

<u>Line-up</u>	<u>Los Angeles Dodgers 1988</u>	<u>Bats</u>	<u>OBR/SP</u>	<u>1b</u>	<u>2b</u>	<u>3b</u>	<u>HR</u>	<u>Deep</u>	<u>K</u>	<u>W</u>	<u>HPB</u>	<u>Out</u>	<u>Error</u>	<u>CD</u>	<u>Th</u>	<u>BA</u>	<u>OPS</u>	<u>Sac</u>	<u>H&R</u>	<u>Cht</u>	<u>Pos</u>
2B	Steve Sax	RN	AA	30	34	35		40				88	E-2	CD-1		0.277	0.668	BB		2 88/11	2B
LF	Kirk Gibson*	LP	A	22	30	30	34	37	54	60	61	88	E-8	CD-1	T-4	0.29	0.86	CC		0 12/88	LF-CF
3B	Pedro Guerrero	RN	C	30	34	35	37	42	50	52	54	88	E-6	CD-1		0.298	0.783	DD		0 88/11	3B-1B-RF-LF
DH-C	Rick Dempsey	RP	D	13	23		27	32	53	60		88	E-3	CD-4	Th-B	0.251	0.793	DD		0 88/12	C
RF	Mike Marshall	RP	C	22	30		33	36	50		52	88	E-2	CD-3	T-3	0.277	0.758	DD		0 88/11	RF-1B
CF	John Shelby#	SN	A	22	27	30	31	34	57	57	57	88	E-4	CD-3	T-3	0.263	0.715	CC		0 88/88	CF
1B	Franklin Stubbs*	LP	A	14	22	22	25	30	52	52	52	88	E-5	CD-3		0.223	0.664	CC		0 12/88	1B-RF-LF-CF
C-Ben	Mike Scioscia*	LN	E	25	32		32	35				88	E-2	CD-5	Th-A	0.257	0.642	CC		2 12/88	C
SS	Dave Anderson	RN	B	23	27	30		33	42	44	44	88	E-2	CD-3		0.249	0.644	BB		0 88/11	SS-2B-3B
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
1B	Mickey Hatcher	RN	E	32	37		37	42			43	88	E-3	CD-3		0.293	0.673	DD		2 88/11	1B-RF-LF-3B
3B	Jeff Hamilton	RN	E	20	25	26	27	32	43	43	45	88	E-6	CD-3		0.236	0.62	CC		0 88/11	3B-SS-1B
3B	Tracy Woodson	RN	C	24	27	30	31	34	47		50	88	E-3	CD-3		0.249	0.614	DD		0 88/12	3B-1B
RF	Danny Heep*	LN	C	26	27	27		32		37	40	88	E-3	CD-3	T-3	0.242	0.596	DD		2 12/X	RF-LF-1B-P
RF	Mike Davis*	LN	A	16	23	24		27	44			88	E-4	CD-3	T-3	0.196	0.53	CC		0 12/88	RF-CF-LF
SS	Alfredo Griffin#	SN	A	17	22	23		26		26	27	88	E-4	CD-3		0.199	0.513	AA		2 88/88	SS
CF	Jose Gonzalez	SN	D	14	17		18	23	48	55	56	88	E-10	CD-1	T-3			CC		0	CF-LF-RF
CF	Mike Devereaux	SN	D	14	17		18	23	48	55	56	88	E-2	CD-3	T-3			CC		0	CF-RF
2B	Mike Sharperson	SN	D	14	17		18	23	48	55	56	88	E-4	CD-3				CC		0	2B-SS-3B
<u>Throws:</u>	<u>Los Angeles Dodgers 1988</u>	<u>PB</u>	<u>SR</u>	<u>RR</u>	<u>Max IP</u>	<u>1b</u>	<u>BK</u>	<u>K</u>	<u>W</u>	<u>WP</u>	<u>CD-C</u>	<u>88</u>	<u>Error</u>	<u>Clutch</u>	<u>Def</u>	<u>ERA</u>	<u>zPos</u>				
RHP	Orel Hershiser	2-8	18	6	9	17	21	44	51	52	54	88	E-7	CD-5		2.26	SP				SacFly if: If Home, DEEP = HR
LHP	John Tudor	2-7	15	0	7	30	33	56	63	63	65	88	E-2	CD-3		2.41	SP		Pit bats	41-88	11-38 HR
RHP	Tim Belcher	2-7	14	5	7	17		44	52	53	55	88	E-0	CD-2		2.91	SP				
RHP	Tim Leary	2-7	16	5	8	22	25	50	55	57	61	88	E-2	CD-5		2.91	SP				
RHP	Ramon Martinez	4-7	14	5	6	13		40	50	52	54	88	E-10	CD-2		3.79	SP				
RHP	Don Sutton	4-7	15	0	7	25	28	52	60	61	63	88	E-6	CD-3		3.92	SP				
RHP	Shawn Hillegas	4-7	15	5	7	23		44	52	55	57	88	E-10	CD-1		4.13	SP				
LHP	Fernando Valenzuela	4-7	19	6	8	23	26	44	54	57	61	88	E-3	CD-5		4.24	SP				
RHP	Jay Howell	2-8	0	3	3	15	18	45	53	55	57	88	E-8	CD-1		2.08	rp-CL				
RHP	Brian Holton	2-9	0	4	3	18	23	46	53	54	56	88	E-2	CD-1		1.7	rp				
RHP	Alejandro Pena	2-9	0	4	3	17	21	47	54	56	60	88	E-10	CD-1		1.91	rp				
LHP	Jesse Orosco	2-8	0	3	3	15		41	51	52	54	88	E-2	CD-1		2.72	rp				
RHP	Tim Crews	2-7	0	5	3	27		52	56	57	61	88	E-10	CD-1		3.14	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)																					