PENNANT RACE!
Avalon Hill's Trademark Name for Its Game of Professional Baseball

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INTRODUCTION
PENNANT RACE! is a simulation of the sport of professional baseball that allows the players to recreate an entire baseball season in an enjoyable, informative, and simple manner. Every major league team, from either a past season or the contemporary one, plays according to its actual schedule. All of the amazing intricacies of the game—such as weather, trades, injuries, and the minor leagues—are accurately reflected in this game.

EQUIPMENT
1. Rules Folder
2. 2 white, 2 red, and 2 green dice.
3. Roster Booklet
4. Club Record Pad
5. League Standings Pad

SETTING UP THE GAME
Cut out each of the team rosters from the Roster Booklet and place them neatly on the table. Separate them into different American and National League piles. Prepare one Club Record sheet for each team and one League Standings sheet for each League. Keep the American and National League schedules (provided in the Roster Booklet) nearby for handy reference while playing the game. Have a pencil and a few pieces of scrap paper available for your use.

PENNANT RACE! simulates the entire baseball season on a day-to-day basis. The players must adhere to the schedule and resolve all of the games on a given day before going on to play the next day’s games. The schedule lists the participating teams in the order VISITORS/HOME. Listings followed by a parenthesized “2” indicate that the game is a doubleheader.

1. THE BASIC GAME
A. STARTING PITCHERS
In a given game, each player must declare a single pitcher from his staff as his starter. A starting pitcher must possess a Start Value of at least 1 and must have “rested” (that is, not have started a game) for a number of days equal to or greater than his Rest Value (e.g., a pitcher with a Rest Value of 4 who starts on the 2nd may not start again until the 7th). If a pitcher does not rest his required number of days, his Start Value is reduced by 2 in the ensuing game (exception: if the pitcher’s Endurance Value is 3 or more, his Start Value is reduced by 1). A pitcher may not make starts on consecutive days or on the same day, nor may he make two consecutive starts on “short” rest.

B. GAME RESOLUTION
The visiting team player rolls one white, one red, and one green die. Do not move these dice until a number of calculations have been made which determine the number of runs scored in the game by the visiting team.

1. RUN CALCULATION: If the dice roll shows any DOUBLES (e.g., 1 and 6 or 6 and 1) and/or the sum of the numbers shown on the three dice is 10 OR LESS, then skip this step and proceed to steps 2 and/or 3. However, if both of the above conditions ARE NOT MET, then this step is the only one that need be taken. First, determine the opposing pitcher’s Start Value and multiply this number by the figure shown on the white die. Next, determine the visiting team’s Batting Value (listed on the top of its roster). Simply divide this Batting Value by the product of the Start Value and the white die and DROP FRACTIONS. This is the number of runs scored in the game by the visiting team. EXAMPLE: The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 4. The three dice are rolled and come up 3 on the white die and 5 and 6 on the other two dice. Since there are no doubles and the dice total is more than 10 (14), simply multiply 4 (the Start Value) by 3 (the white die) and divide this product (12) INTO 30 (the Batting Value) and drop fractions. The result is 2 1/2, or 2 when dropping fractions. So 2 is the number of runs scored by the visiting team in this game.

2. RUN CALCULATION IN THE EVENT OF DOUBLES: If doubles (or triples) occur in the dice roll, then this step must be adhered to. First, determine which numbers are doubles. If the white die is identical to either of the other two dice, then the visiting team is awarded a POWER BONUS and must consult the Power Chart (see below). If the red die and the green die are identical, then the visiting team is awarded a SPEED BONUS and must consult the Speed/Bench Chart (see below). If the dice roll is triples (e.g., 1, 1, and 1), then the visiting team is permitted ONE Power Bonus and ONE Speed or Bench Bonus.

a. Power Bonus: Consult the Power Chart and determine which player on the visiting team will employ his Power Value in this Bonus. Multiply the chosen player’s Power Value by the SUM OF THE THREE DICE and add this product to the visiting team’s Batting Value. Then divide this sum by the product obtained when the opposing pitcher’s Start Value is multiplied by the white die roll, just as in step 1, above. Drop fractions; the result is the number of runs scored by the visiting team in the game. EXAMPLE: The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 4. The three dice are rolled and come up: White: 4; Red: 4; Green: 6. The white and red dice are doubles, so the Power Chart is consulted, yielding a result of “PC”. Assume the rightfielder has a Power Value of 3. So 3 is multiplied by 14 (the total of the dice), yielding a result of 42. 42 is added to 30 (the visiting team’s Batting Value), yielding a sum of 72. Next, multiply the pitcher’s Start Value (4) by the white die (also 4), giving a product of 16. Divide 72 by 16 and the result is 4 and a fraction. Dropping the fraction, 4 is the number of runs scored by the visiting team in this game.

b. Speed/Bench Bonus: Consult the Speed/Bench Chart and determine whether a Speed or Bench Bonus will be applied (and the player to which it applies). If a Speed Bonus is called for, it is resolved exactly like a Power Bonus except that the indicated player’s SPEED VALUE (not his Power Value) is employed. If a Bench Bonus is called for, the owning player must choose ONE player from his Bench roster. He must declare whether he is choosing to employ the POWER VALUE of this player OR HIS SPEED VALUE. Whatever Value is chosen, resolve the Bonus in an identical manner to the Power Bonus: that is, multiply the Value by the sum of the dice and add this sum to the visiting team’s Batting Value. Then divide this total sum by the product of the pitcher’s Start Value and the number on the white die.

EXAMPLE: The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 5. The three dice are rolled and come up: White: 3; Red: 5; Green: 5. The red and green dice are doubles, so the Speed/Bench Chart is consulted, yielding a result of “BN(1NP)”. The owning player chooses a player from his Bench roster that plays the infield. This player has a Power Value of 1 and a Speed Value of 5, so this player’s Speed Value is chosen. Multiply 5 by 13 (the sum of the dice), obtaining a product of 65. 65 is added to 30 (the team Batting Value), yielding a sum of 95. Next, multiply the pitcher’s Start Value (5) by the white die (3), giving a product of 15. 95 is divided by 15, yielding a result of 6 and a fraction. The fraction is dropped and 6 is the number of runs scored in the game by the visiting team.
3. Run Calculation in the Event the Dice Total Is 10 or Less: If the sum of the dice is 10 or less, follow the instructions of this step. (Note: If the sum of the dice is 10 or less AND doubles occur, then both steps 2 and 3 must be adhered to.) Immediately consult the Relief/Defense Chart, applying the dice sum to the Pitcher Endurance and Defense columns.

a. Relief: If the Endurance Value of the starting pitcher is GREATER than the numbered result in the Pitcher Endurance column, then the pitcher does not need relief help and nothing further is done. However, if the numbered result is EQUAL to or GREATER than the pitcher’s Endurance Value, then the pitcher needs relief help. In this event, look at the number showing on the red die. This numeral is the number of relief pitchers the opposing player must choose from his pitching staff (a relief pitcher is any pitcher possessing a Relief Value; if there are not enough relievers on the staff to satisfy this requirement, then simply use every available one). The Opposing player adds up the Relief Values of the chosen pitchers with the proviso that no sum may be greater than (+2) or less than (-2). This sum is then ADDED (or SUBTRACTED, as the case may be) to the number shown on the white die. Then, run calculation is performed normally. Divide the team Batting Value by the product obtained by multiplying the pitcher’s Start Value by the white die, perhaps modified due to relief. Example: The visiting team has a Batting Value of 50 and the pitcher has a Start Value and Endurance Value of 4. The dice are rolled and come up White: 4; Red: 3; Green: 2. The sum of the dice (9) is less than 10, so the Relief/Defense Chart is consulted. The result in the Pitcher Endurance column states “4”. The pitcher’s Endurance Value is not greater than this number, so he needs relief help. The red die is 3, which is the number of relievers that must be chosen from the opposing player’s staff. The best three relievers on the staff have Relief Values of (5), (-1), and (-2). When added up, these values come to (-3), but remember that no sum may be less than (-2). So 2 is subtracted from the white die, making it 2. 2 multiplied by 4 (the Start Value) yields 8. 30 (the team Batting Value) divided by 8 yields 3 and a fraction. Dropping the fraction, 3 is the number of runs scored by the visiting team in this game.

b. Defense: If the dice roll is 10 or less, the sum of these dice should be cross-referenced with the Defense column on the Relief/Defense Chart. The result will state a defensive position. The Opposing player must immediately determine the Fielding Value of the player that occupies this position on his starting roster. This value is simply added (or subtracted, as the case may be) to the white die. Then, run calculation is performed normally. Divide the team Batting Value by the product obtained by multiplying the pitcher’s Start Value by the white die, perhaps modified due to fielding. Example: The visiting team has a team Batting Value of 30 and the pitcher has a Start Value of 5. The dice are rolled and come up White: 5; Red: 1; Green: 2. The sum of the dice (8) is less than 10, so the Relief/Defense Chart is consulted. The result in the Defense column states “SS”. The opposing player determines the Fielding Value of the shortstop, which is (+2). So 2 is added to the white die, making it 7. 7 multiplied by 5 (the Start Value) yields 35. 30 (the team Batting Value) divided by 35 yields a fraction less than 1. The fraction is dropped, indicating that the visiting team scores zero runs in the game. Please note: The white die may never be reduced below 1!

These are the only calculations that need be made to determine the visiting team’s runs. Note that at a glance, players may determine if the dice contain any doubles or are 10 or less in total. If neither of these things occur, then run calculations should take no more than a few seconds.

After the visiting team has calculated its run total, the home team repeats the above procedure and determines its run total. The winner of the game is the team scoring the most runs. If the score is tied at the end of the game, each player rolls a single die and...
2. ADVANCED GAME

The following rules may be used either wholly or in part upon mutual agreement of the players.

A. WEATHER: On each day in which there are games to be played, the players must make a series of dice rolls in order to determine the weather. First, roll two dice. The two numbers shown are the ZONES that may be affected by rain. (Note that the country is divided into 6 Zones.) Next, pick up the same dice and roll them again, except this time read them as a two-digit number, smaller number first followed by higher (or equal) number (e.g., 1 and 6 would be 16). Apply this two-digit number to the Weather Table—specifically to one of the two Zones obtained in Step 1. Check each city within this Zone. If RAIN results, all games in that city on this day are postponed. If CLEAR weather results, games are played normally. Next, pick up the same dice and roll them again, reading the result as a two-digit number in the same manner as described above. This number is again applied to the Weather Table, except this time to the SECOND Zone that was obtained by the first die roll. Again checking each city within this Zone, RAIN results postpone all scheduled games. Please note that a given Zone may only be checked for Rain ONCE per day. If the first die roll is doubles and calls for the same Zone to be checked twice for Rain, only check the cities within that Zone once and do nothing further.

EXAMPLE: The first die roll a player makes to determine the weather results in 1 and 4. This player picks up the two dice and rolls them again, applying the result to Zone 1. A 15 is obtained. Reading the Weather Table, the dice roll calls for Rain in Montreal but Clear in Boston. Next, rolling the same two dice for Zone 4, a 34 is obtained. This calls for Clear weather in both cities.

B. INJURIES: Injuries occur when either player rolls TRIPLES on his original dice roll in each game. Games with injuries are resolved normally, but the meaning of the injury must be determined at game’s end. The team controlled by the player making the triples dice roll always suffers the injury. This player must consult the Injury Table. Roll any two dice and read the result as a two-digit number, smaller number first, followed by higher (or equal) number.

If a Bench player is injured, the owning player may choose any player from his roster to satisfy the injury as long as he plays infield or outfield as dictated by the Table. To determine the length of any injury, roll three dice and add up the numbers. Multiply this sum by THREE, the result indicating the number of days the injured player is unavailable for use by his team (see Section F). However, if each of the three dice in the roll shows an EVEN number (e.g., 4, 4, 4), the length of the injury is DOUBLED. If each of the three dice in the roll shows an ODD number (e.g., 3, 3, 3), the duration of the injury is for the REMAINDER of the season.

4. RECORDING INFORMATION: At the end of the game, the players must record the outcome of the game on their respective Club Record pads. In addition, a cumulative record of the teams in the league should be kept on the League Standings pad and, periodically, on a piece of scrap paper.

5. MAXIMUM TEAM BATTING VALUES:
The maximum team Batting Value that may be obtained in a single game is 135.

6. MINIMUM PITCHING PRODUCTS:
The minimum product that may be created due to the multiplication of a pitcher’s Start Value and the white die is 6. EXAMPLE: A pitcher’s Start Value of 1 and a white die roll of 1 would yield 6 rather than 1, due to this rule.

*Injured relief pitcher must possess a Relief Value of +1 or +2. If there is no such pitcher on the staff (or the injury result is NOT asterisked), any relief pitcher may be chosen by the owning player to be injured. Note: A relief pitcher may be injured even if relief was not used in the game.

C. BALLPARKS: At the top of a team’s roster, the stadium for that team is evaluated in terms of how it affects offensive production. This value comes into effect when either team consults the Power Chart when playing in this park. After a player is chosen from the Power Chart and his Power Value is determined, the Stadium Value is then added or subtracted from this Value before it is multiplied by the sum of the dice (see Basic
EXPLANATION
A: Roll 1 die again. If the number is even, the home team must choose a fully rested pitcher with a Start Value of no more than 2 to start the ensuing game. If the number is odd, the visiting team must choose a fully rested pitcher with a Start Value of no more than 2 to start the ensuing game.

B: The home team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value (at the top of the roster) is B or C.

C: The home team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value is C.

D: The same as B (above) except applying to the visiting team.

E: The same as C (above) except applying to the visiting team.

NOTE: If there is no pitcher on the roster fulfilling the above requirements, the owning player must choose the lowest-rated, rested pitcher on his staff to start the ensuing game.

F. REPLACING PLAYERS: Each roster consists of three types of players: starters, the bench, and pitchers. The starters must consist of 8 players (9 in the years in which the DH rule is employed in the American League), each of which is assigned to one of the eight defensive positions. The bench and pitching staff may not consist of more than 11 players apiece, and the team as a whole may never exceed 25. There are three methods by which roster changes occur: trades, injuries, and minor league acquisitions. These are the only means by which changes may be made to rosters in PENNANT RACE! It is not permissible, for example, for a player to switch a player from his bench to his starting lineup for no particular reason (this is considered to be happening abstractly from game-to-game).

1. Trades (and Waivers): Players may negotiate with other owners to make trades between teams at any time they see fit subject to the following restrictions: Inter-league trades may only be made before the start of the season. Within each league, trades may be made from the start of the season through June 15. After June 15, player transactions may be made through the waiver system. Players placed on waivers are made

WEATHER TABLE

ZONE 1
BOSTON
Rain: 11-14, 66
Clear: 15-56

ZONE 2
NEW YORK (exc BROOKLYN)
Rain: 11-14, 66
Clear: 15-56

ZONE 3
CINCINNATI
Rain: 11-13, 66
Clear: 14-56

ZION 4
CHICAGO
Rain: 11-14, 66
Clear: 15-56

ZONE 5
ST. LOUIS
Rain: 11-14, 66
Clear: 15-56

ZONE 6
TEXAS
Rain: 11-16, 66
Clear: 12-56

 zona 6
LOS ANGELES/CalifORNIA
Rain: 11-15, 66
Clear: 11-66

ZONE 7
SAN DIEGO
Rain: 11-16, 66
Clear: 11-66

ZONE 8
OAKLAND/SAN FRANCISCO
Rain: 11-16, 66
Clear: 11-66

PLEASE NOTE: All games in Seattle, Houston, and Minnesota (post-1981 only) have no chance of being postponed due to the fact that these clubs employ domed stadiums.

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available to other teams in the following order; first, the team in the same LEAGUE with the lowest current winning percentage; then, the next-lowest team in the same league, and so on. If none of the teams in the same league choose this player, then he becomes available to the other league in the same fashion. Please note that the waiver system is extremely complex and is circumvented by major league owners frequently. For all intents and purposes, owners have used waivers as nothing more than an extended trading period, and players of PENNANT RACE should probably allow themselves complete freedom of action in trading throughout the course of the season for simplicity’s sake. If you do insist on playing by the actual waiver rules, keep in mind that a team may freely withdraw a player from waivers at any time if an interested team is not willing to part with satisfactory players of their own in “reciprocity” for picking up the original player on waivers to begin with. Also keep in mind that it is perfectly permissible to trade (or use in waivers) a team’s Minor League points (see below), either in part or wholly. Players traded to a team after August 31 are ineligible for post-season play.

When a player transaction has taken place, the participating teams should note the change on a piece of paper. The traded players should be scratched off their roster (a check mark should suffice) and added players (as well as their accompanying values) should be placed on the roster in pencil as a starter, a bench player, or on the pitching staff.

2. Injuries: When a player has been injured, this should be noted by the team owner. The player is considered off the roster for the duration of the injury. To fill the player’s spot, the owner may make a trade, call up a minor leaguer, or—in the case of an injured starter—promote a bench player to the starting position. When a player returns from an injury, a spot will have to be made on the roster for him again.

3. Minor Leagues: Each team possesses a Minor League Value, which is simply a number that represents an abstract evaluation of the club’s minor league system. There are two circumstances in which a player may resort to the minors to add players to his roster: when an injury or trade reduces a roster to less than 25 players; and due to a Minor League Option. A Minor League Option may only be performed four times per year, per team. An owner may freely employ this option to delete players from his roster and bring up minor leaguers in order to attempt to improve the quality of his club. Each time an option is taken, it should be noted on a piece of scrap paper.

Every time a player is brought up from the minors, the owning player rolls two dice, reads this result as a two-digit number—smaller number first, followed by higher (or equal) number—and consults the Minor League Table. In addition, he must specify if the player being brought up is an infielder/catcher, outfielder, starting pitcher, or relief pitcher. Finally, each time an owner brings a player up from the minors, he may declare that he is applying a certain percentage of his Minor League Value (a minimum of zero and a maximum of five) towards this particular dice roll. This declared number is then subtracted from the roll before consulting the Table. (Note: Since the Table is not in a base 10 system, do not subtract numerically; instead, simply count a number of lines upward on the chart equal to the number being subtracted. A roll of 34 modified by 5 would be 29. Then, under the appropriate column representing the type of player being brought up, the owning player reads the results. The results will simply yield a set of values which should be immediately noted on the roster or on a piece of scrap paper. In addition, the values of this player should be assigned to either the starting lineup, the bench, or the pitching staff. Please note that minor leaguers are not specifically named. We suggest that fictional names be given to these players so that they can be kept track of in case they are traded, injured, or deleted from the roster in turn.

A team’s Minor League Value should be considered a collection of individual points; once used to modify a given minor league dice roll, they may not be used again. However, it is permissible to use only a portion of a team’s Minor League Value (or none at all) for each roll. As a result, each time Minor League points are employed by a team owner, their use must be recorded on a piece of scrap paper and the original Minor League Value reduced accordingly. EXAMPLE: Boston (Minor League Value of 5) wants to bring up an outfielder from the minors. Boston’s owner states that 4 points will be applied to this move, reducing the original Minor League Value to 1. The dice are rolled and come up 24. Counting 4 lines up on the Minor League Table, the modified dice roll is 15, which is cross-referenced with the Outfield column. The results call for a player with a Batting Value of 2, a Power Value of 3, a Speed Value of 2, and a Fielding Value of 0.

### MINOR LEAGUE TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>INFIELD/ CATCHER</th>
<th>OUTFIELDER</th>
<th>STARTING PITCHER*</th>
<th>RELIEF PITCHER</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>5</td>
<td>3</td>
<td>4</td>
<td>+1</td>
</tr>
<tr>
<td>12</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>+1</td>
</tr>
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<tr>
<td>18</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>+1</td>
</tr>
<tr>
<td>19</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>+1</td>
</tr>
</tbody>
</table>

*Roll 1 die again; an even number indicates a left-hander, an odd number a right-hander.
Please note that no dice roll may be modified below 11.

G. TEAM BATTING VALUE MODIFICATION: If there is a player-change in a team's starting lineup, the team's Batting Value may have to be altered. To calculate this, add up the Batting Values of the original members of the starting lineup and then add up the Batting Values of the new starting lineup. Determine the difference (if any) between these two sums and divide this difference by two (drop fractions). The result is the number by which the team Batting Value is INCREASED (if the new sum is larger than the old sum) or DECREASED (if the new sum is smaller than the old sum). EXAMPLE: Boston (original team Batting Value: 32) trades its original starting catcher and brings up a new one from the minors. The sum of the Batting Values of the original lineup is 28 and the sum of the Batting Values of the new lineup is 31. The difference between these two sums is 3, which when divided by two yields 1 1/2 (1 when dropping the fraction). Since the new lineup's sum is greater than the old one, Boston's team Batting Value is increased from 32 to 33. This change is noted on the roster or on a piece of scrap paper.

H. RESCHEDULING RAINOUTS: If a game is rained out, the players must agree when to reschedule the contest at the site at which the original game was scheduled to be played. There are no rigid rules concerning the make-up of games, but the following is common practice: first, if a game is rained out and both teams are off the next day, the game should be rescheduled for this date; second, if a game is rained out and one or both teams have a regularly scheduled game on the next day, the game is usually rescheduled for the next occasion during the season that the visiting team returns to this city. Usually, the game is tacked on to an already-scheduled game as a doubleheader, but if both teams have a day off at this time, it could be rescheduled as a single game. Of course, if a game is rained out in a series that is the last visit to this city by the visiting team, the game must be made up as soon as possible. If there are succeeding games in this series, the rain-out should be added-on to one of these games as a double-header. If there is no time to reschedule a game during the last visit of a team to a city, the game is made up on the day following the last regularly scheduled game of the season—but only if the game has an effect on the pennant race. No games have to be made-up if they don't have an effect on the race.

I. TIE FINISHES: Before 1969, if any race ended in a tie, a best-of-three playoff was held starting the day after the regular season ended. The first game was held at a city decided by a coin flip. The next two games were held in the other city with no off-day in between. Starting in '69 and up to the present, all divisional races that end in a tie are resolved by a single playoff game held on the day after the regular season ends in a city decided by a coin flip.

J. POST-SEASON PLAY: Starting in '69 and up to the present day, the two divisional winners in each league meet in a best-of-five playoff. The playoff begins two days after the end of the regular season. Barring rain, these games are played on consecutive days (although there is sometimes a single off-day between the second and third games if the two participating teams are east and west-coast clubs). In odd-numbered years, the first two games are played in the home park of the Western Division winner (in the NL) and the Eastern Division winner (in the AL). All succeeding games are played in the opponent's home park. In even-numbered years, the above process is reversed.

The World Series is a best-of-seven series between the two playoff winners (from 1919-1921, the Series was best-of-nine). Before 1969, the Series always began four days after the end of the regular season. Starting in '69 and up to the present day, it begins one week after the opening divisional playoff games. In odd-numbered years, the first two games are played on consecutive days in the home park of the AL team. Then, following an off-day, the next three games are played on consecutive days in the home park of the NL team. Any succeeding games are played following another off-day on two consecutive days in the AL park. In even-numbered years, the above process is reversed.

K. BULLPEN EFFECTIVENESS: If a team is required to employ Relief Values from its pitching staff on two or more consecutive days (not games) or in both games of a double-header, the Relief Value sum of this team (see Section 3a) is penalized as follows: on the second consecutive day of use, subtract one from the sum; on the third consecutive day of use, subtract two; on the fourth, subtract three, and so on. However, the minimum Relief Value sum remains (-2). If this rule is employed, a notation will have to be made on the Club Record Pad each time a team uses its Relief Value in a game. EXAMPLE: A team is forced to use its Relief Value in the second game of a double-header after having used it in the first game. Assuming three pitchers with Relief Values of +1, +1, and -1 are chosen by the owning player, the sum of their Values would normally be +1. However, because this is the second consecutive use of the bullpen by the team, this Relief sum is reduced to 0.

NOTE: In any game, a pitcher may voluntarily reduce his Endurance Value to 1 if he so desires (assuming it is more than 1 originally). This tactic can sometimes be effective if the team's bullpen is strong.

L. FURTHER INFORMATION: Questions on play can be answered if the customer includes a stamped, self-addressed envelope and phrases his question simply so that it can be answered in a "yes" or "no" format. Avalon Hill plans to publish new roster booklets each year for the just-completed season. For full information, consult AH's sports journal, ALL-STAR REPLAY (available from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214). ALL-STAR REPLAY will publish articles concerning PENNANT RACE! in almost every bi-monthly issue!

M. CREDITS: PENNANT RACE! was designed and researched by Joseph Balkoski. Typesetting and production by Monarch Services of Baltimore, Maryland.
SPEED/BENCH CHART

(Consult when red die is identical to green die)

RED AND WHITE
GREEN DIE... DIE...
RESULT
1+1 1 SP(C)
1+1 2 SP(PC)
1+1 3 SP(1B)
1+1 4 SP(PC)
1+1 5 SP(2B)
1+1 6 SP(PC)
2+2 1-2 BN(C)*
2+2 3-6 BN(C)
3+3 1 SP(SS)
3+3 2 SP(PC)
3+3 3 SP(3B)
3+3 4 SP(PC)
3+3 5 SP(LF)
3+3 6 SP(PC)
4+4 1 SP(CF)
4+4 2 SP(PC)
4+4 3 SP(LF)
4+4 4 BN(ANY)
5+5 1-2 BN(NF)*
5+5 3-6 BN(NF)
6+6 1-2 BN(OF)*
6+6 3-6 BN(OF)

*If team Endurance Value is A, convert to SP(PC).
SP: Use Speed Value of player at indicated position on starting roster.
BN: Use Power OR Speed Value (player's choice) of player at indicated position from bench roster.
PC: Player's Choice—the owner may choose the Speed Value of any player from his starting roster.

After determining which player's Power OR Speed Value to use, multiply this Value by the sum of the dice and add this product to the team Batting Value.

ZONE 1

BOSTON
Rain:11-14,66
Clear:15-56

MONTREAL
Clear(Ap):11-14,26-56
Rain(May +):15-24,66
Clear(May +):11-14,25-56

ZONE 2

NEW YORK (inc BROOKLYN)
Rain: 11-14, 66
Clear: 15-56

PHILADELPHIA
Rain: 12-14, 66
Clear: 11-15, 56

BALTIMORE
Rain: 13-16, 66
Clear: 11-12, 22-56

ZONE 3

CINCINNATI
Rain: 11-13, 66
Clear: 14-56

CHICAGO
Rain: 16-24, 66
Clear: 11-15, 25-56

CLEVELAND
Rain: 12-15, 66
Clear: 11-16, 56

DETROIT
Rain: 13-16, 66
Clear: 11-12, 22-56

ZONE 4

ST. LOUIS
Rain: 11-14, 66
Clear: 15-56

KANSAS CITY
Rain: 15-16, 66
Clear: 11-12, 22-56

ZONE 5

TEXAS
Rain(Ap): 11-16, 66
Clear(Ap): 22-56
Rain(May +): 11-12, 66
Clear(May +): 13-56

ATLANTA
Rain: 22-25, 66
Clear: 11-16, 26-56

SAN DIEGO
Rain(Ap): 16, 66
Clear(Ap): 11-56
Rain(May +): 1, 66
Clear(May +): 11-66

OAKLAND/SAN FRANCISCO
Rain(Ap,May): 11-66
Clear(Ap,May): 12-56
Rain(Jun +): 10
Clear(Jun +): 1-66

ZONE 6

LOS ANGELES/ CALIFORNIA
Rain(Ap): 66
Clear(Ap): 11-56
Rain(May +): 1-66
Clear(May +): 11-66

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WEATHER TABLE

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PLEASE NOTE: All games in Seattle, Houston, and Minnesota (post-1981 only) have no chance of being postponed due to the fact that these clubs employ domed stadiums.