-10 (FC 2-LB)			
TAG 2ND	YES		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
(!) THE CRACK OF THE BAT (BALL IN PLAY)						
GROUND BALL	(2B) 463 OR 46		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	YES	A+	A+	C-	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		72	
TAG 3RD	YES		SH (2-3)			
TAG 2ND	RISK		A-C			
TAG 1ST	F7-F8		FLIP CARD BASEBALL 5			
FLD CHECK		A+				

THE PITCH						
(FADING/TIRED/EXHAUSTED) BASE ON BALLS 14 (IN PLAY) (K -7 STRIKEOUT)						
GROUND BALL	46		!			
FLY BALL	L6		WILD PITCH?			
RUNNING GAME	HOLD 5+ OR (GOOD LEAD DOUBLE STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A- NO		A- YES		OF ARM YES	
TAG UP ON FLY BALLS		ASSIST	BUNTING		73	
TAG 3RD	RISK?		SH (2-3)			
TAG 2ND	NO (TBR YES)		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C+				

THE PITCH						
BASE ON BALLS 3 (JUMP 70+)						
GROUND BALL	36/31		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD 20+ (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B+ A		NO D-		D C+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		74	
TAG 3RD	E+		SH (1-3)			
TAG 2ND	NO (TBR YES)		A			
TAG 1ST	F7		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
POOR PITCH REGOGNITION (STRIKE OUT 2)						
GROUND BALL	643 (R1 JP (T*) 643)		!			
FLY BALL	P4 (S/WIND 1B)		WILD PITCH?			
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO NO		B- OF ARM		D- NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		75	
TAG 3RD	OF ARM		SH (1-3)			
TAG 2ND	NO (TBR YES)		A-C			
TAG 1ST	(BR) C+		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY) (K -2 STRIKEOUT/W17 WALK)						
GROUND BALL	3 (TO HM IF REQ)		!			
FLY BALL	*P5		PASSED BALL?			
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C YES		NO YES		C NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		76	
TAG 3RD	YES		SH (3-1)			
TAG 2ND	(HR) 20+		A			
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5			
FLD CHECK		C+				

THE PITCH						
(TIRED/EXHAUSTED) BASE ON BALLS 6 (IN PLAY) (K -2 STRIKEOUT)						
GROUND BALL	*64		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	HOLD 5+ OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO C		YES YES		NO A+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		77	
TAG 3RD	O/A STOP (A)		SH (2-3)			
TAG 2ND	NO		A-B			
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
THERE'S SOME TOUGH PITCHES TO FOUL OFF (BASE ON BALLS 13)						
GROUND BALL	543 (BT BR 53)		!			
FLY BALL	L5		WILD PITCH?			
RUNNING GAME	HOLD 20+ (PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO NO		NO D-		NO C-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		78	
TAG 3RD	OF ARM		SH (3-4)			
TAG 2ND	RISK		A-B (YES? TE*)			
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
BASE ON BALLS 7 (FRESH) (JUMP *+)						
GROUND BALL	463 (R1 JP (T*) 463)		!			
FLY BALL	L8		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D- NO		B NO		NO B-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		79	
TAG 3RD	O/A STOP (A)		6-10 (FC 3-LB)			
TAG 2ND	F9		NO			
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH								
LUNGES AT AN OUTSIDE PITCH (BALL IN PLAY)								
GROUND BALL	1LB		!					
FLY BALL	F9 (S/WIND FOUL)		WILD PITCH?					
RUNNING GAME	HOLD 20+ OR (GOOD LEAD STEAL +10)							
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	B C+		NO NO (OF TE?)		D NO			
TAG UP ON FLY BALLS		ASSIST	BUNTING		80			
TAG 3RD	YES		A-C (TE*)				SH (2-3)	
TAG 2ND	OF ARM		NO				FLIP CARD BASEBALL 5	
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5				FLIP CARD BASEBALL 5	
FLD CHECK		E+						

THE PITCH						
2-0 FASTBALL (BALL IN PLAY)						
GROUND BALL	64		!			
FLY BALL	P6		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 25+ (PICKED OFF)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B D		B+ NO		NO A+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		81	
TAG 3RD	YES		SH (3-4)			
TAG 2ND	NO		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C				

THE PITCH								
2-0 BREAKING BALL (BALL IN PLAY)								
GROUND BALL	*64		!					
FLY BALL	L8		BALK?					
RUNNING GAME	HOLD 10+ OR (GOOD LEAD STEAL +5)							
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	A- B-		B+ A-		NO D			
TAG UP ON FLY BALLS		ASSIST	BUNTING		82			
TAG 3RD	YES		NO				8-10 (POP 2)	
TAG 2ND	YES		NO				FLIP CARD BASEBALL 5	
TAG 1ST	(HR) 30+		FLIP CARD BASEBALL 5				FLIP CARD BASEBALL 5	
FLD CHECK		C						

THE PITCH						
3-1 CALLED STRIKE BY THE UMPIRE, THE HITTER NOT HAPPY HE WAS WALKING TO FIRST ALREADY (STRIKE OUT 8)						
GROUND BALL	46 (-10 HOLD 463)		!			
FLY BALL	F9		BALK?			
RUNNING GAME	HOLD -25 (PICKED OFF)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B- B-		A- YES		OF ARM NO (OF E?)	
TAG UP ON FLY BALLS		ASSIST	BUNTING		83	
TAG 3RD	O/A STOP (A)		6-10 (FC 5-LB)			
TAG 2ND	NO		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B				

THE PITCH								
BASE ON BALLS 2 (JUMP 55+) (FRESH)								
GROUND BALL	(3B) 543* OR 54		!					
FLY BALL	F7		PASSED BALL?					
RUNNING GAME	HOLD -25 OR (BAD LEAD STEAL -20)							
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	D+ NO		OF ARM YES		NO OF ARM			
TAG UP ON FLY BALLS		ASSIST	BUNTING		84			
TAG 3RD	POWER 50+		A-C				9-10 (POP 5)	
TAG 2ND	(JUMP) 60+		NO				FLIP CARD BASEBALL 5	
TAG 1ST	NO		FLIP CARD BASEBALL 5				FLIP CARD BASEBALL 5	
FLD CHECK		E+						

THE PITCH						
0-2 STRAIGHT DOWN THE MIDDLE (STRIKE OUT 15)						
GROUND BALL	53 (- HOLD 54)		!			
FLY BALL	F7		PASSED BALL?			
RUNNING GAME	HOLD -20 OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO (OF E?)	NO (OF E?)	NO	A-	NO	BR RISK?
TAG UP ON FLY BALLS		ASSIST	BUNTING		85	
TAG 3RD	YES		SH (5-3)			
TAG 2ND	(JUMP) 50+		A-C (TE*)			
TAG 1ST	(JUMP) 70+		FLIP CARD BASEBALL 5			
FLD CHECK		A				

THE PITCH						
BASE ON BALLS 4 (JUMP *+)						
GROUND BALL	46		!			
FLY BALL	L7		BALK?			
RUNNING GAME	GREAT LEAD STOLEN BASE (TE*? C)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	OF ARM	YES	NO	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		86	
TAG 3RD	OF RNG STOP?		SH (2-4)			
TAG 2ND	F8-F9		A-B			
TAG 1ST	(BR) A		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
0-1 BREAKING BALL LOW AND AWAY (BALL IN PLAY) (W16 WALK)						
GROUND BALL	363 (BT BR 36)		!			
FLY BALL	L8		PASSED BALL?			
RUNNING GAME	HOLD -20 (PICKED OFF)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A	YES	NO	D-	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		87	
TAG 3RD	OF RNG STOP?		9-10 (POP 3)			
TAG 2ND	(JUMP) 70+		NO			
TAG 1ST	(JUMP) 60+		FLIP CARD BASEBALL 5			
FLD CHECK		D				

THE PITCH						
THE PITCHER GETS AHEAD IN THE COUNT AND TRIES TO GET THE BATTER TO CHASE (BASE ON BALLS 12) (!)						
GROUND BALL	363 (BT JP 36)		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	HOLD -30 OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	B	A	D-	A	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		88	
TAG 3RD	F8-F9		3-10 (FC 3-LB)			
TAG 2ND	F9		A-C			
TAG 1ST	(HR) 20+		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
TOUGH PITCH TO LAY OFF (STRIKE OUT 14)						
GROUND BALL	63 (-10 HOLD 64)		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	HOLD -25 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C+	A-	B+	B	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		89	
TAG 3RD	YES		10 (POP 1)			
TAG 2ND	YES		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B				

THE PITCH						
BASE ON BALLS 14 (FRESH) (K -9 STRIKEOUT)						
GROUND BALL	43 (K5- 64)		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD -25 (PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	B	D+	A+	NO	OF ARM
TAG UP ON FLY BALLS		ASSIST	BUNTING		90	
TAG 3RD	YES		(FC 1-LB)			
TAG 2ND	F9		A-B			
TAG 1ST	F7-F8		FLIP CARD BASEBALL 5			
FLD CHECK		B-				

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY)						
GROUND BALL	43 (- HOLD 46)		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	PICK OFF/TAKE OFF/RUN DOWN?					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C-	OF ARM	C-	NO (OF TE?)	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		91	
TAG 3RD	YES		2-10 (FC 1-LB)			
TAG 2ND	NO (TBR C/O)					
TAG 1ST	(BR) A					
FLD CHECK		A-				

THE PITCH						
CHANCE TO PUT THIS PITCH IN PLAY (STRIKE OUT 1)						
GROUND BALL	*63		!			
FLY BALL	F9		BALK?			
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	NO (IF TE?)	YES	OF ARM	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		92	
TAG 3RD	YES		SH (2-4)			
TAG 2ND	NO (TBR C/O)					
TAG 1ST	NO					
FLD CHECK		A				

THE PITCH						
THE PITCH SEQUENCING IS SO PREDICTABLE (STRIKE OUT 2)						
GROUND BALL	(1B) 363 OR 36		!			
FLY BALL	L9		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -30 (PICK OFF ATTEMPT DIVED BACK IN? (B/R))					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	D-	C-	D	D+	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		93	
TAG 3RD	YES		SH (3-1) (BH JMP?)			
TAG 2ND	NO (TBR C/O)					
TAG 1ST	NO					
FLD CHECK		E				

THE PITCH						
STRIKE OUT 15 (FADING/TIRED EXHAUSTED) IN PLAY						
GROUND BALL	46		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD 15+ OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO (OF TE?)		A	C-	C-	A+ NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		94	
TAG 3RD	PWR ADJ +		10 (POP DP 1-LB)			
TAG 2ND	F8-F9					
TAG 1ST	(HR) 50+					
FLD CHECK		F				

THE PITCH						
BASE ON BALLS 11 (FRESH) (K -6 STRIKEOUT)						
GROUND BALL	*63		!			
FLY BALL	*P3		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 25+ OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A+	B	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		95	
TAG 3RD	YES		SH (5-3)			
TAG 2ND	YES (SWI NO)					
TAG 1ST	NO					
FLD CHECK		D-				

THE PITCH						
2-1 FASTBALL (BALL IN PLAY)						
GROUND BALL	*43		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	HOLD -10 OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	B-	C-	B-	NO	C
TAG UP ON FLY BALLS		ASSIST	BUNTING		96	
TAG 3RD	OF RNG STOP?		SH (U3)			
TAG 2ND	NO					
TAG 1ST	NO					
FLD CHECK		E-				

THE PITCH						
(!) BASE ON BALLS 1 (JUMP 40+)						
GROUND BALL	53* (*ADV)		!			
FLY BALL	*L5		WILD PITCH?			
RUNNING GAME	HOLD -5 OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	OF ARM	B+	NO	YES	D	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		97	
TAG 3RD	OF ARM	A	6-10 (FC 1-LB)			
TAG 2ND	NO					
TAG 1ST	RISK	FLIP CARD BASEBALL 5				
FLD CHECK		A-				

THE PITCH						
THE PITCHER LOSES HIS GRIP ON THAT ONE (HBP?)						
GROUND BALL	*13		!			
FLY BALL	L7		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 15+ OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	NO	D-	B-	D-	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		98	
TAG 3RD	OF ARM	A	8-10 (POP 1)			
TAG 2ND	RISK					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		D-				

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY)						
GROUND BALL	(3B) *543 OR *54		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	D-	YES	A+	C+
TAG UP ON FLY BALLS		ASSIST	BUNTING		99	
TAG 3RD	YES	A	4-10 (FC 2-LB)			
TAG 2ND	(HR) 30+					
TAG 1ST	F7-F8	FLIP CARD BASEBALL 5				
FLD CHECK		A				

THE PITCH						
(EXHAUSTED) BASE ON BALLS 5 (IN PLAY) (K -5 STRIKEOUT)						
GROUND BALL	*46		!			
FLY BALL	F7		WILD PITCH?			
RUNNING GAME	HOLD -5 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C-	B+	YES	C-	B+	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		100	
TAG 3RD	OF ARM	A (YES? TE*)	10 (POP 3)			
TAG 2ND	YES (SWI NO)					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		E				

THE PITCH						
BASE ON BALLS 12 (FRESH) (K -7 STRIKEOUT)						
GROUND BALL	64 (-15 HOLD 643)		!			
FLY BALL	L8		WILD PITCH?			
RUNNING GAME	HOLD -30 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C	NO	D-	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		1	
TAG 3RD	OF ARM	A-B	SH (5-4)			
TAG 2ND	NO (TBR C/O)					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A+				

THE PITCH						
SHARP BREAKING PITCH! (STRIKE OUT 15) (!)						
GROUND BALL	363 (R1 JP U3)		!			
FLY BALL	P6		WILD PITCH?			
RUNNING GAME	DOUBLE STEAL?					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B	YES	A	NO	D-	A
TAG UP ON FLY BALLS		ASSIST	BUNTING		2	
TAG 3RD	YES	NO	(POP DP2-LB)			
TAG 2ND	(HR) 50+					
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		D+				

THE PITCH							
(!) PITCHER TRIES TO JAM THE BATTER (HBP?)							
GROUND BALL	43		!				
FLY BALL	F9		WILD PITCH?				
RUNNING GAME	HOLD 15+ OR (GOOD LEAD STEAL +5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	OF ARM A-		D	B-	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		3		
TAG 3RD	OF ARM		A-B	2-10 (FC 5-LB)			
TAG 2ND	F9						
TAG 1ST	(HR) 20+		FLIP CARD BASEBALL 5				
FLD CHECK		B+					

THE PITCH							
BASE ON BALLS 5 (FRESH) (JUMP *+ 2ND & 3RD)							
GROUND BALL	13		!				
FLY BALL	F8		PICK OFF/TAKE OFF/RUN DOWN				
RUNNING GAME	HOLD 15+ OR (GOOD LEAD DOUBLE STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B		B	NO	D-	NO YES	
TAG UP ON FLY BALLS		ASSIST	BUNTING		4		
TAG 3RD	YES		A	(FC 2-LB)			
TAG 2ND	F8-F9						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C-					

THE PITCH							
(EXHAUSTED) BASE ON BALLS 3 (IN PLAY) (K -3 STRIKEOUT)							
GROUND BALL	64 (-5 HOLD 643)		!				
FLY BALL	L8*		WILD PITCH?				
RUNNING GAME	HOLD 25+ (PICK OFF ATTEMPT DIVED BACK IN? (B/R)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	C+	YES	A+	D-	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		5		
TAG 3RD	YES		A-B	SH (3-1)			
TAG 2ND	(HR) 20+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
HAS THE PITCHER LOST HIS RELEASE POINT? (BASE ON BALLS 5) (JUMP **+)							
GROUND BALL	*1LB		!				
FLY BALL	L7		WILD PITCH?				
RUNNING GAME	HOLD 15+ (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D-	B	NO	D+	A	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		6		
TAG 3RD	YES		A-C (TE*)	9-10 (POP 1)			
TAG 2ND	(JUMP) 80+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
HIS CONTROL WON'T PLEASE THE MANAGER (BASE ON BALLS 4) (JUMP **+)							
GROUND BALL	643 (R1 JP (T*) 643)		!				
FLY BALL	L8		PASSED BALL?				
RUNNING GAME	HOLD 5+ (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	YES	YES	A	D-	YES	
TAG UP ON FLY BALLS		ASSIST	BUNTING		7		
TAG 3RD	OF ARM		A-B	4-10 (FC 5-LB)			
TAG 2ND	RISK						
TAG 1ST	F7		FLIP CARD BASEBALL 5				
FLD CHECK		B+					

THE PITCH							
1-1 FASTBALL (BALL IN PLAY)							
GROUND BALL	23		!				
FLY BALL	L3		WILD PITCH?				
RUNNING GAME	HOLD 0 OR (GOOD LEAD STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	NO	YES	B-	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		8		
TAG 3RD	F9		A-C	SH (2-3)			
TAG 2ND	(JUMP) 70+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C+					

THE PITCH						
0-1 FASTBALL CLIMBING THE LADDER (BALL IN PLAY)						
GROUND BALL	3		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C	A-	C	D-	C-
TAG UP ON FLY BALLS		ASSIST	BUNTING		9	
TAG 3RD	YES		SH (U3)			
TAG 2ND	(JUMP) 50+		A-B			
TAG 1ST	RISK		FLIP CARD BASEBALL 5			
FLD CHECK		C				

THE PITCH						
0-0 FIRST PITCH HITTING (BALL IN PLAY)						
GROUND BALL	46 (- HOLD 463)		!			
FLY BALL	*L6		BALK?			
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	OF ARM	NO	A+	C+	B	C-
TAG UP ON FLY BALLS		ASSIST	BUNTING		10	
TAG 3RD	YES		2-10 (FC 2-LB)			
TAG 2ND	(BR) B		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		E				

THE PITCH						
NICE SOUND OFF THE BAT (BALL IN PLAY)						
GROUND BALL	(SS) 643 OR 64		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD 5+ (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	B+	NO	D-	D+	NO (IF TE?)
TAG UP ON FLY BALLS		ASSIST	BUNTING		11	
TAG 3RD	YES		SH (3-4)			
TAG 2ND	(HR) 30+		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D				

THE PITCH						
(!) HITTABLE PITCH (STRIKE OUT 3)						
GROUND BALL	*54		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	HOLD 15+ OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A+	A-	YES	YES	D	NO (OF E?)
TAG UP ON FLY BALLS		ASSIST	BUNTING		12	
TAG 3RD	D+		7-10 (FC 3-LB)			
TAG 2ND	RISK		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		E+				

THE PITCH						
CONTACT MADE (BALL IN PLAY)						
GROUND BALL	*3		!			
FLY BALL	L8		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -5 OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	YES	YES	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		13	
TAG 3RD	YES		SH (5-4)			
TAG 2ND	NO (TBR C/O)		A (YES? TE*)			
TAG 1ST	(BR) B+		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
BASE ON BALLS 1 (JUMP 55+) (FRESH)						
GROUND BALL	54		!			
FLY BALL	F7 (S/WIND FOUL)		BALK?			
RUNNING GAME	HOLD -25 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	YES	NO	C	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		14	
TAG 3RD	B+		7-10 (POP DP 2-LB)			
TAG 2ND	(JUMP) 60+		A			
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5			
FLD CHECK		E+				

THE PITCH							
(EXHAUSTED) BASE ON BALLS 2 (IN PLAY) (K -2 STRIKEOUT)							
GROUND BALL	46		!				
FLY BALL	F7		WILD PITCH?				
RUNNING GAME	HOLD 25+ OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D- NO		NO	YES	NO (OF E?)	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		15		
TAG 3RD	F8-F9		A-C	SH (2-4)			
TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C-					

THE PITCH							
THE FASTBALL HAS REALY SET UP THIS HITTER (STRIKE OUT 6)							
GROUND BALL	*43		!				
FLY BALL	F8		BALK?				
RUNNING GAME	GREAT LEAD STOLEN BASE (CATCHER INTERFERENCE?)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C+		D+	YES	YES	D- B	
TAG UP ON FLY BALLS		ASSIST	BUNTING		16		
TAG 3RD	F9		A	5-10 (FC 2-LB)			
TAG 2ND	(JUMP) 90+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		E-					

THE PITCH							
THE HITTER FOULS OFF SOME CLOSE ONES (BASE ON BALLS 11) (K -10 STRIKEOUT)							
GROUND BALL	*46		!				
FLY BALL	P6		WILD PITCH?				
RUNNING GAME	HOLD -20 OR (BAD LEAD STEAL -5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO D		A-	C	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		17		
TAG 3RD	YES		A-B	SH (3-4)			
TAG 2ND	RISK						
TAG 1ST	RISK		FLIP CARD BASEBALL 5				
FLD CHECK		E-					

THE PITCH							
HIS EYES ARE SHARP TODAY (BASE ON BALLS 14) (K -7 STRIKEOUT)							
GROUND BALL	(T*) 64		!				
FLY BALL	P5 (S/WIND 1B)		WILD PITCH?				
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C-		YES	B+	YES	A+ A+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		18		
TAG 3RD	YES		A-C	6-10 (FC 2-LB)			
TAG 2ND	RISK						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B-					

THE PITCH							
STRIKE OUT 14 (FADING/TIRED EXHAUSTED) IN PLAY							
GROUND BALL	64		!				
FLY BALL	L4		WILD PITCH?				
RUNNING GAME	HOLD 0 (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A+	C+	C	YES	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		19		
TAG 3RD	YES		A-B	(FC 2-LB)			
TAG 2ND	OF ARM						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
THAT ONE FLOATS INTO THE MIDDLE OF THE PLATE (STRIKE OUT 0)							
GROUND BALL	64		!				
FLY BALL	F9 (S/WIND FOUL)		BALK?				
RUNNING GAME	HOLD 10+ OR (GOOD LEAD STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO NO		OF ARM	B	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		20		
TAG 3RD	YES		A-C (TE*)	10 (POP 2)			
TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		B-					

THE PITCH						
BASE ON BALLS 3 (JUMP 70+) (FRESH)						
GROUND BALL	13		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD -30 OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A	NO	C+	YES	NO	B
TAG UP ON FLY BALLS		ASSIST	BUNTING		21	
TAG 3RD	POWER 20+		SH (2-3)			
TAG 2ND	F9		A-C (TE*)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
3-0 FASTBALL (BALL IN PLAY)						
GROUND BALL	31		!			
FLY BALL	F7		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -30 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	OF ARM	OF ARM	A	A+	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		22	
TAG 3RD	YES		3-10 (FC 1-LB)			
TAG 2ND	NO		NO			
TAG 1ST	(BR) C+		FLIP CARD BASEBALL 5			
FLD CHECK		A-				

THE PITCH						
CONTACT MADE (BALL IN PLAY) (K -3 STRIKEOUT/W18 WALK)						
GROUND BALL	54 (-10 HOLD 543)		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD 0 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C-	NO	OF ARM	NO	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		23	
TAG 3RD	YES (SWI NO)		8-10 (POP DP 1-LB)			
TAG 2ND	NO		A-C (TE*)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C+				

THE PITCH						
(EXHAUSTED) BASE ON BALLS 1 (IN PLAY) (K -1 STRIKEOUT)						
GROUND BALL	31		!			
FLY BALL	L6		BALK?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD DOUBLE STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B	BR RISK?	NO	OF ARM	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		24	
TAG 3RD	YES (SWI NO)		9-10 (POP 5)			
TAG 2ND	NO		A			
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5			
FLD CHECK		C+				

THE PITCH						
(STRIKE OUT 15) (DROPPED THIRD STRIKE? (1-30) AND THEN C/FLD FOR THE 2-3 OR PB)						
GROUND BALL	*43		!			
FLY BALL	L7		BALK?			
RUNNING GAME	HOLD 0 (PICK OFF ATTEMPT DIVED BACK IN? (B/R))					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	C-	C-	BR RISK?	NO	OF ARM
TAG UP ON FLY BALLS		ASSIST	BUNTING		25	
TAG 3RD	YES (SWI NO)		SH (3-4)			
TAG 2ND	F9		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
BASE ON BALLS 3 (JUMP 65+)						
GROUND BALL	54		!			
FLY BALL	F9		BALK?			
RUNNING GAME	HOLD 25+ (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	B+	D-	OF ARM	BR RISK?	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		26	
TAG 3RD	YES (SWI NO)		9-10 (POP 2)			
TAG 2ND	YES		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
BASE ON BALLS 2 (JUMP 50+)						
GROUND BALL	(SS) 463 OR 46		!			
FLY BALL	F7		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -15 OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO (OF E?)	YES	C	B+	NO (OF E?)
TAG UP ON FLY BALLS		ASSIST	BUNTING		27	
TAG 3RD	YES (SWI NO)		A-B (YES? TE*)			
TAG 2ND	F9		4-10 (FC 3-LB)			
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5			
FLD CHECK		B+				

THE PITCH						
STRIKE OUT 7 (TIRED/EXHAUSTED) IN PLAY (STRONG WIND WALK)						
GROUND BALL	463 (K9- 643)		!			
FLY BALL	F9		PASSED BALL?			
RUNNING GAME	HOLD 25+ (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B	NO	D-	YES	NO	B+
TAG UP ON FLY BALLS		ASSIST	BUNTING		28	
TAG 3RD	OF ARM		NO			
TAG 2ND	NO		SH (5-4)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B+				

THE PITCH						
FASTBALL UP IN THE ZONE (STRIKE OUT 7)						
GROUND BALL	13 (- HOLD 1-LB)		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD -20 (PICK OFF ATTEMPT DIVED BACK IN? (B/R))					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A-	YES	C	D-	OF ARM	B-
TAG UP ON FLY BALLS		ASSIST	BUNTING		29	
TAG 3RD	F8-F9		A			
TAG 2ND	(HR) 40+		6-10 (FC 2-LB)			
TAG 1ST	(JUMP) 50+		FLIP CARD BASEBALL 5			
FLD CHECK		A+				

THE PITCH						
STRIKE OUT 11 (FADING/TIRED EXHAUSTED) IN PLAY						
GROUND BALL	643 (R1 BR 63)		!			
FLY BALL	L9		WILD PITCH?			
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D	NO	C+	NO	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		30	
TAG 3RD	YES (MWI NO)		A-C			
TAG 2ND	(BR) A		SH (1-3)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		E+				

THE PITCH						
BALL IN THE DIRT, DID HE GO? (BASE ON BALLS 6)						
GROUND BALL	46		!			
FLY BALL	P6		WILD PITCH?			
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A-	B	YES	D-	B
TAG UP ON FLY BALLS		ASSIST	BUNTING		31	
TAG 3RD	YES (MWI NO)		A-B			
TAG 2ND	(HR) 50+		(FC 1-LB)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B+				

THE PITCH						
3-1 FASTBALL (BALL IN PLAY)						
GROUND BALL	(T*) 46		!			
FLY BALL	L8		BALK?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C+	NO	BR RISK	B	NO	D+
TAG UP ON FLY BALLS		ASSIST	BUNTING		32	
TAG 3RD	YES (MWI NO)		NO			
TAG 2ND	YES		SH (2-3)			
TAG 1ST	(JUMP) 90+		FLIP CARD BASEBALL 5			
FLD CHECK		E-				

THE PITCH						
INSIDE PITCH, WILL THE BATTER TAKE ONE ON THE ARM? (HBP?)						
GROUND BALL	*63		!			
FLY BALL	P3 (S/WIND FOUL)		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	BR RISK NO		OF ARM YES	NO D+		
TAG UP ON FLY BALLS		ASSIST	BUNTING		33	
TAG 3RD	YES		SH (1-4)			
TAG 2ND	NO		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D-				

THE PITCH						
STRIKE OUT 12 (FADING/TIRED EXHAUSTED) IN PLAY						
GROUND BALL	363 (R1 BR U3)		!			
FLY BALL	L7		PASSED BALL?			
RUNNING GAME	HOLD -5 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO		B-	YES	NO (OF E?)	A YES
TAG UP ON FLY BALLS		ASSIST	BUNTING		34	
TAG 3RD	YES		4-10 (POP DP 3-LB)			
TAG 2ND	NO		A (YES? TE*)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		A				

THE PITCH						
NICE FIGHTING AT BAT TO GIVE HIMSELF A CHANCE (BALL IN PLAY)						
GROUND BALL	643 (K10+ 43)		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD 25+ OR (BAD LEAD STEAL -15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A+	YES	C+	NO	A-	YES
TAG UP ON FLY BALLS		ASSIST	BUNTING		35	
TAG 3RD	F8-F9		SH (1-3)			
TAG 2ND	(HR) 40+		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D				

THE PITCH						
A BIT OF LATE LIFE ON THAT PITCH (STRIKE OUT 5)						
GROUND BALL	163		!			
FLY BALL	L6		RUNNING GAME			
RUNNING GAME	HOLD -10 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D+	C-	YES	C+	C+	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		36	
TAG 3RD	YES		SH (1-4) (BH JMP?)			
TAG 2ND	NO		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C				

THE PITCH						
HOW BRAVE IS THE HITTER? (HBP?) (!)						
GROUND BALL	*23		!			
FLY BALL	F9		RUNNING GAME			
RUNNING GAME	HOLD 10+ (PICKED OFF)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	NO (OF E?)	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		37	
TAG 3RD	C-		SH (U3) (BH JMP?)			
TAG 2ND	NO		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C+				

THE PITCH						
THE MAN ATOP THE HILL HAS SOME NICE STUFF TODAY (STRIKE OUT 12)						
GROUND BALL	*36		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	OF ARM	YES	NO	C-
TAG UP ON FLY BALLS		ASSIST	BUNTING		38	
TAG 3RD	YES		4-10 (POP DP 3-LB)			
TAG 2ND	NO		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B				

THE PITCH							
STRIKE OUT 3 (EXHAUSTED) IN PLAY (W18 WALK) (MODERATE WIND WALK)							
GROUND BALL	43		!				
FLY BALL	L4		WILD PITCH?				
RUNNING GAME	HOLD 15+ OR (BAD LEAD STEAL -20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D-	D	YES	YES	NO	C	
TAG UP ON FLY BALLS		ASSIST	BUNTING		39		
TAG 3RD	A-	A	SH (3-4)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		D					

THE PITCH							
HIGH INSIDE FASTBALL, WILL THE BATTER CHASE? (BASE ON BALLS 5)) (JUMP **+)							
GROUND BALL	63* (*ADV)		!				
FLY BALL	L7		WILD PITCH?				
RUNNING GAME	HOLD 15+ OR (GOOD LEAD DOUBLE STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	BR RISK	YES	YES	A-	OF ARM	
TAG UP ON FLY BALLS		ASSIST	BUNTING		40		
TAG 3RD	PWR ADJ +	A	SH (5-4)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		B+					

THE PITCH							
IS THE HITTER GETTING ROUND ON THE FASTBALL TODAY? (STRIKE OUT 10)							
GROUND BALL	*36		!				
FLY BALL	L9		BALK?				
RUNNING GAME	HOLD -25 OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	D+	A-	NO	NO	A+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		41		
TAG 3RD	POWER 45+	NO	9-10 (POP 1)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		D+					

THE PITCH							
FASTBALL DOWN THE MIDDLE OF THE PLATE (STRIKE OUT 0)							
GROUND BALL	643 (R1 BR 64)		!				
FLY BALL	F7		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	OF ARM	B-	YES	OF ARM	C+	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		42		
TAG 3RD	YES	NO	5-10 (FC 3-LB)				
TAG 2ND	(JUMP) 50+	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		E+					

THE PITCH							
(!) CURVEBALL CATCHES THE HITTER BY SURPRISE (STRIKE OUT 8)							
GROUND BALL	64		!				
FLY BALL	F9		BALK?				
RUNNING GAME	HOLD 20+ (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	D-	D-	B	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		43		
TAG 3RD	RISK?	A	2-10 (FC 2-LB)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	F7-F8						
FLD CHECK		C					

THE PITCH							
0-0 HIGH HEAT (BALL IN PLAY) (W17 WALK)							
GROUND BALL	463 (BT BR 46)		!				
FLY BALL	L5		WILD PITCH?				
RUNNING GAME	HOLD -5 OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	C+	NO	YES	A+	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		44		
TAG 3RD	OF ARM	A-B	SH (2-3)				
TAG 2ND	(HR) 50+	FLIP CARD BASEBALL 5					
TAG 1ST	(JUMP) 50+						
FLD CHECK		E					

THE PITCH						
THE STRIKE ZONE IS SMALL TODAY (BASE ON BALLS 15)						
GROUND BALL	64 (K8+ 43)		!			
FLY BALL	L9		BALK?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD DOUBLE STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B	A-	B+	NO	A+	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		45	
TAG 3RD	O/A STOP (A-B)		4-10 (FC 5-LB)			
TAG 2ND	NO		A-B			
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5			
FLD CHECK		A+				

THE PITCH						
HIS EYES ARE SHARP TODAY (BASE ON BALLS 15) (K -6 STRIKEOUT)						
GROUND BALL	46		!			
FLY BALL	F7		WILD PITCH?			
RUNNING GAME	HOLD 5+ OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C+	B-	B+	D+	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		46	
TAG 3RD	YES		A-B			
TAG 2ND	F8-F9		SH (2-3)			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
(FADING/TIRED/EXHAUSTED) BASE ON BALLS 13 (IN PLAY) (K -8 STRIKEOUT)						
GROUND BALL	363 (1B)		!			
FLY BALL	P4 (M/WIND 1B)		WILD PITCH?			
RUNNING GAME	HOLD -10 (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	YES	YES	NO (IF TE?)	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		47	
TAG 3RD	YES		3-10 (FC 2-LB)			
TAG 2ND	(BR) B		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B-				

THE PITCH						
THE PITCHER TRYING TO ESTABLISH HIS DOMINANCE INSIDE (HBP?)						
GROUND BALL	*63		!			
FLY BALL	L8		PICK OFF/TAKE OFF/RUN DOWN			
RUNNING GAME	HOLD 5+ OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	A-	NO	NO	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		48	
TAG 3RD	OF ARM		7-10 (FC 3-LB)			
TAG 2ND	(HR) 30+		NO			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH						
STRIKE OUT 13 (FADING/TIRED EXHAUSTED) IN PLAY						
GROUND BALL	*463 (R1 BR 46)		!			
FLY BALL	L9		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 5+ (PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A-	A+	A-	OF ARM	C+
TAG UP ON FLY BALLS		ASSIST	BUNTING		49	
TAG 3RD	YES		7-10 (FC 1-LB)			
TAG 2ND	NO		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D+				

THE PITCH						
THAT PITCH WAS FIZZING (STRIKE OUT 8)						
GROUND BALL	*43		!			
FLY BALL	P3 (M/WIND FOUL)		PASSED BALL?			
RUNNING GAME	HOLD 20+ OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D+	NO (OF E?)	B+	C-	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		50	
TAG 3RD	OF ARM		8-10 (POP 3)			
TAG 2ND	NO		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		B				

THE PITCH							
0-0 CALLED STRIKE BY THE UMPIRE "C'MON BLUE" (STRIKE OUT 4)							
GROUND BALL	*543 (R1 BR 53)		!				
FLY BALL	L7		PASSED BALL?				
RUNNING GAME	GREAT LEAD STOLEN BASE (TE*? C)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	OF ARM	NO	A+	YES	D	OF ARM	
TAG UP ON FLY BALLS		ASSIST	BUNTING		51		
TAG 3RD	YES	A	5-10 (FC 5-LB)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		B+					

THE PITCH							
0-2 BREAKING BALL (STRIKE OUT 9)							
GROUND BALL	643 (BT BR 64)		!				
FLY BALL	F9		PICK OFF/TAKE OFF/RUN DOWN				
RUNNING GAME	HOLD -5 OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO (OF TE?)	C	B	NO	OF ARM	
TAG UP ON FLY BALLS		ASSIST	BUNTING		52		
TAG 3RD	YES	A	SH (5-3)				
TAG 2ND	(JUMP) 60+	FLIP CARD BASEBALL 5					
TAG 1ST	F7-F8						
FLD CHECK		C-					

THE PITCH							
CONTACT MADE (BALL IN PLAY) (K -4 STRIKEOUT/W19 WALK)							
GROUND BALL	*43		!				
FLY BALL	*L3		BALK?				
RUNNING GAME	HOLD -20 OR (GOOD LEAD STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	OF ARM	B-	A-	NO	B	
TAG UP ON FLY BALLS		ASSIST	BUNTING		53		
TAG 3RD	YES	A-C	SH (1-4)				
TAG 2ND	YES	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		E+					

THE PITCH							
WILL THE CURVEBALL BREAK? (HBP?)							
GROUND BALL	64		!				
FLY BALL	F8		PASSED BALL?				
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	YES	A	NO	B-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		54		
TAG 3RD	YES	A-B	4-10 (FC 1-LB)				
TAG 2ND	F9	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		C+					

THE PITCH							
(!) THE CRACK OF THE BAT (BALL IN PLAY)							
GROUND BALL	(2B) 643 OR 64		!				
FLY BALL	L4		PASSED BALL?				
RUNNING GAME	HOLD 10+ OR (BAD LEAD STEAL -10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D-	B	OF ARM	OF ARM	NO (IF TE?)	NO (OF E?)	
TAG UP ON FLY BALLS		ASSIST	BUNTING		55		
TAG 3RD	YES	A	3-10 (FC 1-LB)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		A					

THE PITCH							
STRIKE OUT 6 (TIRED/EXHAUSTED) IN PLAY (STRONG WIND WALK)							
GROUND BALL	63 (- HOLD 64)		!				
FLY BALL	P4		WILD PITCH?				
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B-	NO	D+	A+	BR RISK	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		56		
TAG 3RD	YES	A-C	SH (3-1)				
TAG 2ND	F9	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		A+					

THE PITCH							THE PITCH							
CONTACT MADE (BALL IN PLAY) (K -2 STRIKEOUT/WI7 WALK)							(!) BASE ON BALLS 2 (JUMP 60+)							
GROUND BALL		43 (K3- 54)		!			GROUND BALL		*43		!			
FLY BALL		F9		PASSED BALL?			FLY BALL		P6 (S/WIND 1B)		WILD PITCH?			
RUNNING GAME		HOLD -5 OR (GOOD LEAD STEAL +10)					RUNNING GAME		HOLD 10+ (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	C	A+	YES	NO (OF E?)	D-	HITS	NO	A-	A	YES	C-	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		57	TAG UP ON FLY BALLS		ASSIST	BUNTING		58			
TAG 3RD	F9		A	10 (POP 3)		TAG 3RD	YES		A-B	2-10 (FC 3-LB)				
TAG 2ND	(HR) 50+		FLIP CARD BASEBALL 5			TAG 2ND	F9		FLIP CARD BASEBALL 5					
TAG 1ST	(BR) B+		FLIP CARD BASEBALL 5			TAG 1ST	NO		FLIP CARD BASEBALL 5					
FLD CHECK		FAIL					FLD CHECK		E-					
THE PITCH							THE PITCH							
VERY PATIENT AT BAT BY THE HITTER (BASE ON BALLS 14)							1-0 BREAKING BALL (BALL IN PLAY)							
GROUND BALL		*54		!			GROUND BALL		(T*)31		!			
FLY BALL		L9		WILD PITCH?			FLY BALL		L9		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME		HOLD -20 OR (GOOD LEAD STEAL +20)					RUNNING GAME		HOLD 20+ OR (BAD LEAD STEAL -10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B+	NO	YES	NO	NO	A	HITS	NO	A+	YES	C+	A	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		59	TAG UP ON FLY BALLS		ASSIST	BUNTING		60			
TAG 3RD	O/A STOP (A)		NO (YES? TE*)	5-10 (POP DP 5-LB)		TAG 3RD	OF RNG STOP?		A-B	SH (5-3)				
TAG 2ND	NO		FLIP CARD BASEBALL 5			TAG 2ND	NO		FLIP CARD BASEBALL 5					
TAG 1ST	NO		FLIP CARD BASEBALL 5			TAG 1ST	RISK		FLIP CARD BASEBALL 5					
FLD CHECK		E-					FLD CHECK		B-					
THE PITCH							THE PITCH							
THE PITCHER GETS AHEAD IN THE COUNT AND TRIES TO GET THE BATTER TO CHASE(BASE ON BALLS 10) (!)							THE PITCHER MISSES HIS SPOT (STRIKE OUT 4)							
GROUND BALL		63		!			GROUND BALL		63		!			
FLY BALL		F9		PASSED BALL?			FLY BALL		L9		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME		HOLD -15 OR (GOOD LEAD STEAL +10)					RUNNING GAME		HOLD -10 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO (OF E?)	D+	NO	NO	OF ARM	C+	HITS	C	NO	A-	B+	D-	B-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		61	TAG UP ON FLY BALLS		ASSIST	BUNTING		62			
TAG 3RD	PWR ADJ +		A	SH (5-4)		TAG 3RD	YES		A-B	5-10 (FC 3-LB)				
TAG 2ND	(BR) A		FLIP CARD BASEBALL 5			TAG 2ND	RISK		FLIP CARD BASEBALL 5					
TAG 1ST	NO		FLIP CARD BASEBALL 5			TAG 1ST	NO		FLIP CARD BASEBALL 5					
FLD CHECK		E					FLD CHECK		FAIL					

THE PITCH							
FULL COUNT AND IT'S A FASTBALL ON THE EDGE (BASE ON BALLS 7)							
GROUND BALL	64		!				
FLY BALL	L8		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD -5 (PICKED OFF)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B-	NO	D+	NO	B	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		63		
TAG 3RD	PWR ADJ +5		NO	(P5)			
TAG 2ND	NO						
TAG 1ST	(HR) 40+		FLIP CARD BASEBALL 5				
FLD CHECK		FAIL					

THE PITCH							
HE REARS BACK AND THROWS (STRIKE OUT 0)							
GROUND BALL	63		!				
FLY BALL	L4		WILD PITCH?				
RUNNING GAME	HOLD -20 OR (BAD LEAD STEAL -15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C+	NO	NO	A-	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		64		
TAG 3RD	C		NO	6-10 (POP DP 1-LB)			
TAG 2ND	RISK						
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5				
FLD CHECK		FAIL					

THE PITCH							
3-1 BREAKING BALL (BALL IN PLAY)							
GROUND BALL	*54		!				
FLY BALL	P6		BALK?				
RUNNING GAME	HOLD 0 (PICK OFF/TAKE OFF/RUN DOWN?)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	D-	NO	B-	C	
TAG UP ON FLY BALLS		ASSIST	BUNTING		65		
TAG 3RD	O/A STOP (A-B)		NO	SH (3-4) (BH JMP?)			
TAG 2ND	OF ARM						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		D-					

THE PITCH							
THE PITCHER GETS AHEAD IN THE COUNT AND TRIES TO GET THE BATTER TO CHASE OUTSIDE THE ZONE (BASE ON BALLS 11)							
GROUND BALL	46		!				
FLY BALL	F7		RUNNING GAME				
RUNNING GAME	HOLD -10 OR (BAD LEAD STEAL -15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	NO	A	NO (OF E?)	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		66		
TAG 3RD	OF ARM		NO	SH (2-3)			
TAG 2ND	(HR) 20+						
TAG 1ST	RISK		FLIP CARD BASEBALL 5				
FLD CHECK		E					

THE PITCH							
HE WATCHES THE 0-1 GO BY FOR A CALLED STRIKE (STRIKE OUT 6)							
GROUND BALL	(2B) 463 OR 46		!				
FLY BALL	F7 (S/WIND FOUL)		RUNNING GAME				
RUNNING GAME	HOLD 10+ OR (GOOD LEAD STEAL +10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	C-	OF ARM	NO	C	OF ARM	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		67		
TAG 3RD	YES		A	SH (1-3)			
TAG 2ND	YES						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C					

THE PITCH							
(TIRED/EXHAUSTED) BASE ON BALLS 7 (IN PLAY) (K -3 STRIKEOUT)							
GROUND BALL	54		!				
FLY BALL	F7		WILD PITCH?				
RUNNING GAME	HOLD -15 (PICK OFF ATTEMPT DIVED BACK IN? (B/R)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D+	NO	A	NO (IF TE?)	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		68		
TAG 3RD	OF ARM		NO	SH (3-1)			
TAG 2ND	YES						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		D					

THE PITCH							THE PITCH								
BASE ON BALLS 1 (JUMP 45+)							THE CRACK OF THE BAT (BALL IN PLAY) (K -4 STRIKEOUT/W19 WALK)								
GROUND BALL		64		!			GROUND BALL		*64		!				
FLY BALL		L6		WILD PITCH?			FLY BALL		L7		PICK OFF/TAKE OFF/RUN DOWN				
RUNNING GAME		HOLD -5 (PICK OFF ATTEMPT DIVED BACK IN?) (B/R)					RUNNING GAME		HOLD 5+ OR (BAD LEAD STEAL -15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	NO	A+	YES	OF ARM	C-	NO	HITS	NO (OF E?)	B	YES	YES	NO	D		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	OF RNG STOP?		A-C		7-10 (FC 1-LB)		69	TAG 3RD	YES		A		SH (U3)		70
TAG 2ND	NO							TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C+					FLD CHECK		E						
THE PITCH							THE PITCH								
(!) THE CRACK OF THE BAT (BALL IN PLAY)							THERE'S A TON OF BREAK ON THE 2-2 CAN HE FOUL IT OFF? (STRIKE OUT 11)								
GROUND BALL		*463 (BT JP 46)		!			GROUND BALL		*46		!				
FLY BALL		L7		PASSED BALL?			FLY BALL		F7		PASSED BALL?				
RUNNING GAME		HOLD -20 (PICK OFF ATTEMPT DIVED BACK IN)					RUNNING GAME		HOLD 0 OR (GOOD LEAD DOUBLE STEAL +15)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	D+	C+	YES	A	A+	A	HITS	D-	NO	C+	B+	NO	NO		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	YES		NO		5-10 (FC 5-LB)		71	TAG 3RD	PWR ADJ +		A-C		SH (1-4)		72
TAG 2ND	NO							TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		C+					FLD CHECK		C						
THE PITCH							THE PITCH								
LUSTY SWING FOR NO RESULT (STRIKE OUT 4)							THAT FASTBALL HAS SOME LATE LIFE (STRIKE OUT 14) (!)								
GROUND BALL		64		!			GROUND BALL		*64		!				
FLY BALL		L8		WILD PITCH?			FLY BALL		F9		WILD PITCH?				
RUNNING GAME		HOLD -25 OR (GOOD LEAD STEAL +20)					RUNNING GAME		PICKED OFF						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)		
HITS	A	B+	YES	B	D+	OF ARM	HITS	C	NO	NO	OF ARM	NO	D-		
TAG UP ON FLY BALLS		ASSIST		BUNTING			TAG UP ON FLY BALLS		ASSIST		BUNTING				
TAG 3RD	POWER 30+		A		(P3)		73	TAG 3RD	OF ARM		A-B		SH (5-3)		74
TAG 2ND	(JUMP) 80+							TAG 2ND	RISK						
TAG 1ST	NO		FLIP CARD BASEBALL 5					TAG 1ST	(JUMP) 80+		FLIP CARD BASEBALL 5				
FLD CHECK		E-					FLD CHECK		A-						

THE PITCH						
CLOSE PITCH CALLED A BALL (BASE ON BALLS 13) (K -8 STRIKEOUT)						
GROUND BALL	*43		!			
FLY BALL	L9		BALK?			
RUNNING GAME	HOLD 10+ OR (GOOD LEAD DOUBLE STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	NO	D	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		75	
TAG 3RD	OF ARM		SH (5-4)			
TAG 2ND	NO		A-B			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		D				

THE PITCH						
GREAT CONTROL THE PITCHER IS HITTING HIS SPOTS (STRIKE OUT 12)						
GROUND BALL	*54		!			
FLY BALL	F9		PASSED BALL?			
RUNNING GAME	HOLD 10+ OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A+	D	A+	B+	D+
TAG UP ON FLY BALLS		ASSIST	BUNTING		76	
TAG 3RD	YES		SH (5-3)			
TAG 2ND	(JUMP) 90+		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		C-				

THE PITCH						
(TIRED/EXHAUSTED) BASE ON BALLS 10 (IN PLAY) (K -1 STRIKEOUT)						
GROUND BALL	63*		!			
FLY BALL	*P6		PASSED BALL?			
RUNNING GAME	HOLD 15+ (PICK OFF ATTEMPT DIVED BACK IN? (B/R))					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	A+	NO	YES	OF ARM	B+
TAG UP ON FLY BALLS		ASSIST	BUNTING		77	
TAG 3RD	YES		SH (U3)			
TAG 2ND	OF ARM		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		A-				

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY) (K -5 STRIKEOUT/W20 WALK)						
GROUND BALL	*23		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD 5+ OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C-	NO	NO	D+	C	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		78	
TAG 3RD	OF ARM		9-10 (POP 3)			
TAG 2ND	NO		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		FAIL				

THE PITCH						
(TIRED/EXHAUSTED) BASE ON BALLS 8 (IN PLAY) (K -4 STRIKEOUT)						
GROUND BALL	54 (-15 HOLD 543)		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD 15+ (PICK OFF/TAKE OFF/RUN DOWN?)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	D+	B-	NO	D-
TAG UP ON FLY BALLS		ASSIST	BUNTING		79	
TAG 3RD	RISK?		SH (2-4)			
TAG 2ND	OF ARM		A-C			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		F				

THE PITCH						
CAN THE HITTER KEEP THE AT BAT ALIVE? (BASE ON BALLS 12) (K -9 STRIKEOUT)						
GROUND BALL	64		!			
FLY BALL	F9		WILD PITCH?			
RUNNING GAME	HOLD -30 OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B-	NO (OF E?)	NO	YES	D-	D+
TAG UP ON FLY BALLS		ASSIST	BUNTING		80	
TAG 3RD	RISK?		SH (5-3)			
TAG 2ND	NO		A			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK		A+				

THE PITCH							
THAT ONE BOUNCES IN THE DIRT IN FRONT OF THE PLATE (STRIKE OUT 1) (!) (IF WP C/FLD 2-3?)							
GROUND BALL	63* (*ADV)		!				
FLY BALL	F8		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD 20+ (PICK OFF ATTEMPT DIVED BACK IN)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	YES	YES	NO	A-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		81		
TAG 3RD	YES	A-B	SH (5-4) (BH JMP?)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		E-					

THE PITCH							
JUST OFF THE OUTSIDE CORNER WILL THE BATTER PROTECT THE PLATE? (BASE ON BALLS 9)) (JUMP **+ 2ND & 3RD)							
GROUND BALL	643		!				
FLY BALL	L8		BALK?				
RUNNING GAME	HOLD 5+ OR (GOOD LEAD STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	NO	YES	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		82		
TAG 3RD	YES	NO (MW TE*)	4-10 (FC 1-LB)				
TAG 2ND	NO	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		A+					

THE PITCH							
CLOSE PITCH ON A 3-2 COUNT (BASE ON BALLS 9)							
GROUND BALL	*53		!				
FLY BALL	L3		BALK?				
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D+	YES	B-	YES	C-	NO (OF TE?)	
TAG UP ON FLY BALLS		ASSIST	BUNTING		83		
TAG 3RD	OF ARM	A-C	2-10 (FC 1-LB)				
TAG 2ND	F9	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		A-					

THE PITCH							
THE CRACK OF THE BAT (BALL IN PLAY) (K -1 STRIKEOUT/W16 WALK)							
GROUND BALL	63*		!				
FLY BALL	L9		PASSED BALL?				
RUNNING GAME	HOLD 10+ OR (GOOD LEAD DOUBLE STEAL +20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO	NO	NO	D	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		84		
TAG 3RD	F8-F9	A-B	SH (2-3) (BH JMP?)				
TAG 2ND	YES	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		D					

THE PITCH							
BASE ON BALLS 6 (FRESH) (JUMP **+ 2ND & 3RD)							
GROUND BALL	53		!				
FLY BALL	L6		WILD PITCH? CATCHER BLOCK?				
RUNNING GAME	HOLD -15 OR (BAD LEAD STEAL -20)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	NO (OF E?)	NO	YES	C-	NO	D-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		85		
TAG 3RD	YES	A (YES? TE*)	9-10 (POP DP 2-LB)				
TAG 2ND	RISK	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		B-					

THE PITCH							
THE BATTERY SEEM TO BE ON THE SAME PAGE TODAY (STRIKE OUT 5)							
GROUND BALL	(T*) 64		!				
FLY BALL	F7		RUNNING GAME				
RUNNING GAME	HOLD 0 OR (BAD LEAD STEAL -10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	D+	D+	B	YES	B+	C	
TAG UP ON FLY BALLS		ASSIST	BUNTING		86		
TAG 3RD	YES	A-C	4-10 (FC 3-LB)				
TAG 2ND	F9	FLIP CARD BASEBALL 5					
TAG 1ST	NO						
FLD CHECK		A-					

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY) (!)						
GROUND BALL	46 (-5 HOLD 463)		!			
FLY BALL	L4		PASSED BALL?			
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D+	NO	D-	C	NO	D+
TAG UP ON FLY BALLS		ASSIST	BUNTING		87	
TAG 3RD	YES	A	SH (2-4)			
TAG 2ND	F9	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		C				

THE PITCH						
A COUPLE OF NICE BREAKING PITCHES (STRIKE OUT 6)						
GROUND BALL	(2B) 543* OR 54		!			
FLY BALL	L8		BALK?			
RUNNING GAME	HOLD 0 OR (GOOD LEAD DOUBLE STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	B+	D-	NO	B	A-
TAG UP ON FLY BALLS		ASSIST	BUNTING		88	
TAG 3RD	YES	A-B	SH (U3)			
TAG 2ND	NO	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		D				

THE PITCH						
CLOSE PITCH COULD GO EITHER WAY (BASE ON BALLS 7)						
GROUND BALL	64		!			
FLY BALL	L9		BALK?			
RUNNING GAME	PICK OFF ATTEMPT DIVED BACK IN					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D-	C	YES	NO	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		89	
TAG 3RD	YES	NO (SW TE*)	7-10 (POP DP 2-LB)			
TAG 2ND	YES	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		FAIL				

THE PITCH						
THE BASEBALL ISN'T DOING TOO MUCH (STRIKE OUT 3)						
GROUND BALL	53		!			
FLY BALL	F8		PASSED BALL?			
RUNNING GAME	HOLD 0 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	NO	YES	D-	B-	A+
TAG UP ON FLY BALLS		ASSIST	BUNTING		90	
TAG 3RD	A	A-C (TE*)	SH (2-4)			
TAG 2ND	(BR) C	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		B-				

THE PITCH						
STRIKE OUT 1 (EXHAUSTED) IN PLAY (w16 WALK) (MODERATE WIND WALK)						
GROUND BALL	463 (R1 BR 46)		!			
FLY BALL	L7		WILD PITCH?			
RUNNING GAME	HOLD -25 (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	C	B	C-	OF ARM	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		91	
TAG 3RD	YES	A-B	SH (1-4)			
TAG 2ND	F9	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		E-				

THE PITCH						
3-2 FASTBALL (BALL IN PLAY)						
GROUND BALL	463 (R1 BR (T*) 463)		!			
FLY BALL	F9 (S/WIND FOUL)		BALK?			
RUNNING GAME	HOLD -30 OR (GOOD LEAD STEAL +5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D+	NO	NO	C+	NO	B+
TAG UP ON FLY BALLS		ASSIST	BUNTING		92	
TAG 3RD	F9	A-B	SH (1-3)			
TAG 2ND	NO	FLIP CARD BASEBALL 5				
TAG 1ST	NO	FLIP CARD BASEBALL 5				
FLD CHECK		A-				

THE PITCH							
0-2 BREAKING BALL (BALL IN PLAY)							
GROUND BALL	1LB		!				
FLY BALL	F8		WILD PITCH?				
RUNNING GAME	HOLD -25 OR (BAD LEAD STEAL -10)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A-	NO (IF TE?)	NO	YES	B-	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		93		
TAG 3RD	POWER 25+		A	5-10 (FC 1-LB)			
TAG 2ND	(BR) C+						
TAG 1ST	OF ARM		FLIP CARD BASEBALL 5				
FLD CHECK		B					

THE PITCH							
BASE ON BALLS 2 (JUMP 65+)							
GROUND BALL	(1B) 643 OR 64		!				
FLY BALL	F7		WILD PITCH?				
RUNNING GAME	HOLD 25+ OR (BAD LEAD STEAL -5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A-	C+	YES	D-	A+	C+	
TAG UP ON FLY BALLS		ASSIST	BUNTING		94		
TAG 3RD	RISK?		A-B	SH (2-4)			
TAG 2ND	F9						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		A+					

THE PITCH							
0-2 WELL I GUESS THE HITTER CAN'T LEAVE THIS PITCH (BALL IN PLAY)							
GROUND BALL	23 (TO LB IF REQ)		!				
FLY BALL	P3		WILD PITCH?				
RUNNING GAME	THROWS OVER TO KEEP RUNNER CLOSE						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	A+	C+	YES	YES	NO	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		95		
TAG 3RD	POWER 40+		A	SH (5-4)			
TAG 2ND	NO						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		FAIL					

THE PITCH							
THE PITCHER GETS AHEAD IN THE COUNT AND TRIES TO GET THE BATTER TO CHASE (BASE ON BALLS 13) (!) (K -8 STRIKEOUT)							
GROUND BALL	43 (-5 HOLD 46)		!				
FLY BALL	L5		WILD PITCH?				
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	OF ARM	YES	NO (OF E?)	YES	D-	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		96		
TAG 3RD	YES		A	(P3)			
TAG 2ND	F9						
TAG 1ST	(HR) 40+		FLIP CARD BASEBALL 5				
FLD CHECK		C-					

THE PITCH							
THE UMPIRE HAS MISSED A FEW PITCHES THIS AT BAT (BASE ON BALLS 7)) (JUMP **+ 2ND & 3RD)							
GROUND BALL	*63		!				
FLY BALL	L9		BALK?				
RUNNING GAME	HOLD 15+ (PICK OFF ATTEMPT DIVED BACK IN)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B+	NO	NO	YES	OF ARM	NO	
TAG UP ON FLY BALLS		ASSIST	BUNTING		97		
TAG 3RD	YES		NO (YES? TE*)	SH (2-3)			
TAG 2ND	(BR) B+						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		E+					

THE PITCH							
STRAIGHT HEAT! (STRIKE OUT 13)							
GROUND BALL	13		!				
FLY BALL	F8		BALK?				
RUNNING GAME	HOLD -10 OR (BAD LEAD STEAL -5)						
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	
HITS	B	A+	D-	A-	NO	A-	
TAG UP ON FLY BALLS		ASSIST	BUNTING		98		
TAG 3RD	YES		NO	SH (U3)			
TAG 2ND	YES						
TAG 1ST	NO		FLIP CARD BASEBALL 5				
FLD CHECK		D-					

THE PITCH							THE PITCH						
BASE ON BALLS 4 (FRESH) (JUMP **+)							THIS IS A BATTLE! PITCHES BEING FOULED OFF EVERYWHERE (BASE ON BALLS 10)) (JUMP **+)						
GROUND BALL		43		!			GROUND BALL		543* (K10+ 43)		!		
FLY BALL		L9*		WILD PITCH?			FLY BALL		P3		PASSED BALL?		
RUNNING GAME		HOLD -25 OR (GOOD LEAD STEAL +20)					RUNNING GAME		HOLD -30 (PICKED OFF)				
BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)	BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
	YES	NO	NO	B+	NO	D-		NO	D	YES	YES	NO (OF TE?)	NO
TAG UP ON FLY BALLS		ASSIST	BUNTING		99	TAG UP ON FLY BALLS		ASSIST	BUNTING		100		
TAG 3RD	YES	A-C (TE*)	SH (3-1)			TAG 3RD	RISK?	A-B	SH (5-4)				
TAG 2ND	YES	FLIP CARD BASEBALL 5					TAG 2ND	YES	FLIP CARD BASEBALL 5				
TAG 1ST	(HR) 30+	FLIP CARD BASEBALL 5					TAG 1ST	(BR) B	FLIP CARD BASEBALL 5				
FLD CHECK		D+					FLD CHECK		B				
PITCHER STAMINA TRACKER							PITCHER STAMINA TRACKER						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42
PITCHER STAMINA TRACKER							PITCHER STAMINA TRACKER						
FADING STARTING PITCHER			1	2	3	FADING STARTING PITCHER			1	2	3		
TIRED STARTING PITCHER			4	5	6	TIRED STARTING PITCHER			4	5	6		
EXHAUSTED STARTING PITCHER			7+			EXHAUSTED STARTING PITCHER			7+				
FADING RELIEF PITCHER			1	2		FADING RELIEF PITCHER			1	2			
TIRED RELIEF PITCHER			3	4		TIRED RELIEF PITCHER			3	4			
EXHAUSTED RELIEF PITCHER			5+			EXHAUSTED RELIEF PITCHER			5+				

FLIP CARD BASEBALL 5

BALL IN PLAY

FLY BALL

FIELDING

GRUNDER UP THE MIDDLE THE SECOND BASEMAN RANGES OVER CAN HE FLICK TO SECOND FOR THE FORCE OUT? (4-6 OR IF/1B)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED

-

-

LEFTY/RIGHTY SINGLE

BALL IN PLAY

DEEP DRIVE OFF THE OUTFIELD WALL THE FIELDER PLAYS IT PERFECTLY 2B?/1B (JUMP 85+ 2ND & 3RD)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE LEFT FIELDER DIVES FULL STRETCH! (L7 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

THAT ONES IN HIS WHEELHOUSE PW (FB) (DEADBALL BUNT FOR HIT)

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE RIGHT FIELDER RANGES OVER! (F9 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED

-

-

POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED BACK OR DOWN THE RIGHT FIELD LINE AND BOBBLES AROUND IN THE CORNER 3B? (FB)

FIELDING

LINE DRIVE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

-

-

(17-30) SINGLE TO LF

BALL IN PLAY

GROUNDED JUST FOUL OR HIT INTO THE LEFT CENTER FIELD ALLEY AND ROLLS TO THE WALL 3B? (FB)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE CENTER FIELDER SLIDES! (L8 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR AN EASY SINGLE (BATTER RISK?) FIELDING RATING BATTER WINS DOUBLE, LEFT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

GROUND BALL THIRD BASE (BATTERS JUMP) FOR AN INFIELD SINGLE (5-3)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE CENTER FIELDER DIVES FULL STRETCH! (L8 WEB GEM! OR 2B AND A 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED

TIRED

-

(30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (GB) (FRESH)

FIELDING

HARD GROUND BALL TO FIRST. IF HE CAN MAKE THE STOP HE WILL TURN A 3-6-3 DOUBLE PLAY. (3-6-3 OR 1B TO RF)

BALL PARK ACTION

HIT INTO CENTER FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA	EXHAUSTED	-	-
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(30) SINGLE TO RF (RISK CATCH -3 RF? L9 OR 2B)

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) 643 (3) 463 (4) 543

FIELDING

GRUNDER IN THE HOLE FIRST BASE SIDE. CAN THE FIRST BASEMAN MAKE THE PLAY AND GET THE FORCE AT SECOND? (3-6 OR 1B TO RF)

BALL PARK ACTION

LINE DRIVE DOWN THE RIGHT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L9 OR DOUBLE,CFBACKUP 1B)

STAMINA	EXHAUSTED	TIRED	FADING
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(23-30) SINGLE TO LF

BALL IN PLAY

FLY BALL (MODERATE WIND OUT POWER)

FIELDING

LINE DRIVE OUT IN FRONT OF THE RIGHT FIELDER. HE DIVES FORWARD! (L9 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	-	-
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(!) (9-30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(23-30) SEEING EYE SINGLE PAST 1B (GB)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE IN TIME? (LHB)4-3 (RHB) 6-3 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA	EXHAUSTED	TIRED	-
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(24-30) SINGLE TO RF (RISK CATCH -9 RF? L9 OR 2B)

BALL IN PLAY

(10-30) SOFT GROUND BALL, THIS WILL BE TROUBLE SINGLE TO 1B (GB) (JUMP 120+)

FIELDING

LINE DRIVE TO FIRST BASE. HE DIVES FULL STRETCH TO HIS RIGHT CAN HE DOUBLE UP THE RUNNER AT SECOND! (LDP3-4 OR 2B TO RF)

BALL PARK ACTION

RANGE CHECK PITCHER*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS FIRST BASEMAN AWAY FROM THE BAG

STAMINA	EXHAUSTED	TIRED	-
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LEFTY/RIGHTY SINGLE

BALL IN PLAY

(RUNNER ON 1ST JUMP 15+ RUNNING GAME) GROUND BALL

FIELDING

GRUNDER IN THE HOLE THIRD BASE SIDE. CAN THE THIRD BASEMAN MAKE THE PLAY AND GET THE FORCE AT SECOND? (5-4 OR 1B TO LF)

BALL PARK ACTION

LINE DRIVE DOWN THE RIGHT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -9) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L9 OR 3B?/DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
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POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL SHORTSTOP (BATTERS JUMP) FOR AN INFIELD SINGLE (6-3)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE IN TIME? (LHB)4-3 (RHB) 6-3 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED

TIRED

-

PITCHER/HITTER EXPERIENCE CHECK FB/1B

BALL IN PLAY

FIELDING (JUMP 18+ RUNNING GAME) (1B-HG -7/FB)

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

RANGE CHECK FIRST BASE*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS PITCHER AWAY FROM THE BAG

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

(19-30) LINE DRIVE TO LEFT FIELD SINGLE (FB)

FIELDING

LINE DRIVE TO THE SECOND BASEMAN'S BACKHAND SIDE. HE DIVES FULL STRETCH! (L4 OR 1B TO RF)

BALL PARK ACTION

SINGLE TO LEFT FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED

TIRED

FADING

LEFTY/RIGHTY POWER? (STRONG WIND IN 2B?/FB)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

DRIVE DOWN THE LEFT FIELD LINE, FAIR OR FOUL? 2B? (FB)

FIELDING

LINE DRIVE UP THE MIDDLE THE SECOND BASEMAN DIVES FOR THE CATCH! (L4 OR 1B TO CF)

BALL PARK ACTION

HIT INTO LEFT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

EXHAUSTED

0

0

(26-30) SINGLE TO LF (RISK CATCH LF? L7 OR 2B)

BALL IN PLAY

LINE DRIVE JUST FOUL OR FAIR BALL DOWN INTO THE RIGHT FIELD CORNER 3B/2B? (FB)

FIELDING

HARD LINE DRIVE TO THE SECOND BASEMAN. HE LEAPS! (L4 OR 2B)

BALL PARK ACTION

LINE OUT TO LEFT FIELD (STRONG WIND IN) LEFT FIELDER RANGE PLAY OTHERWISE A SINGLE

STAMINA

EXHAUSTED

TIRED

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) 463 (4) 643

FIELDING

LINE DRIVE TO THE SHORTSTOP'S BACKHAND SIDE. HE DIVES FULL STRETCH! (L6 OR 1B TO LF)

BALL PARK ACTION

LINE DRIVE IN THE CENTER LEFT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -6) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR DOUBLE)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(RUNNER ON 1ST JUMP 20+ RUNNING GAME) GROUND BALL

FIELDING

TOUGH GROUNDER TO THIRD. CAN THE THIRD BASEMAN MAKE THE PLAY? (5-3 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE

STAMINA	EXHAUSTED	-	-
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LEFTY/RIGHTY SINGLE

BALL IN PLAY

FLY BALL (2B? OR PW 112+)

FIELDING

HARD GROUNDER UP THE MIDDLE. IF THE SECOND BASEMAN CAN REACH IT HE WILL TURN A SPECTACULAR DOUBLE PLAY (4-6-3 OR 1B TO CF)

BALL PARK ACTION

HIT INTO CENTER FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

DRIVE DOWN THE RIGHT FIELD LINE, FAIR OR FOUL? 2B? (FB)

FIELDING

LINE DRIVE UP THE MIDDLE THE SECOND BASEMAN DIVES FOR THE CATCH! (L4 OR 1B TO CF)

BALL PARK ACTION

HIT INTO CENTER FIELD FIELDING RATING VS BASE RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA	EXHAUSTED	TIRED	-
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LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(RUNNER ON 1ST JUMP 15+ RUNNING GAME) FLY BALL

FIELDING

LINE DRIVE TO FIRST BASE. HE DIVES TO HIS LEFT! (L3 OR 2B TO RF 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE FIRST BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND

STAMINA	EXHAUSTED	-	-
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(2-30) SINGLE TO LF (!)

BALL IN PLAY

GROUND BALL

FIELDING

GROUNDER TO THE SHORTSTOP'S BACK HAND SIDE. IF HE GETS TO THE BALL HE WILL TURN A DOUBLE PLAY (6-4-3 OR 1B TO LF)

BALL PARK ACTION

GROUND BALL TO SHORT STOP (TE*?) IF ERROR CHECK FIRST BASEMAN'S FIELDING RATING TO SEE IF HE MAKES A GREAT SAVE

STAMINA	EXHAUSTED	TIRED	-
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(11-30) SINGLE TO LF

BALL IN PLAY

NICE PITCH TO DRIVE INTO THE ALLEY 2B? (GB)

FIELDING

BLOOPER BEHIND 3B. THE SHORTSTOP RANGES OVER. DOES HE GET THERE IN TIME? (P6 OR 1B/1 BASE ADV)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA	EXHAUSTED	TIRED	-
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PITCHER/HITTER EXPERIENCE CHECK GB/1B

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

A NICE PITCH TO TURN ON PW/2B? (FB)

FIELDING

LINE DRIVE TO FIRST BASE. HE DIVES FULL STRETCH TO HIS RIGHT CAN HE DOUBLE UP THE RUNNER AT SECOND! (LDP3-4 OR 1B TO RF)

BALL PARK ACTION

LINE DRIVE DOWN THE RIGHT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L9 OR DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

HAMMERED INTO STRAIGHT CENTER FIELD. GOING GOING PW/1B (JUMP 75+ 2ND & 3RD) (1B-HG -5/FB)

FIELDING

GROUND BALL IN THE HOLE. WILL THE SECOND BASEMAN GET THERE AND FLICK TO GET THE RUNNER AT SECOND? (4-6/1B)

BALL PARK ACTION

SINGLE TO CENTER FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	TIRED	-
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

(11-30) DYING QUAIL JUST OVER THE INFIELD SINGLE TO CF (FB) (JUMP 120+)

FIELDING

SHARP LINER ABOVE THE SHORTSTOP'S HEAD. A CATCH WILL PREVENT A HIT INTO THE ALLEY. (L6 OR DOUBLE TO LEFT CF)

BALL PARK ACTION

HIT INTO CENTER FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	EXHAUSTED	-	-
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LEFTY/RIGHTY DOUBLE?

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 9+ RUNNING GAME) (1B-HG -4/FB)

FIELDING

LINE DRIVE DOWN THE LEFT FIELD LINE. THE LEFT FIELDER RANGES OVER. (L7 OR 2B INTO THE LEFT FIELD CORNER 2 BASE ADVANCE. JUMP 70+ SCORES)

BALL PARK ACTION

HIT INTO LEFT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA	FRESH	-	-
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LEFTY/RIGHTY SAME FB

BALL IN PLAY

THE PITCHER MISSES HIS SPOT POWER (FB) (DEADBALL BUNT FOR HIT)

FIELDING

LINE DRIVE OUT IN FRONT OF THE CENTER FIELDER. HE SLIDES FORWARD! (L8 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(7-30) GROUND BALL HIT PAST THE THIRD BASEMAN SINGLE TO LF (GB) (BR - TWO BASES) (JUMP 100+)

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR AN EASY SINGLE (BATTER RISK?) FIELDING RATING BATTER WINS DOUBLE, CENTER FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA	EXHAUSTED	-	-
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LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (FB) (1B-HG -10/GB)

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 SHOE STRING CATCH OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO CENTER FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
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(14-30) SINGLE TO LF (RISK CATCH LF? L7 OR 2B)

BALL IN PLAY

GROUND BALL

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

LINE DRIVE IN THE CENTER RIGHT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -9) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR 3B?/DOUBLE)

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

GROUND BALL

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE AND GET THE FORCE OUT? (LHB)4-6 (RHB) 6-4 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

GROUND BALL TO SECOND BASEMAN (TE*?) IF ERROR CHECK FIRST BASEMAN'S FIELDING RATING TO SEE IF HE MAKES A GREAT SAVE

STAMINA

EXHAUSTED	TIRED	FADING
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(12-30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 15+ RUNNING GAME) (FRESH/FB)

FIELDING

DEEP FLY BALL TO THE RIGHT FIELD WALL. THE RIGHT FIELDER WILL HAVE TO GET ON HIS BIKE! (F9 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

*463 (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

(15-30) LINE DRIVE TO RIGHT FIELD SINGLE (FB) (JUMP ***+ 2ND & 3RD)

FIELDING

GRUNDER UP THE MIDDLE THE SHORTSTOP RANGES OVER CAN HE FLICK TO SECOND FOR THE FORCE OUT? (6-4 OR IF/1B)

BALL PARK ACTION

SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA

EXHAUSTED	TIRED	-
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LEFTY/RIGHTY POWER? (STRONG WIND IN 2B?/FB)

BALL IN PLAY

HARD HIT LINE DRIVE TO RIGHT CENTER FIELD. THAT'S GOT A CHANCE! PW (FB)

FIELDING

GROUND BALL TO THE RIGHT OF THE FIRST BASEMAN. CAN HE PREVENT THE BALL FROM GOING THROUGH? (3-1 OF 1B TO RF)

BALL PARK ACTION

DOUBLE TO CENTER FIELD (CHECK FIELDER ARM TO MAKE BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
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(15-30) SINGLE TO RF (RISK CATCH RF? L9 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

THE PITCHER MISSES HIS SPOT BY A MARGIN. POWER (FB)
(DEADBALL BUNT FOR HIT)

FIELDING

GROUND BALL UP THE MIDDLE THE SECOND BASEMAN
RANGES OVER TO TRY AND MAKE THE PLAY. (4-3/1B TO CF)
(FLD +3)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE
CUT OFF FIELDER THE FIRST BASEMAN'S FIELDING RATING
TO THROW OUT THE BATTER AT SECOND (TE*?)

STAMINA

EXHAUSTED	TIRED	FADING
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(!) (5-30) SINGLE TO LF (RISK CATCH -3 LF? L7 OR 2B)

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) LDP? (1) 643 (2) 463 (3)
543 (4) 363

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE
RIGHT FIELDER DIVES FULL STRETCH! (L9 OR 2B AND A 3
BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD POSSIBLE DOUBLE? IF THERE IS A
RUNNER ON FIRST ONLY A SINGLE

STAMINA

EXHAUSTED	TIRED	-
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

FLY BALL (STRONG WIND OUT PW?/2B?)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE
CENTER FIELDER DIVES! (L8 OR 2B AND A 2 BASE
ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD, WILL RUNNER TRY FOR SECOND
(RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED BACK OR CRUSHED TO STRAIGHT AWAY CENTER
FIELD PW/2B? (FB) (MODERATE WIND IN FLY BALL)

FIELDING

HARD GROUND BALL DOWN THE THIRD BASE LINE. IF
PLAYING THE LINE 5-4-3 DOUBLE PLAY. OTHERWISE CAN
HE GET THERE? (5-3 OR 1B TO LF) (FLD -6)

BALL PARK ACTION

LINE DRIVE IN THE CENTER LEFT ALLEY. CENTER FIELD
(RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK
TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR DOUBLE)

STAMINA

FRESH	-	-
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LEFTY/RIGHTY SAME GB

BALL IN PLAY

CRUSHES IT DOWN THE LINE, FAIR OR FOUL POWER (FB)
(DEADBALL HIT & RUN)

FIELDING

SLOW GROUNDER TO THE SHORTSTOP CAN HE PREVENT AN
INFIELD SINGLE (6-3 OR IF/1B)

BALL PARK ACTION

HIT INTO LEFT FIELD, RUNNER IS TRYING FOR SECOND.
CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED	TIRED	-
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(12-30) BLOOP JUST OVER THE INFIELD SINGLE TO CF (FB)
(JUMP 125+)

FIELDING

BLOOPER BEHIND THE SECOND BASEMAN. HE RUNS OUT
CAN HE TAKE THE OVER THE SHOULDER CATCH? (P4 OR 1B/1
BASE ADV)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD* (IF ERROR BALL GETS BY
ADVANCE ONE BASE)

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (FB) (1B-HG -6/GB)

FIELDING

SHALLOW FLY TO LEFT FIELD. THE LEFT FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F7 OR 1B TO LF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

-

-

(19-30) SINGLE TO CF

BALL IN PLAY

(3-30) LOOPING LINE DRIVE SINGLE TO RF (BR + 3) (FB) (JUMP 30+)

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR AN EASY SINGLE (BATTER RISK?) JUMP RATING BATTER WINS DOUBLE, LEFT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

EXHAUSTED

TIRED

FADING

(10-30) SINGLE TO CF (!)

BALL IN PLAY

BALLPARK (FB) (1B-HG -9/GB)

FIELDING

HARD LINE DRIVE TO THE SHORTSTOP. HE LEAPS! IF HE TAKES THE CATCH HE DOUBLES UP THE LEAD RUNNER (LDP6-LB OR 1B)

BALL PARK ACTION

LINE OUT TO CENTER FIELD (STRONG WIND IN) SINGLE

STAMINA

EXHAUSTED

-

-

LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

PULLS IT DOWN THE LINE, FAIR OR FOUL? PW (FB)

FIELDING

HARD GROUND BALL TO THE SECOND BASEMAN CAN HE PREVENT THE SINGLE AND TURN A DOUBLE PLAY? (4-6-3/1B)

BALL PARK ACTION

*543 (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

EXHAUSTED

-

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(4-30) LOOPING LINER TOWARDS THE RIGHT FIELD LINE SINGLE TO RF (BR + 2) (FB) (JUMP 45+)

FIELDING

LINE DRIVE OUT IN FRONT OF THE CENTER FIELDER. HE SLIDES FORWARD! (L8 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

-

-

(6-30) SINGLE TO RF (!)

BALL IN PLAY

(5-30) HARD HIT LINE DRIVE UP THE MIDDLE SINGLE TO CF (BR -1) (FB) (JUMP 25+)

FIELDING

GRUNDER IN THE HOLE FIRST BASE SIDE. CAN THE FIRST BASEMAN MAKE THE PLAY AND GET THE FORCE AT SECOND? (3-6 OR 1B TO RF)

BALL PARK ACTION

SINGLE TO CENTER FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED

-

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (GB) (FRESH)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE AND TURN THE DOUBLE PLAY? (LHB)4-6-3 (RHB) 6-4-3 OR 1B)

BALL PARK ACTION

LINE DRIVE DOWN THE LEFT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -6) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L7 OR DOUBLE)

STAMINA	EXHAUSTED	TIRED	-
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(6-30) SINGLE TO RF (!)

BALL IN PLAY

HARD GROUND BALL DOWN THE THIRD BASE LINE 2B? (FB)

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

RANGE CHECK CATCHER*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS FIRST BASEMAN AWAY FROM THE BAG

STAMINA	EXHAUSTED	TIRED	-
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(4-30) SINGLE TO CF (!)

BALL IN PLAY

PULLS THIS ONE HARD OVER LEFT/RIGHT FIELDS HEAD. HAS IT GOT ENOUGH? PW/1B (JUMP 100+) (1B-HG -2/GB)

FIELDING

BLOOPER BEHIND 1B. THE SECOND BASEMAN RANGES OVER. DOES HE GET THERE IN TIME? (P4 OR 1B/1 BASE ADV) (STRONG WIND -3)

BALL PARK ACTION

GROUND BALL TO PITCHER (TE*?) IF ERROR CHECK FIRST BASEMAN'S FIELDING RATING TO SEE IF HE MAKES A GREAT SAVE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) 543 (3) 643 (4) 463

FIELDING

SLOW GOUNDER TO THE SECOND BASEMAN CAN HE PREVENT AN INFIELD SINGLE (4-3 OR IF/1B)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 5-3 OR INFIELD SINGLE

STAMINA	EXHAUSTED	TIRED	-
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(!) (1-30) SINGLE TO CF (RISK CATCH CF? L8 OR 2B)

BALL IN PLAY

(16-30) GROUND BALL TO RIGHT FIELD SINGLE (GB)

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA	EXHAUSTED	TIRED	-
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(12-30) SINGLE TO RF

BALL IN PLAY

SITTING ON THE PITCH. CRUSHES IT DOWN THE LINE, FAIR OR FOUL POWER (FB) (MODERATE WIND IN FLY BALL)

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE IN TIME? (LHB)3-1 (RHB) 5-3 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

L9* (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA	EXHAUSTED	TIRED	FADING
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(2-30) SINGLE TO LF (!)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(30) GREAT PIECE OF HITTING SINGLE TO THE OPPOSITE FIELD (GB)

FIELDING

LINE DRIVE OUT IN FRONT OF THE CENTER FIELDER. HE DIVES FORWARD! (L8 SHOE STRING CATCH OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE THREE BASES)

STAMINA

EXHAUSTED	TIRED	FADING
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(19-30) SINGLE TO CF (RISK CATCH -6 CF? L8 OR 2B)

BALL IN PLAY

(27-30) PATIENCE SHOWN AND HE GETS A PITCH HE CAN HIT SINGLE TO LF (GB)

FIELDING

HARD GROUNDER BACK TO THE MOUND. IF THE PITCHER SNARES IT A DOUBLE PLAY IS TURNED. (1-6-3 OR 1B TO CF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE THIRD BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND

STAMINA

EXHAUSTED	-	-
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(!) (7-30) SINGLE TO CF

BALL IN PLAY

(30) TAKES AN INSIDE PITCH AN HITS IT THE OTHER WAY SINGLE TO THE OPPOSITE FIELD (GB)

FIELDING

GROUND BALL IN THE 3B/SS HOLE. WILL THE SHORTSTOP GET THERE? (6-4/1B) (FLD -6)

BALL PARK ACTION

LINE DRIVE IN THE CENTER LEFT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR

STAMINA

FRESH	-	-
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LEFTY/RIGHTY SAME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(9-30) PULLS IT INTO THE CENTER FIELD ALLEY SINGLE TO CF (GB) (BR - TWO BASES) (JUMP 110+)

FIELDING

SWIRLING POP JUST BEHIND THE FIRST BASEMAN. HE'S THE ONLY ONE THAT CAN GET THERE. (P3 OR 1B AND 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

FIELDING (JUMP 8+ RUNNING GAME) (1B-HG -3/FB)

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA

EXHAUSTED	TIRED	FADING
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

FIELDING (JUMP 5+ RUNNING GAME) (FRESH/FB)

FIELDING

DEEP FLY BALL TO THE LEFT FIELD WALL. THE LEFT FIELDER WILL HAVE TO GET ON HIS BIKE! (F7 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

FRESH	-	-
-------	---	---

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(25-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE SECOND BASEMAN SINGLE TO RF (GB)

FIELDING

LINE DRIVE TO THIRD BASE. HE DIVES TO HIS LEFT! (L5 OR 1B TO LF 1)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

(RUNNER ON 1ST JUMP 10+ RUNNING GAME) FLY BALL

FIELDING

GROUND BALL TO SECOND BASEMAN CAN HE GET TO THE BALL AND FORCE THE RUNNER AT SECOND BASE (4-6/1B) (FLD -6)

BALL PARK ACTION

LINE DRIVE IN THE CENTER RIGHT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -6) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR DOUBLE)

STAMINA	EXHAUSTED	TIRED	-
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(10-30) SINGLE TO CF (!) (RISK CATCH -9 CF? L8 OR 2B)

BALL IN PLAY

BALLPARK (FB) (1B-HG -7/FB)

FIELDING

GRUNDER DOWN THE LINE FIRST BASE SIDE. IF HOLDING RUNNER 3-6-3 DOUBLE PLAY. OTHERWISE CHECK IF HE MAKES THE PLAY (3-1 OR 1B TO RF)

BALL PARK ACTION

HIT INTO CENTER FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA	EXHAUSTED	TIRED	FADING
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LEFTY/RIGHTY DOUBLE?

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

GROUND BALL TO SECOND BASEMAN CAN HE GET TO THE BALL AND FORCE THE RUNNER AT SECOND BASE (4-6/1B) (FLD -3)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA	EXHAUSTED	TIRED	-
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(!) (3-30) SINGLE TO RF

BALL IN PLAY

FLY BALL (2B? OR PW 106+)

FIELDING

THE HITTER CHOPS THAT A FEW FEET DOWN THE THIRD BASE LINE. THE CATCHER WILL HAVE TO HURRY! (2-3 OR IF/1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR AN EASY SINGLE (BATTER RISK?) FIELDING RATING BATTER WINS DOUBLE, RIGHT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA	EXHAUSTED	TIRED	-
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(!) (7-30) SINGLE TO CF (RISK CATCH -6 CF? L8 OR 2B)

BALL IN PLAY

FIELDING (JUMP 1+ RUNNING GAME) (FRESH/GB)

FIELDING

FLY BALL TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) F9 (RHB) F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

LINE OUT TO RIGHT FIELD (STRONG WIND IN) RIGHT FIELDER RANGE PLAY OTHERWISE A SINGLE

STAMINA	EXHAUSTED	-	-
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(16-30) SINGLE TO CF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUNDED JUST FOUL OR HIT INTO THE RIGHT CENTER FIELD ALLEY AND ROLLS TO THE WALL 3B? (FB)

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE LEFT FIELDER RANGES OVER! (F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

(19-30) SINGLE TO CF

BALL IN PLAY

BALLPARK (GB)

FIELDING

LINE DRIVE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 1B 2 BASE ADVANCE)

BALL PARK ACTION

POSSIBLE INFIELDF SINGLE (1-50) SAFE (51-100) CALLED OUT FOR LEAVING THE RUNNERS LANE

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

LEFTY/RIGHTY DOUBLE?

BALL IN PLAY

(8-30) PULLS IT INTO THE CENTER FIELD ALLEY SINGLE TO CF (GB) (BR - TWO BASES) (JUMP 105+)

FIELDING

BLOOPER BEHIND THE SHORTSTOP. HE RUNS OUT CAN HE TAKE THE OVER THE SHOULDER CATCH? (P6 OR 1B/1 BASE ADV)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO THROWN OUT THE BATTER AT SECOND

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

(13-30) SINGLE TO CF (RISK CATCH CF? L8 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FLY BALL (2B? OR PW 118+)

FIELDING

SHARP LINER ABOVE THE SECOND BASEMAN'S HEAD. A CATCH WILL PREVENT A HIT INTO THE ALLEY. (L4 OR DOUBLE TO RIGHT CF)

BALL PARK ACTION

SINGLE TO LEFT FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

LEFTY/RIGHTY SINGLE

BALL IN PLAY

(11-30) BLOOP JUST OVER THE INFIELDF SINGLE TO LF (FB) (JUMP 125+)

FIELDING

GROUND BALL UP THE MIDDLE THE SECOND BASEMAN RANGES OVER TO TRY AND MAKE THE PLAY. (4-3/1B TO CF) (FLD +6)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

GROUND BALL

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) U3 OR INFIELDF SINGLE

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (GB) (FRESH)

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE AND TURN THE DOUBLE PLAY? (LHB)3-6-3 (RHB) 5-4-3 OR 1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

(8-30) SINGLE TO LF (!)

BALL IN PLAY

FIELDING (JUMP 4+ RUNNING GAME) (1B-HG -8/GB)

FIELDING

GRUNDER UP THE MIDDLE THE SHORTSTOP RANGES OVER CAN HE FLICK TO SECOND FOR THE FORCE OUT? (6-4 OR IF/1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

LEFTY/RIGHTY SINGLE

BALL IN PLAY

BALLPARK (GB) (FRESH)

FIELDING

GRUNDER IN BEHIND THE MOUND THIS WILL BE A TOUGH PLAY THE SECOND BASEMAN RACES OVER (4-3 OR IF/1B)

BALL PARK ACTION

HIT INTO LEFT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

(27-30) SINGLE TO RF (RISK CATCH RF? L9 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

HARD LINE DRIVE TO THE SHORTSTOP. HE LEAPS! (L6 OR 1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

LEFTY/RIGHTY POWER? (MODERATE WIND IN 2B?/FB)

BALL IN PLAY

(28-30) PATIENCE SHOWN AND HE GETS A PITCH HE CAN HIT SINGLE TO RF (GB)

FIELDING

GROUND BALL TO THE RIGHT OF THE FIRST BASEMAN. CAN HE PREVENT THE BALL FROM GOING THROUGH? (3-1 OF 1B TO RF)

BALL PARK ACTION

HIT INTO LEFT FIELD FIELDING RATING VS BASE RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

(28-30) SINGLE TO CF

BALL IN PLAY

BALLPARK (GB) (FRESH)

FIELDING

LINE DRIVE TO THIRD BASE. HE DIVES FULL STRETCH TO HIS RIGHT CAN HE DOUBLE UP THE RUNNER AT SECOND? (LDP5-4 OR 2B TO LF)

BALL PARK ACTION

HIT INTO CENTER FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED	TIRED	-
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FLY BALL (2B? OR PW 124+)

FIELDING

FLY BALL DOWN THE LEFT FIELD LINE. THIS IS A TOUGH PLAY FOR THE LEFT FIELDER. (F7 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

EXHAUSTED	-	-
-----------	---	---

(13-30) SINGLE TO CF

BALL IN PLAY

(4-30) LOOPING LINER TO LEFT CENTER SINGLE TO LF (BR - 2) (FB) (JUMP 40+)

FIELDING

SWIRLING POP JUST BEHIND THE THIRD BASEMAN. HE'S THE ONLY ONE THAT CAN GET THERE. (P5 OR 1B AND 1 BASE ADVANCE) (STRONG WIND -3)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

FRESH	-	-
-------	---	---

ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

(23-30) GROUND BALL HIT PAST THE FIRST BASEMAN SINGLE TO RF (GB) (BR - ONE BASE)

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE AND GET THE FORCE OUT? (LHB)3-6 (RHB) 5-4 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

(6-30) SINGLE TO RF (!)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(14-30) LINE DRIVE TO CENTER FIELD SINGLE (FB) (JUMP ***+ 2ND & 3RD)

FIELDING

LINE DRIVE DOWN THE LEFT FIELD LINE. THE LEFT FIELDER RANGES OVER. (L7 OR 2B INTO THE LEFT FIELD CORNER 2 BASE ADVANCE. JUMP 70+ SCORES)

BALL PARK ACTION

DOUBLE TO CENTER FIELD (CHECK FIELDER ARM TO MAKE BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
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(4-30) SINGLE TO CF (!) (RISK CATCH -3 CF? L8 OR 2B)

BALL IN PLAY

HARD HIT LINE DRIVE TO LEFT CENTER FIELD. THAT'S GOT A CHANCE! PW/1B (JUMP 80+) (1B-HG -4/GB)

FIELDING

LINE DRIVE UP THE MIDDLE THE SHORTSTOP DIVES FOR THE CATCH! (L6 OR 2B TO CF)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

FRESH	-	-
-------	---	---

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

FLY BALL (2B? OR PW 130+)

FIELDING

LINE DRIVE TO FIRST BASE. HE LEAPS! (L3 OR 1B TO RF)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

(26-30) SINGLE TO LF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

GRUNDER IN BEHIND THE MOUND THIS WILL BE A TOUGH PLAY THE SECOND BASEMAN RACES OVER (4-3 OR IF/1B)

BALL PARK ACTION

HIT INTO LEFT FIELD FIELDING RATING VS BASE RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED

TIRED

-

(2-30) SINGLE TO LF (!) (RISK CATCH LF? L7 OR 2B)

BALL IN PLAY

GROUND BALL

FIELDING

GRUNDER TO FIRST. IF IT GETS THROUGH IT WILL BE A DOUBLE. (3-1 OR 2B TO RF 2 BASE ADVANCE) (FLD +6)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE THREE BASES)

STAMINA

EXHAUSTED

TIRED

FADING

(24-30) SINGLE TO RF

BALL IN PLAY

GOOD SWING ON THAT ONE PW (FB) (STRONG WIND IN FLY BALL)

FIELDING

HARD GROUND BALL TO THE SECOND BASEMAN CAN HE PREVENT THE SINGLE AND TURN A DOUBLE PLAY? (4-6-3/1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED

TIRED

FADING

(22-30) SINGLE TO CF (RISK CATCH -9 CF? L8 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(2-30) FROZEN ROPE UP THE MIDDLE SINGLE TO CF (BR - 2) (GB) (JUMP 20+)

FIELDING

DEEP FLY BALL TO THE RIGHT FIELD WALL. THE RIGHT FIELDER RUSHES BACK! (F9 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

DOUBLE TO RIGHT FIELD (CHECK FIELDER ARM TO MAKE BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA

EXHAUSTED

TIRED

-

(!) (9-30) SINGLE TO RF (RISK CATCH -6 RF? L9 OR 2B)

BALL IN PLAY

(26-30) PATIENCE SHOWN AND HE GETS A PITCH HE CAN HIT SINGLE TO CF (GB)

FIELDING

SWIRLING POP JUST BEHIND THE THIRD BASEMAN. HE'S THE ONLY ONE THAT CAN GET THERE. (P5 OR 1B AND 1 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED

TIRED

-

(8-30) SINGLE TO LF (!) (RISK CATCH -6 LF? L7 OR 2B)

BALL IN PLAY

(5-30) DAISY CUTTER JUST PAST THE BACKHANDED SHORT STOPS ATTEMPT SINGLE TO LF (BR - 1) (FB) (JUMP 20+)

FIELDING

GRUNDER UP THE MIDDLE THE SHORTSTOP RANGES CAN HE PREVENT A SINGLE TO CF (6-4 OR 1B TO CF)

BALL PARK ACTION

SINGLE TO CENTER FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

BALL IN PLAY

(13-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE SECOND BASEMAN SINGLE TO CF (GB) (JUMP 130+)

FIELDING

GRUNDER TO THIRD. IF IT GETS THROUGH IT WILL BE A DOUBLE. (5-3 OR 2B TO LF 2 BASE ADVANCE) (FLD +3)

BALL PARK ACTION

SINGLE TO LEFT FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	FADING
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

A GOOD PITCH TO DRIVE INTO THE ALLEY PW/2B? (FB)

FIELDING

HARD GRUNDER UP THE MIDDLE. IF THE SECOND BASEMAN CAN REACH IT HE WILL TURN A SPECTACULAR DOUBLE PLAY (4-6-3 WEB GEM! OR 1B TO CF)

BALL PARK ACTION

HIT INTO RIGHT FIELD FIELDING RATING VS BASE RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

PULLS THIS ONE HARD OVER LEFT/RIGHT FIELDS HEAD. HAS IT GOT ENOUGH? PW/1B (JUMP 80+) (1B-HG -1/GB)

FIELDING

BLOOPER BEHIND THE SECOND BASEMAN. HE RUNS OUT CAN HE TAKE THE OVER THE SHOULDER CATCH? (P4 OR 1B/1 BASE ADV)

BALL PARK ACTION

L8* (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

EXHAUSTED	TIRED	FADING
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(20-30) SINGLE TO LF (RISK CATCH -6 LF? L7 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED INTO THE SEATS OR PULLED INTO THE POWER ALLEY POWER (FB) (DEADBALL HIT & RUN)

FIELDING

BLOOPER BEHIND 1B. THE SECOND BASEMAN RANGES OVER. DOES HE GET THERE IN TIME? (P4 OR 1B/1 BASE ADV)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR AN EASY SINGLE (BATTER RISK?) JUMP RATING BATTER WINS DOUBLE, CENTER FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

EXHAUSTED	TIRED	-
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(25-30) SINGLE TO CF (RISK CATCH CF? L8 OR 2B)

BALL IN PLAY

FIELDING (JUMP 2+ RUNNING GAME) (1B-HG -6/GB)

FIELDING

GROUND BALL TO THE BACKHAND OF THE THIRD BASEMAN. CAN HE PREVENT THE BALL FROM GOING THROUGH? (5-3 OF 2B TO LF)

BALL PARK ACTION

GROUND BALL TO SECOND BASE. IF RUNNER ON FIRST BALL STRIKES RUNNER ADVANCING TO SECOND AND HE IS CALLED OUT BY RUNNER INTERFERENCE (1-50) RI (51-100) 4-

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

(22-30) PULLS IT INTO THE CENTER FIELD ALLEY SINGLE TO CF (GB) (BR - TWO BASES)

FIELDING

LINE DRIVE DOWN THE RIGHT FIELD LINE. THE RIGHT FIELDER RANGES OVER. (L9 OR 2B INTO THE RIGHT FIELD CORNER 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR AN EASY SINGLE (BATTER RISK?) BASE RUNNING RATING BATTER WINS DOUBLE, CENTER FIELDER WINS SINGLE THEN THROWN OUT AT

STAMINA

EXHAUSTED	TIRED	-
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(17-30) SINGLE TO LF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(10-30) GROUND BALL HIT PAST THE FIRST BASEMAN
SINGLE TO RF (GB) (BR - TWO BASES) (JUMP 115+)

FIELDING

LINE DRIVE TO THIRD BASE. HE LEAPS! (L5 OR 2B TO LF)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE
ONE BASE)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

FIELDING (JUMP 20+ RUNNING GAME) (FRESH/GB)

FIELDING

FLY BALL DOWN THE RIGHT FIELD LINE. THIS IS A TOUGH
PLAY FOR THE RIGHT FIELDER. (F9 OR 1B AND 2 BASE
ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD POSSIBLE DOUBLE? IF THERE IS A
RUNNER ON FIRST ONLY A SINGLE

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

HIT HIGH INTO THE AIR POWER (FB)

FIELDING

HARD LINE DRIVE TO THE SECOND BASEMAN. HE LEAPS! IF
HE TAKES THE CATCH HE DOUBLES UP THE LEAD RUNNER
(LDP4-LB WEB GEM! OR 1B)

BALL PARK ACTION

HIT INTO CENTER FIELD FIELDING RATING VS BASE
RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (GB)

FIELDING

DEEP FLY BALL TO THE CENTER FIELD WALL. THE CENTER
FIELDER WILL HAVE TO GET ON HIS BIKE! (F8 AND TAG 3RD
AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 3-1 OR INFIELD
SINGLE

STAMINA

EXHAUSTED

-

-

(12-30) SINGLE TO RF (RISK CATCH -9 RF? L9 OR 2B)

BALL IN PLAY

HIT INTO THE ALLEY WILL HE TRY FOR SECOND BASE?
2B?/1B (JUMP 90+ 2ND & 3RD) (1B-HG -3/GB)

FIELDING

LINE DRIVE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN
HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 1B 1
BASE ADVANCE)

BALL PARK ACTION

LINE DRIVE DOWN THE LEFT FIELD LINE. (RISK CATCH?)
(FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE)
(RISK TAKEN IS A L7 OR DOUBLE)

STAMINA

EXHAUSTED

-

-

(8-30) SINGLE TO LF (!)

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) LDP? (3) 643
(4) 463

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD
BASEMAN. CAN HE GET THERE IN TIME? (LHB)3-1 (RHB) 5-3
OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR AN EASY SINGLE (BATTER
RISK?) OUTFIELDERS ARM RATING BATTER WINS DOUBLE,
CENTER FIELDER WINS SINGLE THEN THROWN OUT AT

STAMINA

EXHAUSTED

-

-

PITCHER/HITTER EXPERIENCE CHECK FB/POWER?

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(16-30) LINE DRIVE TO LEFT FIELD SINGLE (FB)

FIELDING

HARD LINE DRIVE TO THE SECOND BASEMAN. HE LEAPS! IF HE TAKES THE CATCH HE DOUBLES UP THE LEAD RUNNER (LDP4-LB OR 1B)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

LEFTY/RIGHTY DOUBLE? (STRONG WIND OUT PW?/2B)

BALL IN PLAY

(26-30) NICE AT BAT, WORKING THE COUNT WELL SINGLE TO CF (GB)

FIELDING

LINE DRIVE UP THE MIDDLE THE SHORTSTOP DIVES FOR THE CATCH! (L6 OR 1B TO CF)

BALL PARK ACTION

DOUBLE TO RIGHT FIELD (CHECK FIELDER ARM TO MAKE BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

PITCHER/HITTER EXPERIENCE CHECK GB/1B

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) FB (4) 643

FIELDING

HARD GOUNDER BACK TO THE MOUND. IF THE PITCHER SNARES IT A DOUBLE PLAY IS TURNED. (1-6-3 OR 1B TO CF 1 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
-----------	-------	--------

(16-30) SINGLE TO CF (RISK CATCH -3 CF? L8 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

TOUGH GOUNDER TO FIRST. CAN THE FIRST BASEMAN MAKE THE PLAY? (U3 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE THIRD BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND (TE*?)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

LEFTY/RIGHTY DOUBLE? (STRONG WIND OUT PW?/2B)

BALL IN PLAY

HANGING BREAKING BALL! CAN THE HITTER TAKE ADVANTAGE? PW/2B? (FB)

FIELDING

GOUNDER UP THE MIDDLE THE SECOND BASEMAN RANGES CAN HE PREVENT A SINGLE TO CF (4-6 OR 1B TO CF)

BALL PARK ACTION

SINGLE TO CENTER FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

(29-30) SINGLE TO LF (RISK CATCH -3 LF? L7 OR 2B)

BALL IN PLAY

FASTBALL IS LEFT OUT OVER THE MIDDLE OF THE PLATE. THE BATTER DIALS LONG DISTANCE! POWER (FB) (DEADBALL HIT & RUN)

FIELDING

HARD GOUNDER UP THE MIDDLE. IF THE SHORTSTOP CAN REACH IT HE WILL TURN A SPECTACULAR DOUBLE PLAY (6-4-3 WEB GEM! OR 1B TO CF)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

EXHAUSTED	-	-
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(29-30) SINGLE TO LF

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 17+ RUNNING GAME) (1B-HG -8/FB)

FIELDING

LINE DRIVE TO FIRST BASE. HE LEAPS! (L3 OR 1B TO RF)

BALL PARK ACTION

HIT INTO LEFT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

EXHAUSTED

TIRED

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(24-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE THIRD BASEMAN SINGLE TO LF (GB)

FIELDING

LINE DRIVE TO THE SECOND BASEMAN'S BACKHAND SIDE. HE DIVES FULL STRETCH! (L4 OR 1B TO RF)

BALL PARK ACTION

HIT INTO CENTER FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

GROUND BALL

FIELDING

SHALLOW FLY TO LEFT FIELD. THE LEFT FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F7 SHOE STRING CATCH OR 1B TO LF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED

TIRED

FADING

(!) (1-30) SINGLE TO CF (RUNNERS LANE OUT? 1-10 BR)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

THAT FASTBALL IS RIGHT DOWN THE MIDDLE, HE TURNS ON THE PITCH PW/2B? (FB)

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE CENTER FIELDER SLIDES! (L8 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

EXHAUSTED

TIRED

FADING

LEFTY/RIGHTY SINGLE

BALL IN PLAY

(27-30) NICE AT BAT, WORKING THE COUNT WELL SINGLE TO LF (GB)

FIELDING

LINE DRIVE TO THE SHORTSTOP'S BACKHAND SIDE. HE DIVES FULL STRETCH! (L6 OR 1B TO LF)

BALL PARK ACTION

LINE OUT TO LEFT FIELD (STRONG WIND IN) SINGLE

STAMINA

EXHAUSTED

-

-

LEFTY/RIGHTY POWER?

BALL IN PLAY

GROUND BALL

FIELDING

GRUNDER UP THE MIDDLE THE SECOND BASEMAN RANGES OVER CAN HE FLICK TO SECOND FOR THE FORCE OUT? (4-6 OR IF/1B)

BALL PARK ACTION

LINE DRIVE IN THE CENTER RIGHT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR

STAMINA

EXHAUSTED

-

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

FLIP CARD BASEBALL 5

BALL IN PLAY

FLY BALL (2B? OR PW 112+)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE AND GET THE FORCE OUT? (LHB)4-6 (RHB) 6-4 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

*643 (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

EXHAUSTED	-	-
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(23-30) SINGLE TO LF (RISK CATCH -9 LF? L7 OR 2B)

BALL IN PLAY

BALLPARK (FB) (1B-HG -9/FB)

FIELDING

LINE DRIVE OUT IN FRONT OF THE LEFT FIELDER. HE DIVES FORWARD! (L7 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO LEFT FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
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(15-30) SINGLE TO RF

BALL IN PLAY

GROUNDED JUST FOUL HIT OR INTO THE LEFT CENTER FIELD ALLEY AND ROLLS TO THE WALL 3B? (FB)

FIELDING

SLOW GROUNDER TO FIRST BASE. CAN THE PITCHER GET OVER QUICK ENOUGH TO MAKE THE PUT OUT AT FIRST (3-1 OR IF/1B)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED BACK OR DRIVE INTO THE CENTER LEFT FIELD ALLEY 2B? (FB)

FIELDING

BLOOPER BEHIND 3B. THE SHORTSTOP RANGES OVER. DOES HE GET THERE IN TIME? (P6 OR 1B/1 BASE ADV) (STRONG WIND -3)

BALL PARK ACTION

HIT INTO LEFT FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED	TIRED	FADING
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

(RUNNER ON 1ST JUMP 20+ RUNNING GAME) FLY BALL

FIELDING

GROUNDER TO THIRD. IF IT GETS THROUGH IT WILL BE A DOUBLE. (5-3 OR 2B TO LF 2 BASE ADVANCE) (FLD +6)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	TIRED	-
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(!) (5-30) SINGLE TO LF

BALL IN PLAY

GROUNDED JUST FOUL OR HIT INTO THE RIGHT CENTER FIELD ALLEY AND ROLLS TO THE WALL 3B? (FB)

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE AND TURN THE DOUBLE PLAY? (LHB)3-6-3 (RHB) 5-4-3 OR 1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

EXHAUSTED	TIRED	-
-----------	-------	---

PITCHER/HITTER EXPERIENCE CHECK FB/2B?

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL FIRST BASE (BATTERS JUMP) FOR AN INFIELD SINGLE (3-1)

FIELDING

DEEP FLY BALL TO THE CENTER FIELD WALL. THE CENTER FIELDER RUSHES BACK! (F8 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

LINE OUT TO LEFT FIELD (MODERATE WIND IN) LEFT FIELDER RANGE PLAY OTHERWISE A SINGLE

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

FOULED BACK OR HARD HIT LINE DRIVE INTO THE CENTER LEFT FIELD ALLEY 3B/2B? (FB)

FIELDING

SWIRLING POP JUST BEHIND THE FIRST BASEMAN. HE'S THE ONLY ONE THAT CAN GET THERE. (P3 OR 1B AND 1 BASE ADVANCE) (STRONG WIND -3)

BALL PARK ACTION

LINE OUT TO RIGHT FIELD (STRONG WIND IN) SINGLE

STAMINA

EXHAUSTED	TIRED	-
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LEFTY/RIGHTY POWER?

BALL IN PLAY

TOUGH PITCH THAT THE HITTER MUSCLES POWER (FB) (DEADBALL BUNT FOR HIT)

FIELDING

GRUNDER TO THE SECOND BASEMAN'S BACK HAND SIDE. IF HE GETS TO THE BALL HE WILL TURN A DOUBLE PLAY (4-6-3 OR 1B TO RF)

BALL PARK ACTION

HIT INTO LEFT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA

EXHAUSTED	-	-
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(14-30) SINGLE TO LF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(24-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE SHORT STOP SINGLE TO LF (GB)

FIELDING

SLOW GRUNDER TO FIRST BASE. CAN THE PITCHER GET OVER QUICK ENOUGH TO MAKE THE PUT OUT AT FIRST (3-1 OR IF/1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED	TIRED	FADING
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(18-30) SINGLE TO RF (RISK CATCH -3 RF? L9 OR 2B)

BALL IN PLAY

(2-30) LOOPING LINE DRIVE SINGLE TO LF (BR - 3) (FB) (JUMP 25+)

FIELDING

GRUNDER UP THE MIDDLE THE SHORTSTOP RANGES CAN HE PREVENT A SINGLE TO CF (6-4 OR 1B TO CF)

BALL PARK ACTION

*363 (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

EXHAUSTED	-	-
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

HE WASN'T CHEATED ON THAT SWING PW (FB)

FIELDING

FLY BALL TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) F9 (RHB) F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED	-	-
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PITCHER/HITTER EXPERIENCE CHECK FB/1B

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (GB)

FIELDING

GROUND BALL UP THE MIDDLE THE SHORTSTOP RANGES OVER TO TRY AND MAKE THE PLAY. (6-3/1B TO CF) (FLD +3)

BALL PARK ACTION

RANGE CHECK THIRD BASE*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS FIRST BASEMAN AWAY FROM THE BAG

STAMINA	EXHAUSTED	TIRED	FADING
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(!) (9-30) SINGLE TO RF

BALL IN PLAY

FIELDING (JUMP 6+ RUNNING GAME) (1B-HG -9/GB)

FIELDING

SHARP LINER ABOVE THE SECOND BASEMAN'S HEAD. A CATCH WILL PREVENT A HIT INTO THE ALLEY. (L4 OR DOUBLE TO RIGHT CF)

BALL PARK ACTION

LINE DRIVE IN THE CENTER LEFT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -9) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR 3B?/DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
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(25-30) SINGLE TO CF

BALL IN PLAY

(20-30) TEXAS LEAGUER SINGLE OVER 3B (GB) (BR - ONE BASE)

FIELDING

SHARP LINE DRIVE DOWN THE LINE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 2B 3 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA	EXHAUSTED	TIRED	FADING
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LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

HARD GROUND BALL TO THIRD. IF HE CAN MAKE THE STOP HE WILL TURN A 5-4-3 DOUBLE PLAY. (5-4-3 OR 1B TO LF)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO THROWN OUT THE BATTER AT SECOND

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

FLY BALL (2B? OR PW 118+)

FIELDING

HARD GROUND BALL TO THE SHORTSTOP CAN HE PREVENT THE SINGLE AND TURN A DOUBLE PLAY? (6-4-3/1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO THROWN OUT THE BATTER AT SECOND

STAMINA	EXHAUSTED	TIRED	-
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LEFTY/RIGHTY SINGLE

BALL IN PLAY

(RUNNER ON 1ST JUMP 5+ RUNNING GAME) FLY BALL

FIELDING

LINE DRIVE TO THIRD BASE. HE DIVES TO HIS LEFT! (L5 OR 1B TO LF 1)

BALL PARK ACTION

LINE OUT TO CENTER FIELD (STRONG WIND IN) CENTER FIELDER RANGE PLAY OTHERWISE A SINGLE

STAMINA	EXHAUSTED	TIRED	FADING
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LEFTY/RIGHTY SINGLE

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(21-30) PULLS IT INTO THE CENTER FIELD ALLEY SINGLE TO CF (GB) (BR - TWO BASES)

FIELDING

HARD GROUND BALL TO THIRD. IF HE CAN MAKE THE STOP HE WILL TURN A 5-4-3 DOUBLE PLAY. (5-4-3 OR 1B TO LF)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR AN EASY SINGLE (BATTER RISK?) JUMP RATING BATTER WINS DOUBLE, RIGHT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA	EXHAUSTED	TIRED	-
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(16-30) SINGLE TO CF

BALL IN PLAY

GROUND BALL

FIELDING

GRUNDER TO FIRST. IF IT GETS THROUGH IT WILL BE A DOUBLE. (3-1 OR 2B TO RF 2 BASE ADVANCE) (FLD +3)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND (TE*?)

STAMINA	EXHAUSTED	TIRED	-
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(21-30) SINGLE TO RF

BALL IN PLAY

LINE DRIVE OVER THE SECOND BASEMAN THAT'S A HIT 2B?/1B (JUMP 95+) (1B-HG -2/FB)

FIELDING

TOUGH GRUNDER TO FIRST. CAN THE FIRST BASEMAN MAKE THE PLAY? (U3 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO CENTER FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	TIRED	-
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POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

HARD GROUND BALL DOWN THE FIRST BASE LINE 2B? (FB)

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 6-3 OR INFIELD SINGLE

STAMINA	EXHAUSTED	-	-
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

BALLPARK (FB) (1B-HG -8/GB)

FIELDING

TAPPER IN FRONT OF THE PLATE. CAN THE CATCHER GET THERE IN TIME TO MAKE THE PLAY? (2-3 OF IF/1B)

BALL PARK ACTION

HIT INTO CENTER FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

NICE PITCH TO DRIVE INTO THE ALLEY 2B? (FB)

FIELDING

HARD GRUNDER UP THE MIDDLE. IF THE SHORTSTOP CAN REACH IT HE WILL TURN A SPECTACULAR DOUBLE PLAY (6-4-3 WEB GEM! OR 1B TO CF)

BALL PARK ACTION

HIT INTO CENTER FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA	EXHAUSTED	-	-
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(27-30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL SECOND BASE (BATTERS JUMP) FOR AN INFIELD SINGLE (4-3)

FIELDING

GRUNDER TO THE SHORTSTOP'S BACK HAND SIDE. IF HE GETS TO THE BALL HE WILL TURN A DOUBLE PLAY (6-4-3 OR 1B TO LF)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

FRESH	-	-
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LEFTY/RIGHTY SAME FB

BALL IN PLAY

(29-30) TOUGH PITCH THAT HE SPRAYS TO THE OPPOSITE FIELD SINGLE (GB)

FIELDING

FLY BALL DOWN THE RIGHT FIELD LINE. THIS IS A TOUGH PLAY FOR THE RIGHT FIELDER. (F9 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND (TE*?)

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

BALLPARK (FB) (1B-HG -6/FB)

FIELDING

FLY BALL DOWN THE LEFT FIELD LINE. THIS IS A TOUGH PLAY FOR THE LEFT FIELDER. (F7 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED	TIRED	-
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PITCHER/HITTER EXPERIENCE CHECK GB/2B?

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(6-30) GROUND BALL WITH EYES THROUGH THE 1B-2B GAP SINGLE TO RF (BR + 1) (GB) (JUMP 30+)

FIELDING

HARD GROUND BALL DOWN THE FIRST BASE LINE. IF HOLDING RUNNER 3-6-3 DOUBLE PLAY. OTHERWISE CAN HE GET THERE? (U3 OR 1B TO RF) (FLD -3)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA

EXHAUSTED	TIRED	FADING
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PITCHER/HITTER EXPERIENCE CHECK GB/1B

BALL IN PLAY

(8-30) SOFT GROUND BALL, THIS WILL BE TROUBLE SINGLE TO SS (GB) (JUMP 110+)

FIELDING

SHARP LINE DRIVE DOWN THE LINE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 2B 3 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA

EXHAUSTED	TIRED	FADING
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(!) (3-30) SINGLE TO RF (RISK CATCH RF? L9 OR 2B)

BALL IN PLAY

FIELDING (JUMP 14+ RUNNING GAME) (1B-HG -10/FB)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE AND TURN THE DOUBLE PLAY? (LHB)4-6-3 (RHB) 6-4-3 OR 1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(17-30) LINE DRIVE TO CENTER FIELD SINGLE (FB)

FIELDING

HARD GROUND BALL TO FIRST. IF HE CAN MAKE THE STOP HE WILL TURN A 3-6-3 DOUBLE PLAY. (3-6-3 OR 1B TO RF)

BALL PARK ACTION

SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) LDP? (4) 463

FIELDING

GROUND BALL IN THE HOLE. WILL THE SECOND BASEMAN GET THERE AND FLICK TO GET THE RUNNER AT SECOND? (4-6/1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA	EXHAUSTED	-	-
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(!) (1-30) SINGLE TO CF (STEPPED OUT OF BOX 1-5 OUT)

BALL IN PLAY

GROUND BALL

FIELDING

SHALLOW FLY TO RIGHT FIELD. THE RIGHT FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F9 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE FIRST BASEMAN'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA	EXHAUSTED	-	-
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(!) (5-30) SINGLE TO LF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED INTO THE SEATS OR PULLED INTO THE POWER ALLEY POWER (FB) (DEADBALL HIT & RUN)

FIELDING

GROUND BALL TO SHORTSTOP CAN HE GET TO THE BALL AND FORCE THE RUNNER AT SECOND BASE (6-4/1B)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA	EXHAUSTED	-	-
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(4-30) SINGLE TO CF (!)

BALL IN PLAY

(17-30) GROUND BALL TO LEFT FIELD SINGLE (GB)

FIELDING

GROUND BALL TO SHORTSTOP CAN HE GET TO THE BALL AND FORCE THE RUNNER AT SECOND BASE (6-4/1B)

BALL PARK ACTION

DOUBLE TO LEFT FIELD (CHECK FIELDER ARM TO MAKE BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA	EXHAUSTED	TIRED	-
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(9-30) SOFT GROUND BALL, THIS WILL BE TROUBLE SINGLE TO 2B (GB) (JUMP 115+)

FIELDING

GRUNDER UP THE MIDDLE THE SECOND BASEMAN RANGES CAN HE PREVENT A SINGLE TO CF (4-6 OR 1B TO CF)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

THERE'S A HANGER! POWER (FB) (DEADBALL BUNT FOR HIT)

FIELDING

THE HITTER CHOPS THAT A FEW FEET DOWN THE THIRD BASE LINE. THE CATCHER WILL HAVE TO HURRY! (2-3 OR IF/1B)

BALL PARK ACTION

LINE DRIVE DOWN THE RIGHT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -6) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L9 OR DOUBLE)

STAMINA	EXHAUSTED	-	-
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LEFTY/RIGHTY SINGLE

BALL IN PLAY

(21-30) BLOOP SINGLE OVER SS (GB) (BR - ONE BASE)

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA	EXHAUSTED	TIRED	FADING
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PITCHER/HITTER EXPERIENCE CHECK GB/1B

BALL IN PLAY

BALLPARK (FB) (1B-HG -10/FB)

FIELDING

GRINDER IN THE HOLE THIRD BASE SIDE. CAN THE THIRD BASEMAN MAKE THE PLAY AND GET THE FORCE AT SECOND? (5-4 OR 1B TO LF)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 4-3 OR INFIELD SINGLE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(19-30) GROUND BALL TO RIGHT FIELD SINGLE (GB)

FIELDING

HARD LINE DRIVE TO THE SECOND BASEMAN. HE LEAPS! (L4 OR 1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA	FRESH	-	-
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LEFTY/RIGHTY SAME FB

BALL IN PLAY

FLY BALL (MODERATE WIND OUT PW?/2B?)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE CENTER FIELDER SLIDES! (L8 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA	EXHAUSTED	-	-
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(28-30) SINGLE TO CF (RISK CATCH -3 CF? L8 OR 2B)

BALL IN PLAY

FOULED BACK OR DRIVE INTO THE CENTER RIGHT FIELD ALLEY 2B? (FB)

FIELDING

LINE DRIVE OUT IN FRONT OF THE LEFT FIELDER. HE SLIDES FORWARD! (L7 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FLY BALL (2B? OR PW 106+)

FIELDING

TOUGH GOUNDER TO THIRD. CAN THE THIRD BASEMAN MAKE THE PLAY? (5-3 OR 1B AND 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND

STAMINA	EXHAUSTED	TIED	-
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(18-30) SINGLE TO RF

BALL IN PLAY

(18-30) GROUND BALL TO CENTER FIELD SINGLE (GB)

FIELDING

GOUNDER DOWN THE LINE FIRST BASE SIDE. IF HOLDING RUNNER 3-6-3 DOUBLE PLAY. OTHERWISE CHECK IF HE MAKES THE PLAY (3-1 OR 1B TO RF)

BALL PARK ACTION

HIT INTO LEFT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	EXHAUSTED	-	-
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(18-30) SINGLE TO RF

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) 643
(4) 463

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE THREE BASES)

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(25-30) JUST PAST THE OUTSRETCHED GLOVE OF THE FIRST BASEMAN SINGLE TO RF (GB)

FIELDING

SLOW GOUNDER TO THE SHORTSTOP CAN HE PREVENT AN INFIELD SINGLE (6-3 OR IF/1B)

BALL PARK ACTION

HIT INTO CENTER FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA	EXHAUSTED	-	-
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(10-30) SINGLE TO CF (!)

BALL IN PLAY

(20-30) GROUND BALL HIT PAST THE THIRD BASEMAN SINGLE TO LF (GB) (BR - ONE BASE)

FIELDING

GROUND BALL UP THE MIDDLE THE SHORTSTOP RANGES OVER TO TRY AND MAKE THE PLAY. (6-3/1B TO CF) (FLD +6)

BALL PARK ACTION

DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA	EXHAUSTED	TIED	FADING
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) FB (4) 543

FIELDING

SHALLOW FLY BALL TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) F9 (RHB) F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE IF BASE RUNNER RATING FAILS

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

BALLPARK (FB) (1B-HG -7/GB)

FIELDING

HARD GROUND BALL DOWN THE FIRST BASE LINE. IF HOLDING RUNNER 3-6-3 DOUBLE PLAY. OTHERWISE CAN HE GET THERE? (U3 OR 1B TO RF) (FLD -6)

BALL PARK ACTION

SINGLE TO LEFT FIELD (RISK? JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA	FRESH	-	-
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LEFTY/RIGHTY SAME FB

BALL IN PLAY

FIELDING (JUMP 12+ RUNNING GAME)

FIELDING

TAPPER IN FRONT OF THE PLATE. CAN THE CATCHER GET THERE IN TIME TO MAKE THE PLAY? (2-3 OF IF/1B)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR AN EASY SINGLE (BATTER RISK?) BASE RUNNING RATING BATTER WINS DOUBLE, LEFT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

(28-30) NICE AT BAT, WORKING THE COUNT WELL SINGLE TO RF (GB)

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

RANGE CHECK SECOND BASE*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS FIRST BASEMAN AWAY FROM THE BAG

STAMINA	EXHAUSTED	TIRED	FADING
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(21-30) SINGLE TO RF (RISK CATCH -6 RF? L9 OR 2B)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

PITCH TO DRIVE. IF HE GETS IT BOUNCES ALL THE WAY TO THE WALL 3B?/2B? (FB)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE LEFT FIELDER DIVES! (L7 WEB GEM! OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

RANGE CHECK SHORT STOP*. IF PLAY MADE CHECK ERROR (TE*) TO SEE IF THE THROW PULLS FIRST BASEMAN AWAY FROM THE BAG

STAMINA	EXHAUSTED	-	-
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(20-30) SINGLE TO LF

BALL IN PLAY

FLY BALL (2B? OR PW 124+)

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD POSSIBLE DOUBLE? IF THERE IS A RUNNER ON FIRST ONLY A SINGLE

STAMINA	EXHAUSTED	TIRED	FADING
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DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(RUNNER ON 1ST JUMP 10+ RUNNING GAME) GROUND BALL

FIELDING

DEEP FLY BALL TO THE LEFT FIELD WALL. THE LEFT FIELDER RUSHES BACK! (F7 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)

BALL PARK ACTION

LINE DRIVE DOWN THE LEFT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L7 OR DOUBLE,CFBACKUP 1B)

STAMINA	EXHAUSTED	TIRED	FADING
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(!) (7-30) SINGLE TO CF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED BACK OR CRUSHED TO STRAIGHT AWAY CENTER FIELD POWER (FB) (DEADBALL HIT & RUN)

FIELDING

SLOW GROUNDER TO THE SECOND BASEMAN CAN HE PREVENT AN INFIELD SINGLE (4-3 OR IF/1B)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA	EXHAUSTED	-	-
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

(RUNNER ON 1ST JUMP 5+ RUNNING GAME) GROUND BALL

FIELDING

FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE LEFT FIELDER RANGES OVER! (F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE THIRD BASEMAN'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA	EXHAUSTED	-	-
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LEFTY/RIGHTY SINGLE

BALL IN PLAY

FIELDING (JUMP 3+ RUNNING GAME) (1B-HG -7/GB)

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE CENTER FIELDER DIVES FULL STRETCH! (L8 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

LINE DRIVE DOWN THE LEFT FIELD LINE. (RISK CATCH?) (FIELDING RATING MINUS -9) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L7 OR 3B?/DOUBLE)

STAMINA	EXHAUSTED	-	-
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POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

LINE DRIVE OVER THE SHORTSTOP THAT'S A HIT 2B?/1B (JUMP 95+) (1B-HG -1/FB)

FIELDING

HARD LINE DRIVE TO THE SHORTSTOP. HE LEAPS! IF HE TAKES THE CATCH HE DOUBLES UP THE LEAD RUNNER (LDP6-LB WEB GEM! OR 1B)

BALL PARK ACTION

SINGLE TO CENTER FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	-	-
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POWER/SPEED (JUMP ROLL SINGLE)

BALL IN PLAY

BALLPARK (GB)

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE RIGHT FIELDER DIVES FULL STRETCH! (L9 OR 2B AND A 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	EXHAUSTED	TIRED	FADING
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(11-30) SINGLE TO LF (RISK CATCH -9 LF? L7 OR 2B)

BALL IN PLAY

FLY BALL (2B? OR PW 130+)

FIELDING

SLOW GROUNDER TOWARDS THIRD. THE PITCHERS THE ONLY ONE THAT CAN GET THERE. CAN HE MAKE THE PLAY IN TIME? (1-3 IF/1B)

BALL PARK ACTION

HIT INTO CENTER FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	EXHAUSTED	TIRED	-
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POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(15-30) GROUND BALL TO CENTER FIELD SINGLE (GB) (JUMP
***+ 2ND & 3RD)

FIELDING

LINE DRIVE TO FIRST BASE. HE DIVES TO HIS LEFT! (L3 OR
2B TO RF 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD, RUNNER IS TRYING FOR SECOND.
CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME GB

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) 543 (2) 643 (3) 463
(4) 263

FIELDING

FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE RIGHT
FIELDER RANGES OVER! (F9 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR AN EASY SINGLE (BATTER RISK?)
BASE RUNNING RATING BATTER WINS DOUBLE, RIGHT
FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

EXHAUSTED

-

-

(22-30) SINGLE TO CF

BALL IN PLAY

(22-30) DYING QUAIL SINGLE OVER 2B (GB)

FIELDING

LINE DRIVE OUT IN FRONT OF THE CENTER FIELDER. HE
DIVES FORWARD! (L8 OR 1B AND HE KEEPS IT IN FRONT OF
HIM. 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD, RUNNER IS TRYING FOR SECOND.
CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

-

-

(11-30) SINGLE TO LF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(6-30) SOFT LINER UP THE MIDDLE SINGLE TO CF (BR + 1)
(FB) (JUMP 35+)

FIELDING

SHALLOW FLY TO RIGHT FIELD. THE RIGHT FIELDER WILL
HAVE TO RUSH IN TO GET THIS ONE. (F9 SHOE STRING
CATCH OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

*163 (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A
HIT)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

(12-30) DYING QUAIL JUST OVER THE INFIELD SINGLE TO RF
(FB) (JUMP 130+)

FIELDING

GRUNDER IN BEHIND THE MOUND THIS WILL BE A TOUGH
PLAY THE SHORTSTOP RACES OVER (6-3 OR IF/1B)

BALL PARK ACTION

LINE OUT TO RIGHT FIELD (MODERATE WIND IN) RIGHT FIELDER
RANGE PLAY OTHERWISE A SINGLE

STAMINA

EXHAUSTED

-

-

LEFTY/RIGHTY DOUBLE? (MODERATE WIND OUT PW/?2B)

BALL IN PLAY

FLY BALL

FIELDING

GRUNDER IN BEHIND THE MOUND THIS WILL BE A TOUGH
PLAY THE SHORTSTOP RACES OVER (6-3 OR IF/1B)

BALL PARK ACTION

HIT INTO LEFT FIELD FOR AN EASY SINGLE (BATTER RISK?)
OUTFIELDERS ARM RATING BATTER WINS DOUBLE, LEFT
FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 16+ RUNNING GAME) (1B-HG -9/FB)

FIELDING

HARD LINE DRIVE TO THE SHORTSTOP. HE LEAPS! (L6 WEB GEM! OR 1B)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE TWO BASES)

STAMINA

EXHAUSTED

TIRED

FADING

LEFTY/RIGHTY SINGLE

BALL IN PLAY

GOOD PITCH TO DRIVE 3B? (FB)

FIELDING

GRUNDER DOWN THE LINE THIRD BASE SIDE. IF HE MAKES THE PLAY A DOUBLE PLAY IS TURNED (5-4-3 OR 1B TO LF)

BALL PARK ACTION

HIT INTO RIGHT FIELD FIELDING RATING VS BASE RUNNING. BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA

EXHAUSTED

-

-

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

BALL IN PLAY

(29-30) HE GOES OUT AND GETS THAT ONE AND LOOPS IT INTO CENTER FIELD SINGLE (GB)

FIELDING

HARD GROUND BALL DOWN THE THIRD BASE LINE. IF PLAYING THE LINE 5-4-3 DOUBLE PLAY. OTHERWISE CAN HE GET THERE? (5-3 OR 1B TO LF) (FLD -3)

BALL PARK ACTION

LINE DRIVE IN THE CENTER RIGHT ALLEY. CENTER FIELD (RISK CATCH?) (FIELDING RATING MINUS -3) (NO RISK TAKEN IS A SINGLE) (RISK TAKEN IS A L8 OR DOUBLE)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FOULED INTO THE SEATS OR PULLED INTO THE POWER ALLEY PW/2B? (FB) (STRONG WIND IN FLY BALL)

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE CENTER FIELDER DIVES! (L8 OR 2B AND A 2 BASE ADVANCE)

BALL PARK ACTION

DOUBLE? TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)

STAMINA

FRESH

-

-

LEFTY/RIGHTY SAME GB

BALL IN PLAY

(13-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE SHORT STOP SINGLE TO CF (GB) (JUMP ***+ 2ND & 3RD)

FIELDING

GROUND BALL TO THE BACKHAND OF THE THIRD BASEMAN. CAN HE PREVENT THE BALL FROM GOING THROUGH? (5-3 OF 2B TO LF)

BALL PARK ACTION

SINGLE TO LEFT FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

EXHAUSTED

-

-

PITCHER/HITTER EXPERIENCE CHECK FB/1B

BALL IN PLAY

FIELDING (JUMP 10+ RUNNING GAME) (FRESH/GB)

FIELDING

SLOW GRUNDER TOWARDS THIRD. THE PITCHERS THE ONLY ONE THAT CAN GET THERE. CAN HE MAKE THE PLAY IN TIME? (1-3 IF/1B)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA

EXHAUSTED

TIRED

-

POWER/SPEED (JUMP ROLL SINGLE)

FLIP CARD BASEBALL 5

BALL IN PLAY

(3-30) SLOWLY HIT GROUND BALL UP THE MIDDLE JUST OUT OF REACH OF THE FIELDER SINGLE TO CF (BR + 2) (GB)

(JUMP 35+)

FIELDING

GRUNDER DOWN THE LINE THIRD BASE SIDE. IF HE MAKES THE PLAY A DOUBLE PLAY IS TURNED (5-4-3 OR 1B TO LF)

BALL PARK ACTION

SINGLE TO CENTER FIELD (JUMP RATING TO TURN IT INTO A DOUBLE)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

FIELDING (JUMP 11+ RUNNING GAME)

FIELDING

LINE DRIVE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 1B 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND (TE*?)

STAMINA

FRESH

-

-

ALL ON BASE RESULTS BECOME FB

BALL IN PLAY

FIELDING (JUMP 7+ RUNNING GAME) (1B-HG -10/GB)

FIELDING

GRUNDER TO THE SECOND BASEMAN'S BACK HAND SIDE. IF HE GETS TO THE BALL HE WILL TURN A DOUBLE PLAY (4-6-3 OR 1B TO RF)

BALL PARK ACTION

LINE OUT TO CENTER FIELD (MODERATE WIND IN) CENTER FIELDER RANGE PLAY OTHERWISE A SINGLE

STAMINA

FRESH

-

-

LEFTY/RIGHTY SAME GB

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 19+ RUNNING GAME) (1B-HG -6/FB)

FIELDING

BLOOPER BEHIND THE SHORTSTOP. HE RUNS OUT CAN HE TAKE THE OVER THE SHOULDER CATCH? (P6 OR 1B/1 BASE ADV)

BALL PARK ACTION

L7* (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA

EXHAUSTED

TIRED

FADING

(14-30) SINGLE TO LF

BALL IN PLAY

BALLPARK (FB) (1B-HG -8/FB)

FIELDING

SHALLOW FLY BALL TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) F9 (RHB) F7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

GROUND BALL TO THIRD BASEMAN (TE*?) IF ERROR CHECK FIRST BASEMAN'S FIELDING RATING TO SEE IF HE MAKES A GREAT SAVE

STAMINA

EXHAUSTED

-

-

LEFTY/RIGHTY POWER?

BALL IN PLAY

FLY BALL (STRONG WIND OUT POWER)

FIELDING

SHARP LINER ABOVE THE SHORTSTOP'S HEAD. A CATCH WILL PREVENT A HIT INTO THE ALLEY. (L6 OR DOUBLE TO LEFT CF)

BALL PARK ACTION

HIT INTO RIGHT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA

EXHAUSTED

-

-

(!) (3-30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(14-30) GROUND BALL TO LEFT FIELD SINGLE (GB) (JUMP
***+ 2ND & 3RD)

FIELDING

LINE DRIVE DOWN THE RIGHT FIELD LINE. THE RIGHT
FIELDER RANGES OVER. (L9 OR 2B INTO THE RIGHT FIELD
CORNER 3 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD, WILL RUNNER TRY FOR SECOND
(RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

TIRED

-

LEFTY/RIGHTY SINGLE

BALL IN PLAY

BALLPARK (GB)

FIELDING

LINE DRIVE TO THIRD BASE. HE DIVES FULL STRETCH TO HIS
RIGHT CAN HE DOUBLE UP THE RUNNER AT SECOND? (LDP5-
4 WEB GEM! OR 2B TO LF)

BALL PARK ACTION

SINGLE TO RIGHT FIELD* (IF ERROR BALL GETS BY ADVANCE
TWO BASES)

STAMINA

EXHAUSTED

TIRED

FADING

(13-30) SINGLE TO CF

BALL IN PLAY

FIELDING (JUMP 13+ RUNNING GAME) (1B-HG -5/GB)

FIELDING

LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE
CENTER FIELDER DIVES FULL STRETCH! (L8 WEB GEM! OR
2B AND A 2 BASE ADVANCE)

BALL PARK ACTION

DOUBLE TO LEFT FIELD (CHECK FIELDER ARM TO MAKE
BATTER HOLD AT FIRST FOR A SINGLE)

STAMINA

EXHAUSTED

-

-

(15-30) SINGLE TO RF

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

FLIP CARD BASEBALL 5

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) LDP? (2) 463 (3) 643
(4) 543

FIELDING

GROUND BALL IN THE 3B/SS HOLE. WILL THE SHORTSTOP
GET THERE? (6-4/1B) (FLD -3)

BALL PARK ACTION

DOUBLE? TO CENTER FIELD* (IF ERROR BALL GETS BY
ADVANCE TWO BASES)

STAMINA

EXHAUSTED

TIRED

FADING

LEFTY/RIGHTY SINGLE

BALL IN PLAY

(18-30) LINE DRIVE TO RIGHT FIELD SINGLE (FB)

FIELDING

LINE DRIVE OUT IN FRONT OF THE RIGHT FIELDER. HE
SLIDES FORWARD! (L9 OR 1B AND HE KEEPS IT IN FRONT OF
HIM. 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD, WILL RUNNER TRY FOR SECOND
(RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED

TIRED

-

(20-30) SINGLE TO LF

BALL IN PLAY

(GROUND BALL-FLY BALL) (0) FB (1) 463 (2) 643 (3) 543
(4) 163

FIELDING

HARD GROUND BALL TO THE SHORTSTOP CAN HE PREVENT
THE SINGLE AND TURN A DOUBLE PLAY? (6-4-3/1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR AN EASY SINGLE (BATTER RISK?)
OUTFIELDERS ARM RATING BATTER WINS DOUBLE, RIGHT
FIELDER WINS SINGLE THEN THROWN OUT AT SECOND

STAMINA

FRESH

-

-

LEFTY/RIGHTY SAME GB

FLIP CARD BASEBALL 5

BALL IN PLAY			
FOULED BACK OR HARD HIT LINE DRIVE INTO THE CENTER RIGHT FIELD ALLEY 3B/2B? (FB)			
FIELDING			
LINE DRIVE TO THIRD BASE. HE LEAPS! (L5 WEB GEM! OR 1B TO LF)			
BALL PARK ACTION			
SINGLE TO CENTER FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)			
STAMINA	FRESH	-	-
LEFTY/RIGHTY SAME FB			

FLIP CARD BASEBALL 5

BALL IN PLAY			
(7-30) SOFT GROUND BALL, THIS WILL BE TROUBLE SINGLE TO 3B (GB) (JUMP 105+)			
FIELDING			
GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE AND GET THE FORCE OUT? (LHB)3-6 (RHB) 5-4 OR 1B 1 BASE ADVANCE)			
BALL PARK ACTION			
HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SHORT STOP'S FIELDING RATING TO THROWN OUT THE BATTER AT SECOND (TE*?)			
STAMINA	EXHAUSTED	TIRED	FADING
(17-30) SINGLE TO LF (RISK CATCH -3 LF? L7 OR 2B)			

FLIP CARD BASEBALL

5

ONBASE - FLIP CARD BASEBALL 5

FRESH STAMINA RULES

STARTING PITCHER 1ST INNING

RELIEF PITCHER 1ST BATTER

LONG RELIEF PITCHER THREE BATTERS

STARTER PITCHING A SHUTOUT NORMAL BONUS 5 BATTERS AFTER ORIGINAL STAMINA LOST (NORMAL)

ONBASE - FLIP CARD BASEBALL 5

FLIP CARD BASEBALL

5

ONBASE - FLIP CARD BASEBALL 5

FRESH RULES

STARTING PITCHER 1ST INNING

RELIEF PITCHER 1ST BATTER

LONG RELIEF PITCHER THREE BATTERS

STARTER PITCHING A SHUTOUT NORMAL BONUS 5 BATTERS AFTER ORIGINAL STAMINA LOST (NORMAL)

ONBASE - FLIP CARD BASEBALL 5