

Line-up	Baltimore Orioles 1970	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos		
LF-CF	Don Buford#	SN	A	22	25		26	31		44	46	88	E-3	CD-4	T-4	0.272	0.816	CC		2	87/87	LF-3B-2B	
DH-LF	Frank Robinson	RP	D	23	31		35	40	45	52	54	88	E-2	CD-3	T-3	0.306	0.918	DD		0	86/88	RF-1B	
1B	Boog Powell*	LP	E	20	26		33	36	43	55	56	88	E-2	CD-3		0.297	0.962	DD		0	88/86	1B	
RF	Merv Rettenmund	RP	A	25	33	34	40	43	54	56	57	88	E-5	CD-5	T-5	0.322	0.938	BB		0	86/88	CF-RF-LF	
3B	Brooks Robinson	RN	E	23	31	32	33	36			37	88	E-4	CD-4		0.276	0.764	CC		2	86/88	3B	
2B	Davey Johnson	RN	D	25	33		33	36	42	45		88	E-1	CD-4		0.281	0.753	CC		0	86/88	2B-SS	
C	Elrod Hendricks*	LN	D	21	24		26	31	35	36	37	88	E-3	CD-4	Th-A	0.242	0.699	CC		0	88/86	C	
CF-ben	Paul Blair	RN	A	21	27		31	34	47	51	52	88	E-3	CD-5	T-5	0.267	0.782	BB		0	86/88	CF-3B	
SS	Mark Belanger	RN	A	22	23	24		27	34	36	37	88	E-3	CD-5		0.218	0.562	AA		0	86/88	SS	
	Pitcher bats 1970	P	E	11'-17	18			19	46	51						0.146	0.38						
Pos	Suggested Reserves	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos		
RF	Terry Crowley*	LN	C	21	24		25	30	37	54		88	E-2	CD-3	T-3	0.257	0.782	CC		0	12/X	RF-1B-LF	
LF	Curt Matton (+1) RN	RN	C	14	20	21	23	26	43	56	57	88	E-2	CD-3	T-3	0.226	0.762	CC		0	88/12	LF-RF	
C	Johnny Oates*	LN	E	25		33		36		37		88	E-10	CD-1	Th-A	0.278	0.722	DD		2	14/X	C	
C	Clay Dalrymple* (+1) RN	LN	E	15	20		21	24	26	41		88	E-2	CD-4	Th-A	0.219	0.694	DD		1	14/X	C	
SS	Chico Salmon	RP	B	22	25		30	33	45		46	88	E-6	CD-2		0.25	0.683	CC		0	88/12	SS-2B-3B-1B	
C	Andy Etchebarren	RN	B	22	27	30		33	45	45	47	88	E-4	CD-3	Th-B	0.243	0.66	DD		0	88/11	C	
RF	Dave May*	LN	E	14		20	22	25	31	35		88	E-2	CD-3	T-3	0.194	0.641	DD		0	14/X	RF	
SS	Bobby Grich	RN	C	21	22	26		31	50			88	E-5	CD-4		0.211	0.563	DD		0	88/12	SS-2B-3B	
CF	Don Baylor	RN	A	27				32	42	44		88	E-2	CD-3	T-3	0.235	0.535	DD		0	88/14	CF-RF	
Throws:	Baltimore Orioles 1970	PB	SR	RR	Max IP	1b	BK	K	W	WP	CD-C	88	Error	Clutch Def	ERA	zPos							
RHP	Jim Palmer	2-8	19	0	9	21	22	45	53	55	57	88	E-4	CD-5		2.71	SP					SacFly if: If Home, DEEP = HR	
RHP	Tom Phoebus	2-7	15	5	7	14		37	46	51	53	88	E-3	CD-3		3.07	SP		Pit bats	61-88	11-58	HR	
LHP	Dave McNally	2-7	19	0	9	23		46	54	56	60	88	E-3	CD-3		3.22	SP						
LHP	Mike Cuellar	2-7	19	0	9	23		46	53	54	56	88	E-5	CD-3		3.48	SP						
RHP	Jim Hardin	2-7	15	5	6	26		50	54	55	57	88	E-0	CD-2		3.53	SP						
LHP	Pete Richert	2-9	0	3	3	16		44	53	57	61	88	E-2	CD-1		1.98	rp-CL						
LHP	Marcelino Lopez	2-9	15	5	4	16		41	51	51	53	88	E-10	CD-1		2.08	rp						
RHP	Dick Hall	2-7	0	4	4	22		43	46	46	50	88	E-2	CD-1		3.08	rp						
RHP	Eddie Watt	2-7	0	3	3	17		41	50	52	54	88	E-2	CD-1		3.25	rp						
RHP	Moe Drabowsky	4-7	0	4	3	18		42	50	50	52	88	E-10	CD-2		3.78	rp						
RHP	Dave Leonhard	2-6	0	4	3	25	28	50	60	64	66	88	E-10	CD-2		5.08	rp						
RHP	Fred Beene	2-5	0	6	3	27		50	54	54	56	88	E-10	CD-2		6	rp						
Step 1 - roll two dice for result of 2-12		If within PB range, Column C, then next roll will be on pitcher's card. If not, will be on batters card.																					
Step 2 - roll two 8-sided dice for 11-88.		Roll between 11 and the 1B number is a single. The other numbers show the HIGHEST number in range for different results.																					
Click https://tinyurl.com/4x4jcff5 for the rest of the rules - or you can use the following simple rules. Under simple rules, if 2-12 roll in step 1 is a 4 (four) with an OUT and man on 1st, it is a double play.																							
Step 3 (simple rules) To try to steal or go an extra base on a hit or out, roll a 6-sided die and only a "6" is an OUT. Under OBR/SP an AA steals on 1-5, an A on 1-4, B on 1-3, C 1-2 & D on 1. Oon out, batter out instead.																							
Step 4 (simple rules) - If the 2-12 rule is either a 2 or a 12 (but not 3 to 11) check again for error. Roll both 6-sided die again and their HIGHER die is the player who might make an error (6=ss, 5=3b,4=2b, 3=1b, 2=c, 1+p)																							
Step 4a - Roll one 8-sided die and if it is EQUAL TO OR LOWER than the fielder's error number it is an error. (e.g. an 8-sided die roll of 3 means an E-0, E-1 or E2 is NOT an error, but an E-3, E-4, or higher is)																							