

2016 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2016, roster moves TBA as I will be sending monthly instructions.

Apr-16 COMPLETE 2016 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
B. BUTLER	KC	29	R	SA0	-1/-1	N	4	0	30				4	2	TRADE 15 CAY
J. BUTLER	TB	30	R	SA0	-3/0	28	10	7	30				6	1	16 6TH RD PICK
T. CRUZ	STL	29	R	SA2	+3/-2	N	10	0	32		1	-4	4	2	TRADE 16 WAR
J. ELLSBURY	BOS	31	L	SA1	-2/-1	27	18	30	33				1	2	08 1ST RD PICK
P. GOLDSCHMIDT	ARIZ	27	R	SA1	+1/-2	31	15	26	31				1	1	12 1ST RD PICK
C. GONZALEZ	COL	30	L	SA5	-16/+4	31	15	2	33				1	1	TRADE 16 STM
B. HOLT	BOS	27	L	SA0	+3/-3	34	15	9	30				0	2	15 BONUS PICK
C. JOHNSON	ATL	31	R	SA3	+5/-5	26	6	3	33				1	2	TRADE 13 FOG
K. JOHNSON	TOR	34	L	SA2	-5/-1	26	10	3	32				1	1	06 2ND RD PICK
N. MARKAKIS	BAL	32	L	SA5	-8/+1	26	15	3	37				2	2	07 1ST RD PICK
J. MARTE	DET	24	R	SA4	+7/-8	N	12	0	30				1	0	16 7TH RD PICK
A. PIERZYNSKI	TEX	39	L	SA3	-6/0	9	5	2	35		1	-3	4	2	TRADE 12 MUN
J. RAMIREZ	CLEV	23	B	SA0	-4/0	28	16	14	32				0	2	15 2ND RD PICK
B. REVERE	PHIL	27	L	SA3	-5/0	31	18	38	28				0	2	12 2ND RD PICK
M. ROJAS	MIA	27	R	SA0	-8/+2	14	14	1	33				2	1	16 4TH RD PICK
E. SOGARD	OAK	29	L	SA2	-5/-1	33	16	7	32				1	2	WAIVER WIRE 15
J. SUCRE	SEA	27	R	SA5	+14/-10	N	6	0	31		2	+4	4	1	16 7TH RD PICK
T. TULOWITZKI	TOR	31	R	SA3	+6/-3	26	11	1	38				4	1	TRADE 16 STM
K. WONG	STL	25	L	SA5	-9/+2	25	17	23	33				1	2	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
A. CASHNER	SD	29	Y	14	7	-15	13	R	28	31	1	0		+1	TRADE 16 IND
T. CLIPPARD	WAS	31	YW	6	*17	-34	0	R	6	*71	3	0		0	10 BONUS A PICK
J. DIEKMAN	PHIL	29	XW	6	*11	-61	24	L	6	*58	3	0		0	14 4TH RD PICK
Y. GALLARDO	TEX	30	R	13	9	-23	26	R	24	33	3	0		+1	TRADE 16 STM
M. GARZA	CUBS	32	L	11	3	-16	-21	R	31	25/*5	3	0		+1	08 1ST RD PICK
J. HAHN	SD	26	ZG	6	11	16	42	R	25	16	3	0		+3	15 2ND RD PICK
J. HOOVER	CINN	28	YW	4	*18	-53	-11	R	6	*64	3	0		+1	TRADE 15 GC
C. KERSHAW	LAD	28	XYZ	11	17	31	26	L	27	33	3	0		+2	09 1ST RD PICK
B. LOGAN	COL	31	XW	5	*7	-34	25	L	5	*35	3	0		0	TRADE 16 HUD
J. MILLER	COL	28	XY	6	*15	-23	32	R	6	*33	3	0	0	0	16 5TH RD PICK
D. PRICE	TB	30	XZG	6	14	25	25	L	28	32	1	0		+3	10 1ST RD PICK
F. RODRIGUEZ	OAK	31	XYW	6	*13	-33	33	R	6	*59	3	0		+2	16 4TH RD PICK
E. SANTANA	MIN	33		8	9	-12	12	R	28	17	2	0		0	TRADE 16 MID
T. SIPP	CLEV	32	XY	9	*17	13	16	L	6	*55	3	0		+2	10 BONUS A PICK
C. VILLANUEVA	TOR	32	Y	6	*14	-13	12	R	9	*61	1	0		+1	TRADE 09 HOU
A. WEBSTER	PITT	26			No Card						No Card				

2016 TEAM STATEMENT:

After a "bridge" year in 2015 the Rats have built a team that will contend for the division title, the conference title and the WS title this year. The rotation is anchored by the Kershaw/Price dynamic duo who give us 65 starts, the rest of the rotation is solid. The bullpen has significant depth if no overwhelming grades so careful management will be important. The lineup is a stark difference from last years version as we have some power bats in the mix now. This team can hit, can run, can play D and the bench will be very useful in making the difference between a win and a loss every day. This could be a 100 win team if things go well for us but it would be a big shock if Whitman does not make a return trip to the playoffs in 2016. Do not be unwilling to make moves, use the whole roster. Players cut for the 2016 season are as follows: M. Cleto (U), c. Perez (U), A. Ranaudo (U), A. Rienzo (U), K. Yates (U), W. Nieves (U), J. Thole (U), T. Scheppers, W. Bloomquist L. Overbay (U), S. Victorino, Hagadone and C. Cowgill (U). 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: This years rotation is deep and strong with two left handed monsters at the top in Kershaw & Price who combine for 65 Ace level starts. Righty's Hahn and Santana add 33 strong starts followed by Gallardo and Cashner who are both solid. The top of this staff should pitch deep into games and there are no "weak" starts this year. The bullpen is solid, it lacks a dominant grade but makes up for that with significant depth and options from both sides. Overall this is a very good staff that will keep us in it most days.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Price, 3-Hahn, 4-Santana, 5-Gallardo, 6-Cashner.

APRIL	MAY	JUNE	JULY
vs BH 1 thru 4 3,5,2,1	@ BRO 1 thru 5 5,6,1,2,4	@ COL 1 thru 4 1,2,5,6	vs GC 1 thru 5 5,4,6,2,1
vs COL 6 thru 8 3,6,5	@ CAY 6 thru 9 5,6,1,2	@ WAR 6 thru 8 1,2,3	vs NW 6 thru 9 5,4,6,2
vs WAR 10 thru 12 1,2,3	vs STM 11 thru 14 5,6,4,1	@ BH 9 thru 11 6,5,1	@ TAY 11 thru 14 5,1,6,2
@ RYE 14 thru 17 5,1,2,3	vs HUD 15 thru 18 2,5,6,4	vs IND 12 thru 16 2,3,6,5,1	@ MID 15 thru 18 4,5,1,6
@ DET 19 thru 23 6,5,1,2,3	vs KAN 20 thru 23 2,5,6,4	vs HOB 18 thru 21 3,6,2,1	@ MLR 19 thru 22 2,4,5,1
AUGUST	SEPTEMBER	OCTOBER	NOVEMBER
@ KNX 1 thru 4 6,2,5,1	vs BH 3 thru 5 3,6,5	@ GC 1 thru 4 4,5,1,2	vs CAY 2 thru 6 3,5,1,6,2
@ ZIO 5 thru 8 4,6,2,5	vs COL 6 thru 9 1,2,3,6	@ LV 6 thru 9 6,5,1,4	vs DET 7 thru 10 3,5,1,6
vs BRO 10 thru 13 1,6,2,5	vs WAR 10 thru 13 5,1,2,3	@ HOB 10 thru 14 2,6,5,1,4	@ COL 11 thru 13 2,3,5
vs MAR 14 thru 17 4,1,6,2	@ IND 14 thru 17 6,5,1,2	vs RYE 15 thru 19 2,6,5,1,4	@ WAR 15 thru 18 1,2,4,3
vs MUN 18 thru 21 5,4,1,6	@ NW 19 thru 23 3,5,1,2,6	vs NBO 20 thru 23 2,6,5,1	@ BH 19 thru 22 6,1,2,4

Starting Pitchers

Ace(s) Kershaw/Price this duo should get every chance to pitch deep into games. Both guys have stellar peripherals in addition to high grades so give them every chance to go deep, particularly Kershaw however go to the pen if shift advantages jeopardize a lead 6th inning or later.

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

Tier II, Hahn I truly hope to get 6+ from him, his solid grade 11 combined with positive peripherals will keep him in there most days until his short fatigue (25) is reached. Plain and simple, remove if reduced for any reason at all. Nearly every arm in the pen is better so don't let him lose a lead 5th+.

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 Santana/Gallardo While the 9 grade's are solid, the peripherals (particularly Gallardo's) are marginal. These guys are trying to reach the 6th inning with a lead and turn it over to the bullpen. Gallardo's short fatigue (24) and poor control make it likely he will depart sooner some days.

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 Diekman if one is knocked out early for the shift advantage.

Tier IV Cashner I truly hope to get 4-5 IP which will happen most days but the fact is, the bullpen should take over as early as needed if the game is within +4/-4 runs. Don't feel bad about burning BP in these starts as it is inevitable and every guy in the pen is better than Cashner.

Removal I would like at least 4 IP and more when leading but if the game is getting away from us get the BP ready and warm. I don't ever see the need for him to pitch beyond the 6th unless pitching a shutout or we are trailing by more than 5 runs. Have a quick hook with baserunners after 4 please.

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: Unless the aces are pitching look to go to the pen as early as the 5th but for certain in the 8th unless lead is 4+. The middle guys will mix and match innings 5-7. Get the ball to Hoover, Clippard and Sipp to close it out. Hoover is the best option to close most games.

When we trail: Before the 6th use Diekman, Rodriguez and Villanueva. After the 6th if we trail by 5+ save the top arms but if we trail by less than 5 use anybody except Miller to keep us in it. Diekman is your guy any time we trail by 5+ runs and the starter is gone.

When the game is tied: Before the 6th use Rodriguez, Miller or Diekman. Villanueva, Sipp, 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 outlined here. Hoover can pitch 9th &/or 10th tie game.

Hoover Despite his weakish peripherals he is going into April with the closer job because of his grade 18. 64IP is more than any closer should ever need which means he can be called upon for 5 outs if necessary. You may use him in a tie game for up to 2 IP. Hopefully he piles up the saves.

Clippard His main role is the RHP setup guy. 71 innings to use here so he can pitch to 1 batter or for 2.2IP as needed. I may end up trusting him on the computer more than Hoover but we will see. Mix Clippard with Sipp and Miller from the 6th-8th to get to the closer.

Sipp He is the best overall relief card in the pen but as a LHP need to limit his exposure on the boards so he will combine with Clippard to work the 6th-8th innings in a setup role. Sipp can work to 1 batter as a specialist or go 1.2IP per outing if he is the best option at that point.

Miller Miller and Villanueva are meant to be the real workhorses of this pen. They perform the same function and will rarely be up at the same time. He has limited IP but when up, you can work him hard. His quality grade and solid peripherals make him a great option to get to the setup guys.

Villanueva The primary middle guy, his nice grade and solid peripherals with plenty of usage mean he can go up to 2.2IP per outing coming in at any time between the 4th-7th innings to get us to the setup guys. He and Miller have 94 similar IP in this role. Likely only 1 will be active each month.

Rodriguez A wild grade 13, he should be combined with Diekman in early innings to bail out a starter or his counterpart early in games. He has 60 innings so he can go up to 2.2IP if needed but that seems unlikely in a close game. He can eat innings if necessary, steer away from late innings.

Diekman The short lefty needs to be used to bail out a righty starter early in games (Cashner is the biggest candidate for that) but he is very wild so please limit his exposure. I really only prefer he be used in short spurts when he has a shift advantage but he can mop up if necessary.

Logan It is unlikely he will spend much time on the active roster but when he is up his job is mop-up innings eater. He is a lefty so best if he follows a righty starter however any game that is +6/-6 "out of hand" will be a chance to get him some innings. No limits on his usage.

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:

VS RHP Grade 9<	VS RHP Gr 10>	VS LHP Grade 10>	VS LHP Grade 9<	VS LHP	VS RHP
1 Revere LF	1 Revere LF	1 Holt 2B	1 Revere LF	1 Revere LF	1 Revere LF
2 Markakis RF	2 Markakis RF	2 J. Marte 3B	2 Holt 3B	2 Holt 3B	2 Markakis RF
3 Goldschmidt 1B	3 Goldschmidt 1B	3 Tulowitzki SS	3 Tulowitzki SS	3 Tulowitzki SS	3 Goldschmidt 1B
4 Gonzalez CF	4 Gonzalez CF	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Gonzalez CF
5 Tulowitzki SS	5 Pierzynski C	5 Gonzalez RF	5 Gonzalez CF	5 Gonzalez CF	5 Pierzynski C
6 Pierzynski C	6 K. Johnson 3B	6 J. Butler DH	6 J. Butler DH	6 J. Butler DH	6 Holt 3B
7 Holt 3B	7 Tulowitzki SS	7 Ellsbury CF	7 Markakis RF	7 Markakis RF	7 Tulowitzki SS
8 K. Johnson DH	8 J. Butler DH	8 Revere LF	8 Wong 2B	8 Wong 2B	8 K. Johnson DH
9 Wong 2B	9 Wong 2B	9 Sucre C	9 Sucre C	9 Sucre C	9 Wong 2B

Computer Game Lineups:

State of the team: This lineup has a few impressive cards and some nice complimentary pieces so scoring runs is something we will do better than last year. We are pretty strong 1-9 but our vs LHP lineup has a few weaker bats that will need to bunt often. 7 of the regulars are F speed and several can steal a base so that helps too. There is a straight platoon at C and DH but most of the other positions are manned by 1 guy for the bulk of the season. A solid bench has PH/PR and D options.

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/D options and SBA threats and nice PH vs LHP and RHP so see instructions for more detail.

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

Rojas- He will be available to PH vs RHP boards or either computer. He covers SS if Tulo leaves for any reason. His usage will mostly be as a bench player so utilize freely. He can PR (14 speed) as a 2nd or 3rd option when needed.

J. Marte- He is the primary PH vs LHP vs board opponents and is the PH when HR is needed late. He can PR (speed 12) as a 3rd option and plays 1B/3B in an emergency. He is PA limited so best use is as PH then remove from the game.

C. Johnson- His primary use is as a PH vs LHP (particularly on the boards). He backs up 1B in an emergency but we would like to keep him off the basepaths and out of the field unless he is a last resort option to cover another move.

Sucre/Cruz/AJ- One or two of these guys are available each month. Sucre starts vs LHP due to his shift and is always available as a closer catcher. Cruz is only active to take that same role. AJ can be used to PH game tying/winning 9th+.

K. Johnson- When he is not starting he can be used as a PH vs RHP when pop is required. He has a D rating at 5 positions but I am hopeful he is not called upon to play the field except in an emergency or to cover D for an offensive move.

J. Butler- He can PH (2nd best bench OBP) vs RHP or LHP board or computer as often as needed. In a pinch you can use him to run for an S if no other options are available and he can steal a base as a PR late in games (SSN 28 for 7 SBA).

Ellsbury- His most likely bench use is as a defensive replacement for Revere late in games or as a premium PR (18 speed).

Sogard- He won't see much action but if he is up he can PR and is a top notch base stealer (SSN33 7 SBA) or play D late.

J. Ramiriz/B. Butler- Neither guy is likely active except in November. Ramirez can PR or play 3B/2B D, Butler just sit him.

Hit-And-Run Attempts:

We love the H&R and historically we use it frequently but this year there are fewer combinations that will allow us to H&R. Most of our SBA will be used to try to stay out of the DP this year (AJ/Tulo/J.Butler/Markakis/Rojas multiple 24's).

Boards: I prefer steal due to better odds but only with SSN's listed. **Computers:** the H&R is the preferred option usually.

Baserunners: Revere, Ellsbury, Goldschmidt, Wong, Holt, or J. Butler.

Batters, Revere, Pierzynski, Markakis, Ellsbury, Holt or Wong.

Pierzynski and *his* 4 24's make him a must H&R option when any of the above runners are on base. Revere & Markakis both have exceptionally good H&R cards so lean that way with them too. Use your best judgement with the others.

Stolen Base Attempts:

There are 3 groups of base stealers that will have the green light as indicated. Board gamers should think steal first. I like to steal with 30+ SSN but for the tying run from 7th inning on I would drop that down to 28+.

Group 1: Ellsbury, Revere and Goldschmidt. These guys have the green light with runner on 1st and adjusted SSN is 30+ which will be most of the time. I prefer the straight steal on the board game. You will need to straight steal when the batter is not eligible or very good at the H&R and we want to avoid the DP or advance a baserunner.

Group 2: Wong and Sogard. After the 4th inning these guys now have the green light under the same conditions listed above. No more than 1 SBA per series for these guys please.

Group 3: Holt and J. Butler, C. Gonzalez. These guys are 8th inning+ under the above conditions. They are very limited so no more than 1 SBA per series please.

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 however there will likely be moves to make when we lead late in games. Catcher is the only real platoon position, Sucre (or Cruz if up) is our closer catcher so put him in for AJ when we lead in a save situation 9th or later. Ellsbury will be doing something similar for Revere and Holt belongs at 3B late in games too.

CATCHER: Pierzynski is the most used starter but as usual his C7 -3 is not ideal so look to replace him for D in late innings. Sucre/Cruz should be catching late innings if we lead by 3 or less. Sucre get's most of the work and can stop the running game.

1B: Goldschmidt is a 1B5 and never leaves except for injury (backups are all 1B2's). He will start every road game.

2B: Wong will start most road games as a 2B 8 so he likely only leaves for a PH vs board opponens late in the game when we trail with his -8 shift. There are a bunch of 2B7's to take over if he does depart but defense will not be a priority if that happens.

3B: Holt will be the everyday 3B, his 3B4 makes him our best defensive option at the position. VS computer players it is unlikely he ever leaves the game but vs board RHP you may need to PH late in games if we trail.

SS: Tulowitzki and **Rojas** will start all road games. While we are tied/leading they should finish most games. When we trail vs board opponens consider hitting with one for the other if the shifts make that a good option 7th inning or later leaving the PH in to finish the game at SS. If Tulo did not start, you may put him in for 9th inning D if we lead by just 1 run.

Outfield: I don't see many scenario's that will see **Gonzalez** departing and he will start all road games. **Markakis & Revere** will play the other two spots with **Ellsbury** getting spot starts vs tough board LHP pitching. You can PH for Revere or Markakis late if it makes sense. After we bat 7th with lead of 1-3 runs Ellsbury to CF, Revere out, Gonzalez to LF Markakis in RF.

Offensive Strategies:

Pinch Hitting:

There are few platoons this year meaning the bench players can actually be utilized in specialty roles. Rojas is the best PH card off the bench, Marte the best power bat and J. Butler or K. Johnson can do both things very well. A few big shifts will require PH.

Boards- Shift issues require you consider PH'ers for **Pierzynski, Markakis, Revere** and **Wong**. Look to make moves from the 7th inning on when we trail by 1-4 runs. Sucre should not face a RHP on boards unless we lead/tie and need his D.

Rojas is your guy vs RHP with his 11 hit card and +2 shift, K. Johnson/J. Butler are up next then Ellsbury. When you put a LHP in the game, Marte and his +7 shift or C. Johnson when he is up are out first followed by Ellsbury and J. Butler.

I do not want a PH for Gonzalez or Tulowitzki unless 9th inning, huge shift advantage tying/winning situation at the plate.

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 **Rojas, Marte, J. Butler, K. Johnson** and **Ellsbury** in a big spot 7th inning or later are the other options.

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, **Sucre, Pierzynski** and **C. Johnson** and in a game winning/tying spot **Tulo** or **K. Johnson/J. Butler**.

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

Scenario 2, use **Ellsbury, Sogard, Rojas** and then look to **Cashner** (14 speed) or **Gallardo** (13 speed), **Kershaw** too (11).

Sacrifice Bunts:

Boards- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occassions 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 batters is

Wong (especially vs LHP) or **Ellsbury**. **Sucre, his hitting card is so bad that you should consider sac anytime he is up with runner on 1st or 1st & 2nd, with either 0 or 1 out. Treat him like a pitcher in that way even with his big shift.**

Computer- I don't like the sacrifice bunt in the computer game unless **Wong** is at bat in the 9th+ vs LHP

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 2B+ 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!