

STAT-O-MATIC DEFENSE

Pass Knocked Down!

Tackle! *Interception!*



Block!

Safety!

Loss!

Recovery!

Hurry!

Blocked Punt!

Forced Fumble!

Sack!

Figyrs Software

STAT-O-MATIC DEFENSE

Version 2
Figyrs Software

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GETTING STARTED

Open the "SOM FB" folder and then double click the SOM FB icon. If this is the first time you have run the program then you will be asked to enter your registration code (*Figure 1*). After entering the code (one time only) and clicking on the "OK" button you will be presented with the "STAT-O-MATIC FOOTBALL" setup window. This is where you set up for games, season files, print reports, etc. You are now ready to start using the program. See the "Read Me" file about an unregistered program.



Figure 1

Special Note:

Any input device can be used to run the program but it is recommended to use a mouse for speed reasons. Track pads have their place in a pinch but generally are too slow and erratic for use during a game. Plus, with a mouse you can wear gloves during the late season games when the press box is cold.

It is highly recommended that you try this program out before actually using it for a game. This will help you familiarize yourself with how the program works. Do a game off of TV (tape it first) to try it out.

ENTER / EDIT / IMPORT ROSTER

This program allows you to enter the player names and jersey numbers for both your team and the opponents. If you need to add names you may do so later. Also if a number and name are wrong you may change them during the course of the game.

New Roster - Go up to the menu bar and find "Roster," (figure 2) select "New" and you will be presented with a window for entering the roster. Important: Enter the player number first followed by a space and then the player's name, press the return key and enter then next player. When all of the players are entered then you will press the "Save Players" button to save the file. The save will add the word "Roster" to the team name that you give it to differentiate the file from game files.



Figure 2

Tip: For formatting purposes it is suggested that you put the team names in ALL CAPS. This will look better on reports and screen when using the program.

Using the Generic Roster - A generic roster has been provided that has numbers of 1 - 99. This file is provided in case you couldn't get the roster of the opposing team or there wasn't time, etc. To use this for a game you will have to load it in your word processor and then do a "Save as..." so that you can put the team name in for the team you do not have a roster for, remember to add the word "roster" to the end of the team name. This also keeps intact the original Generic roster to be used again.

Alternative method would be to click once on the Generic roster icon in the "roster" folder, then under "File" in the menu bar select "Duplicate." This will create a copy of the file. Click in the name of the file so that the name is highlighted and type in the team name, don't forget to add the word "roster" to end of the team name.

Editing a Roster - Go up to the menu bar, clicking on "Roster" (Figure 2) and then select "Edit." This can also be done during a game to change a player's name. Although you might have to wait until a time-out, quarter break or half time to do so.

Find the player you want to change and put the cursor in the place to edit, click the mouse and make your change.

Adding a player - put the cursor at the end of the name above where you want to insert the player and press the return key. Enter the new player by putting in their number first, space and then their name. Press the "Save Player" button, a dialog box will come up showing where the file is saving. The warning will come up saying that a file with name already exists, just click on the "Replace" button.

Tip: Getting files from other teams. If they would send you their roster saved as a text file then you can use your word processor to set up the file for use with "STAT-O-MATIC FOOTBALL." Just remember that the roster must have the number first, space and player name followed by a return. To save the file go to the menu bar and select "Save as..." Make sure that the file is saving as a "Text" file and has the word "Roster" added to end of the team name.

Importing - Select “Roster” in the menu bar and then click on “Import.” The file to import must be a .csv (comma separated value) file from a data base or spreadsheet. Once the file is imported into the spreadsheet (*Figure 2A*), then decide how many columns you need to save and enter that number in the “Number of columns to save” box.

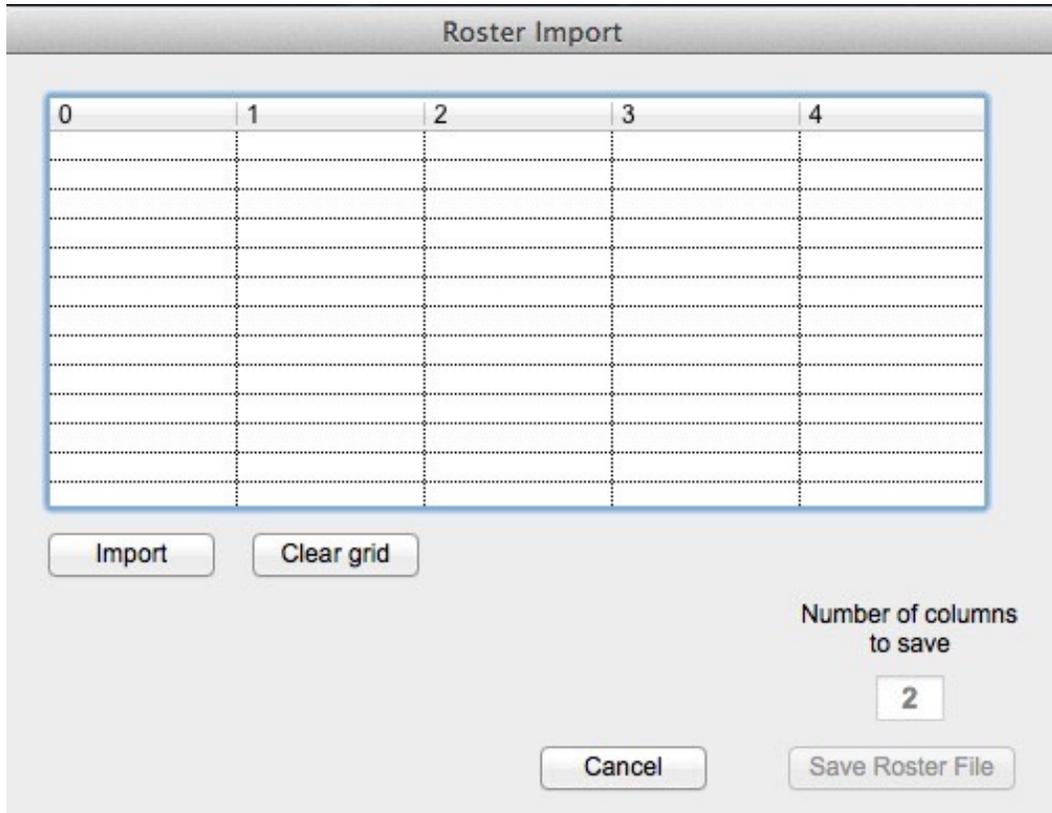


Figure 2A

Then click “Save Roster File.”

The roster file may need to be edited so that the player number and player name only have one space between them, so it would be a good idea to check this before using the roster file in a game.

Swapping Player Numbers - This has to be done with a game file loaded. Under the Roster menu select Swap Player Numbers. (*Figure 2B*) You can only swap numbers for two players at a time. If you do swap numbers for players with stats (one or two) and they had stats for previous games then you will have to perform this function in each previous game file. The program tracks the data by the player number so in order for the season stats to be accurate the player number must be the same for each game.

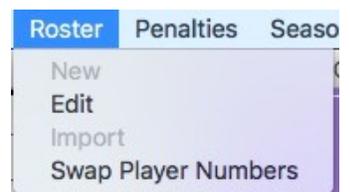


Figure 2B

SETTING UP A GAME FILE

From the menu bar click on "File" (Figure 3) and select "New Game."

A window (Figure 4) will appear to enter in game data.



Figure 3

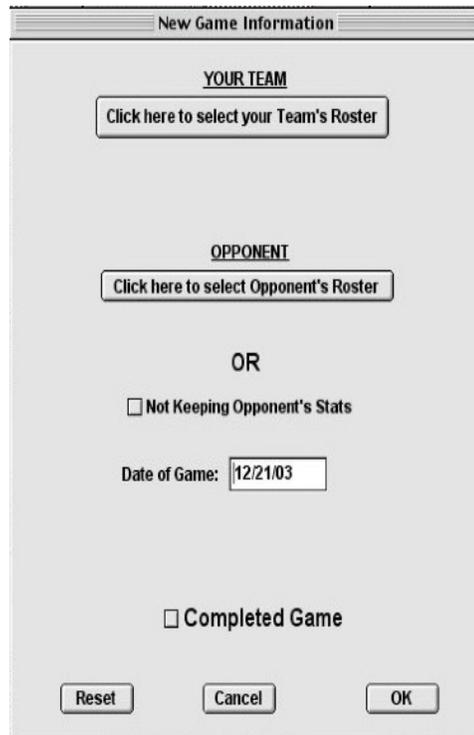


Figure 4

Click on the "Your Team" button. You will then select the roster that you made from the Roster folder. The name of the team will appear in the team name box and the first four letters will appear in the abbreviation box. It is here that you can edit the abbreviation and team name (limit of 16 characters).

It was suggested earlier that the team name for the roster be in ALL CAPS for formatting reasons on the screen and reports. It can be changed here if you didn't do that with the roster name.

All characters count in the abbreviation (limit of 4 characters).

Now do the same thing for the Opponent's name if you are keeping track of their data. Click the "OK" button, a dialog box will come up to save the game file using the name of the opponent as the file name. The word "defense" will be appended to end of the file name. It is suggested that you save the file in the "Game" folder that was created by the installer program.

Not Keeping Opponent's Stats -

Select the check box. The window will change (*Figure 4A*) so that you can add opponent's name from the list or key in the name.

If the name of the opponent is in the "Team Names" list, just select it and it will appear in the text field entry box.

If you keyed in a new name then it can be added to the "Team Names" list by clicking the button below the name of the team.

Note: You can add teams prior to games by just keying in the names and clicking the Add button. After entering the last team, then click the cancel button to exit.

YOUR TEAM

Click here to select your Team's Roster

Key in Opponent's Name or Select from Team List.

Click here if Not Keeping Opponent's Stats

Enter an abbreviation: ???? (4 letter Max.)

Date of Game: 4-18-2010

Completed Game

Reset Cancel OK

TEAM NAMES
FIGYRS HIGH
TEST HIGH

DELETE

To remove a team from the list, select it and then click the Delete button.

ADD TEAM NAME TO THE TEAM LIST

Figure 4A

Check the abbreviation box and change it to your liking.

Click the "OK" button, a dialog box will come up to save the game file using the name of the opponent as the file name. The word "defense" will be appended to end of the file name. It is suggested that you save the file in the "Game" folder that was created by the installer program.

Using the Generic roster - see Entering/Editing roster.

Completed Game - If you have data from a completed game that was hand written then select this checkbox.

LOADING A GAME FILE

To Load a game file for printing, editing or finishing a game then go to the menu bar and click on "File," (*Figure 3*) then select "Open Game" Use the dialog box to locate your game file and then click the "Open" button.

STARTING A GAME

After setting up or opening a game file you will be presented with the "MAIN" window (*Figure 5*) for doing the actual game.

Test High VS. Figyrs High
4-13-2006

Figyrs High																			
Player - Number and Name	IT	UT	AT	Total	TFL/ YDS	US	AS	SACKS Total	SK YDS	HRV	FF	FR	FR YDS	INT/ YDS	BLK	SP	TD	PDS	
62 Finch Finckler	1	1	1	3	././.	4.0
68 Wade Wadeout	.	.	1	1	././.	1.0
22 Rick Runningback/.	1/12	11.2
Team Totals				1 1 2 3	./.	1/12

Test High																			
Player - Number and Name	IT	UT	AT	Total	TFL/ YDS	US	AS	SACKS Total	SK YDS	HRV	FF	FR	FR YDS	INT/ YDS	BLK	SP	TD	PDS	
1 Cliff Kicker	1	.	1	1	././.	2.0
2 Paul Puster	1	1	.	1	././.	2.0
48 Fred Fallback	.	1	.	1	././.	2.0
82 Ferris Flanker/.	1	1	4	.	./.	15.8
Team Totals				1 2 1 3	./.	1	1	4	.	./.

IT - Initial Tackler	UT - Unassisted Tackles	AT - Assisted Tackles	Total - Total Tackles
TFL/YDS - Tackle for Loss Yards	US - Unassisted Sacks	AS - Assisted Sacks	SK YDS - Sack Yards
HRV - Hurries	FF - Forced Fumbles	FR - Fumble Recoveries	FRU - Fumble Broken Up
INT/YDS - Interception Yards	BLK - Blocks	SP - Safety	TD - Touchdown
PDS - System Points			

EDIT

Stat-O-Matic Football
- Defense -
Figyrs Software

PLAYER STATS

SELECT THE DEFENSIVE TEAM

Figyrs High

Test High

Figure 5

Click on one of the team buttons to start entering data.

The "MAIN" window will display all of the individual and team data.

Completed Game - If you selected the "Completed Game" button when you set up the game file the program will open up the Edit Player Stats window. *See Edit Player Stats Section*

ENTERING DATA

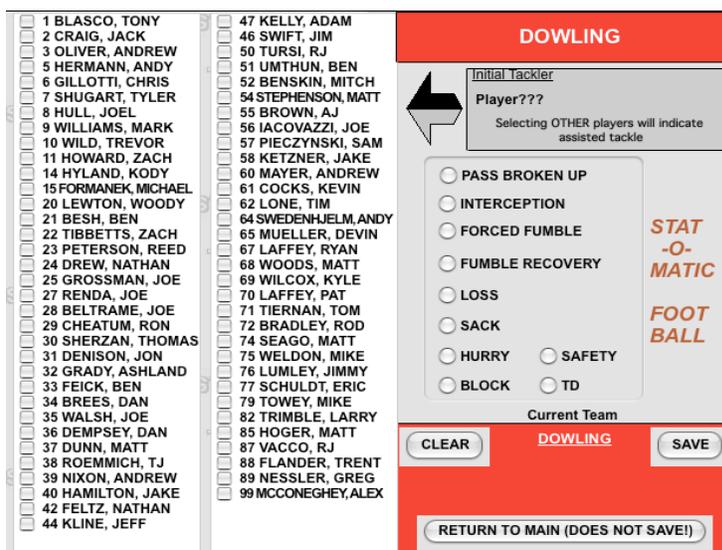


Figure 6

Solo Tackle - Click on a player’s name and then click the “Save” button.

Assisted Tackle - Click on more than one player’s name and then click the “Save” button.

Initial Tackler - When multiple players are selected, the first player selected is assumed to be the initial tackler. If a change needs to be made then you must use the “Clear” button to reset everything.

Pass Broken Up - Click a player’s name and select “Pass Broken Up” button, then click the “Save” button.

Interception - Click a player’s name and select “Interception” button. A listbox (figure 7) will appear to enter the yardage by clicking on the appropriate number, then click the “Save” button.

Forced Fumble - Click a player’s name and select “Forced Fumble” button, then click the “Save” button.

Fumble Recovery - Click a player’s name and select “Fumble Recovery” button. A listbox (figure 6) will appear to enter the yardage gained if any by clicking on the appropriate number, then click the “Save” button.

Loss - Click a player’s name and then select “Loss” button. A window will appear (figure 7) with numbers for interception return yardage, select the number of yards by clicking on a number, then click the “Save” button.

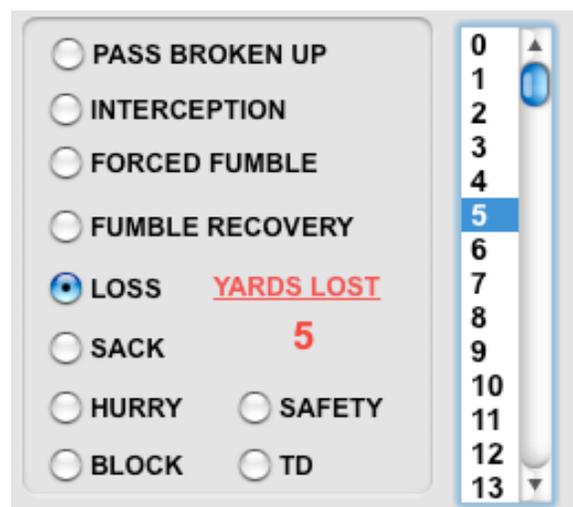


Figure 7

Sack - Click a player's name and then select "Sack" button. A window will appear (*figure 7*) with numbers for interception return yardage, select the number of yards by clicking on a number, then click the "Save" button.

Note: If more than one player is selected for a sack then each player will get credit for half a sack.

Hurry - Click a player's name and then select "Hurry" button, then click the "Save" button.

Block - Click a player's name and then select "Block" button, then click the "Save" button.

Safety - Click a player's name and select "Safety" button, then click the "Save" button.

Touchdown - Click a player's name and select "TD" button, then click the "Save" button.

Notes:

Deselect a player's name by clicking on their name again. Sometimes it is just as well to click on the "Clear" button to just reset everything.

Change teams by clicking on the button with the other team's name on it.

The "Return To Main" button will not save data and let you go back to see the "Quickie Stats."

EDITING PLAYER STATS

--- EDIT STATS

SELECT TEAM

KANSAS CITY

1 Tynes, Lawrence
 5 Cheek, Steve
 10 Green, Trent
 11 Huard, Damon
 14 McIntyre, Jeris
 15 Collins, Todd
 17 Smith, Richard
 18 Parker, Samie
 20 Sapp, Benny
 21 Woods, Jerome
 22 McCleon, Dexter
 23 Blaylock, Derrick
 24 Bartee, William
25 Wesley, Greg
 26 Battle, Julian
 27 Johnson, Larry
 31 Holmes, Priest
 35 Pile, Willie
 42 Harts, Shaunard
 43 Easy, Omar
 44 Warfield, Eric
 45 Baber, Billy
 47 Connot, Scott
 47 Golliday, Aaron
 49 Richardson, Tony
 50 Mitchell, Kawika
 51 Fujita, Scott
 52 Caver, Quinton

Wesley, Greg

Initial Tackles	Solo Tackles	Assisted Tackles	Total Tackles	TFL No.	TFL Yards	Solo Sacks
1	6	2	8	0	0	0
Asst. Sacks	Total Sacks	Sack Yards	Hurry	PBU	INT	INT Yards
0	0	0	0	1	0	0
Forced Fumbles	Fumble Recoveries	Fumble Return Yds	Blocks	Safety	TD	
0	0	0	0	0	0	

CANCEL Next Player OK

Figure 8

Player Stats - Select the team button and then the roster for that team will appear. Click on the player to edit and then click in the correct category box to change using the keyboard, then click the "OK" or "Next Player" button. Either button will save the changed data to the hard drive. If you highlight another player then the previous player's data will be saved

Team Stats - The team stats are automatically updated from the changed player stats.

QUITTING A GAME

Under the "File" menu select "Quit."

Note: You will still be able to edit stats but can't make entries in the game mode.

PRINTING GAME STATISTICS

From the menu bar in the setup window click on "Reports" and select "Game." A dialog box will come up and ask if you want to print the current game.

CREATING A SEASON FILE

From the menu bar select "Season" (Figure 9) and then select "New Season File." You must close a game in order to work with a season file.



Figure 9



Figure 10

The program sets up an averaging file so that you can give it a name. (Figure 10).

Some of the different files could be 'ALL GAMES', 'CONFERENCE GAMES', etc.

--- LOAD SEASON FILE

This will allow you to view the season file on screen.

--- UPDATE SEASON FILE

From the menu bar select “Update Season File” (*Figure 9*). A dialog box (*Figure 11*) will appear and you will then select the season file that you need by clicking on the button.



Figure 11

After selecting the Season File then the dialog box expands (*Figure 12*) and you select the game file that you want to add to the season file. If you are using a game file kept by the other team



Figure 12

then be sure and select the appropriate button for who did the stats so that the correct players are selected for updating.

Note: If you select a game file that is already entered a dialog box will come up telling you that the game is already entered.

THE POINTS SYSTEM

-SETTING THE POINTS

In the menu bar and click on "Points," (Figure 13) then select "Setup." The Points window (Figure 14) will appear.

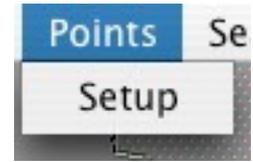


Figure 13

Default

When you first start up the program there will be no points for any of the categories. If you select the "Default" button then points will be put into the categories based on compilation of point systems used by other schools.

Your Own System

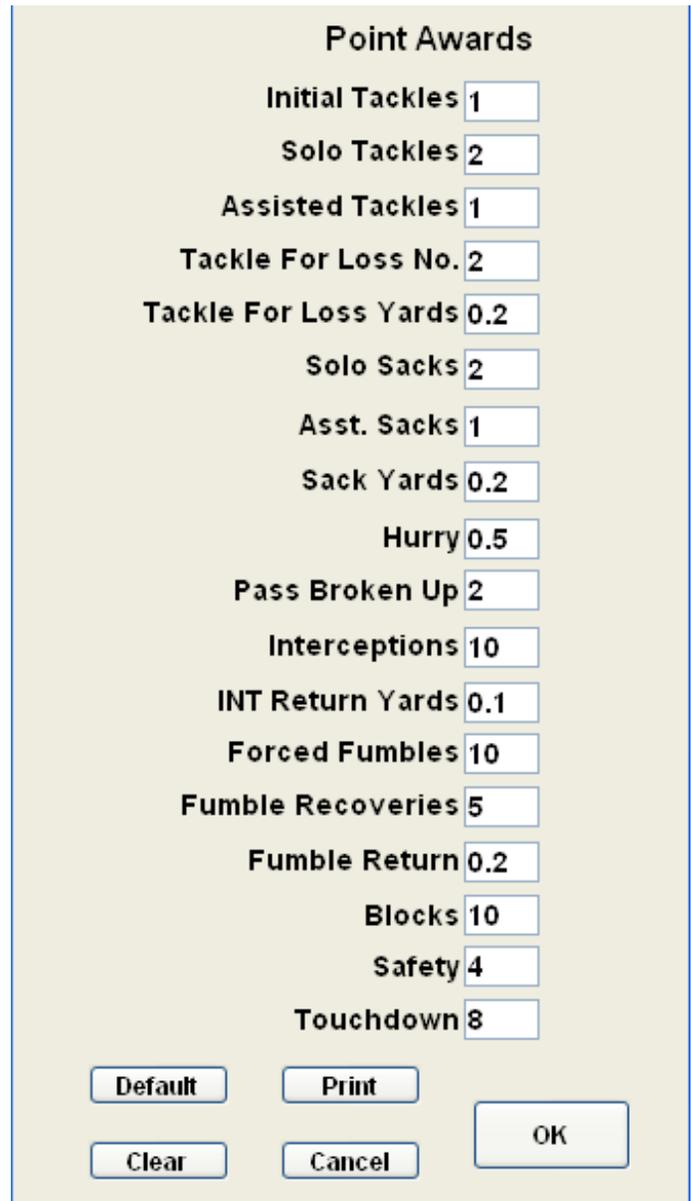
You can use your own system of points by putting in the values for each category. If you leave a category blank or put in a zero then it will not be used. You could use the "Default" settings and then modify them for your system.

Clear

The "Clear" button is used to set all categories to zero.

Print

The "Print" button will produce a hard copy of the categories and points for each. This could be posted for the players to see or to produce copies to be handed out.

A screenshot of a software window titled 'Point Awards'. The window has a light beige background and a blue border. It contains a list of football categories with corresponding point values in text boxes. At the bottom, there are four buttons: 'Default', 'Print', 'Clear', and 'Cancel', and a larger 'OK' button on the right.

Category	Points
Initial Tackles	1
Solo Tackles	2
Assisted Tackles	1
Tackle For Loss No.	2
Tackle For Loss Yards	0.2
Solo Sacks	2
Asst. Sacks	1
Sack Yards	0.2
Hurry	0.5
Pass Broken Up	2
Interceptions	10
INT Return Yards	0.1
Forced Fumbles	10
Fumble Recoveries	5
Fumble Return	0.2
Blocks	10
Safety	4
Touchdown	8

Figure 14

PLAYER POINTS REPORT

From the menu bar select “Reports”(Figure 15) and then select “Player.”



Figure 15

The reports window (Figure 16) will appear.



Figure 16

Select either “Game” or “Season” button. Select the “OK” button, you will then get the dialog box to select either a game or season file. The hard copy will produce a report with the players sorted by the total points earned from highest to lowest.

PREFERENCES

Select under the application menu (Mac) or Edit menu (Windows). In the window you can select to keep stats for your team only by checking the “Yes” check box. When you start a new game then the window opens with the checkbox already selected for keeping stats for your team only.

PROGRAM REQUIREMENTS

Mac - Mac OS 10.9.x (Minimum)

PC - Windows 7 SP1 (minimum)

Both Platforms - Arial, Courier & Verdana fonts installed.



STAT-O-MATIC EXPORTER

This program will convert a game file to a file that can be imported to a spreadsheet or uploaded to the MaxPreps website. Download it from the Figyrs website.

OTHER INFORMATION

STATISTICIAN MANUALS

It is recommended that you get the official manual for statisticians. As a personal aside I would get both the NCAA and High School manuals as the NCAA gives more descriptions for certain situations. There are very few rule differences between High School and College. Below are the addresses for both organizations.

National Federation of State High School Associations (NFHS)
P.O. Box 690
Indianapolis, IN 46206

Phone: 317-972-6900, Fax: 317-822-5700

www.nfhs.org

The National Collegiate Athletic Association (NCAA)
P.O. Box 6222
Indianapolis, IN 46206-6222

Phone: 317-917-6222

www.ncaa.org

We want to thank you for purchasing STAT-O-MATIC DEFENSE and hope it makes it easier and more complete for keeping stats for your favorite team.

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