

2011 LAS VEGAS GAMBLERS GAMEPLAY INSTRUCTIONS																
PLAYERS	TEAM ROSTER															
	TEAM	BC	SSN	SPD	Arm	G	PA	SBA	C	1B	2B	3B	SS	OF	PB/Th	AGE
DREW BUTERA	MIN	SA-4/+1	N	10	35	49	155	0	9						2/+5	28
ASDRUBAL CABRERA (AC)	CLE	SA-2/-1	24	F15	33	97	425	10					8			25
JAMEY CARROLL	LAD	SA0/-2	29	F16	31	133	414	16			8	3	9	1		37
CHONE FIGGINS	SEA	SA+2/-3	29	F19	30	161	702	57			6	4				33
SAM FULD (SF)	*****UNCARDED FOR 2011 SEASON*****															
VLAD GUERRERO	TEX	SA+4/-3	18	S6	35	152	643	9						1		36
AUSTIN JACKSON	DET	SA-8/+1	31	F17	34	151	675	33						3		24
JON JAY	STL	SA-2/-1	14	F15	31	105	323	6						1		26
JAMES LONEY	LAD	SA-9/+2	26	9	30	161	648	15		5						27
JOHN MAYBERRY (JM)	*****UNCARDED FOR 2011 SEASON*****															
XAVIER NADY (XN)	CHC	SA-1/-2	N	S6	32	119	347	0		3				1		32
MAGGLIO ORDONEZ	DET	SA+11/-5	26	S5	31	84	365	1						1		37
COREY PATTERSON	BAL	SA-11/+2	32	F19	30	90		25						2		32
BRAYAN PENA	KCR	SA-8/+2	31	S5	32	60	174	2	7					1/-0		29
JASON REPKO (JR)	MIN	SA-7/+3	24	F16	33	58	146	5						3		30
WILL RHYMES (WR)	DET	SA+1/-2	7	F15	30	54	213	3			7					28
SKIP SCHUMAKER	STL	SA-8/-0	25	F15	31	137	529	8			7			2		31
ALFONSO SORIANO	CHC	SA+5/-4	32	F16	36	147	548	6						1		35
GEOVANY SOTO	CHC	SA+8/-6	14	S6	32	105	387	1	8					1/-2		28
NICK STAVINOHAN (NS)	STL	SA-1/-1	N	9	33	79	126	0	5	2				1	3/-4	29
DEWAYNE WISE	TOR	SA-5/-1	34	F17	33	52	118	4						3		33
PITCHERS	TEAM	GRADE	CTL	HR	FAT	STS	RIP		WP	HB	BK	MF		FLDG	AGE	
SANTIAGO CASILLA (SC)	OAK	*18X	-31	45	*6		55		3		0	2			1	31
R.A. DICKEY (RD)	NYM	12	25	23	27	26			3		0	0			2	36
GAVIN FLOYD (GF)	CWS	7Y	15	25	27	31			3			1			1	28
HIROKI KURODA	LAD	10Y	34	22	26	31			3		0	1			1	36
COLBY LEWIS	TEX	12X	11	11	26	32			3		0	0			1	32
RON MAHAY (RM)	MIN	*11Y	24	-21	*5		34		2	0	0	0			2	40
SHAUN MARCUM	TOR	11X	31	-13	26	31			1		0	2			2	29
JEFF NIEMANN (JN)	TBR	10Y	12	-21	27	29			2		0	0			2	28
MANNY PARRA (MP)	MIL	2 / *14X	-41	-16	31/*8	26(in	38		3			0			1	28
JOEL PERALTA (JP)	WAS	*20XY	46	-12	*7		49		0		0	0			1	35
FRANSISCO RODRIGUEZ	NYM	*16XY	13	35	*6		57		3			0			2	29
SERGIO ROMO	SFG	*16XY	32	0	*6		62		0		0	1			1	28
TAKAHASHI SAITO	ATL	*15K	15	23	*6		54		3	0	0	0			2	41
ROBINSON TEJEDA	KCR	*12X	-26	23	*7		61		3	0		0			1	29
2011 PRESEASON CUTS	CARDED - M. HOFFPAUIR. UNCARDED - ABALADEJO, ANDINO, BALENTIEN, I N. GREEN, McCARTHY, OELTJEN, PERDOMO AND TASCHNER.															

MINORS																
APRIL	SF	JM	AC	CP	XN	JR	NS	SC	RM	GF						
MAY	SF	JM	AC	CP	XN	JR	NS	SC	RM	RD						
JUNE	SF	JM	AC	CP	XN	JR	NS	SC	RM	GF						
JULY	SF	JM	AC	CP	XN	JR	NS	SC	RM	GF						
AUGUST	SF	JM	WR	CP	XN	JR	NS	JP	MP	GF						
SEPTEMBER	SF	JM	WR	CP	XN	JR	NS	JP	MP	JN						
OCTOBER	SF	JM	WR	CP	XN	JR	NS	JP	MP	GF						
NOVEMBER	EVERYONE'S UP															

2011 LAS VEGAS GAMBLERS GAMEPLAY GUIDE	
2011 OVERVIEW	- Well it's another year and a return to familiar ground for the Gamblers. They were one of the original quartet to form the Clemente Division when it came in to being. We wish the Mays Division and Greater Ohio well in their new arrangement and look forward to getting to know our new divisional neighbors in 2011. In fine Las Vegas tradition we've mortgaged a fat chunk of our future to try and "WIN NOW". A solid, in not spectacular, rotation working together with a solid, if not spectacular, bullpen. Not a lot of power, by any means, but good team speed and good defense. We think that's good enough to take the division, despite our opponent's improvements from the recent draft. We'll scrap for every win we can get. Play us that way in 2011. Thanks.
STARTING PITCHING	Much improved from the 2010 edition with the drafting of Colby Lewis (GR12X / 32 starts) and the post 2011 draft trade for R.A.Dickey (GR12,26 starts). The returning veterans such as Shaun Marcum (GR11, 31 starts), Hiroki Kuroda (GR10, 31 starts) and last year's rookie phenom, Jeff Niemann (GR10, 29 starts) help fill out a good staff for 149 starts. The final 13 starts go to a much reduced Gavin Floyd (GR7). Overall pretty strong, as staffs go. All of them need to go for five innings, unless pounded out. Look to the bullpen from the 6th inning on.
RELIEF PITCHING	Barring a waiver wire transaction, Las Vegas will go into the 2011 campaign with only 8 relievers on the roster. There will be two straight platoons for the season: one with the closer and one with the lefty specialist. The roles should be defined thusly: CLOSER - 2011 draftee Joel Peralta (GR*20XY / 49 IP) will be called upon to save games for the first half of the season (Apr - July), and then give way to another recent draftee, Santiago Casilla (GR*18X / 55 IP), for the remainder of the season. Together they have over 100 IP's of goodness! LEFTY SPECIALIST - Thankfully the Gamblers don't need Manny Parra (GR2) to make any of his 26 available, innocuous starts this year (he was before the Dickey deal!). He's much more useful as a lefty reliever (GR*14X / 38 IP). He'll be the lefty specialist from Apr - July, and then likely yield to 2010 waiver wire dandy, Ron Mahay (GR*11Y / 34 IP). Combined 72 IP to deal with pesky lefties! Hold both of these guys to a max of 1 IP / per appearance.
THE HEART OF THE BULLPEN	- The "Big Three" at the center of the Gamblers 2011 bullpen are Francisco "K Rod" Rodriguez (GR*16XY), Sergio Romo (GR*16XY) and Takashi Saito (GR*15K) go for 173 quality relief innings with some decent peripherals mixed in. These guys can be mixed and matched anywhere from the 6th thru the 8th to get to the Closer. Any of them could also close a game or two if Peralta/Casilla isn't available of any given day. Use these guys often during a series. Gavin Floyd's Valet - Robinson Tejeda (GR*12X / 61 IP) can pitch in games that Floyd doesn't start, but he should be first in line to salvage any of Floyd's 13 starts that are still winnable early. Tejeda is the most expendable reliever available, so use him like a "mop" to soak up innings, thus saving the better grades. Use him as a bridge from the 5th thru 7th innings between a faltering starter and the "Big Three".
HITTING & RUNNING	- With any eligible batter and the following runners on base: Figgins Jackson, Loney, Carroll, Schumaker, Wise, Patterson or Cabrera. With little power, this will be our primary form of offense, so use it often.
STRAIGHT STEALS	- From the 7th innings on, and if the score is -1 / +1, any of the following runners may try to steal 2B, if the H&R is not in order for some reason: Figgins, Jackson, Carroll, or Patterson. Never try to straight steal 3rd base or home. Use the Adams Table for guidance on when to steal.
PINCH HITTING	- John Jay and Magglio Ordonez will platoon as DH. Either can hit for the other, especially Jay for Ordonez vs. LHP's. When on the bench, either can pinch hit for others as well. Schumaker / Rhymes will also form a platoon and, they too, can hit for each other. Apart from Butera, use anyone available on the bench to our best advantage.
PINCH RUNNING	- This will be the main responsibility of Dwayne Wise. The best move for him is to run for VLAD late in a close game, then stay in for defense, but he could run for any slow runner, then go to the OF. Patterson, when on the active roster, can be used similarly.
DEFENSIVE REPLACEMENTS	With the drafting of Drew Butera (C9 / Th+5), Las Vegas has decided to implement the concept of the "Closer Catcher". Not really a new concept, but we gave it a name. When the Gamblers are tied or leading a game by less than 2 runs AND the starting catcher has recorded his 3rd plate appearance, bring Butera into the game for defense and to, hopefully, shut down your running game. With only about 150 PA's and a truly awful hitting card, Drew should never record more than 1 PA per game. If he looks to record a second one, pinch hit for him, then bring in the 3rd catcher for the rest of the game. Try not to use Carroll for defense. Wise and, when available, Repko can be used for OF defense late in games.
BASE RUNNING	- With this amount of team speed, try to be aggressive on the basepaths. For the computer game, always go when the runner is "well around the bag" Use the Adams Table for decisions on when to advance.
INFIELD	- Always play the IF "in" to prevent the 1st earned run, after that play "deep" unless it's the 8th inning or later and the tying / winning run is on 3rd base. Play "in" in that case. Always throw for the lead runner.
GAME	- As always, Las Vegas plays with the dice and cardboard, the only true and proper way!
We leave anything not covered directly to your proper baseball judgement. Play us as you would want to be played in any given circumstance. And have some fun, too! Good luck.	
Yours, Paul J. Harrington Las Vegas Gamblers Commissioner of Vice	