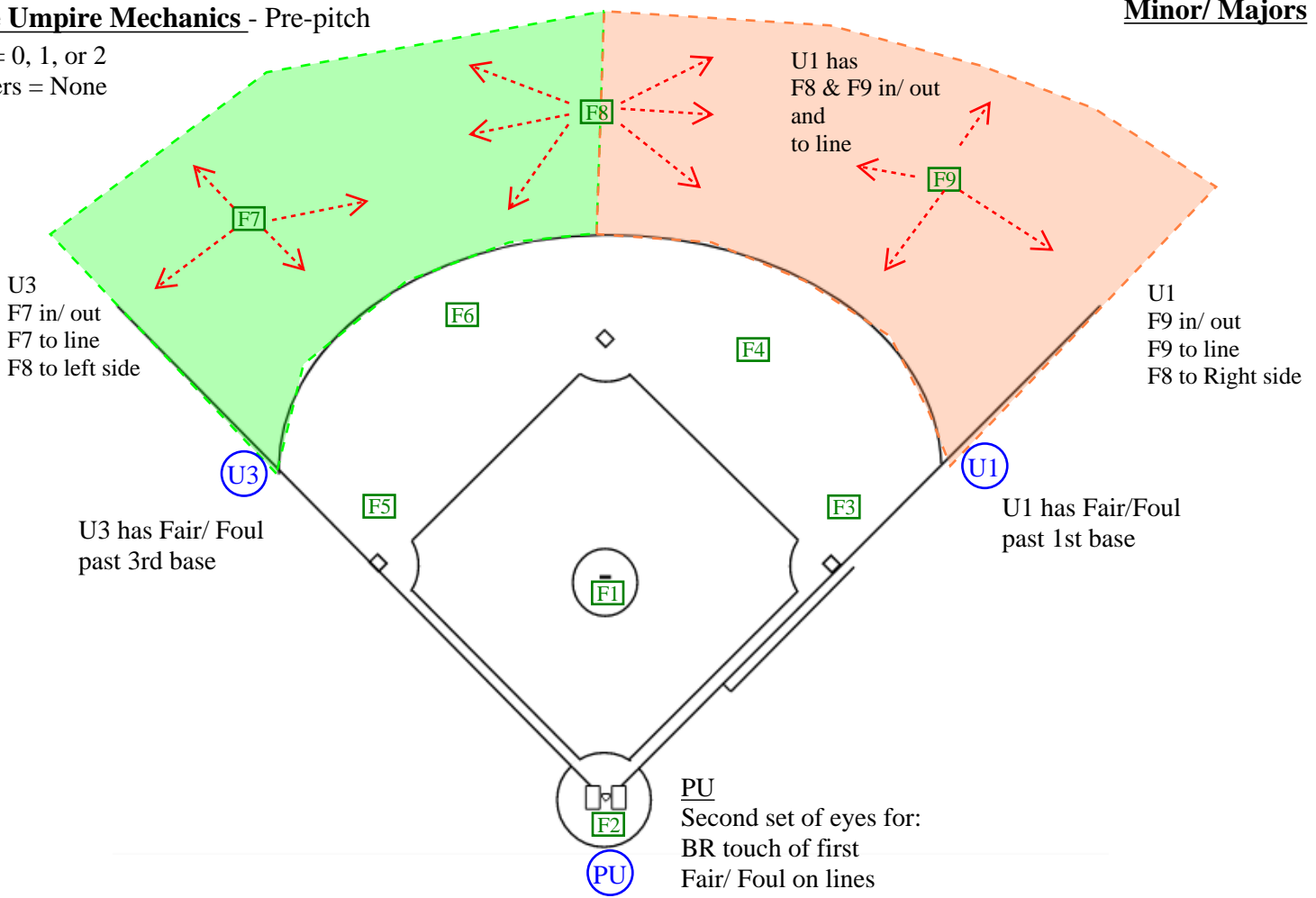


### Three Umpire Mechanics - Pre-pitch

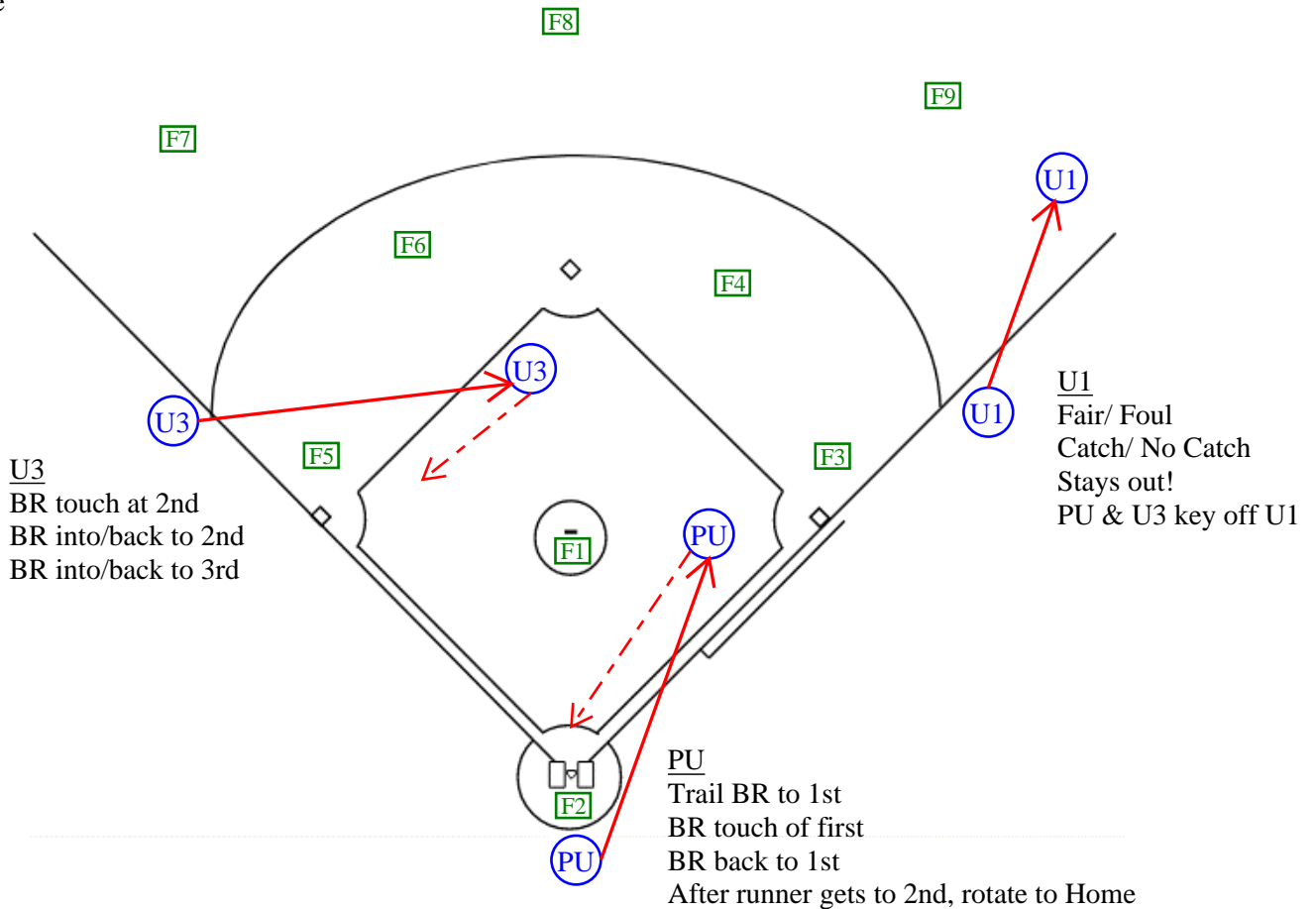
Minor/ Majors

Outs = 0, 1, or 2  
Runners = None



### Three Umpire Mechanics- Rotation with U1 going out

Outs = 0, 1, or 2  
Runners = None



### Three Umpire Mechanics- Rotation with U3 going out

Minor/ Majors

Outs = 0, 1, or 2

Runners = None

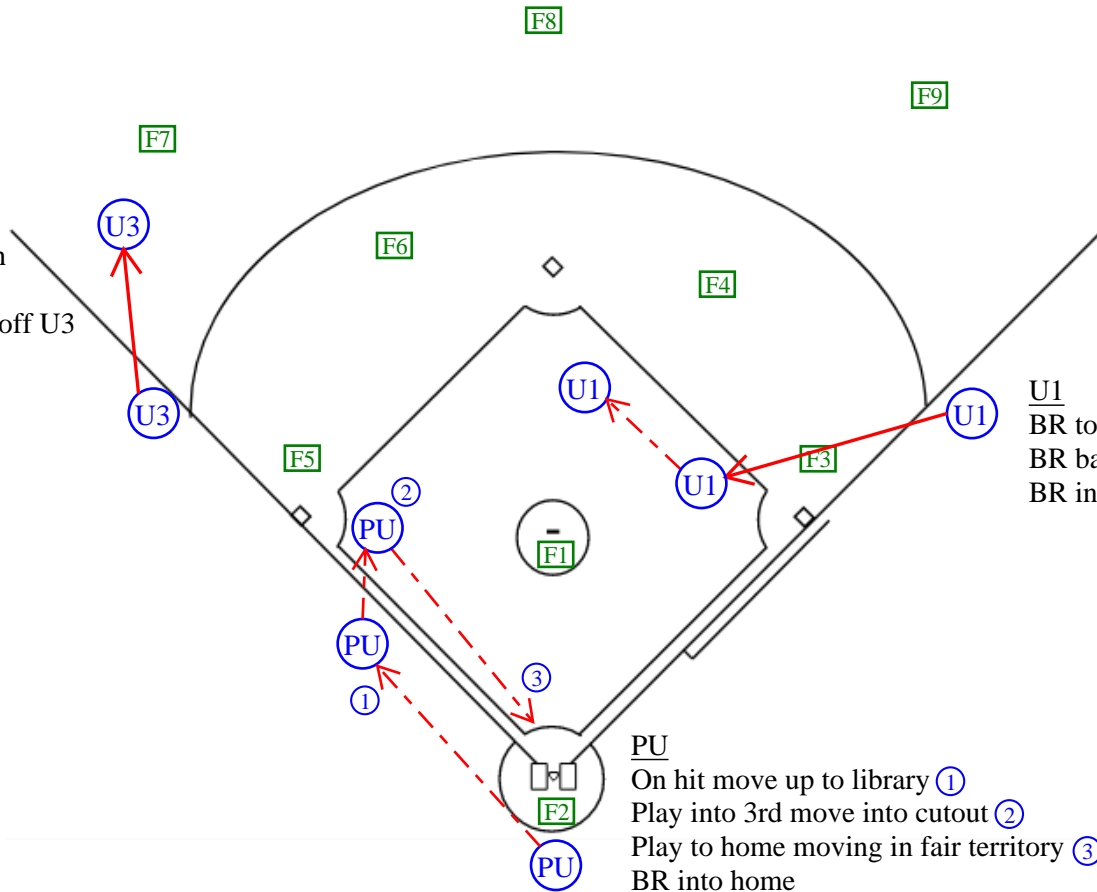
U3

Fair/ Foul

Catch/ No Catch

Stay out!

PU and U1 key off U3



### Three Umpire Mechanics- Rotation with clean base hit

Outs = 0, 1, or 2

Runners = None

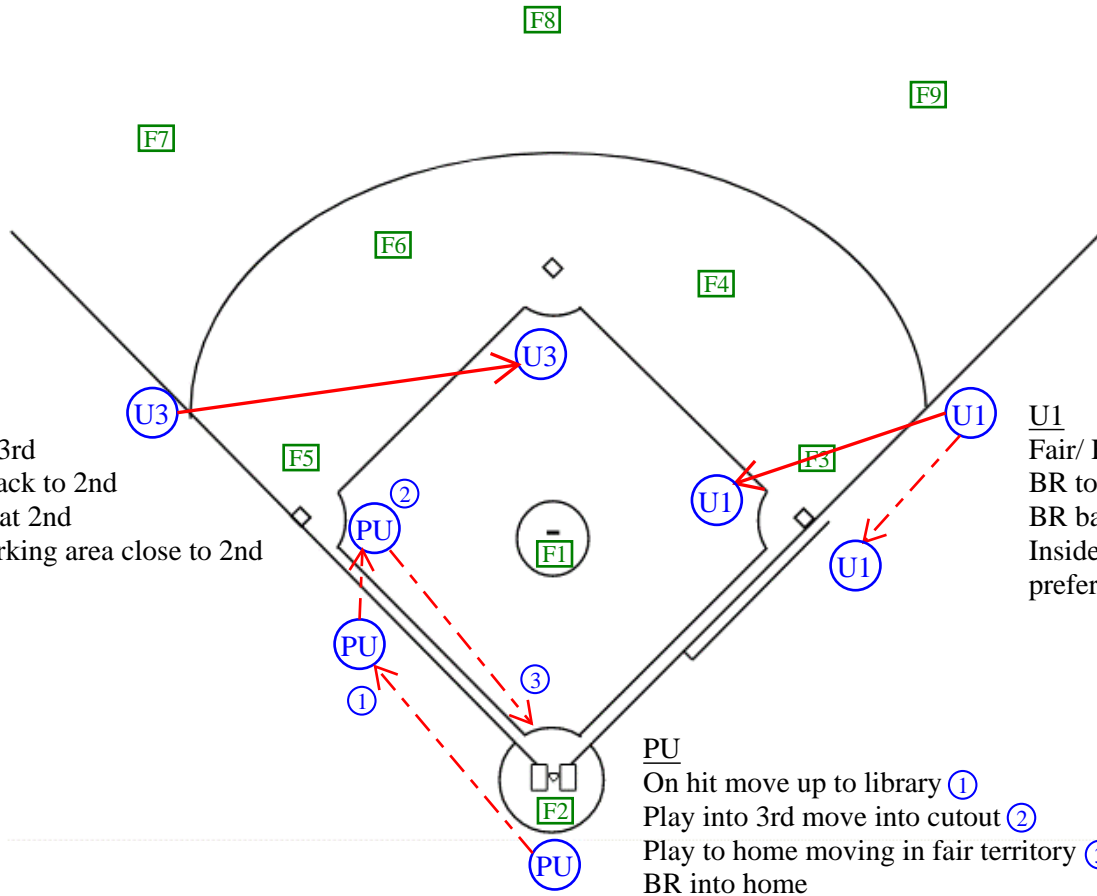
U3

Fair/Foul 3rd

BR into/back to 2nd

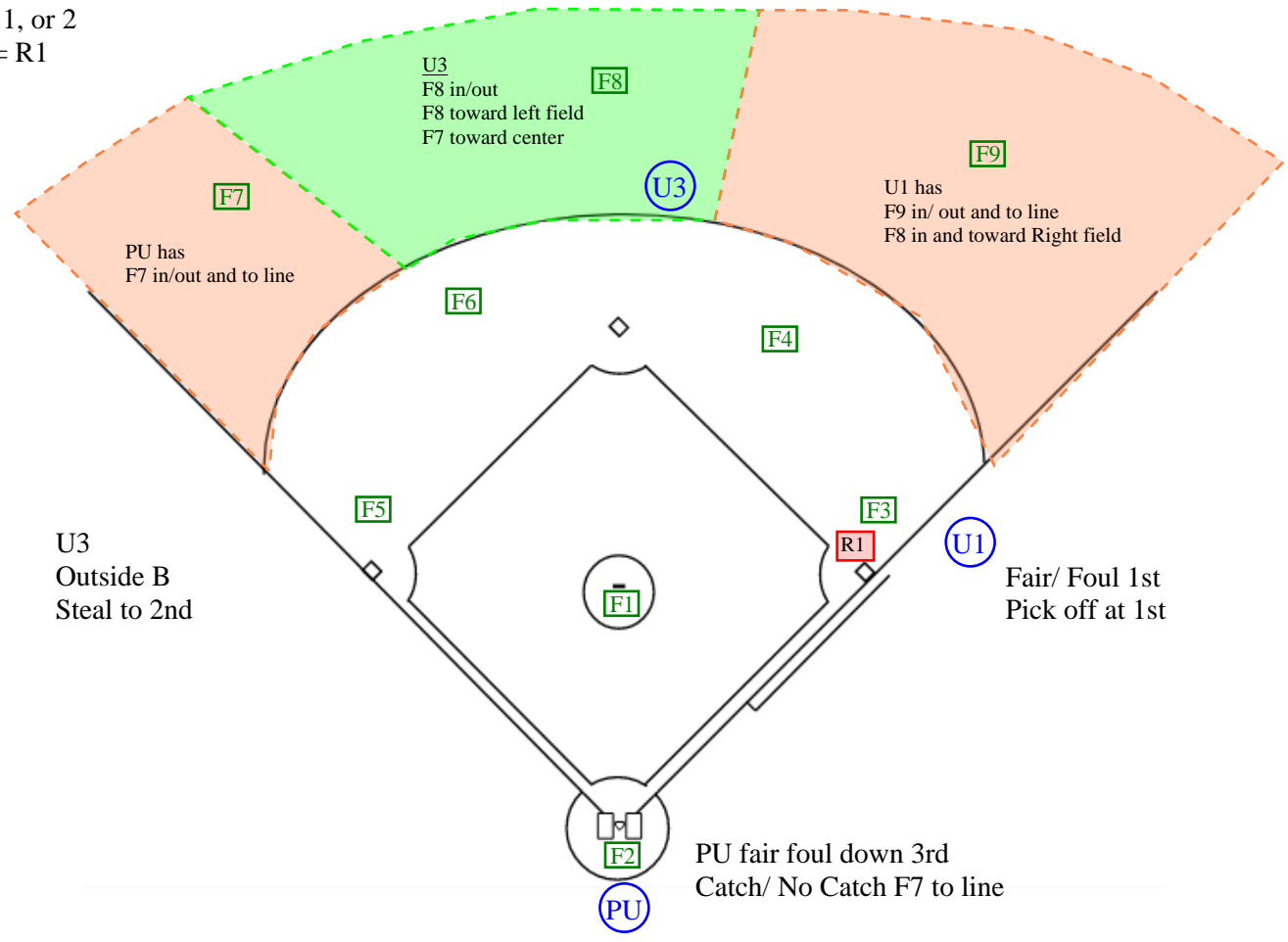
BR touch at 2nd

Get to working area close to 2nd



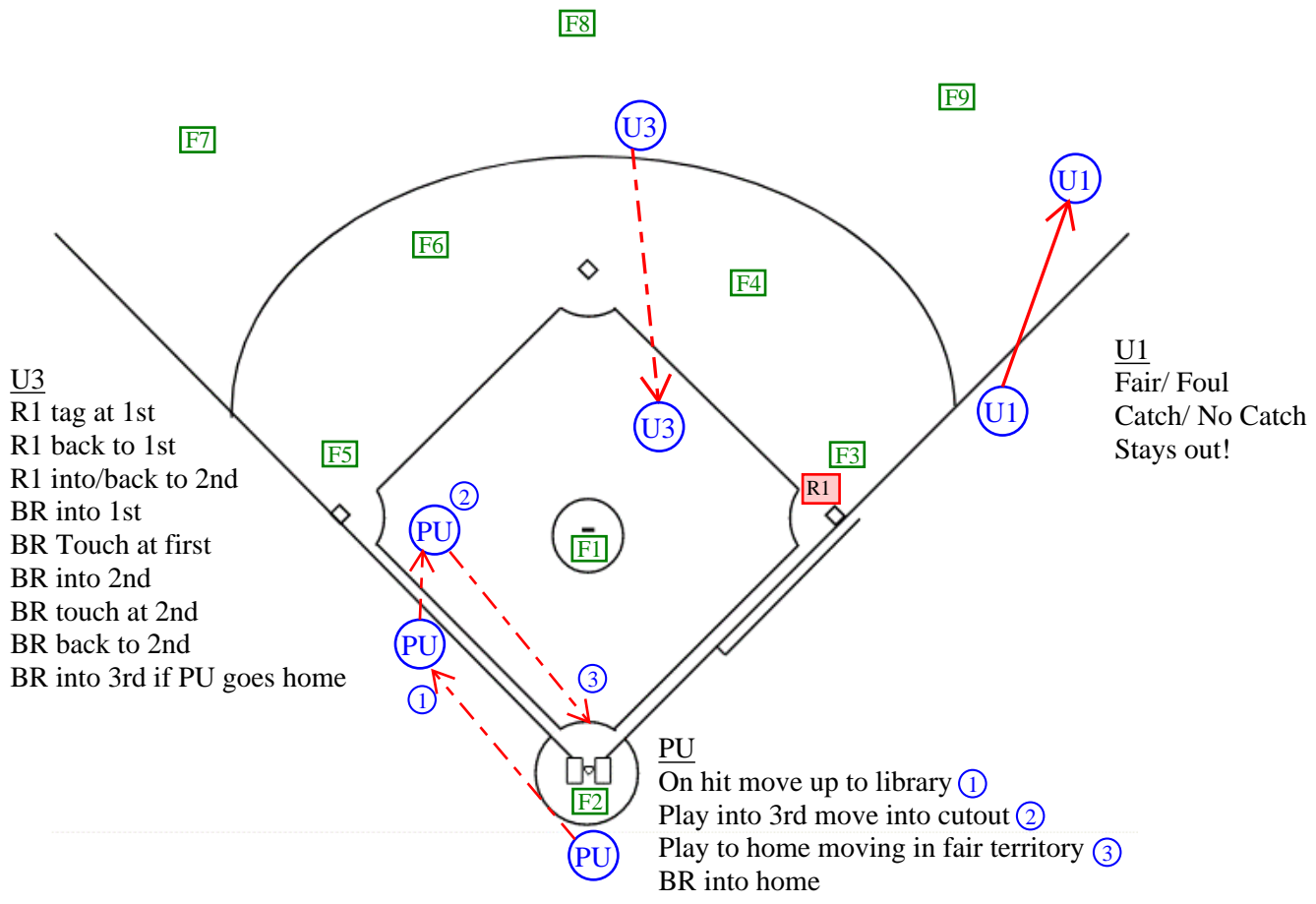
**Three Umpire Mechanics - Pre-pitch**

Outs = 0, 1, or 2  
Runners = R1



**Three Umpire Mechanics- Rotation with U1 going out**

Outs = 0, 1, or 2  
Runners = R1

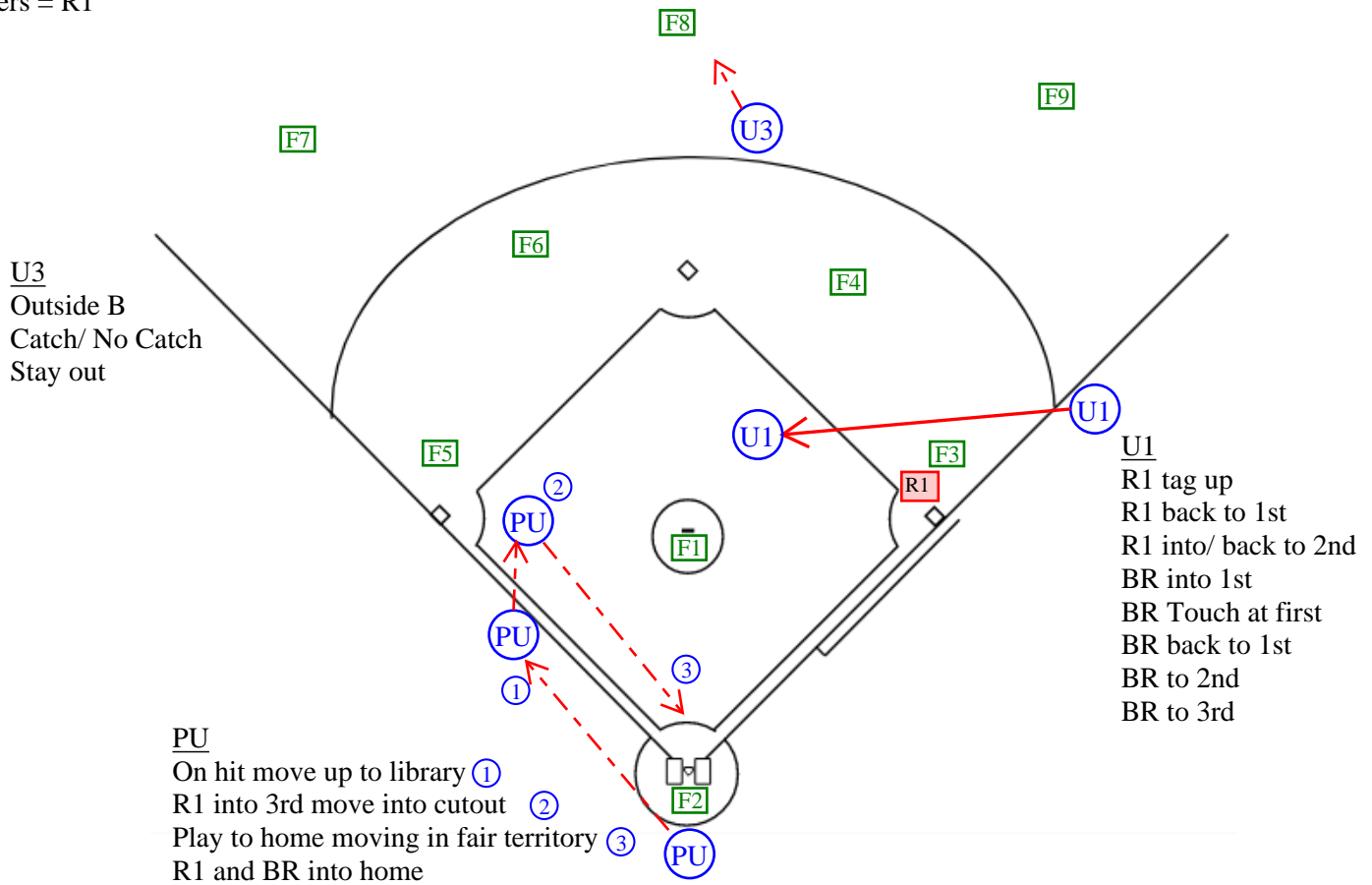


**Three Umpire Mechanics- Rotation with U3 area**

Minor/ Majors

Outs = 0, 1, or 2

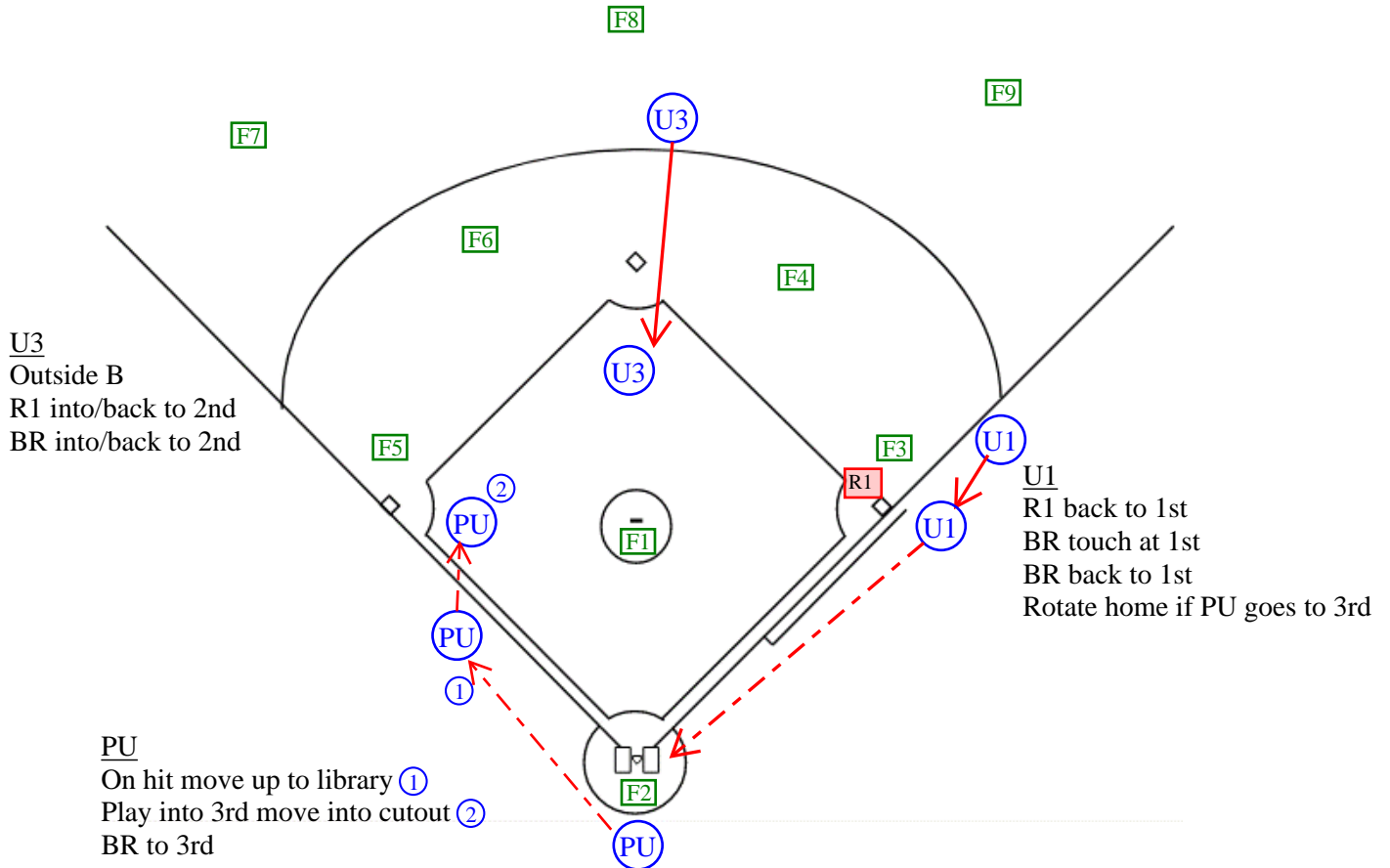
Runners = R1



**Three Umpire Mechanics- Rotation on clean base hit**

Outs = 0, 1, or 2

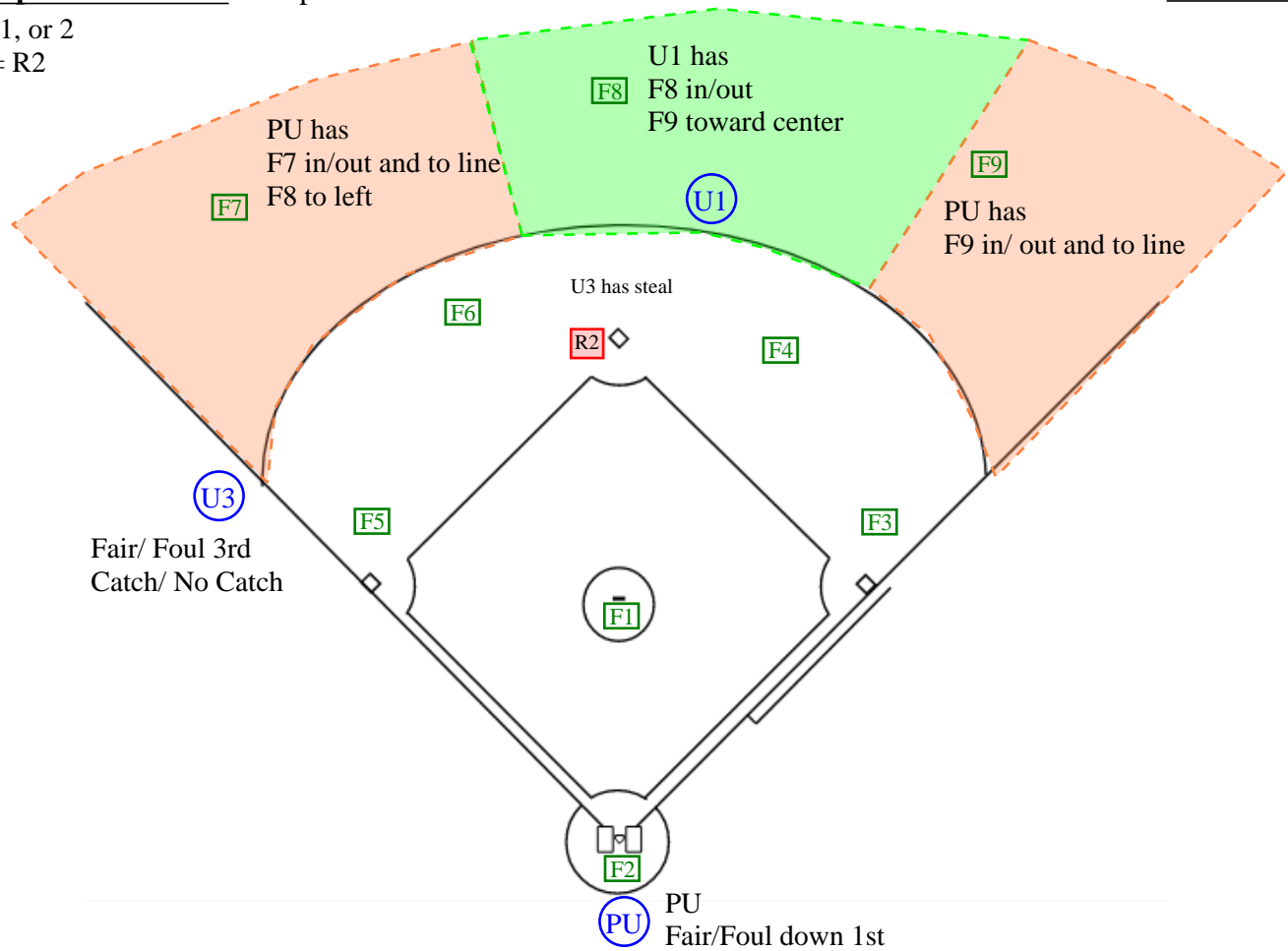
Runners = R1



### Three Umpire Mechanics - Pre-pitch

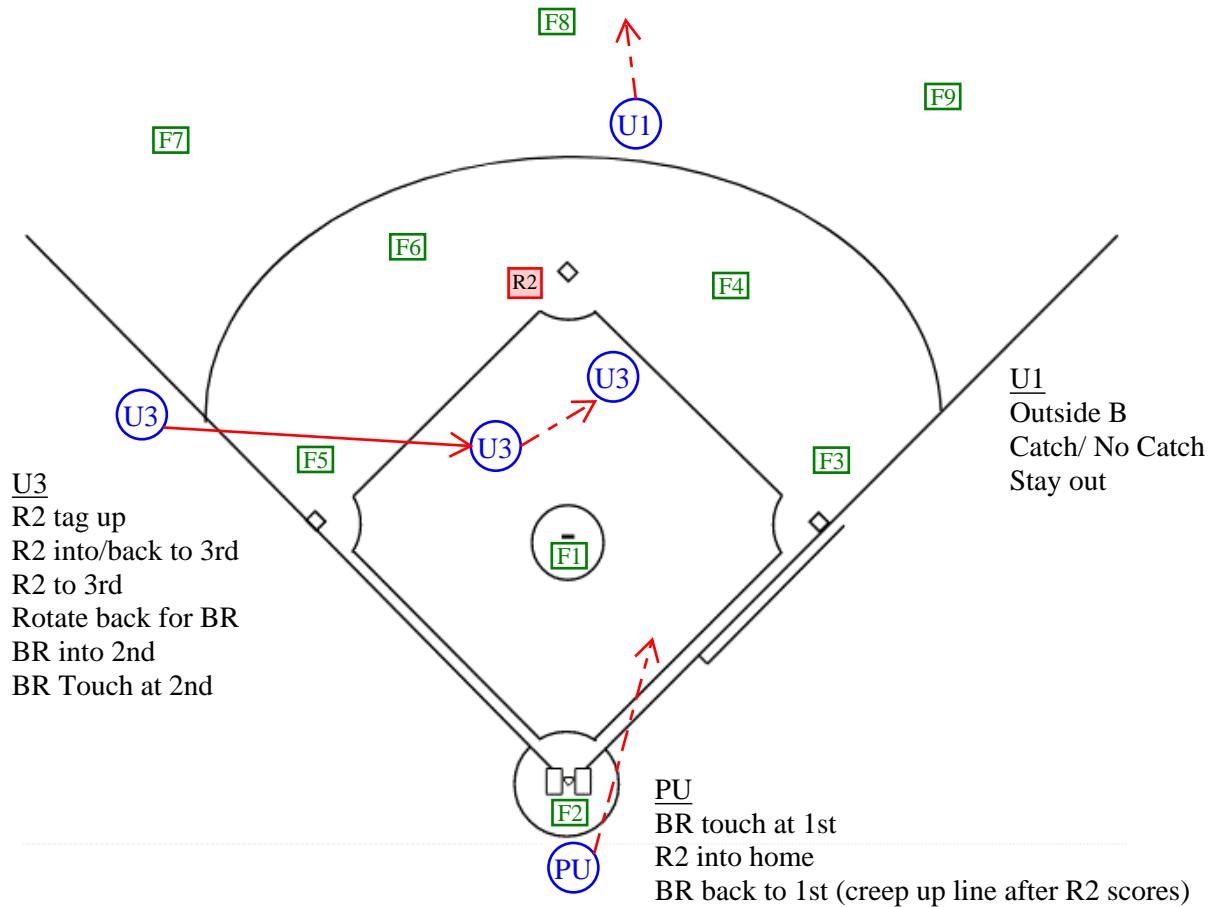
Minors/ Majors

Outs = 0, 1, or 2  
Runners = R2



### Three Umpire Mechanics- Rotation with fly to U1 area

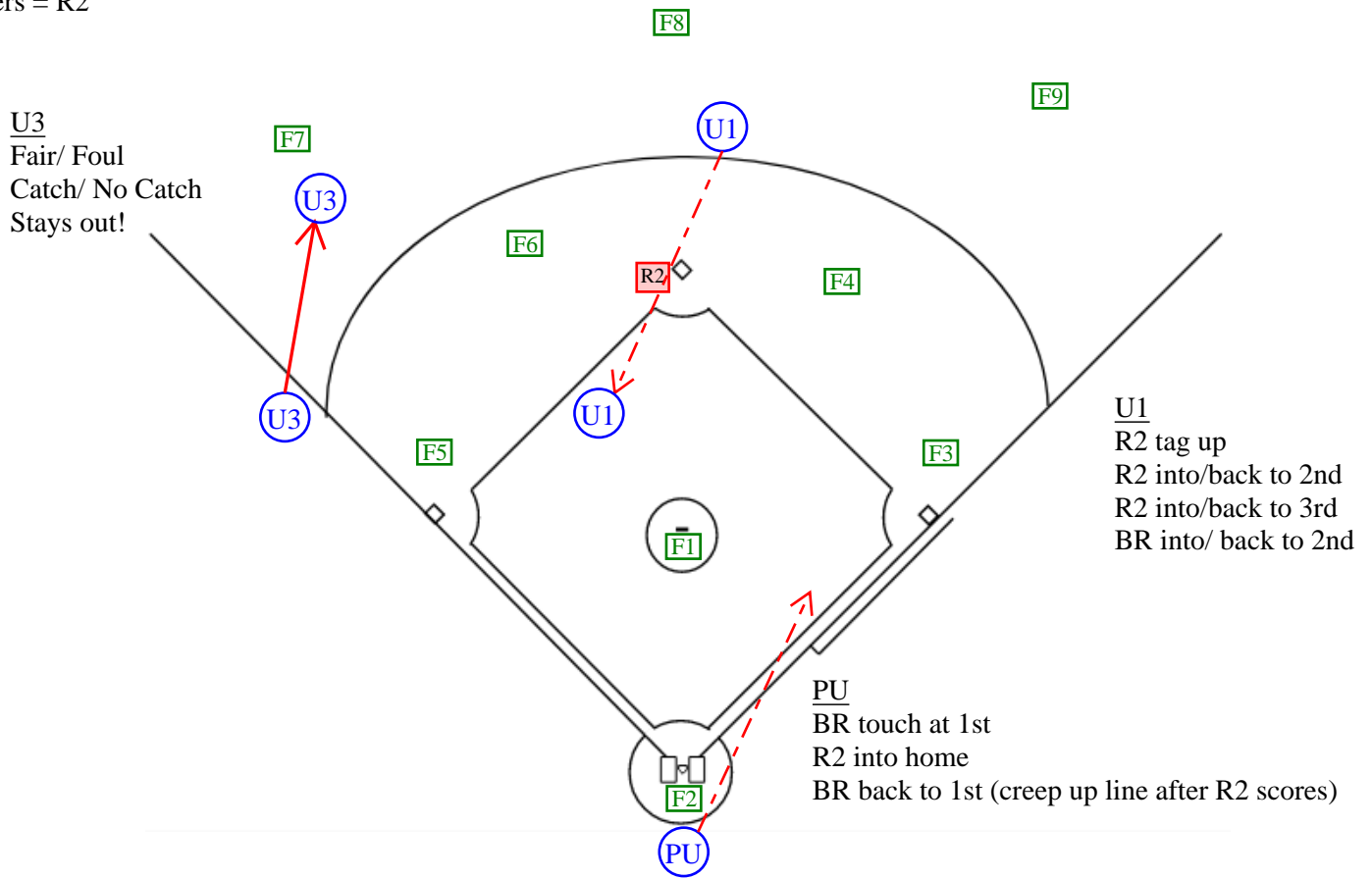
Outs = 0 or 1  
Runners = R2



**Three Umpire Mechanics- Rotation with U3 going out**

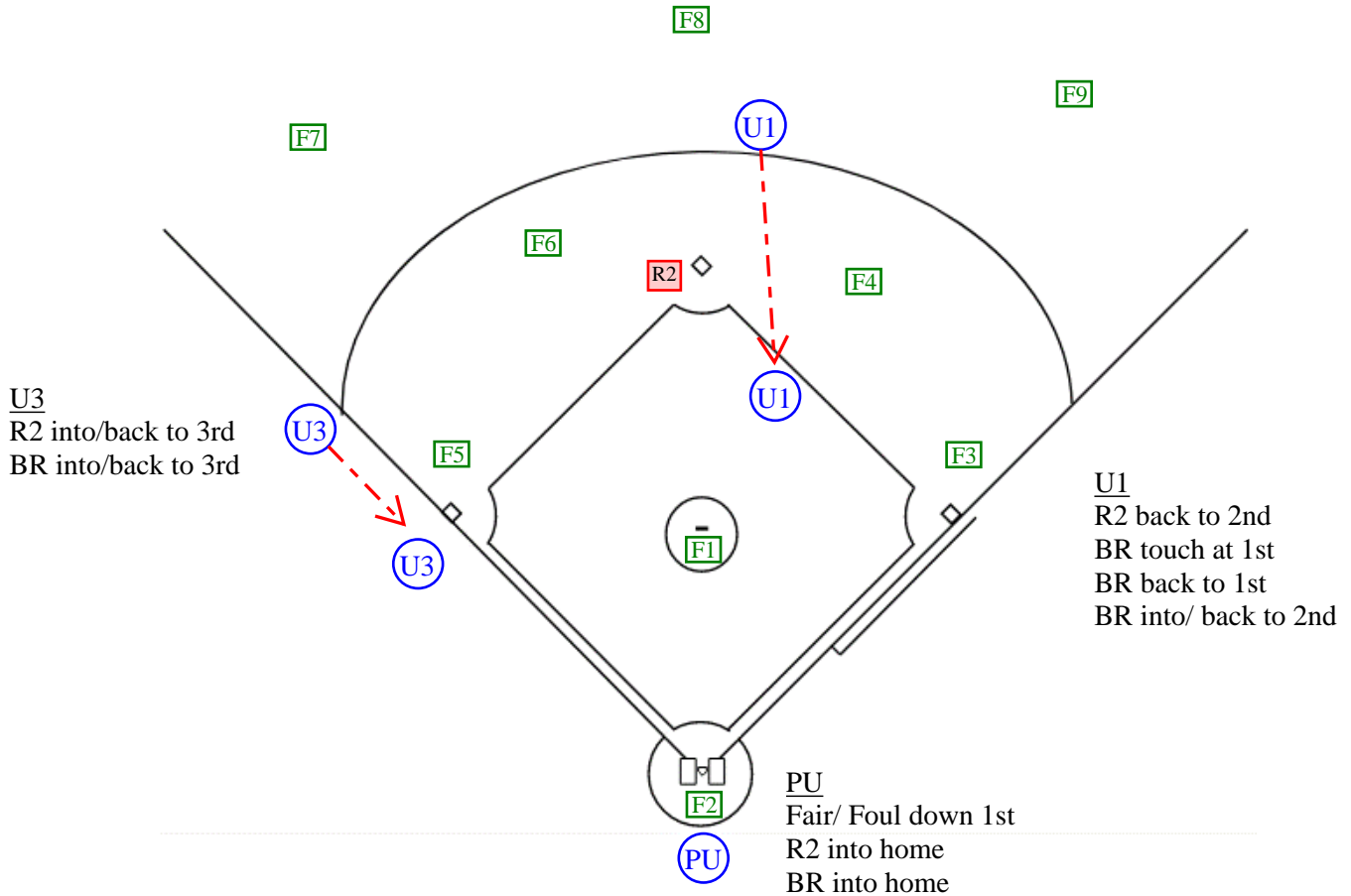
**Minors/ Majors**

Outs = 0 or 1  
Runners = R2



**Three Umpire Mechanics- Rotation on clean base hit**

Outs = 0 or 1  
Runners = R2

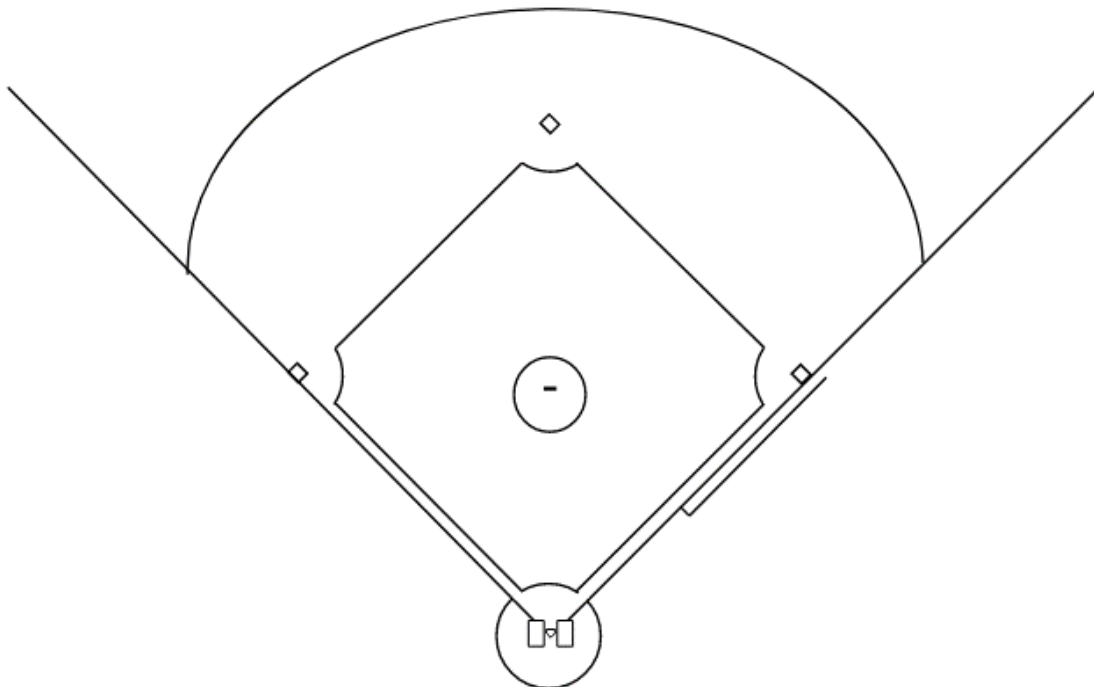
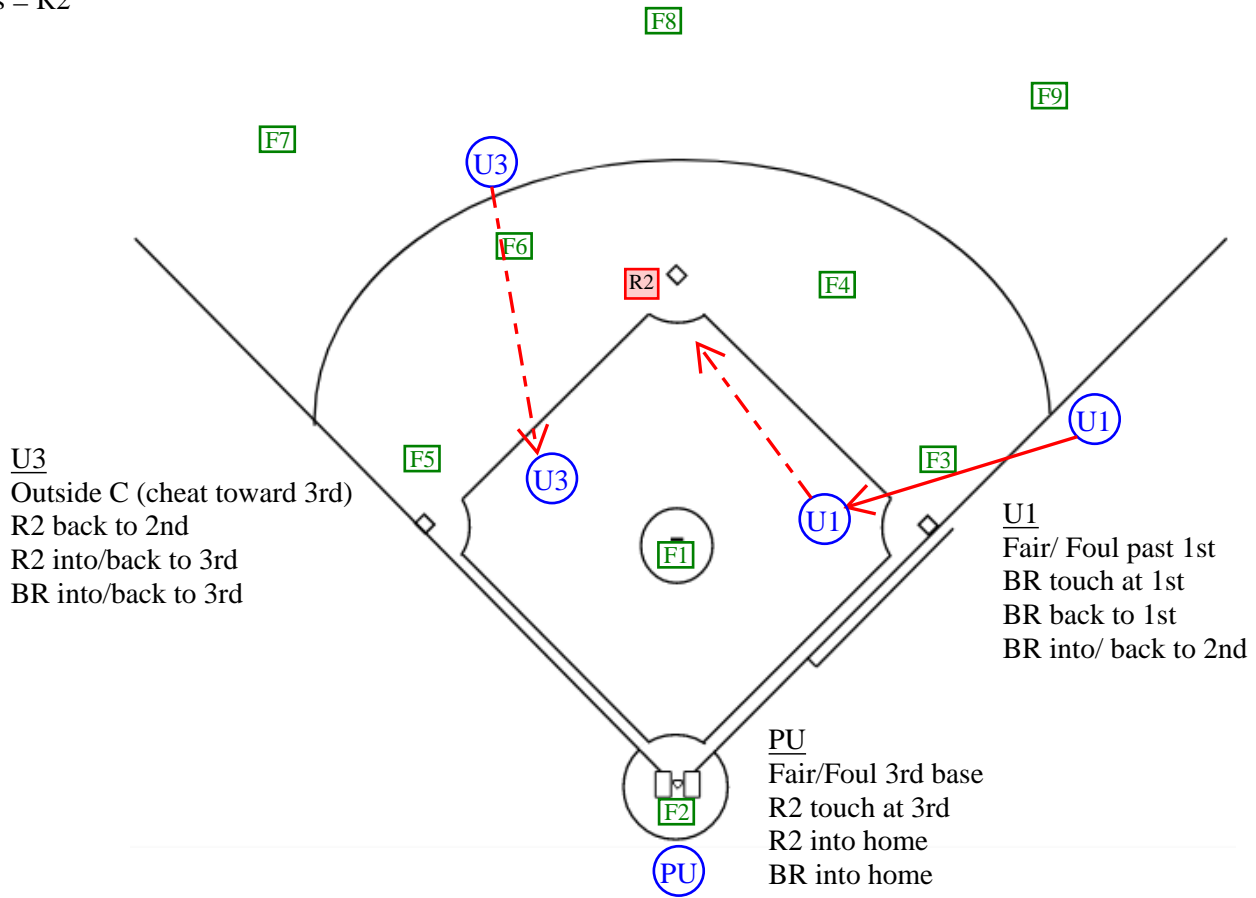


**Three Umpire Mechanics- Rotation with clean base hit**

**Minors/ Majors**

Outs = 2

Runners = R2

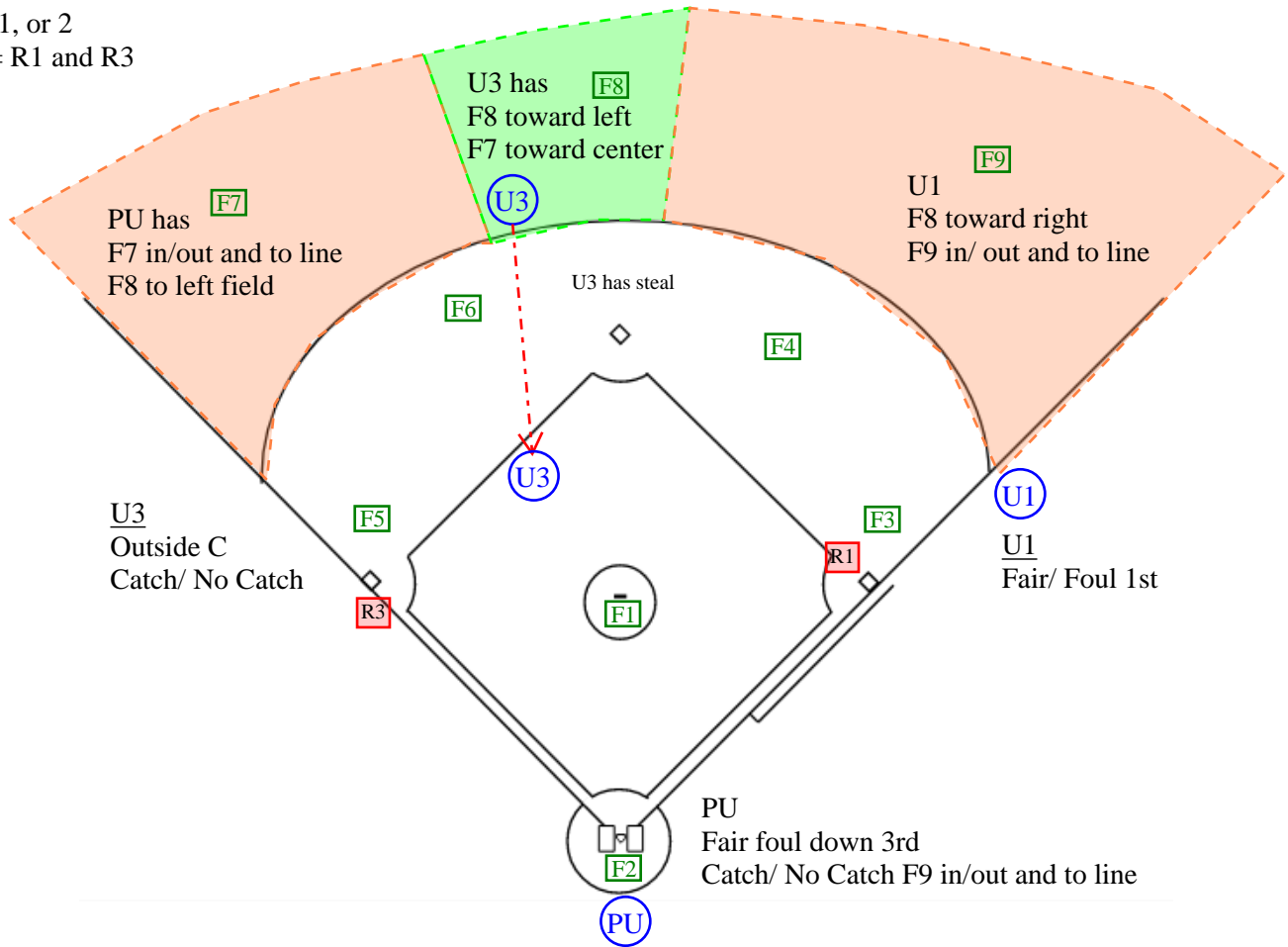


### Three Umpire Mechanics - Pre-pitch

### Minors/ Majors

Outs = 0, 1, or 2

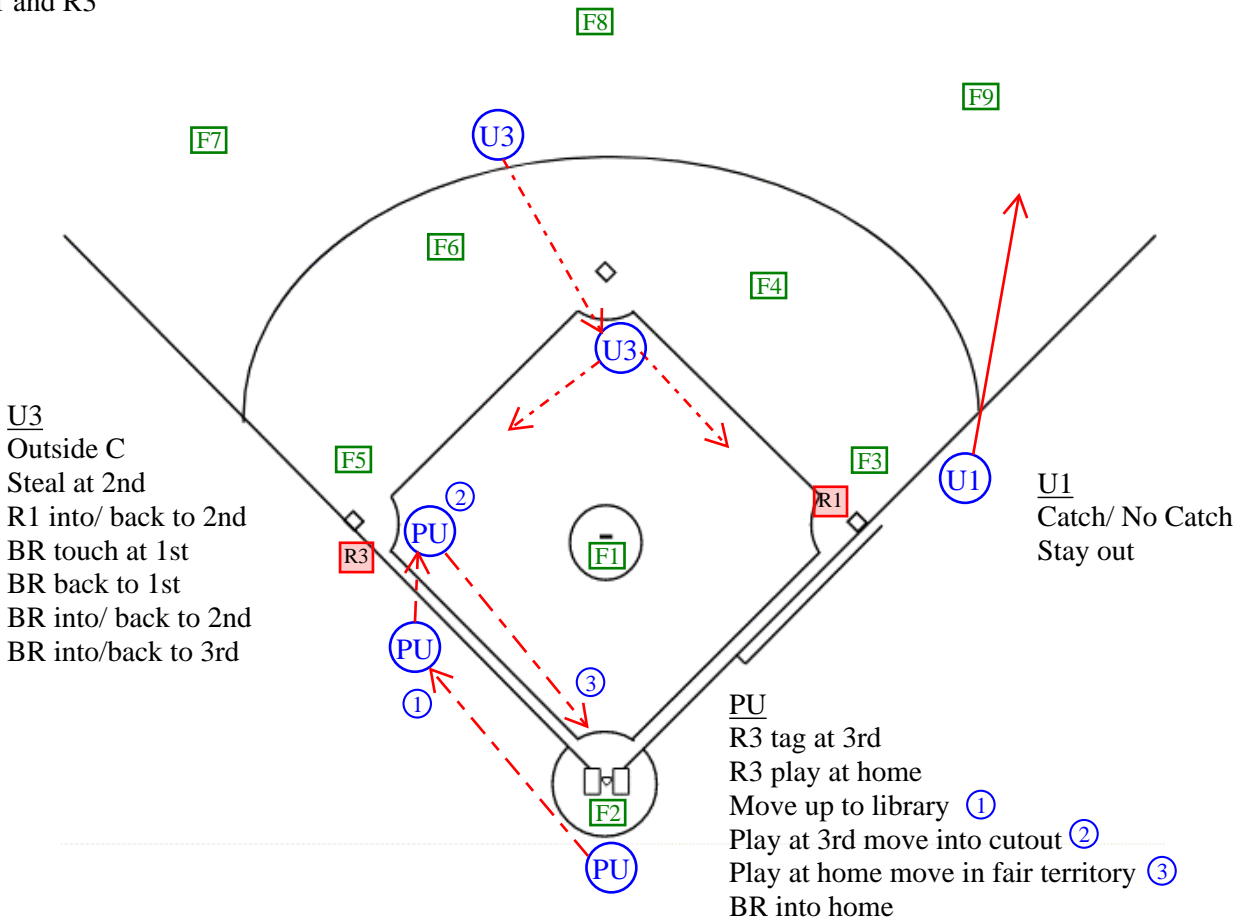
Runners = R1 and R3



### Three Umpire Mechanics- Rotation with fly to U1 area

Outs = 0 or 1

Runners = R1 and R3

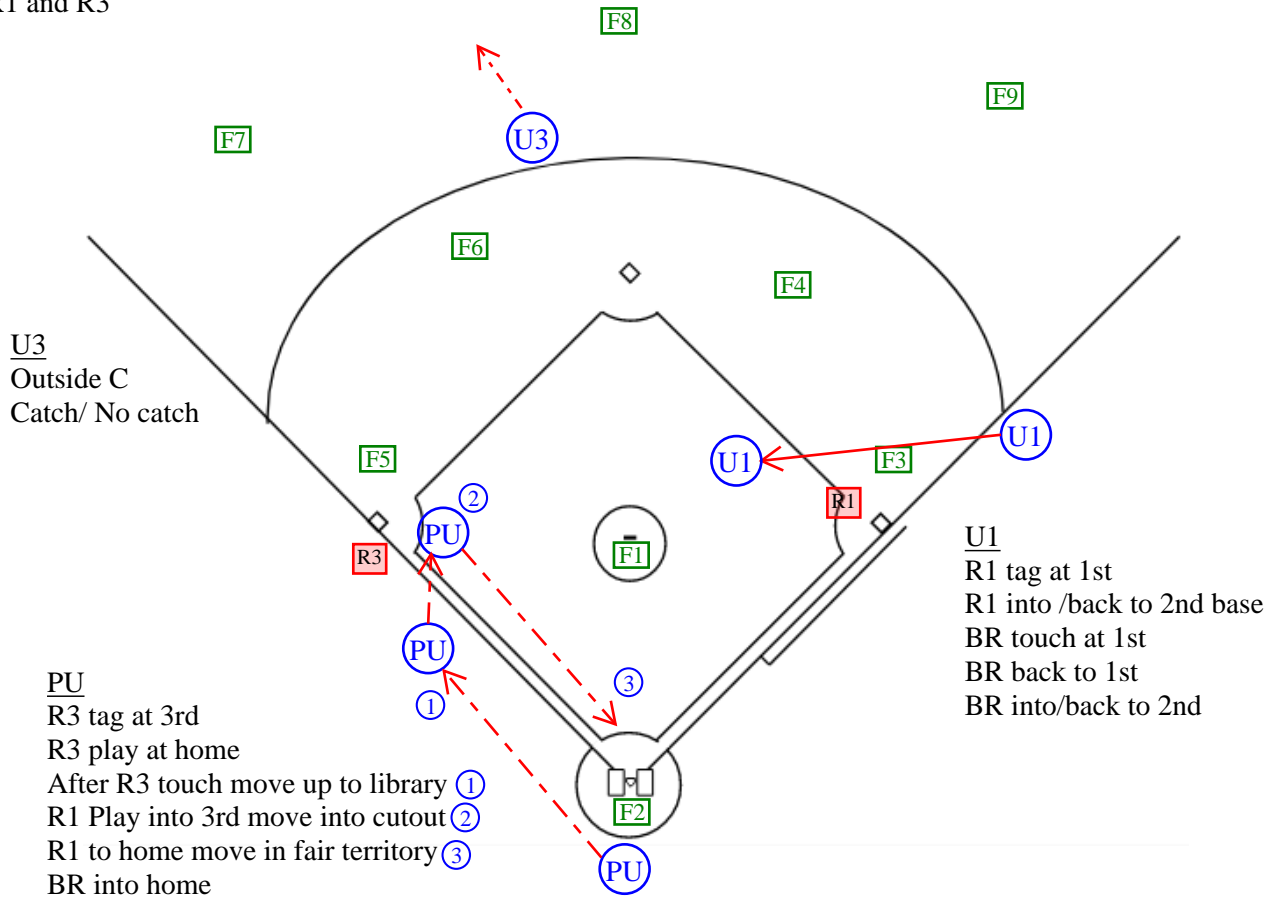




Three Umpire Mechanics- Rotation with fly to U3 area

Outs = 0 or 1

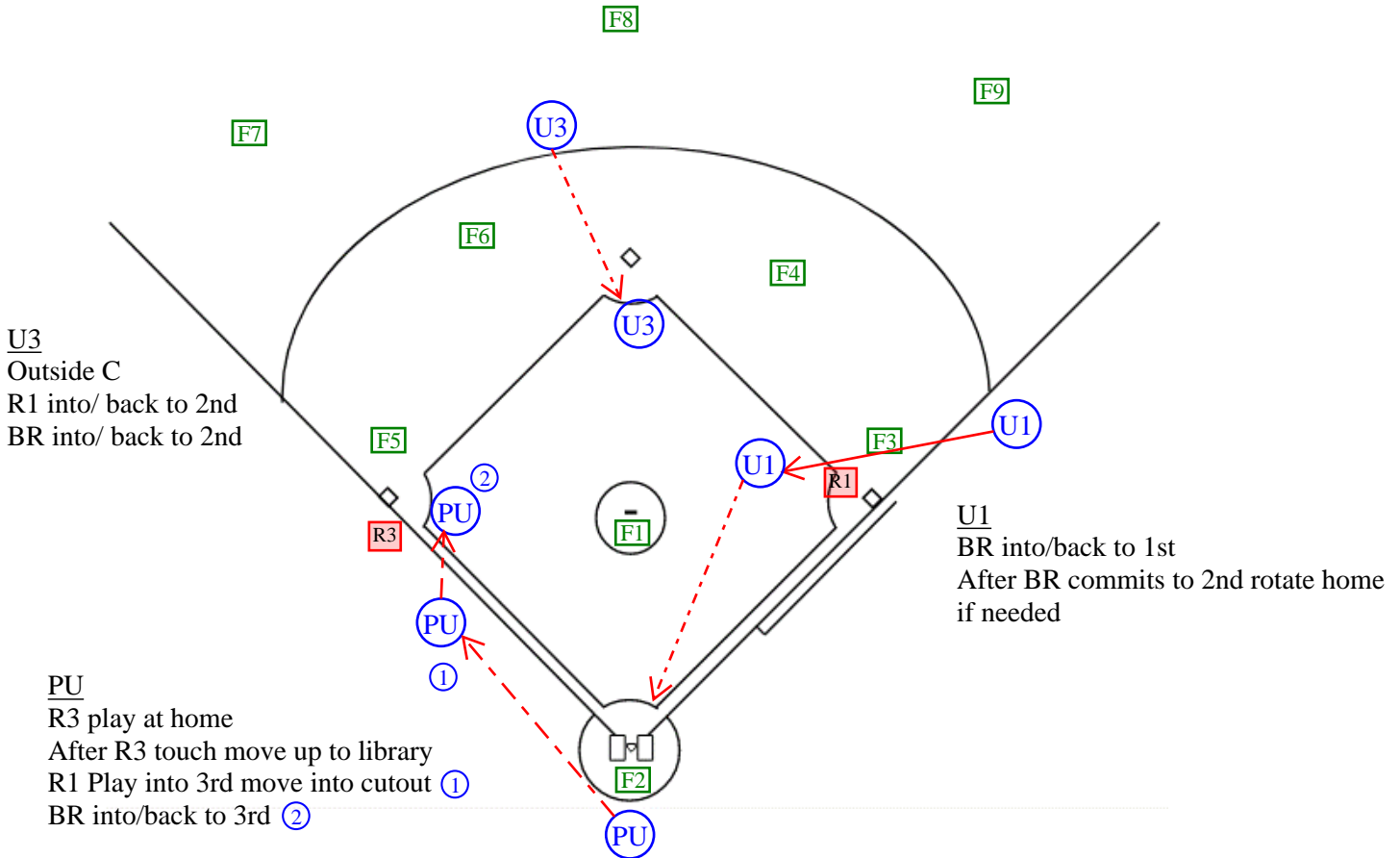
Runners = R1 and R3



Three Umpire Mechanics- Rotation on clean base hit

Outs = 0 or 1

Runners = R1 and R3

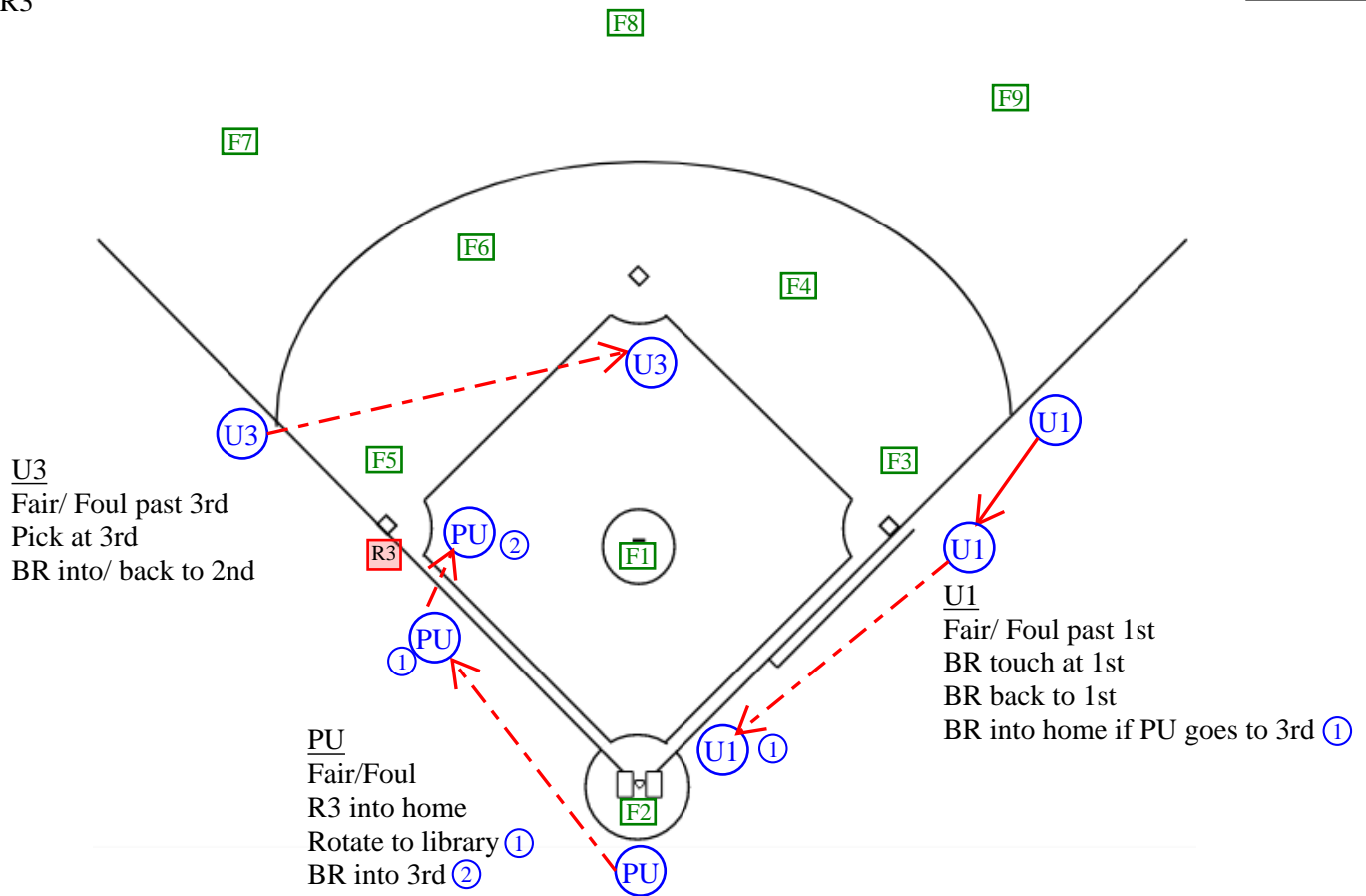


**Three Umpire Mechanics- Rotation with clean base hit**

Intermediate/Juniors/Seniors

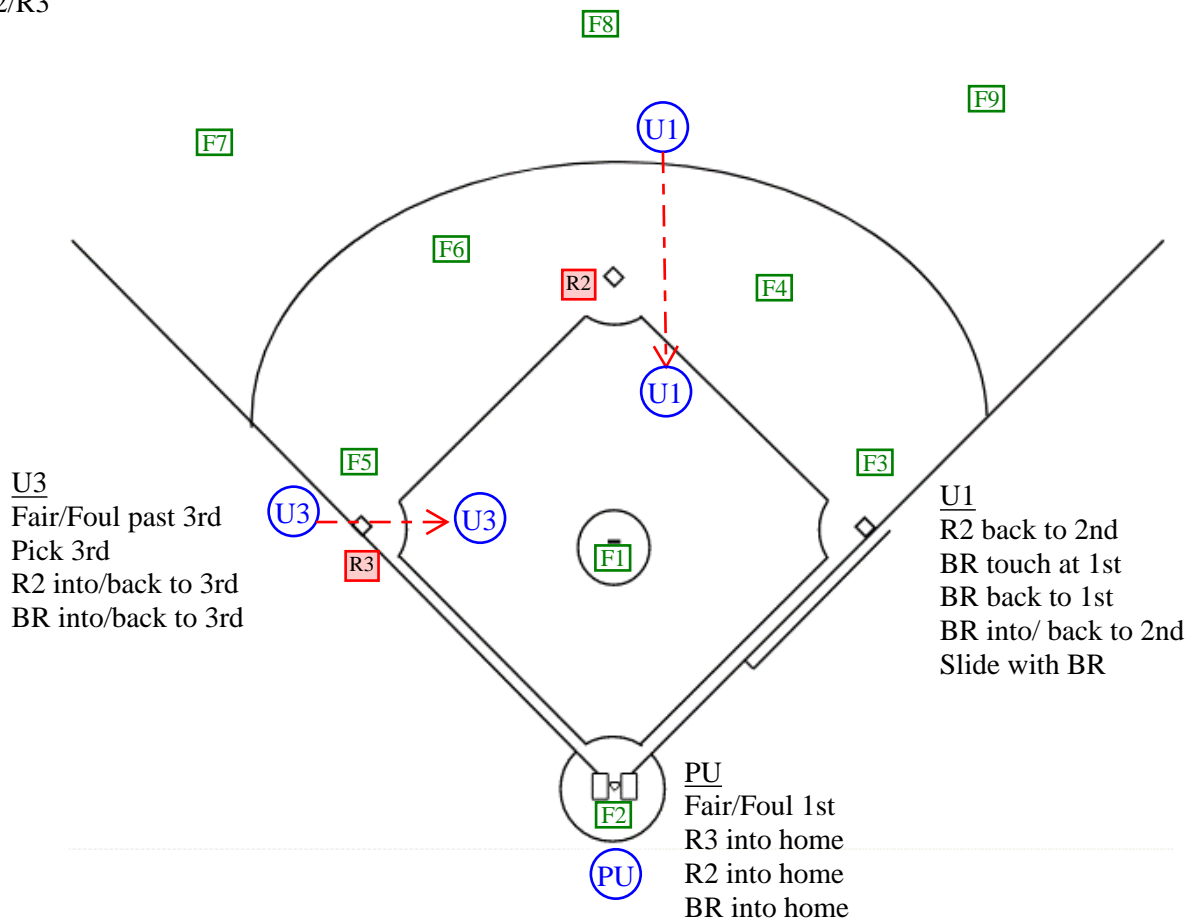
Outs = 2  
Runners = R3

Minors/ Majors



**Three Umpire Mechanics- Rotation with clean base hit**

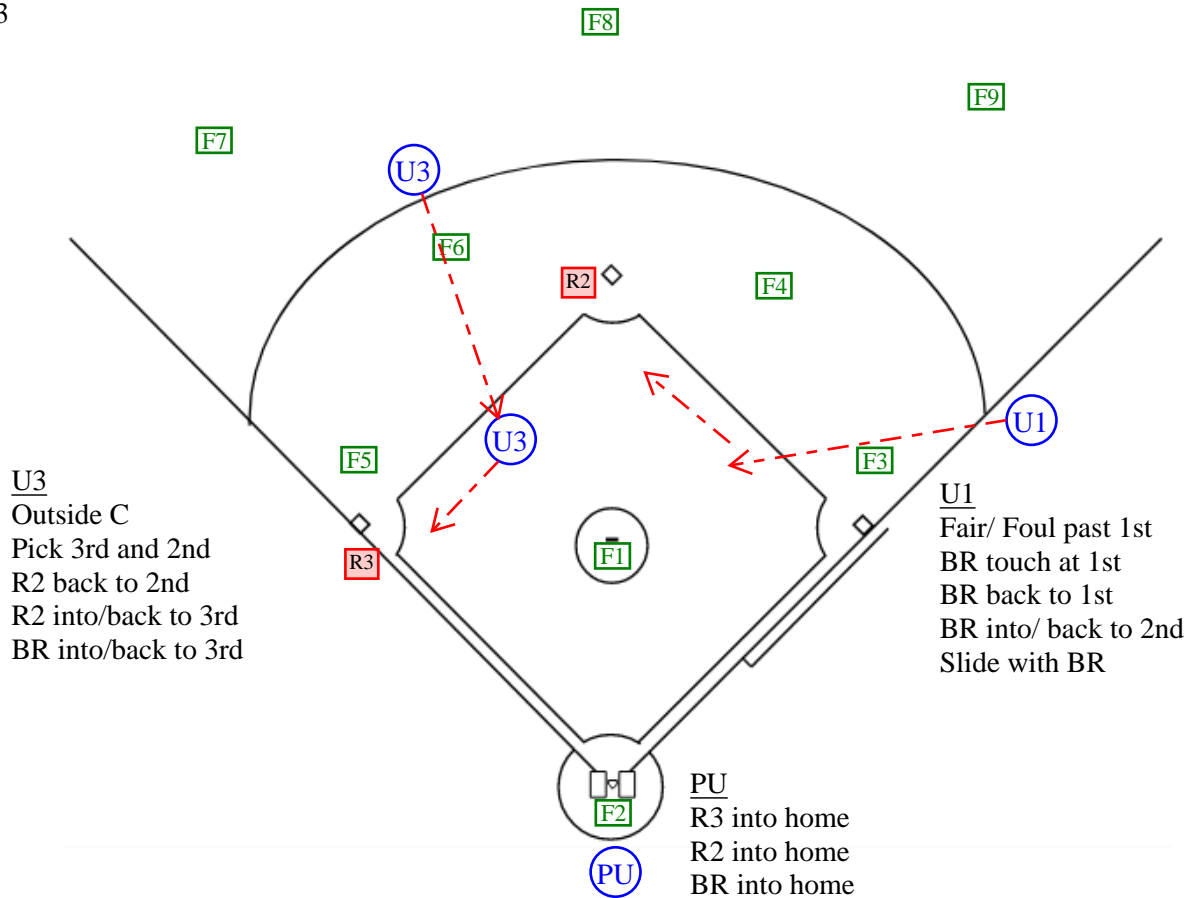
Outs = 1,2  
Runners = R2/R3



**Three Umpire Mechanics- Rotation with clean base hit**

Minors/ Majors

Outs = 2  
Runners = R3



**Three Umpire Mechanics- Rotation with clean base hit**

Outs = 1,2, or 3  
Runners = Bases Loaded

