BOX SEAT BASEBALL

Classic Version

Board Game Manual

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INTRODUCTION

Welcome to Box-Seat Baseball and the "Classic" version! I've tried to combine the components that I enjoy the most in a board game: 1) pitcher/batter interaction with variability and depth;   2) fun and interesting to play; 3) depth to other important components (variability to play results and to base runner advance, fielding involvement); 4) the latest in situational stats; 5) not getting drowned in miniscule effects (turf on base advance, weather on base advance, umpires etc.).   With this version you'll get Box Seat as it was first presented some 20 years ago with all play results coming from play result numbers and all action unfolding on the tri folds (with a minimum of flip card activity).

I believe no other board game more accurately simulates each unique batter/pitcher confrontation and simulates the "feel" and "flow" of Big League Baseball! I hope you will make Box Seat your baseball "sim" of choice and please feel free to contact me at my e-mail address below or through our forum as your comments and suggestions are always welcome. Now let's get prepared to Play Ball!

Sincerely,

Tom Downing & Bill Downing

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Your game should include the following:

- Flip Cards (10 perforated pages yields 100 cards)
- Tri fold charts, 7 loose pages, abbreviations guide
- 4 game dice
- Some seasons contain a Weather book or Pregame book
- Box Seat Baseball Score Sheets (10 pages)
- Ballpark Cards

Abbreviations Used

BD	=	Black die to be used
WD	=	White die to be used
RD	=	Red die to be used
GD	=	Green die to be used
--	=	On tri fold base advance indicates no extra base advance
HG	=	Hard ground ball
SG	=	Slow ground ball
RG	=	Regular ground ball
SFB	=	Short fly ball
NF	=	Normal fly ball
LFB	=	Long fly ball
DF	=	Deep fly ball (Home Run check)
POP	=	Infield pop up
FPOP	=	Foul infield pop up
LO	=	Line drive on the infield
SGL(inf)	=	Single that stayed on the infield
SGL(gb)	=	Single hit on the ground through the infield
SGL(fb)	=	Single hit on the fly into the outfield
DBL(dtl)	=	Double hit down the line
DBL(itg)	=	Double hit into the gap
DBL(otw)	=	Double that goes off the wall (one bounce or directly off)
TPL	=	Triple
HR	=	Home Run
BB	=	Base on balls
K	=	Strike Out
HBP	=	Hit By Pitch
iihc	=	Game charts symbol representing the need for an infield in hit check to be performed
InIn	=	Game charts symbol representing infielder (s) playing in
InBk	=	Game charts symbol representing infielder (s) playing back
C	=	Catcher
P	=	Pitcher
1B	=	First Baseman
2B	=	Second Baseman
3B	=	Third Baseman
SS	=	Shortstop
OI	=	Outer Infield Positions (first baseman and third baseman)
II	=	Inner Infield (shortstop and second baseman)
LF	=	Left Fielder
CF	=	Center Fielder
RF	=	Right Fielder
OO	=	Outer Outfield (Left Fielder and Right Fielder)
UT	=	Fielder plays multiple positions (see Pregame "Total Fielders

Batter and Pitcher Play Result Suffixes

*	=	(A) After 300(..) batter results signify a batter strike out if no walk result from pitcher check.
		(B) On Trifolds, fielder: 3B, SS, 2B signify force out at 2nd base if 2 outs and RG or HG (RD must also be >= value after *); hit to 1B signify on any putout at 1B situation would be 1B to P putout (same RD qualifer as above) No asterisk read as 1B unassisted
s	=	On batters play result numbers (i.e. 124s). Go immediately to Scoring Position Hits chart on Tri Fold Charts (if not a scoring position base situation use play result # for play result).
e	=	On pitchers play result numbers. Pitcher only blocks batter play result number (i.e. use pitchers play result #) if bases are empty.
r	=	On pitchers play result numbers. Pitcher only blocks batter play result number (i.e. use pitchers play result #) if runners are on base.

PLAYER CARD RATINGS

Batter Cards:

Row 1:
Bats (Left, Right, or Both)
GB, **FB**, or **Norm:** This is the predominant type of out the player hits into.

Row 2:
2B, **3B** etc: Players position or positions he is available to play. For only seasons that have players rated with multiple F and E ratings the secondary position will be listed if he played at least 5% of innings played at that position(s). If not listed you will find his complete positions played on the Complete Positions played listing.
F: The players range rating (for catchers measures his ability to prevent wild pitches and passed balls). The ratings are from 1 (excellent) to 4 (poor). If two ratings are present (ie. 1 / 4) the second rating is for his second fielding position.
ARM: The Catchers or Outfielders throwing ability. Ranges from A (best) to D (worst) for outfielders, and from A (best) to E (worst) for catchers.
E The players error rating. The ratings are from 0 (poor) to 20 (excellent). If two ratings are present (ie. 10 / 18) the second rating is for his second fielding position.

DP: A middle infielders ability to turn a double play. For ratings
breakdowns see the optional ratings and routines on page 30.
Year and Team: Season and team of player

Row 3:
B/R: The players base running ability. This encompasses the players
speed and his base running savvy. Ranges from A+ (best) to
C- (worst).
SBR: The players ability to successfully steal a base after getting a
"jump". Ranges from –3 (worst) to +3 (best) with 0
being average.
SBF: The player ability to get a "jump" to attempt a steal. Ranges from
-2 (worst) to +8 (best).

Row 4 and Row 5:
These rows are for the batter's stats and ratings vs left handed pitchers.
Listed on row 4 are his at bats followed immediately by his batting
average, homeruns, runs batted in and finally by his power rating all vs
lefties (Note: for the 1964 and 1971 seasons the at bats, b/avg, HR's and
RBI figures are his actual season totals for both vs left and vs right handed
pitchers combined. There is a straight left/right adjustment made to all of
their batting ratings and that can be seen in their Hit and Power ratings and
in their play result numbers.). Line 5 contains the following:
H/R: The players ability to make contact on hit & run plays. Ranges
from A (best) to D (worst).
BNT: This is the players ability to sacrifice bunt. For ratings
breakdowns see the optional ratings and routines on page 30.
SP: The players ability to hit with runners in scoring position (at the
least a base runner on 2nd base). This rating can be referenced from
the Flip card (more on that later). Ranges from –3 (worst) to +3
(best).
HIT: This is the players ability to get a base hit (includes hit by pitches).
This rating is used when referencing the Flip cards for a hit check
(more on that later). Ranges from 0.0 (worst) to 18.5 (best).

Row 6 and Row 7:
These rows are for the batters stats and ratings vs right handed pitchers.
The definitions are exactly the same as rows 5 and 6 above.

Play Result Number Columns
The bottom portion of the card that contain the black dice roll value
columns (11 – 26, 31 – 46, and 51 - 66). To the right and across from each
dice roll number are the actual play results. The left row is for vs left
handed pitchers and the right row is for vs right handed pitchers.

Pitchers Cards:

Row 1:
THR: Pitchers throwing arm.
FB, **GB**, or **NORM**: The predominant type of out the pitcher gets the
       batters to hit into.

Row 2:
P: Symbol for his fielding position (pitcher)
E: The pitcher's error rating. The ratings are from 0 (poor) to 20
   (excellent).
Year and Team: Season and team of player

Row 3:
Bats: (Left, Right, or Both)
Hit: This tells you if the pitcher has a personal hitting card or whether
      the generic card would need to be used. Basically, pitchers who had
      10 or more at bats have personal hitting cards. If "Card" is listed
      then he has a personal card. If "Generic" is listed you must use the
      generic card for any at bats.

Row 4 and Row 5:
Games: Total games pitched
GS: Total games pitcher was starting pitcher
IP: Total innings pitched
ERA: Earned run average
W/L: Win and loss record
Saves: Total saves

Row 7:
SB/R: The opposing teams ability to steal successfully off of the pitcher.
      Ranges from –2 (best) to +3 (worst).
SBF: The ability of the opposing teams to get a "jump" to attempt a
      stolen base. Ranges from –2 (best) to +4 (worst).
Lev 1 Fatg: A more basic
      pitchers endurance rating. This will decline as the game
      progresses. Simply deduct one from the pitchers value for each
      batter faced with the exception of intentional walks. Also, add 4 to
      a starting pitchers fatigue if he completes 7 scoreless innings.
      When a pitchers fatigue rating reaches 0 then refer to the Level 1
      portion of the Fatigued Pitcher chart (on the Misc Game Situations
      page) and the 3rd (red) die value to see if previously blocked hits or
      walks now become hits or walks. Note: If a pitchers fatigue rating
      is less than 20 and he is scheduled to start a game then make his
      fatigue rating 20. Also, if a pitchers fatigue rating is greater than or

equal to 20 and you are bringing him into a game as a reliever, make his fatigue equal to 15. This occurs when a pitcher rarely started, or if a pitcher started on any type of frequency then his fatigue rating is set up as a starter and thus needs this adjustment.

Lev 2 Fatg: The pitchers endurance rating. This fatigue system puts more weight on how a pitcher is performing in relation to how quickly he will tire. The following events affect the pitchers fatigue:

Play Type	Fatigue Effect
Base runners (hits, walks, errors that put new base runners on base, hit by pitches, <u>does not</u> include intentional walks)_____	**-1.0**
Outs _____	**-.66**
Double Play (cumulative affect of play taking into account outs & runners eliminated on the base paths)_____	**-.33**
Runners eliminated on the base paths_____	**+1.0**
Starting Pitcher Completes 7 Innings allows one or fewer earned runs _____	**+3.0**

When the pitchers fatigue reaches 0 or less than 0, then his ability to prevent walks and hits will decline progressively. When he reaches this point you'll need to refer to the Level 2 section of the **Fatigued Pitcher Chart** on the Tri Fold Charts and use the red die value and his fatigue rating before allowing a pitcher to "block" a hit or walk. If the red die value falls between the given range on the Chart then use the batters original play result.

Note: Using this fractions system for keeping track of the pitchers fatigue may seem difficult to deal with but it really isn't when you use the following guideline:

a) Until a pitcher is close to being fatigued (less than 3), don't figure the amount you need to deduct until after the inning is complete. Simply deduct one from the batters faced if he completed the entire half inning. Example:

7 batters hit in the 3rd inning
Pitchers fatigue rating = 15

7 (batters faced) - 1 = 6
Subtract 6 from pitchers fatigue rating
New fatigue rating: 15 - 6 = 9

Be sure to not deduct one from pitchers fatigue

for intentional walks (so if one of the 7 batters was an intentional walk in the above example then you have deducted 5 for the inning.

b) When his fatigue gets close to 0 or when figuring partial relief innings, think of 1 out as subtracting .7, and 2 outs as subtracting 1.3 or an easier way may be to think of one out as .2 (representing 2/3's of 1 fatigue value) and two outs as 1.1 (representing 1 and 1/3 of a fatigue value).

Again, this sounds cumbersome but once you've played a game or two it'll be a snap.

WP: The pitchers ability to prevent throwing a wild pitch. For ratings breakdowns see the optional ratings and routines on page 36.

PO/BK: The pitchers ability to both pick off potential base stealers and his propensity to commit a balk (on some seasons these ratings are on the back of the team cover cards). For ratings break-downs see the optional ratings and routines on page 36.

Row 8:
EARLY: The starting pitchers ability in the first inning only. This rating will affect the pitchers ability to prevent hits and is referenced from the Flip card. Ranges from A (best) to E (worst).

LATE: The starting pitchers ability from the seventh inning on. This rating will affect the pitchers ability to prevent hits and is referenced from the Flip card. Ranges from A (best) to E (worst).

Row 9:
Pitcher's rating vs left handed batters
HR: The pitchers ability to prevent homeruns. Ranges from –10 (best) +30 (worst) with 0 being average.

Row 10:
Pitcher's rating vs right handed batters
HR: The pitcher's ability to prevent homeruns. Ranges from –10 (best) +30 (worst) with 0 being average.

Hits Ratings:
HIT (1-40): The left column is for vs lefties. The right column is for vs righties. This measures the pitcher's ability to prevent hits. If the pitcher has a play result across from the rating numbers (-3 to +3) then he will block (supercede) a batters play result number

with his number. Pitchers are valued from -3 (play results across from that heading) best to 4 (worst) and 0 being average. A pitcher with a rating of 4 would not have any play result numbers listed across from any column (he would not block any hits). Pitchers are also rated for their ability with runners on base (modern seasons only). These numbers are built into the Play Results chart and are referenced as either "**Clutch**" (an out when runners are on base) or "**Choke**" (uses batters play result number when runners are on base) when read off of the Play Result Charts.

<u>**Walk Ratings:**</u>

WALK (300): The left column is for vs lefties. The right column is for vs righties. This measures the pitchers ability to prevent walks. Headings range from –2 (best) to 4 (worst). Again, a 4 would have no play result numbers listed across from that column (he would not prevent any walks off of the batters card).

<u>**K Ratings**</u>:

K's (200): The left column is for vs lefties. The right column is for vs righties. This is a measure of the pitcher's ability to strike out hitters. Headings range from –3 worse (play result numbers across from that heading, it will turn strikeouts - 200(...) - play result #'s off of the batters cards into a fly or ground ball out) to 3 best (no play result #'s across from any K's heading). A pitcher could also have additional K's (play result number 200) under the Hits or Walks ratings heading if he was rated higher than a 3.

Pre-Game Set Up

Manually fill out a score sheet. For weather effects refer to the Weather Effects further down in the manual. Write the wind affect and game time temperature in their appropriate boxes on the scoresheet (Temp and Wind boxes). Also, included for most seasons in either the pregame book or on the back of the team buffer card is a complete listing of all the positions a player played. The positions are listed in the order of frequency of games played.

Important
Some things to remember while playing the game:
- Always make sure to refer to the appropriate column of the batters and pitchers card (left column for vs lefties and right column for vs righties) to obtain the appropriate play result number.
- Always check the original dice roll to see if the red die = "0E" as that signals an error check.

- Make sure you have made the appropriate fatigue adjustments (see pitcher card ratings above) by inning end at a minimum.

Actual Game Play

Game play is triggered by the roll of 2 six sided die and 2 ten sided die. The dice are read in the order of the white die and then the black die. They are read strictly as rolled and not added together (example: a white 3 and a black 2 are read as 32 not 5). The red die is used to signal an error check is needed, for base runner advance situations, some special situations (as part of your original dice roll it's value is used with the green die to resolve error and range checks). The green die is used on the trifolds to select the fielder and base advance code.

The total of the white and black die is then taken to the batters card and are read from his black number columns to get a play result number. There are 3 possible actions to take from this initial play result number:

- **A <u>blue</u> play result number (equal to 0 or greater than 40) and is <u>not</u> result #'s 200 or 300 <u>with a suffix after it</u> (example: 200(-1) or 300(0) would not fall in this category)**
  These play result numbers are taken straight to the Play Result Charts for the play description.

- **A <u>blue</u> play result number off of the batters card that is # 200 or 300 and has a suffix after it (example: 200(-1) or 300(0) would fall into this category)**
  These play result numbers are then referenced to the opposing pitchers columns (his Walk columns if the result # is 300(..) or his K's columns if the # is 200(..)). Use the suffix (-1,0,2 etc) to see if the pitcher contains a play result across from that column # heading. If the pitcher does have a play result # then the pitchers play result # supercedes the batters and is used to obtain the play result off of the Play Results Chart. If the pitchers card does <u>not</u> contain a play result, then the play result # is either 200 or 300 depending on which batters play result # you were using. Example: a 200(0) would be read off the play result chart as 200 if the pitchers card did not contain a play result # across from his "(0)" heading in his 200's ratings section.

- **A <u>red</u> play result number (play result numbers 1 through 40)**

This signifies a possible hit or hit by pitch (if hit by pitch red result # refer to separate routine after the hit routine give below). You would then need to flip a **Flip Card** (note flip cards are dual sided and actually 200 separate results, when sorting utilize both sides for maximum variability) and reference the hit check ratings ranging from 0.0 to 18.5 and to the right of each number is an accompanying blue shorthand function term. This card can have you perform several different routines depending on the blue shorthand term. Here is the guide for the Hit Check terms:

Rng:
Use the batters play result # to get the type of play and the fielder attempting to make the play. A range check will then be performed

(-3):
- The pitchers Hit ratings will be checked to see if it contains a play result across from his "-3" heading.
- If his card does contain a play result # then you will use that pitchers play result # (remember left column is for vs left handed batters and the right column is for vs right handed batters).
- If his card does not contain a play result # then you will use the original batters play result #.

(-2):
 Refer to (-3) above and following the same routine but check the pitchers "-2" heading

(-1):
Refer to (-3) above and following the same routine but check the pitchers "-1" heading

(0):
 Refer to (-3) above and following the same routine but check the pitchers "0" heading

(1):
Refer to (-3) above and following the same routine but check the pitchers "1" heading

(2):
Refer to (-3) above and following the same routine

but check the pitchers "2" heading

(3):
Refer to (-3) above and following the same routine but check the pitchers "3" heading

(2)*D:
- If the starting pitcher is in the game then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on.
- If the appropriate rating (Early or Late) is an D or E then you will use the batters play result #.
- If it is inning 2 through 6 or the starting pitcher is not in the game or his rating is better than an D (A, B or C) then use the pitchers play result number across from his "2" Hit Ratings heading or use the batters play result # if the pitcher does not have a play result number across from his "2" Hit Rating heading

(3)*E:
- If the <u>starting pitcher is in the game</u> then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on.
- If the appropriate rating (Early or Late) is an E then you will use the batters play result #.
- If it is inning 2 through 6 or the starting pitcher is not in the game or his rating is better than an E (A, B, C, or D) then use the pitchers play result number across from his "3" Hit Ratings heading or use the batters play result # if the pitcher does not have a play result number across from his "3" Hit Rating heading.

***A:**
- If the <u>starting pitcher is in the game</u> then his Early rating will be checked if it is the first

inning or his Late rating will be checked if it is the 7th inning on.

- If the appropriate rating (Early or Late) is an A then you will use the **Special Situations Outs Chart** to obtain the play result #.
- If his rating is worse than an A (B, C, D, or E), or if it is inning 2 through 6, or if the starting pitcher is no longer in the game then use the batters original play result #.

*B:

- If the <u>starting pitcher is in the game</u> then his Early rating will be checked if it is the first inning or his Late rating will be checked if it is the 7th inning on.
- If the appropriate rating (Early or Late) is an A or B you will use the **Special Situations Outs Chart** to obtain the play result #.
- If his rating is worse than a B (C, D, or E) or if it is inning 2 through 6, or if the starting pitcher is no longer in the game, then use the batters original play result #.

SP-1

- If there are runners in scoring position (at least a runner on 2nd base) then refer to the batters SP rating and if it is less than or equal to "–1" (-1, -2 or –3) then go to the **Special Situations Outs Chart** to obtain the play result #.
- If runners are <u>not</u> in scoring position or if the batters SP rating is greater than –1 (0,1 etc.) use the batters play result # to obtain the play description.

SP-2

- If there are runners in scoring position (at least a runner on 2nd base) then refer to the batters SP rating and if it is less than or equal to "–2" (-2 or –3) then go to the **Special Situations Outs Chart** to obtain the play result #.
- If runners are <u>not</u> in scoring position or if the batters SP rating is greater than –2 (-1,0 etc.) use the batters play result # to obtain the play description.

SP-3
- If there are runners in scoring position (at least a runner on 2nd base) then refer to the batters SP rating and if it is equal to "-3" then go to the **Special Situations Outs Chart** to obtain the play result #.
- If runners are <u>not</u> in scoring position or if the batters SP rating is greater than –3 (-2,-1 etc.) use the batters play result # to obtain the play description.

SP-1*A (or any other combination of batter scoring position rating (SP) check and pitcher Early/Late rating check (*A or *B)
- Follow the appropriate SP routine (SP-1, SP-2, or SP-3 depending on the blue term) above and if a scoring position out did not occur then follow the appropriate Early/Late routine (*A or *B depending on the blue term).
- If neither routine is applicable (didn't lead to a special situations out) then use the batters play result # to obtain the play description.

Btr #:
- Use the play result # from the batters card to obtain the play description from the Play Results Chart.
-

HBP (Hit By Pitch) Red Results Routine

1) When you receive a HBP result # off of the batters card flip a FAC

2) FAC results:

- "BTR" - hit by pitch has been committed
- "SP-1" "SP-2" "SP-3" – if batter qualified for a scoring position out result then refer to the Special Situation Outs chart for the play result. If batter did not qualify for a scoring position out then a hit by pitch has been committed
- "*A" or "*B" or "Rng" if pitchers HBP rating = "-4" then use the Special Situations Out chart. If pitchers HBP rating >= "-3" then a hit by pitch has been committed

- "(-3)" – if pitchers HBP rating <= "-3" then special situation out. If >-3 then HBP has been committed
- "(-2)" – if pitchers HBP rating <= "-2" then special situation out. If >-2 then HBP has been committed
- "(-1)" – if pitchers HBP rating <= "-1" then special situation out. If >-1 then HBP has been committed
- "(0)" – if pitchers HBP rating <= "0" then special situation out. If > 0 then HBP has been committed
- "(1)" – if pitchers HBP rating <= "1" then special situation out. If > 1 then HBP has been committed
- "(2)*D" – if pitchers HBP rating <= "2" then special situation out. If > 2 then HBP has been committed
- "(3)*E" – if pitchers HBP rating <= "3" then special situation out. If > 3 then HBP has been committed

Game Play Examples

ROGER CLEMENS T/Right [gb]
P   E: 8   1996 Bos
B/Right   Hit: Generic
Games: 34   GS: 34   IP: 242
ERA: 3.63   W/L: 10-13   SV's: 0
SBR: 3   SBF: 0   Fatigue: 20
Early: A   Late: E
Vs Lefties: HR: -5
Vs Righties: HR: -4

HIT RATING		WALK RATING		
(1 to 40)		(300's)		
Vs L	**Vs R**		**Vs L**	**Vs R**
-3 106r		**-2**		
-2 111		**-1**		60
-1 89	104	**0**		60
0 81	110	**1**	61	60
1 68	200	**2**	53	57
2 61	75	**3**	53	57
3 61	67			

BERNIE WILLIAMS B/Both [gb]
CF   F: 4   E: 17   Arm: C   1996 Nyy
B/R: B   SB/R: 1   SBF: 0

Vs Right   ab's: 378 .272   Norm
                         H/R: B   SP: 3   HIT: 8.0

	Vs L	**Vs R**
11	18	5
12	124s	200(-3)
13	30	200(-1)
14	2	200(1)
15	300	300(-1)
16	41	34
21	41	121s
22	41	50
23	200(2)	44

Examples: Using partial 1996 Roger Clemens card as the pitcher and the partial 1996 Bernie Williams card as the hitter with a runner on first in the 3rd inning (note play result numbers have been changed from actual Williams card to allow a more thorough example):

Original dice roll: WD (white die) 2, BD 2, RD 3, GD 8
Result:

- Blue Play Result # 50 on Williams card vs righties (right column) would be read directly from the runner on first column of the Play Results Chart as a Long Fly to CF.
- No base runner advance since there is no is base advance shortcut given after the play result. Note: if Williams was facing a left handed pitcher the play result # would have been # 41.

Original dice roll: WD 1, BD 1, RD 0E, GD 3
Result:

- Red Play Result # 5 on Williams chart vs righties.
- Flip card is used, using Williams Hit rating of 8 we get term (3)*E.

- Checking Clemen's pitcher card vs LHB's (Williams being a switch hitter would be batting from the left side) for suffix (3) in his hits column we get play result # 61, and since we are in the 3rd inning we don't need to worry about the "*E" (used for a starting pitcher's Early or Late rating in the 1st or 7th inning on).
- Play result # 61 off of the runner on 1st column of the Play Result Charts reads as REG. GROUNDER to 2B (note GD value of 0-7 made the fielder the 2B) (RG1) and since the red ten sided die = 0E you'd get the second baseman's error rating and reference the GB error check chart on the trifolds to check for an error.
- If no error you'd use the (RG1) base advance short-cut to yield base advance given directly below Regular Grounder descriptions of: 1 -> fo; 0 -> dpc and check for a possible double play on the Tri Fold Charts (RG DP Check chart). Note: see Reading the Play Result Charts on pg 29 to learn to read BSB base advance nomenclature. Also, if Clemens would have been facing a right handed batter the play result number would have been # 67.

Original dice roll: WD 1, BD 6, RD 1, GD 6

Result:
- Red Play Result # 34 on Williams card vs righties. Flip card is used, using Williams Hit rating of 8 we get term "(-3)".
- Checking Clemens pitcher card vs LHB's we find that Clemens has play result # 106r since there is a runner on we do use 106 (the "r" suffix means the pitcher only supercedes the batters play result if there are runners on base) for the play result.
- Which taken to the runner on 1st Play Result chart yields LINE OUT to 3B and no base advance. Note: if Clemens had been facing a right handed batter then he would not have had a play result # across from his Hits "(-3)" column, so the original batters play result # would have been used (let's say for the sake of another example that Williams was actually hitting from the right side then #34 (batters original play result #) would have been used for the runner on first portion of the Play Results Charts to get play result of SINGLE (fb) to LF (SGL2) and base advance of: 1 -> 2).

Original dice roll: WD 1, BD 5, RD 7, GD 2
Result:
- Blue Play Result # 300(-1) off Williams card vs righties.

- Checking Clemens vs LHB's in his 300's card "-1" column we find he does not have a play result and thus Williams play result # of 300 is used for a base on balls.

Original dice roll: WD 2, BD 3, RD 9, GD 4
Result:
- Blue Play Result # 44 off of William's card vs righties.
- Taken straight to runner on 1st portion of Play Results Charts since the 3rd die = 4 we get DEEP FLY to RF.
- Since all deep flys are checked for home runs first you'd reference the Deep Fly - Home Run Check Chart on the Tri Fold Charts to check for home run.
- If no home run use the base advance given on the play result chart for # 44.

Chart Re-Rolls and Die References

After the chart headings in parenthesis there are the dice required for a reroll or to reference from the original batter play result roll (if no reroll is necessary then the dice abbreviation will be prefixed by "orig"). Listed below are dice abbreviations used:

(WBRGD) Reroll all 4 batter result game die (2 six sided die + 10 sided red and green die)
(orig WBRGD) Use original roll all 4 batter result game die (2 six sided die + 10 sided red and green die)
(WBGD) Reroll white, black and green die
(orig WBGD) Use original roll of white, black and green die
(RGD) Reroll red and green die
(orig RGD) Use original roll of red and green die
(WBD) Reroll white and black die
(orig WBD) Use original roll of white and black die
(RD) Reroll red die
(orig RD) Use original roll of red die
(BD) Reroll black die
(orig BD) Use original roll of black die
(GD) Reroll green die
(orig GD) Use original roll of green die

Misc Plays

Errors
- Perform an error check when the red 10-sided die equals 0E on the original dice roll that is read off the batter's card or

when referenced off the Wild Play Chart. Check for errors on all plays in which a fielder is involved except walks, strikeouts and wild plays. There are 5 different error charts depending on the play result involved.

- To resolve the error play, find the fielder by using the original play result with the value of the green die. Take this value to the Tri Fold chart for the type of play (GB, FB, single, etc.) to get the fielder.
- Go to the appropriate error check chart: GB for ground balls, FB for fly balls, POP for pop ups, foul pop ups and line outs (note: for line outs, the 6-sided black die must also be even to warrant an error check), HIT for hit play results, and STL for steal attempts on the Tri Folds.
- Use the value of the white, black and green dice (from original batters play result roll, no need to reroll and the STL chart only requires the red and green dice) on the appropriate error chart to find the error rating that the fielder must have at a minimum to not commit an error. For example, a value of 61 on the white and black dice and 3 on the green die on the FB Error CK chart would be an error if the outfielder's rating were an 8 or lower, but if his rating were a 9 or higher, it would be a good catch. A 63 (0) would only be an error if the fielder's rating were a 12 or lower.
- An error check on a GB or HIT when the original green die also came up a "0" and a subsequent check results in an error would then be a 2-base error (all base runners and the batter advance two bases).
- Note that the odds of committing errors vary depending on the type of play being checked (for example, the chance of an error on a pop up is much less than on a ground ball).
- Error checks on hits should be referenced after the standard base advance is given (only auto advances -- no coach's decision advances unless there is no error).

Range Plays and Optional Ball Park Effects

Box Seat Baseball gives players two ways to resolve plays that test a fielder's ability to get to the ball:

- Use the range rating number given on the Range Check chart on the Range Plays page of the Tri Fold.
- Use the optional Ball Park "BP" rating given on some range chart checks following the fielding rating requirement.

There is also an outfielder range check for how quickly a fielder gets to singles and doubles -- the OF CK routine, which is only referenced off the singles and doubles base advance charts (see below).

A Standard Range Check (no BP # on the result or not using the optional Ball Park Effects):

- Range Plays can be triggered by either the Hit Check routine (flip card, see game example) or directly from the Play Result Charts.
- Use values of red die and green die (using original batter result roll and read as red for the tens value and green as the ones value) and then locate the number on the Range Check chart on the Range Plays page to find the fielder's range rating that is required to make the play. For example, a value of 61 on the red and green dice would give the DNMP result – did not make play regardless of what his fielding rating is. A roll of 21 would give a <3 result and require that the fielder have a 1 or 2 F rating to make the play. A roll of 80 would be an MP, an automatic made play

A) Range Plays originating from the Hit Check routine (Original Play Result #'s 1 to 40)

- If the fielder makes the play, refer to the Descriptions for Range Plays Made on Hit Play Results chart on the Range Plays page. The description will tell how the hit was taken away and the base advance for any base runners.
- If the fielder does not make the play, then the play result and the base advance remain the same as the original play result (think of it as a hit that wasn't taken away), and if it is on a Deep Fly – first check for a home run and if no home run then rule it a Double (otw).
- There are no range checks on HBPs. If the pitcher's die indicates a range check (value of "R") on an HBP, then it is always a hit by pitch.
- On ground ball singles, refer to the Fielder for GB Single Range Checks chart on the Range Plays page to get the infielder whose range should be checked by using the field that the single was hit to, the side of the plate the batter is hitting from, and the batter's power rating

B) Range Plays originating from the Play Result Charts (Original Play Result #'s greater than 40)

- If the play is made, then the original play result is used (think of this as an out that remained an out or an out that wasn't turned into a hit by bad fielding).
- If the play is not made, refer to the Hits on Out Play Results Type Range Checks chart on the Range Plays page to get the type of hit (for example, a range check on a Normal Fly turns into a single)

Using the Optional Ball Park Effects (a BP # on the range Check tri fold chart following the standard range fielder number requirement):
- If there is a green BP # following the range rating number requirement then the Ball Park ratings are used instead of the fielders range rating to resolve the play (except for Deep Flys since they take into account the ball parks separate left and right handed batters ratings on every Deep Fly so the optional effects are not necessary. You would resolve these with the standard range check routine above).
- To resolve the range play using the BP # you would take the value of the BP rating to the Ball Park card of the home team and refer to the appropriate column (determined by the type of play being checked – single, long fly etc.) to resolve the play.
  Example:
  - The BP rating from the flip card equals "1". The range check is originated from the hit check chart and originated from a "Single to CF" play result # from the batters card.
  - You would refer to the "Singles/Normal Fly/Ground Balls" column on the Ball Park card and reference the "1" row to get the play result.
  - Once you have referred to the Ball Park Card you will either get a hit result (Single, Double, or Triple) or an "Out" result.

Optional Routine for Optional Ballpark Effects
To increase fielder involvement when using the optional ballpark effects adjust the green BP # with the fielders fielding ("F") rating. Here is an adjustment chart:

Fielders Fielding Rating	BP # Adjustment
1	+2
2	+1
3	−1
4	−2

Ballpark Peculiarities

These are unusual characteristics of some ballparks and those are referenced with an asterisk. These override the preceding "Hit Results" and "Out Results" descriptions and base advance and are used instead. These descriptions are located underneath the ballpark picture.

Triples in the Doubles Column (some seasons)

o   The "-4" row in the doubles/long flys column contains a split play result that uses the red die to resolve whether there is a double or triple.

o   If the red die's value falls in the triples range only give the batter a triple if his B/R rating = "A" or "B". If his rating equals "C" then he has a double. The triple should be scored as a triple to right field.

OF CK Range Routine

The outfielder range check (OF CK) models how quickly a fielder gets to singles and doubles. On the Hits charts for Singles and Doubles, there are base advance suffixes on some results. When they come up, use the following routines:

▪   Roll the red and green dice (read once again as red representing the tens value and the green die representing the ones value) and go to the OF CK Range Check tri fold chart

▪   The first column on the left contains the minimum dice values for each line of results. For each dice value, check either the singles (SNG) column or the doubles (DBL) column. To the right of the SNG or DBL header is either a fielding rating qualifier to see if the outfielder was successful at keeping a single a single (or if the player's rating is higher than the qualifier then a single would be turned into a double due to poor fielding) or on turning a would-be double into a single (due to outstanding range and quickness by the outfielder in getting to the potential double).

▪   If ARM is listed, refer to the OF CK Routines ARM section. Use the outfielder's arm rating and reroll the red die to determine the batter's destination (single, double, or thrown out at

second trying to advance) and any other base runner advance.

Example 1:
A play result of SINGLE (fb) to CF (OF CK).
- After re-rolling the dice and checking the OF CK chart, the SNG section of the result line corresponding to the dice roll has a qualifier of "< 4".
- Check the center fielder's range rating. If it is less than or equal to 3, the single remains a single.
- If the center fielder's rating is 4, then the single become a double -- the outfielder was late in getting to the hit or was unable to prevent it from getting past him

Example 2:
A play result of DOUBLE (dtl) to LF (OF CK).
- After re-rolling the red and green dice and checking the OF CK chart, the DBL section of the result line corresponding to the dice roll has a qualifier of "< 2".
- Check the left fielder's range rating. If it is greater than or equal to 2, the double remains a double.
- However if the left fielder's rating is 1, then the double become a single -- the outfielder was able to get to the ball quickly enough to hold the runner to one base

Example 3:
A play result of DOUBLE (dtl) to LF (OF CK)..
- After re-rolling the red and green dice and checking the OF CK chart and the DBL section of the result line corresponding to the dice roll, there is a qualifier of "ARM".
- Check the left fielder's arm rating and refer to the ARM chart on the Tri Folds in the OFCK Routines section and re-roll the red die to determine the play's final outcome.
- Always use the other base runner's advance given in the ARM section for any ARM OF CK checks.

For base advance on OF CK "F" rating checks:

- Singles (whether off an initial Single or a Double that was turned into a Single) can have either "norm" or "Z" base advance codes.
- For "norm" base advance use the guide given directly below the range check chart.
- For a "Z" result, if there is a runner on 1st (1st, 1st & 3rd, 1st & 2nd etc.) and if the runner on 1st has a BR rating of "A" or "A+" then he scores from 1st on the single. For all other situations a "norm" base advance is used.
- Doubles (whether off an initial Double or a Double that was originally a Single play result and turned into a Double) will always show a "Z" base advance code off the flip card but the only time this rare base advance will qualify is if the base situation is either runner on 2nd or runners on 2nd and 3rd and outs less than 2.
- If this base situation prerequisite exists and if the runner on 2nd has a BR rating = "C" then he only advances to 3rd due to his misreading of the flyball / hit. For all other situations the base advance is a normal 2 base advance for the runner on 2nd and a Coaches Decision to attempt a score from 1st (1 -> cd) if that situation exists.

Important: Be sure to use the base advance for the final result of the hit on "F" rating checks. Example: If a single turns into a double because of poor outfield play then use the DBL base advance given or if a double turns into a single due to outstanding outfield play use the SGL base advance notation.

Deep Flys

On all Deep Flys you must first check to see if there is a home run. The following three items are added together for the figure that is used on the **Deep Fly - Home Run Check Chart** (located on the **Tri Fold Charts**):

- Pitcher's Home Run Rating (vs lefties or righties batters)
- Ballpark Home Run Rating (for lefties or righties batters)
- Wind Effect (if wind is blowing in or out to

the field that the deep fly is hit to)

If there is no home run then reference the original play result # to check for possible base runner advance.

Stolen Base Routine

There are 2 basic steps to the stolen base attempt: 1) go to the appropriate "Jump" chart on the Tri Fold Charts (either for a possible steal attempt of second or a possible steal attempt of third base); 2) if the base runner is able to attempt a steal (got the jump) then go to the Stolen Base chart on the same Misc Situations page.

- "Jump" chart - Add together the base runners SBF rating   and the pitchers SBF rating and use the chart to see if a steal can be attempted. If an error check is required (10 sided die value = "0e") and if black 6 side die has an even value (2,4, or 6) then use the "FB" error section of the flip card and the pitchers error rating to check for a possible errant pick off throw by the pitcher.
- Stolen Base chart - Add the pitchers steal rating to the catchers arm rating and divide that total in half. For the catchers arm rating make the following conversion to convert the Catchers Arm alphanumeric rating to a numeral:

Catchers Arm Rating	Numeral Value
A	-2
B	-1
C	0
D	+1
E	+2

Add this combined figure to the base runners Steal rating and use that figure for the chart.

Example: Pitchers Steal Rating = 1
Catchers Arm Rating = A
Base Runners Steal Rating = 1

Defense: Pitcher +1
Catcher <u>-2</u>
=   -1 divide by 2 = -.5
Add to Base Runner   <u>1</u>
Total Steal Rating for chart =   +.5

Important: if you are attempting a steal of third base then you'll need to add one to the total dice roll before reading the chart.

If there is an **error check** (red die = "0E") or referenced by specific chart results you need to reroll the red and green die and use the STL t. If he does make the error then rule the play as a stolen base and a one base error on the catcher. The base runner attempting the steal would end up either on 3rd base if he was attempting a steal of 2nd or he would score on the error if he was attempting a steal of 3rd.

Auto Steal Option

There is an auto steal option. By using this method the rarely used base stealers will get their few attempts and this method also improves game flow and overall base stealing percentages. On the upper left corner of the flip cards there are red numbers that represent the combined (base runner + pitcher) SBF that is required for the base runner to be sent to steal. The first number is for a steal of second (only use with a runner on first base situation and not a first and third base situation as you'd need to manually attempt to steal using the "Jump" chart for those rare attempts) and the number in parenthesis is for a steal of third. You should only use this system once you have decided it is a potential base steal situation. Base runners with an SBF rating of "-2" and a SBR rating of "-3" should never attempt a steal via the auto steal option.

Auto Steal Overrides Guide
To give accurate overall base steal attempts and success percentages I am providing the Auto Steal Overrides Guide. This is a guide to give you the times you should not use the auto steal.

Steal of 2nd
- Decide first if you want to bunt or hit and run
- The following score differentials:
  - Inn 1 - 6: Team leading by $>= 5$ or trailing by $>= 4$
  - Inn 7 - 8: Team leading by $>= 4$ or trailing by $>= 3$
  - Inn 9 on: Team leading by $>= 3$ or trailing by $>= 2$
  -

Steal of 3rd
- Same as above except only attempt steal if <u>one</u> out

"" Suffixes*

When an * appears after the SBF requirement disregard all overrides and see if the base runner qualifies for the steal attempt (this will account for the low percentage of steal attempts that are made outside of the parameters listed above).

"E" Suffixes
A percentage of the SBF requirements also have an "E" suffix which indicates to first check for an error on the pickoff throw (see routine on Misc Charts Trifold page in Stolen Base section). Note only use if base runner qualified for the steal attempt.

Use Your Own Baseball Intuition as a Guide
This guide is for optimal results and you can stick to it as strictly as you wish . There will be times when you might not want to steal even when it falls within the above parameters (one instance might be when you are 1 run down and you have a power or gap hitter at the plate so in essence that runner on 1st is already in scoring position and you wouldn't want to risk taking the bat out of the hitters hands) so don't use the system for these spots. There will also be times you'd want to send the runner (great base stealer at 1st, late in the game, 2 outs, singles hitter at the plate) and the base runner didn't qualify for the attempt via the flip card. For these situations along with any other that do not qualify due to the overrides above (steal of third with 0 or 2 outs, steal of second with runners on first and third etc.) You should use the manual "Jump" chart to try to earn the attempt. The fewer exceptions you make the closer your overall steal attempts and success percentage will mimic real life but the overall goal of this system is to keep it intelligent and to keep the attempts in context with the game situation and the pitcher they are trying to get the attempt off of but do not hesitate to use your own baseball intuition to guide you as well.

Hit and Run

A hit and run has the following effects (note a more advanced Listing is included on the Tri Folds):

On all **K's**:	Subtract 2.5 from base runners steal rating
On all **GB's**:	There is no double play and the batter is out at first.
On **LO's**:	The lead runner is doubled off.
On all **Singles** to Cf & Rf:	Auto 2 base advance for base runners
On all **Singles** to Lf	If baserunner on 1st B/R = A and 3rd die = 3-9 or B/R = B and 3rd die = 7-9 goes to 3rd; "C" only advance to 2nd

On all **Doubles**:   Any runner on 1st scores

Sacrifice Bunts
- You need to reference the Sacrifice Bunt chart on the tri folds Misc Charts page.
- Roll all 4 dice, check the red die to make sure no error check (die = "0E").
- Use the green die to determine the fielder and if an error check is needed use the GB error chart. If an error is made add the extra base or bases to the original play result.
- Example: if there is an error in which the sacrifice is successful add the one or two base advance to the base where the lead runner was sacrificed to and the batter would be either on 1st or 2nd depending on whether it was a one or two base error; if the error is made on failed sacrifice bunt a one base error would make the lead runner safe at the base he was attempting to be sacrificed to and a 2 base error would move him and anyone other base runner up an extra base - batter would end up at 2nd).

Passed Ball/Wild Pitch Checks
- Whenever a play result of "RP/+WP" is taken from the batters cards and if there are runners on base then you need to refer to the **Passed Ball/Wild Pitch Chart** and use the red die and the defensive catchers "F" (fielding) rating to see if a passed ball/wild pitch has been committed.
- If a wild pitch/passed ball was committed use the green die value and refer to the chart directly below the Passed Ball/Wild Pitch Chart to see how the official scorer ruled the errant pitch (wild pitch or a passed ball).

Reading the Play Result Charts

- First, if there are a range of numbers between 0 and 9 in parenthesis preceding the play result, then you need to use the green die to reference the correct play result.
  - Below is a list of the abbreviations used and some examples on how to read the Play Result charts for base advance.
  - There are horizontal lines within each base position category (bases empty, runner on 1st, and scoring position) that group similar play result numbers (singles, doubles, hard grounders would all be

grouped separately) that contain base advance shortcuts (in green after at the end of each play result number and defined at the end of each group).

- Example:
  With runners in scoring position, play result #'s 2 through 7 have horizontal lines grouping them together for base advance short-cuts of DF1, DF2, and DF3. For the runners in scoring position column, the results are given for every base situation so you'll only need to refer to the base situation that you have (Example: play result #'s 30 is SINGLE (fb) to CF (SGL3) and base advance is given for a runner on 2nd and a runner on 1st since you could have the scoring position situation without having a runner on 2nd then you'd obviously disregard the runner on 2nd base advance in that situation).

o Finally, base advances that are obvious (runner on 3rd scores on singles, runner on 2nd scores on a double etc.) are not shown on the play result charts.

ABBREVIATION	MEANING
Numbers (<u>not in brackets</u> or followed by "outs")	The base where the base runner begins the play and when followed by "->" the base where the base runner advances to if it meets the priority given
Btr = Batter	
R**1** = runner on 1st	
R**2** = runner on 2nd or adv to 2nd base if followed by "->"	Example: R2(7) -> Hm read as runner on 2nd advances to home if 3rd die value is greater than or equal to 7. Note
R**3** = runner on 3rd or adv to 3rd base if followed by "->"	sometimes the baserunner will automatically move
Hm = adv to home (runner scores)	up (example: R2 -> Hm)
Black Numbers (<u>in brackets</u>)	Minimum value of red die necessary for base advance listed
Black Letters (in brackets)	B/R rating of base runner (note: if followed by
(A, B, or C)	number then read as that B/R rating required along with that minimum

	value of the red die. Example: R1(A1, B3, C7) would be read as runner on first if B/R rating ='s A then red die value must be >= 1 for the base advance etc.
cd	Coaches Decision: refer to appropriate coaches decisions chart for that situation (on the Coaches Decisions Charts page)
fo	Force Out: runner is forced out at next base
dpc	Double Play Check: refer to the appropriate base adv double play check chart (RG or HG) on the Coaches Decisions Charts page
InIn	Infield In
InBk	Infield Back
iihc	Infield in hit check chart: refer to the appropriate chart on the Coaches Decision Charts page to find if the out result # turned into a GB single due to the infield in.
Green Base Advance Shortcuts in Brackets Following the Play Results	After play results are the base advance shortcut headings used to refer to actual base advance after that groups play results (example: play result #5 (3-9) has green adv shortcut of (DF3) so you'd refer to the (DF3) heading in the Scoring Position result numbers

column which yields base advance of "3 -> 4: 2 -> 3" You can also encounter a base advance shortcut reading of (cd / SGL3) or (cd / SGL4). In either case if the base runner has a B/R rating of "A" or "B" then use the appropriate SGL 1st to 3rd Coaches Decisions chart to decide base advance. If the base runner has a B/R rating of "C" then use the normal base advance suffix given (SGL3 for cd / SGL3) or (SGL4 for cd / SGL4).

Final Example: Runner on First SINGLE (gb) to RF (SGL4)

SINGLES R1 BASE ADVANCE - ADV TO 3RD?:

	A+	*A*	*B*	*C*	*C-*
(SGL1)	-- (--)	-- (--)	-- (--)	-- (--)	-- (--)
(SGL2)	7 (5)	8 (6)	9 (8)	-- (9)	-- (--)
(SGL3)	4 (1)	6 (3)	8 (5)	-- (8)	-- (--)
(SGL4)	1 (adv)	3 (1)	6 (3)	9 (7)	-- (9)

This Chart would be read by referencing the runner on 1st BR rating (columns) with the SGL# (rows). The minimum red die values are given and the values in parenthesis are for 2 out situations. The "—" means 1 base advance and "adv" means 2 base advance. Example would be a "B" base runner on the SGL4 example given would advance to 3rd with 0 or 1 outs if the red die value is >= 6 and with 2 outs if the value is >= 3.

Weather Effects

- Use the individual ball park weather effects team by team sheets (in the Weather or Pregame book or on the back of

the ballpark card on more recent seasons). You'll need to choose the month and time of day (day or night) of the game you are about to play.

- You first roll WBG dice for the game time temperature. Read the dice exactly as you would for a game (white then black die) to get your base temperature. Note: if the temperature is followed by "RC" or "Dome" then this means the roof is closed and there are no wind effects (no need to roll for wind direction or velocity). The base temperature (if no roof closure) is adjusted (added to or subtracted from) by your green die (see Green die adjustment chart below) and write this total for your game time temp on your score sheet.
- Roll for the wind direction. You only need to roll WB dice for this figure. When you get the numeral value of the wind direction use the chart below to get your direction and write this on your score sheet.
- Roll for the wind velocity. Roll WBG dice and read white die and black die for your base velocity and adjust this figure with your green die adjustment (use chart below) and write this value on your score sheet.

Green Die Adjustment Values

Green Die Value	Value Added To or Subtracted From Temp or Wind Velocity
0	-4
1	-3
2	-2
3	-1
4 or 5	0
6	+1
7	+2
8	+3
9	+4

Note: If ball park chart base value has a "+" following it (i.e. 75+) then treat negative values as positive for green die adjustments. Also, if chart base value has a "-" following it (i.e. 10-) then treat all positive red die adjustments as negative (for example if your green die roll was 7 then make your adjustment -2 instead of +2).

Wind Direction Guide

Numeric Value From Ball Park Sheets	Game Time Wind Direction
1	Out to Left Field
2	Out to Center Field
3	Out to Right Field
4	Left Field to Right Field
5	In from Left Field
6	In from Center Field
7	In from Right Field
8	Right Field to Left Field

Here is the affect your game time temperature has on the starting pitcher's fatigue. Again, if you used the program to generate your line-ups then whatever temperature it generated has taken this affect already into account, thus you'd need to add/subtract that adjustment back out of your starting pitchers fatigue given on your score sheet and then make whatever adjustment is necessary for your manual rolling of the weather effects. Deduct or add the following amounts given:

Day/Night	Temp	Fatigue Affect
Day	> 90	- 4
Night	> 90	- 2
Both	56 through 77	+ 2

For the wind conditions you'll need to write the adjustment that will be used on DF's (deep flys) on you score sheet. Use the following guide to get your adjustment to the field the wind is blowing in (subtract the given value) or out (add the given value):

Wind Velocity	**DFB Affect**
0 to 4 mph	no affect
5 to 9 mph	1
10 to 14 mph	2
15 to 19 mph	3
20 to 24 mph	4
> or = 25 mph	5

Optional Ratings and Routines

Double Play Ratings

All shortstops and second basemen are rated for their ability to complete a double play. The ratings range from -1 (excellent) to +1 (poor). These ratings can only be used when the "HG and RG DP Check" charts are referenced from the Play Result Charts. Simply add or subtract the double play attempts "middle man" (second baseman if ball is hit to the third baseman or shortstop or the shortstop if the ball is hit to the first or second baseman) DP rating from the original red die value before referencing the HG or RG DP Check chart to obtain the correct play result.

Wild Pitch Ratings

All pitchers are rated for their propensity to throw a wild pitch. Ratings range from +5 (exellent) to –7 (poor). When there is a batters play result # of '0" then add or subtract the pitchers wild pitch rating to the red die before using the catchers rating and the green die value on the "Passed Ball / Wild Pitch Check" chart.

Individual Pitcher Pickoff / Balk Ratings (not all seasons)

All pitchers are rated for their pickoff move. The routine uses the chart located either on the tri fold charts and is referenced on actual steal attempts (after a "jump" has been successfully attained) on die rolls 11 and 12 for all pitchers and also die rolls of 13 for pitchers rated either "Pr" (an automatic balk occurs) or "Ex" (an automatic pickoff occurs).

Run On Contact Offensive Option

This offensive game strategy can be employed only in non force situations (runner on third or runners on 1st and 3rd or runners on 2nd and 3rd) with the infield in and less than 2 outs.
This strategy when employed has your runner on 3rd breaking for home immediately upon the batter making contact thus this allowing for the possibility of scoring on hard grounders and regular grounders that are played by the infielder where with the infield in this not normally possible (they are forced to hold). However, it also means the runner is committed to attempt scoring and depending on the type of ground ball hit it can increase the odds of him getting thrown out at the plate and also increases the odds of line out double plays. This strategy is a way for the offense to counteract the defensive option of bringing the infield in when

they desperately (or just want to gamble) want the run to score. The different play results when this option is used are built into the game charts.

Guarding The Lines Defensive Option

This defensive game strategy can be employed as a late inning option in close games to reduce the chance of doubles down the line (note advise employing only from 8th Inn on in 1 run game). Make the following adjustments when employed:

- On all DBLs dtl check red die value
 (0-4) DBL-dtl (5-9) HG to either 3B or 1B depending on field hit to
- On all HGs to 3B or 1B check red die value
 (0-5) HG   (6-9) SGL-gb to either LF or RF depending on infielder ball hit to (1 base adv if outs < 2 and 2 base adv if outs = 2.

Conservative Base Running Styles Option

- You have an option of putting your team into a conservative base running styles. This style could be used when a team falls behind to the point as to where you would not want to risk a single base advance due to the possibility of it ending or decreasing the chance of a multi run inning.
- When employed all base runner BR ratings are decreased 1 level. Thus a "C" BR rated runner becomes a "C-" runner (note this does not apply to the batter – only runners already on base).
- Also, on the Tri Folds in the Back Base runner Advance on Coaches Decision plays at the plate and in the OF CK Arm section all "DBL" and "Out at 2ⁿᵈ" original results become "SGL". Finally, on "TRAILING BASERUNNERS ADVANCE ON COACHES DECISIONS (if play at plate)" disregard any extra advance or batters out attempting to advance an extra base.