

# TURBOSTATS EVOLUTION FOR BASKETBALL

## A NEW ERA IN BASKETBALL STATISTICS

### LIVE SCORING GUIDE

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#### INTRODUCTION

After eight years of research and development we are finally ready to deliver this state of the art application to the basketball community. Our software engineers have coached at the youth and high school level for over ten years, worked as volunteer basketball directors, managed youth basketball tryouts, traveled to summer basketball tournaments across the country, spoken to many of the top basketball evaluators and scouts, worked with statisticians from a top level Division I Final 4 team, filmed and analyzed over a hundred high school and travel games, helped athletes get recruited by college coaches, and have children who have advanced and played at the Division I and II college level. Because of our passion for the game, we set out to not just develop a great statistics program, but to create an application which allows athletes to better understand the game while giving coaches an in depth understanding of their players and how well they execute their offensive and defensive plays. **With live Game Factors that instantly evaluate the performance of your team verse your opponent, TurboStats Evolution can help pinpoint adjustments that need to be made during the game.** Turbostats Evolution is more than just a great statistics program, it's like having a staff of Division I statisticians sitting on your bench. That's the difference, that's the evolution.

Your Feedback is always welcome and appreciated    [evolution@turbostats.com](mailto:evolution@turbostats.com)

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# TurboStats Evolution Live Scoring Guide

## Setting Up Your Computer

Depending on the type of computer you will be scoring on your setup could vary.

### **Laptop/Netbook**

If you will be scoring on a laptop computer, it is recommended that you use either:

- Mouse (point and click)
- Keyboard using TurboScript™
- External Wired or Wireless NumberPad using TurboScript™

We strongly recommend that you don't try entering a game using a touch pad because the game moves too fast. If you don't have a scorer's table to setup your laptop try using TurboScript™. TurboScript™ is an easy to remember shorthand language you can use to type in the events during a game. The benefit of typing in the data is that you can keep your eyes on the court and memorize the keystrokes required. See the TurboScript Language guide at the end of this document. Note: If you are using a NumberPad make sure that the NUMLOCK is off on your computer. For some laptops that means pressing the FN button when selecting the NumLock key.

### **Tablet PC or Touch Screen Laptop/Ultrabook**

If your tablet does not support a digitizer pen you can use the touch screen with your finger, a capacitive rubber tip stylus, or you can use a mouse. Some capacitive screens are difficult to properly locate shots and you can wind up with 2pt attempts instead of 3's. TurboStats is designed to run on all versions of Windows (except for RT) and will not run standalone on an iPad or Android tablet. The benefit of using a Windows tablet is faster processing, digitizer pen support, importing video, network printing and support dual view with a low cost app. Scoring a basketball game is very data intensive and you don't have time to fiddle with undo's and inaccurate shot charts. A Windows tablet can also be used as a free wifi hotspot to connect to other tablets or computers for data sharing, watching/transferring video, or viewing stats remotely, without the need for a 3G connection.

### **Using a Remote Tablet to View/Edit Live Stats**

While TurboStats runs standalone only on a Windows PC, Laptop or Tablet you can use an iPad or Android tablet with a low cost app called Splashtop (great for editing) or VNC (great for viewing with option to turn off remote touch and supports multiple clients). TurboStats includes a free Wifi Host App called HostNet.exe that turns your Windows 7 or 8 device into a free mobile hotspot that the client tablet can use to connect anywhere. To setup the Hotspot go to c:\basket and right click on HostNet.exe and choose Properties. Set HostNet.exe to always "Run as Administrator" then launch HostNet whenever you restart your Windows device. You can launch HostNet from the [Prefs][Display] tab in TurboStats live game scoring mode or make a short cut on your desktop. Your Windows computer will now show up under Wireless Networks on the client tablet. For more information visit <http://www.turbostats.com/splashtop.html>



Windows Tablet with Kindle Fire WiFi client running Splashtop

### **Calibrating the digitizer on your Windows Tablet**

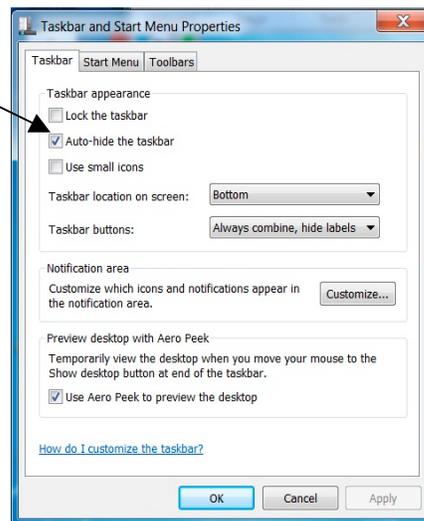
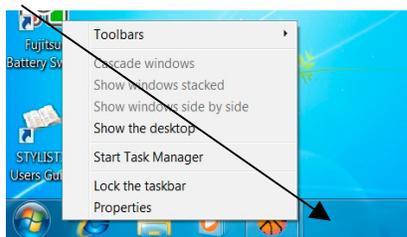
If you are having problems making accurate selections on your Windows tablet you should calibrate your touchscreen. From the desktop select SETTINGS, then HARDWARE AND SOUND, then Tablet PC Settings or see DISPLAY in the [Prefs] tab in live game scoring mode.

## Setting The Windows Task Bar on Tablets and Netbooks

In order to get the full use of your computer screen for live game scoring on a smaller screen, it's best to AutoHide your taskbar. The taskbar is the small menu normally at the bottom of the screen. If you set the taskbar to AutoHide, it will disappear when you are not using it.

Right click your mouse, tap and hold, or press the button on your digitizer pen, anywhere on the taskbar and this menu will pop-up

Check Auto-hide the taskbar



## Setting the Display Resolution

To enlarge the live scoring screen for easier scoring you can change the resolution of your display. Right click or Tap and Hold anywhere on the Windows Desktop and choose "Screen Resolution". Then select

**Make text and other items larger or smaller** Set to Medium 125%

On older XP computers right click on the Desktop and choose Properties, then Settings. Try changing the screen resolution to LESS pixels. Some modes could be blurry so try different settings to find the best option.

## Turning Off Background Applications

Because some Tablets use a single core processor, they can be susceptible to delays due to background processes. We recommend that you close down all other applications and any web browser windows if you have any delays that effect your scoring efficiency. If necessary, you can even turn your wireless settings off. Because of background processes, it is possible that your tablet won't recognize some of your taps, so it's important to minimize unnecessary applications.

## Setting Up your Teams

It's always best to enter your team rosters before the game begins. However, sometimes that's not possible so we have created a Line Up editor you can launch right in Live Game mode without having to exit out to add missing players. To create teams, press **[CREATE A NEW TEAM]** from the main menu. If you have a copy of the team roster available in a spreadsheet file or you can access the roster on a Web page then you can use the IMPORT button to bring in the roster (see below).

## Setting Default Info Headings

Tap any of the headings like ADDRESS to customize the player info you want to capture. The fields across the top can be viewed in any statistic report so for instance you can sort by Position.

## Importing Rosters from MaxPreps, the Web and Spreadsheets

Press IMPORT then the MaxPreps button to import rosters from the web. If MaxPreps does not work then copy and paste the roster into a spreadsheet application like Excel and save the roster in the following format. Then choose File> Save As> and use the type .CSV.

**Name, Number, Address, City, State, Zip, Phone, Position, Notes, Grade, Age, Height, Opt1, Opt2, BirthDate**

## Importing Rosters From Past TurboStats Seasons for Career Statistics

TurboStats has built-in Career Tracking so you want to import players from last year's team that are coming back so that the Career data can tag along. Press IMPORT on the Team Form and use Browse to locate your old teams. Use Add to enter any new players.

## Creating Lineups from Scratch

Press the [Add] button and enter a player's name and uniform number. TurboStats will not allow you to leave the name field blank as all data is tracked by player name. If you only know the player's number use a name like Player12.

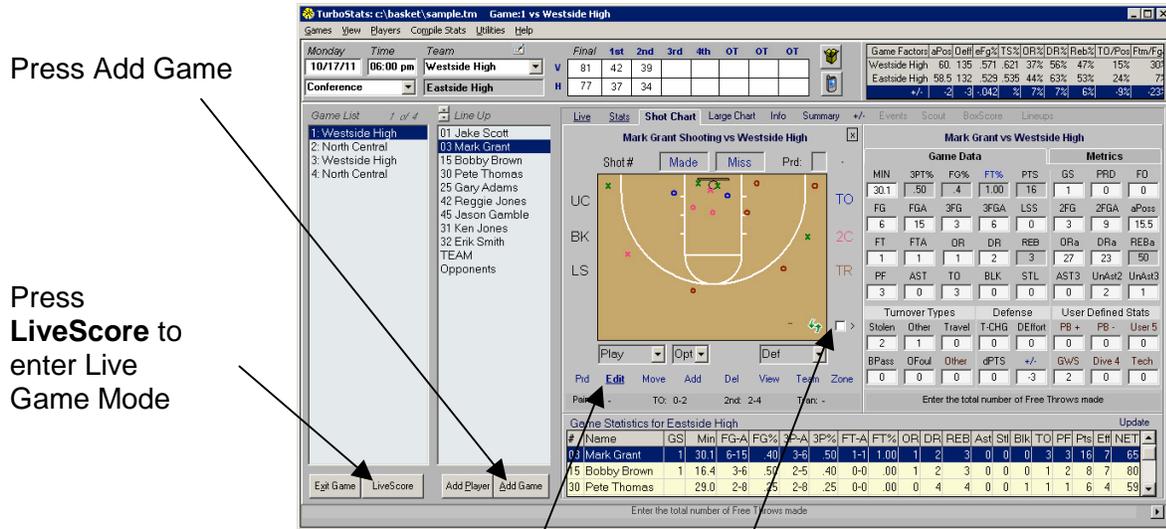
## Adding New Games and Entering Data

### Creating a New Game

You need to create at least one team before you begin. Then click [GAMES] or Add/Edit Games to enter the TurboStats Game Form. You start off in the standard Game mode screen where data can be viewed, edited, printed or deleted. In this mode you can edit any player's stats, create games and enter data from score sheets.

### Setting Up Live Game Scoring

In order to score a live game, you need a copy of TurboStats Platinum, Live, or ProSeries Plus. If you have the Complete Edition or Standard ProSeries, you can upgrade and get a new password.



### To enter Live Scoring Mode

1. Press [ADD Game] if you need to create a new game
2. Press [LIVESCORE] button on the lower left of the Game Form

Tap + Open Opponent to open or create an opponent's roster

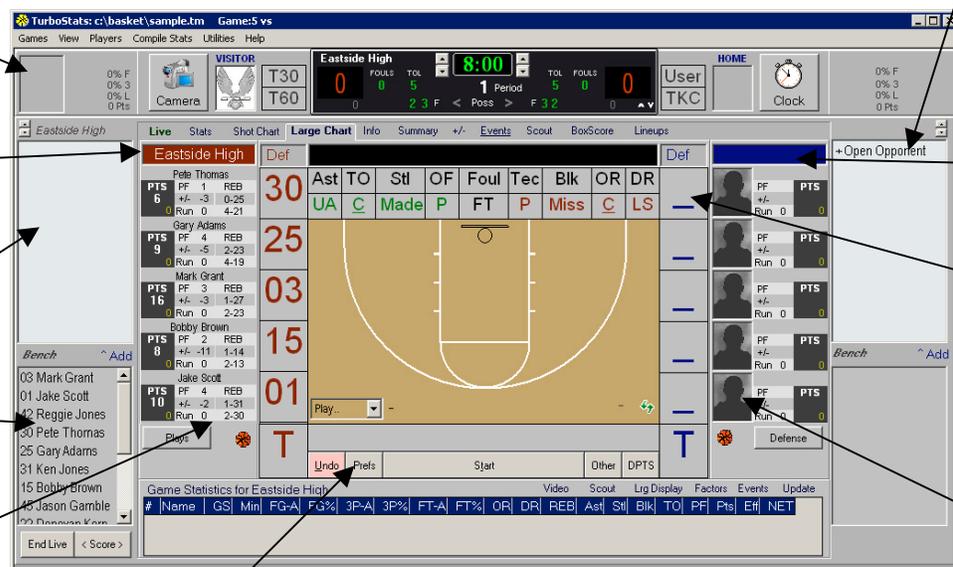
Double click to turn Photos or Rebounds on/off

Double Click to Set Team Color

Starters and all players who participated in the game

Bench players who have not yet played in the game

Rebound View

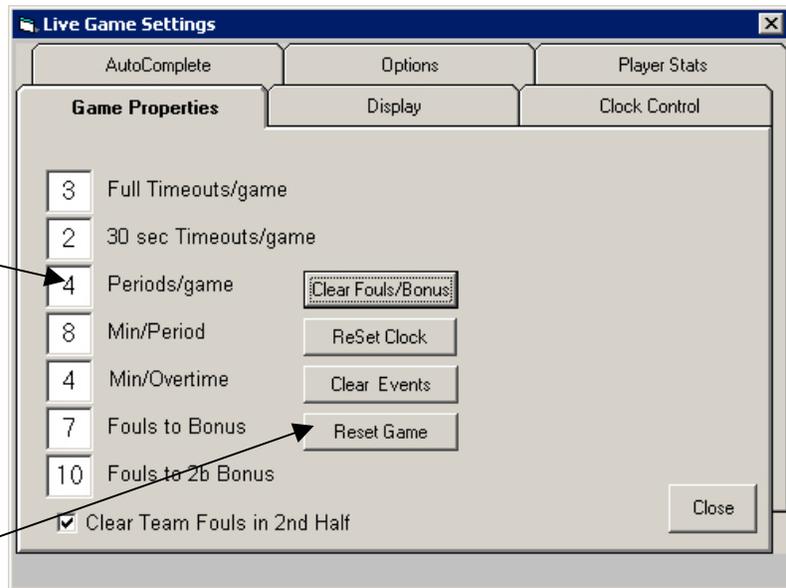


## Setting the Clock and Game Properties

It is important to set the game clock and number of periods in the preferences before you start adding players to the game. If the clock defaults to the correct time, it is still important that you make sure the number of periods are correct otherwise when you start the 2<sup>nd</sup> period you can clear out all the fouls and reset the bonus unintentionally. To see game properties tap **Prefs** and click on the Game Properties tab.

Set the Number of Periods and Minutes per period.

These numbers are used to calculate player in-game time



## Resetting an Existing Game

To delete all live game information including starters who are in the game and clear out all the game events, press Reset Game. To reset just the clock tap the Clock Control Tab. To delete all the stats that were recorded for each player see **Removing Player from the Game** pg 8 below.

## Setting AutoComplete to Control the Game Events

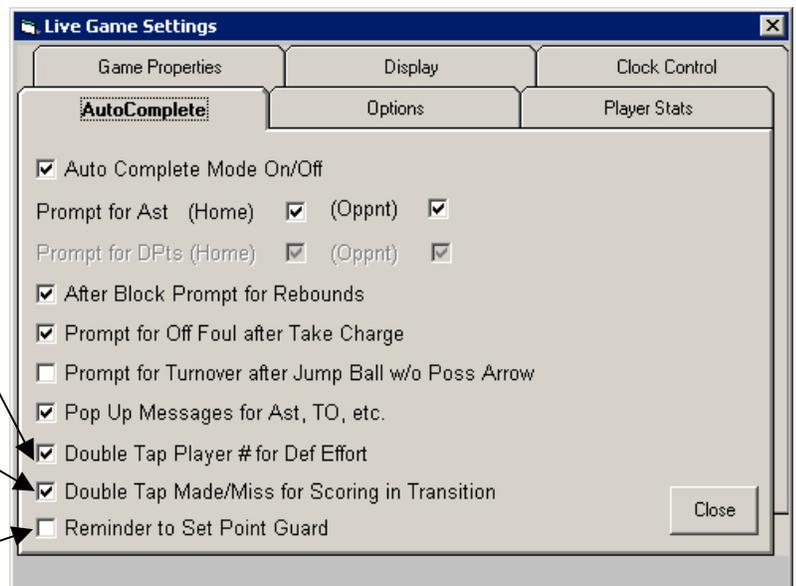
TurboStats Evolution contains an intelligent auto-sensing technology called AutoComplete that helps speed up data entry by pre-selecting your next event based on the last recorded event. You can customize the way AutoComplete prompts by setting the preferences in the AutoComplete tab. For instance, if you don't care about tracking assists by your opponent uncheck Oppnt [ ].

## Defensive Points and Defensive Effort

Defensive points can be set to pop-up after made baskets so you can track how many points your players give up on defense. You can split the points 1 to 5 ways or 0 if it was just a great offensive play. If your scorekeeper is inexperienced or you don't want to track DPTs, just uncheck the boxes for Home and Opponent. You can still tap the DPTs button at any time to enter some obvious defensive meltdowns. *Defensive Effort* is great for tracking things like dive for ball, deflections, stops, hustle plays, etc. Set Double Tap for DE so all you need to do is tap twice on any of the player numbers to credit a DE.

For Transition baskets (Fast Breaks) you can double tap the Made/Missed buttons You will see a TR appear at the bottom of the shot chart

Platinum Users can set the Active Point Guard and track complete offensive statistics by point guard. To be reminded to set and change the point guard turn this setting on



## Adding Opponents to a Live Game

TurboStats Evolution can track an unlimited number of teams. If you have already created an opponent for this game, tap the +Open Opponent button and select a team from a list of files on your computer. After you select your opponent you will see a list of games you have already recorded for that opponent. If the game you are scoring is already entered in the opponent's list of games, select it from the list, then press [Players]. If this is a new game for the opponent, select YES when prompted to add a new game. You can also press the Add Game button.

JMP Jump Ball or User Defined

Click to open Opponent's Team

Depending on your preferences, your first 5 players will be entered into the game as starters. To add players into the game, double tap or select and tap ^Add

Note: Players remaining in the Bench area after the game is over will not be charged with a game played or show up in the box score



## Creating Lineups on the Fly

If you have created a new team for the opponent or find that you are missing a player, you can add players quickly by tapping the LineUp Tab. To add players click NEW and type in a uniform number. TurboStats must have a player name that is unique and will automatically append the word "Player" followed by the player number if you leave the name field blank. Use the keyboard below or your computer keyboard to enter names. As new players are created they are added to the BENCH list boxes for each team.

Note: If you edit a player's name or number the changes will not appear in any events in the play-by-play however all the statistics and box score data will be correct.



## Adding Starters and Making Subs

To add players in the game just drag-n-drop them from the lineup or bench to one of the five in-game locations. If the location is blank `_`, the player will be considered a starter and a Start will be credited in the stats. So if you add a player in by mistake, use UNDO to put in another starter instead of subbing the player for the wrong starter. TurboStats also keeps track of Bench Points so getting the starters right is important. When making a sub from the bench, you can drag-n-drop right from the bench into the game. There are four options for making subs. Note: **Make sure the clock time is correct if you track minutes**



1. Drag-n-Drop players from the lineup into the game
2. Use TurboScript™ and type in 44 followed by the number of the player coming in then a `-` followed by the number of the player coming out. Example: `44 Sub For? (V/ H*) (#in - #out) V15-31`
3. Double click the player coming in, then enter the player coming out's number in the pop-up number pad

4. NEW! Use TurboSub by clicking the Team Name box above the players.

**Note: You must enter five players into the game first.**

Then click the uniform number for the sub in the row of the player coming out for One-Click Subs. Click X or anywhere on the live scoring screen to exit.

1. Tap the Team Name
2. Tap the Number (33 for 5)
3. Tap for more subs

## TurboSub

Paul Robeson			Def
30	33	23	2
4	24	21	3
30	33	23	5
4	24	21	15
30	33	23	32
4	24	21	T

## Setting/Adjusting the Clock During Live Play

### Tracking Minutes Played

If you get out of sync with the game clock, it's important before you make any subs to correct the time. TurboStats uses the in and out time to calculate the minutes played for each player so even if you don't run the clock, as long as you set it prior to subbing, the minutes will be accurate. To set the minutes do one of the following.

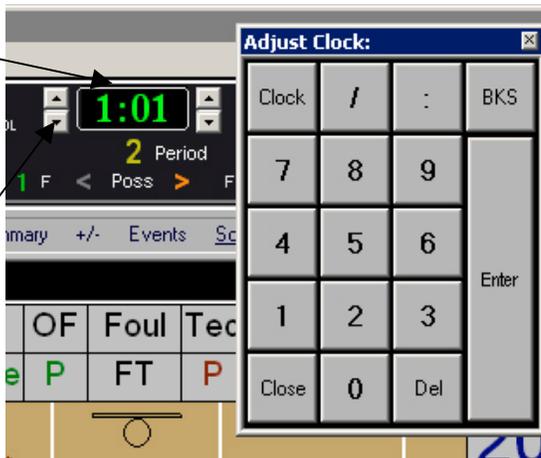
Note: **The clock must be stopped to edit the time.**

Tap the Clock to pop up the onscreen number pad

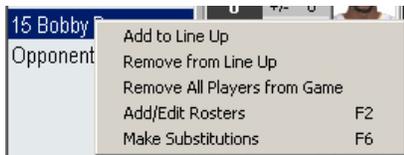
Tap the key pad to enter time. You can enter a number followed by the `:` key for Minutes

To enter seconds, enter two digits or one digit then the Enter key

Or Tap the scroll bars for minutes and seconds



## Removing Players from the Game



Remove a player that didn't play, but was mistakenly added to the game lineup. Select the player in the list and "right click" to pop-up the menu. Note: *Once a player is removed from the game any game stats for that player will be deleted if you add them back into the game.*

## Entering Made/Missed Shots

To enter game events, TurboStats needs two or three selections per event. These selections can be made in any order. When entering shots made or missed the order can effect the defaults in a way that can speed up data entry. For instance, to enter a shot missed one can:

1. Click Made or Missed
2. Select a Player
3. Click anywhere on the floor for shot locations



For Missed Shots, you can speed up data entry by using this order:

1. Click location on floor
2. Click any player

*Note: Whenever you click on the floor first, Missed is assumed unless you click Made then a player number. Otherwise three taps are required to enter all shots.*

2C

## Registering Shots as Transition, 2<sup>nd</sup> Chance and off TurnOvers

As you are scoring, TurboStats is keeping track of the events and knows when an offensive rebound or turnover occurs. After an offensive rebound TurboStats will turn on 2C (2<sup>nd</sup> chance) mode and the next shot will be a 2<sup>nd</sup> chance scoring opportunity. If this basket is made, the points will be recorded in the Game Factors box for 2<sup>nd</sup> Chance Points. To turn off 2C mode click on 2C and it will clear. If for some reason you need to turn on 2C mode manually, click on the – to toggle through the shot modes. **To enter TRANSITION** (Fast Break) FG Attempts double tap on the Made or Miss buttons.

### 4 Color Coded Shot Modes

1. **2C** for Second Chance Opportunities off Rebounds
2. **TO** for Scoring Opportunities off of Turnovers
3. **TR** for Transition Opportunities off Fast Breaks
4. **--** for Normal Shooting

The following information is tracked with each shot

1. Shot Location
2. Shot Mode (Normal, 2C, TO, TR)
3. Shot Type (Normal **X**, UnContested **X**, Last Second **L**, Blocked **θ**)
4. Offensive Play Called
5. Play Option (A, B, C, D)
6. Defense



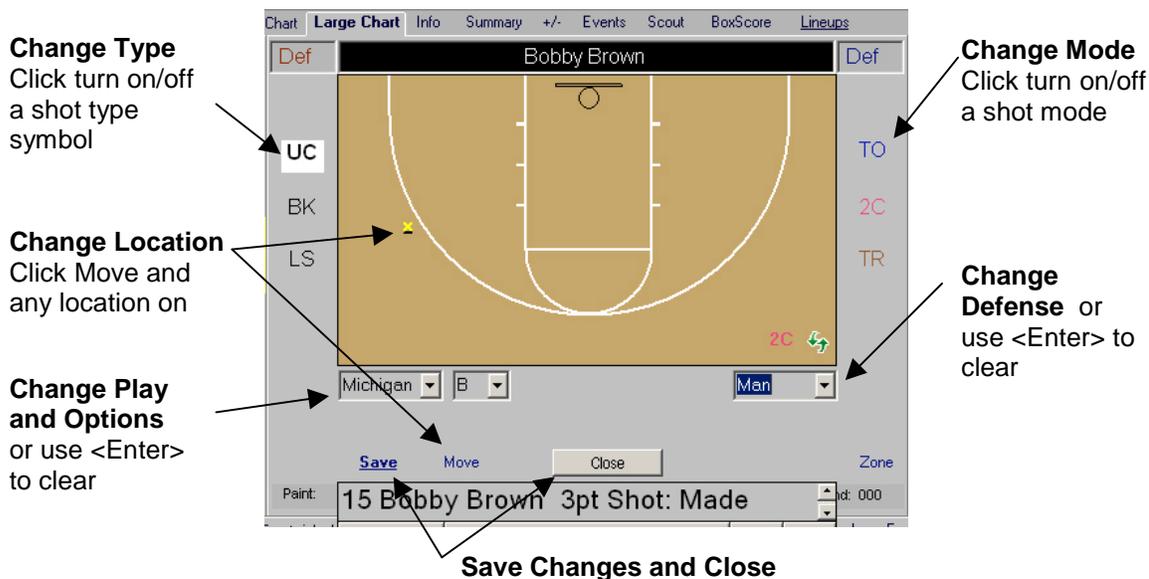
Double Click any shot in the Game Events to turn on EDIT MODE

Note: If the Game Event log is not visible, a double tap of the Last Event will pop it up over the shot chart and another double click will hide it

## How to Modify Shot Information

Modifying Shots can be accomplished in two ways.

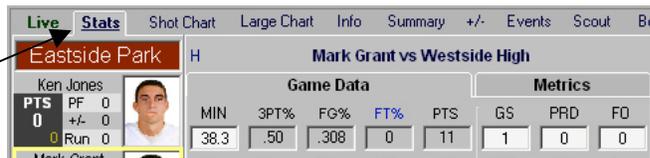
1. Double Click any Shot in Game Event Log
2. After Live Game Scoring is Turned Off back in the Game Form



Note: You can change any information stored with the shot and you can even change a 2pt shot to a 3pt shot or vice versa (and the stats will update)

## How to Modify any Statistic

We recommend you use UNDO whenever possible. To modify any statistic at any time click the STATS tab. Select any player in or out of the game and that players statistics will fill the boxes so you can edit them. Changes made this way will show in the box score but not the play-by-play.

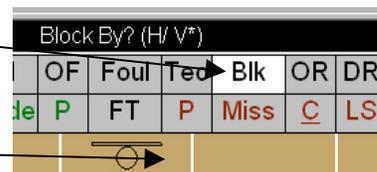


## Entering Blocked Shots

There are two methods to enter Blocked shots. In the Preferences tab, Rebound after Block is set by default but can be turned off.

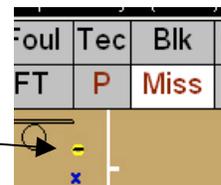
**Method 1:**  
(recommended)

1. Tap **Blk** first



3. Tap Shooting Location  
Then the player's number taking the shot

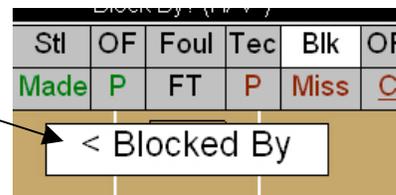
2. Miss will light up and the shot will have a Block Symbol through the middle



**Method 2:**

Enter the Missed Shot First.  
When prompted for Rebound click the **Blk** button. This method requires two extra taps and does not identify the shot as a blocked Shot with the  $\theta$  in the shot chart.

4. You will then be prompted for the player who Blocked the shot.



## Tracking UnAssisted, UnContested, Put Backs (Tip in) and Last Second Shots

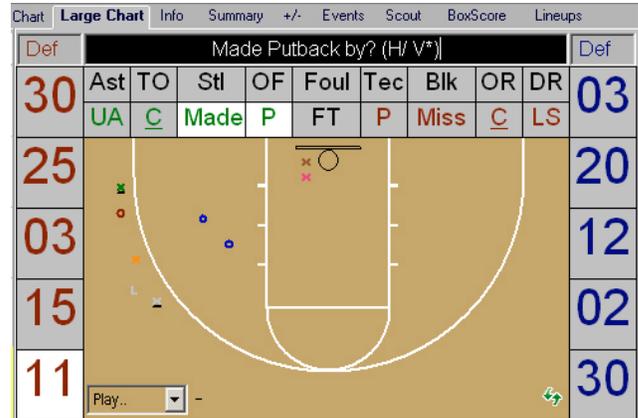
Select [ UA ] unassisted made baskets to speed up scoring because an ASSIST prompt will be avoided and the shooter will be credited with an UnAssisted 2 or 3 pt shot made and 1 possession used. Assists can also be correctly scored by clicking on the ASSIST popup to clear it after a made basket. In order to calculate some Metrics TurboStats splits the possession use between the shooter and the assister on assisted baskets. So it's important not to score an Unassisted basket, then tap Assist and give a player an assist. Doing this will credit the team with an extra ½ possession used. If you score an unassisted basket by mistake, it's best to press UNDO and then enter it again.

### Putbacks

To speed up data entry, if an offensive rebound is shot by the rebounder tap [ P ] for Putback. A putback credits the Rebounder with an offensive Rebound and shot attempt with less data entry taps.

### Last Second Shots

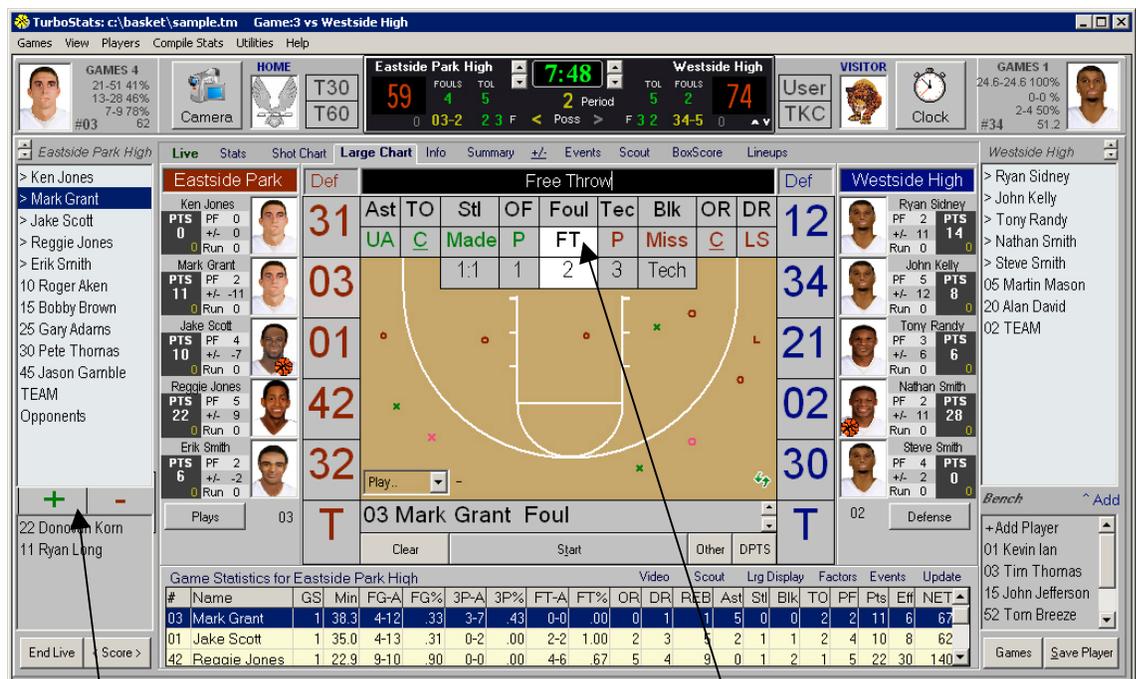
When players force up shots to beat the end of period buzzer or to avoid shot clock violations it's just not helpful to include these shots in your evaluation metrics. Tap [ LS ] to score the FGA as a LSS. LSS will not be used in any field goal percentage or individual offensive efficiency calculations. LSS will be used in TEAM Offensive Efficiency(Oeff) and TEAM Possessions used (aPos).



### Free Throw Shooting

Tap FT to drop down the Free Throw Selection Tool. It's important to understand how TurboStats tracks actual possessions on foul shots. In order to accurately calculate the offensive efficiency we have to track actual possessions during the free throw shooting process. And 1's and Tech fouls use no possessions so for And 1's tap FT then [ 1 ]. If the shot is missed you will be prompted for a rebound but no possession will be charged since a possession was already recorded for the FG. For 1 and 1's tap FT and then 1:1 and TurboStats will charge the shooter with one possession regardless of the results of the first shot. Selecting FT then [2] or [3] results in 1 possession being charged to the shooter. The

actual possession is charged after the #2 button switches to 1.



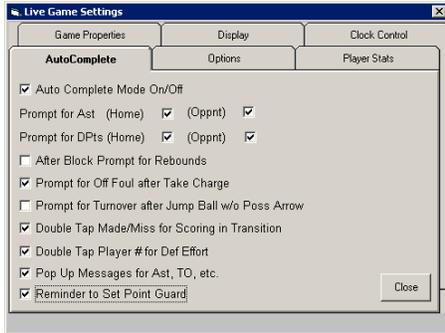
Note: You can make subs at any time during the FT shooting process and the original shooter will remain selected

During Free Throw Shooting  
+ Made or – Miss buttons appear which can be used instead of Made or Missed

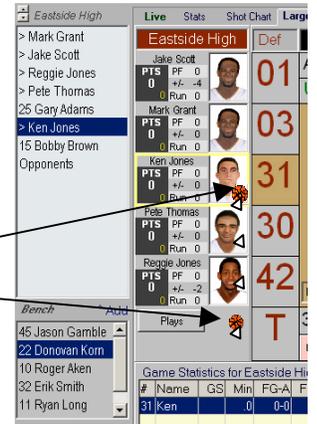
Tap FT then select the number of shots rewarded before the first attempt. Select the shooter and tap Made or Missed.

## Setting the Point Guard

As you are scoring, TurboStats Evolution can track the overall performance of your team based on the active point guard. To do this, all that is required is that the ball icon be positioned on the player who is the active point guard. **NOTE:** if you exit the live game screen and get back in, the active point guard needs to be reset.



Click on the Ball and drag to point guard



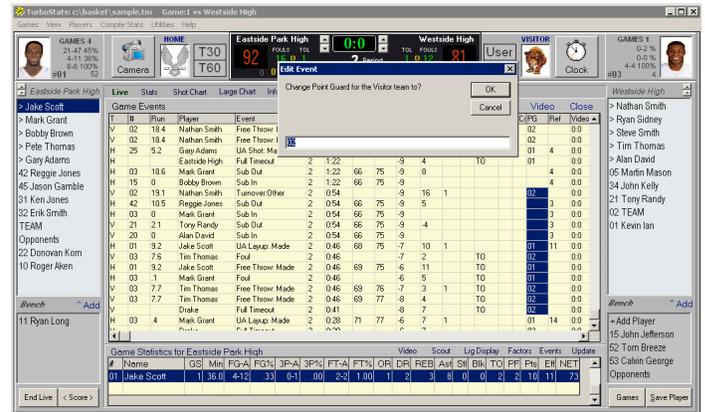
## Reminder to Set the Point Guard

As you are scoring, your focus will be on keeping up with substitutions, clock management, and scoring. Remembering to set the point guard will not be the first thing on your mind. That's why we created an automatic reminder that you can turn on/off that will pop-up a reminder when you make substitutions for the point guard. If you have multiple point

guards and wish to turn on this feature, Tap the [Pref] button and click on AutoComplete. Check the option [x] Reminder to Set Point Guard

## Modifying the Point Guard in the Play-by-Play

Because we understand that there will be times when you just forget to set or change the point guard change, we created a simple way to edit the previous events. Click on the Events tab to pull up the game events and scroll to the starting event where you need to swap the point guard. Click on the current point guard's number or the "#" symbol if no point was selected. Drag down highlighting all the events you wish to change (don't worry about the other team's events as they will be skipped). Then right click your mouse button or tap and hold if you are using a tablet. The Edit Event box will pop-up and you can just enter the correct uniform number and press OK.



## Analyzing Team Efficiency by Point Guard in the Play-by-Play

Using the Scout Tool you can select the Point Guard option to view offensive statistics by Point Guard instead of Plays. Select Scout then click on Offense or Defense which will toggle to Point Guard. You can sort this report by any category by double clicking or tapping the statistical column.

Tap to change teams

Tap for Point Guard Mode

PG	Att	Pts	aPos	Oeff	eFG%	FG-A	FG%	FT-A	FT%	OR%	TO/Pos	Ftm/Fga	TO	OR	Blk	UCst
02	51	57	44	130	.590	20-39	51	11-13	.846	37	16	28	7	7	0	0
30	20	20	14	143	.529	8-17	47	2-4	.500	67	14	12	2	6	0	0

Double Click to sort by **Oeff**, Offensive Efficiency (Points/Possession \* 100)

**APos** (Actual Possessions Used = FGA + TO + .44\* FTA - Oreb )

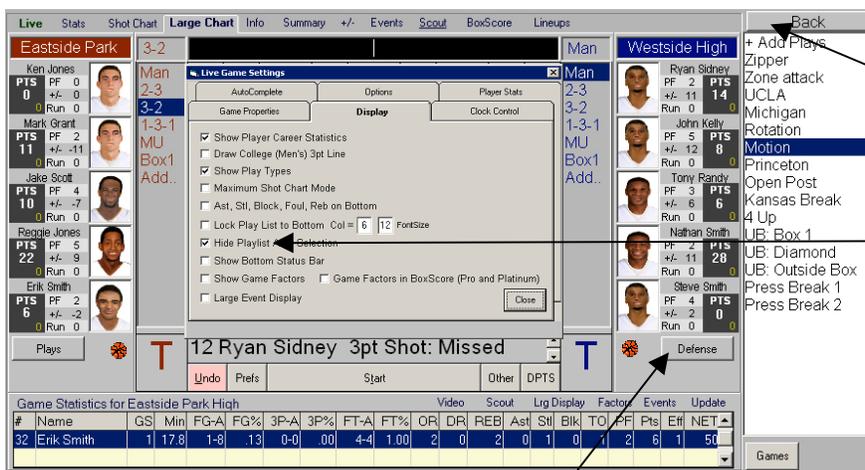
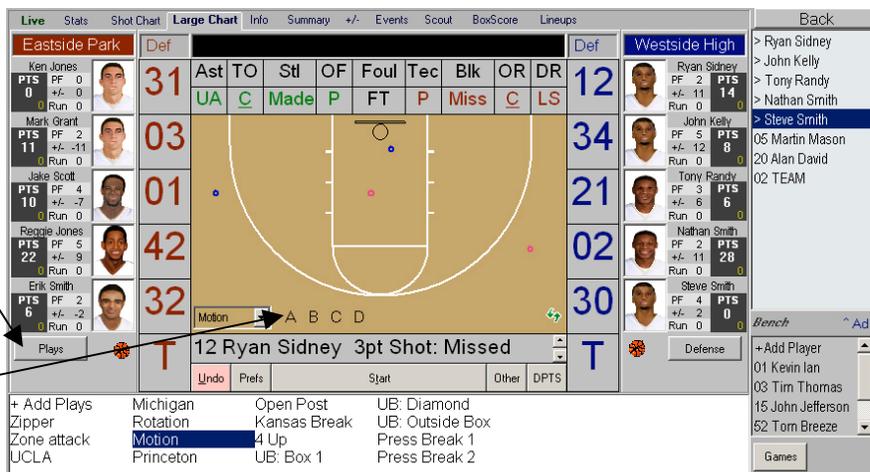
**Attempts** = FGA + TO + .44 \* FTA (Attempts can also be referred to as Plays)

## Entering Plays and Defenses

TurboStats Platinum Series includes a sophisticated scouting module to evaluate your offensive efficiency based on the plays and options you run. It also can evaluate your opponent's offensive efficiency (your team's defensive efficiency) based on the defense you run. Providing this level of advanced statistics is like having a full team of Division I statisticians on your bench.

To Enter Plays click the Plays Button. This button opens the play list along the bottom of the screen

Click to select a play and it shows up in the Play Selection Box. You can select from one of 4 play options. Click on any of the letters A-D



This button opens the play list along the right side of the screen

In the Preferences you can set how the play list operates, the font size and number of columns along the bottom. You can also set the list to disappear after you make a pick

Click Defense to set the current defense for both teams.

## Modifying Plays

To change any play just double click on any Made/Missed Shot in the Play-by-Play

## Analyzing Plays

Click Scout to pop-up the Play Analyzer. If you expand the width of the screen you can show the Play Analyzer to the right of the scoring area, otherwise it will completely cover it. Pressing Scout several times can increase the size of the Scout Screen. You can expand the bottom of the screen and press Scout to display the play list at the bottom. NOTE: Whenever the play list is visible, plays will automatically update after each data entry. On slower tablets this may slow down the data entry to an unsatisfactory level, especially late in the game when there are many more entries to compile. Close the Scout screen to speed up data entry. See the Point Guard Scout screen above as this is the same screen you view the plays and defense. Tap to select between Offense, Defense and PG.

## Saving Game Data During The Game

After every event, TurboStats saves the individual player data for each team in separate files. What's not saved after each event is the Live Game form including the Event Log, who's in the game, clock time, rebounds available and combo points. To save this information you can press the SAVE GAME button at convenient times or if you have a fast enough computer, set the AutoSave interval in the Preferences. Setting to 0 will save the Live Game information after each event. When scoring on a tablet computer with a slow processor, saving can cause a delay between events so you have to tailor the auto save or turn it off and save manually. When AutoSave is on TurboStats will save the Live Game after events which don't require a quick next event like Timeouts, Fouls, and after Assists.

If you turn AutoSave off and your computer has a lockup (which can sometimes happen when coming out of Hibernation Mode). You won't lose any player data but you will lose the Event Log, Minutes for players in the game and actual rebound available. You can manually add these stats at any time during the game.

## Screen Layout Modes

The TurboStats Live Scoring screen can be customized in multiple ways to suit any scoring needs. Below are some sample configurations and how to set them up.

Stat Summary for Both Teams	Event Log on side plus Summary	Tall Event Log on side
<p>Expand the screen downward and tables will auto scale</p>	<p>Widen the screen and then press Events or Scout along the top</p>	<p>Widen the screen and Double Click on the gray border of the right Event or Scout frame to expand it down to the bottom</p>
		
<p>Note: Press <b>Update</b> to recalculate the TEAM Totals for both teams. Individual Player's statistics will update with each event but not the Team Totals.</p>	<p>Note: If the Scout screen is visible then data will automatically update after each event which could slow down data entry on a slow tablet. Most laptops won't notice any delay.</p>	<p>Continue to Click <b>Events</b> or <b>Scout</b> and the screen will expand to the left. Hide it and press Events again to start over on the right. Plays can be selected directly from the Scout table</p>
<p><b>Play Selector at Bottom</b></p>	<p><b>Play Selector at Right</b></p>	<p><b>Side Scoring Bars for Tablets</b></p>
		
<p>Tap [Plays] to Pop Up the Play Selector</p>	<p>Pop Up Right Side Play Selector</p>	<p>Tap [<b>&lt;Score&gt;</b>] or [<b>Sub</b>] to Toggle Modes</p>

## Ending a Game

In order to process the remaining playing time for the players left in the game, and to save the available rebounds and +/- combo points, it's important to "End the Game" when you are finished. While you are in Live Mode all calculations automatically include the extra In Game minutes for each player, however, after you exit Live Game Mode, the final minutes will not show up in the Players Season Statistics until you use the End Game command. To access End Game tap the Player Menu or just hit YES to the prompt for Finalizing the Game when you press the [ **End Live** ] mode scoring button

## Summarizing the Opponent's Total Statistics

If your Preferences are set to "Prompt for Summarizing Opponents Stats" then you will be prompted when exiting Live Game mode to create an Opponent Summary for both teams. This is useful when compiling stat reports as the Opponent's Database will not be required and you can view the Game Factors without reentering Live Game Mode.

## Deleting a Game Completely

To prevent losing data from a computer crash, TurboStats automatically saves player data after each event. If you wish to remove the player data and reset the game there are two steps

1. Reset the Game in the Prefs Tab [Reset Game]
2. Delete all the player out of both team lineups and move them back to the bench (this clears the players stats) . Right Click and use Remove all players from lineup or use the Players Menu.
3. Add players back into the game from the bench
4. Confirm that the +/- combo data is also deleted by pressing +/-

## Moving Data to a Different Computer or Backing Up to a Cloud Drive

TurboStats uses many files for each team. Use the Backup and Restore buttons on the main menu to move data to a USB, NETWORK or Web Based drive. If you don't use live scoring you can email your data or use a free web cloud service like Amazon.com. To compress your data into one file use the File >Archive Team command. After you download the file to your other computer use File>Open Team and under File Types choose Archive. It's important to remember that, currently, the live game events won't be stored with stats in the Archive file but will be backed using Backup and Restore. You can also use a product like Gladinet to map a free Amazon 5GB drive to use as your backup drive. Once this cloud drive shows up as a drive letter you can choose it as your backup and restore location in TurboStats. We don't support Gladinet but do a Google search and see how easy it is to setup.

## Backing Up Photos

Backup and Restore does not copy player photos so you will need to copy the photo folder to your backup drive with Windows Explorer if you want to move them.

## How to Download Updates

With all the new features in TurboStats Evolution for Basketball, we are sure we will be adding more to it throughout the season. Click the Online Documentation button in the Main Screen to find/download updates. If you are installing an update make sure you close out of TurboStats when you are installing.

## Entering Your Password

Click the Register TurboStats Button or the Current Version you are running to enter the registration page



Check for Updates

Register or change passwords

## Using TurboScript™ to Score a Live Game

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TurboScript is a clever scripting language designed to allow scoring of a basketball game with an inexpensive wired or wireless controller. Using TurboScript you can enter just about any event you can with the mouse. If you can imagine the basket being centered around the 8 key it will be easy to remember the numbering sequence. Some buttons have a dual purpose depending on the order they are entered. To use TurboScript enter the Event Code first, followed by the Team Code, followed by the Uniform Number, Followed by <Enter>. *You can also just use the controller to start/stop the clock.*

Example: -73/5 <Enter> 3 point shot missed from the left corner by player #5 on the Home Team  
 (note: for the home team (team on left side of the TurboStats Live Game screen) you don't need the / symbol as Home Team is assumed)  
 Example: -735 <Enter> 3 point shot missed from the left corner by player #5 on the Home Team

Example: +62\*10 <Enter> 2 point shot made from the right middle by player #10 on the Visiting Team  
 (note: for made shots you can leave out the + sign) can be entered as 62\*10

### Shooting Options

Made 3pt Shots 3, +3, 73, +73, 43, +43, 63, +63, 93, +93  
 Missed 3pt Shots -3, -73,-43, -63, -93

Made 2pt Shots 2, +2, 72, +72, 42, +42, 62, +62, 92, +92, 77(layup left), 88 (dunk), 99(layup right)  
 Missed 2pt Shots -2, -72,-42, -62, -92, -77,-88,-99

Missed 2pt PutBacks - -2, - -72, - - 77, - - 88, - -99, - -92, etc  
 Made 2pt PutBacks ++2, ++72, ++77, ++88, ++99, ++92, etc



### Entering Subs

44 10-21 Sub 10 in for 21 on the Home Team or 44 \*7-10 Sub 7 in for 10 on the Visitor Team  
 44 10,8,3 - 5, 2, 40 sub 10 for 5, sub 8 for 2 and sub 3 for 40 for the Home Team

NOTE: TurboScript can be used by another operator for tasks like Starting and Stopping the clock without interfering with the stat keeper

## Working with Video

### Overview

TurboStats Platinum & Ultra editions include an integrated Video player which makes scoring from video a breeze. Instead of controlling the video and the stats software separately, you can:

#### Platinum and ULTRA

- Start and stop the video and the game clock at the same time
- Start the video and leave the clock off then start the clock while the video is running
- Track accurate playing time and correctly log event time
- Use onscreen controls or keyboard short cuts to control the video
- Automatically stop video while scoring an event, then automatically start it up again
- Perform one click 6 sec replays that keep both the game clock and video in sync
- Automatically tag and sync video with the play-by-play while you score
- Automatically copy and rename the video files right from your (hard drive or SD card) camera
- Optionally play video right from your camera SD card without having to copy it to your computer
- Automatically rename and save the video files with each game
- Move to any recorded event simply by selecting the event in the play-by-play
- Manually adjust the default clip interval by setting the start and end clip markers

#### ULTRA ONLY

- Filter and watch events by any play, player, defense, statistic, team, etc
- Watch a complete series of sorted clips without the need to wait for the video to process
- Step forward or back through any series of sorted clips
- Tag, mark as highlight, rate(0-10), edit plays, options and defense while watching clips
- Print advanced reports by play type, play options, defense or point guard

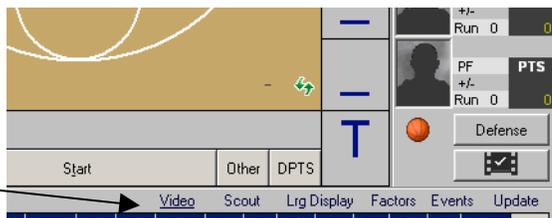
#### ULTRA with CyberLink PowerDirector Deluxe or higher

- Produce videos you can save or share from any combination of events
- Automatically load videos to YouTube, Facebook or create DVDs
- Create individual player highlight films
- Create training videos
- Process camera game video files into one full length game movie

### Preparing Your Video

Scoring from video is similar to live scoring and is done in [Live Score] mode. We recommend that when recording the games you instruct your camera person to leave the video recording running the entire period so there will be only 2 (college) or 4 (HS/Pro) video files per game. Advanced users can create single game videos with additional software on a computer by processing individual clips into a single game video however, it's a time consuming process. Most hard drive or SD card cameras save the video into multiple clips each time you start and stop the camera. If you choose to start and stop the camera you will have to use software like CyberLink PowerDirector to stitch all these individual video clips into one video file and load that full game as period 1 in the Media Player.

Once your video(s) are ready, open TurboStats and click on [Games] to enter the Game Form. In the Game Form press the [ADD GAME] button to start a new game and then [LiveScore]. Setup your Opponent and then click the [Video](#) link in the Events Tab to pop up the Media Player. Click on [Video Files](#) to load your single game or multiple period videos, then press [WATCH](#) to begin.



## Scoring From Video

You can control the video from within the TurboStats Live Scoring screen or by clicking on the Play/Pause or Start Button in the Media Player. It's best to use the buttons that appear in the Live Scoring screen whenever possible to prevent control from bouncing back and forth between the Media Player and the Live Game form which could replay the last clip. The video control buttons will appear when you open the Media Viewer by clicking on the [Video](#) link below the shot chart.

### Score by Video Controls

(appear only when the media player is turned on)



6 Second Instant Replay  
(or press Ctrl on your keyboard)

Start/ Stop the video without starting the  
clock (or press Alt on your keyboard)

Start/Stop the video and the clock  
(or press Spacebar on your keyboard)

Use the SETTINGS tab in the Media Viewer to set the defaults for video scoring. By default the video will stop whenever you click a player's number in the scoring screen, then automatically start again after the event is scored. Note: Record the event after it plays completely in the video so the End clip time will be locked in as soon as you press the player number. The start time will be automatically calculated based on the setting in the SETTINGS tab. To test clips, select a previously recorded clip in the Event list.

Click **Watch** to view Video

Set up to 5 videos per game. One per period

Sort video clips by event or produce a CyberLink project to create a DVD

Adjust the video delay factor when scoring live and syncing video files after a live event. This factor adjusts the time between when the camera was started and when the first event was scored. Each period can have its own delay time if there is a video for each period.

To adjust, modify the delay until the video is at the correct location of the start of the first saved event for the period. Now all remaining events for the period will be in sync. When scoring from video you can leave the delay at zero.

Set a tag or rate the video so you can later filter all tagged videos

Adjust the current event Start and End clip times from automatically saved values

6 second instant replay

Save any changes

Select an event to move video to the starting clip time and adjust the game clock (Edit Mode)

Click **PLAY** to start the video but not the clock on free throws or out of bounds plays

Click **Start/Stop** to start the video and the clock or just start the clock if the video is already running

**EDIT mode** or Erase mode. Erase mode will not move the video to the starting clip time if you are readjusting the clip start and end points manually

Move to previous event

## Playing Back Clips and Adjusting Start/End Clip Points and Play Calls

Use the Media Viewer controls for viewing or editing after events have been recorded for best results. As the video is playing and stats are being recorded, the clip information is being logged in the play-by-play for each event and in the Event List in the Media Viewer. To view previous events you can

click on any event in the pull down list, use the left or right arrows, or select from the play-by-play and click the [ > ] play icon or click [Video](#) and move right to that spot on the clip. If you are in EDIT mode the video and the game clock will be adjusted to the saved times in the play-by-play automatically.

### Controlling the Video Using the Keyboard

Make sure the cursor is in the TurboScript™ event window (black text) above the court to use keyboard commands. Press SPACEBAR to start and stop the clock and the video simultaneously. Use the Alt key to start/stop the video without starting or stopping the clock. Press the Ctrl key to backup the video and the clock 7 seconds for a replay. That's really all you need to know, it's very intuitive.

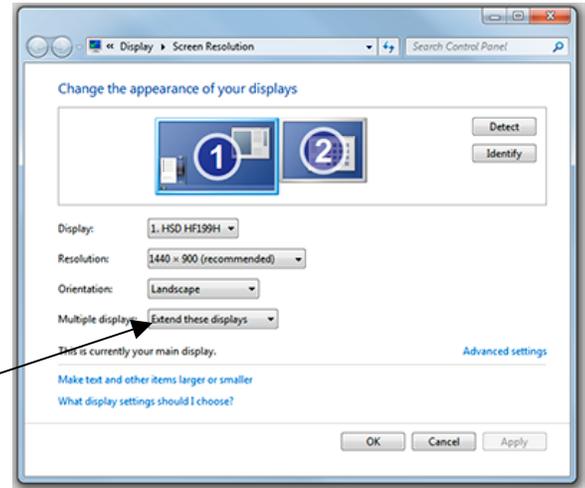
### Viewing the Video on a TV or Second Display

Plug in your second display either HDMI or VGA and right click anywhere on the Windows Desktop and choose Screen resolution from the pop up menu. The following form or similar form should appear.

(note: in Windows XP or lower choose Properties> then Settings)

Drag the Media Player onto the Extended Display and Maximize it

Click on **Multiple Displays** and choose Extended Desktop



Plug in the correct HDMI cable into the tablet and TV

Samsung ATIV Tablet uses a micro HTML cable



Right click or tap and hold on the Play icon and the Media Player will maximize on the TV



Drag the Media Player to the right and you will see it appear on the extended desktop

Use the Play, Pause, Clock and Replay buttons on the tablet or computer to control the video

### Tagging Video While Scoring a Live Game

When scoring a live game (not from video), TurboStats will automatically record the elapsed time for each event in the play-by-play. Record each period on your camera and **leave your camera running the entire period** so the elapsed time is in sync with the Video. You can modify the delay factor for each period after you import the video after the game. If for some reason you need to turn the camera off, the camera operator can instruct the scorer to click on the Elapsed Timer button to pause the timer. Then when the recording is restarted turn on the Elapsed Timer to stay in sync with the video. If you are using an SD card camera you have the added benefit of being able to insert the video card right into the computer, select the videos for each period and view tagged video at halftime or on the bus ride home. Pressing COPY (takes a while) to copy the video files from the card to the computer and is not necessary if you need to watch the clips right away. If the video is being streamed onto a computer then you can set the video to the network drive and access or copy the video wirelessly by attaching the camera to another computer on the network. TurboStats includes a HostNet program to turn your Windows tablet into a network hotspot to connect another computer.