

**2009 Munich Marauders Emergency Instructions  
(1992 and 2007 TBL Champions)**

Munich cuts (pre-season): (Myers), (Clemens), (Patterson), (Armas), Falkenborg, Bocock, A.Reyes, Dellucci, G.Duran  
Waivers -. Cut Iguchi, acquired Giese

TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	(Comp.)	Board	8's	24's	31's	FIELDING	Arm	Age	Notes
TOR	Bautista, Jose		128	424	3	9(156)3	F20	11	SA-3	SA+5/-4	4	2	1	3B4, 2B6, 1B3	32	27	05D4
TEX	Bradley, Milton	B	126	509	9	10(1566)5(1)	F25	10	SA-0	SA+3/-3	2	1	2	OF1	35	30	01D1
MLW	Counsell, Craig	L	110	302	5	8(66)5+ H	G29	13	SA-3	SA-6/-1	3	1	3	SS8,2B7,3B4	30	37	07T(Por)
CIN	Dickerson, Chris [r]	L	31	122	9	10(14556)5(1)	C25	F17	SA-3	SA-6/0	2	0	1	OF2	31	26	09D2
BOS	Drew, JD	L	109	456	6	9(1000)6+	G31	11	SA-0	SA-1/-1	3	2	1	OF2	32	32	05Tmid(GOH)
KCR	German, Esteban		89	242	11	9(000)3 H	D27	F15	SA-1	SA-1/-2	3	1	2	OF1,2B7,SS6,3B3	31	31	07D2
NYN	Giambi, Jason	L	145	585	4	8(116)5(1)+	R26	S 6	SA-2	SA-4/0	3	0	1	1B2	28	37	06T(Bro)
SD	Hairston, Scott		112	362	5	9(1000)3+	F29	12	SA-2	SA+3/-5	3	0	1	OF2,2B6	31	29	08D5
BAL	Huff, Aubrey	L	154	661	5	11(10000)3	R34	8	SA-5	SA-8/+2	4	0	2	3B3, 1B3	31	33	09T(BH)
DET	Inge, Brandon		113	407	8	7(000)4(1)	E23	12	PL-1	PL-0/-2	2	0	1	C8,3B4,OF2	Th0,PB3	31	02D2
HOU	Loretta, Mark		101	297	0	10(000)3+ H	N	7	SA-4	SA+8/-7	4	2	3	2B8,SS7,3B4,1B3	30	37	07T(Midw)
BOS	Lugo, Julio		82	307	18	9(00)4+ H	E29	F15	SA-2	SA+3/-2	3	4	2	SS7,OF1	31	32	04T(Ore)
ATL	McCann, Brian	L	145	573	6	10(1566)3+	G35	S 5	SA-2	SA-4/0	2	2	2	C7	Th-3,PB2	24	06D1
OAK	Murton, Matt		uncarded												31	26	06D1
TOR	Overbay, Lyle	L	158	627	4	9(000)4	F14	S 6	SA-5	SA-12/+3	3	4	1	1B5	30	31	04DBonA
TOR	Scutaro, Marco		145	592	10	9(00)4+ H	F30	F14	SA-1	SA-0/-2	2	0	2	2B8,SS8,3B4,OF2,1B3	32	32	04Waiv
DET	Thames, Marcus		103	342	4	9(1156)3	A 7	8	PL-1	PL+1/-3	3	1	1	OF1,1B2	30	31	07T(Por)
SF	Vizquel, Omar	B	92	300	10	8(00)2 H	C22	11	SA-0	SA-10/+1	3	0	3	SS9	31	41	09T(L-A)
SF	Winn, Randy	B	155	667	30	11(000)3 H	E35	F16	SA-0	SA-2/-1	3	0	2	OF3	30	34	09T(L-A)

TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	Age	Notes
LAD	Beimel, Joe	L		49		14*	0	+62	5	1			+1	31	09T(Nbo)
TB	Bradford, Chad			59 1/3		13*	+41	+36	6	0	0	0	+2	33	07T(Por)
MIN	Breslow, Craig [r]	L		47		19*X	-21	+55	6	3	0		+3	28	09DBonA
OAK	Brown, Andrew			35		19*Y	-62	+21	7	0		0	+1	28	09T(Wht)
SEA	Corcoran, Roy [r]			72 2/3		13*	-33	+62	8	3		0		28	09D3
TOR	Downs, Scott	L		70 2/3		19*X	+14	+43	6	3		0	+1	32	09T(Nbo)
NYN	Giese, Dan		3			12*Y	+12	+32	23/9	2		0			09Waiv
CHC	Harden, Rich		25		21XY		-26	+24	24	1		0	+2	26	04D1
TB	Jackson, Edwin		31		8		-24	-12	26	3			+1	25	08DBonA
LAD	Lowe, Derek		34		12Y		+34	+31	25	1		0	0	35	06T(Mlr)
FLO	Nelson, Joe			54		18*XY	+11	+16	6	3		0		34	09D2
FLO	Nolasco, Ricky		32		12X		+35	-14	27	1			+1	26	08T(Bro)
SEA	Putz, JJ			46 1/3		12*XY	-55	+23	6	3	0	0	+3	31	05D4
LAA	Saunders, Joe	L	31		12		+22	0	26	1		0	0	27	07D3
CIN	Volquez, Edinson [r]		32		14XY		-34	+31	26/10	3			+1	25	09D1
OAK	Ziegler, Brad [r]			59 2/3		22*	-13	+46	7	0		0	+2	29	09D2

**Minors By Month**

(Players not listed are active entire season, unless otherwise specified in series instructions.)

- Bradley, Milton
- Bautista, Jose
- Counsell, Craig
- Drew, J.D.
- German, Esteban
- Loretta, Mark
- Lugo, Julio
- Murton, Matt

	Apr	May	Jun	Jul	Aug	Sep	Oct
Bradley, Milton		m					
Bautista, Jose	m	m	m	m	m	m	m
Counsell, Craig	m						
Drew, J.D.					m		
German, Esteban	m	m	m	m	m	m	m
Loretta, Mark	m						
Lugo, Julio			m	m		m	m
Murton, Matt	m	m	m	m	m	m	m

Munich 2009 Emergency

Brown, Andrew  
 Corcoran, Roy [r]  
 Putz, JJ  
 Giese, Dan  
 Harden, Rich  
 Jackson, Edwin  
 Nelson, Joe  
 Breslow, Craig  
 Beimel, Joe  
 Bradford, Chad

m		m			m	m
	m		m	m		
m	m	m	m	m	m*	m*
m	m	m	m	m	m*	m*
	m					m
m		m	m	m	m	
	m		m	m		
	m		m	m		m
m		m			m	
m		m			m	m

*Note – the specific relievers may vary from this list, especially after June or so; I will send updates/series instructions to indicate any changes.*

Rotation 2009

		Days				
April	<b>MLR</b>	L	V	H	N	
19	@ ZIO	S	L	V		
	@ HUD	H	N	S		
	@ KAN	L	V	H	N	
	NBO	S	L	V	H	N
May	POR	L	V	S	N	J
21	WAK	L	V	S	N	
	@ BH	J	L	V	S	
	@ RYE	N	J	L	V	
	@ WHT	S	N	J	L	
June	ZIO	H	V	N	L	
19	HUD	H	V	S		
	@ <b>MLR</b>	N	L	H		
	@ <b>MID</b>	V	S	N	L	H
	KNX	V	S	N	L	
July	@ <b>RIC</b>	H	V	S	N	L
21	<b>BRO</b>	H	V	S	N	
	LV	L	H	V	S	
	HOU	N	L	H	V	
	@ <b>MAR</b>	S	N	H	L	
August	@ COL	V	S	N	H	
20	@ LA	L	V	S	N	
	@ GOH	H	L	V	S	
	<b>GC</b>	N	H	L	V	
	NW	S	N	H	L	

		Days					
Sept.	<b>MLR</b>			L	S	V	
20	@ ZIO	N	H	L	S		
	@ HUD	V	N	H	L		
	@ POR	S	V	N	H		
	KAN	L	S	V	N	H	
Oct.	<b>RIC</b>	L	S	V	N		
22	<b>MAR</b>	H	L	S	V	N	
	DAL	H	L	S	V		
	@ KNX	N	H	L	S	V	
	@ NBO	N	H	L	S		
Nov.	@ WAK		V	N	J	L	S
20	<b>MID</b>	V	N	G	L		
	ZIO	S	V	N			
	HUD	G	L	S	V		
	@ <b>MLR</b>	N	G	L	S		

KEY	
	Day off
	Harden
	Volquez
	Lowe
	Nolasco
	Saunders
	Jackson
	Giese

**Lineups and Usage**

- General** – 1. Almost all players will be limited by PA this year. Exceptions: Drew, Scutaro, Counsell. **DO NOT use these guys off the bench unless injuries absolutely require it.**
2. PA are limited for Bradley, Dickerson, Loretta, McCann. Do not waste them in blowouts! Hence, look to replace these guys even in early innings if the game is not close. **And definitely use a PH for McCann to save an AB when planning to bring in Inge for defense.** (In blowout, PH for McCann in his 3<sup>rd</sup> or 4<sup>th</sup> PA, and let Inge finish.)
3. The instructions below are intended to apply these principles in the context of the individual game, while also providing adequate offensive and defensive capabilities throughout the game. If good baseball sense indicates, feel free to “freelance” a move, so long as it doesn’t require violating an instruction in red print!

**Vs LHP (Boards)**

1	Winn	CF	whole game, unless need a power PH in game-winning situation late
2	Loretta	2B	whole game, unless need a power PH in game-winning situation late
3	Bradley	DH	whole game, except DISSOLVE THE DH in a blowout your way, any inning
4	Thames	LF	Remove for OF-2 anytime Munich leads after his 3 <sup>rd</sup> PA
5	Giambi	1B	Remove for Overbay anytime Munich leads by 5+, or <b>by any amount after top of 6th</b>
6	Huff	3B	See Defensive Subs
7	Hairston	RF	whole game unless Dickerson can PH in key situation
8	Scutaro	SS	PH for if -1 to -4, 7 <sup>th</sup> on; also see Defensive Subs
9	Inge	C	PH for if tied to -4, 7 <sup>th</sup> on

**Bench**

Drew, Counsell - **Do not use in this game.**

Vizquel – defense at SS, see Defensive Subs. (PH for him if Munich falls behind)

Dickerson – primo PH for either OBP or power ONLY in high-leverage situations, can also PR and stay in as defensive sub; try to limit to one PA/G

McCann – can PH if needed and Dickerson already used, stays in to catch if Inge out of game

Overbay – defense at 1B

**Vs LHP (Computer)**

1	Winn	CF	whole game unless need a power PH in game-winning situation late
2	Loretta	2B	whole game, unless need a power PH in game-winning situation late
3	Bradley	DH	whole game, except DISSOLVE THE DH in a blowout your way, any inning
4	Huff	3B	See Defensive Subs
5	Giambi	1B	Remove for Overbay anytime Munich leads by 5+, or <b>by any amount after top of 6th</b>
6	Thames	LF	Remove for OF-2 anytime Munich leads after his 3 <sup>rd</sup> PA
7	McCann	C	Remove for Inge anytime Munich leads by 5+, or <b>by any amount after his 4<sup>th</sup> PA</b>
8	Hairston	RF	whole game unless Dickerson can PH in key situation
9	Scutaro	SS	PH for if -1 to -4, 7 <sup>th</sup> on; also see Defensive Subs

**Bench**

Drew, Counsell - **Do not use in this game.**

Vizquel – defense at SS, see Defensive Subs. (PH for him if Munich falls behind)

Dickerson – primo PH for either OBP or power ONLY in high-leverage situations, can also PR and stay in as defensive sub; try to limit to one PA/G

Inge – defense at C

Overbay – defense at 1B

**Vs RHP (Boards or Computer)**

1	Winn	CF	whole game unless need a power PH in game-winning situation late
2	Drew	LF	whole game
3	Bradley	RF	Remove for OF-2 anytime Munich leads after his 3 <sup>rd</sup> PA
4	Huff	3B	See Defensive Subs
5	Giambi	DH	whole game, except DISSOLVE THE DH in a blowout your way, any inning
6	McCann	C	Remove for Inge anytime Munich leads by 5+, or by any amount after his 4 <sup>th</sup> PA
7	Overbay	1B	PH for if -1 to -4, 7 <sup>th</sup> on.
8	Scutaro	SS	PH for if -1 to -4, 7 <sup>th</sup> on; also see Defensive Subs.
9	Counsell	2B	PH for if -1 to -4, 7 <sup>th</sup> on, also see Defensive Subs

**Bench**

Vizquel – defense at SS, see Defensive Subs (PH for him if Munich falls behind)

Dickerson – primo PH for either OBP or power ONLY in high-leverage situations, can also PR and stay in as defensive sub; try to limit to one PA/G

Thames – PH for power, and/or replace Bradley in a blowout to preserve his PA.

Hairston – PH for power (3<sup>rd</sup> choice), and defensive sub in RF.

Inge – defense at C

Loretta – defense at 2B, ONLY IF a defensive sub has to be PH for late

**Defensive Subs**

**This is the key to in-game management this season!** When Munich leads anytime after the top of the 7<sup>th</sup>, or by blowout (+5 or more) in ANY inning, then maneuver to get this configuration in the field:

C = Inge      1B = Overbay      2B = an 8      SS = Vizquel      3B = a 4      OF = Winn(CF) and two 2's

To achieve this, you'll normally do ONE of these combinations of moves:

1. If Loretta started at 2B, move Scutaro to 3B and Vizquel to SS (leaving Loretta at 2B).
2. If Counsell started at 2B, move him to 3B, Scutaro to 2B, Vizquel to SS (leaving Loretta on the bench).

AND get the catcher/1B/OF moves accomplished – see Lineups and Usage for specifics. (Notice that Huff is a 1B3, and may slide over to 1B in place of Giambi if it will help make the needed moves easier while letting Huff get one more plate appearance in the game before giving way to Overbay.)

In doing these moves, **DO NOT use Drew or Counsell off the bench.** Keep in mind that Dickerson is an OF 2, so he can be used for defense, including staying in for defense after he has pinch-hit – but try to arrange the timing and who he comes in for such that he gets only one PA per game. Also remember that Scutaro can slide to any of four positions (2B, 3B, LF, RF) depending on details of who's been used, who's due to bat, and the score.

## Steal, Hit and Run, Bunt, Base-running, Defensive Decisions (General Guidance):

### Hit-and-Run (#1):

Batters with an "H" in the Hitting column of the roster should hit and run any time they are eligible, unless the pitcher's control is -24 or worse or the runner on first is an N. (NOTE – there are a couple batters with two 31's who do not have an "H" in the Hitting column. This is deliberate, because I want them swinging away, either due to their power numbers or their number of 14's.)

### Steal (#2):

When Loretta or Counsell are batting, hit and run takes precedence. Next option, if Winn or Lugo are on 1<sup>st</sup>, in a two-run game, they can steal if adjusted SSN is 26+ (Winn straight steals ONLY after the 5<sup>th</sup>).

Otherwise, most steal attempts will come off the hit and run. However, in late innings of a one-run game, any runner with an adjusted SSN of 27+ can try for second UNLESS the batter has a first-column 5.

### Bunt:

**Very rare!** Basically, only in very late innings of a one-run or tie game, to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers and no first-column 1). **Don't squeeze.**

### Runner Advancement:

Most Marauders are 'average' speed this year (and two of the Fast guys are in the minors all year).

- With the fast runners be **responsibly aggressive**, especially when heading home, and especially with two out. (The term is "aggressive", though, not "stupid" – I don't want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example....)
- **With slow runners, be content to play station to station**, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- With average runners, use your judgment based on the game situation. But keep in mind that this team has excellent power in the 2 thru 7 slots, so don't be overly aggressive and take the bat away from a big hitter.
- **Computer gamers:** always send my runner home if he is "well around" third. Always send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is "rounding" the base. Have fast trailing runners try to advance if you throw for the leading runner; do not have slow trailing runners try to advance.

### Infield In:

Deep with 2 outs, or before the 6th, or when either team leads by 4 or more. Deep with 1 out, runner on first. Else, in.

### Outfield Throws:

Generally, I go for the higher chance of an out, UNLESS the runner coming home is an obvious key run late in a close game; even then, if he's not the WINNING run in the final inning, I don't give away a lot of out chances in this decision. That said, if you use good baseball judgment, I'll be satisfied.

### Hold Runners:

I generally hold with righties batting, and NOT with lefties batting unless it makes the steal much more attractive. However, don't hold when either team leads by four or more.

**Pitching:**

*Munich has a deep quality rotation backed by a deep quality bullpen. I would generally like to get 6 IP out of the starters, more if they're coasting, less if they're struggling. Once the bullpen is in the game, mix and match to best advantage, with best grades and peripherals in when Munich leads. I don't care who gets saves, so long as Munich gets the team win!*

**Starters:**

**Harden, Volquez** – Let them work deep into the game, whenever possible; this may even include letting them go through one fatigue reduction. However, if they're leading, **don't endanger a win** just to wring one or two more batters out of them!

**Lowe, Nolasco, Saunders, Giese** – Lesser lights but still well above average. I'd like to get 6 innings from them, but **don't stretch them if the game is at all close** – if it's within 3 either way, pull them at the first base-runner in the 6<sup>th</sup> or later. Especially Nolasco and Saunders should never face a power hitter representing the -1/tie/lead run after the 5<sup>th</sup>, due to their mediocre HA ratings and the gonzo positive HA's in the bullpen. (Conversely if they're in a blowout, **let these guys go until forced out, OR it gets close again.**)

**Jackson** – Only a 8 and negative peripherals to boot (but he only gets 8 starts). Hence – if he reaches the 5<sup>th</sup> and it's still a ballgame, he should probably exit stage left (unless the bullpen has been chewed up in the series). Conversely, though, if it's not within a couple runs, he can stay a bit longer. Let him go deep into a blowout.

**Relievers:** Enough relief (over 450 IP) that the starters don't have to be stretched out of all reality. And over 200 IP of TBL-closer grades mean that leads should be pretty much SAFE after the sixth.... Maximize the plus-5's, and use the nice balance of lefty/righty arms to counter your most effective hitters.

- **Ziegler/Downs** – Dual roles – co-closers AND rally-stoppers, both active all year, with 130 IP between them. *Closer:* 9<sup>th</sup> or later, Munich leads by 1 to 3; or can come in during the 8<sup>th</sup> to squash a rally and nail down the save in the 9<sup>th</sup>. *Rally-stopper:* If you're making some noise from the 6<sup>th</sup> on, use one of these guys to settle it (righty or lefty depending on the handedness of your next two to three batters), and the other can close. Can work up to an inning in this role. If you muster two rallies in the setup innings, both these guys can be used then, and Breslow/Nelson/Brown can work the save.
- **Nelson/Bradford/Corcoran/Brown** – Righty middle and setup men, normally two active at a time. Use in 6<sup>th</sup>-8<sup>th</sup> innings as a bridge to the closers; give way to the rally-stopper if things get exciting. Can be used heavily, as they have 221 IP between them. Generally prefer Bradford/Corcoran if trailing, Nelson/Brown if tied or ahead. Bradford/Corcoran may also be used as a long man if needed. Brown or Nelson may get an occasional save.
- **Breslow/Beimel** – Designated lefty, one active at a time with a total of 96 IP between them, so can go longer than the traditional "spot lefty" (up to an IP per usage). Use to get the +5 against key LH batters, and/or in middle/setup role along with the righties. Breslow may get an occasional save.
- **Giese/Putz** – If active, classic mopup and long man, for use when a starter is pounded out and/or the game gets out of hand, can work up to 2.2 IP as needed. (This will also apply to Edwin **Jackson**, if he's ever active but not in that month's rotation.)

**Other Strategy:** Munich is hoping to reach the World Series again this year. Use the resources to optimize winning chances according to the general guidelines above and good baseball sense. But, above all else, enjoy the games!

**Injury Subs:**

C – McCann, Inge

1B – Overbay, Giambi, Huff, Thames, Loretta

2B – Loretta, Scutaro, Counsell, German

3B – Inge, Bautista, German, Scutaro, Lugo

SS – Counsell, Scutaro, Lugo

OF – see Lineups and Usage for guidance

DH – Giambi/Thames, available bat except for players with limited PA (see Lineups and Usage above)

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Munich will be using the Computer game for Windows (Broadcast Blast 5.5).