

# Colt Stadium

## 1963

Home of the Houston Colt .45's



**Stadium Diagram  
Not Available**

Type	Open	Left Field	360 ft
Field	Natural Grass	Left Center	395 ft
Capacity	32,601	Center Field	420 ft
HR by lefties	-58%	Right Center	395 ft
HR by righties	-16%	Right Field	360 ft

### Rolls of 600+

Add 10 if home team is batting

Add 10 per level of Pitcher Fatigue

600-601	<b>643 DP</b>	671-676	<b>3-1</b>
602-605	<b>463 DP</b>	677-681	<b>1-3</b>
606-619	<b>K</b>	682-685	<b>WP</b>
620-631	<b>F4</b>	686	<b>HBP</b>
632-638	<b>F6</b>	687-688	<b>Bloop 1B</b>
639-644	<b>F8</b>	689	<b>1B+(CF)</b>
645-649	<b>3-6</b>	690-696	<b>1B++</b>
650-656	<b>4-6</b>	697-698	<b>3B</b>
657-662	<b>5-4</b>	699-702	<b>BB</b>
663-670	<b>6-4</b>	703+	<b>Deep CF</b>

Results in **purple**:

Change to **1B+** if infielder is playing in.

### Deep Drives

Add batter **Power** rating  
to two ten-sided dice  
and adjust for temperature:

< 70° = -1    70°-100° = +0    > 100° = +1

**Power** + +



	Deep LF	Deep CF	Deep RF
<b>0-4</b>	<b>1B</b>	<b>1B</b>	<b>1B+/R1?</b>
<b>5</b>	<b>Bloop 1B</b>	<b>1B</b>	<b>Bloop 1B</b>
<b>6</b>	<b>2B/R1?</b>	<b>Bloop 1B</b>	<b>2B+/B?</b>
<b>7</b>	<b>1B+</b>	<b>1B/R2?</b>	<b>1B/R2?</b>
<b>8</b>	<b>F7+</b>	<b>1B+/R1?</b>	<b>1B++/B?</b>
<b>9</b>	<b>1B/R2?</b>	<b>1B++/B?</b>	<b>F9+</b>
<b>10</b>	<b>1B++/B?</b>	<b>2B+/B?</b>	<b>1B+/R1?</b>
<b>11</b>	<b>F7/R3?</b>	<b>F8+</b>	<b>F9/R3?</b>
<b>12</b>	<b>F7/R3?</b>	<b>F8/R3?</b>	<b>F9/R3?</b>
<b>13</b>	<b>F7+</b>	<b>F8+/R2?</b>	<b>F9+</b>
<b>14</b>	<b>F7/R3?</b>	<b>F8+</b>	<b>F9/R3?</b>
<b>15</b>	<b>F7/R3?</b>	<b>F8/R3?</b>	<b>F9/R3?</b>
<b>16</b>	<b>F7+</b>	<b>F8+/R2?</b>	<b>F9+</b>
<b>17</b>	<b>F7+/R2?</b>	<b>F8+/R2?</b>	<b>F9/R3?!</b>
<b>18</b>	<b>HR</b>	<b>F8+/R2?!</b>	<b>F9+/R2?</b>
<b>19</b>	<b>HR</b>	<b>F8++</b>	<b>F9+/R2?!</b>
<b>20</b>	<b>HR</b>	<b>HR</b>	<b>F9++</b>
<b>21</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>22</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>23</b>	<b>F7++</b>	<b>HR</b>	<b>F9++</b>
<b>24+</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>

### Weather (Optional)

Temperature = Base Temp + + +

	Base Temp (Day)	Base Temp (Night)	Rain Bonus
<b>April</b>	<b>61°</b>	<b>54°</b>	<b>+0</b>
<b>May</b>	<b>68°</b>	<b>61°</b>	<b>+2</b>
<b>June</b>	<b>73°</b>	<b>66°</b>	<b>+2</b>
<b>July</b>	<b>76°</b>	<b>69°</b>	<b>+0</b>
<b>August</b>	<b>76°</b>	<b>69°</b>	<b>+0</b>
<b>September</b>	<b>71°</b>	<b>64°</b>	<b>+1</b>
<b>October</b>	<b>64°</b>	<b>56°</b>	<b>+1</b>

### Rain (Optional)

+ + + Rain Bonus

<b>9 or less</b>	<b>Clear</b>
<b>10-14</b>	<b>Clouds</b>
<b>15-16</b>	<b>Overcast</b>
<b>17</b>	<b>Light Rain (-3 Fielding)</b>
<b>18 or more</b>	<b>Heavy Rain (&amp; roll again)</b>
	Delay (Minutes) = ( x 10) +
	2 <sup>nd</sup> Consecutive Heavy Rain = Rainout

Heavy Rain = Roll Again