

Optional Get a Jump Chart

Steal/Jump #		Hold Rating							
		1 - 3	4	5	6	7	8	9	10
10	Attempts	0 - 49	0 - 56	0 - 63	0 - 70	0 - 77	0 - 84	0 - 90	0 - 96
	Attempts with poor jump								
	Holds	50 - 99	57 - 99	64 - 99	71 - 99	78 - 99	85 - 99	91 - 99	97 - 99
9	Attempts	0 - 44	0 - 49	0 - 56	0 - 63	0 - 70	0 - 77	0 - 84	0 - 90
	Attempts with poor jump	45 - 47	50 - 56						
	Holds	48 - 99	57 - 99	57 - 99	64 - 99	71 - 99	78 - 99	85 - 99	91 - 99
8	Attempts	0 - 39	0 - 49	0 - 53	0 - 63	0 - 70	0 - 77	0 - 84	0 - 90
	Attempts with poor jump	40 - 44	50 - 54	54 - 56					
	Holds	45 - 99	55 - 99	57 - 99	64 - 99	71 - 99	78 - 99	85 - 99	91 - 99
7	Attempts	0 - 34	0 - 49	0 - 53	0 - 60	0 - 70	0 - 77	0 - 84	0 - 90
	Attempts with poor jump	34 - 44	50 - 52	54 - 56	61 - 63				
	Holds	45 - 99	53 - 99	57 - 99	64 - 99	71 - 99	78 - 99	85 - 99	91 - 99
6	Attempts	0 - 34	0 - 44	0 - 49	0 - 52	0 - 63	0 - 70	0 - 77	0 - 84
	Attempts with poor jump	35 - 39	45 - 47	50 - 52	53 - 56				
	Holds	40 - 99	48 - 99	53 - 99	57 - 99	64 - 99	71 - 99	78 - 99	85 - 99
5	Attempts	0 - 34	0 - 39	0 - 44	0 - 52	0 - 56	0 - 63	0 - 70	0 - 77
	Attempts with poor jump	35 - 39	40 - 44	45 - 47	53 - 56				
	Holds	40 - 99	45 - 99	48 - 99	57 - 99	57 - 99	64 - 99	71 - 99	78 - 99
4	Attempts	0 - 29	0 - 34	0 - 39	0 - 49	0 - 56	0 - 63	0 - 70	0 - 77
	Attempts with poor jump	30 - 35	35 - 39	40 - 44	50 - 52				
	Holds	36 - 99	40 - 99	45 - 99	53 - 99	57 - 99	64 - 99	71 - 99	78 - 99
3	Attempts	0 - 29	0 - 34	0 - 39	0 - 44	0 - 49	0 - 56	0 - 63	0 - 70
	Attempts with poor jump	30 - 35	35 - 39	40 - 44	45 - 47				
	Holds	36 - 99	40 - 99	45 - 99	48 - 99	50 - 99	57 - 99	64 - 99	71 - 99
2	Attempts	0 - 19	0 - 29	0 - 34	0 - 39	0 - 44	0 - 49	0 - 56	0 - 63
	Attempts with poor jump	20 - 27	30 - 35	35 - 39	40 - 44	45 - 47			
	Holds	28 - 99	36 - 99	40 - 99	45 - 99	48 - 99	50 - 99	57 - 99	64 - 99
1	Attempts	0 - 14	0 - 14	0 - 19	0 - 19	0 - 24	0 - 29	0 - 34	0 - 49
	Attempts with poor jump	15 - 25	15 - 25	20 - 27	20 - 27	25 - 32	30 - 35	35 - 39	
	Holds	26 - 99	26 - 99	28 - 99	28 - 99	33 - 99	36 - 99	40 - 99	50 - 99
0 / blank	Attempts	0 - 9	0 - 14	0 - 14	0 - 19	0 - 19	0 - 24	0 - 29	0 - 34
	Attempts with poor jump	10 - 19	15 - 25	15 - 25	20 - 27	20 - 27	25 - 32	30 - 35	35 - 39
	Holds	20 - 99	26 - 99	26 - 99	28 - 99	28 - 99	33 - 99	36 - 99	40 - 99

Key:

Attempts: Runner attempts to steal next base. Combine Steal letter and Catcher Arm and refer to the Stealing chart or next FAC to determine result of the attempt.

Attempts with poor jump: Runner attempts to steal next base. Lower the runner's Steal letter by one (A to B, B to C, C to D, D to F, F remains F and reduce catcher Arm by 1 if 2 or more [F only]) and then combine Steal letter and Catcher Arm and refer to the Stealing chart or next FAC to determine result of the attempt.

Holds: Runner does not get a good jump and remains at current base. May not attempt to steal until the next batter is at-bat.