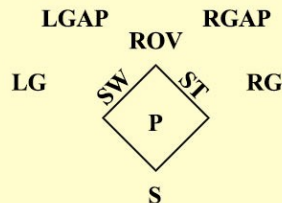


The Flytrap Defense

The following is the actual text of the manual given to the 1994 Oberlin College baseball players for the implementation of The Flytrap defense.

Basic Principles

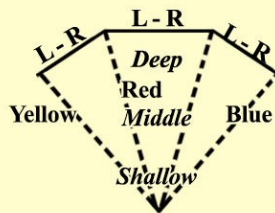
1. **PLAYER MUST** be able to disassociate from the standard baseball defensive mode of thinking and **FREE** his or her mind to a **NEW** concept of defense.
2. **PLAYER MUST** understand that the defense **WILL GIVE UP** certain plays to be able to make other plays become easier.
3. **DEFENSE** is geared towards defending particular areas of field that are **MOST DAMAGING** when ball is hit into them. These areas, left uncovered by conventional baseball defense, are now covered.
4. **DEFENSE** is **AMOEBIA-LIKE**. It will constantly change. There are new names for positions on the field. Players will change spots on field depending upon hitter and situation.
5. **DEFENSE** is geared towards making the **OPPONENT ADJUST**. Opposing hitters will see holes where there previously were none, likewise. **BALLS THAT ARE HIT THAT USUALLY BRING GREAT GRATIFICATION, ARE NOW OUTS**. This is a significant factor in the entire process.
6. **DO NOT EXPECT MIRACLES**. This defense is designed to limit our own errors, prevent the extra base hits, and create defensive enthusiasm for our team. There **WILL BE BASE HITS**. The **TYPE** of hit is what is important. There will be **FEWER ERRORS, FEWER WALKS, and more catchable FLYBALLS**.
7. The defense has a sound basis that is borrowed from virtually **EVERY OTHER SPORT!!** Football, basketball, lacrosse, soccer (in fact, all sports that are played on large surfaces that require coverage) incorporate "FLYTRAP" principles. It could be said that standard **BASEBALL IS ARCHAIC** in its approach.
8. We **BELIEVE**, that the "FLYTRAP" can be **FUN, EXCITING and CREATIVE**. We **EXPECT** our players to attach to it and give it a full 100% effort.



Notes:

1. Alignments will vary, oftentimes batter to batter. The "standard" flytrap alignment is detailed to the right:
2. Priorities are **OUTS** off batted balls. Stolen bases will be given up, (if necessary). Bunts are encouraged, etc. Changing the other team's mode/approach is the important thing.
3. For positioning's sake, the outfield is divided into 3 areas, each of which has 3 depths and sides:

Leftfield: Yellow	Depths: Deep, Middle, Shallow
Centerfield: Red	
Rightfield: Blue	Side: Right, Left



4. The **POINT PERSON** is responsible for bunts. He/she may be called upon to cover first base when a ground ball is hit (depending upon initial alignment). The **POINT** will often lob the ball over the plate, inducing long fly balls. He/she must have great control of the ball and not walk people. He/she is **NOT** a **PITCHER** in the traditional sense. The **SAFETY** plays at edge of grass a lot and covers the left side of field. He/she is very mobile and will go wherever necessary to get an out/make a play. The **STUD** is similar to **SWEEPER**. They will be two of our better ballplayers. **ROVER** covers much ground in eh "blooper/flare" area. He/she can also get to infield coverage, at times. The **GUARDS** play the lines, looking for flares. The **GAPPERS** play deep in the **GAPS** and take away doubles and triples. They are also responsible for deep **YELLOW** area coverage (formerly centerfield). Our players will not be position specific; there may be numerous changes of position as the game ensues. **AS EACH BATTER** approaches the plate, **ALL FIELDERS WILL CHECK COACH CONNOLLY/DELORENZO FOR SIGNAGE. THE POINT WILL BE OFF THE MOUND WHILE CHANGES ARE MADE.**