

## LEFT AND RIGHTFIELD (Roll dice on splits 8 - 13)

SPLIT NO	1	2	3	4	5
1	flyB	DO**	DO***	TR***	TR***
2	flyB	SI**	DO**	DO**	DO**
3	flyC	SI**	SI**	SI**	SI**
4	flyB	flyB	DO**	DO***	DO***
5	flyB	flyB	SI**	SI**	SI**
6	flyB	flyB	SI**	DO**	DO**
7	flyC	flyC	flyC	SI**	SI**
14	flyC	flyC	flyC	SI**	SI**
15	flyC	flyC	flyC	SI**	SI**
16	flyB	flyA	flyA	flyA	SI**
17	flyB	flyB	flyA	flyA	SI**
18	flyC	flyC	flyC	SI**	SI**
19	flyC	flyB	flyB	SI**	SI**
20	flyC	flyC	flyB	flyB	DO**

<b>E0</b> 2-12=flyB	<b>E4</b> 2=E(3) 1-4 flyA 5-6 3-4, 11, 12=E(2) 5-10=flyB	<b>E8</b> 2=E(3) 1-3 flyA 4-6 3-6, 11, 12=E(2) 7-10=flyB	<b>E11</b> 2=E(3) 3-7, 11, 12=E(2) 8-10=flyB	<b>E14</b> 2=E(3) 1-3 flyA 4-6 3-9, 12=E(2) 10-11=flyB
<b>E1</b> 2=E(3) 1 flyA 2-6 3=E(2) 4-12=flyB	<b>E5</b> 2=E(3) 1-5 flyA 6 3-5, 12=E(2) 6-11=flyB	<b>E9</b> 2=E(3) 1-4 flyA 5-6 3-6, 8=E(2) 7, 9-12=flyB	<b>E12</b> 2=E(3) 1 flyA 2-6 3-8, 12=E(2) 9-11=flyB	<b>E15</b> 2=E(3) 1-4 flyA 5-6 3-9, 11, 12=E(2) 10=flyB
<b>E2</b> 2=E(3) 1-2 flyA 3-6 3, 11=E(2) 4-10, 12=flyB	<b>E6</b> 2=E(3) 1 flyA 2-6 3-5, 9=E(2) 6-8, 10-12=flyB	<b>E10</b> 2=E(3) 1-5 flyA 6 3-7, 12=E(2) 8-11=flyB	<b>E13</b> 2=E(3) 1-2 flyA 3-6 3-8, 11, 12=E(2) 9-10=flyB	<b>E16 or more</b> 2=E(3) 1-5 flyA 6 3-11=E(2) 12=flyB
<b>E3</b> 2=E(3) 1-3 flyA 4-6 3-4, 12=E(2) 5-11=flyB	<b>E7</b> 2=E(3) 1-2 flyA 3-6 3-6, 12=E(2) 7-11=flyB			

## CENTERFIELD (Roll dice on splits 9 - 12)

SPLIT NO	1	2	3	4	5
1	flyB	DO**	DO***	TR***	TR***
2	flyB	SI**	DO**	DO**	DO**
3	flyC	SI**	SI**	SI**	SI**
4	flyB	flyB	DO**	DO***	DO***
5	flyB	flyB	SI**	SI**	SI**
6	flyB	flyB	SI**	DO**	DO**
7	flyC	flyC	flyC	SI**	SI**
8	flyC	flyC	flyC	SI**	SI**
13	flyC	flyB	flyB	SI**	SI**
14	flyC	flyC	flyC	SI**	SI**
15	flyC	flyC	flyC	SI**	SI**
16	flyB	flyA	flyA	flyA	SI**
17	flyB	flyB	flyA	flyA	SI**
18	flyC	flyC	flyC	flyB	SI**
19	flyC	flyB	flyB	flyB	SI**
20	flyC	flyC	flyB	flyB	DO**

<b>E0</b> 2-12=flyB	<b>E4</b> 2=E(3) 1-4 flyA 5-6 3-4, 11, 12=E(2) 5-10=flyB	<b>E8</b> 2=E(3) 1-2 flyA 3-6 3-6, 11, 12=E(2) 7-10=flyB	<b>E11</b> 2=E(3) 1-5 flyA 6 3-7, 11, 12=E(2) 8-10=flyB	<b>E14</b> 2=E(3) 1-2 flyA 3-6 3-9, 12=E(2) 10-11=flyB
<b>E1</b> 2=E(3) 1 flyA 2-6 3=E(2) 4-12=flyB	<b>E5</b> 2=E(3) 1-5 flyA 6 3-5, 12=E(2) 6-11=flyB	<b>E9</b> 2=E(3) 1-3 flyA 4-6 3-6, 8=E(2) 7, 9-12=flyB	<b>E12</b> 2=E(3) 3-8=E(2) 9-12=flyB	<b>E15</b> 2=E(3) 1-3 flyA 4-6 3-9, 11, 12=E(2) 10=flyB
<b>E2</b> 2=E(3) 1-2 flyA 3-6 3, 11=E(2) 4-10, 12=flyB	<b>E6</b> 2=E(3) 3-5, 11, 12=E(2) 6-10=flyB	<b>E10</b> 2=E(3) 1-4 flyA 5-6 3-7, 12=E(2) 8-11=flyB	<b>E13</b> 2=E(3) 1 flyA 2-6 3-8, 11, 12=E(2) 9-10=flyB	<b>E16 or more</b> 2=E(3) 1-4 flyA 5-6 3-11=E(2) 12=flyB
<b>E3</b> 2=E(3) 1-3 flyA 4-6 3-4, 12=E(2) 5-11=flyB	<b>E7</b> 2=E(3) 1 flyA 2-6 3-6, 12=E(2) 7-11=flyB			

# ADVANCED FIELDING CHART

### ADVANCED FIELDING CHART INSTRUCTIONS

The same referral process for the basic fielding chart applies to the advanced fielding chart with one major exception - certain 20 sided die rolls require an additional regular dice roll. Refer to E rating of the involved defensive player, found on his card opposite his present playing position. Roll three dice referring to the defensive player's E rating section of the advanced fielding chart to determine outcome of play. If a reading yields a double result (i.e. E(2) 1-4, gBA 5-6) the white die's value determines the correct result. For example, if a reading yields E(2) 1-4, gBA 5-6, refer to the present white die's reading. If the white die's reading is 1, 2, 3 or 4, a 2 base error (E)2 has occurred. If the white die's reading is 5 or 6, a groundball A (gBA) has occurred.