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Overview

StatTrak for Soccer is a soccer statistics management system for league, tournament, and individual teams.   Keeps records for up to 100 teams per directory (99 players per team).   Tracks team and player statistics, team record, game results, and team standings.   All StatTrak reports can be computed for any combination of games.   You can design and save any number of   player statistics 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 Soccer, 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.   Player results can be entered from your score book or you can increment totals as the game is being played.   Select Reports from the Main Menu to display and print the team and player statistics, 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 <u>Team Name</u> and assign the team name, select <u>Roster</u> and add players to the roster, and then select <u>Games</u> 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 (league, conference, tournament, etc.), name additional categories you wish to track, and change your data directory before adding your first game. Select <u>Name Your Own</u> from the Options Menu to set up your game types and categories. Select <u>Data Directory</u> 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 <u>updated.</u> However, you can <u>report</u> 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 Players menu option is 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:

<u>Data Directory</u>   - Select team and player file directory.
<u>Back Up Files</u> - Back up team and player files.
<u>Restore Files</u> - Restore team and player files.
Exit Program - Exit StatTrak for Soccer 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 <u>backup</u> 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 Contents... from the Help Menu to run the StatTrak for Soccer Help Program.   Select About from the Help Menu to view the About Screen which shows the version number of StatTrak for Soccer and the *All-Pro Software* address.

Reports

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

<u>Players</u>   - Team and Player Statistics Report.
<u>Game Scores</u>   - Game Scores Report (if one team selected).
<u>Record</u>   - Team Record Report (if one team selected).
<u>Standings</u>   - Team Standings Report (if two or more teams selected).

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

Team and Player Statistics Report

Select Players 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. 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. You can create any number of report formats and save them 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 or shots on goal (SOG).

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 Team and Player 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 bring up the Team and Player Statistics 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 1995 Warriors and the 1996 Warriors, you would select both teams, bring up the Team and Player Statistics Report, and then recompute the report for Jeff Elwood to see his 1995, 1996, and career statistics.

Game Scores Report

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

Click <u>*Print*</u> to print the report or save it to a disk file .   Click <u>*Compute*</u> 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 <u>selected</u>.   The Record menu option will be disabled if two or more teams were selected.

Games won, games lost, win percentage (Pct), goals for (GF), and goals against (GA) are displayed for each game type that has recorded games and for total games.   *Goals for* are the goals the selected team has scored and *goals against* are the goals allowed by the selected team.   A column for ties will only be displayed if ties exist.

Win percentage in computed as ((wins + ties) / 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 *<u>Print</u>* to print the report or save it to a disk file.   Click *<u>Compute</u>* 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 <u>selected</u>.   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), goals for (GF), goals against (GA), and games behind (GB) for each of the teams selected.

Goals for are the goals scored by a team and *goals against* are the goals 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 ((wins + ties) / 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 <u>*Print*</u> to print the report or save it to a disk file.   Click <u>*Compute*</u> 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 date, location, etc., are not needed.   Player 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 <u>Name Your Own</u>).
* **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 Team and Player Statistics Report 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 (<u>Players</u>, <u>Game Scores</u>, <u>Record</u>, and <u>Standings</u>) 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 Team and Player Statistics Report 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 print parameters such as Portrait or Landscape.

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 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, opponent, goals for (goals scored by the selected team), goals against (goals allowed by the selected team), 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 when you also want to update player results.

One of seven game types is selected for every game updated (defaults to the first game type when adding a game).   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 LEAGUE and game type 2 PRACTICE.   Then you would select the LEAGUE game type when updating league games and the PRACTICE game type when updating practice games.   Then you could compute any report for only league games, only practice games, or both league and practice games very easily.

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, goals for, goals against, 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 player 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. The row clicked determines which player is selected. The Stats Area for the player selected will be highlighted and the player name will be displayed on the right. You can either enter player results by keying them in or by clicking *+1* or *-1*. Using the *+1* and *-1* command buttons could be used to enter results as the game is being played. A Soccer Icon on the Player Table indicates player results have been entered. Check *Played in Game* to mark appearance of player in game if no results need to be entered (you might want to give a player an appearance even though they didn't have any shots on goal, saves, etc.). Uncheck *Played in Game* to remove appearance of player (delete statistics) in game and to zero all entry fields.

If you plan to enter player results real-time (as the game is being played), you should periodically save the player results and then return to the Player Screen for that game. Results are not saved until you click *OK* on the Player Screen. It's a little more difficult to update player results for two teams real-time because you can only work with one team at a time. However, a future version of StatTrak for Soccer will address the issue.

When entering player results you can record results for up to five Name Your Own categories. These category names can be changed by selecting Name Your Own from the Options Menu.

Click *Roster* to add players to the roster. The total number of players with results entered are displayed below the Player Table.

Click *Team Totals* to display the team totals. 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.

See Team and Player Statistics for a list of all statistics that can be recorded and computed by StatTrak for Soccer.

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 information.

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.

Don't get hung up on the player number.   It's a throw back from the DOS version of StatTrak for Baseball and will probably be eliminated in a future version of StatTrak for Soccer.

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 player statistics 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. 1993 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 and will probably be eliminated in a future version of StatTrak for Soccer.

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:

<u>Name Your Own</u>   - Name your own game types and categories.

The next version of StatTrak for Soccer 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 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 1 LEAGUE and game type 2 PRACTICE.   Then you would select the LEAGUE game type when adding league games and the PRACTICE game type when adding practice games.   You could then compute statistics for league games by only selecting the LEAGUE game type on the Compute Screen, practice games by only selecting the PRACTICE game type, or league and practice games by selecting the LEAGUE and PRACTICE game types.   When computing reports, only the relative position of the selected game types are important, the names are just labels you assign.

You can also name up to 5 additional categories.   To track diving saves, you could name a category DS and then record results under that heading when adding player results.   Then by selecting DS on the Format Screen, you could add diving saves to the Team and Player 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 categories before you start adding games.   However, you can name them at any time.

Team and Player Statistics

Below is a list of the statistics that are tracked and computed by StatTrak for Soccer:

Min	Minutes Played	**CR**	Card Red
PP	Periods Played	**OS**	Off-Sides
GS	Goals Scored	**BTI**	Bad Throw-Ins
SOG	Shots On Goal	**F**	Fouls
SAG	Shots At Goal	**Ast**	Assists
PKG	Penalty Kick Goals	**Stl**	Steals
PKA	Penalty Kick Attempts	**BS**	Blocked Shots
CKG	Corner Kick Goals	**T**	Tackles
CKA	Corner Kick Attempts	**Sv**	Saves
DK	Direct Kicks	**SF**	Shots Faced
IK	Indirect Kicks	**PKB**	Penalty Kicks Blocked
CY	Card Yellow	**PKF**	Penalty Kicks Faced

SO1, **SO2**, **SO3**, **SO4**, **SO5**   User Named Categories (_renamable_)

G	Games	= number of games played in
TS	Total Shots	= SOG + SAG
QS%	Quality Scoring Percent	= GS / SOG
TS%	Total Scoring Percent	= GS / TS
PK%	Penalty Kick Percent	= PKG / PKA
CK%	Corner Kick Percent	= CKG / CKA
Sv%	Save Percent	= Sv / SF
PS%	Penalty Save Percent	= PKB / PKF

Other Programs

Other Windows Programs available from *ALL-PRO Software*:

* **StatTrak for Baseball** $39.95 plus $3.75 s/h**.**
  Works very much like StatTrak for Soccer!   Rated #1 by a Society for
  American Baseball Research (SABR) software review.
* **StatTrak for Basketball** $39.95 plus $3.75 s/h**.**
  Works very much like StatTrak for Soccer!
* **ALL-PRO League Scheduler** $49.95 plus $3.75 s/h.
  Create round-robin schedules in minutes!
  Handles division play and tracks scores and standings.

Other Windows Programs soon to be released by *ALL-PRO Software*:

		Release Date
*	**StatTrak for Volleyball**	Fall of 1996
*	**StatTrak for Hockey**	Fall of 1996
*	**ALL-PRO Tournament Scheduler**	Early 1997

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

Check out our Home Page (demos available for downloading):
   http://www.msn.fullfeed.com/~allpro/
or Email us:
   allpro@msn.fullfeed.com

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 Soccer, 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.

To register an illegal copy of StatTrak for Soccer, call *ALL-PRO Software* at 800-SPORT-59 (MC/Visa) or send a check or money order for $39.95 + $3.75 to ALL-PRO Software.   You will receive the latest version of StatTrak for FREE. International orders send the check or money order in U.S. funds drawn on a U.S. bank.   Wisconsin Residents please add 5.5% sales tax ($2.20) for a total of $45.90.

To register a retail copy of StatTrak for Soccer, 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 Soccer are released.   They will be offered to you at a reduced price.   *The program will be upgraded every year*.

 *   You will be notified when <u>other programs</u> 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!

Technical Support

For technical support:

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  * Fax us at 608-277-9195.
  * Write us at All-Pro Software, 30 Maple View Court, Madison, WI 53719
  * Email us at allpro@msn.fullfeed.com

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