

Linking ScoreKeeper to TurboStats



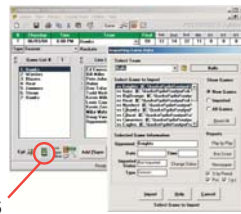
5 Export a New Game (optional)

1. Open a team file
2. Add players names
3. Click on LINEUP tab
4. Drag players on field
5. Click Palm Icon
6. Add Opponents now or on the Palm
7. **Enter Unique Game File Name**
or previous scored game will be overwritten



or
Click **NEW** in ScoreKeeper on the Palm to create a new game
use existing lineups or create new lineups right on the Palm

Optional Product Sold Separately



5 Import Game Stats

1. Score game on ScoreKeeper
2. HotSync
3. Open a team file in TurboStats
4. Go to the **Game Form**
5. Click Palm Icon
6. Select Your Team from the list
7. If game is missing press [Reset]

Importing Games from ScoreKeeper into TurboStats

Create a Team File in TurboStats

Open TurboStats on the PC and use the File>New Team menu to create a TurboStats team file to import the stats. If your team file is already made then use File> Open Team. If you have already created a team lineup on ScoreKeeper you still need to create the identical team lineup in TurboStats. You need to add at least one player to your team before you can access the Game Form where you import the game stats. Follow the instructions in the TurboStats manual if you have any problems creating a team file.

Go to the TurboStats Game Form

Once you have your team file open press the GAMES button in the lower right corner of the Team Form. Press the Palm icon (see #5 above) or use Game>Import from ScoreKeeper to bring up the following import form:

1. Select the Team you want to import

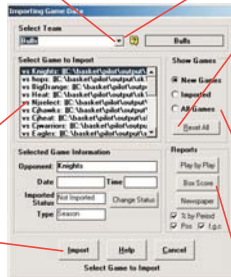
These names match the Lineup names in ScoreKeeper. Do not select the opponents name. If you don't see your team name in the list press the HELP button.

Note: if your Team name in TurboStats (*shown on the right*) contains the team name in ScoreKeeper it will be automatically selected

2. Select the Game you want to import

we recommend you import them in the order played

3. Click Import to bring in the stats



Player Not Found? If the names on ScoreKeeper do not match the names in TurboStats exactly, you will have to select them from the player list. Click NEW if prompted for the player OPPONENTS. This will add a new player to your team with all the opponents summary information for each game.

Press the Help button for more options or visit our support site www.turbostats.com/support

Missing Game?

If a game does not show up in the list try looking in the Select Team list for a different spelling of your team lineup name (as it appears on the PDA). If you still can't find the game press the RESET button. In most cases missing games are due to using the same game file name in ScoreKeeper as a previously scored game

If you need to view or import a game that has already been imported press ALL GAMES

Change Status will move a game to the Imported game list

Print Box Scores

Prints completed box scores, newspaper reports, game summary and play by play reports

ScoreKeeper Installation Guide

1

If you haven't already done so open your Handheld package and **install the Palm Desktop software included with the Unit**. Make sure you can successfully HotSync your Handheld before you install ScoreKeeper. If you have problems call the support number in your Handheld User's Guide.



You Must Be Able To HotSync Your PDA before you can install ScoreKeeper

2

Insert the TurboStats/ScoreKeeper CD in the drive

Runs on any PDA with Palm OS 3.0-5.2 and 250K free memory.

If you purchased TurboStats Complete or ProSeries install it now by clicking the Basketball icon. All versions of TurboStats require a password to unlock the program for unlimited use. If you wish to evaluate the software first you can use it for up to 4 games before you need to enter your password. Some features will be partially disabled during the evaluation process. Once you decide you want to keep the software open the included password card and follow the directions to enter your password. Write your password on your disk for future reference.

If you did not purchase a copy of TurboStats for the PC you can run it as a demo for 4 games. If you would like to purchase a copy call your supplier or visit www.turbostats.com

3

Install ScoreKeeper by clicking on the Palm Pilot Icon.

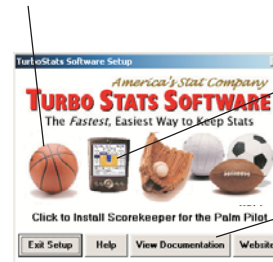
Then HotSync your PDA

4

View/Print the ScoreKeeper Manual from the CD

5

Check the Website to make sure you have the latest version



Note: If this screen does not come up automatically after inserting the CD, use My Computer to select the CD drive and run Install.exe

When used with TurboStats* for the PC, ScoreKeeper can import over 50 stats and print customized player, team and game reports.

When used by itself, ScoreKeeper allows scoring of an unlimited number of games plus viewing of offensive and defensive stats (including shot charts) on your PDA. ScoreKeeper also supports game summary printing on the PC and also creates Play by Play reports using the program link:
Start> Programs> TurboStats> ScoreKeeper for Basketball

No Serial # or Password is Required to Run ScoreKeeper on your Palm Pilot

However: If you purchased both TurboStats and ScoreKeeper from a reseller you may need to call to receive your ScoreKeeper password which is required to import/export stats into TurboStats. 973-334-7828 mon-fri 9-5 EST

*TurboStats Complete or Pro can be purchased from www.turbostats.com

ScoreKeeper Menu Guide

click near the end of each line to activate the screen the arrow points to

Tracking Minutes Played

It is important to note that in order for playing times to be correct the user must do ALL of the following when recording a game:

- 1) Before recording game events set the preferences to specify the type of periods (quarter or half) and also specify the number of minutes per period
- 2) During the game record period changes.
- 3) When recording subs, enter the current game clock time.
- 4) Don't use the lineup editor to make subs. It does not have UI for entering the clock time. All subs must be done through the subs form. Use SUBS button.

Although ScoreKeeper tracks Minutes Played, it can only be viewed in TurboStats

Put-Backs are offensive rebounds followed by a quick shot. Tracking putbacks not only saves data entry time but provides the coach with valuable scoring information. It is important that you don't score an offensive rebound, then a putback which would result in the player receiving two rebounds on the play. Tap the [P] button to enter a putback made or missed. The player will also get a shot attempt

Using ScoreKeeper

Starting ScoreKeeper

After installing ScoreKeeper to your computer perform a Hotsync operation to transfer the software to your PDA. From the Applications screen tap the ScoreKeeper icon.



Creating a New Game

TurboStats ScoreKeeper allows creating new games directly on the Palm Pilot or using TurboStats PC software (optional product). To create a new game on the Palm tap the NEW button.

Enter the name for the game. This name will be displayed in the game list. You also need to specify a Home team name and a Visitor team name. You can select any team from any game in your ScoreKeeper game list. Tapping on the Home arrow or the Visitor arrow will present a list of all teams to pick from. Choosing a team in this manner has the advantage that the team lineup will automatically be copied over from the last game that team played. To create a new lineup, type in the name of the team. Tap the OK button when finished.

Scoring a Game

To keep score for a game, first select the game in the Game List by tapping on it, and then tap the **Scorecard** button. If this game already has records scored, ScoreKeeper will go directly to the Scorecard View. If this is a new game with no data, ScoreKeeper will first ask you to enter the starting lineups before starting to score the game. Once you are satisfied with the starting lineups, tap the **OK** button and ScoreKeeper will open the Scorecard View to begin scoring the game

Tap Lineup to access the Actions menu to swap home/visitor or beam lineup

Player Number

We recommend that you do not change uniform numbers for players with stats after you start scoring the game.

Tap Lineup to access the Actions menu to swap home/visitor or beam lineup

Player Position. Tap to edit. You need to put 5 players in the game before you start. If you play with less than five put that number in the game to start. If you are tracking Playing Time do not use this form again to set positions. Use the SUB button.

Scorecard

The Scorecard View is where you score the game. To enter an event you need to tap a player number and event button. Events can be entered in any tapping order however we recommend the orders shown. Use [P] to enter Putbacks. **Putbacks are Shot Attempts plus Offensive Rebounds in one Event**

Making Edits or Undoing

Tap UNDO to remove last event. Tap Last Event Log to Edit or Insert an event

Making Subs

Tap the Sub button. If you are tracking playing time enter the time on the clock before pressing Done. Tap the players going in and out. You can select all players going in and then tap one by one players coming out.

Recording Fouls, Timeouts and Changing Periods

Select a Player number and press the Fouls button to record a foul. Click the number of timeouts remaining to add a time out. Click the period number to change periods. Remember you can use UNDO to go back. **TIP:** You can enter points for either team directly by tapping the score. You can enter a score by tapping and holding the score for either team. This is useful if you are only tracking stats for one team.