



The Sports Page



Retest

The Zombies, George Pierce, 10/10/17, 10:00pm

The Zombies faced **Jaamarti** Tuesday and were not taking them lightly. **Jaamarti** can be a very good team when they have the right guys. They won the league in the Spring then went up the hill for Summer, where they took a lot of damage. Now they're back down the hill and were 3-0 when we faced them, also at 3-0.

We had played a good **Alpha Elite Softball** team the previous week and did well to escape with a close win, where the other team came roaring back at us late in the game. If that game had been a midterm to figure out how our thrown together group was doing, then we got a passing grade, but another win against a good team would show us something more.

Jon Laporte ran up late for a 10:00 game, for crying out loud, but we were good to go with eleven guys ready to go by game time. Not only were we playing the late game, but it started later than 10:00 and, just for fun, there was a huge fog bank out in the outfield, making it hard for the outfielders and infielders to see one another.

We were visitating and started the game off right with a pair of singles. We took the first lead of the game, 1-0, on a fly-out then scored another on a single before a fielder's-choice and a fly-out ended the top of the first. **Jaamarti** had a donut and we held a two run lead through one. We began the second inning as we had the first, leading off with two singles, but we didn't finish well. We scored a run on a ground-out, but another ground-out and a fly-out ended the mini rally. **Jaamarti** had another donut and we held a 3-0 lead through two.

Jaamarti was playing a big game, Tuesday night, and were throwing the ball around, behind our runners and yapping a bit in the first couple of innings. We kept on keeping on in the top of the third and scored two runs, this time on a two-out, two-run triple from "Big" **Jon Vanderveen**. We blanked **Jaamarti** and led 5-0 after three, not the lead we hope for, but one we would take.

We singled and doubled for two more in the fourth, but this time **Jaamarti** answered us. They scored one run, but the bubble was broken, though we still led 7-1 after four. **Jon "Boy" Vanderveen** drove in our lone run in the fifth, on a two-out single, and **Jaamarti** answered with one to make it 8-2 after five.

We wasted a couple of widely spaced singles in the sixth inning and the bagel must have been **Jaamarti's** cue. They put up three runs to close the gap to 8-5 through six and we had one inning to go.

We scored a run on a couple of singles in the top of the seventh to lead **Jaamarti** 9-5 and it would be up to our defense to hold on. **Jaamarti** came out hitting as they had in the previous inning and quickly put a couple of runs on us. Then it got weird. We intentionally walked one of their guys. There was nobody out and our lead had shrunk to 9-6. With men on second and third we put the kid on base, because he usually hits well and the guy who followed him was not scaring us that game. A fly-out gave them one down, but all the runners advanced, now 9-7. The next guys singled home a run and kid we'd walked rounded third and headed home. The throw home had him dead to rights, but the ball got away and left our catcher in the base path near the plate. The **Jaamarti** kid dove (climbed, crawled?) over our catcher and there was a scrum for a couple of seconds as our catcher was trying to find the ball. The kid got a hand on the plate, then, with our catcher trying to get up off the ground, he sucker punched our guy in the cheekbone.

Of course, both teams headed for the plate with varying degrees of bad intentions, but the kid was walled off against the chain link behind the plate by his guys. The umpires quickly jumped into the middle between the two teams. To make a long, ugly story short, order was restored and the kid was ejected, but now it was 9-9 and **Jaamarti** had men on second and third with only one down. We walked the next batter, with first base open, but the next guy singled and we lost the game, 10-9.

	1	2	3	4	5	6	7	Total
The Zombies	2	1	2	2	1	0	1	9
Jaamarti	0	0	0	1	1	3	5	10

I'll give our guys credit. We could easily have gone bad crap crazy and really escalated the ugly situation after the sucker punch, but we calmed down and got on with life. Sadly, I can't give us much credit for the game. Our defense was good, though we did miss a couple of balls in the thick fog, though our opponent did the same. We just never got our sticks going. We scored in six of seven innings, which is a good minimum requirement, but we didn't have as many of the big hits as we usually have. Granted, we faced a better **Jaamarti** team than the one we usually see, but if we'd been putting up twos and fews every inning, instead of aces and deuces we might have weathered their last seventh inning storm. Tough game, **Zombies**.

Clayton "Wild Bill Hick" Cox was 3-3. Jon "Mr. Clean" Vanderveen was 3-4 with four RBI, "Life of" Brian Byrdsong was 3-4, too, and Jon "Cougar" Laporte was 2-3.

Old Kids on the Block

Motörhead, Bethesda, 10/11/17, 6:30pm

Wednesday night, those of us who played for *The Zombies* were still feeling all bowed up for our *Motörhead* game. We faced a good team, who had only one loss and smack dab in the way of path out of the holed we'd dug the first two weeks of the season.

The Wash Ups, are a bunch of young guys, just out of high school. The *Walking Dead* had been the first of our teams to meet them and we lost badly early in Summer 2017. Later one that season, we were ready for them and poked the one hole in their otherwise undefeated season. They tended to be too young, too, mouthy and waaaay too cocky, but those of us who'd meet them while playing with the *Walking Dead* were ready for them. We made use the guys who'd never met them were ready for any shenanigans.

It was another balmy, humid night and I got to hear those three special words I never get tired of hearing: Un seasonably warm today! It was hot and close and we had one more week in only one shirt. It felt so good to sweat that late in October!

Once again, *Motörhead* played a big game against an upper echelon team with just ten guys. Subs are had to come by on Wednesdays. Shoot, even our guys don't like playing on Wednesdays, so we're always digging for subs and playing light.

All ten of us were raring to go well before game time and when we started the game we were ready. We started the game at the plate and got the first two guys on base with a walk and a single. A fielder's-choice and fly-out threatened to sink us, but a walk loaded the bags for "Prince" William Shelburne who doubled two men home for a 2-0 lead! A walk reloaded the sacks, but a fly-out ended the run. We took the field and *The Wash Ups* scored four to take a 4-2 lead after an inning, but we learned who was who in their batting order for later.

We loaded the bases, with one down, in the second then closed the gap to 4-3 on a single. A line-out held everybody on their bags then Brian "Humming" Byrdsong walked home a run and the score was tied, 4-4. A fly-out ended the run, but we'd clawed our way back to even. We dropped a bagel on in the second and now it was a new ball game.

We started the third with a walk and a double then took a 5-4 lead on a fly ball. A ground-out followed, but "Absolute Zero" Kelvin Rachu added a two-out run with a single before a fly-out ended the rally and we had a 6-4 lead going to the bottom of the third. We blanked *The Wash Ups* in the bottom half and our 6-4 lead had held.

We started the fourth with a single, but back-to-back fly-outs left our string of two-run innings in doubt. Thing is, "we ain't dead; we're *Motörhead!*" William Shelburne "Baby, Burn" doubled for a run and Andrew "A Mess of" Hess added a run on a single before a ground-out stopped us and we led 8-4! *The Wash Ups* came up with a deuce in the bottom of the inning, but we held an 8-6 lead four innings in.

We began the fifth with a walk and a fly-out then loaded the bags with a double and another free pass. We got one of our two expected runs on a fielder's-choice, but failed to get the second run as another fielder's-choice stopped us, leading 9-6. We hung a pastry on the kids and held our three run lead through five.

Our string of two-run innings had been broken, but that didn't mean we had to eat a bagel. It also didn't mean we had to stop at three runs to even things up... We started well, once again, with a pair of base this then loaded the bases with a walk. Then we got busy unloading those bases. A single drove in two and a double drove in two more to put us up 13-6. Two more singles meant one more run... then we went down 1-2-3. The end of the rally had been abrupt, but we'd all ten batted and scored five runs to build a 14-6 lead. We dropped a tater on the kids and our eight-run lead held up with just one inning to go. *The Wash Ups* had made an intentional out in the bottom of the sixth to earn one more try with the clock about dead.

We started the seventh inning, looking for insurance. A single got us going, but a fielder's-choice and fly-out gave us two down. "Dandy" Dan Covault got us a run worth of Aflac with a triple and a walk followed, but a ground-out ended the hitting part of our game. It was a good thing we'd been paying our premiums as *The Wash Ups* came out hitting in the bottom of the seventh. They score some runs, but we never panicked, because we had a big lead. We held them to five runs and won the game 15-11!

	1	2	3	4	5	6	7	Total
Motörhead	2	2	2	2	1	5	1	15
The Wash Ups	4	0	0	2	0	0	5	11

It was the old kids who won the day Wednesday night, veterans who'd seen teams like *The Wash Ups* before and knew how to play them. Our defense settled in after a rocky first inning and we gave up some garbage runs at the end, but in between, we pretty much snuffed out the competition. Our hitting was rock solid all game and we squeezed runs out of the

strong defense we faced every inning. We just kept dropping twos on them until we had a inning where we rolled a while. Good game, **Motörhead!**

Kelvin Rachu "Pichu" was 4-4 with a walk and two RBI. **Brian Byrdsong** "Sung Blue" was 2-3 with two walks and a rib and "Patty, Maxine and Laverne" **Andrew Hess** was 1-2 with three walks and a ribbies.

One for the Ages

The Zombies, George Pierce, 10/17/17, 7:00pm

The Zombies were back in action Tuesday, after that **Jaamarti** game, and we were loaded for bear no matter who was in the other dugout. We knew we had not hit well enough the previous week, so we were all bowed up ready to stroke the ball.

Trouble is, we faced **Scuf Gaming**, a new team who is learning to play the game and having trouble digging up players in this their second season together. No matter. We were going to hit the ball until the umpire hollered, "ball game."

Boy did we ever hit.

We were Visitors and started with a walk and a single then took the lead on a double from **John Culligan**. A fly-out scored a run then all (Cover your ears, Mom.) hell broke loose. We singled and doubled for six more runs to lead 8-0 before a fly-out gave us out number two, then "Bo" **Derrick Quarles** slapped a gap and ran a lap for a two-out, three run, inside-the-park homer and we led 11-0! A walk followed then "Slim" **Tim McCoy** tripled for a two-out run before a fly-out ended the twelve run rally. We batted sixteen times in the first and "Oil" **Derrick Quarles** was 2-2, while **John "0.316" Culligan** was 1-1 with a walk. We blanked **Scuf Gaming** and that dozen runs held through one.

We were not done, though. Okay, **Scuf Gaming** is not a good team. They're a bad team. We, however are turning into a good team and one who had its back up because of the previous week's redneck seventh inning. We've all been on the other end of that first inning score and we never liked it when ther other team owned us then started screwing around and making outs on purposes. That's how long term rivals are made.

We kept on hitting the ball. We started the second inning by scoring two runs and still and the bases loaded when "Scary" **Larry Civelli** struck pay dirt for an inside-the-park grand slam and we led 18-0. **Derrick Quarles** stroked another inside-the-park homer and **John Culligan** "Island" tripled. We singled and doubled for three more runs, to make it 22-0 then **Andrew Hess** "Truck" tripled for two more and scored on a double. **Josh Carper** "Diem" tripled for a run and scored on flay ball for two down and another fly-out ended the fifteen run rally. This time we batted eighteen times and **Jerry Smith, Andrew Hess** and **Jason Tyler** were 2-2 and **Josh Carper** was on base twice with a walk and a hit. We were not walking because we were being picky; quite the contrary. We were walking, despite a now enormous strike zone, on pitches that were hitting a couple of feet in front of the plate or well over our heads. We held **Scuf Gaming** to a lone run and led 27-2 through two.

After the first inning, a couple of guys asked what the largest margin of victory was in McCoy Softball history and the ol' webslinger supplied the answer. Once upon a time, at the Softball Country Club, the Mixed Nuts (coed) beat a team 41-0 in a similar mismatch of Softball ability.

To this point there had been no run-rules to put **Scuf Gaming** out of their misery and in the third we started hitting to the outfield because fly balls are easier outs than grounders. Not only that, we would run the bases like crazy people, figuring we'd make an out somewhere on the bases, without messing up our swings. It didn't much help.

Derrick Quarles "at Everybody" started the inning with another inside-the-park homer then we singled and doubled our way to five more runs to lead 33-1. **Jason "Roto" Tyler** tripled to make it 34-1. **Josh "by Gosh" Carper** triple to make it 35-1. A double made it 35-1 then **Larry "Smooosh, Smooosh" Civelli, Derrick** " and the Dominoes" **Quarles** and "Dear" **John Culligan** each tripled and a double and single followed. Finally, a dropped infield fly gave us an out. A single drove in a run to make it 41-1 and a fly-out followed. A double made it 42-1 then **Josh "Clumsy" Carper** busted a gap for a two-out, three-run inside-the-park homer and we led, improbably, by a score of 45-1. **Jon "Pepe" Laporte** smacked an inside-the-park homer and a double followed before a fly-out, mercifully made the final out on a fly ball. We batted 23 times in the third inning and scored eighteen runs. **Derrick Quarles, John Culligan, Tim McCoy, Jon Vanderveen, Jerry Smith, Jason Tyler, Josh Carper, Jon Laporte** and **Larry Civelli** were all 2-2. **Scuf Gaming** was looking up at a 46-1 deficit, certainly unprecedented in my experience. It was the third inning, so they would have to score 31 runs to keep the skunk at bay and give us another turn at the plate. We handed them a donut and won the game, by run-rule, 46-1.

Run rule	1	2	3	4	5	6	7	Total
The Zombies	12	15	19	-	-	-	-	46
Scuf Gaming	0	1	0	-	-	-	-	1

What can be said, here, that the final score already hasn't? Our opponent gave us some runs, no doubt, but we definitely hit some delicious line drives in the first two innings when it wasn't so sad. Our defense made what few plays that faced us, but our hitting was just a monster that game. Good job, **Zombies!**

Jason "Friday the 13th" **Tyler** was 5-5 with seven RBI, **Josh Carper** "Tunnel Syndrome" was 4-4 with a walk and six ribs, **Jerry** "Granny" **Smith** was 4-4 with a walk and three ribbies and "Papa" **John Culligan** was 4-4 with a walk and two bones.

Efficiency

Motörhead, Bethesda, 10/18/17, 9:30pm

Fresh off a win over a contender the previous week, **Motörhead** was back on the job last Wednesday against a lower tier opponent. We've been beating **Smash & Dash** when we play them, but they're one of those teams who can give us fits on occasion.

It had been hot and humid the previous week in a daytime game against a quality opponent, but this Wednesday we played the late game against a bottom feeder in weather than was as cold as an ex wife's smile.

We were Home team and took the field first, allowing **Smash & Dash** just one run while we were out there. We led off our half of the first with three straight walks to load the bases and change the pitcher. The next pitcher was greeted rather rudely by **Andrew Hess**, who stroked a double, all three walks turned into runs and we led 3-1! The next guy walked and the next hit a fly-out, but a single drove in both runners and we led 5-1. Ti McCoy tripled for a run and a walk followed. A single drove in a run and we went fly-out, single, fielder's-choice to end a seven run, thirteen at bat inning. **Kelvin Rachu** was on base twice with a walk and a hit.

We hung a donut on **Smash & Dash** in the second and just kept right on stroking in the bottom half of two. We singled and walked for a run, ahead of a fly-out, then we drove in two more runs on back-to-back RBI singles. A fly-out followed, but **Rocky McCoy** split a gap for a two-out triple and two more runs crossed the plate. **Jon Laporte** drove in the Rock with a single, before a line-out ended the six run inning. After two, we led 13-1 and we were getting close to run-rule territory.

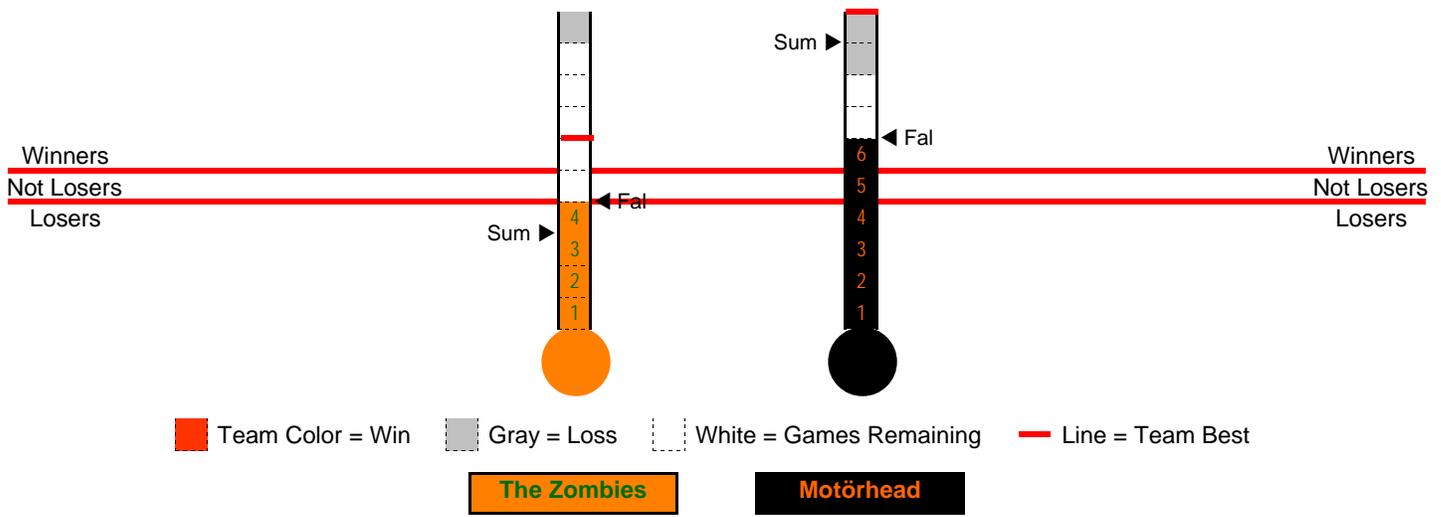
We handed **Smash & Dash** a bagel in the third and now just had to score three in the bottom half for the win. We led off with a single and a line-out. A walk put a second man on base and a fly-out followed then **Clayton Cox** stroked a double, two men scored and we led 15-1, just a run shy of a ball game. A ground-out ended the inning. Now it would be up to our gloves if we were to end the game quickly.

Smash & Dash needed to score three runs in the top of the fourth to stay alive and make us bat in the fourth, but we gave them a donut and won the game, by run-rule, 15-1!

Run rule	1	2	3	4	5	6	7	Total
Smash & Dash	1	0	0	0	-	-	-	1
Motörhead	7	6	2	x	-	-	-	15

We played a very efficient game Wednesday night. We hit our opponent hard early on with the sticks, while throwing around all kinds of leather. Soon enough the run-rules kicked in and we left park early. You always want to knock the lower level teams out quick, staying sharp for when you play the better teams. On Wednesday we did just that. Good game, **Motörhead!**

Rock "Bottom" **McCoy** was 2-2 with three RBI, "Just a Matter of" **Tim McCoy** was 2-2 with two and **Andrew** "Full Court" **Hess** was 1-1 with two walks and three ribs.



Rain Numbers for Each Park

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

“When in doubt, come on out.”

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)



Tuesday 11/28/17 at George Pierce Park - Fall 2017

ZM 7:00 - 1H vs. Wolverton Wolverines (makeup from 9/12/17)



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	
<i>Red Devils</i> **	5-0
Jaamarti	4-1
The Zombies	4-1
Alpha Elite Softball	3-2
Wolverton Wolverines **	2-3
Caught Looking	1-4
QTS Eagles **	1-4
Scuf Gaming	0-5

overall
record

0-0 ←
0-1
n/a
1-0
0-0
1-0
1-0
1-0

The Zombies play the *Red Devils* next. This team is undefeated and did us a favor by beating *Jaamarti* for us last week. This week, we need to wreck them.

We play the *Red Devils* twice this season and they're standing square in between us and a Championship. *Jaamarti* will lose another game. We just have to win out so we don't get a second loss.

The *Red Devils* play great defense and have learned to hit the ball, but they do have stretches where they make errors and quit hitting. We need to keep hitting the whole game and make the plays we can get to.

The key to the game will be errors and dumb outs, so don't get excited and throw the ball wildly and don't swing at bad pitches. Relax and focus.



Wednesday - Bethesda Men's - Recreational, No Homers No PST	
Motley Crew	7-1
Wild Wing Bar & Grill	7-2
<i>Motörhead</i>	6-2
Royal Flush **	6-2
The Wash Ups	6-2
<i>Sons of Pitches</i>	5-4
Maxxi's Creepy Crawlers	2-6
Los Menores	2-7
Victory Eagles	1-7
Smash & Dash	0-9

overall
record

20-6
7-4
0-0
25-3
1-0
13-0 ←
1-0
2-0
3-0
6-2

Motörhead plays the *Sons of Pitches* next. These guys tend to float around 0.500. They beat the bad teams and lose to the good ones, but they're getting better and better, so don't take them lightly. Hit the ball early and often and don't let up, because they *always* have a big rally in them somewhere during the game.

Okay, here's the poop. We play the *Sons of Pitches* and *Royal Flush* and if we win both, we'll finish at 8-2. If we do win out, we'll own all the tiebreakers over everyone except *Motley Crew*, who beat us, head to head. So, if we win out, we clinch second place.

To get First Place, we need for *Motley Crew*, now 7-1, to drop both their last two games against *Wild Wing* and *The Wash Ups*, two of the tougher teams in the division. They won't necessarily clinch First with a win over *Wild Wing*, but they will knock us out.

So, let's beat the *Sons of Pitches* then *Royal Flush* and cross our fingers.



Birthdays & Batting Titlists

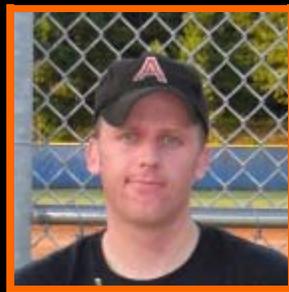
October Birthdays

SPIVEY, HEATHER	10/17
ZIENKO, LAURIE	10/17
GONZALEZ, XAVIER	10/19
KOPSHO, MAX	10/20
MANDEL, MATTHEW	10/20
ANDERSON, NELS	10/22
JONES, WAYLON	10/23
LEWANDOWSKI, MARTY	10/24
LYLES, CINDY	10/24
NATIONS, MARK	10/24
LECROY, STEVEN	10/25
ELLIS, DEBBIE	10/26
PRACHYL, STEVE	10/26
CONKLIN, RYAN	10/27
JOHNSON, DON	10/27
SHARP, MIKE	10/28
OTTINGER, JASON	10/30
PAYNE, DAVID	10/30
ALLEN, SHERRI	10/31
BUTLER, CATHERINE	10/31
GREENWOOD, NICHOLAS	10/31
QUIGLEY, LOGAN	10/31
SHUMAKER, MICHAEL	10/31
WRIGHT, BOBBY	10/31

November Birthdays

GERSHOFF, GARY	11/1
DENNIS, MIKE	11/3
KELLY, TROY	11/3
FRANKLIN, JAWSH	11/4
Hess, Andrew	11/6
Shelburne, William	11/6
STEELE, EDDIE	11/7
STEWART, ROB	11/8
ROBINOWICH, HOWARD	11/9
LANGLEY, RYAN	11/11
WHITE, MARK	11/11
COBLE, CODY	11/12
LYLES, BOB	11/12
BRACKMAN, MATT	11/14
CARPENTER, MIKE	11/14
PALERMINO, TONY	11/14
GILBERT, COREY	11/15
HUDNALL, BUBBA	11/15
DAVIS, CURTIS	11/16
MORELAND, JOHNNY	11/18
WILLIAMS, MATT	11/18
BREHM, RICH	11/19
BURSON, MARIE	11/20
FISHER, DAVE	11/20
AHRENSTEDT, KRISTIE	11/22
DREW, RODNEE	11/22
EPSTEIN, ALAN	11/22
McCoy, Tim	11/22
PINTO, TONY	11/22
ARNOLD, MIKE	11/24
CUILLI, SAL	11/25
HARTMAN, KYLE	11/26
RUBINO, STEVE	11/26
BALL, MIKE	11/27
HUMPHREY, GARY	11/27
CRAWFORD, SEAN	11/28
LITRELL, JOSHUA	11/30

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



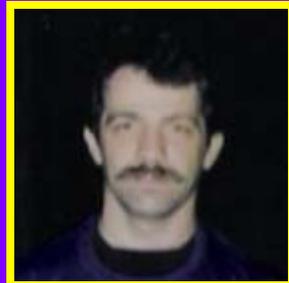
Jerry Smith **0.607**

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.