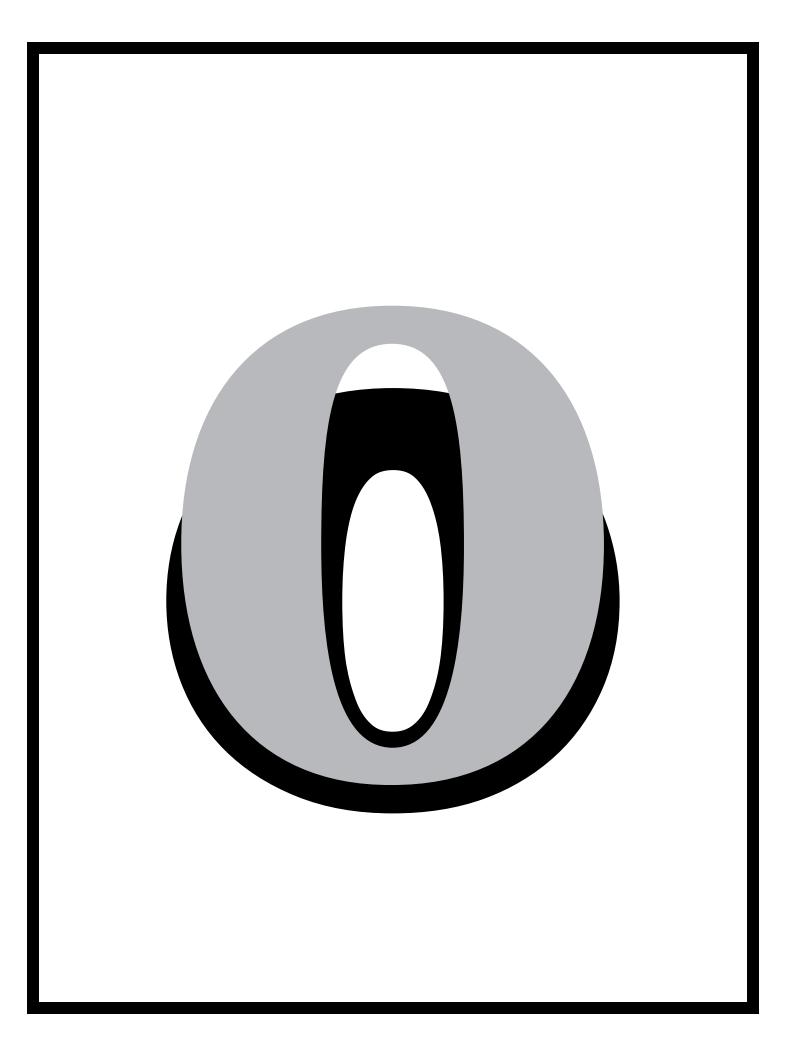
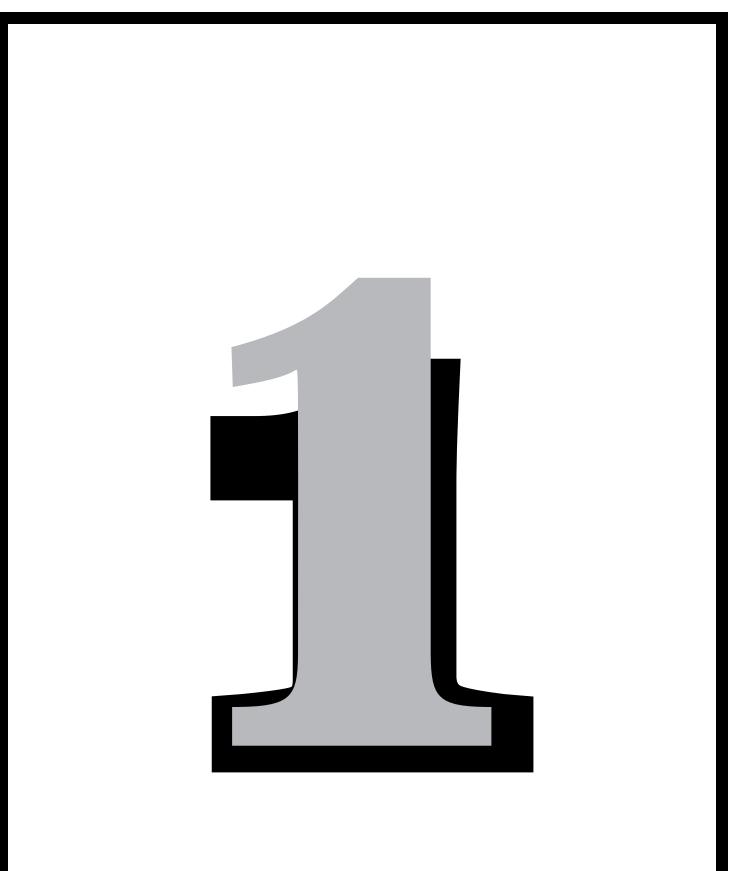
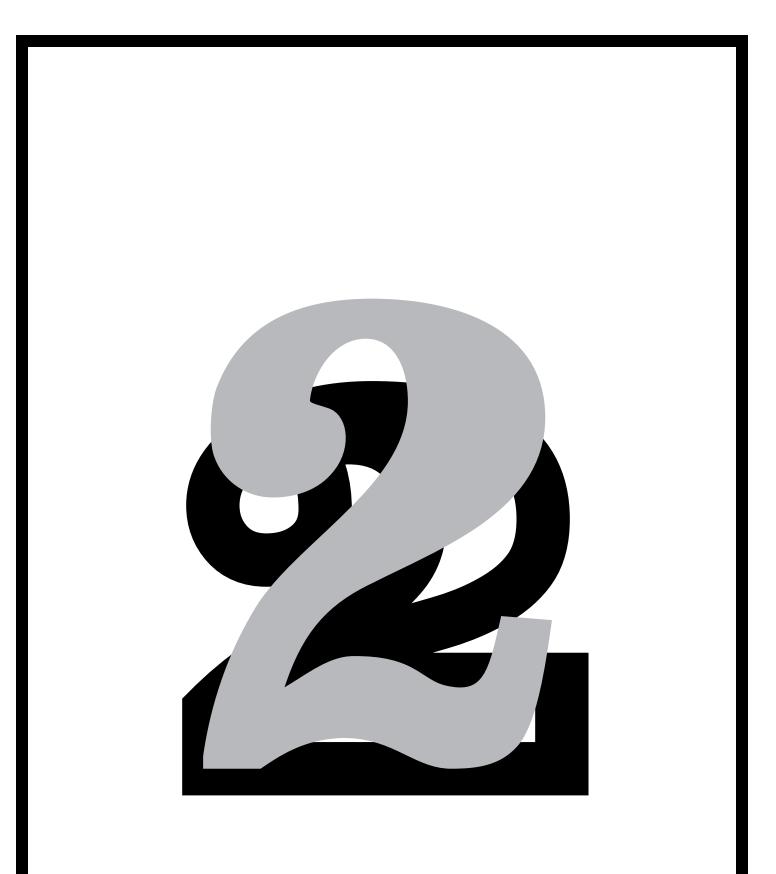
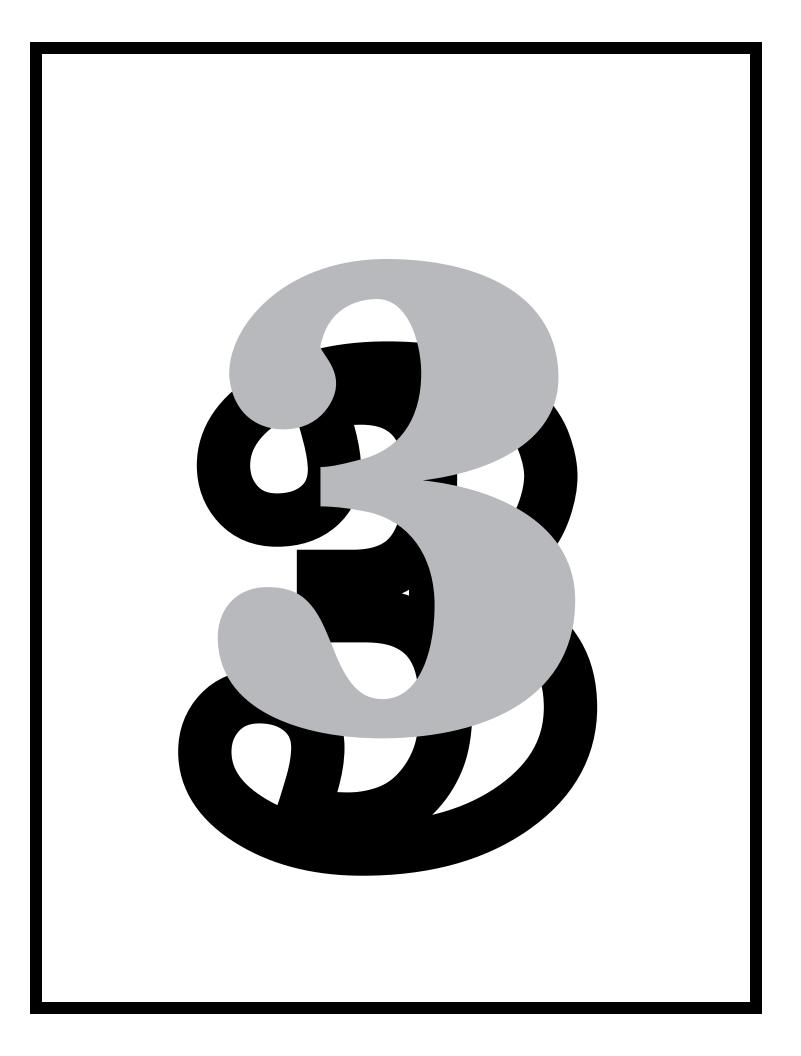


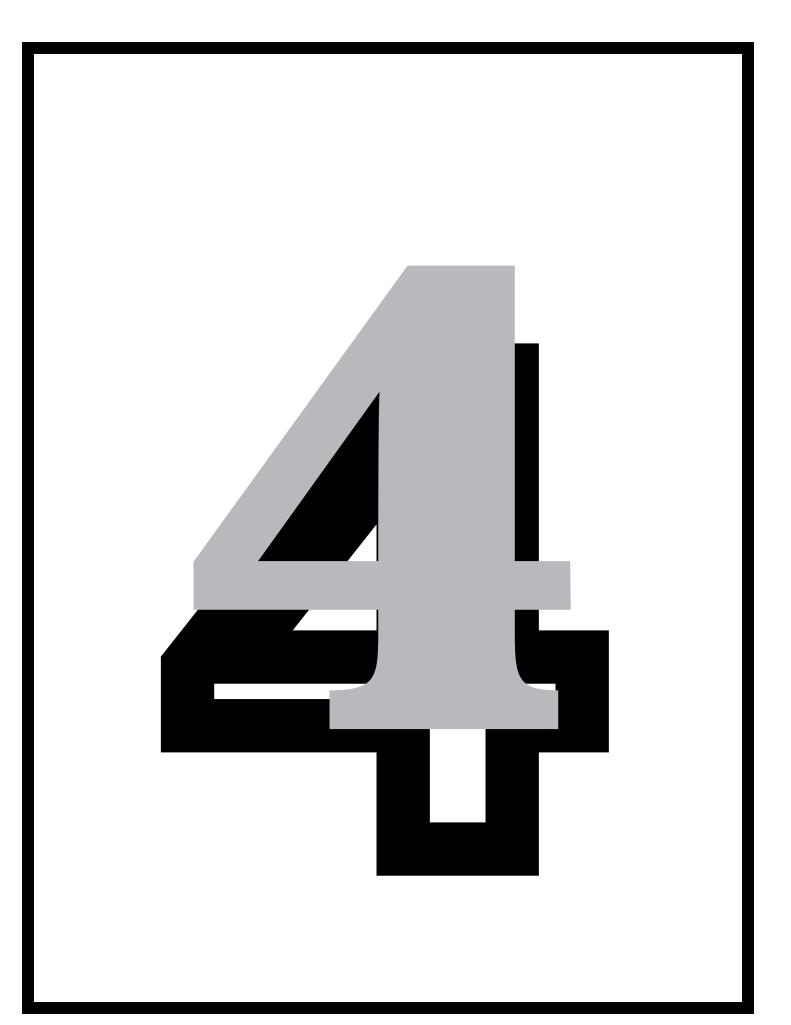
Inning:	1	2	3	4	5	6	7	8	9	Total
Home Team	1	5	3	0	2					1 1
Visiting Team	2	3	0	3						8

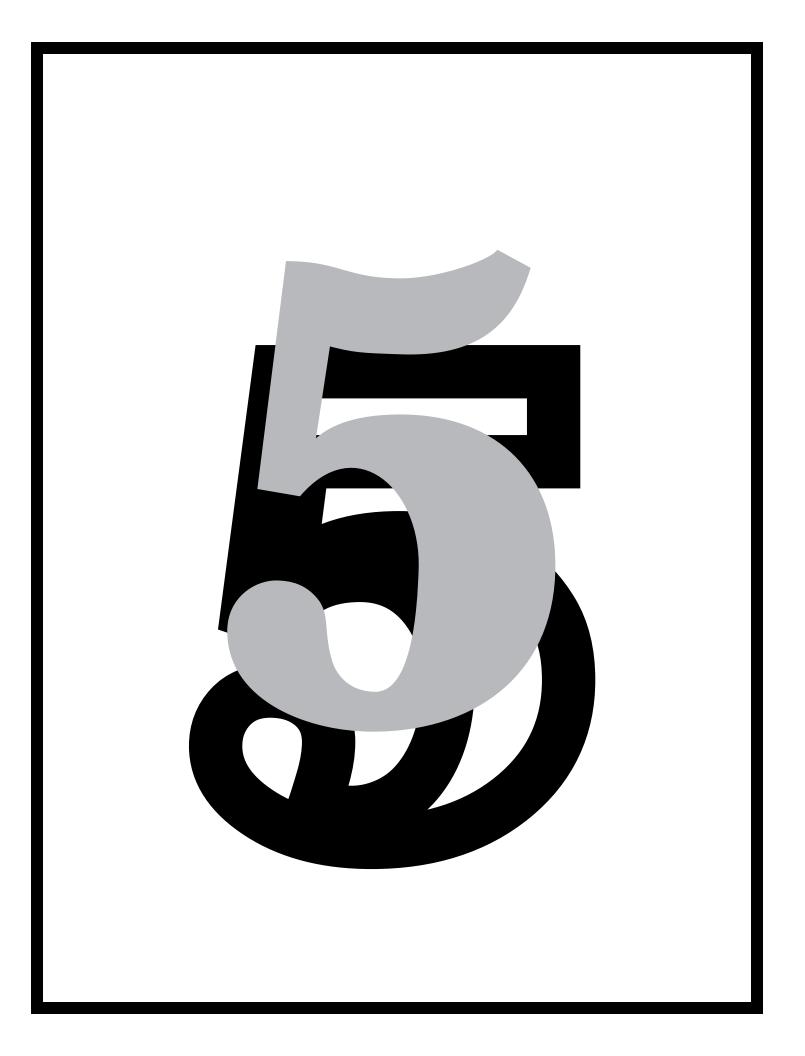


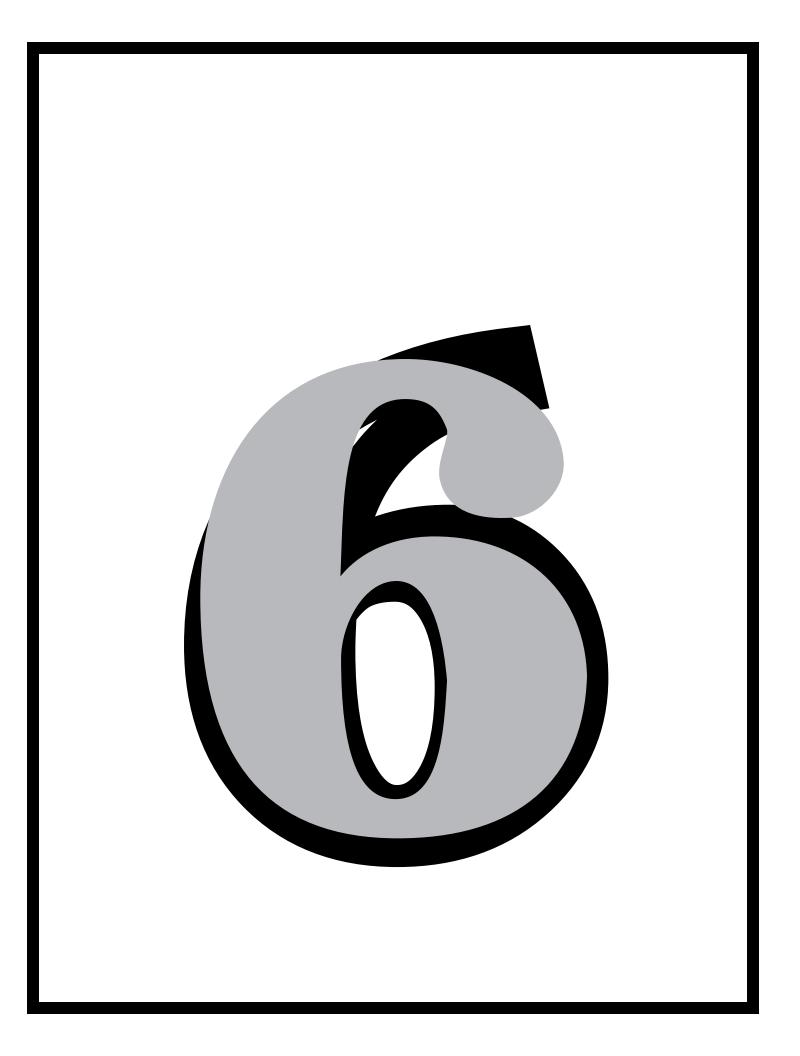


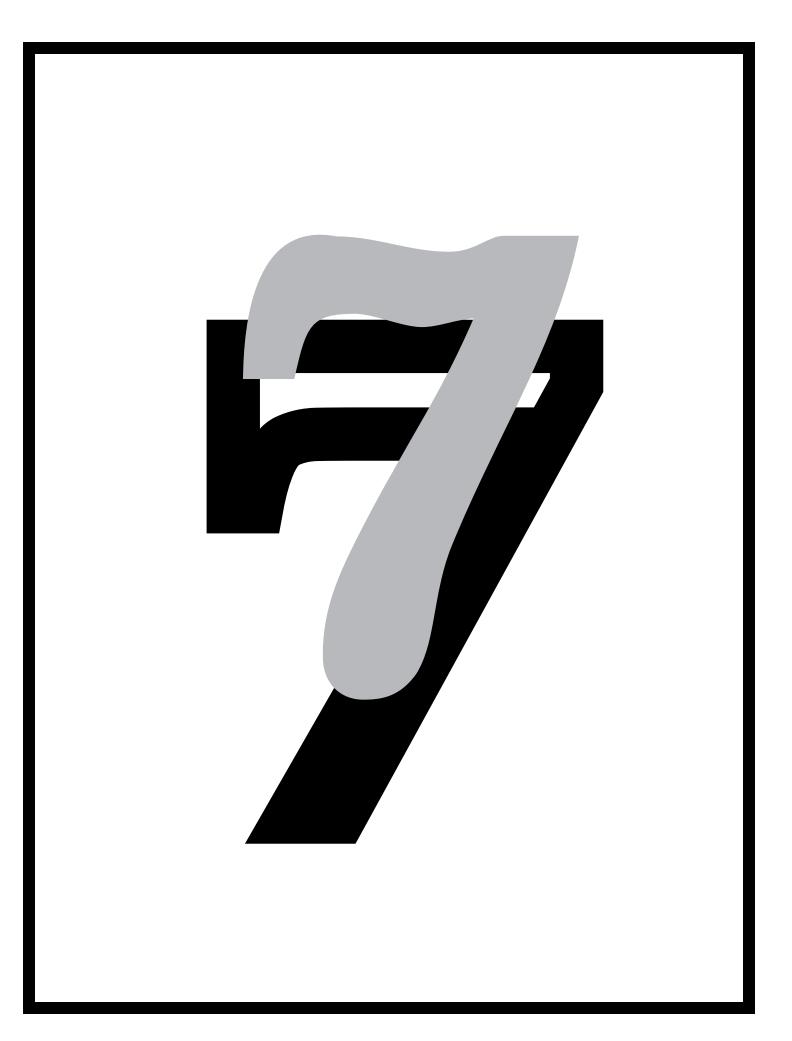


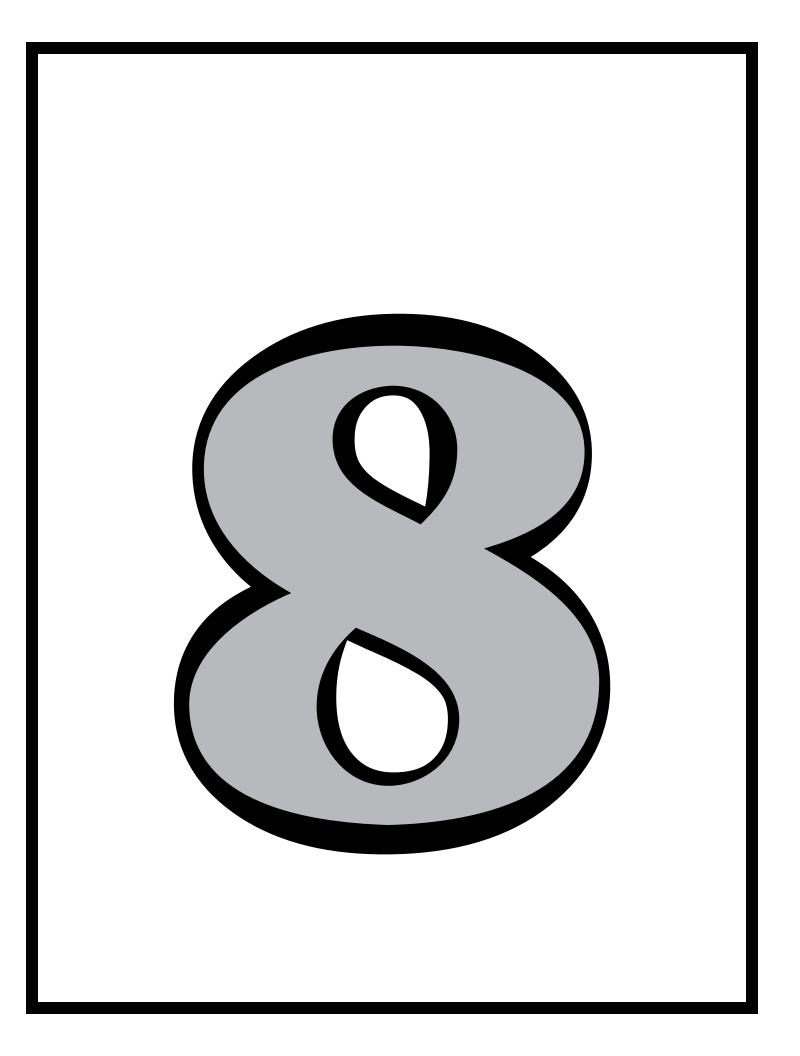














Level 5, Quarter A, Lesson 13—Review Bible Baseball Scorecards

Use these scorecards to track a team's progress. As players make their way around the bases, fill in the base squares where they stop. If a player hits a single, fill in the square for first base. If the runner advances to third because the next batter hit a double, fill in the third base square for the runner and fill in the second base square for the batter. When a runner makes it home, fill in the diamond.

Depending on your class size, you may need more than one scorecard per team.

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Player	1	2	3	4	5	6	7	8	6
	$\langle \dot{\vec{\nabla}} \rangle$	$\langle \hat{\mathbf{x}}_{3}^{(2)}, \hat{\mathbf{x}}_{3}^{(1)} \rangle$	$\langle \hat{A}_{3}, $	$\langle \dot{\hat{\Theta}}_{1}, \dot$	$\langle \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \langle$	$\langle \hat{\mathbf{x}}_{3}^{(2)}, \hat{\mathbf{x}}_{3}^{(1)} \rangle$	$\langle \stackrel{\frown}{\rightarrow} \stackrel{\frown}{\rightarrow} \langle \stackrel{\frown}{\rightarrow} \rangle$	$\langle \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \langle$	$\overbrace{, \overbrace{i}_{H}}^{\tilde{\lambda}}$
	$\left(\begin{array}{c} & & \\ & $	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot$	$\left(\begin{array}{c} & & \\ & $	$\begin{pmatrix} & & \\ & $	$\dot{\langle}^{,}$ $\dot{\langle}^{3}$ $\dot{\langle}^{H}$	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot$	$\langle \dot{\vec{\nabla}}_{3}, \dot{\vec{\nabla}}_{1}, \dot{\vec{\nabla}}_{3}, \dot{\vec{\nabla}}_{1}, \dot{\vec{\nabla}}_{3}, \dot{\vec{\nabla}}_{1}, \dot{\vec{\nabla}}_{2}, \dot{\vec{\nabla}}_{3}, \dot{\vec{\nabla}}_{1}, \dot{\vec{\nabla}}_{3}, \dot$	$\left(\begin{array}{c} & & \\ & $	
	$\langle \hat{\langle}_3 \rangle$	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot \\ & & \cdot \\ & \cdot & \cdot \\ & \cdot & \cdot$	$\begin{pmatrix} \cdot & \cdot \\ \cdot & \cdot \\ \diamond^3 & \cdot \\ \cdot & \cdot \\ $	$\left(\begin{array}{c} & & \\ & $	$\langle \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \langle$	$\begin{pmatrix} \cdot & \cdot \\ \cdot & \cdot \\ \diamond^3 & \cdot \\ \cdot & \cdot \\ $	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot$	$\langle \dot{\langle} 3 \rangle$ $\langle \dot{\langle} 3 \rangle$ $\dot{\langle} \dot{\langle} 4 \rangle$	$\left(\begin{array}{c} & & \\ & $
	$\langle \dot{\gamma}^3 $ $\dot{\vec{\nabla}}^3$	$\langle \hat{\langle}_{3}, \hat{\langle}_{1}, \hat{\langle}_{2}, \hat{\langle}_{3}, $	$\langle \hat{A}_{3}, \hat{A}_{1}, \hat{A}_{2}, \hat{A}_{3}, \hat{A}_{1}, \hat{A}_{2}, \hat{A}_{3}, $	$\langle \dot{\vec{\nabla}}_{3} $	$\begin{pmatrix} \cdot & \cdot \\ & \cdot \\ & \uparrow \\ & \cdot \\ & \cdot \\ & \cdot \\ & \downarrow \\ & \cdot \\ & \cdot \\ & \downarrow \\ & \cdot \\ & \cdot \\ & \downarrow \\ & \cdot \\ & \cdot \\ & \downarrow \\ & \cdot \\ $	$\langle \hat{\langle}_{3}, \hat{\langle}_{1}, \hat{\langle}_{2}, \hat{\langle}_{3}, $	$\left(\begin{array}{c} & & \\ & $	$\langle \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \dot{\langle} \langle$	$\overbrace{, \overbrace{i}^{H}}^{\tilde{2}}$
	$\begin{pmatrix} \cdot & \cdot \\ $	$\begin{pmatrix} \cdot & \cdot & \cdot \\ & \cdot & \cdot \\ & \cdot & \cdot \\ & \cdot & \cdot$	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot$	$\overset{}{\overset{}}{\overset{}{\overset{}{\overset{}}{\overset{}{\overset{}}{\overset{}{\overset{}}{\overset{}{\overset{}}{\overset{}}{\overset{}{\overset{}}{\overset{}}{\overset{}{\overset{}}{\overset{}{\overset{}}}{\overset{}}{\overset{}}{\overset{}}{\overset{}}}}}}}$	$\langle \dot{\gamma}_3 \rangle$	$\begin{pmatrix} \cdot & \cdot \\ & \cdot & \cdot$	$\begin{pmatrix} \cdot & \cdot \\ $	$\begin{pmatrix} \cdot & \cdot \\ $	
	$(\mathbf{x}_{\mathbf{y}}^{\mathbf{y}},\mathbf{y}_{\mathbf{y}}^{\mathbf{y}})$	$(\mathbf{x}_{\mathbf{y}}^{\mathbf{y}}, \mathbf{y}_{\mathbf{y}}^{\mathbf{y}})$	$(\mathbf{x}_{\mathbf{y}}^{\mathbf{y}}, \mathbf{y}_{\mathbf{y}}^{\mathbf{y}})$	$(\mathbf{A}_{\mathbf{A}}, \mathbf{A}_{\mathbf{A}}, $	$\underbrace{\langle \widehat{\mathbf{A}}_3}_{\mathbf{A}_3} \underbrace{\langle \widehat{\mathbf{A}}_3} \underbrace{\langle \widehat{\mathbf{A}}_3}_{\mathbf{A}_3} \underbrace{\langle \widehat{\mathbf{A}}_3} \underbrace{\langle \widehat{\mathbf{A}}_3}_{\mathbf{A}_3} \underbrace{\langle \widehat{\mathbf{A}}_3} \underbrace{\langle \widehat{\mathbf{A}}_3$	$(\mathbf{x}_{\mathbf{y}}^{\mathbf{y}}, \mathbf{y}_{\mathbf{y}}^{\mathbf{y}})$	$(\mathbf{x}_{1}^{\mathbf{x}},\mathbf{y}_{1}^{\mathbf{x}})$	$(\mathbf{x}_{\mathbf{y}}^{\mathbf{y}},\mathbf{y}_{\mathbf{y}}^{\mathbf{y}})$	
Runs in the inning									
Runs in the game									

Team: