



ScorePAD Baseball for Palm OS Handbook

Version 3.2



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Support

The ScorePAD website <http://www.scorepad.com> provides a mechanism for users of ScorePAD to:

- Obtain answers frequently asked questions
- Send bug reports
- Get news of new releases and companion products
- Download updates to ScorePAD
- Purchase ScorePAD upgrades and companion products

ScorePAD users may also obtain support by sending email to:
support@scorepad.com.

Contents

- Introduction 7**
 - ScorePAD Functionality 7
 - ScorePAD Benefits 7
- About this manual 8**
- Installation 9**
 - Windows Software 9
 - End User License Agreement (EULA) 9
 - Registration 9
 - Destination Directory 10
 - Installation Progress 10
 - Palmtop Software 10
 - Completing the installation process 11
- Starting a game 13**
 - Game setup 13
 - Entering game information 13
 - The teams 13
 - Game duration 13
 - Other game information 14
 - Creating a new game 14
 - Erasing the current game 14
 - Selecting another game 15
 - Deleting a game 15
 - Game Parameters 15
 - Leagues 16
 - Number of lineup players 16
 - Game type 16
 - Scheduled innings 16
 - Series ID 17
 - Initial count 17
 - Free Form checkbox 17
 - DH may be used checkbox 17
 - Add players to database checkbox 18
- Filling in the score card 21**
 - The ScoreCard view 21
 - Full Game mode 21
 - Player Detail mode 22
 - Creating the starting lineup 22
 - Selecting a team 22
 - Selecting players 23
 - The Edit Lineup dialog 23
 - Moving players around in the lineup 24

Setting defensive positions	24
Creating lineup without RosterPAD data	25
Saving the starting lineup	25
The completed score card	25
Player substitution	26
Making substitutions in the GSP	26
The Lineup Wiz	28
Scoring an atbat	31
The GSP view	31
The scoring square	32
Pitch buttons	32
Batter information	32
Game/atbat status	33
Pitch line	33
Atbat result buttons	34
Visual cues	34
Scoring procedure	34
Recording pitches	35
The No Pitch	36
Reaching base	37
Advancing base runners	37
Drag and drop base advances	37
Recording an out	39
Switching sides	40
Skip AtBat	41
Clear AtBat	41
Advanced scoring - Graffiti abbreviations	41
Navigation	42
Instant Batter, Pitcher, and Inning Stats	42
Statistics	44
Batters	44
Pitchers	44
Box Scores	45
Instant Pitcher Stats	45
Instant Batter Stats	46
Instant Lineup with atbats and hits	46
Pitch Charting	47
AtBat Detail dialog	48
Preferences dialog	49
Pitch Detail Preferences	51
Button Preferences dialog	52
Ending a game	53
Saving starting lineup	53
Setting the game status to 'Complete'	54

Setting the Winning, Losing, and Save pitchers	54
Marking save opportunity pitchers	55
Updating statistics	55
Using infrared with ScorePAD	56
Beaming games	56
Beaming lineups	57
Reference	59
Atbat result types	59
Reach Base Types	59
Out Types - Batter	59
Out Types - Runner	60
Advance Runner	60
Pitch Detail	61
Pitch Types	61
Swing Types	61
Pitch Results	61
Pitch Speed Range	61
Current MLB Team Abbreviations	61
American League	61
National League	61
RosterPAD	62
Getting Started With RosterPAD Players	63
Creating a RosterPAD Player	63
Entering Batting Statistics	64
Editing a RosterPAD Player	65
Deleting a RosterPAD Entry	65
Working with RosterPAD Players	66
Looking Up Players	66
Sorting by Player Name or Team	67
Beaming RosterPAD Players	68
RosterPAD Menu Commands	69
Record Menu	69
Options Menu	70
MLBStats	71
Updating Player Statistics	72
Adding teams to the list to update	72
Removing teams from the list to update	73
MLBStats subscription	73
ScorePAD Desktop	74
ScoreCard View	77
Loading a game	77
The Score Card	78
Looking at an atbat's detail	79
Printing the score sheets	79

Printed score sheet detail	81
Exporting game statistics	81
Editing game parameters	81
Viewing lineup players	83
Deleting a game	83
Examining pitching sequences	84
Moving to other views	85
RosterPADView	87
Adding players	87
Changing player info	88
Sorting players	89
Deleting players	89
Moving players among leagues	89
Printing players	90
Exporting and importing players	90
Using the clipboard with the RosterPAD view	91
StatsView	93
Loading a team	94
Selecting a date range	94
Displaying RosterPAD statistics	95
Printing stats sheets	95
Configuring Batting and Pitching subviews	95
Copying statistics to the clipboard	97
Exporting statistics	98
Changing export settings	98
Creating Web pages from the Stats view	99
Changing Web page specifications	100
Stats subview descriptions	102
File formats	107
RosterPAD Import/Export file format	107
Game export file format	109
Exported position player statistics	109
Exported pitcher statistics	111

Introduction

Congratulations on your selection of ScorePAD Baseball. ScorePAD Baseball is the first comprehensive scorekeeping software system for the Palm Connect Organizers, Handspring Visors and other Palm OS compatible hand-held computers. ScorePAD gives you at-the-park electronic baseball scoring that is actually easier to use than paper.

With ScorePAD you can keep score while gathering and maintaining statistics. Scoring and gathering statistics are one in the same since ScorePAD compiles statistics from each pitch of each atbat, from each defensive play, and each ball put in play. In addition, ScorePAD's conduit allows you to move completed games to your personal computer using Windows 95 or Windows NT during a process called HotSync.

ScorePAD Functionality

ScorePAD provides:

- ☐ Automated scoring on a small hand-held computer
- ☐ Visual similarity to paper scoring systems
- ☐ Automated prompting for all scoring information
- ☐ Automatic statistics gathering and calculation
- ☐ Windows 95/NT software for permanent storage and printing
- ☐ Roster management for players and their season statistics
- ☐ Optional Major League Baseball season statistic updates

ScorePAD Benefits

ScorePAD offers you the following benefits:

- ☐ Using ScorePAD feels natural to the experienced scorer and yet easy to learn for the beginner.
- ☐ ScorePAD's paper-score-sheet-like interface helps keep you in familiar territory while remove most of the complexity of paper.
- ☐ ScorePAD gives you the best of both worlds; an interface you already understand and more information than you would ever calculate using paper.
- ☐ ScorePAD allows you to store team rosters and statistics on you Palm

along with games played for an entire season. With ScorePAD and RosterPAD, you can score and keep stats for an entire season right on your Palm - if you choose.

- ❑ Added features like infrared beaming of games, lineups, and rosters along with laser printing of score sheets, stats and spray charts make it difficult to imagine any advantages paper scoring might provide.

Alegis Technologies hopes that using ScorePAD and RosterPAD adds to your total baseball experience. Regardless of the level of baseball, the process of scoring increases your knowledge and enjoyment of the game.

The *Baltimore Orioles Program Scorecard* contains the following warning:

Warning! Be careful. Scoring a ball game can be habit forming. Proceed at your own risk.

About this manual

This manual assumes that you know how to use the Palm OS device. It also assumes that you have a basic knowledge of baseball scoring terminology and procedure. If you haven't acquainted yourself with the Palm OS device, Graffiti, menus, shortcuts, HotSync, or other terminology or procedure associated with the Palm OS device, please take time to read the Palm OS Handbook and go through its tutorial.

If you don't understand baseball scoring procedure and terminology we recommend you obtain a copy of the book *The Joy of Keeping Score* by Paul Dickson. This book contains the history and instruction on keeping score while watching a baseball game. You can obtain a copy from most major book stores.

Installation

Windows Software

Whether you install ScorePAD from diskettes, CD, or downloaded file, the procedure, other than disk swapping in the case of a diskette installation, is the same.

The installation takes you through seven dialogs:

- ☐ **Welcome**
- ☐ **End User License Agreement**
- ☐ **Registration**
- ☐ **Destination Directory**
- ☐ **Installation Progress**
- ☐ **Finish**

Welcome and finishes are just cordial status pages. Let's take a look at the rest.

End User License Agreement (EULA)

Please take time to read this dialog. The EULA details the legal conditions of use under which Alegis Technologies, Inc. grants you a ScorePAD license. You will want to take care not to violate any of these conditions since the criminal and civil penalties for such violations can be costly.

Press the Yes button on this dialog if you agree with the EULA. If you disagree, Press No. If you press No, the installation will stop. If you press Yes, the installation will continue and you will be legally bound by the terms and conditions of the EULA.

Registration

The registration dialog prompts you to enter your name, company or organization, and the serial number you received with your copy of ScorePAD. You must enter information in all three of these fields. Once you've completed the registration form, you may proceed to the Destination Directory page.

Destination Directory

The Destination Directory page allows you to select the directory to which the install program will copy ScorePAD. You may change this directory to any directory you prefer. The default directory is as follows:

C:\Program Files\Alegis Technologies\ScorePAD Baseball\

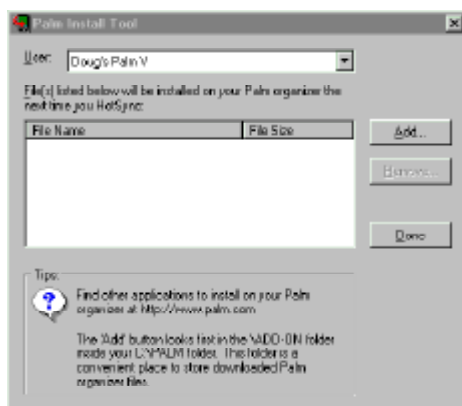
Installation Progress

The installation progress dialog shows you the progress of the installation as it continues. If you are installing ScorePAD from diskettes, the installation program will alternate between the Install Progress dialog and dialogs prompting you for each diskette until the installation completes.

Palmtop Software

In addition to installing ScorePAD's Windows software on your PC, the install process will copy the files *ScorePAD.prc* and *RostrPAD.prc* into your Palm OS directory (usually C:\Pilot or C:\Palm). You must use the Palm Install Tool to install these PRC files onto your Palm OS device. Complete the following steps to perform the Palm OS install:

1. Run the Palm Desktop Install Tool application on your PC in Windows 95/98/NT4 by selecting **Palm Desktop** from the **Programs** section of the **Start** menu.
2. Select the **Palm Install Tool** from the Palm Desktop submenu.
3. Once in the Palm Install Tool, press the **Add** button.
4. After the **Open** dialog appears, Select *ScorePAD.prc* then hold down the Ctrl key and select *RostrPAD.prc*
5. Press the **Open** button. *ScorePAD.prc* and *RostrPAD.prc* will appear in file list of the Palm Install Tool main dialog.
6. Press the **Done** button on the **Palm Install Tool** main dialog.



Palm Install Tool

Completing the installation process

To complete the installation process, you must perform a HotSync operation with your Palm device. The HotSync process will install ScorePAD and RosterPAD on your Palm device.

~~To verify that the installation process worked, touch the Applications~~ button to the left of the Graffiti writing pad on your Palm OS device. You should see RosterPAD and ScorePAD among the applications installed.

Game Setup		▼ 1
Visitors:	MIL	↑ ↓
Home:	ATL	
Date:	7/17/98	
Start Time:	7:41 pm	
End Time:	In Progress	
Field:	Turner Field	
Weather:	Fair	
Grounds:	Fine	
Attendance:	33734	
Official Scorer:	John Johnson	
Official 1:	Pete Williams	
<input type="button" value="Parameters"/> <input type="button" value="Done"/>		

The Game Setup View

Game Parameters		i
Vis League:	▼ MLB	
Hom League:	▼ MLB	
Vis Lineup Players:	▼ 9	
Hom Lineup Players:	▼ 9	
Game Type:	▼ Season	
Sched Innings:	▼ 9	
Series ID:	▼ 0	
Initial Count:	▼ 0 Balls, 0 Strikes	
<input type="checkbox"/> Free Form <input type="checkbox"/> DH may be used		
<input type="checkbox"/> Add players to database		
<input type="button" value="OK"/> <input type="button" value="Cancel"/>		

Game Parameters Dialog

Starting a game

Game setup

Once you've loaded ScorePAD and RosterPAD on your Palm OS device, you are ready to setup a game. The installation process creates a blank game for your convenience. To setup a game you must complete the following steps:

1. Enter the abbreviations of the home and visiting teams
2. Set game start date and time
3. Enter field name, weather conditions, and officials' names
4. Select players in starting lineup for each team
5. Set players' defensive positions

Entering game information

To enter game information you must use the Game Setup view. To move to the Game Setup view from the ScoreCard view, select **Game Setup** from the **Options** menu.

The teams

First, you will need to set the visiting and home teams. Enter the team names using Graffiti. The dates and times will default to the current day and time. To set the visiting team you simply erase the default text **Vis** and use the Graffiti tablet to write a valid team name. For example, **ATL** is the abbreviation that Major League Baseball uses for the Atlanta Braves. Similarly, to set the home team, erase the default text **Hom** and write the home team's short name; for example **FLA** for the Florida Marlins.

Game duration

The Game Setup view only requires that you enter the team abbreviations. However, you may also record the game's duration. To record the game's duration, enter the starting time of the game by touching the **Start Time** field and setting the time. As the game progresses, the ScoreCard and Game views will display the game's duration in hours and minutes. In addition to setting the start time here, when you record the first pitch, ScorePAD gives you the opportunity to set the game clock's starting time to the time of that pitch.

The **EndTime** field allows you to set the ending time of the game. ScorePAD will prompt you after the last play of the game to set the end time to the current time. Once the End Time is set, you cannot add anymore atbats to the game. The **Delay Duration** field allows you the set the total hours and minutes of delay in the gamel.

Other game information

You may also use Graffiti to enter the stadium or field, a description of the weather, the official scorer, the condition of the grounds, the number of fans in attendance, and names of up to four officials. Although ScorePAD will save and HotSync all of the information you enter in Game Setup view, Visitor and Home fields are the only required fields in this view. Once you have completed your selections, touch the **Done** button to return to the ScoreCard view.

Creating a new game

ScorePAD will store as many games as your Palm OS device has free memory. If the Home field contains the team name **Hom** and the Visitors field contains the team name **Vis**, you have not setup ScorePAD's current game. You may setup and use the current game to start scoring. If you've already used the current game and wish to create a new game, select **Create New Game** from the **Options** menu of the **Game Setup View**. The Game Setup view will clear. ScorePAD will then set the visiting team to **Vis** and the home team to **Hom**. You can now enter team abbreviations and begin scoring in the newly created game.

Erasing the current game

When ScorePAD erases a game it removes all of the atbats and lineups of the game. If you start scoring a game and decide you don't want to keep the atbats or lineups of that game, you might want to erase it and score another game. To erase an existing game you must select **Erase Game** from the **Options** menu of the Game Setup view. You will have the choice of erasing only the atbats of the game or erasing everything including the teams and lineups. Erasing only removes the game information. To totally remove game from your Palm device you must delete the game.

Warning: If you intend to keep any of the information from a game you plan to erase, you must perform a HotSync operation with the ScorePAD Desktop before erasing the game.

Selecting another game

ScorePAD identifies the current game by the number to the left of the title bar. To select another game, touch the number. A list will appear containing the teams and dates of each of the games stored in ScorePAD. Touch the game you want from the list and that game becomes the current game. The ScoreCard view contains the same mechanism for selecting games.

Deleting a game

When ScorePAD deletes a game, it removes all information about that game from you Palm OS device's memory. To delete a game, you must select **Delete Game** from the **Options** menu of the **Game Setup view**. After selecting the menu item, ScorePAD will prompt you to confirm the delete. If you answer Yes, ScorePAD will permanently remove the current game from your Palm device. There is no way to recover a deleted game. ScorePAD will not allow you to delete a game if you only have one game on your Palm device. You must have at least one game on your Palm device at all times.

Game Parameters



Game Parameters Dialog

The Game Parameters dialog adds the capability of scoring games that don't conform to Major League Baseball rules. You can set the following special game parameters:

- ☐ Home team league
- ☐ Visitors team league
- ☐ Number of home team lineup players

- ☐ Number of visiting team lineup players
- ☐ Game type
- ☐ Scheduled Innings
- ☐ Series ID
- ☐ Initial Count
- ☐ Pitcher Bats checkbox
- ☐ Free Form checkbox
- ☐ Add players to database checkbox

~~To access the Game Parameters dialog, touch the~~ **Game Parameter** button on the Game Setup dialog.

Leagues

Leagues in ScorePAD equate to categories in RosterPAD. Since most youth baseball leagues use a common set of team names, mostly Major and Negro league team names, RosterPAD employs the use of leagues to distinguish teams. If your child plays in My Park on the Astros and you are playing the Their Park Astros, You might create My Park and Their Park Leagues in RosterPAD and add each player to their respective league. You might also create a league for each age group within a park (i.e. 9-10 My Park) ScorePAD allows you to pick from those leagues on the Game Parameters dialog.

Number of lineup players

With some free substitution rules, all of the players on the team become part of the batting rotation though they may or may not play defensively. To accommodate this scenario, ScorePAD allows you to set the number of lineup players for each team. Since ScorePAD automatically moves from the current batter to the next logical batter, you must set the exact number of batters on each team. If the pitcher isn't batting, still include his position in the number of lineup players and uncheck the Pitcher Bats check box.

Game type

You can set the game type to any of eight descriptions. This will allow both the ScorePAD Desktop and Palm to compile statistics by game type. The parameter will default to Season.

Scheduled innings

You may set the number of scheduled innings for each game. When the players have completed that number of innings without a tie, ScorePAD will automati-

cally mark the game as complete. ScorePAD will prompt you to set the game's End Time after the last out of the last scheduled inning or after the winning run scores in bottom of the last scheduled or any extra inning.

Series ID

The series ID identifies a game as belonging to a specific series. Selecting an ID for each series will allow ScorePAD to compile series-oriented statistics.

Initial count

In some softball tournaments, the batter comes to the plate with an initial count. ScorePAD allows you to set the initial count to any of the following counts:

- 0 Balls, 0 Strikes
- 1 Ball, 1 Strike
- 2 Balls, 2 Strikes
- 3 Balls, 2 Strikes

ScorePAD adds balls and strikes to bring each batter that comes to the plate to that initial count. You can change the initial count at any point during the game by returning to the Game Parameters dialog.

Free Form checkbox

The Freeform check box allows the scorer to score any atbat on the entire score card. If you want to only score the atbats of a single player during the game, you may use free form mode. As the game progresses you touch the square of the score card that represents the atbat of the play in the current inning and ScorePAD presents the proper GSP view.

If you come to a game late, you may use freeform mode to catch up and then switch to the standard mode.

In freeform mode, ScorePAD doesn't keep score or keep track of outs.

DH may be used checkbox

When a team uses designated hitter (DH) that hitter bats in the place of a defensive player. In Major League Baseball that player is always the pitcher. Whenever a team uses a DH, check this box and place the defensive player for which the DH bats in the last lineup slot. This will allow ScorePAD to gather defensive statistics for that player without placing him or her in the batting order.

When you've checked the "DH may be used" checkbox, a lineup slot will appear at the end of the score card that has no atbat squares adjacent to it.

Add players to database checkbox

This flag tells ScorePAD's conduit whether or not to add any penciled-in players to your desktop RosterPAD database. If you check this box, any players you add to the game using the Edit Lineup dialog will be added to RosterPAD's desktop database during your next HotSync. If you've performed a Save Lineup operation for a given team, that teams players have already been added to RosterPAD's database.

This flag is automatically turned off when you start ScorePAD.

For teams that you don't expect to face again, you will want to leave this box unchecked. Once players are added to the desktop RosterPAD, they will HotSync down to the Palm RosterPAD database. Once you add players to your Palm's RosterPAD database, they will be added to the desktop Roster database during the next HotSync operation. No matter which way you add player to the Roster database, they will end up on both the Palm and desktop Roster databases.

MIL 2		ATL 4				▼ 3				
Plyr	1-9	1	2	3	4	5	6	7	8	9
22	Weis	31	F9			F8		Kc		
1	Lock	P6		F9		BB		BB		
10	Jone	1B		63		43		DP		
14	Gala	64		1B			BB		1B	
27	Willi		2B		13		Ks		BB	
24	Tuck		F9		F2		F9		Ks	
12	Pere		BB		E6		1B		1B	
25	Jone		2B		Ks		BB			
36	Spri		Kb			L9	43			
In 8 Btr 4				Dt		Full		(Batter)		

Score Card Full Game view

MIL 2		ATL 4						▶ ▼ 3	
Plyr	1-7			1	2	3	4		
22	Weiss W		SS	31	F9				
1	Lockhart K		2B	P6		F9			
10	Jones C		3B	1B		63			
14	Galarrraga R		1B	64		1B			
27	Williams G		LF		2B		13		
24	Tucker M		RF		F9		fF2		
12	Perez E		C		BB		E6		
In 8 Btr 4		Dtl Full (Batter)							

Score Card Player Detail view

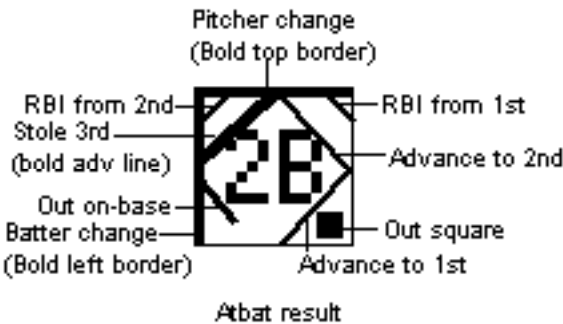
Filling in the score card

The ScoreCard view

The ScoreCard view displays the status of the entire game. This view shows you the following game information:

- ❑ Game number
- ❑ Opposing teams and scores
- ❑ Player's name, number, & defensive position
- ❑ Game duration
- ❑ Individual atbat results for each player
- ❑ Current inning and batter

Each individual square on the ScoreCard view represents an atbat. ScoreCard squares graphically represent a number of events that occurred during that atbat. The graphic below shows each graphic component of the an atbat square and the event that it represents.



The ScoreCard view has two modes Full and Detail.

Full Game mode

The full game view shows you nine players and up to nine innings. If you have scored one to six innings, this view shows player full last name and defensive position. During the seventh and eighth innings, the players' last names are reduced in size. After scoring nine or more inning, the defensive position is removed from this view. You can still change the defensive position in the Player Detail mode of this view or the Edit Lineup view.

Player Detail mode

In the Player Detail view you see the players' numbers, complete last names, first initials, defensive positions, four innings of atbats across, and seven players down. The Player Detail view allows you to see and change player defensive positions and, in the case of a ten or more player team, scroll to the lower half of the ScoreCard and change the 8-14 players.

To scroll down in the detail mode, touch the lower area of the score card. You can identify this area by the lines extended below the seventh player. To scroll right in the detail mode, touch the area to the right of the last displayed inning.

Creating the starting lineup

ScorePAD automatically loads the rosters of the teams you select in the Game Setup dialog. At the ScoreCard view you will select the lineups for each team.

If you have never saved the starting lineup for either team, no player names will show up on the score card. If you have saved a starting lineup for the current team, the last saved lineup will automatically appear on the Score Card view.

To select lineups you must:

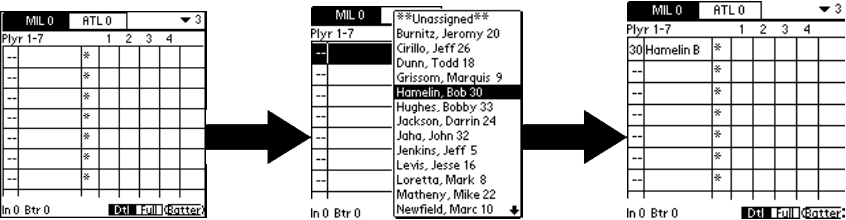
- 1. Select the team
- 2. Select a batting order
- 3. Select a defensive position for each player

Selecting a team

In the Title Bar, ScorePAD displays the team names, and scores. These name/score displays serve a dual purpose. In addition to showing the current scores, they serve as buttons to select team cards. By touching either team, you select that team's score card. The selected team will appear in reverse. In the example below, Atlanta (ATL) is selected.

MIL 2		ATL 4		▶ ▼ 3	
Plyr 1-7		1	2	3	4
22	Weiss W	SS	31	F9	

Selecting players



To select a player when RosterPAD players have been pre-entered:

1. Touch the batting slot you wish to change.
2. A list box will appear with the names of all players entered for that team. The player list box will show position players first, then pitchers. Each list is in alphabetical order.
3. Touch the name of the player you wish to place. Once you've selected a player for each slot in the batting order, the lineup is almost complete.

If you haven't entered any players for the selected team into RosterPAD, the Edit Lineup dialog will appear.

The Edit Lineup dialog

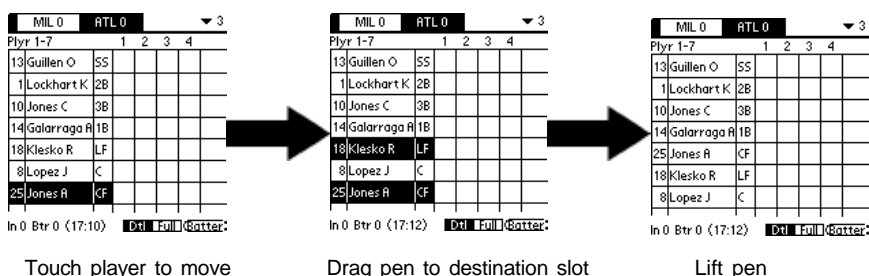
For teams that have not been entered into RosterPAD, use Edit Lineup to enter player numbers and names. You can also use the Lineup dialog to "pencil in" players even if most of the selected team's players have been entered into RosterPAD.

You can access the Lineup dialog from both the Score Card and GSP views. To access the Lineup dialog select **Edit Lineup** from the **Options** menu on either view.

Lineup				ATL 13	MON 5
#	Last	First	Pos		
1	13	Guillen	Ozzie	SS	
2	24	Boone	Bret	2B	
3	10	Jones	Chipper	3B	
4	1	Nixon	Otis	RF	S
5	27	Williams	Gerald	LF	S
6	25	Jones	Andrew	CF	
7	19	Hunter	Brian	1B	S
8	12	Perez	Eddie	C	
9	28	Hudek	John	P	S
Done					

Lineup view

Moving players around in the lineup



The Score Card view provides a graphical interface for moving players around in the lineup. This operation is very useful for minor batting order changes from day to day. You can only move a batter if that batter and all batters between that batter and the destination slot have no atbats. You should only use this function during the first few innings of the game.

To change a players batting slot:

1. Touch the players name.
2. While holding down your pen, slide the player to the destination batting slot. Batting slots will highlight and unhighlight as you move your pen over them.
3. When the destination batting slot is highlighted, lift your pen. The player will move to that batting slot.

Setting defensive positions

Finally, you must set the defensive positions of your lineup. Only the Detail mode of the ScoreCard view allows you to set a player's defensive position. ScorePAD makes this task just as easy as setting the lineup. Touch the box to the right of player's name. A list box will appear with all defensive positions recognized by ScorePAD. Click on the correct defense position and it's set. You should have one and only one pitcher per lineup. If no pitcher is selected pitching stats are credited to Unknown Pitcher.

When you've selected defensive positions for each player, you have completed the starting lineup.

Creating lineup without RosterPAD data

In some cases, (e.g. tournaments) you do not have rosters for opposing teams. In these cases you can use the Lineup view to create and edit ScorePAD lineups.

To move to the Lineup view, select **Lineup Edit** from the **Options** menu of the Score Card view.

You must enter player numbers for each player in the lineup. Last name, first name, and position are optional. If you enter a play number and RosterPAD has team data, the Lineup view will automatically fill the name and position fields. If your lineup has more than 10 players, you may use the scroll bar on the right to scroll to the remaining players.

Saving the starting lineup

If you've scored professional baseball games, you've probably recognized that starting lineups don't change very much from game to game. ScorePAD gives you the benefit of saving the starting lineup for a given game to use for the next game you score.

To save the starting lineup:

1. Select **Save Lineup** from the **Options** menu.
2. ScorePAD will prompt to save either or both of the teams' lineups.
3. Selected the lineup(s) you want to save

ScorePAD will update your RosterPAD database with the defensive position and batting slot of each starting player for the team(s) you select. If any of the players don't exist in RosterPAD's database, ScorePAD will add them.

The completed score card

When you've completed the starting lineup, the ScoreCard view resembles the illustrations of score cards at the beginning of this chapter. The ScoreCard view will show each player's number and defensive position. Since you haven't began scoring the game, the grid of atbats for all innings and all players will be blank.

Player substitution

As each team substitutes players, you must make changes to your score card to reflect those substitutions. Changes in the lineup take place in two forms; straight and double switch.

- ❑ In a straight substitution, one or more players enter the game in the same batting order and defensive positions as the players they replaced.
- ❑ In a double switch, two or more players enter the game but in different defensive positions than the players they replaced.

A coach usually decides to perform a double switch when the pitcher is scheduled to have an atbat in the next inning but the coach wants a position player to bat in that spot instead.

With ScorePAD you can substitute any player for any other player. You can also make any changes in the batting order. ScorePAD maintains statistics for all players that participate in a game whether starting or substitutes.

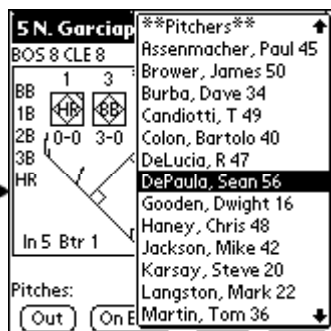
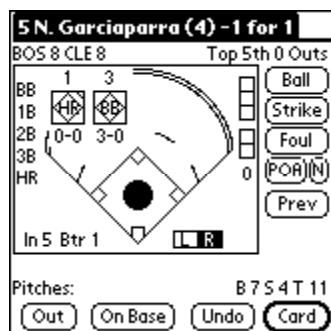
To substitute a player in ScorePAD, touch the name of the player in the batting slot for whom you want a player to substitute. When the list of team players appears, touch the name of the player entering the game. If the team of the player being substituted, has not been entered into RosterPAD, the Edit Lineup dialog will appear. This dialog allows you to change the names, player numbers, and defensive positions of any player in the lineup. If the player being taken out of the game hasn't had an atbat, ScorePAD will prompt you as to whether this change is a correction or a substitution. Once you answer the prompt, the substitution or correction will take place.

Making substitutions in the GSP

You can perform two types of substitution in the AtBat or GSP view:

1. Pitcher substitution (straight only)
2. Pinch hitter

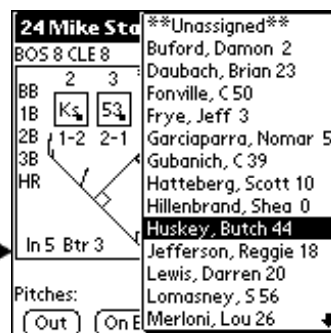
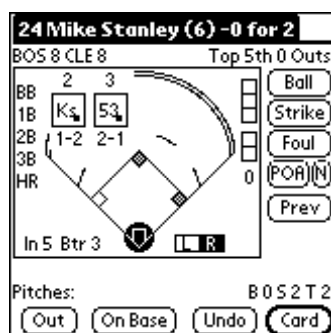
To perform pitcher substitution:



Hold pen down on pitcher's mound for 2 seconds

Select new pitcher from list

To select a pinch hitter, perform the following steps:



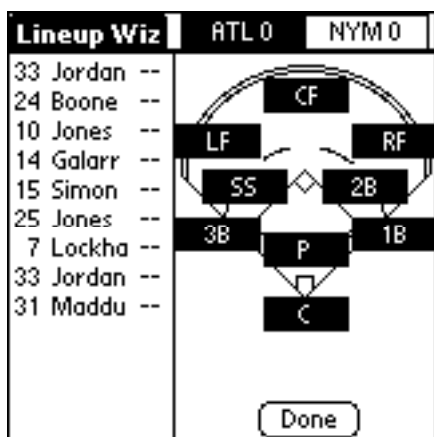
Hold pen on home base for 2 seconds, list will pop-up

Select the pinch hitter from player list



The new pinch hitter

The Lineup Wiz



The Lineup Wiz

The Lineup Wiz is a graphic view of a team's batting order and defensive assignments. This graphic view gives you the power to do the follow for both teams:

- Assign players to the batting order
- Drag-and-drop players up and down the batting order
- Drag-and-drop player from the batting order to defensive positions
- Select players from the roster directly to defensive positions
- Drag-and-drop players from one defensive position to another
- Discern which defensive position are not filled
- Discern which defensive positions have more than one player assigned

You can get to the Lineup Wiz in the following ways:

1. By selecting **Lineup Wiz** from the **Options** menu of the ScoreCard view.
2. By pressing the "d" button on the left side of the **GSP** view.
3. By pressing **Go to Lineup Wiz** button when ScorePAD prompts you before the first atbat of each half-inning whenever the team going on defense doesn't have all of its defensive positions assigned.

Assigning players to the batting order

You can assign players to the batting order of the Lineup Wiz in the same way you assign players in ScoreCard view. Touch the Position to which you want a player assigned. If that player's team has a RosterPAD database, the Lineup Wiz

will display a list of players. Touch the player you want to assign to complete the operation. If the team doesn't have a RosterPAD database, the Edit Player dialog will appear allowing you to use Graffiti to write-in the player's number, last name, and first name. You can use your pen to select from a list of defensive positions. Only the player number is required.

You can also assign a player to the next open batting slot by touching a defensive position, then selecting or writing in a player. This action assigns the defensive position you touched to the player you selected and adds that player to the next open batting order slot. This feature is handy when you don't have a lineup card but you can see the players in the field. You always use drag-and-drop to change the batting order as the players come to the plate.

Dragging players to defensive positions

Once you set the lineup, you can drag players in defensive positions by touch the player, holding down your pen, and dragging the player onto a defensive position. You can tell that a defensive position is unassigned when it appears highlighted on black and white displays or red on color displays.

Dragging players around the lineup

You can move players up and down the lineup by dragging them with your pen. To change a player's lineup position, touch the player with your pen, drag the player to a new lineup slot and lift your pen.

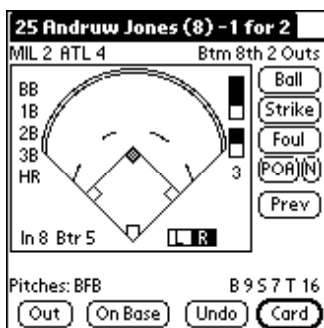
The player you want to drag, the destination, batting slot, and all of the players between the two must not have had an atbat. This feature comes in handy when you know the defensive setup but don't know the batting order. You can set the defense while the team is in the field, then drag-and-drop players into their proper lineup slot as they come to the plate.

Swapping defensive positions

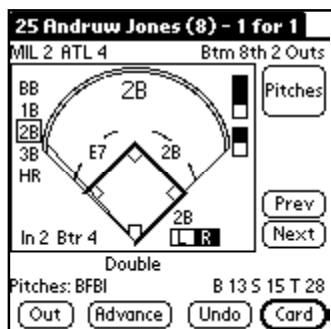
You can swap defensive positions between two players by dragging from one defensive position to another. If the destination defensive position isn't assigned, the dragged player will be assigned to the destination defensive position and the original defensive position will become unassigned.

Discerning open and duplicate defensive positions

When a defensive position is open it will appear in reverse on the right side of the Lineup Wiz. When a position is assigned to 2 or more players, the position abbreviations next to each player will appear in reverse (red on color displays)



GSP view with batter at plate



GSP view when batter reaches base

Scoring an atbat

The GSP view

Alegis designed the GSP view to include almost every detail of the current atbat. Features of this view include the following:

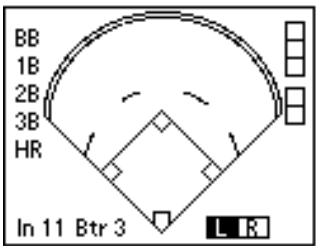
- ☐ Player name and number
- ☐ Player game atbat stats
- ☐ Player batting order
- ☐ Ball & strike count
- ☐ Pitch sequence
- ☐ On base results
- ☐ Out results
- ☐ Base advances
- ☐ Batting hand of batter
- ☐ Pitch count
- ☐ Game score
- ☐ Inning and batter count
- ☐ Pop-up access to pitcher season and game stats
- ☐ Pop-up access to player season and game stats
- ☐ Pop-up access to inning totals for both teams
- ☐ Pop-up access to lineups and 0-fors for both teams
- ☐ Access to pitch detail
- ☐ Access to other atbat details
- ☐ Access to previous and next atbats

Since you will spend most of your scoring time in this view, we have made AtBat the "Game Situation Panel" for the scorer. This view represents a single square on the typical score sheet. As you finish scoring an atbat, ScorePAD calculates and moves to the next logical batter. ScorePAD continues to move to the next batter in the batting order until three outs are recorded.

As the teams switch between offense and defense, ScorePAD keeps track of the batting order and automatically presents you with the proper player for the upcoming atbat. ScorePAD also recognizes when the last batter of the last inning should return to the plate in the next inning. This happens when his atbat is interrupted by a teammate making the third out before his atbat is complete (for example, caught stealing, picked-off, etc.)

The scoring square

The GSP view represents a single atbat. This view has the characteristics of a single grid square on a paper scoring sheet. If you have used a baseball scoring pad, you will recognize the layout.



Pitch buttons

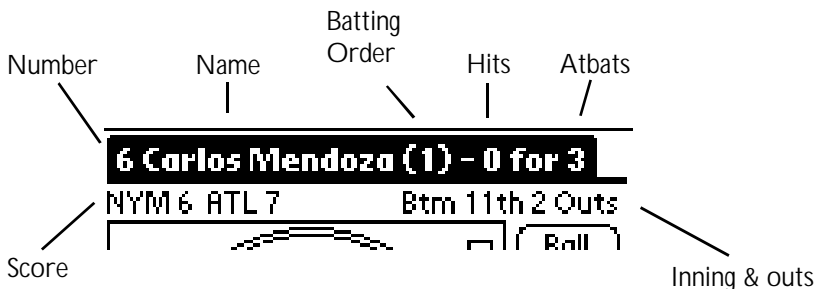
Along the right side of the atbat square you will notice buttons: Ball, Strike, Foul, POA (Pick-off Attempt), N (No Pitch), Prev, and Next. The first five buttons allow you to record pitches counted against a pitcher's pitch count; the other two move you to the previous and next atbats. You can set Preferences to include only balls and strikes in the pitch count.



Batter information

Along the top of the GSP view, the title bar of each atbat contains:

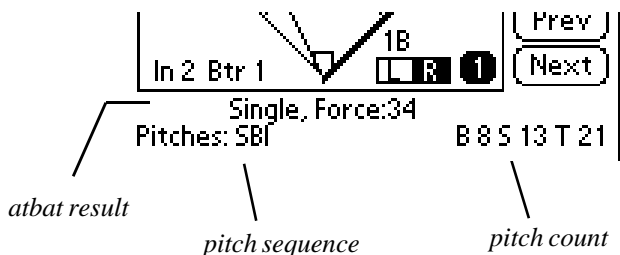
- ☐ Player number
- ☐ Player name
- ☐ Player batting slot
- ☐ Player game batting record



Game/atbat status

The GSP view shows game status on the line directly below the title. The right side of this line shows the visitor's team and score followed by the home team and score. The left side shows the inning half, inning number, and the number of outs.

Below the AtBat square you'll find the result line. The result line contains a verbal description of the AtBat result. This line exists to help make an association between some of the abbreviations in the scoring square and generally understood baseball terminology.



Pitch line

Under result line you'll find the pitch line. On the left, the pitch line displays the pitch result sequence. You will see one letter for each pitch using the following mnemonics:

- ☐ B = Ball
- ☐ S = Strike - swinging
- ☐ L = Strike - looking
- ☐ F = Foul
- ☐ P = Pick off attempt
- ☐ N = No pitch
- ☐ I = Ball put in play

On the right side of the pitch line you will find the pitch count. The pitch count shows the number of balls (B), strikes (S), and total (T) pitches. Balls and strikes won't always add up to the total since ScorePAD includes No Pitches and Pick-Off-Attempts in the total pitch count. Since they are neither balls nor strikes, ScorePAD won't include Pick-Off Attempts or No Pitches in either B or the S counts.

Atbat result buttons

You'll find the result buttons **Out**, **On Base**, and **Advance** at the very bottom of the GSP view. While you record balls and strikes you will see the **Out** and **On Base** buttons at the bottom of the view. Once the player has reached base, the **Advance** button takes the place of the **On Base** button. To record an atbat result, touch **Out** or **On Base** and pick from the list of results.

Visual cues

This view also gives you visual cues that show more game information. The AtBat visual cues are:

- ☐ Shaded squares for each occupied base
- ☐ Darkened base paths for those run by batter
- ☐ A line to show the destination of the ball put in play
- ☐ Darkened ball and strike squares
- ☐ Square around hit or walk indicator, where applicable

Visual cues increase your enjoyment of the game as you score. They show the game/atbat status at a glance thereby increasing the time you spend actually watching the game. ScorePAD automatically generates these graphical indicators with the exception of some ball put in-play destinations.

Scoring procedure

In ScorePAD, a game is simply the aggregate of all of its atbats. ScorePAD atbats contain:

- ☐ Pitcher
- ☐ Pitch sequence
- ☐ Pitch results

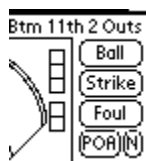
- ☐ On-base and/or out reasons
- ☐ Base advance reasons and players
- ☐ Destination of ball put in play
- ☐ Pitch detail

To score an atbat, follow the steps below:

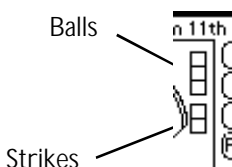
1. Record balls and strikes by pressing the appropriate buttons
2. Touch either the **Out** or **On Base** buttons
3. Choose the on-base or out type
4. Touch on playing field to show where batter hit ball
5. Touch the **Advance** button to move batter around bases or drag-and-drop runners
6. Touch the **Out** button and reason to show batter out on-base

Recording pitches

Since you'll spend a great deal of time watching and recording balls and strikes, we wanted to make this as simple and as flexible as possible. Some scorers are used to the routine of looking up for the pitch and looking down to record the pitch (some for several decades.) If you want to maintain that habit you can either touch the one of the five pitch buttons,



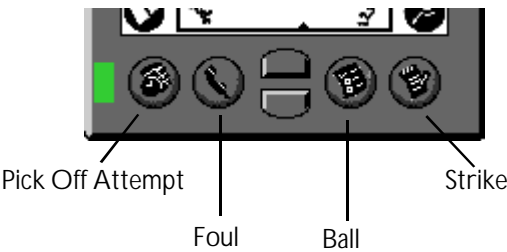
or touch the area that graphically displays balls and strikes,



If want to watch the game without looking down for every pitch, touch the

proper pitch buttons to record pitches. You will probably have to look down at them at first. After memorizing the buttons you will enjoy looking at the game and touching the proper button to record a pitch.

The Palm OS device hardware buttons only work this way in the GSP view of

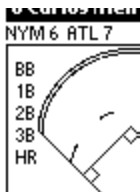


ScorePAD. To move to other Palm OS device applications, touch the Card button to move to the ScoreCard view. Once in the ScoreCard view, the buttons will work as normal.

You can configure the hardware buttons in the GSP view. Select **Button Preferences** from the **Options** menu to bring up the Button Preferences dialog. You can set any button to any function. Valid button functions are: Off, Pick-off attempt, Foul, Ball, Strike-swinging, Strike-looking. If you set a button to off, that button will default to its regular Palm function.

The No Pitch

ScorePAD allows you to record a No Pitch by touching the **N** button. Fortunately, this rarely occurs. A no pitch happens when the pitcher attempts a pitch and for some reason, either the batter asked for time-out, the umpire wasn't ready, something or someone interfered, or for some other reason, the umpire calls "No pitch," and throws his hands up and forward. The pitch still adds to the pitch count but isn't called a ball or a strike.



Reaching base

When a batter gets a base on balls or a hit, touch the proper on-base button on the left side of the atbat square.

- ☐ BB - Walk or base on balls
- ☐ 1B - Single
- ☐ 2B - Double
- ☐ 3B - Triple
- ☐ HR - Home run

For other on-base types, touch the **On Base** button at the bottom of the GSP view and select the proper on-base result.

Refer to the Reference chapter in this manual for a list of on-base results and their reasons. Once you select an on-base result, all pitch buttons disappear and a single **Pitches** button appears. To view or edit pitch detail, touch the **Pitches** button.

You can cancel an on-base result you have selected by touching the **Undo** button. This button does not undo the effects of a selection on other players on base. You will need to use the **Prev** button to get back to each batter and undo any changes made.

Advancing base runners

When you select an on-base result, the **On Base** button disappears and the **Advance** button appears. After touching the **Advance** button, select the proper advance reason from the list. Advance reasons such as batter advance will prompt you for more information.

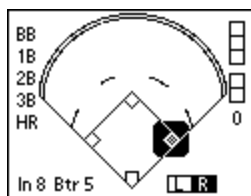
Drag and drop base advances

While you record the atbat of current batter (the batter now at the plate,) you can use the Drag-and-Drop runner advance feature.

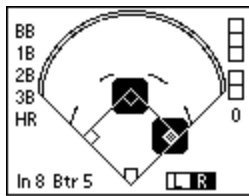
Drag-and-Drop base advances were design to allow you to advance runners on base while recording the balls and strikes for the batter. This saves you from moving from one atbat to the next every time a runner advances. Drag-and-drop allows you to advance any runner presently on base from the screen of the batter at the plate. Drag-and-drop base advances will not work if the current batter has reached base.

To use Drag and drop, complete the following steps:

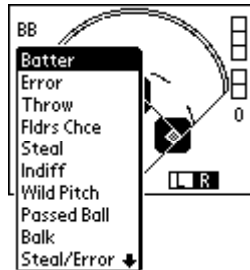
1. Touch your pen on any occupied base and drag from that base to the destination base for that runner. The base will highlight when you've dragged far enough.
2. Lift your pen. ScorePAD will display a list box of Advance types.
3. Select the appropriate advance type.



Touch Runner



Hold pen down and
drag to new base



Select advance reason

You can also touch any occupied base to move to that atbat screen.

1. Once you are at the runner's atbat screen, touch the Advance button.
2. Select the appropriate advance type.
3. ScorePAD will prompt you for the destination base for that runner. Select the destination base.
4. Once you have completed work on that atbat, touch Home plate and ScorePAD will take you back to the current atbat.

Note: Drag-and-drop runner advances were designed as a convenience. During an atbat, if a runner steals a base or advances on a wild pitch, passed ball, etc., you can use drag-and-drop.

After you complete an atbat, you can no longer use drag-and-drop base advances until you move to the next atbat, providing that atbat hasn't resulted in the batter getting on-base or out.

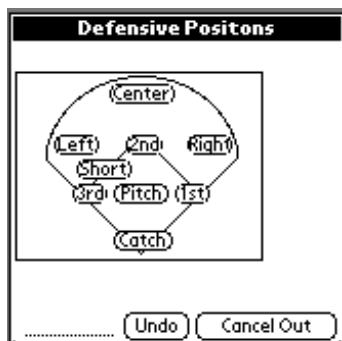
Recording an out

The GSP view allows you to record outs four ways.

- ❑ When you record pitches and record a total of three strikes, the GSP view assumes that the batter struck out.
- ❑ Whether a batter has reached base or not, you may touch the **Out** button at the bottom of the GSP view and select an out result. The out result list also contains Strikeout so you can select Strikeout from the list if you don't wish to touch strike three times.
- ❑ You can record outs using Graffiti abbreviations. When using Graffiti to record outs you write the an abbreviation of the out result. For example, writing "63" and the return gesture represents a grounder to third thrown to first for the putout. "F8 return" would be a groundout to center field.
- ❑ When runners are on base, you may hold your pen on the runner for two seconds. When the list of out on-base reasons appears, select the proper reason and record all defensive positions that assisted or performed the putout.

Defensive Positions

Some outs will require that you enter the defensive positions that assisted in or completed the put out. The Defensive Positions dialog will appear when AtBat needs that information.



Defensive Positions

The Defensive Positions dialog shows the defensive positions by their position names. To record defensive positions, touch each position that assisted in or completed the putout. As you touch a defensive position button, the position number for that position appears in the edit box on the bottom-left of this dialog. The **Cancel Out** button will appear until you enter defensive positions. Once you enter defensive positions, the **Cancel Out** button will change to **Finish Fielders**. When you finish entering defensive positions, press **Finish Fielders**.

If you make a mistake, touch the **Undo** button to erase that entry. If you want to cancel the out after you've entered one or more defensive positions, press the **Undo** button until **Cancel Out** reappears. Finally, press the **Cancel Out** button.

Base running outs

If the current batter has not completed his atbat:

1. Hold your pen on the shaded base of the base until an out reasons list appears.
2. Select the reason the runner got out.

You can also touch the base of the base runner or use the navigation buttons described in this chapter to move to the atbat of a base runner. You can then press the Out button and select a base running out reason.

Switching sides

When you press the Next button, ScorePAD moves to the next logical batter based on the game situation. After three outs, ScorePAD will move to the first logical batter on the opposing team.

In the case of maximum run rules or even the mutual agreement of the coaches and umpires, teams may switch sides in situations where there are less than three outs. In these situations, use the Switch Sides menu command. This menu command causes ScorePAD to immediately move to the next logical batter of the opposing team.

AtBat	Options	Stats
Edit AtBat Details...	✓Y	
Edit Pitches...	✓J	
Add AtBat to inning		
Delete last AtBat in inning		
Edit Lineup...	✓E	
Edit Batter...		
Edit Pitcher...		
Switch Sides	✓W	
Skip AtBat	✓H	
Clear AtBat	✓8	

Skip AtBat

ScorePAD allows you to skip a batter. In games that use free substitution rules, players might leave the game leaving nine or more players in the lineup. Since you can't reduce the size of the lineup once you've gone through the entire lineup, ScorePAD allows you to skip that player's atbat and score the next batter.

In cases where the team has eight batters, the ninth batter would probably not be skipped but counted as an out. In these cases, don't use Skip AtBat. Give that batter an out.

Clear AtBat

With Clear AtBat you can erase all of the events of an atbat. This command quickly removes all pitches, base advances, reaches, outs, and hit location.

Advanced scoring - Graffiti abbreviations

Once you become an official expert baseball scorer (if you aren't already), you can use ScorePAD abbreviations to score atbats. You must use Graffiti to enter these abbreviations. ScorePAD recognizes abbreviations to speed up scoring for those familiar with baseball. Scoring this way feels nearly equal to scoring with paper. As you write the abbreviation with Graffiti, the letters you enter will appear on the result line of the GSP view. You must terminate your abbreviation with the down forward slash (the same stroke that you use to begin a new line) Below is a partial list of Graffiti abbreviations that ScorePAD recognizes.

- ☐ 1B - Single
- ☐ 2B - Double
- ☐ 3B - Triple
- ☐ HR - Home Run
- ☐ BB - Walk or Base on Balls
- ☐ K - Strikeout - prompt for strikeout type
- ☐ Kc - Strikeout - last strike called

- ❑ Ks - Strikeout - last strike swinging
- ❑ 63 - Groundout (short to first - or any other 1 assist infield out)
- ❑ T2 - Tag out by catcher (defensive position 2)
- ❑ L3 - Line out to first base (defensive position 3)
- ❑ F8 - Fly out to center field (defensive position 8)
- ❑ DP463 or 463 - Double Play

ScorePAD recognizes many more abbreviations. This is just a partial list. Check the Reference chapter for an exhaustive list of abbreviations.

Navigation

The GSP view also allows you to move from one atbat to the next. The **Prev** and **Next** buttons are located on the left side of the GSP view just under the pitch buttons. The **Prev** button moves you backwards to the last batter. ScorePAD records atbats in the order they occur. As you move backward you may move from one team to the next.

The **Next** button moves you forward to the next atbat. ScorePAD observes the number of outs and moves you to the correct team and batter. This happens only when you touch the Next button while at the current batter. The **Next** button disappears while the current batter is at the plate. When you enter a result, either out or on-base, the **Next** button reappears. When you reach the last out of the game, or the winning run is scored, the next button will not reappear again.

You may also use the up and down Palm OS device hardware buttons to move from one atbat to the next. The top button moves you to the previous atbat while the bottom button moves you to the next atbat.



Instant Batter, Pitcher, and Inning Stats

You may wish to see player, game, or pitcher statistics while you score a game. The GSP view provides access to three pop-up or instant sets of statistics. For

InstantSTATS you must touch and hold your pen on a predetermined area of the screen. When you touch that part of the screen the stats will appear. They will remain on the screen as long as your pen maintains contact with the screen. When you lift your pen from the screen, the InstantSTATS disappear.

You can see the batter's statistics by touching and holding your pen on the player's name at the top of the GSP view.

5 N. Garciparra (4) - 1 for 1									
Season									
Avg	AB	H	2B	3B	HR	RBI	Sac		
357	529	189	41	4	27	104	4		
SLG	BB	K	SB	CS	Ass	PO	Err		
603	51	39	14	3	353	228	16		
Game									
1	H	0	K						
0	2B	0	SB						
0	3B	2	Ass						
1	HR	0	PO						
2	RBI	0	Err						
1	BB	0	DP						

Instant batter stats

You can see pitcher's statistics by touching and holding your pen on the pitch line at the bottom right of the GSP view.

5 N. Garciparra (4) - 1 for 1									
56 Sean DePaula									
ERA:	4.50	Innings:	2/3						
OBR:	.188	Bats/FPS:	3/1	33%					
IP:	10	Pitches:	11						
W-L:	0-0	Ball/Strk:	7/4						
G:	10	Hits:	0						
GS:	0	Runs/ER:	0						
Sv/Op:	0	Walks/IBB:	1						
R:	5	Stkouts/c:	0						
ER:	5	Home Runs:	0						
SO:	15	WP/BK/HB:	0/0/0						
BB:	4	Ahd/Bhd/Ev:	2/4/5						
HR:	0	Grnd/Fly/K:	0/2/0						

Instant pitcher stats

You can see inning totals by touching and holding your pen on the score. The score line is the line just below the players name.

Statistics

Batters

The Batter Stats dialog shows each batters offensive statistics during the current game. This dialog displays the number of atbats, runs, hits, RBI, walks, strikeouts, stolen bases, and season batting average for each player in the lineup. You may select either team by pressing the team selector at the top of this dialog.

AtBat Options Stats

Batters... ✓V

Pitchers... ✓F

Box Scores... ✓A

Spray Chart... ✓S

Batter Stats		MIL 2	ATL 5					
Player	AB	R	H	BI	BB	K	SB	AVG
Weiss, W.	4	0	0	0	0	1	0	276
Lockhart,	2	0	0	0	2	1	0	253
Jones, C.	4	0	1	0	0	0	0	300
Galarraga,	3	0	2	0	1	1	1	306
Williams, G	0	1	0	0	1	0	1	306
Tucker, M.	4	1	0	0	0	1	0	242
Perez, E.	3	1	2	2	1	0	0	338
Jones, A.	2	1	1	2	1	1	0	311
Springer, R	0	0	0	0	0	0	0	000
Maddux, G	3	0	0	0	0	1	0	000

Done

Batter Stats Dialog

Pitchers

The Pitchers dialog shows game statistics for each pitcher. In the ScoreCard view, pitchers of the displayed team appear on the Pitchers dialog. Conversely, in the GSP view, pitchers of the opposing team appear on the Pitchers dialog. You may switch teams by pressing the team selector at the top of this dialog.

AtBat Options Stats

Batters... ✓V

Pitchers... ✓F

Box Scores... ✓A

Spray Chart... ✓S

Pitcher Stats		MIL 2	ATL 5						
Pitcher	IP	H	R	ER	BB	1 SO	HR	WP	Cnt
Spring 1.1	0	0	2	2	0	0	0	34	
Maddu 6.2	4	2	1	4	0	0	0	96	

OK

Pitchers Dialog

Box Scores

The Box Scores dialog shows the number of runs scored in each inning by each team. Invoke the Box Score dialog by selecting **Box Scores** from the **Stats** menu in the ScoreCard and GSP views. In the event the game lasts more than nine innings, the Box Scores dialog will display the last nine innings of the game at all times.



Instant Pitcher Stats

You can only access Instant Pitcher Stats from the GSP view. Whenever you touch the pitch count in the GSP view, Instant Pitcher Stats will display as long as you hold down your pen. When you lift your pen, the stats disappears. The pitcher stats pop-up displays the following:

- ☐ Innings pitched
- ☐ Batters faced
- ☐ Total pitches
- ☐ Balls & strikes
- ☐ Hits
- ☐ Runs/earned runs
- ☐ Walks/intentional
- ☐ Strikeouts
- ☐ Home runs
- ☐ Wild Pitches/Balks/Hit Batsmen
- ☐ Ahead in the count/Behind/Even Pitches
- ☐ Groundout/Flyout/Strikeout

Instant Batter Stats

You can see instant batter statistics from the ScoreCard view and the GSP view. In the GSP view you touch the batters name to show these pop-up stats. In the ScoreCard view you touch the players number. As with the Instant Pitcher Stats, these stats appear only as long as you hold your pen on the screen.

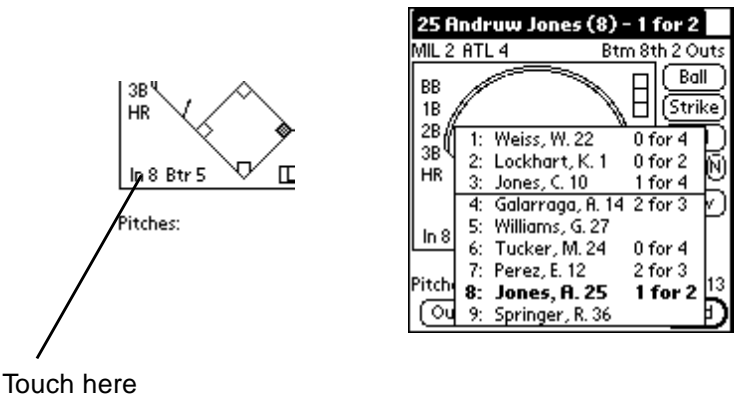
Instant Batter Stats displays the following batter statistics:

- ❑ Season and game offensive stats
 - batting average
 - slugging percentage
 - hits doubles, triples
 - runs batted in
 - runs batted in
 - stolen bases
 - home runs
- ❑ Season and game defensive stats
 - assists
 - putouts
 - double plays
 - errors
 - passed balls
- ❑ Game walks and strikeouts

The Instant Batter Stats pop-up shows you previous atbat results as they appear in the ScoreCard view. The inning and the pitch count appear above and below the atbat square respectively.

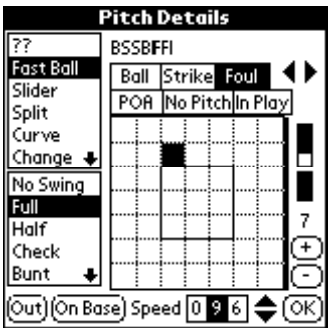
Instant Lineup with atbats and hits

For your convenience, on the GSP view, ScorePAD allows you to take a quick



look at the current lineup of the batting team. ScorePAD identifies the first batter of the inning with a line just over that players name. This feature operates like pop-up statistics. To display the current batting order with atbat/hit data on each batter, touch the inning and batter count in the lower left-hand corner of the atbat square. When you lift your pen, the pop-up will go away.

Pitch Charting



Pitch Details Dialog

To perform pitch charting in ScorePAD you must set the Pitch Detail preference in the GSP view.

1. Select **Preferences** from the **Options** menu to bring up GSP view preferences.
2. Check **Record Pitch Detail** to start pitch charting.
You may also want to check **Record Hit Type**. This allows you to record the way the batter put the ball in play on a particular atbat.

If you want to record pitch location from behind the batter, you will want to check **Pitch Location From Behind**. Checking this allows a more natural location recording sequence from behind the batter. Press OK to exit the Preferences dialog.

With pitch charting turned on, the Pitch Details dialog will pop up after you record each pitch, on base, or out. The Pitch Detail dialog contains the following information:

- ☐ Pitch location chart
- ☐ Pitch types
- ☐ Swing types
- ☐ Pitch results

- ☐ Pitch speed
- ☐ Atbat pitch count
- ☐ Current ball/strike count

You can also enter the Pitch Details dialog by selecting Edit Pitches from the AtBat menu of the GSP view.

You can scroll to any pitch and change its detail during the course of an atbat. This dialog will appear whenever you record anything that involves a pitch.

After each ball put in-play, a list of hit types will appear. As soon as you pick a hit type, the list goes away.

Effective pitch charting means you must show not only the type of pitch and how that pitch was hit, but also where the pitch was hit. To accomplish this you simply touch the part of the field where the ball landed when you return to the GSP view

You can record balls and strikes in the Pitch Detail dialog if you wish. This feature allows you to remain in the Pitch Detail dialog during an entire atbat. To record balls, strikes, fouls, and pick-off attempts, you must use the Palm OS hardware buttons. See that chapter on Scoring an Atbat for details on the hardware buttons.

To insert a pitch in the middle of a pitch sequence, touch the plus (+) button. This allows you to insert a pitch anywhere in the sequence without having to delete or change other pitches. To remove a pitch, touch the minus (-) button. The up and down scroll buttons allow you to move between pitches.

When a batter gets out or on-base any reason other than a strikeout or a walk, you press either Out or On Base buttons. Both of these buttons add an Inplay pitch, which you can chart. When you press the OK button, ScorePAD will prompt you to enter the out or on-base type and defensive assists and put out if necessary.

AtBat Detail dialog

Select **Edit AtBat Details** from the **AtBat** menu of the GSP view. In the AtBat Detail dialog you can force RBI and earned or unearned runs. You also use the AtBat Detail dialog to identify pinch runners.



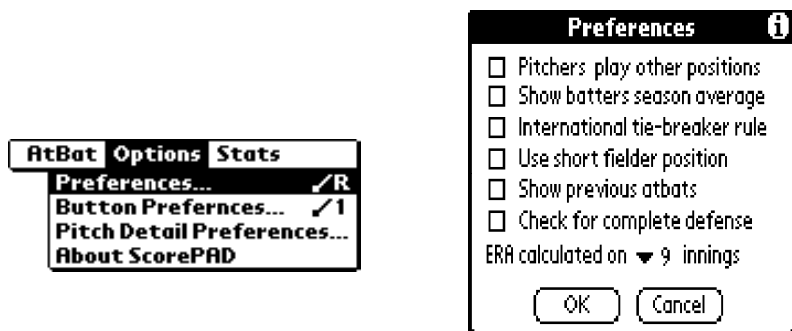
Atbat detail dialog

Once you have scored an atbat you might need to go back and change something about it. If it's balls and strikes, you can touch undo until you come to the point at which the balls and strikes were correct. At this point add the proper pitch sequence and the result of the atbat.

Sometimes, however, you need to change different information. Perhaps you missed the substitution of the pitcher or the batter. You may have scored the atbat for the wrong batter or even the wrong team.

The AtBat detail dialog allows you to change the team, player, pitcher, whether a run was an RBI, and/or whether the run was earned or unearned. Additionally, ScorePAD makes logical determinations for RBI and earned runs. To overrule ScorePAD, you must use the Atbat Detail dialog.

Preferences dialog



Preferences Dialog

The preferences dialog allows you to turn atbat recording of atbat information. This dialog allows make that choice.

Pitchers play other positions

If you are scoring a game in which any defensive player may become the pitcher at anytime, check this box. ScorePAD will allow you to select any defensive player as the pitcher in the AtBat Detail dialog.

Show batters season average

This preference allows you to display the season average of each batter on the GSP view. ScorePAD recomputes each batter's season batting average after each atbat and re-displays the new average. Depending on the number of atbats a player has, the average may or may not change.

International tie-breaker rule

This preference turns on ScorePAD's implementation of the softball International Tie-breaker Rule. When a game goes into extra innings, ScorePAD will automatically place the player on second base who had the last completed atbat in the previous inning for the offensive team. ScorePAD will do implement this rule every half inning until the game ends. You can turn this preference on or off at any time.

Use short fielder position

This preference causes the Short Fielder position to appear in the Defensive Positions dialog. The Defensive Positions dialog appears after each out. The Short Fielder position is used in softball as a tenth defensive position.

Show previous atbats

This preference turns on the display of previous atbat squares for the Score-Card view on the Game Situation Panel (GSP) or atbat view. Up to 5 of the previous atbats will display during the atbat. When the atbat completes in an out or on-base, the previous atbats will go away. During the first atbat, season batting average, home runs, and RBI will display.

ERA Innings

The preference allows you to select the number of innings the Earned Run Average (ERA) calculation uses to compute a pitcher's ERA. For MLB players this number is always nine. Use a number that indicates the average or fixed length of games in your league.

Pitch Detail Preferences



Record pitch detail

The Pitch Detail dialog will appear after you record each pitch. This dialog allows you to record pitch result, pitch type, pitch location, pitch speed, and swing type. If you don't want to record pitches at this level of detail, don't check this box.

Record Hit Type

When selected, ScorePAD will present a list box for each ball put in play. This list box will allow you to pick the hit type. Hit types are Fly, Line, Grounder, Popup, Bunt, and Blooper. Once you pick a hit type, ScorePAD proceeds as usual.

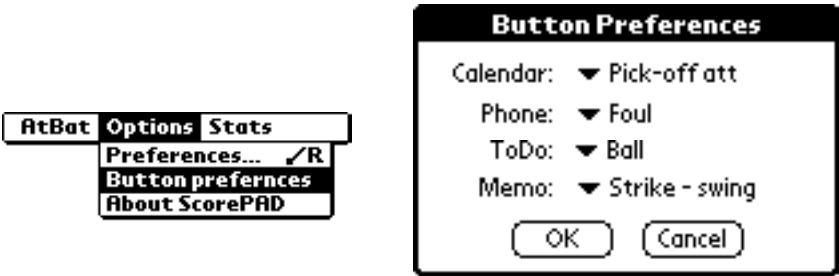
Pitch location from behind

If you've checked Record Pitch Detail, and your point of view is behind the batter, this selection allows charting the pitch location from that point of view.

Pitch count only balls & strikes

Check this box if you want all pitch counts to include only balls and strikes. Normally, ScorePAD computes the pitch count using the sum of balls, strikes, pick-off attempts, and no-pitches.

Button Preferences dialog



Button Preferences dialog

The button preferences dialog allows change the default behavior of Palm OS hardware buttons. The four buttons at the bottom of your Palm OS device are normally used to switch to Datebook, Phonebook, ToDo, or Memo native applications. In the GSP view, by default they are set to record the following pitch types:

Datebook button	Pick-off attempt (POA)
Phonebook button	Foul
ToDo button	Ball
Memo button	Swing strike

You can use this dialog to change the behavior of these buttons. Any button may be set to any of the following behaviors:

- 1. Off
- 2. Pickoff attempt
- 3. Foul
- 4. Looking strike
- 5. Swinging strike

If you set a button to "off", it assumes its default behavior and switches you to the appropriate application. Otherwise, each hardware button will record defined pitches while a batter is at the plate. After the batter reach base or is out, the button are disabled. They can't be used to switch to other applications or record additional pitches once an atbat is complete. Once you leave the GSP view, the Palm OS hardware buttons revert to their normal behavior.

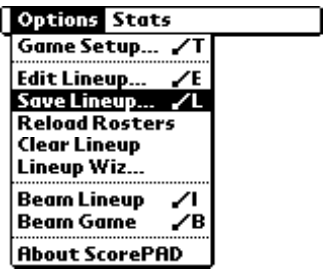
Ending a game

After you've scored an entire game, you may want to keep a permanent record of that score card. ScorePAD makes a permanent record the same way as other Palm OS applications by performing a HotSync operation. If you aren't familiar with this process, The Palm OS Handbook explains the HotSync process in detail.

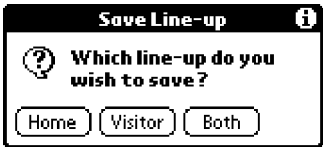
Before you HotSync, ScorePAD contains three utilities that you might want to execute. ScorePAD allows you to do the following with a completed game:

- ☐ Save starting lineups
- ☐ Set the status of the game as complete
- ☐ Set the winning, losing pitchers
- ☐ Set the save pitcher if necessary
- ☐ Add game stats to RosterPAD stats

Saving starting lineup



To save the starting lineup select **Save Lineup** from the **Options** menu of the ScoreCard view. ScorePAD will give you the opportunity to save the starting lineups of either or both teams.



Once you make your selection, ScorePAD instantly saves the lineup(s). ScorePAD saves the batting order and position of the starters even if you have substituted other players for the starters. ScorePAD will create RosterPAD entries for each player created in the Lineup view if they don't already exist.

Setting the game status to 'Complete'

To signal ScorePAD that you've completed a game, you must set the ending time of the game. If the game goes through the number of scheduled innings you specified in the Game Parameters dialog, ScorePAD will prompt you to set the ending time to the time when the game ending play occurs. If you answer 'No' to that prompt or the game ends before the end of its scheduled end inning, select **Game Setup** from the **Options** menu of the ScoreCard view.

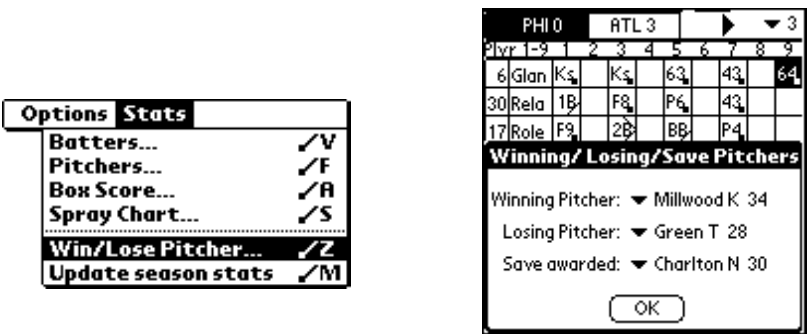
Touch the field next to **End Time** and ScorePAD will present you with a time selection dialog. The dialog will automatically set the end time as 3 hours past the begin time. If the game has just ended, touch the **Now** button to enter the current time. If you would like to set the time, touch the hours or minutes and use the up and down arrows to change them. Select the am or pm as appropriate.

Once you set an ending time for a game, the game is closed. ScorePAD will not allow you to add any more atbats. You can change details about existing atbats, game parameters, and lineup information.

If you want to reopen the game to change atbats or add new atbat, set the **End Time** field of the **Game Setup** view to **In Progress**.

Setting the Winning, Losing, and Save pitchers

Select Win/Lose Pitcher from the Stats menu of the Scorecard view.



Only the pitchers of the winning team will appear in the Winning Pitcher list. Likewise, the pitchers for the losing team will appear in the Losing Pitchers list. Pitchers from the winning team will also appear in the Save Awarded list.

Select the winning, losing, and save pitchers as determined by the official scorer..
Only select a save pitcher if the official scorer awards a save.

Marking save opportunity pitchers

Relief pitchers that entered the game under a save opportunity situation should be credited with a save opportunity. If the pitcher actually gets the save, you will have marked the pitcher as the Save Pitcher. ScorePAD automatically credits a Save Pitcher with a save opportunity. If however, a relief pitcher enters the game in a save opportunity situation but doesn't get the save, for whatever reason, you should credit that relief pitcher with a save opportunity.

To credit a pitcher with a save opportunity:

- 1. Select **Edit Lineup** from the **Options** menu of the ScoreCard view
- 2. Touch the player number of the pitcher
- 3. Select **Edit player** detail from the **Player** menu
- 4. When the player detail dialog appears with the pitcher's name, check the **Save opportunity** checkbox

Updating statistics

Options	Stats
Batters...	✓V
Pitchers...	✓F
Box Score...	✓R
Spray Chart...	✓S
Win/Lose Pitcher...	✓Z
Update season stats	✓M

ScorePAD generates offensive and defensive statistics for each player that participates in a game. ScorePAD also generates pitching stats for each pitcher that participated in the game.

To add these statistics to the totals maintained by RosterPAD, select **Update Stats** from the **Stats** menu of the ScoreCard view. ScorePAD will take several seconds to calculate and transfer the batter and pitcher statistics to RosterPAD. ScorePAD will be ready to begin the next game using the updated stats.

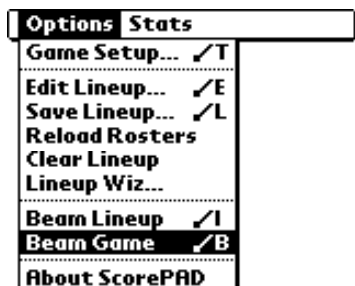
Using infrared with ScorePAD

You can transfer or beam lineups and games between infrared equipped Palm OS devices. This allows you to share games with other Palm OS users. For instance, if you arrive late at an ongoing game, you might ask another ScorePAD user to transfer his score sheet of the game to your device after the current atbat.

Beaming represents a breakthrough in sharing scoring information. A full game with 9 innings of play including substitutions, batter stats, pitcher stats spray charts, box scores, umpires, and dates and times can be beamed from one Palm OS device to another in 10 seconds.

As ScorePAD becomes prevalent among team scorers, you will see coaches meeting at home plate with Palm OS devices and trading lineups via infrared.

Beaming games



To beam a game from one Palm OS device to another you must lineup the infrared ports of the devices

On the sending device;

1. Open the ScorePAD game you wish to transfer
2. Select **Beam Game** from the **Options** menu of the Score Card view

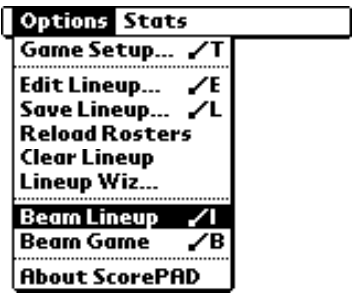
On the receiving device:

1. You will be prompted to accept or reject the incoming game with the standard Palm OS Beam dialog. If you already have a copy of the game being beamed to your device, ScorePAD will prompt as to whether or not you want to replace the game already in ScorePAD with the incoming game, create a new copy of the game, or reject the game being beamed to you.

2. Once you accept the game, ScorePAD will open that game in the Score Card view. You may now HotSync the game to your desktop.

ScorePAD remembers everything about the game you have received. For instance, if the game is still in progress you can touch the Batter button and ScorePAD will take you to the Atbat of the next logical batter.

Beaming lineups



Beaming lineups works slightly different than beaming a game. The purpose of beaming lineups is for two scorers of opposing teams to exchange lineups. For that reason ScorePAD assumes that you have already created a game into which you want a beamed lineup to go or from which you want to beam a lineup to another scorer. If you want to receive both lineups from another scorer, have that scorer beam his entire game to you.

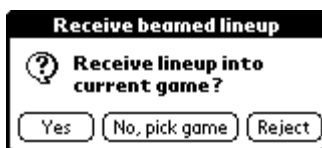
To beam a lineup you must lineup the infrared ports of the Palm OS devices and,

On the sending device:

1. Open the ScorePAD game containing the lineup you want to beam
2. Select the team whose lineup you want to beam
3. In the Score Card view, select **Beam Lineup** from the **Options** menu
4. ScorePAD will immediately beam the lineup of the selected team via the infrared port.

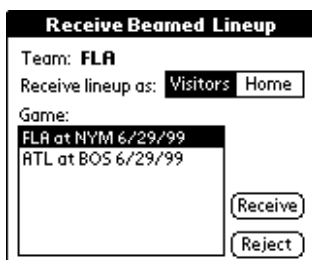
On the receiving device:

After receiving the beam lineup, ScorePAD prompts you as to whether or not you wish to receive the lineup into the current game, pick another game, or reject the lineup:



Beamed lineup receive dialog

If you choose to receive the lineup into the current game, ScorePAD will find the team of the current game that matches the team of the beamed lineup. ScorePAD will then set the lineup for that team to the beamed lineup. If you choose to pick the game into which the received lineup will go, ScorePAD will allow you to pick the game and team using the following dialog:



Beam lineup pick game dialog

To pick the game and team:

1. Select the **Home** or **Visitors** (ScorePAD will default to whichever the sender set the team)
2. Select game to which ScorePAD will set the lineup
3. Touch the **Receive** button to receive the lineup or touch the Reject button to reject the lineup.

Once you've accepted the beamed lineup, ScorePAD will restart and open the game to which you sent the lineup. After receiving a lineup or a game, ScorePAD treats that game or lineup as if it had originated on your device. You need not treat beamed games or lineups any differently than lineups or games that you created on your Palm device.

Reference

Atbat result types

Reach Base Types

x = defensive position 1-9

	Score Card Display	Graffiti Abbrev
Base On Balls	BB	BB
Single	1B	1B
Double	2B	2B
Triple	3B	3B
Home Run	HR	HR
Hit Batsman	HB	HB
Fielders Choice	FC	FC
Error	E	E or Ex
Sacrifice	SAC	SF or SB
Dropped 3rd Strike	Kd3	Kd3
Defensive Interference	DI	DI
Obstruction	OB	OB
Sacrifice Fielder's Choice	FC	FC
Sacrifice Error	E	
Didn't See	??	
Tie-breaker	TB	TB

Out Types - Batter

x = defensive positions 1-9

	Score Card Display	Graffiti Abbrev
Strike Out	Kc or Ks	K, KC, or KS
Ground Out	xx	(e.g. 63)
Tag Out	Tx	T or Tx
Line Out	Lx	L or Lx
Fly Out	Fx	F or Fx
Pop Out	Px	P or Px
Foul Out	fFx	FF or FFx
Double Play	DP	DP or xxx
Triple Play	TP	TP or TPxxx
Infield Fly Rule	IF	IF or IFx
Sacrifice Fly	SF	SF or SFx
Sacrifice Bunt	SB	SB

Bunt Foul 3rd Strike
Spectator Interference
Offensive Interference
Illegal Bat
Out of Batter's Box
Basepath Violation
Didn't see

Kb
Is
Io
IB
OBB
BV
??

KBF
IS
IO

OBB
BPV

Out Types - Runner

Force
Thrown Out
Tagged Out
Picked Off
Caught Steal
Auto Appeal
Voice Appeal
Refused Score
Reverse Base
Basepath Violation
Passed Runner
Offensive Interference
Didn't See

Advance Runner

Batter
rror
Throw
Fielder's Choice
Steal
Indifference
Wild Pitch
Passed Ball
Balk
Steal/Error
Defensive Interference
Defensive Obstruction
Umpire Interference
Runner Hit
Didn't See

Pitch Detail

Pitch Types

Fast Ball
Slider
Split Finger
Curve
Knuckle Ball
Screw Ball

Swing Types

No Swing
Full
Half
Check
Bunt
Hit & Run

Pitch Results

Ball
Strike
Foul
Pick Off Attempt
No Pitch

Pitch Speed Range

16 MPH - 110 MPH

Current MLB Team Abbreviations

American League

BAL	Baltimore Orioles
BOS	Boston Red Sox
CAL	Anaheim Angels
CLE	Cleveland Indians
CWS	Chicago White Sox
DET	Detroit Tigers
KC	Kansas City Royals
MIN	Minnesota Twins
NYY	New York Yankees
OAK	Oakland Athletics
SEA	Seattle Mariners
TAM	Tampa Bay Devil Rays
TEX	Texas Rangers
TOR	Toronto Blue Jays

National League

ARI	Arizona Diamondbacks
ATL	Atlanta Braves
CHI	Chicago Cubs
CIN	Cincinnati Reds
COL	Colorado Rockies
FLA	Florida Marlins
HOU	Houston Astros
LA	Los Angeles Dodgers
MIL	Milwaukee Brewers
MON	Montreal Expos
NYM	New York Mets
PHI	Philadelphia Phillies
PIT	Pittsburg Pirates
SD	San Diego Padres
SF	San Fransico Giants
STL	Saint Louis Cardinals

RosterPAD





RosterPAD enables you to keep team, name, number, position offensive statistics, and other information about baseball players.

With RosterPAD you can:

- ☐ Quickly lookup or enter player information
- ☐ Accumulate and store season offensive and defensive statistics
- ☐ Accumulate and store pitcher statistics
- ☐ Display calculated season statistics
- ☐ Assign players to leagues and teams
- ☐ Sort players by team or by name
- ☐ Create and edit team leagues

To open RosterPAD:

1. Touch the  icon in the Graffiti area to open the Applications Launcher.
2. Touch the  icon to open RosterPAD.

Getting Started With RosterPAD Players

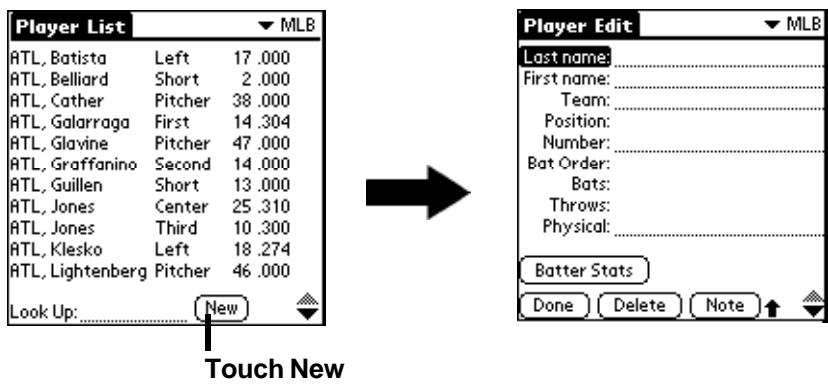
A RosterPAD player entry stores player information. RosterPAD makes creating and editing player information simple.

Creating a RosterPAD Player

You can create RosterPAD players on your Palm device, or you can use the ScorePAD desktop software to create RosterPAD players and download the new players to your Palm device with the next HotSync operation.

To create a new RosterPAD player:

- 1. Start RosterPAD
- 2. Touch the **New** button to create the new player and display the Player Edit screen

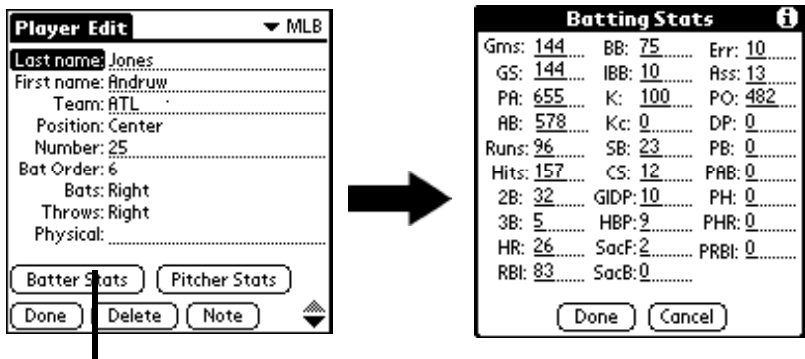


- 3. Enter the last name of the player you want to add to RosterPAD.
- 4. Use the Next Field Graffiti stroke to move to the First Name field.
- 5. Enter the first name of the player.
- 6. Use the Next Field Graffiti stroke to move to the Team field. For Major League Baseball teams, you must enter a two of three letter team abbreviation. For example, for the Cincinnati Reds you would enter CIN. Check the Reference chapter in this manual for a full list of Major League Baseball teams and abbreviations.

- 7.Touch the Position field. RosterPAD will display a list of recognized baseball defensive positions. Touch one of the positions in the list or <None> at the top of the list.
- 8.Touch the Number field. Use Graffiti to enter the player's jersey number.
- 9.Touch the Bat Order field. Pick from the list of batting order numbers. ScorePAD uses this number to assign starting lineup slots. ScorePAD updates this number whenever you use the Save Lineup utility.
- 10.Touch the Bats field. Pick from the list of batting hands; select Left, Right, or Switch. ScorePAD uses data in this field to set the batting hand in its GSP view. If a player is a switch hitter, his batting hand is set opposite of the pitching hand of the pitcher on each atbat.
- 11.Touch the Throws field. Pick from the list of throwing hands; select Left or Right.
- 12.The remainder of the fields are text fields. You may enter data in those fields if you like. The data in the remaining fields are not used by ScorePAD.

Entering Batting Statistics

Touch the Batter Stats button



Touch Batter Stats

Once in the Batter Stats dialog, touch the desired field, then enter the statistic

for that field using Graffiti. If you use MLBStats, it will fill in all of the data on this dialog whenever you update. Additionally, ScorePAD updates statistics on this dialog whenever you selection **Update Season Stats** from its Stats menu

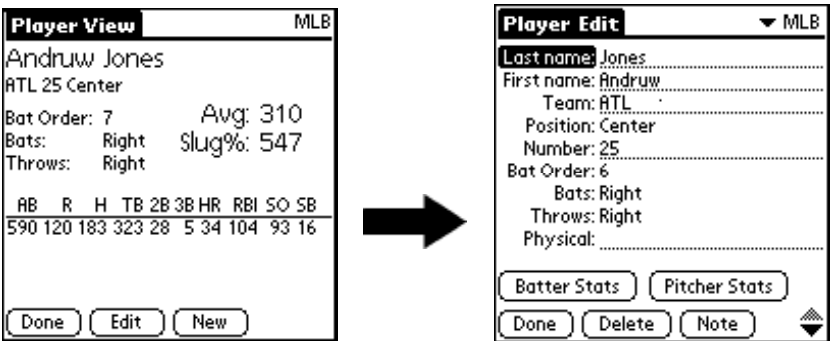
Touch the **Done** button when you've entered all statistics. If you wish not to keep the statistics you've entered or changed, touch the **Cancel** button.

Editing a RosterPAD Player

After you create a RosterPAD player, you can update or add information to it at any time.

To edit a RosterPAD entry:

1. Touch the RosterPAD entry that you want to change. This will display the Player View screen for that entry.
2. Touch the **Edit** button (or anywhere on the screen) to display the Player Edit screen.



3. Touch any text field (Last name, First name, Team, Number) and enter or change the information; or touch a selectable field (Position, Bat Order, etc.) and make a new selection.
4. After you finish, touch the Done button to return to the Player List screen.

Deleting a RosterPAD Entry

There are two ways to delete a player: Use the Menu Commands (described in the "Record Menu" section of this chapter, or use the **Delete** button on the Player Edit view.

To delete a player in the Player Edit view:

- 1.Touch the **Delete** button. RosterPAD will display the Delete Player Alert
- 2.Touch the **OK** button to confirm that you want to delete the player.

Working with RosterPAD Players

RosterPAD allows you to find Players, group them by leagues, and display players by name or team.

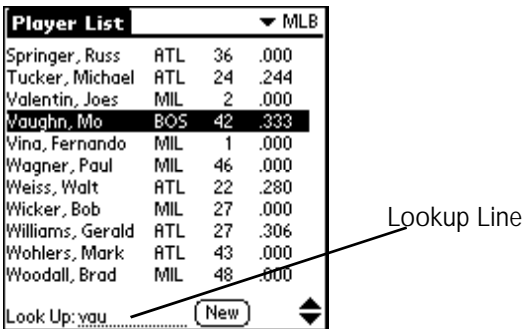
Looking Up Players

When working with RosterPAD, the scroll buttons on the front panel of your Palm OS device make it easy to navigate among player entries. In the Player List view the scroll buttons move up or down an entire screen of players.

You can also use the Player List Look Up feature to quickly scroll to any player.

To look up a RosterPAD player:

- 1. Display the Player List view.
- 2. Enter the first letter(s) of the last name of the player you want to find. As you enter the letters RosterPAD will come closer and closer to selecting the name you want. If the players are sorted by team, enter the team abbreviation to scroll to that team.




- 3.Touch any player to view his record, or use the carriage return stroke to view the selected player.

Sorting by Player Name or Team

You can sort players in RosterPAD by Team and Last Name, or by Last Name and First Name. These settings do not change your RosterPAD data; they offer you a different view of the data.

To sort players in the Player List view:

- 1. Display the Player List view
- 2. Touch the  icon to open the RosterPAD menus.
- 3. Touch **Preferences...** from the **Options** menu to the RosterPAD Preferences dialog.



Preferences Dialog

- 4. Touch the Team, Last Name setting to sort by Team and Last Name.
- 5. Touch the OK button to display the Player List view with all player names sorted by Team.

Beaming RosterPAD Players

Beaming allows you to transfer players and their statistics from one Palm device to another via their infrared ports. You can beam RosterPAD players, teams, and leagues. Beamed players will not replace players you already have in RosterPAD. You may end up with duplicate players if you receive multiple transfers of the same league, player, or team.

To perform any beaming operation, you must lineup the infrared ports of the sending and receiving palm devices. The infrared port is located at the top of Palm III, PalmV and upgraded PalmPilot devices.

To beam a player you must:

1. Select a player from the Player List view.
2. Select **Beam Player** from the Record menu of the Player View. You may also select **Beam Player** from the Record menu of the Player Edit view.

To beam a team you must:

1. Select a player from the Player List view that belongs to the team you wish to beam.
2. Select **Beam Team** from the Record menu. You may also select **Beam Team** from the Record menus of Player View and Player Edit.

To beam a league you must:

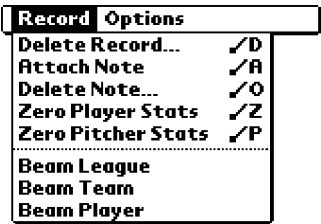
1. Select the league you wish to beam from the Category List while in the Player List view.
2. Select **Beam League** from the Record menu. You may also select **Beam League** from the Record menus of Player View and Player Edit.

RosterPAD Menu Commands

RosterPAD includes menu commands to make routine file and editing commands quick and easy. This sections details RosterPAD menu commands.

Record Menu

When you select the Record menu, its commands appear on the screen.



- Delete Record...

Opens an alert dialog prompting you to confirm deletion of the current entry. Touch the **OK** button to delete the current player from RosterPAD, or touch **Cancel** to close the alert dialog and keep the entry.
- Attach Note

Opens the RosterPAD Note dialog where you can create a Note for the current player.
- Delete Note...

Opens an alert dialog prompting you to confirm deletion of the Note attached to the current player. Touch the **OK** button to delete the Note, or touch the **Cancel** button to close the alert dialog and keep the note.
- Zero Player Stats

Sets all player offensive and defensive statistics to zero
- Zero Pitcher Stats

Sets all pitcher statistics to zero.
- Beam League

Beams the current league using infrared
- Beam Team

Beams the current team using infrared
- Beam Player

Beams the current player using infrared

Options Menu

When you select the Options menu, its commands appear on the screen.



Preferences Opens the Preferences dialog.



Select **Last Name, First Name** to sort players by last name then first name. Select **Team, Last Name** to sort players by team then last name. Touch **OK** to execute sort or **Cancel** to abandon sort. Both buttons close the dialog. If you choose to sort records, depending on the number of players you have in RosterPAD, the sort can take several seconds.

When checked, the **Backup RosterPAD database** checkbox causes the HotSync process to backup the RosterPAD database whenever you change it. If your HotSync process takes to long, uncheck this box. Make sure you backup the RosterPAD database periodically.

About RosterPAD Show version information for the RosterPAD application

MLBStats

MLBStats enables you to keep statistics up-to-date for any or all Major League Baseball teams. The website www.mlbstats.com is updated everyday of the Major League Baseball season to make all player stats available at a touch of your finger.

With MLBStats, you can use your Palm device and a standard Internet connection to automatically update the statistics of any set of Major League Baseball teams you select.

To use MLBStats you must have a Palm Modem or establish an Internet connection through a serial TCP/IP connection from a Window NT Workstation or Server.


MLBStats will:

- ☐ Connect to the Internet
- ☐ Allow you to select teams you want to update
- ☐ Update all players' statistics on the teams you select

Before starting MLBStats, you must use Palm Network Preferences to setup your Internet service. MLBStats immediately connects to the Internet service that you setup and select in Network Preferences. Check the Palm Handbook for detail on how to setup an Internet service.

To open MLB Stats:

1 Touch the  icon in the Graffiti area to open the Application Launcher.

2. Touch the  icon to open MLBStats.

Updating Player Statistics

After starting MLBStats, unless you've used the Network Preferences dialog to connect to the Internet and currently have an active connection, MLBStats will establish an Internet connection using your Palm Modem. MLBStats will then present the MLBStats main view.




MLBStats Main View

When you successfully connect to the Internet, the Status will read **Connected**. If, for some reason, you didn't connect successfully, the Status will read **Not Connected**.


Adding teams to the list to update

To select the teams you want to update:

1. Touch the a team in the Teams list.
2. Touch the  button to add the team to the Selected Teams list
3. Repeat steps 1 & 2 until you've selected all teams you want to update.
4. Touch the **Begin update** button to start team updates.

MLBStats will update its status as its connects, and then updates each team. After MLBStats completes it update cycle, the batter stats for each player will contain updated statistics.


To select all Major League Baseball teams:

1. Touch the  to add all teams to the Selected teams list
2. Touch the **Begin update** button to start team updates.

After updating is completed, the Status line will show **All teams updated**. When you exit MLBStats, it will automatically terminate its Internet connection if MLBStats made the connection. If the connection was established outside of MLBStats, upon exit, MLBStats will leave the Internet connection intact.

Removing teams from the list to update

To deselect the teams you don't want to update:

1. Touch the team in the Selected teams list.
2. Touch the  button to remove the team from the Selected Teams list
3. Repeat steps 1 & 2 until you have removed all of the teams you don't to update.

Use the  button to deselect all teams.

MLBStats subscription

MLBStats is offered on a subscription basis. In order to gain the benefits of MLBStats you must subscribe to this service each season. MLBStats gives you access to player offensive and defensive statistics everyday of the season by 10:00 A.M. Eastern US time.

Once you subscribe, you can download stats with the MLBStats application as many times as you wish during the season. You may also take advantage of MLBStats download when they become available in Major League baseball parks.

Look for details on MLBStats on the www.scorepad.com and www.mlbstats.com websites.

ScorePAD Desktop

ScorePAD Desktop is a Windows-based baseball game and player statistics viewing and reporting system. ScorePAD Desktop also allows you to create and edit leagues and team rosters. After you score baseball games on your Palm device and synchronize with your desktop, ScorePAD Desktop gives you access to those games.

With ScorePAD Desktop you can:

- ☐ View score cards of games scored on your Palm device
- ☐ Print detailed score cards of games scored
- ☐ Print a statistical summary for each team of each game
- ☐ View and print compiled statistics from games scored
- ☐ View and print year-to-date statistic from RosterPAD
- ☐ Create, edit, and print team rosters
- ☐ Update statistics over the Internet with MLBStats (optional software)

ScorePAD Desktop acts as an archival place for the games you score on your Palm device. Palm devices are the perfect platform for scoring baseball games because of their size and input style. ScorePAD Desktop overcomes the limitations of viewing area and storage capacity on Palm devices giving you the best of both worlds. ScorePAD Desktop makes use of the relatively unlimited space and substantial viewing area of desktop computers for viewing and reporting on games scored on the Palm.

ScorePAD Desktop takes advantage of the Desktop computer power allowing you to analyze games, player statistics, and hitting charts.

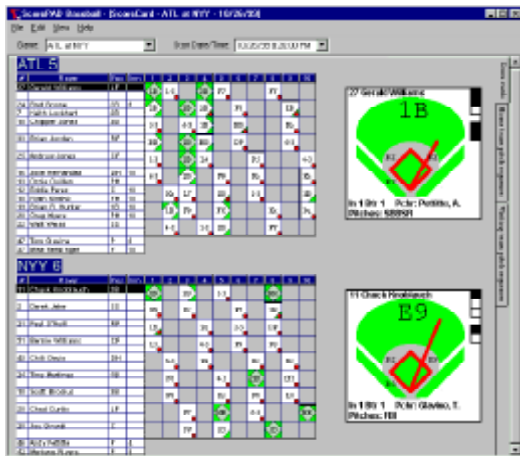
ScorePAD Desktop is divided into four major views:

ScoreCard view	Displays games scored with ScorePAD Palm Exports game statistics to a text file Prints graphic scoresheets Prints detailed game reports Displays complete lineup information Edits game parameters
Roster view	Allows entry and editing of team rosters and statistics Prints team rosters Allows entry and editing of leagues Allows updating of MLB player statistics (for MLBStats subscribers)

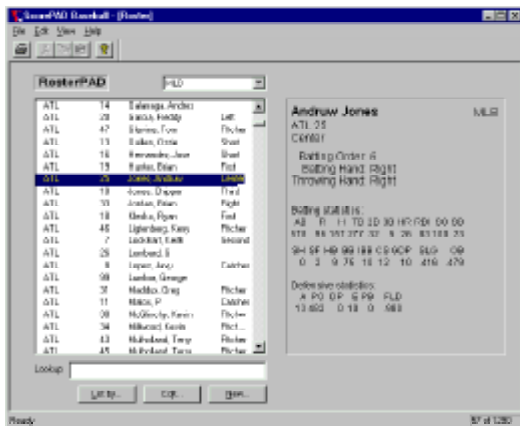
Stats view

- Displays statistics compiled from games scored
- Displays year-to-date statistics from RosterPAD
- Allows selection of statistics displayed and printed
- Allows sorting of statistics by any category
- Prints statistics from each subview

Spray chart view	Displays balls put in play by hitters Allows selection of hitters and pitchers Prints spray charts
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ScoreCard view



Roster view

ScorePAD Baseball - (Stats)

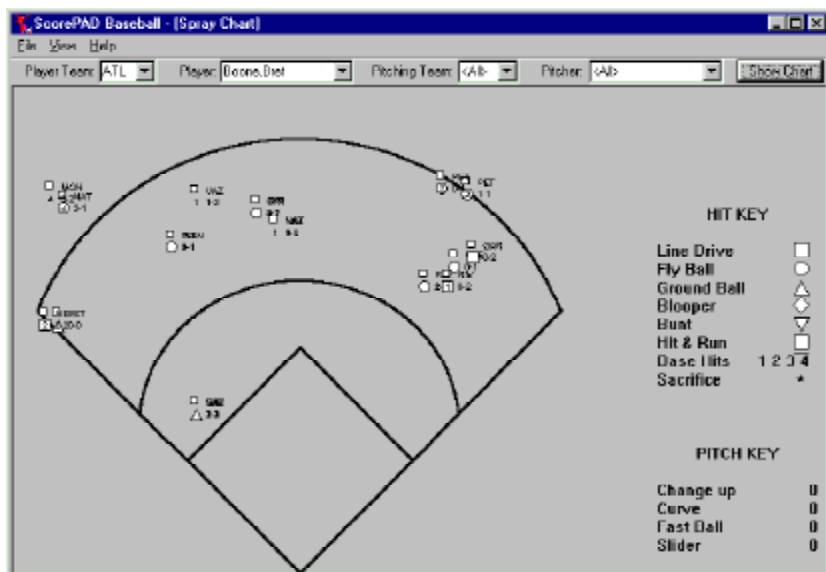
File Edit View Help

League: MLB Team: ATL Start Date: 1/1/98 End Date: 12/31/99 Refresh Games Scored

#	Player	AVG	G	AB	R	H	TB	2B	3B	HR	RB	SH	3F	BB	IBB	SO	SB	CS	GDP	E	SLG%	OBS%	PAB	PH	
1	21 Baskin, H.	.000	1	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	.000	.000	1	0	
2	38 Bragman, S.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
3	24 Bruce, B.	.000	5	16	3	8	10	4	0	1	3	0	0	2	0	3	0	2	0	0	.338	.506	1	1	
4	42 Bruce, M.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
5	48 Chen, B.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
6	4 Falcognus, J.	.000	1	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	.000	.000	0	0	
7	47 Glavin, T.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
8	13 Guillen, O.	.125	5	8	1	1	4	0	0	1	1	0	0	0	0	1	0	0	1	1	.500	.125	3	0	
9	16 Hernandez, J.	.364	3	11	0	4	5	1	0	2	0	0	0	0	0	3	2	0	0	0	.495	.364	0	0	
10	19 Hunter, B.	.222	4	9	0	2	2	0	0	0	0	0	0	0	0	3	0	0	0	0	.222	.222	2	0	
11	20 Jones, A.	.227	6	22	2	5	9	0	0	1	1	0	0	1	1	2	1	1	1	0	.364	.261	0	0	
12	10 Jones, C.	.350	6	20	3	7	10	2	0	2	5	0	0	0	0	6	0	1	2	0	1	.750	.500	0	0
13	33 Jordan, B.	.111	6	18	2	2	3	1	0	0	1	0	0	4	0	1	1	0	1	1	.167	.273	0	0	
14	18 Klecko, R.	.188	6	16	0	3	4	1	0	1	0	0	0	1	0	5	1	0	0	0	.250	.235	2	1	
15	7 Louchhart, K.	.286	5	7	2	2	2	0	0	0	0	0	0	1	2	0	0	1	0	0	.386	.500	2	1	
16	30 McGlinchey, K.	.000	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
17	34 McLeod, K.	.000	2	2	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	.000	.000	0	0	
18	45 Mulholland, T.	.000	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	.000	.000	0	0	
19	43 Mulholland, T.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	
20	28 News, G.	.231	6	13	0	3	3	0	0	1	0	0	0	1	0	2	0	0	0	0	.231	.286	1	0	

Team Batting Day By Day Batting Home Runs Team Pitching Day By Day Pitching Games

Stats view



Spray chart view

ScoreCard View

After scoring a baseball game with ScorePAD on your palm device and synchronizing with your desktop, you can view the game in the Score Card view. This view displays both visitor and home team score cards on one screen in a compressed format. You can click on any atbat to see its detail. The atbat detail window shows everything you would want to know about that atbat. You can also print both score cards from the Score Card view.

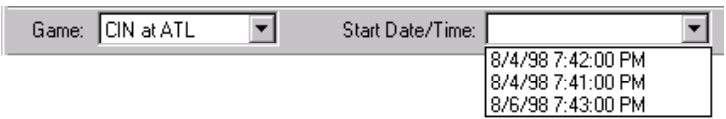
The Score Card view does not allow you to make any changes to game data. All game data synchronized to the desktop contributes to the season statistics of all players stored in the roster database.

Loading a game

ScorePAD Desktop uses a different tool bar for each view. In the Score Card view, the toolbar allows you to select the team match-up and the date of the game.



First select the team match-up. For example CIN at ATL would represent the Cincinnati Reds playing the Atlanta Braves in Atlanta. If the ScorePAD Desktop contains only one game with the team match-up you selected, ScorePAD will automatically load that game.



If you have more than one game of CIN at ATL, the Dates combo box will contain all of the dates and times of those games. Once you select the proper date and time of the game, the ScorePAD Desktop will load and display the specific game you selected in the Score Card view.

The Score Card

ATL 13												
#	Player	Pos	Inn	1	2	3	4	5	6	7	8	9
27	Gerald Williams	RF		BB	Ks		HR	F8		1B		1B
11	Tony Graffanino	SS		SF9		Ks	Kc		5-3	ff3		ff3
10	Chipper Jones	3B		3B		BB		BB	1B		L8	BB
14	Andres Galarraga	1B	9	5-3		BB		1B	FC		1B	1B
12	Eddie Perez	1B										
8	Javier Lopez	C		BB		ff2		2B	6-4		F8	DP
25	Andruw Jones	RF		Kc		F8		1B		L8	HR	
17	Danny Bautista	LF			5-3		BB	1-3		1B	1B	
13	Ozzie Guillen	2B			BB		4-3	2B		1B	F9	
15	Denny Neagle	P	9									
32	Dennis Martinez	P	9		SB		3-1	4-3		Ks		1B

Sample ScorePAD Desktop Score Card

The Score Card view displays both of the score cards of each game. Each score card displays the following information:

- ☐ Team name and score in game
- ☐ Player information
- ☐ Results of all atbats for the team
- ☐ Detail of a specific atbat

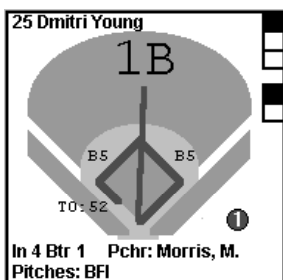
The Score Card view displays the team name and score at the top of the score card. The player information section of the score card occupy the first four columns of the score card. Player information columns contain:

- ☐ Player number
- ☐ Player name
- ☐ Player defensive position
- ☐ Inning player left the game (if applicable)

The atbat results grid displays atbat results. The grid uses the same nomenclature and graphic representation as ScorePAD for Palm devices. The grid displays base advances, and runs scored in different colors.

Looking at an atbat's detail

You may want to examine in detail a particular atbat. To do this, you click on any atbat square in a score card. The detail of that atbat will instantly display to the right of the score card to which it belongs.



The Atbat Detail square contains:

- ☐ Player name & number
- ☐ Pitcher name
- ☐ Inning and atbat number during inning
- ☐ Atbat result
- ☐ Inning out number
- ☐ Positions involved in putout
- ☐ Out on-base and reason
- ☐ Base advances and reasons
- ☐ Pitch sequence
- ☐ Final ball & strike count

You can select and examine any atbat you want on either score card. When you print the score sheets, information in the Atbat Detail square will be printed for each atbat except player name and number, pitcher name and number, and pitch sequence.

Printing the score sheets

To print the score sheets of a game you've loaded in the Score Card view, select **File Print...** from the menu.

When the **Print** dialog appears the **Pages** fields in the Print Range section **from:** and **to:** default to 1 and 2 respectively. The visitor score card is page 1

and the home score card is page 2.

If you want to print both score cards, use the default.

If you want to print only the home team, change the **from:** field's value to 2 so that both the **from:** and **to:** fields of Pages have a value of 2.

If you want to print only the visitor score card, change the **to:** field's value to 1 so that both the **from:** and **to:** fields of **Pages** have a value of 1.

You can preview before printing score sheets. Select **Print Preview** from the **File** menu to preview the output of score sheets. Print preview allows you to look at both pages at once or one at a time before you print them. You can zoom in and out if you want to see more detail.

Printed score sheet detail

Printed score sheets have the same general structure of the score sheets displayed in the Score Card view, however, printed score sheet contain the atbat detail in each of the atbat squares. The printed score sheet also contains the following:

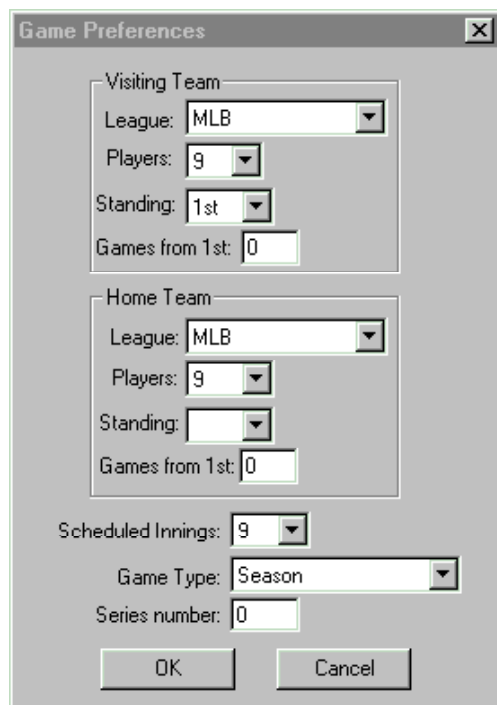
- Player stats
- Inning stats
- Pitcher stats
- Game logistics

Exporting game statistics

ScorePAD Desktop allows you to export the game statistics to a spreadsheet compatible file format. This will allow you to use game statistics generated by ScorePAD with other baseball statistics programs or spreadsheets. The format of this game statistics file is in the Reference chapter at the end of this manual. You can export any loaded game by selecting **File Export game statistics**. ScorePAD generates a file name that contains both teams and the date of the game (ex: ATL_AT_CIN_08_04_1999.asg.)

Editing game parameters

You view and edit game parameters in the ScoreCard view. Select Game Parameters from the Edit menu to show the Game Parameters dialog.



The image shows a 'Game Preferences' dialog box with a close button (X) in the top right corner. It contains two main sections: 'Visiting Team' and 'Home Team'. Each section has a 'League' dropdown menu (both set to 'MLB'), a 'Players' dropdown menu (both set to '9'), a 'Standing' dropdown menu (Visiting set to '1st', Home set to an empty dropdown), and a 'Games from 1st' text input field (both set to '0'). Below these sections are three common settings: 'Scheduled Innings' (dropdown set to '9'), 'Game Type' (dropdown set to 'Season'), and 'Series number' (text input set to '0'). At the bottom are 'OK' and 'Cancel' buttons.

This dialog allows you to change the following game parameters for each team:

League - The team's league

Players - The number of lineup players

Standing - The numeric standing of the team within its conference or league. Teams can be placed from 1st to 30th.

Games from 1st - The number of games out of first place. Enter any number of games from first.

Scheduled Innings - The number of innings for which the game was scheduled

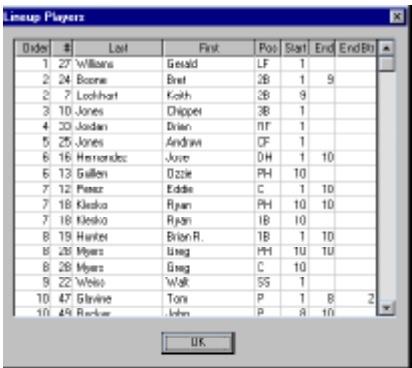
You can also select the following parameters for the game:

Game Type - The time, relative to the season this game was played. Valid Game Types are: Season, Pre-season, Division series, League championship, World championship, District tournament, Sub-state tournament, State tournament, Regional tournament, National tournament, Exhibition, & Scrimmage

Series number - A unique series number that allows ScorePAD to categorize statistics by series.

Viewing lineup players

To view the lineup players for either team, double-click any lineup player on the ScoreCard view. After you double-click, the Lineup Players dialog will appear with the lineup information for all players of that team.



The screenshot shows a window titled "Lineup Players" with a table containing 10 rows of player data. The columns are labeled: Order, #, Last, First, Pos, Start, End, and End Btr. The data is as follows:

Order	#	Last	First	Pos	Start	End	End Btr
1	27	Williams	Gerald	LF	1		
2	24	Boone	Bret	2B	1	9	
3	7	Lochhart	Kath	2B	9		
3	10	Jones	Chippel	3B	1		
4	33	Jordan	Dylan	1B	1		
5	25	Jones	Andrew	CF	1		
6	16	Hernandez	Jose	DH	1	10	
6	13	Gallen	Dzale	PH	10		
7	12	Plasch	Eddie	C	1	10	
7	18	Klesko	Ryan	PH	10	10	
7	18	Klesko	Ryan	1B	10		
8	19	Hunter	Brian R.	1B	1	10	
8	28	Myers	Greg	PH	10	10	
8	28	Myers	Greg	C	10		
9	22	Wells	Walt	SS	1		
10	47	Givins	Tony	P	1	8	2
10	48	Rodriguez	John	P	8	10	

At the bottom of the dialog is an "OK" button.

The Lineup Players dialog displays the following information about each player in the lineup:

- Order** - Batting order number
- #** - Uniform number
- Last** - Last name
- First** - First name
- Pos** - Defensive position
- Start** - Inning player entered the game
- End** - Inning player left the game
- End Btr** - If player left the game while team was on defense, the number of the complete batters in the inning when the player left the game

Deleting a game

You can delete any game in ScorePAD by loading the game and selecting. **File Delete Game**. Once you delete a game, you cannot not recover that game. Before you respond to the confirmation prompt, be sure that you want to delete the game that you have loaded.

Examining pitching sequences

The ScoreCard view allows you to examine and print pitch charts. If you chart pitches during games you score, you can examine and print those charts in the ScoreCard view.

The "Home team pitch sequence" and "Visitor team pitch sequence" tabs allow you to display and print the pitch sequences of each atbat in the subviews.

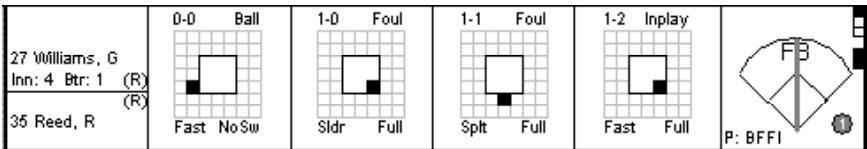
The first square of the sequence shows the match-up. It includes the following information:

- ☐ Batter's name and number
- ☐ Inning and batter in inning
- ☐ Batter's batting hand
- ☐ Pitcher's name and number
- ☐ Pitcher's throwing hand

The pitch sequence charts display the following for each pitch:

- ☐ Pitch location
- ☐ Pitch type
- ☐ Count before pitch
- ☐ Pitch result
- ☐ Swing type

The final square is a graphic of the atbat square from the scoresheet.



Pitch chart example

To access the pitching charts for a game, load the game and select either the "Home team pitch sequence" tab or the "Visitor team pitch sequence" tab in the upper right-hand corner of the ScoreCard view.

For details on how to record pitch detail, read the "Pitch Charting" section of the chapter "Scoring an atbat" in this manual.

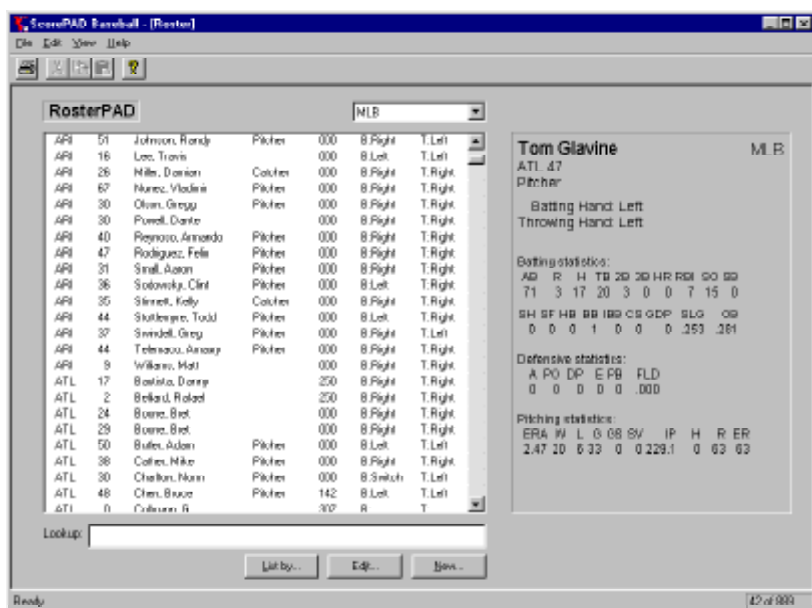
Moving to other views

You can select other ScorePAD Desktop views from the view menu. Select any of the following menu items from the **View** menu to move to other views:

Roster moves you to the Roster view.

Team Stats moves you to the Stats view.

Spray chart moves you to the Spray chart view.



RosterPAD Desktop

RosterPAD View

The RosterPAD view provides desktop maintenance of the ScorePAD's team roster database. The RosterPAD view is the desktop companion of the RosterPAD for Palm OS. If RosterPAD looks familiar, it should. RosterPAD was designed to look and work like the address book in the Palm Desktop. This design decision allows you to remain in familiar territory and hopefully provide a lower learning curve for using the RosterPAD view.

In the RosterPAD view you can:

- ☐ Add new players
- ☐ Edit existing players and their statistics
- ☐ Delete players and their statistics
- ☐ Cut, copy, and paste players using the Windows clipboard
- ☐ Import players and statistics from text files
- ☐ Export players and statistics to text files
- ☐ Create, edit and delete RosterPAD leagues
- ☐ Move players between RosterPAD leagues
- ☐ Update Major League Baseball rosters and player statistics

RosterPAD allows up to 15 leagues. To move to the RosterPAD view, select **Roster** from the **View** menu.

Adding players

To add players:

1. Click the New button in the RosterPAD view.
2. Type first name last name, team, player number in the appropriate boxes.
3. Select proper position, batting and throwing hands
4. If this player routinely starts games, select the batting order in which he will normally appear.
5. Click the OK button when you have finished editing the record.

You can also add address information and notes:

To add address information:

1. Click on the Address Tab
2. Add address, city, state and zip, and phone

To add notes:

1. Click on the Note Tab
2. Type in any free form note

Player statistics:

1. Click on the Stats Tab
2. Enter player season-to-date offensive and defensive stats

Changing player info

Double-click the record in the player list or click on the desired player in the player list and click the Edit button.

From the Player Tab:

Edit information in the Last Name, First Name, and Team boxes.

Click the Position, Batting Hand, Batting Order, or Throwing Hand boxes and select new values.

Click the League box and assign the player to a league.

From the Address tab:

Change address information in the appropriate boxes.

From the Note tab:

Type any additional information in the form of free-form text.

From the Player Stats tab:

Change player offensive and defensive season-to-date statistics

From the Pitcher Stats tab:

Change Atbats, Hits, RBI, Home Runs, and Stolen Bases statistics.

Sorting players

1. Click the List By... button in the RosterPAD view.
2. Select Last Name, First Name to sort players by player name or, select Team, Last Name to sort players by team.
3. Click the OK button to close the dialog and initiate the sort
4. Click the Cancel button to leave the record sorted in the current order.

Deleting players

Select the players you want to delete:

1. Click on one player or,
2. Click on the starting player, hold down the shift key and click on the last player or,
3. Hold down the control key and click on each player you wish to delete.

Press the Del key.

Answer yes to the Delete Confirmation dialog.

Moving players among leagues

You can move one or more players to from one league to another. To move players to another league you must:

1. Select the players you want to move

2. Select **Change League** from the **Edit** menu.
3. Select the new league from the Change League dialog

Printing players

Select **Print** from the **File** menu to print all of the player records or the selected records in their current sort order.

Exporting and importing players

You can export players from the Roster database and import players into the Roster database. Of course, any players you add to the database will be automatically transferred to your Palm computer during the next HotSync operation.

To export players from the RosterPAD view:

1. Select the players you wish to export in the Roster view player list.
2. Select **Export players** from the **File** menu.
3. An **Open dialog** will appear with the default file name of SPPlayers.SPP
4. Enter an new file name, if you desire.
5. Press the Open button to export the selected players

To import players into the RosterPAD view:

1. Select **Import players** from the **File** menu.
2. Enter a file name or press the **Browse** button and select a file.
3. RosterPAD will import the files.

RosterPAD's import utility requires that fields be in the order specified in the File Formats chapter of this manual. You do not have to include all RosterPAD fields, however Last Name, First Name, League, Team, and Player Number are required.

Using the clipboard with the RosterPAD view

You can cut, copy, and paste RosterPAD records using the Windows clipboard. This allows you to quickly move player information and year-to-date statistics from ScorePAD to other applications like spreadsheets, word processors, and databases management system. You can also use cut and paste to move players from one league to another.

To cut players from the RosterPAD view:

1. Select the players you want to cut.
2. Select Cut from the Edit menu or press Ctrl-X.
3. The deleted players and their statistics are now in the Windows clipboard.

You can now paste them back into the RosterPAD view or into other applications.

To copy players in the RosterPAD view:

1. Select the players you want to copy
2. Select **Copy** from the **Edit** menu or press Ctrl-C

The selected players and their statistics are now in the Windows clipboard. You can now paste them into other leagues in the RosterPAD view or into other applications.

To paste players into the RosterPAD view:

1. Copy players to the Windows clipboard. You copy from the RosterPAD view of ScorePAD or another application. If you copy from another application, you must arrange fields in the order specified in the File Formats chapter of this manual. You do not have to include all RosterPAD fields, however Last Name, First Name, League, Team, and Player Number are required.
2. Select Paste from the Edit menu or press Ctrl-P.

You can also select all of the player in the current league. Select **Select All** from the **Edit** menu or press Ctrl-A.

ScorePAD Baseball - [Stats]

File Edit View Help

League: MLB Team: ATL Start Date: 07/10/1999 End Date: 10/28/1999 Refresh Games Scored

#	Player	AVG	G	AB	R	H	TB	2B	3B	HR	RB	SH	SF	BB	IBB	SO	SB	CS	GDP	E	SLG%	OB%	PAB	PA
32	11 Marco, P.	1.000	1	1	0	1	1	0	0	2	0	0	0	0	0	0	0	0	0	0	1.000	1.000	0	0
33	30 McGlinchey, K.	.000	9	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	.000	.000	0	0
34	34 Milwood, K.	.107	12	28	1	3	7	1	0	1	2	1	0	0	1	0	13	0	0	1	.250	.143	0	0
35	45 Mulholland, T.	.000	7	1	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	1	.000	1.000	0	0
36	43 Mulholland, T.	.000	3	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	.000	.000	0	0
37	28 Myers, G.	.220	21	41	3	9	12	0	0	1	3	0	0	9	1	10	0	0	0	0	.283	.439	2	0
38	11 Nelson, D.	.400	9	20	3	8	9	1	0	0	0	0	0	1	0	3	1	0	0	0	.450	.450	1	1
39	12 Perez, E.	.316	31	79	13	25	45	5	0	5	16	2	1	1	9	1	12	2	0	2	.570	.430	2	0
40	43 Perez, D.	.000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
41	45 Perez, D.	.000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
42	37 Remington, M.	.000	19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.000	.000	0	0
43	49 Rocker, J.	.000	17	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	.000	.000	0	0
44	35 Russ, S.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
45	40 Seanez, R.	.000	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
46	15 Simon, R.	.351	17	37	4	13	19	3	0	1	6	0	0	3	2	7	1	0	0	1	.514	.432	3	1
47	25 Sinott, J.	.231	9	13	2	3	4	1	0	0	0	0	1	2	0	5	0	0	1	0	.308	.462	0	0
48	35 Springer, R.	.000	12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
49	96 Stult, E.	.000	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
50	22 Weiss, W.	.174	32	86	8	15	20	5	0	3	2	0	2	4	0	17	2	1	2	1	.233	.244	3	0
51	27 Williams, G.	.252	38	135	24	34	51	6	1	3	14	0	1	4	6	1	24	9	1	3	.378	.335	4	1
52	51 Winkler, J.	.000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0
53	Total	.259	41	307	201	339	543	76	4	40	189	16	11	18	154	19	258	44	13	26	.415	.391	70	16

Team Batting Day By Day Batting Home Runs Team Pitching Day By Day Pitching

ScorePAD's Stats View

Stats View

The Stats view of ScorePAD offers a statistical summary of player performance by compiling the statistics of all games contained in ScorePAD Desktop's database. This view can also display year-to-date statistics from RosterPAD data.

With the Stats View you can:

- ☐ Display offensive and defensive season stats for each player
- ☐ Display day-by-day offensive and defensive statistics for each player
- ☐ Display season pitching statistics for each pitcher
- ☐ Display day-by-day player and team pitching statistics
- ☐ Display day-by-day home runs made and given up
- ☐ Print stats sheets
- ☐ Export statistics to text files
- ☐ Create web pages from statistics subviews
- ☐ Configure subview statistics content and order
- ☐ Update RosterPAD season statistics from games scored

The Stats view has two modes:

1. Roster Data mode loads player and pitcher totals from the Roster view. The Roster Data mode includes Batter
2. Scored Games mode compiles player and pitcher totals from game scored in ScorePAD.

You can select any subview at anytime by selecting one of the tabs at the bottom of the Stats view. The tabs are:

- | | |
|------------------------|---|
| 1. Team batting | Season batting and defensive statistics |
| 2. Day by Day Batting | Day by day batting and defensive statistics |
| 3. Home Runs | Day by day home runs |
| 4. Team Pitching | Season pitching statistics |
| 5. Day by Day Pitching | Day by day pitching statistics |
| 6. Games | Day by day game totals |

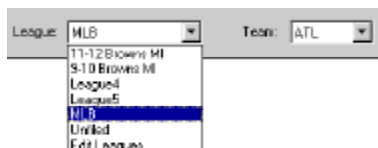
With each subview you can:

- ☐ Sort statistics by any category by clicking the column heading
- ☐ Print the statistics as they are sorted

- ☐ Copy statistics to clipboard
- ☐ Configure subview statistics content and order
- ☐ Display statistics by date range

Loading a team

To load a team you must select the league of the team you want to load from the league list toolbar.

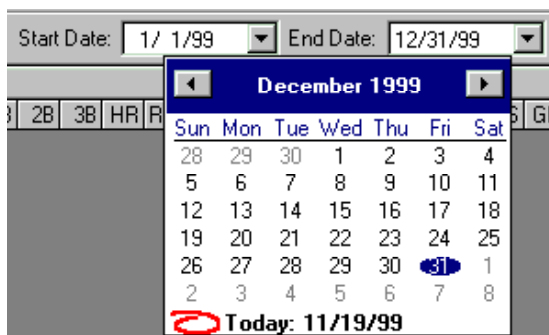


Then select the team you want to load from the team list on the toolbar.



Once you select a league and a team, ScorePAD searches its desktop database and compiles the stats from all of the games in which each player of the selected team participated. ScorePAD then displays the totals for each player in the stats view.

Selecting a date range



Stats view start and end dates

You can select a date range for statistics you want ScorePAD to display in this

view. To select a date range you must use the tool bar and select a start date and an end date. You can change either date or both dates by editing the date text or selecting the down arrow and picking a new date from the pop-up calendar. Once you select a new date, all statistics will reload and recalculate.

Displaying RosterPAD statistics



Data type selection

In addition to displaying statistics compiled from games scored, you can also display year-to-date statistics stored in RosterPAD. To display RosterPAD statistics, select Roster Data from toolbar.

Since these statistics are totals, you won't have any day-by-day batting, pitching, or home run statistics so those tabs disappear when you select RosterPAD Stats from the toolbar.

Printing stats sheets

To a stats sheet on a team:

1. Load the team.
2. Select the desired subview
3. Select Print from the File menu.

ScorePAD will print stats subview in the same format that it appears on the screen.

Configuring Batting and Pitching subviews

You can configure the content and order of statistics displayed on the Season Batting, Season Pitching, Day-By-Day Batting, and Day-By-Day Pitching subviews. ScorePAD has a convenient dialog that allows you to configure these subviews.

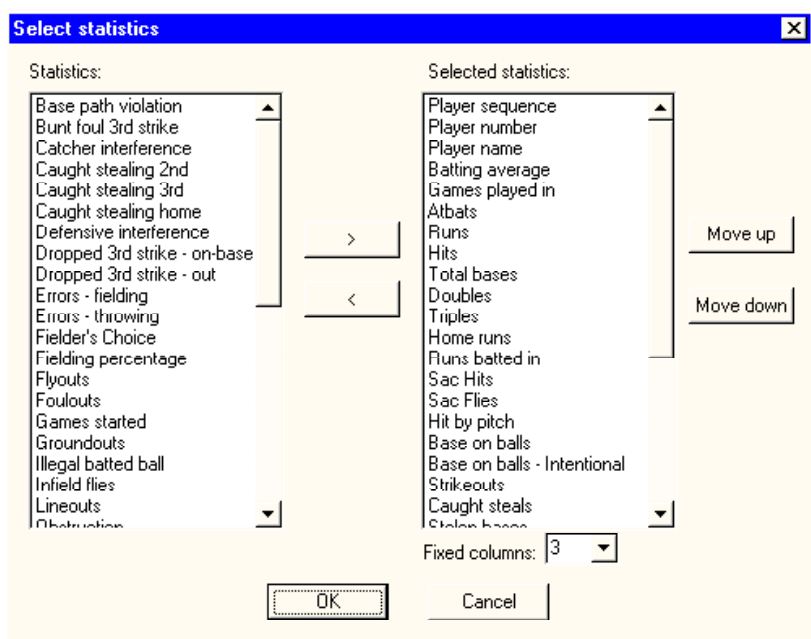
Select **Select Stats** from the **Edit** menu in the Stats view to display the

Statistics Selection dialog. This view is composed the following:

Statistics - List of statistics available but not displayed on the subview

Selected statistics - List of statistics to be displayed on the subview

Fixed columns - number of columns that don't scroll horizontally



Statistics selection dialog

Each subview contained a default set of statistics when you installed ScorePAD. You can add, remove, or reorder statistics for each subview.

To add a new statistic:

1. Select the place in the **Selected statistics** list where you want the new statistic to appear.
2. Select the statistic you want to add from the **Statistics** list
3. Press the > button to add the statistic
4. You can also double-click members of the **Statistics** list to add them to the **Selected statistics** list.

Any statistic you add to the **Selected statistics** list will be removed from **Statistics** list.

To remove a statistic:

Select the statistic you wish to move in the **Selected statistics** list.

Press the < button

You can also double-click any member of the **Selected statistics** list to remove it.

All statistics removed from the **Selected statistics** list will be added to the **Statistics** list.

To reorder selected statistics:

Select the statistic in the **Selected statistics** list you want to reorder.

Press the **Move up** button to move the statistic up in the order or press the **Move down** button to move the statistic down in the order.

To change the number of fixed columns:

Click on the down arrow of the fixed column combo-box

Select the number of fixed column to which you wish to change.

You can change the number of fixed columns to values from 0 to 10. Fixed columns will be the left-most columns of the subview. Fixed columns will not scroll when you scroll horizontally in the subview. Additionally, fixed columns will not copy when you copy statistics to the Windows clipboard.

Subview statistics content and order are preserved for exporting, web page creation, printing, and clipboard copying.

Copying statistics to the clipboard

You can copy statistics from any subview to the Windows clipboard. This allows you to paste this data to spreadsheets, word processors, and other applications that retrieve data from the clipboard.

To copy data to the clipboard, select any combinations of columns and rows of data in a subview then select Edit Copy. This will place the selected data on the Windows clipboard. You can then switch to another application and paste the data. This function works very well with spreadsheets and graphing programs.

Exporting statistics

You can export statistics from the batting and pitching subviews of the Stats view. When you exports statistics, ScorePAD creates a file containing all of the data on the subviews you select. Each included subview will be in a separate file. Each data element will be separated by separator you specify and each row of data will be terminated with a carriage return followed by a line feed (CRLF).

To export data perform the following steps:

Select the subview from which you want to export data

Reconfigure the content and order of the data by selecting **Edit Select Stats...**, if necessary

Select **File Export statistics...**

Edit the path, file name prefix, separator, and subviews for which you want file generated in the **Statistics export specifications** dialog.

Press the Export files button.

ScorePAD will create the following files (assuming you kept the PlayerStats file prefix):

PlayerStats.txt

Team batting subview statistics

PlayerStatsPitcher.txt

Team pitching subview

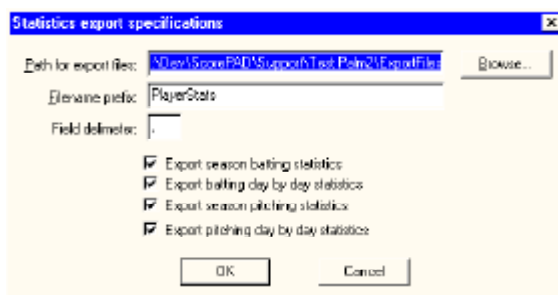
PlayerStats_DBD10Jones__C.txt

Day by day batting subview
(one file for each player)

PlayerStatsPitcher_PDBD29Smoltz__J.txt

Day by day pitching subview
(one file for each pitcher)

Changing export settings



Statistics export specification dialog

You can change export setting before you begin an export or during the export operation. To change the export settings before you next export, select **File Export settings...** The **Statistics export specifications** dialog will appear.

In this dialog you can select the subviews for which you want to create export files. You can also specify the export file directory, prefix, and field delimiter.

Creating Web pages from the Stats view

You can create web pages from each batting and pitching subviews. These web pages will contain all data columns and rows of the subviews that they represent. They will also contain hyperlinks that link them to each other. The hyperlink on the web pages you create will be:

Page	Hyperlinks
Team batting	Team pitching and day by day batting pages (each player)
Day by day batting	Team batting
Team pitching	Team batting and day by day pitching (each pitcher)
Day by day pitching	Team pitching

To create batting and pitching web pages, select File Create team statistics web... The Web page specifications dialog will appear allowing you to change the web page specifications. In addition to specifying the path and file name prefix for web pages, you can change the following specifications for each web page:

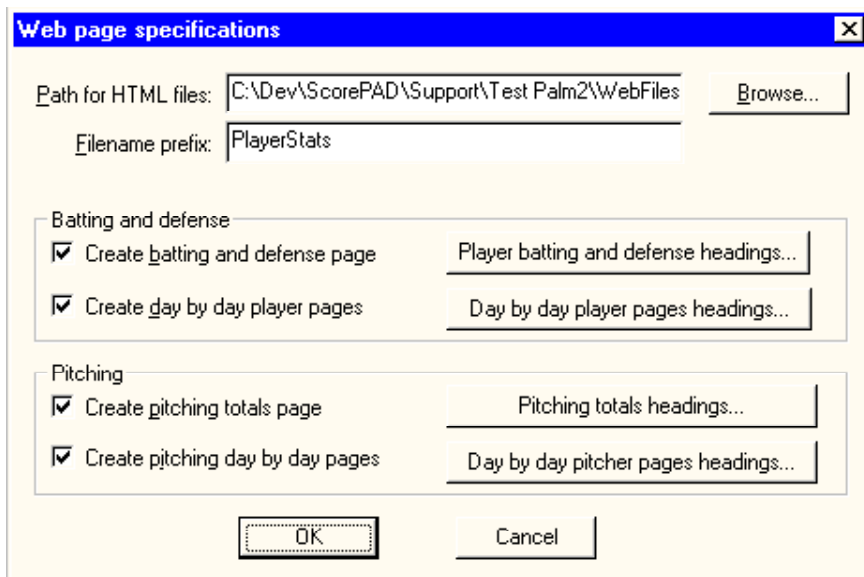
- Page title
- Heading 1 text and font size
- Heading 2 text and font size

You can include several variables in the title and heading lines. You can also include any additional HTML tags in the title text. When you finish changing specifications, press the **Create pages** button to create the web pages.

ScorePAD creates web pages in HTML format with hyperlinks inserted. These pages can be immediately uploaded to your website and used to browse your team's performance.

Once you've setup your web page specifications, the process from HotSync to Web should take less than ten minutes after each game.

Changing Web page specifications

The image shows a dialog box titled "Web page specifications" with a blue title bar and a close button (X) in the top right corner. The dialog has a light yellow background. It contains several input fields and checkboxes. At the top, there is a "Path for HTML files:" label followed by a text box containing "C:\Dev\ScorePAD\Support\Test Palm2\WebFiles" and a "Browse..." button to its right. Below this is a "Filename prefix:" label followed by a text box containing "PlayerStats". The dialog is divided into two main sections. The first section is titled "Batting and defense" and contains two checked checkboxes: "Create batting and defense page" and "Create day by day player pages". To the right of the first checkbox is a button labeled "Player batting and defense headings...", and to the right of the second checkbox is a button labeled "Day by day player pages headings...". The second section is titled "Pitching" and also contains two checked checkboxes: "Create pitching totals page" and "Create pitching day by day pages". To the right of the first checkbox is a button labeled "Pitching totals headings...", and to the right of the second checkbox is a button labeled "Day by day pitcher pages headings...". At the bottom of the dialog are two buttons: "OK" and "Cancel".

Web page specifications dialog

You can change web page setting before begin creating web pages or during the web page creation process. To change web page settings before you next export, select **File Web page settings...** The **Web page specifications** dialog will appear. In this dialog you can select the subviews from which you want to create web pages. You can also specify directory and file name prefix.

For each page, you can change the title and heading text. To change them, press the appropriate button on the Web specification dialog. The **Web page settings** dialog will appear allowing you to change the heading and title strings.

You can include the following variables in the title, heading1 and heading 2 text:

&L	League name
&T	Team name
&S	Statistics start date
&E	Statistics end date
&P	Player name (First initial and last name)
\n	Newline

You can also include HTML tags in the title strings. In fact, you can include up to 10K of HTML in each heading. ScorePAD doesn't check the HTML for

errors so you should be careful.

Web page strings

Page title:

Player statistics for &T

Heading 1:

Player statistics for League: &L Team: &T
From &S to &E

Font size:

4

Heading 2:

Font size:

4

Recognized variables

&L

League

&T

Team

&S

Begin date

&E

End date

&P

Player

\n

Newline

Note: You can also place
raw HTML code in these
headings. Your HTML will
be placed in the headings
as they are generated with
no error checking.

OK

Cancel

Web page settings dialog

Team batting

Stats subview descriptions

Team	Team name
#	Player number
Player	Player name
AVG	Batting average
G	Games played
GS	Games started
PA	Plate appearances
AB	Atbats
R	Runs
H	Hits
TB	Total bases
2B	Doubles
3B	Triples
HR	Home runs
SLG%	Slugging percentage
OB%	On base percentage
RBI	Runs batted in
SH	Sacrifice hits
SF	Sacrifice flies
HB	Hit by pitch
BB	Base on balls (walks)
IBB	Intentional walks
K	Strikeouts
Kc	Called strikeouts
SB	Total stolen bases
STL2	Stole 2nd base
STL3	Stole 3rd base
STLH	Stole home
CS	Total caught steals
CS2	Caught stealing second
CS3	Caught stealing third
CSH	Caught stealing home
PKOF1	Picked off 1st
PKOF2	Picked off 2nd
PKOF3	Picked off 3rd
SB%	Stolen base percentage
GDP	Ground into double plays
TP	Triple plays
PAB	Pinch atbats
PH	Pinch hits
PHR	Pinch home runs
PBI	Pinch RBI
TC	Total chances

PO	Put outs
A	Assists
DP	Double plays
PB	Passed balls
PB%	Passed ball percentage
E	Total errors
Ef	Fielding errors
Et	Error throwing
FLD%	Fielding percentage
DI	Defensive interference
Kd3	Dropped 3rd strike - out
Kd3O	Dropped 3rd strike - on
FC	Fielder's choice
FLYO	Flyouts
FOULO	Foulouts
GO	Groundouts
LO	Lineouts
IB	Illegal batted ball
IF	Infield flies
Kbf	Bunt foul 3rd strike
OBSTR	Obstructions
OFINT	Offensive interference
ERRCH	Reach on error
SPECINT	Spectator Interference
CINT	Catcher interference
PCHR	Pitches received
STLON	Stolen on
THO	Thrown out

Day by day batting

Gm	Game number
Date	Game date
Opponent	Opposing team
H/R	Home or road game
D/N	Day or night game
#	Player number
Player	Player name
ORD	Batting order
G	Games played
GS	Games started
+AVG	Cumulative Batting average

Day by day batting continued

PA	Plate appearances	SLG%	Slugging percentage
AB	Atbats	OB%	On base percentage
R	Runs	PAB	Pinch atbats
H	Hits	PH	Pinch hits
TB	Total bases	PHR	Pinch home runs
2B	Doubles	PBI	Pinch RBI
3B	Triples	PB	Passed balls
HR	Home runs	PB%	Passed ball percentage
RBI	Runs batted in	Kbf	Bunt foul 3rd strike
SH	Sacrifice hits	CINT	Catcher interference
SF	Sacrifice flies	DI	Defensive interference
HB	Hit by pitch	Kd3	Dropped 3rd strike - out
BB	Base on balls (walks)	Kd3O	Dropped 3rd strike - on
IBB	Intentional walks	FC	Fielder's choice
K	Strikeouts	FLYO	Flyouts
Kc	Called strikeouts	FOULO	Foulouts
SB	Stolen bases	GS	Games started
STL2	Stole 2nd base	GO	Groundouts
STL3	Stole 3rd base	IB	Illegal batted ball
STLH	Stole home	IF	Infield flies
SB%	Stolen base percentage	LO	Lineouts
CS	Total caught steals	OBSTR	Obstructions
CS2	Caught stealing second	OFINT	Offensive interference
CS3	Caught stealing third	PCHR	Pitches received
CSH	Caught stealing home	ERRCH	Reach on error
PKOF1	Picked off 1st	SPECINT	Spectator Interference
PKOF2	Picked off 2nd	STLON	Stolen on
PKOF3	Picked off 3rd	Team	Team name
GDP	Ground into double plays	THO	Thrown out
TP	Triple plays	PCHR	Pitches received
TC	Total chances	+FLD%	Cumulative fielding %
PO	Put outs	+OB%	Cumulative on base %
A	Assists	+PB%	Cumulative passed ball %
E	Total errors	+SLG%	Cumulative slugging %
Ef	Fielding errors	+SB%	Cumulative stolen base %
Et	Error throwing		
DP	Double plays		
FLD%	Fielding percentage		
POS	Defensive position		
Score	Final score		
Inn	Innings played		
AVG	Batting average		

Stats subview descriptions - continued

Team pitching

#	Player number
Player	Player name
W-L	Won-Loss record
G	Games played
GS	Games started
CG	Complete games
SHO	Shut outs
GF	Games finished
SV	Saves
SVO	Save opportunities
IP	Innings pitched
TBF	Total batters faced
TAB	Total atbats
H	Hits
R	Runs
ER	Earned runs
HR	Home runs
RBI	Runs batted in
BB	Base on balls (walks)
IBB	Intentional walks
K	Strikeouts
Kc	Called strikeouts
K%	Strikeout %
FPS	First pitch strikes
FPS%	First pitch strike %
KW%	Strikeouts to walks %
WP	Wild pitches
BK	Balks
HB	Hit by pitch
SH	Sacrifice hits
SF	Sacrifice flies
OPPAVG	Opponents average
2B	Doubles
3B	Triples
SB	Stolen bases
SBA	Stolen base attempts
SB%	Stolen base %
AP	Pitches ahead in count
BP	Pitches behind in count
EP	Pitches from even counts
B	Balls
S	Strikes

F	Pitches Fouled off
POA	Pickoff attempts
NP	No pitches
I	Pitches put in play

Day by day pitching

Gm	Game number
Date	Game date
Opponent	Opposing team
H/R	Home or road game
D/N	Day or night game
Score	Final score
+ERA	Cum earned run average
ERA	Earned run average
W-L	Won-Loss record
CG	Complete games
SH	Shut outs
SV	Saves
SVO	Save opportunities
GF	Games finished
+GF	Cumulative games finished
+GS	Cumulative games started
IP	Innings pitched
TBF	Total batters faced
TAB	Total atbats
H	Hits
R	Runs
ER	Earned runs
HR	Home runs
BB	Base on balls (walks)
IBB	Intentional walks
K	Strikeouts
Kc	Called strikeouts
KW%	Strikeouts to walks %
K%	Strikeout %
FPS	First pitch strikes
FPS%	First pitch strike %
+FPS%	Cumulative FPS%
WP	Wild pitches
BK	Balks
HB	Hit by pitch
SH	Sacrifice hits

Day by day pitching continued

SF	Sacrifice flies
OPPAVG	Opponents average
+OPPAVG	Cumulative Opp average
#	Player number
Player	Player name
2B	Doubles
3B	Triples
SB	Stolen bases
SBA	Stolen base attempts
SB%	Stolen base %
+SB%	Cumulative stolen base %
W-L	Wins and loses
AP	Pitches ahead in count
BP	Pitches behind in count
EP	Pitches from even counts
B	Balls
S	Strikes
F	Piches Fouled off
POA	Pickoff attempts
NP	No pitches
I	Pitches put inplay

Stats subview descriptions - continued

Home runs

Gm	Game number
Date	Game date
Opponent	Opposing team
H/R	Home or road game
D/N	Day or night game
Player	Batter that hit home run
HR	Home run number
Pitcher	Pitcher home run hit against
Count	Ball and strike count when hit
Inn	Inning of home run
Runs	Number of runs scored

Games

Gm	Game number
Date	Game date
Opponent	Opposing team
H/R	Home or road game
D/N	Day or night game
Score	Final score of game
W/L	Win or Lose
Record	Running record of team
Stndg	Standing of team after game
Gms 1st	Games from first place
Winning pitcher	Pitcher award the win
Losing pitcher	Pitcher charged with lose
Save pitcher	Pitcher credit with save
Duration	Duration of game in hours and minutes

File formats

All import formats require fields in the order below. You don't have to include all fields as long as the ones you do include are right order and contain the information in the right format.

- Each line end with a carriage return followed by a line feed
- Each field must be separated by a comma
- Each character field must be inclosed in double quotes ("")

RosterPAD Import/Export file format

#	Name	Format	Restrictions	Description
1.	Last name	char	up to 15 chars	
2.	First name	char	up to 15 chars	
3.	League	char	up to 16 chars	
4.	Team	char	up to 8 chars	
5.	Number	numeric	0-99	
6.	Physical	char		
7.	Bats	char	R, L, or S	
8.	Throws	char	R or L	
9.	Batting order	numeric	0-16	
10.	Position	numeric	0-14	
11.	Address	char		
12.	City	char		
13.	State Zip	char		
14.	Phone	char		
15.	Notes	char		
16.	G	numeric		Games played
17.	GS	numeric		Games started
18.	PA	numeric		Plate appearances
19.	Atbats	numeric		Atbats
20.	R	numeric		Runs
21.	H	numeric		Hits
22.	2B	numeric		Doubles
23.	3B	numeric		Triples
24.	HR	numeric		Home runs
25.	RBI	numeric		Runs batted in
26.	K	numeric		Strikeouts
27.	Kc	numeric		Called strikeouts
28.	SB	numeric		Stolen bases
29.	SH	numeric		Sac hits
30.	SF	numeric		Sac flies

RosterPAD fields continued

Field	Format	Restrictions	Description
31. HBP	numeric		Hit by pitch
32. BB	numeric		Base on balls
33. IBB	numeric		Intentional base on balls
34. CS	numeric		Caught steals
35. GDP	numeric		Ground into double play
36. A	numeric		Assists
37. PO	numeric		Putouts
38. DP	numeric		Double plays
39. E	numeric		Errors
40. PB	numeric		Passed balls
41. PAB	numeric		Pinch atbats
42. PH	numeric		Pinch hits
43. PRBI	numeric		Pinch RBI
44. PHR	numeric		Pinch home runs
45. G	numeric		Games as pitcher
46. GS	numeric		Games started as pitcher
47. SHO	numeric		Shutouts
48. W	numeric		Wins
49. L	numeric		Loses
50. S	numeric		Saves
51. SVO	numeric		Save opportunities
52. FG	numeric		Finished games
53. ND	numeric		No decisions
54. IP	numeric	1.1 = 1-1/3 Inn	Innings pitched
55. BF	numeric		Batters faced
56. AB	numeric		Atbats
57. H	numeric		Hits given up
58. HR	numeric		Homers given up
59. ER	numeric		Earned runs
60. R	numeric		Total runs
61. BB	numeric		Walks
62. IBB	numeric		Intentional walks
63. K	numeric		Total strikeouts
64. Kc	numeric		Called strikeouts
65. WP	numeric		Wild pitches
66. BK	numeric		Balks
67. HB	numeric		Hit batsmen
68. SBA	numeric		Stolen base attempts
69. SB	numeric		Stolen bases

Game export file format

The export file for games contains position player and pitcher statistics for each player and each team - position player statistics first, then pitcher statistics.

A line of field titles will precede each team's players. After the position player statistics, will appear the word Pitchers on a single line followed by a line of pitcher statistics titles.

Exported position player statistics

#	Name	Format	Restrictions	Description
1.	Team	char	up to 8 chars	Team name
2.	Name	char		Player name
3.	Order	numeric		Batting order
4.	Pos	char		Position
5.	Inn	numeric	1.1 = 1-1/3 Inn	Innings at position
6.	PA	numeric		Plate appearances
7.	AB	numeric		Atbats
8.	R	numeric		Runs
9.	H	numeric		Hits
10.	TB	numeric		Total bases
11.	2B	numeric		Doubles
12.	3B	numeric		Triples
13.	HR	numeric		Home runs
Other on base				
14.	FC	numeric		Fielder's choice
15.	ERRCH	numeric		Reached on error
16.	DEFINT	numeric		Defensive interference
17.	OBSTR	numeric		Obstruction
18.	RBI	numeric		Runs batted in
19.	SH	numeric		Sac hits
20.	SF	numeric		Sac flies
21.	HBP	numeric		Hit by pitch
22.	BB	numeric		Base on balls
23.	IBB	numeric		Intentional base on balls
Base running				
24.	STL2	numeric		Stole 2nd
25.	STL3	numeric		Stole 3rd
26.	STLH	numeric		Stole home
27.	CS2	numeric		Caught stealing 2nd
28.	CS3	numeric		Caught stealing 3rd

29.	CSH	numeric	Caught stealing home
30.	PKOF1	numeric	Picked off at 1st
31.	PKOF2	numeric	Picked off at 2nd
32.	PKOF3	numeric	Picked off at 3rd
Other offense			
33.	K	numeric	Total strikeouts
34.	Kc	numeric	Called strikeouts
35.	SB	numeric	Stolen bases
36.	CS	numeric	Caught stealing
37.	GDP	numeric	Ground into double play
Errors			
38.	ET	numeric	Throwing errors
39.	EF	numeric	Fielding errors
Outs			
40.	GO	numeric	Groundouts
41.	LO	numeric	Lineouts
42.	FLYO	numeric	Flyouts
43.	POPO	numeric	Popouts
44.	FOULO	numeric	Foulouts
45.	TP	numeric	Triple plays
46.	IF	numeric	Infield flies
47.	KBF	numeric	Bunt foul 3rd strike
48.	OFINT	numeric	Offensive interference
49.	ILLBAT	numeric	Illegal batted ball
50.	BPV	numeric	Basepath violation
51.	SPECINT	numeric	Spectator interference
Pinch hitting			
52.	PAB	numeric	Pinch atbats
53.	PH	numeric	Pinch hits
54.	PHR	numeric	Pinch home runs
55.	PRBI	numeric	Pinch RBI
Defense			
56.	PO	numeric	Putouts
57.	A	numeric	Assists
58.	DP	numeric	Double plays
59.	PB	numeric	Passed balls
Catcher			
60.	PCHR	numeric	Pitches received
61.	STLON	numeric	Stolen on
62.	THO	numeric	Thrown out
63.	CINT	numeric	Catcher interference
64.	Kd3	numeric	Dropped 3rd strike - on-base
65.	Kd30	numeric	Dropped 3rd strike - out

Exported pitcher statistics

#	Name	Format	Restrictions	Description
1.	Team	char	up to 8 chars	Team name
2.	Name	char		Player name
3.	IP	numeric	1.1 = 1-1/3 Inn	Innings pitched
4.	H	numeric		Hits
5.	AB	numeric		Atbats
6.	BF	numeric		Batters faced
7.	R	numeric		Runs
8.	ER	numeric		Earned runs
9.	1B	numeric		Total bases
10.	2B	numeric		Doubles
11.	3B	numeric		Triples
12.	HR	numeric		Home runs
13.	SH	numeric		Sac hits
14.	SF	numeric		Sac flies
15.	HB	numeric		Hit batsmen
16.	BB	numeric		Base on balls
17.	IBB	numeric		Intentional base on balls
18.	K	numeric		Strikeouts
19.	Kc	numeric		Called strikeouts
20.	WP	numeric		Wild pitches
21..	BK	numeric		Balks
22.	B	numeric		Balls
23.	S	numeric		Strikes
24.	Sc	numeric		Called strikes
25.	F	numeric		Fouls
26.	POA	numeric		Pick off attempts
27.	NP	numeric		No pitches
28.	I	numeric		Balls put in play
29.	FPS	numeric		First pitch strikes
30.	BP	numeric		Pitches behind in count
31.	EP	numeric		Pitches from even counts
32.	AP	numeric		Pitches ahead in count

