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Overview

StatTrak for Football is a Football Statistical Management System for conference, league, tournament, and individual teams. Keeps records for up to 100 teams per directory (99 players per team). Tracks passing, receiving, rushing, defense, kicking, returns, team record, game results, and team standings. All StatTrak reports can be computed for any combination of games. You can design and save your own report formats, name additional categories, and sort on any category. Reports can be printed or saved to disk. *This program will be upgraded every year!*

Unless this is a demo (shareware) version of StatTrak for Football, you must have either purchased it from an authorized retail outlet or directly from *ALL-PRO Software*. Otherwise, you must immediately register with *ALL-PRO Software* or delete the program. See the Registration Section for registration details and benefits.

Start the program and select one or more teams. Select Update from the Main Menu to update game and player results. Select Reports from the Main Menu to display and print the passing, receiving, rushing, defense, kicking, returns, team record, game results, and team standings reports.

Back up your data regularly to protect against loss due to power failure, disk damage, or other mishaps. This is very important!

First Game

To add your first game, select "Team 1", or another team, from the list of teams. Then from the Update Menu, select Team Name and assign the team name, select Roster and add players to the roster, and then select Games and add the game and player results for the first game. When adding a game, all game and player results are optional and can be added, changed, or deleted at a later time.

You might want to set up your game types, name additional categories, and change your data directory before adding your first game. Select Name Your Own from the Options Menu to set up your game types and name your own categories. Select Data Directory from the File Menu to select the directory you want to store your team and player files.

Select Teams

StatTrak lets you select one or more teams on the team list. If you select more than one team, only the first team selected on the list can be updated. However, you can report on more than one team at a time. If you select more than one team, the Game Scores and Record options on the Reports Menu will be disabled. If you select just one team, the Standings menu option will be disabled. The Passing, Receiving, Rushing, Defense, Kicking and Returns menu options are available regardless of how many teams you select.

To select multiple teams, click and drag on the team list. The Shift+click or Shift+arrow key extends the selection from the previously selected item to the current item. Ctrl+click selects or deselects an item on the list.

File

Selecting File from the Main Menu provides the following menu options:

Data Directory - Select team and player file directory.

Back Up Files - Back up team and player files.

Restore Files - Restore team and player files.

Exit Program - Exit StatTrak for Football Program.

Back Up Files

Select Back Up Files from the File Menu to make a copy of your team and player files for your current working directory. You might want to make a backup copy to a floppy disk and to your hard drive. This way you have a backup copy you can quickly restore from on your hard drive and a copy on a floppy disk that you can use should you ever experience problems with your hard drive.

If you plan to track your statistics on two computers, like home and work, you can back up your team and player files to a floppy disk and then load them to the other computer using the restore function.

StatTrak will NOT make a directory for you. You must do it.

Restore Files

Select Restore Files from the File Menu to load a backup of your team and player files to the current working directory. You can restore from a backup made to a floppy disk or another directory on your hard drive.

If you plan to track your statistics on two computers, like home and work, you can back up your team and player files to a floppy disk and then load them to the other computer using the restore function.

StatTrak will NOT make a directory for you. You must do it.

Help

Select Help Topics from the Help Menu to run the StatTrak for Football Help Program. Select About from the Help Menu to view the About Screen which shows the version number of StatTrak for Football and the *All-Pro Software* address.

Reports

To display reports, select one or more teams, select Reports from the Main Menu, and then select one of the following menu options:

- Passing - Passing Statistics Report.
- Receiving - Receiving Statistics Report.
- Rushing - Rushing Statistics Report.
- Defense - Defense Statistics Report.
- Kicking - Kicking Statistics Report.
- Returns - Returns Statistics Report.
- Game Scores - Game Scores Report (if one team selected).
- Record - Team Record Report (if one team selected).
- Standings - Team Standings Report (if two or more teams selected).

ALL StatTrak reports can be computed for any combination of games (i.e. all games, last 10 games, games 5 through 10, league games, etc.) and can be printed or saved to a disk file.

Passing, Receiving, Rushing, Defense, Kicking and Returns Reports

Select Passing, Receiving, Rushing, Defense, Kicking or Returns from the Reports Menu to display team and player statistics. The reports will show players from one or more teams depending on the number of teams selected.

Click Print to print the report or save it to a disk file. Click Compute to compute the report for different games. Click Sort to sort the report on any category in ascending or descending order. The sort selection is saved to disk. Click Format to select, add, change, or delete a report format; select the categories you want on the report in the left to right order you want them; select one category to create a category report. Report formats are saved to disk. Click Player to display an individual's game by game statistics. Click Minimum to divide the report into two groups based on a minimum number of games.

Use the vertical and horizontal scroll bars to scroll up/down and left/right on the report. The scroll bars will only appear if scrolling is needed. For example, if only three players appear on the report, the vertical scroll bar will not be visible.

See Passing, Receiving, Rushing, Defense, Kicking or Returns Statistics for a list of all categories that can appear on the reports and how they're calculated.

To view career statistics for a player, select two or more teams and then compute the Passing, Receiving, Rushing, Defense, Kicking or Returns Report. Then click Compute and enter a player's name or number and click OK. The report will display a statistics line for each team the player appeared in as well as a total line. For example, if Jeff Elwood played on the 1996 Warriors and the 1997 Warriors, you would select both teams, compute the Passing Report, and then recompute the report for Jeff Elwood to see his 1996, 1997, and career passing statistics.

Game Scores Report

Select Game Scores from the Reports Menu to display game results. The report is only available if one team was selected. The Game Scores menu option will be disabled if two or more teams were selected.

Click Print to print the report or save it to a disk file . Click Compute to compute the report for different games. Click Short to display a one line game description which displays game number, game date, game type, opponents, and the score. Click Long to display a more detailed game description which also shows the game location and a game comment. Both reports can be printed.

Team Record Report

Select Record from the Reports Menu to display the won/lost record for the selected team. The report is only available if one team was selected. The Record menu option will be disabled if two or more teams were selected.

Games won, games lost, win percentage (Pct), points for (PF), and points against (PA) are displayed for each game type with recorded games and for total games. *Points for* are the points the selected team has scored and *points against* are the points allowed by the selected team. A column for ties will only be displayed if ties exist.

Win percentage is computed as $((\text{wins} + \text{ties}) / \text{total games})$ where wins are 1 point, ties are 1/2 point, losses are 0 points, and total games are 1 point per game.

Click Print to print the report or save it to a disk file. Click Compute to compute the report for different games.

Team Standings Report

Select Standings from the Reports Menu to display team standings. The report is only available if two or more teams were selected. The Standings menu option will be disabled if less than two teams were selected.

Teams are listed in order of winning percentage. The report displays games won, games lost, win percentage (Pct), winning or losing streak (Streak), points for (PF), points against (PA), and games behind (GB) for each of the teams selected.

Points for are the points scored by a team and *points against* are the points allowed by a team. A column for ties will only be displayed if ties exist.

Streak is the latest consecutive number of wins or losses by a team. For example, if a team has lost its last 5 games then the Streak is "Lost 5". If a team won its last game but lost the game before that, the Streak would be "Won 1".

Win Percentage is computed as $((\text{wins} + \text{ties}) / \text{total games})$ where wins are 1 point, ties are 1/2 point, losses are 0 points, and total games are 1 point per game. Note that a team could be listed first because they have the highest win percentage and still be 1/2 or more games behind. For example, a 1-0 team will be listed first but will be 1/2 games behind a 3-1 team.

Click Print to print the report or save it to a disk file. Click Compute to compute the report for different games.

To create team standings, game scores must be recorded for all teams selected. ONLY GAME SCORES are needed to create standings. Game location, date, etc., are not needed. Passing, receiving, and rushing results are also not needed. However, each team must be added to StatTrak. If team X plays team Y, you must add a game for team X and add a game for team Y. Games for both teams can not be added at the same time. They must be added separately.

Compute Reports

From ALL StatTrak reports, you can click *Compute* to recompute the report using the following selection criteria on the Compute Screen:

- * **Game Range** - Any range of games from 1 to 999.
- * **Game Types** - Any combination of seven game types (renamed from Name Your Own).
- * **Special Select** - Check box to use ONLY Special Selected games. Lets you compute for non-consecutive game numbers (i.e. 1,3,9). You can Special Select games when updating a game on the Game Screen or by selecting games on the Compute Screen. Selections are saved to disk.
- * **Career Statistics** - Enter player name or number to compute career statistics. *Only available from the Passing, Receiving, Rushing, Defense, Kicking or Returns Reports when two or more teams are selected.*

Click *All* from the Compute Screen to reset parameters for computing all games. Click *OK* to compute report.

Print Reports

All StatTrak reports (Passing, Receiving, Rushing, Defense, Kicking, Returns, Game Scores, Record, and Standings) can be printed or saved to a disk file.

When you print a report, you can either use the default report title or enter your own. You can select from 1 to 50 copies and select the number of lines per page. You can also select the font size for the report title and main body of the report. Some printers will not recognize font size but the report will still print. Bold fonts can also be selected. For the passing, receiving, rushing, defense, kicking and returns reports, you can choose to print just the top X number of players (i.e. League Leaders Report).

You can choose to create a report disk file instead of printing the report. Entering a file name will override printing. You can specify a path with the file name and can either create a new report file, replace a report file, or append to an existing one. Click *Find...* to search for a file.

Click *Setup* to bring up the Print Setup Screen to change printer parameters.

Update

To update team, player, and game information, select Update from the Main Menu and select one of the following menu options:

- Games - Update team and player results.
- Roster - Update player information on roster.
- Team Name - Assign or change team name.
- Change Player Number - Change player number.
- Delete Files - Delete all data files (team name, roster, game results, player results) for the selected team.

A team must be selected before the menu options for Update are enabled. If more than one team is selected, only the first team selected on the team list can be updated.

* See also First Game.

Update Games

Select Games from the Update Menu to update game results. The two components in updating a game are the Game Screen and the Player Screen. General game information is (optionally) entered on the Game Screen and player passing, receiving, rushing, defense, kicking and returns results are (optionally) entered on the Player Screen.

After selecting Games from the Update Menu you will advance to the Game Menu. Click *Add Game* to add a game. Highlight a game on the Game List and click *Change* to change a game, click *Delete* to delete a game, or click *Insert* to insert a game. You can also double-click a game on the Game List to change it. Clicking *Add Game*, *Change*, or *Insert* will take you to the Game Screen. If you just want to update player results for a game already added, you can highlight the game on the Game List and then click *Player Screen* to go directly to the Player Screen. When you delete a game, ALL player results recorded for that game will also be deleted (be careful)!

From the Game Screen, you can update game date, game location, opponents, points scored by quarter for the selected team and opponents, home team, Special Select, game type, and game comment. All entries on the Game Screen are optional, except game type. Click *OK* to update game results. When adding or inserting a game, clicking *OK* will automatically take you to the Player Screen. However, when changing a game, clicking *OK* will take you back to the Game Menu. Click *Player Screen* to advance to the Player Screen when changing a game.

One of seven game types is selected for every game updated (defaults to the first game type). Game types can be renamed by selecting Name Your Own from the Options Menu. All StatTrak reports can be computed by game type. For example, you could name game type 1 CONFERENCE and game type 2 TOURNAMENT. Then you would select the CONFERENCE game type when updating conference games and the TOURNAMENT game type when updating tournament games. Then you could compute any report for only conference games, only tournament games, or both conference and tournament games.

If you are tracking statistics or standings for two teams that played each other, you don't need to enter the same Game Screen information for both teams. Add the game for one team first. Then on the Game Screen for the other team select the opponent from the Drop Down List Box and then click *Import* to initialize the game information (date, location, points by quarter, game comment (optional), game type) from what was entered for the other team.

On the Game Screen you can check Special Select, which is used in computing reports. For example, you could Special Select night games and then compute any report for night games. You can also Special Select

games from the Compute Screen.

The other component in updating a game is the Player Screen where individual passing, receiving, and rushing results are entered. Entering player results is optional. You can always add results later.

Click on the Player Table to select a player to update. Click the "PASS" column to update passing statistics, "REC" column to update receiving, "RUSH" column to update rushing, "DEF" column to update defense, "KICK" column to update kicking, or "RET" column to update returns. The row clicked determines which player is selected. The area of the Player Table selected will be highlighted and the player name and appropriate categories will be displayed on the right. A Football Icon indicates player results have been entered. Click *Roster* to add players to the roster. The total number of players with passing, receiving, rushing, defense, kicking and return results are displayed below the Player Table.

Click the Player Table to select a player and passing, receiving, rushing, defense, kicking or returns mode, and then enter the player results (possibly from a score book). Keying into any field will mark the player (Football Icon on Player Table and "Played in Game" Checked) as appearing in the game. Check "Played in Game" to mark appearance of player in game (you might want to give a receiver an appearance even though all categories could be zero - never had a pass thrown to him). Uncheck "Played in Game" to remove appearance of player in game and to zero all entry fields.

Click *Team Totals* to display the team totals for passing, receiving, rushing, defense, kicking or returns. This can be used as an auditing tool. Click *Game Screen* to go to the Game Screen. Click *OK* to save all the player results entered. Click *Cancel* to cancel ALL the player results entered (not the last player entered but ALL the players entered). Clicking *OK* or *Cancel* will return you to the Game Menu.

When entering passing, receiving, rushing, defense, kicking, and return results you can record results for up to 5 Name Your Own categories. These category names can be changed by selecting Name Your Own from the Options Menu.

See Passing, Receiving, Rushing, Defense, Kicking and Returns Statistics for lists of all statistics that can be recorded and computed by StatTrak for Football.

Update Roster

Select Roster from the Update Menu to set up and maintain a team roster. Up to 99 players can be added for each team. Select from the player list and enter or change the name, phone number, address, city, state, zip, and other player information. Click *Delete* to delete a player name and related information from the roster. Click *Print* to print the roster.

Player names have an associated player number from 1 to 99. One way to assign player numbers is to use the player's uniform number. Currently, the only use of the player number is for computing career statistics. However, career statistics can also be computed by player name. The player number is used by StatTrak to identify players and does not appear on any reports. Deleting a player or changing a player name has NO effect on results recorded for that player number. Player results relate to the player number, NOT the player name.

Update Team Name

Select Team Name from the Update Menu to assign or change a team name. You can assign a long team name and a short team name. The short team name is only used on multiple team passing, receiving, and rushing reports. The long team name is used on all other reports and screens. Click *Default* to assign the default team name based on the team number (i.e. Team 7). You might want to include the year in the team name for documentation purposes (i.e. 1997 Warriors). This is especially helpful if you plan to record games for the same team in more than one year.

You might want to assign the team name before you set up the roster or add game results to make sure you're working with the correct team - the team name is listed on all update screens. Changing the team name has NO effect on game and player results recorded for that team. Game and player results relate to the relative team number, NOT the team name.

Change Player Number

Select Change Player Number from the Update Menu to move a player's name and statistics to another player number on the roster. You can only change a player's number if NO results have been recorded for the number you want to change to. This function could be used so a player has the same number every year for computing career statistics by player number. However, you can also compute career statistics by player name.

Player numbers do NOT appear on any reports. Don't get hung up on the player number. It's a throw back from the DOS version of StatTrak for Baseball from which this program was cloned and will probably be eliminated in a future version of StatTrak for Football.

Delete Files

Select Delete Files from the Update Menu to delete the team name, roster, game results, and player results for the selected team. This function could be used to delete games that were added while experimenting with the program.

BE VERY CAREFUL USING THIS FUNCTION. The team name, roster, game results, and player results recorded for the selected team will be **permanently deleted!**

Periodically make a backup copy of your game and player files.

Options

Selecting Options from the Main Menu provides the following menu option:

Name Your Own - Name your own game types and categories.

The next version of StatTrak for Football will probably have an additional option to Create Your Own Statistics.

Data Directory

Select Data Directory from the File Menu to select the team and player file directory you want to work with. Each directory can track up to 100 teams.

StatTrak will NOT make a directory for you. You must do it.

Name Your Own

Select Name Your Own from the Options Menu to name game types and additional passing, receiving, rushing, defense, kicking and return categories.

With StatTrak every game is assigned a game type. With Name Your Own you can name up to 7 game types. For example, you could name game type CONFERENCE and game type 2 TOURNAMENT. Then you would select the CONFERENCE game type when adding conference games and the TOURNAMENT game type when adding tournament games. You could then compute statistics for conference games by only selecting the CONFERENCE game type on the Compute Screen, tournament games by only selecting the TOURNAMENT game type, or conference and tournament games by selecting the CONFERENCE and TOURNAMENT game types. When computing reports, only the relative position of the selected game types are important, the names are just labels you assign.

With Name Your Own you can also name up to 5 additional passing, receiving, rushing, defense, kicking and return categories. To track dropped passes, you could name a category DP and then record results under that heading when adding player results. Then by selecting DP on the Format Screen, you could dropped passes to the Receiving Report. Naming a category is for labeling purposes only. Statistics relate to the relative position of the Name Your Own category, NOT the category name.

You might want to name your own game types and additional passing, receiving, rushing, defense, kicking and return categories before you start adding games. However, you can name your own game types and categories at any time.

Passing Statistics

Below is a list of the Passing Statistics that are tracked and computed by StatTrak for Football:

Att	Attempts	FD	Passing First Downs
Cm	Completions	Sk	Sacks
Yds	Total Passing Yards	F	Fumbles
TD	Passing Touchdowns	FL	Fumbles Lost
Int	Interceptions	Pen	Penalties
Lg	Longest Pass	Xpt	Passing Extra Points
Big	Big Plays (your decision)		

P1, P2, P3, P4, P5 User Named Categories (renamable)

G Games = number of games appeared in

Pct Completion Percent = Cm / Att

Avg Yards per Completion = Yds / Cm

Pts Total Points by Passing = $(TD \times 6) + (Xpt \times 2)$

Rtg NFL Quarterback Rating = step 1: $((Cm / Att) - .3) / .2$

= step 2: $((Yds / Att) - 3) / 4$

= step 3: $(TD / Att) / .05$

= step 4: $(.095 - (Int / Att)) / .04$

= step 5: $(\text{sum steps 1 to 4}) \times 100 / 6$

= note: steps 1 to 4 can not be < 0 or > 2.375

* See also Rushing, Receiving, Defensive, Kicking and Return Statistics.

Receiving Statistics

Below is a list of the Receiving Statistics that are tracked and computed by StatTrak for Football:

Rec	Receptions	Big	Big Receptions (your decision)
Tgt	Target (times thrown to)	FD	Receiving First Downs
Yds	Total Receiving Yards	F	Fumbles
YAC	Yards After Catch	FL	Fumbles Lost
TD	Receiving Touchdowns	Pen	Penalties
Lg	Longest Reception	Xpt	Receiving Extra Points
C1, C2, C3, C4, C5	User Named Categories (<i>renamable</i>)		
G	Games	= number of games appeared in	
Y@C	Yards at Catch	= Yds - YAC	
Avg	Yards per Reception	= Yds / Rec	
Pts	Total Receiving Points	= (TD x 6) + (Xpt x 2)	
FD%	First Down Percent	= FD / Rec	

* See also Passing, Rushing, Defensive, Kicking and Return Statistics.

Rushing Statistics

Below is a list of the Rushing Statistics that are tracked and computed by StatTrak for Football:

Rsh	Rushes	FD	Rushing First Downs
Yds	Total Rushing Yards	F	Fumbles
YdL	Yards Lost	FL	Fumbles Lost
TD	Rushing Touchdowns	Pen	Penalties
Lg	Longest Run	Xpt	Rushing Extra Points
R1, R2, R3, R4, R5	User Named Categories (<i>renamable</i>)		
G	Games	= number of games appeared in	
Avg	Yards per Carry	= Yds / Rsh	
Pts	Total Rushing Points	= (TD x 6) + (Xpt x 2)	

* See also Passing, Receiving, Defensive, Kicking and Return Statistics.

Defensive Statistics

Below is a list of the Defensive Statistics that are tracked and computed by StatTrak for Football:

Sol	Solo Tackles	F	Fumbles Recovered		
Ast		Tackle Assists	FC	Fumbles Caused	
Int		Interceptions	Sk	Sacks	
Blk	Blocked Passes	TD	Defensive Touchdowns		
Hur	Hurried Passes	Pen	Penalties		
D1, D2, D3, D4, D5	User Named Categories (<i>renamable</i>)				
G	Games			= number of games appeared in	
Tkl	Tackles			= Sol + Ast	

* See also Passing, Rushing, Receiving, Kicking and Return Statistics.

Kicking Statistics

Below is a list of the Kicking Statistics that are tracked and computed by StatTrak for Football:

XB Extra Points Blocked
Xpt Extra Points Attempted/Made and Percentage
Pnt Punts **PFC** Punts Fair Caught
PB Punts Blocked **PTB** Punt Touchbacks
P20 Punts Inside 20 **PLg** Longest Punt
FG All Field Goals Attempted/Made and Percentage
F20 Up to 20 Yard Field Goals Attempted/Made and Percentage
F30 21 to 30 Yard Field Goals Attempted/Made and Percentage
F40 31 to 40 Yard Field Goals Attempted/Made and Percentage
40+ 40+ Yard Field Goals Attempted/Made and Percentage
FGB Field Goals Blocked **FLg** Longest Field Goal
K1, K2, K3, K4, K5 User Named Categories (*renamable*)
G Games = number of games appeared in
PAv Punt Return Average = Total Punt Yards / Pnt

* See also Passing, Rushing, Receiving, Defensive and Return Statistics.

Return Statistics

Below is a list of the Return Statistics that are tracked and computed by StatTrak for Football:

PRt	Punt Returns	KRt	Kickoff Returns
PFC	Punt Returns Fair Caught	KFC	Kickoff Returns Fair Caught
PF	Punt Returns Fumbled	KF	Kickoff Returns
PTD	Punt Returns for TDs	KTD	Kickoff Returns for TDs
PLg	Longest Punt Return	KLg	Longest Kickoff Return
PYd	Punt Return Yards	KYd	Kickoff Return Yards

T1, T2, T3, T4, T5 User Named Categories (*renamable*)

G Games = number of games appeared in

PAv Punt Return Average = PYd / PRt

KAv Kickoff Return Average = KYd / KRt

* See also Passing, Rushing, Receiving, Defensive, and Kicking Statistics.

Technical Support

For technical support:

- * Call us at 608-271-1586. Please don't use our 800 number which is reserved for orders.
- * Fax us at 608-277-9195.
- * Write us at All-Pro Software, 30 Maple View Court, Madison, WI 53719
- * Email us at jeff@allprosoftware.com

Other Programs

- * **StatTrak Address Manager** \$39.95
Address and phone software for managing names, addresses, phone numbers, birthdays, anniversaries and printing labels. You can even import names and addresses from other StatTrak Databases.
- * **StatTrak for Baseball/Softball** \$69.95
- * **StatTrak for Basketball** \$69.95
- * **StatTrak for Hockey** \$69.95
- * **StatTrak for Volleyball** \$69.95
- * **StatTrak for Soccer** \$69.95
- * **ALL-PRO Tournament Scheduler** \$69.95
Create and print single and double elimination tournament charts in minutes. Seed randomly or manually. Easy to use!
- * **ALL-PRO League Scheduler** \$69.95
Create round-robin schedules in minutes! Handles division play and tracks scores and standings.

\$4.95 shipping and handling per order!

To order or for more information, call *ALL-PRO Software* at 800-SPORT-59 (MC/Visa/Amx/Discover). International orders are welcome - call 608-271-1586!

Check out our Home Page (demos available for downloading):

www.allprosoftware.com

or Email us:

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Let us know what other features and sports programs you would like to see!

Registration

Unless this is a demo (shareware) version of StatTrak for Football, you must have either purchased it from an authorized retail outlet or directly from *ALL-PRO Software*. Otherwise, you have an illegal copy and must immediately register with *ALL-PRO Software* or delete the program.

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To register a retail copy of StatTrak for Football, send the registration card or proof of purchase to *ALL-PRO Software* if you wish to receive the benefits listed below. No fee is required.

If you obtained the program from *ALL-PRO Software*, you are automatically registered and will receive the benefits listed below.

Registration Benefits:

- * You will be notified when major upgrades to StatTrak for Football are released. They will be offered to you at a reduced price. *The program will be upgraded every year.*
- * You will be notified when other programs are released or upgraded by *ALL-PRO Software*.
- * You can receive FREE technical phone support at 608-271-1586. Please don't call the 800 number which is reserved for orders. Thank you!

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