## 4<sup>th</sup> 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 ballstrike count is in the at bat.

Whitey Ford							Bts	Thr	HId	Pitc	hes	End	ur	Cls	Rn	lnj
NYA 1960							L	L	+0	112	(28)	28	(7)	-5	12	+4
Count Match						vsL	.HB	vsF	RHB	Hi	t (-2	(2	.1)			D
0-0	4		L	R		Fst	Brk	Fst	Brk	Ρ	IF	OF	Pw	Bn	HR	Ρ
0-1	19	Pw	5	3		9	10	7	8	14	10	11	-4	14	11	6
0-2	34	Р	8	6	2	66	41	43	41	43	10	20	48	21	29	61
1-0	38	С	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	66	f4	43	/43	60	50	77	22	56	61
IΡ		G		W	L	S۷		ER.	A	Pus	3	BB	K	HR		
192	2.2	33/	29	12	9	0	7	3.	08	16	8	65	/85	1	5	
							>		. F	7						

		4t	h St	ree	Bale			
ERA		≤2.00	≤3	.00	≤4.00	₹5.00	>5	.00
Cou	ınt	1-2	2	$\bullet$	3-0	3-1	3	-1
12				45	t PR			
12	<b>'</b>	+4 to +2		+	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.

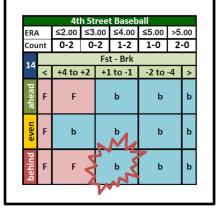
		4.	L CI		. Dl-	-"		
ER/	4				t Baseb ≤4.00		>5	.00
Cou		2-2	2	-2	2-2	2-2	2-2	
11				Fs	t - Brk			
1	٧	+4 to	+2	+1	l to -1	-2 to	-4	۸
ahead	ш	F			F	b		b
uəvə	F	F			q	b		b
behind	behind 4		~	7	F	b		b
				$\overline{\nu}$	M			

- 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.



ERA			4th Street Baseball ≤2.00 ≤3.00 ≤4.00 ≤5.00 >								
Cou	_	0-0	0-		0-0	0-0	>5.00 <b>0-0</b>				
NOW	3	Fst - Brk									
3	M	+4 to	to +2		to -1	-2 to -4		>			
ahead	F	F			F	F		F			
even	behind even				F	F		F			
behind					F	F		F			