

How I've won over

\$100K

**in MLB Classic — over 100
times.**

*Here are my secrets: how I pick the stacks and the pitchers, and how I
build single-entry versus 150-max.*

What 100+ big scores taught me

The wins look different. The process never changes.

I've taken down MLB Classic for five figures more than a hundred times. Different slates, different teams, different nights — but if you laid all those winning lineups on a table, you'd see the same skeleton every time. That's the point of this book: the score is variance, but the **process is repeatable**, and the process is what compounds into a hundred of them.

Three truths sit under everything I do in Classic (10 hitters + pitching, \$50,000):

- ▶ **It's a stacking game.** Runs cluster inside a batting order — so you concentrate your bats on the offense most likely to erupt, you don't spread them across the slate.
- ▶ **Pitching is the anchor.** Your starters are the most predictable points on the board. Get them right and your stack only has to provide the ceiling, not rescue the night.
- ▶ **The format dictates the build.** Single-entry and 150-max are two different games played on the same slate. Building them the same way is the most common mistake good players make.

You don't chase a hundred different strategies. You run one sharp process a hundred times and let the top-heavy math pay you when it connects.

How I pick which teams to **stack**

I rank every offense on the slate, then I stack the top — not the team I like.

Every team gets scored on the same filters, and the best two or three separate themselves fast. This is the read the whole lineup is built on:

- ▶ **Implied team total (Vegas).** Start here — the market is the sharpest free projection there is. I want offenses implied for 5+ runs. A high implied total is a green light; a low one is a fade no matter how good the names are.
- ▶ **The opposing starter.** I'm not just stacking a good offense — I'm attacking a beatable arm. Low strikeout rate, hard contact allowed, a bad platoon split, a pitcher who can't miss bats. A great offense against an ace is a trap I don't fall for.
- ▶ **Park & weather.** Hitter's parks, heat, and wind blowing out turn doubles into homers. I upgrade stacks in those spots and downgrade them in pitcher's parks and wind-in domes.
- ▶ **Batting order.** I stack the **top of the order** — the run-producing five. I never build around a black hole at the bottom, and I confirm the lineup is posted before I commit.
- ▶ **Ownership.** The tiebreaker. When two stacks grade out even, I take the one the field is less on.

The output is a ranked slate: your primary stack is sitting at the top, your secondary a notch below. If your favorite team isn't up there, that's the checklist doing its job — saving you from a bad stack.

How I pick the arms

Two starters, and they're the foundation the whole roster stands on. I solve them first.

Everyone obsesses over stacks and treats pitching as an afterthought. That's backwards. On most slates my two starters are a third to nearly half my points — and they're the most *predictable* points I'll roster. A stack can go quiet in a good spot; an ace with a strikeout floor almost never zeroes.

- ▶ **Strikeouts are the floor.** I prioritize swing-and-miss stuff over shiny win-odds. Ks are in the pitcher's control; wins depend on a bullpen and an offense I don't roster.
- ▶ **Pay up or find the spot — never punt both.** Either I buy an elite strikeout ace, or I find the one strong arm against a weak, low-total lineup. Two cheap dart pitchers is how a Classic lineup dies early.
- ▶ **Pitchers off my stacks — always.** I never roster a starter against the hitters I'm stacking. That's negative correlation — every run I'm rooting for is a run against my own arm.
- ▶ **Confirm they're actually starting.** Rainouts, scratches, and openers wreck rosters. I check the arm is real before I lock.

Solve pitching first, solve it with strikeouts, keep it off your stacks. Now your floor is high enough that the stack only has to supply the ceiling.

Building the **one** lineup

One bullet. It has to be defensible — every spot earns its place.

In single-entry I'm not spraying the slate; I'm building the one roster I'd show another sharp before lock. The shape is the backbone:

- ▶ **A 5-man primary stack** from my #1 ranked offense — built around the top of the order so I capture the whole rally, table-setters and middle-of-the-order together.
- ▶ **A 2-man secondary stack** from a second strong offense — a backup rally so I'm not dead if my primary gets no-hit for six innings.
- ▶ **One real one-off bat** (\$5,000+) to complete the shape without a dead punt dragging the roster.
- ▶ **Two starters**, strikeout-driven, off both stacks. **Near-max salary** (\$49k–\$50k), no dead money.
- ▶ **The pivot.** When my #1 stack is heavily owned, I take my nearly-as-good #2 stack at a fraction of the ownership. A perfect read on the chalk stack min-cashes; the pivot wins it.
- ▶ **One ultra-low-owned bat** (2–6%) as the separator that turns a defensible lineup into a winner.

Single-entry is a sniper's game. One correlated, differentiated, near-max build — never a scattered list of names you like.

Building a portfolio

150 lineups isn't 150 guesses. It's one belief system, expressed 150 ways.

When I fire 150, the job flips from "the perfect lineup" to "coverage plus leverage across a portfolio." Here's how I construct it:

- ▶ **A repeated core.** My two elite starters and one anchor bat show up in most of my builds. That's my belief, expressed heavily — the pieces I'm most confident in get the most exposure.
- ▶ **A MIX of stack shapes.** Not 5/2/1 × 150. I run 5/2/1, 5/3, and 4/2/2 across the portfolio so I'm covered whether one team erupts or the runs are spread across two.
- ▶ **Exposure across my top 2–3 stacks.** I'm overweight the best offenses on the slate, but I spread the bullets so I'm not all-in on one team getting shut down.
- ▶ **Differentiate with the rotating pieces.** The core repeats; the secondary stacks, one-offs, and low-owned bats rotate to keep my 150 from being 150 near-duplicates.
- ▶ **A leverage tail.** With 150 shots I can afford the low-owned stacks and contrarian bats that would be too risky in single-entry — that's where the tournament-winning uniqueness lives.

Repeat what you believe, differentiate on the margins. A portfolio that's all the same can't win; one that's all different has no conviction.

Single-entry vs 150-max

The mistake that costs people money: building both formats the same way.

They're two different games. Get the distinction and you stop leaving equity on the table:

	SINGLE-ENTRY	150-MAX
Core	Repeat nothing — one build	Repeat a tight core hard
Goal	One defensible ceiling	Coverage + a leverage tail
Leverage	One measured pivot/dart	Push it — low-owned OK
Stack shape	The single best shape	A MIX of shapes
Ownership	Stay live, one edge	Be overweight the right darts

The through-line: **single-entry rewards precision, multi-entry rewards structure.** In single-entry your edge is picking the one right build; in 150-max your edge is a portfolio that covers the outcomes while pushing leverage the field won't touch. Same slate, same reads — opposite construction.

One more thing people get wrong at 150-max: they diversify their *core* and repeat their *darts*. Backwards. Repeat what you're confident in (the aces, the best stack), and let the low-conviction leverage rotate. Otherwise your worst ideas get your heaviest exposure.

Contest selection & the \$100K math

The best build in the world loses in the wrong contest. Pick the pool that pays.

A six-figure score needs a **large-field, top-heavy GPP** — the structure that pays a fortune to the top 0.1% and pennies at the min-cash. That's the shape my leverage builds are designed for, so the payout and the construction have to match. Don't fire a tournament-winning portfolio into a flat 50/50.

- ▶ **Match the format to the field.** Single-entry GPPs when I want a level field (everyone gets one bullet). Large multi-entry GPPs when I'm firing 150 and want the top-heaviness.
- ▶ **The hit rate is low — and that's the business.** Even a perfect process ships a five-figure score a small fraction of nights. It's a **flat-bet, volume game**: same buy-ins every slate, best builds every time, and the top-heavy math pays for all the near-misses when it finally connects. One score returns months of entries — that's how you get to a hundred of them.
- ▶ **Bankroll so you can always fire.** Bet an amount that lets you show up every good slate without flinching. +EV only pays if you're still in the game when your night comes.

A hundred big scores isn't a hundred lucky nights. It's showing up every slate with a sharp build for years and letting variance resolve in your favor.

Checklist + sample builds

Rank the stacks. Anchor the pitching. Match the build to the format. Fire.

- ☐ My primary stack is a 5+ **run implied** offense vs. a **beatable starter**.
- ☐ Park & weather are neutral-to-hitter-friendly; my stack is the **top of the order**, confirmed.
- ☐ Two **strikeout starters**, paid up or in a smash spot, **off both stacks**.
- ☐ Salary **\$49k–\$50k**, no dead money.
- ☐ **Single-entry**: one 5/2/1 (or variant) + the pivot + one low-owned bat.
- ☐ **150-max**: repeated core (2 SP + anchor) · a MIX of shapes · exposure across top 2–3 stacks · leverage tail.
- ☐ I'm in a **top-heavy GPP** that matches my build, at a buy-in I can fire every slate.

FORMAT	CONSTRUCTION	SALARY
Single-Entry	2 SP (off-stack) · 5-stack top team · 2-stack #2 · one \$5k+ one-off · 1 low-owned bat	~\$49.5K
150-Max	2 SP + 1 anchor bat repeated · shapes 5/2/1·5/3·4/2/2 · spread over top 2–3 stacks · rotating darts	\$49–50K each

The framework is what travels. Plug in tonight's top-total teams, beatable starters, and the low-owned bats the field is sleeping on.

Build it in about 90 seconds a night

CourtEdge ranks the stacks, sets the pitching, and builds cap-legal single-entry and 150-max sets — calibrated to real winning scores, with exposures and ownership leverage baked in.

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