

THIRD BASE COACH

To use the Coach:

Refer to column matching **lead runner's SPEED** minus **outfielder's ARM**.
Add **RED** and **WHITE** dice and look up result on chart.

(Optional): **BLUE** die determines outfielder making the play: **1-2 LF 3-4 CF 5-6 RF**
For throws to third base: **LF- move left 1 column CF- n/c RF- move right 1 column**

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

STANDARD / FACE TO FACE

#	-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

SB JUMP CHART



Runner's Jump Rating

Pitcher's Hold	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 **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.

ACTION CHART

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

To use **Action Chart**, refer to column matching runner's letter.

Add **RED** and **WHITE** dice and look up result on chart.

BLUE die may be needed for final play result.

Only one attempt may be made per runner per base.

Used for any extra base advancement in Column 3.

When playing **solitaire**, select one of three modes below **before** rolling for batter result.

NORMAL

#	-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	XB	XB	XB	XB	11
12	XB+E?	XB	HOLD	HOLD	HOLD	HOLD	OUT	XB	XB	12

GO FOR IT

#	-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	XB	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

#	-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

Used for letters beside batter card results in Column 5, and for manual steals.

SB	STOLEN BASE	CS	CAUGHT STEALING	BK	BALK; runners advance.
SBE	STOLEN BASE + possible catcher throwing ERROR; roll against catcher's error rating. If roll is higher, all runners advance an extra base on the ERROR.				
+	STOLEN BASE or CAUGHT STEALING; if blue die is higher than catcher's DEF rating, it's a STOLEN BASE. If not higher, runner is CAUGHT STEALING.				
PO	Attempted PICKOFF: if blue die is higher than pitcher's HOLD rating, runner gets back safely. If not higher, runner is PICKED OFF base.				
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.				
POE*	Same as above, but if no error, roll for pickoff as for PO				
WP6	WILD PITCH if pitcher's WP rating is less than 6; runners advance one base.				
PB6	PASSED BALL if catcher's PB rating is less than 6; runners advance one base.				