

## 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  
For throws home: **CF-** move right 1 column

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

## Used for any extra base advancement in Column 3.

The charts below are used when making all Column 3 3B Coach checks automatic, as in solitaire play  
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	2							
3	OUT	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	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

### STANDARD / FACE TO FACE This chart is used when making Column 3 3B Coach checks optional

#	-4	-3	-2	-1	0	1	2	3	4	#
2	XB/cutoff	XB	2							
3	XB+E?	XB+E?	3							
4	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+	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

### 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



### 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

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.

#	A	B	C	D	E	F	G	H	J	K	L	#		
2	SB	+	SBE	CS	2	SB	CS	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	+	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	+	+	SB	10	+	+	+	10	CS	+	WP6	POE	10
11	PO	+	SBE	+	11	+	+	SBE	11	CS	CS	CS	PO	11
12	PB6	PB6	PB6	PB6	12	PB6	PB6	PB6	12	PB6	PB6	PB6	PB6	12

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

<b>SB</b>	STOLEN BASE	<b>CS</b>	CAUGHT STEALING	<b>BK</b>	BALK; runners advance.
<b>SBE</b>	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.				
<b>+</b>	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.				
<b>PO</b>	Attempted PICKOFF: if blue die is higher than pitcher's HOLD rating, runner gets back safely. If not higher, runner is PICKED OFF base.				
<b>POE</b>	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.				
<b>POE*</b>	Same as above, but if no error, roll for pickoff as for <b>PO</b>				
<b>WP6</b>	WILD PITCH if pitcher's WP rating is less than 6; runners advance one base.				
<b>PB6</b>	PASSED BALL if catcher's PB rating is less than 6; runners advance one base.				

### BUNT PLAY

Roll 3 dice: **BLUE** die determines the fielder. 1, 2- Pitcher 3, 4- First Baseman 5- Third Baseman 6- Catcher  
Add **RED** and **WHITE** dice and look up result in column matching batter's Bunt rating.

#### BUNT for a HIT

Bases empty only

dice roll	1		2		3		4		5		dice roll
#	In	Not In	#								
2	Out at 1st	Foul 1k	1B ?	1B ?	1B ?	1B ?	Out at 1st	Pop Out	1B ?	Foul 1k	2
3	1B ?	Out at 1st	1B ?	Out at 1st	Foul 1k	1B ?	3				
4	Pop Out	1B ?	Out at 1st	Out at 1st	Out at 1st	1B ?	Foul 1k	1B ?	Pop Out	E ?	4
5	Out at 1st	Foul ?	Pop Out	1B ?	Foul 1k	E ?	Out at 1st	E ?	Out at 1st	Pop Out	5
6	Out at 1st	E ?	Foul 1k	Foul 1k	Pop Out	6					
7	Foul 1k	Foul 1k	Out at 1st	E ?	Out at 1st	Foul 1k	Out at 1st	Pop Out	Out at 1st	Out at 1st	7
8	E ?	E ?	Out at 1st	Pop Out	Out at 1st	E ?	Out at 1st	Out at 1st	Out at 1st	Pop Out	8
9	Out at 1st	1B ?	E ?	Foul 1k	Pop Out	Pop Out	Out at 1st	Foul 1k	Out at 1st	Foul 1k	9
10	1B ?	Pop Out	1B ?	Foul ?	E ?	Foul ?	Pop Out	E ?	Pop Out	E ?	10
11	Out at 1st	Foul 1k	Out at 1st	Out at 1st	1B ?	E ?	Out at 1st	E ?	Foul ?	Pop Out	11
12	Out at 1st	E ?	Out at 1st	E ?	Out at 1st	Out at 1st	Out at 1st	E ?	E ?	E ?	12

#### SACRIFICE BUNT

Runner on 1st, or 2nd, or 1st & 2nd, and less than two out

dice roll	1		2		3		4		5		dice roll
#	In	Not In	#								
2	SAC	Foul ?	SAC+E ?	Foul ?	SAC+E ?	Lead ?	SAC	SAC+E ?	SAC+E ?	SAC+E ?	2
3	FC/E ?	FC	Lead ?	Pop Out	Pop Out	SAC+H ?	FC	Lead ?	Pop Out	Lead ?	3
4	FC	SAC	FC	SAC	Lead ?	FC	Lead ?	SAC	FC	Pop Out	4
5	SAC	SAC+E ?	SAC	SAC+E ?	FC	SAC+E ?	Pop Out	FC	FC	FC	5
6	SAC	SAC	SAC+E ?	SAC+H ?	SAC+E ?	Pop Out	SAC+E ?	Pop Out	SAC	SAC	6
7	SAC+E ?	SAC+H ?	SAC	SAC	SAC	SAC	SAC	SAC	Foul 2k	Foul 2k	7
8	SAC	SAC	SAC	SAC	SAC	SAC	Foul 2k	Foul 2k	PO-DP ?	Pop Out	8
9	Pop Out	SAC	Pop Out	FC	Foul 2k	Foul 2k	PO-DP ?	SAC	Pop Out	SAC	9
10	SAC	Pop Out	Foul 2k	Foul 2k	PO-DP ?	SAC	FC	Pop Out	FC	FC	10
11	Foul 2k	Foul 2k	FC/E ?	SAC	FC/E ?	SAC	FC/E ?	SAC+H ?	FC/E ?	SAC	11
12	Lead ?	SAC+H ?	FC	Pop Out	Pop Out	Pop Out	FC	SAC	SAC	SAC+H ?	12

#### SQUEEZE BUNT

Third base occupied and less than two out

dice roll	1		2		3		4		5		dice roll
#	In	Not In	#								
2	Pop Out	Rundown	FC	Pop Out	Pop Out	SAC+E ?	Pop Out	FC	Lead ?	SAC+H ?	2
3	PO-DP ?	SAC+E ?	SAC	Rundown	FC	Rundown	Rundown	Miss ?	SAC	Rundown	3
4	Pop Out	SAC+H ?	PO-DP ?	Lead ?	FC/E ?	Lead ?	FC/E ?	SAC+H ?	FC/E ?	Miss ?	4
5	FC/E ?	Lead ?	FC/E ?	FC	PO-DP ?	SAC+H ?	SAC	FC	PO-DP ?	FC	5
6	SAC	SAC	FC	Pop Out	6						
7	SAC	SAC	SAC	SAC	SAC	SAC	PO-DP ?	Pop Out	Foul 2k	Foul 2k	7
8	Lead ?	Pop Out	FC	SAC+H ?	FC	FC	Foul 2k	Foul 2k	Pop Out	Pop Out	8
9	FC	SAC+H ?	Lead ?	SAC	Foul 2k	Foul 2k	FC	SAC	PO-DP ?	SAC	9
10	FC	FC	Foul 2k	Foul 2k	Lead ?	Pop Out	Lead ?	Lead ?	Miss ?	FC	10
11	Foul 2k	Foul 2k	Rundown	SAC+E ?	Rundown	SAC	Miss ?	Rundown	Rundown	Lead ?	11
12	Rundown	Foul 2k	Miss ?	Miss ?	Miss ?	Miss ?	FC	FC	FC	PO-DP ?	12

1B ? Batter lays down a beautiful bunt and has a chance for a bunt single. Refer to the Umpire for the call at first base.

SAC Batter is out at first, runners advance one base.

SAC+E ? Fielder has trouble fielding bunt. Roll against fielder's error rating. If higher, batter is safe on the error and runners advance one base. If not higher, batter is out, score as a SACRIFICE.

SAC+H ? Batter has successful sacrifice, plus chance for a bunt single. Refer to Umpire for call at first base.

E ? Fielder charges & fields ball but juggles it. Roll against fielder's error rating. If roll is higher, batter is safe at first on the error. If not higher, he's out.

Lead ? Defense can either retire batter at first and score a SACRIFICE - or try for lead runner. If defense tries for the lead runner, refer to Umpire for call at lead base.

FC/E ? Fielder fields ball quickly but bobbles it. Roll against fielder's error rating. If higher, batter is safe and runners advance one base. If not higher, lead runner is out on a FC.

Rundown Pitcher catches lead runner off base. Roll one die against runner's speed. If die is higher, runner is tagged out in rundown, others hold. If die is not higher, runners get back safely.

PO-DP ? Batter is out on popup, defense may catch lead runner off base for a Double Play. Refer to Umpire for the call at base.

FC Lead runner is out, batter is safe at first base on the Fielder's Choice.

Out at 1st Unsuccessful try for a hit. Batter is thrown out at first base.

Pop Out Batter pops out to fielder.

Miss ? Roll one die against batter's bunt rating. If die is higher, he fouls off bunt for second strike. If not higher, batter bunts through pitch and runner on third must try to steal home. Roll one die and refer to Letter J of the Action Chart, using pitcher's Hold rating for all '+' results.

Foul 1k Batter fouls off bunt attempt, strike one.

Foul 2k Batter fouls off bunt attempt, two strikes.

If second attempt, batter is out on strikes.

Foul ? Ball is bunted right down the line.  
Roll 1 die: even number, ball rolls foul;  
odd number, ball stays fair, batter is safe at first with a SINGLE, runners advance.

UMPIRE	DEFENSE								
	1B, 3B, P   C								
SPEED	1	5	2	4	3	4	2	5	1
5	3	4	5	SAFE	SAFE				
4	2	3	4	5	SAFE				
3	1	2	3	4	5				
2	OUT	1	2	3	4				
1	OUT	OUT	1	2	3				

### HIT AND RUN

Roll 2 dice: Add Pitcher's H&R result (RED) to Batter's H&R result (WHITE). Refer to total # on chart.

# Result Runner on 1st, or Runners on 1st and 2nd

2-3	GROUND OUT TO THIRD BASE	Runners advance one base.
4-5	GROUND OUT TO FIRST BASE	
6-7	Right-handed batter: GROUNDER INTO THE HOLE AT SECOND BASE Left-handed batter: GROUNDER INTO THE HOLE AT SHORTSTOP Roll one die against fielder's defense. If die is higher, fielder makes a diving stop and retires the batter at first as runners advance one base. If not higher, balls sneaks through hole vacated by fielder as he covers the bag. Runners advance two bases on the SINGLE.	
8-9	SINGLE TO LEFT FIELD SINGLE TO RIGHT FIELD	Runners advance two bases.
10-	SINGLE TO RIGHT FIELD	Runners advance two bases. If the runner on first has a higher speed rating than the arm of the right fielder, he scores from first.
11-12-	STRIKEOUT	Roll one die against the catcher's defense rating. If the die is higher, runners steal safely. If not higher, lead runner is caught stealing for a DOUBLE PLAY.
13-14-	STRIKEOUT (or foul ball)	Roll one die. If die roll is odd, pitch is fouled off. Hit and run is called off. If die is even, batter strikes out, runner(s) try to steal, see 11-12.
15-	GROUNDOUT TO 2B	Batter is out at first, runners advance one base. Defense may try
16-	GROUNDOUT TO SS	for force at second. Roll one die against speed of runner on first.
17-	GROUNDOUT TO 3B	If die is higher, runner is out on a close play, batter is safe at first.
18-	GROUNDOUT TO 1B	If not higher, runner beats throw and everyone is safe.
19-	LINE DRIVE TO PITCHER	Caught for the out. If not the third out, pitcher throws to first for a DOUBLE PLAY. If this is not the third out, with a runner on second, it's a TRIPLE PLAY (P to 1B to SS).
20-	GROUND OUT DOUBLE PLAY (SS to 1B)	Force out at 2nd, batter is out. Runner on 2nd takes 3rd.
21-	GROUNDOUT TO FIRST BASE, POSSIBLE DOUBLE PLAY (1B to SS to P)	If runner on first has 1 or 2 speed, he is forced at second, batter is out. Runner on 2nd takes 3rd. If runner on first has 3, 4 or 5 speed, first baseman steps on first to retire batter, runners advance.
22-23-	GROUND BALL TO 2B	Secondbaseman throws to first, batter is out; runners advance one base. If 2B is rated 3 or better defense, he may try for force at second. Roll one die against speed of runner on first. If die is not higher, runner beats throw and everyone is safe. If die is higher, force at second. Roll one die against batter's speed. If higher, batter is out on DP. If not higher, batter safe.
24-	LINE OUT TO RIGHT FIELD	Runner on first may be doubled off base. Roll one die vs. OF's arm.
25-	LINE OUT TO CENTER FIELD	If die is higher, runner gets back safely. If not higher, score a DP.
26-	FLY OUT TO LEFT FIELD	
27-28-	FLY OUT TO CENTER FIELD	Runners hold.
29-	LINE SINGLE TO OUTFIELD	Runners advance two bases
30-	GROUND RULE DOUBLE TO CENTER FIELD	
31-	DOUBLE INTO THE GAP	All runners score
32-	HOME RUN OVER THE CENTER FIELD WALL	
33-	RUNNER CAUGHT STEALING	Batter strikes out; catcher throws out lead runner easily.
34-	POSSIBLE PICK-OFF AT FIRST BASE	Roll one die against pitcher's hold rating. If die is higher, runner gets back safely. If die is not higher, runner is PICKED OFF first base.
35-36-	DEFENSE CALLS FOR PITCH OUT	If catcher's defensive rating is higher than lead runner's speed, runner is caught stealing. If not higher, roll one die against the catcher's rating. If die is higher, runners steal safely. If not higher, lead runner is caught stealing.
37-38	PITCH IN THE DIRT	Catcher blocks pitch, but runner(s) steal without a throw being made.
39-	BALK	Runners advance one base.

UMPIRE: Locate the square matching runner's SPEED (left) to fielder's DEFENSE (top). Roll one die. If the die is higher than the number in the square, runner is OUT. If the die is not higher, runner is SAFE.