*T*URBO*S*TATS for *F*OOTBALL 6.0

PLAYBOOK DESIGN GUIDE

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The *Fastest*, Easiest Way To Create Playbooks

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Chapter 1 Playbook Overview

The TurboStats Animated Playbook is a powerful tool for the 21st century football coach. Designed by experienced coaches this state of the art product will revolutionize the way you design plays, analyze your opponents and win football games. The product is packed with advanced playbook features while still being very easy to learn and use. Using the TurboStats Animated Playbook you will be able to :

- Create unlimited playbook files
- Create offensive and defensive plays
- Add over 1000 plays per playbook file
- Create over 1000 steps per play
- Create complex plays in minutes
- Easily modify, delete and rename plays
- Customize player numbers and abbreviations
- Customize line, arrow and block styles
- Run plays in full animation or one step at a time
- Step forward, backwards or pause plays
- Maintain a database of offensive formations
- Maintain a database of defensive formations
- Maintain a drill database
- Setup plays with up to 22 players turned on
- Turn on/off up to 10 cones
- Publish playbooks with up to 9 plays per page
- Share playbooks with other coaches using TurboStats

We hope you enjoy using this product as it is the result of many years of development. Please visit our website www.turbostats.com for tips, FAQ, technical support and updates. Your comments are always appreciated and can be emailed to us at turbostats@aol.com. We sincerely hope that this product will help your team win more games and make your coaching job a little easier.

Chapter 2 Using the Animated Playbook

Getting Started

Before you get started using the playbook you must first install the program onto your hard drive

After the program is installed start TurboStats for Football using the Start> Program Files> TurboStats> TurboStats for Football menu

Open up any team file using the File > Open Team menu

Click on the Playbook Tab at the bottom left corner of the screen

The Playbook Components

Database Selector

Playbook Organizer

Quick Tips

Drag players to create plays

New Play button

Play Selector

Step Selector

Animation Controls

Draw Lines

Change Field Views and other settings

Pop-up Style Selector

Step Forward and Back

Pop-up Print Manager

Pop-up Formation Selector

Pop-up Playbook Organizer

Working With Playbook Files
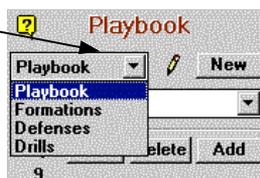
Opening an Existing Playbook

Each time you open TurboStats for Football your last playbook file will be automatically opened. To switch from one playbook file to another use the File menu. File > Open Playbook File

Note: You must open a TurboStats Team file to access the playbook features otherwise the menu choices will be disabled

Using the Database Selector

To quickly switch between your current playbook, Offensive Formation playbook, Defensive Formation playbook and Drills click the Database Selector pull down list.
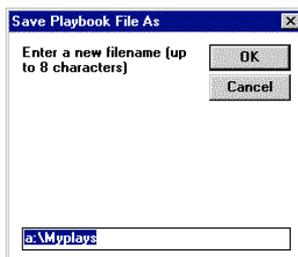
Creating a New Playbook File

There are two ways to make playbook files. 1. File > **New Playbook File** will start you off with a blank playbook or 2. File **> Save Playbook File As** will start you off with a copy of the current playbook file.

Backing up and Sharing Playbook Files

To put a copy of your current playbook file on a floppy disk choose the File Save Playbook File As menu choice. Type in A:\Myplays or any other 8 character name. To move this file to another computer first open the playbook file from the floppy disk using File Open

Playbook File and then choose File Save Playbook File As. *You can also use you're My Computer Icon or Windows Explorer to copy the playbook files which end with a .sit extension.*

Submitting Playbook Files to be Posted on our WebSite

We are looking to build a database of playbook files for our user to share. If you want to email your playbook file to us to be posted on our website simply attach the file you created (example: myplays.sit) to your email and send it to turbostats@aol.com. We will post the file with your name (and email address if you desire) as the creator so you can get some recognition from other coaches.
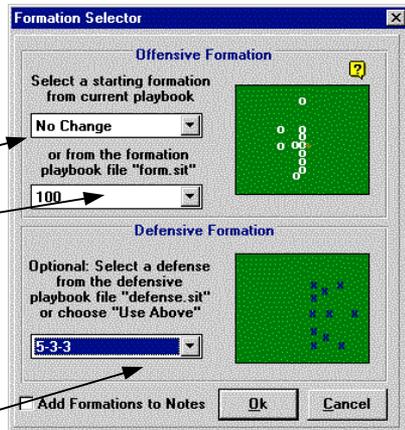
Creating New Plays

Plays are made up of a series of STEPS. In a step any or all players and the ball can move in a straight line from their positions in the previous step. When you first create a new play there is only one step. Step 1 is the starting formation step for both the offensive and defensive players. Creating plays is both a fun and easy process. Just follow these simple steps.

1. Press New Play Button

2. Enter a play name when prompted

3. The new play will now appear in the play list

The Formation Selector will pop up for you to choose your starting offensive and defensive formations

4. Select an Offensive Formation. Offensive formations can be copied from your current playbook file or your formation database file

5. Select a Defensive Formation. To use the defensive formation from your current playbook choose Use Above. Otherwise choose a defensive formation from your defensive formation database

6. Press OK when finished
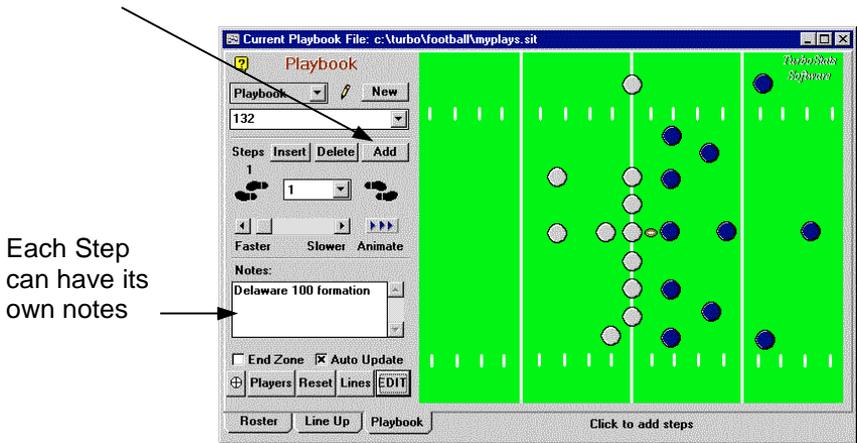

Rotating Plays and Other Options

Plays can be rotated to run from Top to Bottom, Bottom to Top, Right to Left or Left to Right. Click the [x] Rotate box to rotate the entire play at 90° counter clockwise intervals
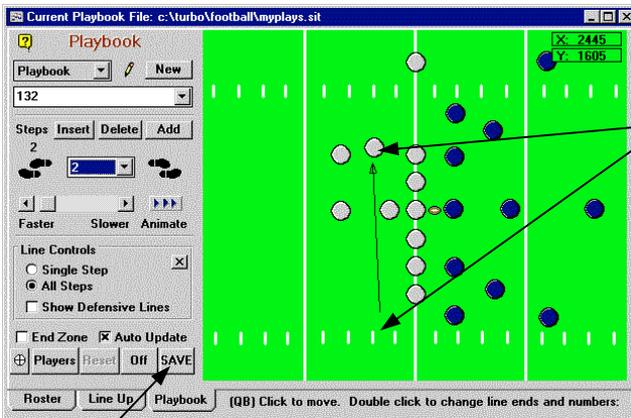
Adding Steps

Now that you have created a play and set your player in their starting formations you are ready to add steps.

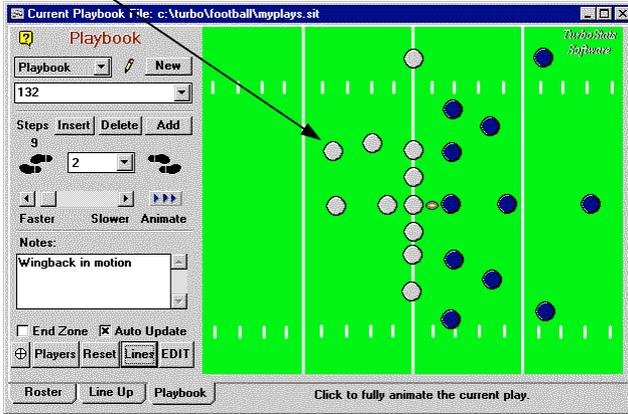1. Click + Step to create additional steps

Each Step can have its own notes

2. If you want to show motion this should be done in step 2.

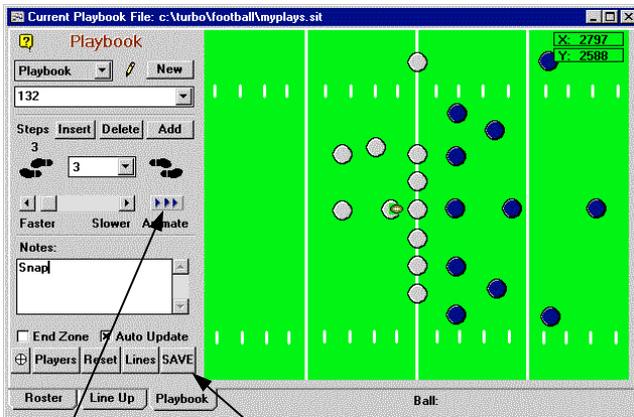Click on the wingback with the left mouse button and drag to position shown

3. Press Save to store the changes for step 2

4. Press Add again to add Step 3. *It is common when first starting to forget to press the add button when creating steps. The user presses Save and then just starts moving players for the next step. This will result in the loss of your work from the previous step.*

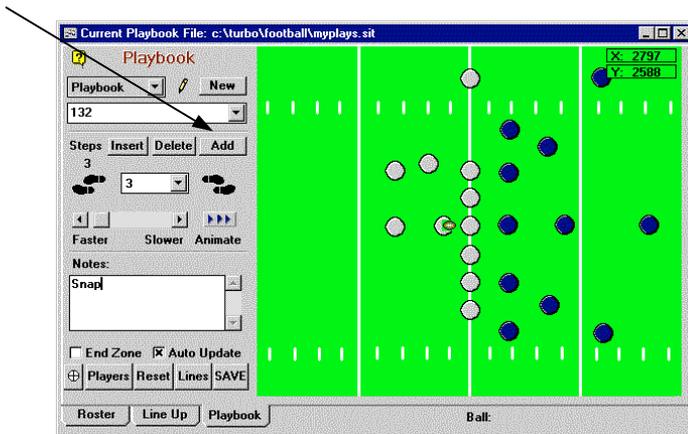5. Now it's time to snap the ball. It's a good idea to create a separate step just for snapping. It makes the plays look more realistic when they are animated.

6. Press Save again to store the changes for step 3

It's a good idea to press the animate button after you enter a few steps to see how the play looks. You may want to make changes before you get too far along in your play design.

7. Press Add again to add Step 4. Did you remember?

Notice that each time you add a new step, it starts with the players in the position of the previous step. It's important to press Add while the last step is displayed. If you happen to scroll back a few steps and then press Add you can press the Delete button, move to the last step and press Add again to correct your error.

8. Now it is time to move everyone. If your goal is to create a nice printed playbook It's a good idea to leave the defensive players alone and only move the offense. If you want the most realistic animated playback possible then you should move everyone. Also remember to move players approximately the same distance each step. If you move any player a far greater distance they will appear to be running much faster than the other players when the play is animated.

Click on each player and drag them to the position they should be in for Step 4

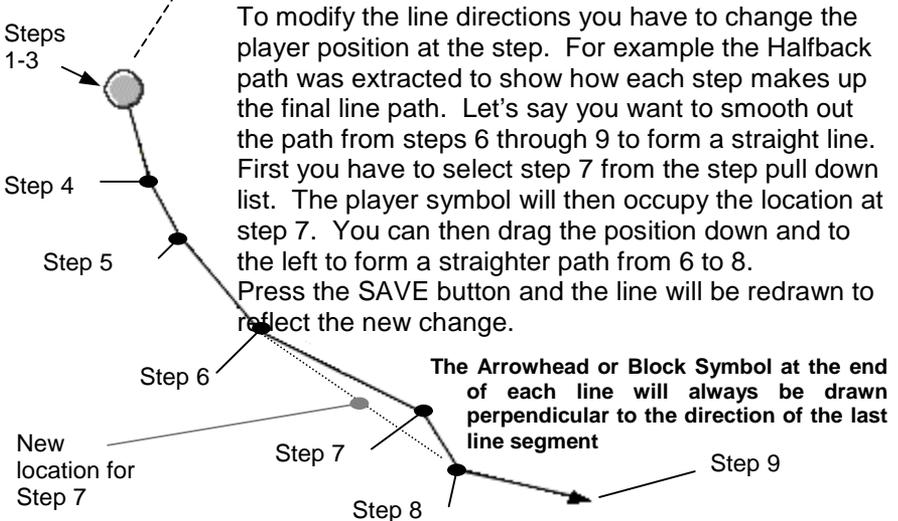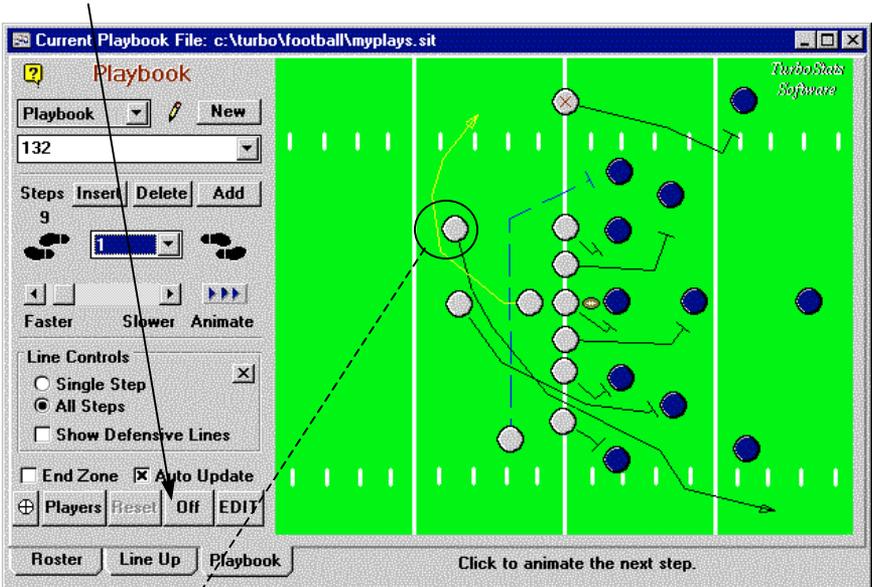Think of this process as electronic bird dogging

9. Press Save again when you are finished changing Step 4

Continue adding steps until your entire play is complete
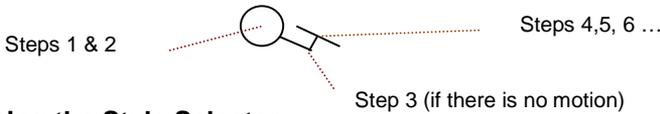
Lines and Arrows

Lines and arrows will be automatically generated based on the x,y coordinates of each step. To preview the line and arrow display on screen press the Line button.

Press Line/Off button to turn the line display on/off

To modify the line directions you have to change the player position at the step. For example the Halfback path was extracted to show how each step makes up the final line path. Let's say you want to smooth out the path from steps 6 through 9 to form a straight line. First you have to select step 7 from the step pull down list. The player symbol will then occupy the location at step 7. You can then drag the position down and to the left to form a straighter path from 6 to 8. Press the SAVE button and the line will be redrawn to reflect the new change.

The Arrowhead or Block Symbol at the end of each line will always be drawn perpendicular to the direction of the last line segment

Steps 1-3

Step 4

Step 5

Step 6

New location for Step 7

Step 7

Step 8

Step 9

Creating a Reach Block

Probably the most difficult skill to master is creating reach blocks. Because the block is always perpendicular to the last line segment it is sometimes difficult to get the block angle exactly the way you want it.

Steps 1 & 2

Steps 4,5, 6 …

Step 3 (if there is no motion)

Using the Style Selector

To change the line and arrow attributes simply double click on any player symbol. The Style Selector will pop up allowing you to do the following:

Change the size of the player symbols

Change the printed caption for each player or choose a fill style

Reset the entire path of any one player

Choose from 3 line end styles

Snap player positions to same coordinates as other steps

Choose from 4 line styles

Change the Line Thickness.

Change the color of lines and arrows

Note: Setting a line thickness will disable line styles dashed and dotted

Style Selector Tips:

- Changing line styles will be displayed immediately if line mode is on.
- After you change a line style press Save to end changes.
- If you want to make the same change on more than one player continue to select players without pressing Save. The modified line attributes will be changed immediately as soon as the next player is selected.
- Setting a line thickness disables the Dashed and Dotted line styles
- The currently selected player will be displayed with an X on screen
- Press the Close button to hide the Style Selector and remove the X in the selected player symbol
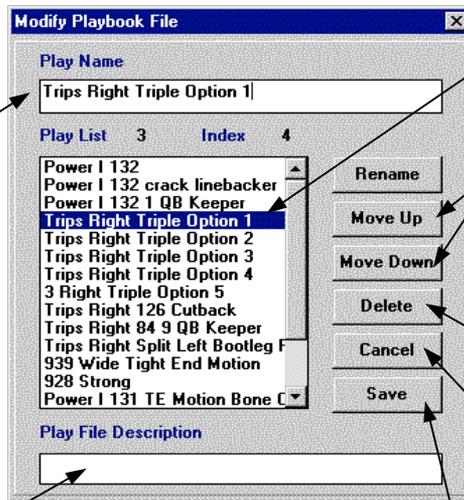
Organizing your Playbook File

As you add plays you will want to reorganize your playbook file. You might want to rename plays or even delete them. The Playbook Organizer is designed to do just that. Tap the word Plays or the button RENAME to popup the Playbook Organizer.

The Playbook Organizer will load all your playbook files and display the following form:

To change the play order first select the play you want to move. Then press the Move up or Move Down buttons

Click on the play you want to change

If you want to change the play name click in the play name box and edit the existing name. When you are finished press the Rename button

To remove a play first select it and press Delete

Press Cancel to abort all the changes you made and close the Playbook Organizer

Located in the upper left hand corner of your play screen is a caption for the current playbook file. You can leave it blank or enter a caption here

Press Save to save your changes and close the Playbook Organizer

All changes will be written to disk after you exit the program or open another playbook. If you turn off your computer without exiting TurboStats your Playbook Organizer changes will be lost

Printing Plays

Now that you have created your animated playbook the next step is to get a hard copy. Using the Printing Selector you can print up to 9 plays on one page. You can also print one play step by step.

Click the printer icon

Choose full plays or steps for current play

Select the number of plays or steps on one page

Choose from various printout options

Switch printers or change from Portrait to Landscape mode

If your printer has enough memory choose High Quality Mode

Color mode will print lines in the colors you have set using the Style Selector