

Introduction:

Thank you for playing the RallyBird Baseball Board Game! (aka RallyByrd). This is unofficial because it needs playtesting. I designed the game to play with another person easily, but we all might want or need to play solitaire sometimes. *These charts cannot replace the tension, fun, and chatter of playing against another human player.* What it can do, I hope, is allow a solitaire player to choose an At Bat card without attempting double-think or random position of defensive Glove tiles. But I don't know, for example, if it's too much work to apportion Defense Tiles by rank as the charts direct. The charts will make defensive Glove positions uncertain. But I don't know if the solitaire player's mind rebels against the chart's defensive decisions. If there's interest I'll take the time to make this chart in a colorful pictorial fashion which would be easier to use, I imagine. I include blank charts in case you want to provide your own values. I'm providing this at player request. What do you think? Please email me at RallyBirdBaseball@gmail.com. --Peter Gelman

Instructions

As offense, select At Bat card as normal. Then, as defense, use the chart to determine where to place your Glove tiles.

There are 3 possible charts that apply to every possible field situation. Roll 2 dice to determine if defense needs to use the *Runners On Base* chart, the *Outs* chart, or the *Hunch* chart. On a result of 7 and below, find the chart that applies to the runners on base situation. On a 8-11 and above, use the chart that applies to the number of Outs. On 12, use the *Hunch* chart.

Then roll the dice to find out where to place the Glove tiles. Since your Glove tile numbers will vary, the charts describe them by their *rank* in strength. The higher the glove value, the higher the rank.

Other rules for defense: 1. When you have a choice in flipping Glove tiles, always choose to flip the top-facing lesser Glove value. 2. At the start of the half inning, make the defensive choice between the 4/6 and the 5/4 Glove tiles randomly.

The system works best if you make offense's At Bat decision based on the tactical situation, not on the defense charts.

Chart Key:

Top Row

Die roll, a single six-sided die.

Second Row

P(A) means field position A on the board. (The game's board has glove positions marked A through F on the board.)

=G. (Nth) means relative strength of available Glove tiles. It ranges from 1 to 6th.

1st = largest number. 6th = smallest number. Due to Glove tile value duplicates, some chart ranks will turn out to have the same value on the field. Only consider the upward facing tile value.

For example, defense might start with Glove values 2, 3, 3 4, 4*, 5. Ranked 1st to 6th, it would be 1st=(5), 2nd=(4*), 3rd= (4), 4th = (3), 5th = (3), 6th = (2).

RUNNERS ON BASE CHARTS (die roll 2-7)

No Runners On Base

1	2	3	4	5	6
(A)=G. 1 st	(A)=G. 4 th	(A)=G. 6 th	(A)=G. 3 rd	(A)=G. 5 th	(A)=G. 2 nd
(B)=G. 6 th	(B)=G. 5 th	(B)=G. 5 th	(B)=G. 6 th	(B)=G. 1 st	(B)=G. 3 rd
(C)=G. 3 rd	(C)=G. 6 th	(C)=G. 1 st	(C)=G. 5 th	(C)=G. 4 th	(C)=G. 4 th
(D)=G. 5 th	(D)=G. 2 nd	(D)=G. 2 nd	(D)=G. 2 nd	(D)=G. 6 th	(D)=G. 1 st
(E)=G. 2 nd	(E)=G. 3 rd	(E)=G. 4 th	(E)=G. 1 st	(E)=G. 3 rd	(E)=G. 6 th
(F)=G. 4 th	(F)=G. 1 st	(F)=G. 3 rd	(F)=G. 4 th	(F)=G. 2 nd	(F)=G. 5 th

1B

1	2	3	4	5	6
(A)=G. 1 st	(A)=G. 2 nd	(A)=G. 3 rd	(A)=G. 1 st	(A)=G. 2 nd	(A)=G. 4 th
(B)=G. 2 nd	(B)=G. 3 rd	(B)=G. 1 st	(B)=G. 5 th	(B)=G. 3 rd	(B)=G. 1 st
(C)=G. 3 rd	(C)=G. 1 st	(C)=G. 5 th	(C)=G. 4 th	(C)=G. 5 th	(C)=G. 2 nd
(D)=G. 4 th	(D)=G. 4 th	(D)=G. 6 th	(D)=G. 6 th	(D)=G. 6 th	(D)=G. 5 th
(E)=G. 6 th	(E)=G. 5 th	(E)=G. 2 nd	(E)=G. 3 rd	(E)=G. 4 th	(E)=G. 3 rd
(F)=G. 5 th	(F)=G. 6 th	(F)=G. 4 th	(F)=G. 2 nd	(F)=G. 1 st	(F)=G. 6 th

2B

1	2	3	4	5	6
(A)=G. 2 nd	(A)=G. 4 th	(A)=G. 3 rd	(A)=G. 1 st	(A)=G. 6 th	(A)=G. 4 th
(B)=G. 3 rd	(B)=G. 1 st	(B)=G. 6 th	(B)=G. 4 th	(B)=G. 5 th	(B)=G. 2 nd
(C)=G. 6 th	(C)=G. 5 th	(C)=G. 1 st	(C)=G. 3 rd	(C)=G. 2 nd	(C)=G. 6 th
(D)=G. 1 st	(D)=G. 3 rd	(D)=G. 5 th	(D)=G. 6 th	(D)=G. 1 st	(D)=G. 3 rd
(E)=G. 5 th	(E)=G. 2 nd	(E)=G. 4 th	(E)=G. 2 nd	(E)=G. 3 rd	(E)=G. 1 st
(F)=G. 4 th	(F)=G. 6 th	(F)=G. 2 nd	(F)=G. 5 th	(F)=G. 4 th	(F)=G. 5 th

3B

1	2	3	4	5	6
(A)=G. 4 th	(A)=G. 6 th	(A)=G. 2 nd	(A)=G. 5 th	(A)=G. 5 th	(A)=G. 3 rd
(B)=G. 1 st	(B)=G. 2 nd	(B)=G. 3 rd	(B)=G. 4 th	(B)=G. 3 rd	(B)=G. 6 th
(C)=G. 6 th	(C)=G. 5 th	(C)=G. 6 th	(C)=G. 1 st	(C)=G. 2 nd	(C)=G. 4 th
(D)=G. 2 nd	(D)=G. 4 th	(D)=G. 1 st	(D)=G. 3 rd	(D)=G. 6 th	(D)=G. 5 th
(E)=G. 3 rd	(E)=G. 3 rd	(E)=G. 4 th	(E)=G. 6 th	(E)=G. 1 st	(E)=G. 2 nd
(F)=G. 5 th	(F)=G. 1 st	(F)=G. 5 th	(F)=G. 2 nd	(F)=G. 4 th	(F)=G. 1 st

(Unofficial) Solitaire Rules for the RallyBird Baseball Board Game (v1. Oct 7, 2020)

1B, 2B

1	2	3	4	5	6
(A)=G. 2 nd	(A)=G. 3 rd	(A)=G. 4 th	(A)=G. 2 nd	(A)=G. 3 rd	(A)=G. 1 st
(B)=G. 6 th	(B)=G. 5 th	(B)=G. 2 nd	(B)=G. 4 th	(B)=G. 5 th	(B)=G. 6 th
(C)=G. 3 rd	(C)=G. 6 th	(C)=G. 1 st	(C)=G. 6 th	(C)=G. 6 th	(C)=G. 4 th
(D)=G. 5 th	(D)=G. 1 st	(D)=G. 5 th	(D)=G. 3 rd	(D)=G. 1 st	(D)=G. 5 th
(E)=G. 1 st	(E)=G. 4 th	(E)=G. 3 rd	(E)=G. 5 th	(E)=G. 2 nd	(E)=G. 3 rd
(F)=G. 4 th	(F)=G. 2 nd	(F)=G. 5 th	(F)=G. 1 st	(F)=G. 4 th	(F)=G. 2 nd

1B, 3B

1	2	3	4	5	6
(A)=G. 3 rd	(A)=G. 5 th	(A)=G. 4 th	(A)=G. 2 nd	(A)=G. 6 th	(A)=G. 1 st
(B)=G. 6 th	(B)=G. 4 th	(B)=G. 5 th	(B)=G. 6 th	(B)=G. 3 rd	(B)=G. 3 rd
(C)=G. 4 th	(C)=G. 1 st	(C)=G. 6 th	(C)=G. 3 rd	(C)=G. 2 nd	(C)=G. 4 th
(D)=G. 2 nd	(D)=G. 6 th	(D)=G. 3 rd	(D)=G. 1 st	(D)=G. 4 th	(D)=G. 5 th
(E)=G. 1 st	(E)=G. 2 nd	(E)=G. 2 nd	(E)=G. 4 th	(E)=G. 1 st	(E)=G. 6 th
(F)=G. 5 th	(F)=G. 3 rd	(F)=G. 1 st	(F)=G. 5 th	(F)=G. 5 th	(F)=G. 2 nd

2B, 3B

1	2	3	4	5	6
(A)=G. 5 th	(A)=G. 3 rd	(A)=G. 4 th	(A)=G. 6 th	(A)=G. 2 nd	(A)=G. 4 th
(B)=G. 2 nd	(B)=G. 6 th	(B)=G. 3 rd	(B)=G. 5 th	(B)=G. 4 th	(B)=G. 5 th
(C)=G. 6 th	(C)=G. 5 th	(C)=G. 1 st	(C)=G. 2 nd	(C)=G. 5 th	(C)=G. 3 rd
(D)=G. 4 th	(D)=G. 4 th	(D)=G. 6 th	(D)=G. 4 th	(D)=G. 1 st	(D)=G. 2 nd
(E)=G. 3 rd	(E)=G. 1 st	(E)=G. 2 nd	(E)=G. 1 st	(E)=G. 3 rd	(E)=G. 6 th
(F)=G. 1 st	(F)=G. 2 nd	(F)=G. 5 th	(F)=G. 3 rd	(F)=G. 6 th	(F)=G. 1 st

1B, 2B, 3B

1	2	3	4	5	6
(A)=G. 5 th	(A)=G. 4 th	(A)=G. 1 st	(A)=G. 2 nd	(A)=G. 1 st	(A)=G. 3 rd
(B)=G. 6 th	(B)=G. 5 th	(B)=G. 2 nd	(B)=G. 5 th	(B)=G. 6 th	(B)=G. 4 th
(C)=G. 4 th	(C)=G. 1 st	(C)=G. 5 th	(C)=G. 4 th	(C)=G. 2 nd	(C)=G. 5 th
(D)=G. 3 rd	(D)=G. 6 th	(D)=G. 6 th	(D)=G. 3 rd	(D)=G. 4 th	(D)=G. 1 st
(E)=G. 1 st	(E)=G. 2 nd	(E)=G. 3 rd	(E)=G. 4 th	(E)=G. 5 th	(E)=G. 6 th
(F)=G. 2 nd	(F)=G. 3 rd	(F)=G. 4 th	(F)=G. 1 st	(F)=G. 3 rd	(F)=G. 2 nd



**SIR DEER
&
OWLS**

OUTS CHARTS (die roll 8-11)

No Outs

1	2	3	4	5	6
(A)=G. 2 nd	(A)=G. 3 rd	(A)=G. 4 th	(A)=G. 6 th	(A)=G. 2 nd	(A)=G. 1 st
(B)=G. 6 th	(B)=G. 5 th	(B)=G. 3 rd	(B)=G. 1 st	(B)=G. 5 th	(B)=G. 6 th
(C)=G. 3 rd	(C)=G. 1 st	(C)=G. 6 th	(C)=G. 3 rd	(C)=G. 3 rd	(C)=G. 4 th
(D)=G. 1 st	(D)=G. 6 th	(D)=G. 5 th	(D)=G. 4 th	(D)=G. 6 th	(D)=G. 5 th
(E)=G. 5 th	(E)=G. 4 th	(E)=G. 1 st	(E)=G. 2 nd	(E)=G. 4 th	(E)=G. 3 rd
(F)=G. 4 th	(F)=G. 2 nd	(F)=G. 2 nd	(F)=G. 5 th	(F)=G. 1 st	(F)=G. 2 nd

1 Out

1	2	3	4	5	6
(A)=G. 3 rd	(A)=G. 5 th	(A)=G. 3 rd	(A)=G. 4 th	(A)=G. 2 nd	(A)=G. 1 st
(B)=G. 4 th	(B)=G. 3 rd	(B)=G. 6 th	(B)=G. 3 rd	(B)=G. 4 th	(B)=G. 2 nd
(C)=G. 1 st	(C)=G. 6 th	(C)=G. 2 nd	(C)=G. 5 th	(C)=G. 6 th	(C)=G. 4 th
(D)=G. 6 th	(D)=G. 1 st	(D)=G. 5 th	(D)=G. 2 nd	(D)=G. 3 rd	(D)=G. 3 rd
(E)=G. 2 nd	(E)=G. 5 th	(E)=G. 1 st	(E)=G. 6 th	(E)=G. 5 th	(E)=G. 6 th
(F)=G. 5 th	(F)=G. 2 nd	(F)=G. 4 th	(F)=G. 4 th	(F)=G. 1 st	(F)=G. 5 th

2 Outs

1	2	3	4	5	6
(A)=G. 1 st	(A)=G. 2 nd	(A)=G. 5 th	(A)=G. 4 th	(A)=G. 6 th	(A)=G. 4 th
(B)=G. 3 rd	(B)=G. 4 th	(B)=G. 2 nd	(B)=G. 3 rd	(B)=G. 4 th	(B)=G. 5 th
(C)=G. 6 th	(C)=G. 3 rd	(C)=G. 1 st	(C)=G. 2 nd	(C)=G. 5 th	(C)=G. 6 th
(D)=G. 5 th	(D)=G. 1 st	(D)=G. 3 rd	(D)=G. 5 th	(D)=G. 2 nd	(D)=G. 1 st
(E)=G. 4 th	(E)=G. 6 th	(E)=G. 4 th	(E)=G. 1 st	(E)=G. 3 rd	(E)=G. 2 nd
(F)=G. 2 nd	(F)=G. 5 th	(F)=G. 6 th	(F)=G. 3 rd	(F)=G. 1 st	(F)=G. 3 rd

HUNCH CHART (die roll 12)

1	2	3	4	5	6
(A)=G. 5 th	(A)=G. 6 th	(A)=G. 2 nd	(A)=G. 3 rd	(A)=G. 4 th	(A)=G. 6 th
(B)=G. 6 th	(B)=G. 5 th	(B)=G. 1 st	(B)=G. 4 th	(B)=G. 3 th	(B)=G. 1 st
(C)=G. 4 th	(C)=G. 1 st	(C)=G. 3 rd	(C)=G. 2 nd	(C)=G. 5 th	(C)=G. 5 th
(D)=G. 3 rd	(D)=G. 2 nd	(D)=G. 4 th	(D)=G. 1 st	(D)=G. 6 th	(D)=G. 4 th
(E)=G. 1 st	(E)=G. 4 th	(E)=G. 6 th	(E)=G. 3 rd	(E)=G. 2 nd	(E)=G. 3 rd
(F)=G. 2 nd	(F)=G. 3 rd	(F)=G. 5 th	(F)=G. 4 th	(F)=G. 1 st	(F)=G. 2 nd

Make your own charts

RUNNERS ON BASE CHARTS (die roll 2-7)

No Runners On Base

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

1B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

2B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

3B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

(Unofficial) Solitaire Rules for the RallyBird Baseball Board Game (v1. Oct 7, 2020)

1B, 2B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

1B, 3B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

2B, 3B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

1B, 2B, 3B

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

Make your own charts

OUTS CHARTS (die roll 8-11)

No Outs

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

1 Out

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

2 Outs

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.

HUNCH CHARTS (die roll 12)

1	2	3	4	5	6
(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.	(A)=G.
(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.	(B)=G.
(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.	(C)=G.
(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.	(D)=G.
(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.	(E)=G.
(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.	(F)=G.