

TurboStats ScoreKeeper

User's Guide



TurboStats ScoreKeeper

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Chapter 1 Introduction

Thank you for trying TurboStats ScoreKeeper for Palm Powered handheld computes, the most comprehensive hand-held baseball and softball scoring system available. ScoreKeeper allows you to score baseball and softball games as they are played. It replaces the paper scorecards and is more convenient to use than other computerized scorekeeping applications that require a laptop computer.

- Simple, easy to use.
- When used with TurboStats on your PC, provides a full featured computer scorekeeping system.
- Score games on your Palm device using ScoreKeeper.
- Game data is automatically HotSynced with TurboStats on your PC to provide complete running statistics for each team and player.
- Tracks over 300 batting, fielding, and pitching statistics

New Users: It may take you a few games before you can score at top speed. If you have the time we suggest you score a few practice games from an old scorebook before you begin to use this product live.

About this manual

For purchase info see <http://www.turbostats.com>

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

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

Palm:

Phone: 847-262-7256

Website: <http://www.palm.com>**handspring:**

Phone: 716-871-6448

Website: <http://www.handspring.com>

Sony:

Phone: 1-877-760-7669

Website: <http://www.sony.com>

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

If you are interested in learning more about scorekeeping, or if you are looking for a good book that explains how to keep score, we recommend The Joy of Keeping Score by Paul Dickson.

System Requirements

- Palm powered handheld computer running Palm OS 3.0 or later. Listed below are the handheld computers known to work with ScoreKeeper at the time of this writing. Newer models should work also.

Palm

Tungsten T

Zire

i705

m515

m500/m505

m130

m125

m100/m105

VII/VIIx

V/Vx

IIIc

III (e/x/xe)

handspring

Visor - all models

Treo - all models

Sony

CLIE - all models

- TurboStats for Windows, version 8.0 or later.

Chapter 2 Installing ScoreKeeper

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

Installing ScoreKeeper

from Diskette

1. Place disk 1 into drive /A:
2. From the **Start** menu, choose **Run...**
3. Type **a:\setup** and press enter.

from CD

1. Place CD in drive
2. Click the Palm Icon

Follow the directions of the setup application. When the setup has completed, HotSync your Palm device. ScoreKeeper and a sample game will be installed on your Palm device.

Installing ScoreKeeper from Internet Download file

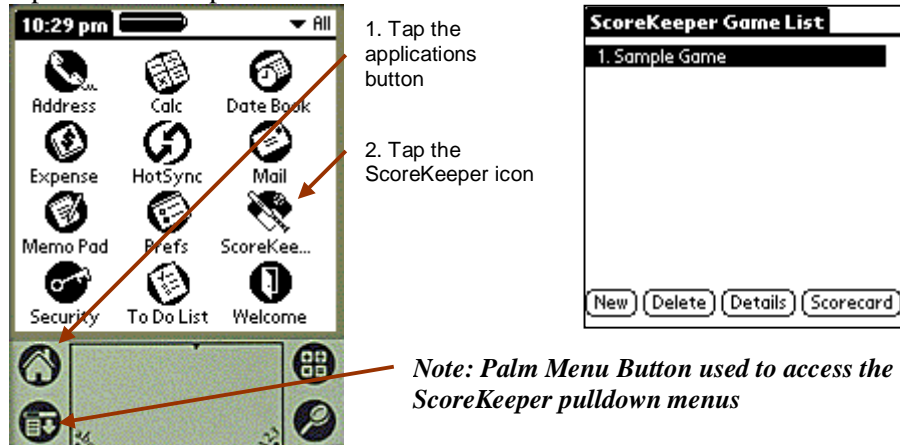
The Internet download file is a self-extracting zip file that will automatically run the ScoreKeeper setup application. Double-click on the Internet download file to execute it and then follow the directions of the setup application. When the setup has completed, HotSync your Palm device. ScoreKeeper and a sample game will be installed on your Palm device.

Uninstalling Scorekeeper

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

Chapter 3 Using ScoreKeeper

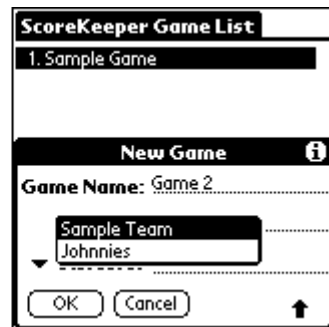
To open ScoreKeeper, tap the Applications button on your Palm and then tap the ScoreKeeper icon.



ScoreKeeper shows the Game List. From the Game List you can create new games, delete games, check details of existing games or go to the game scorecard to score the game.

Creating a New Game

TurboStats ScoreKeeper allows creating new games directly on the Palm device or you can also use the TurboStats lineup editor on your PC to create new games. For more details on how to use the TurboStats lineup editor to create new games, see Chapter 5. To create a new game on the Palm, tap



the **New** button. ScoreKeeper will display the new game dialog. Enter the name for the game. This name will be displayed in the game list. You also

need to specify a Home team name and a Visitor team name. You can select any team from any game in your ScoreKeeper game list or enter a new team. Tapping on the **Home** label or the **Visitor** label will present a list of all teams to pick from. Choosing a team in this manner has the advantage that the team lineup will automatically be copied over from the last game that team played. Tap the **OK** button when finished.

Note: The Trial Version of ScoreKeeper does not allow copying lineups from previous scored games. Therefore you will not be able to tap on the Home and Visitor labels in the trial version.

Game Details

To see details about an existing game, first select the game in the Game List by tapping on it and the tap on the **Details...** button. The details dialog allows you to enter the game type, time, date, weather, location, and game notes. All game details will be HotSynced to TurboStats. Note that all the game details are optional information you can provide for your own records. They are not required to be able to score a game.



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

You can select a game type by choosing a game type from the popup list. Select **Other...** to enter a game type that is not shown in the popup list. To change the weather, choose a value from the weather popup list, or select **Other...** to enter your own description of the weather.

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

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

Scoring a Game

To keep score for a game, first select the game in the Game List by tapping on it, and then tap the **Scorecard** button. If this game already has records scored, ScoreKeeper



will go directly to the Scorecard View (see page 10). If this is a new game with no data, ScoreKeeper will first ask you to enter the starting lineups before starting to score the game. Use the **Home Lineup...** and the **Visitor Lineup...** buttons to edit/create the starting lineups for each team. See the Edit Lineup section below for details on how the lineup editor works. Once you are satisfied with the starting lineups, tap on the **OK** button and ScoreKeeper will present the scorecard for the game ready to start keeping score.

Edit Lineup

Player Number

Checked if player bats.

Player position. Tap to edit.

Player lefty / righty info. Tab to edit.

Scroll button to see more players.

Tap here to edit a player's order in the lineup, or to substitute the player.

#	Name	Bats	Pos	B/T
11	Chuck Knoblauch	<input checked="" type="checkbox"/>	DH	R/R
2	Derek Jeter	<input checked="" type="checkbox"/>	SS	R/R
35	Clay Bellinger	<input checked="" type="checkbox"/>	LF	R/R
51	Bernie Williams	<input checked="" type="checkbox"/>	CF	B/R
24	Tino Martinez	<input checked="" type="checkbox"/>	1B	L/R
20	Jorge Posada	<input checked="" type="checkbox"/>	C	B/R
21	Paul O'Neil	<input checked="" type="checkbox"/>	RF	L/L
18	Scott Brosius	<input checked="" type="checkbox"/>	3B	R/R
13	Jose Vizcaino	<input checked="" type="checkbox"/>	2B	B/R
42	Mariano Rivera	<input type="checkbox"/>	P	R/R

The lineup editor allows you to create and edit team lineups. Players are listed in batting order. The player number, name, fielding position, and other information is shown for each player on the team. To add a new player to the lineup, tap on the **Add** button and an empty row will appear. Then enter the player's number, name, position, etc. It is important to include both a number and name for each player. ScoreKeeper uses the player number (not the name) to identify a player. Therefore it is important to get the player numbers entered correctly.

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

ScoreKeeper maintains several kinds of information for each player in the lineup: the player's name; number; whether that player bats; the player's position; and whether the player bats left or right and throws left or right.

Each player in the lineup that is going to bat must have their **Bats** check box checked. If the **Bats** box is unchecked, that player will not bat. You can have as many or as few players bat as needed. You can also easily setup a designated hitter. The designated hitter would have his **Bats** box checked with position set to DH. While the pitcher would not have his **Bats** box checked, but would have pitcher as his position.

#	Name	Bats	Pos	B/T
11	Chuck Knoblauch	<input checked="" type="checkbox"/>	DH	R/R
2	Derek Jeter	<input checked="" type="checkbox"/>	SS	R/R
35	Clay Bellinger	<input checked="" type="checkbox"/>	LF	R/R
51	Bernie Williams	<input checked="" type="checkbox"/>	CF	B/R
24	Tino Martinez	<input checked="" type="checkbox"/>	1B	L/R
20	Jorge Posada	<input checked="" type="checkbox"/>	C	B/R
21	Paul O'Neil	<input checked="" type="checkbox"/>	RF	L/L
18	Scott Brosius	<input checked="" type="checkbox"/>	3B	R/R
13	Jose Vizcaino	<input checked="" type="checkbox"/>	2B	B/R
42	Mariano Rivera	<input type="checkbox"/>	P	R/R

#	Name	Bats	Pos	B/T
11	Chuck Knoblauch	<input checked="" type="checkbox"/>	DH	R/R
2	Derek Jeter	<input checked="" type="checkbox"/>	SS	R/R
35	Clay Bellinger	<input checked="" type="checkbox"/>	LF	R/R
51	Bernie Williams	<input checked="" type="checkbox"/>	CF	B/R
24	Tino Martinez	<input checked="" type="checkbox"/>	1B	L/R
20	Jorge Posada	<input checked="" type="checkbox"/>	C	B/R
21	Paul O'Neil	<input checked="" type="checkbox"/>	RF	L/L
18	Scott Brosius	<input checked="" type="checkbox"/>	3B	R/R
13	Jose Vizcaino	<input checked="" type="checkbox"/>	2B	B/R
42	Mariano Rivera	<input type="checkbox"/>	P	R/R

To change the field position of a player, tap on the **Pos** and pick the new position for that player. The right most column in the lineup editor allows you to indicate if a player bats right or left, and if the player throws right or left. This information is used to generate the righty/lefty stats for TurboStats. To change a player's righty/lefty settings, tap in the current settings and choose a new setting from the popup list.

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

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

#	Name	Bats	Pos	B/T
11	Chuck Knoblauch	<input checked="" type="checkbox"/>	DH	R/R
2	Derek Jeter	<input checked="" type="checkbox"/>	SS	R/R
35	Clay Bellinger	<input checked="" type="checkbox"/>	LF	R/R
51	Bernie Williams	<input checked="" type="checkbox"/>	CF	B/R
24	Tino Martinez	<input checked="" type="checkbox"/>	1B	L/R
20	Jorge Posada	<input checked="" type="checkbox"/>	C	B/R
21	Paul O'Neil	<input checked="" type="checkbox"/>	RF	L/L
18	Scott Brosius	<input checked="" type="checkbox"/>	3B	R/R
13	Jose Vizcaino	<input checked="" type="checkbox"/>	2B	B/R
42	Mariano Rivera	<input type="checkbox"/>	P	R/R

Move To.. option from the popup menu. Then tap on the circle icon of the place in the batting order where you want the player to go. All other players shift down one place in the batting order.

ScoreKeeper provides a Quick Sub feature that makes it easy to substitute players. It is common practice for coaches to announce substitutions to the umpire and scorekeeper by calling out the players numbers, for example "14 for 8 and 24 for 16". The Quick Sub feature was designed to handle this situation. Tap the **Quick Sub** button and a dialog will show all the players on the bench and in the game. The player numbers are shown sorted by number. Simply tap the player on the bench who is coming the game, and tap the player in the game who is coming out. Then tap the **Done** button to complete the substitution. If you need to make more than one substitution tap the **More Subs...** button instead of the **Done** button. This completes the current substitution and then prompts again for another substitution. When completed with the last substitution tap the **Done** button.



The lineup editor has a few menu items that can be invoked by tapping on the menu button. The **Switch Visitor & Home teams** command will swap the Visitor and Home teams. This command is useful during a tournament game when Home and Visitor is determined just before the game in a coin toss. You can record the lineups before the coin toss, and switch the teams if necessary. Press the menu button on your Palm device to access this menu. The **Copy lineup from other game** command will allow you to copy the entire lineup from previously recorded game. Selecting this command will first bring up a list of previous games, then a list of the teams in that game to copy from. Note both of the above menu commands should only be used prior to recording any game data for the game.



Note: The Trial Version of ScoreKeeper does not allow copying lineups from previous scored games. Therefore you will not be able to use the 'Copy Lineup from other game' menu item in the trail version.

Beaming Lineups

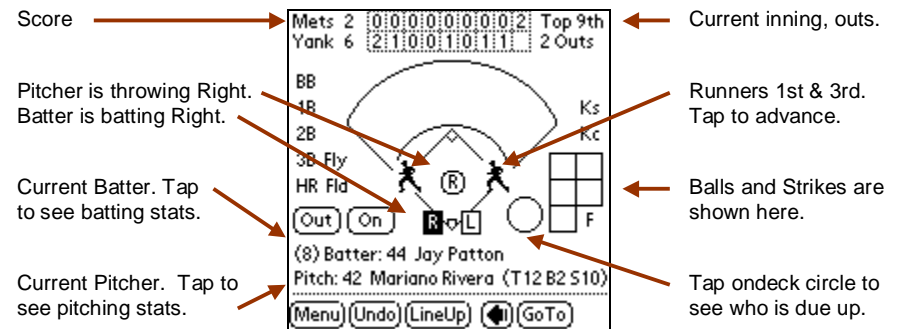
The last menu item available in the lineup editor is the **Beam Lineup** menu item. ScoreKeeper allows beaming lineups to other ScoreKeeper users. This makes it convenient to exchange lineups with other ScoreKeeper users.

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

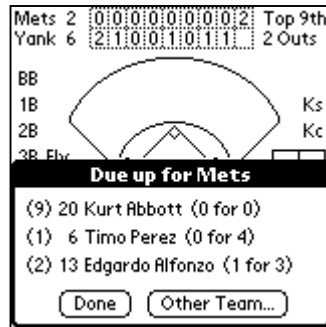
To receive a lineup, first make sure your IR port is pointing at the IR port of the sending device. When the beaming starts the Beam Status dialog will appear, displaying the transfer status. Once all the lineup data has been received, you will be asked to confirm receiving the lineup. If you were editing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

Scorecard View

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



The top of the view shows the line score for the game. The first column shows the total score for each team. The remaining columns show the score by inning. As the game progresses the score for each inning will be added to the line score. In the upper right corner is the current inning and outs. In the center of the display is a baseball diamond. Information will be displayed here indicating the progress of the batter. Any base runners will be displayed as an icon on that base. To advance the runner, tap the icon to get to the Advance Runner form (see Advancing Runners on page 14). Below the baseball diamond, the current batter and pitcher are displayed. To the left of the batter, shown in parenthesis, is the batter's position in the batting order. Tapping on the batter's name or the pitcher's name will display detailed stats for that player. See Statistics on page 15 for more information. Next to home plate are two batter's boxes that indicate if the batter is batting right or left. Tap on a batter's box to change between right and left. Similarly the pitcher's mound/circle shows R or L to indicate if the pitcher is throwing right handed or left handed. Tapping on the mound will change from right to left, or left to right. The circle to the right of home plate is the out/on deck circle. When a player is out, the circle will display the out number. You can also tap in this circle to see the next three batters due up. Note that the due up dialog will automatically be displayed between innings.



Recording Pitches

Pitches are recorded in the squares to the right of the diamond. The column with two squares represents the strike count. The column with three squares represents the current ball count. As a strike or ball is recorded a square will be filled in, indicating the current count.

To record a strike, tap on either of the strike boxes. To record a ball, tap on any of the ball boxes. To record a foul ball, tap on the **F** under the strike boxes. If there are two strikes and a foul is recorded the **F** will change to show the number of fouls with two strikes (**1F**, **2F**, etc.). If you make any mistakes press the **Undo** button.

On the third strike, a popup list will display that asks if the strike was looking or swinging. ScoreKeeper will then mark the batter out and

automatically advance to the next batter. Similarly if the fourth ball is recorded, ScoreKeeper will advance the batter to first.

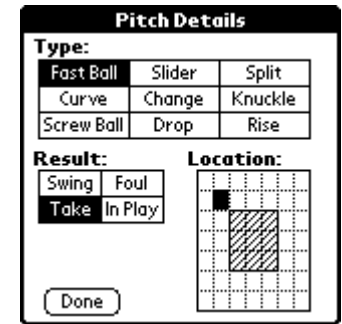
Note: you can also optionally use the hardware buttons on the Palm device to record pitches. See page 20 under "Options".

Pitch Charting

Version 6 of ScoreKeeper introduces pitch charting. Allowing you to record the pitch location, type and result for every pitch. Pitch chart information can be viewed in Pitching Stats form, allowing you to quickly analyze pitchers tendencies against certain players, teams, or in specific counts. See the Pitching Stats section on page 17 for more details.

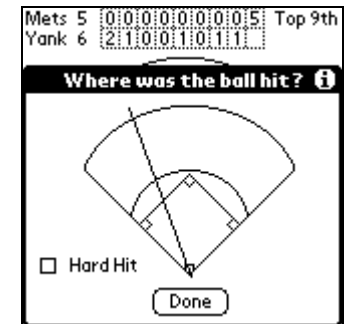
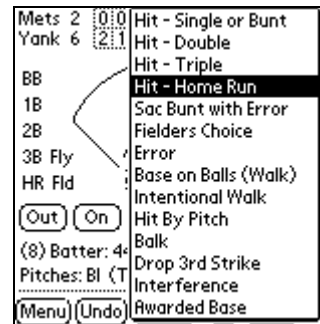
To use pitch charting, you must first turn on the feature. Go to the Options form (see page 20) and make sure the **Chart Pitches** option is checked.

When Pitch Charting is enabled ScoreKeeper will display the Pitch Details form after every pitch. Select the location of the pitch by tapping on a cell in the location grid. Shaded cells indicate the strike zone. Select a pitch type (fast ball, curve, etc.) and also select the result of the pitch (the batter swung, took the pitch, fouled it or put it in play).



Getting on Base

Use the **On** button to record when the batter gets on base. Select from the popup list how the batter got on base. You can also use the **BB**, **1B**, **2B**, **3B**, and **HR** buttons on left side of the Scorecard View to quickly put the batter on base.



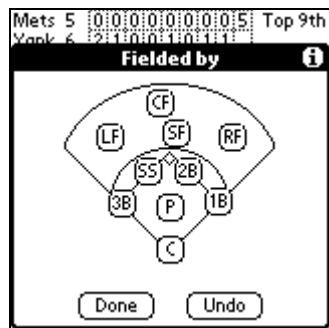
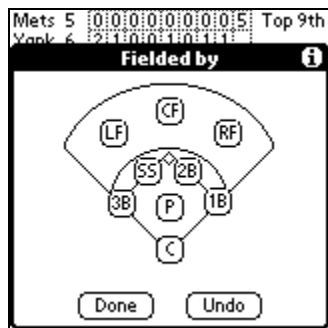
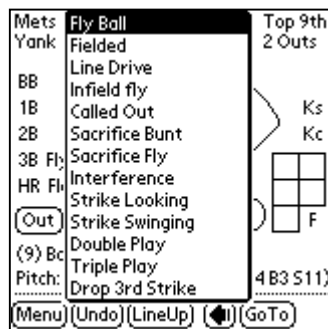
If the runner got on base from a hit, ScoreKeeper will also ask where the ball was hit. Tap the location where the ball was hit. This information is used to produce scatter charts that show a player's hit location history. Checking **Hard Hit** will update the hard stats that are imported into TurboStats on your PC.

If there were runners already on base, ScoreKeeper will prompt you for each base runner allowing you to record what happened to each base runner (see Advancing runners below).

Batter is Out

Use the **Out** button to record when the batter is out. Select from the popup list to score how the batter was out. You can also use the **Kc** (strike out called) and **Ks** (strike out swinging) button to quickly score a strike out. Note that you should not use the **Kc** and **Ks** button if you are recording pitches. If you are recording pitches the batter will automatically show a strike out on the third strike. You can also use the **Fld** (fielded or grounded out) and **Fly** (Flied out) buttons to quickly mark a batter out.

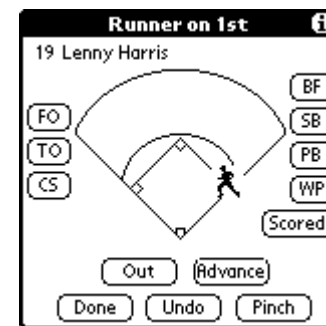
If the batter was out, but still hit the ball (i.e. fielded, fly ball, etc.), then ScoreKeeper will first ask you to record where the ball was hit, then ask you to enter who fielded the ball. When recording who fielded the ball, tap on each player who was involved in the play, in the order that they touched the play. For example, if a ground ball was caught by the shortstop and thrown to first for the out, the fielding would be 6-3.



The last player in the fielding list will be credited with a putout and all others will be credited with an assist. If the team in the field has ten fielders, ScoreKeeper will display ten fielders in the Fielded by dialog. If you use 4 outfielders then SF (short fielder) should be considered to be RC (right center) and CF should be LC (left center).

Advancing Runners

Whenever a batter gets on base and there are baserunners on, ScoreKeeper will ask you, one by one, how to advance each baserunner. There are two exceptions: when the batter is awarded first base such as a walk or hit by pitch; and when the batter hits a home run. In these cases ScoreKeeper will automatically advance base runners accordingly. You can also advance a baserunner at any time (i.e. stole a base or was caught stealing) by tapping on the baserunner icon on the occupied base. ScoreKeeper displays the Advance Runner dialog.



Use the **Advance** button to indicate that the runner advanced to the next base. Use the **Out** button to indicate that the runner was out. You can use a combination of the **Advance** and **Out** buttons to get the desired results. For example, suppose a runner on first was batted forward past second and was tagged out at third. First tap the **Advance** button and select **Batted Forward**, then tap the **Out** and select **Tagged Out**.

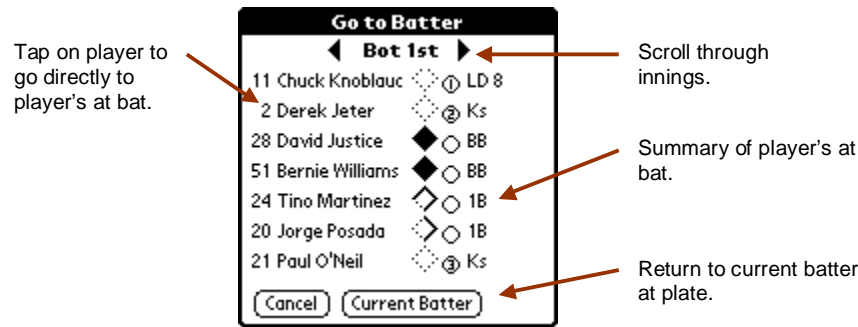
The advance runner dialog also contains some "quick access" buttons for commonly used actions for baserunners. The **BF** button is Batted Forward; the **SB** button is Stole Base; the **PB** button is passed ball; the **WP** button is wild pitch. The **Scored** button is equivalent of using the Batted Forward button repeatedly until the runner comes home. The **FO** button is Forced Out. The **TO** button is Tagged Out. The **CS** button is Caught Stealing. Use the **Done** button when you have finished recording the baserunner. You can also use the **Undo** to remove the last action for the baserunner.

Whenever a baserunner is out from an action that involved fielding, ScoreKeeper will also ask for the fielders that made the play (see Batter is Out on page 14 for details).

You can also use the **Pinch** button to select a pinch runner. The pinch runner dialog will be displayed, allowing you to select the player that will be the pinch runner.

Navigating to Previous Batters

At any time you can check the scorecard for players that have already batted. Use **Prev** (<=) button to go to the previous batter. The **Next** (=>) button navigates to the batter that followed the current batter. If no **Next** (=>) button is displayed, that batter is currently up. The scroll up and down buttons on Palm device can also be used to scroll through the previous batters.

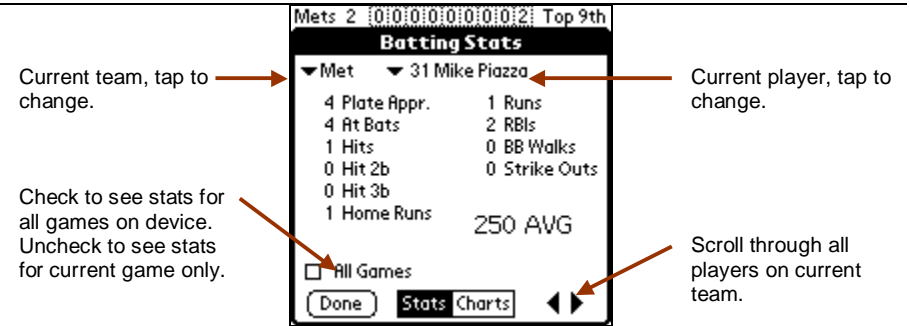


You can also navigate directly to any previous batter using the **Go to** button. Tapping the **Go to** button will display a summary of all previous batters. Tapping a batter in the Go to view will take you directly to that batter's at bat.

To scroll through previous innings use scroll buttons at the top of the display. To quickly get back to the current batter at the plate, tap on the **Current Batter** button. You can also tap on home plate in the main view to quickly get back to the current batter.

Statistics

ScoreKeeper can display simple statistics for the current game. Game statistics, batting statistics and pitching statistics are available. From the



Stats menu select **Game...**, **Batting...**, **Pitching...** command to display the corresponding statistics. Note that game statistics can also be viewed by tapping on the line score at the top of scorecard view. Batting statistics can also be viewed by tapping on the current batter's name in the scorecard view. Similarly, pitching statistics can be viewed by tapping on the pitcher's name in the scorecard view.

When a stat form is displayed (either batting or pitching stats) it is initially displayed showing the stats for the current batter or pitcher. You can view the stats for any player on either team by selecting the team and player from the lists at the top of the form. You can also scroll through all players on the current team by using the scrolls buttons on the bottom of the form or using the hardware scroll buttons on your Palm device.

When viewing either the batting stats or pitching stats you can optionally select to view stats for all games. Checking the **All Games** check box will show the combined total stats for that player, for all games that are currently on the handheld. For example, if a complete seasons worth of games were on the handheld (visible in the game list), then checking **All Games** would calculate the season stats for that player. When the checkbox is un-checked, the stats only reflect the current game. Note that a large number of games files on the handheld will affect the performance of the **All Games** feature. Full season statistics are always available in TurboStats on your desktop computer.

Note: The 'All Games' feature is disabled in the Trial Version of ScoreKeeper.

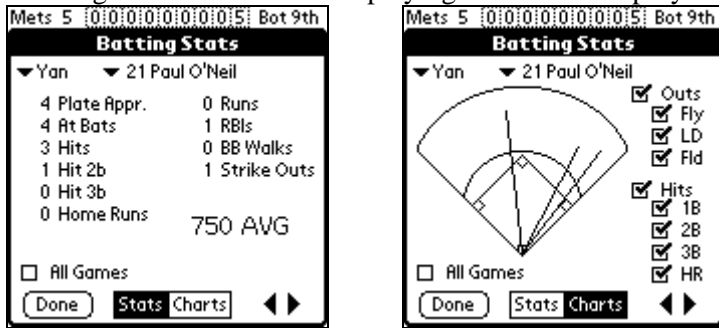
Game Stats



The game stats form displays the current line score for game as well as the game details information. See the Game Details section on page 6 for information on how to update the game details.

Batting Stats

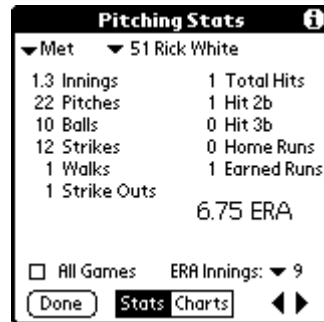
When displaying the batting statistics, you can view both the statistics and the sprays charts for that player. Tap on the buttons at the bottom of the statistics dialog to switch between displaying statistics and spray charts.



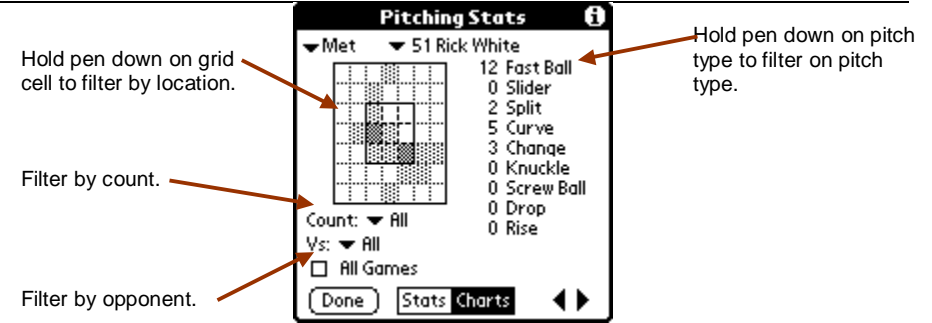
The spray charts show where that player has hit the ball in his previous at bats during the current game. Spray charts can be filtered by type of hit or out by checking an un-checking the corresponding checkboxes.

Pitching Stats

Just as in Batting Stats, Pitching Stats are split into to two areas, statistics and charts. The statistics area displays the basic pitching stats as well as the pitchers ERA. The chart area shows pitch chart information. Tap on the buttons at the bottom of the statistics dialog to switch between displaying statistics and pitch charts.



When viewing pitch the charts note that only pitches that had pitch chart information recorded will be displayed in the pitch chart. If some of the pitches were entered without pitch information they will not be displayed.



The pitch chart viewer displays a location grid that shows where pitches were thrown. Cells in the grid are displayed in different shades of color ranging from yellow to dark green. Dark green being the locations that had the highest number of pitches thrown and light yellow being the locations with the least number of pitches thrown. For non-color screens patterns instead of colors will be displayed. Along with the location chart, pitch totals for each type of pitch are displayed.

The pitch chart viewer supports sophisticated filters that allow you to analyze what type of pitches a pitcher tends to throw in certain situations.

Filter Pitches on Count and Opponent

You can filter the pitches by specific counts. Tap the count list to choose from all possible counts, a specific count, or the current count of the current batter. You can also filter by opponent to see the pitches against the current team or just the current batter. The two filters can be used together, for example to see how a pitcher pitches to the current batter in the current count.

Filter Pitches by Location and Type

To filter pitches by location and see exactly what pitches were thrown at certain location, hold the pen down on that cell in the grid and the pitch totals on the right will update to show the pitch totals for just that cell. Similarly you can hold the pen down on a pitch type (Fast Ball, Slider, etc) and the pitch chart will update to show exactly where all pitches of that type were thrown.

Lineup Changes

To make line up changes during the game, tap on the **LineUp** button and select the team you wish to edit. ScoreKeeper will display the lineup editor for that team (see Edit Lineup on page 7).

Undo

ScoreKeeper has a powerful undo capability. It allows you to undo actions in reverse order in which they occurred. Each time the **Undo** button is tapped, the last recorded event will be undone. Undo can be used to remove a single pitch, a batter's at bat, or could eventually undo every event until the beginning of the game.

The Undo button is only active when viewing the current batter. It is not displayed when you have scrolled back to view a previously recorded at bat. To change a previously recorded atbat use the **Edit** button.

Edit

The **Edit** button allows changing a previously recorded atbat. There are times when you need to change an atbat recorded earlier but do not want to use Undo, losing all the data that was recorded after the atbat that needs changing. The **Edit** button will allow you to edit every aspect of the atbat. Care must be used when using the edit capabilities. It is possible to edit an atbat to create situations that make no sense, such as 4 outs.

To change an atbat tap on the appropriate field and then follow the prompts to enter the new data.

Pinch Hitter

If a batter is pinch hitting for the current batter, you can use the **Pinch Hitter...** command to select the pinch hitter. The current atbat will be record to the pinch hitter, but no permanent lineup change will be made. The old batter will remain in the lineup at his current spot. The Pinch Hitter command is located in the **Actions** menu (press the **Menu** button), or by tapping on home plate when the current batter is displayed on the scorecard view.

Skip Current Batter

Normally in baseball and softball batting out of order is not allowed. But if you ever need to skip the current batter, ScoreKeeper has a menu command

called **Skip Current Batter** that can be found in the **Actions** menu (press the **Menu** button to see the menus).

Mercy Rule (run limit rule)

Many baseball and softball leagues have a mercy rule, which prevents a team from scoring too many runs in a single inning. Once a team scores a specified number of runs, that team's at bat is over, regardless of how many outs there are. ScoreKeeper has a feature that supports the mercy rule. Invoking the **Mercy Rule...** menu command (press the **Menu** button) from the **Actions** menu on the scorecard view will ask if you want to end the at bat of the current team. Selecting **Yes** will end the current team's at bat. An **M** will be shown in the out circle to indicate that the mercy rule was invoked. Note that invoking the mercy rule will not affect any player's stats.

International Tie Breaker

Some leagues use the International Tie Breaker rule to speed up games. In most cases an extra inning starts with a runner on second base. The runner is usually the player who made the last out in the prior inning. To start a runner on base, choose the **Menu** button, then choose Tie Breaker. The Tie Breaker form allows you to place a runner on any base. By default it will put the runner who made the last out on second.

End Game

When the game ends, no special action is necessary to complete the scorecard.

Simply stop scoring the game. Optionally you can use the **End Game** menu command found in the **Actions** menu (press the **Menu** button to see the menus). The **End Game** command will automatically record the time the game ended and return you to the game list form.

If you ever need to change a game after it is completed, or pick up a game from where it previously left off, just select the game in the game list view and press the **Scorecard** button. ScoreKeeper will open the game and automatically take you to where you left off.

Options

ScoreKeeper has options to customize its operations. To set the options, first tap the **Menu** button and then choose the Options menu. Then tap on the **Preferences...** menu item. There are several options.

Hardware Buttons

The **Hardware Buttons** option allows you to use the hardware buttons to enter pitches. When this option is enabled, the hardware buttons will operate as follows when the scorecard view is visible:

- Calendar button = Ball
- Phone button = Strike Looking
- Todo button = Strike Swinging
- Memo button = Foul Ball



Display Options

The Display Options allow you to display additional information on the scorecard view for the current pitch and batter. When the **Show Batter Stats** option is enabled, a summary of the current batter's previous at bats will be displayed to the right of the current batter's name. Similarly when **Show Pitcher Stats** is enabled, a summary of the pitches thrown by the pitcher will be displayed to the right of current pitcher's name. **T** is the total number of pitches thrown by the pitcher. **B** is the total balls and **S** is the total strikes.

Scorecard Options

When the **Auto-Advance to Next Batter** option is checked, ScoreKeeper will automatically advance to the next batter as soon as you finish scoring the current batter. When the option is un-checked you must tap the **Next** (=>) button to advance to next batter after scoring the current batter.

When the **Chart Pitches** option is checked, ScoreKeeper will prompt you to enter the pitch type and location for each pitch type. See page 8 for details about pitch charting.

Enabling the **Enter lineup as players bat** option will cause ScoreKeeper to prompt for you to enter the players name and number when they bat for the first time. ScoreKeeper will not prompt if there is already a valid name entered for the player. It will only prompt if the player's roster entry contains the default player name and number (e.g. #1 Player 1). Note when using this option ScoreKeeper may not be able to accurately track fielding statistics for players who entered as they bat (batting statistics are not

affected and will be correct). Therefore it is not advised to use the **Enter lineup as players bat** options for teams that you wish to track fielding stats.

Starting Another Application While Scoring a Game

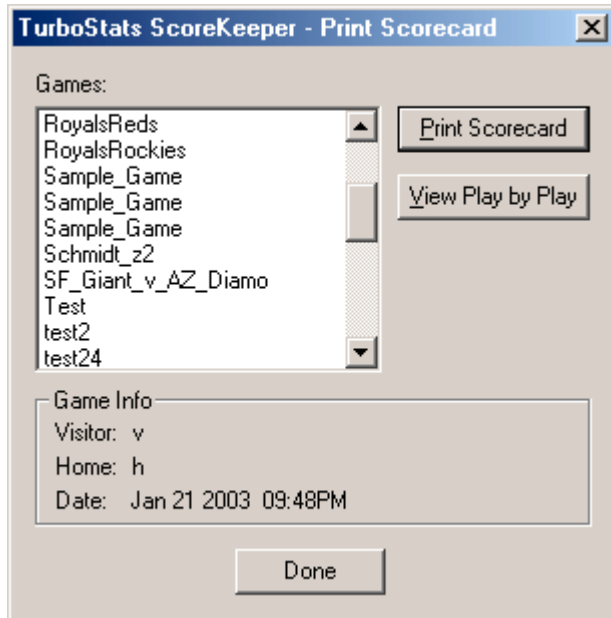
The Palm OS works differently than MS Windows in that if you start an application while you are running another program, the first program will automatically save and exit. If you are scoring a game in Scorekeeper and you popup the phone book for instance, your game will be automatically saved where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

Saving Battery Life

One of the great features of the Palm is that you can shut it off at any time and when you turn it back on you are instantly back where you left off. To save battery life you can turn your Palm off between innings and pitcher changes.

Chapter 4 Print Scorecards / View Play by Play

ScoreKeeper can print a completed scorecard of your scored games or display a play by play game summary in your web browser. After you have scored a game using ScoreKeeper, simply HotSync your Palm and then start the Print Scorecard application on your PC. To start the Print Scorecard application, from the **Start** menu goto **Programs > TurboStats > ScoreKeeper - Print Scorecard**. The dialog shown below will be displayed.



Select the game you wish to print or view the play by play from the Games: list. The names displayed are the names entered on the Palm when the game is created.

Printing Scorecards

After selecting a game to print, simply select the **Print Scorecard** button to print the completed scorecards. Two pages will be printed to your default printer, one for each team. The actual printed scorecards are full-page size and are very high quality.

NOTE: *In the trial version of ScoreKeeper the scorecards are printed with "water marks" across the scorecard saying "TurboStats ScoreKeeper Trial Version www.TurboStats.com". The full version does not display the water marks.*

Viewing Play by Play Game Summary

Select the **View Play by Play** button to see a play-by-play description of your game. ScoreKeeper will generate an HTML page that contains the game summary and then launch your web browser to display the page. If you would like to print the game summary you can use your browser's print command. The image below shows a sample of a portion of a play-by-play game summary.

Sunday, October 22, 2000 6:00PM

	1	2	3	4	5	6	7	8	9	R	H	E
Mets	0	0	0	0	0	0	0	0	5	5	7	3
Yankees	2	1	0	0	1	0	1	1	0	6	12	1

Top of 1st - Mets

Roger Clemens pitching:

- *Timo Perez:* Strike, Ball, Foul, Ball, **Timo Perez struck out swinging.**
- *Edgardo Alfonzo:* Strike, Strike, Foul, Ball, **Edgardo Alfonzo struck out swinging.**
- *Mike Piazza:* Strike, Strike, Ball, Foul, **Mike Piazza grounded out.**

End of Inning (0 Runs, 0 Hits, 0 Errors)

Bottom of 1st - Yankees

Mike Hampton pitching:

- *Chuck Knoblauch:* Ball, Ball, Strike, **Chuck Knoblauch lined out to center.**
- *Derek Jeter:* Strike, Ball, Ball, Strike, Ball, **Derek Jeter struck out swinging.**
- *David Justice:* Ball, Ball, Ball, **David Justice walked.**
- *Bernie Williams:* Ball, Ball, Ball, **Bernie Williams walked, David Justice to second.**
- *Tino Martinez:* Ball, Strike, Foul, **Tino Martinez singled, David Justice to second.**
- *Jorge Posada:* Ball, Strike, Ball, Ball, Strike, **Jorge Posada singled, Martinez to third, Jorge Posada to second.**
- *Paul O'Neill:* **error.**

Chapter 5 HotSyncing with TurboStats

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

TurboStats provides a HotSync conduit for ScoreKeeper that allows games to be imported and exported to your Palm device.

Export Lineups to the Palm to Create New Games

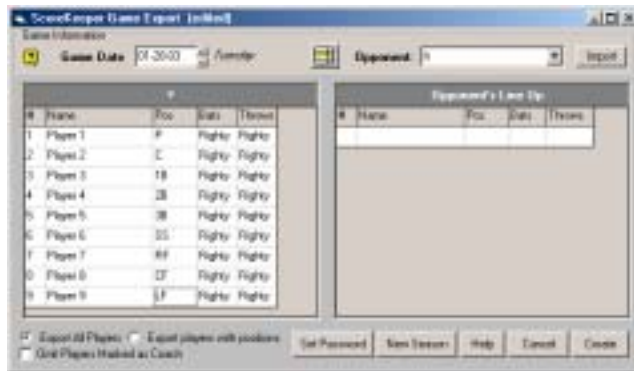
You can use the TurboStats Lineup Creator to create lineups for your team and then export the lineups as new ScoreKeeper games to your Palm. This saves you from having to enter the lineup information on your Palm device. To export a lineup to Scorekeeper do the following:

1. Create the desired lineup using the TurboStats Lineup Creator.

2. If you are using the Computerized Batting Order utility make sure you press the [Set] button when you are finished to set your team batting order.
3. Once you have created your desired lineup, click on the Export to ScoreKeeper button (the Palm device).



4. When the ScoreKeeper Game Export dialog is displayed set the Opponent's name and game date and then click on the **Create** button.
5. When the Export dialog is displayed, choose which team is home team,



provide a name for the game which will be used in Scorekeeper and also select which Palm user to install the game to.

IMPORTANT! Don't use the same game file name twice. The original game will be overwritten. The game will not appear in the new game import list.

6. Click **OK** and your new game file is ready to be HotSynced. The next time you HotSync your Pilot the new game file will appear in the ScoreKeeper game list. You can make any changes you need and create your opponent's lineup right at the field. If you wish to delete this game you can do so in Scorekeeper by choosing the game in the list and clicking on [**Details...**] then [**Delete**].

Importing Game Statistics & Printing Scorebook Pages

After you have scored a game using ScoreKeeper, simply HotSync your Palm device and then start TurboStats 8.0 or later. You must create a TurboStats team file for each team you want to import. If you have already created your TurboStats team file then open that team file first.

If you created your team in Scorekeeper or you are importing an Opposing team that you created in Scorekeeper then create a new team file in TurboStats. Fill in the team information and add at least one player. The remaining players can be created on the fly while the game is being imported. If you wish to enter the entire roster first you may. If a player's name does not match up with the name created in Scorekeeper you will be prompted to select the matching TurboStats player.

Once you have your team file open enter the TurboStats Game Form clicking on the **GAME** button in the bottom righthand corner. Next use the menu **Games > Import Game > from ScoreKeeper PalmPilot**.

TurboStats will maintain a complete list of all games played and track their import status. The following form appears allowing you to choose the team and game you wish to import. If the team name used in Scorekeeper matches the team name in TurboStats then that team will be

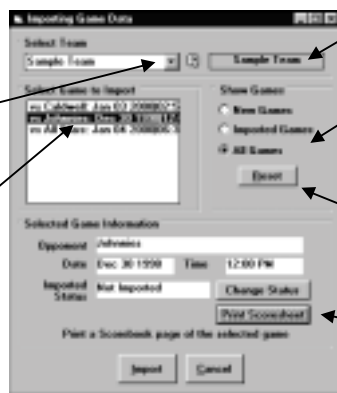


by

automatically selected in the Team list. If the Team name in Scorekeeper is part of the team name in TurboStats then it will also be automatically selected. If TurboStats cannot find a matching

Team names from Scorekeeper. Select the team that matches the current TurboStats team file.

Select the game you wish to import (you should import games in the order played if possible)



Name of the current TurboStats team file

Determines what games appear in the game list. (by import status)

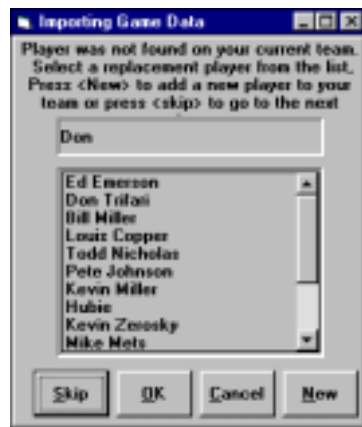
Reset the import status of all games.

Print Scoresheet will print a **scorebook page** of the game

Scorekeeper team name then you must selected the team name from the pull down list. Once the team is selected you will see a list of all games for which that team has played. For every game tracked in Scorekeeper there will be two game entries added; one for the home team and one for the visitor. This way you can easily import data for both teams. After you import a game the status of the game is marked as imported. The next time you import any data for that team you will only see the games that have not yet been imported. This way you won't make the mistake of importing the same game twice. After the game is completely imported you can make any modifications you wish and then you must press the Save Game button to compile all the scores and team totals.

Player Names Don't Match Up

TurboStats can automatically create new players during the import from Scorekeeper that are not on your current TurboStats team. If the player's name does not match the TurboStats player's name identically you will be prompted to either



- A. Select the correct player from a list of remaining players
- B. Create a new player
- C. Skip the player

In the following example player Don was entered in Scorekeeper and since a player with a matching name of Don was not found in TurboStats the following pick list appears. You can select Don Trifari from the TurboStats player list or click New. You will then be prompted to enter a new player name and the player will be automatically added to your TurboStats team roster.

Changing Stats in TurboStats after the Game is Imported

You can change any player's stats in TurboStats after you import the game. First select the player in the Batting Order. **Next select from the pull down list for Total Batting and choose vs Righty or vs Lefty.** The stats can now be edited. You cannot edit player stats for Total Batting, Total Field or Total Pitching as they are calculations.



Wins/Losses/Saves - Data that does not Import Correctly

ScoreKeeper bases wins on a 9 inning game where the starting pitcher must pitch at least 5 innings. For 6 or 7 inning games you must manually make the pitching corrections after the game is imported into TurboStats. Balks must also be manually added in TurboStats as they don't come over automatically.

Re-importing a Game that was Modified

If you make changes to a game in Scorekeeper and want to reimport the data then do the following. Hotsync. Next select the game in TurboStats that you wish to update. Then choose Games > Import from Scorekeeper menu. Check the options to Show Imported Games and you will see the game that you modified in the list of all other games. Select the game and you will be prompted to create a new game. Choose No. While the import is in process you will be prompted whether or not you want to update the data for each player. If any new players were added they will automatically be added at the end of the TurboStats lineup. You can select the batters and move them into their correct batting order after the game is imported

Deleting Games in ScoreKeeper to Free up Memory

Once you have HotSynced your Palm, the game data has been transferred to your PC and is imported into TurboStats. If you plan no changes to the game, you should delete the game on your Palm device, to free up memory. The only advantage of keeping the ScoreKeeper games would be in using the Opponents lineups if you play the same team again. Otherwise you can just delete the games to free up more memory for new games.

Recovering a Deleted Game

Once a game has been deleted in ScoreKeeper it is not lost forever. Every game is backed up on your PC during the HotSync process. You can recover any deleted game using the following steps:

- 1) *Locate the deleted game in your backup directory.* The PalmPilot HotSync Manager maintains a backup directory on your PC's hard drive. All ScoreKeeper games are backed up to this directory. The backup directory was created when you installed your Palm PC software, and its location will be slightly different for each installation. A typical location is: "C:\palm\KierT\Backup", where "KierT" would be your Palm user name. Look in the backup directory for files that start with "sk_". These are your backed up ScoreKeeper game files. Find the file that matches the game file name you want to recover (i.e. sk_Sample_Game.pdb").
- 2) *Use the PalmDesktopInstall Tool to install the game file.* Launch the Palm Install Tool. It can be found in the Palm Desktop group of your Program menu. Use the Install Tool to locate and select the file from step 1 to be installed. (Refer to your Palm manual for details.)
- 3) *HotSync your Palm.* The game will now show up in the ScoreKeeper game list.

Chapter 6 Technical Support

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

Palm:

Phone: 847-262-7256

Website: <http://www.palm.com>

handspring:

Phone: 716-871-6448

Website: <http://www.handspring.com>

Sony:

Phone: 1-877-760-7669

Website: <http://www.sony.com>

If you need additional assistance with ScoreKeeper or TurboStats we offer the following support services:

Web site: <http://www.turbostats.com/support> (see ScoreKeeper)

Email: support@turbostats.com

Phone: 1-973-334-7828 ext 4.

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

You may call for technical support between the hours of 10:00am - 12:00pm and 2:00pm - 5:00pm EST. Phone in support is available only to registered users.

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