*TURBO*STATS for FOOTBALL 6.0

LIVE SCORING GUIDE

TurboStats Software Company
PO Box 144
Towaco, NJ 07082
www.turbostats.com

The *Fastest*, Easiest Way To Keep Stats & Video

Setting Up Your Teams

While TurboStats only allows opening one team at a time for viewing stats, the Live Scoring Form allows the opening of a second TurboStats team file for the opposing team. Use File> New Team or press the [Create a New Team] from the Main Menu, to create a TurboStats team file for all your opponents. To create additional teams, close the first team and use File>New Team again. If you don't wish to track individual opponent's stats TurboStats will create a player called OPPONENTS in your TurboStats team file to track the opponent's total stats. If your opponent uses MaxPreps or can send their roster electronically as an excel or comma separated file, TurboStats can import all the players names and numbers.

Enter a two or three character abbreviation used for tracking scores and field locations in during live scoring

Click Add/Save to add players to the team. Names are required, numbers can be added later but are required for creating boxscores

Click Import to import players from MaxPreps, last seasons TurboStats team file or a comma separated file from Excel (save as *.csv)
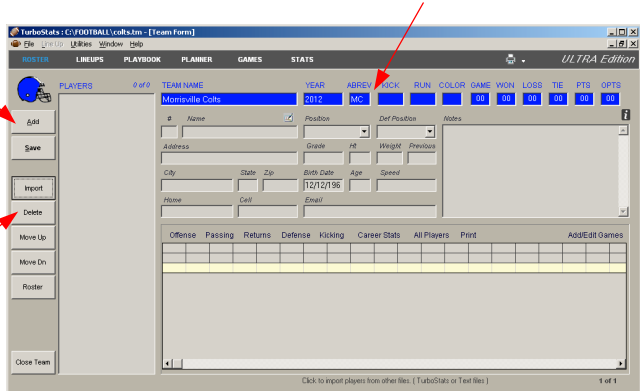
How to Start "Live Game" Scoring

Click GAMES to enter the Game Form. Press [Add Game] to create a new game, then select <Browse> in the opponent's box to choose an opponent from the available team files you have already created. Otherwise, type in the opponent's name in the Game Form and press [Live Score].

Click Add to create a new Game

Press GAMES to enter the Game Form

Click the pull-down list and select <Browse> if you have already created a TurboStats team for the opponent. Otherwise just enter the opponent name

Press LiveScore to open live game scoring
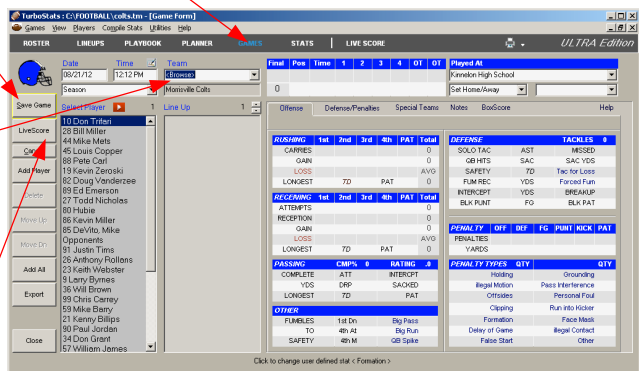
Setup a Game to Score

After the Live Game screen starts, if you didn't create an opponent's team, press [Lineup]. You can create the opponent's lineup up front or add players on the fly. If you don't care about the opponent then you don't need to open a file for them. TurboStats will automatically create an opponent's team with player 0-99.

Click to set game preferences like time, timeouts, etc

Click to edit the team abbreviations before the game starts. If you change them later make sure you don't use the same abbreviation for both teams or you won't be able to fix it

Set team with possession or kicking off

Press Lineup to enter players on both teams
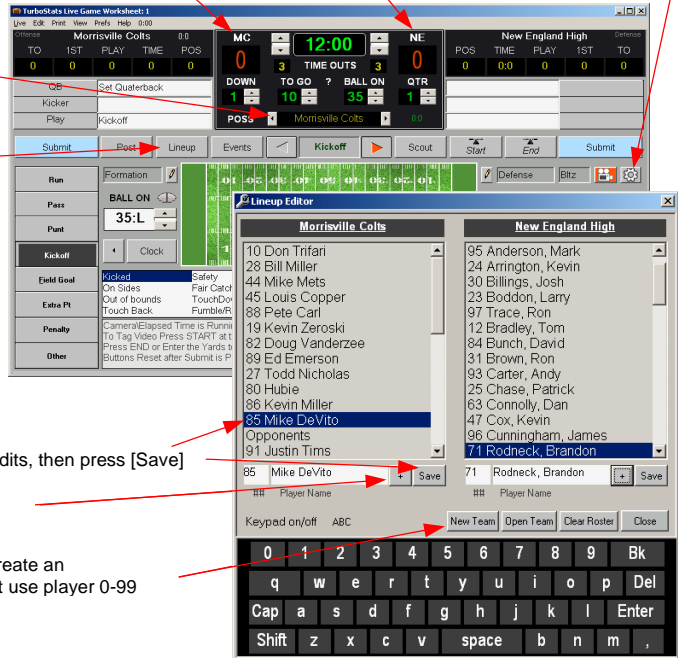
Select a player, make edits, then press [Save]

Press + to add a player

Click Open or New to create an Opponent's team or just use player 0-99
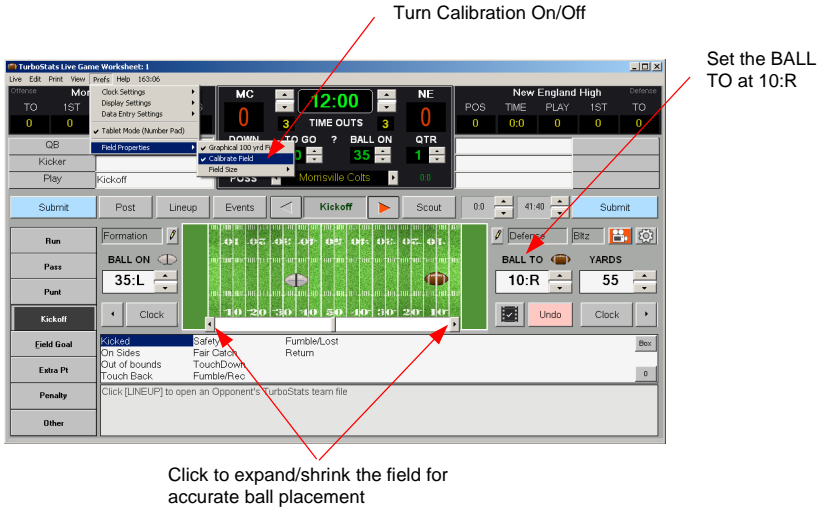
Setting Game Preferences

Set the amount of time for each quarter and the rest of the game properties for your league. While the tracking of actual clock time is optional, you can track possession time without having to run the clock. Just edit the time right before a change of possession, before you press Submit. If you choose to run the clock, (your play-by-play will look better) use the Clock Control Tab to adjust settings to make tracking the clock easier. You can adjust settings to stop the clock when the ball goes out of bounds, incomplete, spiked, etc.

Set the yardlines for kickoff and the value of run/pass extra points. Note: you can also use the menus in the LiveScore screen to set many of these same preferences if you use the mouse. Either way they will be updated in both places.
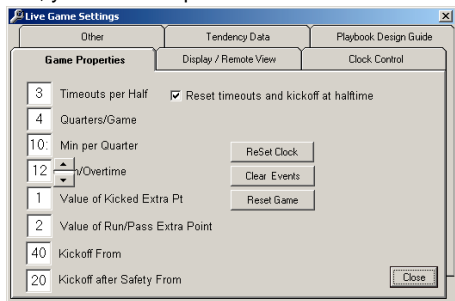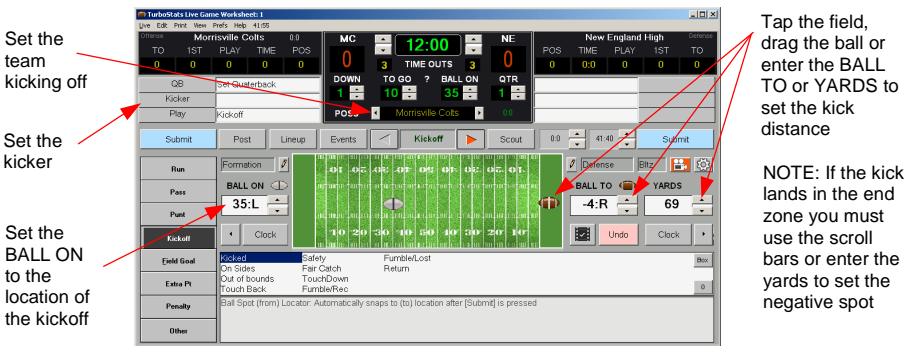
Calibrating the Graphical Field

The graphical field can become slightly out of scale depending on the various adjustments in the size of the live scoring screen. You can calibrate the field to aid in scoring using the PREFS>FIELD PROPERTIES>CALIBRATE FIELD menu. To adjust the field set this option on and use the scroll bar to expand/reduce the image. It's best to put the ball on the 10:R yardline with the BALL TO box and then continue to click the calibrate scroll bar arrow till the field line for the 10 yardline aligns perfectly with the center line of the ball. Use the PREFS>FIELD PROPERTIES>CALIBRATE FIELD menu again to hide the adjusting scroll bar.

Turn Calibration On/Off

Set the BALL TO at 10:R

Click to expand/shrink the field for accurate ball placement

How to Kickoff

To start the game put the kicking team on the left (Offense) side by pressing the possession arrow on the scoreboard. Press the Kickoff play type. Select the kicker from the pull-down list or by typing in the uniform number. Put the FROM BALL on the correct yardline and then after the kick put the TO BALL at the location the kick was fielded.

Set the team kicking off

Set the kicker

Set the BALL ON to the location of the kickoff

Tap the field, drag the ball or enter the BALL TO or YARDS to set the kick distance

NOTE: If the kick lands in the end zone you must use the scroll bars or enter the yards to set the negative spot

Press SUBMIT to record the kicking yardage. The program will switch to Return Mode and you can click on the player who received the kick, move the TO BALL to the final position on the field to record the return yardage, select the tacklers from the list on the right and press SUBMIT. "Tackled by" may change to Recovered by, Intercepted by, Assisted by or Sacked by based on your selections during the game.

Tracking Tackles

The one area in football statistics that has not been standardized is how to score defensive tackles. To solve this problem, TurboStats provides a flexible solution to meet the needs of various scorekeepers. To credit a player with a *FULL* tackle, select the player's name in the *Tackled by* box. Only one player can get a full Tackle on any one play. However, if two players are equal in their tackling effort the scorer can choose to give both players an assist and not to award a full tackle. In this instance, leave the *Tackled by* box blank and enter two players in the *Assisted by* box. If the scorer decides that one player made the initial hit and wants to give that player credit for a full tackle but also award an assist to another player, then enter that player in the *Tackled by* box and any assisters in the *Assisted by* boxes. The player in the *Tackled by* box will receive a full tackle while the *Assisted by* players will receive an assisted tackle each. NOTE: If you only enter one player in any of the three boxes, that player will get a full tackle even if the name was entered in the *Assisted by* box.

How to Enter Plays

TurboStats automatically creates playbook files for both teams based on standard field locations like Right Guard, Deep Right, etc. Each of these play codes corresponds to a specific field locations which is used to compile tendency data. If you have TurboStats Ultra or Platinum you can view live updated play tendencies by clicking the ? on the scoreboard. To compile this data you can just use the default play names or create your own custom playbooks that include the play codes for each area of the field the play is designed to run through. Play codes are found in the preferences tab under Playbook Design Guide. The play codes must be contained within square brackets. To edit the playbook for either team click in the Play box and scroll down to the bottom and press Add. You can use whatever terminology you like for play names but include the play code with the two brackets in with the name. For example the play 42 Blast must be entered as 42 Blast [2] or 4[2] Blast or [2] 42 Blast. As long as the play code for the 2 hole is in the name, it can be used to display compiled tendencies. To conform with the Delaware offensive numbering scheme put a D in front of the number. For example play: 124 should be entered as 124 [D4]. See the design guide for a complete list of play codes.

General Scoring

You can manually set the BALL ON, Downs, TOGO, etc if for any reason they are not correct during automated scoring

Tip: click/double click balls to set 1st or 2nd Formation & Defense in list

1. Select Play Type Run/Pass

2. Select Formation, Play, Defense (all optional)

3. Click on the field to automatically set play (if it's blank). Then drag ball or use BALL TO or YARDS to move ball to final spot
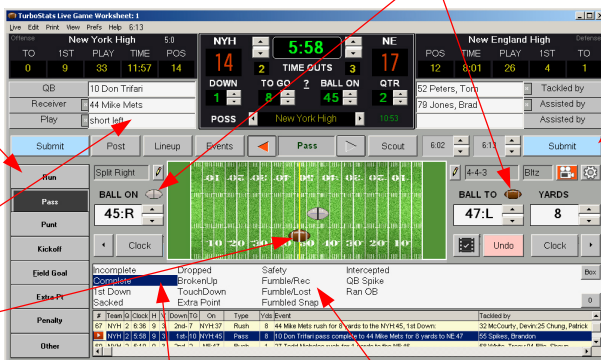
4. Select one or more results in the Play Results Box If not automatically picked

5. If there is a fumble/interception, enter it here along with the yards of the initial run or location of the interception. After pressing SUBMIT you will be prompted for Return Yards and Tackles

6. Press SUBMIT to enter the play

How to Enter Extra Points

After a touchdown TurboStats will put the ball on the 3 yardline and automatically select the Extra Point play type. You can edit the BALL ON spot manually if needed. If it is a Kicked Extra Point select the kicker and press Good or Missed. If it is a Run or Pass select the Run or Throw button and choose extra point from the result pick list if the point was successful. The points will be credited based on the values for extra points in the Game Preferences.

How to POST DATA back to the Game Form

Press the POST STATS button if you want to update the current stats for the original team you opened to start this live game session. It is not necessary to Post Stats till the game is over. Once the data is Posted you can no longer UNDO past that point and the data is securely written in the Game Form. If you would also like to track the Opponent's season totals you can open another copy of TurboStats and import the game log for the opponent. Since most teams might only care about making the game boxscore, this is an optional step.

If you would like to post the Opponent's Total Stats do the following: After the game is over choose the menu "Live Game> Compile and post Opponents Totals" or exit out of the live game and this file will be created automatically. If you want to import the stats for each player on the opposing team exit out of the current team or start another session of TurboStats for Football and open the other team's .TM file. Go to the game form and enter a new game. Then choose the File > Import Game menu to bring in the stats.

How to Edit Player Data

After you press the Submit button the data is entered into the play-by-play and also one of two logs files which are now hidden and almost always not touched by the user. Use UNDO whenever possible to make edits or POST the data and then make changes in the Game Form. You can edit these logs manually if you are careful not to delete any of the important delimiters required to post the stats correctly. If you want to edit the logs we still provide a way for you to view them using the VIEW menu. Choose VIEW>Unposted Team Play Log or View>Opposing Team Play Log. It makes no sense to touch the Posted Team Play Log since that data is already entered in the Game form and must be edited there. We are moving towards removing these logs altogether and posting data directly from the play-by-play, however, not all information is currently available in the play-by-play so the logs are still necessary to bring over all the statistics.

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

---

How to Edit Plays, Formations & Defenses

During a live game you might not have time to enter all the formations and defenses that are called. Since this information is not used in the TurboStats Game form you can edit it at any time by just selecting the cell in the play-by-play and choosing the correct Play, Formation, Defense from the pull down list.

How to Track Stats for Plays & View Tendencies
(ULTRA users only)

Use the Scout Button to view stats for Plays, Players, Downs, Distances and Defenses.
We are working to provide this ability across all games but currently you can only view data
for individual plays on a game-by-game basis. The Tendency data will support multi game
compiling. In the PREFS screen select
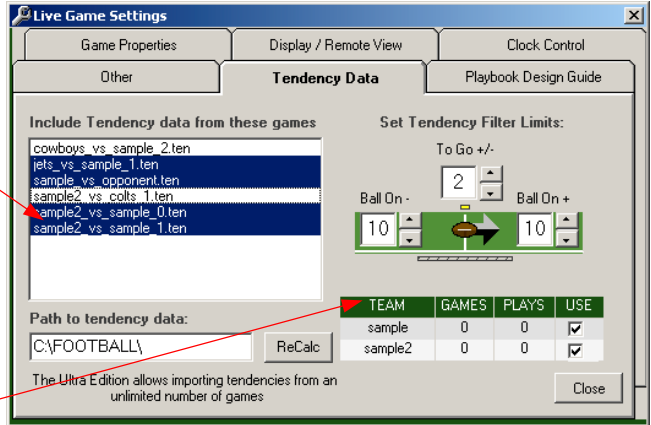
Highlight the games
you wish to use in the
Tendency display

Set the criteria for
Tendency
calculations based on
the spot of the field
and To Go distance

NOTE: If you are backing up your data from one machine to another you must manually
copy the *.ten files as they are not included in the individual Team backup. You can
recreate these files by opening the LIVESCORE games again as the .ten files are
automatically created/updated when you exit LIVESCORE for that particular game.

Click the ? to view Tendencies.
Click AUTO to auto redisplay after
each new play

Uncheck any of the Tendency
filters to turn off that filter and
display more play information

If you have
the Ultra
Edition,
Tendencies
from all other
games will
show here.
Turn off to
show only
Tendencies
from the
current game.
The number
in the box
represents
the total
number of
plays being
considered