

FLIP CARD BASEBALL

MINOR LEAGUE BASEBALL

To play the game you will need to print out two sets of game cards. The first set is called the Game Deck and is 100 cards, the Game Deck is where most of the action occurs. The second set is simply called the 2nd Deck and is also 100 cards, this is where the power aspects of the hitter are brought into play along with strategy on the base paths with steals and bunts etc. A team can be printed on two pages of card, one for the hitters and one for the pitchers so after the initial 20 pages of cards printing costs will be minimal. You will also be able to purchase the FLIP Card Baseball card decks from www.gen1400.com for a small fee to cover printing costs and shipping.

HOW IT WORKS

Each hitter has a Batting Grade from somewhere between 1-20 and this is adjusted by the Pitchers Grade that gives you a grade for the at bat.

Example:- Cliff Pennington of the Sacramento River Cats is hitting in a Pacific Coast League Game at PGE Park in Portland. He is facing the hometown Portland Beavers pitcher Wade LaBlanc. Cliff Pennington has a Batting Grade of 10. We then look to see if the pitcher Wade LaBlanc will adjust Cliff Pennington's Batting Grade in any way. On Wade LaBlanc's card we see that he has a pitching Grade of -3. So we take Pennington's Batting Grade of 10 and subtract LaBlanc's Pitching Grade of -3. $10 \text{ subtract } -3 = 7$. Cliff Pennington now has a Batting Grade of 7

Cliff Pennington	
Sacramento River Cats 2009	
.264	3 40
BATTING GRADE	10
DOUBLES	5
TRIPLES	35
POWER	1
PATIENCE	W 6
CONTACT	K 8
JUMP	8
STEAL	9
BUNT	5
SS/2B/3B/LF	
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Wade LaBlanc	
Portland Beavers 2009	
3.87	
PITCHERS GRADE	-3
POWER ADJ	0
CONTROL	-2
STRIKEOUT	0
WINS	4
LOSS	9
SAVES	0
IP	121
SO/BB	3.06
SP 20 RP 4	
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for the at bat.

To get the result of the play we now take this adjusted Batting Grade for the at bat and select a flip card taken from the top of the GAME DECK pile. The adjusted Batting Grade in this case is (7) and is where Cliff Pennington and Wade LaBlanc will begin their battle.

GAME DECK				GAME DECK			
1	2	3	4	1	2	3	4
K10/GO	LO	K6/FO*	POWER	K10/GO	GO	1B	K4/LO
5	6	7	8	5	6	7	8
P7/FO*	GO	1B	P4/FO	T+3 (FC)	FO	LO	2B?
9	10	11	12	9	10	11	12
2B?	P9/GO	K9/FC	K10/GO	E(D-E) FO*	POWER	1B	K7/FO
13	14	15	16	13	14	15	16
1B	K3/DP	3B? (GO)	P8/LO	POWER	P1/FC	K3/DP	3B? (GO)
17	18	19	20	17	18	19	20
1B(2)	2B?	POWER	P1/FC	2B?	1B	1B(2)	P2/DP
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We can see from the two examples above that there are twenty Batting Grades boxes displayed on each GAME DECK card. We look for the number (7) in this case and I have highlighted these.

Example One:- The result says (1B) so Cliff Pennington has just hit a single off Wade LaBlanc.

Example Two:- Box (7) reads (LO) or Line Out so Wade LaBlanc has got Pennington to Line Out.

POWER

Next batter Chris Denorfia is up and you repeat the steps.

Chris Denorfia	
Sacramento River Cats 2009	
.271	9 49
BATTING GRADE	11
DOUBLES	4
TRIPLES	52
POWER	1
PATIENCE	W3
CONTACT	K9
JUMP	5
STEAL	8
BUNT	3
(LF) 46 (CF) 35 (RF) 21	
FLIP CARD BASEBALL	

Wade LaBlanc	
Portland Beavers 2009	
3.87	
PITCHERS GRADE	-3
POWER ADJ	0
CONTROL	-2
STRIKEOUT	0
WINS	4
LOSS	9
SAVES	0
IP	121
SO/BB	3.06
SP 20 RP 4	
FLIP CARD BASEBALL	

Chris Denorfia Batting Grade (11) minus Wade LaBlanc Pitching Grade (-3) $11 - 3 = 8$

GAME DECK				GAME DECK			
1	2	3	4	1	2	3	4
K9/FC	FC	2B?	K6/FO*	K5/FO*	POWER	FC	DP
5	6	7	8	5	6	7	8
K4/LO	P4/FO	T+3 (FC)	POWER	HBP	K4/LO	1B	2B?
9	10	11	12	9	10	11	12
1B	P8/LO	K7/FO	K10/GO	1B(2)	K7/FO	POWER	K3/DP
13	14	15	16	13	14	15	16
K3/DP	2B?	POWER	P2/DP	1B	FO	1B	K6/FO*
17	18	19	20	17	18	19	20
1B	E(C-E) FO	K6/FO*	1B	E(C-E) FO	T+4 (LO)	K8/FO	2B?
FLIP CARD BASEBALL				FLIP CARD BASEBALL			

Example One:- Batting Grade (8) says (POWER) It's a possible Home Run!

Example Two:- Batting Grade (8) says (2B?) It's a possible Double.

To find out if these possible results become actual results we then proceed to the 2ND DECK.

Chris Denorfia	
Sacramento River Cats 2009	
.271	9 49
BATTING GRADE	11
DOUBLES	4
TRIPLES	52
POWER	1
PATIENCE	W3
CONTACT	K9
JUMP	5
STEAL	8
BUNT	3
(LF) 46 (CF) 35 (RF) 21	
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2ND DECK					2ND DECK				
POWER					POWER				
1	2	3	4	5	1	2	3	4	5
HR	DP	FO	K2/FC	HR	GO	P10/FO*	FO*	HR	P10/GO
6	7	8	9	10	6	7	8	9	10
HR	HR	P10/GO	HR	HR	HR	K2/FC	HR	HR	HR
DOUBLES					DOUBLES				
1	2	3	4	5	1	2	3	4	5
2B	FO*	GO	FO	P10/FO	GO	FC	LO	2B	K1/FO
6	7	8	9	10	6	7	8	9	10
DP	2B	FC	2B(3)	2B	2B(3)	2B	2B(3)	2B	2B(3)
TRIPLES	11				TRIPLES	4			
JUMP	1-10 RUN				JUMP	7-10 RUN			
STEAL	CAUGHT STEALING				STEAL	5-10 SB 1-4 CS			
BUNT	SACRIFICE HIT				BUNT	SACRIFICE HIT			
FLIP CARD BASEBALL					FLIP CARD BASEBALL				

Example One:- (POWER) possible Home Run

Take a 2ND DECK card off the top of the pile and refer to the top ten boxes. These are the POWER boxes.

We then need to refer to Chris Denorfia's (POWER) rating. On the example of his player card above his POWER rating is highlighted.

Chris Denorfia (POWER 1) we then have one final step before we can see if Denorfia has hit one 'Outta Here'.

Wade LeBlanc	
Portland Beavers 2009	
3.87	
PITCHER'S GRADE	-3
POWER ADJ	0
CONTROL	-2
STRIKEOUT	0
WINS	4
LOSS	9
SAVES	0
IP	121
SO/BB	3.06
SP 20 RP 4	
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Every pitcher has a (POWER ADJUSTMENT) rating. This gives a pitcher who doesn't give up a lot of home runs in games the chance to replicate that on the tabletop.

On the Wade LaBlanc card above we see highlighted his POWER ADJ. In LaBlanc's case his rating is a (0) so no adjustment will have to be made to Chris Denorfia's POWER rating.

So in the 2ND DECK examples at the top of this page we look under POWER GRADE (1) for Chris Denorfia.

Example One:- (HR) Chris Denorfia has hit a Home Run!

Example Two:- (GO) Chris Denorfia has failed to hit a Home Run but has hit a Ground Out.

** Note that all POWER grades that are adjusted by the pitcher to zero or a negative number no home run can occur. In this case the result of the at bat is a Ground Out. Runners Advance **

DOUBLES (2B?)

In FLIP Card Baseball Minor League sets there is no Doubles Adjustment for the pitcher. Unlike Home Runs where we can have an adjustment there is just not enough consistent data available at this time for this to work. So with that in mind we simply have to assume that all pitchers are average in the rate they give up doubles. This is not ideal but it will have to do for us at this time.

On the Examples on the previous page we see Sacramento hitter Chris Denorfia has a (4) rating for Doubles. We then look under the Doubles Boxes. There are ten of them in the middle of the 2ND DECK card. We look for the (4) box to see whether Denorfia has hit a double.

Example One:- (FO) Chris Denorfia has Flied Out.

Example Two:- (2B) Chris Denorfia has hit a Double.

TRIPLES

There are two different ways to hit Triples in FLIP Card Baseball.

- (1) (3B?) for the average Joe.
- (2) (T+1 – T+4) for those who hit Triples for a living.

GAME DECK				Matt Carson Sacramento River Cats 2009 .264 25 77		Peter Bourjos Arkansas Trave lers 2009 .281 6 51	
1	2	3	4				
POWER	K10/GO	K9/FC	DP	BATTING GRADE	5	BATTING GRADE	11
5	6	7	8	DOUBLES	6	DOUBLES	3
1B(2)	P2/DP	HBP	2B?	TRIPLES	30	TRIPLES	T+1
9	10	11	12	POWER	5	POWER	1
1B	K3/DP	FO	3B? (GO)	PATIENCE	W4	PATIENCE	W5
13	14	15	16	CONTACT	K6	CONTACT	K7
T+1 (DP)	P6/DP	2B?	1B(2)	JUMP	4	JUMP	9
17	18	19	20	STEAL	8	STEAL	8
1B(2)	P7/FO*	POWER	E(E) FO*	BUNT	3	BUNT	7
FLIP CARD BASEBALL				(CF) 8T (RF) 18 (LF) 7		(CF) T09	
FLIP CARD BASEBALL				FLIP CARD BASEBALL		FLIP CARD BASEBALL	

In the examples above we see Matt Carson (SAC) has a TRIPLES rating of (30) and Peter Bourjos of the AA Arkansas Travelers has a (T+1) rating.

GAME DECK Example (12):- (3B? (GO)) Matt Carson would need to flip a 2ND DECK Card to see if he has hit the Triple. Bourjos is (T+) rated so he hits a Triple automatically on all (3B?)

2ND DECK POWER					2ND DECK POWER				
1	2	3	4	5	1	2	3	4	5
K1/FC	P10/GO	HR	K2/FO	GO	FO	P10/FO	HR	FO*	HR
6	7	8	9	10	6	7	8	9	10
HR	FC	HR	HR	HR	K1/GO	HR	HR	HR	HR
DOUBLES					DOUBLES				
2B(3)	FO	2B	2B(3)	GO	FO	2B(3)	DP	2B(3)	2B
6	7	8	9	10	6	7	8	9	10
2B	2B	2B(3)	2B	2B(3)	2B	FC	2B	2B	2B
TRIPLES	54				TRIPLES	28			
JUMP	8-10 RUN				JUMP	5-10 RUN			
STEAL	4-10 SB 1-3 CS				STEAL	7-10 SB 1-6 CS			
BUNT	FC				BUNT	SACRIFICE HIT			
FLIP CARD BASEBALL					FLIP CARD BASEBALL				

results. Matt Carson has a TRIPLES rating of (30) in example card one the Triples section says

(54) that's above his rating no triple so it's a ground out. In example two (28) is equal or under his Triple rating so he's into third with a three bagger.

GAME DECK Example (13):- (T+1 (DP))

Matt Carson would not hit a Triple on this occasion as he has not got a T+ Triples rating. Peter Bourjos would hit an automatic Triple on this result as his Triple rating of (T+1) is equal or above the flip card result.

All T+ Triples ratings are normal Triples ratings of (100) + extra triples. The Triples Hierarchy reads like this.

T+4, T+3, T+2, T+1, 100-1

So if your rating is higher than the flip card triples result number than it's a Triple. If the card result says (T+2) Peter Bourjos would miss out on the Triple because his Triples rating is below the flip card result.

FIELDING ERRORS

In FLIP Card Baseball Fielding is dealt with on a simplified team format. The main thing here is trying to replicate a team Fielding Percentage. Every team will have a rating of somewhere between (A-E). A teams error rating is found on their team cover card.

E(A-E) All teams have committed a Fielding Error

E(B-E) Teams rated (A) don't commit an error, (B-E) do.

E(C-E) (A and B) no Error (C-E) Error

E(D-E) (A-C) No error, (D,E) Error

E(E) (A-D) No error, (E) Error.

All Errors are one base advances.

If an Error is not recorded on the play use the result in brackets for the at bat.

CONTACT & STRIKEOUTS

The Contact/Strikeout system is a ten movable grade system that is found by adjusting the hitters Contact rating by the pitchers Strikeout Rating. What this does is make a hitter strike out realistically against the different styles of pitchers. If the pitcher is a ground ball pitcher and doesn't strike out a ton of hitters then the hitter Contact rating will be adjusted so that there is less chance of a strikeout happening. If a flame thrower is on the mound and he strikes out a vast majority of the

Anthony Claggett Scranton Wilkes-Barre Yankees 2009 3.07		Edwar Ramirez Scranton Wilkes-Barre Yankees 2009 3.18		Jeff Frazier Toledo Mud Hens 2009 .308 11 54	
PITCHERS GRADE	-1	PITCHERS GRADE	-5	BATTING GRADE	14
POWER ADJ	0	POWER ADJ	-1	DOUBLES	6
CONTROL	0	CONTROL	-1	TRIPLES	11
STRIKEOUT	+2	STRIKEOUT	-5	POWER	2
WINS	7	WINS	1	PATIENCE	W2
LOSS	7	LOSS	5	CONTACT	K8
SAVES	4	SAVES	4	JUMP	1
IP	82	IP	51	STEAL	4
SO/BB	1.34	SO/BB	3.88	BUNI	1
SP 5 RP 34		RP 29		(RF) 41 (LF) 29 (3B) 1	
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batters he faces a hitters Contact grade takes a dive and he is more likely to strike out.

Jeff Frazier a hitter for the Toledo Mud Hens of the AAA International League is at the plate in a

game against the Scranton Wilkes-Barre Yankees. We have two different pitchers in this example Anthony Claggett who has a Strikeout rating of (+2) and Edwar Ramirez (-5).

Jeff Frazier Contact rating (K8) vs Anthony Claggett Strikeout rating (+2)

K8 plus +2 = K10 so Jeff Frazier has a new Contact rating of K10 this at bat vs Anthony Claggett.

Jeff Frazier Contact rating (K8) vs Edwar Ramirez Strikeout rating (-5)

K8 plus -5 = K3 so Jeff Frazier has a new Contact rating of K3 for this at bat vs Edwar Ramirez.

GAME DECK			
1	2	3	4
GO	P9/GO	P1/FC	POWER
5	6	7	8
K7/FO	2B?	K3/DP	P8/LO
9	10	11	12
K6/FO*	K5/FO*	1B	E(C-E)FO
13	14	15	16
K8/FO	1B	P2/DP	1B(2)
17	18	19	20
POWER	K7/FO	T+2(FC)	2B?
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Vs Anthony Claggett, Jeff Frazier has a Batting Grade of (13) and a Contact Grade of (K10). On the above GAME DECK card we see under the Grade (13) box that it says (K8/FO). Anytime a GAME DECK result has a (K?/OUT) it's a Contact/Strikeout battle. Again

K8 plus +2 = K10 so Jeff Frazier has a new Contact rating of K10 this at bat vs Anthony Claggett.

We take that (K8/FO) result under box (13) and refer to Jeff Frazier's new Contact rating to see if the Strikeout has occurred.

Jeff Frazier (K10) Contact rating is above the flip card result of (K8) so the strikeout does not occur. Any Contact rating above the flip card result means that contact was made. You then have to refer to the Out result on the second part of the flip card result (K8/FO) so the out was a FO or Fly Out.

In this case Jeff Frazier who normally is a Contact Grade (K8) would of struck out against any average strikeout pitcher or better, but because Anthony Claggett doesn't strikeout a lot of hitters his rating was changed and the ball put in play.

Vs Edwar Ramirez, Jeff Frazier's Batting Grade is (9) and Contact Grade is (K3) again

(K8 plus -5 = K3 so Jeff Frazier has a new Contact rating of K3 for this at bat vs Edwar Ramirez.)

The result under the Batting Grade (9) on the flip card is (K6/FO*) Against a average strikeout pitcher Jeff Frazier would of made contact as his rating of (K8) is higher than the flip card result of (K6) but Edwar Ramirez strikes out a lot of hitters and his Strikeout rating of (-5) adjusted Jeff Frazier's Contact rating to a (K3). So (K3) is lower than the flip card (K6) so it's a strikeout.

**** Remember for Strikeout/Contact battles a rating equal or below the flip card result means the batter has struck out. Above the flip card result and the batter has put the ball in play, refer to the out on the second part of the flip card result. An easy way to remember this is**

Below is BAD, ABOVE is Good!

PATIENCE/CONTROL

The Patience/Control works exactly the same way as the Strikeout/Contact system. Again using the players from the Strikeout/Contact examples on the previous pages.

The hitter Jeff Frazier has a Patience rating of (W2) the two AAA Yankees pitchers have Control ratings of Anthony Claggett (0) and Edwar Ramirez (-1)

Adjust the hitters Patience rating by the pitchers Control Rating.

Jeff Frazier vs Anthony Claggett $W2 - 0 =$ Frazier stays the same Patience grade vs Claggett.
 Jeff Frazier vs Edwar Ramirez $W2 - 1 =$ Frazier's new Patience grade against Ramirez is W1.

For a Patience/Control battle result any Patience Grade result that is equal or above the flip card result is a Walk. Any Patience Grade below the flip card result no Walk was issued and the ball is put in play. Reference the second part of the flip card result for the type of out recorded.

**** Remember BELOW is BAD, Above is GOOD. So good in this case is a Walk for the hitter.****

STEALING BASES

There are two parts to stealing bases in FLIP Card Baseball

- (1) Jump.
- (2) Steal Attempt.

Jump:- This rating is found on the hitters card. When calling for a steal we first have to see whether the hitter has successfully gotten a good base stealing jump against the pitcher. Reference his JUMP Rating and flip a 2ND DECK card and look under the JUMP section at the bottom of the card. This will tell you if the runner can attempt the steal on not.

Steal Attempt:- Once the runner has got the all clear and has got a good jump from the pitcher, reference his STEAL rating on his player card. Take this number and adjust it by the team Catcher rating found on the opposition teams cover card. After the adjustment take this new rating and again flip a 2ND DECK card. In the STEAL section of the card it will give you the play result.

JUMP	5-10 RUN	JUMP	7-10 RUN
STEAL	7-10 SB 1-6 CS	STEAL	5-10 SB 1-4 CS

In the above example a possible base stealer would get a jump if his JUMP rating was 5-10, grades 1-4 would not run. Then flipping another card for the steal, if the stealing base runner was a 5-10 he would steal the base successfully or be caught stealing if he was a 1-4 rated STEAL.

BUNTING

To Sacrifice Bunt you need to reference the Batters BUNT rating on his player card. Take this rating and flip a 2ND DECK card and look under the BUNT section.

BUNT	POP UP	BUNT	2-10 SH I FC
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In the above two examples

- (1) The batter would hit a Pop Up, no advance and the batter is out
- (2) The batter would hit a sacrifice if he was rated BUNT 2-10 and hit into a fielders choice if he was rated BUNT 1.

OUT TYPES

Here is a quick list of the Out types in FLIP Card Baseball

GO:- Ground Out. The batter is out at first all base runners advance one base.

FC:- Fielders Choice. Any base runner on first is out at second base. The batter is safe and other base runners advance.

DP:- Double Play. If there is a base runner on first with less than two outs the batter has hit into a double play. Both he and the base runner on first are out. Any other runners advance one base.

LO:- Line Out. The batter has hit a line drive that has been caught by the infield. No base runner advancement.

FO:- Fly Out. A fly ball has been caught by the fielding team. No base runner advancement.

FO*:- Fly Out Advance. This is a fly ball that has been caught by an outfielder. If there is a runner on third base and there are less than two outs he scores on a sacrifice fly.

PO:- Pop Out. On a bunt when a pop up is hit to an infielder. No base runner advancement.

RUNNER PICKED OFF:- On steal attempts the runner got overconfident on his jump and the pitcher picked him off.

HIT SYMBOLS

1B:- Single. Runners advance one base.

1B(2):- Single. All runners advance two bases.

2B:- Double. Runners advance two bases.

2B(3):- Double. All runners score.

HR:- Home Run. The batter has hit a Home Run, all runners score.

OTHER SYMBOLS

BALK:- An illegal move by the pitcher. All base runners advance one base.

WP:- Wild Pitch. This one got away from the pitcher. Runners advance one base.

PB:- Passed Ball. This one got away from the catcher. Runners advance one base.

SH:- Sacrifice Hit. The player has laid down a successful sacrifice bunt.

Thanks to George Nebesnik at Gen1400 Gaming for making the game available for download at his site. And also for helping play test FLIP Card Baseball with me.

Check out his site www.gen1400.com for FLIP Card Baseball and different Minor Leagues and seasons. I endeavour to put more Minor League sets and Japanese sets out as time go by.

Also Gen1400 Gaming has many other great sports games to play. They are reasonably priced and can be downloaded in E-Book format or printed and shipped to you.

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Thanks Andrew