

1986 SEASON NATIONAL LEAGUE - BALLPARK EFFECT

TEAM	BALLPARK SINGLES ▼		BALLPARK HOMERUNS ◆	
Atlanta	L Single* 1-3 R Single* 1-12	Lineout (2b) 4-20 Lineout (ss) 13-20	L Homerun 1-19 R Homerun 1-13	Flyball (rf) B 20 Flyball (lf) B 14-20
* Chicago *	L Single* 1-17 R Single* 1-11	Lineout (2b) 18-20 Lineout (ss) 12-20	L Homerun 1-15 R Homerun 1-15	Flyball (rf) B 16-20 Flyball (lf) B 16-20
Cincinnati	L Single* 1-11 R Single* 1-11	Lineout (2b) 12-20 Lineout (ss) 12-20	L Homerun 1-9 R Homerun 1-18	Flyball (rf) B 10-20 Flyball (lf) B 19-20
Houston	L Single* 1-9 R Single* 1-9	Lineout (2b) 10-20 Lineout (ss) 10-20	L Homerun 1-2 R Homerun 1-5	Flyball (rf) B 3-20 Flyball (lf) B 6-20
Los Angeles	L Single* 1-7 R Single* 1-7	Lineout (2b) 8-20 Lineout (ss) 8-20	L Homerun 1-5 R Homerun 1-2	Flyball (rf) B 6-20 Flyball (lf) B 3-20
* Montreal *	L Single* 1 R Single* 1-10	Lineout (2b) 2-20 Lineout (ss) 11-20	L Homerun 1-8 R Homerun 1-2	Flyball (rf) B 9-20 Flyball (lf) B 3-20
New York	L Single* 1 R Single* 1	Lineout (2b) 2-20 Lineout (ss) 2-20	L Homerun 1-8 R Homerun 1-11	Flyball (rf) B 9-20 Flyball (lf) B 12-20
* Philadelphia *	L Single* 1-10 R Single* 1-16	Lineout (2b) 11-20 Lineout (ss) 17-20	L Homerun 1-7 R Homerun 1-7	Flyball (rf) B 8-20 Flyball (lf) B 8-20
Pittsburgh	L Single* 1-6 R Single* 1-6	Lineout (2b) 7-20 Lineout (ss) 7-20	L Homerun 1-5 R Homerun 1-11	Flyball (rf) B 6-20 Flyball (lf) B 12-20
St. Louis	L Single* 1-14 R Single* 1-11	Lineout (2b) 15-20 Lineout (ss) 12-20	L Homerun 1-6 R Homerun 1-6	Flyball (rf) B 7-20 Flyball (lf) B 7-20
San Diego	L Single* 1-4 R Single* 1	Lineout (2b) 5-20 Lineout (ss) 2-20	L Homerun 1-19 R Homerun 1-13	Flyball (rf) B 20 Flyball (lf) B 14-20
San Francisco	L Single* 1-8 R Single* 1-5	Lineout (2b) 9-20 Lineout (ss) 6-20	L Homerun 1-2 R Homerun 1-8	Flyball (rf) B 3-20 Flyball (lf) B 9-20

SUPER ADVANCED VERSION

◆ BALLPARK EFFECT - HOMERUNS - Ignore all readings that have a ◆ to the left of it. Instead, read the results found underneath the ◆ symbol of the ballpark effects card. To obtain results, refer to the appropriate home stadium and the batting stance (L = lefty or R = righty) of the hitter. As in the advanced version, players with weak power (W) may not hit homeruns. In this situation, change all homerun results to single**.

△ Refer to the second reading (in *Italics*) under the number. Ignore the initial reading. Ballpark results (American and National Leagues) are based on a three year study. However, results for teams with revised ballpark dimensions and extreme weather conditions are only based on present data.

* Robbing HR Rule (14.5) - An * to the left of the team name indicates that a home run CANNOT be robbed for a lefty batter. An * to the right of the team name indicates that a home run CANNOT be robbed for a righty batter. Note, this applies to all HR/Flyout splits, not just ballpark home run chances.

1986 SEASON AMERICAN LEAGUE - BALLPARK EFFECT

TEAM	BALLPARK SINGLES ▼		BALLPARK HOMERUNS ◆	
Baltimore	L Single* 1-2 R Single* 1-8	Lineout (2b) 3-20 Lineout (ss) 9-20	L Homerun 1-19 R Homerun 1-13	Flyball (rf) B 20 Flyball (lf) B 14-20
Boston *	L Single* 1-17 R Single* 1-11	Lineout (2b) 18-20 Lineout (ss) 12-20	L Homerun 1 R Homerun 1-6	Flyball (rf) B 2-20 Flyball (lf) B 7-20
California	L Single* 1-5 R Single* 1-2	Lineout (2b) 6-20 Lineout (ss) 3-20	L Homerun 1-16 R Homerun 1-13	Flyball (rf) B 17-20 Flyball (lf) B 14-20
Chicago	L Single* 1-16 R Single* 1-7	Lineout (2b) 17-20 Lineout (ss) 8-20	L Homerun 1-3 R Homerun 1-3	Flyball (rf) B 4-20 Flyball (lf) B 4-20
Cleveland	L Single* 1-10 R Single* 1-10	Lineout (2b) 11-20 Lineout (ss) 11-20	L Homerun 1-9 R Homerun 1-9	Flyball (rf) B 10-20 Flyball (lf) B 10-20
Detroit	L Single* 1 R Single* 1	Lineout (2b) 2-20 Lineout (ss) 2-20	L Homerun 1-8 R Homerun 1-5	Flyball (rf) B 9-20 Flyball (lf) B 6-20
* Kansas City *	L Single* 1-17 R Single* 1-11	Lineout (2b) 18-20 Lineout (ss) 12-20	L Homerun 1 R Homerun 1	Flyball (rf) B 2-20 Flyball (lf) B 2-20
Milwaukee	L Single* 1 R Single* 1-10	Lineout (2b) 2-20 Lineout (ss) 11-20	L Homerun 1-3 R Homerun 1-12	Flyball (rf) B 4-20 Flyball (lf) B 13-20
Minnesota *	L Single* 1-13 R Single* 1-13	Lineout (2b) 14-20 Lineout (ss) 14-20	L Homerun 1-10 R Homerun 1-16	Flyball (rf) B 11-20 Flyball (lf) B 17-20
New York	L Single* 1-2 R Single* 1-14	Lineout (2b) 3-20 Lineout (ss) 15-20	L Homerun 1-14 R Homerun 1-11	Flyball (rf) B 15-20 Flyball (lf) B 12-20
Oakland	L Single* 1-4 R Single* 1	Lineout (2b) 5-20 Lineout (ss) 2-20	L Homerun 1-5 R Homerun 1-5	Flyball (rf) B 6-20 Flyball (lf) B 6-20
* Seattle *	L Single* 1-7 R Single* 1-7	Lineout (2b) 8-20 Lineout (ss) 8-20	L Homerun 1-19 R Homerun 1-19	Flyball (rf) B 20 Flyball (lf) B 20
* Texas *	L Single* 1 R Single* 1-12	Lineout (2b) 2-20 Lineout (ss) 13-20	L Homerun 1-5 R Homerun 1-5	Flyball (rf) B 6-20 Flyball (lf) B 6-20
* Toronto *	L Single* 1-12 R Single* 1-9	Lineout (2b) 13-20 Lineout (ss) 10-20	L Homerun 1-11 R Homerun 1-11	Flyball (rf) B 12-20 Flyball (lf) B 12-20

SUPER ADVANCED VERSION

In order to play the Super Advanced Version ALL symbols to the left of the numbers must be used. If you prefer to play the Advanced Version only, read the cards in the usual manner - ignoring all symbols to the left of the numbers and all the second readings.

Ω CLUTCH HITTING - Occurs only in two-out situations in which one or more runners are in scoring position (occupying second or third base). When such a situation exists, and a reading is rolled that has an Ω symbol to the left of it, the results of the reading are reversed in the following manner: If the reading results in any type of an out, automatically reverse it to a SINGLE**; if the reading results in a single, automatically reverse it to a popout.

▼ BALLPARK EFFECT - SINGLES - Ignore all readings that have a ▼ to the left of it. Instead, read the results found underneath the ▼ symbol of the ballpark effects card. To obtain results, refer to the appropriate home stadium and the batting stance (L = lefty or R = righty) of the hitter. Most likely, you will roll a twenty sided die to determine the final outcome.

(over)

1986 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
Atlanta	1-11	1-7	1-10	1-6	GOOD	4 / 13	20 / 14
	12-16	8-16	11-17	7-17	AVERAGE	3 / 12	19 / 13
	17-20	17-20	18-20	18-20	BAD	1 / 10	17 / 11
* Chicago *	1-11	1-7	1-7	1-4	GOOD	20 / 14	19 / 19
	12-17	8-17	8-14	5-13	AVERAGE	15 / 9	13 / 13
	18-20	18-20	15-20	14-20	BAD	14 / 8	10 / 10
Cincinnati	1-12	1-7	1-8	1-4	GOOD	13 / 13	11 / 20
	13-17	8-17	9-15	5-14	AVERAGE	11 / 11	9 / 18
	18-20	18-20	16-20	15-20	BAD	8 / 8	6 / 15
Houston	1-20	1-20	1-20	1-20	GOOD	9 / 9	2 / 5
	N / A	N / A	N / A	N / A	AVERAGE	N / A	N / A
	N / A	N / A	N / A	N / A	BAD	N / A	N / A
Los Angeles	1-16	1-9	1-12	1-7	GOOD	8 / 8	6 / 3
	17-19	10-19	13-19	8-19	AVERAGE	6 / 6	4 / 1
	20	20	20	20	BAD	5 / 5	3 / 0
* Montreal *	1-10	1-6	1-6	1-2	GOOD	3 / 12	10 / 4
	11-17	7-17	7-13	3-10	AVERAGE	1 / 10	8 / 2
	18-20	18-20	14-20	11-20	BAD	0 / 8	6 / 0
New York	1-12	1-7	1-8	1-4	GOOD	2 / 2	9 / 12
	13-17	8-17	9-15	5-14	AVERAGE	1 / 1	8 / 11
	18-20	18-20	16-20	15-20	BAD	0 / 0	6 / 9
* Philadelphia *	1-12	1-7	1-9	1-4	GOOD	11 / 17	10 / 10
	13-17	8-17	10-16	5-15	AVERAGE	10 / 16	6 / 6
	18-20	18-20	17-20	16-20	BAD	8 / 14	4 / 4
Pittsburgh	1-12	1-7	1-8	1-4	GOOD	8 / 8	7 / 13
	13-17	8-17	9-14	5-13	AVERAGE	6 / 6	5 / 11
	18-20	18-20	15-20	14-20	BAD	3 / 3	2 / 8
St. Louis	1-11	1-7	1-8	1-5	GOOD	17 / 14	9 / 9
	12-17	8-17	9-15	6-15	AVERAGE	13 / 10	5 / 5
	18-20	18-20	16-20	16-20	BAD	11 / 8	3 / 3
San Diego	1-13	1-8	1-10	1-6	GOOD	5 / 2	20 / 14
	14-19	9-19	11-19	7-19	AVERAGE	3 / 1	18 / 12
	20	20	20	20	BAD	2 / 0	17 / 11
San Francisco	1-10	1-6	1-8	1-5	GOOD	10 / 7	6 / 10
	11-19	7-10	9-18	6-8	AVERAGE	7 / 4	1 / 9
	20	11-20	19-20	9-20	BAD	6 / 3	0 / 3

★ Robbing HR Rule (14.5) - An * to the left of the team name indicates that a home run CANNOT be robbed for a lefty batter. An * to the right of the team name indicates that a home run CANNOT be robbed for a righty batter. Note, this applies to all HR/Flyout splits, not just ballpark home run chances.

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)E
- BP Homerun right handed batter - Flyball (lf)E

1986 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
Baltimore	1-10	1-7	1-8	1-4	GOOD	3 / 9	20 / 14
	11-17	8-17	9-15	5-15	AVERAGE	2 / 8	19 / 13
	18-20	18-20	16-20	16-20	BAD	0 / 6	17 / 11
Boston *	1-11	1-7	1-7	1-3	GOOD	20 / 14	4 / 9
	12-17	8-17	8-14	4-13	AVERAGE	16 / 10	1 / 5
	18-20	18-20	15-20	14-20	BAD	15 / 9	0 / 4
California	1-16	1-9	1-12	1-7	GOOD	6 / 3	17 / 14
	17-19	10-19	13-19	8-19	AVERAGE	4 / 1	15 / 12
	20	20	20	20	BAD	3 / 0	14 / 11
Chicago	1-11	1-7	1-7	1-4	GOOD	19 / 10	6 / 6
	12-17	8-17	8-14	5-13	AVERAGE	15 / 6	2 / 2
	18-20	18-20	15-20	14-20	BAD	14 / 5	1 / 1
Cleveland	1-11	1-7	1-6	1-3	GOOD	11 / 11	12 / 12
	12-17	8-17	7-13	4-11	AVERAGE	10 / 10	8 / 8
	18-20	18-20	14-20	12-20	BAD	9 / 9	7 / 7
Detroit	1-12	1-7	1-7	1-3	GOOD	2 / 2	11 / 8
	13-17	8-17	8-13	4-12	AVERAGE	1 / 1	7 / 4
	18-20	18-20	14-20	13-20	BAD	0 / 0	6 / 3
* Kansas City *	1-13	1-8	1-8	1-4	GOOD	20 / 14	4 / 4
	14-18	9-18	9-15	5-14	AVERAGE	16 / 10	1 / 1
	19-20	19-20	16-20	15-20	BAD	14 / 8	0 / 0
Milwaukee	1-11	1-6	1-6	1-2	GOOD	3 / 12	5 / 14
	12-17	7-17	7-13	3-11	AVERAGE	1 / 10	3 / 12
	18-20	18-20	14-20	12-20	BAD	0 / 8	1 / 10
Minnesota *	1-20	1-20	1-20	1-20	GOOD	13 / 13	10 / 16
	N/A	N/A	N/A	N/A	AVERAGE	N/A	N/A
	N/A	N/A	N/A	N/A	BAD	N/A	N/A
New York	1-12	1-7	1-8	1-4	GOOD	3 / 15	15 / 12
	13-17	8-17	9-15	5-14	AVERAGE	2 / 14	14 / 11
	18-20	18-20	16-20	15-20	BAD	0 / 12	12 / 9
Oakland	1-10	1-6	1-8	1-5	GOOD	6 / 3	7 / 7
	11-19	7-19	9-18	6-17	AVERAGE	3 / 1	4 / 4
	20	20	19-20	18-20	BAD	1 / 0	2 / 2
* Seattle *	1-20	1-20	1-20	1-20	GOOD	7 / 7	19 / 19
	N/A	N/A	N/A	N/A	AVERAGE	N/A	N/A
	N/A	N/A	N/A	N/A	BAD	N/A	N/A
* Texas *	1	1-8	1-12	1-7	GOOD	2 / 14	7 / 7
	2-5	9-19	13-18	8-18	AVERAGE	1 / 11	4 / 4
	6-20	20	19-20	19-20	BAD	0 / 10	2 / 2
* Toronto *	1-10	1-6	1-6	1-2	GOOD	14 / 11	13 / 13
	11-17	7-17	7-13	3-11	AVERAGE	12 / 9	12 / 12
	18-20	18-20	14-20	12-20	BAD	10 / 7	7 / 7

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 Cleveland 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 12-17. Now read across to the WEATHER section which indicates that the weather conditions are AVERAGE for this game; the ballpark singles range would be 1-10 and the ballpark homerun range would be 1-8 (for both left and right handed batters).