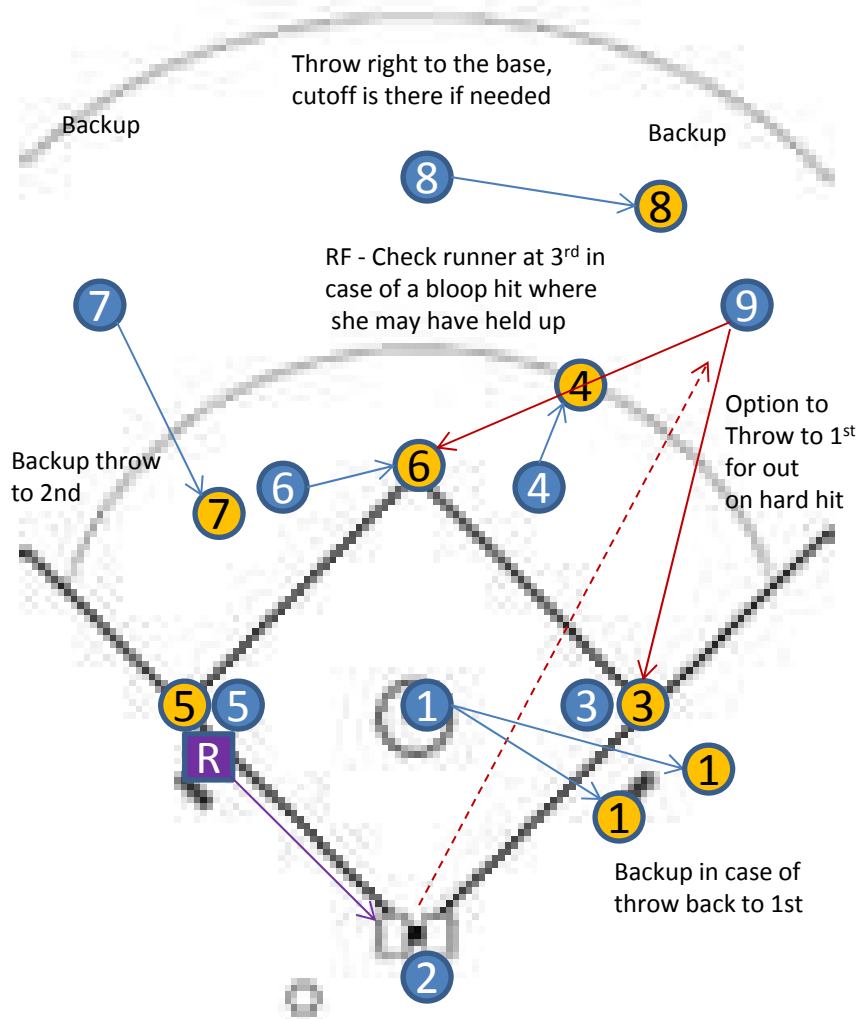




**Situation:** No runners or runner at 3<sup>rd</sup>  
**Action:** Single to Right  
**Goal:** Keep B-R from reaching 2<sup>nd</sup> base



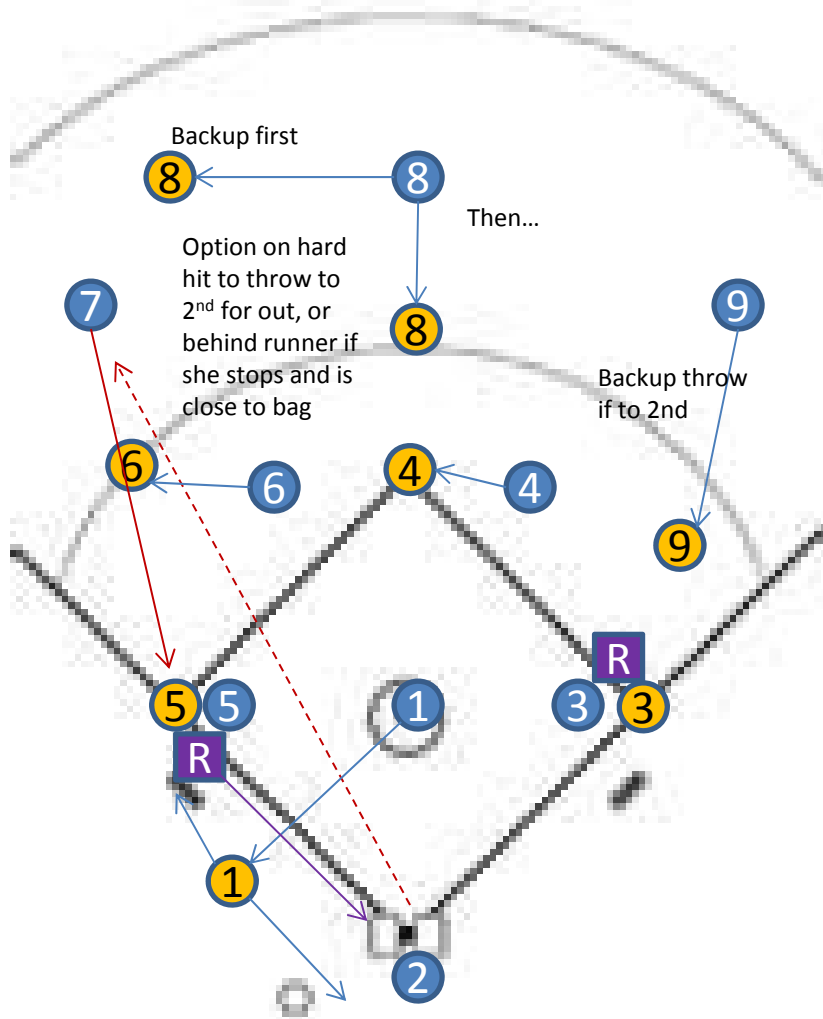




**Situation:** Runner on 1<sup>st</sup>/3<sup>rd</sup> or 1<sup>st</sup>

**Action:** Single to Left

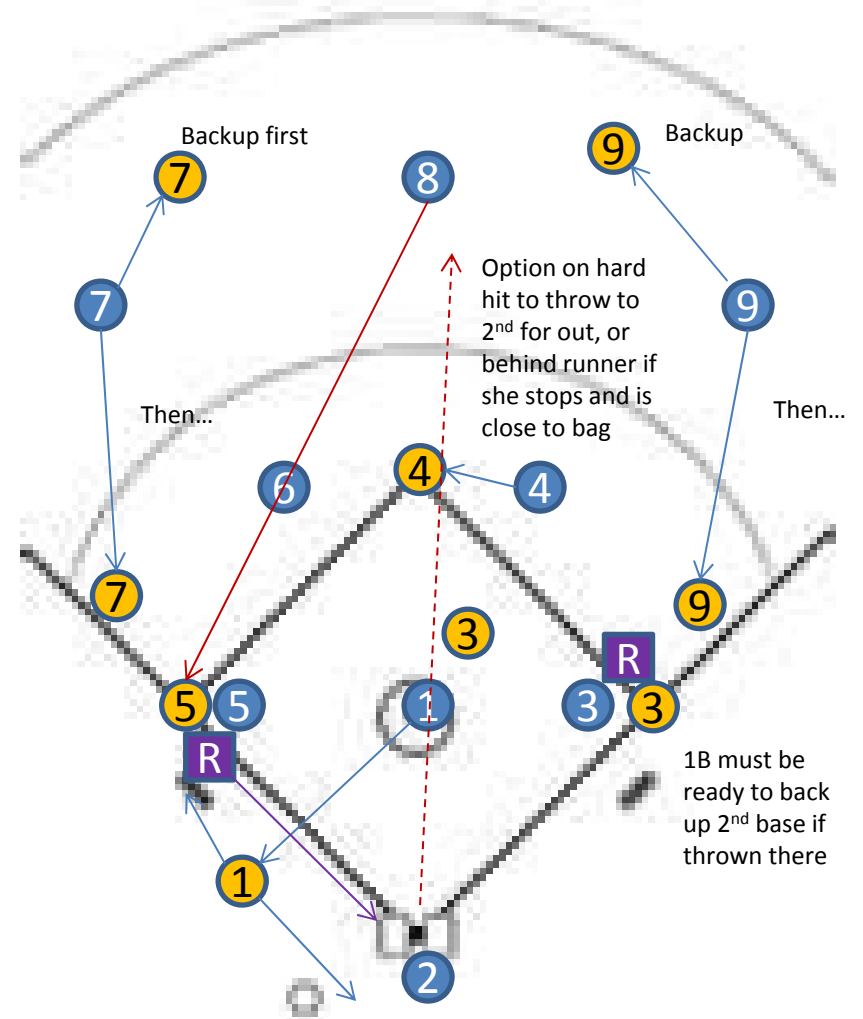
**Goal:** Keep Runner on 1<sup>st</sup> from getting to 3<sup>rd</sup>



**Situation:** Runner on 1<sup>st</sup>/3<sup>rd</sup> or 1<sup>st</sup>

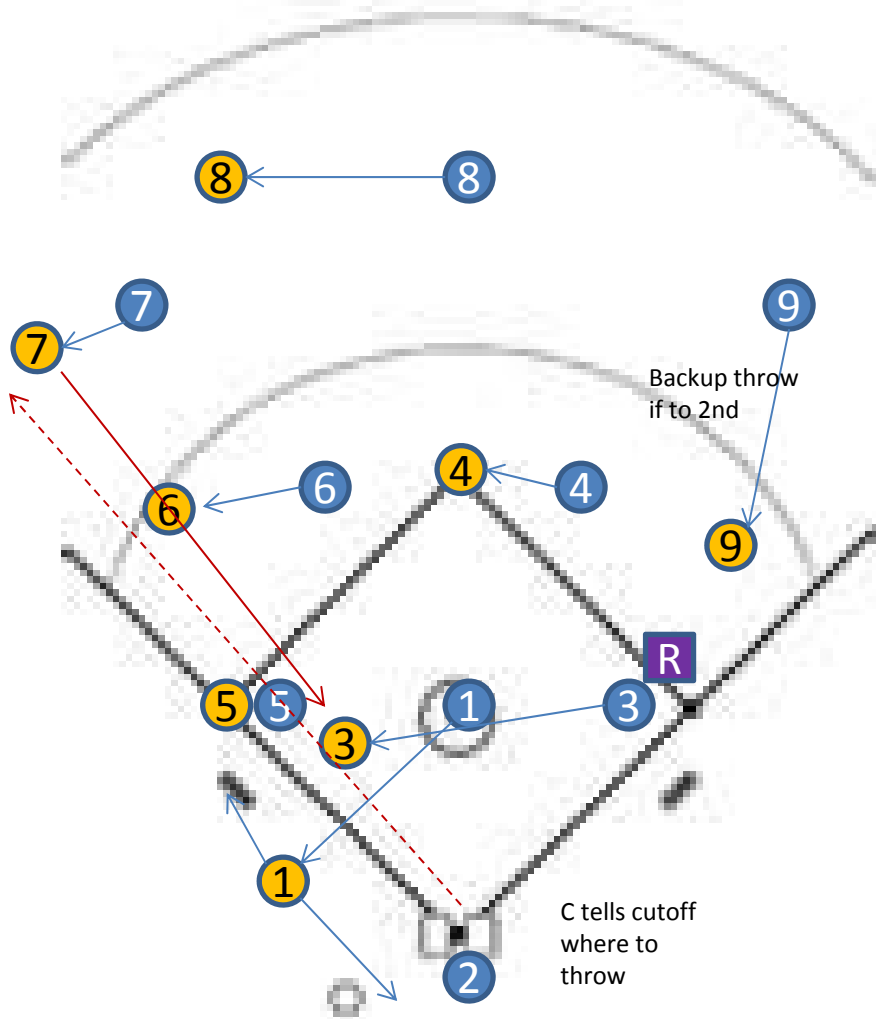
**Action:** Single to Center

**Goal:** Keep Runner on 1<sup>st</sup> from getting to 3<sup>rd</sup>

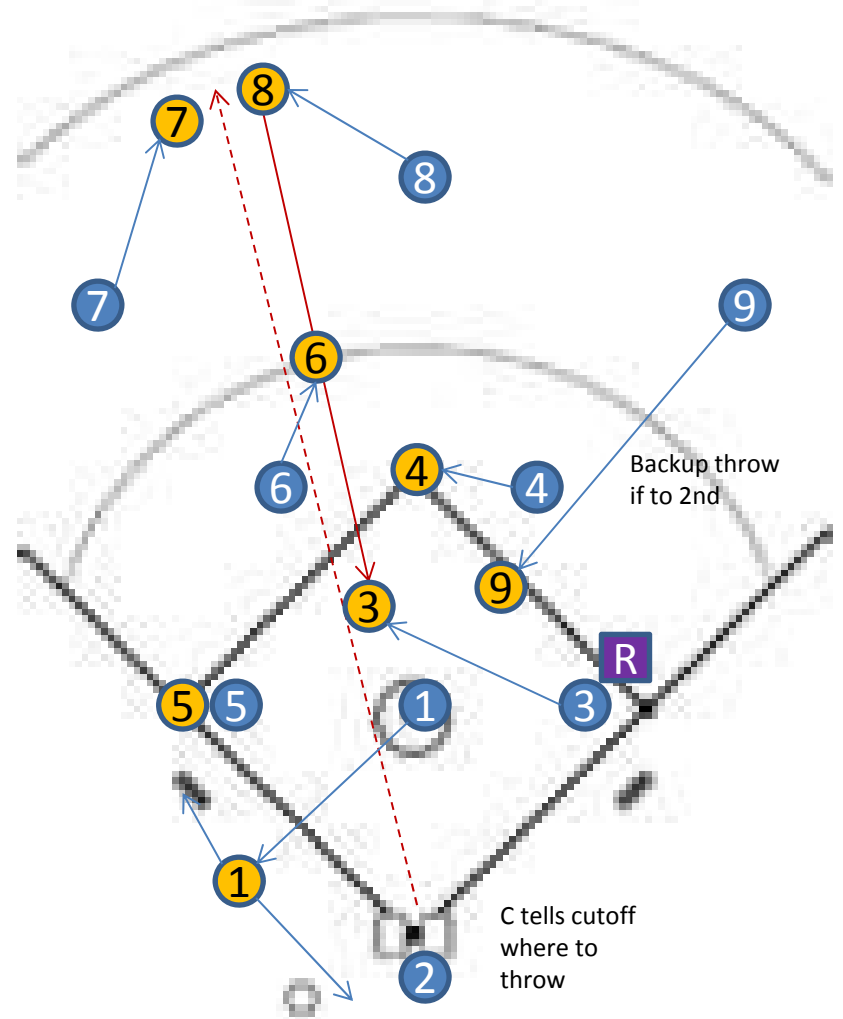




**Situation:** Runner on 1<sup>st</sup> (or more)  
**Action:** Ball to Fence  
**Goal:** Keep Runner on 1<sup>st</sup> from scoring



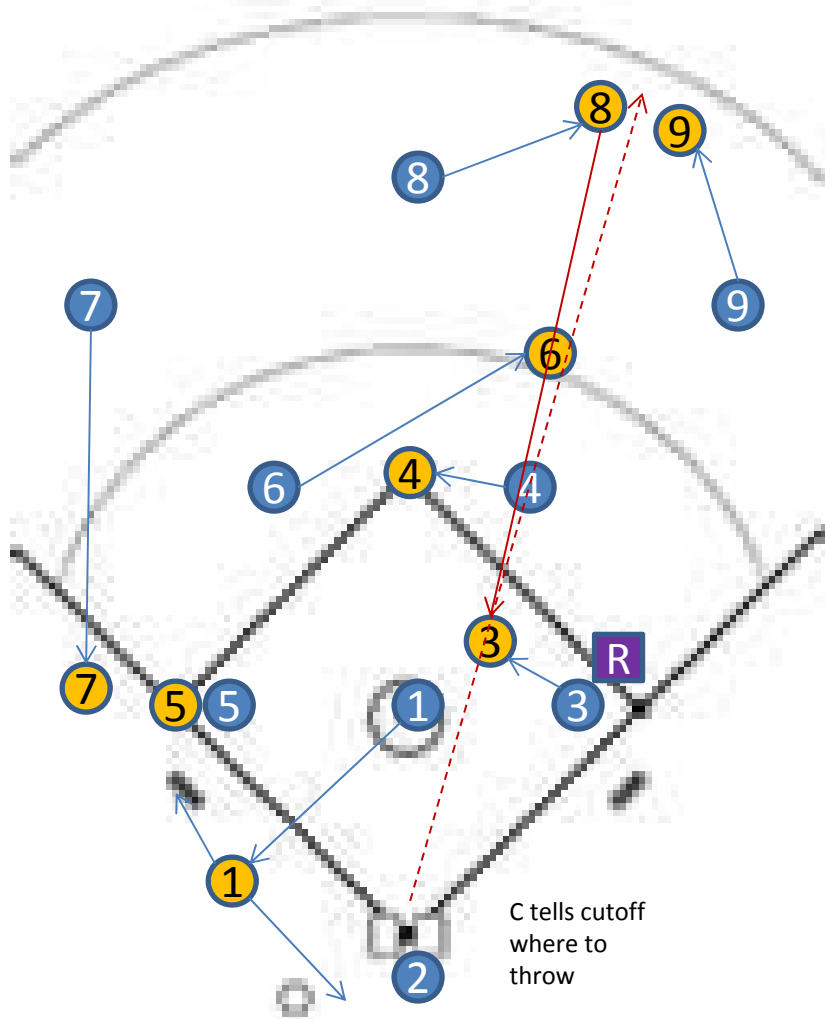
**Situation:** Runner on 1<sup>st</sup> (or more)  
**Action:** Ball to Fence  
**Goal:** Keep Runner on 1<sup>st</sup> from scoring



**Situation:** Runner on 1<sup>st</sup> (or more)

**Action:** Ball to Fence

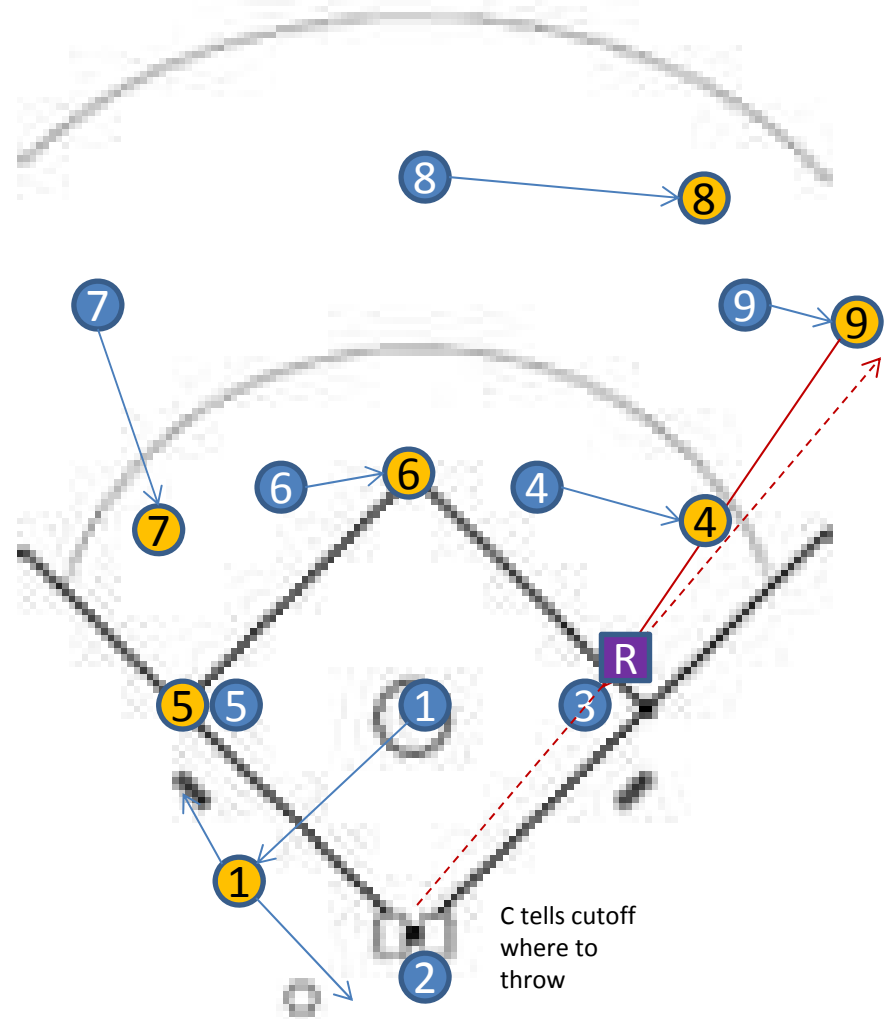
**Goal:** Keep Runner on 1<sup>st</sup> from scoring



**Situation:** Runner on 1<sup>st</sup> (or more)

**Action:** Ball to Fence

**Goal:** Keep Runner on 1<sup>st</sup> from scoring

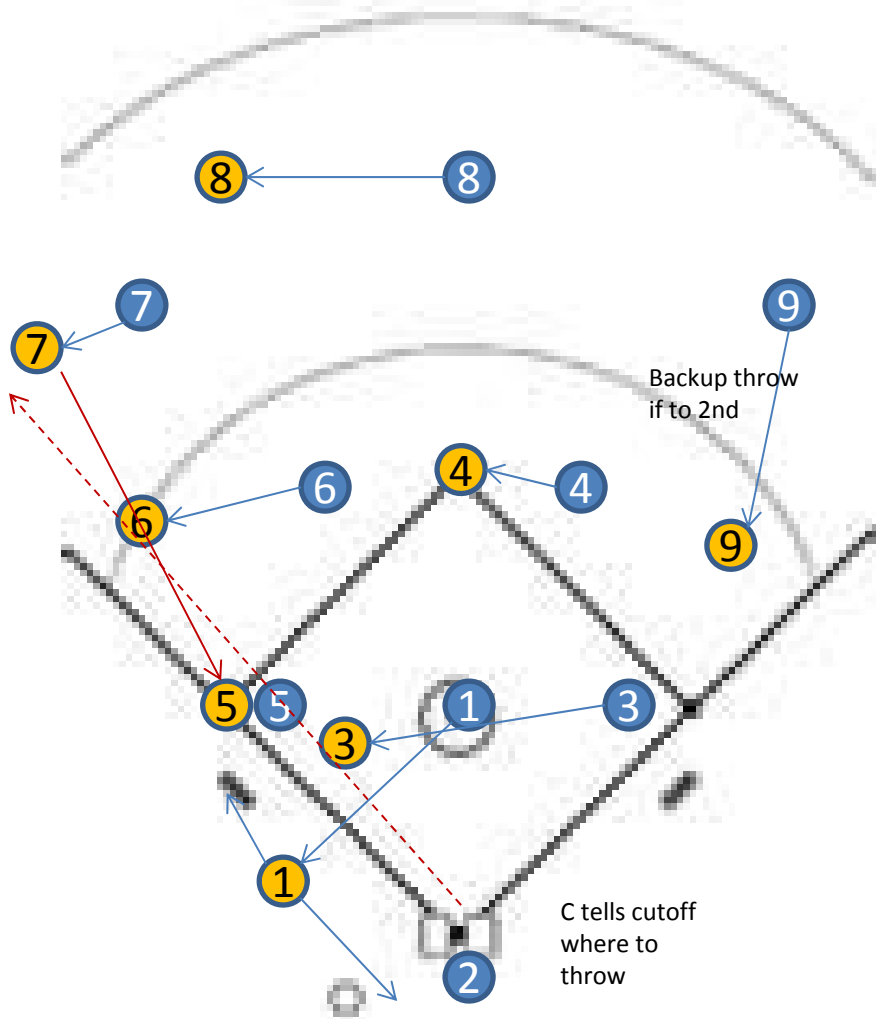




**Situation:** No Runners On

**Action:** Ball to Fence

**Goal:** Keep Batter/Runner from getting to 3<sup>rd</sup>



**Situation:** No Runners On

**Action:** Ball to Fence

**Goal:** Keep Batter/Runner from getting to 3<sup>rd</sup>

