

# ***StatsNOW***

***Handheld Basketball Statistics***

## **User's Manual**

StatsNOW software is the property of StatsNOW. Use without authorization is forbidden.

While StatsNOW was designed to provide quick and accurate stats reporting you should still use StatsNOW at your own risk. The authors are not responsible for any damages due to this software.

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## Editing a Report

You can move or edit any stat on a custom report. To edit the contents of a stat, double-click on the stat. To move the stat, click on the stat and drag it to its new position.

## Printing a Report

Click on **Print** to print the report you are currently viewing

*To learn how to create, edit, print and export custom reports, consult the online help that comes with the Season Stats module on your desktop PC. The help file can be opened by selecting:*

*Start->Programs->StatsNOW->Season Stats Help  
on your desktop PC.*

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## Standard Reports

There are eight standard reports included with StatsNOW. These reports are:

BoxScore	A standard NCAA type box score for a single game
GameSummary	A summary of a single game for the selected team. Includes: player and team game stats, shot charts by quarter and momentum graphs.
PlayerGamePerformance	Summary of game performance for a single player. Includes: shot charts, comparison of game stats to the player's current season average, shot percentage analysis, graph showing when shots were taken, and an individual play-by-play. Use the PlayerOverride button to quickly change players.
GameShotChart	Shot charts for each player on the team for the selected game. The report only shows charts for 12 players. A second report is needed for teams with more players.
GamePlayerCombo	Performance comparison of the four most used player combinations for a game. Includes: stats and a "power rating" graph.
TeamSeason	Team season stats summary. Includes: points by quarter, season shot charts, player stats comparison, team and opponent totals and comparison, and a break down of performance for bench verses starters.
PlayerSeason	Player season stats summary. Includes: points scored by quarter, season totals and game averages, individual season shot charts by quarter, and scoring, rebound and power rating graphs.
Player12GameShot	Comparison of shot charts for an individual player for the first 12 games in the game list. Use the PlayerOverride button to quickly change players. Additional reports are required to compare more than 12 games at a time.

- 2) Click on the Sync button located at the right edge of the program window.
- 3) Connect your handheld to your PC using ActiveSync

Options for determining which games will be transferred.

Location where game files will be stored on your PC. StatsNOW Games will be placed in the same subdirectories as they are on your handheld



- 4) Click Transfer. Games will be transferred from your handheld to your PC. They will be located in the selected PC folder. There may be additional folders inside of the selected PC folder. This depends on where you stored the games on your handheld. Most users will find the games in a folder called *My Documents*

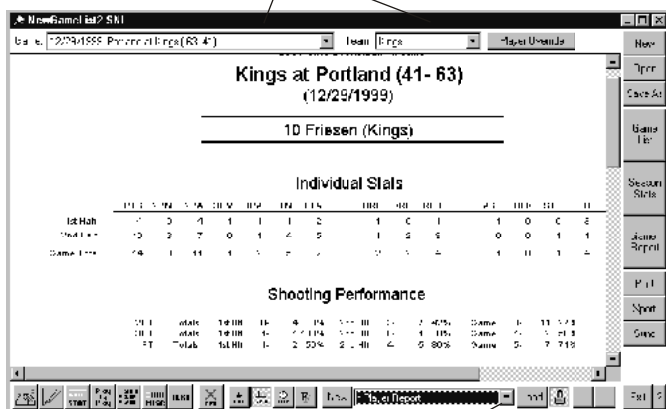
## Creating a Custom Report

To create a custom report using the games you just transferred from your handheld, you need to first create a game list. This process is exactly the same as in the Season Stats module on your handheld. Game List creation is discussed in Chapter 5.

After you have created a new game list on your PC, select **Game Report**

Select the desired team and game from the lists at the top of the Game Report view. Then select the desired report from the list at the bottom of the view.

Select the desired team and game



Select the desired report

# StatsNOW

## Handheld Basketball Statistics

## 1. OVERVIEW

StatsNOW is designed to help you collect and analyze basketball statistics. Key features include:

- Courtside collection of game stats
- Courtside analysis of game stats
- Season stats reporting
- Compatibility with Windows® 95 and later
- Custom Season or Game reports using StatsNOW for Windows® 95

*Courtside game stats includes:*

- Play-by-play reporting
- Shot charts
- Player and team statistics
- Momentum graphs
- Printed box scores
- Web page output

*Season stats reports include:*

- Combined stats for any set of games
- Avg. stats per game
- Avg. stats based on playing time
- Web page output

## 7. STATS NOW FOR WINDOWS® 95

StatsNOW for Windows® 95 requires Windows® 95 or later and is included with StatsNOW for your handheld. Game files recorded on your handheld can be opened directly on your PC using StatsNOW for Windows® 95.

### Installing StatsNOW on your Desktop PC

To install StatsNOW on your PC:

1. Insert the CD that came with this manual into your desktop PC. The software should start automatically after a few seconds. If it does not double click on the basketball icon for the CD. You should find it inside *My Computer* on your desktop.
2. Select Install StatsNOW. Then select the desktop version of StatsNOW.
3. IMPORTANT: If asked, you must "run the file from its current location"
4. Follow the instructions on the installation screens. *If you are also using StatsNOW with your handheld, you should install the desktop version with Synchronization capabilities.*

The first time you run StatsNOW you will be prompted for your user name and code. You must enter these values exactly as they were provided to you.

The desktop version of Game Stats is identical to the handheld version except it utilizes the larger available screen area. The Season Stats module is significantly different. You can learn about the differences by reading the Season Stats printable online help that comes with StatsNOW. (The help file requires Adobe's free Acrobat Reader which is included on the installation CD).

The following paragraphs summarize how to start using the desktop version of the Season Stats software. For details about creating please consult the included online help.

### Transferring Games from your Handheld to your Desktop PC

StatsNOW has a built in feature that makes it easy to transfer game files from your handheld to your PC. (You can also transfer files manually using the Explorer function available in ActiveSync. See the documentation included with ActiveSync to learn how to manually move files from your handheld to your desktop.) To transfer files using the feature built into StatsNOW:

- 1) Run the Season Stats program on your PC by selecting Season Stats from the Start->Programs->StatsNOW->Season Stats menu.

### 3. Modify the printer output using Escape codes

You can modify the font and margins of the printout by sending special codes to your printer. Consult your printer manual for a list of applicable escape codes. To add escape codes, tap **Setup** in either the Game Stats module. Then tap on the Printer tab and enter the codes in the provided box.

If you are printing to an HP LaserJet printer with PCL support you can load the preset codes provided in the Print Preferences.

Note: Escape codes are optional. Many printers will produce good output without the use of escape codes.

## 2. INSTALLING STATS NOW ON A HANDHELD

StatsNOW requires a Windows® CE palm-size computer (also called Pocket PC) running Windows® CE 2.11 or better.

Before installing the software on your handheld computer, you will need to install the connection utilities which came with your handheld, on a PC. The connection utilities must be Windows®CE Services 2.2 or later, or Active-Sync 3.0 or later. Consult your handheld's documentation for instructions on installing the connection software.

You should also verify that you can establish a connection between your PC and your handheld.

To install StatsNOW on your handheld:

1. Establish a connection between your handheld and your PC. In most cases this involves simply placing the handheld in its cradle and turning it on. See the documentation accompanying your handheld for details on connecting it to a PC.
2. Insert the CD that came with this manual into your desktop PC. The software should start automatically after a few seconds. If it does not double click on the basketball icon for the CD. You should find it inside *My Computer* on your desktop.
3. Select Install StatsNOW. Then select the model of your handheld.
4. IMPORTANT: If asked, you must "run the file from its current location"
5. Follow the instructions on the installation screens.
6. We recommend that you also install StatsNOW for Windows95 on your desktop PC. This will allow you to quickly transfer games from your handheld to your desktop, and create and print custom game and season stats reports. See Chapter 7.

The first time you run StatsNOW you will be prompted for your user name and code. You must enter these values exactly as they were provided to you.

## 6. PRINTER SETUP

StatsNOW includes a simple serial port print driver that allows you to print box scores from your handheld to any printer equipped with a serial port. There are three steps for setting up a printer.

### 1. Set the communications parameters of your printer

Your printer must be set to communicate at:

9600 baud

8 bits per character

1 stop bit

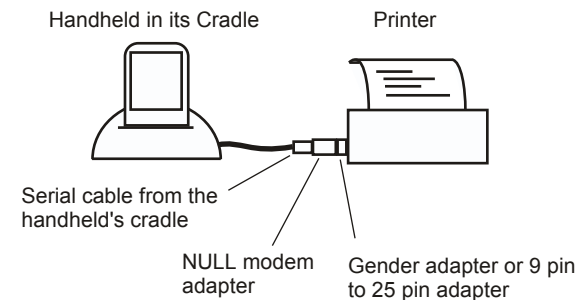
No parity

XON/XOFF handshaking

These are common default settings for many printers. Consult your printer manual.

### 2. Connect your printer to the handheld with a serial cable.

Place the handheld in its cradle and connect the cable from the cradle to the printer. A typical connection is shown below. You may need to purchase serial port adapters to connect your handheld to a printer. Typically both a "gender changing" adapter and a NULL modem adapter is required. Start by using the NULL modem adapter in the connection. If the handheld can not print, try again with the adapter removed.



Typical Printer Connection

### Deleting Files

To delete a file, tap on the file to select the file. The file name will be highlighted. Tap **Del** to delete the file.

### Moving and Renaming Files

To move a file to another folder or to rename a file, tap on the file to select the file. The file name will be highlighted. Tap **Move**. Enter the new name of the file and/or the new folder and tap **OK**.

Note: If you delete, move or rename a file, StatsNOW may not be able to find that game in an existing Game List. StatsNOW will notify you when it can not find a game file.

### Viewing Files

To view the contents of a file, tap on the file to select the file. The file name will be highlighted. Tap **Info**. This will display the contents of the file. If you have selected a Game, the stats for that game will be displayed. If you have selected a Season Stats file, the list of games and scores will be displayed. Double tapping on a file produces the same result.

### Exporting Files

#### Exporting Season Stats Reports

1. Select **Xport** while viewing the Stats to export stats, or while viewing a Game list to export a season record.
2. Tap on **HTML** to create a web page or **TEXT** to create a text file
3. Type in the name of the new web page, or select the name of an existing web page (see below)

If you entered a new web page name, StatsNOW will create a new web page.

If you entered the name of an existing web page you can:

- a) Overwrite the current page with the new page
- OR b) Insert the data into the existing web page.

If you choose to insert the data into an existing web page, StatsNOW will insert the HTML code at one of two places in the existing web page:

- a) Just before the HTML comment `<!--sni-->`, if it exists
- OR b) Just before the HTML `</BODY>` tag, This simply appends the new stats information onto the end of the existing web page.

This allows you to use an existing web page as a template. It also makes it easy to put multiple reports on one web page.

## 3. QUICK START

StatsNOW includes two software modules:

- Game Stats - for collecting stats during a game and for detailed analysis of the game. See page 13 for a detailed discussion of this module.
- Season Stats - for combining stats from multiple games to produce season or tournament stats. See page 31 for a detailed discussion of this module.

### Turning on your handheld

Press the On-Off button. Your handheld turns on instantly. You can turn your handheld off at any time without fear of losing your work - everything is automatically saved.

See the handheld owner's manual for instructions on turning your handheld on or off, and adjusting the backlight and contrast.



Typical Handheld Computer

### Using the Game Stats Module

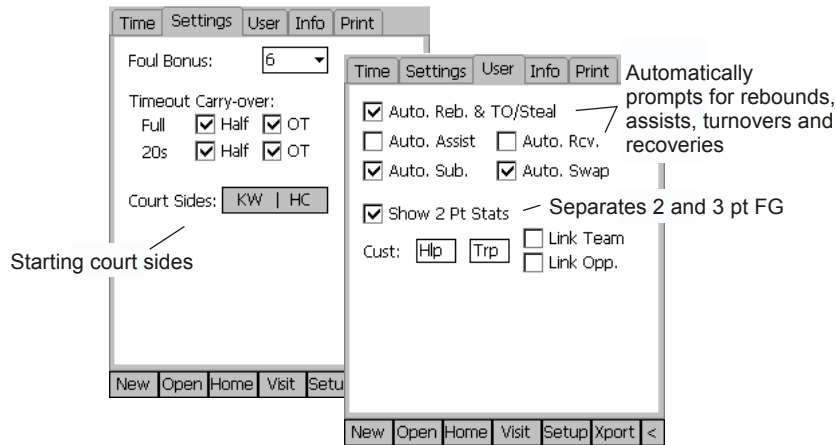
Select **Game Stats** from the **Start/Program** menu

You can get online help at any time by selecting **Help** from the **Start** menu. The menu for the game module is located near the bottom of the screen. The **<** toggles between menus.

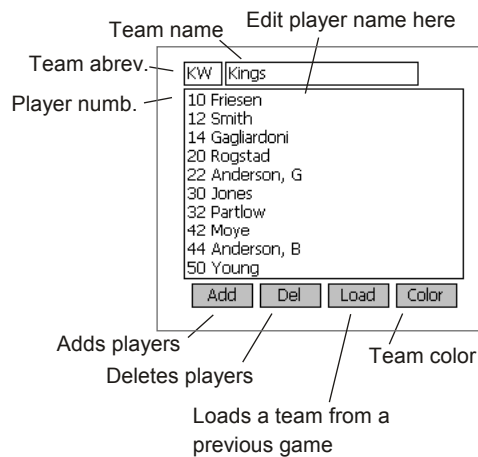
#### To create a new game so you can start recording stats

1. Tap **New**
2. Use the on screen keyboard at the bottom of the screen to name the game, e.g. "Bears vs Lions". You will be automatically taken to the **Setup** view.
3. Use **Time** and **Settings** to enter the game parameters such as the number of minutes in a period, and whether the game will be in halves or quarters

4. Tap the **User** tab and enter the user preferences. Typical settings are shown in the figure.



5. Tap **Home** and enter player names and numbers. To enter a player, tap on an unused name. Use the keyboard to change the name. Typed numbers automatically becomes the player's number.
6. Enter the team name and a 2 letter abbreviation
7. Tap **Visit** and enter the players and team as you did for the Home team



You may view total or averaged stats for each player, for the first half, second half, overtime periods, or entire game.

NOTE: When combining stats, StatsNOW assumes that player names are consistent. Players stats are combined based on the player name. To properly combine stats, a player must have the same name in each game. If this is not the case, you can change the player's name in the Game Stats module (make sure the new data is saved by tapping on **Setup** in Game Stats). Then return to the Season Stats module and tap **Stats** to recompute the stats.

### Viewing Season Stats

From the Game view select the team you are interested in.

Tap **Stats** to view the combined stats for all the games in the game list.

To view different stats, use the tabs across the top of the screen, or tap the > button to scroll through all the stats.

### Averaging Stats

Checking **Game Avg** averages the stats for each player based on the number of games they played.

Games played is one of the stats you can view. A player is credited with playing in a game (or game half) if they have playing stats for that game (or game half), or if they have playing time for that game (or game half).

Checking **10 Min Avg** averages the stats for each player based on the number of minutes they played over the season. These stats are an indication of the players performance for a 10 minute interval of play. This is useful for comparing stats of your bench, where players have not had an opportunity to play the entire game.

You can view Game Averages or 10 Minute Averages for each half in the game, the OT periods, or the entire game.

### Managing Files

The Files view helps you manage your game and season stats files.

Tap on **Files** while in the Season Stats module to view all the StatsNOW files you have on your computer. The files are listed under the folder they are stored in. Double tap on a folder to see its contents

- 📁 represents a folder (sometimes called a directory)
- 📄 represents a game file
- 📅 represents a season stats file

tap OK. The game list will be loaded.

### Adding and Deleting Games

You can add or delete games from a manual game list using **Add** and **Del**

To Add a game tap **Add** and select the game to add.

To Delete a game. Select the game from the game list by tapping once on it. Then tap **Del**.

### Reloading an Automatic Game List

Tap **Reload** in an Automatic game list to force StatsNOW to reload all games in the folder you specified for the list. Use this when you have added a new game in the Game Stats module, or moved a file with the File Manager.

Note: Game lists are automatically reloaded every time you open the game list file.

### Viewing Game Stats

You can see a summary of the game statistics by double tapping on any game in the game list.

## Season Stats Summaries

The Stats screen shows the combined stats for each player in the selected team plus the total combined stats for the opponent.

PT	FG	REB..	TO..	FT..	USR..	MIN..	Pts
Total FG Made-Actm							36
10	Friesen	14-	18				2
12	Smith	0-	4				2
14	Gagliardoni	2-	6				6
20	Rogstad	0-	0				0
22	Anderson, C	11-	23				26
30	Jones	0-	8				2
32	Partlow	0-	0				0
42	Moye	6-	22				14
44	Anderson, E	12-	34				30
50	Young	0-	0				0
KW Kings							45- 115 116
OP Opponent							40- 106 98

Game Avg    Hlf:    All  OT  
 10 Min Avg

New | Open | Game | Setup | Xport | Files

8. Tap < to toggle to the next menu set

9. Tap **Game** to begin recording game stats

### To Substitute players

Tap **Sub** and select the players who will be on the court

OR Tap **Q** and select the players who will be on the court - this is the fastest and preferred way

### To record a shot

1. Tap on the court where the shot occurred

2. Select the player number from the player popup

If you have checked **Auto. Reb.** in **Setup**, StatsNOW will automatically prompt for a Rebound following a shot attempt. You may:

- Tap in the basket to record the shot made
- Pick a player from the player prompt for the rebound
- Tap elsewhere to cancel the rebound prompt

*Tip: Selecting All brings up a list of all the players, including those on the bench. Select the team abbreviation on a rebound to record team rebounds.*

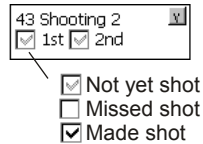
### To record Assists, Steals, Turnovers ...

1. Tap on the appropriate button

2. Select the player number from the player popup

### To record a Free Throw

1. Tap 11 for 1&1, or 1, 2, or 3 for a 1, 2 or 3 shot Free Throw
2. Tap once in the shot box if the Free Throw was missed Tap twice in the shot box if the Free Throw was made



*Tip: The Free Throw box closes automatically in two seconds once you've recorded all the shots. If you make a mistake, Tap Undo, and either undo the free throw and re-enter it or correct the event.*

### To view the Play-by-play

Tap Undo or Play. Select any period from the play-by-play list to view the events for that period.

### To view Stats

#### Tap Stats

Select the team and period

Tap > to see more stats or select a category at the top of the screen

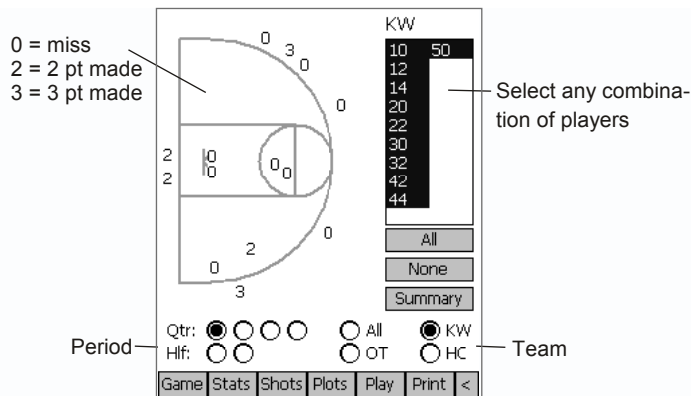
PTS	RB TO..	FT PF..	USR MIN	
KW	Total 2PT	Total 3PT		
10	5- 6 83%	2- 3 66%	18	
12	0- 1 0%	0- 1 0%	1	
14	1- 3 33%	0- 0 --%	3	
20	0- 0 --%	0- 0 --%	0	
22	3- 6 50%	2- 5 40%	12	
30	0- 2 0%	0- 2 0%	1	
32	0- 0 --%	0- 0 --%	0	
42	3-11 27%	0- 0 --%	7	
44	6-17 35%	0- 0 --%	15	
50	0- 0 --%	0- 0 --%	0	
TM	0- 0 --%	0- 0 --%	0	
KW	18-46 39%	4-11 36%	57	
HC	16-39 41%	4-14 28%	47	
Qtr:	<input type="radio"/> Q1	<input type="radio"/> Q2	<input type="radio"/> Q3	<input checked="" type="radio"/> All
Hlf:	<input type="radio"/> H1	<input type="radio"/> H2	<input type="radio"/> OT	<input checked="" type="radio"/> KW
	<input type="radio"/> HC			

### To view Shot Charts

#### Tap Shots

Select the team and period

Tap Summary to see a shot summary showing shots made and attempted from 3 point range, 2 point range and inside the key



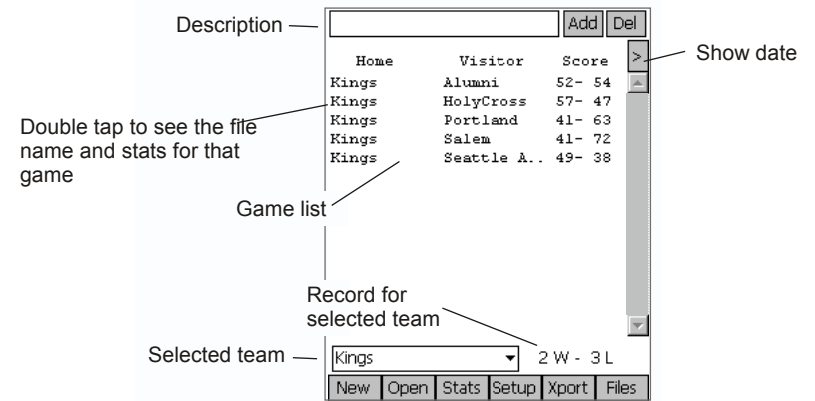
from the list as you see fit. In addition, the games may come from different folders, as opposed to an automatic list, where all games in the list must be in the same folder.

### Creating a New Game List

1. From the Game screen tap New
2. Enter the name of the game list. You can have different lists for different sets of games - season, playoff, etc.
3. Indicate whether you wish to create an Automatic list, or a Manual list.

If you selected an Automatic list, you will be prompted for one of the games in the folder you wish to use for the automatic list.

You will be automatically be taken to the Game list view.



4. Type a description of the list in the text box titled at the top of the view
5. For manual lists, tap Add and select the game you wish to add. You may add up to 50 games to the list.
6. For manual lists use Del to remove any unwanted games
7. Select the team whose stats you wish to view.

The list will be automatically saved when you exit the program or open a new list.

Note: StatsNOW assumes teams with the same names are the same team.

This means that if you misspell a team name in one game, StatsNOW will not be able to combine it with other games containing the same team. You should open the game in Game Stats and correct the spelling.

### Opening an Existing List

To retrieve an existing game list, tap Open. Select the file from the list and

## User Preferences

Tapping on **Setup** lets you set the user preferences. Select the category by tapping on the appropriate tab at the top of the screen.

### File Information

This shows the file name of the currently opened game file and the folder containing the StatsNOW games, if applicable.

### Options

This allows you to select which stats will be exported using **Xport**. These options do not affect the stats that are shown in the Stats view.

## Game Lists

A game list consists of a list of StatsNOW games. These game files can be from a Windows<sup>®</sup>CE version or PC version of StatsNOW. Once the list is created you can view the total combined or averaged stats for all the games.

A game list includes:

1. The list of games which includes:
  - The Home and Visiting teams and the game score
  - The date the game was played (use the < button to toggle between score and date)
  - The name of the StatsNOW game data file (double tap on a game to view its file name)
2. The team name for which you wish to combine the stats. This name is located near the bottom left of the screen. This team must be either a home or visiting team in at least one of the game files. Once you have selected a team, the program will display the win/loss record for that team.
3. A description of the game list which is supplied by the user.

Game lists may be Automatic, or Manual

### Automatic Game Lists

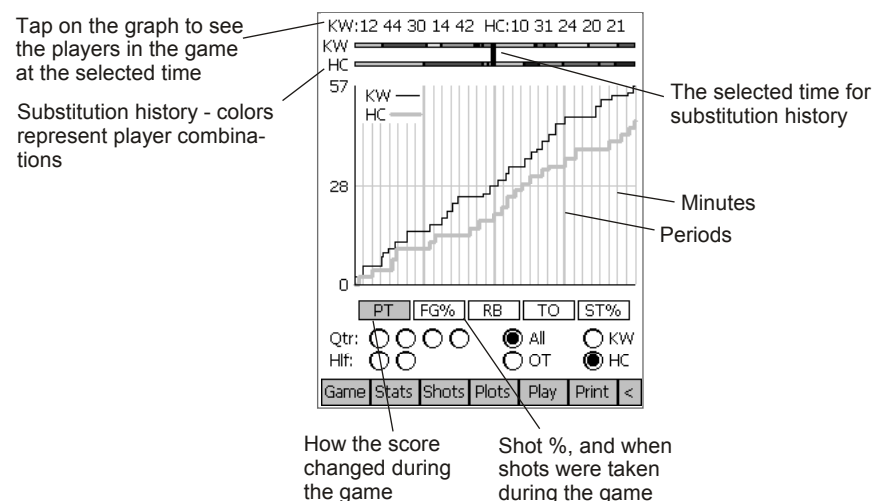
In an automatic game list, the games in the list are automatically taken from a folder that you specify. Use this type of list to keep running season stats for a team. Once you specify an automatic list, StatsNOW will add new games to the season stats as soon as you create them - provided you store them in the folder you specified.

### Manual Game Lists

In a manual game list, you must specify each game which is part of the list. The advantage of this type of list is that you can easily add and delete games

## To view a Momentum Graph of the Game

1. Tap **Plots**
2. Select the team and period



*Tip: The FGt% graph shows a moving average of the teams shooting percentage and when shots were taken (X indicates a shot made, 0 indicates a missed shot)*

## Using the Season Stats Module

Select **Season Stats** from the **Start/Program** menu

You can get online help at any time by selecting **Help** from the **Start** menu

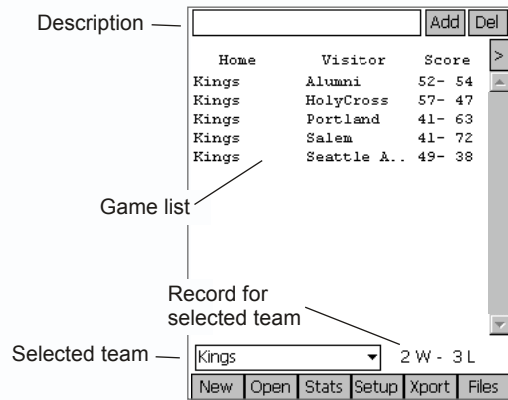
The menu for the Season Stats module is located at the bottom of the screen. The **Game/Stats** button toggles between **Game** and **Stats**.

### To create a new list of games to include in your season stats

(To proceed you must have recorded at least one game - or partial game)

1. Tap **New**
2. Use the on screen keyboard to type a name for the stats report, e.g. "PreSeason2001", then tap **OK**
3. At the next prompt, tap **NO** so that you can manually add games to your seasons stats game list. See page 32 for additional options.

You will automatically be placed in the **Game** view.

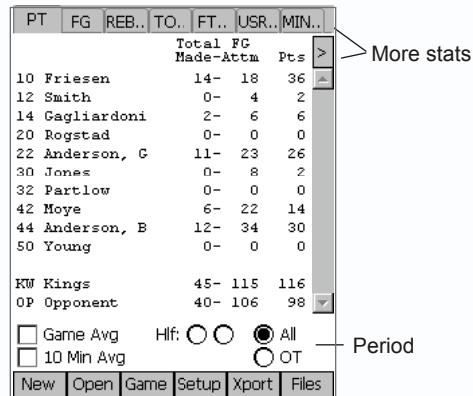


The Game view, shown above, lists all the games that will be compiled together to create the season stats report.

4. In the box at the top of the screen enter a brief description of the season stats list. For example, "PreSeason Stats ". Use the on screen keyboard.
5. Tap **Add** and select a game to add to the game list. Continue adding games until you have added all the games for which you wish to see combined stats.

*Tip: You can add games to the list at any time. This makes it easy to keep a running season total.*

6. At the bottom of the screen select the team for which you wish to see the season stats. The win loss record for that team will be displayed.
7. Tap **Stats** to see the compiled stats for all the games in the list. Use the > button or the Tabs at the top of the screen to see more stats.



*Tip To compare player stats among players with different playing times, use the 10 Min Avg option. This estimates a player's stats for 10 minutes of playing time. This is useful for evaluating the performance of your "bench" players*

## 5. SEASON STATS

The Season Stats software lets you combine the stats from multiple games played by a given team. You can then view or export the combined stats for each player on the team, plus the combined opponent's stats. The Season Stats program also helps you to organize your game and season stats files.

*To run the Season Stats software*

Select Season Stats from the Start/Program menu

There are three steps for obtaining season stats:

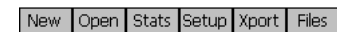
1. Create a list of the games you wish to combine in the Game view
2. Select the team for which you wish to see the combined (season) stats
3. Select the Stats view to see the stats

### Controls

The main controls for Season Stats are located along the bottom of the screen. The controls are:

- New** for creating a new season stats file
- Open** for opening an existing season stats file
- Game/Stats** for specifying which games should be included in a season stats file, and for viewing the season stats
- Setup** for setting user preferences
- Xport** for exporting season stats reports to a Web page
- Files** for organizing your files

The Game/Stats button toggles between Game and Stats.



Changes between Game and Stats each time you tap it

If you entered a new web page name, StatsNOW will create a new web page.

If you entered the name of an existing web page you can:

a) Overwrite the current page with the new page

OR b) Insert the data into the existing web page.

If you choose to insert the data into an existing web page, StatsNOW will insert the HTML code at one of two places in the existing web page:

a) Just before the HTML comment <!--sni-->, if it exists

OR b) Just before the HTML </BODY> tag. This simply appends the new stats information onto the end of the existing web page.

This allows you to use an existing web page as a template. It also makes it easy to put multiple stats reports on one web page.

### To export an TEXT box score:

1. Select Xport while viewing the Stats screen.
2. Tap on TEXT, to create a text version of the box score which can be opened with any word processor.

Note: To view the stats correctly you should use a non-proportionally spaced font such as Courier

## Using the File Manager

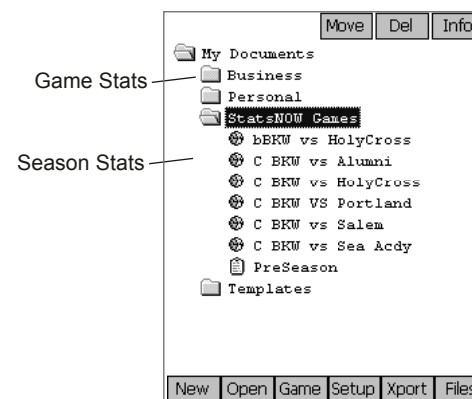
The File Manager is part of the Season Stats software module. The File Manager lets you see all the game and season stats files you have stored on the handheld.

To start the File Manager tap **File** at the bottom of the Season Stats module.

Double tap on a folder to view its contents.

To move or delete a file, tap on the file to select it, then use **Move**, or **Del** to rename, move file or delete old files.

To view the contents of a file, tap on the file to select it and then tap **Info**.

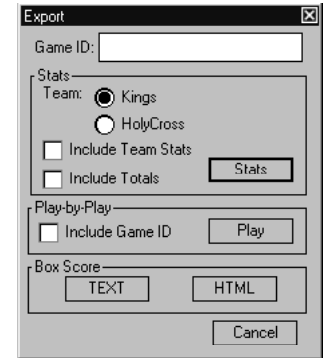


## Exporting Stats to Other Programs

You can export stats, using Xport, to a comma delimited text file (CSV) containing the stats. CSV files can be opened by most spreadsheets. You can also general HTML or TEXT box scores.

### To export to a CSV file:

1. Tap Xport
2. Type in a "key value". This will be the first field in every record of the exported data and is useful if exporting to a database like Microsoft Access.
3. Select a team to export
4. Select **Include team stats**, to include a line for team rebounds, etc.
5. Select **Include totals**, to include totals for both teams
6. Tap **Stats**



You will be prompted for the name of the file containing the exported information. You can save the exported as a \*.csv or \*.txt file. This only affects the file extension. It does not affect the contents of the file. \*.csv files can be opened directly in Microsoft Excel on a PC.

You can export a Play-by-play of the game which can be opened in any word processor by tapping **Play** from the exporting box.

### Custom Export Files

The Xport function uses a text file titled *ExportFields.txt* to determine the fields for the exported file. You may have multiple copies of this file. The software uses the copy of *ExportFields.txt* located in the directory where you wish to save the exported stats.

You may edit the text file *ExportFields.txt* if you wish to use custom field names or omit fields. You can edit this file with a text editor such as Notepad. If you use Microsoft Word, be sure to save the file as Text.

See the documentation included in the file *ExportFields.txt* for details.

### To export an HTML box score:

1. Select Xport while viewing the Stats screen.
2. Tap on HTML, to create a web page
3. Type in the name of the new web page, or select the name of an existing web page (see below)

## Viewing the Play-by-Play

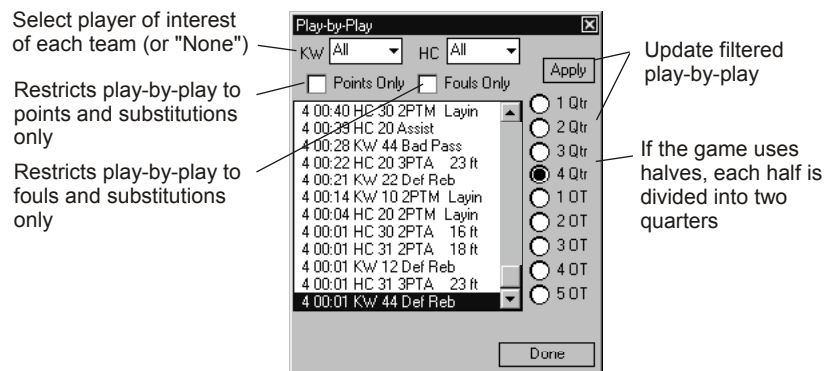
Tapping Undo or Play brings up a list of the events entered during the current period. You may view events from other periods by selecting the appropriate period.

### Filtering

You may limit the events you see by filtering. You may filter by: Team, Player, Points, or Fouls.

To filter a play-by-play

1. Select the player number, all or none for each team
2. Check the points or fouls filter. Checking either one will restrict the play-by-play to those events. Substitutions are always shown.
3. Tap on Filter, or select a period



## Printing

StatsNOW on a handheld computer will only print Box Scores. You may print NCAA or expanded box scores by selecting the appropriate option in the Print Prefs, accessed by tapping Setup. See page 15.

If you wish to print shot charts or momentum graphs, you can transfer the game file to a PC and print using the Windows®95 version of StatsNOW.

## 4. GAME STATS

Use Game Stats to record the events of a game while you watch the Game. Game Stats utilizes an event log to record game information. Every event you enter during the game is saved. Each event includes:

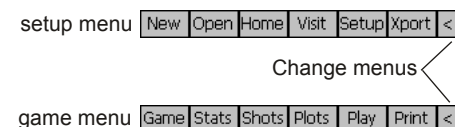
1. The time the event was recorded (game period and minutes)
2. The player and team
3. The action, such as steal, foul, shot attempt...
4. Additional information, such as shot location

### To run the Game Stats software

Select Game Stats from the Start/Program menu

## Controls

The main controls for Game Stats are located along the bottom of the screen. You toggle between control menus using the < button. The controls are:



- New** for creating a new game file
- Open** for loading in a previously saved game
- Setup** for setting game parameters and user preferences
- Home** for entering home team player names and numbers
- Visit** for entering visiting team player names and numbers
- Game** for entering data during a game
- Stats** for viewing game statistics
- Shots** for viewing shot charts
- Plots** for viewing momentum graphs and substitution histories
- Xport** for exporting game stats to other programs, or creating Web pages
- Print** for printing box scores

There is no Save, the software automatically saves

## Creating a New Game

Tap on **New** and enter the file name for the new game. Using a description of the game, such as "bears vs lions", will help you locate the file later. After entering the game name the software will open the Setup view where you can set game and user preferences. After setting your preferences, you should enter the team and player names.

## Setting Preferences

Tap the **Setup** button to set preferences. There are four types of preferences. Game (Time and Settings), User, Information, and Printing preferences. You can specify default values using the **Set Defaults** in the Information preferences.

### Time and Settings Preferences

You can specify the period lengths, number of fouls to a bonus and timeouts.

**Timeout Carry-Over** StatsNOW keeps track of the total number of timeouts used by a team. That number is re-zeroed at each half and at the end of regulation play. If a carry-over box is checked, then the timeouts will not be re-zeroed and StatsNOW will show the accumulated timeouts. You can set the carry over for both Full and 20 sec timeouts.

**Running Time** Normally StatsNOW stops and starts the clock at appropriate times. If this is checked the clock will only be stopped for timeouts.

**Court Sides** This sets the court side at the start of the game for the teams

### User Preferences

**Auto. Reb. & TO/Steal** StatsNOW will automatically prompt for a rebound after a shot or shot/block combination, and turnovers after a steal

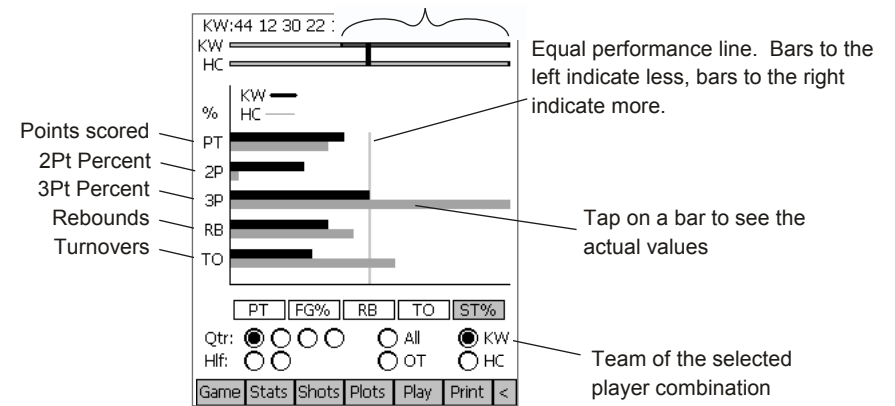
**Auto. Assist** StatsNOW will automatically prompt for an assist after a made shot

**Auto. Rcv.** StatsNOW will automatically prompt for a recovery after a fumble or bad pass type turnover

**Show 2 Pt Stats** Normally StatsNOW shows a combined stats for 2 and 3 point shots. If this is checked then the stats are not combined.

**Auto. Swap** If this is checked StatsNOW will automatically switch the court sides when a change of possession occurs

Stat evaluations are based on the playing time of the selected player combination (KW players in this case)



In the example shown above the selected player combination is the KW players during the end of the first quarter. The graph shows that during the time in which the selected KW players were on the court, they scored fewer points than the rest of the KW team did, when adjusted for playing time. The player's 3PT shooting percentage was the same as the rest of the teams, however the HC players were better 3PT shooters during that same time.

## Selecting the Viewing Period

You can view Stats, Shot Charts and Momentum Graphs for various periods by selecting the appropriate period button.

Information will be displayed from the start of the selected period to the end of that period, or the current game clock setting, whichever comes first.

NOTE: If you set the game clock back and view stats, you may not see all the stats. StatsNOW places a \* next to the word All if you have set the game clock before the last recorded event.

### Halves and Quarters

If the game is using Quarters, then selecting a particular quarter shows stats for that quarter, while selecting a half shows the stats for the appropriate half (two quarters combined).

If the game is using Halves, then selecting a particular quarter, shows stats for only the first or second half of the Half (a quarter), while selecting a half show the stats for the entire half

You can determine which players were in the game at any point in the game by tapping the corresponding spot on the bar. A dark black line will mark the spot where you tapped and the players who were in the game at that time will be listed above the substitution bars.

### **Stats History**

The lower portion of the screen shows a graph of score, shot percentage, rebounds or turnovers verses time for each team. The graph for the team you have selected will be bolded, but you can still see the graphs for both teams. The graph is divided into one minute intervals, indicated by gray lines. Heavy gray lines indicate a period divisions. You can also view a quick performance evaluation for any player combination (ST%).

*Tip: To see the actual stat at any time along a graph, tap on the graph at the desired location. To see stats associated with a bar in the ST% graph, tap on any bar. The stats for the selected time will be shown at the top of the screen.*

### **Score History**

Select **Pts** at the bottom the the screen. This graph shows how the score for each team changed during the selected period(s). You can see when the game changed leaders, or when a team had a scoring slump.

### **Shot Percentage**

Select **FG%** at the bottom the the screen. This graph shows how a team's shooting percentage fluctuated during the selected time period(s). The shooting percentage is based on a 10 shot average starting at the beginning of the selected time period. If 10 shots have not occurred, then the percentage is based on the total number of shots, up to 10.

The graph for the selected team also shows the time when shots were taken. Made shots are marked with an X. Missed shots are marked with an O.

### **Rebounds**

Select **Rebs** at the bottom the the screen. This graph shows the accumulated rebounds for each team during the selected period(s)

### **Turnovers**

Select **TO** at the bottom the the screen. The graph shows the turnovers for each team during the selected period(s)

### **Stat Percentage**

Select **ST%** at the bottom the the screen. The graphs show the performance of the selected player combination, based on playing time, as compared to the entire team for the selected period.

<b>Auto. Sub</b>	If this is checked StatsNOW will automatically substitute in any player who is selected for an action who is not currently in the game
<b>Custom Stats</b>	You may define two custom stats here. You are limited to three letters. These stats will appear in the Game and Stats view. By default the stats are assigned the names US1 and US2.
<b>Link Team</b>	Links the custom stats together. After you record a custom stat, you will automatically be prompted for the other custom stat with a prompt for the same team.
<b>Link Opp.</b>	Same as <b>Link Team</b> , except you will be prompted for the other team. If both <b>Link Team</b> and <b>Link Opp.</b> are selected you will be prompted for a player from either team.

### **File Information**

<b>Actions Recorded</b>	Number of recorded event (there are 1000 maximum)
<b>Game Date</b>	Date the game file was created
<b>File Name</b>	The name of the game file
<b>Set Defaults</b>	Forces the current preference settings to be the default for all subsequent new games

### **Printing Preferences**

<b>Use Windows</b>	This option is disabled because palm-sized Windows® CE does not support Windows print drivers. StatsNOW
<b>Drivers</b>	includes a print driver that allows you to print Box Scores via the built in serial port.
<b>NCAA Box Score</b>	When checked, box scores will print using standard NCAA format. When unchecked, box scores will include a breakdown of turnovers and values for custom stats. This applies to exported files too.
<b>Escape Sequence</b>	This text sequence will be sent to the printer just before printing begins. It is useful for setting the font size and page margins on printers. Consult your printer manual for a list of escape sequences.
<b>Load</b>	Allows you to select preloaded escape sequences for select printers. Currently escape sequences for only HP LaserJet printers with PCL support are provided.

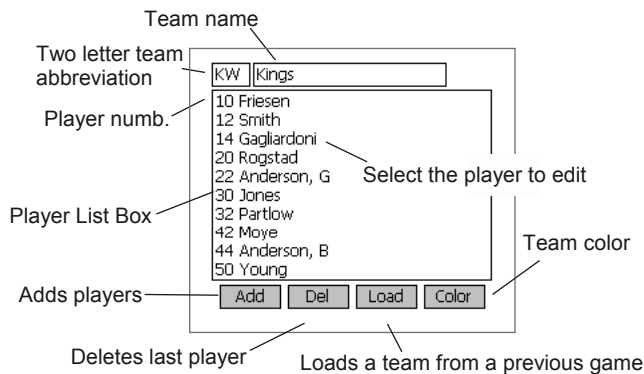
NOTE: When printing using the serial port, the connected printer must be set to 9600 baud, 8 bits per char, No parity and 1 stop bit, XON/XOFF handshaking.

## Adding Teams and Players

### Entering Team Names

Tap Home or Visit to enter team and player names.

When you create a new game, the teams are given the default names: Home and Visit. You can change these to the names of the teams playing the game.



To enter a team's name tap in the team name edit field and use the on screen keyboard to type in the name. You must also provide a 2 letter abbreviation for the team in the small edit field to the left of the team name. The two letter abbreviations should be unique for each team.

### Entering Player Names and Numbers

Tap on a player name in the player list box. Edit the player name. Change the player number by typing in a two digit number. Single digit numbers require a leading zero, e.g. 01 or 05. You can't put numbers in the player name. If you type a number, the software assumes its the player's number.

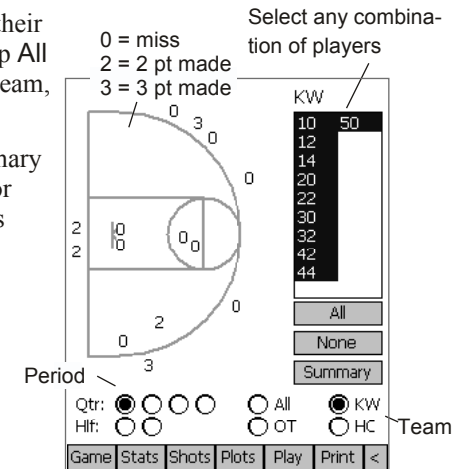
To go to the next player in the list tap Enter on the keyboard. After you tap Enter the next player's name is highlighted. If you start typing that name will be replaced. This makes is very easy to enter a list of names. To enter an entire team quickly:

1. Select the first player in the player list box
2. Type in the player name and number (any order)
3. Tap Enter
4. Type in the next player's name and number
5. Tap Enter ...

Select one or more players to see their combined shot charts. You can tap All or None to select all players in a team, or none of the players.

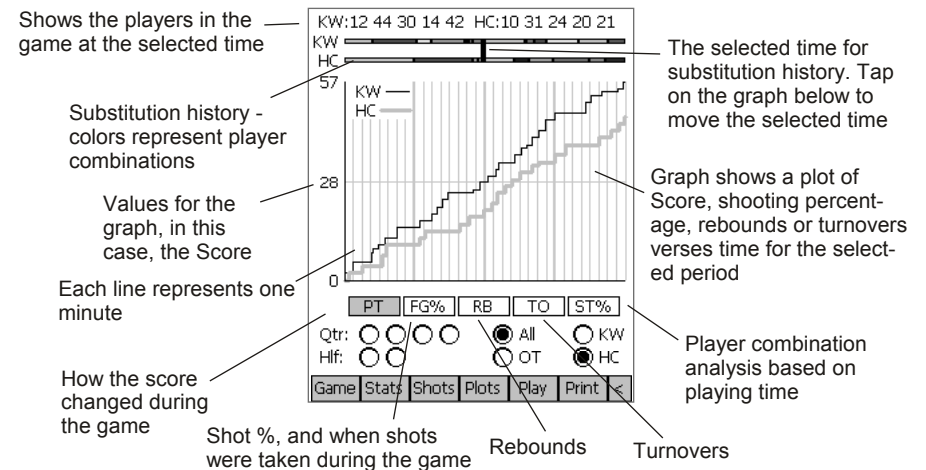
Tap Summary to see a shot summary of the currently selected players for the currently selected period. This option summarizes:

- Layins made
- Shots in the key
- 2 point shots
- 3 point shots



## Viewing Momentum Graphs

Tap Plot to view momentum graphs. These graphs summarize the progression of the game. Momentum graphs are divided into two section: Substitution History and Stat History.



### Substitution History

The two bars near the top of the screen represent the substitution history during the game. There is a bar for each team. The colored sections on the bars denote the player combination in the game during that time. The time scale for the substitution bars is the same as the Stats History chart located below it. Only the first 16 combinations are given unique colors. Combinations after the first 16 are colored white.

### Editing a Stats Directly

When viewing stats in the Stat view you may tap on a stat to edit its value. Increasing the value of a stats, adds an appropriate event to the event log for the current period you are viewing. Decreasing the value of a stats, likewise, removes an event from the event log.

A few special rules apply when editing stats directly

**FGM:** Changing the 2PM, 3PM or FTM stats also changes the 2PA, 3PA or FTA stat respectively. When viewing combined field goal stats, changing the stats only changes the 2 point portion of the stat. The 3 point stat can be edited separately.

**Rebounds:** Changing the Total Rebound stat changes only the Defensive Rebound stat. The Offensive Rebound stat can be edited directly.

**Playing Time:** You cannot edit playing times

**Total Points:** You cannot edit total points. Adjust the 2 or 3 point stats instead .

### Viewing Player and Team Statistics

Tap **Stats** to view player and team statistics. The stats view displays all the statistics for the current game. Tap > to see more statistics -there are four screens.

Select the team by tapping on the team name on the right of the screen. The team totals for both teams are always listed on the bottom of the screen.

Tap on one of the period buttons to show stats for that period. See *Selecting the Viewing Period*, later in this chapter.

To view a player's statistics scroll the player list until the player of interest is in view. Then tap the < button above the scroll bar to toggle between the statistics screens.

More Stats

PTS	RB TO..	FT PF..	USR MIN
KW	Total 2PT	Total 3PT	PTS
10	5- 6 83%	2- 3 66%	18
12	0- 1 0%	0- 1 0%	1
14	1- 3 33%	0- 0 --%	3
20	0- 0 --%	0- 0 --%	0
22	3- 6 50%	2- 5 40%	12
30	0- 2 0%	0- 2 0%	1
32	0- 0 --%	0- 0 --%	0
42	3-11 27%	0- 0 --%	7
44	6-17 35%	0- 0 --%	15
50	0- 0 --%	0- 0 --%	0
TH	0- 0 --%	0- 0 --%	0

Period

Team

Qtr:  Q1  Q2  Q3  All  KW

Hlf:  H1  OT  HC

Game Stats Shots Plots Play Print <

### Viewing Player Shot Charts

Tap **Shot** to view player or team shot charts. The shot view displays the shot charts for the current game. Select the team by tapping on the team name on the right of the screen.

Tap on one of the period buttons to show the shot chart for that period. See *Selecting the Viewing Period*, later in this chapter.

### Adding Players

To add a player tap on the **Add** button. An untitled player will be added to the end of the player list. Edit the player name and number as described in the previous section. The program supports 19 players per team.

*Tip:* Adding player in numerical order will make it easier to find them during substitutions

*Tip:* The first five players in the list are automatically substituted into the game at the start of the game. You can change the substitutions if those players are not the starting five. See *Player Substitutions*.

### Deleting Players

The **Del** button deletes the currently selected player in the list. You must have at least five players on a team and you cannot delete any player currently playing in the game.

Note: You should not delete a player for which you have already assigned statistics. In general, don't delete players once the game has begun.

### Loading an Entire Team

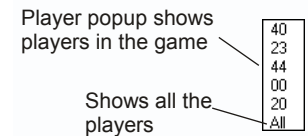
Once you've entered a team and its players you do not need to reenter the players in future games. Tap the **Load** button and select a previous game in which the desired team played. Then select the team you wish to load. You can edit the player list if the team roster has changed.

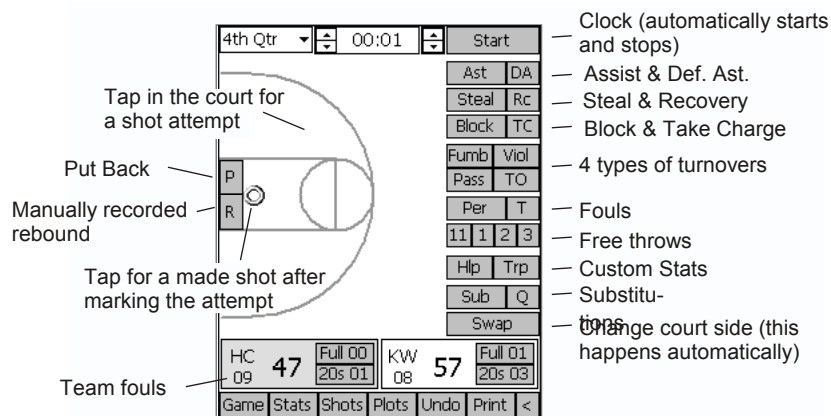
### Recording a Game

Tap **Game** to begin recording a game

Events are recorded by selecting an action and then the player associated with the action. Once you select an action, such as shot attempt or steal, StatsNOW prompts you with a list of players. You will also see a message at the bottom of the court. At that point you may:

1. Tap outside the popup to cancel the entry,
  2. Tap on the player number to record the entry,
- OR
3. tap on ALL to bring up a list of all the players on the team, even if they are not currently in the game





### Player Substitutions

Player substitutions can be performed three different ways.

1. Tap **Sub** to bring up a list of the team players. Select the players who will be on the court.
2. Tap **Q** (for quick substitution) to bring up a list of player numbers. Highlighted player are those in the game. You substitute a player into or out of the game by selecting or deselecting the player.

You may find it easier at times to sub out all players and then sub them in as you identify them, or let the Auto Sub feature, described below bring the players in.

*Tip: You can improve the responsiveness of the quick substitution screen by increasing the double-tap speed of your handheld. Consult your handheld documentation for information on changing the double-tap speed. This option is not available on all handhelds.*

3. If the **Auto. Sub** option is checked in the user preferences, then any player you select for a shot attempt, rebound, steal, etc, will be automatically substituted into the game. You still may need to use one of the previous methods to eventually substitute another player out of the game so that only 5 are on the court.

*Tip: Player fouls are listed next to the player number when you tap Sub, and are displayed on the screen when you tap a player number when using Q.*

You can have more or less than five players in a game at one time. If there are more than five, the player popup will only display the last five players substituted into the game. If there are less than five, the popup will show the team abbreviation.

StatsNOW sorts event by the clock time. If you set the clock back you may cause events to be recorded out of order. But it also means you can set the clock back and record data you missed.

Note: You can not make a new substitution with the game clock set back prior to the last substitution.

### Correcting Stats

There are three ways to correct errors you have made while recording a game:

- a) By Undoing an event you recorded and re-entering it
- b) By editing the incorrect event
- c) By changing a stat directly in the Stats view

### Undoing an Event

Pressing **Undo** brings up a list of the events entered during the current period. Select any event, by tapping on it. To undo the last event, tap **Undo** to bring up the Play-by-Play window. The last event will be automatically selected. Tap **Undo & Exit**.

You may undo any event, but substitutions must be undone in reverse order they were recorded.

**Undo** Removes the currently selected action with out exiting the undo window. Use this to perform multiple undos.

**Undo & Exit** Removes the currently selected action and exits the undo window. This is useful during a game to quickly undo your last action.

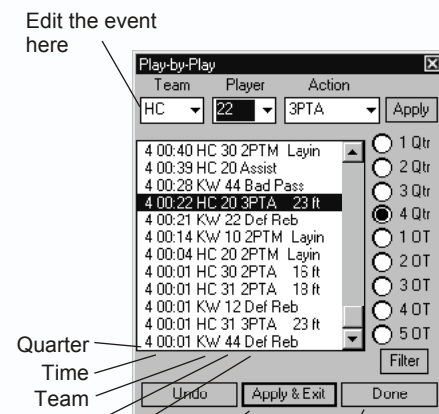
You may filter the events to isolate players or actions. Filtering is described later in the section on Play-by-play.

### Editing an Event

Pressing **Undo** brings up a list of the events entered during the current period. Select any event, by tapping on it. Change the event parameters using the boxes at the top of the view. To keep a change, you must press:

**Apply** Applies the change - lets you edit other events.

**Apply & Exit** Applies the change and exits the undo window. This is useful during a game to quickly fix one of your last actions.



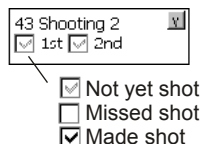
Automatically changes between Apply & Exit and Undo & Exit

Select the player number from the popup. The free throw window will appear. Each shot has a check box which can be in one of three states:

Not yet recorded, the check is gray and is how the box starts off

Blank, for a missed shot

Checked, for a made shot.



The box cycles between these three options every time you tap on the box. To record a shot made you have to tap the box twice.

Once you have recorded either a shot made or shot missed for every shot in the free throw window, the window will automatically close. You have approximately 2 seconds to change your mind before the window automatically closes.

Pressing the v button in the upper left corner cancels the freethrow window. Only those shots marked as "made" or "missed" will be recorded. Use this to cancel the free throw box when a violation occurs and the player will not be credited a FTM or FTA for a particular shot.

Data for the free throws are not recorded until you have checked all the shots. You are free to make substitutions, or even record additional fouls while the free throw window is visible.

### Custom Stats

You may record custom stats by selecting one of the custom stat buttons and then choosing an appropriate player. You can define these stats in User preferences

### Additional Stats

StatsNOW supports the following additional stats: assist (Ast), defensive assist (DA), recovery (Rc), and "take the charge" (TC). Following a TC you will be prompted for a player foul.

### Using the Game Clock

The clock automatically starts when you record an event and stops at free throws, fouls and time-outs. You can start or stop it manually by tapping on the Stop/Start button or pressing the Action button on your handheld (see your handheld's documentation) You must manually start and stop the clock when the ball goes out of bounds if you wish to keep accurate playing times.

You can adjust the time by tapping on the up/down arrows next to the clock. Choosing a Quarter or Half resets the clock to the start of the period.

You may record data even if there are not five players in the game. This is useful when you do not have time to pick up all the substitutions before action resumes. When you do not complete the substitutions, StatsNOW will attempt to place them at a logical time in the game. For example:

At 5:20 in the game 10 White enters the game, but you do not have time to determine who went out of the game before the game action resumes. You substitute 10 White into the game but do not substitute any player out. You currently have 6 players on the White team.

At 4:30 in the game you determine that it was 20 White who left the game, and so you tap on 20 White to substitute them out of the game. The software will scan the action list and notice that at 5:20 a player entered the game, but no player left. The software will record that 20 White left the game at 5:20, even though the game clock says 4:30. Thus 20 White's playing time will be correct, and the playing times for the team will balance.

*Tip:* In order for StatsNOW to balance the playing times, there must be exactly five player in the game for each team when the stats are computed.

*Note:* You can not make a new substitution with the game clock set back prior to the last substitution.

### Recording a Shot

#### Recording a Shot Attempt

You record an attempted shot by tapping on the court where the shot occurred. The program automatically determines whether it is a two or three point attempt based on the location in the court. An attempt will be indicated on the court with a 2 or 3 to indicate the shot type. Then select the appropriate player in the popup.

If **Auto. Reb.** is checked in the User preferences, a player popup will appear, prompting you for the rebound. You should record the shot made, a rebound, or a block.

#### Recording a Shot Made

You record a shot made by tapping on the round basket after you've recorded a shot attempt. You will not be prompted for a player number via a popup. The shot is associated with the player who just made the attempt.

#### Recording a Layin

Tapping in the basket without first marking an attempt location on the court will record a two point shot made. In this case you will be prompted for a player number via a popup. This shot will be recorded as a layin and tallied separately on the shot chart.

## Rebounds

Tap on the appropriate rebound button at the end of the court (denoted by R) and select the correct player. An offensive or defensive rebound will be recorded depending on the team of the player you select. If **Auto. Reb.** is checked in User preferences, then the rebound popup will be displayed as soon as you enter a shot attempt. You can either tap the basket to indicate the shot was made, or tap a player in the popup to indicate a rebound. (or tap somewhere else to cancel the operation)

*Tip:* You can record team rebounds by tapping on ALL and then selecting the team signified by it's two letter abbreviation.

Note: There must be a rebound recorded for every shot. If you do not record a rebound, StatsNOW will assume it is a dead-ball rebound and assigned the rebound to the team who regains possession after the shot.

## Put Backs

You can record an offensive rebound followed by a shot attempt by tapping on the putback button **P**. If the player makes the shot simply tap the basket.

If **Auto. Reb.** is checked in the User preferences AND you just recorded an offensive rebound, then StatsNOW will not prompt you for a player, but assumes the player who just got the rebound is the player who put the ball back.

Here's is a scenario to illustrate

10 White shoots and misses

20 White rebounds and puts the ball back up, but misses

30 White rebounds and put the shot in.

If **Auto. Reb.** is checked in the User preferences you would use the following taps

Tap on the location of 10's shot attempt

Select 10 from the player popup

A rebound popup will automatically appear showing both teams, select 20 White

Tap **P**, for put back

A rebound popup will automatically appear, select 30 White

Tap **P**, for putback

A rebound popup will automatically appear

Tap the basket to record the shot

Use the put back only to record put backs made under the basket. If the shot is rebounded and reshot away from the basket, record the rebound and second shot separately.

## Turnovers

Turnover are categorized as Fumbles (**Fumb**), Rules Violations (**Viol**), Bad Pass (**Pass**) and other (**TO**). Record a turnover by tapping on the appropriate turnover button. If **Auto. TO/Steal** is on, you will be prompted for a turnover (**TO**) after a steal or recovery and a steal after a **TO**. If **Auto. Rcv.** is on, you will be prompted for recovery after a **Pass** or **Fumb** turnover.

## Blocks

If **Auto. Reb.** is checked in the **User** preferences, you can record a block while the rebound popup is visible by tapping on **Block**. If you do so, a **Block** popup will appear. Select the player who blocked the shot. Following your selection the rebound popup will reappear. You should then select the player who recovered the rebound after the block.

The steps for recording a shot-block-rebound combination are (when **Auto. Reb.** is checked):

Tap on the court to mark a shot attempt location

Select the player who shot from the popup

The rebound popup will appear

Tap on **Block**. The rebound popup will disappear and the block popup will appear

Select the player who blocked the shot from the popup

The rebound popup will reappear

Select the player who recovered the rebound

## Fouls

Fouls are categorized as Personal or Technical. You may assign a foul to any player or team. Bench technicals should be assigned to the team.

## Free Throws

Select the type of free throw

11 for 1&1

1 for 1 shot

2 for 2 shot

3 for 3 shot