Line-up	Seattle Mariners 2001	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos
RF	Ichiro Suzuki*	LN	AA	35	43	44		47			50	88	E-1	CD-5	T-5	0.35	0.838	BB	2	12/88	RF-DH
CF	Mike Cameron	RN	A	16	24	25	27	32	56	61	63	88	E-2	CD-5	T-5	0.267	0.832	CC	0	88/11	CF-DH
2B	Bret Boone	RP	C	25	34	35	41	44	55		57	88	E-2	CD-5		0.331	0.95	BB	0	88/11	2B-DH
DH-ben	Edgar Martinez	RN	C	17	30		32	35	46	57	61	88	E-5	CD-1		0.306	0.966	DD	0	88/11	1B-DH
1B	John Olerud*	LN	D	23	31		32	35	37	46	47	88	E-2	CD-5		0.302	0.873	CC	1	12/88	1B
LF	Mark McLemore#	SN	AA	24	30	32		35	50	57		88	E-4	CD-5	T-5	0.286	0.79	CC	0	88/88	LF-SS-3B-2B-CF-RF-DH
3B	David Bell	RN	D	21	30		31	34	40		41	88	E-4	CD-5		0.26	0.718	BB	0	88/11	3B-1B
C	Dan Wilson	RN	C	22	30		30	33	46		47	88	E-1	CD-5	Th-B	0.265	0.708	AA	0	88/11	C-1B
SS	Carlos Guillen#	SN	C	23	30	31		34	47	51		88	E-2	CD-3		0.259	0.689	BB	0	88/88	SS-DH
	Pitcher bats 2001	P	E	11'-17	18			19	46	48						0.144	0.359				
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	*Ed Sprague*	*RN*	*E*	*24*	*34*		*34*	*37*	*52*	*54*	*55*	*88*	*E-5*	*CD-2*		*0.298*	*0.81*	*DD*	*0*	*88/12*	*1B-3B-LF-RF-C-DH*
LF	*Stan Javier#*	*SN*	*A*	*26*	*34*		*34*	*37*	*47*	*52*	*53*	*88*	*E-1*	*CD-5*	*T-5*	*0.292*	*0.766*	*CC*	*0*	*88/88*	*LF-CF-RF-1B-DH*
LF	*Al Martin**	*LN*	*A*	*16*	*24*	*25*		*30*	*44*	*50*	*51*	*88*	*E-3*	*CD-5*	*T-5*	*0.24*	*0.712*	*DD*	*0*	*12/88*	*LF-CF-RF-DH*
C	*Tom Lampkin**	*LN*	*C*	*16*	*24*		*24*	*27*	*43*		*47*	*88*	*E-1*	*CD-5*	*Th-B*	*0.225*	*0.657*	*CC*	*0*	*12/88*	*C-RF-DH*
LF	*Charles Gipson*	*RN*	*B*	*17*	*23*	*27*		*32*	*63*		*67*	*88*	*E-3*	*CD-2*	*T-2*	*0.219*	*0.594*	*CC*	*0*	*88/13*	*LF-CF-SS-RF-3B-2B-DH*
SS	*Ramon Vazquez*	*SN*	*D*	*14*	*17*		*18*	*23*	*48*	*55*	*56*	*88*	*E-4*	*CD-2*				*CC*	*0*		*SS-2B-3B-DH*
Throws:	Seattle Mariners 2001	PB	SR	RR	Max IP	1b	BK	K	W	WP	CD-C	88	Error	Clutch Def		ERA	zPos				
RHP	Joel Pineiro	2-9	13	4	6	16		41	47	51	53	88	E-2	CD-1		2.03	SP			SacFly if:	If Home, DEEP = HR
RHP	Freddy Garcia	2-8	17	0	9	18		43	51	52	54	88	E-2	CD-5		3.05	SP		DH bats	81-88	11-78 HR
LHP	Jamie Moyer	2-7	16	0	8	22		44	51	51	53	88	E-0	CD-4		3.43	SP				
RHP	*Aaron Sele*	*2-7*	*17*	*6*	*8*	*25*		*46*	*53*	*53*	*55*	*88*	*E-3*	*CD-2*		*3.6*	*SP*				
RHP	*Paul Abbott*	*4-7*	*17*	*6*	*7*	*18*		*43*	*53*	*57*	*61*	*88*	*E-0*	*CD-3*		*4.25*	*SP*				
LHP	*John Halama*	*4-7*	*15*	*5*	*5*	*31*		*51*	*56*	*57*	*61*	*88*	*E-4*	*CD-2*		*4.73*	*SP*				
RHP	*Kazuhiro Sasaki*	*2-8*	*0*	*2*	*3*	*15*		*44*	*50*	*54*	*56*	*88*	*E-10*	*CD-1*		*3.24*	*rp-CL*				
LHP	*Arthur Rhodes*	*2-9*	*0*	*2*	*3*	*16*		*46*	*53*	*56*	*60*	*88*	*E-2*	*CD-1*		*1.72*	*rp*				
RHP	*Jeff Nelson*	*2-8*	*0*	*2*	*3*	*15*		*41*	*52*	*54*	*56*	*88*	*E-10*	*CD-1*		*2.76*	*rp*				
LHP	*Norm Charlton*	*2-8*	*0*	*3*	*3*	*15*		*45*	*52*	*56*	*60*	*88*	*E-2*	*CD-1*		*3.02*	*rp*				
RHP	*Ryan Franklin*	*2-7*	*0*	*6*	*4*	*23*		*47*	*55*	*57*	*61*	*88*	*E-2*	*CD-1*		*3.56*	*rp*				
RHP	*Jose Paniagua*	*4-7*	*0*	*3*	*3*	*18*		*43*	*53*	*56*	*60*	*88*	*E-10*	*CD-1*		*4.36*	*rp*				
RHP	*Brett Tomko*	*2-6*	*18*	*6*	*5*	*27*		*51*	*57*	*61*	*63*	*88*	*E-10*	*CD-2*		*5.19*	*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)