

SIGNALLING

Signalling is a simple way for the catcher to communicate with the pitcher to call for a specific pitch at a specific location.

SIGNAL SYSTEMS

The two primary systems are called flashes and pumps. In both systems, the *number of signals* required depends on the *number of pitches* the pitcher intends to use in the game.

In flashes, the fingers represent the specified pitch (see chart). Using the Pump system, the number of fingers is irrelevant. It is the number of hand or finger movements that counts. If the catcher signals only once, regardless of the number of fingers, it is a drop ball, etc. Let's look at some examples.

FLASH SIGNALS	THIS PITCH	PUMP SIGNALS
ONE FINGER	DROP BALL	ONE PUMP
TWO FINGERS	RISE BALL	TWO PUMPS
THREE FINGERS	SLOW BALL	THREE PUMPS
FOUR FINGERS - FLASHING	CURVE BALL	FOUR PUMPS
ANY HAND SIGN	KEY OR DECOY	FIVE PUMPS

VARIATIONS: It is important to change signals from time to time to keep the offence from stealing them. This is especially true with a runner on second base,

VARIATIONS ON FLASHES

EXAMPLE 1. Use the first signal in even numbered innings and the second signal in odd

EXAMPLE 2. Use the last signal given in the series, no matter how many flashes.

EXAMPLE 3. Add a key, which could be any type of signal. Then the flash following the

VARIATIONS ON PUMPS

EXAMPLE 4. Add a decoy signal. After the decoy is given the number of pumps starts

EXAMPLE 5. You can also combine the Pumps and Flashes in any number of ways.

As you can see from these examples, signals can be as simple or complicated as the players want to make them. The only limitation is the ability of the pitcher and catcher to use and understand the messages they send.