

Instructions for using the Master Game Addition to APBA Pro Baseball Board Game™

Contents

I. BATTING	2
Sacrifice, Hit-and-Run and Squeeze Plays	2
How to Interpret Old Cards to Obtain Batting Symbols	3
II. PITCHING	3
How to Interpret Old Cards to Obtain Pitching Symbols	4
III. BASERUNNING & BASE COACHING	4
Old Card Interpretation	5
IV. BASE STEALING	5
How to Interpret Old Cards for Obtaining SAL and SSN	5
V. FIELDING AND DEFENSE	6
Defensive Decisions	6
Intentional Walks	7
Arm Ratings	7
Old Card Interpretation	7
VI. Chart and Table Instructions	8
Baserunner and Batter Advancement	8
Examples of Results with Hit Valuation Numbers:	8
Explanations:	8
Baserunner Advancement on Fly Ball Outs	9
Explanations:	9
Batter and Runner Advancement on Throws	9
Cut-Off Play	10
Summary of Base Advancement Procedures	10
Dropped Throws Table	11
Fielding Column Finder Chart	11
Base Stealing	12
Double and Triple Steals	13
Dropped Throws and Wild Throws Tables for Steal Attempts	14
Drop Throw:	14
Wild Throw:	14
Pitcher Fatigue Table	14
How to use the RP Boards	15
List of Symbols and Abbreviations on Player Cards and Playing Boards	16

These instructions are written with the assumption that the game player is already fully familiar with the basic version of APBA Pro Baseball Board Game™. They do not cover the basic playing routine of APBA Baseball and are therefore, insufficient for anyone not thoroughly versed in the basic game. They deal with the advanced features provided by this Master Game Addition.

To begin playing the Master Game, use the same procedures you would with the basic game. When making out your score sheet, however, you should make note of all Master Symbols as well as the notations you normally make. Before beginning, however, be sure to read all instructions thoroughly, including those found on the various playing boards.

The Master Symbols are a required additional purchase you must make in order to use the Master Game Addition. Most card sets we've issued have a set of Master Symbols that can be purchased for it. In order to use a card from a particular set with the Master Game Addition, you will require its Master Symbol.

The advanced features provided by the Master Game are explained in these instructions under five different categories:

1. Batting
2. Pitching
3. Base running and base coaching
4. Base stealing
5. Fielding and Defense

I. BATTING

Each player is assigned a Batting Characteristic, which is always followed by two numbers. The numbers can be plus or minus and are separated by a slash (/). (These are one of the many aforementioned Master Game Symbols.) The Batting Characteristic (BC) may be any one of four: SA, PL, PR or PB. These indicate that the batter is a straight-away hitter (SA), a leftfield pull-hitter (PL), a rightfield pull-hitter PR, or a switch-hitter who pulls from both sides of the plate (PB).

The particular field to which the hitter consistently pulls the ball has an important bearing on the outcome of certain play results. Be careful to observe the PL and PR designations on the Play Result Charts; when a pull-hitter is batting, the outcome of the play may be altered from its usual result.

The two numbers separated by the slash are that batter's "handicap" against left-handed pitching (the number in front of the slash) and against right-handed pitching (the number after the slash). The number before the slash is ADDED TO (if it is a "-") or SUBTRACTED FROM (if it is a "+") the pitcher's grade if he is a lefty. The number after the slash works the same way when the batter is facing a righty. Simply put, a "+" helps the batter, a "-" hurts him. Any Master Game ratings (Symbols) produced since 1994 employ this system.

Symbols produced before 1994, however, employed a different "handicap" system in that, a) the handicap numbers were limited to 0, 1, 2, 3, 4, or 5, and b) the pitcher's grade was only raised (never lowered) the specified number if the batter hit from the **same side** as the pitcher throws. All switch-hitters under this system were always assigned a zero (0) since it's assumed they always bat opposite of the way the pitcher throws. (NOTE: Under this system, most switch-hitters were assigned an SA Batting Characteristic; however, occasionally, certain switch-hitters may have been assigned a PB, in which case they are a PL when batting right-handed and a PR when hitting left-handed.)

Certain player cards have 7's, 8's and/or 11's included in their thirty-six second-column results. When a second-column roll is required and one of these three numbers is the result, IT IS NOT SUBJECT TO PITCHING GRADE CHANGES.

Result Numbers 6 (with a Runner at Third Base or with Bases Loaded) and Result Number 2 (Runners on First and Second Base) only revert to the other result number indicated if the 6 or the 2 was rolled in the player's "second column." **Make NO change to the 6 or 2 if the result was rolled in the player's first column, even if it is a "double-column" card.**

Sacrifice, Hit-and-Run and Squeeze Plays

The sacrifice and hit-and-run play results appear on the playing boards opposite the same board numbers as the regular batting play results and they are subject to the same pitching changes and fielding column changes. But the vertical lines appearing at the fielding numbers on the playing boards (those separating Fielding Three, Fielding Two and Fielding One

results from each other) do not always indicate a separate result from each of the three possible hitting situations (hitting away, hit-and-run, sacrifice). Sometimes there may be three separate hitting-away results under the respective fielding columns, for example, but the same sacrifice or hit-and-run result may apply for all columns.

When third base is occupied, the sacrifice bunt is automatically the squeeze play. EXCEPTION: with runners on first and third bases, there are rare instances when the offense may want to sacrifice the runner to second and hold the runner on third. This can be done by using the **Runner on First Base Board** and the sacrifice play result precisely as it is given there. The runner on third holds in all cases except on the following numbers, on which he scores: 11; fielding column three only on numbers 19, 20, 21 and 23; all fielding columns on numbers 36, 38 and 40. Should reference to the RP Board be made on any of the last three numbers then just rule a called strike and roll the dice again. Do not refer to the RP Board.

Throughout all the regular boards and the RP boards, the symbol (†) indicates that the batter is to be credited with a sacrifice and not to be given a time at bat. Keep in mind, too, that the batter is credited with a sacrifice fly and no time at bat when a runner scores as a result of his caught fair fly ball.

The hit-and-run play may not be called if the runner on first has a steal allowance letter (SAL) of R or N. If his steal allowance letter is G, his SSN must be, without adjustment, less than 28. There is no restriction on any other steal allowance letters for the hit-and-run play.

How to Interpret Old Cards to Obtain Batting Symbols

When playing with old card sets for which the Master Symbols have not been prepared by APBA, give every player an SA symbol unless he has two 1's on his card in the first column, in which case give him a PL, PR or PB, depending upon which way he bats. The six handicap numbers are assigned in the following manner:

LEFT-HANDED BATTERS

If the batter has 8's or 10's or 11's at both 31 and 51, give him a 0.

If he has an 8 or 10 or 11 and 9 at 31 and 51, give him a 1.

If he has 9's at both 31 and 51, give him a 2.

If he has one 9 or 10 or 11 only, at either 31 or 51, give him a 3.

If he has a walk, hit-batter or error number (14 through 23 and 36 through 42) and no hit number at either 31 or 51, give him a 4.

If he has out numbers at both 31 and 51, give him a 5.

RIGHT HANDED BATTERS

If the batter has hit numbers of any kind at both 31 and 51, give him a 0.

If he has a hit number at only 31 or 51, give him a 1.

If he has a walk, hit-batter or error number (and no hit number) at either 31 or 51, give him a 2.

If he has out numbers at both 31 and 51, give him a 3.

Assign no further handicap numbers for right-handed batters.

II. PITCHING

The pitcher's grade is the first number on his pitching line. It can be a number anywhere from 1 (worst) to 30 the (best). Some pitchers have two grades – one for starting and one (*) for relieving. This grade fluctuates during the course of the game and the grade changes are described in detail on the Bases Empty board.

Certain play results on all the playing boards are changed into strikeouts and walks, if the pitcher has K, R, X, Y, XY and/or W on his card. These changes are explicitly designated at those places on the boards where the changes apply. Similarly, pitchers with the symbol Z or ZZ on their cards will sometimes nullify a base on balls. NOTE: The result "(XY) – strikeout" applies only when the pitcher is rated "XY" not merely "X" or "Y." Player cards issued before 2006 will not have the K and R ratings. The regular result applies when using those cards with this booklet.

Other symbols found among pitchers' symbols are WP, HBO, BKO, MF and QR. A few pitchers also have the symbols G, H, L or M.

The WP symbol pertains to the wild pitch frequency of the pitcher. It is always followed by a number – zero through three, such as WPO, WP1, WP2, WP3. When a wild pitch is indicated, it is sometimes nullified by the pitcher's WP rating. Alternate results are clearly spelled out on the boards.

The MF symbol appears among every pitcher's symbols and is followed by one of four numbers: MF-0, MF+1, MF+2, MF+3. This represents the pitcher's ability to hold a runner on first. A plus number following the MF symbol indicates the number of points to be DEDUCTED from the baserunner's SSN (see Base Stealing instructions) in the event he attempts to steal second. This MF number is nullified, however, if the first baseman is not holding the runner on the bag at the time the steal is attempted (see Fielding and Defense).

When a pitcher is rated HBO, he usually avoids hitting batters. There are a few rare instances on the boards where no reference to HBO pitchers is made following a hit-by-pitcher play result. Only in these few exceptional instances does an HBO pitcher hit the batter.

The BKO symbol is treated like the HBO symbol, except that it refers to a balk. The balk is usually nullified if the pitcher has a BKO among his symbols.

The symbols G and H appear occasionally on the 1 (homerun) line of the Pitching Change Tables on the playing boards. When one of these letters appears in the square resulting from the dice-roll, the 1 (homerun) is automatically converted into a 6 (double), **PROVIDED the pitcher is rated with that particular symbol.**

The symbols L and M appear at certain spots on the 6 (double) line of the Pitching Change Tables. If the L appears in the square resulting from the dice-roll, **and the pitcher has an L rating**, the 6 automatically becomes a 1. Likewise, if an M shows up in the square and the pitcher is so rated, then that play result is automatically changed from a 6 to a 1. These rules and their exceptions are covered in detail on the Bases Empty Board.

The QR rating is a pitcher's fatigue factor; and it is fully explained on the Dropped Throws and Wild Throws section of these instructions.

How to Interpret Old Cards to Obtain Pitching Symbols

For old card sets for which APBA has not calculated symbols, assign numerical pitching grades as follows: A&B-28; A&C-23; A-18; B-13; C-8; D-3.

WP Ratings

Grade 18 (A) pitchers or higher with a Z get a WPO.

Grade 13 (B) pitchers or lower with a Z get a WP1.

All pitchers with no Z and no W get a WP2.

All pitchers with a W get a WP3.

For pitchers with split ratings, use the higher grade to assign WP ratings.

MF Ratings

Right-handed pitchers with fielding (1) rating get MF-0.

Right-handed pitchers with fielding (2) rating get a MF+1.

Left-handed pitchers with fielding (1) rating get MF+2.

Left-handed pitchers with fielding (2) rating get MF+3.

On all old cards for which Master symbols have not been assigned, none of the pitchers are interpreted to have either an HBO or a BKO symbol. Likewise, none are assigned a G, H, L or M.

QR Ratings

Assign every pitcher graded exclusively as a starter a Q2.

Assign every pitcher with both starting and relieving grades a Q3.

Assign every pitcher graded exclusively as a reliever a Q2*.

III. BASERUNNING & BASE COACHING

The advancement of baserunners following hits and fly outs is explained in detail in the Baserunner and Batter Advancement instructions. The decision to try for the extra base on a hit or to try to advance after a caught fly ball is made after the ball is hit, and the decision rests on the same three factors that must be considered in a real-life game:

1. The depth and placement of the batted ball.
2. The baserunner's speed.
3. The strength of the fielder's arm.

There are some play results (found most frequently on the RP boards) which specifically state to which base the throw is made and to which base (or bases) the runner (or runners) will advance. These specific play results cannot be altered, even though it may seem that the fielder or runner would not, or should not, have made such a move under the existing game conditions. All such plays stand just as described on the boards.

NOTE: On some board results, a run scores while an out (not a force out) is recorded at another base. In some of those cases, the result specifies whether or not the run scored before the putout occurred. Only when it does not (including occasions when you are using the Baserunner and Batter Advancement table) and the out is the third of the inning, you must determine whether the run counts. Follow these guidelines:

1. If the scoring runner advanced fewer bases than the retired runner or batter attempted to advance, the run always counts. (EXAMPLE: A runner scored from third while a runner coming from first was tagged out at third, or at second after rounding it. The run counts.)
2. If the scoring runner advanced the same number of bases as the retired BATTER attempted to advance, the run always counts. (EXAMPLE: A runner scored from first while the batter was tagged out at third or at second after rounding it. The run counts.)
3. If the scoring runner advanced the same number of bases as the retired OTHER RUNNER (NOT THE BATTER) attempted to advance, roll one die. If the result is 1, 2, 3 or 4 the run counts. If it is a 5 or 6, it does not. (EXAMPLE: A runner scored from second while a runner coming from first was tagged out a third or at second after rounding it. Roll one die.)
4. If the scoring runner advanced more bases than the retired runner or batter attempted to advance, the run never counts. (EXAMPLE: A runner scored from first while the batter was tagged out at second, or after rounding first. The run does not count.)

The only base coaching decision is to be made prior to the dice-roll occurs when third base is occupied (not with Bases Full) with less than two out and the defense's infield is playing in (C). In this situation the offense may choose to hold the runner at third in the event of a ground ball hit to the infield. When the offense does not specify prior to the dice-roll that the runner will hold, the play result on the boards is followed precisely. However, when the offense chooses to hold the runner at third, the runner does not score on any ball that does not go through the infield, except on a hit or on an error (unless the error occurs on or after a throw to the plate, in which case the error is disregarded). The runner must hold at third on such plays, and all throws that the board has going to the plate are automatically thrown to first instead (PO-1B), and the batter is always out, even though the runner might have been safe at home had the throw gone there. On a hit or an error, all runners advance as many bases as the batter.

The runner's baserunning speed appears in parentheses and immediately follows his Steal Success Number (SSN) among his symbols. The number can be as low as 1 and as high as 20. There are play results on the boards which are altered if the runner in question happens to be slow (S) or in other instances fast (F). F and S designations precede the numerical speed rating and also appear on the players cards, when appropriate. Note that the designation (F) refers to baserunning speed, and not to the Steal Allowance Letter, whenever it appears in a play result.

Old Card Interpretation

When Playing with old card sets, for which speed ratings have not been published, give F runners a rating of 18. The S runner is rated 3. All other runners (average speed) are rated 11. (NOTE: If you wish to pinpoint speed ratings on old cards a bit more precisely through personal knowledge of the players, you are free to do so. The numerical range for S runners is 1 to 6 incl., the average speed runners, 7 to 14 incl., and F runners, 15 to 20 incl.)

IV. BASE STEALING

Base stealing is almost totally optional. (There are a few board results which designate a steal attempt without your calling it, and they stand as described, although the runner may not normally have been eligible to try a steal in that situation.) However, the option may not be exercised unless the steal allowance letter (SAL) of the baserunner in question qualifies him to steal in the game situation at hand. This steal allowance letter follows his batting symbol and its use is fully explained on the BASE STEALING board.

How to Interpret Old Cards for Obtaining SAL and SSN

In order to find the steal allowance letter (SAL) for cards for which the master symbols have not been prepared by APBA, use the following guide:

SAL

- A Four 11's or better.
- B Three 11's or three 11's and one, two or three 10's.
- C Two 11's or two 11's and one, two or three 10's.
- D Three 10's or one 11 and one, two or three 10's.
- E Two 10's or one 11.
- F One 10, or second-column 11's only.
- G No 10's and no 11's but no S running speed rating.
- N No 10's and no 11's, plus an S running speed rating.

Do not use the R rating.

Assign steal success numbers (SSN) as follows:

Roll one die and add the resultant number (1-6 incl.) to:

25, if the player's SAL is A. (His SSN would thus be either 26, 27, 28, 29, 30, or 31)

23, if the player's SAL is B.

21, if the player's SAL is C.

20, if the player's SAL is D.

18, if the player's SAL is E.

16, if the player's SAL is F.

14, if the player's SAL is G.

Players whose SAL is N do not have an SSN.

Compute the SSN for each player in the above manner and assign it on a permanent basis. Do not re-compute if for each game.

V. FIELDING AND DEFENSE

When any of the fielding numbers come up as the dice-roll result, the Fielding Column Finder Chart must be used in order to determine which of the three columns will represent the play result. The fielding numbers are twelve (12) and numbers fifteen (15) through forty-one (41), inclusive. The use of the chart is explained fully later in this manual. (Numbers 12 and 35 are fielding numbers only if you find they are still in effect after consulting the Pitching Change Table.)

Occasionally the play result will refer you to the RP boards for the final play result. When these infrequent instances occur, the dice must be rolled two additional times – once to determine which line of the RP board to use and then another time to determine which fielding column of that line will give the final play result. The Dice-Roll Table along the margin of each RP board is used to find the line number and then the Fielding Column Finder Chart to find the column. The full details on the use of the RP Boards are given later in this manual.

Defensive Decisions

When there is a runner on first only, and when there are runners on first and third only, the defense must state before the dice-roll whether or not the first baseman is holding the runner on (HO or NH). If the defense fails to announce this before the dice-roll, it is assumed the runner is being held on (HO). When third base is occupied the defense must state whether the infield is playing in (C) or playing back (D). If the defense does not state the infield's position, it is assumed in all instances that the infield is playing back (D).

WHEN THE INFIELD IS PLAYING IN (C) AND THE OFFENSE HAS DECLARED (BEFORE THE DICE-ROLL) THE RUNNER TO BE HOLDING AT THIRD, AND THE BOARD RESULT ON AN INFIELD GROUNDER HAS THE THROW GOING HOME, THE PLAY AUTOMATICALLY GOES TO FIRST INSTEAD AND THE RUNNER IS ALWAYS OUT (PO – 1B) AT FIRST REGARDLESS OF WHAT THE PLAY AT HOME WOULD OTHERWISE HAVE BEEN. ALL RUNNERS HOLD THEIR BASES ON SUCH PLAYS, EXCEPT ON THE FIRST AND THIRD SITUATION IN WHICH INSTANCE THE RUNNER ON FIRST ADVANCES TO SECOND. Runners may also advance on hits and certain errors, as explained in the Baserunning and Base Coaching section of these instructions.

Intentional Walks

The defense may intentionally walk any batter it chooses at any time except when the offense has already declared the hit-and-run play or squeeze play to be on. This is done, by stating on the first dice-roll for the batter in question, and before the dice have stopped rolling, "Walk him." Then the batter takes first regardless of the outcome of the dice-roll and the pitcher is charged with an intentional walk.

Arm Ratings

Every player (except pitchers) is assigned an arm rating, a number from 21 (worst) to 40 (best). The use of these ratings is defined in the Baserunner and Batter Advancement section of these instructions.

Old Card Interpretation

When playing with old card sets, for which the Master fielding symbols have not been provided by APBA, the cards are interpreted as follows:

Outfielders:	3=37 arm rating;	2=31 arm rating;	1=25 arm rating
Firstbasemen:	5=34 arm;	4=31 arm;	3=27 arm; 2=24 arm
Secondbasemen:	9=35 arm;	8=32 arm;	7=30 arm; 6=28 arm; 5=25 arm
Thirdbasemen:	6=36 arm;	5=33 arm;	4=29 arm; 3=26 arm
Shortstop:	10=38 arm;	9=35 arm;	8=33 arm; 7=31 arm; 6=28 arm
Catchers:	9=37 arm;	8=34 arm;	7=32 arm; 6=30 arm; 5=27 arm

If a player has more than one position on his card, assign him the appropriate rating for the **FIRST POSITION LISTED ON HIS CARD** and use that rating no matter which position he is actually playing at any particular time.

If a player is playing a position not listed on his card, use 21 for his arm rating.

Pitchers are not assigned an arm rating unless they also play an additional position. Catchers are given, besides their arm rating, a Th (throwing) rating (listed immediately following the PB rating in the symbols) which can affect the baserunner's SSN when attempting to steal second or third base. Assign catchers' Th ratings as follows for old card sets:

Catcher (9) = Th + 5 (decreases SSN by 5)
 Catcher (8) = Th + 3
 Catcher (7) = Th - 0 (has no effect on runner's SSN)
 Catcher (6) = Th - 1 (increases SSN by 1)
 Catcher (5) = Th - 3

If a non-catcher must be used to catch in an emergency, make him Th - 4.

Catchers are assigned passed ball (PB) ratings of PB0, PB1, PB2 or PB3, according to their passed-ball frequency. Nullification of passed balls on the playing boards is handled exactly like the nullification of wild pitches.

For old card sets, assign PB ratings as follows:

Catcher (9) - PB0
 Catcher (8) - PB1
 Catcher (6) or (7) - PB2
 Catcher (5) - PB3

Optional "Official Scorer" Rule

League Error Category	0 outs	1 out	2 outs
E+3	E	E	E
E+2	E		E
E+1		E	
E-0			
E-1		H	
E-2	H		H

Exclusions

This modification should not be made in any of the following situations:

- There is a hit and an error on the same play.
- The play is a foul ball.
- An error is made on an attempted stolen base or pick-off.
- A baserunner is hit by a batted ball on the play.
- An error is charged due to a fielder's interference.
- The Sacrifice play or Hit-and-Run play has been called.
- The Rare Play boards are used.

Use this table for play results **15 through 23** when the result of the play is an **error** or a **base hit** on a batted ball. Find the entry in the table that corresponds to the league's error category (on the roster sheet) and the number of outs. If the entry is an **E** and the play is a base hit, change the result from a hit to an error. If the entry is an **H** and the play is a error, change the result from an error to a base hit. (Examples: a single becomes a one-base error; a two-base error becomes a double.) Runners advance as stated in the play result.

VI. Chart and Table Instructions

BASERUNNER AND BATTER ADVANCEMENT

Baserunner Advancement on Hits

On any hit, all baserunners automatically move the same number of bases as the batter (one on a single, two on a double, three on a triple), unless the play result specifies a longer or shorter advance. On any result which includes a Hit Valuation Number, the offense may direct one or more of its runners to try for an extra base—that is, to go from first to third or second to home on a single, or from first to home on a double.

EXAMPLES OF RESULTS WITH HIT VALUATION NUMBERS:

- A. “DOUBLE over first: 35 *50; RF, 2B (1B-3B) C”
- B. “SINGLE to left: 26 *34/ 29 *37/ 31 *39; LF, 3B (2B)”

EXPLANATIONS:

In A, the **Hit Valuation Number** for the DOUBLE is 35, or 50 with two out (* always precedes the 2-out value). The rightfielder retrieves the ball, throws it to the secondbaseman, who relays it toward the catcher. The positions in parentheses indicate that the defense may elect to have the firstbaseman cut off the throw home and throw to third in an attempt to retire the batter, who may be trying for third on the relay throw. (Detailed procedures for batter advancement and cut-off plays follow. Read all instructions, in order, before using them.)

In B, multiple **Hit Valuation Numbers**, separated by slashes, appear. To determine which ones to use, roll one die: if you roll a 1 or 2, the first result (26 *34) applies; a 3 or 4, the second (29 *37); a 5 or 6, the third (31 *39). (When only two pairs of **Hit Valuation Numbers** are listed, a roll of 1, 2 or 3 means you use the first result, and 4, 5 or 6 the second.) No matter which number applies in this example, the leftfielder throws directly to third, where the thirdbaseman may throw on to the secondbaseman if the batter tries for second on the leftfielder's throw.

Whenever a runner attempts to advance on a hit, proceed as follows:

1. Deduct his numerical speed rating (Sp on the symbol card) from the arm rating (Ar) of the outfielder (or infielder, in a few instances) making the throw. **EXAMPLE:** The runner's speed rating is 11 and the outfielder's arm rating is 27. Subtract 11 from 27 and your remainder is 16, which is the runner's **Advance Number**. **NOTE:** When an outfielder's throw is relayed by an infielder (as in Example A), the overall arm rating is figured by adding the arm ratings of both throwers and dividing by 2. **EXAMPLE:** On a relay involving the rightfielder and the secondbaseman, the rightfielder has an arm rating of 27 and the secondbaseman of 24. You add those numbers together for a total of 51, then divide by 2 for an overall rating of 25½. Round it off to 26, since halves should always be rounded up to whole numbers here, then subtract the runner's speed rating from 26 to find his **Advance Number**.
2. Deduct the **Advance Number** from the **Hit Valuation Number** in effect. (Remember that you may have to roll one die to see which number applies, and that the two-out result probably differs from the normal one.) **EXAMPLE:** The **Hit Valuation Number** is 37. If the runner's **Advance Number** is 16, you subtract 16 and get 21, the runner's **Chance Number** for taking the extra base. A **Chance Number** of 21 means he has 21 out of 36 chances, before adjustment, to make the next base safely.

To summarize: Arm Rating – Speed Rating = Advance Number
Hit Valuation Number – Advance Number = Chance Number

Adjustments: A. Add one to the **Chance Number** for a runner on first (except an S runner) who is not being held on (NH) when the batter singles or doubles. (This addition is automatic FOR A NON-S RUNNER ON FIRST ONLY in the following situations, when the runner on first cannot be held on: runners on first and second; bases full.) B. Subtract one from the **Chance Number** if a runner on first is being held on (HO) AND the pitcher has a move-to-first rating of MF +2, or subtract two if the runner's held AND the rating is MF +3.

3. If the **Chance Number** is 36 or more, the runner advances the extra base without a throw. But if it is less than 36 and the offense decides to try for the extra base anyway, the defense may attempt to throw him out at that base. In that case, consult the BASE ADVANCEMENT CHANCE TABLE in your result boards booklet. Roll both dice, find the dice-roll number in Line 1 and proceed as follows.
 - a. If the number in Line II directly beneath the dice-roll number in Line I is less than or equal to the runner's **Chance Number**, he is safe. Ignore line III at that moment.
 - b. If the Line II number is more than the runner's **Chance Number**, he is out. Give an assist to the player(s) who made the throw(s) and a putout to the fielder making the tag. But then use the **Dropped Throws Table** (located in result boards booklet) to determine whether that fielder dropped the ball. If he did, he gets an error instead of a putout and the runner is safe after all. **THE DROPPED THROWS TABLE MUST BE EMPLOYED EVERY TIME (with one exception, covered later) A RUNNER OR BATTER IS APPARENTLY TAGGED OUT WHEN TRYING TO ADVANCE AN EXTRA BASE UNDER THE RULES ON THIS BOARD.**
 - c. In certain rare cases, the **Chance Number** can be so much higher than 36 that the offense may want to try for TWO extra bases on the hit. (EXAMPLE: The **Chance Number** is 58, so the runner makes the first extra base with 22 points to spare (58-36=22). He now has a Chance Number of 22 for the second extra base.) On such plays the throw comes from the leftfielder or centerfielder to the shortstop (or from the rightfielder to the secondbaseman) to the thirdbaseman or catcher, as appropriate. Follow normal procedures, using the runner's **Chance Number**, to determine whether he is safe or out.
4. When there is more than one runner aboard, the **Hit Valuation Number** is usually different for each runner. In these base situations each runner is identified by a bracketed ([X]) number corresponding to the base he occupies at the beginning of the play.

EXAMPLE: [2] 57 *67; [1] 30 *38. The former pair of numbers applies to the runner on second; the latter to the one on first. If the offense announces that more than one runner will try to take an extra base on a hit, the defense must decide which — if any — it will attempt to throw out. (Any runner declared to be advancing on the hit is automatically safe if the defense's initial play is not for him.) The defense may play for any advancing runner whose **Chance Number** is less than 36, or it may allow any such runner(s) to reach the extra base safely and end the play at that point. This maneuver eliminates the possibility of the batter or any non-advancing (ON THE HIT) runners moving up an additional base ON THE THROW for an advancing runner.

Baserunner Advancement on Fly Ball Outs

Hit Valuation Numbers are assigned on some fly outs, and even on a few pop-ups. (The term **Hit Valuation Number** is retained for simplicity's sake, though of course no hit is involved here.)

When the offense wants to have one or more runners tag up and try to move up on a caught fly, exactly the same procedures are used as for advancement on hits. See those procedures above.

EXAMPLES OF HIT VALUATION NUMBERS ON FLY OUTS:

- AA. "Fly out; PO-LF 23 (2B)"
 BB. "Fly out; PO-CF [3] 53 (1B-3B or SS) C; [2] 40 (3B); [1] 42 (2B)"

Explanations:

In AA, with a runner on first, the leftfielder catches a fly ball with a **Hit Valuation Number** of 23 and throws to the secondbaseman covering second.

In BB, with the bases full, the centerfielder catches a fly ball with a **Hit Valuation Number** that varies for each base runner. He may throw to any of the three bases, and, if he throws home, the firstbaseman may cut his throw off and throw either to second or third. (On rare occasions, a fly ball is so deep that a relay man is required to get it to the infield. In such cases, the relay man is listed in the board result.)

NOTE: On a FOUL fly or pop-up which is caught according to the boards, the defense may choose instead to let the ball drop without a play if it appears that a runner's **Chance Number** for advancing an important base will be high. If the defense does so, the play is simply scored as a foul ball. (Any fly ball is considered FAIR unless the boards indicate it is foul.)

Batter and Runner Advancement on Throws

After a hit, the batter and any runner(s) who did not attempt to take an extra base ON THE HIT ITSELF may try to advance ON THE THROW TO THE INFIELD, but only when a throw was made in an effort to retire another runner who WAS advancing ON THE HIT. Likewise, any baserunner(s) who did not immediately tag up and try to advance ON A CAUGHT FLY BALL may attempt to move up ON A THROW BY THE DEFENSE intended to retire another runner who WAS advancing ON THE FLY BALL.

If the defense tries to throw out a runner advancing on a hit or fly ball, the batter (on a hit) and any other runner(s) (on a hit or fly ball) may then attempt to advance ON THE THROW as follows:

1. Look at Line III directly beneath the **Chance Number** in Line II of the runner ON WHOM THE INITIAL PLAY WAS MADE. That number in Line III is the **Advance Number** FOR THE BATTER AND/OR RUNNER(S) NOW ATTEMPTING TO ADVANCE ON THE THROW. (Disregard the **Hit Valuation Number** for all advancements ON THROWS.) EXAMPLE: With runners on first and second, the runner on second, whose **Chance Number** was 21, tried to score on a single. The runner on first did not try for third ON THE HIT. However, when the defense stated it would throw home to try and retire the lead runner there, the offense then announced that the runner from first would try for third ON THE THROW, and that the batter would try for second. You find in Line III that the Advance Number for each of them is 16 (right below 21 in Line II).
2. Add each player's speed rating to the **Advance Number** to get his **Chance Number**. Continuing with the example above, if the runner's speed is 14 and the batter's is 7, the runner has a **Chance Number** of 30 ($16 + 14 = 30$) to make third and the batter has a **Chance Number** of 23 ($16 + 7 = 23$) to make second. This is true whether the **lead runner is safe or out at home. After the play at the plate, the defense may choose to throw either to second (for the batter) or to third (for the runner from first). The other is automatically safe.**
3. After the defense designates which base it is throwing to, you roll the dice, find the dice-roll number in Line I, and use the **Chance Number** in Line II as usual to determine whether the runner (or batter) is safe or out. If he's out, credit an assist to the fielder(s) who made the throw(s) on the initial play and to the player (catcher, shortstop or thirdbaseman) who took the throw on it. Give a putout to the fielder covering the base where the out occurred—thirdbaseman or secondbaseman, unless the play result specifies that the shortstop is covering. (At times the boards do designate the covering infielder, as in Example B above.) **DON'T FORGET THE DROPPED THROWS TABLE.**

Cut-Off Play

As you've seen, certain play results permit the defense, at its option, to have the firstbaseman (or thirdbaseman or shortstop as designated), cut off throws to third or home. (When no cut-off option appears in a play result, that throw cannot be cut off.) If it seems unlikely that a runner advancing ON A HIT or FLY OUT will be retired by the throw the defense has made, and the offense has announced that the batter and/or other runner(s) will now try to advance ON THE THROW, the defense may choose to cut off that throw and instead try for the batter or other runner.

If the defense decides to cut off that throw, it must announce its intention immediately after the offense declares someone to be advancing ON THE THROW, and it must also state which base it is throwing to after the cut-off, if more than one is possible. A cut-off eliminates the dice-roll to determine whether any runner who advanced ON THE HIT or FLY OUT is safe or out — he is safe automatically. If the defense cuts off the throw, proceed as follows:

1. Deduct 15 points from the **Chance Number** (which you have already calculated) of the runner (or batter) whom the defense is now trying to retire. EXAMPLE: The **Chance Number** for a runner from first trying to move to third ON THE THROW home is 30. But the defense cuts off the throw home, reducing it to 15 ($30 - 15 = 15$).
2. Use this new **Chance Number**, the one in effect after the 15 point deduction, to determine whether he is safe or out. Find the dice-roll number in Line I and the **Chance Number** in Line II as usual. If he is out, credit an assist to every fielder who made a throw on the play, and a putout to the fielder covering the base. (IF THE **CHANCE NUMBER**, AFTER SUBTRACTION, IS ZERO OR BELOW, HE IS AUTOMATICALLY OUT AND THE DROPPED THROWS TABLE IS NOT CONSULTED. This is the only case on which it is not.)

Summary of Base Advancement Procedures

1. When a **Hit Valuation Number** appears in a result, the offense announces which — if any — of its runners will attempt to take an extra base ON THE HIT or FLY OUT.

2. The defense states whether or not it will make a play for a runner advancing ON THE HIT or FLY OUT, and if so, which one.
 - a. If it makes no play, the play is over. Any runner declared to be advancing ON THE HIT or FLY OUT is safe, and any runner not so declared moves the same number of bases as the batter. The batter holds at first (on a single) or second (on a double).
 - b. If the defense makes a play, see number 3 below.
3. The offense announces whether the batter or any runner(s) who did not attempt to advance ON THE HIT or FLY OUT will now try to take an extra base ON THE THROW.
 - a. If the offense indicates no such advance, the play is over after the runner on whom the play was made is determined to be safe or out, and there is no further advance by the batter or any other runner.
 - b. If an advance ON THE THROW is attempted, see number 4 below.
4. The defense may allow the original throw to go through to the intended base. It (the defense) may be able to cut the throw off (ONLY IF THE INFIELDBERS INVOLVED IN A POTENTIAL CUT-OFF ARE LISTED IN PARENTHESIS IN THE PLAY RESULT) and try instead to retire another runner or the batter who is attempting to advance ON THE THROW.
 - a. If the defense cuts off the throw, any runners(s) who advanced ON THE HIT or FLY OUT are automatically safe, but 15 points are deducted from the **Chance Number** of the runner or batter on whom the play after the cut-off throw is made.
 - b. If the defense allows the original throw to go through to the intended base without cutting it off, first determine whether the runner advancing to it is safe or out. No matter which he is, the defense may still try to retire another runner or batter attempting to move up on the throw. In the case where the defense does try to retire another runner, there is no deduction from that runner's Chance Number. After this player is determined to be safe or out, the play is over.

Dropped Throws Table

To use the Dropped Throws Table, roll one die to determine which of the six columns at left to use. Then roll both dice to see which line to use. If the POSITION AND RATING of the fielder taking the throw appear there, the throw is dropped and the runner is safe. Charge that fielder with an error instead of a putout and give an assist to every player who made a throw on the play. (If a player is rated one point lower than the normal minimum at his position — EXAMPLE: SS - 5 — he drops throws only in those blocks where the normal minimum rating appears.)

ANY OTHER RUNNERS (OR THE BATTER) ALREADY DECLARED TO BE ADVANCING ON THE PLAY (WHETHER ON A HIT, A FLY OUT OR A THROW) AUTOMATICALLY MAKE THE NEXT BASE SAFELY WITHOUT A DICE-ROLL, BUT THERE IS NO OTHER ADVANCEMENT BY ANYONE.

Fielding Column Finder Chart

The Fielding Column Finder Chart must be used whenever a fielding number is in the final result of the dice-roll. The fielding numbers (12, and 15 through 41) usually show a fielding position after the number at the left of the board, such as 31 - CF. To determine which of the three fielding columns to use for the play result, roll the dice and then match up the dice roll number with the column under the fielding rating of the player at that position. EXAMPLE: Number 31 is the result number and the centerfielder of the team in the field is rated a 2. You roll the dice and a 43 comes up. Line 43 under Outfielder 2 falls in the Fielding 2 Section of the 2-outfielder column. Therefore, you use FIELDING TWO of line 31 on the playing boards. If a fielder is playing a position at which he is rated one point lower than the lowest rating shown on the chart (for example, 3B - 2), always use the Fielding 3 section for him. You need not consult the chart.

Occasionally, instead of a position, a T or an IF is shown following the fielding result number. In such cases, use the Team Fielding Rating (for T) and the Infield Fielding Rating (for IF) to locate the proper play result column. There are some lines that show only one play result for all three fielding columns. In such instances the Fielding Column Finder Chart is not used. The Chart is used in the same way when play results must be found on the RP boards. The same procedure is followed when fielding numbers come up on the sacrifice, squeeze and hit-and run plays.

The Team Fielding Rating is determined as follows:

If the fielding position ratings of the nine players total:

41 or more – Use 1-team Column

36 to 40 – Use 2-team Column

Less than 36 – Use 3-team Column

The Infield Fielding Rating is determined as follows:

If the fielding positions ratings of the four infielders, the catcher and pitcher (6 players) total:

35 or more – Use 1-infield Column

30 to 34 – Use 2-infield Column

Less than 30 – Use 3-infield Column

Base Stealing

The offensive team manager may call for the steal of a base any time the runner in question is qualified to steal, according to the Steal Allowance Chart. The Steal Allowance Chart gives nine categories of steal-attempt frequency – A through G, and R and N. These allowance letters are shown along the left margin of the Chart and describe the situations under which the player may attempt to steal second, third, and home. See also, the exception at the bottom of the Chart pertaining to attempted steals of second.

Every player is assigned one of these steal allowance letters (SAL) on his batting line, following his batting characteristic symbol and immediately preceding his steal success number (SSN). EXAMPLE: SA – 1, E24. E is the steal allowance letter. In this example, the player, according to the Chart, would be allowed to attempt a steal of second only under the conditions listed next to the letter “E” under the “Runner on first may steal SECOND” column.

The steal success number (SSN) in the above example is 24. This means the runner will steal second successfully 24 times out of 36, on the average. To determine whether he is safe or out on each separate attempt, roll the dice. Then find the dice-roll number on the first line in the Stealing Chance Table.

Next note the SSN directly below the dice-roll number. In the above example the base would be stolen successfully if the number is 24 or less. If the dice-roll number is directly above an SSN which is 25 or higher, then the runner is thrown out stealing.

This steal success number (SSN) is always subject to increases or decreases, depending upon the catcher’s arm rating, the pitcher’s move-to-first number (MF), and other conditions described below:

A. On attempted steals of second:

The runner’s SSN decreases:

1. According to the pitcher’s MF number: decrease by 1, 2 or 3 for MF + 1, MF + 2 or MF + 3 respectively (no change for MF – 0).
2. According to the catcher’s throwing rating: decrease by 1 if his Th is +1, 2 if his Th is +2 and so on, up to +6.

The runner’s SSN increases:

1. According to the catcher’s throwing rating: increase by 1 if his Th is –1, 2 if his Th is –2 and so on, down to –4 (no change for Th –0).
2. If the runner is not being held on the bag (NH), increase by 2.
3. If a runner also occupies third base, increase by 1 (offense may have runner on first attempt to steal second without attempting the First and Third double steal (described later))

BEFORE MAKING THE STEAL ATTEMPT, BE SURE TO FIGURE ANY AND ALL APPLICABLE INCREASES OR DECREASES AND DETERMINE THE RUNNER’S NET SSN BEFORE MAKING THE DICE ROLL.

Scoring: If the runner is out, give the catcher an assist. Give a putout to the secondbaseman if the hitter is batting right-handed. Give the put out to the shortstop if he is batting left-handed. When the runner is called out, the dice must be rolled to determine whether the fielder dropped the throw. Use the Dropped Throws Table for this. When the runner is safe, the Wild Throws Table must be checked.

B. On attempted steals of third:

The runner's SSN is automatically decreased by 5. If the batter is hitting left-handed, decrease the runner's SSN by an additional 2. The same plus or minus adjustments are made for the catcher's arm rating as are made when stealing second. No other adjustments are made.

Scoring: If the runner is called out, give the catcher an assist and give the thirdbaseman a putout, and use the Dropped Throws Table to determine whether the thirdbaseman dropped the ball. Don't forget the Wild Throws Table if the steal is successful.

C. On attempted steals of home:

Decrease the runner's SSN by 15, except when first and third bases only are occupied. With this base situation (Runners on First & Third) decrease the runner's SSN by 13, and the steal may be attempted only as part of the double steal (described later). In other base situations, the steal attempt may be nullified if the defense chooses to pitch from a stretch. It is assumed the pitcher is winding up unless the defense announces he is stretching BEFORE the offense announces an attempted steal of home.

Scoring: If the runner is out, give the catcher a putout. There is no assist on this play, except in the case of the attempted double steal when the catcher and either the shortstop or secondbaseman get assists. Use the Dropped Throws Table following the putout. THERE IS NO CHANCE FOR A WILD THROW ON THE FIRST AND THIRD DOUBLE STEAL.

Double and Triple Steals

An offensive team manager may call for a double steal, provided each runner is permitted by the Steal Allowance Chart to attempt a steal of the base in question, when runners are situated at:

- a. **First and Second:** In this situation the defensive team manager must state which of the two runners he will attempt to throw out. The net SSN for that runner is then computed and the dice are rolled by the offensive manager. The other runner advances safely to the next base, but he is credited with a stolen base only if the runner on whom the play is made steals his base safely.

Scoring: If the runner going to third is out, give the catcher an assist and the thirdbaseman a put out. If the runner going to second is called out, give the catcher an assist. The secondbaseman gets the putout if the hitter is batting right-handed; the shortstop gets the putout if the hitter is batting left-handed. Then use the Dropped Throws table. If the runner is safe, use the Wild Throws Table. If the lead runner scores after a wild throw and the following runner is retired trying to advance, it is assumed the lead runner crossed the plate before the out was made. Thus the run counts if this makes the third out. This provision applies with runners on first and third also.

- b. **Second and Third:** In this situation the play is always made for the runner going home. The runner on second advances safely to third, but is credited with a stolen base only if the runner trying for home is safe. The defense may choose to have the pitcher pitch from a stretch in this base situation and thus automatically nullify the attempt to seal home. In this case, the pitcher loses two points in his grade when this option is taken (see temporary Grade Decrease under the Pitching Grade Changes section on the Bases Empty Board).

Scoring: If the runner is out at home, give the catcher a putout. There is no assist on the play. Check the Dropped Throws Table.

- c. **First and Third:** The defense must state which runner it will try to put out, but the throw must go to second in either case. If the play is for the runner going to second, make all the SSN adjustments outlined in A at left (attempted steals of second), and the runner on third scores but is not credited with a stolen base unless the other runner is safe at second. If the defense chooses to play for the runner going home, the play goes from the catcher to the shortstop or secondbaseman and back home again. There is no adjustment made for the catcher's Th or pitcher's MF ratings when trying for the runner at home. The runner taking second gets credited with a stolen base only if the runner is safe at home. **NOTE:** The defense may choose to make no throw at all and allow the runner on first to take second unchallenged. The runner on third must hold. Credit runner on first with a stolen base in this case.

Scoring: If the runner is out at second, give the catcher an assist. The shortstop gets the putout if the hitter is batting left-handed; the putout goes to the secondbaseman if the hitter is batting right-handed. If the runner is out at home, the

catcher gets an assist, the shortstop or secondbaseman gets an assist, depending upon how the hitter is batting, and the catcher gets the putout. Check the Dropped Throws Table. (DO NOT CONSULT THE WILD THROWS TABLE IF THE RUNNER IS SAFE.) If the runner going to second is put out and it makes the third out of the inning, it will have to be determined whether the runner going home crossed the plate before or after the out was made. Determine by rolling one die. If the resulting number is odd (1, 3, or 5) then the runner crossed the plate before the out was made and the run counts. If the number is even (2, 4, or 6) the run does not count.

- d. **Bases Full:** In this situation the play is always for the runner going home. The other two runners advance safely but do not get credited with stolen bases unless the runner is safe at home. The defense may choose to have the pitcher pitch from a stretch and nullify the steal attempt.

Scoring: If the runner is out, give the catcher a putout. There is no assist on the play. Don't forget the Dropped Throws Table.

Dropped Throws and Wild Throws Tables for Steal Attempts

Following the dice-roll for every stealing attempt the dice must be rolled again before the play is complete. This determines whether there was a wild or dropped throw.

Drop Throw:

If the runner is called OUT on his attempt to steal second, third, or home, the Dropped Throws Table must be checked to see whether the fielder making the tag (Shortstop, secondbaseman, thirdbaseman, or catcher) dropped the throw while making the tag. First, one die is rolled to determine which of the six columns is to be used and the both dice are rolled to determine which line of that column. IF the position AND FIELDING RATING of the player making the tag appear in that square, then the player has dropped the throw and the runner is safe. Keep in mind that it must be not only the same position as the player making the tag, but also the same fielding rating listed for that player at that position. Exception: If a fielder is playing a position at which he is rated a point lower than the normal minimum (example: C – 4), he drops throws only in blocks where the normal minimum rating (C – 5, for instance) appears.

Wild Throw:

If the runner is SAFE on his attempt to steal second or third, the Wild Throws Table must be checked in order to determine whether the catcher's throw to that base was wild. The same procedure is used as with the Dropped Throws Table (and the same exception applies). If the fielding rating of the catcher making the throw appears in the resulting block, then his throw was wild. In order to find the result of the wild throw, the dice must be rolled one more time. Then look under the applicable base situation for Wild Throws to Second, or to Third, as the case may be, and find the result of the wild throw opposite the number of the dice-roll.

Pitcher Fatigue Table

Every Pitcher has a fatigue rating assigned (under "QR" on the symbols sheet). Use that rating to lower his grade as follows:

- Q0 No reduction.
- Q1 Reduce grade by 1 point at beginning of 9th inning and 1 additional point at beginning of each succeeding inning.
- Q2 Reduce grade by 1 point at the beginning of the 8th inning, 1 additional point at beginning of 9th inning, and 2 additional points at beginning of each succeeding inning.
- Q3 Reduce grade by 1 point at beginning of 7th inning, 1 additional point at beginning of 8th inning and 2 additional points at the beginning of each succeeding inning.
- Q4 Reduce grade by 1 point at beginning of 7th inning and 2 additional points at beginning of each succeeding inning.
- Q1* Reduce grade by 1 point at beginning of 4th inning, 1 additional point at beginning of 5th inning, and 2 additional points at beginning of each succeeding inning.

- Q2* Reduce grade by 1 point at beginning of 3rd inning and 2 additional points at beginning of each succeeding inning.
- Q3* Reduce grade by 2 points at beginning of 3rd inning and 2 additional points at beginning of each succeeding inning.

Note:

1. The above grade reductions do not eliminate or restrict other possible advancements or reductions. They are to be used in conjunction with other such changes.
2. As long as a starting pitcher allows no earned runs in the game in progress, he is not subject to the above reductions. But they take cumulative effect in the inning following the inning in which he allows his first earned run. (EXAMPLE: A "Q3" starter gives up his first earned run in the 8th inning. His "fatigue" reduction does not take effect until the beginning of the 9th inning, but then he is reduced 4 points at once—the total points he would normally have lost in the 7th, 8th and 9th innings combined.)
3. All "innings" above refer to the pitcher's inning of work, not necessarily the inning of the game. An "inning" for a relief pitcher is completed when he records 3 outs, not necessarily the end of an actual game inning.
4. Pitchers who are assigned ratings with asterisks (*) pitched primarily or exclusively in relief. When used as starters, they are rated Q4.
5. No pitcher's grade can be reduced lower than 1.

How to use the RP Boards

The RP Boards are used to determine the play result only when the regular board with the same base situation refers you to it. To find which number (1 – 30) on the board is applicable on any particular play, consult the dice roll chart on the RP board.

First, locate the vertical column headed by the original red result number you obtained from that batters card (36, 37, 38, 39, 40 or 41). Then roll both dice and find the resulting number on the lefthand side of the chart. That will give you the number of the play result on the RP Board you'll be using for this play.

In almost all cases you must roll the dice again to determine which Fielding Column to use, following the method described in the Fielding Column Finder Chart instructions.

The Injury Duration Table must be consulted whenever a play result indicates an injury to one or more players.

To use the Injury Duration Table you must first refer to the injured player's injury factor. If it is J-0, you not refer to the Table. Simply roll one die. If the result is an odd number, he must be removed from the game in progress. If the result is an even number, he may remain in the game. In neither case is he sidelined beyond the game in progress. If it is J-1, J-2, J-3 or J-4, you roll the dice, combine them in the normal manner, and refer to the proper column and dice-roll number on the chart to find the number of games he will miss. If he is rated J-3, for example, and you roll a 52, he will miss 11 games (in addition to the remainder of the game in progress, which never counts toward the number listed.)

If more than one player is injured on the same play, make a separate dice roll for each injured player.

Rain Delay Note: On a few RP Board numbers a rain delay occurs and the result requires one or both pitchers to remain in the game to face a certain number of batters after the rain delay is over. This requirement does not remain in effect if a pitcher is replaced, in the meantime, by a pinch-hitter or pinch-runner, or if he is injured or ejected before fulfilling the requirement.

List of Symbols and Abbreviations on Player Cards and Playing Boards

A - assist (also Steal Allowance Letter)	R - (on pitcher's card) pitcher's strikeout rating
B - Steal Allowance Letter	R - Steal Allowance Letter
BK - balk rating	RF - rightfielder
BL - bats left	S - slow runner
BR - bats right	SA - straight-away hitter
C - catcher (also infield in) (also Steal Allowance Letter)	SAC - sacrifice attempt
CF - centerfielder	SAL - Steal Allowance Letter
D - infield deep (also Steal Allowance Letter)	SO - strike out
DP - double play	SQ - squeeze play
E - error (also Steal Allowance Letter)	SS - shortstop
F - fast runner (also Steal Allowance Letter)	SSN - steal success number
FC - fielder's choice	T - team fielding rating
G - pitcher's homerun rating (also Steal Allowance Letter)	Th - catcher's throwing rating on steals
H - pitcher's homerun rating	TP - Triple Play
HB - hit batter rating	W - pitcher's control rating
HO - runner being held on at first	WP - wild pitch rating
H-R - hit-and-run play	X - pitcher's strikeout rating
IF - infield fielding rating	Y - pitcher's strikeout rating
J - injury factor	Z - pitcher's control rating
K - pitcher's strikeout rating	ZZ - pitcher's control rating
L - pitcher's homerun rating	[1] - runner on first
LF - leftfielder	[2] - runner on second
M - pitcher's homerun rating	[3] - runner on third
MF - pitcher's move-to-first rating	1B - firstbaseman
N - Steal Allowance Letter	2B - secondbaseman
NH - runner not being held on at first	3B - thirdbaseman
OF - outfielder	* - 2-out result; supersedes preceding result (also relief pitcher designator) (also scoring designator on "Dropped Throws" chart)
P - pitcher	† - sacrifice; no time at bat (also negates certain wild throws on "Dropped Throws" Chart).
PB - passed ball (also switch-hitter who pulls both ways)	
PL - pull hitter to left	
PO - putout	
PR - pull hitter to right	
QR - pitcher's fatigue rating	

Visit www.apbagames.com to find out more about APBA and the APBA Pro Baseball Master Game Addition. You can join our chat room for engaging fun chat, or join our message boards! Don't just play, enhance your APBA experience by joining our fun and exciting community! Visit the site for up to date news on new product releases and news! Also visit our on line store to shop 24/7 for your APBA needs!

For Customer service questions please feel free to call us at 1-800-334-2722 or email us at custsupp@apbaintl.com.



©1987, 2000, 2003, 2004, 2006, 2010, 2012 APBA International, Inc.
816 Curie Drive
Alpharetta, GA 30005