

# NATIONAL PASTIME - NEXT GENERATION+

## Game Information and Rules of Play

### The Boards

National Pastime - **Next Generation Plus (NPNG+)** is made up of several boards (and charts). The standard play boards are made up of eight different sections -- one corresponding to each of the eight base situations that can happen in baseball. The sections are labeled Empty, 1, 2, 3, 12, 13, 23 and Full. Of course, the second section which is labeled “1” stands for “Runner on First”. “23” would be “Runners on second and third”. As you play NPNG+, it’s critical to be in the right section for each play.

### Play Result Numbers (PRN) - shown in **blue** throughout NPNG+

NPNG+ currently has Play Result Numbers (PRN) **1** thru **45**. (The PRN for each play is first taken from the batter’s card and then referred to on these boards. More on that later.) Throughout the booklets, charts and cards, the PRNs will be in **blue**. There are a few PRNs that are variations of the same number. An example would be “**6\***”, “**6**” and “**6c**”. You will find a separate line for each of these three on each set of boards. An “**\***” after a PRN will normally mean a stolen base may occur after the hit. A “**c**” after a PRN will possibly mean the batter may be caught stealing after he gets the hit. The board will explain each play to you. Variations also occur on “**10**” and “**10c**”, “**11**” and “**11c**”, and lastly “**14\***”, “**14**” and “**14c**”.

PRN’s are grouped in each base situation section. PRN’s **1** thru **11c** are possible hits. PRN’s **12** thru **14c** are miscellaneous plays, strikeouts and walks. PRN’s **15** thru **23** are fielding plays with possible errors. PRN’s **24** thru **35** are usually outs. PRN’s **36** thru **41** are usually special plays. PRN’s **42** thru **45** were plays added to the original National Pastime Game and allow hit-by-pitches and walks to be further fine-tuned for each player.

### Possible Base Hit Section

The first section on each base situation are possible hits which are PRNs **1** thru **11c**. PRNs **1** and **6** may contain a note. In order to include Park Factors and the pitcher’s inclination to either stop or give up home runs, you may need to check the Park Factor (**PF1** thru **PF5**) rating for the home team’s park. Some parks don’t hold the long ball as well as others. Also, you may need to check the appropriate Pitcher’s PHR rating to see if a double becomes a home run or vice versa. There is more on this in the NPNG+ User manual.



### Possible Base Hit Section (continued)

PRNs 7, 8, 9, 10 and 10c may be divided by two rows -- one labeled “H” and the other “O”. The “H” row is for hits, the “O” row is for outs. If you came to this board with one of those PRNs from the FIRST column of the Player’s card, you’ll need to roll one more time and check the dice roll against the appropriate Pitcher’s grade for the current hitter. If you came to the Boards with a PRN 7, 8, 10 or 10c from the SECOND column of the Player’s card, you will NOT need to throw the dice an additional time. **Just use the row labeled “H”**. Those PRN’s are ALWAYS hits from the second column of the Player’s card. This is simply NPNG+’s way of reducing the number of hits the better pitchers will give up and increase the number of hits the poorer pitchers yield. See the NPNG+ User manual for a detailed discussion of this.

PRN 11 may have you check the catcher for an error in throwing out a base runner attempting to steal. Simply re-roll the dice. Check the catcher’s fielding rating. If the re-roll is higher than the catcher’s fielding rating, no error occurs. If the re-roll is equal to or less than the catcher’s fielding rating, follow the play description on the error.

### Walk / Strike Out / Misc Section

Looking at the section that contains PRNs 12 thru 14c, you’ll probably see variations to plays depending on “W”, “Z” and “K” ratings. Pitchers have ratings of W1 thru W4, Z1 thru Z4, K1 thru K9 or sometimes there is no rating in these areas. The higher the “W” number, the more walks the pitcher tends to give up. The higher the “Z” number, the fewer walks the pitcher tends to give up. The higher the “K” number, the more strikeouts a pitcher gets. When the PRN from the batter’s card takes you into this (or any!) of the Board sections, MAKE SURE you look for variations on that play. Example: If you have a dice roll of “13” and look at the batter’s card and find a PRN “14” next to it, when you refer to this section of the Boards for the result, you might find “Base on balls (Z3 or Z4 - 2 balls)”. This would mean that the batter walked unless the pitcher has a rating of “Z3” or “Z4” against batters from his side of the plate. If the pitcher rating contains a “Z3” or “Z4”, then the batter is considered to have taken ball two. If this is the second time **in this at bat** that the play result is “2 balls”, that’s ball 4 -- a walk. It’s these variations in play results that (because of pitcher ratings) will cause the final stats to move toward the actual stats a pitcher and batter had during this season. The variations always “override” the regular play. In the example about, if the pitcher’s control rating is Z4, the play result is 2 balls and overrides the Base on balls. This holds true on ALL plays in NPNG+.

### Possible Error Section (PRNs 15-23)

In this section, you'll notice a "Pos" column. Also, for each position, there is a row labeled "O" or "E". "O" is for out, "E" for error. You are usually going to have a second dice roll on the plays in this section. The exceptions are when a Hit by Pitch or the Rain/Blackout play occurs. When plays occur in this section, it's almost always the player's fielding ability that makes the difference. The "Pos" column will tell you which fielder is the main fielder in the play. The "O" and "E" rows will be used depending on the next dice roll. Example: Let's say there is no one on base. With the next batter up, you roll the dice and get a "53". You look at the batter's card in his first column of the Main Section and see a "53- 20". You refer to the Bases Empty board for PRN 20 and find "2B" in the Pos column. For our example, Frank White is playing second base. You see that his rating at second is (2B-15r2). At first, that rating may look a little confusing but it's actually very easy. The 15 (along with the second dice roll) determines whether Frank handles the play at second for an out or error. The number AFTER the "r" in Frank's rating determines his range at second and may determine which column we use.

We roll the dice the second time and its "61". Since "61" is greater than "15" (the first number in Frank's fielding rating at 2B) we use the "O" row and check how the out play comes out. If the second dice roll was "15" or less, we would use the "E" row and see how the error was made. To avoid the error, the dice roll must be **HIGHER** than the fielder's rating.

In this particular sample, with White's 2B fielding rating of "15r2", we will not need the range number which would be "2" -- the number after the "r". If you refer to the Bases Empty boards and on PRN 20 (actually all numbers in the Possible Error Section on this base situation), the range for a fielder is not a factor. If there would have been a runner on first, we not only would use the "O" row on this particular play but also go to the column labeled "Range / Ability 2" for the final play result.

This section of the boards may sound a little overwhelming at first. The explanation is a lot worse than actually using it. Possible errors can occur in other sections of the board and you will handle them just like this. An example: Bases Empty, play result numbers (PRN's) 39, 40 and 41. It does take a little extra effort on this type of play but the result is that the fielders will have amazingly accurate fielding averages and their effectiveness in both how well they field AND their ability to reach the batted ball and make plays will affect their team's ability to win.

One more point to make in this section. Sometimes the “O” row will not produce an out. It may result in a **SINGLE**. It could be that the fielder’s range was such that he just didn’t get to the ball to make a play on it. Or, the “official scorer” may have just called the play a hit because there was no error and there was no out on the play.

### General Outs Section (PRNs 24 - 35)

Let’s look at the Bases Empty boards in the section for PRN’s 24 thru 35. On the Bases Empty board, this section is NOT split up into three “Range / Ability” columns. PRN’s 24 thru 35 on all seven of the other Base situations will have three columns labeled “Range / Ability” 1, 2 and 3. The higher the number to the right of the “r” in a fielder’s rating, the better range and better play effectiveness he will have.

Now, going back to the Bases Empty boards you’ll notice that most of these fielding plays, though not affected by a fielder’s range or ability **ARE** affected by the pitcher’s strikeout rating. All pitchers are rated for their ability to strikeout right and left-handed batters. These ratings are K1 thru K9. The higher the “K” number, the more strikeouts the pitcher will get.

**IMPORTANT:** On the Bases Empty boards, PRN 24 reads “Out at first; **A-SS PO-1B (K6-K9, Strikeout; PO-C)**”. What this means is, if this PRN comes up and the pitcher’s “K” rating for this situation is “K6”, “K7”, “K8” or “K9” -- the play result is a strikeout with the catcher being credited with a putout. If the pitcher has any other “K” rating (“K1”, “K2”, “K3”, “K4” or “K5”), the play goes as a ground out to the shortstop who throws to first. The shortstop gets an assist; the first baseman gets the putout.

**STILL IMPORTANT:** Now let’s look at the Bases Empty boards on PRN 25 which reads “Out at first; **A-2B PO-1B (K4, K5, K8, K9, Strikeout; PO-C)**”. This description means that if the pitcher’s “K” rating is “K4”, “K5”, “K8” or “K9”, the play result is a strikeout with the catcher getting credit for the putout. Otherwise, the play is scored as a ground out; second base to first. The part that you should be clear on is that a “K9” pitcher’s rating DOES NOT mean that since it’s the highest rating, the pitcher gets the strikeout on every fielding play that is affected by a strikeout rating. Example: in the PRN 25 example just “discussed”, a “K7” rating on a pitcher does not, in this instance, get the strikeout. Just because the “K7” rating is higher than two of the ratings in the list for this play (“K4” and “K5”) DOES NOT mean that a pitcher rated “K7” also gets the strikeout. **Only those listed get the strikeout.** The “Z” and “W” ratings for a pitcher’s walk rating is treated the same way. If a play has a “(W3 or W4 - Base on balls)” change at the end, (see PRN 35), that means that ONLY a pitcher rating of “W3” or “W4” gets the walk instead of the out. The next section further explains this rating (PRN’s 36 - 41).

## Range / Ability columns (PRN's 24 - 32)

We're still talking about the General Outs Results Section of the boards. On the Bases Empty boards, PRNs 24-35, you'll notice that the play description area is just one column. However, on the other seven base situation Boards, the Range / Ability rating of the fielder involved may change the outcome of the play.

Let's take a look at the "Runner on First" boards starting at PRN 24. You'll notice that this section has the "PRN" column, a "Pos" column and then the play description area is split into three Range / Ability columns. The higher the Range / Ability rating, usually the more effective the fielder is at that position.

The play description area is not always split into three areas. This simply means that on that play, ALL ranges make the same play. An example: staying on the "Runner on First" boards and PRN 24, you'll notice that the play description area is not split into three columns. You don't have to check fielder ranges in this case and you'll notice that the "Pos" column does not have a fielding position in it. Those columns that DO have a fielding position in the "Pos" column will require a check on the fielders range rating.

Another example: staying on the same "Runner on First" boards but this time looking at PRN 26, you'll have two things to check. First, notice that there is a "2B" in the "Pos" column. So we'll be using the second baseman's ratings. Since PRN 26 has an "O" and "E" row, we'll have to check the second baseman for an error. Let's say Frank White is at second right now and his rating is (2B-15r2). Roll the dice a second time (the first roll was on the batter's card in the Main Section and gave you the PRN 26). We'll say that the dice roll is 24. Since 24 is greater than the fielding rating for White at second (his rating is 15), we'll use the row labeled "O" on PRN 26 -- but which column? Looking one more time at White's fielding rating at second and looking at the number after the "r" in his rating, we see that we must use Range / Ability column 2 for this play. The play goes "Fielder's choice; runner out at second; **A-2B POSS**". If White wasn't so talented at second base and his rating was 15r1, he would have gotten the out at first, but the runner on first would have moved to second. Also, if that second dice roll had been 15 (or less), we would have used the "E" row on PRN 26 and the play would have been "Safe at first on error; runner to second; **E-2B**". Kansas City would have been in a bit of a challenging position at that point.

## Additional Possible Errors Section (PRN's 36 - 41)

On the Bases Empty boards, PRN's 36-41 can be additional errors. On the other seven base situations, these PRN's are listed in their own separate section. Plays that happen on PRN's 36-41 can sometimes have a little "flavor". They sometimes may not just be a simple ground out or fly out -- they can be unusual plays.



Looking at the Bases Empty boards, PRN 37. It reads “Diving catch of a line drive; PO-CF (W1, W2, W3, W4 - Base on balls)”. In this situation, if the pitcher has a “W1”, “W2”, “W3” or “W4” rating for a batter from his side of the plate, the play is scored a Base on balls (or walk). If the pitcher does not have one of the four “W” ratings, the play is scored as a great catch by the center fielder.

### Properly Reading any given Play

Reading NPNG+ boards basically follows standard English language rules. Left-to-right is the way you should read a play, if in doubt. An example of this is on the Runner on First board. Fortunately there aren’t many of these instances but take a look at Play Result Number 33. Reading the play left-to-right, first it says “Pop fly out; PO-3B”. That is the standard result of this play. However, there are two variations to this play depending on the Pitcher’s ratings. Staying with the left-to-right technique, if the Pitcher has a control rating of W4, the play result in a “Base on Balls” – NOT the Pop fly out to third. But on this play, there is also another possible variant. If the play was not a “Base on balls”, check the Pitcher’s K rating. If the current Pitcher has a K rating of K6 – K9 (meaning K6 or K7 or K8 or K9), the play result is “Strikeout, PO-C”. Otherwise, the play is the Pop fly out; PO-3B. As mentioned, this is a rare occurrence on the boards.

On the Bases Empty boards, PRN’s 39, 40 and 41 are possible errors. To read how to deal with these plays, they are handled just like the plays listed in the section above “Possible Error Section”. **NOTE:** On PRN’s 39 and 40 of the Bases Empty boards, you’ll see that both the “O” and “E” rows of these PRN’s are possible “Base on balls” plays. If you know the pitcher has a “W1”, “W2”, “W3” or “W4” in his rating for this batter (considering righty / lefty), on these two plays you can save yourself some time. In this case, since no matter if you would have an out or error, they would be overruled by the “W” rating, no check is necessary. Just score the play a “Base on balls” (walk).

**IMPORTANT:** On any of the boards, you might see a red asterisk (\*) in the play description. This tells you how to score the play **IF THERE ARE TWO OUTS**. Example: On the Bases Empty boards, PRN 41 in the row labeled “O” you will see “41 - Out at first; A-2B PO-1B \* Out at first; deflected by the pitcher; A-P A-2B PO-1B”. You have already checked the fielder (with a second dice roll) and it has been determined that the play is an out rather than an error. Looking at the row (PRN 41, row “O”), if there are no outs or one out, the play is scored a ground out to the second baseman to first. If there are two outs, there is a ground ball hit back to the mound that deflects off the pitcher to the second baseman. The second baseman grabs the ball bare-handed and fires to first in time to get the batter. The play with two outs then is scored, an assist to the pitcher, an assist to the second baseman and a putout for the first baseman.

## Additional Play Section (PRNs 42 - 45)

PRN's 42 thru 45 have been added to NPNG+. They are usually used to fine-tune each batter's walk and hit by pitch stats. This section is pretty simple and straight-forward. On the Bases Empty boards, PRN 43 you'll see a check on the pitcher's hit-by-pitch rating. If a pitcher has an **HPO**, the play is altered to be a ground out rather than a hit batter. (You can see the importance of checking the ratings. An **HPO** pitcher in this instance gets an out instead of putting the batter on first by hitting him and NO out.) We'll come back to **HPO**.

**IMPORTANT NOTE:** You have seen some examples of plays being changed based on pitcher's ratings in parenthesis () at the end of the play description. **Those changes ALWAYS take precedence over the play description.** I'm referring to the "**W1**" etc, "**K1**" etc, and "**Z1**" etc. The next sections will introduce two other play changers -- the **WP** and **HP** ratings. On other boards, there will be a few other play changers like "PB" and "Bk" for pitcher passed balls and balks. Also, you'll see that base running may vary depending on if the runner is rated "**G**", "**N**" or "**P**" for good, normal or poor running ability. There are also variations depending on outfielder assist ratings -- such as "**LF Assist 3**". An outfielder might have a rating of "**RF-45r1a2**". That may look confusing at first but it's pretty simple. Like all fielders' ratings, the first number is the dice roll number you must roll higher than for no error to occur. The number following the "r" for all fielders is the range and determines which range / ability column you use on the boards. Outfielders have an additional rating following the "a". First, the "a" stands for assist -- the rating used based on the tendency of the outfielder to throw base runners out on the base paths. See more discussion on this in the section below titled "Shaded areas on the boards".

**One more example:** Runners on First and Second, PRN 45 show another play changer. Just remember what was stated above that the ratings in parenthesis "()" ALWAYS take precedence over the play if the pitcher matches the rating. In our example, PRN 45 reads "Fielder's Choice; one runner out at second; other runner to third; batter safe at first; **A-P PO-SS \* Out at first; A-P PO-1B (WP3 - Wild pitch; runners advance one base)**".

On this play, if the pitcher has a rating of **WP3**, the play is scored as a wild pitch; runners advance one base -- over, done, no other checking to do. The **WP3** overrides **all** plays listed in that row regardless of the number of outs.

If the pitcher does not have a **WP3** rating, with no outs, or one out, score this play as a Fielder's Choice; pitcher throws to second base with the shortstop covering.

If the pitcher does not have a **WP3** rating and there are two outs, the pitcher would not have to risk a throw to second base. He can just flip to the first baseman to end the inning.



**NOTE:** You might see the notation RHB on the boards. It stands for Right Handed Batter. An example: Bases Empty boards, PRN 35 says “Foul out. If RHB, **PO-1B** else **PO-3B** (**W3** or **W4** - Base on balls)”.

This really isn't as bad as it may sound. First, if the pitcher has a rating of **W3** or **W4** for this particular batter, everything else is ignored and the play is scored as a base on balls (walk). Otherwise, if the batter bats right-handed, the play is scored as a Foul out; **PO-1B**. If the batter bats left-handed, the play is scored as a Foul out; **PO-3B**. If you don't plan to keep track of fielding stats, you won't care which way that batter bats.

### Shaded areas on the boards

You will see some sections (or sometimes just individual PRN's) that are shaded with gray. This is to alert you that a second dice roll and/or some checking will probably be involved. The Possible Base Hit Section (PRN's 1 thru 11c) and the Possible Error Section (PRN's 15 thru 23) are always shaded totally. However, there are a few exceptions in those sections. Example 1: Bases Empty, PRN's 1 thru 6\*, 6c and 7, 10 thru 11c do not require additional checking.

Shading will show you when the fielder needs to be checked for an error even when the PRN is not in the 15-23 range. Example: Runner on First, PRN's 26 and 28 require that you check either the second baseman or shortstop for an error. These are easy to spot because the fielding position involved is listed in the “Pos” column AND you see two rows for that PRN labeled “O” and “E” (for out or error).

**Sometimes you will see PRN's 30, 31 or 32 shaded. If so, check the column labeled “Pos” to see which fielder is involved and check his Assist rating. Then use the proper column (1, 2 or 3) based on the Assist rating (1, 2 or 3).** Example: Runner on Second, PRN 32 shows “RF” in the Pos column and the row is shaded in gray. This alerts you that we have base running and outfielder arms involved in the outcome. Assume Reggie Jackson is in RF. His rating in right is “RF-43r2a1”. The number after the “a” is Reggie's assist rating which is 1. Referring to the Runner on Second board, PRN 32, in column 1 (based on the assist rating), you'll see the play “Fly out; runner to third; **PO-RF**”. In this instance, Reggie's assist rating of 1 didn't earn him an assist and the runner advanced to third on him. If Reggie's assist rating was 3 in this instance, Reggie would have caught the fly ball and nailed any runner at third for a double play (with less than two outs of course).



PRN's 30, 31 and 32 showcase outfielder arms and base running abilities. But these abilities DO show up at times in other places throughout the boards.

### **“Main Section” notation on the boards**

If you take a look at the Bases Empty board, PRN 11, you'll notice a notation “(If this is a first column 11, check the catcher for an error. If an error occurs, he throws the ball into CF on the stolen base and the runner ends up at third; E-C)”. The explanation of the term “Main Section” will come up in the How to play notes. It refers to the batter's card in the large middle section that contains the Dice Roll Numbers (DRN) 11 thru 66. There are usually two columns of numbers in that section. The Bases Empty board is stating that if the PRN 11 came from the first column of the batter's card, you need to check the catcher for a possible error on the stolen base attempt. If the PRN 11 came from the second column (**Hit Table**) of the batter's card, no error-check on the catcher is done.

Example: With the Bases Empty, we roll the dice for the next batter -- Amos Otis of Kansas City. The DRN is 15. We look at the Main Section of Jose's card next to DRN 15 and we see “15- 11”. Going to the Bases Empty boards, PRN 11 you'll find “**SINGLE** to left; batter then steals second on the second pitch to the next batter; (If this is a first column 11, check the catcher for an error. If an error occurs, he throws the ball into CF on the stolen base and the runner ends up on third; E-C); one and one count on the batter.”

There is a lot of wording there but it's not too hard to figure out. Amos **SINGLEs** to left. The next batter up is John Wathan. While John is batting, Amos steals second. Rick Cerone is catching for New York and his fielding at the catcher's position is “C-13r2”. We roll the dice a second time (the first time gave us Amos's DRN 15, PRN 11). We roll a DRN of 12. Since 12 is less than Rick Cerone's fielding rating of “13”, Cerone's throw goes into center field and Otis continues on to third -- E-C. If Cerone's DRN would not have been 12 but something higher than his rating of “13”, Otis would still be safe at second on the stolen base but would not continue to third on any error.

If the PRN 11 from the example would not have come from the first column of Otis's card but instead would come from the second column of his card, Otis steals second but there is no checking for a throwing error by Cerone.

This same type of play occurs on the “Runner on First” boards also.

### **OF Assist Situation**

Not all outfielder assists (throwing a runner out) happens on the plays with a PRN of 30, 31 or 32. An outfielder assist can occur on a play such as on the “Runner on Second” board,

PRN 17. This play also gives opportunity to mention that all players are assigned a base running ability rating. Base running ratings are either **G**, **N** or **P**. You can easily find the base running rating. It is always the first rating listed under each player's stat line, just before any fielding ratings, or pinch hitter or runner listing. The **G**, **N** or **P** will be in parenthesis (). The ratings are good, normal or poor. This isn't a speed rating. It has to do with the ability of each player to score when on base.

Returning to the example begun above, with a Runner on Second and a PRN 17, we first have to check for an error on the right fielder because there is an "RF" in the column labeled "Pos". Reggie Jackson's rating in right field is "RF-43r2a1". We roll the dice a second time (the first was to get the PRN 17). The DRN was 62. The 62 is greater than the RF rating of 43 (the first number in Jackson's RF rating). So we know that there is no error and to use the row labeled "O". The play reads as follows: "Fly out; runner to third (**P** runner holds) (if **RF Assist 3**, only **G** runner to third); **PO-RF**".

To read this play, we first know there is a Fly out to right field. If there are already two outs when we started this play, the fly out ends the inning. We do not have to go any further.

If there is less than two outs, after the fly out, the runner on second goes to third UNLESS his base running rating is "**P**". A base runner rated "**P**" holds second. But we need to check one more thing -- the assist rating for the right fielder. Checking Jackson's rating of "RF-43r2a1"; we see that Jackson DOES NOT have an assist rating of "3". In this case, the runner advances to third unless his base running rating is "**P**" and he holds.

If Jackson was rated a "3" for his assist rating, ONLY a runner on second that is rated "**G**" goes to third. This example points out that sometimes, when an outfielder has an assist rating of "3", he may not always get the assist. But it also is an example that sometimes, an outfielder with a strong arm will cause the runners to hold rather than even attempt to move to the next base.

### Runner on Third and PRN 6\*, 6 or 6c

This section is devoted to this particular situation because these three plays can be confusing. If there is a runner on third and the PRN 6\* comes up, there is a notation in the play description that is a little unusual. If you refer to this on the play boards, the play reads: "**HOME RUN** to left center (If this is a second column 6\*, score it as a **DOUBLE** to left center; runner scores; then steals third on the second pitch to next batter; one ball and one strike to the next batter)". The important factor on this play is whether or not the PRN 6\* came from the batter's first or second column of his Player Card. If the 6\* comes from the first column,

you have a HOME RUN to left center. In this case, since the play result is a home run, the batter does not get a stolen base. If the 6\* comes from the second column, the play result is a **DOUBLE** to left center; the runner scores and then on the second pitch to the next batter, the runner (the player who hit the **DOUBLE**) then steals third -- the count on the current batter becomes one and one.

With a Runner on Third and PRN 6; the play reads “**HOME RUN** to left center (If this is a 2nd column 6, score it as a **DOUBLE** to left center; runner scores)”. On this play, if the PRN 6 came from the second column of batter’s Player Card, score the play as a **DOUBLE** to left center; runner scores -- DONE. But if the PRN 6 came from the first column of the batter’s Player Card, we have a Home Run.

With a Runner on Third and PRN 6c, you can actually refer to the paragraph that explains the PRN 6\* play. They will be very similar except that the runner is thrown out trying to steal third rather than being safe. The play is scored as **A-C PO-3B**. If that out is the third out, the inning is over. If the 6c came off the first column of the batter’s Player Card, it’s a **HOME RUN**. If it came from the Hit Table of the batter’s card, then score it a **DOUBLE** to left center with the caught stealing play at third; **A-C PO-3B**.

### PRN 1 and 6 variations

Rarely, you may come across a situation such as this. Let’s say there is a runner on second. You roll the dice and off the first column of the hitter’s card, you receive a PRN 1. You go to the play boards and read PRN 1 as “**HOME RUN** to straight away center (If this is a first column 1 and the pitcher has a **PHR 3 or 4**, score this as PRN 6 below.) And, for this example, the current pitcher has a **PHR-3**.

You continue down the play board and find PRN 6. The play description is “**DOUBLE** to left center; runner scores (If 1st column PRN 6 and the Park Factor is **PF5** and the batter hit at least one HR, score as PRN 3 above). Let’s say the Park Factor is **PF5** and the batter hit at least one HR in the season. Since the first column PRN was 1 (not a 6), we don’t continue to PRN 3.

But you can also keep this rule in mind:

**NOTE: Always go with just one variation per play. You don’t even have to check to see if you ever match the variation from a PRN you have been directed to (the second PRN) because of a prior rating from the original PRN. One check per play.**

In the example, the PRN 1 check was the original. Since the pitcher’s PHR was a **PHR-3**, just go to PRN 6 and use the standard play -- no variations.

