

## 2016 Barbarian Mood Statement

It is common knowledge to everyone who works in the central offices of the Barbarians that Vlad has offices within offices, and rooms that are “Off Limits” to all but the most trusted advisors and senior staff. But almost no one knows of the iron clad door disguised as the back of a storage room in the lowest part of the labyrinth-like cellars. In fact, counting Vlad, only three know of it—and the other two are questionably human any longer.

It was near three AM on a bitterly cold February morning when Vlad pressed the release latch, entered the complex entry codes, and swung open the well-oiled door. He descended farther into the earth down the ancient stone stairs as the panel quietly closed behind him.

The only light was the electric torch he carried. The only sounds were his footfalls and the intermittent skittering of much smaller feet. A twenty minute walk brought him to another concealed door which gave him entrance to a long-term storage shed rented supposedly to a Mr Renfield. A person who only existed at the far end of a computer application. There Vlad exchanged his tailored cloak and evening jacket for a woolen non-descript long coat and a scarf to wrap around his head. The scarf, coupled with a hat pulled low, left only his intensely black eyes visible—and they gleamed with anticipation.

Two blocks down the alley, right into the cross street, across the deserted bridge to the commercial district. A look over his shoulder, a glance to the upper floors with their boarded windows, and then a quick change of direction, backtracking to move past a dumpster that almost completely blocked a passage way just wide enough for one. The passageway turned, and then out of view of every one an electronic key opened an unmarked door. Finally Vlad could stop holding his breath.

“Good evening Mr D”, said the broad, muscular man—half a head taller than Vlad.

Vlad nodded, and lay his hat, scarf, and coat on a chair. “Is the Doctor available?”

“For you, always.”

“Take me to him.”

The tall man bolted the door from the inside, set the intrusion alarm, and led Vlad to the interior of the building. They were into the Doctor’s work area, almost within arms length of him, before the Doctor noticed them.

“Herr Regent! How good of you to come.”

“I heard you have made progress on the patient.”

“I have! I have! See for yourself. He **moves!**”

As if on command the person—creature—on the table lifted an arm—and a massive arm it was. The baseball in its hand was almost obscured by the massiveness of the fingers.

“We have the skeleton and most the major muscles attached. It needs some organs and skin, but we have used some temporary materials for now. He is ready to be used—though he is just a shell of what he is to become!”

“Very good, Doctor. Very good indeed. You have progressed much quicker than I had hoped possible. We can be patient for the fully capable version. And I am nothing if not patient.”



## LINEUPS

<b>Ap-Jy Lineup</b>	<b>Aug Lineup</b>	<b>Se-No Lineup</b>
1 Gordon 2B	1 Gordon 2B	1 Gordon 2B
2 Betts LF	2 Betts LF	2 Betts LF
3 Trout CF	3 Trout RF	3 Trout RF
4 Davis 1B	4 Davis 1B	4 Davis 1B
5 Machado 3B	5 Machado 3B	5 Machado 3B
6 Correa SS	6 Bradley CF	6 Bradley CF
7 Mauer DH	7 Correa SS	7 Correa SS
8 Ackley RF	8 Mauer DH	8 Wallace DH
9 Navarro C	9 Rupp C	9 Rupp C
<b>Bench</b>	<b>Bench</b>	<b>Bench</b>
Susac C	Susac C	Susac C
Tejada 2B, SS	Tejada 2B, SS	Tejada 2B, SS
Ramirez 3B, DH, 1B	Ramirez 3B, DH, 1B	Ramirez 3B, OF
Buxton OF	Ackley OF	Mauer 1B, DH
<b>vs LHP: Susac catches</b>		<b>vs LHP: Mauer is the DH</b>
<b>Note: For 1B, Ramirez to DH, Mauer to 1B</b>	<b>Note: For 1B, Ramirez to DH, Mauer to 1B</b>	<b>In Nov, Buxton is OF sub</b>

**Offensive strategies: Basically this is an easy offence to play. The best available 9 will start all the road games. The bench has games, but limited uses.**

### Use of the bench

This bench has some uses, but the reality is they are on the bench because they aren't as good.

- **Ramirez** is primary PH, **Ackley** also can vs RHP; usually for Ackley vs LHP, or catcher
- Mauer can occasionally PH for Rupp if it sets up a favorable H&R (see below)
- Essentially no SBA on the bench, but **Buxton** and **Tejada** can pinch run with an important run
- **Buxton** is a defensive sub in the OF, usually for Ackley

Other than that, the bench is to give guys rest, mostly at home, and in case of injury.

### Hit & Run (priority over steal, sac)

The H&R options are pretty obvious. I use it extensively (i.e. almost always) when the score is +/-3 or less in innings one through 5, +/-2 in innings 6-9, +/-1 in the 9th+

- **Betts** at bat, H&R with **Gordon** on 1st
- **Mauer** or **Ackley** at bat with **Machado** or **Correa** on 1st

Mauer can H&R 1st and 3rd, Betts and Ackley do not.

### Steal (priority over sac)

If H&R not available:

- **Gordon** can steal 2nd, 4th inning on, +/-2, adjusted SSN >= 28
- **Gordon** can steal 3rd, +/-1, 8th+, 0 or 1 out, Adj SSn >= 26, Trout, Davis not up
- **Machado, Betts** can steal 2nd, +/-1, 6th+, 1 or 2 out, Adj SSn >= 28, Trout, Davis not up
- **Cordero, Trout** can steal 2nd, +/-1, 7th+, 1 or 2 out, Adj SSn >= 28, Davis not up
- Steal home: 8th+, -1/0, 2 out, any runner if Adj SSN >= 16, not 3-4-5 hitters or Correa up.

### Bunt

Given the weakness at the bottom of the line-up, we will adopt a *little* bit of Darryll Ball

Runner on 1st, 2nd, or 1st & 2nd

+2/-1, 0 or 1 out, Mauer, Ackley, catcher can bunt. Take bunt off w/2 strikes.

**PITCHING**

**2016 Brobdingnag Rotation**

A	HOB	C	Sn	N	T	X	
P	NW	St	C	Sn	X		
R	DET	N	T	St	X		
I	@BH	C	Sn	N	T	X	
L	@CAY	St	C	Sn	N	T	X
M	WHI	F	C	P	U	T	
A	MUN	F	C	P	U	X	
Y	@ZIO	T	F	C	P		
	@KNX	U	T	F	C	X	
	@LV	P	U	T	F		
J	@NW	C	St	P	T	X	
U	@HOB	Sn	C	St			
N	@DET	P	T	Sn			
E	WAR	C	St	P	T	Sn	X
	IND	C	St	P	T		
J	@RYE	F	C	U	P	T	
U	@COL	F	C	U	P	X	
L	MAR	T	F	C	U		
Y	NBO	P	T	F	C		
	GC	U	P	T	F	X	

A	@MID	St	U	P	T		
U	@TAY	C	St	U	P	X	
G	@WHI	T	C	St	U		
	KAN	P	T	C	St		
	STM	U	P	T	C	X	
S	HOB	X	X	St	N	P	
E	NW	T	C	St	N		
P	DET	P	T	C	St		
T	@WAR	N	P	T	C	X	
	@IND	St	N	P	T	C	
O	@MEL	St	N	P	T		
C	@GC	C	St	N	P	T	
T	BH	C	St	N	P	T	
	HUD	C	St	N	P	X	
	CAY	T	C	St	N		
N	COL	X	Sn	P	C	St	U
O	RYE	Sn	T	C	St		
V	@NW	P	Sn	T	X		
	@DET	U	St	Sn	P		
	@HOB	F	T	C	U	X	

Sn	SANCHEZ,Aaron
F	FERNANDEZ,Jose
St	STRASBURG,Stephen
C	CHEN,Wei-Yin

N	NORRIS,Daniel
T	TILLMAN,Chris
P	PINEDA,Michael
U	URENA,Jose

X	Day Off
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While the offence will generally run itself, the same is not true of the pitching. This is a staff--especially the relievers--that will need some care and attention. Managing the bullpen is the hardest thing to write instructions for, so please read the intet and then do your best to apply it to the game situations.

Philosophically I will focus on winning winable games and conceding lost causes. We aren't after stats, we are out to defend the Div title and get back in the playoffs.

I will have an uncharacteristic 7 relievers up each month. We will always have a closer, 3 or 4 double-digit guys, and 2 or 3 long guys. 5 RHPs, 2 either LHP or Switch Pitcher who will act as mostly as a LHRP. We don't have enough top relief grades to get out of trouble very often--we need to try and avoid trouble as much as possible. Using 4, 5, or 6 relievers for surically (especially the lefties) will be the norm. If a high-grade stops a rally, and I am up 3+, I will often start the next inning with a lower grade pitcher to preserve useage--but switch to a high grade at the first sign of trouble.

<b>Closers:</b>	Kimbrell, Sanchez	If +1 to +3 they usually start the 9th.
<b>Get out of trouble:</b>	Osuna	Stops a rally, then leaves.
<b>6th-8th:</b>	Camirero, G. Holland, Venditte	Venditte is surgical.
<b>LH surgeon:</b>	D. Holland, Loup	Look for +5 & shifts against a couple hitters
<b>Long guys:</b>	Broxton, Bedrosian	Long men when weak starters come out early. Also for games out of hand either way.

**Relieve Starters:** These are guides--please over ride if game conditions make sense. I will use the good bullpen to try and win the winable games, but I will concede the lost causes and low likelihood of success games.

**89 starts of grade 10-13:**

<b>Innings 1-5:</b>	Try to get 5 innings from them, but it will not always be possible. If they are fatigued and I am ahead 4+ or down 3+ leave them in If they are fatigued, +3 to -2, and a runner gets on remove them
<b>Innings 6-7:</b>	If they fatigue and I am up 5+ remove them when 2 men get on If they fatigue and I am up 3 or 4 remove them when 1 men gets on If they fatigue and score is +/-2 or less, remove them If <b>not</b> fatigue and score is +/-2 or less, remove if a runner gets on If they fatigue and I am down 3 remove them when 1 men gets on If they fatigue and I am down 4+ leave them in
<b>Inning 8+:</b>	If they fatigue and I am 5+ remove them when 1 man gets on If they fatigue and I am up 4 or less, or tied, or down 1, remove them If <b>not</b> fatigued and score is +3 to +1, remove them If they fatigue, I am down 2 or 3 remove them when 1 man gets on If they fatigue and I am down 4+, leave them in

**73 starts of grade 3-6**

<b>Innings 1-5:</b>	Same as above.
<b>Innings 6+:</b>	If they fatigue and I am up 4+ remove them when 1 man gets on <b>Fatigued or not</b> , if score is +3 to -2 remove them If they fatigue and I am down 3 remove them when 1 men gets on If they fatigue and I am down 4+ leave them in

**DEFENSE**

**Not a lot to say here.**

- When he is up, Buxton is the only defensive sub on the road
- I tend to play deep for the DP unless I have a tied game or 1 run lead in the 8th or later
- I hold all runners on first unless score is +/4 (+/-3 in the 8th+ inning) **or** Adj SSN <20
- Use Adams tables for throws--or play as you would if you don't use Adams Tables
- I don't use the IBB a lot, but I do use it. Late in a game, 1st open, to get to a significantly weaker card or get a much better matchup.
- Pitch from the stretch w/tie/win run on 3rd, 8th+ inning, Adj SSN >= 10, 1 or 2 outs
- All the little things: please used good judgement