Auto Manager (Offense)

Runner Advancement

For optional runner advancement on hits and outs, start with the runner's **Speed** rating and:

1. Add **Runner Advancement Bonus** for the runner's *current* base and the number of outs (below):

For tagging up, use the number of outs after the fly out is recorded.

2. Add **Situation Bonus** for the score and inning.

3. Subtract the fielder's *Arm* rating.

If this number is **7 or higher**, try to advance the runner.

Steal Attempts

With a single runner on base, check for steal attempt if *Speed* rating equals or exceeds catcher's *Arm* rating:

1. Start with the player's *Speed* rating.

2. Add the **Runner Advancement Bonus** (at right).

3. Add the **Situation Bonus**

4. Subtract the catcher's *Arm* rating[1] and consult the following table:

Total	Offensive Play
11 or more	**Straight Steal**: Runner attempts to get a good lead, but attempts steal regardless.
8 - 10	**Green Light**: Runner attempts to establish a lead. Runner attempts steal *only* if lead is established.
7	**Green Light** if *Steal* rating is higher than pitcher's *Pickoff* rating.
6 or less	**No Steal Attempt**

Double Steals

With runners on 1B & 2B, add 1 to the slower player's *Speed* and use that to decide if a double steal is called.

Stealing Home

For steals of home, remember to use a value of 12 for the catcher's *Arm* rating. (Thus it will only occur with two outs, in close games, after the 6th inning).

[1] When stealing home, use 12 as the catcher's *Arm* rating.

Runner Advancement Bonus

Runner On	No Outs	One Out	Two Outs
1B	+3	+3	+4
2B	+2	+3	+0
3B	+0	+3	+7

Situation Bonus

Batting Team …	1st - 6th Inning	7th Inning	8th Inning or later
Trails by 2+ runs	+0	+0	−1
Trails by 1 run	+2	+2	+2
Is Tied	+2	+3	+4
Leads by 1 run	+2	+2	+3
Leads by 2 runs	+1	+1	+1
Leads by 3 runs	+1	+1	+0
Leads by 4+ runs	+0	+0	−1

Sacrifice Bunt Bonus

Runners On	No Outs	One Out
1B	+5	+2
2B	+4	—
1B & 2B	+6	+3
3B	+1	+0
1B & 3B	+2	+0
2B & 3B	+0	—
Bases Loaded	+0	—

Sacrifice Bunts

With fewer than two outs and one or more runners on base, start with the batter's *Bunt* rating and …

1. Add the **Situation Bonus** (*Table 2*):

2. Add the **Sacrifice Bunt Bonus** (Table 3, above). (Do not bunt if the table shows '—').

3. Subtract the batter's *Contact* rating and consult the following chart:

Total	Offensive Play
11 or more	**Bunt** (even with two strikes)
9 - 10	**Bunt until Two Strikes** (then swing away)
7 - 8	All infielders deep: **Bunt until Two Strikes** 1+ infielders playing in: **Swing Away**
6 or less	**Swing Away**