

GENERAL SIGNALS TO BE COVERED

1. Suicide
2. Slap or push
3. Sac
4. Fake bunt and slap
5. Drag for base hit
6. Bunt and steal
7. Steal
8. Slap and steal
9. Hit and run:
10. Hit and run (without the runners going). When batter's in bad place.
11. Repeat the play: Stays on until coach clears.
12. 1st and 3rd 3 options:
 - move runner to 2b,
 - draw throw to 3b,
 - double steal.
13. Take off clear
14. Take
15. Hit away
16. Late signal for just the runner
17. Directional signal to place bunt to left,center,right side