

APBA BASEBALL FOR WINDOWS MANAGERS 1/98
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Here are a list of many micro-managers that are available. Each one is smart in basic baseball strategy and will utilize the talents on your team. This chart shows some of their tendencies based upon some demos I ran. Numbers in parenthesis are from the actual demos for a 100 game season using Hall of Fame/All-Star type teams with the same lineups and 4 man rotations (5 man rotations will not require as many spot starts), DH, AIM but players at 100% use, and mid-20th century recovery for pitchers. They manage according to a style of certain years or era in baseball history, but many change their strategy with the players abilities and stats. **REMEMBER**, that most MMs manage according to the total statistical make up of their team (ie. total relief appearances, etc.) This is just a guide to show tendencies and your results may vary, experiment with them and see which one suits your team best.

MANAGER YEARS	PLAYER ROSTER	STEAL	SAC BUNT	PITCHING STAFF	STARTERS	RELIEVERS	OTHER
Tony Anderson 1985+	Does not use whole roster, no reserves with 15+ G, only for subs or a few PH	Uses average number to steal, with above average attempts (43-72). Conservative on the basepaths, he will never steal late in game.	Below average number of sac bunts (4-16).	Uses entire bullpen for a good number of innings.	Has a quicker hook, average of 6.5 IP per game. Below average complete games (22-28), with rare spot starts (0-2).	Average of 1.5 IP per game, average saves (15-28). Will use all of bullpen and a needed pitcher even if not "ready". Uses best available closer.	- playoff/WS manager, with "winner take all" approach. - uses intentional walk more than others - uses as many pitchers as necessary to win
Deacon Brown 19 th century	Does not use roster, substitutes ONLY for injury or ejection.	The whole team will steal if able, with very high attempts (106-134).	Average to high bunts (13-66).	Uses very few in relief for low IP.	Average of 9.0 IP per game, almost all complete games (95-97), with many spot starts (13-17).	If reliever used, for 3.0-6.0 IP, no saves, and of course no closer at all.	-calculates player ability to steal and bunt, even without statistics for those years. - will H&R quite a bit - sticks with starters
Billy Coleman 1990's	Uses a lot of roster, some with 15+ G, for defense and pinch hit/run roles.	Uses average number for a range of attempts (15-78).	Few, if any bunts (0-3).	Uses a few in relief for some innings.	Average of 7.5 IP per game, above average number of CG (43-53), with some spot starts (5-9).	Average of 2.5 IP per game, below average saves (7-15). Closers used by innings pitched.	- like Duke Robinson, but a shade more aggressive - cautious with pitchers - doesn't play always by book, has unconventional moves
Gene Collins 1980's + (NL)	Doesn't use all of roster, none with 15+ G, used mainly as subs and pinch runners.	Uses most of team for high number of attempts (95-106).	No bunts (0-1).	Use of relievers based upon setting up a supercloser	Average of 8.5 IP per game, high CG (91-97), many spot starts (12-22). All would be lower if no DH.	Few relievers averaged 4.0 innings a game with the DH. Almost no saves (0-1).	- designed to use double-switch, bat for pitcher - NOT recommended for DH leagues - will use many relievers and platoon in non-DH
Jake Conley 1900-30's	Does not use the whole roster, no reserve with 15+ G, except for injury subs. Will use pitchers as subs.	Uses fewest number of players to steal, with few attempts (3-34). Waits for a hit to be aggressive.	Lowest sacrifice bunts (0-3).	Uses only a few select in relief for a low number of IP.	Average of 8.0 IP per game, above average. High number of complete games (66-70), with many spot starts needed (8-14).	Average of 2.0 IP per game, low saves (2-5). Doesn't see a closer, uses a committee if needed.	- dead-ball era - doesn't use bullpen, more complete games for starters - aggressive on bases when hit & run, but not stealing - doesn't use defensive replacements, sticks with top 8 players
Kid Donovan 1930	Will use whole roster, some with 15+G, mainly for pinch run/hit. Will use pitchers as subs.	Uses many to steal with high number of attempts (118-142).	Low sac bunts (0-1).	Uses some in relief for few innings. Will use starters as relievers.	Average of 8.5 IP per game, high number of CG (74-79), with many spot starts (9-16).	Average 1.5 IP per game, low saves (4-6). No closer identified.	- careful of bullpen burnout due to high offensive year - pulls starters based on bullpen strength - Will not sub much for starters, conservative - lowers SH numbers
Riverboat Durham 1990's	Uses all players, most subs with 15+ games. Subs are used as defensive replacements, and some as pinch hitters.	Uses many players to steal, with an average number of attempts (30-42).	Average number of sacrifice bunts (13-20).	Uses different pitchers in relief, for a good number of innings.	Average of 7.5 IP per game, with an average number of complete games (30-47) and spot starts (6-9).	Average of 1.5 IP per game, above average number of saves (19-30). He does identify a closer, by save totals.	- Adjusts strategy for team - Plays to win at all costs, doesn't look at long-term effect on roster - Plays for 1 run and moves runners into scoring position, will use power.

							<ul style="list-style-type: none"> - Doesn't waste pitchers in blowouts, pulls starters - Uses heavy relief and pinch runs
Joe Gardner 1980's	Uses some bench players, one with 15+ games, mainly for pinch hit or run.	Uses average amount of players to steal, with a high number of attempts (93-108).	Below average number of bunts (4-14).	Uses many relievers for a few innings, using long relief and set-up men.	Average 7.5 IP per game, with an average number of CG (30-40) and below average spot starts (2-6).	Average 1.0 IP per game, average number of saves (15-22). Uses multiple closers by saves.	<ul style="list-style-type: none"> - uses starters in relief - subs in blow-outs - runs early, but reluctant late in the game - bunts late to advance runners
Hack Gilbert 1960's	Uses some bench players, for a few games, as subs and defense.	Uses most of roster to steal, with highest attempts (126-156).	Few bunts (0-2).	Uses some relievers for a few games. Relief based upon total bullpen games.	Average 8.5 IP per game, with very high CG (89-93) and spot starts (9-18).	Average 2.0 IP per game, low saves (3-6). Closer chosen by grade.	<ul style="list-style-type: none"> - The more relievers on team, the quicker hook he has on starters - will not use last C, 2B or SS unless losing - will spare bullpen if rout
Muddy Harris 1950's	Uses some of bench for a few games, for pinch running and subs.	Uses average number to steal, with average number of attempts (21-41).	No bunts (0-1).	Uses many relievers for a good number of innings.	Average 7.8 IP per game, with average CG (36-59) and spot starts (6-10).	Average 1.5 IP per game, with average number of saves (11-17). Uses closers by committee.	<ul style="list-style-type: none"> - plays for big inning instead of little ball - uses starters as relievers - subs in blowouts - bullpen use based on number of games in relief
Bumpus Head 1990's DH	Uses many on the roster for a good number of games if necessary. Used mainly for defense and subs.	Uses average number to steal, with below average attempts (15-26).	Low amount of bunts (0-4).	Uses many relievers for a good number of innings.	Average 7.3 IP per game, with below average CG (26-42) and spot starts (2-8).	Average 1.5 IP per game, with average saves (19-25). Uses best available closer by grade.	<ul style="list-style-type: none"> - uses grades and ratings to determine roles - use with DH, he cannot do double-switch - makes defensive subs - conservative on bases
Felipe Hernandez 1990's	Does not use all of the roster, but usually one for 15+ games. Mainly for defense and pinch run/hit.	Uses fewer players to steal, but with above average attempts (77-104).	Will bunt often (6-24).	Uses many relievers if needed for many innings.	Average 7.0 IP per game, with low CG (9-28) and various spot starts (0-11).	Average 1.5 IP per game, with average saves (15-33). Picks closers by save totals.	<ul style="list-style-type: none"> - looks for platooning - aggressive on bases, likes to steal early - will use many relievers to set up closer. - varies with team
Hawkeye Honeycutt	Uses most of roster in many games for defense and pinch run/hit.	Uses few players to steal, with few attempts (5-11).	Will bunt often (15-27).	Uses many relievers for many innings.	Average 7.5 IP per game, with average CG (37-53) and low spot starts (2-8).	Average 2.0 IP per game, with average saves (8-27). Uses diff. closers by saves.	
Ned Jennings 1900-19	Uses most of roster for a few games, to pinch run or defense.	Uses most of the players for a high number of steals (106-138).	Can bunt often (3-24).	Uses few relievers for not many innings, he sticks with starters.	Average 8.5 IP per game, with many CG (63-79) and spot starts (9-14).	Average 1.5 IP per game, with low saves (2-5). Uses a closer by save totals.	<ul style="list-style-type: none"> - will leave starters in - will reduce sac bunts
Scrap Iron Jones 1990's	Uses all of his roster for many games, usually for defense and pinch hitting.	Will use many of his players for an average amount of steal attempts (42-73).	Likes to bunt (16-31).	Uses some relievers, with a few for 15+ games.	Average 7.5 IP per game, with average CG (32-48) and low spot starts (4-7).	Average 2.0 IP per game, with average saves (12-32). Picks closer by saves.	<ul style="list-style-type: none"> - waits for big hit, but will scratch some runs out - will use all of bench and pitching staff - aggressive on bases
Butch Kelly I 1985+	Does not use all of roster, but will use a few for 8+ games as subs and pinch hitters.	Uses many players to steal, with many attempts (102-114).	Below average bunts (9-15).	Uses most relievers, many for 15+ games.	Average 7.3 IP per game, with low CG (11-16) and spot starts (1-5).	Average 1.3 IP per game, with high saves (22-35). Uses many closers, and ranks by SAVES.	<ul style="list-style-type: none"> - aggressive, using historical numbers, not ratings to steal - looks for platoon advantage - will use double switch - has a quick hook, using multiple relievers
Butch Kelly II 1985+	Does not use all of roster, but will use a few for 8+ games as subs and pinch hitters	Uses many players to steal, with many attempts (66-109).	Below average bunts (6-14).	Uses most relievers, many for 15+ games.	Average 7.3 IP per game, with low CG (11-22) and spot starts (1-5).	Average 1.3 IP per game, with high saves (23-27). Uses many closers, and ranks by GRADE.	<ul style="list-style-type: none"> - aggressive, using historical numbers, not ratings to steal - looks for platoon advantage - will use double switch - has a quick hook, using multiple relievers
Davey Kennedy 1985+ DH	Does not use all of roster, but will use a	Uses most to steal, with many	Below average	Uses many relievers, some	Average 7.5 IP per game, with	Average 1.0 IP per game with	<ul style="list-style-type: none"> - general quick hook, using multiple relievers

	few for 8+ games for defense and some pitchers as subs.	attempts (82-120).	bunts (5-18).	for a high number of innings.	low CG (14-27) and spot starts (1-6).	high saves (20-32). Uses set up men to get to supercloser, with rank by saves.	- relies on getting platoon advantage in relief - sticks with lineup 9 - waits for big innings, does not play little ball
Cookie Lopez II 1940-50	Does not use whole roster, but some subs play 8+ games, mainly to pinch hit/run. Will use pitchers as subs.	Uses many players to steal, with many attempts (94-121).	Low bunts (0-2).	Uses a lot of bullpen for many innings, dependant upon actual inning total of bullpen.	Average 8.0 IP per game, with average CG (54-61) and spot starts (6-12).	Average 1.0 IP per game with low saves (5-14). Uses closers by committee.	- high inning bullpens mean quicker hooks - will use pitchers offensively - likes the hit and run
Jake Malloy 1930's	Uses the majority of his bench, but not for many games, mainly to pinch hit/run. Will use pitchers as subs.	Uses many to steal with high attempts (101-135).	Low bunts (0-2).	Uses most of bullpen, some for 15+ games, based upon total IP of bullpen.	Average 8.3 IP per game, with above average CG (58-68) and spot starts (8-14).	Average 1.5 IP per game with low saves (6-17). Chooses closer by IP.	- uses starters as relievers - will sub in blowout - keeps balanced bench, will not sub for last C, 2B or SS
Pugs Maloney 1920's	Uses most of roster, some for 15+ games, mainly for defense and pinch hit/run. Will use pitchers as subs.	Uses most of roster to steal, with high attempts (112-129).	Varies from low to high (2-28).	Uses most of staff, but not for many games.	Average 8.5 IP per game with high CG (70-82) and (10-15).	Average 1.5 IP per game with few saves (4-9). No specified closer.	- uses starters in relief - subs defensively in a blowout - reduces sac for regulars - looks for platoon
Red Martin 1970's	Doesn't use all of roster, but one for 15+ games as a sub and for defense.	Uses many on roster to steal, with above average attempts (78-122).	Low bunts (3-10).	Uses most of staff, for many games (15+).	Average 7.5 IP per game, with below average CG (26-39) and low spot starts (3-6).	Average 1.0 IP per game with average saves (18-24). Identifies best closer.	- aggressive early running - likes to hit and run - quicker hook and uses long closers - will sub in blowout
Johnny McCoy 1945-79	Doesn't use whole roster, at most 1 with 15+ games aside from starters.	Uses fewest number of players to steal, low number of attempts (4-30).	Barely any sacrifice bunts (0-2).	Uses a high number in relief, all with 20+ IP.	Average of 7.3 IP per game. An average number of complete games (45-52) and spot starts (5-11).	Relievers in for 2.0 IP per game, low saves (9-11). Uses all pitchers, doesn't identify a closer.	- Mid 20th Century style - Fewer platoon subs - Doesn't look for closer with high save totals
Grady Michaels 1950-67	Uses most of roster, but not for many games. Players used as subs and pinch hitters.	Uses above average number of players to steal, with a high number of attempts (68-76).	Low number of bunts (2-7).	Uses barely any in relief for 15+ games, but the ones who do have 20+ IP.	Average 8.4 IP per game, highest complete games (64-76) and spot starts (12-16).	1.2 IP per game for relievers, low saves (7-9), does identify a closer but not used as much.	- Heavy on starting pitching - Stingy on runs
Buck Miller I 1990's	Uses most of roster, some for 15+ games, mainly for defense and pinch hitting.	Uses an average number of players to steal, with an average amount of attempts (40-54).	Below average bunts (5-16).	Uses whole staff for many games.	Average 7.0 IP per game, with low CG (19-24) and spot starts (2-8). Sets aside a rotation.	Average 1.3 IP per game with high saves (24-29). Chooses closer by SAVES.	- will use starters in relief - bunts based on SO ratio - will use hit and run - will sub in blowout - steals based on ratings
Buck Miller II 1990's	Uses most of roster, some for 15+ games, mainly for defense and pinch hitting	Uses an average number of players to steal, with an average amount of attempts (40-61).	Below average bunts (3-14).	Uses whole staff for many games.	Average 7.2 IP per game, with low CG (21-25) and spot starts (3-7). Sets aside a rotation.	Average 1.3 IP per game with high saves (24-38). Chooses closer by GRADE.	- will use starters in relief - bunts based on SO ratio - will use hit and run - will sub in blowout - steals based on ratings
Buck Miller III 1990's	Uses most of roster, some for 15+ games, mainly for defense and pinch hitting	Uses an average number of players to steal, with an average amount of attempts (41-52).	Below average bunts (7-16).	Uses whole staff for many games.	Average 7.0 IP per game, with low CG (23-27) and spot starts (2-9).	Average 1.3 IP per game with high saves (21-30). Chooses closer by SAVES.	- will use starters in relief - bunts based on SO ratio - will use hit and run - will sub in blowout - steals based on ratings
Buck Miller IV 1990's	Uses most of roster, some for 15+ games, mainly for defense and pinch hitting	Uses an average number of players to steal, with an average amount of attempts (39-60).	Below average bunts (7-16).	Uses whole staff for many games.	Average 7.5 IP per game, with low CG (20-30) and spot starts (2-8).	Average 1.2 IP per game with high saves (28-34). Chooses closer by GRADE.	- will use starters in relief - bunts based on SO ratio - will use hit and run - will sub in blowout - steals based on ratings
Dan Murphy 1980-90's	Doesn't use a lot of roster, no reserves more than 15 games. If used it will be as a	Uses a low number of players to steal with few attempts	Few sacrifice bunts (0-2).	Uses many relievers, many with 20+ IP	Average 7.0 IP per game, low complete games (24-39) and spot	1.5 IP per game, above average saves (21-27), uses all of	- Makes smart relief moves, uses stats to choose - Not many defensive replacements or pinch hit

	pinch hitter. Will use pitchers as subs.	(4-27). He waits for the big hit.			starts (4-11). Will pull starter.	bullpen, not just one closer.	- Won't steal in front of good bats, is aggressive to take extra base
Jasper Nelson 1970's+	Uses most of roster with one for 8+ games, mainly for defense and pinch running.	Uses many players for the highest number of attempts (133-141).	High sac bunts (22-38).	Will use many on the staff, many for 15+ games.	Average 7.5 IP per game with average complete games (35-53) and low spot starts (3-6).	Average 1.5 IP per game with varying saves (10-29). Identifies closer by saves.	- doesn't base stealing on ratings - sacrifices a lot - uses intentional walk
Gabby "Mule" Owens II 1940-50's	Does not use all of roster, mainly for defensive subs. Will use pitcher as sub.	Uses average number to steal with above average attempts (69-80).	Rare bunts (0-1).	Will use whole staff, some for 15+ games, use based upon total relief games.	Average 8.0 IP per game with average CG (46-56) and spot starts (6-12).	Average 1.3 IP per game with average saves (12-17). Uses multiple closers.	- will pinch hit for high platoon ratings - will not pinch hit for defensive stars at C, 2B, SS, & CF - conservative on bases
Gordy Richards 1945-69	Doesn't use whole roster, no reserve with 15+ games. If used, for sub or pinch hit.	Uses above average number of players, with a high number of attempts (54-102).	No sacrifice bunts (0-1).	Uses average number of relievers, but those used have 20+ IP.	8.0 IP per game, above average complete games (52-64) and high spot starts (10-14).	1.5 IP per game in relief with low saves (7-15). He does identify closer when needed.	- Uses double switch - Will protect stars and remove in a blowout. - Uses bullpen's stats - Smart with defensive positioning, strong arm in RF/CF, not LF
Duke Robinson 1990's	Uses most of roster, but few reserves with 15+ games. Used mainly as defensive replacements.	Uses average number to steal, with above average attempts (40-59).	Low sacrifice bunts (2-6).	Uses most in relief, many with 15+ games and have 20+ IP.	6.5 IP per game, low complete games (18-24) and spot starts (2-11).	1.6 IP per game in relief with high saves (28-31) and a definite closer by save total.	- Good use of relievers, sees the supercloser - removes pitchers with big leads after 6 IP - Use big "IP" pitchers - Uses defensive replacements liberally - Won't steal in front of big bats, a modern manager
Duke Robinson Jr. 1990's	Uses most of roster, some reserves with 15+ games. Used mainly as defensive replacements.	Uses average number to steal, below average attempts (23-33).	Low bunts (3-5).	Uses most in relief, many with 15+ games and have 20+ IP.	7.0 IP per game, low complete games (18-24) and lowest spot starts (2-7).	1.4 IP per game in relief, highest saves (30-38), picks best available closer.	- Same generally as Duke Robinson, with a few more "smarts". - likes 5 man rotations
Rabbit Schindel 1908-18	Uses fewest players, no reserves with 15+ games. Some used as subs or pinch hitters.	Doesn't use many players to steal, varying range of medium to high attempts (24-93).	High total of sacrifice bunts (61-68).	Uses a low number in relief, only a few with 15+ games/20+ IP.	8.3 IP per game, high number of complete games (68-74) and high spot starts (6-15).	2.3 IP per game for relievers, lowest saves (3-7), no specific closer.	- Leaves starters in longer, and doesn't use a closer - Likes to steal and bunt - Plays to win, doesn't use the double switch - Doesn't base all on stats, but on a "gut" feeling
Red Smith 1968	Uses all players, but only a few for 8+ games, mainly to pinch hit/run. Will use pitchers as subs.	Uses average number to steal with a high number of attempts (68-95).	Low bunts (0-2).	Uses low number in relief, none with 20+ IP.	9.0 IP per game, high complete games (85-91) and spot starts (13-20).	1.0 IP per game, low saves (3-6), no specific closer.	- slow hook, let quality starters go distance - has blowout substitutions but won't use resting stars - plays low-run/extra inning game strategies
Bob Steele 1900-19	Uses most if bench, but for not many games, mainly to pinch hit.	Uses low number to steal, for below average attempts (17-57).	Above average bunts (23-36).	Uses many in relief, a few for 15+ games.	7.8 IP per game, above average complete games (56-65) and average spot starts (8-10).	1.5 IP per game with lower saves (5-13), no closer identified.	- dead-ball era - doesn't go deep into bullpen - not shy on bases - does not sub much for roster management
Blind Catfish Thomas 1930's+	Uses most of roster, some reserves with 15+ games, used as defensive replacements or subs.	Uses high number of players to steal, with above average attempts (57-75).	Above average number of sac bunts (18-41).	Uses most relievers, many with 15+ games and have 20+ IP.	7.0 IP per game, low complete games (31-38), and spot starts (4-7).	1.3 IP per game, below average saves (14-17), doesn't identify a closer, uses best available.	- Runs aggressively - Uses highest grade reliever, neglects others - Good for fast team with good starting pitching
Joe Thomas 1950-60's	Uses most of roster, many with 15+ games, mainly used as subs and to pinch hit.	Uses most of roster to steal, with a high number of attempts (92-133).	Low bunts (0-2).	Uses most pitchers, with some relievers for 15+ games.	8.0 IP per game, with above average CG (54-60) and spot starts (8-13).	1.0 IP per game, with above average saves (16-28). Does identify a closer by save total.	- slow with the hook - plays a laid-back style - doesn't like to hit & run - supposedly doesn't like to steal, but does!
Buckshot	Uses all players, all	Uses most	Above	Uses average	7.5 IP per game,	1.8 IP per game	- Uses a lot of relievers,

Williams 1947-1985	subs have 15+ games mainly used for defensive replacements and pinch hitting.	players in attempting steals, many attempts (48-60), and aggressive.	average number of sac bunts (18-28).	number in relief, all with many IP.	above average complete games (45-54) and high spot starts (7-16).	in relief, average amount of saves (14-22), picks available closer.	recognizes a closer - Uses the bench for defense and pinch hit - Aggressive within limits of team, with game on line - Uses players stats for decisions
Kent Williams All-star	Uses most of roster, most for 8+ games mainly for defense and pinch hitting. Will use pitchers as subs.	Uses many on roster to steal, for a high number of attempts (111- 131).	No bunts (0-1).	Uses most of roster, with one for 15+ games. Use starters in long relief.	8.5 IP per game, with above average CG (68- 73) and spot starts (3-13).	1.7 IP per game, with low saves (7-8). Does select a closer by grade.	- plays for big innings - will adjust strategy for team statistics - uses platoon advantage - stays with quality starters - only pinch hit/run late - good for teams with high offensive numbers and dominant starters
Kent Williams III All-star	Uses most of roster, most for 8+ games mainly for defense and pinch hitting. Will use pitchers as subs.	Uses many on roster to steal, for a high number of attempts (118- 139).	Average bunts (9- 18).	Uses most of roster, with one for 15+ games. Use starters in long relief	8.3 IP per game, with above average CG (62- 66) and spot starts (5-15).	1.7 IP per game, with low saves (6-12). Does select a closer by grade.	- plays for big innings - will adjust strategy for team statistics - uses platoon advantage - stays with quality starters - uses more of roster