



Rainout

The Zombies, George Pierce, 9/5/17, 9:00pm

The Zombies were rained out on 9/5/17. The makeup will be on 11/21, same time and field.

Rainout	1	2	3	4	5	6	7	Total
Red Devils	-	-	-	-	-	-	-	
The Zombies	-	-	-	-	-	-	-	

Déjà-Flush

Motörhead, Bethesda, 9/6/17, 8:30pm

After a rainout cancelled the reboot of *The Zombies*, Tuesday, the skies cleared and we played Wednesday. *Motörhead* faced *Royal Flush* to begin Fall 2017. We'd started Summer 2017 with a loss to *Royal Flush*, in a game where we just weren't our usual *Motörhead* and we hoped for a better outcome for Fall.

After losing to *Royal Flush* to start the Summer season, we'd gone on a tear, winning nine in a row, including a rematch with *Royal Flush*, to earn a Championship. This time we wanted a better start, but we immediately made it difficult.

We began the season, before we ever took the field, by shooting ourselves in the left foot. **William Shelburne** forgot that his Wednesday team was playing on Wednesday and no showed, despite the usual call from the ol' webslinger about "where to be and when to be there for the new season." So that brain fart had us playing with ten guys instead of the usual eleven and we had a guy in the outfield, who would rather not be out there against any quality opponents, if somebody had better wheels.

We were Home team and took the field for a quick donut. We scored a run, on a ground-out, in the first and led 1-0 after one. *Royal Flush* scored two in the top of two, but we had an answer for that. We started the back half of the second with a walk and a single. After a fielder's-choice, we tied the game at two apiece on a single from **Christian "Soldier" Fletcher** then "Oil" **Derrick Quarles** shot a gap and ran a lap for a one-out, three-run, inside-the-park homer and we led 5-2! A fly-out and double left us with a man on scoring position and two down then "Dangerous" **Dan Covault** got the clutch hitting started with a single to make it 6-2. A single later, **Clayton Cox** "ygen" single for a run, but a KL ended the inning. The last pitch that struck us out to end the inning had been really, really low and never did get six feet off the ground, but that's what the umpire was calling that day and we should have known not to be taking on the low ones with two strikes. We batted twelve times in the frame and scored six to lead *Royal Flush* 7-2, through two.

Royal Flush rallied immediately and scored five in the top of the third inning to tie the game, 7-7, but we answered with a hole, 7-7, through three. *Royal Flush* tacked on a pair in the top of the fourth, but we could not find a pair (No, the irony was not lost on me. It was, in fact, intentional.) and we trailed 9-7 after five. We had three hits, but one of the hits hit a base runner in the calf. At least we hadn't shot off our other foot.

In the top of the fifth, *Royal Flush* threw one run on the board to lead us 10-7. Then we shot off our right foot. **Andrew Hess** led us off and went down looking on a very low pitch. He was understandably frustrated and hollered on his way back to the dugout and threw his bat at the fence. There was no cussing, but the bat toss got him tossed and we were playing with nine players, none of them experienced pitchers. That's when we became a double amputee. We stumbled to a third straight donut and trailed 10-7 after five.

There was enough juice left in the game clock for one more inning and *Royal Flush* used it by putting up one insurance run to lead us 11-7 in the middle of the sixth. Now it was rally time, but we had to make sure we didn't not make a second out before we got to Andrew's spot in the lineup. We started with a single and double then scored a run on a ground-out, but a line-out gave us two down. A single followed the back-to-back outs then *Royal Flush* intentionally walked the guy who batted ahead of Andrew. The empty spot in the lineup was out number three and we lost the game, 11-8.

Time limit	1	2	3	4	5	6	7	Total
Royal Flush	0	2	5	2	1	1	-	11
Motörhead	1	6	0	0	0	1	-	8

This year, *Motörhead* has been the worst good team I've ever seen. We seem to find ways of hamstringing ourselves, instead of just showing up and munching on the competition, week in and week out. We're a monster team when our heads are in it, but we wind up playing with nine or ten guys so often it's just not funny anymore. Was it William's fault we

lost that game. Yes. We'd have had a faster outfield and we wouldn't have been all wrinkled up before the game even began. Was it Andrew's fault. Yes. We lost our pitcher and our tenth player in one move and the automatic out ended the game. Now for Final Jeopardy. Was it my fault? Yes. I'm the coach, so it's on me when we brain fart like that. Was it your fault. Yes. You/we did not score enough runs. Period. Our defense was good enough, but we stopped hitting after two innings. The truth is, it was OUR fault we lost that game, every one of us. We win as a team and we lose as a team. The "L" goes next to **Motörhead**, not William of Andrew or any one of us, together. We should have prevented everything that happened to us, but once it had happened, we should have been able to shake it off and keep stroking the ball. We did not. We can't hide behind the obvious problems that game, because it was all of us with expensive, high tech bats, scoring just eight runs in six innings. Nasty game, **Motörhead**.

Clayton "County" Cox was 3-4 with an RBI, "Scary" **Larry Civelli** was 3-4 and **Derrick "Serve it Upside Down!" Quarles** ** was 2-3 with three ribs.

** this particular nickname courtesy of Clayton Cox

Rainout

The Zombies, George Pierce, 9/12/17, 9:00pm

The Zombies were rained out on 9/12/17. The game has not yet been rescheduled.

Rainout	1	2	3	4	5	6	7	Total
Wolverton Wolverines	-	-	-	-	-	-	-	
The Zombies	-	-	-	-	-	-	-	

Can't Blame Irma

Motörhead, Bethesda, 9/13/17, 6:30pm

Motörhead had played **Motley Crew** twice in 2017, once to start the year, a 14-13 win to launch a 9-0 start in Spring 2017 and later in Summer 2017 as the eighth of a nine game winning streak after an Opening Day loss to **Royal Flush**. That 12-2 win over **Motley Crew** all but clinched the Summer Championship, making both teams 8-1, with us holding the tiebreaker. A slam dunk over **Smash & Dash** sealed the deal the following week, but we all knew the **Motley Crew** game was the one we had circled on the schedule.

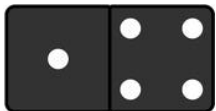
We thought we'd be playing **Motley Crew** last, though we were schedule second. Hurricane Irma had blown through the Caribbean and all the way up the gulf side of Florida. On Monday it hit **Atlanta**, dropping a couple of days of heavy rain and high winds took out numerous trees and associated power lines. All Monday Softball games were cancelled the night before and our thrown together **Zombies** team was washed out early Tuesday morning.

It stopped raining on Wednesday and sun was trying to sneak past the dissipating clouds, but it was iffy whether we'd play or not. I got word from Gwinnett County that they were going to try to play the games that night and that they would make a determination by 3:30pm. We go the all clear in the afternoon and we played! The fields looked like they'd seen some recent rain, but they were firm and good to go.

We were Home team and took the amazingly dry field first. We had the 6:30 game, so if the fields were fragile from all the rain, at least we would be playing there before they got all torn up.

We threw **Motley Crew** a donut in the first inning and took a 2-0 lead in the first. After back-to-back singles and back-to-back outs, **Clayton Cox** drove in both runs with a clutch base hit. We led 3-0 after two. We started with two singles again, followed by two outs, but scored the run on the second out.

Motley Crew got on the board in the third to make it 3-1, but we answered with one in the bottom half, on a two-out double from **Derrick "and the Dominoes" Quarles** and we led 4-1 after three. Then the power went out and it had nothing to do with Irma. We dropped a bagel on **Motley Crew** in the fourth, but we had a helping, too, still 4-1, now after four.

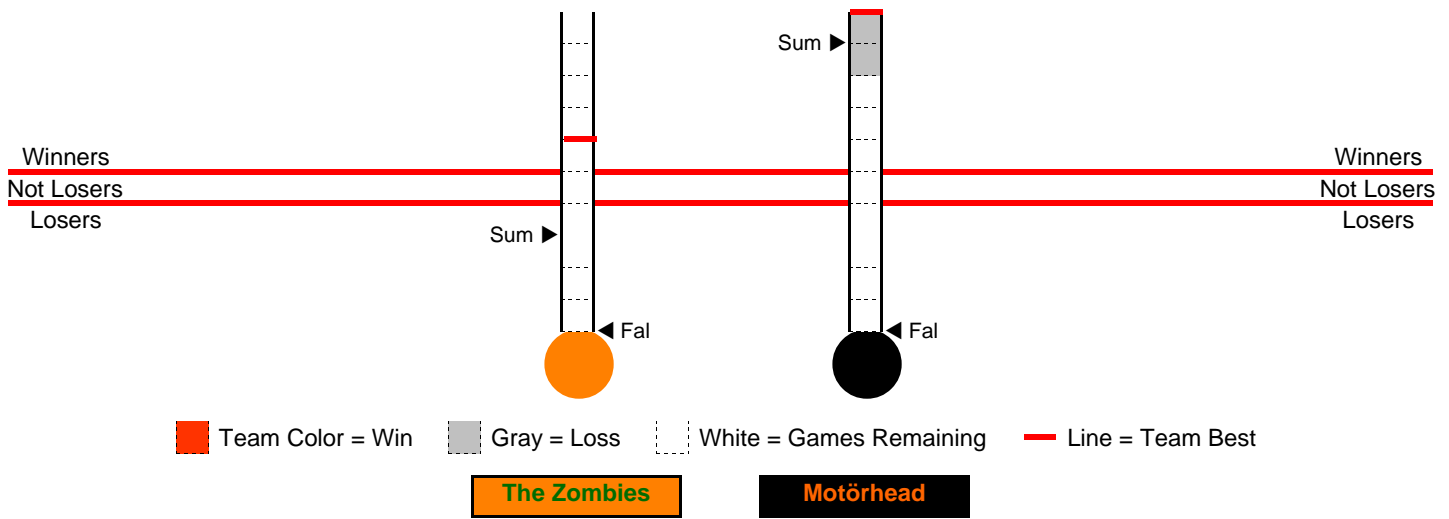


Motley Crew got busy in the top of the fifth and beat us with a five spot to lead us 6-4 and we were done. Oh, we still had three more chances with the bats, because the game went seven innings, but we started pooping goose eggs all over the place. Two singles represented the entirety of our offensive output in the final three innings and we wound up losing 8-4.

Time limit	1	2	3	4	5	6	7	Total
Motley Crew	0	0	1	0	5	2	0	8
Motörhead	2	1	1	0	0	0	0	4

I wish we'd have beaten **Motley Crew**, 12-10, the last time we played them, instead of 12-2, because we must have started thinking we deserve to beat them. We do not. We have to earn wins over good teams every time you play them, and this was an especially potent version of **Motley Crew** we played Wednesday. We didn't shoot ourselves in the feet this time, but neither did we hit the ball like I know we're capable of hitting. We had a lot of line-outs that game that might have gone for hits against a bad team, but we only had one guy with multiple hits and we had only two guys with fewer than two outs and one of them only batted twice. Once again, we just didn't hit the ball and it cost us a win. Tough game, **Motörhead**.

Clayton "Doctor" Cox was 3-3 with two RBI and **William Shelburne "Baby, Burn"** was 1-2.



Rain Numbers for Each Park

George Pierce	Bethesda
(770) 822-8882	(770) 822-8882

“When in doubt, come on out.”

- Tuesday 9/19/17** at George Pierce Park - Fall 2017
ZM 8:00 - 1V vs. QTS Eagles
- Wednesday 9/20/17** at Bethesda Community Park - Fall 2017
MH 9:30 - 10H vs. Victory Eagles
- Tuesday 9/26/17** at George Pierce Park - Fall 2017
ZM 7:00 - 1H vs. Caught Looking
- Wednesday 9/27/17** at Bethesda Community Park - Fall 2017
MH 7:30 - 8V vs. Maxxis Creepy Crawlers
- Tuesday 10/3/17** at George Pierce Park - Fall 2017
ZM 8:00 - 1H vs. Alpha Elite
- Wednesday 10/4/17** at Bethesda Community Park - Fall 2017
MH 8:30 - 10V vs. Wild Wing Bar & Grill
MH 9:30 - 9H vs. Los Menores
- Tuesday 10/10/17** at George Pierce Park - Fall 2017
ZM 10:00 - 1V vs. Jaamarti
- Wednesday 10/11/17** at Bethesda Community Park - Fall 2017
MH 6:30 - 9V vs. The Wash Ups
- Tuesday 10/17/17** at George Pierce Park - Fall 2017
ZM 7:00 - 1V vs. Scuf Gaming
- Wednesday 10/18/17** at Bethesda Community Park - Fall 2017
MH 9:30 - 8H vs. Smash & Dash
- Tuesday 10/24/17** at George Pierce Park - Fall 2017
ZM 10:00 - 1V vs. Red Devils
- Wednesday 10/25/17** at Bethesda Community Park - Fall 2017

MH 7:30 - 10V vs. Sons of Pitches

Tuesday 10/31/17 at Halloween - Fall 2017

ZM Off Day - No Games

Wednesday 11/1/17 at Bethesda Community Park - Fall 2017

MH 8:30 - 8V vs. Royal Flush

Tuesday 11/7/17 at George Pierce Park - Fall 2017

ZM 10:00 - 1H vs. QTS Eagles

Tuesday 11/14/17 at George Pierce Park - Fall 2017

ZM 9:00 - 1V vs. Wolverton Wolverines

Tuesday 11/21/17 at George Pierce Park - Fall 2017

ZM 9:00 - 1H vs. Red Devils (makeup from 9/5/17)



Standings & Scouting Reports – Fall 2017

Bold Italics = Our team. *Normal Brown Italics* = Our next opponent, **PST** = Post Season Tournament. **TBD** = To Be Determined. Asterisks after an opponent's name represents how many times we play that opponent if we play them more than once. A team in "< >" is a team we do not play during the season. The far right column shows our overall record against that opponent.

Tuesday - George Pierce Men's - Recreational, No Homers No PST	
Alpha Elite	0-0
Caught Looking	0-0
Jaamarti	0-0
<i>QTS Eagles</i> **	0-0
Red Devils **	0-0
Scuf Gaming	0-0
The Zombies	0-0
Wolverton Wolverines **	0-0

overall
record

0-0
0-0
0-0
0-0
0-0
0-0
n/a
0-0

The Zombies play the **QTS Eagles** next. This is assuming, of course, that we don't get rained out.

This is a new-ish team. I saw them walking to and from the field on 9/5, before we got washed out, and I didn't see anything that scared me. They may be tough on the field for all I know, though.

← You guys know the drill. Treat any new team like the toughest team on the schedule and if we win by a lot of runs in a short game so be it. We can't afford to trip over so-so teams, because there are some good teams out there.

Wednesday - Bethesda Men's - Recreational, No Homers No PST	
Motley Crew	3-0
Royal Flush **	3-0
The Wash Ups	2-0
Sons of Pitches	1-1
<i>Victory Eagles</i>	1-1
Wild Wing Bar & Grill	1-1
Los Menores	1-2
Maxxis Creepy Crawlers	0-2
Motörhead	0-2
Smash & Dash	0-3

overall
record

20-6
25-3
0-0
13-0
2-0
6-4
1-0
0-0
0-0
5-2

Motörhead plays the **Victory Eagles** next. We don't know this team by name, but I have a sneaking suspicion they might be the **Victory Church** team our teams have been playing the last few years.

← The **Jets** saw them as **Victory World Church** and beat them 11-1 in Summer 2014. In Summer 2016 **Victory** beat **Smoke on the Water**, 17-13 in the first game of the season. Later, Smoke beat them twice, 21-3 and 13-11, en route to an 8-2 record and a Championship. Then it was **Motörhead's** turn and we beat them 14-4 and 19-2 as **Victory Church** in Fall 2016.

They split into two teams in Spring 2017 and were back at George Pierce and in the lower division, but facec **Smoke on the Water**. We beat their lesser team (2), 27-0 and their better team (1), 14-2.

So, they've probably jammed all their better players together and called themselves the **Victory Eagles**.

We can't afford to underestimate anybody, since we pooped ourselves a nice 0-2 record. Just focus on one game at a time, guys. Our entire goal right now is to be 1-2. Nothing else matters past that.

The DL



Shhhh... So far, so good...

Birthdays & Batting Titlists

September Birthdays

HAYES, MICHAEL	9/1
HUDSON, JOHN	9/1
PROLIZO, JAMES	9/1
CRIDER, ROBBIE	9/2
BARKER, CHRIS	9/3
LOCKE, DAVE	9/5
MALDONADO, TIM	9/6
PARHAM, AMY	9/7
BUTLER, CAMERON	9/8
JAMES, KEITH	9/8
JOHNSON, CHRIS	9/8
MORRIS, ROD	9/10
DEMARTINO, DARREN	9/11
HAYNES, KEN	9/11
MARTIN, DAVID	9/11
GOODMAN, NANCIE	9/12
GROCE, GARY	9/12
HEUER, JENNY	9/14
LITTLE, JAMES	9/14
THEISS, MATT	9/14
PRICE, PARRISH	9/16
GARDO, DON	9/18
MILNER, JAY	9/21
YAZGE, DEVIN	9/23
BAUER, DARRELL	9/25
BEAL, JOHN	9/26
GOMEZ, GABE	9/26
JOYCE, CARON	9/26
STAFFORD, CARLA	9/27
BESSETTE, BRYCE	9/28
CRIDER, ZACK	9/28
RUSSELL, DIMARIO	9/28

Spring 2017



Kelvin Rachu **0.771**

Tyler Edema **0.733**



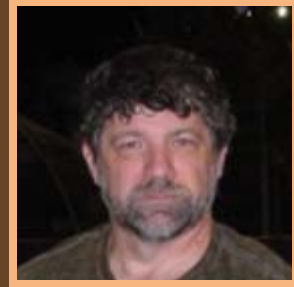
0.667

0.621



Tim McCoy **0.743**

Kyle Shelton **0.618**



Above team average:

B. Shumaker 0.581

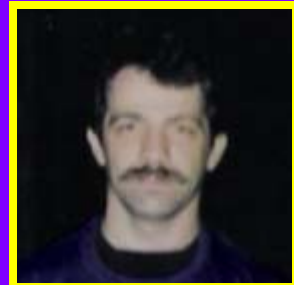
M. Reilly 0.559

B. McElhaney 0.533



Jerry Smith **0.607**

John Culligan **0.462**



Tim McCoy **0.706**

Keith James **0.679**



0.600

0.567



Bat Certification Testing



From now on Gwinnett County Parks and Recreation will use a new procedure for certifying Softball bats used at Bethesda, George Pierce and Best Friend Parks.

Before a bat can be used in a game it must be tested to verify that it conforms to ASA guidelines regarding compression.

It's a simple test. The barrel of the bat is placed into a fixture to steady the bat and position it at the proper location on the barrel. The handle rests on a pad to hold the bat level. A gauge with a dial is screwed down onto the barrel of the bat. This does not damage the bat and only takes 20-30 seconds.

If the reading on the dial shows a legal bat then the person testing the bat will affix an orange sticker (pictured on the left) just above the tape on the handle.

If a bat fails, it's no problem, but no sticker, either.

To use a bat in a Gwinnett park you need the sticker, regardless of the manufacturer's stamp, or list of bats on a website, or a note from your Mom or the Pope, or any other form of verification. No sticker, no bat.

Bat testing will begin before the first game every night and end sometime before the first game starts. Bats may also be tested at the GCPR office during regular business hours as long as you make an appointment.

Any player using an illegal (non stickered) bat will be called out. If a player steps in the batter's box with a non certified bat, he's called out. If he gets a hit with that bat and somebody notices after the fact, he's out.

All bats must be tested before the first game of every new season.