

### **Base Runner Advancement Rolls (BRAR's)**

BRAR's are rolls to determine how many bases a base runner is able to advance on base hits. Runners can always advance the same number of bases that corresponds to the type of hit. On a single, any base runner would automatically advance 1 base. On a double, any base runner would automatically advance 2 bases. This automatic base advancement is referred to as the runners Standard Base Advance. (SBA) A triple would allow any runners to automatically score, thus no BRAR is required on triples.

What the BRAR determines is if the base runner can advance one extra base beyond his Standard Base Advance, or if he is limited to just his SBA. There is also a slight chance that the base runner is thrown out trying for an extra base. The runner can only advance one more base than his SBA, except for rare cases when a throwing error is made.

Another aspect of BRAR's is that when a base runner successfully advances an extra base, the batter has a chance to take one more base than his original hit allowed. For example; when a batter singles while a runner was on 1st base, if the base runner advances to 3rd base, the batter has a chance to advance to 2nd on the throw to 3rd. For scoring purposes, this type of advance is labeled Batter Advancement On Throw. (BAOT)

When two players play the game, the player controlling the defensive team has the option of not throwing to the base the runner is trying to advance to, but instead throwing to the cut off man. This can be done to prevent the batter from advancing on the throw. Allowing a batter who got a single to advance into scoring position on a throw, can increase the likelihood of giving up a big inning. However, sometimes a runner trying to score is a huge run, so it may make more sense to try to throw the runner out at home.

In 2 player games, where there is as an opportunity for a base runner to take an extra base, the player controlling the offense must declare his intent. There are times where the offensive player may decide not to risk having a base runner getting thrown out trying to advance on a base hit. These cases would be when the chance of success are not high enough to offset the risk of being thrown out.

If the offensive player decides not to have a base runner try for an extra base, then no BRAR is necessary. If the player who controls the offense declares that a base runner will attempt to advance an extra base, then the defensive player must declare if he will attempt to throw out the runner, or throw to the cut off man instead. If the defensive player declares he will hit the cut off man, again no BRAR is necessary. If this is the case, then the base runner(s) take a extra base uncontested, but there is no opportunity for the batter to advance on the throw.

When both the offensive player declares that his base runner(s) will try to advance AND the defensive player declares that his fielder will attempt to throw out the base runner, then a BRAR must be performed.

### **When to Perform BRAR's in a Solitaire Game**

When playing solitaire, you may wish to make the decisions on whether or not to perform a BRAR for the team you are managing. If while playing offense, you decide to hold the base runner, then no BRAR is required. When on defense and the other team has a chance to advance an extra base, you may choose to hit the cut off man to keep the original batter from having an opportunity to advance into scoring position. Again no BRAR would be required.

Play the team that you are not managing to always try to advance an extra base, and always try to throw out any base runners. This way you are not introducing any bias into the 'opposing teams' decisions.

## How to Perform a BRAR

Base Runner Advancement Rolls are one of the few roll types that use 3 dice. The red and white die are read together to give a 2 digit value. Just as in a standard roll, the red die is read first, then the white die. The 3rd die, in this case the blue one, is read individually and its result will determine if the batter advances on the throw. Before a BRAR can be done, the chance that the runner has to advance an extra base must be found. This chance for advancement is referred to simply as Chance to Advance. (CTA)

The CTA for a runner is determined by taking the base CTA from the hit sub-tables of the Hit Chart. (see figure R) Look in the columns to the right of the specific hit type and make note of the value for each base runner. For doubles there is only a column for runners on 1st base. This is because any runner on 2nd or 3rd base would automatically score on a double. Base hits have both a column for runners on 1st, and runners on 2nd. The values listed in these columns are the default CTA values. These default values may be altered by the game situation, such as when a Hit and Run is put on, or when there are 2 outs.

## Performing a BRAR in an Advanced Game

In the Basic game, players BR and AR values are not used to modify a runners CTA. In the advanced game, additional adjustments occur based on the base runner's BR rating and the outfielder's AR rating. The BR and AR modifiers are ONLY applied to the lead runner. However, Hit and Run and 2 out modifiers are applied to both potential base runners. Players BR values may either be positive or negative. Find the runners BR value and add it to the base CTA of the base he currently occupies. Of course adding a negative BR value would lower his CTA.

Now look at the card for the outfielder making the throw, and find his AR value. Outfielder's AR values are subtracted from the CTA. Don't forget to add any Hit and Run or 2 out CTA modifiers that may apply. These CTA modifiers are shown in the '**Hit and Run**' table, and the '**Base Running with 2 Outs**' table respectively. Both of these tables can be found in figure F on page 17. These modifiers are also shown below for your convenience.

**Hit & Run modifier = add 40 to base runners BR value.**

**Base Running with 2 outs = add 15 to a base runners CTA value.**

Since Hit and Runs can not be put on when there are 2 outs, there will never be a base running situation when all the modifiers listed above are used at the same time. Once these modifiers are calculated you will have the final CTA value. You are now ready to roll all 3 dice, red, white, and blue. If the 2 digit value from the red and white dice is less than the final CTA for a runner, that runner advances an extra base. If the 2 digit value is equal to the runners final CTA, he is also safe and the ball hits him and caroms into the stands. In this case he gets an extra base, plus advances one more base on a throwing error that is charged to the outfielder that made the throw. If the 2 digit result from the roll is higher than the runners final CTA, then that runner held after taking his standard base advancement. When the 2 digit result is higher than the runners final CTA and the die roll was doubles, then that runner is thrown out at the base he was trying to advance to. In this last case, the outfielder making the throw gets the assist, while the position player covering the bag gets the put out.

**Batter Advancement on Throws**

The blue die result is what determines if the batter advances on a throw. Keep in mind that if the runner ahead of the batter does not advance an extra base, then the batter won't be able to either. For example; a runner is on first when the batter gets a single. If the runner on first only gets a Standard Base Advancement (SBA) and ends up only at second, then there is no opportunity for the batter to advance. In this case, the result of the blue die is simply ignored. The guidelines pertaining to the blue die are only applied if the batter has an opportunity to advance on the throw.

When such an opportunity exists, if the value of the blue die is at least 4 less than the result on the red die, then the batter advances on the throw. So if the blue die is 3 less, 2 less, 1 less, equal to, or greater than the red die, then the batter simply stays at the base indicated by the type of hit he had. To help clarify BRAR rolls and results refer to the examples below.

**Base Runner Advancement Roll (BRAR) - Examples for Basic Games**

The following examples will show how to calculate Base Runner Advancement Rolls (BRAR) within the basic game. Unlike the Advanced Game, the Basic Game makes no adjustments to the default CTA using the runners BR value or the outfielders AR value. For BRAR examples pertaining to the Advanced Game, skip down to the section titled 'Advanced BRAR Examples'. Refer to figure AA to see the stats for the players used in the following examples

**Example 1 Setup:** The offensive team has the bases loaded with **Player F** at 3rd base, **Player G** at 2nd, **Player H** at 1st, and **Player I** is the batter with 1 out. **Player I** singles to center field. This will score **Player F** automatically, as runners always get at least the same base advancement that the batter does on his hit. The runners on 1st and 2nd automatically advance to 2nd and 3rd, with the potential of advancing one additional base. In this particular example, **Player G** has a chance to score and **Player H** has a chance to advance to 3rd. To find out the chance these base runners have to advance, refer to the hit chart under the appropriate column for the hit. See figure R. Use the column for the base that the runner occupied at the start of the play. For uniformity, when 2 players are involved, list the chance for the lead runner first, followed by the chance for the trailing runner.

**Figure R - The Base Hit - 1B and Double - 2B, 3B portions of the Standard Hit Chart**

Base Hit - 1B				Double - 2B, 3B		
Roll*	FLD	1st	2nd	Roll*	FLD	1st
0-22	RF	50	60			
23-46	CF	30	70	0-24	RF	45
47-56	IH*	NA	NA	25-61	CF	65
57-66	CF	30	70	62-99	LF	40
67-99	LF	20	60			

Remember that **Player F** has already scored, so the lead runner to determine the Chance to Advance (CTA) for is **Player G**, who occupied 2nd base at the start of the play. Under the '**Base Hit - 1B**' section of the Hit Chart, look at the value shown for 2nd base adjacent to CF. (Centerfield-the location of the hit) In this case it is 70. Write down 70 in your notes. **Player H** occupied 1st base at the start of the play, so find the value listed for 1st base under the CF row. Write the value 30 to the right of the 70 previously noted. These numbers are the CTA's for the two base runners on 1st and 2nd, with the lead runner shown first. In the basic game, unless there are 2 outs or a Hit and Run is on, no further adjustments are made.

When playing with 2 people, the offensive player now has to declare whether or not his base runners will attempt to advance an extra base. He/she can decide to have both runners try to advance, have only the lead runner try to advance, or have both runners hold. If both runners hold, there is obviously no chance for the runners to advance one extra base, but also no chance of them getting thrown out. The runners simply stop at 2nd and 3rd and the next batter steps to the plate. If the player controlling the offense decides to send one or both runners, then the player controlling the defense must declare whether or not they wish to try to throw out the advancing runner, or hit the cut off man to prevent the possibility of the batter advancing an extra base on the throw. If the defensive player decides to hit the cut off man, the play is over, **Player G** scores, and **Player H** advances to 3rd while **Player I** is held at first base. If the defensive player decides to try to throw out one of the runners, then a BRAR is required. Which runner is potentially thrown out does not have to be declared. The die roll will determine this.

Notice that a BRAR is only required when both the offensive player decides to have his runners try for an extra base, AND the defensive player then decides to make a throw to cut them down. When a BRAR is required, the player controlling the defense makes the roll using all 3 dice. In the following die roll examples, lets assume that all the runners are trying to advance, and the outfielder is trying to throw them out.

**Example 1a:** Lets continue on with the same situation as outlined above. The bases are loaded with **Player F** at 3rd, **Player G** at 2nd, and **Player H** at 1st with one out. **Player I** then bats and singles to center field. We already determined the base runners CTA's to be 70 and 30. The BRAR is performed with a die result of red 7, white 7, and blue 3. The roll is read by dividing up the red/white combination (red die first) and then reading the blue die separately. So this roll is read as 77 and 3.

Whenever the red/white combination are doubles and the value is higher than the runners CTA, that runner is thrown out. Since 77 is higher than both CTA's of 70 and 30, both runners could be thrown out. However, only one runner can be thrown out on a play and it is always the lead runner. So in this example, **Player G** is thrown out trying to score at home. This is scored as ROAH (Runner Out at Home) 8-2. The center fielder gets the assist, while the catcher gets the put out. The other rule that applies is whenever a lead runner is thrown out, any trailing runner that was attempting to advance, does indeed advance since the throw was made to a different base. Thus **Player H** is safe at 3rd in spite of the die roll being higher than his CTA. Since **Player H** advanced to 3rd leaving 2nd base open, the batter (**Player I**) has an opportunity to advance an extra base on the throw home. Whether or not this occurs, depends on the blue die. Since the blue die is at least 4 lower than the red die, 3 versus 7, **Player I** does indeed advance to 2nd base on the throw. This is noted in the score card as BAOT. (Batter Advanced on Throw) Remember that there was 1 out at the start of this play, so there are now 2 outs. **Player F** scored on the play, **Player G** was out at home, and runners are now at 2nd and 3rd with 1st base open.

**Example 1b:** The situation is exactly the same as at the start of example 5a. Bases loaded with 1 out and **Player I** singles to center. This time the defensive player rolls red 5, white 3 and blue 2. The roll is read as 53 and 2.

Recall that the runners CTA's are 70 and 30. As 53 is lower than the 70 CTA of the lead runner, **Player G** will indeed advance an extra base. As he was trying for home, he scores. Since 53 is higher than the trailing runners CTA of 30, the trailing runner **Player H** holds at 2nd base. The batter has no opportunity to advance an extra base because 2nd base is occupied. Even if 2nd base had been open, the blue die is not at least 4 less than the red die, so the batter still would not have advanced. After the play, both **Player F** and **Player G** scored, there is still one out with runners now at 1st and 2nd.