2004 SEASON SUPER-ADVANCED WEATHER EFFECTS CHART
AMERICAN LEAGUE

TEAM	JUN/JUL/AUG		APR/MAY/SEP/OCT		WEATHER	SINGLE	HOMERUN
	DAY	NIGHT	DAY	NIGHT		LFT/RT	LFT/RT
Anaheim	1-16	1-9	1-12	1-7	GOOD	7/10	8/8
	17-19	10-19	13-19	8-19	AVG	5/8	6/6
	20	20	20	20	BAD	4/7	5/5
Baltimore	1-10	1-7	1-8	1-4	GOOD	7/10	11/14
	11-17	8-17	9-15	5-15	AVG	6/9	10/13
	18-20	18-20	16-20	16-20	BAD	4/7	8/11
Boston	1-11	1-7	1-7	1-3	GOOD	18/18	5/11
	12-17	8-17	8-14	4-13	AVG	16/16	3/9
	18-20	18-20	15-20	14-20	BAD	13/13	0/6
Chicago	1-11	1-7	1-7	1-4	GOOD	10/10	18/20
	12-17	8-17	8-14	5-13	AVG	6/6	14/19
	18-20	18-20	15-20	14-20	BAD	5/5	13/16
Cleveland	1-11	1-7	1-6	1-3	GOOD	7/7	8/5
	12-17	8-17	7-13	4-11	AVG	6/6	6/3
	18-20	18-20	14-20	12-20	BAD	5/5	4/1
Detroit	1-12	1-7	1-7	1-3	GOOD	11/11	9/9
	13-17	8-17	8-13	4-12	AVG	10/10	5/5
	18-20	18-20	14-20	13-20	BAD	9/9	4/4
Kansas City	1-13	1-8	1-8	1-4	GOOD	8/14	4/4
	14-18	9-18	9-15	5-14	AVG	6/12	1/1
	19-20	19-20	16-20	15-20	BAD	2/8	0/0
Minnesota	1-20	1-20	1-20	1-20	GOOD	9/9	6/6
	N/A	N/A	N/A	N/A	AVG	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	5/5	11/11
	13-17	8-17	9-15	5-14	AVG	4/4	10/10
	18-20	18-20	16-20	15-20	BAD	2/2	8/8
Oakland	1-10	1-6	1-8	1-5	GOOD	10/4	13/13
	11-19	7-19	9-18	6-17	AVG	7/1	10/10
	20	20	19-20	18-20	BAD	6/0	9/9
Seattle	1-20	1-20	1-20	1-20	GOOD	1/1	13/7
	N/A	N/A	N/A	N/A	AVG	N/A	N/A
	N/A	N/A	N/A	N/A	BAD	N/A	N/A
Tampa Bay	1-20	1-20	1-20	1-20	GOOD	8/5	10/4
	N/A	N/A	N/A	N/A	AVG	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	17/17	18/18
	2-5	9-19	13-18	8-18	AVG	14/14	15/15
	6-20	20	19-20	19-20	BAD	12/12	13/13
Toronto	1-10	1-6	1-9	N/A	GOOD	12/12	13/13
	11-20	7-20	10-20	1-20	AVG	10/10	11/11
	N/A	N/A	N/A	N/A	BAD	N/A	N/A

This chart may be used in place of the ballpark 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 the 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 instance, a day game is to be played at Detroit 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 13-17. Now read across to the WEATHER section which indicates that the weather conditions are AVG for this game; the ballpark singles range would be 1-10 and the ballpark homerun range would be 1-5 (for both left and right handed batters).

2004 SEASON SUPER-ADVANCED WEATHER EFFECTS CHART
NATIONAL LEAGUE

TEAM	JUN/JUL/AUG		APR/MAY/SEP/OCT		WEATHER	SINGLE	HOMERUN
	DAY	NIGHT	DAY	NIGHT		LFT/RT	LFT/RT
Arizona	N/A	1-8	1-4	1-9	GOOD	14 / 14	14 / 14
	1-20	9-20	5-20	10-20	AVG	12 / 12	12 / 12
	N/A	N/A	N/A	N/A	BAD	N/A	N/A
Atlanta	1-11	1-7	1-10	1-6	GOOD	9 / 6	12 / 9
	12-16	8-16	11-17	7-17	AVG	8 / 5	11 / 8
	17-20	17-20	18-20	18-20	BAD	6 / 3	9 / 6
Chicago	1-11	1-7	1-7	1-4	GOOD	4 / 7	13 / 20
	12-17	8-17	8-14	5-13	AVG	1 / 4	6 / 18
	18-20	18-20	15-20	14-20	BAD	0 / 3	2 / 10
Cincinnati	1-12	1-7	1-8	1-4	GOOD	3 / 3	15 / 15
	13-17	8-17	9-15	5-14	AVG	1 / 1	13 / 13
	18-20	18-20	16-20	15-20	BAD	0 / 0	10 / 10
Colorado	1-13	1-8	1-7	1-4	GOOD	20 / 20	20 / 18
	14-18	9-18	8-15	5-13	AVG	19 / 19	19 / 17
	19-20	19-20	16-20	14-20	BAD	17 / 17	17 / 15
Florida	1	1-6	1-11	1-7	GOOD	4 / 10	8 / 8
	2-6	7-14	12-16	8-16	AVG	3 / 9	4 / 4
	7-20	15-20	17-20	17-20	BAD	2 / 8	3 / 3
Houston	1-20	1-20	1-20	1-20	GOOD	11 / 11	4 / 13
	N/A	N/A	N/A	N/A	AVG	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	2 / 2	9 / 12
	17-19	10-19	13-19	8-19	AVG	1 / 1	7 / 10
	20	20	20	20	BAD	0 / 0	6 / 9
Milwaukee	1-11	1-6	1-6	1-2	GOOD	8 / 5	16 / 13
	12-17	7-17	7-13	3-11	AVG	6 / 3	11 / 8
	18-20	18-20	14-20	12-20	BAD	4 / 1	10 / 7
Montreal	1-15	1-16	1-18	1-17	GOOD-I	9 / 8	8 / 8
	16	17-18	19	18-19	GOOD-O	5 / 2	1 / 1
	17-20	19-20	20	20	BAD-O	4 / 1	0 / 0
New York	1-12	1-7	1-8	1-4	GOOD	13 / 7	13 / 4
	13-17	8-17	9-15	5-14	AVG	12 / 6	12 / 3
	18-20	18-20	16-20	15-20	BAD	10 / 4	10 / 1
Philadelphia	1-12	1-7	1-9	1-4	GOOD	8 / 8	18 / 18
	13-17	8-17	10-16	5-15	AVG	7 / 7	14 / 14
	18-20	18-20	17-20	16-20	BAD	5 / 5	12 / 12
Pittsburgh	1-12	1-7	1-8	1-4	GOOD	15 / 15	9 / 9
	13-17	8-17	9-14	5-13	AVG	13 / 13	7 / 7
	18-20	18-20	15-20	14-20	BAD	10 / 10	4 / 4
St. Louis	1-11	1-7	1-8	1-5	GOOD	9 / 9	9 / 6
	12-17	8-17	9-15	6-15	AVG	7 / 7	7 / 4
	18-20	18-20	16-20	16-20	BAD	3 / 3	3 / 0
San Diego	1-13	1-8	1-10	1-6	GOOD	8 / 2	2 / 2
	14-19	9-19	11-19	7-19	AVG	6 / 1	1 / 1
	20	20	20	20	BAD	5 / 0	0 / 0
San Francisco	1-10	1-6	1-8	1-5	GOOD	10 / 19	6 / 6
	11-19	7-10	9-18	6-8	AVG	8 / 17	1 / 1
	20	11-20	19-20	9-20	BAD	6 / 15	0 / 0

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:

I=Indoors

O=Outdoors

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