

4th Street Baseball Count Card Instructions

The count card deck includes 60 cards which can be used to

- determine the count, replacing the standard system of rolling dice and checking either the pitcher of the hitter.
- determine whether the pitcher throws a fastball or a breaking ball.
- determine whether the hitter “guesses” fastball or breaking ball.
- Indicate whether a runner gets a good jump and attempts a steal.

Process:

- After hitter and pitcher have been announced for a plate appearance, draw a card from the deck.
- Refer to the pitcher’s ERA, which is listed at the bottom of his card. Use the ERA to determine what the ball-strike count is in the at bat.

Whitey Ford		Bts Thr Hld Pitches Endur Cls Rn Inj														
NYA 1960		L L +0		112(28) 28(7)		-5 12 +4										
Count	Match	vsLHB	vsRHB	Hit (-2) (2-1)		Bn HR P		D								
	L R	Fst Brk	Fst Brk	P	IF	OF	Pw	Bn	HR	P						
0-0	4	9	10	7	8	14	10	11	-4	14	11	6				
0-1	19	Pw	5	3												
0-2	34	P	8	6	2	66	41	43	41	43	10	20	48	21	29	61
1-0	38	C	9	7	3	64	43	93	73	43	50	70	97	53	51	61
1-1	43	1B	11	9	4	43	43	66	66	44	50	90	98	21	19	61
1-2	57	2B	20	19	5	44	44	44	75	43	10	90	88	93	22	61
2-0	61	3B	26	26	6	43	43	89	44	44	10	20	98	11	54	41
2-1	64	SS	35	35	7	44	44	43	43	44	10	20	97	22	22	61
2-2	69	LF	39	40	8	43	43	55	89	44	10	90	99	51	56	41
3-0	73	CF	43	46	9	43	43	95	64	43	10	50	88	65	55	11
3-1	76	RF	47	51	10	43	83	64	87	43	50	70	78	22	53	2
3-2	79	vsP	95	94	11	87	75	87	88	43	80	80	57	55	68	61
Bat	99	Prk	99	99	12	95	6	4	4	43	60	50	77	22	56	61
IP	G	W	L	Sv	ERA	Bts	BB/K	HR								
192.2	33/29	12	9	0	3.08	168	65/85	15								

4th Street Baseball					
ERA	≤2.00	≤3.00	≤4.00	≤5.00	>5.00
Count	1-2	2-2	3-0	3-1	3-1
12	Fst - Brk				
	<	+4 to +2	+1 to -1	-2 to -4	>
ahead	F	F	b	b	b
even	F	F	b	b	b
behind	F	F	F	b	b

- In the example above, Ford has a 3.08 ERA, which on the card above is ≤4.00, so on this card draw, Ford is behind in the count, 3-0 (3 balls, 0 strikes).

- If you’d also like to use the cards to determine if the pitcher throws a fastball or breaking ball, draw another cards:
- If Ford was facing a left-handed batter, his fastball (“Fst”) rating is 9, while his breaking ball (“Brk”) rating is 10, giving him a “Fst – Brk” result of -1. Therefore, we’ll use the middle column.
- Ford is behind in the count, so a breaking ball (“b”) is chosen as his pitch.
- Had Ford been racing a right-handed batter, his ratings would be 7 – 8 = -1, so he’d still have thrown a breaking pitch in this instance.

4th Street Baseball					
ERA	≤2.00	≤3.00	≤4.00	≤5.00	>5.00
Count	0-2	0-2	1-2	1-0	2-0
14	Fst - Brk				
	<	+4 to +2	+1 to -1	-2 to -4	>
ahead	F	F	b	b	b
even	F	b	b	b	b
behind	F	F	b	b	b

4th Street Baseball					
ERA	≤2.00	≤3.00	≤4.00	≤5.00	>5.00
Count	2-2	2-2	2-2	2-2	2-2
11	Fst - Brk				
	<	+4 to +2	+1 to -1	-2 to -4	>
ahead	F	F	F	b	b
even	F	F	b	b	b
behind	F	F	F	b	b

• The cards can be used similarly to determine if the hitter “guesses” fastball or breaking ball...

- Draw another card, refer to the same “Fst – Brk” column as determined above, and look across from the “ahead,” “even,” or “behind” designations (with respect to the pitcher).

• For the card drawn at the left, the hitter would be “guessing” fastball.

• If a stolen base situation arises, a card can be drawn to indicate whether the runner gets a good jump.

Compare his “Jmp” rating to the white number outlined in blue, as shown to the right. If the blue number (in this case, a “3”) is less than or equal to the runner’s “Jmp” rating, the runner gets a good jump.

4th Street Baseball					
ERA	≤2.00	≤3.00	≤4.00	≤5.00	>5.00
Count	0-0	0-0	0-0	0-0	0-0
3	Fst - Brk				
	+4 to +2	+1 to -1	-2 to -4	>	
ahead	F	F	F	F	F
even	F	F	F	F	F
behind	F	F	F	F	F