

Out of Town Scoreboard for Baseball Season Replays

	Tough Day (0-2 runs scored)	Good Day (3-4 runs scored)	Great Day (5 or more runs)
2-3-5	1 run	1 run	1 run
2-3-6	1 run	1 run	1 run
2-4-5	1 run	1 run	1 run
2-4-6	1 run	1 run	1 run
2-5-6	1 run	1 run	1 run
2-6-6	-	-	1 run
3-3-3	-	-	4 runs
3-4-5	2 runs	1 run	2 runs
3-4-6	1 run	2 runs	2 runs
3-5-6	1 run	2 runs	2 runs
3-6-6	-	-	2 runs
4-4-4	-	2 runs	BIG!
4-5-6	2 runs	3 runs	3 runs
4-6-6	-	2 runs	3 runs
5-5-5	4 runs	BIG!	BIG!
5-6-6	3 runs	4 runs	4 runs
6-6-6	BIG!	BIG!	BIG!

BIG! Mini-Chart: 5 runs score, with a chance for more, roll d6: 1 to 5: inning over, 6: another run scores, roll the d6 again on the BIG! mini-chart

- result: If the die roll does not appear on the chart or the result is '-', no runs are scored that half-inning.

EXAMPLE:

Let's say you need a linescore from the April 15, 1990 game between Montreal and New York. IRL, Montreal beat NY 3 to 1 that day, so Montreal would be rated GOOD DAY because it scored 3 runs. New York is rated TOUGH DAY due to its 1 run. (If NY had lost 3-2 they would also get the GOOD DAY rating because of only losing by 1 run).

In the top of the first, you roll a 4-6-6 for NY. That's 0 runs for them under the TOUGH DAY column. For the bottom of the inning, you roll 4-4-4 for Montreal, so they score 2 runs that inning under the GOOD DAY column. Top of the 2nd, NY rolls a 1-3-4, which isn't on the chart so it's 0 runs again for them. Bottom 2 Montreal rolls a 6-6-6 -- that's a BIG! inning, so they score 5 runs and roll a die, if it's a 6 they get another run and roll that die again until they get a 1 to 5 and the inning finally ends.

How to Use:

This chart is designed for baseball season replays where you want to generate inning by inning results for games that you do not play out. You can do this while you play games in full, just like glancing at the out of town scoreboard in the ballpark. All you need is the actual final scores from the games you want to simulate with this chart.

First, rate the two teams playing in the game. If a team scored 0-2 runs in that game, they get the TOUGH DAY rating. If they scored 3-4 runs, they get the GOOD DAY rating. If they scored 5 or more runs, they get a GREAT DAY rating. EXCEPTION: If the losing team only lost by 1 run, they should be rated the same as the winning team.

Second, for the top of the first, roll 3d6 and read them "HMB Style" (e.g. a 3, 6 and 2 is read 2-3-6) and look up the result on the chart for that team's rating. If the die roll is not on the chart or the result is '-', then 0 runs are scored that half-inning. BIG! Innings are 5 or more runs, follow the instructions on the chart.

That's it! Repeat this procedure for each half-inning until the game is over. This should produce similar results as the actual game, but introduce uncertainty and unpredictability to your season replays.

I welcome any feedback or suggestions on this from any in the community.