

The Project Scoresheet Scoring System

INTRODUCTION

The Project Scoresheet Scoring System, like all good things, was a group project. The original scoresheet and coding system were designed by Craig Wright, former team sabermetrician for the Texas Rangers. Gary Gillette revised, expanded and redefined the entire system last year. This year, David Nichols redesigned the scoresheet; I rewrote the instructions and introduction. If you like reading comprehensive reference manuals, turn to the section marked INSTRUCTIONS—you'll love what we have. If you'd like to know how and why our system works, first, keep reading.

The problem with 99% of the scoresheets and scoring systems is very simple—they're outdated. A century ago, Henry Chadwick designed a way to list who batted in what order and give enough space to comfortably record whether they had made a hit or an out. Since that didn't use much space, he gave each batter a space to hit in every inning. It made perfect sense to do that—for a while. Then someone else decided to separate outs into "ground outs", "fly outs", and "strike outs". Somebody else decided to list the fielder who had made the outs. Somebody else began recording the way the batter made it around the bases. All of the decisions made sense except one—nobody ever redesigned the basic tools of the trade. Using Chadwick's original scorecard to record the variety of complex information that people now like to record is like using an axe to butter your toast—you don't blame the tool; the person using it is the crazy one.

How do you define the right tool? First you decide what data you want to record and try to find ways to group it so that you could record as much as possible. Second, you look for a way to record the data that lets you read it and see exactly what happened AS IT HAPPENED. If Dykstra walks, steals second while Backman is batting, takes third on a Hernandez grounder and scores on a Carter single, you don't want to have to go back to a box that you've already read (as you do with every available scoresheet) to follow the action. Lastly, you want it to be as easy to read as possible—you want to write

as little as possible. What do you do? Here is what one professional did.

Classify. Once a hitter steps into the batter's box, many things can happen. But if you think about it, you see that they fall into three simple categories:

1. What happened before the hitter hit the ball.

Did the runner steal? Was he caught? Did someone drop a foul ball that they could have caught? Was there a wild pitch or a passed ball?

2. What happened when the hitter hit the ball.

The two basic questions here are "Did he get on base or get put out?" and "In either case, how did it happen?" Did he get a hit, draw a walk, or benefit from an error? Did he strike out? If he hit the ball but go put out, did he hit the ball on the ground or in the air? Who got him out?

3. What happened after the hitter hit the ball.

How far did the runners advance? Was somebody thrown out on the bases? If so, how? Our first step was dividing the typical box in a scoresheet into three parts, putting the appropriate information into the appropriate area. The method works well in theory as you can read the scoresheet from beginning to end without jumping backwards constantly—but you run into a problem in practice.

Condense. If you want to be able to separate every at bat into three parts, you must have larger boxes on your scoresheet. So large, in fact, that you can't give every hitter a space to bat in every inning like the old scoresheets used to do. You run all the way down each column, drawing heavy lines between the boxes when an inning ends, or putting a large number in the upper left corner of the box or whatever method you like. This makes it a little hard to tell in which inning the three-run rally occurred (you actually have to read), but it gives you one tremendous advantage—you can number the boxes and refer to them. Here's a simple example:

Ron Guidry leads Cleveland 2-1 in the eighth. He walks Butler, Franco singles and, with Mel Hall striding to the plate, receives a visit from his manager that results in an early shower. Dave Righetti enters the game—what do you write?

If you use the typical method, you scrawl some reminder of when he entered; with ours you simply write the number of the box. This saves space, looks

better (“30” as opposed to “P Hall—7”) and saves wear and tear on your sanity. When Cleveland pinch-hits for Hall (Righetti is a lefty, after all), you’ll find it much simpler to enter “Thornton”, “PH”, and “30” in the boxes provided; when Nixon enters the game the following inning, those little number can be a godsend.

Simplify. After you redesign the scoresheet, you look at the codes. The coding system that most people use has been built up over time; the results are naturally slipshod. Some of the most common events have elaborate codes; some incredibly infrequent ones have much simpler ones. The most sensible thing to do would be to rework things—assigning events that happen most frequently the simplest codes—and that is just what we have done. Let’s take it step by step:

Did the batter reach base? If you ask people abbreviate the words “single”, “double”, “triple”, “homer”, “walk”, and “error”, they’re likely to write S, D, T, HR, W (or BB) and E. They have two things in common—each is an abbreviation of the way that a hitter can reach base and all are letters. Rule #1 is thus “If the batter made it to first safely, the first thing you write in his box is a letter; if he didn’t, the first thing you write is a number”. Strikeouts are a special case—the letter K is so universally accepted that we make an exception to the rule.

What kind of out did he make? 99% of the time, it takes two people to turn ground balls into outs and one for flies. Given that, we don’t need to write any letters to distinguish between them—so we don’t. Rule #2 (with apologies to Paul Revere) is “One number if by air, two if by land”.

Consider the fly ball. An infielder catches three kinds of flies—a popup, a line drive, and a foul fly. An outfielder catches three kinds of flies—a regular fly, a line drive, and a foul fly. Most infielders don’t catch fly balls; most outfielders don’t catch popups. How can you record the cast majority of outs as simple as possible?

Did you get the answer? If an infielder catches a popup or an outfielder catches a fly, write down only the number. If the ball was foul, write “/FL” after the number. If it was a line drive, write “/L”. If it happened to be a sacrifice fly, write “/SF”. And if Tony Fernandez goes tearing out into the power alleys to get the ball over his shoulder or Gary Pettis picks off

a popup on the pitcher’s mound, make a little note in the margin, OK?

By this time, you should have no trouble with ground balls. For a typical grounder, write only the number of the fielders involved. If the ball was a force out (FO), a double play (GDP), or a fielder’s choice (FC), write it after the numbers (letters come first only for hits, remember?).

What about stolen bases? How about runner advancement? How do you score a line drive double play? The first two should be obvious—write “SB2” at the top for the first and “2–H” (runner on second scored) on the bottom line for the second. The third is more advanced; this is only an introduction. If you want to dig further in the system, we suggest that you turn the page.

If you have any comments or suggestions on how to improve the scoring system, write or call Gary Gillette, P.O. Box 10149, Lansing, MI 48901, (517) 484-2972.

—Geoff Beckman

INSTRUCTIONS

The At-Bat Box Area

The 54 numbered boxes on the scoresheet represent plate appearances. All scoring is done in the order in which the events occur on the field. Therefore, everything that happens while a particular batter is at bat or as a result of that batter’s at-bat is recorded in the same box on the scoresheet. Each box is divided into three parts in order to organize the scoring process:

Use THE TOP LINE to record anything that happens during the at-bat BEFORE the batter reaches base or is put out. This includes balks, wild pitches, passed balls, stolen bases, caught stealings, pick-offs, errors on pick-off plays, and errors on foul fly balls. NOTES: If any of the above plays occurs as the batter strikes out, record them on the bottom line of the box, since the batter is no longer at bat.

Use THE MIDDLE LINE in each box to record the result of the batter’s at-bat: hits, walks, and most outs and errors. Also use this box to mark the start of each inning by writing the inning number (and circling it) on the far left side of the first batter’s box.

Use THE BOTTOM LINE to record what happens

as a result of the at-bat. Advances by the runner and runners thrown out on the bases are the most common notations. The baserunning of the batter should only be score if it isn't obvious—you need not write that the batter reached first on a walk or was retired on a pop-up, but you must record the base he reached on errors, fielder's choices, or a throw to another base. Wild pitches, passed balls, stolen bases, and other advances would NOT normally be recorded here (see the note above). On errors and fielder's choices, or plays where the batter attempts to take the extra base on a hit or a throw, you must note how and if he advanced. If a batter reaches base and is replaced by a pinch runner, you would note that on this line.

The PITCH-RECORDING BOXES are the eight small boxes just to the left of the at-bat boxes. They are OPTIONAL and placed here only for your convenience. If you enjoy scoring games pitch-by-pitch, feel free to use them.

The Lineup Area

This portion of the scoresheet is for recording information about the players. You MUST keep a precise record of when a player enters the game, when he leaves it, and if and when he changes positions. There are three areas to allow you to do that.

Use the OFFENSIVE IN COLUMN, at the far left, to record the box number of a player's first plate appearance in a game. Use the PLAYER COLUMN to record his name. The DEFENSIVE SECTION has three types of columns that are used to record where a player played in the field. Use the POSITION COLUMN to record his defensive position and the IN COLUMN to record the number of his FIRST defensive appearance (i.e., which opposing player was the first man to bat after he began playing that position). If he switches positions, record his second position and his first defensive appearance in the same way. If he leaves the game, record his LAST defensive appearance in the OUT COLUMN. After the #9 spot, extra lines are provided for use if more than three players are used in any one lineup slot. Since these line are not next to their appropriate at-bat boxes, record the position that the player bats in the lineup in the "Bats" column when using these extra lines.

Scorers should remember that it is entirely possible for a player to have plate appearances but no defensive appearances (a pinch hitter or designated hitter),

defensive appearances but no plate appearances (a late-inning defensive replacement) or neither plate nor defensive appearances (a pinch runner who is replaced by a new player at the start of the next inning) AND that it is not necessary to record defensive in-out information if a player plays the entire game at one position. We encourage you only to use these boxes as it becomes necessary to do so.

The pitching boxes are toward the bottom center. Record the OPPOSING team's starter in the box entitled PITCHER (i.e., if Boston plays Detroit, Jack Morris's name would go on the same side as the Boston hitters). Record the at-bat box number of the first and last batters he faces in the IN and OUT boxes. If more than one pitcher pitches to the same batter, put an ASTERISK next to that OUT number for the first pitcher and the IN number for the second pitcher. This can occur when a pitcher is removed from the game after pitching to a batter but not retiring him or when a team changes pitchers between innings and the last out of the previous inning was a pickoff or caught stealing (so the same batter would lead off next inning). Also record the number of earned runs each pitcher allows, along with Wins, Losses and Saves, in the spaces provided.

The NOTES section of the scoresheet is provided to record any events such as ejections, rain delays, injuries, and protests, as well as allowing room for the scorer to detail any play that is confusing. If you have any doubts about the correct or official scoring of a particular play, or if you feel that the scoring codes cannot adequately describe what happened, please explain it in a note.

The GAME CONDITIONS BOXES are at the top of the scoresheet. Game time refers to YOUR LOCAL TIME (i.e., a Cleveland scorer would code a game in Seattle as beginning at 10:30 PM; a Seattle scorer would write 7:30). The weather data need not be meteorologically precise—if your radio announcer says that it rained in another city that day and "boy, the field is really sloppy", that is enough evidence to let you circle the box marked "soaked" under Field Conditions with confidence.

The Scoring System

There are, essentially, only two things that must be recorded—BASES GAINED by the offense and OUTS MADE by the defense. Here are some general notes about each before we get to the specific codes.

You record **OUTS** by listing every fielder who touched the ball in the process of making an out, and by recording how and where the out was made and (in some cases) what type of out was made. Outs can be recorded on any line in any box, but only certain types of outs will be recorded in certain areas. The top line will contain baserunning (caught stealing, pickoffs, appeal plays) outs only. The middle line contains only the outs that are a **DIRECT** result of the batter's actions (the batter's outs and all force plays). The bottom line is for all outs on base that are **NOT** force outs—a caught stealing on a third strike or an out on base (this includes outs where a batter hits safely and is out trying for an extra base).

You account for **BASES** by recording how each batter reached base and how and when each runner advanced. How batters reach base is recorded on the middle line of the box. Advances by runners while the batter is at the plate are recorded on the top line; advances by the batter and runners after the ball is put into play are recorded on the bottom line.

Some scorers choose to record additional information—we encourage this, but do not require it. If you wish to record more information about hits, turn to section 5—**OPTIONAL HIT SCORING SYSTEM**. If you wish to chart pitches, section 6—**OPTIONAL PITCH BY PITCH**—should be consulted.

Use the **NOTES** section of the scoresheet to record any unusual plays such as interference or obstruction, plays for which the scoring won't fit on the appropriate line (i.e., a lengthy rundown), injuries, ejections, rain delays, protested or suspended games, and anything else you want to record (e.g., pitch-outs, hit-and-run plays).

Some Scoring Examples and Clarification

Some plays frequently cause confusion due to their official scoring or to their scoring codes. Here are some explanations that may help in such cases.

ERRORS

The correct scoring of most errors is an "E" followed by the number of the fielder who made the error, then a slash followed by a descriptive code.

"E6/G" means that the shortstop booted a grounder;

"E3/L" means that the first baseman dropped a line drive

"SB2(2-3(E2))" shows that the catcher made a throw-

ing error on a stolen base attempt, allowing the runner to go to 3B.

On some plays, more than one error is made; on other plays in which the ball gets thrown around a lot, the sequence of putouts, assists, errors and advances by runners can be confusing. Code such plays as well as possible on the appropriate lines, but be sure to explain the play fully in the Notes section. Remember that dropped foul fly balls (i.e., "FLE7") and pick-off errors, e.g., "POE1(1-3)", have their own separate codes. On plays where a fielder drops a throw for an error, score an assist to the thrower, such as "6E3". On any play when an error was made, a runner scored and the batter does not receive an RBI, be sure to say so by writing "NO RBI" beside the advancement code on the bottom line of the box (i.e., 2-H, NO RBI).

BUNTS and SACRIFICES

The "B" code is used after a slash to describe all bunt plays except sacrifice hits. Use the "SH" code on bunt plays in which the batter is credited with a sacrifice hit, whether he is retired or not. If the batter attempts to sacrifice but a runner is thrown out instead, record the out normally (it will either be a FO or FC) and note that it was a bunt. Several examples are listed below.

- 1) Score "S5/B" for a bunt single fielded by the third baseman.
- 2) Score "23/B" when the batter is out at first attempting to bunt for a base hit.
- 3) Score "14/SH" if the batter bunts, is put out at 1B (2B covering) and the runner advances (and 1-2 on the bottom line).
- 4) Score "FC3/SH" if the batter attempts to sacrifice and the first baseman fields the bunt, throws to 3B but fails to get the runner. The batter is credited with a Sacrifice Hit and reaches base on the Fielder's Choice.

INTERFERENCE

On Catcher Interference plays (the most common type of interference), the batter is automatically awarded first base and the catcher is automatically credited with an error. Example: score "C/E2". On other interference plays, score "INT" in the box, record any runner advances, and explain the play with a note below.

FORCE OUTS and FIELDER'S CHOICES

A fielder's choice is any play where a fielder TRIES

to put out any runner (other than the batter) who tries (for any reason) to advance on the play; a force out is any play where a fielder SUCCEEDS in putting [out] a runner who is REQUIRED to advance. Thus, all force outs are fielder's choices—but not all fielder's choices are force outs. In fact, you score a fielder's choice on a play where the fielder fails to retire a runner and the batter reaches base. For scoring purposes, use the "FO" code on any force out (e.g., 64/FO). Use the "FC" code in two situations only:

1) If the batter reaches base and no runners are put out on the play. This happens most frequently on sacrifice bunts when the fielder attempts to get the lead runner and fails (see example under Bunts and Sacrifice Hits).

2) If the batter reaches base and a runner is thrown out attempting to advance when he is not forced to. For example, there is a runner on second only with less than two out and the batter grounds to the shortstop. The SS throws out the runner at 3B and the batter is safe at 1B. Score "FC6" in the middle line and "2X3 (65), B-1" on the bottom line.

PICKOFFS and CAUGHT STEALINGS

If a runner who is picked off base makes any more at all toward the next base, even if he then begins returning to the base he was at, it is officially scored as a CAUGHT STEALING. In these instances, score the play as a caught stealing; add a note that it resulted from a pickoff. For example, a runner on first is caught off, starts for second, then returns to first when the throw beats him to second and is tagged out. Score the play "CS2 (1343)". A runner who is picked off and makes no move at all to advance is not considered to be caught stealing—score "PO1 (13)" for example. Strikeouts followed by caught stealings are coded "K/DP", with the CS recorded on the bottom line. On pickoffs by the catcher, or on steals of home, the pitcher never gets an assist on a pitch, e.g., PO1 (23) or CSH (2). Pitchers only get assists on direct throws that retire runners, not on legal pitches after which a runner is put out.

STRIKEOUTS and WALKS with WILD PITCHES and PASSED BALLS

If the pitch gets by the catcher after a strike three or a ball four, a wild pitch or passed ball must be scored if the batter reached base after striking out, or if the batter reached base after striking out, or if the batter or any runner advanced more than one base

after a walk. In these cases, score a "K+" or "W+" or the middle line of the box followed by the "WP" or "PB". Note the advances of the batter and runners on the bottom line. Examples: "K+WP" with "B-1" or "W+PB" with "B-2". If the batter is retired at first after a dropped third strike and no runners advance, score "K23". If the catcher drops the ball but tags out the batter, the "K" will suffice, since the catcher gets credit for a putout on each strikeout anyway.

UNASSISTED GROUNDOUTS

When a player fields a ground ball and either tags a runner out or steps on the base himself, it is ESSENTIAL that you note that it is a groundout—"3/G" for example—so that it CANNOT be mistaken for any type of flyball. It is possible for an unassisted groundout to be a forceout (4/FO), a fielder's choice (if there is a runner on second only and he tries to move to third on a ground ball to the shortstop, say, score it 6/FC) or a double play. In the latter case, use the GDP symbol to show that the ball was hit on the ground (i.e., 4, 43 GDP).

FINALLY—if you have ANY doubt whatsoever about how the play should be scored, please check with another, reliable source. Please remember that the people who will be entering your scoresheets onto computer will probably not have seen the game or be able to reconstruct the action if you omit information or give a misleading picture. If you simply cannot verify the problem, it is better to say "I didn't see exactly what happened—this is what I think went on" than to pretend that you are sure about something that you are unclear of. Thanks for your help. If you have any questions or comments, please let us know.

Optional Hit Scoring System

All traditional baseball scoring systems treat the scoring of outs in much more detail than hits. For instance, a routine ground out can be scored 13, 23, 53, 63, 43, 31, or 3 (unassisted), but a bunt single is scored exactly the same way as a single in the gap in rightcenter field. Further, traditional scoring systems don't note who fielded a base hit (unless that fielder also made an error) and they never note what kind of hit it was (ground ball, line drive, or fly ball).

The trouble with this lack of detail is that it makes answering certain questions impossible. Many analysts have wondered if groundball pitchers have different hit distributions than fly ball pitchers? How many bases do runners advance on singles to left

field, as compared to center and right field? How often do batters bunt for a base hit? How many grounders get through grass infields for hits compared to turf infields? How many balls are getting by a fielder in addition to the ones we already know that he catches? Nobody can be sure; if we knew where every hit in a season landed, we could.

Many scorers have already been providing more information on base hits than we require. If you are one of them, we urge you to try this new system. If you are not, maybe you will consider it anyway. In either case, your comments and criticisms are solicited so that we can improve it. PLEASE REMEMBER THAT YOU ARE NOT REQUIRED TO USE THIS SYSTEM.

In this system, all hits are still recorded on the middle line of the box. Then, additional elements are added to provide more information. After you code the hit, record the position number of the player who fields the ball. Obviously, this is not applicable to home runs (unless they are inside-the-park) and ground-rule doubles. A slash comes after the fielder code, then a code to describe the hit (G for ground ball, L for line drive, F for fly ball, and B for bunt). All ground ball hits will have infield location codes; line drive hits that are low enough to be caught by an infielder standing nearby have infield codes; liners too high for infielders to have a chance at them have outfield codes. After that, code where the ball landed. Baserunner advances and errors after hits are scored the same as before.

The hit location codes are based on the position of the base hit relative to the fielder(s). Thus, a hit in rightcenter field is coded 89. A ball through the hole between the third baseman and the shortstop is coded 56. On balls hit to the outfield, add a letter to describe how far it was hit (L for Line, S for Short, D for Deep). You would code a hit between the first baseman and the line as 3L; in the left field corner, 7L; a deep fly over the center fielder's head is 8D. A ball hit directly at or through an infielder is coded with his position number followed by "T".

Two final notes: One of the most common mistakes people make with this system is coding balls down the first base line "1L" and balls down the third base line "3L." We humbly beg you not to do this—if you do, it means that some future researcher will have to recode those parts of it. And don't go overboard. We don't expect microscopic analyses that are geometrically precise—we seek only an honest effort by

a concerned observer. DON'T WORRY over the difference between a soft liner and a looping fly ball—just knowing that it wasn't a check-swing grounder will help a lot.

Optional Pitch By Pitch Scoring System

The old proverb "give 'em an inch and they want a mile" seems to apply to scoring too. Over the last several years, dozens of people (who once protested that they couldn't score games because they didn't have the patience) have asked us when we were going to adapt the scoresheet so that they could record every pitch of every game more easily. If you were one of them, we're happy to oblige. If you aren't—and you wonder how or why anyone would count pitches—we'll try to explain it to you. When a pitcher faces a hitter—whether it's Roger Mason against Mike Schmidt or Roger Clemens versus Mike Gallego—the key to whether the pitcher allows a hit is the count. If the pitcher is behind in the count, he is forced to throw strikes; if he's ahead, the batter must swing at anything close to the plate. Virtually every hitter will hit well when he is ahead in the count and almost any pitcher is unhittable when he is ahead—the good hitters are the men who can work the count in their favor more often and the [good] pitchers are the ones who consistently put hitters in a hole. There are some people who feel that attempting to record the events in a game without also noting the count are missing the important in favor of the trivial—others just find it fascinating to know that Brett Butler will get about 20 pitches thrown to him in a typical game (9 balls, 1 swinging strike, 3 fouls, 4 called strikes and 3 balls put into play) while Cory Snyder averages 14 (10 of which are swinging strikes). You can discover that the 17–8 ace got hitters into an 0–2 count 32% of the time and that the 11–16 journeyman did so only 14%, see when a pitcher is tiring (last time he got the batter out on two pitches—this time it took seven) and decide whether he is making his pitches too fat (hitters batted .519 when they swung at his 2–0 pitch).

Scoring pitch by pitch demands intense concentration—you can't run out for a beer and let a friend score for you, carry on much of a conversation during games and one lapse of concentration can ruin an entire evening's work. It definitely isn't for everyone. But, to some people, it is absolutely the only way to score. If you have never tried it, give it a shot—but don't blame us if you get hooked on doing it.

If that prologue intrigued you enough to want to try it, here is the system that we suggest. It is based on discussions with the people in Project Scoresheet who score every game pitch by pitch. **YOU ARE NOT REQUIRED TO SCORE PITCH BY PITCH OR TO USE OUR SYSTEM**—this is merely a set of guidelines from people who have tried just about everything.

BASICS

There are eight small boxes to the left of the at-bat boxes—we will be entering letter codes to tell us what happened on every pitch. There are two ways to fill the boxes—by going left to right or up and down. We strongly recommended that you enter left to right, because people read left to right. Here are the codes we recommend:

CALLED STRIKE:	C
SWINGING STRIKE:	S
FOUL BALL:	F
BALL:	B
PUT INTO PLAY:	X
INTENTIONAL BALL:	I
PITCHOUT:	P
HIT BY PITCH:	H

Most of the codes should be self-explanatory; here are a few notes to help you: If that catcher catches a 2-strike foul tip, it is a **SWINGING STRIKE**; if he doesn't, it's a foul ball. One of the most basic things to do with the data is computing the percentage of strikes thrown; we keep track of **INTENTIONAL BALLS** and **PITCHOUTS** so that we can remove them from the calculations. The term **PUT IN PLAY** means that the batter made contact with the ball which resulted in either a hit, an error or an out (i.e., everything but a strikeout, walk or a **HIT BY PITCH**).

FRILLS

Most scorers feel that, as long as they are recording every pitch, they might as well make notes of when the runners try to steal. If you agree, we suggest that you circle the pitch on which the runner tried to steal or was picked off. Some scorers elect to record check swings by adding a small "x" after the code; many don't bother. Some people choose to use other letters or symbols (we think ours is the easiest to remember, but there's no accounting for taste). Some people choose not to use any or all of the symbols; but [while] we disagree with this practice we see no great harm in it. **WE DO NOT**, however, feel

that the **PUT IN PLAY** symbol is optional. It may seem like a wasted effort to record that the batter hit the ball when the at-bat box also tells you that he did; some of us decided not to use it when we started out. But the extra effort involved is minimal and there is virtually no study that you can do where it won't be easier if you do it. Trust us—you'll be glad that you got into the habit when you're counting data from 40 different scoresheets.

HINTS

We suggest that your first pitch by pitch game be one that you attend; most people find it easier to get the hang of the system if they don't have to deal with announcers, commercials or the phone. Try to total the number of pitches that a pitcher throws each inning, breaking them down by balls and strikes and noting them in the margin—having one new bit of tangible knowledge every half-inning seems to give people strength to continue. Try looking for patterns—are hitters swinging at the first pitch? Does the pitcher always try to get the first pitch over? Are hitters waiting the pitcher out or swinging freely?—you never know what you may spot. Once you begin to see what you can do, you should have no problems dealing with the radio announcers.

FINALLY

Some of you have probably already said "Eight boxes can't possibly be enough for every hitter". You're right, it isn't. On the average, there will be one hitter a game who makes the pitcher throw more than eight pitches; when that unlikely event occurs, you can always resort to the **NOTES** section of the scoresheet. Good luck—if your radio announcer uses the words "Holy Cow!", you'll need it.

Scoring System Notation

PLAYER		PLAY SCORING			
Pitcher	1	Single	S	Walk	W
Catcher	2	Double	D	Intentional Walk	IW
First Baseman	3	Triple	T	Strikeout	K
Second Baseman	4	Home Run	HR	w/Dropped 3rd Strike	K23
Third Baseman	5			w/Batter to First *	K+/WP
Shortstop	6	Passed Ball	PB	Hit By Pitch	HP
Left Fielder	7	Wild Pitch	WP	Catcher's Interference	C/E2
Center Fielder	8	Balk	BK	Caught Stealing/2nd *	CS2(26)
Right Fielder	9	Stolen Base/2nd	SB2	Caught Stealing/3rd *	CS3(25)
Designated Hitter	0	Stolen Base/3rd	SB3	Caught Stealing/Home *	CSH(2)
Pinch-Hitter	PH	Stolen Base/Home	SBH	Picked Off/1st *	PO1(13)
Pinch-Runner	PR	Double Steal *	SB3;SB2	Picked Off/2nd *	PO2(14)
				Picked Off/3rd *	PO3(15)
				Ground Out *	43
BASERUNNER		Ground Ball	/G	Unassisted Ground Out *	3/G
Batter	B	Line Drive	/L	Fly Out *	8
Runner on First	1	Foul	/FL	Foul Out *	2/FL
Runner on Second	2	Bunt	/B	Error *	E6
Runner on Third	3	Throw	/TH	Throwing Error *	E5/TH
		Fielder's Choice	/FC	Foul Ball Error *	FLE2
ADVANCEMENT		Force Out	/FO		
To First Base	-1	Ground Ball Double Play	/GDP	Runner Advanced *	2-H
To Second Base	-2	All Other Double Plays	/DP	Runner Out on Base *	2XH(92)
To Second Base	-3	Triple Play	/TP	Pinch Runner/1st	PR1
To Home Plate	-H	Sacrifice Bunt	/SH	Pinch Runner/2nd	PR2
		Sacrifice Fly	/SF	Pinch Runner/3rd	PR3

* IMPORTANT NOTE: The codes listed with an asterisk can be scored in many ways; for the sake of clarity, we have included common examples that MIGHT arise in a game. If the second baseman takes the catcher's throw to second, you would score the caught stealing differently than we have listed it, just as you would not score all ground outs "43".

Hit Scoring System Notation

HIT CODES

Single	S
Double	D
Triple	T
Home Run	H or HR

DESCRIPTION CODES

Bunt	B
Ground Ball	G
Line Drive	L
Fly Ball	F

INFIELD HIT EXAMPLES

Between home and mound	12 (S1/B12)
Inside infield, down 1B line	13 (S3/G13)
Inside infield, down 1B line	15 (S5/B15)
Past mound, right side	14 (S4,E4(TH)/G14)
Past mound, left side	16 (S6,F16)

THROUGH-THE-INFIELD HIT EXAMPLES

Down the 1B line	3L (D,E3/L3L)
Through 1B-2B hole	34 (S9/G34)
Up the middle	46 (S8/L45)
Through SS-3B hole	56 (S,E7/G56)
Down the 3B line	5L (D7/G5L)
Directly through or at infielder	1T, 3T, 4T,... (S7/L57)

OUTFIELD HIT EXAMPLES

Down LF line	7L (D7/F7L)
Short LF (in front of LFer)	7S (S7/L7S)
Deep LF (behind LFer)	7D (T7/F7D)
In the LF-CF gap	78 (T7/F78)
Short CF (in front of CFer)	8S (S8/L8S)
Deep CF (behind CFer)	8D (H8/F8D)
In the RF-CF gap	89 (D,E8/F89)