

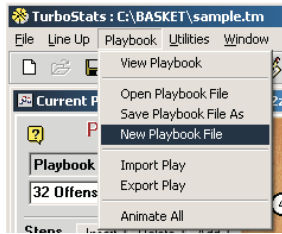
1

Creating Playbook Files

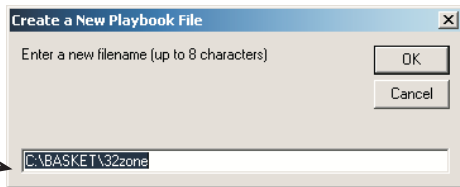
You can create an unlimited number of playbook files on your computer. Each playbook consists of an unlimited number of plays with up to 1000 steps per play. You can create a separate playbook file for Inbounds plays, Zone Offenses, Man to Man Plays, Defensive Traps, etc.



Enter the Playbook Designer by either clicking [Playbook Designer] on the Welcome Screen or by clicking the [Playbook] tab in the Team Form



Create a new playbook file using the [Playbook] menu



Enter a file name for the playbook

In this example a file named 32zone.sit will be created in the folder C:\BASKET. This file can be shared with other TurboStats users by emailing it as an attachment or saving the file to a thumb drive or floppy.

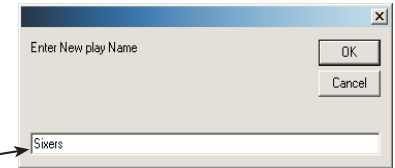
2

Creating and Organizing Plays

Each playbook file contains a list of Plays. After you create a few plays you can rename, edit and delete any play using the pop-up Playbook Organizer. For drills you can turn on up to 10 cones and multiple balls.



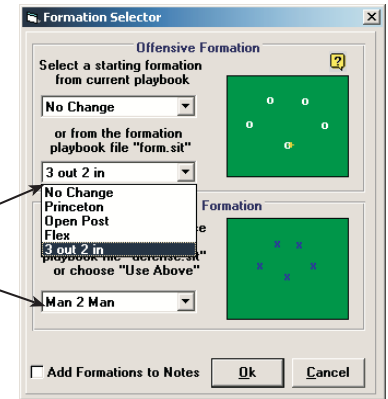
Click [New] to add a play



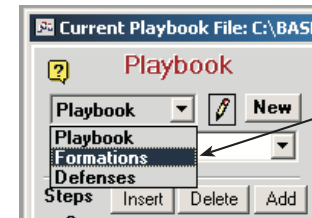
When prompted enter the name for the play

Note: Do not use the same name twice in the same playbook file.

Select the closest starting Offensive & Defensive formations from the Formation Selector



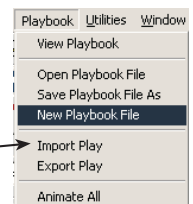
Note: You can edit the starting locations for Step 1 at any time.



If you wish to Add/Edit the Offensive & Defensive initial formation files, use the pull down list. These files assist you in creating plays faster

Importing/Exporting Individual Plays

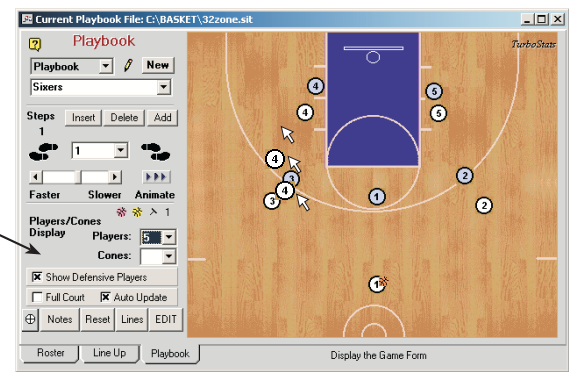
Use the [Playbook] menu to move individual plays between playbooks. Great for emailing plays too



3 Adding and Modifying Steps

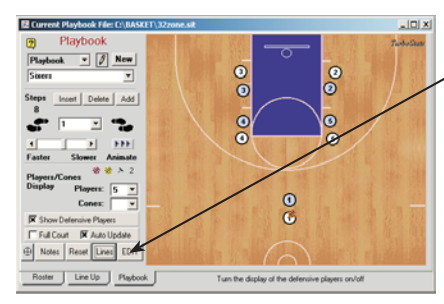
Each play contains a series of Steps. In each Step one or more players and the ball can move in a straight line from point A to point B. To simulate arcs you can make a series of steps. Players can Dribble, Pass, Shoot and Set Screens in any step.

Step 1: Set the preferences, then drag-n-drop all players and the ball into their initial starting locations for the play

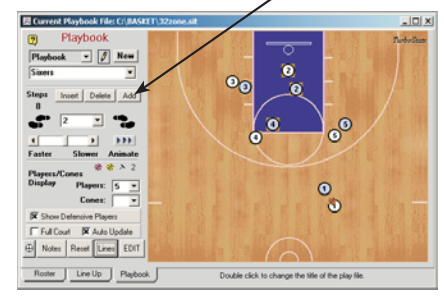


Step 1 Completed. Press **[SAVE]**

Press **[ADD]** to create Step 2

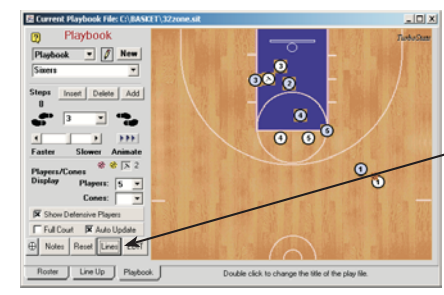


Drag-n-Drop players and the ball for Step 2



Step 2 Completed. Press **[SAVE]**

Remember to Press **[ADD]** to create Steps 3, 4, 5, etc.



Note: If you forget to press [ADD] and modify the previous step by mistake you can choose not to Save the step or you can press [INSERT] and redo the lost step.

4 Advanced Playbook Features

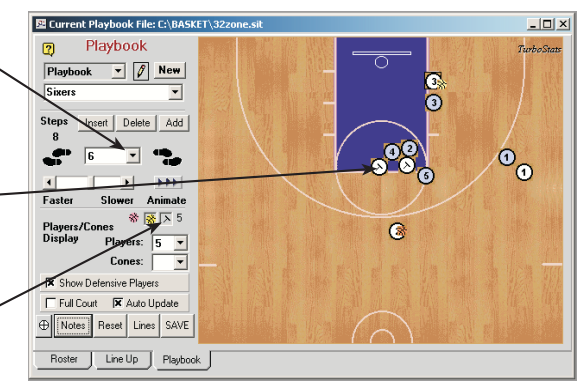
Creating Screens

The Advanced Playbook allows the creation of screens, multiple pass options, dribble lines and combining steps for printed output.

Select the step the player will be screening

Select the player who will set the screen

Tap the Screen Icon to turn the screen on/off



You can also drag the screen icon and drop it on the player

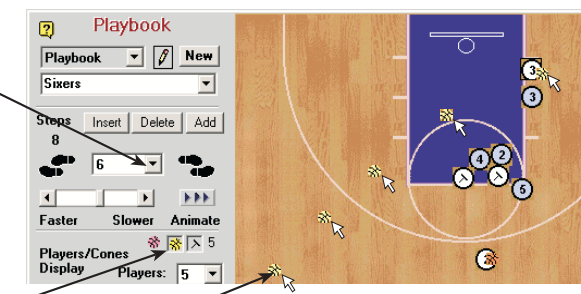
Note: Make sure you turn the screen off in the next step if the player will continue with another assignment for the play.

Multiple Pass Options

Select the step that will have 2 or 3 pass options

Tap to turn on/off a second or third ball

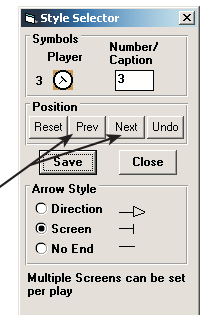
Drag-n-drop ball to desired location



Note: Make sure you turn the extra balls off in the next step. If you are adding steps they will remain on by default.

Resetting Player Positions

Double Click any player or ball to pop up the Style Selector. Press [Prev] or [Next] to set the current position of the selected player to match the position in the previous or next step. This helps keep plays neat and prevents erroneous arrows from being drawn.

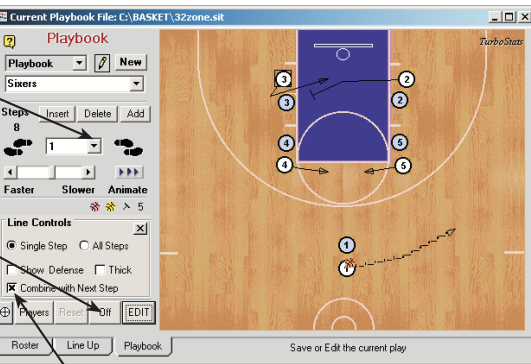
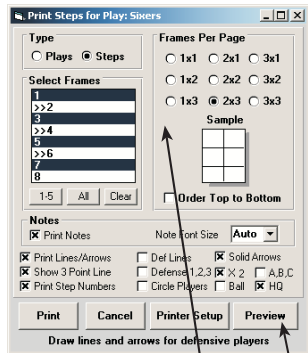


5 Combining Steps for Printing

TurboStats automatically creates the lines and arrows necessary to print plays. To reduce the number of steps you can combine two steps together. This will allow the creation of V cuts and arc's. TurboStats automatically assumes that if the same player moves with the ball in two simultaneous steps that its a dribble line. All arrows and screens are drawn perpendicular to the line created between the last two steps.

To Combine Steps: Select the 1st step you want to combine

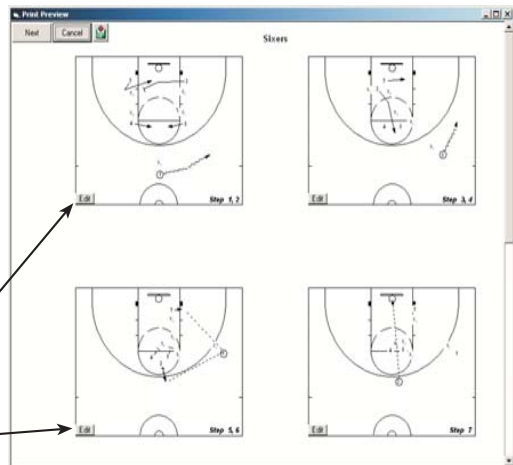
Click the [LINES] button to view lines and arrows



check "Combine with Next Step"

Press the Printer Icon

Combined steps will be displayed with >> and will not be automatically selected



Select the number of steps per page

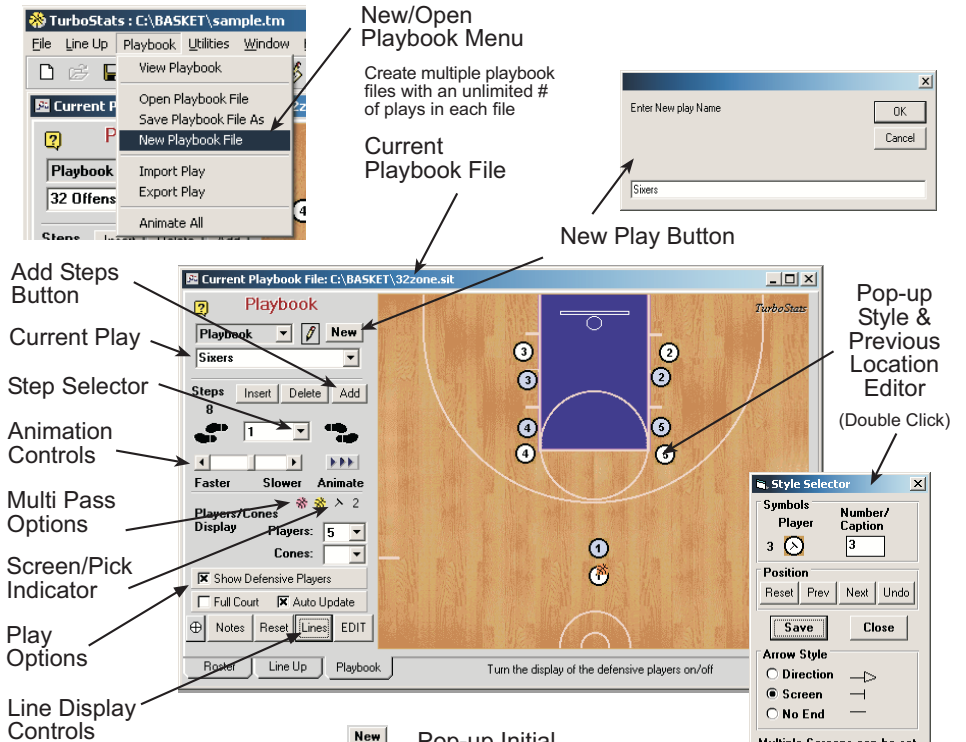
Press Preview

Review the layout before you Print

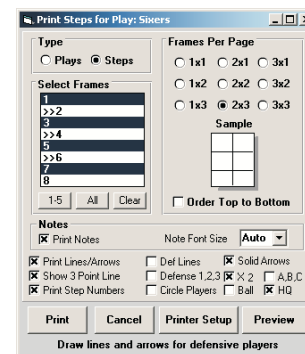
Press [Edit] to modify step

Playbook Design Guide

Design, Edit, Animate, Print, Share, Teach. The TurboStats Animated Playbook is the fastest, easiest way to create complex plays, simulate game situations and teach players without wasted valuable court time. Playbooks can be printed or shared with any user running the TurboStats online trial software. No purchase is required to view plays.



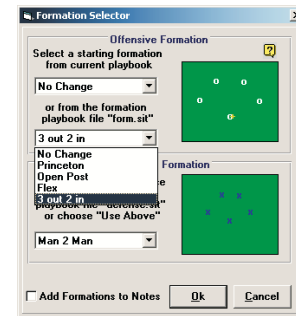
Pop-up Print Manager



Set the number of frames on each page, individual plays or one play, and set various print preferences. There is also a print preview button.

Pop-up Initial Formation Selector

Press [New] or [Reset] to activate



Rename, delete or change the play order then press [Save]

Pop-up Playbook Organizer

