DUGOUT STEPS BASEBALL - CHEAT SHEET

			PITCHER / B	ATTE	R INTERACTION ROLL
		DM NU	MBER 1-100		
1	st DIGIT CHECK FOR		2nd DIGIT CHECK FOR		Possible A
0	Possible OUT to HIT	0		1 2	On R2
1	Possible OUT to HIT	1		3 4	Check Batter K+ Rating: I
2		2		5 6	Check Pitcher K+ Rating: I
3		3		7 8	+Rating for S IMPORTANT = Hits
4		4		9	WITH MEN ON BAS ALL SITUATIONS
5		5	E CHECK ON OUTS: Ground Balls Fly Outs, Lineouts and Foul Outs	11 12	On R20 I
6		6		13 14	IF R20 is equal to or greate
7		7		15 16	Pitcher is Pitching with CC or less than his CONTF
8	Possible HIT to OUT	8		17 18	DOWN . <i>IF</i> R20 is equal to
9	Possible HIT to OUT	9	XE CHECK ON OUTS: Ground Balls HITS: Base Hits & Infield Singles	19 20	R100 is withi
	1st DIGIT establishes the IDD/EVEN Determination for BALKS, PBs and HIT BATTERS		I DIGIT is used to determine CONTROL/ PRESULT OR if a BALK, PB, HIT BATTER o WILD PITCH OCCURS	r	When R20 <i>IS</i> 1

RANDOM NUMBER 1-20
Possible Auxiliary Play Checks when R20 is 9, 10 or 11
On R20 Numbers starting at 1 and Trending Un.

Check Batter K+ Rating: IF R20 is within Batter K+ Rating he Strikes Out UNLESS he gets a

Check Pitcher K+ Rating: IF he is Pitching with OVERPOWERING STUFF and R20 is within his +Rating for STF he gets a Strike Out UNLESS the Batter gets a HIT

HIT

IMPORTANT = Hits Supersede K+ Results unless Pitcher has Electric Stuff

WITH MEN ON BASE: Check For BALK or PASSED BALL = ODD-BALK EVEN-PB **ALL SITUATIONS**: Check For HIT BATTER = **ODD-BATTER EVEN- PITCHER** WITH MEN ON BASE: Check For WILD PITCH

On R20 Numbers starting at 20 and Trending Drown:

IF R20 is equal to or greater than Batter's W Rating he will draw a Base on Balls **UNLESS** the Pitcher is Pitching with CONTROL and the 2nd Digit from the R100 Result Number is equal to or less than his CONTROL RATING. Wild Pitchers INCREASE the Batter's Walk Rating **DOWN**. *IF* R20 is equal to or greater than the increased Number *AND* the 2nd Digit From R100 is within the Pitcher's Wild Rating he issues a Base on Balls

IMPORTANT = Walks Supersede Hits unless R100 is within Batter's K/H+ Rate

S, D or T

PUSH IT/GET BACK is triggered.

When R20 IS 10 and R100 IS 18-20 an Auxiliary Play Takes Place: Consult Auxiliary Play Chart

PITCHER / BATTER INTERACTION ROLL RANDOM **RANDOM NUMBER 1-20** NUMBER 1-100 OUTS HITS К GB:3B,SS,2B,1B FΒ LO P/C PO FL HR D & T I-S S Determ-SLOW 1 1 1 1 Double ines what Batter may 2 Determine ROLLER 2 2 2 2 fight off Play type of Out D or T to GB to 3 3 3 3 3 3 s Location 3 Chances OUT to Home Run the or Hit is 4 CATCHER 4 4 4 4 4 of the Foul HITS are Check may Strikeout involved. are 5 5 5 5 5 Out. Foul Double IF He has FB to HR HR to FB occur 6 6 6 6 determ-6 6 Texas For Base 6 6 Out to HR Gives Play/FC No extra Checks 7 a Negative 7 ined from Leaguers. Checks Depend-Hits and Checks 8 8 8 Results 8 8 8 informat-Defender For SS/2B -K Rating may be this may be ing upon Fly Outs occur on 9 9 9 9 AND PO use the and R20 is involved Number as involved the ion is Attempting the 2nd 19 and 20. 10 10 10 10 10 10 10 Runner Depend-SS/2B/P Dependwithin well as Specific given from to make Digit 11 11 11 11 Each Ball 11 11 11 11 Advancethat ing upon Defender Lineout ing upon Ball Park. Random play on 12 12 12 12 12 12 12 12 Park card Determ-Rating. ment are Involved Section to the Depth the GB to Number Infield 13 13 13 13 13 13 13 13 ines the has a PITCH TO determfor LO to Specific Numbers Specific determine 14 14 14 14 14 PITCHER 14 14 14 1-20 Single section Reaction 15 CONTACT 15 ined with 15 **Ball Park** 15 SS/2B 15 15 15 **Ball Park** with small 15 the which of the 16 16 this 16 16 which may 16 16 16 16 Hurlers Fielder c denote a denotes Outfielder 17 17 17 17 17 17 17 17 Number ADD to involved also Close Play Foul Balls 18 18 18 18 18 18 18 18 involved. this include on D or T 19 19 19 19 19 19 19 out of play 19 Also Pitcher Rating. 20 20 20 20 determines When the Random Number 1-100 is DOUBLES on a GROUND OUT the Batter attempts to Hustle Down the Line this When the Random Number is 1-100 is DOUBLES on COLLISIONS

also includes Infield Singles when a Fielder takes away the HIT I.E. the Batter may still beat it out with Hustle