This is how you play BLM Baseball and obtain maximum realism in a very quick playing game.

All rules for success chances stay the same. However, you do not use the game boards, except for columns 1 and 2 each with their 100 squares and play results.

GAME BOARD CHANGES

No. 61 in column 1 gives a blank space. Make this blank space a 6A. No.'s 31 and 72 in column 2 are blank spaces. Give these blank spaces 3T for No. 31, and 9 for No. 72.

PLAY DETERMINATIONS

You must uniformly follow one method. You will always check success chances for batters and baserunners and give these chances No.'s starting with 1 and inclusive through the last success number according to the game rules.

For Example: Batter A has ratings of BB 8; BA 30; K 20; and Pitcher B has ratings of W P2; PC M1; and SO of P5. Final success chances for Batter A are 10, 29 and 25. You would spin for 3 numbers or obtain 3 random numbers from book RNA1 or RNA2; one number for each success determination.

For A to walk the first random number would have to fall on or between 1 thru 10; If no walk–a hit would be made if the next random number falls on or between 1 thur 29. If no walk, or hit is made a strikeout is made if the third random number falls on or between 1 thru 25. If no strikeout is made the out is determined by a fourth spun number checking under columns 1 or 2 depending upon whether the batter's final strikeout chance number is odd(1) or even (2). In this illustration, the final K chance is 25 or odd so you check the fourth spun number under column 1. Errors are checked in the same manner with another new number.

This method eliminates the necessity of reversing the success numbers when they go over 50. If a baserunner had 89 chances of scoring from second base, and you decided to have him try to score, he would be given numbers 1 thru 89, and if the random number was on or between those numbers he would score, but if it was number 90 to 100 he would be thrown out at the plate.

IMPORTANT: 1) Your method of giving chance numbers must be uniform. If you give Batter B with a final hit rate of 25 and the first time you give him 1-25 you must always give him numbers beginning with 1. The last number is added on to or subtracted from depending upon the pitcher's PC or MOB rating. You should keep the same method for all men and all teams.

IMPORTANT: 2) You must always obtain a new spun number every time you have a new result to find. The same number would only be used if in finding a new number the same number was obtained. Never, Never obtain one random number and then use it through all success determinations for a batter.

The major difference is eliminating the game boards and using the inclusive method for ratings. This inclusive method is used for all changes, batting, baserunning, fielding, pick-off plays and for any other play that needs to

By using this method, the play of the game is much faster, but even if after many, many games you have been able to memorize many result numbers and play the game quite quickly, this method will allow you to play even faster, much easier, and allows you more time to decide what your tactical and strategical moves will be and still get most games finished in 30 minutes. Even the novice will find that his game time is cut in half! Also, using more random numbers can enhance the realism of the game.

ONE RULE CHANGE—Pick-off Play

Above, I stated that if the final K number was even you would use column 2. In the pick-off play you often use the final W number and often the K number. Always use column 1 with the pick-off play to obtain either a 5T or a P5. Regardless of whether the final W or K number is odd or even you always use column 1.

ADDITIONAL PLAYING TIPS

Tip 1— It is easier and adds to the quickness of play if you lay out your line-ups so that all players' cards show at all times. I would suggest laying the visitors' cards out in a horizontal line above the home team's cards, and the home team's cards below the visitors'.

If you are industrious you could make an easel, and with a rectangular piece of wood, 144 little screw angles, and some time, fashion a line-up board which you could stand up and with it you would be able to read all the cards at eye level. Using the screws you would make 4 columns of 9 pockets each, or two columns of 9 pockets each. The two center columns would be used to move the pitcher's card up and down so that regardless of who is at bat, you could always move the pitcher's card opposite for easy comparison. The left column would be for the 8 man visitor's line-up and the right column for the home team. Of course this is not absolutely necessary, I did not play my games with this line-up board.

Tip II— An idea which would be very good when two people are playing is to make additional special cards for use when making tactical decisions.

Batting Cards— You could make a card with Sacrifice written on it, one with Hit Away, and one with Hit & Run. When each batter steps in, the offensive manager selects one and puts it down.

Running Cards— Make a SAFE and a LOOSE card. When runner is on the offensive manager picks one of these too.

Defensive Cards— You already have infield position cards. You could add a Pick-Off card, and an Intentional Walk card to these three cards. The defensive manager would always select one infield position card and if he wants one of the other two cards. Placing them down on top of the Batting Cards, neither manager would know what the other had decided, and turning up the cards to set the tactical situation one of the managers or both might be in for a surprise!

You will probably find new and interesting situations with this system. Obviously, it will slow down the play of the game, but for some people having the managers willing and able to make secret and simultaneous decisions on how to proceed with the next batter will be worth the additional time.

Tip III— I recommend, especially with this new method of play, that you use both random number books, RNA1 and RNA2. They are much faster to use, and give you random numbers more accurately than spinners, dice, or schuffling of numbered cards, and this speed and accuracy is especially needed when you will be suing so many more numbers with this new method for BLM Baseball.

Questions and additional suggestions, plus descriptions of trial games can be sent to ASD, 4532 London Road, Duluth, Mn 55804.

East

Cleveland	13	8	.619	—	Jabbar
New York	10	11	.476	3	E. Smith
Baltimore	9	12	.429	4	Cowens
Atlanta	9	12	.429	4	Hayes

PLAYOFFS:

Los Angeles beats New York 4 games to 3
Golden State beats Cleveland 4 games to 3

Championship Series

Golden State 101	Los Angeles 95
Golden State 120	Los Angeles 117
Los Angeles 122	Golden State 110
Los Angeles 106	Golden State 105
Los Angeles 119	Golden State 117
Los Angeles 116	Golden State 115 OT

ALL–STAR GAME: West 111, East 109

STATISTICS: Points

Jabbar, Cleveland 29.0 average
Havlicek, Golden State 28.3 average
Lanier, Seattle 26.2 average
Haywood, Seattle 26.1 average
Frazier, New York 25.0 average