

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

Roll	Pivot Man's Fielding				
	1	2	3	4	5
2	Beats Throw?	Beats Throw?	FC	FC	DP
3	FC	FC	Beats Throw?	DP	FC
4	FC	FC	DP	Beats Throw?	Beats Throw?
5	DP	FC	FC	DP	FC
6	DP	DP	DP	FC	DP
7	DP	FC	FC	FC	FC
8	DP	DP	DP	DP	FC
9	FC	FC	FC	1b Save	1b Save
10	FC	FC	1b Save	DP	DP
11	1b Save	1b Save	FC	FC	FC
12	Missed Bag?	Missed Bag?	Missed Bag?	Missed Bag?	Missed Bag?

To use this chart, the pivot man in your DP combination (6-4, 5-4, 3-6, 1-4 or 6, etc). If the original play result totals 7 add 1 to the pivot man's rating. Roll three dice totaling the red and white to get the cross number on the column. Three result will require the blue die number:

Beats Throw? -- If the blue die is lower than the batter's speed, he beat the throw.

1B Save -- If the blue die is higher than the first baseman's fielding rating he saves a low throw; otherwise the throw pulls him off the bag

Missed Bag? -- If the blue die is lower than the pivot man's fielding rating, he misses the bag. The batter is still out at first.