Line-up	**Detroit Tigers 1909**	**Bats**	**OBR/SP**	**1b**	**2b**	**3b**	**HR**	**Deep**	**K**	**W**	**HPB**	**Out**	**Error**	**CD**	**Th**	**BA**	**OPS**	**Sac**	**H&R**	**Cht**	**Pos**
CF	Ty Cobb*	LN	AAA	35	43	45	47	52			53	88	E-10	CD-1	T-3	0.377	0.947	AA+	2	12/88	OF
LF	Sam Crawford*	LN	A	26	35	40	41	44				88	E-7	CD-1	T-2	0.314	0.817	AA+	2	12/88	OF-1B
SS	Donie Bush#	SN	AA	25	30		30	33	36	44	45	88	E-8	CD-1		0.273	0.694	AA+	0	88/88	SS
DH-ben	Red Killefer	RN	A	20	23	26	30	33	36		43	88	E-9	CD-1		0.279	0.77	CC	0	88/13	2B-OF
2B	Jim Delahanty	RN	A	17	26	27		32	37	40	46	88	E-6	CD-4		0.253	0.697	AA	0	88/12	2B-OF
1B	Tom Jones	RN	AA	25	34		34	37			41	88	E-4	CD-4		0.281	0.657	AA	2	88/12	1B
RF	Matty McIntyre*	LN	A	22	26		30	33	34	36	37	88	E-5	CD-2	T-3	0.244	0.65	AA	1	12/88	OF
3B	George Moriarty	RN	AA	26	33	34		37	40			88	E-4	CD-4		0.273	0.648	AA+	0	88/11	3B-1B
C	Oscar Stanage	RN	C	25	31	34		37	41		42	88	E-8	CD-1	Th-B	0.262	0.639	BB	0	88/11	C
	Pitcher bats up to 1912	P	E	11'-18	21-22	23		24	42	46						0.192	0.487				
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*
CF	*Davy Jones**	*LN*	*A*	*31*	*32*	*33*		*36*	*41*	*45*	*46*	*88*	*E-4*	*CD-2*	*T-3*	*0.279*	*0.678*	*BB*	*0*	*12/88*	*OF*
C	*Henry Beckendorf*	*RN*	*E*	*27*	*33*		*33*	*36*	*65*			*88*	*E-9*	*CD-1*	*Th-B*	*0.259*	*0.607*	*CC*	*0*	*88/14*	*C*
1B	*Claude Rossman**	*LN*	*A*	*26*	*31*	*32*		*35*	*37*			*88*	*E-4*	*CD-5*		*0.261*	*0.603*	*AA*	*1*	*12/88*	*1B*
2B	*Germany Schaefer*	*RN*	*A*	*24*	*31*		*31*	*34*	*45*			*88*	*E-4*	*CD-4*		*0.25*	*0.579*	*AA*	*0*	*88/11*	*2B-OF*
C	*Boss Schmidt#*	*SN*	*A*	*16*	*22*	*23*		*26*	*27*		*30*	*88*	*E-9*	*CD-1*	*Th-A*	*0.209*	*0.508*	*AA+*	*1*	*88/88*	*C-OF*
3B	*Charley O'Leary*	*RN*	*A*	*20*	*25*		*25*	*30*				*88*	*E-7*	*CD-4*		*0.203*	*0.465*	*AA*	*2*	*88/11*	*3B-2B-SS-OF*
Throws:	**Detroit Tigers 1909**	**PB**	**SR**	**RR**	**Max IP**	**1b**	**BK**	**K**	**W**	**WP**	**CD-C**	**88**	**Error**	**Clutch Def**		**ERA**	**zPos**				
LHP	**Ed Killian**	**2-8**	**19**	**6**	**9**	**22**		**40**	**46**	**47**	**51**	**88**	**E-2**	**CD-5**		**1.71**	**SP**			SacFly if:	If Home, DEEP = HR
RHP	**George Mullin**	**2-7**	**19**	**6**	**9**	**22**		**42**	**50**	**51**	**53**	**88**	**E-3**	**CD-5**		**2.22**	**SP**		Pit bats	21-88	11-18 HR
RHP	**Ed Summers**	**2-7**	**20**	**7**	**10**	**21**		**41**	**46**	**47**	**51**	**88**	**E-3**	**CD-5**		**2.24**	**SP**				
RHP	*Bill Donovan*	*2-7*	*19*	*6*	*8*	*21*		*43*	*52*	*54*	*56*	*88*	*E-3*	*CD-5*		*2.31*	*SP*				
RHP	*Ed Willett*	*2-7*	*19*	*6*	*9*	*18*		*36*	*44*	*46*	*50*	*88*	*E-7*	*CD-5*		*2.34*	*SP*				
LHP	*Kid Speer*	*4-7*	*22*	*7*	*8*	*31*		*45*	*52*	*55*	*57*	*88*	*E-6*	*CD-4*		*2.83*	*SP*				
RHP	*Ed Lafitte*	*2-5*	*27*	*9*	*6*	*31*		*57*	*63*	*67*	*71*	*88*	*E-10*	*CD-2*		*3.86*	*SP*				
RHP	*Ralph Works*	*2-7*	*20*	*7*	*6*	*25*		*46*	*54*	*56*	*60*	*88*	*E-10*	*CD-1*		*1.97*	*rp*				
RHP	*George Suggs*	*2-7*	*17*	*6*	*7*	*21*		*42*	*50*	*52*	*54*	*88*	*E-2*	*CD-4*		*2.03*	*rp*				
RHP	*Elijah Jones*	*4-7*	*12*	*0*	*7*	*31*		*47*	*47*	*47*	*51*	*88*	*E-10*	*CD-2*		*2.7*	*rp*				
RHP	*Bill Lelivelt*	*2-4*	*22*	*7*	*7*	*31*		*50*	*53*	*53*	*55*	*88*	*E-10*	*CD-2*		*4.5*	*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)