

PITCHER  
WARM UP  
TOSSES

FIRST  
ROLL

R100

GROOVED  
NORMAL  
INEFFECTIVE

R20

OVERPOWERING STUFF  
NORMAL

SECOND  
ROLL

R100

SWING AND MISS STUFF  
NORMAL

R20

PITCH TO CONTACT 5  
PITCH TO CONTACT 10  
CONTROL  
NORMAL  
WILD

BACK OF MAIN CHART  
INSTRUCTIONS PAGE 2

IF A PITCHER ROLLS BOTH OVERPOWERING STUFF AND PITCH TO CONTACT - USE PITCH TO CONTACT

A PITCHER CANNOT HAVE A CONTROL RATING OR WILD RATING GREATER THAN 10

PITCHER VS BATTER INTER-ACTION

**R100**  
Determines Winner of Match-up

When R100 is equal to or less than the At-Bat Impact Number the Pitcher Wins  
*Refer now to the OUT Tab*

When the Pitcher wins the matchup and R100 is low enough to be within the Out to Hit Rating of the Ballpark a Range Check occurs. When the Batter wins the matchup and R100 is high enough to be within the Hit to Out Rating of the Ballpark a Range Check occurs.

When R100 is greater than the At-Bat Impact Number the Batter Wins  
*Refer now to the HITS Tab*

**E CHECK** when R100 2nd Digit is 5 an E Check Occurs  
**XE CHECK** when R100 2nd Digit is 9 an XE Check Occurs  
*See Instructions Pages 14 through 16*

**R20**  
Is used to Check for Walks or K+ Strikeouts

When R20 trends to the high end, usually 15 or greater, check for a possible Walk

When R20 is 11 with Men on Base, Check for a possible Wild Pitch

When R20 is 10 Check for a possible Hit by Pitch\*

When R20 is 9 with Men on Base, Check for a possible Passed Ball or

*When a Pitcher is Wild, AMPLIFY the R20 Number with his current Wildness Level. I.E. A Wild 2 Pitcher with an R20 of 20 AMPLIFIES that to 18. The R100 2nd Digit will determine if a Wild Walk occurs if it is equal to or less than the Wildness Level.*

When R20 trends to the low end, usually 6 or less, check for a possible K+ Strikeout either from the Batter Card OR the Pitcher if he is operating with Overpowering Stuff

*When a Pitcher has Control, use the R100 2nd Digit to determine if a Walk is canceled out with CONTROL. If the R100 2nd Digit is equal to or less than the current level of Control of the Pitcher, a walk is avoided.*

When using the Pitch Count Add-On the R20 on this roll is used to reference the current Pitch Count Mat for the Pitcher

\* When R20 is 10 and R100 is 18 through 20 an Auxiliary Play takes place. See the Back of the Bunt Chart

**IMPORTANT - WALKS SUPERSEDE BOTH HITS AND OUTS**

NORMAL CONTROL -1 to +1	P	-1				2/3				4+			
		1	2	3	4	1	2	3	4	1	2	3	4
1	0-2	11	0-0	1-0	1-0								
2	0-2	12	1-0	0-0	0-0								
3	2-2	13	2-2	2-1	2-1								
4	1-2	14	2-2	2-2	2-1								
5	0-2	15	2-1	2-1	2-0								
6	1-2	16	2-1	2-1	2-0								
7	0-1	17	3-2	3-1	3-1								
8	0-1	18	3-2	3-0	3-0								
9	0-0	19	3-0	3-1	3-0								
10	1-1	20	3-1	3-0	3-0								

HIT & RUN COUNT	STEAL COUNT
BALL	BALL
10	10

**OUTS**

**INFORMATION ON OUTS HIT and ERRORS IS FOUND ON PAGES 5 THROUGH 14 OF THE INSTRUCTIONS**

**R100**  
Determines what type of OUT occurs

**R20**  
Determines Ball Location

Ball Location  
See the Range Rings File in the Game Parts for information on Ball Location

**K = Strikeout**  
Use the R20 to determine if the Batter is able to fight off the Strikeout  
If the Pitcher has Swing and Miss Stuff, there is no possibility of the Batter fighting it off

**GB = Ground Ball Out**  
Use the R20 to determine Ball Location  
Ball Location R20s 1 & 2 are Slow Rollers  
R100 DOUBLES invokes the Batter Hustle

**FB = Fly Ball Out**  
Use the R20 to determine Ball Location  
Ball Location R20s that are high enough to be within the Ballpark's FB to HR Rating require a Fly Ball to Home Run Check

**LO = Lineout**  
R20 gives the height of the Lineout 1= at feet/low 20= player has to jump to field it

**P/C = Ground Out to either the Pitcher or Catcher**  
Use the R20 to determine Ball Location: 1 through 6 is the Catcher and 7 through 20 the Pitcher

**PO = Popout**  
R20 gives the height of the Pop Up 1= small up to 20= towering  
For SS/2B/P R20 determines which fielder makes the play. 1 through 4 is the Catcher not Pitcher  
OUT to HIT Scenarios are Texas Leaguers

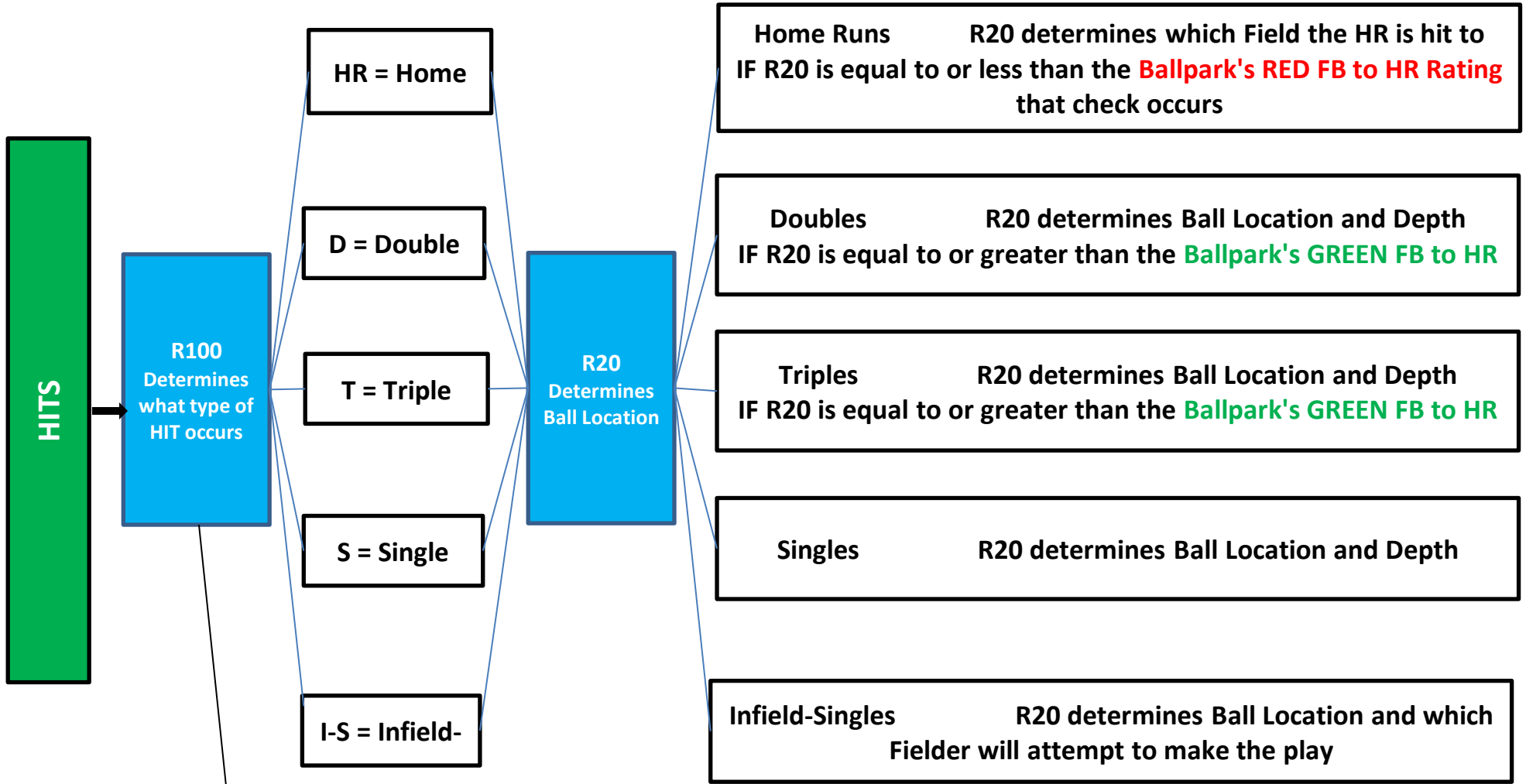
**FL = Foul Out**  
R20 gives the fielder who will make the play. R20s 19 & 20 call for a FB to HR Check

With Men on Base, check the Ball Location and Batter's GDP Rating to determine what type of Pivot Play will occur to determine if a Double Play or F.C. will occur

With Men on Base, use the 2nd Digit of R100 to compare against the Outfielder's Fielder Rating to determine how well he is set up to deal with a possible tag up and

With Men on Base, determine whether any of them are Doubled or Triple Off of

With Men on Base, use the same procedure outlined above to determine



**FIELDER REACTION on DOUBLES, TRIPLES and SINGLES**

The 2nd Digit of R100 is used to determine the Fielder Reaction by comparing the 2nd R100 Digit to the Defensive Player's Fielder Rating. If the 2nd Digit R100 is equal to or less than the Fielder's Rating he has reacted well to it BUT if it is higher his reaction is not as good. This will influence Runner Advancement.