



FOOTBALL STATS HELP

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ORDER FORM

Use print topic from the file menu to print the order form

Please send me the following MOJO Software Products:

Quantity	Description	Price ea.	Total
_____	Football Stats for Windows	\$25.00	\$ _____
_____	Baseball Stats for Windows	\$25.00	\$ _____
_____	Basketball Stats for Windows	\$25.00	\$ _____
	Total amount enclosed		
\$ _____			

Name: _____ 5.25" Disk
Address: _____ 3.5" Disk
City: _____ State: _____ Zip: _____

Send your check or money order and make payable to:
Carl Andrews, 2620 Lincoln Lane, Indianapolis, Indiana, 46208



SUPPORT

I welcome any comments or suggestions you may have on this program. For your \$25.00 registration fee you will be notified of all major upgrades, and minor updates can be downloaded free of charge from our Bulletin Board Service. Address your comments or suggestions to:

MOJO Software
Carl Andrews
2620 Lincoln Lane
Indianapolis, IN 46208
Voice (317) 257-8749
Bulletin Board Service (317) 255-5201

PRINTING

You can print both the stat sheet and the phone book from their pull-down file menus or use Ctrl-P (short cut keys). Keeping a weekly printout of the stat sheet helps you see how players are doing from week to week throughout the season. **IMPORTANT NOTE:** In case of data loss, keeping print-outs will help you recover your data.

PHONE BOOK

Use the phone book to keep the names and telephone numbers of all your players and coaches. Bring up the phone book from the pull-down menu or use Ctrl-D (D for dial). Enter the names and phone numbers and then save your entries with the save option in the phone book file menu. You can use the same name you used to save your team data file because a different extension ".FON" is used to save the phone book data.

SORTING FEATURES

The Sort pull-down menus will allow you to better analyze your stats by sorting your players in various statistical categories.

UPDATE TEAM

Once you have loaded a previously saved team and wish to update the stat sheet, just move to the box you wish to update and press the "+" key and the number in that box will increment by one with each "+" key pressed. The average and percentage fields automatically update. Repeat this procedure with each player and save your work.

SAVE TEAM

Bring up the save team screen from the pull-down file menu or use Ctrl-S (short cut keys). Type a name for your saved data, up to 8 characters can be used. We suggest you use your team name when saving team data. If you manage several teams and wish to keep everything organized and easy to find, using team names is the best method. **IMPORTANT NOTE:** As a safeguard we recommended that you print the stat sheets after each update session. This provides you with a hard copy of your work. When you save one stat sheet all the other stat sheets and phone book are automatically saved for that team.

LOAD TEAM

LOAD TEAM: Bring up the load team screen from the pull-down file menu or use Ctrl-L (short cut keys). Point to the file you wish to load and double click or press enter. When you load one stat sheet all the other stat sheets and phone book are automatically loaded for that team.

CREATE TEAM

When starting Football Stats for the first time, you will have to create your team. You start by entering the names of your players on the stat sheet. We suggest not using all caps as you will not be able to fit as many characters in the name field. You can use the arrow keys, tab key or the mouse to move through the fields. The enter key jumps down to the next line.

PROGRAM FILES

The following files are placed In your program \Football directory

Football.exe	The Program file
Football.hlp	Stats help file
Football.cfg	Configuration file
Sample*. *	Sample data files for all Stat windows

The following files are placed In your \Windows\System directory

Grid.vbx	Library file used by Football Stats
Cmdialog.vbx	Library file containing dialog boxes
Vbrun300.dll	Library file needed to run all programs written in Visual Basic 3.0

The files are placed in the appropriate directories by the install program.

SHAREWARE

What is Shareware? Shareware is software that allows you to try the software before you buy it. If you find you will use the program, you are expected to pay a registration fee to the author. The registration fee for Football Stats is \$25.00.

DISCLAIMER OF WARRANTY

THIS SOFTWARE IS SOLD "AS IS" AND WITHOUT WARRANTIES WHETHER EXPRESSED OR IMPLIED. THE USER MUST ASSUME THE ENTIRE RISK OF USING THE PROGRAM. CARL ANDREWS AND MOJO SOFTWARE ASSUME NO LIABILITY FOR DAMAGES, DIRECT OR CONSEQUENTIAL WHICH MAY RESULT FROM THE USE OF THIS SOFTWARE.

INTRODUCTION

Football Stats by MOJO Software is for keeping track of Youth and School Football Team stats. It automatically calculates the averages. Input the new figures after each game and the average and percentage fields will update automatically. It also keeps track of player names and telephone numbers. Allows you to sort and print data, and use statistics to better manage your team.



The Tool Bar can be used to quickly jump from window to window.

- | | |
|---------------------------|---|
| The first button(Pass) | loads the Passing Stats Window. |
| The second button(Catch) | loads the Receiving Stats Window |
| The third button(Run) | loads the Rushing Stats Window |
| The fourth button("D") | loads the Defensive Stats Window. |
| The fifth button(Int's) | loads the Interception Stats Window |
| The sixth button(Kick) | loads the Kicking-Scoring Stats Window. |
| The seventh button(Punt) | loads the Punting Stats Window. |
| The eight button(KR) | loads the Kick Return Window. |
| The ninth button(PR) | loads the Punt Return Window. |
| The tenth button(Phone) | loads the Phone Book Window. |
| The eleventh button(Help) | loads the Help Window. |
| The twelfth button(Exit) | Exits the Program. |

