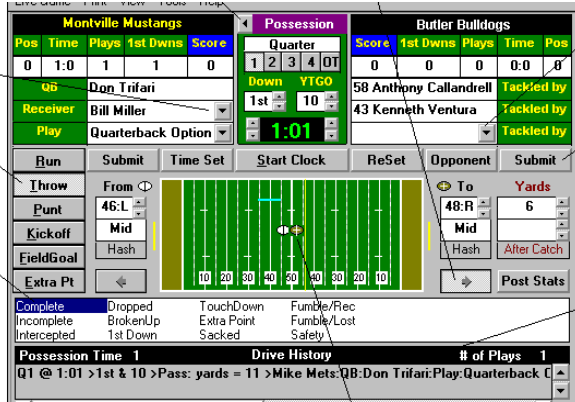


Football LIVE GAME Users Guide



TurboStats Software Company

PO Box 144

Towaco, NJ 07082

www.turbostats.com

The *Fastest*, Easiest Way To Keep Stats

Using TurboStats for Football LIVE GAME action screen

Concept

This data collection form has been designed to automate the collection of football stats for any game. By dragging the footballs on the field diagram and clicking the player's names and play names you will create a game log for each team, formatted in such a way that the stats will be importable into the TurboStats team database.

How to Start "Live Game" Scoring

Although TurboStats is a One Team at a Time database package, the Live Game form allows the user to open up a second TurboStats team file for the opposing team. Use File> New Team to create TurboStats team files for all your opponents if you choose to track your individual opponents stats. If you don't care about individual opponents stats TurboStats will create a Total for Opponent by creating a player called OPPONENTS in your TurboStats team file. See the Sample.tm file for more information. After the game is scored you can open up the second team and import the stats from the game. To access this form first start TurboStats for Football and open either of the two team files for the game. Click the Games button to enter the game form and then click the Live Game Icon.



How to Setup a Game to Score

When the live game screen loads it only knows the current team file. Press the [Opponent] button and select a TurboStats team file for the opponents. If you don't care about the opponent then you don't need to open a file for them. Set the amount of time for each quarter with the scroll bars on the game clock and then press Time Set to store this value on disk. After each period you can then press ReSet to start the new quarter. Press the Start/Stop Clock button to run the game clock. If you make a mistake first Stop the clock and then use the scroll bars to fix the time. Tracking of time is optional. To track only possession time you don't have to run the clock. Just edit the time right before a change of possession, before you press Submit.

How to Kickoff

To start the game put the kicking team on the left side by pressing the Possession arrow at the top of the screen. Press the Kickoff Icon. Select the kicker from the pull down list. (It will Say Kicker when the word **Receiver** is currently on the screen image below). Put the FROM BALL on the correct yardline and then after the kick put the TO BALL at the location the kick was fielded. Then press SUBMIT to record the kicking yardage. The program will switch to Receive Mode and you can click on the player who received the kick, move the TO BALL to the final position on the field to record the return yardage, select the tacklers from the list on the right and press SUBMIT. "Tackled by" may change to Recovered by, intercepted by or sacked by based on your selections during the game.

How to Enter Plays

After the kickoff (which you can skip if you want to) the team with the ball should be on the left side of the form. Select the type of play button like Run, Pass, etc. A list will appear with options that correspond to the type of play. Select one or more actions like Complete and Touchdown if the pass was complete for a Touchdown. Select the receiver and the play (optional). Move the TO BALL to the location on the field and if there was a tackle and you want to record who made the tackle press the Tackled by pull down to select up to 3 tacklers. Then **press SUBMIT**.

Team with the Ball is on the Left. Team that is on defense or is receiving a kickoff is on the right. To swap teams press the Possession Arrow

Set the direction arrows to point in the direction the team with the ball is going. At the end of any Quarter press the Arrows to change direction

3. Select the Offensive Players involved in the play and optionally the name of the play

1. Select Type of Play or turn all off to access penalties and other options

2. Select one or more play results from the list

To use the old style Live Game recording method simply exit this form.

4. Select who made the tackle, recovered a fumble, etc from the defensive list boxes

6. Press one of the two SUBMIT buttons to enter this play. The down and YTO values will automatically update and the play will be logged in the drive history window. To make changes you can edit the drive history window. Stats will not be recorded until POST STATS is press

5. Move the balls around the field to denote yardage gained or loss. The FROM ball is white and the TO ball is brown. The yardage will be automatically calculated. You can optionally adjust the yardage and the TO ball will move automatically

How to Enter Extra Points

After a touchdown make sure the From Ball is on the correct yardline (if you can't move it set the down to 1st down). If it is a Kicked Extra Point press the Extra Pt button. If it a Run or Pass select the Run or Throw button and choose extra point from the result pick list if the point was successful. The points will be credited based on the values for extra points in the Team Form.

How to POST DATA back to the Game Form:

It's a good idea to post the data after the end of each possession to prevent accidental data loss. Press the POST STATS button to do this. After every three entries TurboStats saves the game to disk but that won't help you if you accidentally delete or edit data in the log. Remember that the data is not posted from the log to the database until you press POST STATS. Any data that has been posted will be moved to the POSTED Game Log for future reference.

POSTING THE Opponents Total Stats: After the game is over you can compile and post the Opposing teams totals by choosing the Live Game menu and choosing Compile and post Opponents Totals. If you want to import the stats for each player on the opposing team you must first export the opponent's log using the menu Live Game > Export Opponents Log. That will make a file on your disk. After you save the data for the current team, exit out and open the other team's .TM file. Goto the game form and enter a new game. Then choose the File > Import Game menu to bring in the stats. *You can't automatically create an a total for the Opponent for the other team at this time. The total for the Opponent will only calculate for the team you open first in Live Scoring Mode.*

How to Edit Data or Undo

After you press the Submit button the data is entered into one of two logs located at the bottom of the form. The offensive data in the currently visible log and the defensive data is entered in the log for the other team. Double click on the log file header to switch between logs (or use the menu). You can edit or delete any line of data (like a text editor) before you press the POST DATA button. The POST DATA button will record all active logs for the currently open TurboStats team file and move all log data to the POSTED LOG.

```
Unposted Game Log
#Plays:2:Possession Time:0
Q4 @ 10:00 >pat & 3 >Pass: yards = 3 >21 Anthony Charici:QB:5 Donnie Trifari:Play:26
Waggle:From:3:R:To:0:R:Complete:Extra Point:Tackled by:
Q4 @ 10:00 >1st & 10 >Rush: yards = 30 >8 James DelGrosso:Play:939 :From:30:R:To:
----- 9 -----
Q4 @ 10:00 >4th & 9 >Rush >Tackled by:51 Eric Toporeff: Dyds = 1:Gain:
Q4 @ 10:00 >3rd & 9 >Rush >Tackled by:43 Kenneth Venture: Dyds = 0:No Gain:
Q4 @ 10:00 >2nd & 10 >Rush >Tackled by:11 Grayson Wolfe:T2:74 Phillip Bengé: Dyds
```

The POSTED LOG can be edited but the changes will not modify the data in the TurboStats game form. You can manually go back to the game form and add or change any stat while the Live Game Form is loaded. After the POST DATA button is pressed all data will be saved on your hard disk to prevent accidental data loss should a problem occur. Example below. The most current play was an extra point for 3 yards. After you move the balls and press Submit the entry is made below. You can edit the number of yards or delete an entire line if you made a mistake. However take care not to change the formatting characters like @ > ; , or the way the spaces are used, as they are used to parse the data when it is Posted into the database. You can add your own notes right into the log as long as you don't use any of the formatting characters. If you mistakenly delete a line or more from the log you cannot get it back.

How to Request Changes or Report a Bug

If you have any problems please email them to support@turbostats.com and check the website under Support> Football to see if a new release of the program is available. This is a new feature and we expect to receive lots of feedback from the users.

How to Track Stats for Plays

If you want to track the stats for your plays to determine things like what is our average yards for a 129 waggle you must add all your plays to your TurboStats team database. In the Team Form press the Add Player button and enter the word **play**: followed by the name of the play. Example play: 129 waggle. Repeat this for all plays you wish to track. When you enter the Live Game form your plays will automatically appear in the play pull down list. If you want to add a new play and have already started scoring a game do the following: Exit the live game screen [X]. Save and exit the game form. Add the play in the team form. Press the Games button to go back to the game form. Select the game you were scoring in the list of games. Press the Add Player Button. You will see your new play in the list. Add it to the game. Then press the Live Game Icon and your new play will appear in the play list for your team.

Improvements in version 3.0B

Fixed importing of Extra Points in the live game POST STATS routine.

Fixed Career reporting counting TD's as 7 points instead of 6

Fixed lineup printing where two positions showed player as substitutes

Fixed Live game mode messing up the scores by period when players are pressed and now correctly tallies the score.