

2014 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2014, roster moves TBA as I will be sending monthly instructions.

Apr-14 **COMPLETE 2014 ROSTER**

Computer managers please send game sheets and do not use auto manager

Position Players:

NAME	TEAM	AGE	BATS	COMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	HOW ACQUIRED
W.BLOOMQUIST	ARIZ	36	R	SA1	0/-2	9	16	2	32	48/150			1	2	TRADE 13 FOG
C.CULBERSON	COL	24	R	SA0	-4/+1	32	9	6	32	104 PA			5	2	14 6TH RD PICK
M. ELLIS	LAD	36	R	SA2	+2/-3	31	14	5	31	126/480			0	2	TRADE 14 KAN
J. ELLSBURY	BOS	29	L	SA5	-8/+3	35	18	56	33	134/632			2	2	08 1ST RD PICK
P. GOLDSCHMIDT	ARIZ	25	R	SA1	0/-2	27	12	22	31	160/709			3	1	12 1ST RD PICK
R. IBANEZ	SEA	40	L	SA0	-1/-1	N	6	0	33	124/496			0	1	TRADE 13 FOG
C. JOHNSON	ATL	29	R	SA2	+5/-3	N	8	0	33	142/547			3	2	TRADE 13 FOG
K. JOHNSON	TOR	32	L	SA0	-1/-1	25	16	11	33	118/407			0	1	06 2ND RD PICK
R. LAVARNWAY	BOS	26	R	SA1	-1/-2	N	5	0	31	82 PA	3	-1	3	1	14 5TH RD PICK
N. MARKAKIS	BAL	30	L	SA1	-3/-1	14	15	3	37	160/700			2	2	07 1ST RD PICK
W. NIEVES	ARIZ	36	R	SA1	0/-2	N	7	0	31	71/206	1	+1	3	2	13 5TH RD PICK
J. PIERRE	MIA	36	L	SA5	-10/+1	31	17	29	27	113/330			1	3	TRADE 09 GOH
A. PIERZYNSKI	TEX	37	L	SA0	-1/-1	20	5	2	35	134/529	2	+3	2	2	TRADE 12 MUN
B. REVERE	PHIL	25	L	SA0	+7/-4	28	18	30	25	88/336			4	2	12 2ND RD PICK
B. RYAN	NYN	32	R	SA0	-2/-1	26	15	6	33	104/349			3	1	08 3RD RD PICK
J. THOLE	TOR	27	L	SA2	-4/-1	N	6	0	31	45/135	3	+1	1	2	11 1ST RD PICK
S. VICTORINO	BOS	33	B	SA0	+2/-3	34	18	24	36	122/532			0	2	TRADE 13 FOG
K. WONG	STL	23	L	SA5	-9/+1	33	14	3	33	62 PA			3	1	14 2ND RD PICK

ACTIVE ROSTER

MINOR LEAGUES

Pitchers:

NAME	TEAM	AGE	MS	SPD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	HOW ACQUIRED
T. CLIPPARD	WAS	29	XY	6	*22	-21	-22	R	6	*71	2	0		0	10 BONUS A PICK
J. CRAIN	CWS	31	XY	9	*21	14	62	R	6	*37	0	0		0	TRADE 13 MEL
J. DIEKMAN	PHIL	27	X	6	*13	-23	53	L	6	*39	3		0	0	14 4TH RD PICK
M. GARZA	CUBS	30	YZ	11	9	21	-14	R	28	24	3	0		1	08 1ST RD PICK
J. HENDERSON	MILW	31	XY	6	*16	-25	-21	R	6	*60	0	0		0	13 6TH RD PICK
C. KERSHAW	LAD	26	XZ	9	18	23	35	L	27	33	3			3	09 1ST RD PICK
K. LOHSE	STL	25	Z	11	9	32	-21	R	25	32	1	0		0	TRADE 09 HUD
T. PATTON	BAL	29	Z	7	*9	15	-16	L	6	*56	0	0		1	13 BONUS A PICK
B. PARKER	CUBS	28	XY	5	*13	0	14	R	6	*47	3	0		0	14 4TH RD PICK
F. PAULINO	KC	30			No Card			R		No Card					TRADE 12 KNOX
A. PETTITTE	NYN	41	Z	5	8	21	21	L	26	30	2	0		1	TRADE 13 NW
D. PRICE	TB	28	YZ	6	10	41	21	L	27	27	2	0		2	10 1ST RD PICK
M. REYNOLDS	ARIZ	29	YZ	4	*13	36	22	L	6	*28	0	0		3	TRADE 14 HUD
A. RIENZO	CWS	26	W	6	1	-46	-31	R	28	10	3	0		0	14 4TH RD PICK
S. SANTOS	TOR	30	XYZ	5	*25	51	43	R	5	*26	3	0	0	0	11 3RD RD PICK
T. SIPP	CLEV	30	XW	9	*8	-54	-23	L	5	*38	3			0	10 BONUS A PICK
C.VILLANUEVA	TOR	30	Y	6	7/*12	12	-13	R	27/7	15/*39	0	0		1	TRADE 09 HOU

2014 TEAM STATEMENT:

Despite a disappointing and abrupt end to the 2013 season the River Rats reached the World Series for the first time in team history which made the season a success. This year's squad has a distinctly different look to it and in many ways is superior. Despite the fact that there is an 800LB gorilla in our conference in 2014 we will make every effort to finish the job this year. The rotation is anchored by a grade 18 and a cast of solid if unspectacular follow-ups. The pen is very strong at the top end and has some useful parts. The lineup is what has been given a facelift this year as 4 full time cards join the returning Jacoby Ellsbury to form a very formidable and multi-dimensional roster with a very strong defensive core and the most talent off the bench in recent team history. It should be a fun season for the River Rats as we go for our 3rd consecutive division title and look for another deep run in the playoffs.

Players cut for the 2014 season are as follows: T. Byrdak (U), B Villarreal (U), M. Fontenot (U), R Theriot (U), D. Wise, E Hinske, C. Tracy C Izturis, L Jimenez, M Reynolds and C Tracy.

Management wishes the best to these players and hopes that we will not need to draft any of them next year. Good luck and have a great season.

Whitman River Rats Pitching Instructions

Overview: The rotation is solid and deep. Starting a grade 18 with +23/+35 peripherals 33 times kind of re-defines the term "ace of the staff" and that is what Kershaw does. After that Price stands on his own with a grade 10 and +41/+21 for 27 more. 86 more solid starts are followed by 16 that are decent making the rotation a team strength. The bullpen boasts 134 IP of grade 21+ and an additional 175 solid setup innings. Our starters should go deep most days and the end of this bullpen should nail down games.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Price, 3-Lohse, 4-Pettitte, 5-Garza, 6-Villanueva, 7-Rienzo

<u>APRIL</u>		<u>MAY</u>		<u>JUNE</u>		<u>JULY</u>					
@ FOG	1 thru 4	1,2,3,4	@ NW	1 thru 5	5,1,2,3,4	@ COL	1 thru 4	6,4,3,1	vs CAY	1 thru 5	2,4,1,5,3
vs COL	6 thru 8	1,2,3	vs MAR	6 thru 9	5,1,2,3	@ BH	6 thru 8	6,4,3	vs DET	6 thru 9	2,4,1,5
vs BH	10 thru 12	4,1,2	vs POR	11 thru 14	5,1,2,3	vs FOG	9 thru 11	1,2,6	@ ZIO	11 thru 14	2,4,1,3
vs DAL	14 thru 17	3,4,1,2	vs KNX	15 thru 18	4,5,1,2	vs RYE	12 thru 16	4,3,1,2,6	@ MEL	15 thru 18	5,2,4,1
@ BRO	19 thru 23	3,4,1,2,6	@ GOH	20 thru 23	3,5,1,2	@ GC	18 thru 21	4,1,3,6	@ TAY	19 thru 22	3,5,2,4
<u>AUGUST</u>		<u>SEPTEMBER</u>		<u>OCTOBER</u>		<u>NOVEMBER</u>					
@ HUD	1 thru 4	3,5,2,4	@ FOG	3 thru 5	4,3,5	vs NW	1 thru 4	3,4,5,6	vs GC	2 thru 6	6,3,5,2,1
@ MID	5 thru 8	1,3,5,2	vs COL	6 thru 9	2,1,4,3	vs GOH	5 thru 9	1,3,4,5,6	@ CAY	7 thru 10	6,4,3,5
@ MUN	10 thru 13	1,3,4,5	vs BH	10 thru 13	5,2,1,4	vs NBO	10 thru 13	1,3,4,5	@ COL	11 thru 13	1,6,4
vs KAN	14 thru 17	2,1,3,4	vs BRO	14 thru 17	3,5,2,1	@ DAL	15 thru 19	6,3,4,5,1	@ BH	15 thru 18	3,1,6,2
vs LV	18 thru 21	5,2,1,3	@ DET	19 thru 23	3,4,5,1,2	@ RYE	20 thru 23	6,3,4,5	vs FOG	19 thru 22	4,7,1,6

Starting Pitchers

Ace(s) Kershaw is truly the ace of this staff and will get every chance to pitch deep into games. This year batters will have to deal not only with his 18 grade but with strong peripherals. He pitches until reduced or late in a tight game it is time for the setup/closer crew to take it home.

Removal If he is reduced for any reason innings 1-6, unless the score is +2/-2, let him pitch until reduced a second time. Once we hit the 6th or score is +2/-2 when reduced, remove him for better bullpen options. He can pitch out of trouble early but let the pen take it after 7 score is +3/-1.

Tier II Price I hope to get 6+ from him and will most days but on days we don't look to better options in the pen. His grade 10 and positive peripherals should sometimes allow him to go deeper into games but don't feel the need to stretch him if he gets into trouble. Always remove if reduced.

Removal I would like to get 5+ IP from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.

Tier III Garza/Lohse While we love the solid grade 9's, both of these guys are trying to reach the 6th and keep it close. The low fatigue # of 25 for Lohse makes it unlikely he goes deep into games. I will be very happy with 5+ innings from them but don't stretch them to get to that marker.

Removal No real minimum IP but I do hope to get 5/6+ most days. If reduced inning 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4. Consider replacing them with the long man if one is knocked out early for the shift advantage.

Tier IV Pettitte, I truly hope to get 5 IP. Because he is a lefty, there will be games he will dominate and games he will get tattooed. At least he has great control. I do think he will get us through 5 most days but begin to look to the pen if any trouble is brewing after 4. A RHP will be waiting just in case.

Removal I need at least 3 IP unless reduced. If reduced inning 1-5 & score is +/-5 remove him for better options. If reduced & we trail by 5+, staple to the mound through 5 to see if we get back in it. If reduced when we lead, remove immediately regardless of inning. After 5th inning have a quick hook score +/-3.

Other Villanueva/Rienzo we will attempt to survive these 16 starts. Plan on an early departure (innings 3-5) most days to a pre-planned bullpen arm.

The goal is to get 5 innings but with the low grade that won't always happen so don't give up a lead after the 3rd. Every reliever has a better grade.

Removal Remove if we give up 5 runs or we complete 5 innings, which ever comes first. After 3 do not give up a lead.

Relief pitchers

Overview: Here are some simple ideas of how I would like to see the bullpen managed when we trail and when tied or ahead followed by guidelines for each group of relievers. Please do your best to stick to game/series limits listed in my monthly instructions.

When we have a lead: The starter will give way to Villanueva/Parker early if needed. Henderson/Reynolds or Diekman should cover the 6th. Clippard pitches the 7th and first out of the 8th (4 outs). Crain goes 1 inning and gets it to Santos with 1 out in the 9th. That is the ideal.

When we trail: Patton/Villanueva can be used if it is out of hand (+/-5) innings 1-5. In a blowout those guys can carry it as far as legal or until we make up some ground. In a closer game use anyone and everyone except Crain and Santos who should only pitch late in a close game 0/+3.

When the game is tied: Before the 6th use Parker or Diekman. Henderson, Reynolds and Clippard are all available for multiple innings 7th+. I am ok with you stretching the limits and beyond in a tie game to go for a win. Just make sure you do your best to spread it a bit but winning the game is more important than worrying about burning somebody's innings beyond what I have prescribed.

Santos Too bad there are limited innings because his grade 25 +51/+43 make him the best closer I have ever had. The plan for now will be to have him get the last 2 outs of the game in the 9th, save situation only. Please DO NOT use him for more than 0.2 per outing at this time.

Crain His role will be short bursts of setup duty in the 8th and sometimes in the 7th. He is the backup guy for closer so use him in that role if Santos is unavailable or blows one that we are back up in. He should face 2-3 batters max, 0.2IP is the target allowance per outing due to short innings.

Clippard A true luxury to have a grade 22 as the 7th inning guy and 71 IP. His peripherals are a bit ugly but his job most days will be to come in and get 4 outs in a meaningful situation (lead, tie or very close game). Limit him to 1.2IP per outing for now but he is the workhorse of this pen.

Henderson The true middle relief, he can be used for a max of 2IP per outing. His grade 16 is slightly offset by weakish peripherals but I am comfortable with him taking the ball in the 6th or 7th if needed in a tight game. He is the last guy you get to try to touch up before the 20's arrive.

Parker Parker's primary role is middle relief in a game that is +/-4 from the right side between the 5th and 7th innings. He has limited innings so please limit him to 1.1IP per outing. He can be used to soak up an inning in a blowout after the long guy is used or to get 1 batter late with a negative shift.

Diekman/Reynolds These guys will share the role of LHP setup or middle relief. Combined they have enough innings to be used up to 2.0 IP per outing and on some occasions one may be designated as the long guy. For use any time between the 5th and the 7th as needed, Diekman has the +53 HR.

Patton/Sipp/Villanueva 1 or 2 of these guys will always be active. Usually they will perform bulk clean up work when a game is out of hand or a starter has been forced out early. Sipp is a fighting grade 8 so he should not pitch after the 5th in a close game. The other 2 are much better options and can bridge it to the middle guys. There are no IP limits for any so use as needed. I will designate the valet month to month from this group.

Items Of Note- Any starter pitching a shut out should be left in with a chance to advance his grade. There is plenty of bullpen so if in doubt, go to the pen and don't let a game get out of hand particularly after the 5th inning.

Pitching Strategy

Intentional Walks: At any point in the game vs a stud with 2 out and 1st base open with a better match up waiting on deck in a spot you are not going to PH for with a poor matchup for me. Never to load the bases though.

Pitch from Stretch: Computer Game- Always with a SB threat on 3B and less than 2 out after the 7th inning.

Boards: Only in the 9th or Xtra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better.

Hold Runner: Computer Game- Always with +/-5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed. Board Game- Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

Offensive Guidelines:

Lineups: I normally send lineups monthly, use these lineups if you don't hear from me by the 4th.

Board Game Lineups:						Computer Game Lineups:											
VS RHP Grade 9<			VS RHP Gr 10>			VS LHP Grade 10>			VS LHP Grade 9<			VS LHP			VS RHP		
1	Ellsbury	LF	1	Ellsbury	LF	1	Revere	LF	1	Revere	LF	1	Revere	LF	1	Ellsbury	CF
2	Markakis	RF	2	Markakis	RF	2	Ellis	SS	2	Victorino	CF	2	Bloomquist	2B	2	Revere	LF
3	C.Johnson	3B	3	C. Johnson	3B	3	C. Johnson	3B	3	C. Johnson	3B	3	C. Johnson	3B	3	C. Johnson	3B
4	Goldschmidt	1B	4	Goldschmidt	1B	4	Goldschmidt	1B	4	Goldschmidt	1B	4	Goldschmidt	1B	4	Goldschmidt	1B
5	Victorino	CF	5	Pierzynski	C	5	Victorino	CF	5	Pierzynski	C	5	Victorino	CF	5	Victorino	RF
6	Ibanez	DH	6	Victorino	CF	6	Ibanez	DH	6	Ibanez	DH	6	Ibanez	DH	6	Ibanez	DH
7	Pierzynski	C	7	Ibanez	DH	7	Nieves	C	7	Ellis	SS	7	Nieves	C	7	Pierzynski	C
8	K. Johnson	2B	8	K. Johnson	2B	8	K. Johnson	2B	8	Markakis	RF	8	Markakis	RF	8	K. Johnson	2B
9	Ellis	SS	9	Ryan	SS	9	Markakis	RF	9	K. Johnson	2B	9	Ellis	SS	9	Ellis	SS

State of the team: This offense will be 8 or 9 deep most days. We have great speed & SBA at the top, two huge cards in the middle with C. Johnson and Goldy followed by three very solid hitting cards in the 5-7 slots. As bottom of the order guys go ours are decent when Ellis and K. Johnson have the duty. With platoons at SS, C and CF there are lots of spare PA's from those guys. Bloomquist, Lavarway and either Pierre or Culberson round out a very strong bench.

Usage: Most of the time our everyday guys will be playing on the road so there should be very little need to worry about usage. There are multiple PR/PH options and a SBA threat or two. Very nice defensive options will require some usage late in games.

Bench Usage: *Below is a brief description of best uses for the bench regulars with limits if any exist.*

Ryan- His primary role will be as a defensive replacement at SS moving Ellis over to 2B. If we lead after we bat in the 7th he should take over at short. He is fast and can PR any time and he can steal vs weaker battery's (26 SSN). His bat sucks.

Bloomquist- He will see lots of action as the primary PH sporting a 12 hit card and a minimal shift. Use him in that role aggressively even when we lead by 1. He can PR when speed and not SBA is needed any time. Backs up SS/2B and OF.

Revere- He is available vs board RHP off the bench. He is the primary PH vs LHP on the boards. Top option for PR with his blazing 18 speed and he can steal 30 times. There may be need of his D if Ellsbury or Markakis are hit for too.

Lavarway- He is PA limited so use him freely as a PH particularly on the computer game when an XBH is needed (4 0's). When he reaches base as a PH, consider running for him right away. He is the emergency 3rd C but try to limit his usage.

Nieves- With tons of usage his solid bat can be called on vs LHP or RHP late in games. He is a C8 +1TH so if AJ is run for Nieves is available as the backup catcher any time. When he reaches as PH you may consider running for him (7 speed).

Pierre- He is the designated PR for base stealing with 29 SBA, his +1 shift vs RHP makes him the 3rd or 4th PH option.

Culberson- As a PH vs RHP after the 7th, he is PA limited but won't get much roster time. Not fast but 6 SBA w/32SSN.

Other- If the other PR are used up, Garza and Lohse are both 11's so they can be called upon to run for a slow basrunner. K. Johnson can be used as PR and if we need a late PH HR he is the guy. He's the emergency 3B/1B backup too.

Stolen Base Attempts:

Once again this will be a key part of our offense for sections of the lineup. There are 3 guys who, depending on the batter will straight steal more and others who have limited attempts or lower SSN's that will stick to H&R most of the time.

STRAIGHT STEAL of 2B with these guys **unless** either of these two things are true: 1. **Pierre/Bloomquist** are at bat.

2. Your battery is a combined +5 or better. If neither is true then attempt SBA as follows.

Any time

Ellsbury/Pierre/Victorino/Culberson: Straight steal freely when above criteria are met. Steals of 3B when tying/wining run.

After 5th Inning

Revere/Goldschmidt/Johnson: Each should run as baserunner or pinch runner any time above criteria met after the 5th.

7th Inning or later

Ellis: When go-ahead or tying run with 0 or 1 out, attempt steal of 2nd from 7th inning forward battery +1 or worse.

Rarely

Ryan: Because of low SSN's only attempt SBA straight

steal when your battery is a combined -2 in the 8th or 9th inning tying/wining run.

Hit-And-Run Attempts:

When the 2 conditions above are true (**Pierre/Bloomquist** at bat or Battery is +4 or better) and the straight steal is not in order, that means the H&R is in order with the following combinations on base or at bat.

Baserunners: Ellsbury, Goldschmidt, Johnson, Pierre, Victorino, Culberson, Ellis or Revere.

Batters, Pierre, Revere, Markakis, Ellis, Bloomquist, C. Johnson, Ellsbury, Nieves or Pierzynski.

Juan Pierre and **his** 3 31's make him a must H&R option when any of the above baserunners are on period end of story.

Defensive Guidelines:

Outfield Throws: Boards- Throw for lead runner w/ advance # of 35 or less unless winning run 9th+ (then throw regardless).

Otherwise throw behind lead. **Computer Game-** Always throw for lead runner who is "S", non-S runners do not throw for lead when runner is "well-around". Always throw on a steal attempt of second with no runner on 3rd.

You may use Adams Tables or your own judgement if it differs greatly from my instructions.

Infield: Play deep for the first 7 innings. After 7, play close with 0 or 1 out, 1B open, IBB is not an option tied or trailing by 4 runs or fewer.

Defensively this team is very strong at 8 positions. We have 3 C8's a SS9, 1B5, 4 OF 3 and 2B 9 every day. There are nice gloves available for late innings in the OF/SS/2B and C so when my best D is in the game we are a 36/45 which is pretty good.

CATCHER: This one is easy. **Pierzynski** is the starter vs RHP (usually), and **Nieves** starts vs LHP. Both have + TH arms although AJ is the best (+3). Lavarway is an emergency C7 -1 and Thole will only be active in NOV as C8 +1.

1B: Goldschmidt is a 1B5 for 160 games and will not leave the game unless injured. Both **Johnsons** are 1B3 for emergencies.

2B: K. Johnson will play most road games as the 2B and **Ellis** as the SS. The plan for late innings defense will be to move Ellis to 2B and bring Ryan in to play SS with K. Johnson or Culberson leaving the game after we bat in the 7th.

3B: C. Johnson will be the regular on the road with **Bloomquist** getting the remaining 20 starts. Neither is known for D and we do not have an adequate defensive replacement at this position for late innings so just go with the starter all the way.

SS: Ellis will be starting on the road most days as a SS8. When that is the case, after we bat in the 7th with any lead **Ryan** will take over at SS moving Ellis over to 2B for whom ever started there that day. Double 9's in the middle, sweet.

Outfield: There are 4 OF 3's active all season so we should end up with a stacked defensive OF pretty much every inning of every game. **Markakis** is the RF and **Victorino** will get almost all his work in CF. **Ellsbury** and **Revere** are platooning in LF. If any starter departs the 4th guy will finish games we lead or are tied. In a meltdown emergency **Pierre** or **Ibanez** can fill in.

Offensive Strategies:

Pinch Hitting:

This year we have a few exceptional offensive cards available off the bench for pinch hitting. There are 2 scenarios where a PH should be called upon. Major shift issues and a key PA in a game that calls for a superior hitting card after the 5th inning.

Boards- Shift issues require you consider PH'ers for **Ellis, Ellsbury, Revere, Pierre** and **Culberson**. These guys should only be lifted from the 7th inning on when we trail by 1-4 runs. Then there are the weaker cards. Hit for **Ryan** any time he bats as the tying run or leadoff hitter at any point after 4 innings. From the 7th on consider lifting **Markakis, K. Johnson, Ellis, Pierre** or **Pierzynski**. The top cards off the bench (consider shift) are **Bloomquist, Ellsbury, Revere, Lavarway, Nieves, Culberson** and **Pierre** pretty much in that order depending on shifts. There will usually be 3-4 available daily.

Computer- Since shifts are less of an issue, this is more about putting the best bat in a key PA late in a game. So, that will usually be **Bloomquist, Ellsbury, Revere, Lavarway, Nieves, Pierzynski** and **Culberson** are the other bats you want to use.

Pinch Running:

Please begin to consider using a pinch runner any time after the 6th inning when the game is +2/-2 and a lead foot reaches.

The two possible scenario's that would require a pinch runner are 1.) When a SBA attempt is critical to getting the tying run or winning run advanced OR 2.) When we need a baserunner strictly for speed at any point after the 6th inning for a key run. Of the regulars, **Ibanez, Pierzynski** and in a game winning/tying spot **C. Johnson** or **Culberson** will need a PR.

Scenario 1, use **Pierre, Ellsbury, Revere** or **Culberson**. These guys are SBA specialists and have speed to burn anyway.

Scenario 2, use **Bloomquist, Ryan, K. Johnson** and then look to **Garza** or **Lohse**. Just get a faster runner in place.

Sacrifice Bunts:

Boards- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occasions when that is not the case, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batter is **Ryan** (likely hit for Ryan though) or **Ellis**. **Speaking of Ryan, his hitting card is so bad that you should ALWAYS sacrifice when he is up with runner on 1st or 1st & 2nd, with either 0 or 1 out. Treat him like a pitcher in that way.**

Computer- I don't like the sacrifice bunt in the computer game unless **Ryan, Izturis** or **Pierre** is at bat in the 9th+ tying or winning run on 2nd and there are 0 out or 1st & 2nd with 0 out in the same situation.

Baserunning:

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs any OF arm of 34+). As for attempts to score, please send runner with 28+ chances and your best judgement otherwise on the board game. For computer players, use your best judgement but always send a runner who is "well around". Finally, do not try to stretch a 2B to a 3B!