

## Box Seat Baseball Easy Play Limited Flip Card Option

Use of the Limited Flip Card system provides the following benefits:

- Flip card usage will decrease by 66%
- Many fielder results could be potentially memorized within 5 to 10 games
- An in-depth knowledge to the values that are given with the Easy Play full flip card version
- Flip cards are created so both sides can be used for all purposes (hit check routine, and optional auto steal system). Basically you have 200 different possibilities for each game (you'll only need around 30 to 40 per contest). I'd suggest flipping half the cards in the opposite direction (card side facing up) with each shuffle.

Use the value of the 10 sided (red) die from the original batters roll and add to the play result suffix number to use on an individual fielder chart (GBs, LOs, POs, FPs, and FBs on the outs / hits Tri Fold page; Singles, Doubles, Triples on the outs / hits page; DFOs and DFHs on the Misc Game Charts page next to the Deep Fly Check chart). For example:

Batter result: HG3

Red Die value: 3

Fielder Chart Reference Number: 6

Fielder from Tri Fold Fielder Selection GB/LO/PO chart: SS

Note that the GB/LO/PO chart has split fielder results (first column for GBs and second column for POs and LOs). Also some charts have a few result numbers split by batter hit side and some by black die (BD) value.

For singles and doubles this total fielder value will lead not only to your fielder but will also lead to hit description (bloop, hard single etc.) and base advance so you'll only need to reference that one line. When given multiple base advance result possibilities the second result would only be used if the first result does not qualify. For example:

OFCK5 or A+ (A)

This would mean that an OFCK check would take place if the black die value is Greater than or equal to 5 (so 5 or 6) if not then only an A+ runner would Advance.

One more example:

B4, A2 (C4,B2)

This would mean that with 1 out a B rated number would need a black die value  $> = 4$  and an A rated runner would need a black die value  $> = 2$  (A+ would advance automatically). With 2 outs (in parenthesis) a C rated runner needs a black die value  $> = 4$  and a B rated runner a BD value  $> = 2$  (A and A+ runners advance the extra base automatically). Note the lowest qualifying base runner rating is always listed first and every rating higher than that qualifies automatically to advance unless it is also listed with a black die (BD) qualifier.

**Important:** Do not use the “0e” value to find your fielder as that is already used to denote an error check. When a “0e” is rolled on the initial batters play result die roll then use the value given on the flip cards on the upper right hand side of the card (in a box) to add to the play result suffix and then perform an error check on that fielder.

On these Tri-Folds you will be occasionally using the black die (BD) value to further define results and a few more rerolls will be required (all deep fly checks and double play attempts).

For range checks and error checks you will now reference the appropriate chart (GB and POP error checks chart on the infielder error Tri Fold page, FB and HIT chart on the outfielder error Tri Fold page, STL on the Misc Charts Tri Fold page, fielder range check chart on the range Tri Fold page and the OF CK range check chart on the Tri Folds cover page). You will roll all three dice to achieve the values for these appropriate error checks or range checks (these values are used in the same manner as the Full Flip card version that were given off the flip cards).