



## 1958 SEASON SUPER-ADVANCED WEATHER EFFECTS CHART AMERICAN LEAGUE

TEAM	Jun / Jul / Aug		Apr / May / Sep / Oct		WEATHER	Single	Homerun
	DAY	NIGHT	DAY	NIGHT		Left / Right	Left / Right
<b>Baltimore</b>	1-10	1-7	1-8	1-4	<b>GOOD</b>	12 / 3	2 / 2
	11-17	8-17	9-15	5-15	<b>AVERAGE</b>	11 / 2	1 / 1
	18-20	18-20	16-20	16-20	<b>BAD</b>	9 / 0	0 / 0
<b>Boston</b>	1-11	1-7	1-7	1-3	<b>GOOD</b>	16 / 16	4 / 15
	12-17	8-17	8-14	4-13	<b>AVERAGE</b>	15 / 15	1 / 10
	18-20	18-20	15-20	14-20	<b>BAD</b>	13 / 13	0 / 9
<b>Chicago</b>	1-11	1-7	1-7	1-4	<b>GOOD</b>	12 / 8	7 / 7
	12-17	8-17	8-14	5-13	<b>AVERAGE</b>	9 / 5	4 / 4
	18-20	18-20	15-20	14-20	<b>BAD</b>	8 / 4	3 / 3
<b>Cleveland</b>	1-11	1-7	1-6	1-3	<b>GOOD</b>	8 / 5	3 / 10
	12-17	8-17	7-13	4-11	<b>AVERAGE</b>	7 / 4	2 / 8
	18-20	18-20	14-20	12-20	<b>BAD</b>	6 / 3	0 / 5
<b>Detroit</b>	1-12	1-7	1-7	1-3	<b>GOOD</b>	2 / 9	20 / 16
	13-17	8-17	8-13	4-12	<b>AVERAGE</b>	1 / 6	19 / 14
	18-20	18-20	14-20	13-20	<b>BAD</b>	0 / 5	17 / 11
<b>Kansas City</b>	1-13	1-8	1-8	1-4	<b>GOOD</b>	5 / 5	14 / 20
	14-18	9-18	9-15	5-14	<b>AVERAGE</b>	4 / 4	13 / 19
	19-20	19-20	16-20	15-20	<b>BAD</b>	2 / 2	11 / 17
<b>New York</b>	1-12	1-7	1-8	1-4	<b>GOOD</b>	10 / 14	15 / 5
	13-17	8-17	9-15	5-14	<b>AVERAGE</b>	9 / 13	14 / 4
	18-20	18-20	16-20	15-20	<b>BAD</b>	7 / 11	12 / 2
<b>Washington</b>	1-11	1-7	1-9	1-5	<b>GOOD</b>	7 / 14	2 / 9
	12-17	8-17	10-16	6-15	<b>AVERAGE</b>	6 / 13	1 / 6
	18-20	18-20	17-20	16-20	<b>BAD</b>	4 / 11	0 / 5

This chart may be used in place of the ball park effect chart for those who wish to play with weather effects.

To use this chart, first locate the home teams' section of the chart. Then reference 1 of 4 sections based on the month the game is played and whether this is a day game or night game. Roll the 20 sided die and reading down find the range that the die roll falls in. At this point look across the chart to the weather section which will indicate the weather conditions (good, average or bad). To the right of the weather conditions are ballpark effects numbers for this type of weather.

FOR EXAMPLE: A day game is to be played at Kansas City during July. Say you rolled a 14. Reading down the chart (in the Jun/Jul/Aug DAY section) the range this roll falls into is 14-18. Now read across to the WEATHER section which indicates that the weather conditions are AVERAGE for this game; the ballpark singles range would be 1-4 (for both left and right handed batters) and the ballpark homerun range would be 1-13 and 1-19 for left and right handed batters.





## 1958 SEASON SUPER-ADVANCED WEATHER EFFECTS CHART NATIONAL LEAGUE

TEAM	Jun / Jul / Aug		Apr / May / Sep / Oct		WEATHER	Single	Homerun
	DAY	NIGHT	DAY	NIGHT		Left / Right	Left / Right
<b>Chicago</b>	1-11	1-7	1-7	1-4	<b>GOOD</b>	5 / 8	9 / 20
	12-17	8-17	8-14	5-13	<b>AVERAGE</b>	2 / 5	1 / 11
	18-20	18-20	15-20	14-20	<b>BAD</b>	0 / 3	0 / 10
<b>Cincinnati</b>	1-12	1-7	1-8	1-4	<b>GOOD</b>	17 / 11	20 / 17
	13-17	8-17	9-15	5-14	<b>AVERAGE</b>	16 / 10	19 / 16
	18-20	18-20	16-20	15-20	<b>BAD</b>	14 / 8	17 / 14
<b>Los Angeles</b>	1-16	1-9	1-12	1-7	<b>GOOD</b>	4 / 15	2 / 20
	17-19	10-19	13-19	8-19	<b>AVERAGE</b>	2 / 13	1 / 18
	20	20	20	20	<b>BAD</b>	1 / 12	0 / 17
<b>Milwaukee</b>	1-11	1-6	1-6	1-2	<b>GOOD</b>	3 / 3	6 / 4
	12-17	7-17	7-13	3-11	<b>AVERAGE</b>	1 / 1	4 / 1
	18-20	18-20	14-20	12-20	<b>BAD</b>	0 / 0	1 / 0
<b>Philadelphia</b>	1-12	1-7	1-9	1-4	<b>GOOD</b>	8 / 6	4 / 12
	13-17	8-17	10-16	5-15	<b>AVERAGE</b>	7 / 5	3 / 11
	18-20	18-20	17-20	16-20	<b>BAD</b>	5 / 3	1 / 9
<b>Pittsburgh</b>	1-12	1-7	1-8	1-4	<b>GOOD</b>	9 / 19	2 / 2
	13-17	8-17	9-14	5-13	<b>AVERAGE</b>	8 / 18	1 / 1
	18-20	18-20	15-20	14-20	<b>BAD</b>	6 / 16	0 / 0
<b>San Francisco</b>	1-10	1-6	1-8	1-5	<b>GOOD</b>	7 / 7	15 / 11
	11-19	7-10	9-18	6-8	<b>AVERAGE</b>	6 / 6	13 / 9
	20	11-20	19-20	9-20	<b>BAD</b>	4 / 4	9 / 5
<b>St. Louis</b>	1-11	1-7	1-8	1-5	<b>GOOD</b>	20 / 10	20 / 9
	12-17	8-17	9-15	6-15	<b>AVERAGE</b>	19 / 9	19 / 8
	18-20	18-20	16-20	16-20	<b>BAD</b>	17 / 7	17 / 6



The procedure to determine the weather is done only once - before the start of the game.  
 Note that a range of 0 indicates an automatic out. A range of 20 indicates an automatic hit.  
 If a ball park reference falls outside the range then assume the following types of outs:

BP Single left handed batter - Lineout (2b)  
 BP Single right handed batter - Lineout (ss)  
 BP Homerun left handed batter - Flyball (rf)B  
 BP Homerun right handed batter - Flyball (lf)B

