



THIRD BASE COACH

→ Use for any extra base advancement in Column 3

To use the Coach: Refer to column matching lead runner's SPEED minus outfielder's ARM. Add **RED** and **WHITE** dice and find result on chart. *Optional:* BLUE die determines outfielder making the play:

The **Normal**, **Go For It** and **Play It Safe** charts below can automate coaching decisions when playing solitaire. Their use is **automatic** on any plays in Column 3 that call for the 3B Coach. Manager should choose mode **before** rolling for batter result.

1	2	3	4	5	6
LF	LF	CF	CF	RF	RF

For throws to third base:
LF- move LEFT 1 column
CF- no change
RF- move RIGHT 1 column

For throws home:
CF- move RIGHT 1 column

Normal		Speed minus arm								
#	-4	-3	-2	-1	0	1	2	3	4	#
2	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB	2
3	OUT	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	3
4	HOLD	HOLD	XB	XB	HOLD	XB	XB	XB	XB	4
5	HOLD	OUT	XB+	XB	XB	XB	XB	XB	XB	5
6	HOLD	HOLD	OUT	OUT	XB	XB	XB	XB	XB	6
7	HOLD	HOLD	HOLD	XB+	XB+	XB+	XB+	XB+	XB+	7
8	HOLD	HOLD	HOLD	HOLD	XB	XB	XB	XB	XB	8
9	HOLD	HOLD	HOLD	HOLD	OUT	XB	XB	XB	XB	9
10	HOLD	OUT	OUT	HOLD	XB	OUT	XB	XB	XB	10
11	OUT	HOLD	HOLD	OUT	HOLD	OUT	XB	XB	XB	11
12	XB+E?	XB	HOLD	HOLD	HOLD	HOLD	OUT	XB	XB	12

Go For It		Speed minus arm								
#	-4	-3	-2	-1	0	1	2	3	4	#
2	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	2
3	OUT	XB+E?	XB+E?	XB+E?	XB+E?	XB	XB	XB	XB	3
4	XB	HOLD	HOLD	HOLD	HOLD	XB+E?	XB+E?	XB+E?	XB+E?	4
5	HOLD	XB	HOLD	XB+	XB+	XB+	XB+	XB+	XB+	5
6	HOLD	HOLD	XB+	OUT	XB	XB	XB	XB	XB	6
7	HOLD	OUT	OUT	XB+	XB+	XB+	XB+	XB+	XB+	7
8	HOLD	HOLD	HOLD	XB	XB	XB	XB	XB	XB	8
9	HOLD	HOLD	XB	HOLD	OUT	OUT	XB	XB	XB	9
10	OUT	OUT	OUT	OUT	OUT	XB	OUT	XB	XB	10
11	OUT	OUT	OUT	OUT	XB	XB	OUT	XB	XB	11
12	XB+E?	XB+	OUT	HOLD	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	12

Play It Safe		Speed minus arm								
#	-4	-3	-2	-1	0	1	2	3	4	#
2	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB	XB	XB	XB	XB	2
3	HOLD	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	3
4	HOLD	HOLD	XB	XB	HOLD	XB	XB	XB	XB	4
5	HOLD	HOLD	HOLD	XB+	XB+	XB+	XB+	XB+	XB+	5
6	HOLD	HOLD	HOLD	HOLD	XB	XB	XB	XB	XB	6
7	HOLD	HOLD	HOLD	HOLD	HOLD	XB	XB	XB	XB	7
8	HOLD	HOLD	HOLD	HOLD	XB	HOLD	XB	XB	XB	8
9	HOLD	HOLD	HOLD	OUT	XB	XB	XB	XB	XB	9
10	HOLD	HOLD	OUT	XB	HOLD	XB	XB	XB	XB	10
11	HOLD	OUT	XB	HOLD	OUT	XB	HOLD	XB	XB	11
12	XB+E?	HOLD	HOLD	HOLD	HOLD	OUT	XB	XB	XB	12

XB	Lead runner is SAFE easily advancing extra base. <i>Other runners hold.</i>
XB+	Lead runner is SAFE advancing extra base on a close play. <i>Trailing runners may move up on the play.</i> ● Roll one die. Any runner with speed equal to or higher than die roll moves up if next base is open. (Batter must have speed higher than die roll to move up.)
XB+E?	Lead runner is SAFE advancing extra base, plus possible throwing error on outfielder making the throw. ● Roll against outfielder's error rating. If roll is higher , all runners take an extra base on the error. If not higher , runners hold.
XB/cutoff	Lead runner is SAFE advancing extra base as throw is cut off. <i>Play is made on closest trailing runner.</i> ● Roll one die against that runner's speed. If roll is higher than speed, runner is OUT. If not higher , runner advances safely. <i>Other runners hold.</i>
OUT	Lead runner is OUT trying to advance. <i>Other runners may move up.</i> ● Roll one die. Any runner with speed equal to or higher than die roll moves up if the next base is open.
HOLD	Lead runner holds. <i>Other runners hold.</i>

The **Standard / Face to Face** chart can be used when playing live against an opponent, or when wishing to choose when to send runners. Its use is **optional** on any plays in Column 3 that call for the 3B Coach.

Standard / Face To Face		Speed minus arm								
#	-4	-3	-2	-1	0	1	2	3	4	#
2	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB/cutoff	XB	2
3	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	XB+E?	3
4	XB+	XB	XB	XB	XB	XB	XB	XB	XB	4
5	OUT	OUT	OUT	XB	XB	XB	XB	XB	XB	5
6	OUT	OUT	XB	XB	XB	XB	XB	XB	XB	6
7	OUT	XB+	XB+	XB+	XB+	XB+	XB+	XB+	XB+	7
8	OUT	OUT	OUT	OUT	XB	XB	XB	XB	XB	8
9	OUT	OUT	OUT	OUT	OUT	XB	XB	XB	XB	9
10	OUT	OUT	OUT	OUT	XB	XB	XB	XB	XB	10
11	OUT	OUT	OUT	XB	OUT	OUT	XB	XB	XB	11
12	OUT	OUT	XB	XB	XB	XB	OUT	XB	XB	12



ACTION CHART

To use Action Chart: Refer to column matching letter.
Add **RED** & **WHITE** dice & find result on chart. **BLUE** die roll may also be needed.

	A	B	C	D	E	F	G	H	J	K	L	M			
2	SB	+	SBE	CS	2	SB	CS	CS	+	2	SBE	CS	WP6	PO*	2
3	PO	POE*	POE*	POE*	3	POE*	POE*	POE*	POE*	3	+	POE	PO	POE	3
4	SBE	SBE	+	SBE	4	SBE	SBE	CS	CS	4	+	CS	POE	PB	4
5	SB	SB	SB	+	5	+	CS	+	CS	5	CS	CS	PO	WP	5
6	SB	SB	+	+	6	+	+	CS	CS	6	CS	CS	WP6	WPB0-	6
7	SBE	SBE	SBE	SBE	7	SBE	SBE	SBE	SBE	7	BK	BK	BK	WP	7
8	POE*	POE	POE	POE	8	POE	POE	POE	POE	8	POE	CS	PB6	WP	8
9	SB	SB	SB	+	9	CS	CS	CS	+	9	CS	CS	PO	WP	9
10	SB	+	+	SB	10	+	+	+	CS	10	+	WP6	POE	PB	10
11	PO	+	SBE	+	11	+	+	SBE	CS	11	CS	CS	PO*	BK	11
12	PB6	PB6	PB6	PB6	12	PB6	PB6	PB6	PB6	12	PB6	PB6	PB6	PO*	12

SB JUMP CHART

Pitcher's Hold

Runner's Jump Rating

	5	4	3	2	1
6	GO	GO	GO	GO	GO
5	3	4	5	GO	GO
4	2	3	4	5	GO
3	1	2	3	4	5
2	NO	1	2	3	4
1	NO	NO	1	2	3
0	NO	NO	NO	NO	NO

To use the Jump Chart to call for a steal,
match up runner's Jump rating with pitcher's Hold rating...

● Roll one die. If die is equal to or less than the number on the chart, runner attempts steal, using his SB letter and the Action Chart. If die is higher, runner must hold.

GO= Attempts steal. NO= Must hold.

For steals of third, drop down 2 rows on Jump Chart.

For steals of home, drop down 4 rows
and use Column J of Action Chart
for steal attempt.

Only one attempt may be made per runner per base.

WP	If blue die is higher than pitcher's WP rating, all runners advance one base on the WILD PITCH.
PB	If blue die is higher than catcher's PB rating, all runners advance one base on the PASSED BALL.
WPB0-	If pitcher's WP rating is 0, score a WILD PITCH. If catcher's PB rating is 0-, score a PASSED BALL. Runners advance one base. (If both apply, score a WILD PITCH).
SB	Stolen Base
CS	Caught Stealing
SBE	STOLEN BASE plus possible throwing error on catcher. ● Roll against catcher's error rating. If roll is higher, all runners advance and extra base on the ERROR.
+	STOLEN BASE or CAUGHT STEALING; if blue die is higher than catcher's defense rating, it is a STOLEN BASE. If not higher, runner is CAUGHT STEALING.
PO	Attempted PICK OFF; if blue die is higher than pitcher's hold rating, runner gets back safely. If not higher, runner is PICKED OFF first base.
PO*	Same as PO above, but pickoff attempt is made on lead runner.
POE	Possible ERROR on pickoff attempt; ● Roll against pitcher's error rating. If roll is higher, all runners advance one base on pitcher's throwing error. If not higher, runner gets back safely, no error.
POE*	Same as POE above, but if no error, roll for pickoff as for PO.
BK	If blue die is higher than season balk rating, BALK is called. If not higher, no balk, resume play. <i>Option:</i> If blue die is odd, BALK is called, runners advance one base. If even, no balk, resume play.
WP6	If pitcher's WP rating is less than 6, score a WILD PITCH, runners advance one base.
PB6	If catcher's PB rating is less than 6, score a PASSED BALL, runners advance one base.

SUGGESTED INFIELD POSITIONING

Runners on base	None Out	One Out
Man on First	3B In- others Halfway	All Halfway
Man on Second	1B In- others Back	All Back
Man on Third	All In	All In
First and Second	1B In- others Halfway	All Halfway
First and Third	1B In- others Halfway	All Halfway
Second and Third	All In	All In
Bases Loaded	1B In- others Halfway	All Halfway

-With bases empty or two outs,
play All Back.

-When the runner on third is a key run
(tie or one-run game) play All In.

-When the runner on third means little
(ahead by 4+ runs), play All Halfway;
with no one on first, play All Back.