



The Sports Page



Diddley

Dirty Dozen, Bethesda, 10/20/14, 7:30pm

The **Dirty Dozen** played its penultimate game Monday night in a game that had no real affect on the Championship. We faced the **Mud Dogs**, a team we feel we should beat, but one that always gives us fits. They tried to slide in a pickup, but I called them on it because the guy they were trying to slide in was, well, let's just say... short for Richard. They grabbed a guy from **Team Latinos** and I had no problem. I wasn't that they were picking up a guy, it was who they were trying to pick up. This late in the season I wasn't going to play one of those guys who knows everything and has an attitude about it.

So we were Home and hit the field, staying out there long enough for the **Mud Dogs** to score two runs. We came out hitting in the bottom of the first, leading things off with a double and single. Another base hit made it 2-1 then "Slim" **Tim McCoy** made it 2-2 on a third straight single. The fourth straight was from "Fortune" **Taylor McCauley** and put us on top, 3-2. Our first out was a fly-out then a single and double put home two more, but a fly-out and ground-out ended the inning and we led 5-2 after one.

After plenty of hitting in the initial inning, things got quite on Field 8. Nobody scored in the second or third innings and the **Mud Dogs** scored the only run in the fourth to make the score 5-3. We were the only team to score in the fifth as we extended our lead to 8-3 and **Dave Fisher** "King" scored the final run on a two-out base lick.

It was the **Mud Dogs'** turn to score three in the sixth and cut our lead back to two at 8-6. In the top of the seventh inning the **Mud Dogs** needed runs and right now as they were fresh out of innings. They put up five to take an 11-8 and it was on us to score four for the win. We scored diddley and lost the game 11-8.

	1	2	3	4	5	6	7	Total
Mud Dogs	2	0	0	1	0	3	5	11
Dirty Dozen	5	0	0	0	3	0	0	8



It was just an ugly loss as we were outscored in the final two innings 8-0. We had a lead we couldn't hold, because our defense was a little sketchy, especial at the end and our sticks put a lot of holes in the scoreboard, unable to take full advantage of a wild pitcher. Tough game, **Dirty Dozen**.

"Igneous" **Rock McCoy** was 1-1 with two walks. "Dandy" **Andy Matz** was 3-4 with two RBI and **Taylor "Tot" McCauley** was 3-4 with one ribbie.

The Large Hadron Collision

Walking Dead, Bethesda, 10/20/14, 9:30pm

The **Walking Dead** faced an opponent we'd seen before as **NGSpine.com** and, of late, **The Big Bat Theory**. **NGSpine.com**, at 1-8, beat the 2-7 **Dirty Dozen** in the final game of Spring 2014 by a score of 10-9. They're back for Fall 2014 with a new name and lost to the **Walking Dead** 12-8. We'd scored all twelve of our runs in the first three innings, but had been unable to score in the last four.



We were Home this time around and quickly dispatched **The Big Bat Theory** then tried our hand at hitting. We led off with a double and a fly-out then went up 1-0 on a **Tim "tation" McCoy** single. After a fielder's-choice and a single, "Stormin" **Norman Mapp** made it 3-0 with a two-out, two-run double, but a fly-out ended the inning with us leading by three.

Neither team could score in the second, but in the top of the third **The Big Bat Theory** scored three and tied the game. We led off our half of the game with a single then went up 4-3 when **Taylor "M'kay" McCauley** shot a deep one for a triple and scored on a base hit, 5-3. A fielder's-choice and line-out followed the **Norman "Treasure" Mapp** came up with an RBI double and **Jonathan "Buick" Rivera** added a run on a single before we stopped. Jonathan came up with a hamstring injury and had to leave the game. We led 7-3 after three.



The Big Bat Theory wasn't done hitting, though, and proceeded to throw six runs on the board to lead us 9-7. We answered slowly with a pair of singles sandwiching a pair of outs. A base hit drove in a run, 9-8, and a walk followed then **Jason Tyler "Durden"** put us up 10-9 with a two-out, base loaded single. A single came next, reloading the bags, but a ground-out stopped us.

We couldn't seem to hold a lead against **The Big Bat Theory** as they threw a deuce on the board to take an 11-10 lead in the top of the fifth inning. In the bottom of the fifth, with about four minutes left in on the clock, we decided to score a

couple, take the lead and not get out until that darn clock died. "Banana" **Brett Shumaker** had us well on the way to our first goal with a triple and a walk followed. **Elden "Pressley" Kasmier** stroked a base hit and the game was tied, 11-11! A base knock loaded the sacks then we took a 12-11 lead on a single from "Scary" **Larry Civelli!** "Drillbit" **Taylor McCauley** was next and busted the OF for another triple, three runs came in and we led 15-11! A base hit scored Taylor and another single followed, then the clock finally went belly up and we won the game 16-11!

Time limit	1	2	3	4	5	6	7	Total
The Big Bat Theory	0	0	3	6	2	-	-	11
Walking Dead	3	0	4	3	6	-	-	16

Being Home team helped us out that game as we were able to hit the ball until the clock died. On the other hand, if we'd been Visitors, we might have still been batting the next day the way we were stroking. We piled up six runs in that final inning, just trying to score a couple and eat minutes. All in all we did a great job not folding our tens when we kept losing the lead. We just kept on keeping on and won the game. Good job, **Walking Dead!**

"In the Summer" **Tim McCoy** was 3-3 with a walk and three RBI.

Blue Dawn

The Cowboys, George Pierce, 10/21/14, 8:00pm

It was time for **The Cowboys** to shine. We were in position to win the division by winning out, a position **The Cowboys** were not used to facing. We faced a solid team Tuesday night in the **Wolverton Wolverines**, a team of big, young guys who can definitely hit the ball.

The **Wolverton Wolverines** first appeared in our world in Summer 2013 where the **Jets** beat them 19-0. They later beat the **Jets** 7-1. Now here they were in Fall 2014 and playing in **The Cowboys'** division. We defeated them 10-7 early this season and were trying to make it a sweep to stay in first place.

As Visitors, we batted first and began the game loading the bases on two walks sandwiching a base hit. A line-out held the runners then **Dave Fisher** "of Men" made it 1-10 with a base link and two more RBI singles quickly made it 3-0. A pair of bases loaded walks pushed two more 'Boys across the plate and we scored one more run on a fly ball before a second fly ended the rally. All eleven of us batted in the first inning and we led 6-0 before the **Wolverton Wolverines** batted. They hit the ball hard, but our defense was up to the challenge and held them to a pair to lead 6-2 after one.



We had led the **Wolverton Wolverines** 7-0 after the first inning the first time we played them and hung on to win 10-7, but in our previous game against the **Bombers** we'd led 8-1 after one, only to lose 16-14. This week, we hoped we had more in us than that initial six spot.

Over the next four innings we produced three hits and a walk, spaced far enough apart for four straight bagels. Meanwhile the **Wolverton Wolverines** scored just two in the next four innings, putting up two in the third and we led the game 6-4 after five.

We had been playing surprisingly good "D" thus far, keeping these young **Wolverines** from putting runs together. We had been patient in the first inning, taking walks and making sure we had runners all over the bases when somebody saw a good pitch. We got away from that for four innings, but came back to it in the top of the sixth. We led off with a fly-out the loaded the bases with a single followed by two walks. We scored a run on a fly-out and a walk reloaded the bases, but a ground-out stopped us and we welcomed the new run. The **Wolverton Wolverines** got the run right back in the bottom of the sixth, so we led 7-5 with an inning to go.

We began our final inning with a ground-out then followed that up with a double and back-to-back singles to chase home a run and lead 8-5. A ground-out was unable to score a run, but **Jason Gravitt** was and made it 9-5 on a single. A ground-out ended the inning, but once again we welcomed that pair of runs. We led by four and the **Wolverton Wolverines** were bent on scoring at least four, hitting the ball better than we'd seen them hit so far. We held them to three runs, though, and won the game 9-8!

	1	2	3	4	5	6	7	Total
The Cowboys	6	0	0	0	0	1	2	9
Wolverton Wolverines	2	0	2	0	0	1	3	8

Our "D" got a little hinky in the bottom of the seventh, for a run or so, but mostly we played very well in the field that game and kept ourselves in position for the top spot with our gloves. We scored a bunch of runs in the first inning, but forgot how we'd gotten there until late in the game, but every little run we put on the board later turned into a very big run. Good job, **Cowboys!**

"Trapper" **John Culligan** was 2-2 with two walks. **Jason** "From Cradle to" **Gravitt** was 3-4 with two RBI and **Joshua** "Tree" **Littrell** was 0-4 with two walks and a rib.

Four Good Innings; Two So So

Jets, George Pierce, 10/21/14, 10:00pm

The **Jets** were not going to win First Place. The **Hammerheads** already had it all but wrapped up at 7-0, so we were playing for a chance at number two. We faced **One Bad Inning** a team the **Jets** had played twice, splitting the games, and losing the last one earlier this season.

We had given up thirteen in the bottom of the third inning in that loss and had trailed 14-3. We came back on them, putting up nine in the fifth, only to lose 15-14.

This time we were Home and took the field, absorbing two from **One Bad Inning**, but we hit 'em back. In the bottom of the inning we started with a double and two single to cut the lead to 2-1. After a fly-out, a single loaded the bases then we tied the game, 2-2, when **Andy "Fat" Matz** walked home a run. We went up 3-2 on a fly-out before a fielder's-choice ended the inning.

One Bad Inning put up three in the top of two to take a 5-3 lead and we answered right back. We loaded the bases: walk, single, walk then score a run on a fly ball to close the gap to 5-4. Another fly made it 5-5 then "Waste of" **Tim McCoy** put us up 6-5 with a base hit before a fly-out ended the second inning.

We hung a hoola-hoop on **One Bad Inning** in the top of the third and kept right on hitting the ball in the bottom half, pounding out four runs on singles, the last run of the two-out variety from **Kelvin "Bacon" Rachu**. We led 10-5 after three.



One Bad Inning got their bats going again in the top of the fourth inning and matched our four spot to make it 10-9 in the middle of the fourth. We started the bottom half of the fourth with a single and double then scored two runs on back-to-back RBI fly balls to go up 12-9.

The next two guys singled to put some more runners on the bags then **David Marquez** "de Sade", "Saving Private" **Ryan Williams** and **Chris "Masters & Johnson"** each stroked two-out, RBI singles and suddenly we led 15-9. **Kelvin Rachu** "Pichu" tripled for two more runs and scored when **Nels "Bells" Anderson** doubled, but a ground-out finally ended the inning. We batted twelve times in the inning, scoring eight runs and building an 18-9 lead after four innings.

That eight run bomb would hopefully calm down **One Bad Inning** and slow their bats, but it worked on us more than it worked on our opponent. They scored one in the fifth inning and we failed to score, but still led 18-10 after five. They got one more in the top of six and with just a minute or so left on the clock we led off our half of the inning with a walk. A fly-out and fielder's-choice followed, but also killed the last of the clock and we won the game, 18-11!



Time limit	1	2	3	4	5	6	7	Total
One Bad Inning	2	3	0	4	1	1	-	11
Jets	3	3	4	8	0	0	-	18

There wasn't much to complain about that game. Our defense was solid, except for a case of the bobbles in the third inning, but overall we played very well in the field. Our hitting was the story, however, as we dropped a ton of runs on our opponent and hammered them into submission. Good job, **Jets!**

David "Mercury Grand" Marquez was 2-2 with two walks and two RBI. **Kelvin "Absolute Zero" Rachu** was 3-4 four ribs and **Tim "Marches on" McCoy** and **Ryan "Venus" Williams** were each 3-4 with two ribbies.

A Duck

Motörhead, Bethesda, 10/22/14, 7:30pm

The mission continued Wednesday night when **Motörhead** faced the new **Wild Wing**, which used to be called **Eastside Station** a couple of years ago. They were a very good team and one who had fallen only to **Cool Breeze** and **Motörhead**. Since we had beaten them before, 9-3, we knew what to do to do it again.

We were 8-0 and sitting atop the division in great shape. Only two teams we left who could possible catch us. **Cool Breeze** was 6-2, but we owned the tiebreaker, so they could only tie us in record while not taking the Championship. The other 6-2 team was the one we faced Wednesday night: **Wild Wing**. Since we had beaten them by six runs they would have to defeat us by more than six to own the tiebreaker. Even then, we still had a game to go after **Wild Wing** and a win in that game would clinch us the T-shirts.

So, we were very, very solidly on top of the division, but winning the division was not our only goal. We still had two games to go and to our minds our magic number was two. The mission continued, but it continued for the second week with ten guys. Once again we were missing regular players and we were fresh out of legal subs. Our outfielders were all

good players Wednesday night, but they were in different positions than usual because of the sub shortage. We fielded our usual infield.

We were Visitors this time around and as such had the first opportunity to score runs. So we did. A pair on base hits started the game and we quickly went up 1-0 on a single from **Brad "Leather &" Mace**. After a fielder's-choice, we drove in two more on a double then a single, but a fly-out and ground-out ended the rally. We dropped a donut on **Wild Wing** and led 3-0 after the first inning.

We got two in the second, starting with three straight hits followed by three straight outs, but our lead was 5-0. While we were hitting in the second, we had a player called out at second on a fielder's-choice, but our guy was clearly at second base well ahead of the ball. I asked for an appeal and the umpires put their heads together and overturned the original ruling of an out. At this point **Wild Wing's** team daddy, a man clearly old enough to know better came running in from RF to argue with the umpires and everybody who would listen that the umpires we not supposed to appeal and judgment call. He blabbed and ranted as four of his minutes ran off the clock. He generally got his own team flustered and burned up clock he would need to catch us. **Wild Wing** got a deuce in the second, slicing into our lead, 5-3 after two, but there had been more controversy. There had been a wild throw to first base and our 1B had made a great snag, but had had to come off the bag to catch the ball. The runner was called out to end the inning and the runner had sort of jogged home anyway. **Wild Wing** appealed the player (even though it was a judgment call, right?) and the call was overturned. It really had been a bad call initially, too. Then there was the point that the runner should not have counted and should have to go back to third. The run counted in the end, but it got in some of our minds and we were about to get like **Wild Wing's** RF.

So, we started the third inning well with a walk and a single, but a line-out and fly-out had us going, "well..." With two down, though, **Andrew "Merrill" Hess** came through for us with a burn shot over everybody for a triple, two runs scored and we led 7-3! **Jason "Friday the 13th" Tyler** single Andrew home, 8-3, and **Kelvin Rachu "bacca"** followed that up with a triple for another run. A ground-out ended the run and we had scored many of the four runs at the expense of the RF who had gotten himself all hot and bothered. **Wild Wing** didn't score in the third, so we held a 9-3 lead through three.

The umpiring thus far had been dubious to put it kindly, or downright funky to be honest, but there were no surprises. In the umpire review before our game we had discussed what to expect and so far we'd seen just that. The umpire behind the plate tends to hurry things along and calls strikes base on the clock rather than the prescribed strike zone. He rung up one of our guys on a pitch that hit the plate. The other umpire is known to blow a call or two a game and, again, we were not surprised.

So, we went to the fourth with the worst behind us, we hoped, as far as controversy. We scored a run in the top of four and **Wild Wing** matched it, 10-4, after four. We kept the sticks hot in the fifth and quickly put two men on with one down then "Lieutenant" **Dan Covault** and **Brad "Little Nail" Mace** hit back-to-back tripled three runs leapt onto the scoreboard and we led 13-4. A single picked up the spare to end the scoring and our four spot had us leading 14-4. Now a donut in the bottom of the fifth would get us a quick win. **Wild Wing** wasn't playing by that script, however, and pounded the ball for six runs to cut our lead to 14-10.

We had withstood rallies before and we planned to do what we've always done and put a few runs on the board to bolster our four run lead. We led off the sixth inning with a single and replaced the runner with a faster guy who'd made the last batted out: textbook rally starting. The next guy hit a fly-out, the runner didn't tag, had to run back to first and ran anyway, right into an out: textbook rally killing. A fly-out ended the fun before we could start it, but we still had a four run lead. **Wild Wing** quickly loaded the bags and two of the scored on a single that went for a double on the throw home. The next guy single home a run and **Wild Wing** asked for a pinch runner and the last batted out took first. At this point one of our guys questioned that the proper runner was on base, but he was way out in the outfield yelling for about two minutes and when all was said and done. The right man was on base. I had quietly checked with the umpire as soon as I came up, but not wanting to yell all the way across the field, I shut up and hoped it would all settle down. It finally did settle down, but now we were the team with the outfielder arguing about nothing. All we needed to do was make two more outs and go home smiling. The next **Wild Wing** player burned us to tie the game at fourteen and the next one singled and we lost the game 15-14.

Time limit	1	2	3	4	5	6	7	Total
Motörhead	3	2	4	1	4	0	-	14
Wild Wing Bar & Grill	0	3	0	1	6	5	-	15

We melted down. We went down arguing and looked like some shabby team in the process instead of a team who'd just clinched first place. As soon as the clock died, when we still had a lead, First Place was ours, because **Wild Wing**, as the Home team, could not beat us by more than a run. All we had to do was just play the bottom of the last inning and keep our heads, but we did not. We melted down.

We did a lot of good things that game. We played great "D", for the most part, despite having a patchwork outfield and we hit the ball well and often, except for the last inning, in the clutch. We had a lot of goofy stuff going on that game and we were able to shut most of it out of our heads, but we were still taking about the guy who was allowed to score from third for a couple of innings. The umpiring was abysmal that game, yes, but we got what we'd been warned about.

I know we didn't nut up under the pressure and you know we didn't nut up. We played a solid team hard and lost when we lost a little composure at the very end of the game. Mostly, we played a damn fine ball game, but in the end anybody who was watching us assumed we nuttered up. If it looks like a duck it's a duck. Tough loss, **Motörhead**.

Kelvin Rachu "City" was 4-4 with an RBI and Norman "Osborn" Mapp was 3-3 with a walk and a rib. "Raggedy" Andy Matz and Andrew Hess "Cartwright" were each 3-2 with a pair of ribbies.

CHOKING FIRST-AID FOR ADULTS (AGES 9 AND OVER)

IN AN EMERGENCY CALL **9-1-1**

Conscious Victim Standing

1 Recognize choking signs.
Choking victims will have severe difficulty speaking, breathing, coughing and may be clutching throat between thumb and fingers. Ask if he (or she) is choking. If able to speak or cough effectively, do not interfere. If choking persists, activate the EMS system.



2 If choking - Give 5 abdominal thrusts.
Stand behind victim and wrap arms around his or her waist. Making a fist, place thumb side of fist into abdomen above navel and below rib cage. Grasp fist with other hand and press inward and upward with 5 quick thrusts. Continue thrusts until object comes out or victim becomes unconscious.



3 If pregnant or obese - Give 5 chest thrusts.
Stand behind victim, placing your arms under victim's armpits, and encircle chest. Place thumb side of fist on the middle of the breastbone. Grasp fist with other hand and press backward with 5 quick thrusts.



Victim Lying Conscious or Unconscious

1 Check if conscious or unconscious.
Gently tap and shake shoulders to determine if victim is OK. If unresponsive, activate the EMS system by having someone call the local emergency number.



2 Position victim carefully on back.
If lying face down, roll victim flat onto back. Supporting head, neck, and torso carefully turn victim as a unit without twisting (Roll victim over as a log).



3 Open airway. Check for breathing.
Apply downward pressure with hand on forehead and gently lift with other hand just under chin. Place ear close to victim's mouth and nose. **LOOK** for rise and fall of chest. **LISTEN** and **FEEL** for breathing.

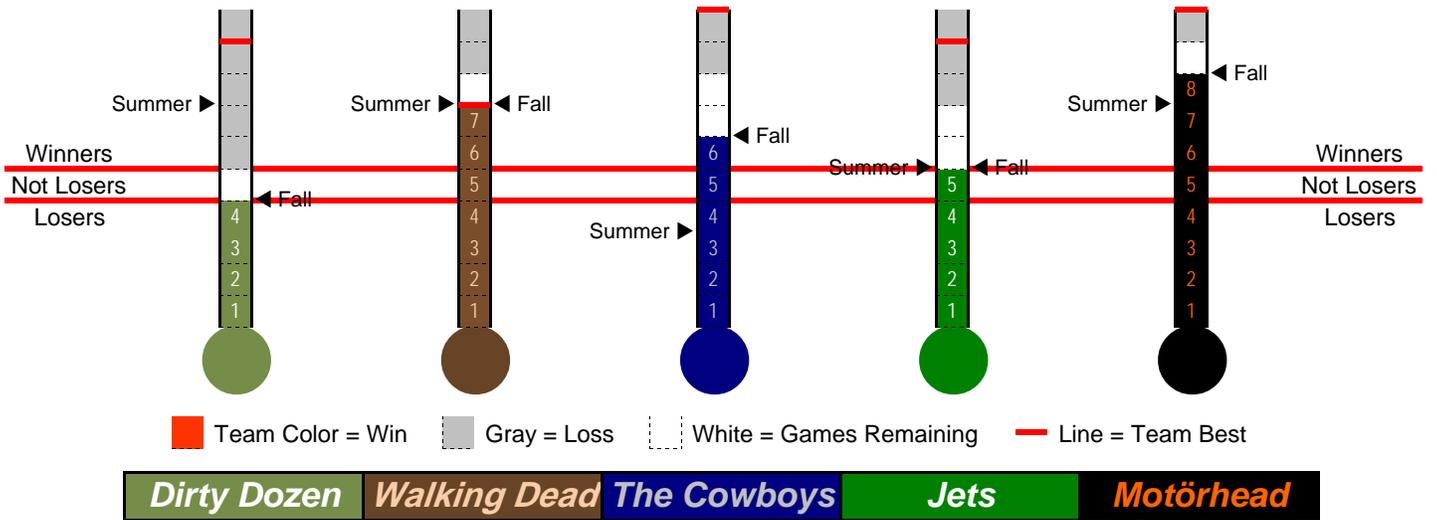


4 Attempt to ventilate.
Keeping head tilted and airway open, pinch victim's nose with thumb and index finger. Cover victim's mouth and attempt to get air into the lungs by giving 2 full breaths. If unsuccessful, retilt the head and start chest compressions.



* If unsuccessful reattempt to ventilate *

SOURCE: AMERICAN HEART ASSOCIATION



Rain Numbers for Each Park				
Bethesda	Bethesda	Geo. Pierce	Geo. Pierce	Bethesda
(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882

“When in doubt, come on out.”

Monday 10/27/14 at Bethesda Community Park - Fall 2014

DZ 6:30 - 8 vs. Batman

WD 8:30 - 9 vs. Legion Airs

Tuesday 10/28/14 at George Pierce Park - Fall 2014

JM 8:00 - 2 vs. Hammerheads

CB 10:00 - 1 vs. EMMAUS

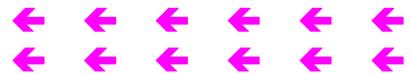
Wednesday 10/29/14 at Bethesda Community Park - Fall 2014

MH 6:30 - 8 vs. Reds

Tuesday 11/4/14 at George Pierce Park - Fall 2014

JM 8:00 - 2 vs. ViaSat (makeup from 10/14/14)

CB 10:00 - 1 vs. The Good Fellas (makeup from 10/14/14)



Standings & Scouting Reports – Fall 2014

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.

Monday - Bethesda			
Men's - No Homers, No Steals			
No Spring PST			
	Team Latinos **	8-1	3-5
	Johnny's Kids	6-4	3-2
	Deep Web Roots **	6-4	1-1
	Dirty Dozen	4-5	n/a
	Batmen **	4-5	1-0 ←
	Breaking Bats	2-6	1-0
	Mud Dogs **	2-7	2-5

The **Dirty Dozen** play the **Batmen** to end Fall 2014. This is a good team we're facing, not a great one, but a good one. We should be able to pull out this last game if we bring our sticks.

Monday - Bethesda			
Men's - No Homers, No Steals			
No Spring PST			
	Legion Airs **	8-1	0-1 ←
	Walking Dead	7-2	0-0
	Dirty Ducks	5-3	7-3
	Get Dirty	4-6	2-3
	Smash & Dash **	3-6	2-0
	DUCK! **	3-7	8-1
	The Big Bat Theory **	2-7	2-0

The **Walking Dead** plays the **Legion Airs** next, to end the season. You know these guys. **The Dead Lois's** went to the crossroads and signed on the dotted line, trading their souls for some of the usual felons that had been absent in our leagues for a couple of years.

They beat us 11-1 a few games ago and we were scared off our game by their rubbery shirts and superstar attitudes. This raggedy rabble should not be on the same field as us, because they are not as good as they think.

Who are you **Walking Dead**? We'll have an answer to that question after the game. By the way, if we win by more than ten runs, we take first..



Wednesday - Bethesda			
Men's - No Homers, No Steals			
No Spring PST			
	Motörhead	8-1	0-0
	Wild Wing Bar & Grill **	7-2	1-2
	Cool Breeze	7-2	5-5
	Motley Crew	5-4	12-1
	Reds **	4-4	9-3 ←
	Bandoleros	2-6	1-1
	Sons of Pitches	2-7	4-0
	Royal Flush **	0-9	13-0

Motörhead plays the **Reds** to wrap up the season. You know the **Reds** and they know us. There are no mysteries here.

We did what we set out to do this season, clinching the top spot in less than ten games. Now we have one more goal left; beating the **Reds** and ending the year on a high note.



Tuesday - George Pierce
Men's - No Homers, No Steals
 No Spring PST

		overall record
The Cowboys	6-2	0-0
The Hammy's	5-3	1-0
EMMAUS **	5-3	1-1
Bombers	5-3	1-3
Wolverton Wolverines **	4-4	2-0
Scared Hitless	3-5	2-2
The Good Fellas **	2-6	2-0
Caught Looking	2-6	1-0

The Cowboys play **EMMAUS** next. This is the team who dropped a fifteen spot on us to beat us early in the season. I know we all want that one back. We'll here's our chance.

We have two games left in the season and right now we have to win both to take the prize. A win Tuesday night will knock **EMMAUS** and **The Hammy's** out of the race, leaving only the **Bombers** hanging with is, a game back.

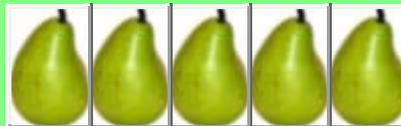
We need to play some ball Tuesday night, **Cowboys**. I want to see some hitting!



Thursday - George Pierce
Men's - No Homers, No Steals
 No Spring PST

		overall record
Hammerheads **	8-0	2-9
Jets	5-3	0-0
Iron Sharpens Iron	5-3	2-1
Parma Tavern	4-4	1-0
Luxury Landscape	4-4	7-3
Just the Endcap	4-4	4-4
One Bad Inning **	2-6	2-1
ViaSat **	0-8	6-0

The **Jets** play the **Hammerheads** next. There are no mysteries here, guys, as each of us knows the other very well. This is a game for pride and Batting Title positioning, but mostly pride, considering the team we're facing. Go get 'em!



The DL



Robbie Crider broke his trigger finger Friday, 8/22/14, and had surgery the following Thursday. He'll be missing the rest of 2014.

See ya in Spring 2015, #1!



Ryan Williams has to miss his 10/28 game due to a severe allergic reaction. He's day-to-day.

Hang in there #19!



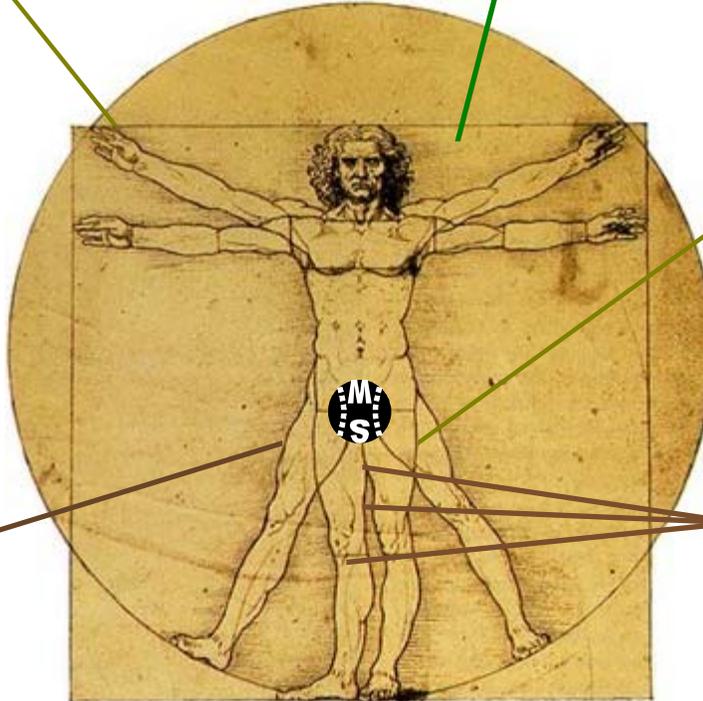
Jonathan Rivera blew hamstring subbing in **Walking Dead** game 10/20 and will be missing the final game of 2014.

Welcome back, #9!



Daniel Whang injured his leg and had to come out of his game on 10/20. He just got off crutches, but won't be back the rest of 2014.

Hang in there, #11!



Keith James tore his right hamstring in two places on 8/25/14, subbing for the **Dirty Dozen**. He is out for the rest of 2014. He just found out this week that he has a torn MCL, too.

Birthdays & Batting Titlists

October Birthdays

ROGERS, JASON	10/1
SHREVE, STEVE	10/2
NORTON, DAWN	10/4
BINDER, DEAN	10/5
MCCORD, KYLIE	10/5
NGUYEN, DIEP	10/5
UMPHENOUR, DARIN	10/5
BRUMLEY, DENISE	10/6
COVAULT, DAN	10/6
WHEELER, DENA	10/8
HERMAN, MATT	10/9
MARQUEZ, DAVID	10/10
AHMED, AMMAR	10/11
SETZER, PHIL	10/11
SUGGS, STEVEN	10/11
SHEA, SHERYL	10/14
ORTIZ, JHONATAN	10/17
SPIVEY, HEATHER	10/17
ZIENKO, LAURIE	10/17
GONZALEZ, XAVIER	10/19
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
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
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

Summer 2014




Tim McCoy **0.800**
Jerry Smith **0.559**

Above team average:
None




Tim McCoy **0.743**
Taylor McCauley **0.656**

Above team average:
K. James 0.553




Kelvin Rachu **0.690**
Andy Matz **0.567**

Above team average:
R. McCoy 0.519




Larry Civelli **0.656**
Tim McCoy **0.622**

Above team average:
None




Tim McCoy **0.639**
Rocky McCoy **0.636**

Above team average:
D. Covault613

EPSTEIN, ALAN	11/22
McCoy, Tim	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

Horsing Around in 2014

Dirty Dozen – 10/27/14
"2014"



Walking Dead – 10/27/14
"2014"



Motörhead – 10/29/14
"2014"



Jets – 11/4/14
"2014"



The Cowboys – 11/4/14
"2014"



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.