**C-Th:** Catcher throwing arm. The range is from -4 (the worst) to +6 (the best.) An arm of 3 or better is considered very good. There is only one +6 arm in the entire draft (Yadier Molina.)

**ARM:** The arm strength of the fielder. Range is 21 to 40, but most players fall in the 28 to 35 range. Higher is better. If a guy has a 36 or better arm, he's got a cannon. Anything under 30 and he's in Johnny Damon territory.

**BC:** Batting characteristic. Most guys are SA, which means "straight-away" hitter. If a guy pulls the ball, he will be PL (pulls left) or PR (pulls right.) This might come into play when, for instance, there is a runner on first and your PR hitter singles. It will mean the hit almost invariably will go to right field, and you may have a better chance to go to third.

The number in the BC rating, i.e., PR-5, is his platoon number. That shows how many points he adds to the pitcher's grade if the pitcher is throwing from the same side that he is batting. So, in this example, a left-handed batter with a PR-5 will lose five points to a left-handed pitcher. A right-handed batter with an SA-2 will lose two points to a right-handed pitcher, and so on.

**SPD:** Baserunning speed. Higher the better. 20 is the top speed. If you got a guy with a 15 speed or higher, you have a good chance to score from second on a single or from first on a double, particularly if there are two outs.

**SAL:** Steal Allowance Letter. The other league did not use this rating realistically. We will. In the board game, this rating dictates when players are allowed to steal. The ratings go from A (the player can steal at any time) to G (seldom steals). There is also an R rating (can steal extremely rarely) and N (never steals.) The rules in the board game are very explicit and make it so you cannot even ATTEMPT to steal in certain situations. For instance, if a guy has a C steal rating, that means he can only steal third with one or two outs.

But in the computer game, it works differently. The Miller brothers who designed the APBA computer game did not want to limit when you could attempt to steal, but they instead chose to limit your odds of stealing based on the game situation. So, let's say you have a player who has an SAL of C. If you try to steal third with nobody out, you are going to have less chance of success. The bottom line: stealing third in most situations will be considerably risky in many situations, unless you have a baserunner with a SAL rating of A or B.

**SSN:** Steal Success Number. This has the most direct bearing on how good your chances are to steal. The higher the number, the better. The highest SSN is 36. A guy with an SSN of 33 or more will be highly successful at stealing second base, and he will be very good at stealing third - but keep in mind his SAL grade, mentioned above. If a guy has a 35 SSN but he has a SAL grade of F, he has a much lesser chance to steal successfully in most situations.

**SBA:** League-allowed stolen base attempts. You can't go over these stolen base limits without incurring a penalty.

**Hits:** This shows the hit numbers on the player's APBA card. Lots of numbers are good . . . lots of lower numbers are really good ;)

**Pow Rt:** How many doubles, triples and homers that a card can reasonably be expected to produce. The higher the number, the better the player will be at generating extra base hits.

**CardH:** Like power rating, this is an excel formula. But this one doesn't measure power, it measures a player's ability to get a hit. The higher the number, the better the guy will be at getting a base hit.

**14s:** Walks

**42s:** Hit-by-pitch (for hitters, in other words, if a guy has one or two of these, he will be much more likely to get on base by getting plunked.)

**31s:** Hit-and-run singles. If a guy has two or three of these, it means he is good with the bat and is a better candidate to hit and run with.

**13s:** Batter strikeouts. If your hitter has a lot of these on his card, he'll be whiffing a lot.

**24s:** Batter doubleplays. If your hitter has a lot of these on his card, he'll be hitting into a lot twin killings.