TurboStats ScoreKeeper for Basketball User's Guide

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Chapter 1 Introduction

Thank you for your interest in TurboStats ScoreKeeper for Basketball, the most comprehensive hand-held basketball scoring system available. ScoreKeeper allows you to score and gather stats for basketball games as they are played. It replaces the paper stats sheets and is more convenient to use than other computerized scorekeeping applications that require a laptop computer.

- Simple, easy to use.
- When used with TurboStats on your PC, provides a full featured computer scorekeeping system.
- Score games on your Palm handheld using ScoreKeeper.
- Game data is automatically HotSynced with TurboStats on your PC to provide complete running statistics for each team and player.
- Provides complete play by play game reports

About this manual

This manual assumes that you know how to use your Palm handheld computer and have a basic knowledge of basketball scorekeeping and stats. **If you are not familiar with your Palm device, please take time to read your Palm Handbook** and go through its tutorial as our technical support staff does not have the manpower to assist you with basic Palm questions.

If you need assistance with your Palm handheld computer, please contact your handheld computer manufacturer:

palmOne:
Website: http://www.palmOne.com

handspring:
Website: http://www.palmOne.com

Sony:
Website: http://www.sony.com

If you need assistance with Scorekeeper please refer to chapter 6.

System Requirements

- Palm powered handheld computer running Palm OS 3.0 or later.   Listed below are the handheld computers known to work with ScoreKeeper at the time of this writing. Newer models should work also.
    Palm
     m500/m505
     m125
     m100/m105
     VII/VIIx
     V/Vx
     IIIc
     III (e/x/xe)
     Zire - all models
     Tungsten - all models
    handspring
     Visor - all models
     Treo - all models
    Sony
     CLIE - all models

- TurboStats for Basketball, version 6.0 or later.

Chapter 2 Installing ScoreKeeper

The steps to install ScoreKeeper are slightly different if you are installing the cd version or the Internet download version. In both cases **if you have not already done so you must first install your Palm software and verify that you can HotSync your Palm device successfully.**

Installing ScoreKeeper

from CD
1. Place CD into your CD drive
2. From the **Start** menu, choose **Run…**
3. Type d:\setup where d is the drive letter of your CD drive and press enter.
Follow the directions of the setup application. When the setup has completed, HotSync your Palm device. ScoreKeeper for Basketball will be installed on your Palm device. A TurboStats menu will also be added in your Windows Start > Programs menu.

Installing ScoreKeeper for Basketball from Internet Download file
The Internet download file is a self-extracting zip file that will automatically run the ScoreKeeper setup application. Double-click on the Internet download file to execute it and then follow the directions of the setup application. When the setup has completed, HotSync your Palm device. ScoreKeeper for Basketball will be installed on your Palm device. A TurboStats menu will also be added in your Windows Start > Programs menu.
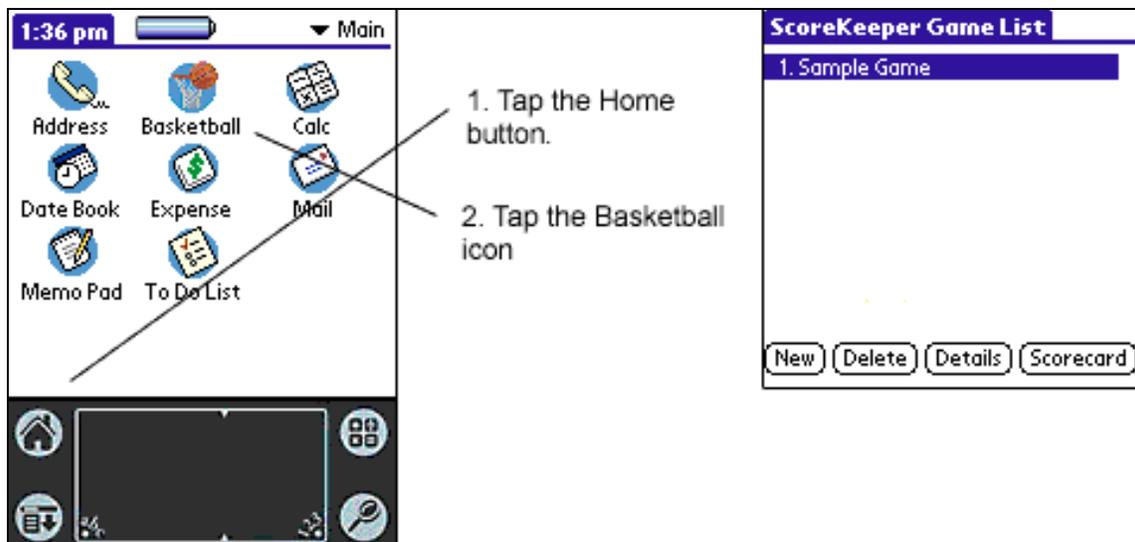
Uninstalling Scorekeeper for Basketball

Please use the following instructions if you decide you wish to uninstall Scorekeeper. To uninstall on your PC choose the menu Start > Settings > Control Panel. Next double click the add/remove programs icon. Select TurboStats Scorekeeper for Basketball and the program will be removed from your hard disk. To uninstall ScoreKeeper on your Palm device, follow the directions in your Palm handbook for removing software.

Chapter 3 Using ScoreKeeper

To open ScoreKeeper, tap the Home button on your Palm and then tap the Basketball icon.
ScoreKeeper for Basketball shows the Game List. From the Game List you can create new games, delete games, check details of existing games or go to the game scorecard to score the game.

Creating a New Game
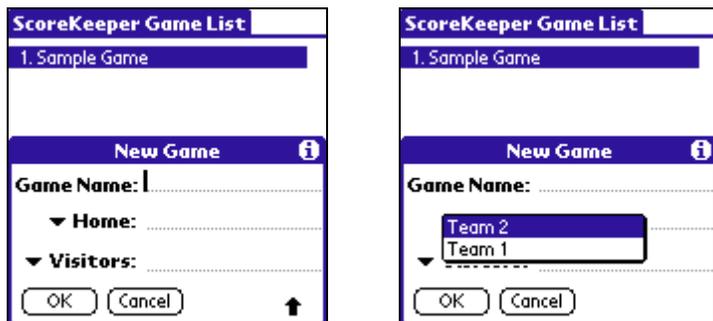
TurboStats ScoreKeeper for Basketball allows creating new games directly on the Palm or you can also use the TurboStats lineup editor on your PC to create new games. For more details on how to use the TurboStats lineup editor to create new games, see Chapter 3. To create a new game on the Palm, tap the **New** button. ScoreKeeper will display the new game dialog.

Enter the name for the game. This name will be displayed in the game list. You also need to specify a Home team name and a Visitor team name. You can enter the team name, or select a team name from a list of teams previously scored. Tapping on the **Home** label or the **Visitor** label will present a list of all previously scored teams to pick from. Choosing a team in this manner has the advantage that the team lineup will automatically be copied over from the last game that team played. Tap the **OK** button when finished. *Note: The Trial Version of ScoreKeeper does not allow copying lineups from previous scored games. Therefore you will not be able to tap on the Home and Visitor labels in the trail version.*

Game Details

To see details about an existing game, first select the game in the Game List by tapping on it and then tap on the **Details** button.

The details dialog allows you to enter the game type, time, date, location, and game notes. All game details will be HotSynced to TurboStats. Note that all the game details are optional information you can provide for your own records. They are not required to be able to score a game.

To change the time, tap on the current time displayed and then select a new start and end time. Similarly, tap on the displayed date to change the game date.

You can select a game type by choosing a game type from the popup list.   Select **Other…** to enter a game type that is not shown in the popup list.

You can also enter the game location. To enter any other notes, tap on the **Note** button to get to the note editor.

To delete the game, tap on the **Delete** button.

Scoring a Game

To keep score for a game, first select the game in the Game List by tapping on it, and then tap the **Scorecard** button. If this game already has events scored, ScoreKeeper will go directly to the Scorecard View (see Scorecard View below). If this is a new game with no data, ScoreKeeper will first ask you to enter the starting lineups before starting to score the game.

Use the **Home Lineup…** and the **Visitor Lineup…** buttons to edit/create the starting lineups for each team. See the Edit Lineup section below for details on how the lineup editor works. Once you are satisfied with the starting lineups, tap on the **OK** button and ScoreKeeper will present the scorecard for the game ready to start keeping score.
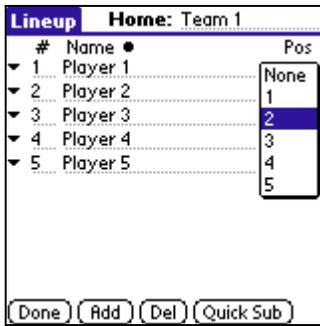
Edit Lineup

The lineup editor allows you to create and edit team lineups.
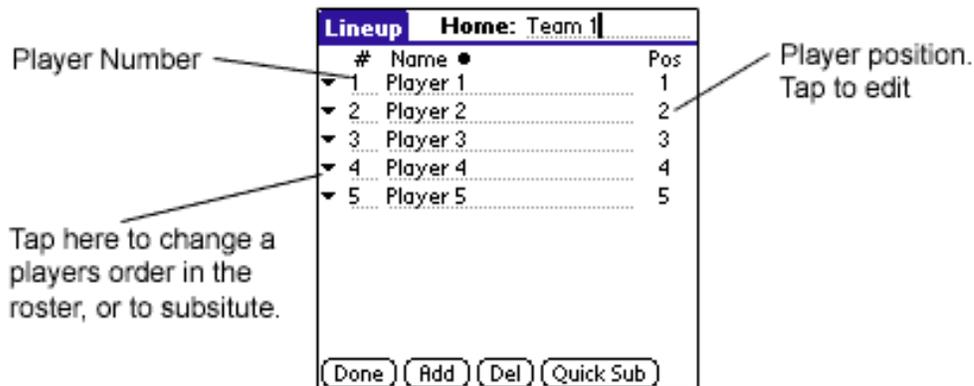
The player number, name, and position is shown for each player on the team. To add a new player to the lineup, tap on the **Add** button and an empty row will appear. Then enter the player's number, name and position

To remove a player from the team roster, first tap the name (or number) of the player to select that player. Then tap the **Del** button to remove that player. Note that it is not recommended to delete a player from the lineup when the player leaves the game and goes to the bench. Instead use the Sub With and Quick Sub features described below. Delete should only be used if made a mistake in creating the lineup and need to permanently remove that player from the teams roster.

To change the position of a player, tap on the **Pos** column for that player and pick the new position for that player.

You can change a player's location in the roster, or substitute the player with another, by tapping on the edit lineup list to left of the player's number. A menu will show the editing options available.
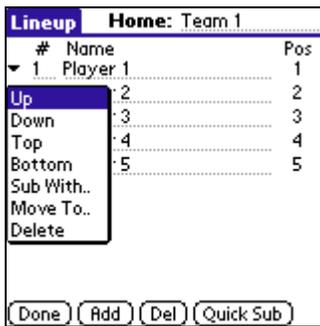

Up, **Down**, **Top**, and **Bottom** will move the player as indicated. The **Sub With..** option will allow you to swap positions with another player in the lineup. After selecting the **Sub With..** option, find the other player in the lineup that will be the substitute and tap on the icon to the left of the player. ScoreKeeper will then swap the two players.

To move a player to a new place in the roster choose the **Move To..** option from the popup menu. Then tap on the circle icon of the place in the roster where you want the player to go. All other players shift down one place in the roster.

ScoreKeeper provides a Quick Sub feature that provides a convenient way to sub players when working in the lineup editor. ScoreKeeper also provides easy in game substations (see the In-Game Substitutions section below for details). Tap the **Quick Sub** button and a dialog will show all the players on the bench and in the game. The player numbers are shown sorted by number. Simply tap the player on the bench who is coming the game, and tap the player in the game who is coming out. Then tap the **Done** button to complete the substitution. If you need to make more than one substitution tap the **More Subs...** button instead of the **Done** button. This completes the current substitution and then prompts again for another substitution. When completed with the last substitution tap the **Done** button.
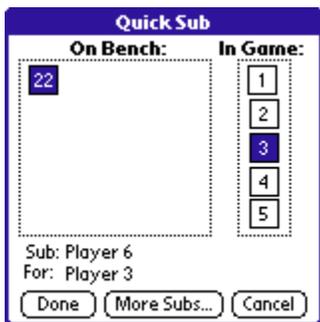
The lineup editor has a few menu items that can be invoked by tapping on the menu button. The **Switch Visitors & Home teams** command will swap the Visitor and Home teams. This command is useful during a tournament game when Home and Visitor is determined just before the game in a coin toss. You can record the lineups before the coin toss, and switch the teams if necessary.
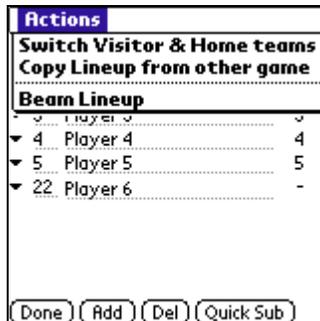
The **Copy Lineup from other game** command will allow you to copy the entire lineup from previously recorded game. Selecting this command will first bring up a list of previous games, then a list of the teams in that game to copy from. *Note: The Trial Version of ScoreKeeper does not allow copying lineups from previous scored games. Therefore you will not be able to use the 'Copy Lineup form other game' menu item in the trail version.*

Note the above menu commands should only be used prior to recording any game data for the game.

Beaming Lineups

The last menu item available in the lineup editor is the **Beam Lineup** menu item. ScoreKeeper allows beaming lineups to other ScoreKeeper users. This makes it convenient to exchange lineups with other ScoreKeeper users.

To beam the current lineup, select the **Beam Lineup** menu item. The Beam Status dialog will appear showing the status of beam. Make sure to point the IR port of your handheld directly at the IR port of the receiving handheld. The handheld computers should be about 3-4 feet apart. Wait for the Beam Status dialog to indicate that the transfer was complete.

To receive a lineup, first make sure your IR port is pointing at the IR port of the sending device. When the beaming starts the Beam Status dialog will appear, displaying the transfer status. Once all the lineup data has been received, you will be asked to confirm receiving the lineup. If you were editing a lineup at the time of the beam you will be asked if you want to replace the current team with the beamed team. If you accept, the current lineup will be replaced by the lineup beamed to you. If you do not accept the beam, no changes are made to the current lineup. If you were not editing a lineup at the time of the beam, or if you were not running ScoreKeeper at the time of the beam, the confirmation dialog will allow you to specify the game and team that will receive the new line up.

Note: The Trial Version of ScoreKeeper does not allow beaming lineups.

Scorecard View

The scorecard view is where you record the game. This is where you spend most of your time.

The top of the view shows the score for the game, the current period, the remaining timeouts for each team and the total fouls for each team. As the game progresses ScoreKeeper will update the totals score for each team as shots are recorded. You can also change the score of a team at any time without affecting any player stats. Tapping on a team's score will add one point to the team's total. Holding down the stylus on the team score will popup a dialog that will allow you to set team score to any desired value.

To change the current period simply tap in the current period. It will automatically advance to the next period. To set the period to a different period, press and hold the stylus down on the current period. A dialog will popup that will allow you to specify a new period.

To record a timeout for a team, simply tap in the timeout number for the team and a timeout will be removed from the team's total.

Recording Shots

To record a player's shot do the following:
1) Select the player that shot by tapping on his number.
2) Pick the location on the court where the shot occurred.
3) Select whether the shot was made or missed by tapping on either the **Made** or **Missed** buttons.
You can do the above three any order. For example you could pick the location first, then made or missed and finally select the player. If the shot was made ScoreKeeper will add either 2 or 3 pts to the teams total depending upon the location of where the shot occurred.

If the Auto Complete feature is enabled, then when a shot is missed the **Reb** (rebound) will automatically be selected.   Similarly Auto Complete will automatically select the **Assist** button when a shot is made. See the Options section below for more details.
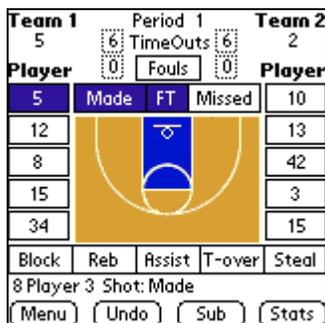
To record a free throw:
1) Select the **FT** (Free Throw) button.
2) Select the player.
3) Select whether the free was made or missed.

When recording a free throw you do not need pick the location of the shot.

Rebounds, Assists, and Blocked Shots
Recording a rebound, assist or blocked shots is a simple matter of choosing the **Block**, **Reb**, or **Assist** button, and then select the appropriate player (or vice versa).
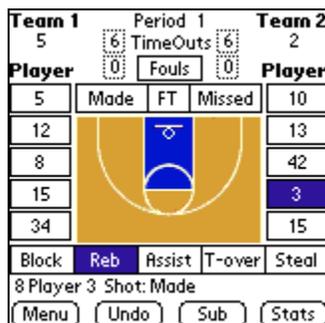
If a rebound is recorded, ScoreKeeper will automatically determine if it was an offensive or defensive rebound by checking the team of the player who missed the previous shot. If the last event recorded was not a missed shot, ScoreKeeper will display a popup list asking if the rebound was offensive or defensive.

Steals and Turnovers
To record a steal, tap the **Steal** button, then select the player that stole the ball (or vice versa). If the Auto Complete feature is enabled, the **T-over** (Turn over) button will be automatically selected.
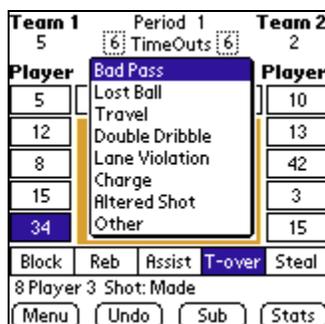
To record a turnover, select the **T-over** button, then select the player that turned over the ball (or vice versa). ScoreKeeper will display a popup list to select the type of turnover.

Fouls

To record a foul on player select the player that fouled and then select the **Fouls** button (or vice versa). ScoreKeeper will then display the Foul dialog. From the Foul dialog you can select if the foul was a personal foul or a technical foul. You can also change the player if necessary or assign a technical foul to the bench.

You can also get to the Foul dialog by tapping on a team's foul total display on the main scorecard view. This is a convenient way to check a player's current foul totals without recording a foul (just remember to hit cancel).

In-Game Substitutions

ScoreKeeper provides a simple and efficient user interface for quickly recording substitutions. Tap the **Sub** button and the Sub dialog is displayed. The Sub dialog displays who is currently in the game for both teams and also displays the bench for each team. To make changes to a team simply select a player on the bench and a corresponding player in the game. ScoreKeeper will automatically make the substitution. You can sub multiple players and the same time. For example if several players are entering the game you may know there numbers first as they gather around the scorers table. Select all those players first. Then as player leave the court, select them and Scorekeeper will automatically make the subs as players are selected. You can make as many changes as necessary, for both teams and then select **Done** when all subs are completed.

Undo and Changing existing events

Near the bottom of the scorecard display is a description of the last recorded event. As each event is recorded this area is updated. To undo the last event select the **Undo** button. ScoreKeeper has a powerful undo capability. It allows you to undo actions in reverse order in which they occurred. Each time the **Undo** button is tapped, the last recorded event will be undone. Undo can eventually undo every event until the beginning of the game.

ScoreKeeper also allows you to edit and delete previously recorded events, as well as insert new events. Tapping the last event will display the Edit Events dialog. The Edit Events dialog displays a list of all events recorded for the game in order, from the beginning of the game (top of the list) to the last event recorded (bottom of the list). To edit an event select the event from the list the tap the **Edit…** button and make the appropriate change from the dialog boxes displayed. To insert a new event, first select the position in the event list where the new event should be located then select the **Insert...** button. You will then be prompted to with a series of dialogs to enter the new event. The event will be added immediately before the current selected event. To delete an event select the event and tap the **Delete** button.

Statistics

ScoreKeeper can display simple statistics for the current game. Game statistics and shooting charts are available. To view stats tap the Stats button on the bottom scorecard view.

Tap on the **Stats** and **Charts** buttons at the bottom of the form to switch between stats and shot charts views. You can select which team and player to view from the pop-up lists at the top of the screen. You can also scroll through all the players using the scroll buttons at the bottom of the display, or using the up and down hard keys on your Palm device.

When viewing the shot charts, a green X indicates a shot made. A red O indicates a shot missed.

Checking the **All Games** check box will show the combined total stats for that player, for all games that are currently on the handheld. When the All Games check box is checked, the stats for PTS (points), A (assists), OFF REB (offensive rebounds), DEF REB (defensive rebounds), Fouls, BL (blocks), ST (steals), and TO (turn overs), will display average per game stats, not totals. For example PTS becomes points per game, and A becomes assists per game. When the checkbox is un-checked, the stats only reflect the current game totals.

If a complete seasons worth of games were on the handheld (visible in the game list), then checking All Games would calculate the season stats for that player. Note that a large number of games files on the handheld will affect the performance of the **All Games** feature. Full season statistics are always available in TurboStats on your desktop computer. *Note: The 'All Games' feature is disabled in the Trial Version of ScoreKeeper.*

Menu Items

Tapping on the **Menu** button, or your Palm device's menu button (see your handheld manual) will display the ScoreKeeper menus. From the Action menu you can edit a teams lineup using the lineup editor (see Edit Lineup section earlier), end the current game, or return to the Game List view.
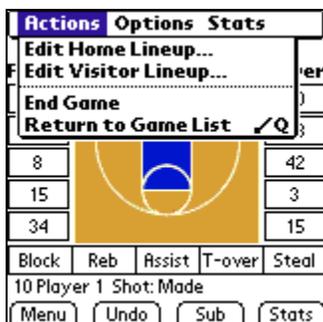
The Options menu allows you to set the application preferences (see Options below). The Stats menu allows you to view a players (or teams) stats. See Statistics above.

Options

ScoreKeeper has options to customize its operations. To edit the options tap the Options menu and then tap on the **Preferences...** menu item. There are three options: an option to indicate if periods are quarters or halfs; and option to indicate the number of time outs allowed; and an option to enable auto complete scoring feature.
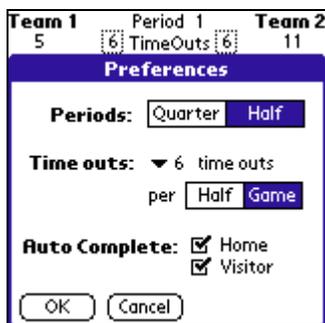
The Periods option is used to set the number of periods in the game. When set to Quarter there are four periods per game (1-4). When set to Half there are 2 periods (1-2).

The Time outs option controls the number of times out that each team is allowed. Select the number of time outs allowed and then select if that number is for the whole game are just each half. If the per half option is selected, ScoreKeeper will give each team a new set of time outs once the second half starts (either period 2 or 3, depending upon periods option described above).

The Auto Complete option controls whether or not the Auto Complete feature is enabled. When Auto Complete is enabled, ScoreKeeper will automatically pre-select the next action based upon the event just recorded For example if a player missed a shot, Auto Complete will automatically select the **Reb** (rebound) button., thus to record the rebound just tap on the player   The table below shows the action taking by the Auto Complete feature

Missed Shot	Selects **Reb** button
Made Shot	Selects the **Assist** button
Steal	Selects the **T-over** button

### *Starting Another Application While Scoring a Game*
Palm handhelds work differently than MS Windows in that if you start an application while you are running another program, the first program will automatically save and exit. If you are scoring a game in Scorekeeper and you popup the phone book for instance, your game will be automatically saved where you left off. To get back to where you were in Scorekeeper press the Applications button and click on the Scorekeeper icon as you do when you first start the application. Select the game you were scoring and click on the ScoreCard button. You will be right back where you left off.

Saving Battery Life
One of the great features of Palm handhelds is that you can shut it off at any time and when you turn it back on you are instantly back where you left off with no data loss. To save battery life you can turn your Palm off during timeouts and in between periods.

Chapter 4 Game Reports
ScoreKeeper for Basketball can display game summaries for your scored games. After you have scored a game using ScoreKeeper, simply HotSync your Palm and then start the ScoreKeeper Game Reports application on your PC. To start the ScoreKeeper Game Reports application, from the **Start** menu goto **Programs > TurboStats > ScoreKeeper for Basketball – Game Reports**. The dialog shown below will be displayed.
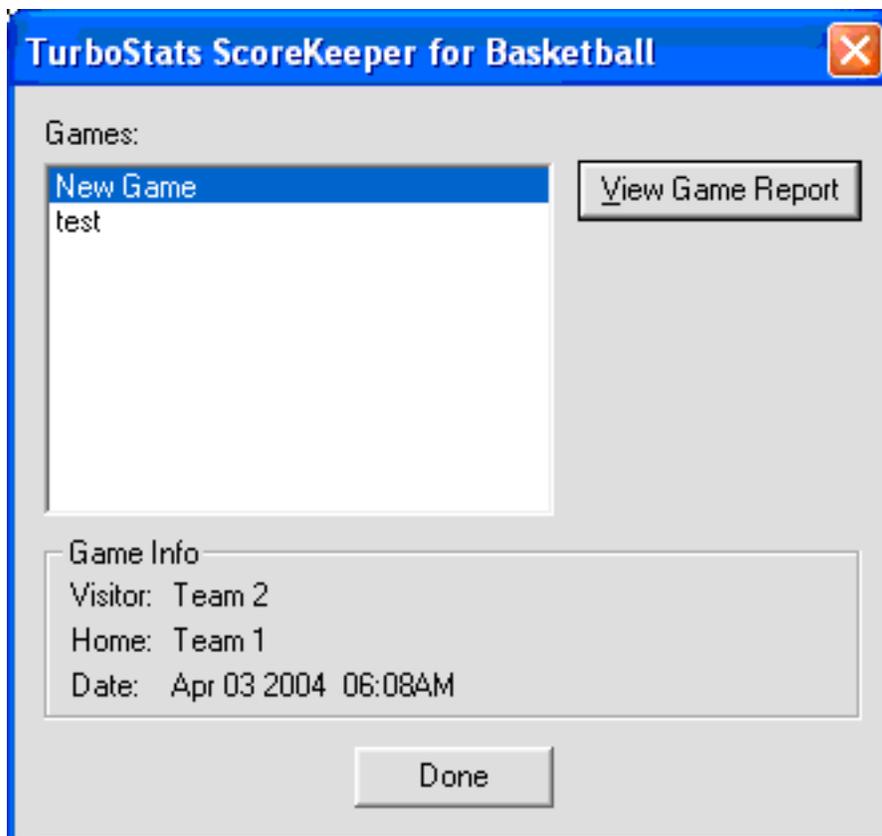
Select the game you wish to view from the Games: list. The names displayed are the names entered on the Palm when the game is created. After selecting a game to print, simply select the **View Game Report** button to print the completed scorecards. Your web browser will be launched displaying the game report. To print the game report, use your web browsers print command.

Chapter 5 HotSyncing with TurboStats
NOTE: HotSyncing with TurboStats is not available in the trial version of TurboStats.

Recovering a Deleted Game
Once a game has been deleted in ScoreKeeper it is not lost forever. Every game is backed up on your PC during the HotSync process. You can recover any deleted game using the following steps:
1) *Locate the deleted game in your backup and archive directories*. The Palm HotSync Manager maintains a backup directory and an archive directory on your PC's hard drive. The backup directory contains a backup of all you Palm application data as of the last sync. The archive directory contains all application data was previously deleted. Note that older versions of Palm HotSync do not contain an archive directory, only a backup directory. All ScoreKeeper games are backed up to your backup during each HotSync. If you delete a game on your handheld, the backup is moved to the archive directory during your next HotSync.

   The backup and archive directories were created when you installed your Palm PC software, and there location will be slightly different for each installation. A typical location is: "C:\program files\Palm\KierT\Backup" and "C:\program files\Palm\KierT\archive", where "KierT" would be your Palm user name. Look in the backup and archive directories for files that start with "sk2". These are your backed up ScoreKeeper game files. Find the file that matches the game file name you want to recover (i.e. "sk2Sample_Game.pdb").
2) *Use the Palm Install Tool to install the game file*. Launch the Palm Install Tool. It can be found in the Palm Desktop group of your Program menu. Use the Install Tool to locate and select the file from step 1 to be installed. (Refer to your Palm manual for details.)
3) *HotSync your Palm device*. The game will now show up in the ScoreKeeper game list on your device.

Chapter 6 Technical Support
If you need assistance with your Palm handheld computer, please contact your handheld computer manufacturer:
palmOne:
Website: http://www.palmOne.com

handspring:
Website: http://www.palmOne.com

Sony:
Website: http://www.sony.com

If you need additional assistance with ScoreKeeper or TurboStats we offer the following support services:
Web site: http://www.turbostats.com (see technical support section)
Email: turbostats@aol.com.
Phone: 1-973-334-7828 ext 4.

The website offers free downloads to your current version to repair any bugs that may have been reported. It's a great place to check if you are having any problems with the software.

You may call for technical support between the hours of 9:00am and 5:00pm Eastern Std. Time. Phone in support is available only to registered users.

We prefer email to phone in support and always respond promptly to your questions. If you have any improvement ideas please Email them to us.