TURBOSTATS

Baseball/Softball Users Guide

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The *Fastest*, Easiest Way To Keep Stats

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Chapter 1 Getting Started

***Turbo*Stats** comes with an automated install program that will prompt you for a directory for the installation, then install the program and sample team plus create a menu selection for starting the application.

Running the Installation Program

To install ***Turbo*Stats** onto your hard disk do the following:

Insert the CD in your CD drive. When the install program starts click the Glove Icon

If you experience problems with the install program then close the initial install screen and do the following. Press the **Start Button**, then choose **Run**
Enter the following command and then press OK. cd drive letter:\baseball.32\setup

You will be asked for the drive and program directory (where to install). The program will automatically be installed onto your hard drive after the installation program is complete.
Note: You *cannot* run ***Turbo*Stats** for Windows directly from the installation disk.
If you have any problems installing see Troubleshooting

System Requirements

The minimum system requirements for running ***Turbo*Stats** are an IBM or Windows compatible computer with a 486 or higher processor, Windows, 95, 98, ME, 2000, NT, Vista or XP. Minimum of 16 MB of system memory (RAM) and a hard disk with 8 MB of disk space remaining.

The Three TurboStats Versions

This program is sold in three different versions. The password you receive after you purchase TurboStats unlocks the particular version you ordered. You can upgrade to a higher version simply by calling us and paying the difference in price. *Prior to entering your password for the first time you have access to all the Stats for your first 6 games.*

Batting Version- Batting and Base running

Complete- Batting, Fielding, Base running, User Defined, Pitching, Scorebook Page Designer & League Merge

ProSeries - Same as above plus allows tracking of right/left hand batting & pitching. Tracks fielding stats for each position, allows complete customization of all Game Situations and includes the TurboPlanner which includes a Practice Planner, Scheduler, League Tracker and Draft Planner ($30 upgrade from Complete Version)

Starting the Program

TurboStats can be started from the icon in the TurboStats group or by selecting the menu Start > Programs > TurboStats

See page 21 if you would like to create your own icon on your desktop.

Other Sports Programs Sold Separately

Entering Your Password

You can begin using TurboStats for up to 6 games prior to entering your password. You can enter your password at any time by using the command [Help][Enter Your Password] while in the Team Form. **Note: the letters in your password are case sensitive.**

Lost Passwords

If you lose your password we can recreate it. Passwords can be recreated only for the current shipping version. There is a $5 processing fee for this service. If you have an older version you will have to upgrade. Visit www.turbostats.com and click on Lost Passwords.

Using the Keyboard

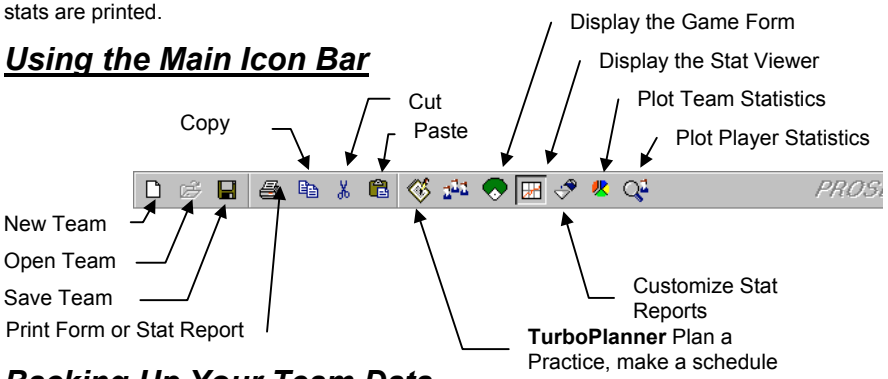
All menus and buttons can be activated using a mouse or by either:

- Pressing the <alt> key on your keyboard along with the underlined letter on the button or menu.
- Pressing the <tab> key until the button has the focus and then press <enter>. Use <shift><tab> to move backwards.

Running the Sample Team

If you are a first time user then we strongly recommend trying the sample team first. This will quickly give you an overview of how the program works and how data is entered and stats are printed.

Using the Main Icon Bar



Backing Up Your Team Data

Hard disks crash and your data can become corrupt. For this reason we strongly suggest that you back up your team data after every three games. Make a backup using the included program option [File][Backup Team].

Moving Your Data From One Computer to Another via Internet or Floppy

Internet: Use the TurboLink Icon and choose the Archive Format. Then select the FTP site. From the other computer choose [File][Open Team]. Select *Archive* file type and press the FTP button. Press [Directory] to get a listing of the files on that site. Select the Archive file and press Download.

TurboLink

Floppy Disk: To move your entire team database to another computer use the [File][Backup Team][A] menu to make a backup on a floppy disk. Insert the backup disk into one of the floppy drives on the new computer. (You must have TurboStats running on the new computer). Select [File][Backup Team][Restore from Backup].

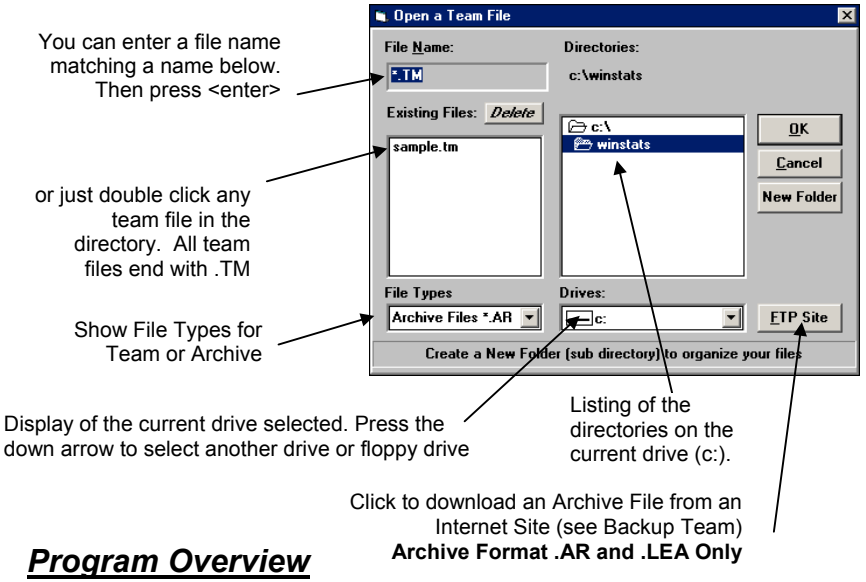
Changing the Name of Your Team File

Use the menu [File][Rename Team] and enter an 8 character or less file name.

Chapter 2 Using TurboStats

Opening an Existing or Sample Team

- From the Main Menu select [File][Open Team] or click the Open Team icon.
- Select an existing team from the file list box and press OK (<enter>)



Program Overview

***Turbo*Stats** consists of five main forms for data entry and edits.

- The Team Form **- Create team rosters and pre-game line-ups**
- The Game Form **- Add or Edit all game data and notes**
- The Stats Viewer **- View, edit, sort, and print stat reports**
- The Stat Filter **- Customize your stat reports**
- The TurboPlanner **– To create practice plans, schedules, standings and drafts**

Creating a New Team

- Close any open teams by pressing Exit on the team form
- Select [File][New] from the main menu or click the New Team icon (*see Using the Main Icon Bar*)
- Type a filename for your team file (***Note:** all team files end with .TM)*
- Press [OK]

Using the Team Form

After you select an existing team or create a new team the following team form appears. To enter data use the following easy steps:

1. Enter your team name. and year of season. <tab> to move around form

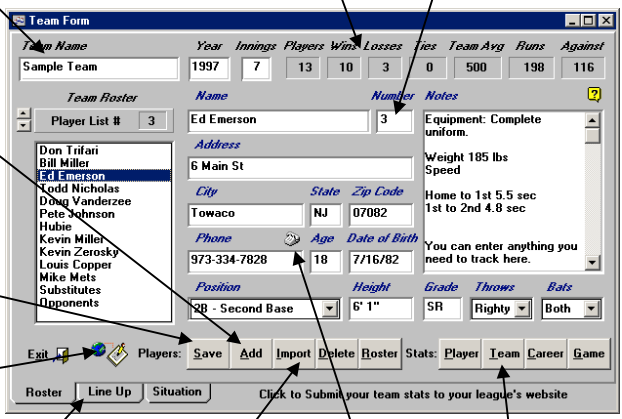
2. Click [Add] to Add new players (up to 999 per team)

3. Enter your Player Information

4. Save any changes

Note: Your team record, batting average and runs are updated automatically

Player uniform number



Copy files to the Internet with **TurboLink**

Click Line Up to position your players on the field, create lineup cards, batting orders & scorebook pages

Click Import to import players from other team files or text files

Click to Autodial phone numbers

Click to calculate player or team stats or to enter game data

After adding all your team's players you can display any player's address information by selecting the player's name in the player list box. ***Note:*** *just click in the player list box to select a player. You can edit any player information at any time and then press [Save].*

Changing the Player Profile Names

Click on any category name like Address, Grade, Age, etc to change the category name

Printing Player Rosters/ Mailing Labels

Press the Roster button on the Team form to print a full team roster or mailing labels.

Autodialing Phone Numbers

Select any player and press the phone icon. Set the modem setting as required. Com1-4. Separate multiple phone numbers with spaces. Example 334-7828Home 607-8287Work

Tracking Temporary Substitutes

If you use any temporary substitutes (players that are not on your official roster) during the year you will need to add one player called Substitute to your team roster. This way the run totals and team average will be accurate.

Tracking Opponent's Stats

You can track all your opponent's stats by simply creating a player named Opponents Your opponent's stats will be skipped in all team reports and game totals. To track all players individually on the opposing team you must create a new team file for each team.

Importing Player Data from Other Files

You can import player's names and addresses from any of the following sources. Other TurboStats Team Files - Comma Separated Text Files - Tab Separated Text Files & Score-IT Roster Files. Press the <Import> button on the Team Form. After the Import form appears click the type of file you will be importing and then click < Browse > to find the file in your directory. Double Click on any name in the list box and that player's name and other information will automatically be pasted into your Team Form
The format for comma separated and text files is as follows:
Name, Uniform Number, Address, City, State, Zip, Phone Number, Position, Notes

Creating a Line-up and Changing the Default Batting Order

To change the order first select a player you wish to move, then press the up or down Batting Order button or <alt><up/down arrow> on the keyboard. This will change the default batting order when adding new games and the original order (prior to sorting) of your team stat reports.

10 different (innings) field layouts can be stored . Heads up display shows player positions for each inning

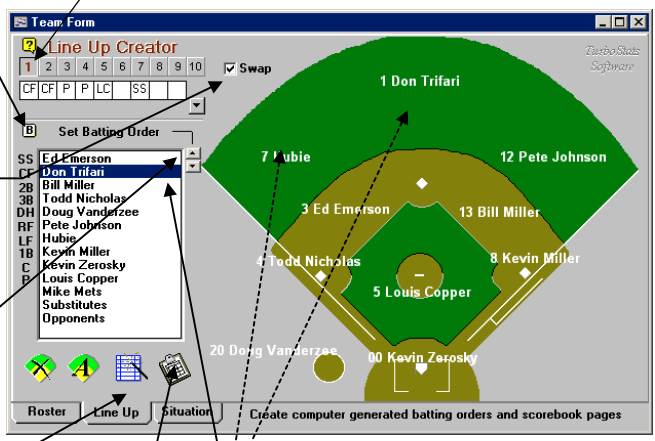
Click to view career batting stats

Turn on **Swap** to switch players when you drag one over another

Press the down arrow to move the selected player down in the batting order

Create computer generated batting orders and Scorebook Pages

Create Line-up Cards & export lineups to live game programs



Drag and drop by holding down the left mouse button dragging your players onto the desired positions and then release the button. Double Click to remove player.

Printing Line-up Cards

Press the Line-up button (looks like a clipboard). A line-up card will be created using the current team order and the selected field layout positions. A multi inning lineup card and various field layout diagrams can also be created. Choose 1-9 field layouts per page. Two additional lineup card styles can be printed using the computerized batting order icon.

Creating Extra Hitter, Pinch Hitter and Designated Hitter

Drag players to the on deck circle and you will see three locations. DH, EH &PH

Saving Multiple Lineup Configurations

Use the Lineup Menu > Save this Lineup As and Restore from Saved Lineup to store all 10 innings to a file. This is handy for swapping lineups based on who is pitching or saving the lineup for each game. Just give each lineup a new filename.

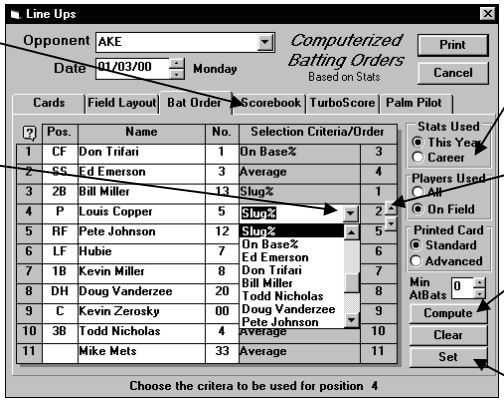
Computerized Batting Orders and Scorebook Pages

Now you can use your stats to help you quickly create the perfect batting order for each game. Press the Batting Order button and set your selection criteria for up to 12 batting positions. Choose from any of the 11 top batting stats. If you want to fix a particular player to a spot in the order then just select the player's name from the list. If you do not want to fill a spot (like 10 & 11) choose <No Batter> from the list.

Click tabs to switch between orders and scorebook pages

Click to set a Criteria for each lineup position

Print two different lineup card formats including an advanced personnel tracking worksheet



Choose your stat options

Set the order you want the lineup positions to be filled

Click [Compute] to regenerate the batting order

Press [Set] to set your team to use this order

To print lineup cards for more than 12 players first create your batting order. Then press SET. Then choose the Cards tab on the upper left and create your line cards with up to 999 players.

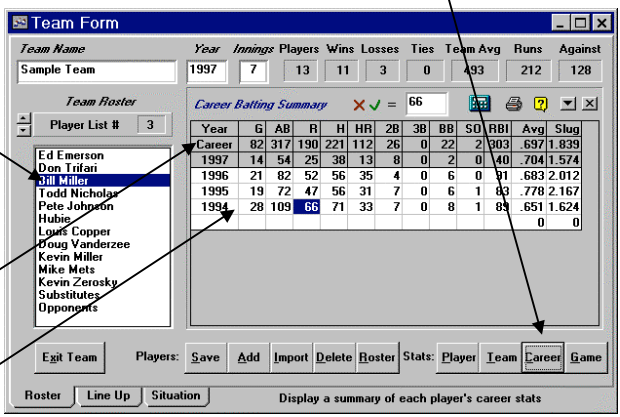
Entering Career Stats

You can enter any historical batting data for any player on your team. Every time you save a player's stats for a game the career totals will be instantly updated. The top 12 batting statistics can be instantly tracked. Advanced career tracking is also available. For more information press the ? button.

Press the Career Button

Select a player from the Player List

The top two rows contain Career and current season information that will be automatically calculated



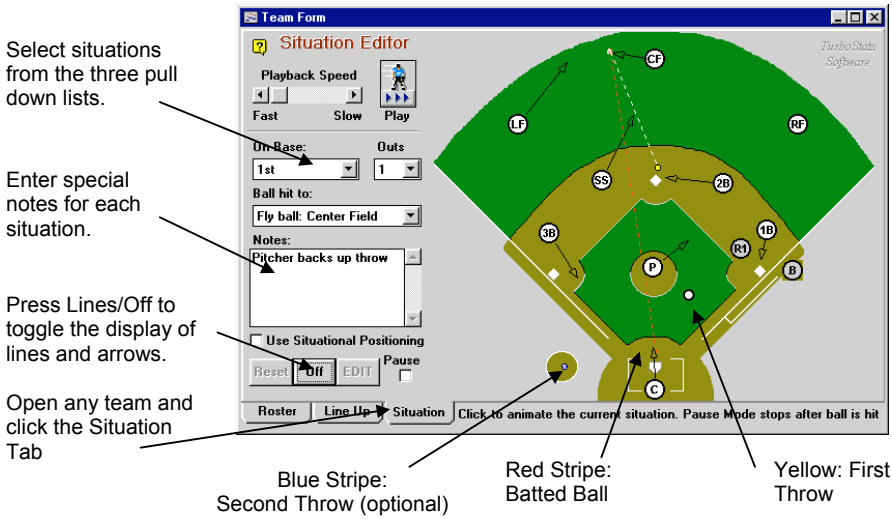
Year	G	AB	R	H	HR	2B	3B	BB	SO	RBI	Avg	Slug
Career	82	317	190	221	112	26	0	22	2	303	.697	1.839
1997	14	54	25	38	13	8	0	2	0	40	.704	1.574
1996	21	82	52	56	35	4	0	6	0	91	.683	2.012
1995	19	72	47	56	31	7	0	6	1	83	.778	2.167
1994	28	109	66	71	33	7	0	8	1	89	.651	1.624
											0	0

Click in the white cells to add historical data. Press the down arrow key to create additional rows. Enter data like a spreadsheet. Press calculator icon to recalculate averages and totals.

Note: When creating a new team for next season use the [Import] button. All player information and career stats will tag along and be imported automatically.

Using the Situation Editor tm

The Situation Editor allows the creation, modification and animation of over 1200 game situations. It's the perfect training tool for teaching players your game strategies. Situational training is great for rainy days or off-season training. You can display cutoffs, backups, pickoffs, tag ups, where to throw, where to go, and just about any other game activity you have to teach.



Players appear in their default positions if a situation has not been found in the database or [Reset] has been pressed.
Situational Positioning: If you would like to control players and runners starting positions based on situation you must check the [x] Use Situational Positioning option. To setup situational positioning you must select "Player Positioning" from the Hit To list box.
Select a situation from the pull down lists: # of men on base, # of outs, Ball hit to location. Next drag the players into the assigned locations they should be in after the ball is fielded. Drag the runners to the bases they should be at after the play (note : runners cannot advance more than two bases.) There are three balls to position. The red stripe ball near home plate is the batted ball and should be dragged to the fielder that will field the batted ball at the desired location on the field. The yellow ball near the pitcher's mound is the first thrown ball. Drag this ball to the fielder the first throw should go to. If a second throw is desired then drag the blue stripe ball from the on deck circle to the fielder that will handle the second throw. Press [Save] to record your changes and then press [Play] to animate your situation. After you create and save your situation press the [Lines] button and lines and arrows will automatically be created based on the final positions of each player.
Tag Ups can be shown for any fly ball to the outfield. Deep flies will not be tag ups. If a baserunner does not advance past the next base they will be animated as a tag up.
Over 1200 possible situations can be recorded. Use File> Save Situation As to create a new situation file; and File > Open Situation File to view an existing one. **Print in Black&White by pressing the Printer Icon. In Color by choosing File > Print.**

Using the Game Form

Adding Game Data

After creating your team you can add game data by pressing the [GAMES] button on the Team form or the Games icon. This will create a game file and set the user definable stat headings to On By Errors (OBE), DP Hit Into, Intentional Walks, Game Winning RBI's, Triple Plays, Picked Off & Shutouts. Any of these headings can be changed (see User Defined Stats for more information). If you are opening an existing TurboStats team file all opponent's names used will be added to the opponent's pull down list automatically.

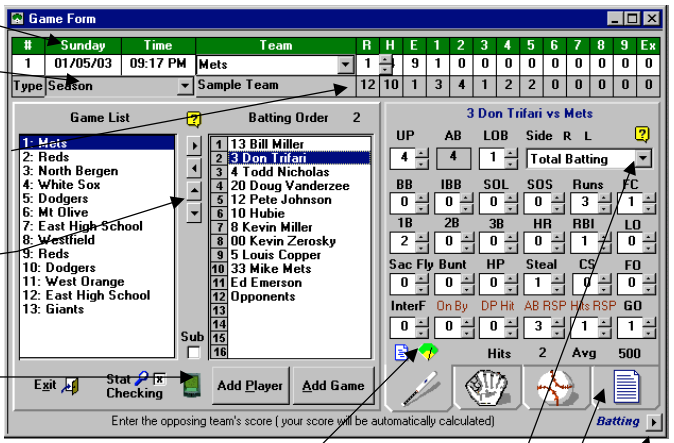
Enter the date and time of each game

Enter type of game

Enter the opposing team name and score

Click here to add players, delete or change the order

Click to import games from ScoreKeeper



NEW! Click to add SPRAY charts for each atbat

ProSeries users: Switch between Totals or verse Righty or Lefty Pitchers

Displays the game notes, field and home/away status and print Score book Pages and play by play reports from ScoreKeeper game files

Maximize the Game Form for faster data input

Entering Games

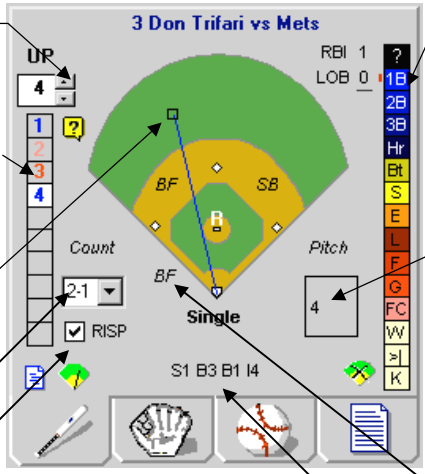
- To enter a new game press the [**ADD GAME**] button
- To move through the form press the <enter> key or use the mouse
- Enter the date and time <enter>
- Enter the opponent's name <enter>
- Enter the opponent's final score - type, click, or use the up arrow key <enter> (Note: your team's runs, hits and errors are automatically calculated if stat checking is on). You can also enter scores per inning (box scores are optional)
- Select a game type: Season, Tournament, etc. or ***select NEW to create your own*** (***Note:*** *this game type is used for future stat sorting.)*<enter>
- Enter field or select New to create your own<enter>
- Enter the user defined stat (weather is the default) and game notes <enter>
- Select the first batter in the game (it does not have to be the first player in the player list box.). Press <enter>, the right arrow button, double click or drag-n-drop player into the batting order. Up to 999 players can be entered into any game.
- **ProSeries users**: Click the Total Batting combo box to select Righty or Lefty pitching or just enter the player's stats under Total Batting. Same for Fielding and Pitching
- Enter all the player's stats. Press <tab> after each entry or just click on the scroll bars for the stats you want to change. (***Note:*** You can also use the up and down arrows and the enter key for faster data entry)

NEW SPRAY CHART DESIGNER

Set the Number of Plate Appearances for a given batter in a game.

Click to select the **plate appearance** you wish to edit. (up to 10 per batter per game) It will turn white when selected.

Click anywhere on the field **to draw the initial spray line**. Once drawn you must move it by clicking the square end of the line and dragging.



Click to set **the result of the at bat**. The line color and result box will change to match. You can also click the ? or the result to select from all possible outcomes. ***Double click to change the color for each category***.

To track **pitch location** click anywhere inside or outside the strike zone. Then pick the type of pitch from the list. Only the last pitch of the atbat can be charted. TurboStats ScoreKeeper for the Palm OS can track every pitch.

The count, (RISP) runners were in scoring position, **pitch sequence**, Base Advancement, RBIs, LOB categories can optionally be tracked for each Atbat as well. To track how the baserunner advanced click on the two dots … between the bases. Advancing a runner from 3rd to home is treated as a run scored. Click the yellow Quick Tips Icon for additional help. Click the R/L on the pitchers mound for Righty or Lefty. Check the Website for an update with a COMPILE button to compile spray chart data into the stat total boxes to reduce data entry time. All this data is automatically entered if you use ScoreKeeper on the Palm OS.

Limitations: Since TurboStats only tracks 10 spray charts per player per game. You can only add 10 for the opponent. If you want to track all players individually on the opposing team you need to make a new team file for each team or one big team file for all teams. Call it Opponents2003.tm. You can add every player in your league (up to 999) into this database and enter their spray chart information for each game. If you have two players with the same name on two different teams. (like John Smith) Make the 2nd player John Smith 2 in TurboStats and in ScoreKeeper.

- **Use the Spray Chart Designer**. If you want to track the result of all plate appearances - even outs, click on the small field icon in the batting screen. **These stats will be tracked separately and are not used in any calculations**. Hit locations, pitch locations, count, base advancement can all be tracked. *If you just care about the Spray Charts then you can just draw the lines and leave all the other categories blank.*
- **ScoreKeeper users**: All this data comes in automatically … Cool!
- **To Print Spray Charts** see the **Compile Stats** menu in the Game Form
- Click the icons to add Fielding/User Defined and Pitching stats
- Press the SAVE PLAYER button or click on the next player to add
- Repeat until all players who played in the game are added
- If a player substituted for another player click the “SUB” box while the player is selected in the Batting Order box
- If you created a player called ***Opponents*** then add opponents as the last player in each game. Enter the combined stats for the opposing team and press SAVE
- Press the SAVE GAME button (the game totals for all players will be calculated except the player name Opponents)

Entering Forfeit Games

Set the Game Type to “Season Forfeit” and press SAVE GAME. You will be prompted for your team’s score. Enter 1 or more runs if your team won. Otherwise enter 1 or more runs for your opponent if your team forfeited.

Changing Game Data

To change game information simply select the game in the game list box. Next, change any information needed, select a player in the batting order box to change any player stats.

Adding Players to an Existing Game

Select a game in the game list. Press the [ADD PLAYER] button or the menu [Batters][Add to batting order]. Select from the remaining players in the list box. SAVE GAME when complete. To cancel press <esc> or the cancel button.

Removing Players from an Existing Game

Select the game in the game list. Select the player in the batting order list box. Right click or Select the menu [Batters][Remove from batting order]. ***Note:***
removing a batter changes the game totals

Deleting Games

You can delete the last game in the game list if you remove all players from the batting order first (see Removing Players above). To delete games use the menu Games>Delete Games. If you are trying to delete a game in the middle of the list the Game Type will change to "Deleted". The game will stay in the list but will not be used for stats.

Add a player called Opponents to your team roster and then enter Opponents into the game just like any other player. Enter your entire opponent's stats for the game. Opponent's stats will not be used in game totals when the game is compiled.

Changing the User Defined Stats

You can change any of the batting, pitching or other user defined stats by either double clicking on the red stat names or using the menu Utilities > Edit User Defined Stats.
Two user defined batting stats can be used in equations if entered as shown below.

Batting Stat 1 > OBE (on by error) Used in On Base Percentage including errors

Batting Stat 2 > DP Hit Into (Double plays hit into by batter) Used in TA & RC

Note: OBAE (on base average including errors) cannot be created if OBE is not used.
TA (Total Average) & RC (Runs Created) will use 0 for DP hit into if not used

Changing the Game Type, Field and Weather Selection Lists

When selecting [ADD GAME], the first selection in the Game type list is the default. You can change this file by selecting [Utilities][Edit Game Type File] while in the game form. Make any changes necessary and then save. Next, exit the game form and return to see the new changes. ***Caution****: if you change a game type that has already been used in any games you must select each game and change the game type to the new value.*

Printing Stat Reports

Stats can be printed by player, team or games. You can filter data for any game type like Season, Playoffs, Tournament, etc.. You can also make a League Disk to merge with other team managers using ***Turbo*Stats** and create exciting "League Printouts".

Printing Individual Player Stats

After entering game data (see Game Form) you can print stats by:

FROM THE TEAM FORM

- Selecting a player in the player list box
- Double clicking on the player's name or pressing the Player button

FROM THE GAME FORM

- Selecting a player in the batting order list box
- Double clicking on the player's name or select the menu Compile Stats / Player Stats

Printing Team Stats Summary

Print team stats from the team form or the game form by:

FROM THE TEAM FORM

- Click or press the Team button

FROM THE GAME FORM

- Select the menu Compile Stats / Team Stats

Printing Individual Games

To print a report for the selected game in the Game Form select the menu [Games][Print Current Game] or double click any game in the list

Printing Game Summaries

To print a summary for all games select [Compile Stats][All Games (Summary)]

Printing Game Schedules

To print a game schedule with scores select [Games][Print game schedule] (***Note:*** *you cannot change the order of the games in the game list box, however you can sort your report by Date played.)*

Printing Pitching History Reports

Pitching History is a breakthrough report style designed to help you analyze your pitcher's arm use and availability if you have pitching rules in your league. From the Compile Stats menu choose Pitching History. The report will open in the Stat Viewer and show all players who pitched. The date of the games will be across the top. The number of innings and pitches thrown. This will assist in your arm care schedule.

Player	In/Tp	5-Jan	7-Jan	8-Jan	10-Jan	14-Jan	16-Jan	18-Jan	21-Jan
Don Trifari	In				1	2			
	Tp				25	45			
Bill Miller	In							2	1
	Tp							46	28
Todd Nicholas	In	2	2						
	Tp	33	45						

Here are some pitching recommendations for youth pitchers as per the Pitch Count Guidelines as per the **American Sports Medicine Institute** (ASMI) in Birmingham, AL

SUGGESTED MAX PITCH COUNTS

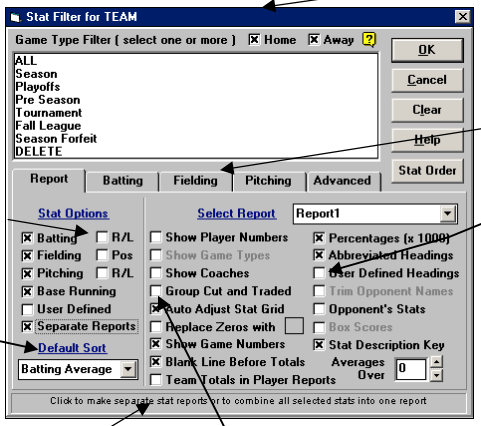
Age	pitches/game	games/week
8-10	52	2
11-12	68	2
13-14	76	2
15-16	91	2
17-18	106	2

SUGGESTED RECOVERY DAYS
Based on number of pitches thrown

Age	1 days	2 days	3 days	4 days
8- 10	21	34	43	51
11-12	27	35	55	58
13-14	30	36	56	70
15-16	25	38	62	77
17-18	27	45	62	89

This information is provided for reference only. TurboStats is not responsible for the accuracy of this data. Your individual judgement, research and training should determine the proper arm care schedule for your players. Pitching History can help you maintain it.

Using the Stat Filter



Prior to printing any stat reports the Stat Filter appears to allow customizing of your report. Using the stat filter you can:

- Print reports containing only Season, Playoff, or Tournament games or any combination
- Turn on/off any of the over 100 stat choices
- Turn on/off all of the Batting/Pitching/Fielding/Base running or User Defined Stats from the report screen or right vs. lefty and by positions stats for ProSeries
- Select the abbreviated, full headings or user defined headings
- Turn on/off the auto-adjust grid feature
- Filter out averages below a set value (great for little league)
- Turn on/off game types (season, playoffs, etc.)
- Group cut and traded players into one stat called “others”
- Turn on/off game types display, Team Totals in player reports and other options

The Game Type Filter

A game type is used to differentiate games played by season, playoffs, tournaments, etc. When you enter game data you choose a game type for each game entered. You can then ***select one or more*** of these game types and only those games with matching game types will be used for the stat report.
Note*: Game type must be highlighted to be included.*

Grouping Cut and Traded Players

If you set a player’s position in the Team Form to Cut or Traded then you can total all their stats into one heading called “Others”.

Hiding Zero Values

Turn on this option to make reports more readable. The zeros will be blanked out.

Including Game Types in player reports

You can optionally turn on/off the printing of game types like Season, Playoffs, etc. in the player reports only. This option will not be used in any team or league reports.

Advanced Reporting Options

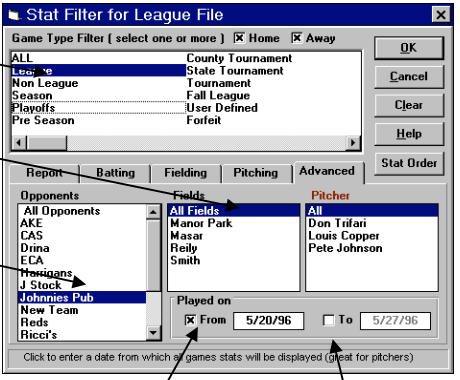
You can now print reports for any or all of the following advanced conditions:

- Multiple games against the same opponent (note: the opponent's name must be spelled exactly the same in each game)
- Played on any field
- Any Weather Condition (or whatever user defined stat category you create like Starting Pitcher, etc.)
- From, To, or Between any date range

Select one or more Game Types

Select any one Field

Select any one Opponent

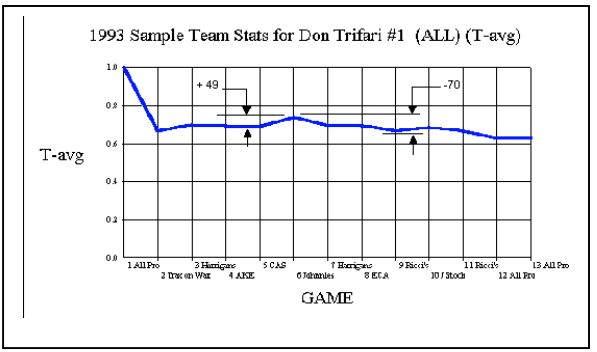


Turn on the FROM check box to print games played after the from date (great for tracking pitcher's pitches & innings pitched by week)

Turn on the TO check box to print games played up to the given date

The Trend Stat

Trend is an indication of whether a player's average is going up or down. Since any two batters could have very close batting averages, the trend stat indicates which batter is hotter. A player's trend continues to increase for every game, which the player's batting average increases. Once the player's average goes down then the trend becomes negative and continues to drop until the player's average goes up again. The following graph shows how the trend stat is calculated. Compare this graph to the sample data for batter Don Trifari.



This graph was created in the Player Analyzer by selecting the Batting Average option.

Using the Stat Viewer

After you select your options with the stat filter the customized stat report will be displayed in the stat viewer. You can sort the report by any stat heading simply by double clicking one of the stat columns in the viewer or by using the pull down list. Additionally, you can add, edit or type any notes you desire in the viewer and then print this report to your printer.

Click here to change your current selections in the stat filter

Click here prior to printing to auto-adjust your column widths and squeeze more stats in per page.

Click HTML to turn any report into a Web page

Use the File menu to save or open stat reports

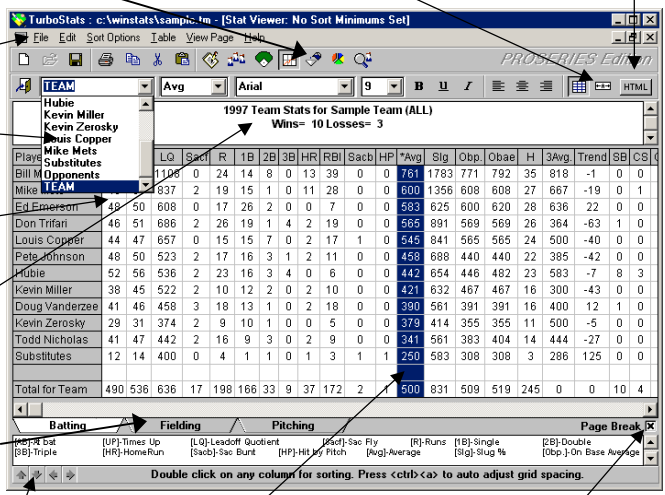
Select any player or TEAM

Select anywhere in the stat grid and use the tool bar to change the font

The stat heading can be edited and the font size or alignment can be changed

Click the tabs to display other reports (Separate Reports must be [X])

Click here to move any column or row and set your stat order



Turn off Page Break to print multiple reports on a page

Double click any column to sort. The sorted column is displayed with an *

Note: All columns in the stat grid will have the same font, size and style. Only column alignments can be different

Auto- Adjusting the Stat Grid

In order to squeeze the maximum amount of stats on the screen and on your printouts we have created auto-adjust. After compiling a stat report, changing fonts, or prior to printing select [Table][Auto Adjust Grid]. As well as compressing as many stats as possible on your page it also prevents column printing overlaps. You can adjust the amount of space between each column by selecting [Table][Auto Adjust Spacing].

Fixed Headings/Names

The gray shaded areas on the stat grid are fixed areas. They do not scroll during panning of your stat report. To allow scrolling or to enable adjust column size or text alignment you must turn the Fixed Heading or Fixed Names off. [Table][Fixed Heading]/[Fixed Names].

Changing the Stat Order

Highlight the column you want to move. Then click the small arrows in the lower left corner and the columns will move right or left. When you exit the Stat Viewer or make another report you will be asked if you want to make these changes permanent.

Deleting Rows from the Stat Viewer

To remove rows from the stat report first select the rows you wish to delete, then choose the menu [Table][Delete Selected Rows].

Moving Player Rows Up and Down

You can move any row anywhere you want by first selecting the row by clicking on left row. Next click the move arrows in the lower left-hand corner of the Stat Viewer (Note row moves are temporary and will be reset after a new report is created).

Printing Multiple Players

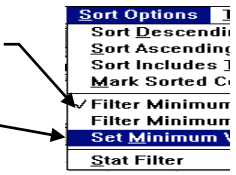
To expedite your printing chores choose File > Print multiple players. The following form will appear. You can then select any number of players to print statistics for. Your selections will be stored for future use. Use Squeeze Play to minimize paper use.

Setting Minimum Sort Values

You can set the minimum number of At Bats and Innings Pitched to prevent players with high averages with few At Bats or low ERAs with few innings pitched from sorting to the top. All players falling below the set criteria will sort at the bottom of the list. Set the Minimums using the command [Sort Options][Set Minimum Values]

Selecting the Filter menus will turn on/off minimum sort options. Note: if the check mark is visible then the option is turned on. Selecting that option again will turn the sort option off.

Set the minimum values for At Bats & Innings Pitched.



Printing Leader Reports

You can print only the top XX players in your report. First set the desired number of leaders to print using the [File][Page Setup] menu. Create a report with the stats you want and select [Sort Options][Create a Leader Report]. The report will expand for ties. If minimum AtBats is checked it will be used in the leader report.

Permanently Setting Your Stat Order

Use the arrow in the lower left-hand corner of the form to move stat columns right or left. When you create another report or exit the viewer you will be prompted to save the order.

Exporting reports to HTML file to display on the Web

Create HTML files using [File][Export][HTML] or by clicking the HTML button. If you enter a filename that already exists you will be prompted if you want to append to the existing file or overwrite it. See TurboLink for automating the HTML process.

Exporting reports to full HTML Website with Links

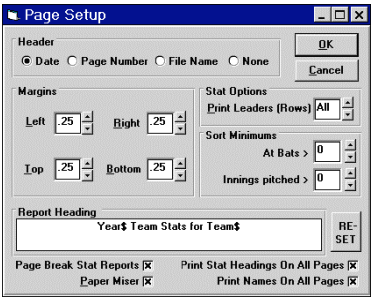
Use the File> Make a Website command to automatically process a linked website displaying your team totals with links to individual player's stat pages. Then upload these files to your website with the included FTP.

Exporting Reports to Comma Separated Files for Spreadsheets

Select [File][Export][Comma Separated] If you use a spreadsheet program like Excel or Lotus you can create a comma separated file that can be imported into these programs. You can use the charting routines to create various plots and bar graphs. This is an unsupported feature of TurboStats so please do not call our technical support line for help with your spreadsheet program.

Customizing Your Report Output

Use [File][Page Setup] to select the following options:

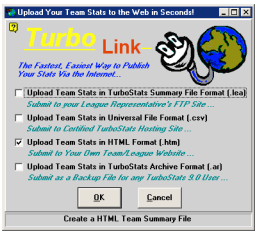


Printing Multiple Reports On One Page

Use File > Print All Reports to automatically print the batting, fielding and pitching reports on one piece of paper (if possible). Or use "Page Break Stat Reports". When Page Break is off your first printed report will stay in the printer and the printer icon will turn red. Then select another report and print it on the same piece of paper. When you are ready you can eject the last report by either checking the Page Break checkbox during printing, by selecting [File][Printer Form feed] or exiting the Stat Viewer. If the next report will not fit on the remaining paper the last page will automatically be ejected from the printer. The printer icon will remain red until all reports have been ejected from the printer or the Page Break option in turned back on.

Connecting to the Web with TurboLink

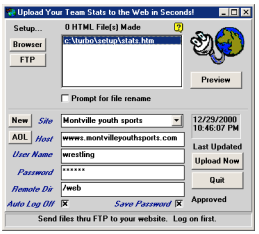
Using TurboLink to Share Data



With the Internet so readily available TurboLink was created to help you exchange data. TurboLink supports 4 different file formats and automates the process of first creating the files and then uploading them to Websites using the FTP protocol. TurboLink is accessed from the icon in the Team Form. The formats supported are:

1. Team Summary Files for League Stats and Standings
2. Universal Format for TurboStats compatible Web Hosting Sites (ask your site if they support TurboStats)
3. HTML for posting to your own Website or one hosted by www.turbostats.net
4. Archive Format for transferring your entire team database to other TurboStats 9.0,10.0 or 11.0 users

Using FTP to Upload Files to the Web



After TurboLink processes your files you can then upload them to any FTP site you have access to. The list box displays the files that were created and will be uploaded. Select any file and click PREVIEW to check them before you send them. You must have an Internet connection running to use this feature. TurboStats uses the FTP program that comes with Windows to send the files. The FTP screen will Pop Up after you click upload and you can watch the progress. For troubleshooting you can turn off *Auto Log* Off to read the status in the FTP window. To exit the FTP window type quit and then press enter.

Using FTP to Download Files from the Web

You can also download two file formats from the web. Archive files *.AR and Team Summary files *.LEA. When you choose File Open Team and choose *.AR from the file types list or when you are Merging League Stats, you will see an FTP button. When you press it, TurboLink appears. Choose the site and click on Remote Directory to get a selection of files.

Printing League Stats or Tournament Leaders

To create league leading printouts and team standings, have one person track all the stats on one PC or have all team managers track their own team stats on their own PC. Then submit a league file to the league statistician who merges this data. Here's how it works:

Creating a Team Summary (League) File (*.LEA)

- Each manager or team representative tracks their own team's stats on their own computer **or** all stats are tracked by a single person on one computer
- In the game form select [Compile Stats][Create a Team Summary File] or if you will be sending your file via the Internet use the TurboLink button on the Team Form to make the summary file. This file includes stats for the Game Types you select.

- Select the **Season** game type (or what your league decides)
- All stats will be processed regardless of the user's on/off selections
- Your entire team stats are summarized in the *.LEA file and this file must be updated after you add any new games or modify any existing games
- If you are using TurboLink you will be prompted to FTP the file to your league website
- Repeat for each team in your league

If you are entering all the stats for the league on one computer then choose the option in the Game Form. Compile Stats > Team Summary File > Make League Disk on Exit. This way each time you exit the game form your league summary file will be automatically updated.

Merging Stats From Other Teams (complete or Pro version only)

- In the Stat Viewer select [File][Merge Files]
- Select each *.LEA file on the disk or press [Merge ALL]
- If the files are on the Web click FTP in the Open File window
- TurboStats will create a merged stat report for each player/team along with standings
- Follow the procedure for making leader report to make a league leader report

League Discounts

If you are trying to convince your entire league to use TurboStats we can help by making the software more affordable. We sell League packs of 10 or more copies at a very discounted price. Contact our sales office for a quote. 1-800-607-8287 9-5 EST

Creating Team Records (Complete & Pro version only)

You can create a stat report representing your team's batting/fielding/pitching/base running individual season records by following these easy steps:

1. Create a team summary disk from the game form [Compile Stats][Prepare a Team Summary File][Current Drive]
2. Open the Stat Viewer and merge in this report [File][Merge]
3. Save this report as your record report [File][Save As] > "records.sts"
4. Next year follow the same first step to summarize your new team
5. Open the Stat View and open your previously saved record file [File][Open] "records.sts"
6. Merge in your new team records and save [File][Save]. Don't clear the current report
7. Repeat each year

Creating Team Career Databases

You can create a team career database for your entire team's history :

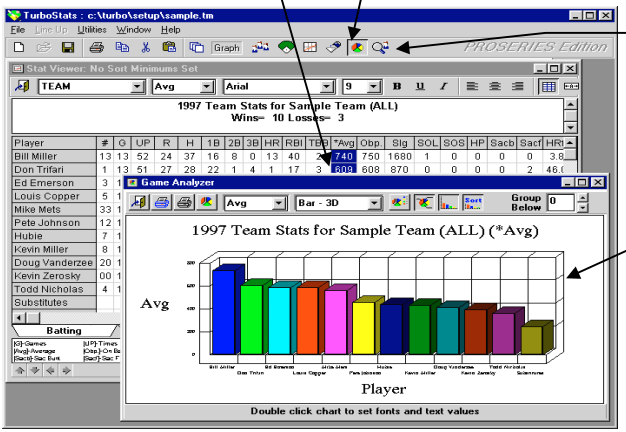
1. Create a new team file and call it Career.TM (or something like it)
2. Add every player that ever played for your team. (up to 999 players)
3. In the game form, create a new game. For the Opponent enter a year like 1962
4. Add in all players that played that year and enter their total season stats or import the season total from the .lea file for that year. (see Creating Team Summary File above) Using the Games > Import Game > from Team Summary File
5. Repeat each year to track your entire team's career history

Plotting Team Stats

You can plot any stat in the Stat Viewer with one click. Simply highlight the column you wish to plot and press the plot icon. Note: you cannot plot if the Game Form is open.

1. Highlight any column or any range within a column

2. Click the Team Analyzer icon to compare players (Up and Down Columns)

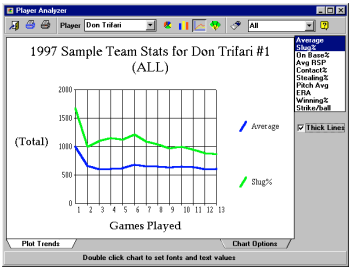


Click the player analyzer icon to analyze a player's performance (Right to Left Rows)

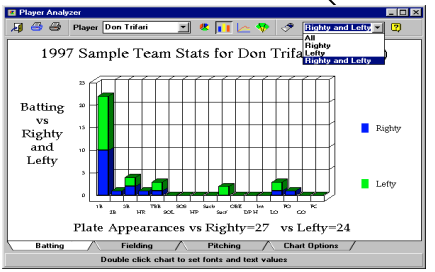
Double click anywhere on the chart to set various chart options

Analyze Player Performance with the Player Analyzer

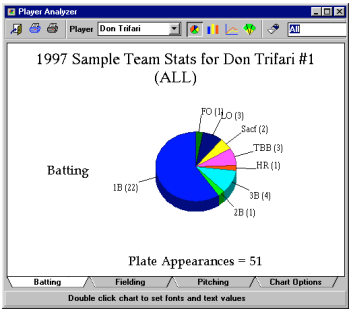
Analyze Player Trends



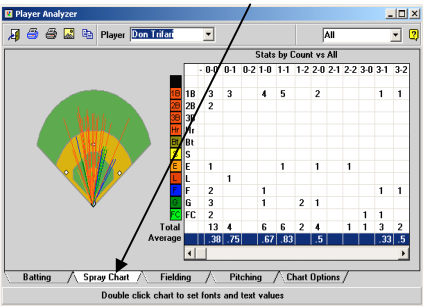
Analyze Righty/Lefty Breakdowns



Analyze Overall Performance



Analyze Spray and Stats by Count



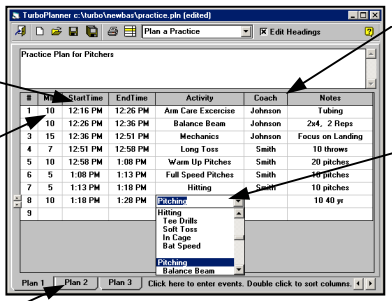
Using the TurboPlanner

Creating a Practice Plan

Start the TurboPlanner by clicking the icon on the top icon bar. When the planner starts the default activity is Plan a Practice. If you're opening a plan that you have previously saved press the Open File icon in the planner window. (not on the main icon bar).

Enter the Starting Time for the Practice

Next enter either the Minutes you want the first Activity to last, or the End Time for the Activity. If you enter Minutes then the End Time is Calculated. If you enter End Time then Minutes are calculated



Type in or Click the pull down arrow to select the Coach to run the Activity

Type in or Click the pull down arrow to select Activity. Choose Edit List to modify the master list. Use some spaces to indent categories if needed

Each plan can have up to 3 sub plans. Click the tabs to change plans. To change or delete any column heading click the [x] Edit Headings box. Edit or delete the heading. Then recheck the box.

Creating a Team's Game and Practice Schedule

When the planner starts click the pull down list and choose Plan a Team Schedule. Enter your Game schedule in the Game Tab and your Practice schedule under the Practice Tab. To combine both schedules click on the Combined Tab. Sort by Date to mix the schedules.

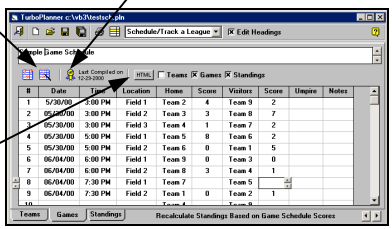
Creating a League Schedule and Tracking Standings

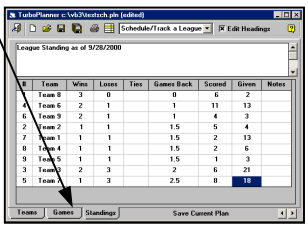
When the planner starts click the pull down list and choose Schedule/Track a league. In the Team tab enter all the team's names in the conference/division you wish to track. All additional columns are for reference only and do not have to be filled in. If you have multiple divisions with separate standings you will need to make a separate Planner file for each. After you enter your team information click on the Games tab if you wish to create a

Click to generate a schedule

Click to create HTML Web pages from any of the selected forms. Then TurboLink will run so you can copy them to your website

Click to calculate standings from game scores





schedule or enter an existing schedule. TurboStats will automatically create the game patterns but will not assign fields, times or umpires. You need to do that manually. Check the website to see if this feature has been enhanced. The benefit of adding the game schedule is that you can track each game individually, post the schedule on a website and allow coaches to fill in their game scores and submit them to you. Once you enter a game score it will appear on the updated Web page. Then TurboStats will calculate the standings from the scores on the Game Page. If you do not want to track game by game you can just go right to the Standings page and enter the wins, losses, etc manually. Just remember not to ever press the Compile Standings button in the Game Screen.

Planning a Tryout and Draft

When the planner starts click the pull down list and choose Plan a Tryout and Draft. In the Player tab enter all the names of the players in the draft. You can optionally add player information. Then click on the Ratings tab if you want to rate each player. You can sort by any column by double clicking. Click on Draft and the Ratings page will be used to create a draft page. As the draft progresses click back to the Ratings page and then back to Draft to clear drafted players.

Chapter 3 Troubleshooting

Installation Problems

File is Out of Date or Version Mismatch Error Message

If you get this message you probably already have some of the system files ***Turbo*Stats** uses on your hard disk. You can delete the file that is out of date from your c:/windows/system directory or run the batch program uninstall.bat from your TurboStats install disk. The reinstall TurboStats. If you are still having problems visit www.turbostats.com/support.

File is in Use Message

TurboStats using many DLL's and OCX's that may already be on your computer and shared with other application. If another application is running and you are installing TurboStats the installation program will not be able to update a system file. This many not cause any problems however if you do get this message and TurboStats does not run properly after it's installed do the following:

1. Restart Windows. Close all running programs. Reload TurboStats.
   If that does not work then try…
2. Restart Windows. Search for the file that can't be installed and delete if from your computer. Then install TurboStats again.
3. Check our website support page for more tips. www.turbostats.com/support

Printing Problems

Stats overlap: You should auto-adjust your grid prior to printing to assure that the printed fonts will not overlap. Note: screen fonts may actually appear larger or smaller than printed fonts. Auto-adjust uses the printed font size for spacing.
Changing portrait or landscape does not work: Some printer drivers do not support this option from within an application. Solution: change the page orientation using the control panel prior to starting TurboStats.
Nothing prints and printer icon is red: You have turned off Page break. Select File> Page Setup and turn Page Break Stat Reports on. Use File > Printer Form feed to eject.

Printing Error #5

Question: *I get printer error #5 when printing to my Laserjet 4050, 8150 and other NEW HP Printers.* **Answer:** There have been errors reported with the new HP printer drivers. Get the latest driver from HP or install another laserjet driver like the 4000, Laserjet III or Laserjet V. You can leave both drivers on your system connected to the same printer port..

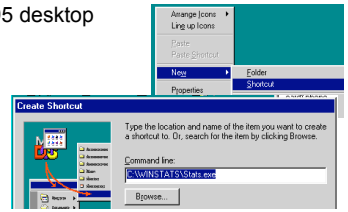
If your printing over a network make sure you connect the printer to an LPT port.

Printing with Windows XP

TurboStats 11.0 supports all long network printer name paths and USB printers but due to an XP bug with Visual Basic 6.0 you may have problems swapping between Portrait and Landscape mode. The solution is to switch between portrait and landscape mode using Windows XP Start menu>Control Panel> Printers> View and changing the print mode first. Right click and choose Printing Preferences- then portrait or landscape. You can also choose to Add a Printer. Pick the same printer and give it a different name like Laserjet V Landscape. Set that printer to landscape mode and just change printers in TurboStats before you print. Check our support site online to see if there are any patches for this issue.

Creating an Icon on Your Desktop to Start TurboStats

If you would like to create an icon on your Windows 95 desktop follow these instructions.



1. Right click your mouse anywhere on the desktop
2. Select New > Shortcut from the pop up menu
3. On the command line type c:\winstats\stats.exe
4. Click NEXT and enter a name for the shortcut
5. Press Finish

How to Download Updates and Patches

Frequently, TurboStats provides enhancements and some times even bug fixes for free downloading from our website. To see if the version you are currently using has any patches visit www.turbostats.com and click on Support Site. Then click on Baseball from the Support menu. If there is an update you can download it by clicking on it and choosing Save to Disk. After the update downloads you can run it by double clicking the EXE file. Make sure you close TurboStats first. If you download and install it correctly you will see the new version in the Help screen when it starts up.

How to Contact Technical Support

Because of the enormous popularity of our software you may experience some wait time when phoning in for support. We provide complete support information on the website and on the CD under View Documentation. Please make every effort to search these databases for answers before you try phone support. However our staff is here to help you if you can't resolve your issue by first using the following sources.

- **Check the ? Quick Tips Icons** on different forms in the Program
- **Read the Users Manual**
- **Visit** www.turbostats.com\support
- **Use View Documentation on the CD. Choose HTML and support**
- If you cannot resolve your problem using any of these sources then:
    1. Send us email message at support@turbostats.com
    2. Call the ***Turbo*Stats** technical support line Monday through Friday 973-334-7828

Running Under Microsoft Vista

If you have problems Running on Windows Vista Turn User Account Control [off]

Go to [Start Menu]
Click on Control Panel
Click on User Accounts
Click "Turn User Account Control On or Off
Click Continue
Uncheck "Use User Control" then click OK
Run TurboStats and make sure everything is working
Now you can turn User Account Control back on if desired

Starting a New Season

To create a new season first create a new TurboStats team file using File>New Team. Then in the Team Form press [Import] and open up last years team file. Double click to bring over all returning players. If you are also using ScoreKeeper then delete all the old games off your PDA and Hotsync. In the TurboStats import screen press [RESET] button.

Chapter 4 Working With ScoreKeeper

ScoreKeeper for the Palm OS (only $69.95) is a breakthrough product that is used and loved by thousands of coaches. ScoreKeeper not only saves you a tremendous amount of data entry time but it also provides you with important information about your opponents, in real time, that has been proven to help teams win championships. If you did not yet purchase ScoreKeeper you can try the demo on the CD. Click the Palm Icon to install it on your Palm OS 3.0 or higher PDA. ScoreKeeper will not work on Pocket PC or CE.

How TurboStats and ScoreKeeper Work Together

ScoreKeeper is a live game tracking program that works just like a scorebook. You track stats for batting, fielding and pitching while you score the game on your Palm OS PDA. ScoreKeeper 6.0 can also track pitches thrown and location as well as spray charts for each at bat. After the game you HotSync your Palm OS PDA with your computer (by pressing one button) and ScoreKeeper copies all your games files from your PDA to your PC. PDA's have a user name and there is a directory on your PC usually c:\palm\your user name\backup where all the HotSynced game files go. Since each game has two teams worth of statistical information, ScoreKeeper makes a separate entry log for both teams.

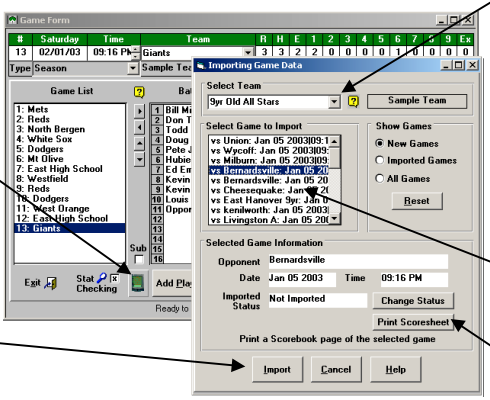
Steps to Import Stats from ScoreKeeper into TurboStats

To import games into TurboStats first create a team in TurboStats on the PC using the FILE> New Team command. Or use FILE> Open Team if your team file is already created. If you already have a lineup on ScoreKeeper then add just one player to your TurboStats team and press the GAMES button in the lower right corner of the Team Form. Then click the PDA icon. At the top of the form you will see a pick list of team names. These names are the Lineup names you create in ScoreKeeper. Select a name and you will see all the games that team played in. ScoreKeeper also tracks the games that have already been imported to prevent you from importing the same game twice.

1. Create a team with at least 1 player on it. Then press the GAME button

2. Click the PDA icon

5. Click Import to bring in the game stats. If there are new players that are not on your TurboStats team you will be prompted to add or skip them.



3. Select the team name you want to import. These names match the Lineup names in ScoreKeeper. Note: if your Team name in TurboStats contains the team name in ScoreKeeper it will be automatically selected

4. Select a game from the list to import.

Click to print a ScoreBook page

During the import process you may be prompted to add the player OPPONENTS. Press NEW to create this player and the totals for each opponent will be imported into each game.

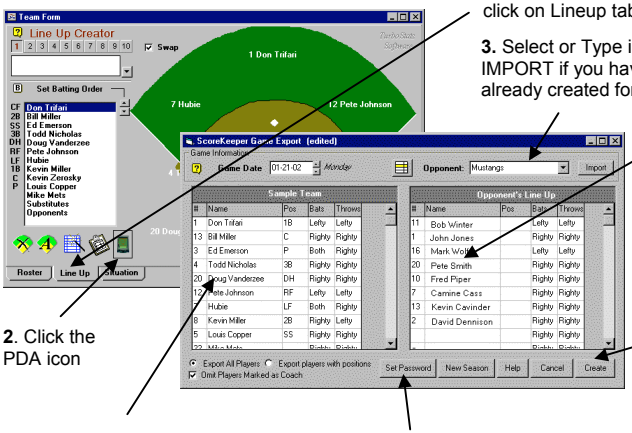
What to do if you do not see your ScoreKeeper game in the list?

1. Press the pull down list for SELECT TEAM and look for a second spelling of your team name. You might have changed the name in the Lineup in ScoreKeeper. If you find another name you can import the games without a problem.

2. If you still cannot find the games press the **Reset** button on the form. This will clear out all games that are not currently on the Palm Pilot. Press the Help button for more options or visit our support site www.turbostats.com/support and view the Hotsync Issues.

Exporting Game/Lineups from TurboStats to ScoreKeeper

Most users find it more efficient to first create your Team Roster in TurboStats. Enter all your players names, numbers, batting and throwing information first. Then click on the LINEUP tab at the bottom of the TurboStats team form. Use the TurboStats lineup creator to drag your players onto the field and set a batting order. Then press the Palm PDA icon in this form to bring up the export game screen.



1. Open a team in TurboStats and click on Lineup tab below

3. Select or Type in an Opponent's Name. Use IMPORT if you have a TurboStats team file already created for the opponent

If you know your Opponent's roster you can type it in now. Otherwise leave it blank and enter it at the field on your PDA

2. Click the PDA icon

4. Press Create to make a ScoreKeeper Game file. Then HotSync your PDA

Your batting order and fielding positions will appear automatically. You can easily change them on the PDA later. ScoreKeeper can bat up to 99 players.

The first time you use it you have to enter your ScoreKeeper password

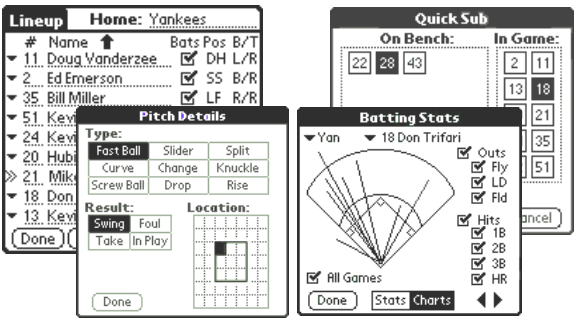
You will be prompted to choose who is the Home/Visitor team. This decision can be swapped in ScoreKeeper later if it will be determined by a coin flip. In ScoreKeeper view the Lineup for either team and press the palm MENU button or click on the word Lineup

You will also be prompted for a GAME file name. This is a very important step**. If you create a game file name that is the same as another game you already scored, the old game will be lost** when you Hotsync. A good system is to name the game after the opponent and put a number at the end for the time you played them. For example REDS1, REDS2, REDS3. Etc. Do not use the \ or / character in the name if you are using a date. Enter dates as REDS7_14_03 or REDS71403.

The ScoreKeeper Manual

For more information on how to use ScoreKeeper insert your CD and choose View Documentation. Then choose the ScoreKeeper Manual. **Happy Scoring** …

On the PDA Tap LINEUP to swap Home & Visiting Teams



Chapter 5 Statistics and Abbreviations

BATTING / BASERUNNING:

[UP]- Trips to the plate
[BB] - Base on Balls
[K] - Strike Outs
[HP]- Hit by Pitch
[1B] - Singles
[2B] - Doubles
[3B] - Triples
[HR] - Home Runs
[RBI] - Runs Batted In
[Runs] - Runs Scored
[SacF] - Sacrifice Files
[SacB] - Sacrifice Bunts
[SOL] - Strikeout Looking
[SOS] -Strikeout swinging
[SO] – Total Strike Outs
[IBB] - Intentional Walk
[TBB] - Total Walks
[H RSP] - Hits with RSP
[AB RSP] - Atbats with runners in scoring position
[Int] – Interference
[SB] - Stolen Bases
[CS] - Caught Stealing
[DP H] - Double Plays hit into
[OBE] On Base By a Fielding Error

[AB] - Official Atbats
[AVG] - Batting Average
[Slug %] - Slugging Percentage
[HR Freq] - HR Frequency (AB/HR)
[H] - Total Hits
[AvgX] - Avg.for the Last "X" Games
[G] - Games Played In
[TB] - Total Bases
[SB%] - Stealing %
[S-Avg] - Total Cumulated Batting Average
[OBP] - On Base Average (Hits + TBB + HP + Int) / (AB + TBB + HP + Int + **SacF***)
(*yes - Sacrifice flys do count against your on base percentage and that's official)
[OBS] - On Base Average + Slugging %
[OBA e] - On Base Average Including Errors (same as above but add errors)
[Trend] - Delta change in Batting Average over X Games (see page 2-10)
[Avg. 2] Batting Average where walks count as hits and Sac Flies count as At Bats
[TA] - Total Average **-** Calculation of various batting (TB + SB + BB + HP) / (AB - Hits + CS + DPH)
[RC] - Runs Created = (H + BB + HP - CS - DPH)*(TB + .26(BB + HP) + .52(SacB + SacF + SB))/ (AB+BB+HP+SacB+SacF)
[LQ] - Leadoff Quotent = (OBP 2 + Slug%)/3 + (SB – CS*2)/100
[Cont%] - Contact% = 1 - SO/AB
[HS] - Hitting Streak (consecutive games with a hit)
[FC] - Fielder's Choice
[LO] - Line Out
[FO] - Fly Out
[GO] – Ground Out
[H2L] - Balls Hit to Left
[H2C] - Hit to Center
[H2R] – Balls Hit to Right
[LOB] – Left on Base

FIELDING:

[Inn] – Innings at position
[**PO] -** Put Outs
[A] – Assists
[F%] - Fielding %
[ET] - Throwing Errors
[EF] - Fielding Errors
[2B-P] - Double Plays
[CH] - Chances

CATCHING:

[PB] -Pass Ball
[CSB] -Stolen Bases Off Catcher
[CCS] -Base Runners Caught Stealing by Catcher

PITCHING:

[IP] - Innings Pitched
[#BAT] - Batters Faced
[RS] -Total Runs Allowed
[ER] -Earned Runs Allowed
[BK] - Balks
[BB] – Walks
[IW] - Intentional Walks
[SO] – Total Strike Outs
[Hits] -Total Hits Against
[HR] - Home Runs off Pitcher
[SacF] - Sacrifice flies
[SacB] -Sacrifice Bunts
[W] -Wins
[L] -Losses
[S] -Saves
[HP] -Hit By Pitch
[WP] - Wild Pitch
[CG] - Complete Games
[GS] - Games Started
[B] -Balls Thrown
[St] - Strikes Thrown
[SOL] – Strikeout Looking
[SOS] – Strikeout Swinging
[ND] – No Decisions
[Shut] - Shut Outs
[TP] - Total Pitches Thrown
[Avg] -Batting Average
[HR%] Home Run Freq.
[ERA] - Earned Run Average
[Win %] - Winning %
[G] - Games pitched
[Ratio] - Ratio
[P/G] - Pitches/Game
[K/G] - Strike Outs/Game
[W/G] - Walks/Game
[S/B] - Strikes/Ball
[1st] – First pitch Strike

Note: ERA innings per game do not get adjusted if the game goes into extra innings or is called early.