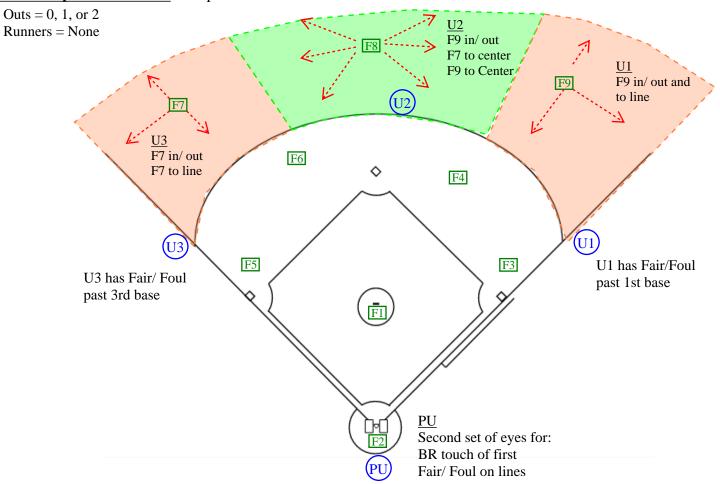
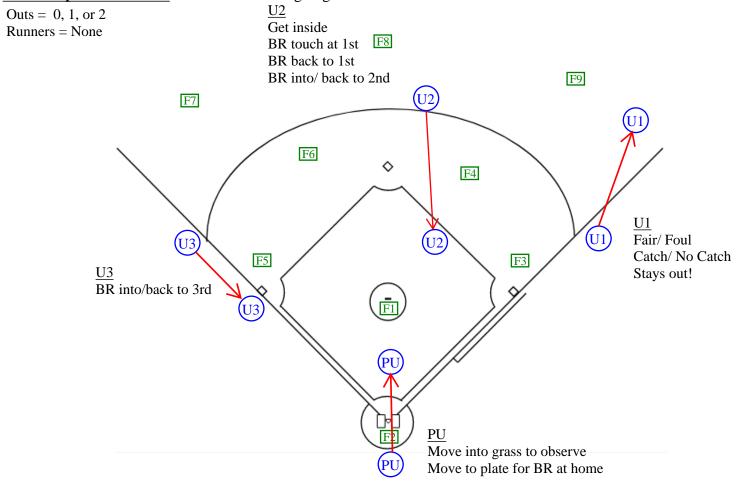
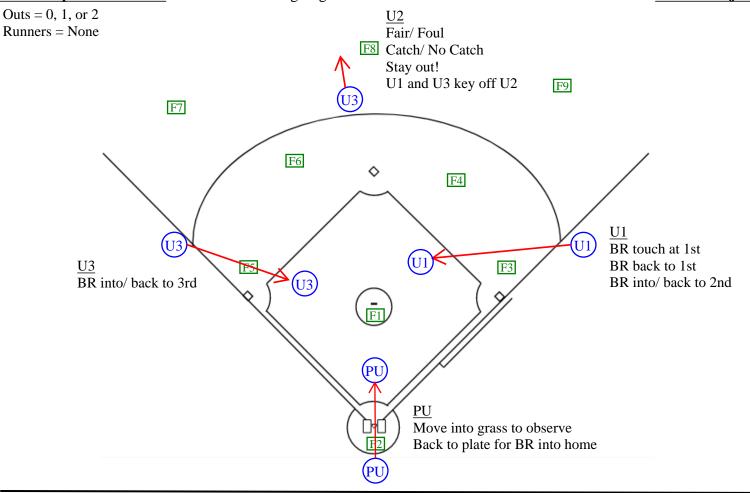
Four Umpire Mechanics - Pre-pitch



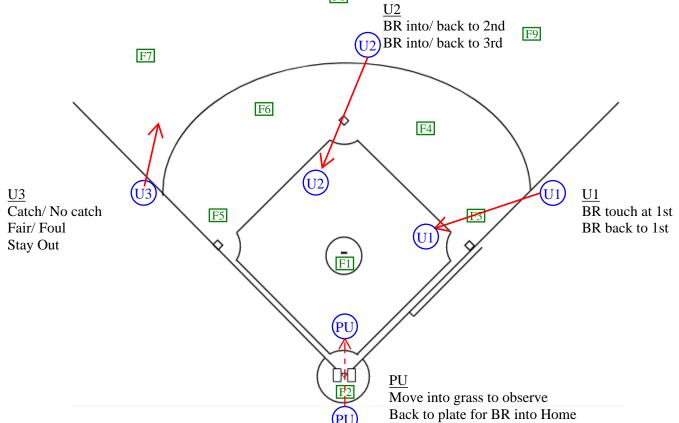
Four Umpire Mechanics- Rotation with U1 going out



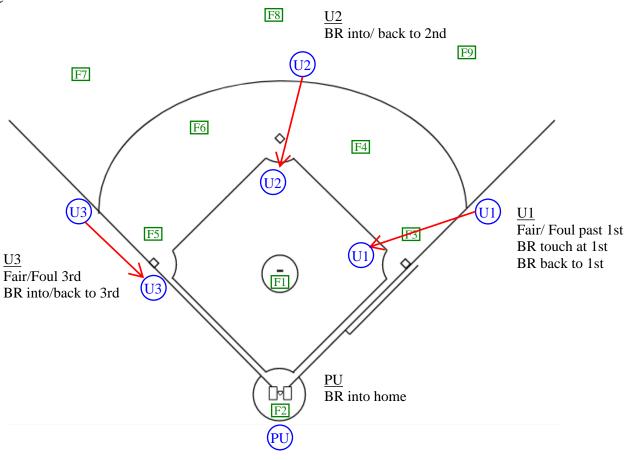


Four Umpire Mechanics - Rotation with U3 going out

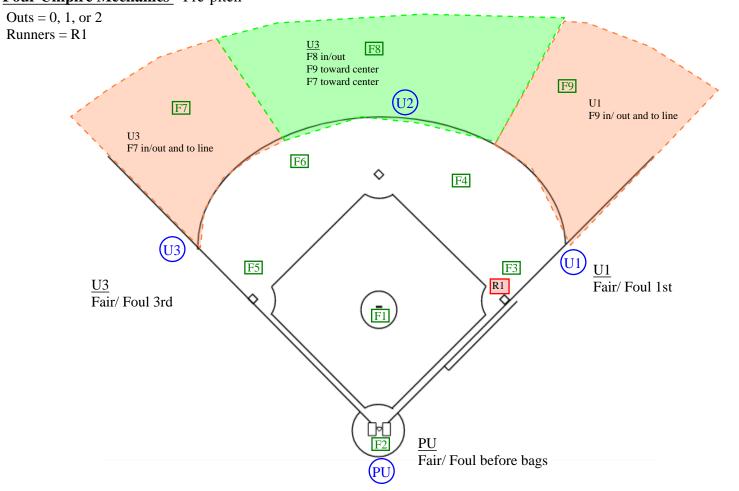
Outs = 0, 1, or 2 Runners = None



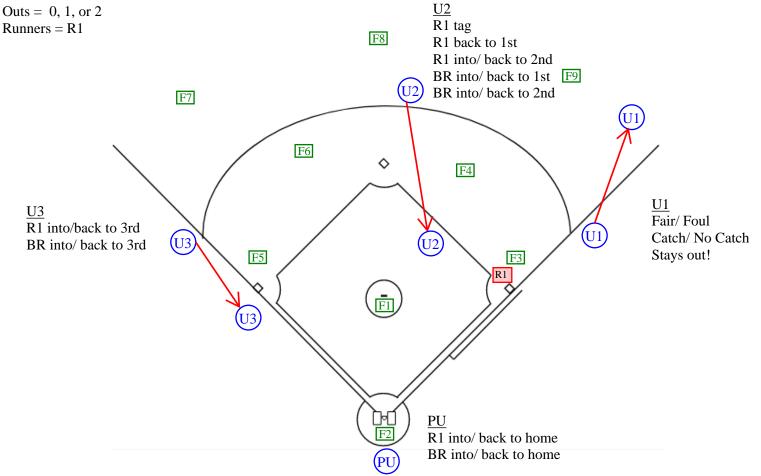
Outs = 0, 1, or 2 Runners = None

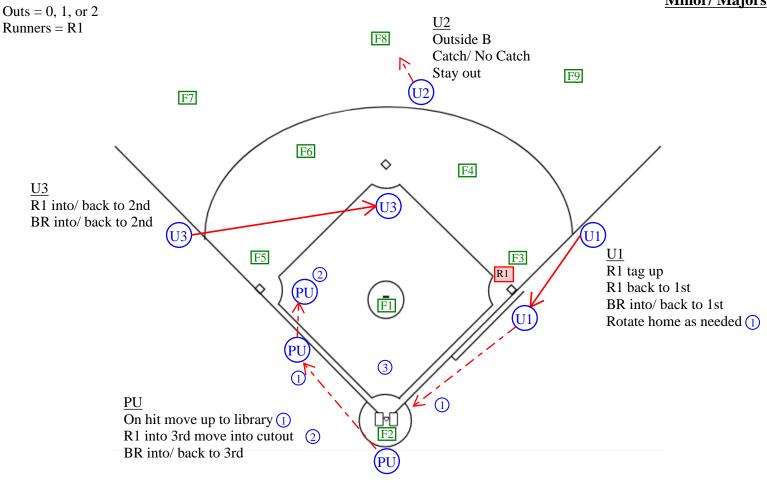


Four Umpire Mechanics - Pre-pitch



Four Umpire Mechanics- Rotation with U1 going out





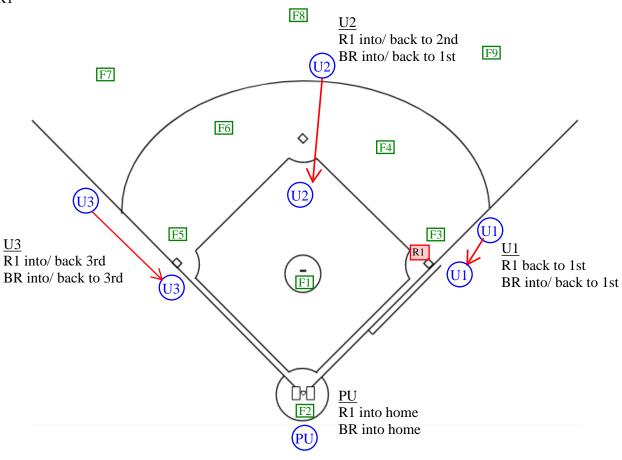
Four Umpire Mechanics - Rotation with U3 going out

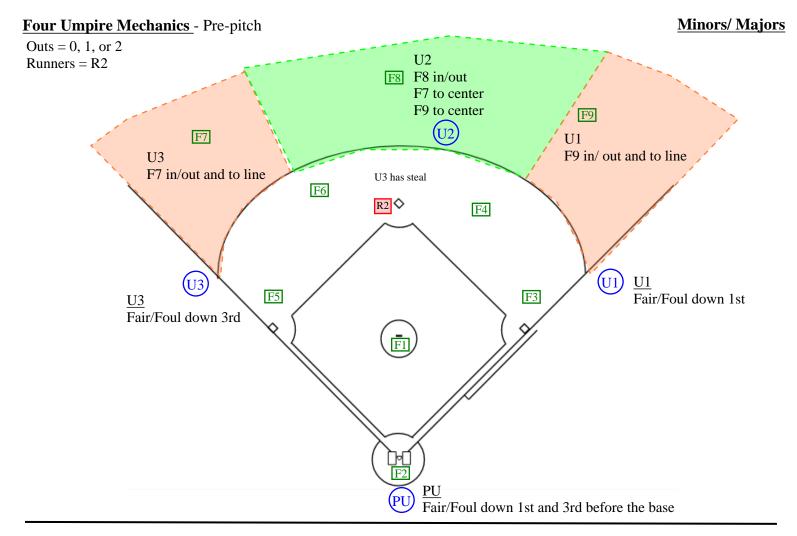
BR to 3rd

Outs = 0, 1, or 2Runners = R1F8 U2 R1 into/ back to 2nd BR into/ back to 2nd F9 (U2)F7 F6 F4 <u>U3</u> Fair/ Foul U_2 Catch/ No Catch Stay Out F5 R1 back to 1st BR into/ back to 1st Rotate home if PU goes to 3rd (1) PU On hit move up to library (1) Play into 3rd move into cutout (2) R1 into/ back to 3rd

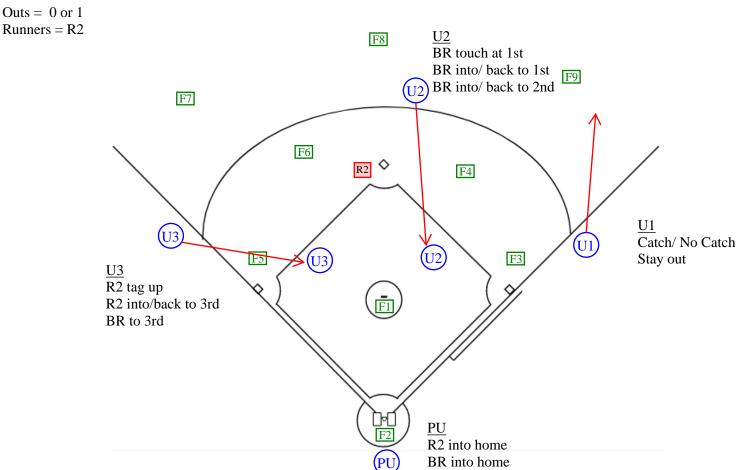
Four Umpire Mechanics- Rotation on clean base hit

Outs = 0, 1, or 2 Runners = R1

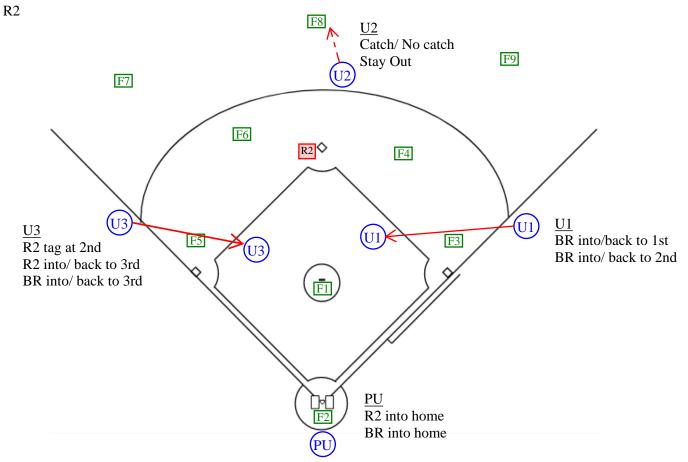




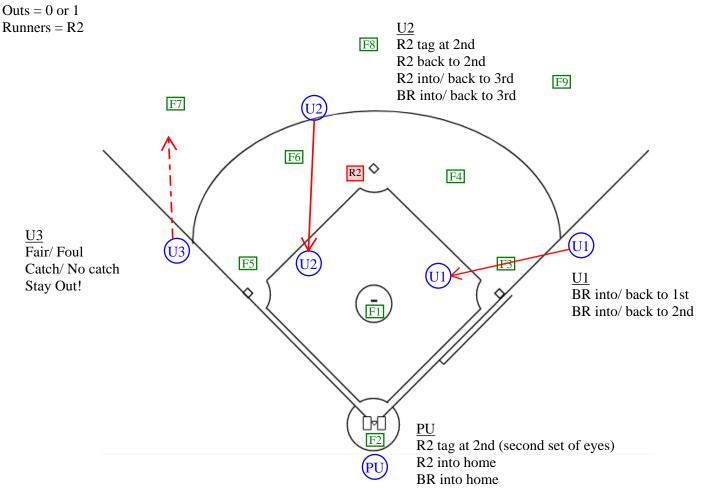
Four Umpire Mechanics- Rotation with fly to U1 area



Outs = 0 or 1 Runners = R2



Four Umpire Mechanics - Rotation on U3 going out



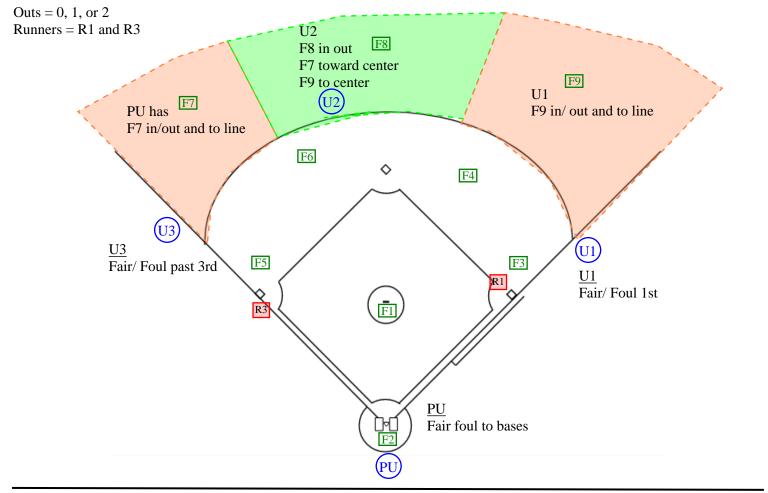
Outs = 2Runners = R2F8 <u>U2</u> F9 R2 back to 2nd BR into/ back to 2nd F7 F6 R2 💠 F4 (U2)(U1 (U3 F5 F3 <u>U3</u> <u>U1</u> (U1) Fair/ Foul past 3rd R2 into/back to 3rd Fair/ Foul past 1st BR into/ back to 1st (U3) BR into/back to 3rd

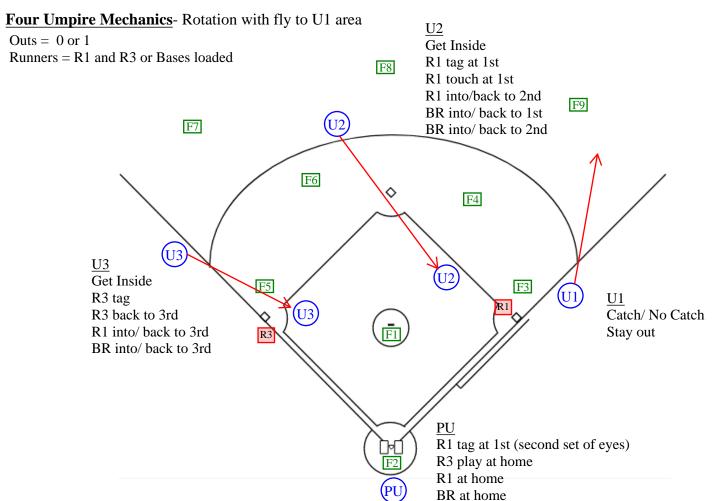
<u>PU</u>

R2 into home BR into home

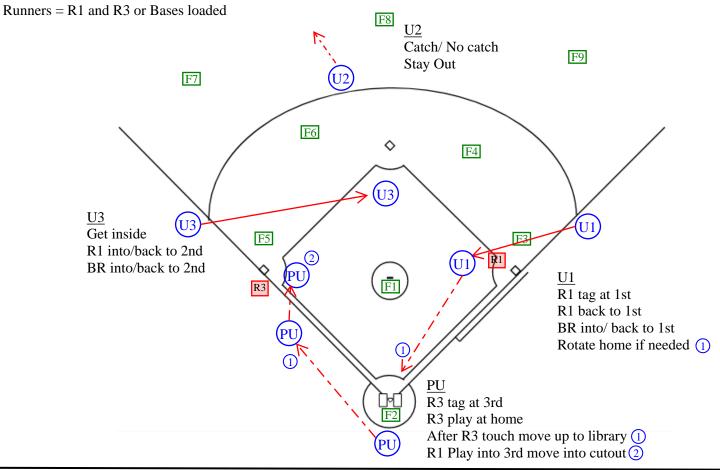


Minors/ Majors





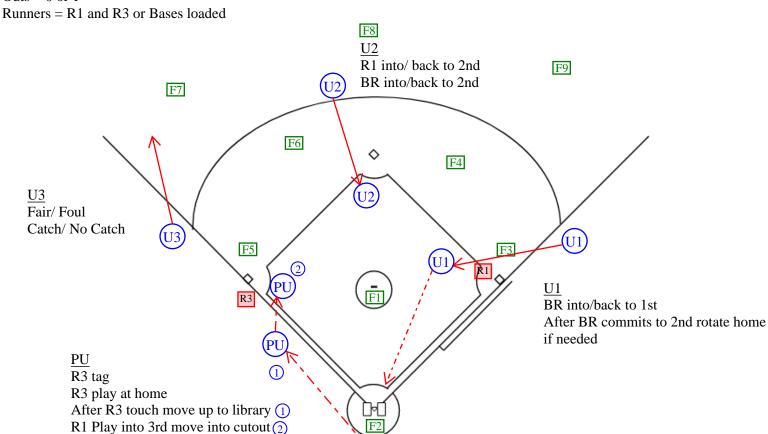
Outs = 0 or 1



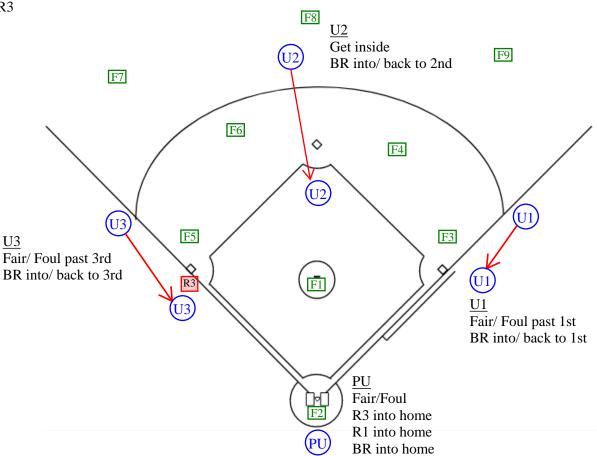
Four Umpire Mechanics - Rotation with U3 going out

BR into/back to 3rd

Outs = 0 or 1



Outs = 0, 1, or 2 Runners = R3



Four Umpire Mechanics- Rotation with clean base hit

Outs = 0,1, or 2 Runners = R2/R3

