USING THE IN-GAME PLAY EDITOR

The following chart shows the valid entries per field for each type of play:

TYPE OF PLAY	CHARACTER / NUMBER ALLOWED FOR EACH FIELD					
	1	2	3	4	5	6
field goal shot	J Y D L P	H V	##	F P Z blank	Q G Y R X K	time
free throw shot	E	H V	##	blank	E R	time
rebound	R	H V	## B M	blank	D blank	time
assist	A	H V	##	blank	blank	time
blocked shot	K	H V	##	blank	blank	time
turnover	T	H V	## M	blank	blank	time
steal	S	H V	##	blank	blank	time
foul	F	H V	## M	blank	T blank	time
timeout	O	H V	T 3 M	blank	blank	time

FIELD 1 – action code: **J** (2 or 3 point shot), **Y** (3 point shot), **D** (dunk), **L** (layup), **P** (tip-in)

FIELD 2 -- **H** or **V** (home or visitors)

FIELD 3 – player number ("##"), or **B** for deadball, or **M** for team, or **T** for media timeout, or **2** for 20-second timeout, or **3** for 30-second timeout

FIELD 4 – blank, or **F** (fast break), or **P** (paint) or **Z** (fast break in the paint)

FIELD 5 – result code for shots, or **D** for defensive rebounds, or **T** for technical fouls, or blank

FIELD 6 – clock time - consists of minutes and seconds (leading zero(es) required; colon (:) not required)

To make a change to a play line, type the change(s), and press **ENTER** to validate and save the play. Or press the up or down arrow to update and save the play and move to another one. Use the arrow keys to move up and down one play at a time; use the PageUp and PageDown keys to move one page of plays at a time. Press **ESC** or **F9** to exit the play editor. This will also re-sequence any plays with clock time changes. The play editor will not allow entry of a player number not found on that team's roster, and will not allow you to enter a action and result codes that do not go together. To delete a play, move to that play, press **F5**, and then press **D**.

Stat Crew SOFTWARE
Basketball Reference Card

USING STAT CREW FOR AWAY GAMES

1) From the STAT CREW Control Panel on the desktop, select Game Scoring
2) At the STATCREW Menu, press **M** for Manual Stats Entry and Statistics
3) Enter your 3-digit access code
4) Press **O** for OPTIONS to verify/change current settings
5) Press **ESC** and **I** for INITIAL GAME DATA SETUP
6) Select a game (use the UP & DOWN arrow keys to highlight a game and press **ENTER**); or press **N** to set up a new game
7) Once a game has been selected/set up, press **CTRL** + **ENTER** to save it
8) Select the game again and press **F2** to select starters; press **ESC** when done
9) Press **ESC** to return to the MAIN MENU; then press **D** for Data Entry
10) To input boxscore stats, press **1** from the Data Entry Menu
11) To input score-by-period, press **2** from the Data Entry Menu

HOW TO CREATE A GAME FILE TO SEND TO YOUR CONFERENCE OFFICE

1) From the STAT CREW Control Panel on the desktop, select Game Scoring
2) At the STATCREW Menu, press **U** to access Utilities
3) From the UTILITIES menu, select File Maintenance
4) From the File Maintenance menu, select Import/Export
5) From the Import/Export menu, select Export As 'BPK' ("packed" game file)
6) From a list of game files, select the game you wish to send to the conference office and press **ENTER**
7) Key in the location where you wish to export the BPK file to and press **ENTER** (for example, type **a:** for the A drive or diskette; type **c:\temp** for a "temporary" directory you have previously created for e-mailing, etc.)
8) Key in the name you wish to export the game file as and press **ENTER**
9) Now send this game file (*gamename.BPK*) to the conference office

GAMETIME CHECKLISTS

BEFORE THE GAME:

- ♦ check all hardware connections
- ♦ test the printer
- ♦ start TC32 in Windows (if using media stats display)
- ♦ check player numbers; get starters by position
- ♦ make any required player name/## changes; key in starters
- ♦ key in the officials
- ♦ press ESC G to go to the Gametime scoring screen

AT THE END OF EACH PERIOD:

- ♦ make any changes to plays/stats (F9)
- ♦ balance the minutes (ESC C 4; F1)
- ♦ check stats with the Official Scorer (halftime only)
- ♦ print out the BOX SCORE & PLAY-BY-PLAY
  (use Windows Game Reports)
- ♦ set up for the next period (Esc C 1 N)
- ♦ check/change starters as they come off the bench (F6)

OVERTIME:

- ♦ make any changes to plays/stats (F9)
- ♦ balance the minutes (Esc C 4; F1)
- ♦ print a BOX SCORE
  (use Windows Game Reports)
- ♦ set up for the next period (Esc C 1 N)

AT THE END OF THE GAME:

- ♦ make any changes to plays/stats (F9)
- ♦ balance the minutes (Esc C 4; F1)
- ♦ check stats with the Official Scorer
- ♦ key in the attendance, team records & comments (Esc I)
- ♦ print out the BOX SCORE & PLAY-BY-PLAY
  (use Windows Game Reports)

GAMETIME INPUT CODES AND KEYS

FIELD GOAL CODES

J - 2 or 3 point shot
D - Dunk
L - Layup
P - Tip-in
Y - 3 point shot

NON-FIELD GOAL CODES

E - Free Throw   **T** - Turnover
R - Rebound   **S** - Steal
A - Assist   **K** - Block
F - Foul   **O** - Timeout

RESULT CODES

G or **Q** - good field goal (2 or 3 pointer)
Y - good 3 point field goal
R - missed field goal (followed by a rebound)
X - missed three point field goal (followed by a rebound)
K - missed field goal (due to a blocked shot)
P - made field goal in the paint
F - made field goal on a fast break
Z - made field goal in the paint on a fast break
E - made free throw

SPECIAL KEYS

H or **V** - select the home team or the visiting team
F1 - enter and send a message line to the stats display terminals
F2 - make "quick" roster changes to player numbers and names
ALT F5 - print the screen
F6 - make player substitutions
F7 - change the clock time
F9 - display plays; make corrections, additions, deletions
F10 - clear and do not complete any partially keyed action
Alt H - display a help screen
SPACEBAR - start or stop the clock
ESC - exit the GAMETIME function