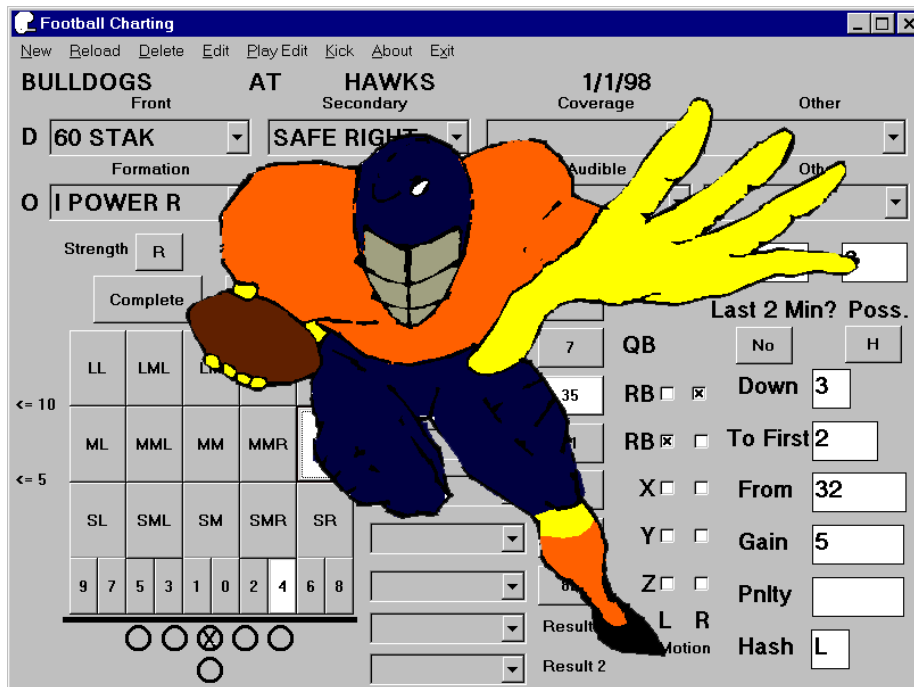


DOCUMENTATION

Football Game Charting / Scouting



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I. Introduction

The PenSport *Game Charting* software makes it easy to record scouting information either live or from film. It is not just another scouting program; it is created with the input of the people who use it.

I.I Licenses

You must purchase a license for each machine on which you intend to install *Game Charting*. Please contact **PenSport** to purchase additional licenses.

I.II Support

When you purchase *Game Charting*, it comes with 30 days of free telephone support. After that, you may email or fax us for additional help.

Email: support@pensport.com

Fax: (610) 983 - 9548

You may buy a one-year support contract from us for an additional 20% of the cost of the *Game Charting* version you purchased, with a current minimum charge of \$75. This support contract gives you an additional 10 support calls, as well as all software updates for an entire year. At the end of each support period, you will be given the option of renewing. If you decide not to renew, there will be an additional charge when you decide to purchase an upgrade. (The amount charged for additional support, and the details of the support contract, are subject to change.)

If you would like a custom support package, please contact **PenSport**.

1. Getting Started

1.1 Game Charting Installation Procedure

The *Game Charting Program* comes to you on several installation diskettes. To install the *Game Charting Program* from diskette onto your computer perform the following steps:

Place diskette #1 into a disk drive.

Click *Start* on the Windows task bar to bring up the *Start Menu*.

Click the *Run* option on the *Start Menu*.

Enter "A:\Setup" (or B:, etc. if you are using a different disk drive for installation). You may also *Browse* the installation diskette to find and run the *SETUP.EXE* program file.

Follow the remaining installation instructions presented to you by the installation program.

1.2 Before Use

Before using *Game Charting*, it will be necessary to call us for your *Security ID*. The *Security ID* will be different for every machine on which the software is installed. Without your *Security ID*, you will be able to create only minimal entries. If you lend your disks to another user for demonstration purposes, they will be limited also.

2. Running the Football Charting Programs

2.1 In Windows 95

To run the *Game Charting Program*, click *Start* on the Windows task bar to bring up the *Start Menu*. On the *Start Menu*, click the *Programs* selection and find the *Football Programs*. Most of the *Game Charting* programs have the following icon if you open the folder:



Figure 2a

Left Button Operation

The *Left Button* on the mouse is called the "Pick" button. Single clicking the *Left Button* on a menu item or screen button will execute the action associated with that menu item or screen button. Single clicking the *Left Button* on list items will select that item in the list.

Right Button Operation

The *Right Button* on the mouse is not used in the *Football Game Charting* programs.

Note: All Clicks are *Left Clicks* unless stated otherwise.

2.3 Game Charting Programs

The *Game Charting* software is made up of four main pieces that work together. They are *Team Rosters*, *Game Charting*, *Game Stats*, *Combine Games*, and *Delete Games*. You can print data from within the *Game Stats* program.

3. Team Rosters

Team Rosters will allow you to set up the teams that will be playing and the rosters for those teams.

3.1 Team Rosters Screen

The Team Rosters screen is very straight forward. It contains the roster for the currently selected team.

When you first enter this program, you will not see any roster until you select a team. If you start a new team, the team roster will also be blank.

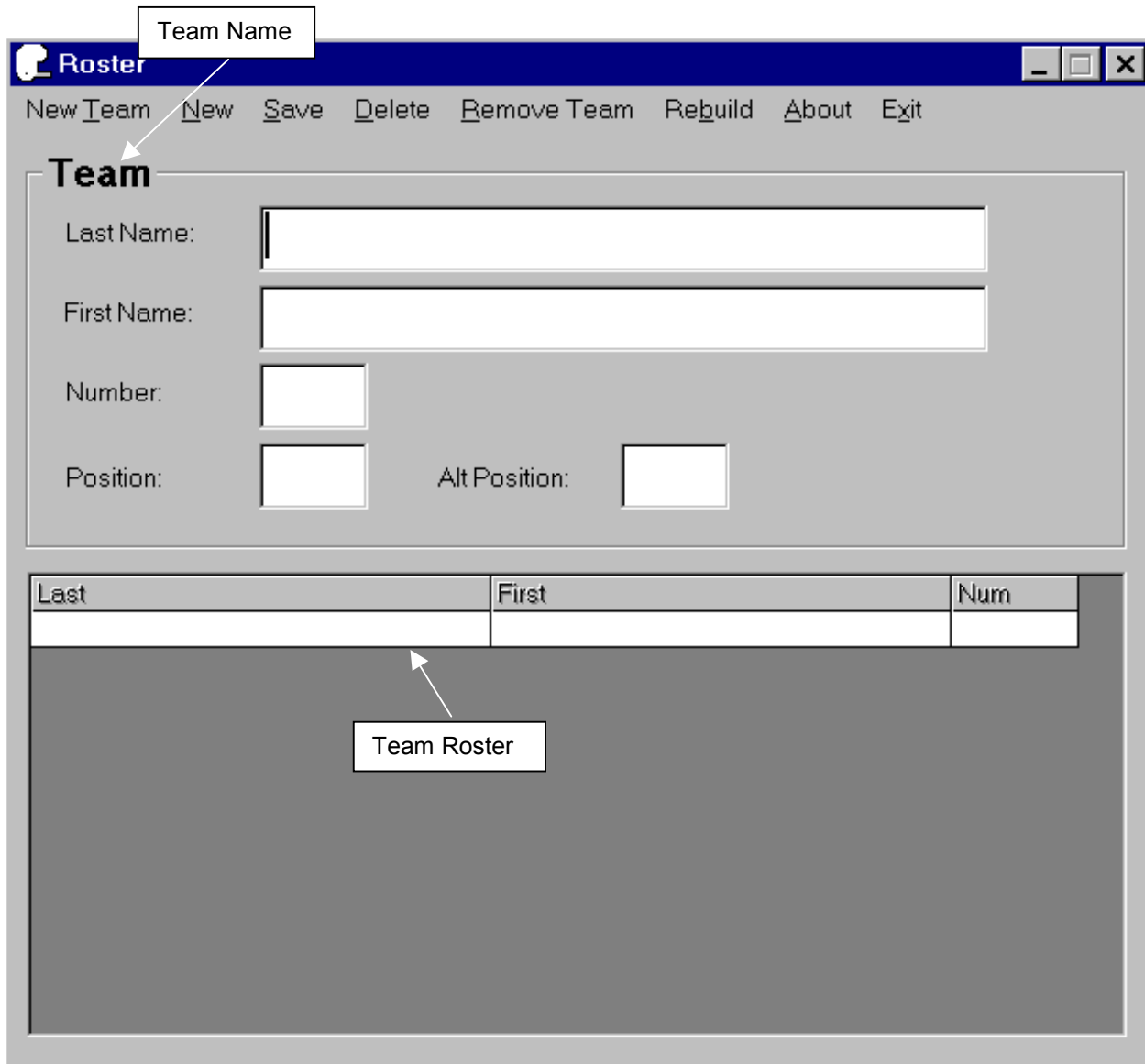
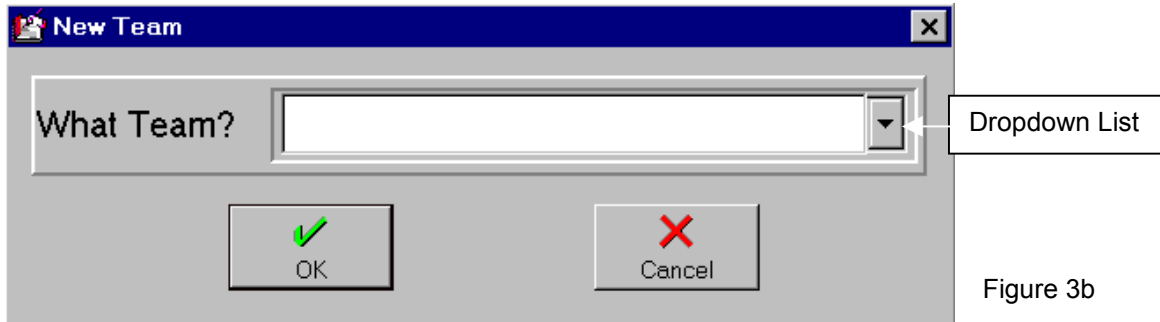


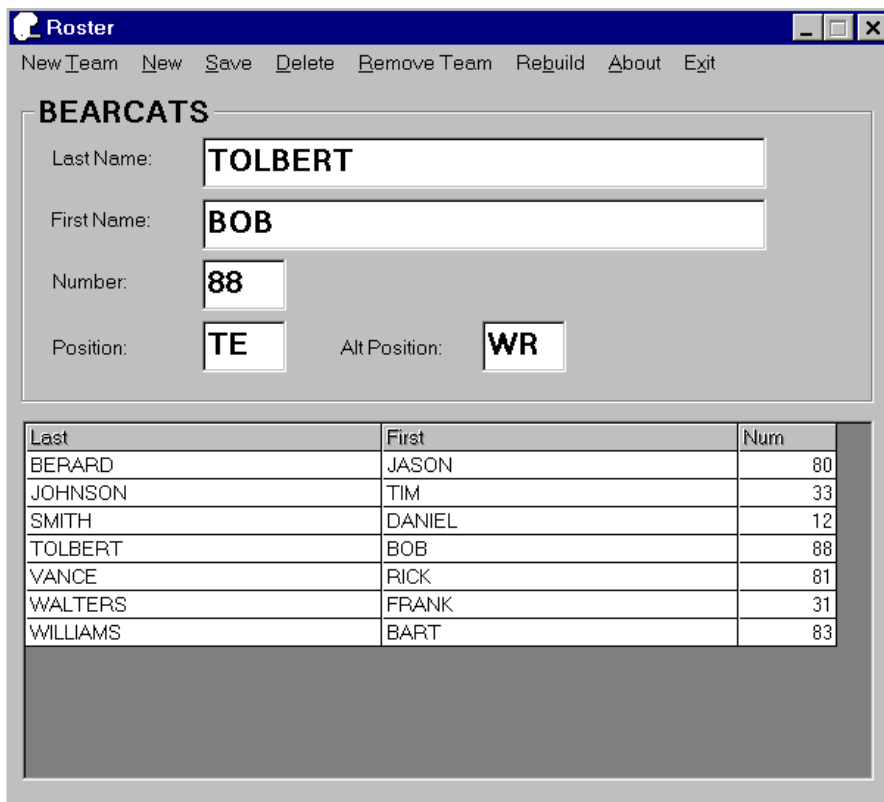
Figure 3a

3.2 Team Selection

Click *New Team* on the menu line to select an existing team or start a new team. To select an existing team, select the team from the dropdown list. To start a new team, type in the team name. Click *OK* once complete.



If you select a team which has an existing roster, when you return to the main screen, the existing roster will appear.



3.3 Adding Players

Before adding players to the roster, you must select a team. To add a new player to the roster, fill out all of the fields on the screen and click *Save* on the menu.

3.4 Deleting Players

To delete a player from the roster, first select that player by clicking on them in the roster list. Once the name appears in the text fields, click *Delete* on the menu line to delete that player.

3.5 Deleting A Team

To remove an entire team from the system, click *Remove Team* on the menu line. You will then need to select the team from the dropdown list. By then clicking *OK*, the entire team will be removed.

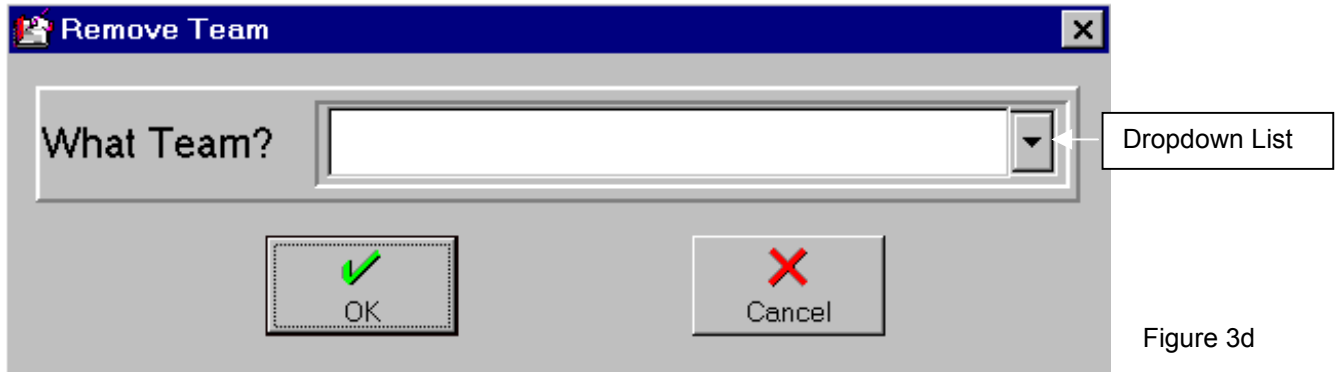


Figure 3d

3.6 Rebuild

Rebuild on the menu line is a utility to help resolve any problems with the team rosters, as well as compress the files so that the program works quicker.

Note: You should press *Rebuild* the first time in the team roster program if you are updating from an older version.

4. Game Charting

Game Charting is the program you will use to actually enter the game data. Many of the labels you see on the screen, such as "Front" can be changed by you. (See Options, Chapter 8) You can also change all of the items in the dropdown lists. (See section 4.3)

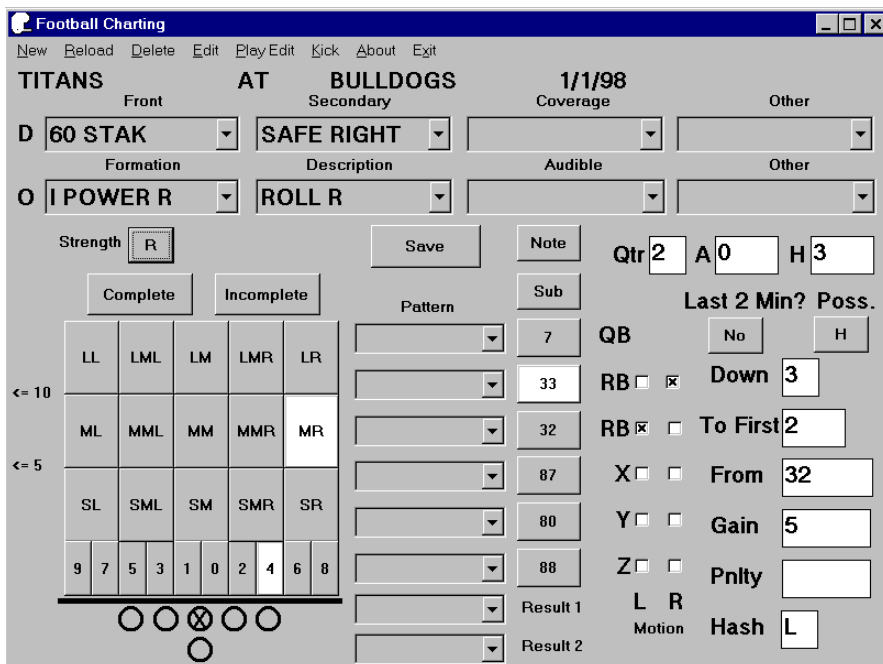


Figure 4a

4.1 New Game

To start entering a new game, click *New* on the menu line. You will see a screen like Figure 4b. Select the teams that will be playing from the drop-down lists, or type in the team name. If you have entered any part of the team roster in the *Team Rosters* program, you will be able to select them from the drop-down list. (See Chapter 3)

By clicking on the *calendar button*, you will see a screen like Figure 4c on which you will need to select the date of the game. After selecting the date, click *OK* to start recording the game information.

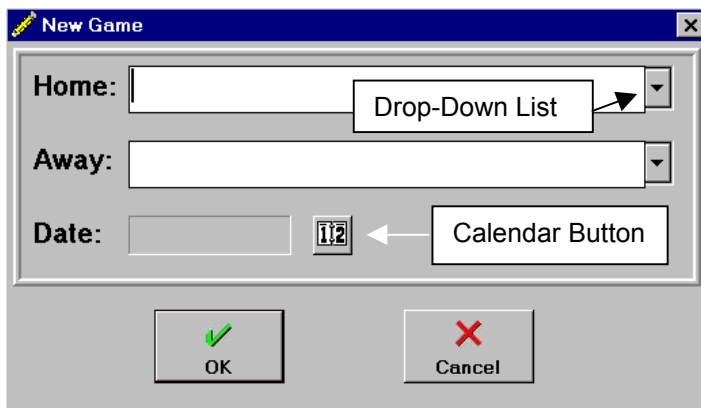


Figure 4b

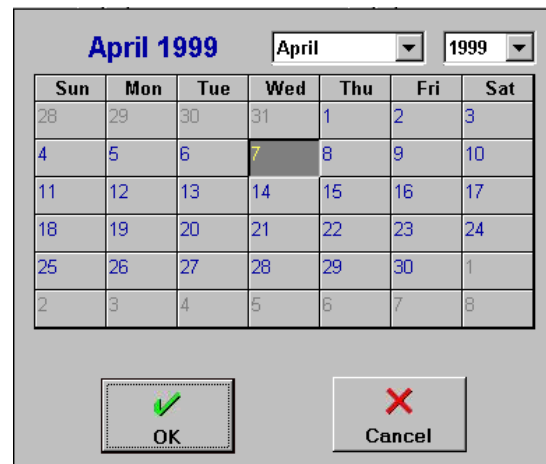


Figure 4c

4.2 Reload A Previous Game

If you are reloading a previously recorded game, click *Reload* on the menu line. You will see the following screen.

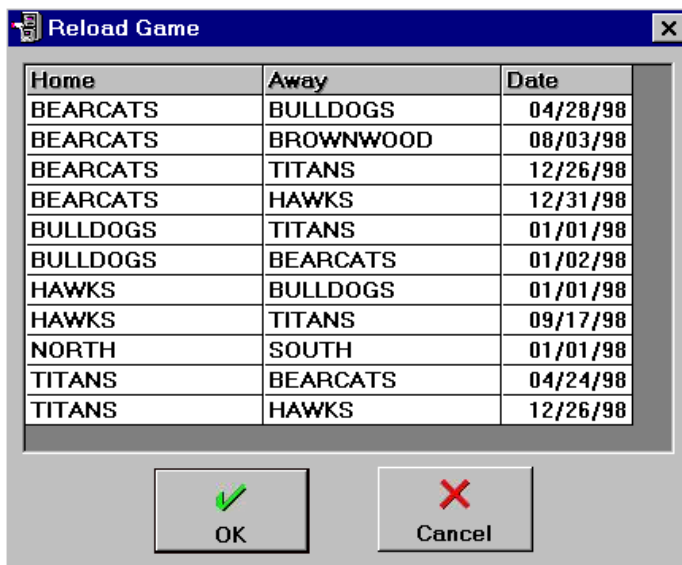


Figure 4d

To select the game, *click* on the game and then click the *OK* button. You can also just *double click* on the game to reload. The game will then be reloaded to the last recorded play. It will reload both player and down information.

4.3 Edit Selection Lists

Every entry that uses a drop-down list for selection can be changed by you. Once you set up the selections, you may never need to change them again unless you change terminology. To edit one of the lists, click *Edit* on the menu line. You will then need to select the list you want to change.

The edit list for Result 1 has three entries that you can not remove or edit. They are TD, Int., and Fumble. They are used in the rushing and receiving report and must not be changed. (See Section 5.2.6)

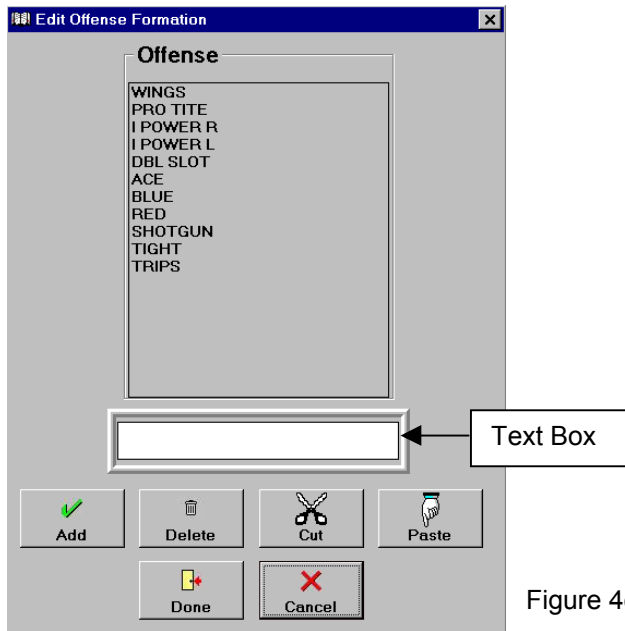


Figure 4e

4.3.1 Add

To add an entry into the list, type a new entry in the *text box* and then click the *Add* button. It will be added to the end of the list. The maximum length for an entry is 10 characters.

4.3.2 Delete

To delete an entry from the list, first click on the entry. You will then see it appear in the *text box*. Click the *Delete* button to delete the entry.

4.3.3 Cut and Paste

If you want to move an entry's placement in the list, click on the entry to see it appear in the text box. Then click the *Cut* button. Then click on the entry in the list where you want the entry to appear before. Click on the *Paste* button for the entry to be pasted in that position.

4.3.4 Done

Once you have completed your changes, click on the *Done* button to save your changes and exit.

4.3.5 Cancel

Click on the *Cancel* button to exit *without* saving your changes.

4.4 Record Game Data

After you have started a *New Game*, and have updated your selection lists, you are ready to enter in game data.

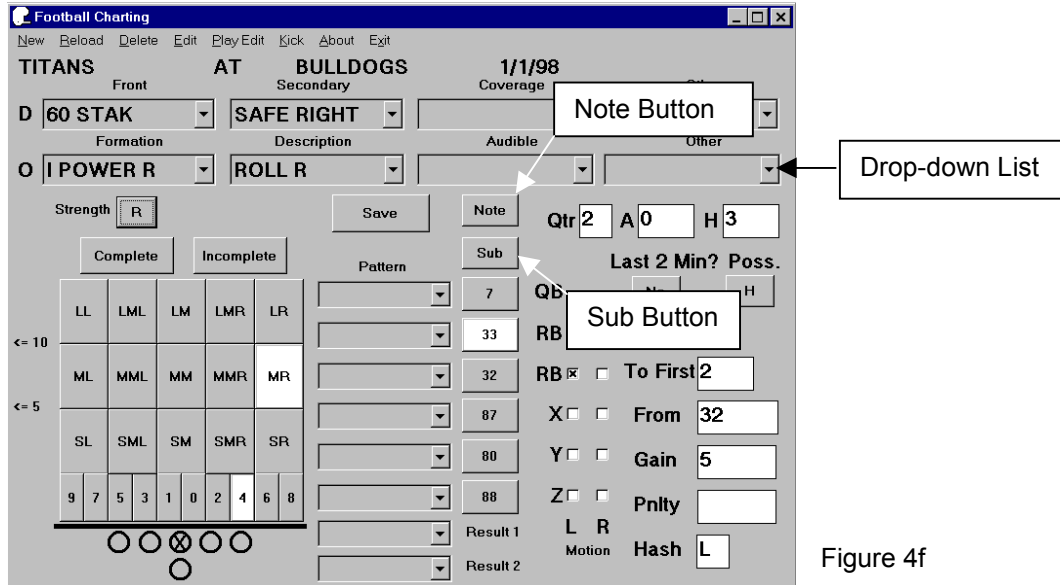


Figure 4f

You need to fill in all of the fields that are important to you for use when you generate reports. If there are certain fields that you are not interested in, you don't need to fill them in. Many of the fields are simple drop-down lists.

To fill in the player numbers, type in the numbers in the player number fields. Once the numbers are in, click on the *Sub* button to turn the player numbers into buttons. This is very important so that you can select the player who caught or carried the ball.

You will also need to manually type in the values for *Gain*, *Penalty*, and *Hash*.

When an entry field on the screen is a button, it means that the value has only 2 possibilities. For example, *Strength* can only be *R* or *L*. Possession can only be *H* or *A*. If you want the other value, just click on the button.

When the ball changes *Possession*, the system will bring back the last players used by the other team. It will also reset the *Down* to 1 and *To First* to 10.

To select who caught or carried the ball, and where, it is a simple selection process. First, click on the player who is the ball carrier. (If the player numbers are not showing as buttons, click the *Sub* button.) If it was a running play, click on the running *Hole* and ending *Zone* where the ball carrier ran to. For a pass play, click on the *Zone* where the play went, and whether the pass was *Complete* or *Incomplete*.

If you would like to have a quick note associated with the play, click on the *Note* button and record your comments.

Once you have selected all of your information to record for the play, click on the *Save* button in the middle of the screen.

Once you save the play, the *Down*, *To First*, and *From* information will automatically be updated.

4.5 Delete Last Entry

If you made a mistake in your last entry of data, you can simply click *Delete* on the menu line to remove the last entry.

4.6 Kicking

To record kicking information, click *Kick* on the menu line. You will then need to select *Kickoff*, *Field Goal*, or *Punt*. The following screens will be what you will need to fill in to record the kick. You should still make sure you have the proper *Down*, *To First*, and *From* values on the main screen.

Figure 4g

Figure 4h

Figure 4i

4.7 Edit Play Data

If you made a mistake while entering play data, you have two options. To delete the last entry, simply click *Delete* on the menu line. If you need to go further back to make an adjustment, click *Play Edit* on the menu line.

Rec	D Front	D Secondary	D Coverage	D Other	O Formation	O Description
0	50 HOLD	DEFENSE 2	DEFENSE 3		PRO TITE	OFFENSE 1
1	DEFENSE 4	DEFENSE 5	DEFENSE 4		R SPLIT	OFFENSE 2
2	DEFENSE 5	DEFENSE 4	DEFENSE 1		OFFENSE 4	R SPLIT
3	DEFENSE 2	DEFENSE 2	DEFENSE 3		PRO TITE	OFFENSE 4
4	DEFENSE 5	DEFENSE 3	DEFENSE 4		OFFENSE 1	OFFENSE 5
5	DEFENSE 4	DEFENSE 3	DEFENSE 1		R SPLIT	OFFENSE 4
6	DEFENSE 2	DEFENSE 1	DEFENSE 3		PRO TITE	OFFENSE 3
7	DEFENSE 2	50 HOLD	DEFENSE 3		OFFENSE 3	OFFENSE 1
8	DEFENSE 1	DEFENSE 2	DEFENSE 2		OFFENSE 5	OFFENSE 3
9	DEFENSE 3	DEFENSE 3	DEFENSE 5		OFFENSE 1	OFFENSE 4
10	DEFENSE 3	DEFENSE 2	DEFENSE 5		OFFENSE 1	OFFENSE 4
11	60 STAK	DEFENSE 1	DEFENSE 2		PRO TITE	OFFENSE 2
12	DEFENSE 1	DEFENSE 3	DEFENSE 2		OFFENSE 5	OFFENSE 4
13	DEFENSE 3	DEFENSE 3	DEFENSE 4		OFFENSE 3	OFFENSE 2
14	DEFENSE 3	DEFENSE 3	DEFENSE 2		OFFENSE 2	OFFENSE 3
15	OFFENSE 1	OFFENSE 1	OFFENSE 3		OFFENSE 5	OFFENSE 2

Figure 4j

You will see the last 5 entries entered into the system. If you prefer to see all entries, click *Load All* on the menu line. You will then see a screen similar to Figure 4j. If you do a *Load All*, you will have the ability to *Insert* and *Delete* lines of data from the menu line. You can only insert and delete lines of data when you do a *Load All*. If you do an *Insert*, the *Down* and other field information will not be changed in records following the inserted record.

To make a change, double click on the line of data you wish to change. You will then see the main data entry screen, similar to Figure 4f. The only difference will be instead of having a *Save* button, it will say *Update*. If you prefer not to make any changes to the record, click *Exit* on the menu line to return to the *Edit* list.

If you have done a *Load All*, when you click on *Exit*, you will be asked if you want to save your changes. If you have not done a *Load All*, and are only viewing the last 5 records, all changes are saved as soon as you click the *Update* button on the main screen. (see Figure 4j)

5. Game Statistics

Game Statistics is the program you will use to retrieve all of your reports. It can work using any single game or combination of games. If you would like to use a combination of games, see *Combine Games* in Chapter 6.

5.1 Reload A Previous Game

Reloading a game in *Game Statistics* is the same as reloading a game in *Game Charting*. If you need more information, see Section 4.2.

5.2 Printing Reports

Before printing a report, it is very important to fill in any selections you may want to use in generating the report. For example, if you only want to see plays that were on first down, you would need to put a 1 in the *Down* field. You may select or fill in as many of the fields as you would like to use for the criteria when creating your report. The only field that you must select is the *Possession*. When the report is printed to the screen or printer, it will show what criteria was used in generating the report.

The screenshot shows the 'Football Stats' application window. The title bar reads 'Football Stats' with standard window controls. The menu bar includes 'Reload', 'Print', 'About', and 'Exit'. The main window is divided into several sections for game selection and filtering:

- Game Info:** 'TITANS' vs 'AT BULLDOGS' on '01/01/98'. The score is currently blank.
- Play Type:** 'Front' (D), 'Secondary' (D), and 'Coverage' (D) dropdown menus.
- Formation:** 'Formation' (O), 'Description' (O), and 'Audible' (O) dropdown menus.
- Pattern:** A dropdown menu for selecting a play pattern.
- Player Selection:** Checkboxes for 'QB', 'RB', 'X', 'Y', and 'Z' with input fields for player numbers.
- Gameplay Filters:** '2 Min?' (No), 'Qtr' (Half 1/2), 'Hash', 'R / P' (Run/Pass), 'Down', and 'Strength'.
- Range Filters:** 'From', 'To First', 'Gain', and 'Penalty' with '>=' and '<=' input fields.
- Result:** 'Result 1' and 'R 2' dropdown menus.

Figure 5a

The screenshot shows the 'Print' menu from the application. The menu items are:

- Chart
- Breakdown
- Breakdown Notes
- Offense
- Defense
- Formations
- Rush/Receive
- Kicking
- Combined List
- Create Custom Report
- Print Custom Report

Figure 5b

By filling in a player number, your report will contain data for plays only when that player was in the game. If you only want a specific ball carrier or receiver for your report, fill in the player number, as well as clicking on the check box next to the number.

Once you have all necessary fields filled in, click *Print* on the menu line. You will then see a report list similar to Figure 5b. Click on the report which you would like to print, and select *Screen* or *Printer*.

5.2.1 Chart

The *Chart* report is a report which shows the *Holes* and *Zones* where plays have been run. For running plays, it will show how many runs went through each *Hole* as well as the number of yards gained. For passing plays, it will show how many passes were thrown to each *Zone* and how many were completed.

5.2.2 Breakdown

The *Breakdown* report is used to print out specific recorded information from the plays being selected. While we always print the fields such as play number and down, you get to select up to 8 additional fields that you would like printed on the report. To select the fields to be printed, you will see the following screen:

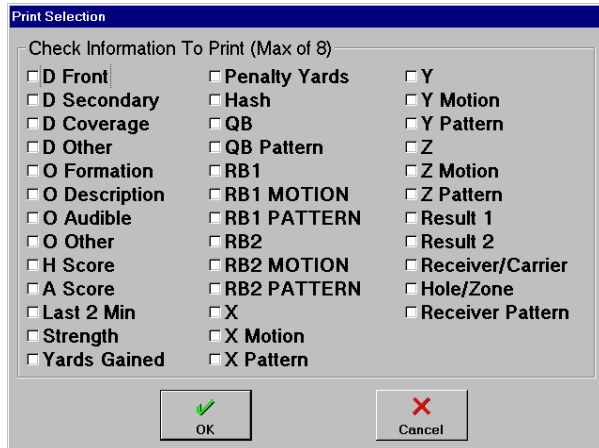


Figure 5c

After you select the additional fields by clicking on their check box, and then click the OK button, the report will be printed. If you see an * next to the play number, that tells you there is a note attached to the play.

5.2.3 Breakdown Notes

This report goes along with the *Breakdown* report. It will print the notes associated with the plays from the breakdown.

5.2.4 Offense

The *Offense* report will print out information telling you when certain plays were used. The data printed will be the first 3 entry fields of the offense selection. By default, these entry fields are the *Formation*, *Description*, and *Audible* fields. It will tell you not only how many times a selection was used, but when.

5.2.5 Defense

The *Defense* report will print out information telling you when certain defensive plays were used. The data printed will be the first 3 entry fields of the defense selection. By default, these entry fields are the *Front*, *Secondary*, and *Coverage* fields. It will tell you not only how many times a selection was used, but when.

5.2.6 Formations

The *Formations* report will tell you when certain offensive combinations were used. By default, it will use the *Formation* and *Description* fields, the first 2 offense entry fields. It will not only tell you how many times each *Formation* was used, but also with what *Description* and when the combination was used.

5.2.7 Rush/Receive

The *Rush/Receive* report gives you standard information about the ball carriers and quarterbacks. It will contain rushers, receivers, and quarterbacks on the same report. Use the TD, Int., and Fumble values in Result1 to record the proper information for this report.

5.2.8 Kicking

The Kicking report will contain three sections; kick-offs, punts, and field goals. It will give details for each kick.

5.2.9 Combined List

If you are using a combined group of games, you can print out a list of the games that are being used. (For more information on Combined Games, see Chapter 6)

5.3 Create Custom Report

When you are going to print out a report over and over for different games, it can get tedious to re-enter the criteria each time you want to run a report. The *Create Custom Report* gives you the ability to create a new report which consists of your selection criteria, and a system report combined to create a new report.

Before selecting *Create Custom Report* off of the *Print* menu, make sure you fill in all of the criteria that you will be using for your new report. Once that is done, go ahead and select *Create Custom Report*. You will then see the following screen:

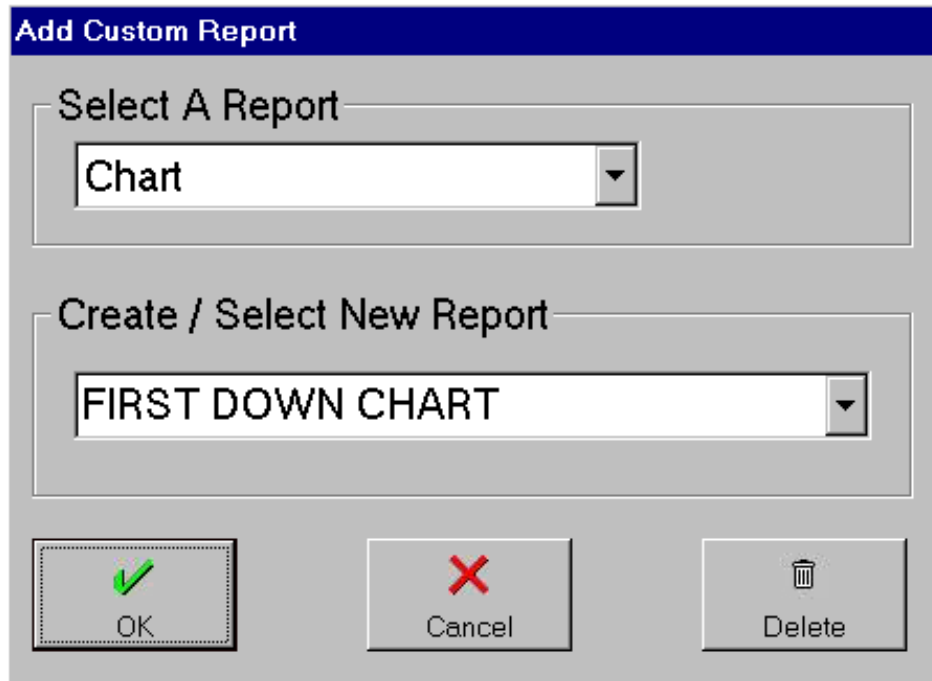


Figure 5d

You will then need to select the system report being used, as well as give your new report a name. Once that is complete, click on the *OK* button to save the report. You can replace a report by using the same new report name.

5.3.1 Deleting a Custom Report

If you would like to delete a custom report, select the report from the *Create / Select New Report* drop-down list, and click on the *Delete* button.

5.4 Print Custom Report

When you are ready to print one of your custom reports, select *Print Custom Report* from the *Print* menu. You will then see the following screen:

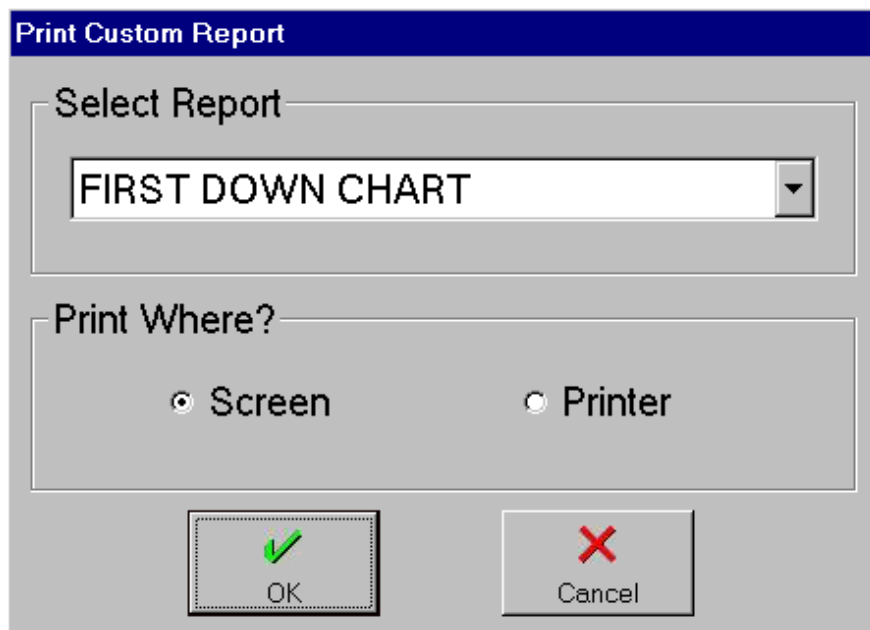


Figure 5e

Select the report to print from the drop-down list, click on where the report should be printed, and click on the *OK* button to print.

It is still very important to select the *Possession* before running the report. Since each report can be run for both teams, you still must select this manually. If you need to enter specific player numbers, you will also need to select them manually.

6. Combine Games

The *Combine Games* utility gives you the ability to combine many games against a common team opponent. It does not matter if the team would have been the home or away team for that game.

When you first enter the program, you will see a list of teams in the *Team* window. (Figure 6a) The list of teams are the teams you entered rosters for in the *Team Roster* program. You don't need to have actual players in the roster, but must at least create the team name for them to be available in this list.

To begin, select a team from the list in the *Team* window. Once a team is selected, click on the *Search* button. You will then see a list of games that team has played in the *Select* window. Any of these games can be combined.

To select games to combine, you need to transfer games from the *Select* window to the *Combined* window. To do so, click on a game to move, and click on the *Add* button. If you want to move all games against a certain opponent to the *Combined* window, click on one of the games with that team in the list, and then click the *All Of Team* button. If you want to combine all games, simply click on the *All* button.

You can also remove games from the *Combined* window if you made a mistake. Simply click on the game to remove, and then click the *Remove* button.

Once all the games you want to combine are moved to the *Combined* window, you must press the *Done* button to save the list. If you exit without clicking the *Done* button, your list will not be saved.

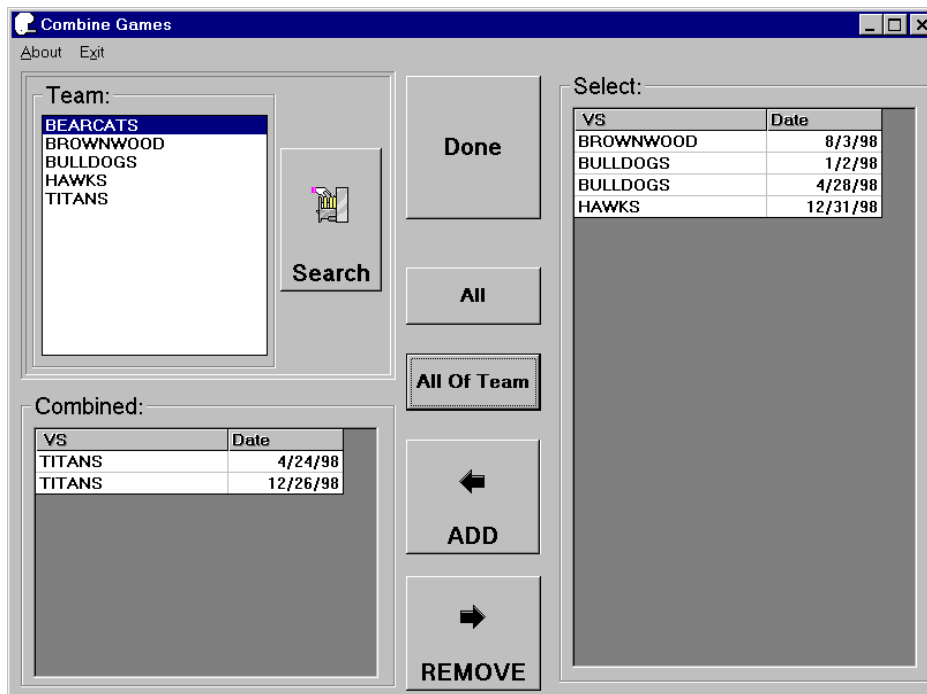


Figure 6a

If you forget which games have been combined, you can get a printout in the *Game Statistics* program. (See Section 5.2.8)

6.1 Using Combined Games

Getting statistics from a combined group of games is no different than getting statistics from a single game. When you are in *Game Statistics*, and click *Reload* on the menu line, you will see an entry that will have the team name used for the combine as the *Home Team*, and *Combined* as the *Away Team*. Selecting this entry will select your combined group of games for that team. The team used for the combine will be considered the home team.

7. Delete Games

The Delete Games utility is used to remove old games from the system. Be very careful using this utility since you can not bring a game back once you delete it.

When you first enter the program, you will see a list of games stored in the window. Select the game to delete by clicking on it. To delete the game currently selected, just click the *Delete* button. The game will then be permanently removed from the system.

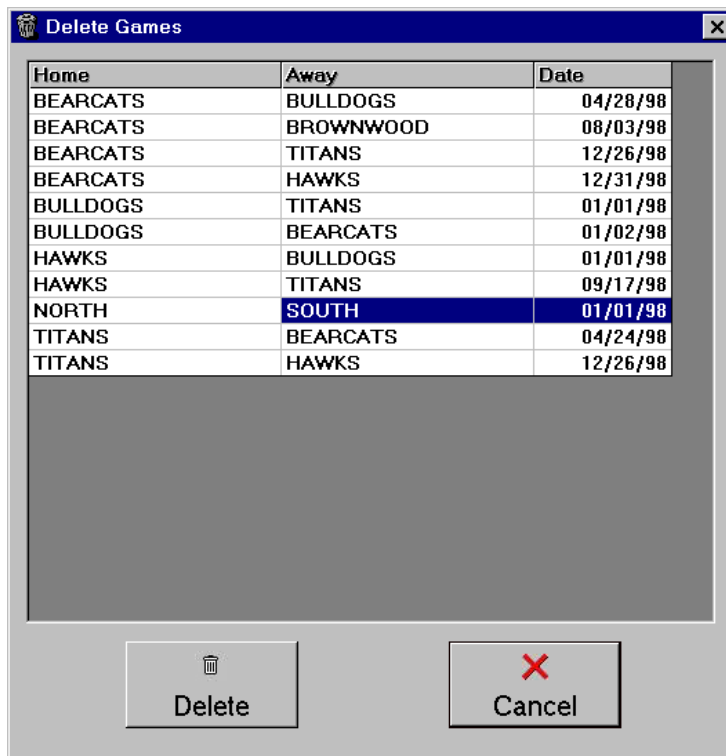


Figure 7a

8. Options

There are several options that you should set up prior to using the *Football Game Charting* software. All of these options are in the *Settings.ini* located in the same folder as the applications, by default c:\football. To change any of these settings, use Windows Notepad to edit the file. (If you need help using Notepad, please see your Windows user manual.) Each one of those options will be listed with an explanation of what it will change in the software. In each line of the *Settings.ini* file, there should never be any spaces.

8.1 Defense1, Defense2, Defense3, and Defense4

The category names that we used for storing *Defense* information may not be the same as what you would like to call each of these fields. You can change any of the four columns. By default, these four fields are predefined to be:

DEFENSE1=Front
DEFENSE2=Secondary
DEFENSE3=Coverage
DEFENSE4=Other

You can change these values to match your own naming convention. Changing the value after the equal sign will change it throughout the programs. The maximum length you can use is 12 characters.

8.2 Offense1, Offense2, Offense3, and Offense4

The category names that we used for storing *Offense* information may not be the same as what you would like to call each of these fields. You can change any of the four columns. By default, these four fields are predefined to be:

OFFENSE1=Formation
OFFENSE2=Description
OFFENSE3=Audible
OFFENSE4=Other

You can change these values to match your own naming convention. Changing the value after the equal sign will change it throughout the programs. The maximum length you can use is 12 characters.

8.3 RB1 and RB2

Some teams like to better name the position for the running backs other than calling them both RB. This is where you can change their descriptions. By default, these 2 fields are predefined to be:

RB1=RB
RB2=RB

You can change these values to match your own naming convention. Changing the value after the equal sign will change it throughout the programs. The maximum length you can use is 2 characters.

8.4 Order

Order not only lets you assign the *Hole* order for running plays, but also allows you to change the program to use either 9 or 10 *Holes*. By default, the programs use ten holes with the following Hole descriptions:

ORDER= 9753102468

Each *Hole* can only be assigned 1 character. In this case the *Hole* to the far left would show a 9, the next *Hole* would be 7. Since we show 10 characters, that means we have 10 *Holes*. If you change the string to only contain 9 characters, you will have 9 *Holes*. You must always have 9 or 10 *Holes*.