

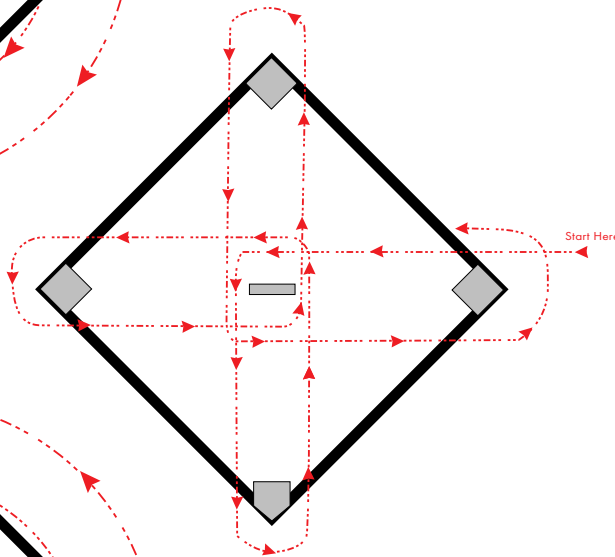
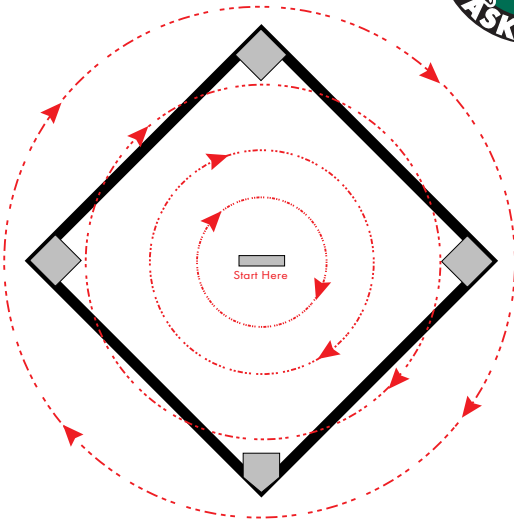


PATTERNS

skinned infields

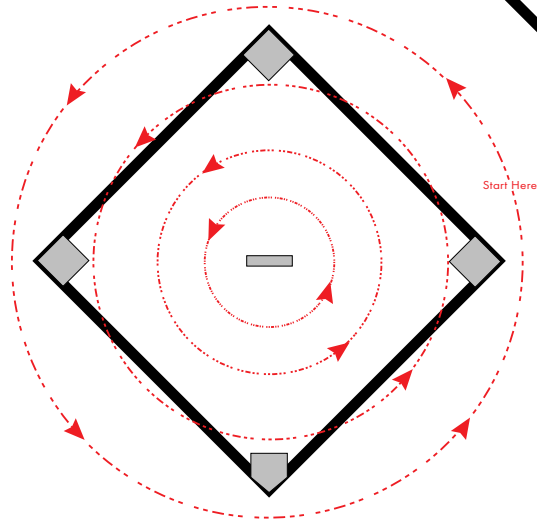
CIRCLE DRAG (INSIDE - OUT)

For skinned infields. The circle pattern can also be turned inside-out. This should be made a part of alternating your pattern to produce an even and smooth playing surface. It will also help move some of the debris that has collected on your infields to the outside where you can isolate the materials and dispose of it.



CLOVER LEAF

For skinned infields. This pattern should begin on the 1st and 3rd baseline. The pattern is completed by making 90 degree turns tightly around the pitcher's mound and 180 degree turns around the bases. Repeat this pattern a second time overlapping the outside edge of your first pattern. Top speed for dragging 3-4 mph.

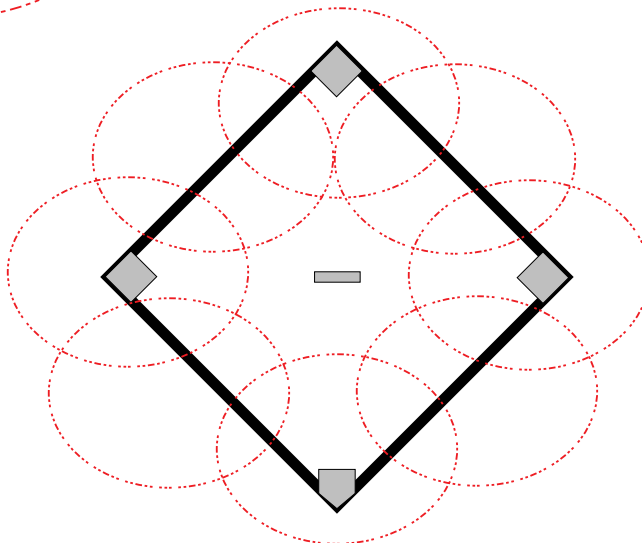


CIRCLE DRAG

For skinned infields. This circle drag pattern is generally considered to be a finishing drag pattern. The pattern should be started at either the 1st or 3rd baseline. Start by placing your mat drag approximately one foot inside the lip of your infield surface. The pattern should begin along the outside edge of the infield surface working your way inward. Alternate pattern in clockwise and counter clockwise direction. Dragging should be completed at a top speed of 3-4 mph.

Rules of Thumb:

1. Never drag faster than you can walk
2. Stay at least one foot away from the edge of the grass.



OVERLAPPING CIRCLES

For skinned infields and skinned areas of turf infields. An overlapping circle pattern will help maintain the crowning effect on your skinned infield surface when used with the clover leaf pattern and the circle drag pattern. It will also maintain the skinned surface area between the infield and the outfield on turf diamonds.

The pattern should be completed by overlapping through the middle of your previous circle from the 1st baseline to 3rd baseline or from 3rd to 1st base. Again, you should consider alternating your direction to develop the contour of your infield surface. Top speed for dragging 3 mph.

