

2006 Regular Season				Charles Moore													
Date	Opponent	G	AB	R	H	RBI	2B	3B	HR	BB	K	SF	AVG	TB	SLG	OBP	OPS
April 10, 2006	at Publik House	Did not Play															
April 13, 2006	vs Nimrods	Did not Play															
April 17, 2006	at The Hackers	Did not Play															
April 25, 2006	vs Fall Ballers	1	2	0	0	0	0	0	0	0	0	0	0.000	0	0.000	0.000	0.000
May 2, 2006	at Bailey's	Did not Play															
May 3, 2006	at Zone 1	Did not Play															
May 9, 2006	vs DiCarlo Chiro.	Did not Play															
May 15, 2006	vs Napolis	Rained Out															
May 22, 2006	vs Cobra KIA's	Did not Play															
May 23, 2006	at Rockland Plumb.	Forfeit															
June 1, 2006	vs Rivers	Forfeit															
June 7, 2006	vs Cornettas	Rained Out															
June 15, 2006	vs USG Bulldogs	Did not Play															
June 21, 2006	at Apollo Shooter's	Did not Play															
June 28, 2006	vs DC Bulldogs	Rained Out															
June 29, 2006	vs Zone 1	Did not Play															
July 5, 2006	vs Rivers	Rained Out															
July 10, 2006	vs Publik House	Did not Play															
July 12, 2006	vs Cornettas	Rained Out															
July 13, 2006	vs USG Bulldogs	Did not Play															
July 18, 2006	at Cobra KIA's	Did not Play															
July 20, 2006	vs Bronx Archer's	Forfeit															
July 24, 2006	vs Active Bombers	Did not Play															
July 25, 2006	vs Fennells	Did not Play															
Regular Season Totals		1	2	0	0	0	0	0	0	0	0	0	0.000	0	0.000	0.000	0.000

2006 Playoffs				Charles Moore													
Date	Opponent	G	AB	R	H	RBI	2B	3B	HR	BB	K	SF	AVG	TB	SLG	OBP	OPS
August 1, 2006	at Bronx Archer's	Did not Play															
August 2, 2006	vs Bronx Archer's	Did not Play															
August 8, 2006	at Bronx Archer's	Did not Play															
August 21, 2006	at Cobra KIA's	Did not Play															
August 23, 2006	vs Fall Ballers	Did not Play															
August 31, 2006	at Zone 1	Did not Play															
Playoff Totals		0	0	0	0	0	0	0	0	0	0	0	0.000	0	0.000	0.000	0.000