

Line-up	San Francisco Giants 2002	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos
CF	Kenny Lofton*	LN	A	21	27	31		34	37	42	43	88	E-0	CD-5	T-5	0.267	0.758	CC		0 12/88	CF
RF	Reggie Sanders	RP	A	16	23	24	26	31	51	51	54	88	E-2	CD-5	T-5	0.25	0.779	DD		0 88/11	RF
LF	Barry Bonds*	LP	C	14	22	22	31	34		72	74	88	E-4	CD-5	T-5	0.37	1.381	DD		2 12/88	LF-DH
2B	Jeff Kent	RP	C	22	32	32	36	41	51	51	52	88	E-3	CD-5		0.313	0.933	DD		0 88/11	2B-1B
3B	David Bell	RN	D	20	26	26	27	32	37	37	41	88	E-3	CD-5		0.261	0.762	BB		0 88/11	3B-2B-SS-1B
1B	Damon Minor*	LP	E	15	21	21	24	27	42	46	47	88	E-1	CD-5		0.237	0.778	DD		0 12/88	1B-DH
C	Benito Santiago	RN	C	22	30	31	32	35	44	44	44	88	E-1	CD-5	Th-B	0.278	0.765	CC		0 88/11	C
SS	Rich Aurilia	RN	D	20	30	30		33	44	44	45	88	E-2	CD-4		0.257	0.718	CC		0 88/11	SS
DH-ben	Tom Goodwin*	LN	AAA	25	31	32		35	45	45	45	88	E-2	CD-2	T-2	0.26	0.659	CC		0 12/X	CF-LF-RF
P	Liván Hernández	RN	E	15	24	26		31	35	35	35	88				0.234	0.559	AA		0 88/13	
	<i>Pitcher bats 2002</i>	<i>P</i>	<i>E</i>	<i>11'-17</i>	<i>18</i>			<i>19</i>	<i>46</i>	<i>48</i>						<i>0.148</i>	<i>0.371</i>				
<i>Pos</i>	<i>Suggested Reserves</i>	<i>Bats</i>	<i>OBR/SP</i>	<i>1b</i>	<i>2b</i>	<i>3b</i>	<i>HR</i>	<i>Deep</i>	<i>K</i>	<i>W</i>	<i>HPB</i>	<i>Out</i>	<i>Error</i>	<i>CD</i>	<i>Th</i>	<i>BA</i>	<i>OPS</i>	<i>Sac</i>	<i>H&R</i>	<i>Cht</i>	<i>Pos</i>
C	Yorvit Torrealba	RN	E	22	32		32	35	43	44	46	88	E-2	CD-5	Th-B	0.279	0.752	CC		0 88/12	C
SS	Ramon Martinez	RN	C	22	30	31		34	42	42	45	88	E-4	CD-4		0.271	0.749	DD		0 88/11	SS-2B-1B-LF-3B
RF	Marvin Benard*	LN	A	21	32	34		37	55	55	56	88	E-2	CD-2	T-2	0.276	0.727	DD		0 12/X	RF-LF-CF
1B	J.T. Snow*	LN	E	17	26	27		32	46	52	54	88	E-2	CD-5		0.246	0.704	DD		0 12/88	1B
CF	Tsuyoshi Shinjo	RN	B	20	25	26	27	32	36		40	88	E-2	CD-5	T-5	0.238	0.664	CC		0 88/11	CF-RF-LF
Throws:	San Francisco Giants 2002	PB	SR	RR	Max IP	1b	BK	K	W	WP	CD-C	88	Error	Clutch	Def	ERA	zPos				
RHP	Kurt Ainsworth	2-7	14	5	6	18		42	52	54	56	88	E-10	CD-2		2.1	SP				SacFly if: If Home, DEEP = HR
LHP	Kirk Rueter	2-7	16	0	8	25		44	51	52	54	88	E-0	CD-4		3.23	SP		Pit bats	61-88	11-58 HR
RHP	Jason Schmidt	2-7	16	0	8	17		46	55	61	63	88	E-0	CD-2		3.45	SP				
RHP	Russ Ortiz	2-7	18	0	8	21		44	53	54	56	88	E-2	CD-5		3.61	SP				
RHP	Liván Hernández	4-7	19	0	8	26		50	56	56	60	88	E-5	CD-5		4.38	SP				
RHP	Ryan Jensen	4-7	17	6	7	25		47	56	57	61	88	E-0	CD-2		4.51	SP				
RHP	Robb Nen	2-9	0	3	3	21		50	55	56	60	88	E-2	CD-1		2.2	rp-CL				
RHP	Joe Nathan	2-7	0	1	2	14		33	33	33	35	88	E-10	CD-2		0	rp				
LHP	Scott Eyre	2-7	0	1	2	22		44	54	60	62	88	E-10	CD-2		1.59	rp				
RHP	Tim Worrell	2-9	0	2	3	16		42	51	51	53	88	E-2	CD-1		2.25	rp				
RHP	Jay Witasick	2-8	0	4	3	21		46	54	57	61	88	E-2	CD-1		2.37	rp				
RHP	Manny Aybar	2-7	0	2	3	27	32	57	62	62	64	88	E-10	CD-2		2.51	rp				
LHP	Chad Zerbe	2-8	0	3	3	22		42	50	51	53	88	E-2	CD-1		3.04	rp				
RHP	Felix Rodriguez	4-7	0	3	3	13		43	52	56	60	88	E-2	CD-1		4.17	rp				
LHP	Aaron Fultz	4-7	0	3	3	27		52	61	62	64	88	E-2	CD-1		4.79	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)																					