

THE TAROT DE COOPERSTOWN

— OFFENSIVE CARD HITTING CHART —

					SUIT OF THE CARD AT BAT			
CARD AT BAT	VALUE	OUTCOME	BALL WAS HIT	IS VALUE	BATS	BALLS	GLOVES	BASES
ACE	_	automatic	_	_	SACRIFICE (OUT)	STRIKE OUT	AUTOMATIC DP	SINGLE
2	_	automatic	_	_	FOUL POP OUT	WALK	FORCE DP	DOUBLE
3	_	automatic	_	_	STRIKE OUT	STRIKE OUT	LINE OUT	TRIPLE
4	_	automatic	_	_	FLY OUT	WALK	GROUND OUT	HOME RUN
5	5	hit to infield	to pitcher	> P?	SINGLE	->	->	->
				=P or <p?< th=""><th>GROUND OUT</th><th>-></th><th>-></th><th>-></th></p?<>	GROUND OUT	->	->	->
6	6	hit to infield	to catcher	> C?	SINGLE	->	->	->
				=C or < C?	GROUND OUT	->	->	->
7	7	hit to infield	to 1st base	> 1B?	SINGLE	->	->	DOUBLE
				=1B or < 1B?	GROUND OUT	->	->	->
8	8	hit to infield	to 2nd base	> 2B?	SINGLE	->	->	->
				=2B or < 2B?	GROUND OUT	->	->	->
9	9	hit to infield	to 3rd base	> 3B?	SINGLE	->	->	DOUBLE
				=3B or < 3B?	GROUND OUT	->	->	->
10	10	hit to infield	to shortstop	> SS?	SINGLE	->	->	->
				=SS or <ss?< th=""><th>GROUND OUT</th><th>-></th><th>-></th><th>-></th></ss?<>	GROUND OUT	->	->	->
ROOKIE	11	hit to outfield	to leftfield	> LF?	SINGLE	->	->	DOUBLE
				=LF or <lf?< th=""><th>FLY OUT</th><th>-></th><th>-></th><th>-></th></lf?<>	FLY OUT	->	->	->
VETERAN	12	hit to outfield	to centerfield	> CF?	DOUBLE	->	->	TRIPLE
				=CF or <cf?< th=""><th>FLY OUT</th><th>-></th><th>-></th><th>-></th></cf?<>	FLY OUT	->	->	->
ALL STAR	13	hit to outfield	to rightfield	> RF?	HOME RUN	->	->	->
				=RF or <rf?< th=""><th>FLY OUT</th><th>-></th><th>-></th><th>-></th></rf?<>	FLY OUT	->	->	->

QUEENS (SPECIAL CARDS):

CARD —>	WHIFF	BEANBALL	CIRCUS CATCH	PICKOFF
BASES EMPTY	STRIKE OUT	HIT BY PITCH	FLY OUT	FOUL OUT
WITH RUNNERS ON	STRIKE OUT	WILD PITCH	FLY OUT	PICKOFF

To determine the result of an at-bat, read the chart from left to right.

- 1. Check the card at-bat and find its point value.
- 2. If the card at-bat's point value is 4 or less, then the outcome is automatic. Check its suit to see what the result is.
- 3. If the card at-bat's point value is greater than 4, then see what defensive card the ball has been hit to.
- 4. If the card at-bat's value is less than the value of the defensive card at that position, that'll be an out. Sorry, slugger.
- 5. If the card at-bat's value is greater than value of the defensive card there, that's a hit -- check the card at-bat's suit to see what kind of hit.
- 6. Read the Rules of Play to learn more, including all the strategies you can use.