

S-T-R-I-K-E-S-

There are two versions of this game. The first is for younger players, or players who are not as advanced. The second one is for older players (over 15) or more advanced younger players.

Version 1 - Younger Players - Pitchers compete against one another during a bullpen session. Players take turns throwing pitches. If the first pitcher throws a strike, the second pitcher must throw a strike or he gets a letter (very similar to P-I-G or H-O-R-S-E in basketball. If player one doesn't throw a strike, then player two gets an opportunity to throw a strike and force player two to throw one or he gets a letter. The player spells S-T-R-I-K-E-S first loses. Feel free to change S-T-R-I-K-E-S to your mascot, or some other meaningful word or phrase.

In version one, all pitches should be fastballs, and you are only measuring strikes.

Version 2 - Older players (15U+) - The game is played the same as version one, with two major differences. The first difference is the distinction between a "strike" and a "quality strike." A quality strike is one that is on the corners of the plate, or over the middle of the plate but at the knees (see "Quality Strike Chart" in Silver-Library for visual). If player one throw a strike, player two can match him with a strike or steal the letter with a "quality strike." If player one throws a quality strike, then the only way player two can match and not get a letter is by throwing a quality strike.

The other change in version two is that the second pitcher must also throw the same pitch as the first pitcher did. So if pitcher one threw a breaking ball for a quality strike. Then pitcher two must also throw a breaking ball for a quality strike to match.