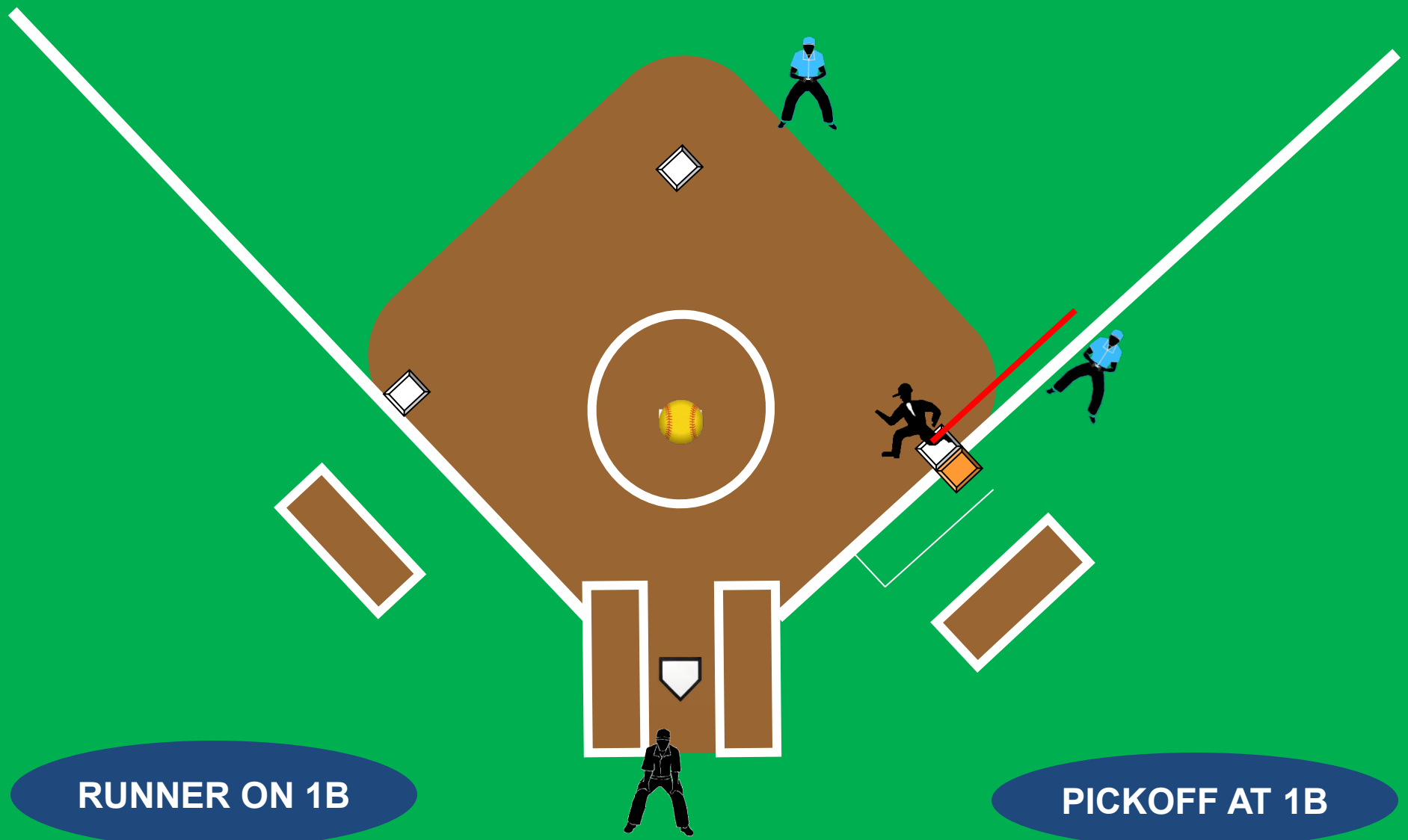




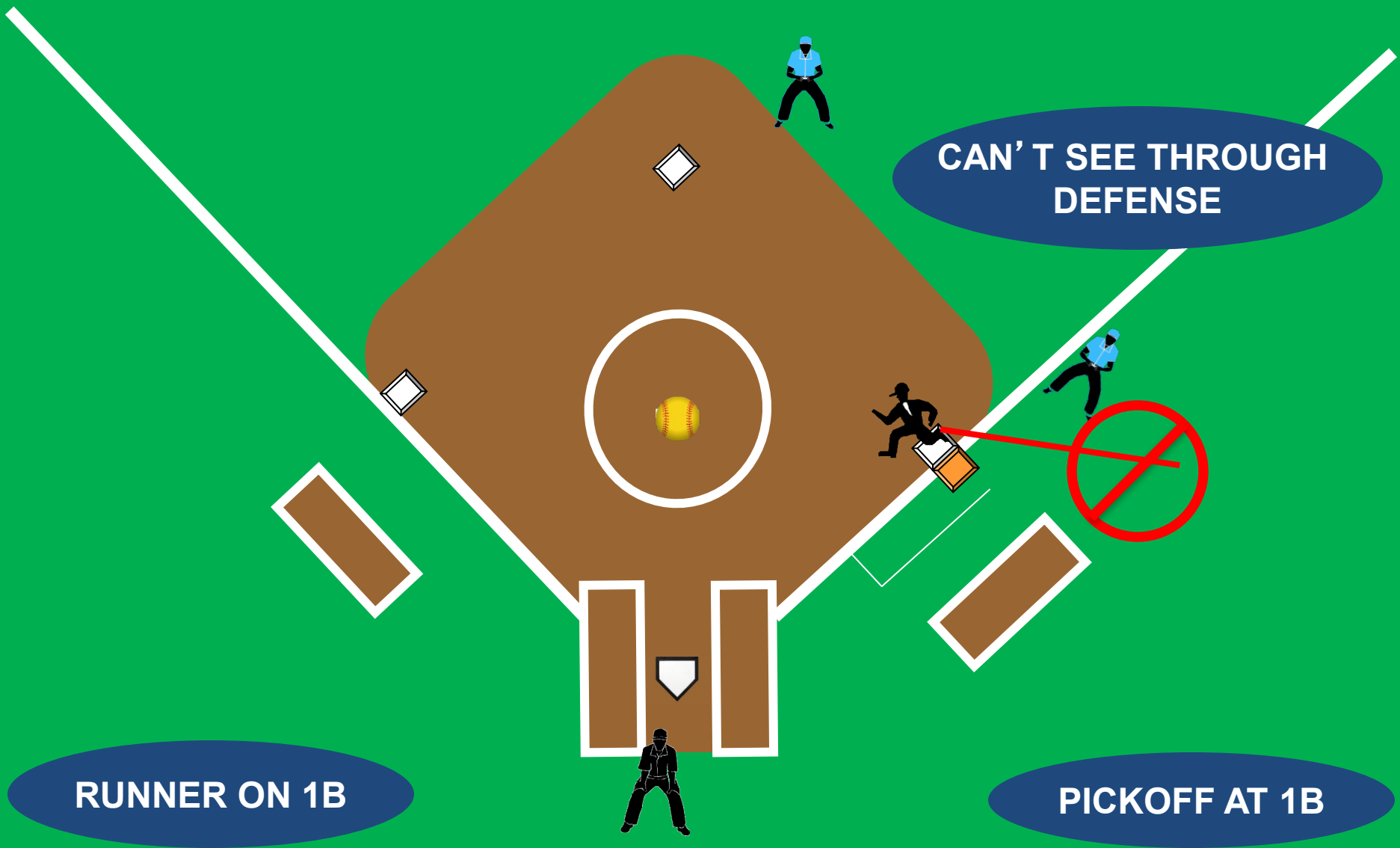
3 UMPIRE SYSTEM





RUNNER ON 1B

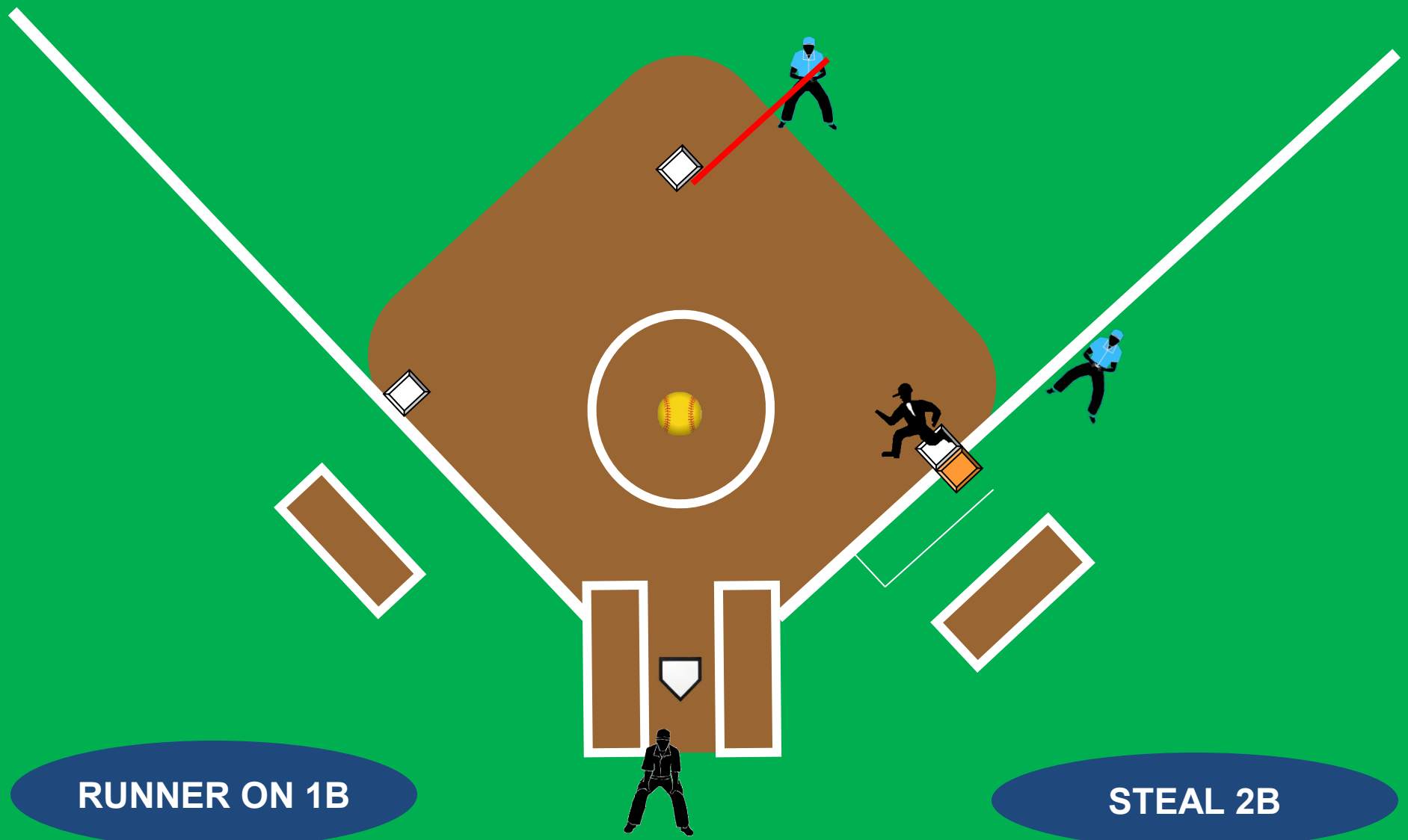
PICKOFF AT 1B



CAN'T SEE THROUGH DEFENSE

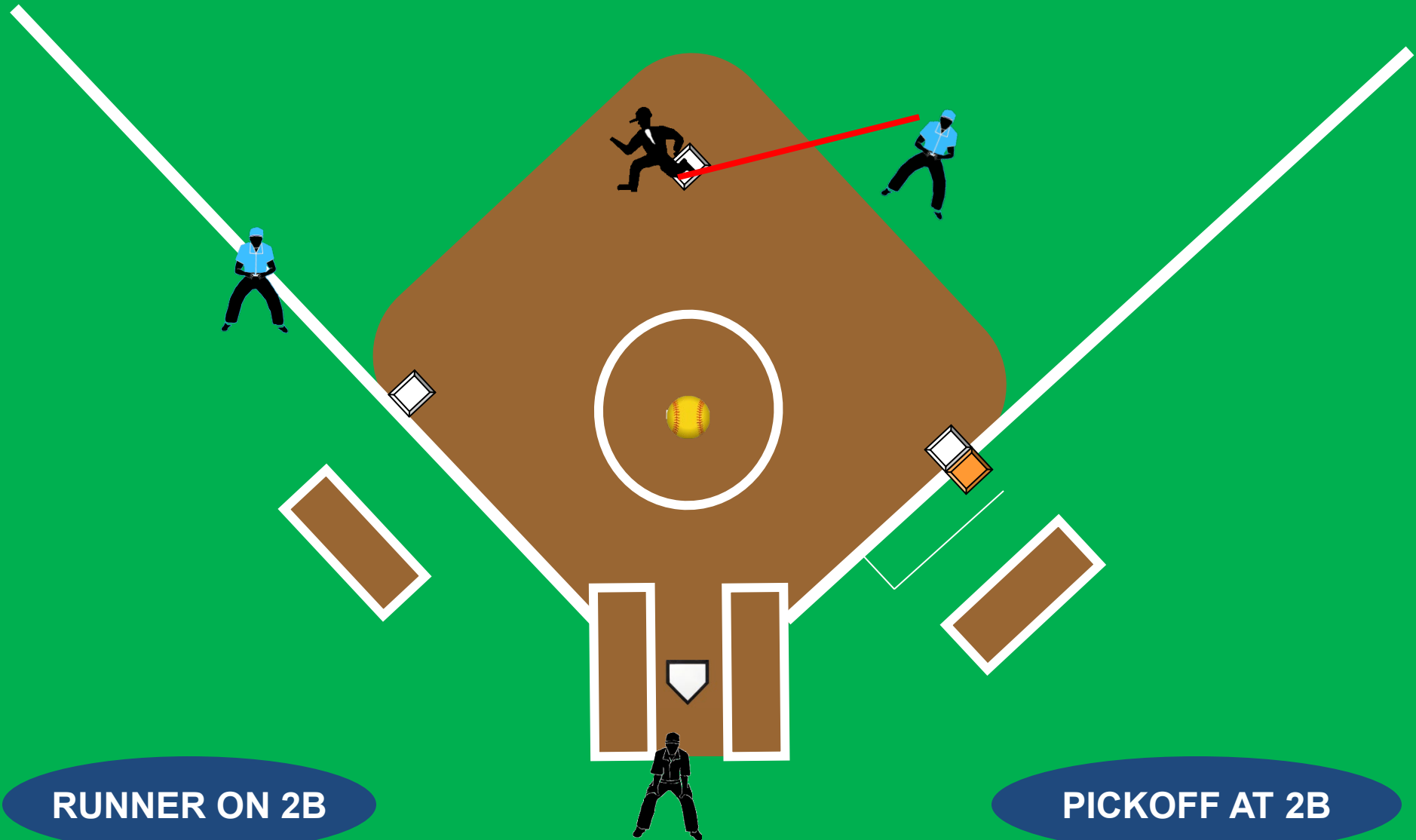
RUNNER ON 1B

PICKOFF AT 1B



RUNNER ON 1B

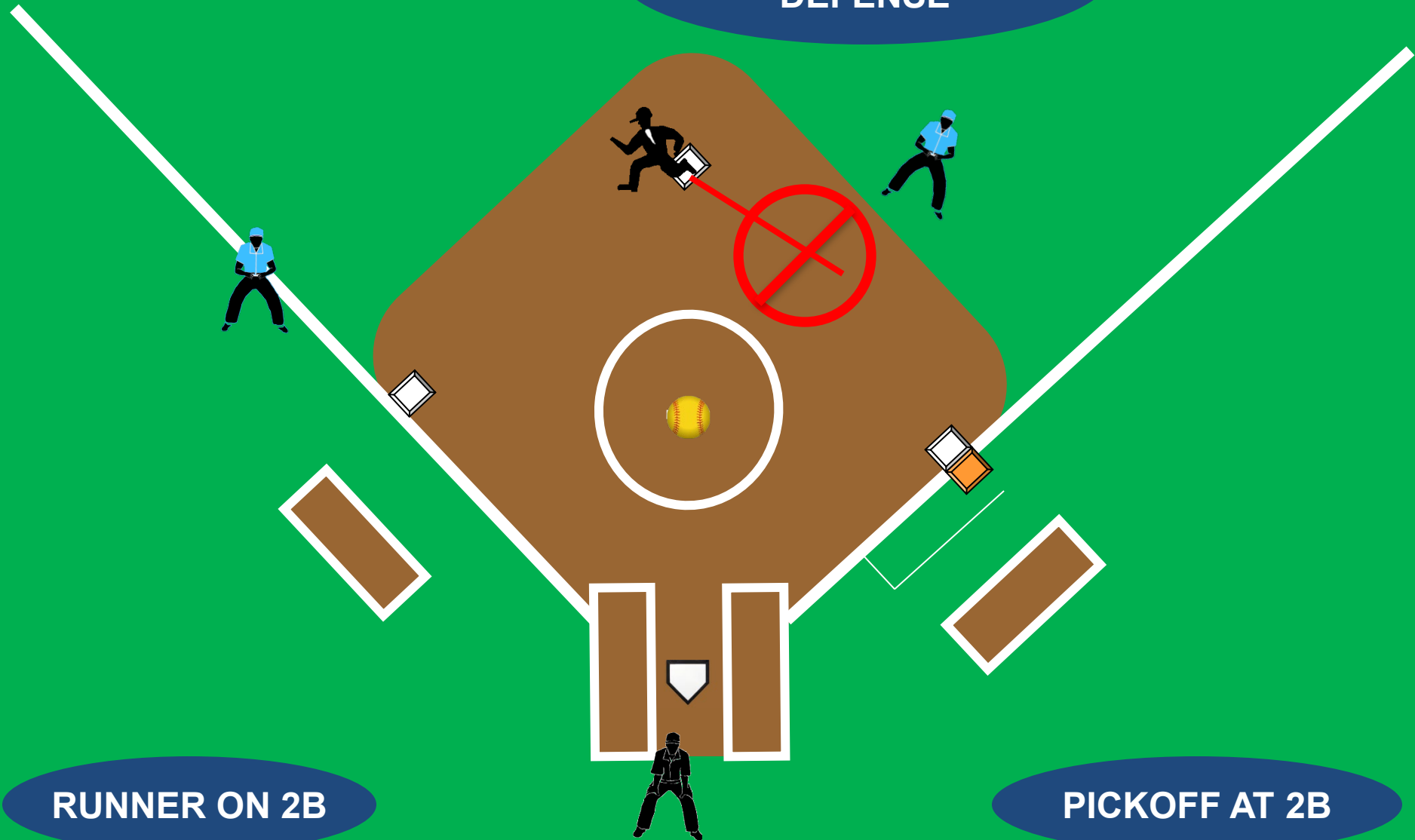
STEAL 2B



RUNNER ON 2B

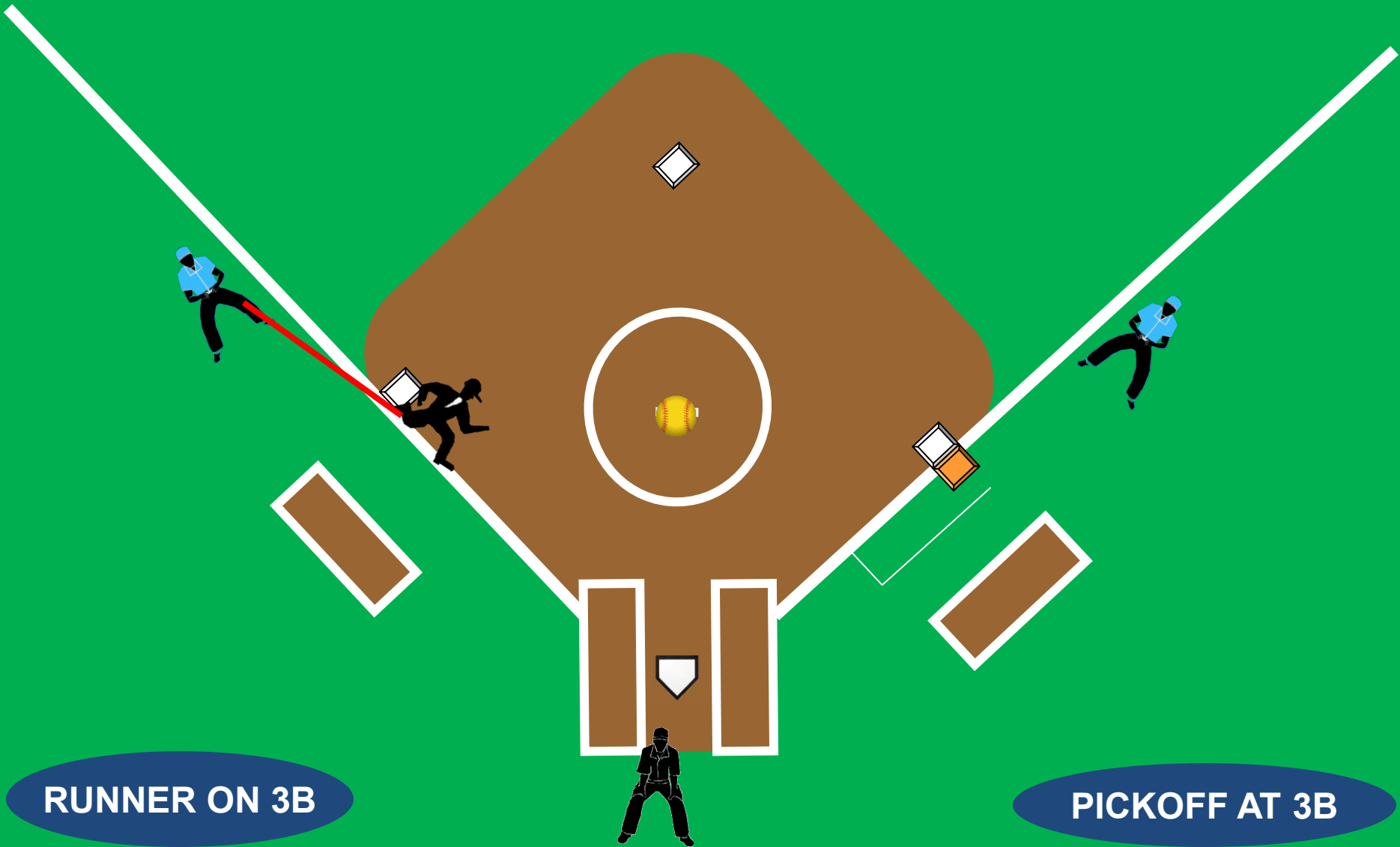
PICKOFF AT 2B

CAN'T SEE THROUGH
DEFENSE



RUNNER ON 2B

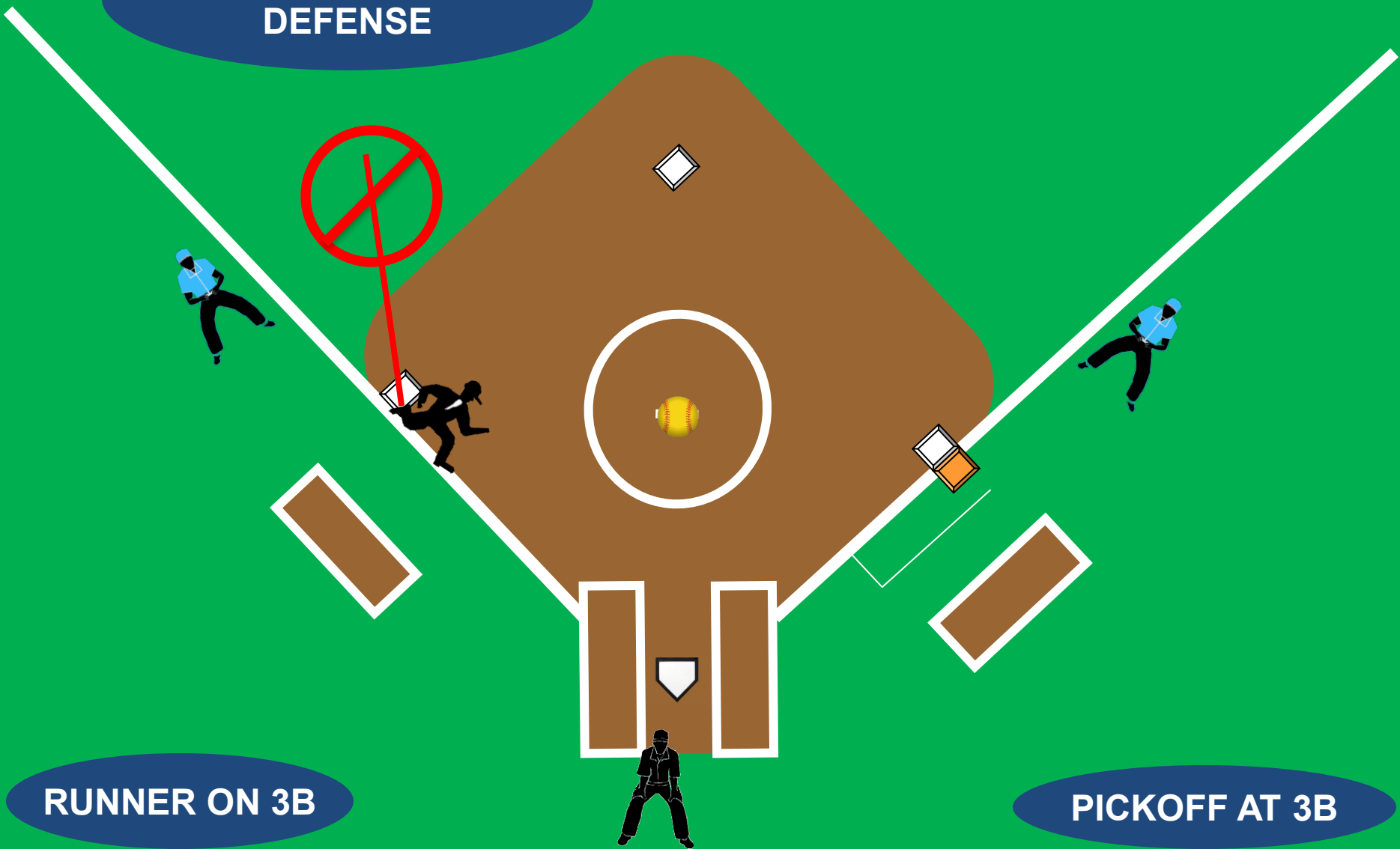
PICKOFF AT 2B



RUNNER ON 3B

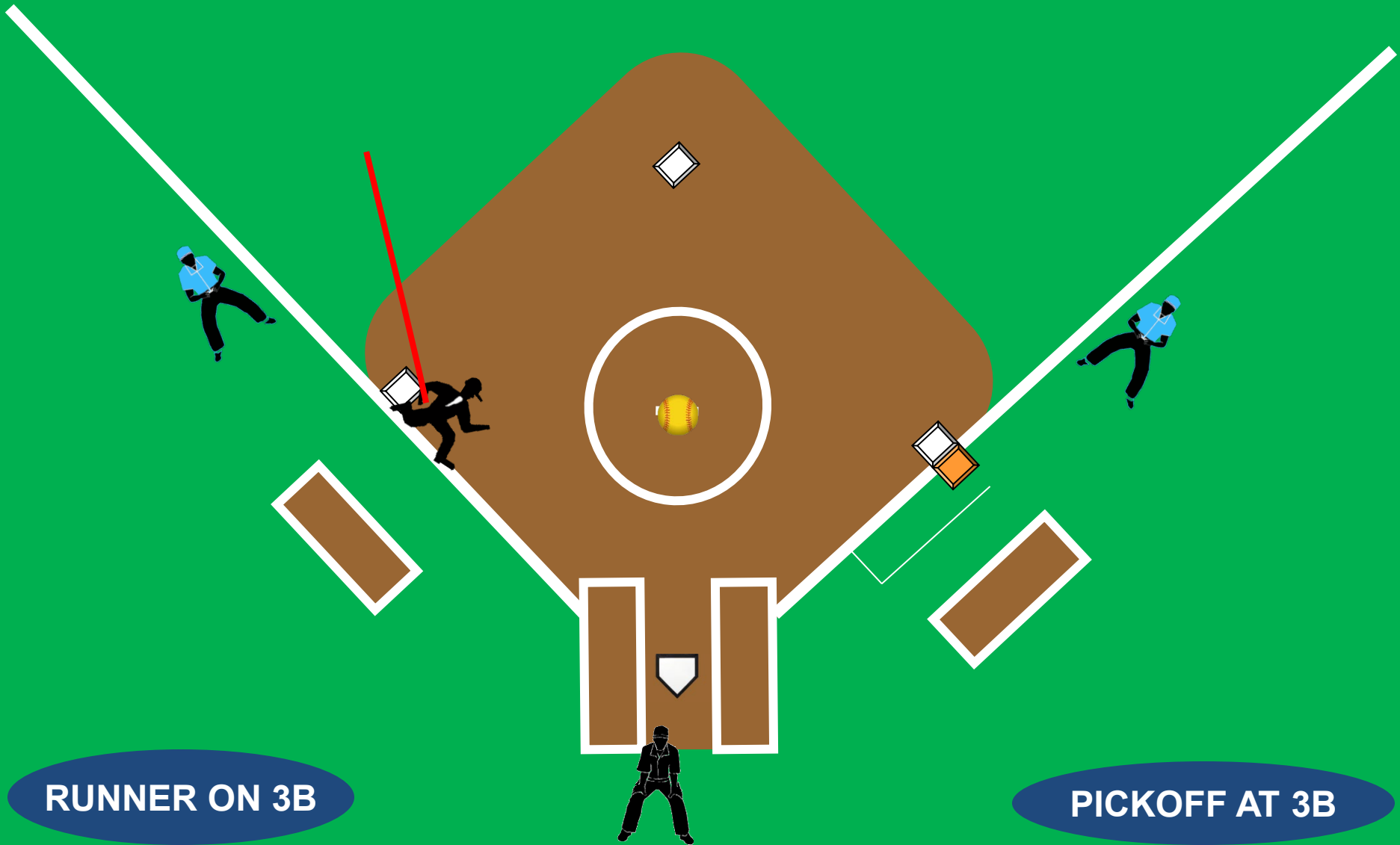
PICKOFF AT 3B

CAN'T SEE THROUGH DEFENSE



RUNNER ON 3B

PICKOFF AT 3B



RUNNER ON 3B

PICKOFF AT 3B