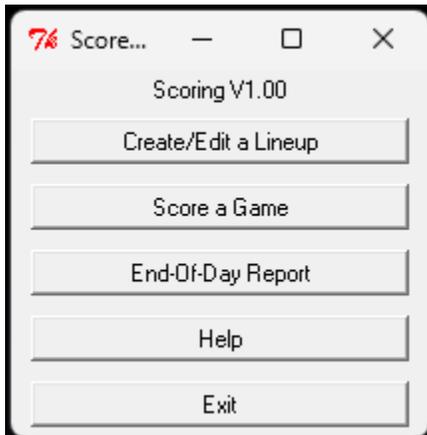
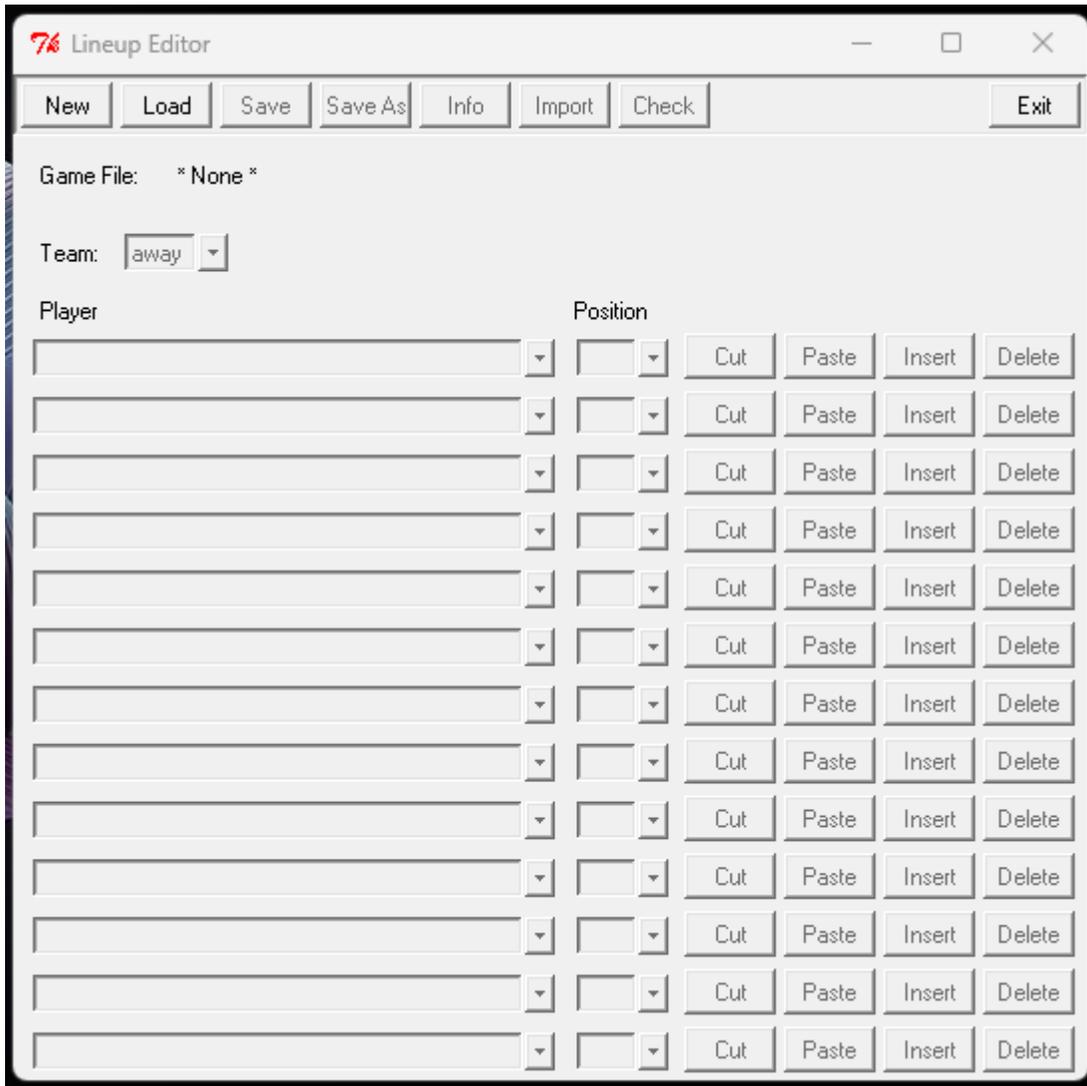


When you open the program for scorekeeping, you will see a screen like the following –



If you click on the “Create/Edit a Lineup” button, you will see the Lineup Editor screen. If you click on “Score a Game” button, you will see the Scorekeeper screen. The “End-Of-Day Report” performs error checking on all the games and creates a report for the newspaper. The “Help” button will display these instructions. The “Exit” button will exit the program.

The Lineup Editor screen looks like the following –



This is similar to the existing Lineup Editor screen in the Player List program. In addition to editing existing lineups, this editor allows new lineups to be created using the “New” button. The “New” button and “Info” buttons both open the Game Information screen. This screen allows the game information to be entered and/or changed. The “Import” button allows lineups to be imported from another game or lineup file. It will only import lineups for the teams specified in the game information. The “Check” button will cause the program to review the lineups for common errors. As with the current lineup editor, the typing a few letters of the player’s name prior to activating the pull-down list will reduce the pick list to the player names that contain those letters.

The Game Information screen looks like the following –

76 Game Informati... — □ ×

Save Quit

Season: Set

Location:

Date: ↓

Time:

Scorekeeper:

Plate Ump:

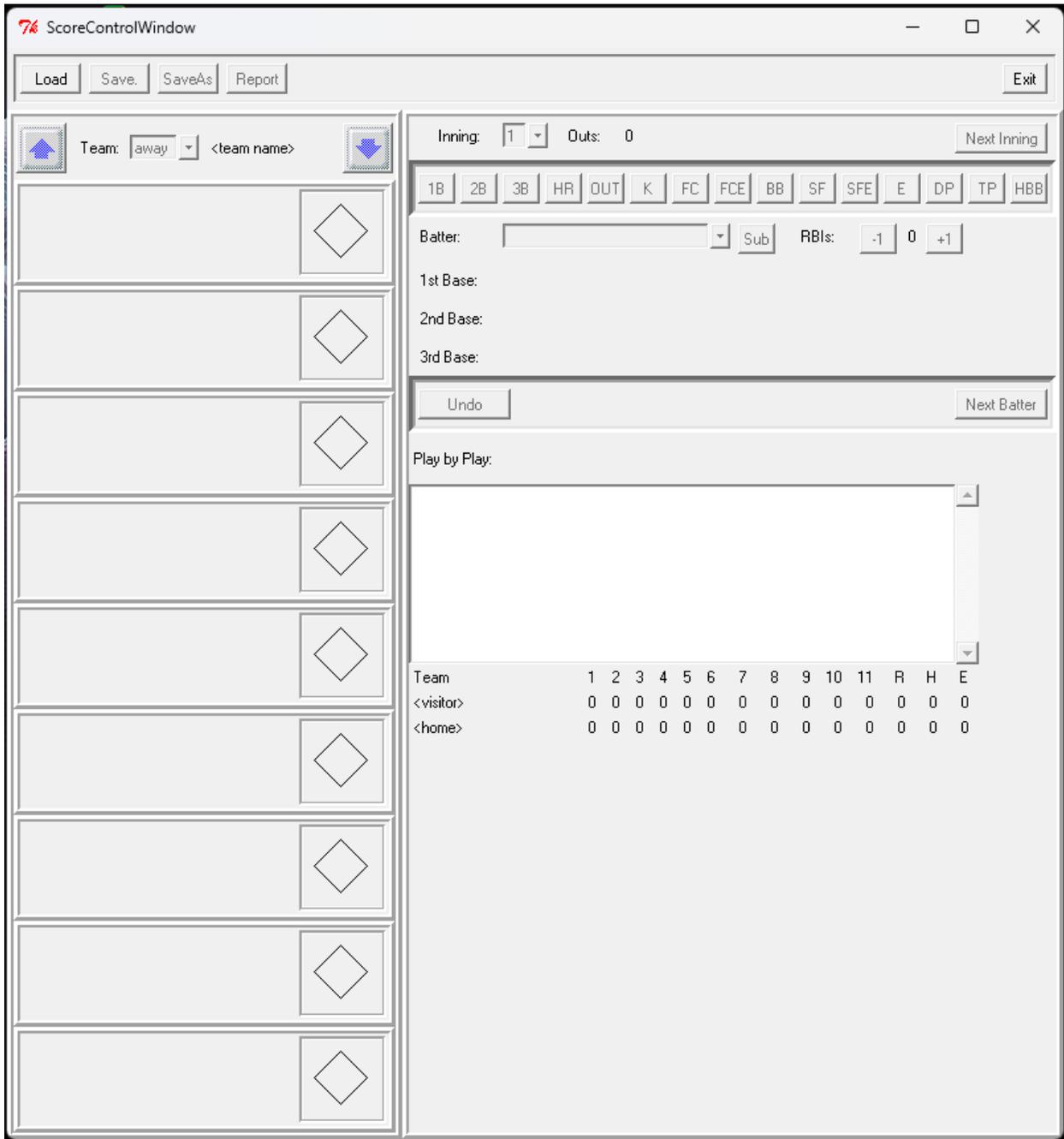
Base Umps:

Visiting Team: BEARS ↓

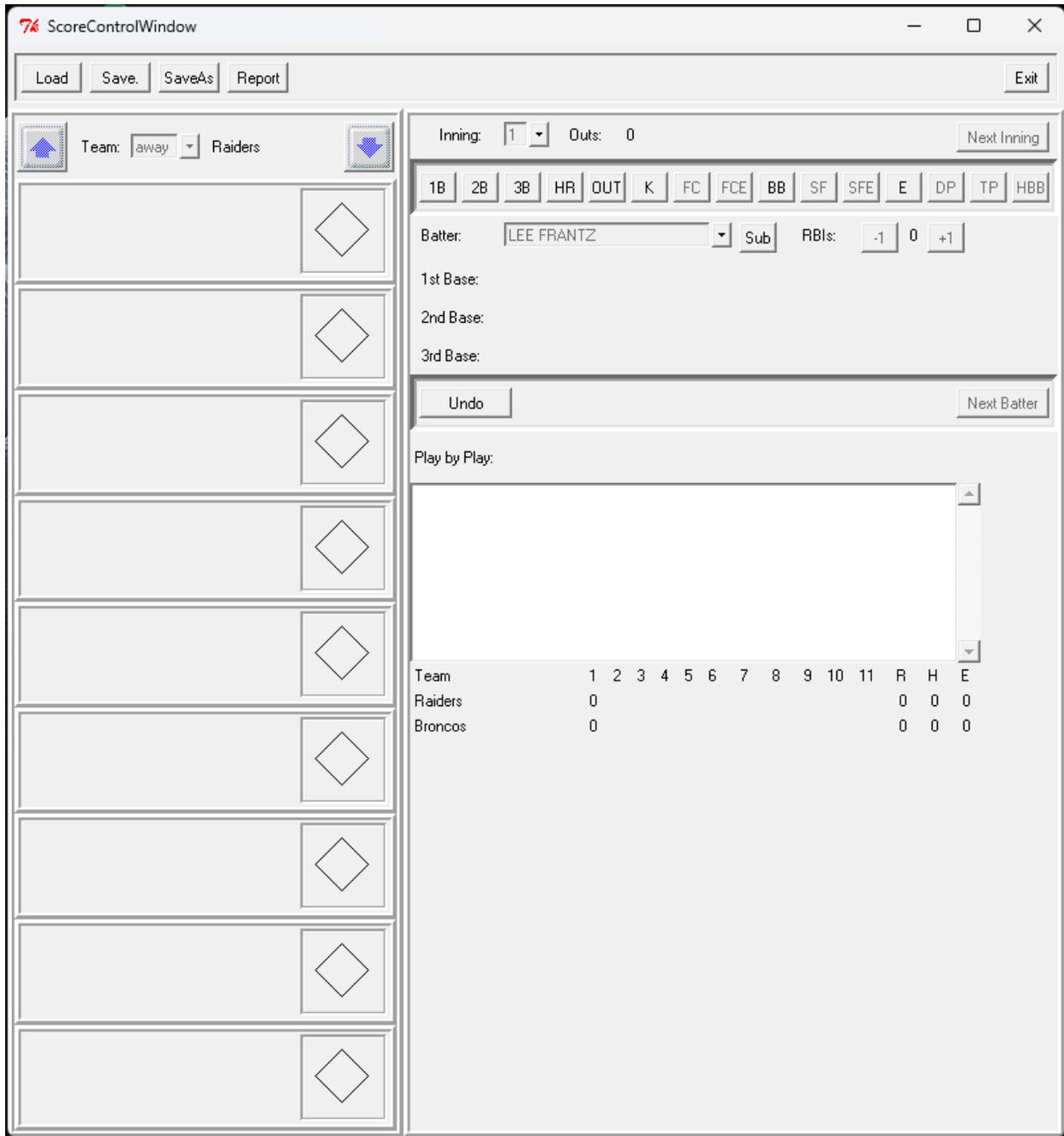
Home Team: BENGALS ↓

The season is used in importing data to StatTrak so that statistics for a given team name are separated by season. Once the game date is set, the “Set” button will generate an acceptable season indicator. Location is used to display the field where the game will take place. The date can be set from a pulldown calendar. The Visiting and Home Teams are set from a list of teams found in the Player List file. This information must be entered prior to entering lineups for a new lineup file.

The Scorekeeper screen looks like the following -

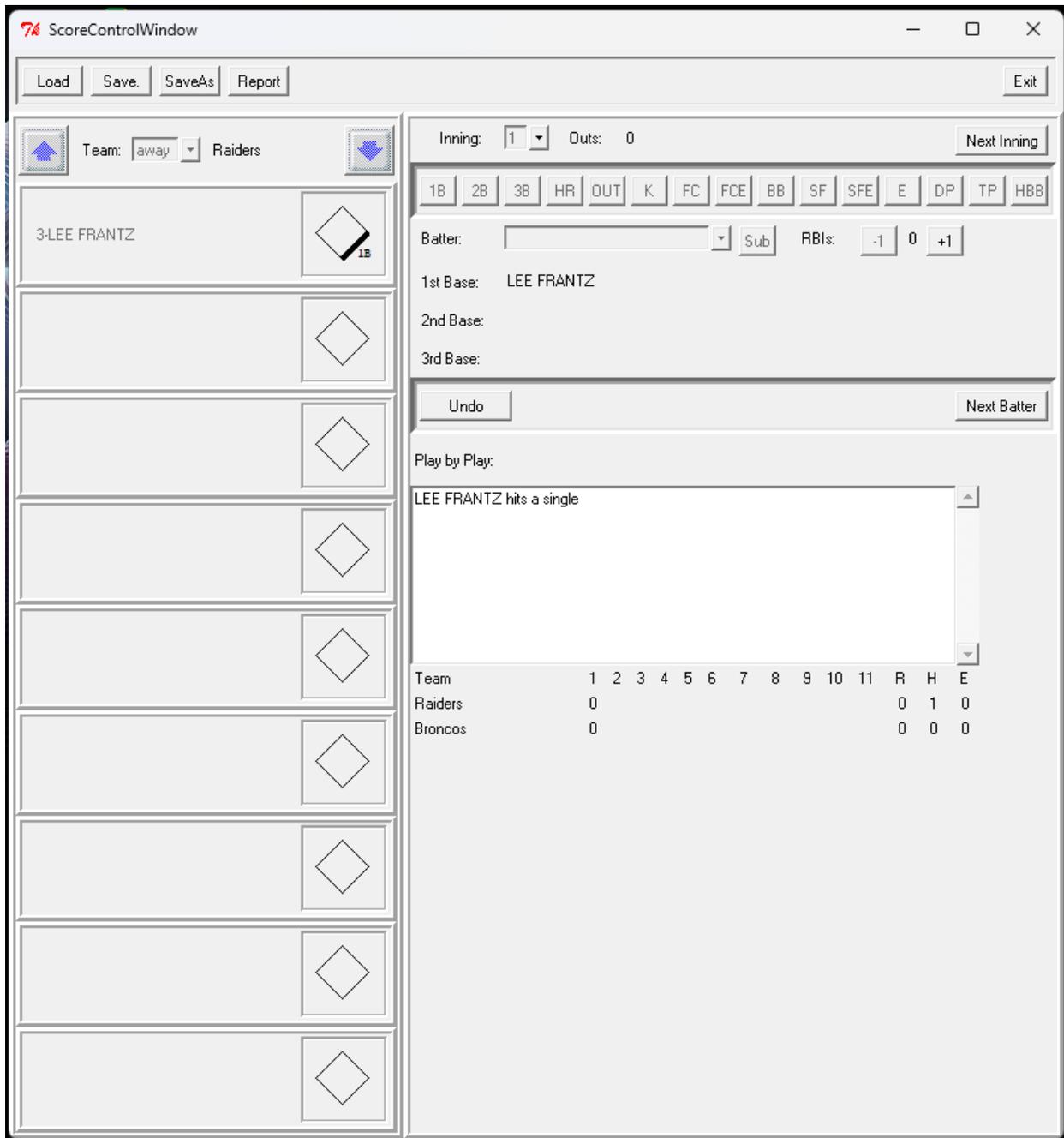


In this view, there is no open game, so the team information is not yet filled in. Most of the controls are disabled. The “Load” button can be used to open a game file in the new format (.KGS) or to get lineups from a K-ForCE file (.KSS). If there is scoring in the K-ForCE file, it will be ignored, as the data is not stored in a way that the new program can read it. If you open a K-ForCE file, you will see something like the following –



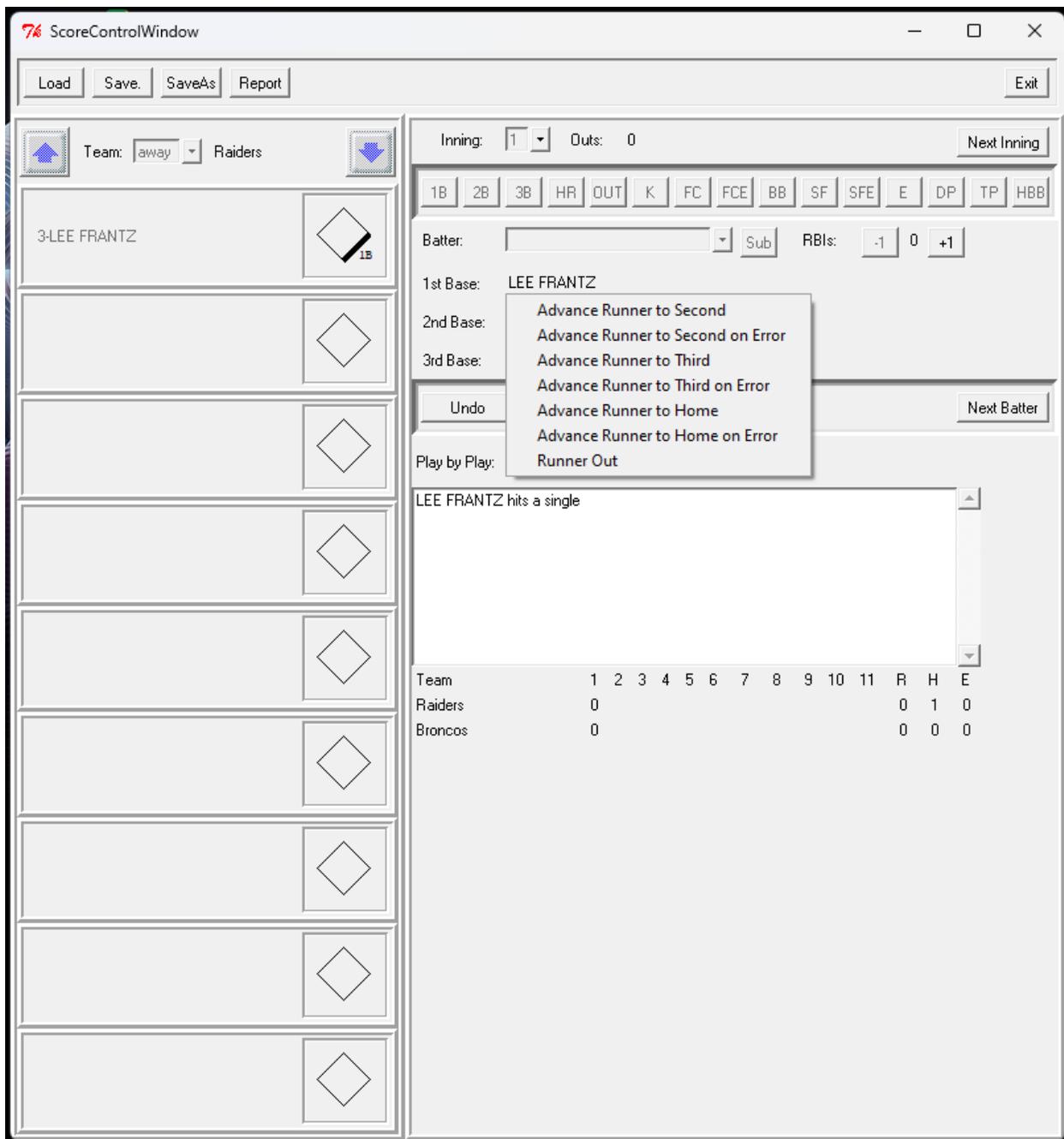
Since this is the start of the game, the first batter on the visiting team is automatically populated into the batter display. At this point, the batter can be changed via the pulldown menu (in case of batting out of order). Only players in the lineup are available in that pulldown menu. The “Sub” button would be used to indicate the need to enter an injury sub.

Next, you can click on a button to record the result of the plate appearance. Note that several selections are disabled that require a base runner in order to be valid. Until this is done, the RBI and baserunner controls are disabled. The batter result must be done first. Hovering the mouse pointer over one of the batter result buttons will cause a more detailed description of the play that button scores.



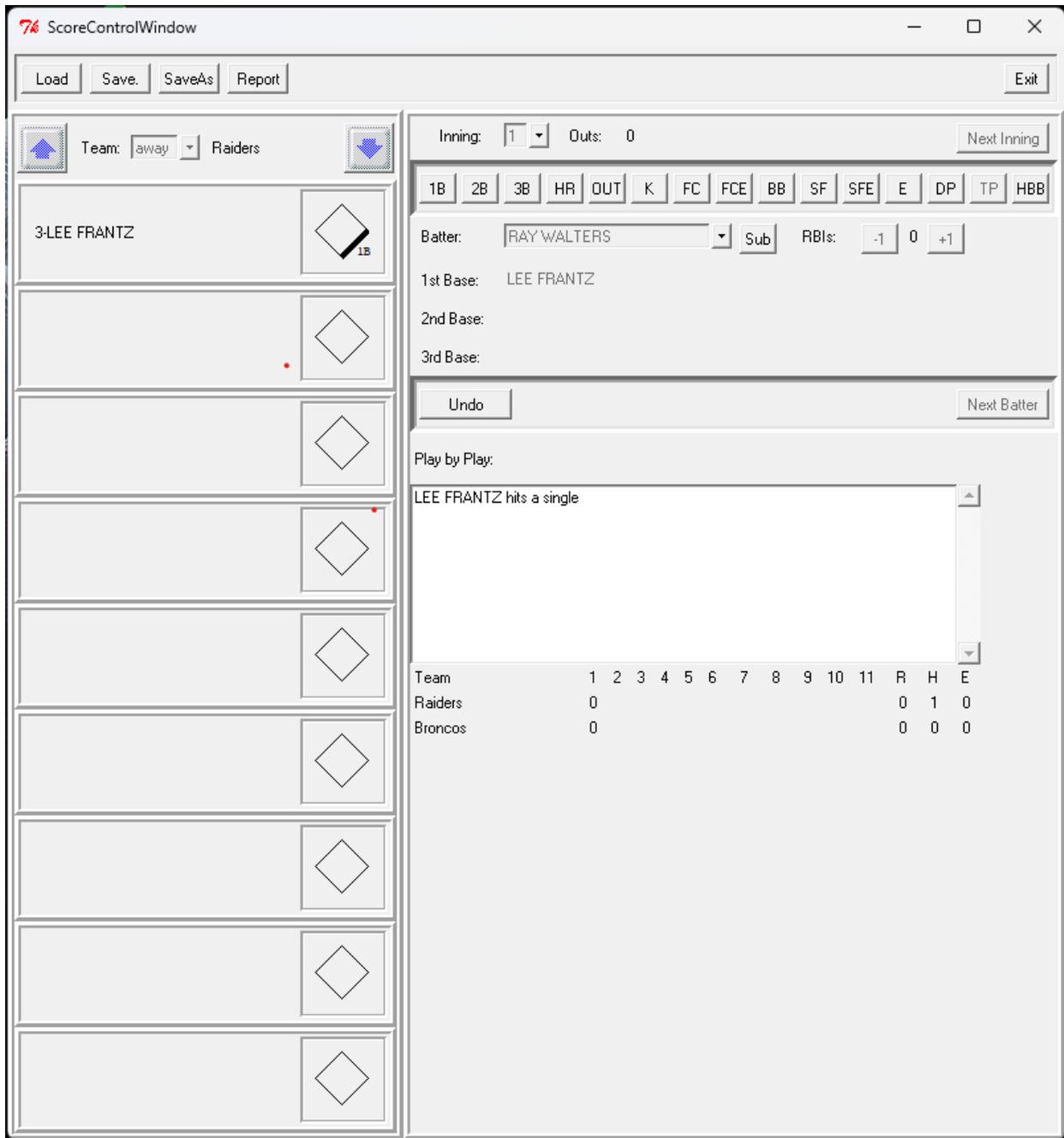
Once the batter result (e.g. 1B) is entered, all of the batter controls are disabled, and the RBI and baserunner controls are enabled. Note that RBIs are limited to the number of runs scored on the play, so runners must be advanced prior to recording the RBIs. The batter sequence on the left and the play by play and box score on the bottom right are also updated.

Baserunner controls are available by clicking on the baserunner to be modified. That appears as shown in the following –



Note that when runners are advanced, the runners in front of them are forced to stay ahead of them. Also, the menu for runners on second and third base only have options to advance runners to subsequent bases.

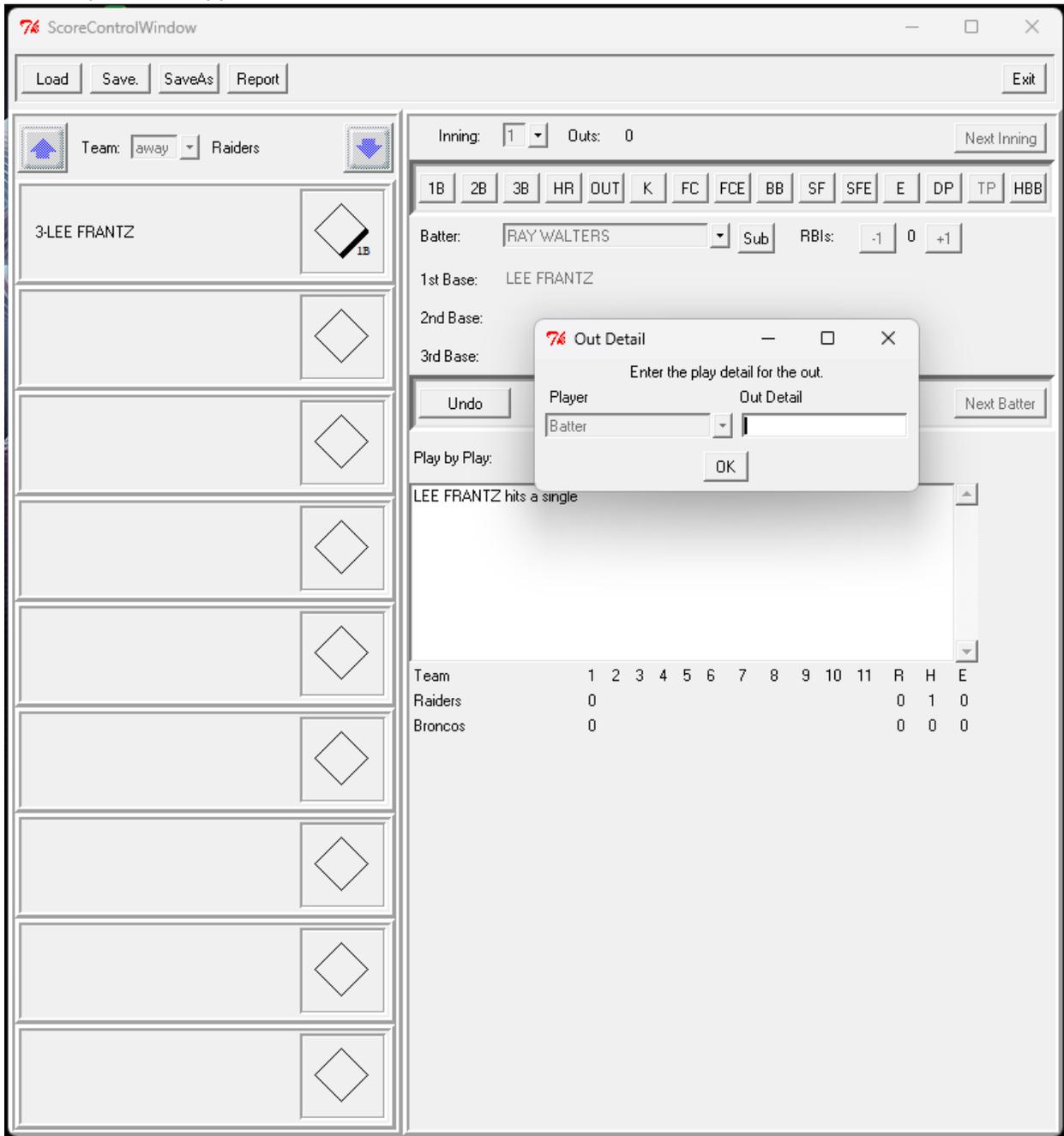
After all runner and RBI updates are made, click on the “Next Batter” button to enter the plate appearance for the next batter. This would appear as –



Now that there is a runner on base, more of the batter result buttons are activated. Only the Triple Play (TP) button is unavailable, as there needs to be at least two runners on base for that.

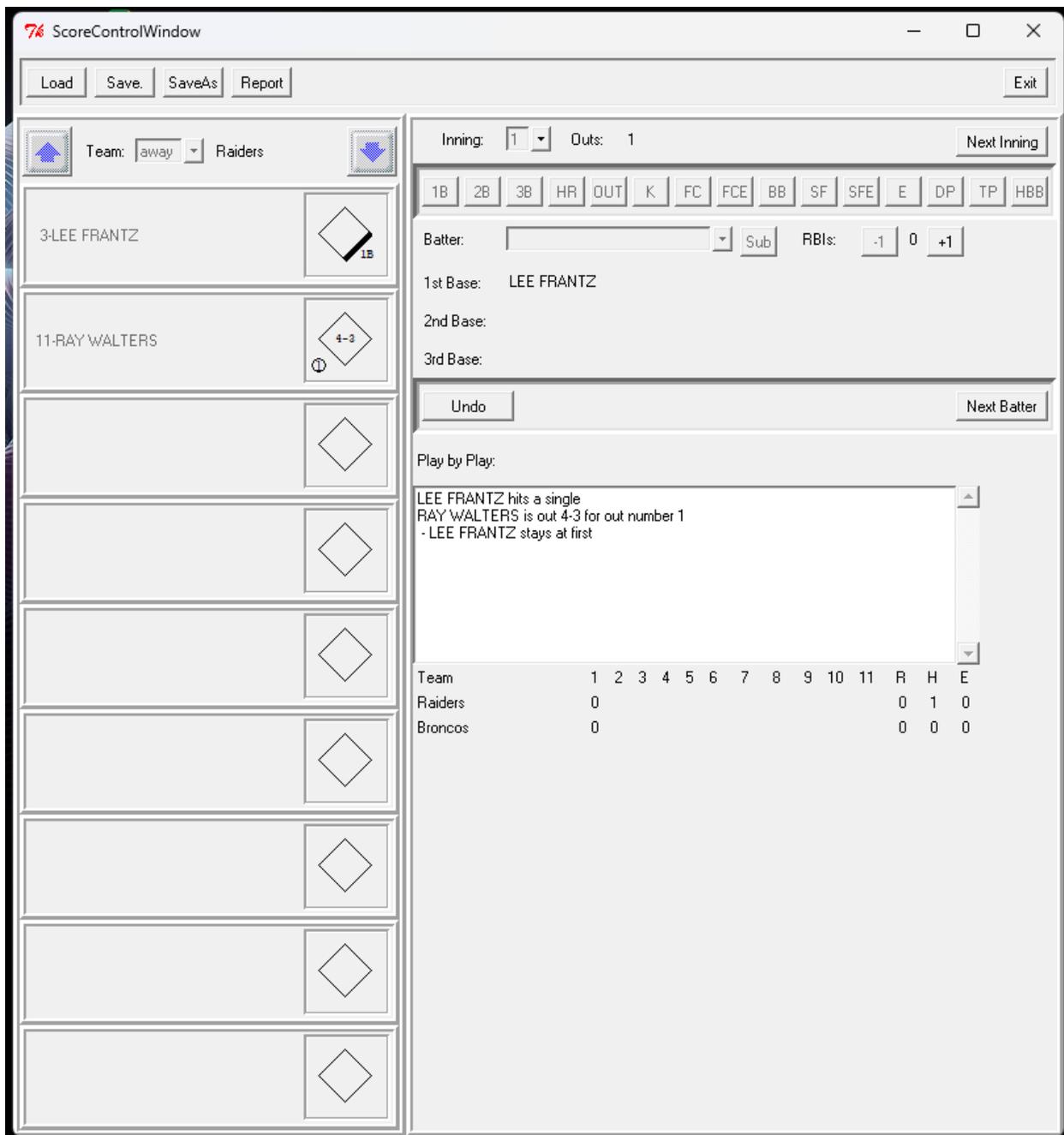
In cases where a batter or runner is out, a box will pop up to allow the user to enter the play. Plays are position numbers separated by a dash (eg. 4-3) or simply a position number if only one player was involved. Multiple positions can be entered, if multiple players were involved (e.g. 6-4-3). The following position numbers are recognized – 0, 1, 2, 3, 4, 5, 6, 7, 8, 8R, 8L, and 9. Unless 8R or 8L is used, the dashes can be omitted from the entry and they will be supplied by the program. Below is an example of

the entry box that appears for the “OUT” button –

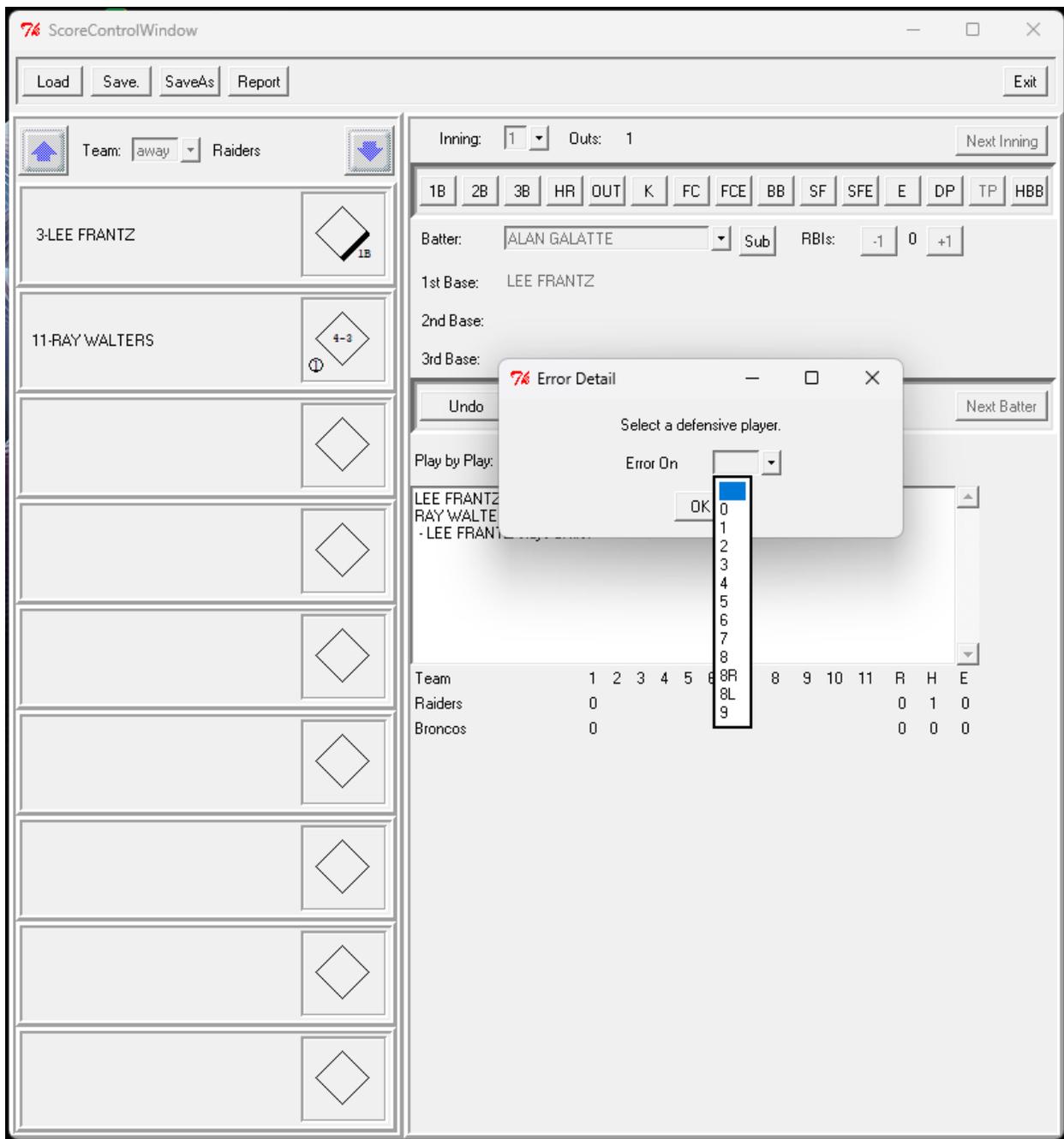


For Double or Triple Plays (DP or TP), there will additional lines for Player and Out Detail, one for each out. The pull down menu for Player will include Batter, Runner at first, Runner at second and/or Runner at third, as appropriate. These will be able to be changed if there are more players available to be out than outs. Outs should always be listed in the order Batter, Runner at first, Runner at second and then Runner at third if there are multiple outs, not the order that the outs occurred. A future enhancement is planned to fix this.

And below is the result from entering “43” in the Out Detail and then hitting the “OK” button –

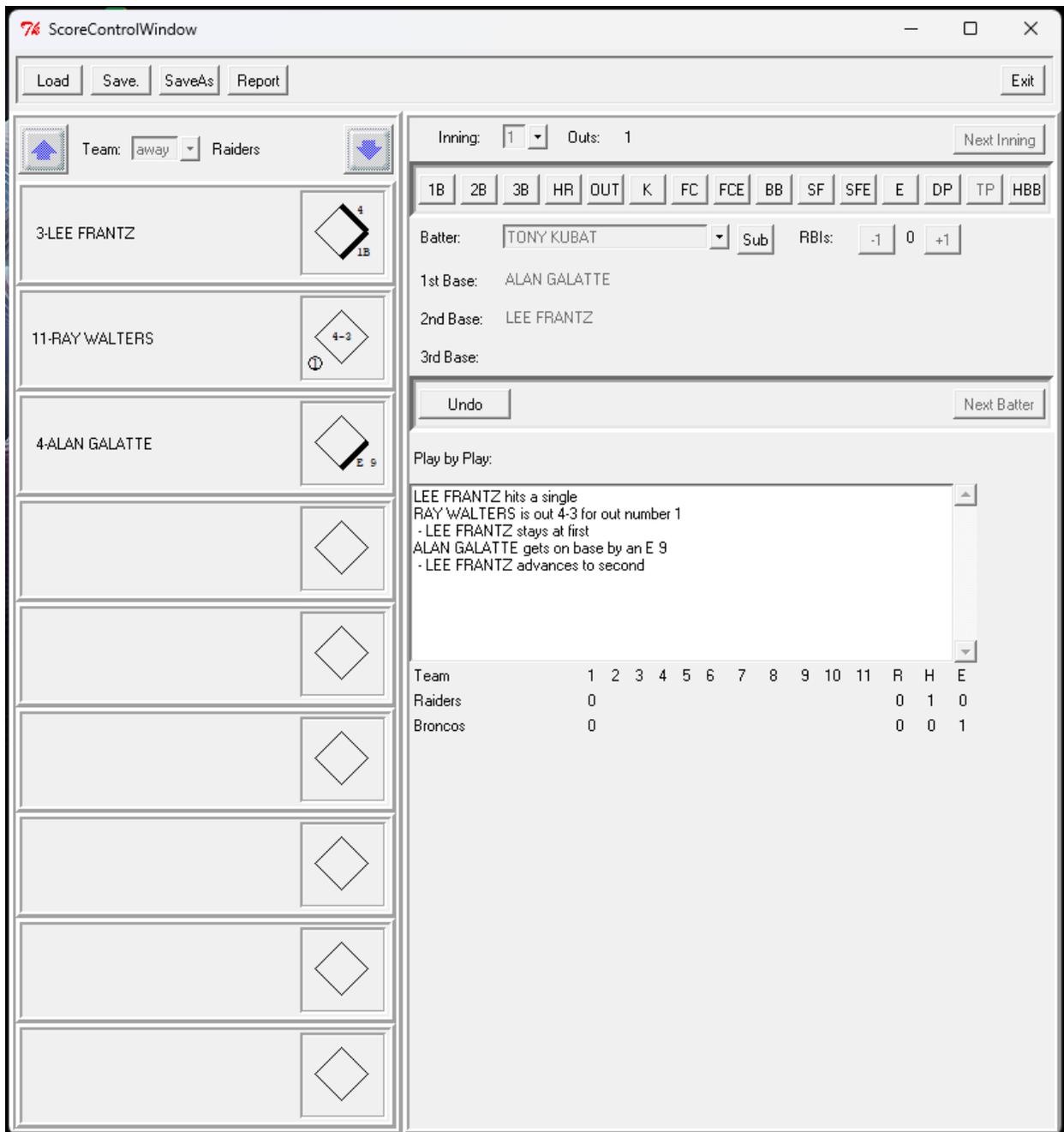


A similar entry box will pop up for errors, as seen below –



In this case, however, only a single position is allowed, and it must be selected from the pull-down menu. This entry will be shown for "E", "SFE" and any base advance on error.

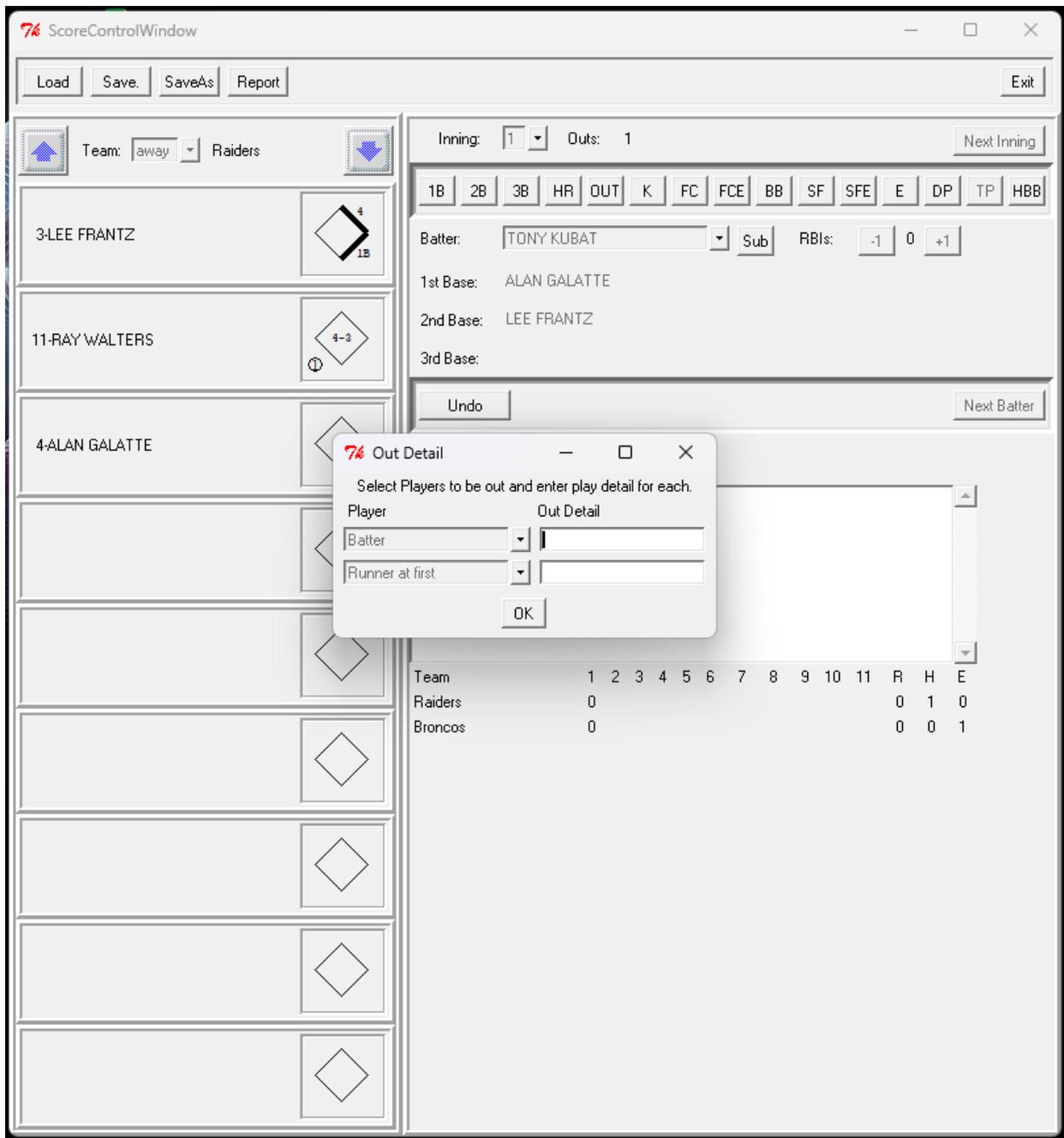
Selecting '9' in the pull down list and clicking on the "Next Batter" button results in –



You can see that the score by inning and Run, Hits and Errors totals are updated for each batter. If there are more than 11 innings (hope I'm not playing that one), you will see the last 11 innings and the heading line will reflect the innings shown (e.g. when the inning gets to the top of the 12th, you will see the scores for innings 2 – 12 and the totals will reflect all 12 innings).

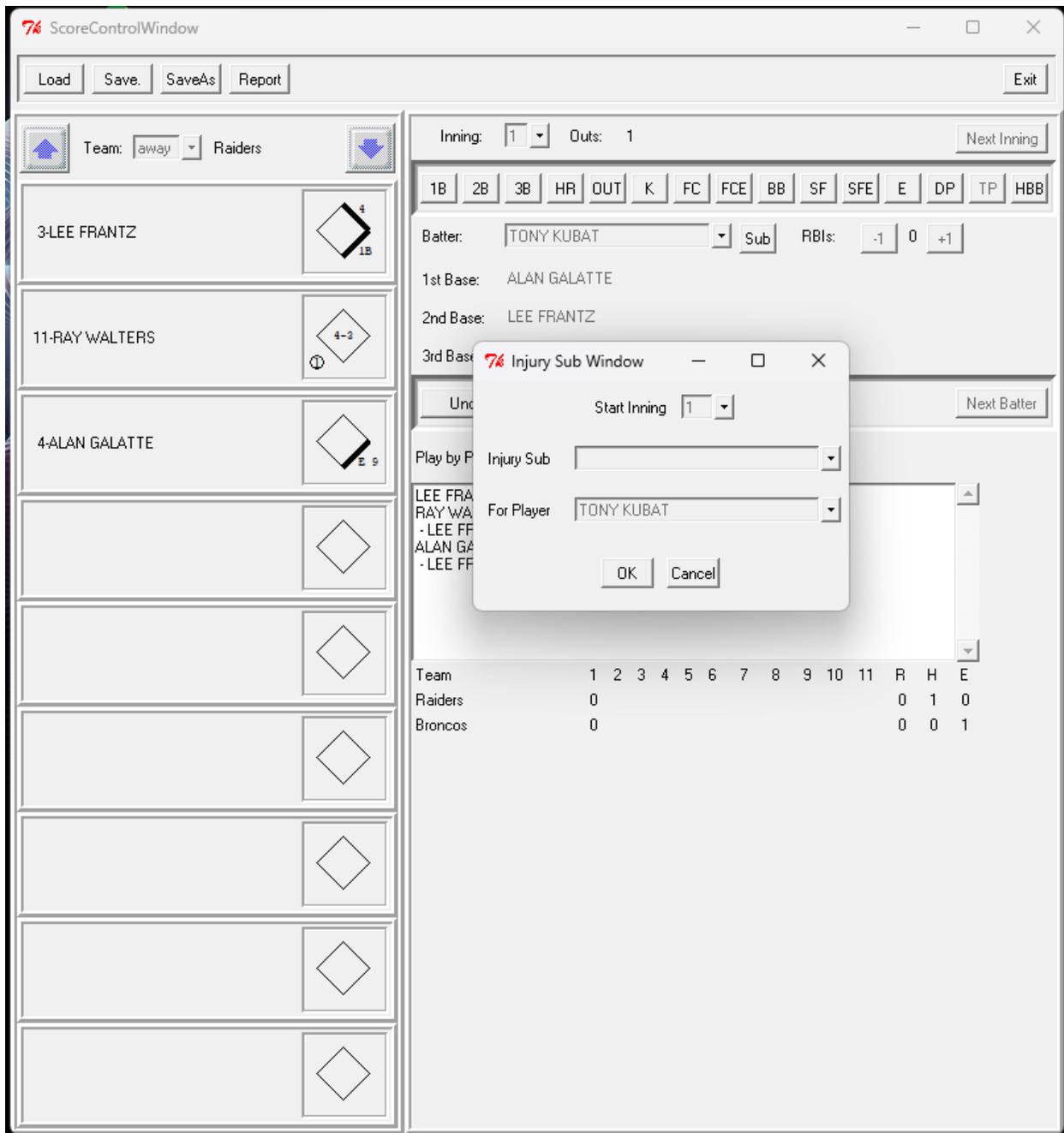
Note that the batter list on the left shows the batters in order for the current inning. The first batter in the inning will be shown at the top for all innings. A more traditional score sheet is produced when the game is completed.

An example of the out entry for a double play is shown below –

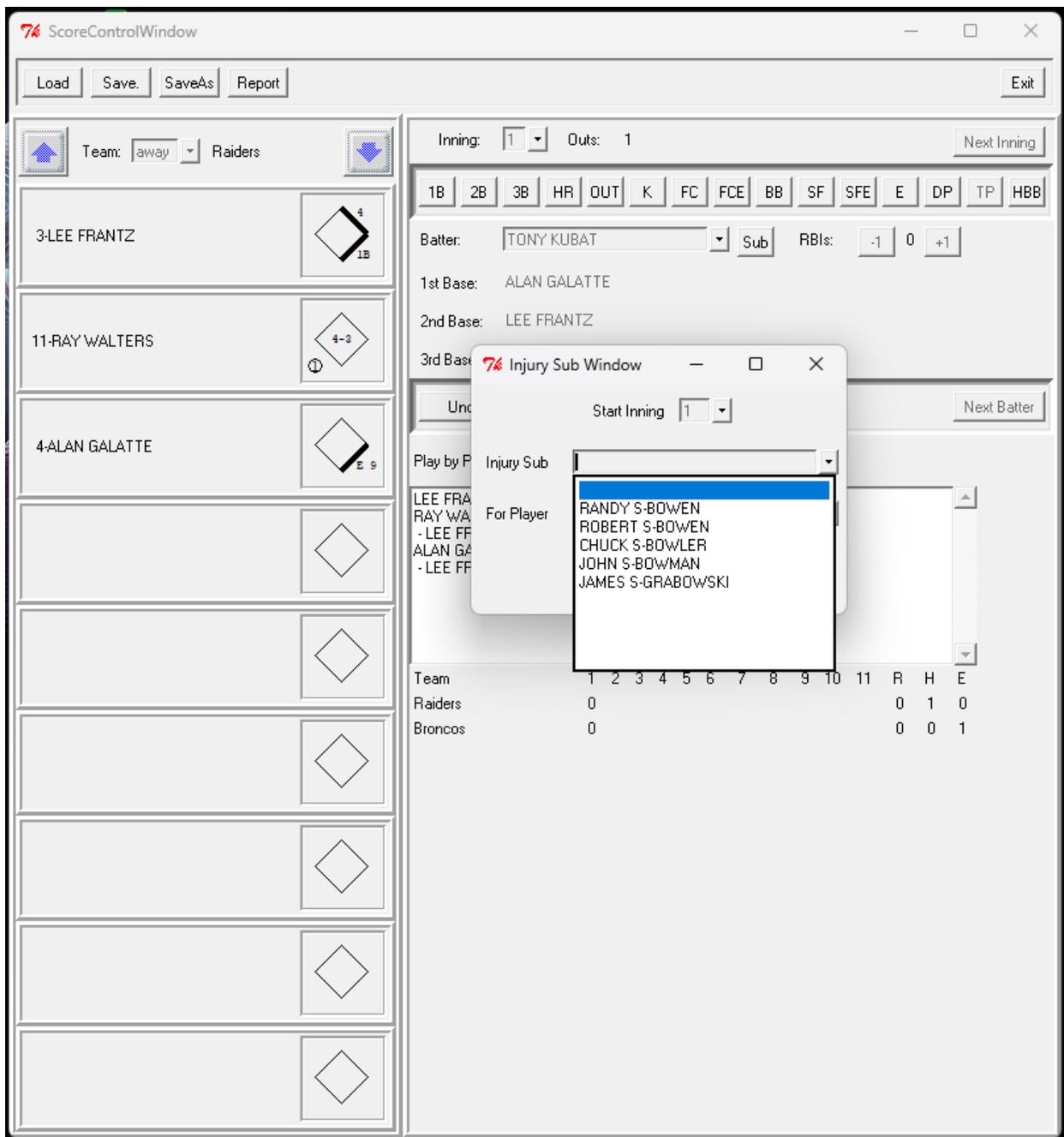


Note that the players default to the Batter and the runner farthest from home. In this case, the two outs may be recorded for any two of the three players (Batter, Runner at first, Runner at second), but the first entry must be the out recorded farthest from home, rather than the order that the outs happened on the field. As such, the first pull-down menu only has "Batter" and "Runner at first" as selections and the second one only has "Runner at first" and "Runner at second" in this case. The "Out Detail" can indicate the order of the outs (e.g. 4-3 and 6-4 if the "Batter" and "Runner at first" are the two outs). Processing the outs in this order helps to prevent incorrect baserunner advances. This restriction is planned to be fixed in a future release of the software.

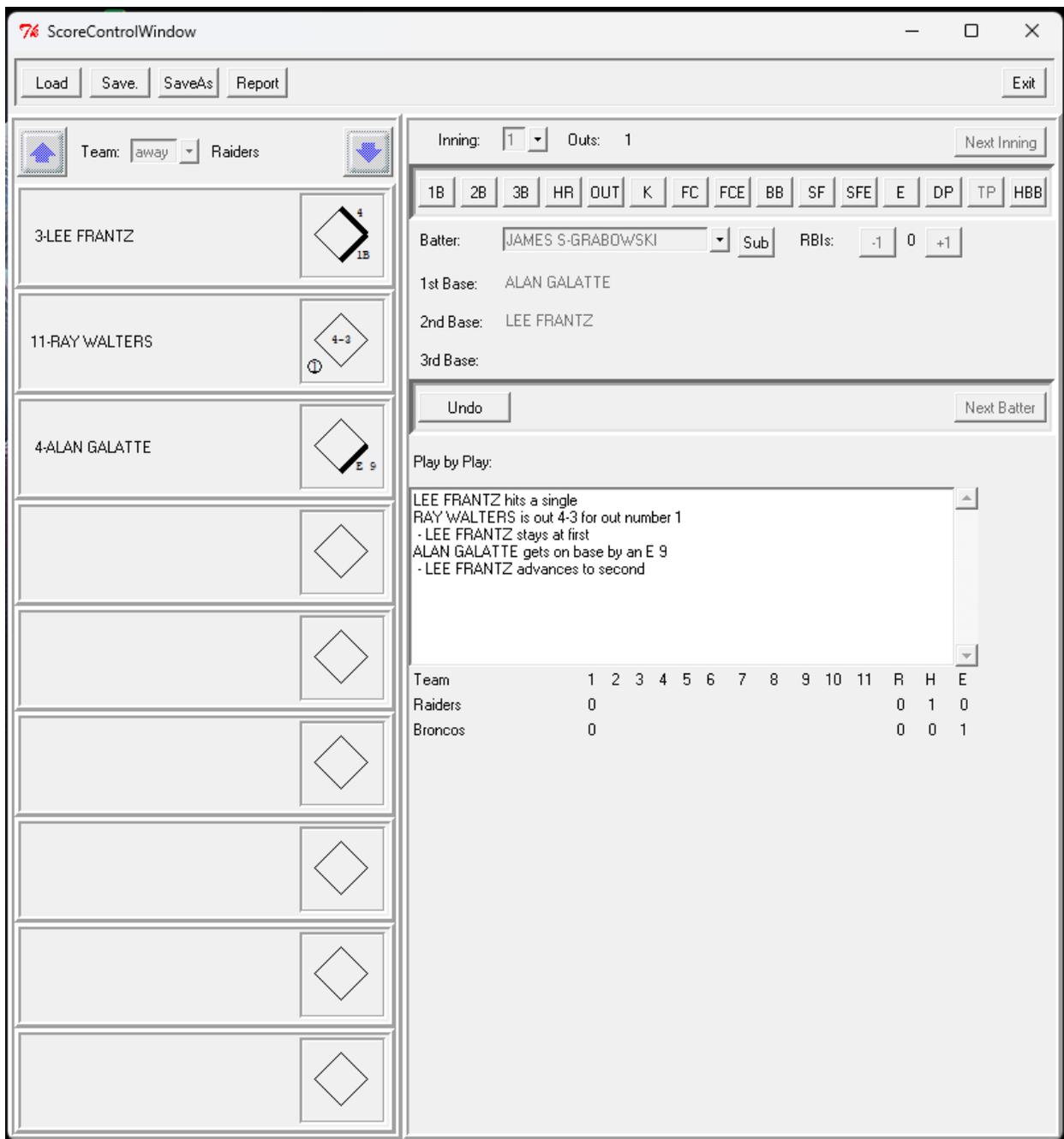
If an injury sub enters the game, use the "Sub" button put them in the scoring. This appears as follows-



The best time to do this is when the sub is about to bat the first time, as the starting inning and player being replaced are filled in automatically. Typing a few letters from the sub's name before activating the pull-down menu will reduce the list to a smaller number of players. Typing "bow" and activating the list will produce –



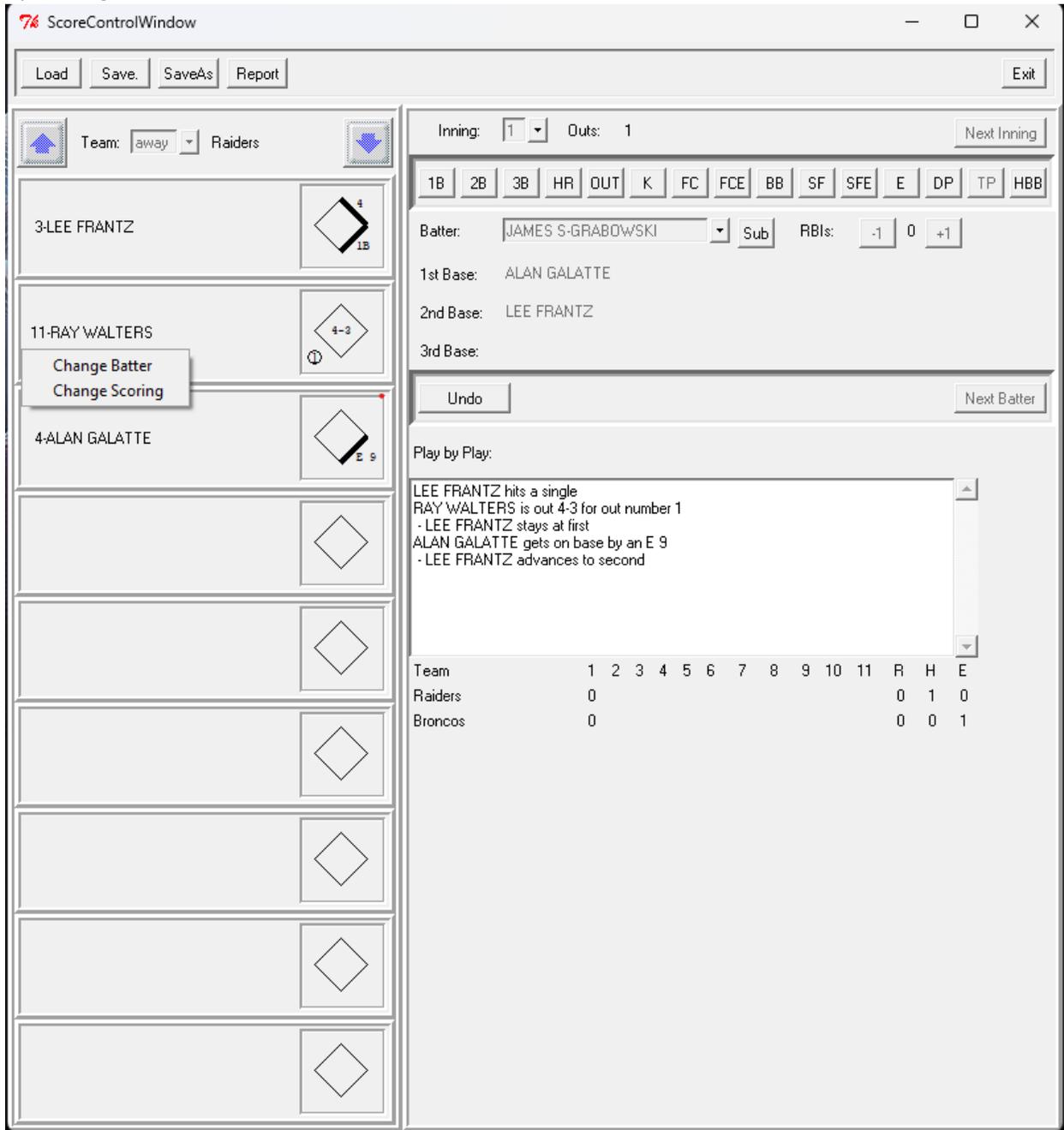
If you select James and complete the operation, he will replace Tony as the current batter. He will also come up in the batting order from that point on. The display will appear as –



Note that if a game is started without the full number of players, probably due to a lack of available subs at the start of the game, a player can be added to the end of the lineup if one becomes available. Normally, the "For Player" list only includes players currently in the lineup. If a team starts a game short of the regulation number of players, the "For Player" list will include the selection "< Add Player >". Selecting this will place the injury sub at the end of the lineup.

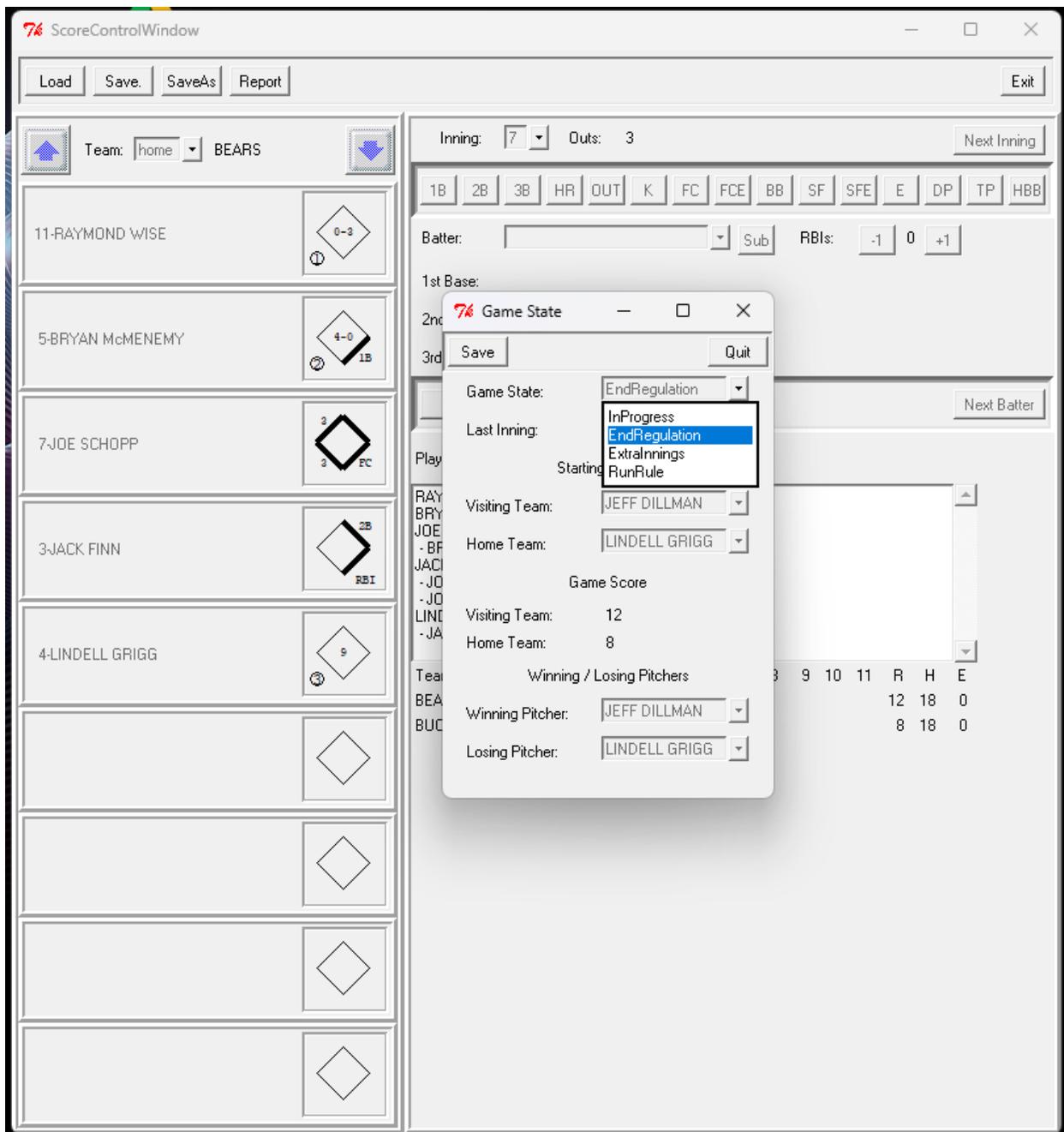
The "Undo" button can be used to erase the most recent scoring entry. Multiple clicks will back up further. This is most useful for cases of a mis-click or if the umpires change a call after the play has been entered. Changing the scoring for an individual batter farther back or in a prior half inning can be done

by clicking on the batter's name. This will result in -



The "Change Batter" selection will allow the batter to be replaced by another batter in the lineup or an injury sub if the different batter was missed at the time the play happened. The "Change Scoring" selection allows the entire play to be re-scored, including changing the batter if needed. In both cases, the scoring will be undone back to the batter in question until the change is made and then replayed forward once the change has been completed.

At the completion of the game, use the "Report" button to finalize the game and produce the game reports. If there are errors in the game file, they will be displayed. Otherwise, the Game State can be changed using the following display -



Starting, Winning and Losing pitchers will be filled in automatically, unless there was more than one pitcher in the game. Currently, the only pitching changes that can be entered are in the case of an injury sub. Moving a pitcher to or from another position is not currently supported. For any selection other than "In Progress", reports are generated that include scoresheets, box scores and a highlight summary used in the End-Of-Day newspaper report.

The following functions are yet to be completed –

- Pitching stats. There will eventually be a selection for each batter to indicate who the pitcher was and the stats will roll up from the normal batting stats already collected in the guts. It can then be included in the Stat Trak import file and game report.
- Non-Injury pitching changes (position swap between players in the game – needed for pitching stats).
- Hit location – spray chart
- Add function to indicate runner out for leaving a base too early (workaround currently available)
- Download program updates from the web site (small updates – no re-install required)
- Editing program options / settings (can be done outside of the program with the Notepad editor now)
- Double/Triple Play outs numbered in the order they are recorded. Currently, they are numbered by their order on the bases.
- Insert a batter in a previously scored inning (batter accidentally skipped).
- Delete a batter from a previously score inning (extra batter entered by mistake).
- Much more documentation.