2019 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2019, roster moves TBA as I will be sending monthly instructions. Apr-19 COMPLETE 2019 ROSTER Computer managers placements of the computer managers placement of the computer of the

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

Position Play	ers:														
NAME	TEAM	AGE	BATS	COMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	HOW AQUIRED
T. ANDERSON	CWS	25	R	SA2	+4/-3	30	19	34	33	153/606			2	1	TRADE 18 RIV
D. BUTERA	COL	35	R	SA2	+2/-3	Ν	7	0	35	62/182	2	-3	1	1	WAIVER WIRE 16
M. DUFFY	ТВ	28	R	SA0	-1/-1	26	14	18	32	132/560			1 2		TRADE 18 WAR
T. FRAZIER	NYM	33	R	PL0	-7/+1	27	10	13	33	115/472			1	1	TRADE 18 MLR
B. HOLT	BOS	30	L	SA0	-1/-1	20	12	14	30	109/367			1	2	15 BONUS PICK
P. GOLDSCHMIDT	ARIZ	31	R	SA1	+1/-2	25	14	11	31	158/689			0	1	12 1ST RD PICK
C. GONZALEZ	COL	33	L	PR3	-5/+1	28	13	7	33	132/504			0	1	TRADE 16 STM
R. LAMARRE	CWS	30	R	SA3	+5/-5	20	16	4	31	76/180			1	2	19 5TH RD PICK
N. MARKAKIS	ATL	35	L	SA2	-3/0	20	9	2	34	162/705			2	2	07 1ST RD PICK
Y. MOLINA	STL	36	R	SA1	+1/-2	23	4	7	35	123/504	1	-1	2	2	TRADE 19 NW
J. RAMIREZ	CLEV	26	В	SA0	-7/+1	33	17	40	32	157/698			0	2	15 2ND RD PICK
H. RENFROE	SD	27	R	SA1	0/-2	26	8	3	30	117/441			1	1	18 2ND RD PICK
R. RIVERA	ATL	35	R	SA0	-4/+3	Ν	6	0	32	33/91	3	+6	3	1	TRADE 19 MID
M. ROJAS	MIA	30	R	SA0	-2/-1	26	12	9	33	153/527			4	2	16 4TH RD PICK
T. TULOWITZKI	TOR	34	R		Uncarded					Uncarded					TRADE 16 STM
R. URENA	TOR	23	В	SA0	-1/-2	26	11	3	32	40/107			2	2	19 6TH RD PICK
N. WILLIAMS	PHIL	25	L	SA4	-7/0	24	12	5	33	140/448			0	2	18 1ST RD PICK
T. WOLTERS	COL	26	L	SA1	-3/-1	31	7	2	31	74/216	2	0	2	1	17 BONUS PICK
K. WONG	STL	28	L	SA2	-4/0	22	17	11	33	127/407			0	2	14 2ND RD PICK
	ACTIVE ROST	ER			MINOR LEA	AGUES									
Pitchers:															
NAME	TEAM	AGE	MS	SPD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	HOW AQUIRED
V. ARANO	PHIL	24	ΥZ	6	*12	26	15	R	6	*60	1	0		0	19 4TH RD PICK
J. AXFORD	LAD	35	Y	6	*7	-21	16	R	7	*55	3	0		+1	TRADE 19 STM
T. CLIPPARD	NYY	34	Х	6	*13	-11	-25	R	7/6	1/*69	3	0		0	10 BONUS A PICK
J. DIEKMAN	TEX	32	XW	6	*9	-52	35	L	5	*53	3	0		+2	14 4TH RD PICK
C. KERSHAW	LAD	31	ΥZ	11	12	34	13	L	25	26	3	0		+3	09 1ST RD PICK
J. LOPEZ	KC	26	-	7	5	-21	16	R	24	7 /*54	3	0		+1	19 9TH RD PICK
J. LUCCHESI	SD	25	Х	6	9	12	-25	L	22	26	2	0		+2	19 1ST RD PICK
S. LUGO	NYM	29	ΥZ	5	7 /*16	24	22	R	21/8	5 /*78	1			+2	TRADE 19 NW
L. LYNN	NYY	31	YW	4	7	-34	31	R	25	29 /*7	2	0		+2	TRADE 19 RIV
E. PAGAN	SEA	27	ΥZ	6	*10	15	-32	R	7	*62	3			0	18 3RD RD PICK
D. PRICE	BOS	33	ΥZ	6	12	15	-12	L	24	30	1	0		+1	10 1ST RD PICK
R. STRIPLING	LAD	29	XZ	12	9	36	-16	R	21/7	21 /*16	2	0		+3	TRADE 18 RIV
T. SIPP	HOU	36	Х	9	*19	-14	55	L	5	*39	3	0		+2	10 BONUS A PICK
B. SNELL	ТВ	26	XY	7	21	-16	24	L	23	31	3	0		0	17 1ST RD PICK
P. STROP	CUBS	33	Y	6	*18	12	33	R	6	*60	3	0		+1	TRADE 19 NW
N. VINCENT	SEA	32	ΥZ	8	*10	33	12	R	8/6	1/*56	0			0	17 5TH RD PICK
	TEMENT														

2019 TEAM STATEMENT:

After claiming the final playoff spot on the last day of the 2018 season, this years squad is likely to make a return trip to the postseason but with less drama. The rotation boasts the best starter in baseball and a strong supporting staff, the bullpen is solid if not spectacular and the lineup looks to be deep and powerful. The defense will be about as good as it gets and there is speed to burn up and down the roster. There are some formidable teams in the conference and the league but the Rats have our sights set on a return trip to the WS and our first championship, it will be lots of fun to manage this team. This roster will give you lots of options and tons of usage so enjoy.

Players cut for the 2018 season are as follows: Casilla (U), Butler, Gee (U), Hoover (U), Nolasco (U), Revere (U), Gossett (U), Stewart, Gallardo and Pena. Mangement 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: Snell, Kershaw and Price deliver 86 top notch left handed starts covering more than half the season. Snell is a legit Ace and the other two will be tough all season. Stripling and Lucchesi add another 47 solid starts and Lynn brings up the back end. The bullpen has been re-tooled again and we have 2 closer grades and 80 IP of a top notch setup guy. We may be a bit lefty heavy in the rotation but there are loads of RHP options in the pen. The 2019 Rats will go as far as this better than average staff will take us.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Snell, 3-Price, 4-Stripling, 5-Lynn, 6-Lucchesi, 7-Vincent, 8-Clippard.

	APRIL			MAY			JUNE			JULY	
@ STM	1 thru 4	2,1,3,4	VS KNX	1 thru 5	3,2,5,6,4	VS BH	1 thru 4	1,6,3,2	@ GC	1 thru 5	6,3,2,1,5
@ BH	6 thru 8	2,1,3	VS NW	6 thru 9	3,2,5,6	VS RIV	6 thru 8	5,1,3	@ HOB	6 thru 9	6,3,2,1
@ RIV	10 thru 12	4,2,1,6	@ CAY	11 thru 14	3,2,5,6	VS STM	9 thru 11	2,6,5	VS DET	11 thru 14	5,3,2,4
VS RYE	14 thru 17	3,4,2,1	@ KAN	15 thru 18	4,3,2,5	@MAR	12 thru 16	1,3,2,6,5	VS ZIO	15 thru 18	6,5,3,2
VS BRO	19 thru 23	3,6,2,1,4	@ MLR	20 thru 23	6,3,2,5	@ MID	18 thru 21	3,2,1,5	VS HUD	19 thru 22	1,6,5,3
	<u>AUGUST</u>			<u>SEPTEMBE</u>	<u>K</u>		OCTOBER			<u>NOVEMBEF</u>	<u> </u>
VS COL	1 thru 4	4,1,5,2	@ STM	3 thru 5	<u>K</u> 1,3,6	@ RYE	1 thru 4	5,1,4,3,7		2 thru 6	<u>x</u> 2,3,5,1,4
VS COL VS WAR		4,1,5,2 6,4,1,5				<u> </u>			@ NW		-
	1 thru 4		@ STM	3 thru 5	1,3,6	<u> </u>	1 thru 4	5,1,4,3,7	@ NW	2 thru 6	2,3,5,1,4
VS WAR	1 thru 4 5 thru 8	6,4,1,5	@ STM @ BH	3 thru 5 6 thru 9	1,3,6 4,2,1,3	@ KNX VS MID	1 thru 4 6 thru 9	5,1,4,3,7 5,1,6,3	@ NW @ BRO	2 thru 6 7 thru 10	2,3,5,1,4 2,3,5,1
VS WAR VS MUN	1 thru 4 5 thru 8 10 thru 13	6,4,1,5 2,4,1,5	@ STM @ BH @ RIV	3 thru 5 6 thru 9 10 thru 12	1,3,6 4,2,1,3 6,4,2	@ KNX VS MID	1 thru 4 6 thru 9 10 thru 14 15 thru 18	5,1,4,3,7 5,1,6,3 4,5,1,6,3	@ NW @ BRO VS BH VS RIV	2 thru 6 7 thru 10 11 thru 13 15 thru 18	2,3,5,1,4 2,3,5,1 6,2,3

Snell the best starter in the set this year, he should get every chance to pitch deep into games. A closer grade starter with a 23 fatigue, he will Ace(s)

likely will pitch 6-8 innings most days and should be a stud. If we are ahead 4+ runs consider letting him stay through 1 reduction.

Removal If he is reduced for any reason innings 4-6 consider removing him. If we lead by 4+ he cann pitch through 1 reduction. Once we hit the 6th or score

is +2/-2 when reduced, remove him for better bulloen options. He can pitch out of trouble early but let the pen take it after 7 if reduced score is +3/-2.

Tier II. Kershaw/Price I hope to get 6+ from them, solid grade 12's with solid peripherals they should be around most days until their

fatigue (25/24) is reached. Plain and simple, remove if reduced for any reason at all. There will be plent of BP so don't let them lose a lead 5th+.

Removal I would like to get 6 IP most days. Remove if reduced for any reason at any point after 5 with a lead of less than 5 as there are better options in the pen.

Tier III Stripling/Lucchesi While the grade's are solid, the peripherals (particularly Lucchesi's) are marginal. These guys are trying to reach the 6th inning with a lead and turn it over to the bullpen. Both guys short fatigue (21/22) which will make it likely they 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. I will have a designated "caddy" for both who will take over if/when they leave a game early.

Tier IV Lynn/Vincent I truly hope to get 4-5 IP which will happen some days but the fact is, the bullpen should take over as early as needed

game is within +4/-4 runs. I will have a designated "caddy" for these starters ready to go 2.2IP or more when they leave a game early.

Removal I would like at least 3 IP from Lynnn 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 them 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. **Relif 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 when to use our "normal" bullpen and when to use our "early" bullpen dictated by who is starting that day. Below are 2 different scenario's dictated by the starter. Our better starters are "normal" BP days and the other guys are "early" BP days. Normal Bullpen Starts: When Kershaw, Snell, Price, Lucchesi or Stripling start, the hope is that they go 5-7 IP followed by our best relievers to secure the win. Middle guys are Vincent, Clippard and Arano. Setup is Lugo and Sipp and the closer is Strop. Early Bullpen Starts: It is assumed when Lynn starts, we will need a bridge to get to the "normal" bullpen or to rescue a very early departure and soak up the innings. Early relief comes from Pagan and Diekman. Clippard is also a guy who despite his grade 13 can be used early. Strop/Sipp Either guy can be used to close but Strop is the likely option most days. Strop can get us 4 outs as his 60 IP are far too many to be a one inning closer. Sipp should be limited to 2 outs per outing and can pitch when the shifts line up in the 7th, 8th or 9th. No preference who you use to close but stick to the IP limits. Lugo/Sipp Lugo is the primary setup guy this year, 78 IP and a fatigue of 8 means he can go for up to 2IP per outing. Use him as early as the 7th and in a

tie game. Sipp is the lefty setup guy and as stated above can be used 7th/8th/9th to get 2 outs somewhere on the way to a win. Mix and match these guys as needed. Clippard/Arano One of these two will always be available sometimes both. These guys are the middle relief to be used in the 6th or even earlier in a close game or when we lead. There is plenty of both guys so use them up to 2IP per outing if necessary. Clippard can take the innings when we trail after 6 to try to keep us close.

Vincent He is the primary early guy and can be used with the middle guys, his superior control makes him a good option with men on base.

He can go up to 2.2IP per outing if needed when we are trailing or a starter is forced out of the game very early.

<u>Pagan</u> He will be a "Caddy" some days so if he is, please be sure he is available for his assigned duty. If not then he is a low leverage innings eater who can come into the game anytime before the 7th inning. He is a candidate for mop-up duty to soak up innings in a blowout. He will be available all season as the early lefty or as a "Caddy" for Lynn. He is the worst arm in the bullpen so feel free to use him in a game that <u>Diekman</u>

is not close but limit him to 2.1IP maximum. Ideally he comes in to face one or two batters in the 5th or 6th before it is time for Sipp. Avoid high leverage situations please. He has 16IP of relief as a solid grade 9, his job is to rescue a LHP starter early in games, to soak up innings in a one sided game or to be held for **Stripling** extra innings duties after we blow through the entire bullpen. No innnings limits, he will only be available out of the pen for a few months this season. Axford Unlikely to be active all season but if he is, his role is mop up in a blowout only.

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 Line	Computer Game Lineups:				
VS RHP Grade 14<	VS RHP Gr 15>	VS LHP Grade 10>	VS LHP Grade 9<	VS LHP	VS RHP	
1 Duffy DH	1 Duffy DH	1 Duffy DH	1 Duffy DH	1 Duffy DH	1 Duffy DH	
2 Markakis RF	2 Markakis RF	2 Holt 2B	2 Markakis RF	2 Holt 2B	2 Markakis RF	
3 Goldschmidt 1B	3 Goldschmidt 1B	3 Goldschmidt 1B	3 Goldschmidt 1B	3 Goldschmidt 1B	3 Goldschmidt 1B	
4 Ramirez 3B	4 Ramirez 3B	4 Ramirez 3B	4 Ramirez 3B	4 Ramirez 3B	4 Ramirez 3B	
5 Gonzalez RF	5 Gonzalez LF	5 Renfroe LF	5 Gonzalez LF	5 Molina C	5 Gonzalez LF	
6 Molina C	6 Williams CF	6 Molina C	6 Molina C	6 Markakis RF	6 Molina C	
7 Williams CF	7 Rivera C	7 Markakis RF	7 Holt 2B	7 Gonzalez LF	7 Williams CF	
8 Wong 2B	8 Wong 2B	8 Lammare CF	8 Lammare CF	8 Anderson SS	8 Wong 2B	
9 Rojas SS	9 Rojas SS	9 Anderson SS	9 Anderson SS	9 LaMarre CF	9 Rojas SS	

State of the team: This years offense is as good as we have had in some time. Things came together nicely with younger players and veterans converging to have very good years. The power is spread throught the lineup, there is still lots of speed but we will be more of a patient offense this year and will run less than in past seasons. For the most part we have lots of everyday players up and down the lineup and lots of solid bench options. I expect this offense to back up a very strong pitching staff. **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 some very good PH options so look for monthly instructions there please.

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

Holt- He will be available to PH when we need a baserunner with his .362 OBP and neutral shifts any day he is not in the starting lineup. He is the 5th OF and can take over an IF spot if the starter was hit for. Also he is a decent PR option. Anderson - He will be available all season for his speed, his stolen base ability and with his +4 shift vs LHP he could be used to PH off the bench if we need a HR. He is the backup SS and can take over for Rojas if lifted for a PH.

Rivera- His TH+6 makes him the best 9th inning closer catcher in a tight game where we need to defend the steal. He is a C7 and inferior to Molina so only use for D if SBA is critical. He is PA limited but can PH vs RHP if HR is needed and out of other options. **Renfroe-** He will start some games vs LHP but when on the bench he is the best PH when a HR is needed. It's unlikely we will use all of his games so use him freely. He can PR if low on options and is a last resort OF option if everyone else is used up. **Williams-** He will sit vs LHP and can PH vs RHP, play CF for LaMarre or he is a secondary PR option.

LaMarre - His best use is as a PH vs LHP Board opponents. He is a nice PR option with his 16 speed but he is not a SB threat He is the 4th OF and can play CF. Likely to be used to hit for Williams vs LHP on the board game.

Urena- He is the best PH option we have and his shifts are neutral. He is PA limited and will not always be in the majors. **Wong-** He will be starting most games vs RHP but can come in for D (2B9) or to PR (17) late in games. A decent PH vs RHP. **Rojas-** I think he will start most of the time due to is outstanding D (SS9) and overall decent 10/2 shift neutral card but when he is available off the bench he should always be at SS when we lead after batting in the 9th. He can PH or PR as needed.

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 (Molina, Rojas and Markakis have multiple 24's). **Computer:** I prefer steal due to better odds but only with SSN's listed. **Boards:** the H&R is the preferred option usually. **Baserunners:** Duffy, Ramirez, Gonzalez or Anderson.

Batters, Almost all regulars have 2 31's but only Markakis, Rojasi, Molina or Duffy have useful H&R cards. Ramirez has a great H&R card but I prefer not to H&R with him unless vs LHP board game 7th or later winning/tying run on 1st.

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: Anderson. He has the green light with runner on 1st only H&R not an option and it is not Ramirez or Goldschmidt at the plate. Later in the game be more aggressive and steal 2nd if he is tying/winning run 7th+ anyone at bat no H&R. the batter is not H&R eligible.

<u>Group 2: Goldschmidt</u>, Anderson and Ramirez. 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: Renfroe, Wong and 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 primary move as Rivera is the "closer" catcher after we bat in the 8th inning if we lead by 2 or less due to the TH+6. Wong to 2B, Rojas to SS if not already in the game and if Renfroe is in the OF (unlikely), replace him.

CATCHER: Molina will face all LHP and most RHP as the everyday catcher. Rivera and Wolters will play the remaining games and 1 will always be on the bench. Rivera is the closer C when SBA is critical, Molina may be PR for so replace him with the backup.

1B: Goldschmidt is a 1B5 and never leaves except for injury when Rojas (1B4) would play there. He will start every road game.

2B: Wong will start most games vs RHP and Holt will usually start vs LHP. Holt is the better offensive part of the mix and Wong is the better glove and baserunner. Both are available for PH/PR and defensive duties as needed.

3B: **Ramirez** will be the everyday 3B and never comes out. Duffy is the backup as a 3B4 in case of injury. Ramirez has 40 spetacular SBA for use. His -7 board shift vs LHP is not ideal but his power and OBP will likely mean we just roll with it.

SS: **Rojas** will start all games vs RHP and should finish them unless he is PH for. **Anderson** starts vs LHP but will definitely be removed if we lead after our at bat in the 7th or once the LHP departs or later in the game when Rojas' SS9 is called upon to finish the game. Both have unlimited usage and will be available off the bench as needed when not starting.

Outfield: I expect **Markakis** to start all road games in RF and he should likely finish those games. In CF we have a platoon with **LaMarre** and **Williams**. Williams will start vs RHP LaMarre vs LHP. Both are available as PH/PR, Williams is the better defender and can come in for D. In left **Gonzalez** is likely to start most road games. Renfroe will get some starts vs LHP and should be replaced for D.

Offensive Strategies:

Pinch Hitting:

There will be plenty of good options this year with lots of usage as we basically have full time major leaguers on the bench. Shifts, the inning, game situation and need at the time are all factors to consider as you choose who to use. Here are some thoughts. **Boards**- Shifts are more relevant, Williams, Anderson and LaMarre and sometimes Wong will need a PH'er. When a HR is the priority Renfroe is your guy. Anderson and Williams vs LHP/RHP are next in line. For OBP, Holt is the best choice (.362) to get a baserunner. When a base hit is in order Urena when available then LaMarre and Wong vs LHP/RHP. **Computer**- Shifts are less relevant but same 4 guys listed above are likely to need a PH. Rojas should be lifted for a better bat

in a game tying/winning situation. Same strategy as above. No limits on usage when we trail or are tied considering a PH.

Pinch Running:

Please begin to consider using a pinch runner any time after the 6th innning 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, **Catcher, Markakis** and **Renfroe** in a game winning/tying spot should be run for assuming we have a D replacement. Scenario 1, use **Anderson** or **Rojas**. These guys are SBA specialists and have speed to burn anyway. Scenario 2, use **Anderson, Wong or LaMarre** and then look to **Stripling** (12 speed) or **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 **Butera** or **Wolters**. I did not include **Rojas** because of his 24's but with 0 out tying/winning 9th or later him too. **Computer**-I don't like the sacrifice bunt in the computer game unless **Butera** or **Wolters** are 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!