

### Runs Scored by Times thru the Order

OCHS Game	Time thru Order						Runs	TPA	Pct	Opponent	Time thru Order						Runs	TPA	Pct	
	1	2	3	4	5	6					1	2	3	4	5	6				
01	L	2	0	0	0	-	-	2	28	.071	@Ramona	1	4*	1	1	-	-	7	31	.226
02	W	1	6*	2	1	-	-	10	34	.294	Big Bear	2	2	0	0	-	-	4	36	.111
03	L	1	1	1	3	0	-	6	41	.146	Big Bear	1	5*	1	1	0	-	8	39	.205
04	W	2*	1	0	-	-	-	3	24	.125	San Berdoo	1	0	0	-	-	-	1	25	.040
05	W	2	2	5*	3	0	-	12	38	.316	Norte Vista	3	3	0	3	0	-	9	37	.243
06	L	3	1	0	0	-	-	4	30	.133	@Rialto	0	2	5*	2	-	-	9	33	.273
07	W	4*	1	1	1	-	-	7	31	.226	@Valley View	1	1	1	0	-	-	3	28	.107
08	L	1	1	2	0	0	-	4	38	.105	@Aquinas	2	0	0	3*	0	-	5	37	.135
09	L	1	1	2	0	-	-	4	31	.129	@Woodcrest	5*	1	2	2	-	-	10	32	.313
10	L	2	0	1	0	-	-	3	32	.094	@Woodcrest	4*	1	3	0	-	-	8	30	.267
11	W	6*	4	4	0	0	-	14	40	.350	Loma Linda	1	0	1	0	-	-	2	31	.065
12	W	3*	1	1	-	-	-	5	26	.192	Arrowhead	0	1	1	0	-	-	2	29	.069
13	L	0	2	0	-	-	-	2	27	.074	@Western Chr	2	0	5*	0	-	-	7	33	.212
14	L	0	1	6*	1	0	-	8	37	.216	Western Chr	3	3	1	6*	0	-	13	40	.325
15	W	5*	1	0	2	-	-	8	35	.229	Clvry Chp D	0	0	2	3	0	-	5	37	.135
16	W	3	3	0	1*	-	-	7	34	.206	Aquinas	3	0	0	3	-	-	6	35	.171
17	L	0	1	0	0	-	-	1	28	.036	Santa Paula	1	2*	1	-	-	-	4	25	.160
18	L	1	0	3	-	-	-	4	27	.148	BshpMntgmry	4	4	2	5*	0	-	15	41	.366
19	L	2	2	1	2	-	-	7	35	.200	@Psdna Poly	1	2	5*	5*	2	-	15	43	.349
20	W	3	4*	0	0	-	-	7	33	.212	Valley Chr	0	0	0	0	-	-	0	29	.000
21	L	1	3	0	0	-	-	4	34	.118	@Aquinas	1	2	1	1	-	-	5	36	.142
22	L	1	0	0	0	-	-	1	31	.032	Aquinas	2	0	3*	0	-	-	5	33	.152
23	W	3*	0	3*	2	-	-	8	33	.242	Loma Linda	2	1	2	0	-	-	5	30	.167
24	W	4*	3	3	1	0	-	11	39	.282	@Loma Linda	2	2	2	2	-	-	8	35	.229
25	L	0	1	1	4*	-	-	6	35	.171	@Western Chr	2	2	1	2	-	-	7	35	.200
26	W	1	0	3*	0	-	-	4	31	.129	Arrowhead	1	0	1	0	-	-	2	29	.069
27	L	1	2	2	6	3	-	14	42	.333	@Arrowhead	7*	1	1	4	2	-	15	44	.341
Totals		53	42	41	27	3		166	894	.186	Totals	52	39	42	43	4		180	913	.197
Per Gm		2.0	1.6	1.5	1.0	0.1		6.1	33.1		Per Gm	1.9	1.4	1.6	1.6	0.1		6.7	33.8	
Percts		32	25	25	16	2		100			Percts	29	22	23	24	2		100		

The purpose of this report is to display runs scored by "Time thru the Order", meaning each column shows runs for nine batters, without regard to inning number, or pitching changes.

Theoretically, when a game begins, pitchers have an advantage over batters. They are fresh (stronger) and haven't revealed any patterns. As the game progresses, batters and their coaches share observations. In most cases, the pitcher's repertoire, and tendencies, are generally apparent after after nine batters, or once thru the order.

After once thru the order, the pitch count is usually in the 28-36 range. Some pitchers will reach this point, and remain effective for nine more batters. In the meantime, a good hitter will know more about what to expect the next time up, from having been in the box himself, and from listening to teammates and coaches.

After twice thru the order (18 batters, and 56-72 pitches), most pitchers are done. They lose velocity, control, and effectiveness. Good hitters will get even better, until a different pitcher poses a new set of problems.