

NPNG+ Base Stealing

Concerning NPNG+ base stealing, the first thing you need to decide is, “Do I want to call all the base stealing attempts or do I want to let NPNG+ take care of all that for me?” The cards are constructed to make all the calls for you thru Play Result Numbers (PRN’s) 10, 10c, 11, 11c and also “*” that are attached to PRN’s 14 and 6. So the cards are already set to statically give the proper chances for SB / CS throughout a season.

It is true that if you use the “automatic” base stealing built into the NPNG+ player cards as shown in the above paragraph, sometimes you will get a base stealing attempt at a time when you normally wouldn’t attempt it because of game situations, base situations, batters coming up, etc. You can ignore those attempts as they come up to compensate.

However, if you wish to call those entire base stealing attempts as a manager, then you ignore any instances on the NPNG+ Play Boards that either steal a base or result in a caught stealing. When you use the “Manager Called Base Stealing Option (MCBS)”, you have to realize that you are dealing with dice rolls AND addition / subtraction of numbers. I’ll come back to this in a moment. All of this is going to be harder to explain here than it will be to use this system when you understand it.

I believe the easiest way to understand (MCBS) is to first start with the runner you want to attempt the base stealing with. All players are given a Stolen Base Index (SBI) rating. On the player cards, look at the very last line on each card and the far left corner. On all seasons that have cards that have been updated, the bottom line of each player card will begin with “SBI:” and then a number. Start with this number. The SBI is a dice roll number (DRN). The dice roll numbers of course range from (11 thru 66) – two dice; six numbers on each. For an example, let’s start with an SBI of 34. If this were all we needed, this would mean that if the dice roll is GREATER THAN 34, the base running is safe stealing. DRN 34 or less, the runner is out. But ...

NPNG+ doesn’t just stop at using the raw stolen base success number when attempting to steal a base. Why? Because there are several other factors to be included before actually attempting the steal. First, what base is being attempted? Third base usually has the best steal success rate; then second and of course lastly home. A base stealing attempt needs to be looked up on the Base Index Report (found on the NPNG+ website at www.ntlpt.com). There will be adjustments on that report for every season and every base involved. We will be attempting a steal of second base. We’ll assume we are replaying the 1974 Senior Circuit season. To continue with our example (from the previous paragraph), we are going to adjust that 34 by the adjustment factor we find on the Base Index Report mentioned above. We check the report and find that the factor for 1974, Senior Circuit, second base is -1. Though we won’t be affected at this point, it is IMPORTANT to keep in mind that the 34 we started with in our example is an SBI rating from the player’s card and it is a DICE ROLL NUMBER. The -1 adjustment factor is a number that we adjust the DRN with. Take the 34 and -1 and at this point we are now at 33.

NPNG+ also takes in consideration the catcher’s arm rating. That is found in the Base Stealing Report (on the website, just below where you got the Base Index Report. After looking these ratings up for the season and players involved, you won’t have to look them up again. Write them on your scoresheet (or even on the player card). Let’s say the catcher’s arm rating is a 3. So, add 3 to the 33 from the previous paragraph. Now we’re at 36 (remember, a dice roll number).

The game also considers the ability pitchers have to hold runners on base. This rating is found on the same Base Stealing Report that you used in the prior paragraph. Let’s say you look up the pitcher currently on the mound and find his Pitcher Hold Rating is a 1. Now you will see what I mentioned earlier about Dice Roll Numbers versus adjustments. We take the 36 from the last paragraph (a DRN) and add the “1” for the Pitcher’s Hold Rating. We get 37 – No. In dice rolls, we get 41!

So, we’ve taken the runner’s Stolen Base Index, the Base Adjustment (2nd base), the catcher’s arm rating and the pitcher’s Hold Rating ALL into consideration for the attempt. Now roll the dice. If the dice roll is 11-41, the base runner is out at second. If you are keeping fielding stats, the assist would of course go to the catcher. The putout has to be determined by which side of the plate the current batter is hitting from. If he bats right handed, the putout goes to the second baseman. Otherwise it goes to the shortstop. If the dice roll is 42 up thru 66, the base runner is safe.