



ScorePAD Baseball for Palm OS Handbook

Version V8

Copyright

1998-2009 by ScorePAD Sports, Inc.

All rights reserved. Reproduction, adaptation, or translation of this document is prohibited without prior written permission of ScorePAD Sports, Inc.

ScorePAD and the ScorePAD logo, RosterPAD, MLBStats, GSP, Game Situation Panel, InstantSTATS, and the ScorePAD Sports logo are trademarks of ScorePAD Sports, Inc. Palm Computing, HotSync, Palm, Palm Desktop, and Palm logo are trademarks of Palm Inc. and its subsidiaries. All other brands and product names are registered trademarks or trademarks of their respective holders.

Disclaimer and Limitation of Liability

ScorePAD Sports, Inc. assumes no responsibility for any damage or loss claims by third parties which result from the use of this Handbook.

ScorePAD Sports, Inc. assumes no responsibility for any damage or loss claims by third parties which result from the use of the software described in this Handbook.

Support

The ScorePAD website <http://www.scorepad.com> provides a mechanism for users of ScorePAD to:

- Obtain answers to frequently asked questions
- Send bug reports
- Get news of new releases and companion products
- Download updates to ScorePAD
- Purchase ScorePAD upgrades and companion products

ScorePAD users may also obtain support by sending email to: **support@scorepad.com** or calling **678-270-4001**.

Contents

Introduction	8
ScorePAD functionality	8
ScorePAD benefits	8
About This Manual	9
Installation	10
Windows software	10
End User License Agreement (EULA)	10
Registration	10
Destination directory	11
Installation progress	11
Palmtop software	11
Completing the installation process	12
Entering your serial number and key code	12
Quick Scoring Guide	14
Game setup	15
Creating a new game	15
Entering the starting lineup	15
Selecting players for the lineup	16
Setting defensive positions	16
Player substitution	16
Straight substitution	16
Double switch substitution	17
Scoring an At-bat	18
Scoring procedure	18
Recording pitches	19
Reaching base	19
Advancing base runners	19
Drag and drop base advances (Recommended)	20
Recording an out	21
Defensive Positions	21
Base running outs	22
Graffiti Guide	23
Advanced scoring - Graffiti abbreviations	24
Reach Base Types	24
Out Types - Batter	25
Getting Started	28
The Structure of ScorePAD	29
Starting ScorePAD	31
Starting a Game	32
Game setup	32

Entering game information	33
The teams	33
Game duration	33
Other game information	34
Creating a new game	34
Erasing the current game	34
Selecting another game	35
Deleting current game	35
Deleting games (ScorePAD Deluxe Only)	35
Forfeiting a game	36
Game parameters	37
Leagues	38
Number of lineup players	38
Game type	39
Scheduled innings	39
Series ID	39
Initial count	39
Free Form checkbox	40
DH may be used checkbox	40
Add players to database checkbox	40
Don't Synchronize checkbox	41
Filling in the ScoreCard	42
The ScoreCard view	42
Creating the starting lineup	44
Selecting a team's scorecard	44
Selecting players	44
Moving players around in the lineup	45
Setting defensive positions	46
Creating lineup without RosterPAD data	46
Saving the starting lineup	46
The score card with complete lineup	47
Player substitution	47
Straight substitution	47
Double switch substitution	47
Substitution flexibility	48
Missed substitutions	48
Making substitutions in the ScoreCardView	48
Making substitutions in the LineupView	49
Making substitutions in the GSP	49
Adding players that are not part of a RosterPAD Roster	51
The Lineup view	52
Editing the lineup	52
Clearing lineups	53
Swapping teams and players	53
Editing substitutions	53

Undo last substitution	54
Player detail	54
The LineupWiz	56
LineupWiz Examples	58
Scoring an At-bat	62
The GSP view	62
Batter information	64
Game/at-bat status	64
Pitch line	65
At-bat result buttons	65
Visual cues	66
Scoring procedure	66
Recording pitches	67
The No Pitch	68
Reaching base	68
Destination of ball put in play	68
Charge dropped foul or additional error	69
Advancing base runners	69
Drag and drop base advances	69
Recording an out	70
Switching sides	72
Skip At-bat	72
Clear At-bat	73
Advanced scoring - Graffiti abbreviations	73
Navigating between at-bats	74
Making changes	74
Undo button	75
Edit At-bat Details	75
Edit Advances	76
Edit runs	76
Edit Lineup	77
Official Scoring Change	77
Statistics	78
Batters	78
Pitchers	78
Line Score	79
Spray Charts (ScorePAD Deluxe Only)	79
Instant Stats	81
Pitch Charting (ScorePAD Deluxe only)	82
Preferences Dialog	84
Pitch Detail Preferences (ScorePAD Deluxe only)	86
Button Preferences dialog	89
Edit Note (Deluxe Version Only)	90
Ending a Game	91

Saving the starting lineups	91
Setting the game status to 'Complete'	92
Recording the Win, Loss, and Save	92
Marking save opportunity pitchers	93
Locking-in season stats	93
Updating statistics	94
Using Infrared with ScorePAD	96
Beaming games	96
Beaming lineups	97
Reference Section	99
At-bat result types	100
Reach Base Types	100
Out Types - Batter	100
Out Types - Runner	101
Advance Runner	101
Pitch Detail (ScorePAD Deluxe only)	102
Pitch Types	102
Swing Types	102
Pitch Results	102
Pitch Speed Range	102
ScorePAD's MLB Team Abbreviations	102
American League	102
National League	102
RosterPAD	103
Getting Started With RosterPAD Players	105
Creating a RosterPAD Player	105
Entering Batting Statistics	106
Editing a RosterPAD Player	107
Deleting a RosterPAD Entry	107
Working with RosterPAD Players	108
Looking Up Players	108
Sorting by Player Name or Team	109
Beaming RosterPAD Players	110
RosterPAD Menu Commands	111
Record Menu	111
Options Menu	113
MLB Stats	114
Updating Player Statistics	116
Adding teams to the list to update	116
Removing teams from the list to update	117
MLB Stats subscription	117
Frequently Asked Questions	118
"How do I setup a 7-inning game instead of the normal 9-innings?"	119
"How do I setup the International Tie-Breaker Rule?"	119

“In our league, the batters begin each at bat with 1 ball and 1 strike. Can I setup ScorePAD to automatically register that count?”	119
“Will ScorePAD allow a team to bat more than 9 players?”	120
“My team uses a designated hitter. How do I setup the lineup with a DH?” 120	
“What is a ‘No Pitch’ and how do I record it?”	120
“How do I charge a dropped foul error?”	120
“How do I switch sides if the team has recorded less than three outs? ...	121
“How do I skip an at-bat?”	121
“Does ScorePAD handle the softball short fielder and extra hitter positions?” 121	

Introduction

Congratulations on your selection of ScorePAD Baseball. ScorePAD Baseball is the most comprehensive scorekeeping software system for the Palm Connect Organizers, Handspring Visors and other Palm Computing Platform compatible handheld computers. ScorePAD offers you at-the-park electronic baseball scoring that is actually easier to use than paper.

With ScorePAD you can keep score while gathering and maintaining statistics. Scoring and gathering statistics are one in the same since ScorePAD compiles statistics from each pitch of each at-bat, from each defensive play, and each ball put in play. In addition, ScorePAD's conduit allows you to move completed games to your personal computer using Windows 98/ME/NT/2000/XP/Vista during the Palm's HotSync process (ScorePAD Desktop required)

ScorePAD functionality

ScorePAD provides:

- Automated scoring on a small handheld computer
- Visual similarity to paper scoring systems
- Automated prompting for more scoring events
- Automatic statistics gathering and calculation
- Windows software for permanent storage, analysis, and printing
- Roster management for players and their season statistics
- Optional Major League Baseball season statistic updates

ScorePAD benefits

ScorePAD offers you the following benefits:

- Using ScorePAD feels natural to the experienced scorer and yet easy to learn for the beginner.
- ScorePAD's paper-scoresheet-like interface helps keep you in familiar territory while removing most of the complexity of paper.
- ScorePAD gives you the best of both worlds; an interface you already understand and more information than you would ever calculate using paper.
- ScorePAD allows you to store team rosters and statistics on your Palm

along with games played for an entire season. With ScorePAD and RosterPAD, you can score and keep stats for an entire season right on your Palm - if you choose.

- ❑ Added features like infrared beaming of games, lineups, and rosters along with laser printing of score sheets, stats, box scores, play-by-plays and spray charts make it difficult to imagine any advantages paper scoring might provide.

ScorePAD Sports hopes that using ScorePAD and RosterPAD adds to your total baseball or softball experience. Regardless of the level of baseball, the process of scoring increases your knowledge and enjoyment of the game.

The *Baltimore Orioles Program Scorecard* contains the following warning:

Warning! Be careful. Scoring a ball game can be habit forming. Proceed at your own risk.

About This Manual

This manual assumes that you know how to use the Palm OS device. It also assumes that you have a basic knowledge of baseball scoring terminology and procedure. If you have not acquainted yourself with the Palm OS device, Graffiti, menus, shortcuts, HotSync, or other terminology or procedure associated with the Palm OS device, please take time to read the Palm OS Handbook and go through its tutorial.

This manual covers ScorePAD PDA instructions only. ScorePAD desktop is a separate manual and comes with the purchase of ScorePAD Windows or ScorePAD Pak.. For more information visit www.scorepad.com.

If you do not understand baseball scoring procedures and terminology, we recommend you obtain a copy of the book *The Joy of Keeping Score* by Paul Dickson. This book contains history and instruction on keeping score while watching a baseball game. You can obtain a copy from most major booksellers.

Installation

Windows software

Whether you install ScorePAD from CD or downloaded the file from www.scorepad.com, the procedure is the same.

The installation takes you through seven dialogs:

- Welcome**
- End User License Agreement**
- Registration**
- Destination Directory**
- Installation Progress**
- Finish**

Welcome and finishes are just cordial status pages. Let's take a look at the rest.

End User License Agreement (EULA)

Please take time to read this dialog. The EULA details the legal terms and conditions under which ScorePAD Sports, Inc. grants you a license to use the ScorePAD software. You will want to take care not to violate any of these conditions since the criminal and civil penalties for such violations can be costly.

Press the Yes button on this dialog if you agree to abide by the terms and conditions of the EULA. If you disagree, press No. If you press No, the installation will stop. If you press Yes, the installation will continue and you will be legally bound by the terms and conditions of the EULA.

Registration

The registration dialog prompts you to enter your name, company or organization, and the serial number you received with your copy of ScorePAD. You must enter information in all three of these fields. Once you have completed the registration form, you may proceed to the Destination Directory page.

Destination directory

The Destination Directory page allows you to select the directory to which the install program will copy ScorePAD. You may change this directory to any directory you prefer. The default directory is as follows:

C:\Program Files\ScorePAD Sports\ScorePAD Baseball\

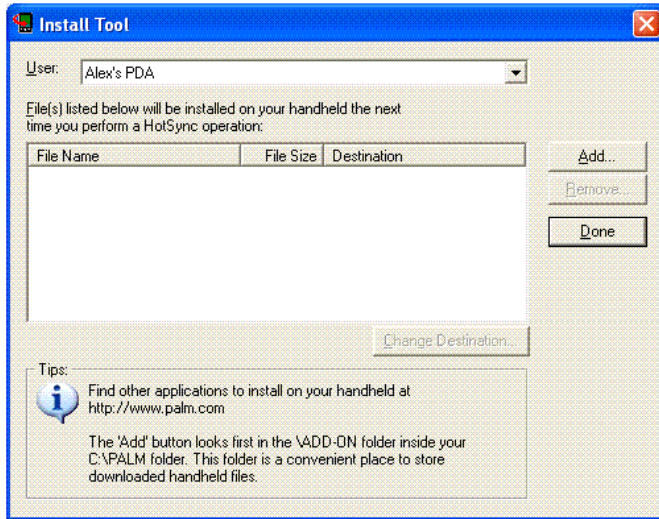
Installation progress

The installation progress dialog shows you the progress of the installation as it continues. In addition to installing ScorePAD's Windows software on your PC, towards the end of the installation you will be asked "On which handheld device do you want to install ScorePAD and RosterPAD?" Choose the palm user by clicking the down arrow. Once you select "next" you will get a message letting you know the HotSync Manager will install ScorePAD and RosterPAD the next time you HotSync your handheld.

Palmtop software

In the event that you did not choose a palm user during initial installation here is an alternative way of getting ScorePAD and RosterPAD onto your handheld. The install process will copy the files *ScorePAD.prc* and *RostrPAD.prc* into your Palm OS directory (usually C:\Palm\Add-on). You must use the Palm Install Tool to install these PRC files onto your Palm OS device. Complete the following steps to perform the Palm OS install:

1. Run the Palm Install Tool application on your PC under Windows 98/ME/NT4/2000/XP/Vista by selecting **Start > Programs > Palm Desktop > Palm Install Tool**.
2. Press the Add button in the Palm Install Tool.
3. After the **Open** dialog appears, select *ScorePAD.prc* then hold down the Ctrl key and select *RostrPAD.prc*
4. Press the **Open** button. *ScorePAD.prc* and *RostrPAD.prc* will appear in file list of the Palm Install Tool main dialog.
5. Press the **Done** button on the **Palm Install Tool** main dialog.



Palm Install Tool

Completing the installation process

To complete the installation process, you must perform a HotSync operation with your Palm device. The HotSync process will install ScorePAD and RosterPAD on your Palm device. To perform a HotSync operation, place your Palm in its cradle and press the HotSync button on the cradle. Since ScorePAD is a relatively large Palm application, it may take several minutes to transfer to the palm.

To verify that the installation process worked, touch the **Applications** button to the top-left of the Graffiti writing pad on your Palm OS device. You will see RosterPAD and ScorePAD among the applications installed.

Entering your serial number and key code

If you purchased ScorePAD, RosterPAD, and/or MLBStats, you will need to enter your serial number and key code (include dashes) in each of these Palm products. This tells each Palm application that you are a registered user. If you do not enter your serial number and key code, ScorePAD, RosterPAD, and/or MLBStats will give you **Evaluation Expiration** messages after 30 days.

How to obtain your device ID and key code:

You will need two numbers to generate your Key Code. Your Serial Number that was issued upon the purchase of ScorePAD, and the device ID number that is located on your Palm.

There are two ways to obtain your device ID on your PDA:

If you do not already have ScorePAD on your PDA:

On your PDA in the main menu where you view all of your programs, tap the pull-down menu. Under 'App', select 'Info...' toward the bottom of the screen tap so the 'Version' menu is highlighted. At the top of the screen you will then see information concerning your device, the identification number will be labeled 'ID:', and the number will be a series of numbers and letters (ex. 00U7P883D3BX-L).

If you already have ScorePAD installed on your handheld:

Open the ScorePAD program and tap the pull-down menu. Under 'Options', select 'About ScorePAD', then tap 'Register'. Your device identification number will be listed in the dialog box.

Once you have both numbers available, you may enter the information in the corresponding fields below:

Do not delay this final step. You might find yourself at the baseball field without your serial number or key code when the expiration message pops up.

To enter your serial number and key code:

Select About ScorePAD from the Options menu of the ScoreCard view.

Tap the Register button

Enter you serial number and key code (make sure to include dashes)

Tap OK to close the Register dialog

Tap OK to close the About ScorePAD dialog.

Quick Scoring Guide



Quick-Guide to Scoring a Game

After you have reviewed the manual and understand the basic set-up of ScorePAD, here's a quick step-by-step guide to score your first game.

Game setup

In the **Game Setup** view, you should complete the following steps: Select **Game Setup** from the **Options** menu of the Scorecard view.

1. Enter the abbreviations of the home and visiting teams or use the down arrows to select the teams if they are entered in RosterPAD
2. Set game start date and time
3. Enter field name, weather conditions, and officials' names

Please refer to the Game Parameters section of the ScorePAD handbook for further instructions on game setup.

Creating a new game

ScorePAD will store as many games as your Palm OS device has free memory. You may setup and use the current game to start scoring. If you have already used the current game and wish to create a new game, press the **New** button or select **Create New Game** from the **Options** menu of the **Game Setup View**. The Game Setup view will clear. ScorePAD will then set the visiting team to **Vis** and the home team to **Hom**. You can now enter team abbreviations and begin scoring in the newly created game.

Entering the starting lineup

ScorePAD automatically loads the rosters of the teams you select from the **Game Setup View** under **Parameters** and league selection, if the rosters are entered in RosterPAD. In the ScoreCard view you will select the lineups for each team.

To select lineups you must:

1. Select the team - by tapping on the tab at the top of the screen
2. Select a batting order - the roster will pop up on the right of the screen
3. Select a defensive position for each player - if not already selected in RosterPAD

Selecting players for the lineup

To select a player when RosterPAD players have been pre-entered:

1. Touch the batting slot you wish to change.
2. A list box will appear with the names of all players entered for that team. The player list box will show position players first, then pitchers. Each list is in alphabetical order.
3. Touch the name of the player you wish to place.

Once you have selected a player for each slot in the batting order, the lineup is almost complete.

If you have not entered players for the selected team into RosterPAD, the Lineup view will appear whenever you tap a player position.

Setting defensive positions

Finally, you must set the defensive positions of your lineup. ScorePAD makes this task just as easy as setting the lineup. Touch the box to the right of player's name. A list box will appear with all defensive positions recognized by ScorePAD. Tap the correct defense position and you are done. You should have one and only one pitcher per lineup. If no pitcher is selected pitching statistics are credited to Unknown Pitcher.

When you have selected defensive positions for each player, you have completed the starting lineup. You can also set the lineup and defensive positions in the LineupWiz and the Lineup View.

Player substitution

As each team substitutes players, you must make changes to your score card to reflect those substitutions. Changes in the lineup take place in two forms: straight and double switch.

Straight substitution

In a straight substitution, one or more players enter the game in the same batting order and defensive positions as the players they replaced.

Double switch substitution

In a double switch, two or more players enter the game in different defensive positions than the players they replaced in the batting order. For instance, a coach might bring in a new pitcher and a left fielder. In a double switch he places the left-fielder in the current pitcher's batting slot and the pitcher in the current left-fielder's batting slot.

With ScorePAD you can substitute any player for any other player. ScorePAD maintains statistics for all players that participate in a game whether starting or substitutes.

ScorePAD note on batting entire roster:

Some amateur leagues bat more than the standard 9 or 10 (Using a DH). If your league bats the entire roster, but you have numerous defensive switches, try using this method of substitution. For example: A player bats 11th in the order. He starts the game on the bench but is still batting. In the third inning he moves to third base. In the fifth inning he moves to left field. Finally, in the sixth inning he returns to the bench.

- 1 Set your lineup at the beginning of the game
- 2 Go to Lineup Wiz. Lineup Wiz will show you what positions you have open and what has already been filled.
- 3 To select a position for a player, simply tap on the position next to the player's name. If they are not currently at a defensive position you can list them as no position which will produce a — next to their name.
- 4 When it is time to bring in the players from the bench and make other defensive switches, return to the Lineup Wiz and tap the position next to their name.
- 5 It is usually easiest to move players currently in the game to No Position, then move the players from No Position into the game
- 6 This will allow you to make defensive switches only. A prompt will ask you if this is a Position Change or a Correction? This is a Position Change.
- 7 This will give you a clear and correct substitution

Scoring an At-bat

Scoring procedure

In ScorePAD, a game is simply the aggregate of all of its at-bats. ScorePAD at-bats contain:

- Pitcher
- Pitch sequence
- Pitch results
- On-base and/or out reasons
- Base advance reasons and players
- Destination of ball put in play
- Pitch detail

To score an at-bat, follow the steps below:

1. Record balls and strikes by pressing the appropriate buttons
2. Touch either the **Out** or **On Base** buttons
3. Choose the on-base or out type
4. Touch on playing field to show where batter hit ball
5. Touch the **Advance** button to move batter around bases or drag-and-drop runners
6. Touch the **Out** button and reason to show batter out on-base

Recording pitches

Since you will spend a great deal of time watching and recording balls and strikes, we make this operation simple and flexible. Some scorers are used to the routine of looking up for the pitch and looking down to record the pitch (some for several decades.) If you want to maintain that habit you can either touch the one of the five pitch buttons in the **GSP view** (Ball, Strk, Foul, POA, N) or use the buttons on the bottom of your PDA to record the pitches. Select button preferences under the **Options** menu of the **GSP view**.

Reaching base

When a batter reaches base on a base on balls or a hit, tap the proper on-base button on the left side of the at-bat square.

- BB - Walk or base on balls
- 1B - Single
- 2B - Double
- 3B - Triple
- HR - Home run

For other on-base types, touch the **On Base** button at the bottom of the GSP view and select the proper on-base result.

Visit the Reference chapter in this manual for a list of on-base results and their reasons. Once you select an on-base result, all pitch buttons disappear and a single **Pitches** button appears. To view or edit pitch detail, touch the **Pitches** button.

Advancing base runners

When you select an on-base result, the **On Base** button disappears and the **Advance** button appears. After touching the **Advance** button, select the proper advance reason from the list. Advance reasons such as batter advance will prompt you for more information. If runners are on-base, ScorePAD will prompt you to advance those runners unless the advance of runners on-base is automatic. In the case of a Hit-by-pitch, Walk, Triple, or Home run, base runners are automatically advanced.

You can also move a baserunner through prompts created by ScorePAD. Simply tap on the base the runner now occupies or use the selections below to take care of all baserunners at once or to throw a baserunner out at a specific base.

Drag and drop base advances (Recommended)

While you record the at-bat of current batter (the batter now at the plate,) you can use the Drag-and-Drop runner advance feature.

Drag-and-Drop base advances were designed to allow you to advance runners on base while recording the balls and strikes for the current batter. This function saves you the effort and time of moving from one at-bat to the next every time a runner advances. Drag-and-drop allows you to advance any runner presently on base from the screen of the batter at the plate.

To use Drag and drop, complete the following steps:

1. Touch your pen on any occupied base and drag from that base to the destination base for that runner. The base will highlight when you've dragged far enough.
2. Lift your pen. ScorePAD will display a list box of Advance types.
3. Select the appropriate advance type.

You can also touch any occupied base and it will move you to that player's at-bat screen. **ScorePAD note:** This method is not recommended because it is more time consuming and can become confusing.

1. Once you are at the runner's at-bat screen, touch the Advance button.
2. Select the appropriate advance type.
3. ScorePAD will prompt you for the destination base for that runner. Select the destination base.
4. Once you have completed work on that at-bat, touch Home plate and ScorePAD will take you back to the current at-bat.

Note: Drag-and-drop runner advances were designed as a convenience. During an at-bat, if a runner steals a base or advances on a wild pitch, passed ball, etc., you can use drag-and-drop.

Recording an out

The GSP view allows you to record outs five ways.

- ❑ When you are keeping pitches and record a total of three strikes, the GSP view assumes that the batter struck out.
- ❑ You can record one-toch outs with the **Q** button located to the right of home plate. Once selected a drop down menu appears with several different ways to record an out. For example, touch 6-3 and it automatically record a groundout to the shortstop. **(ScorePAD's preferred method)**
- ❑ Whether a batter has reached base or not, you may touch the **Out** button at the bottom of the GSP view and select an out result. The out result list also contains Strikeout so you can select Strikeout from the list if you do not wish to touch strike three times.
- ❑ You can record outs using Graffiti abbreviations. When using Graffiti to record outs you write the an abbreviation of the out result. For example, writing "63" and the return gesture represents a grounder to shortstop thrown to first for the putout. "F8 return" would be a flyout to center field. **(ScorePAD's preferred method)**
- ❑ When runners are on base, you may hold your pen on the runner for two seconds. When the list of out on-base out results appears, select the proper out type and record the defensive positions that assisted or performed the putout.

Defensive Positions

Some outs will require that you enter the defensive positions that assisted in or completed the putout. The Defensive Positions dialog will appear when the at-bat needs that information.

The Defensive Positions dialog shows the defensive positions by their position names. To record defensive positions, touch each position that assisted in or completed the putout. As you touch a defensive position button, the position number for the position button you tap appears on the edit line on the bottom-left of this dialog. The **Cancel Out** button will appear until you enter defensive positions. Once you enter defensive positions, the **Cancel Out** button will change to **Finish Fielders**. When you finish entering defensive positions, press **Finish Fielders**.

If you make a mistake, touch the **Undo** button to erase that entry entirely including base advances by all runners. If you want to cancel the out after you have entered one or more defensive positions, press the **Undo** button until **Cancel Out** reappears. Finally, press the **Cancel Out** button.

Base running outs

If a runner is out while on base (for example caught stealing or picked off) there is an easy way to record the out while never leaving the GSP view for the current batter.

1. Hold your pen on the shaded base of the baserunner until a list of outs appears.
2. Select the out type for the runner.

You can also touch the base of the base runner or use the navigation buttons described in this chapter to move to the at-bat of a base runner. You can then press the Out button and select an out type for the runner.

Graffiti Guide



Advanced scoring - Graffiti abbreviations

Once you become an official expert baseball scorer (if you are not already), you can use ScorePAD abbreviations to score at-bats. You must use Graffiti to enter these abbreviations. ScorePAD recognizes abbreviations to speed up scoring for those familiar with baseball. Scoring this way feels nearly equal to scoring with paper. As you write the abbreviation with Graffiti, the letters you enter will appear directly below home plate of the GSP view. You must terminate your abbreviation with the down forward slash (the same stroke that you use to begin a new line) Below is a list of Graffiti abbreviations that ScorePAD recognizes.

At-bat result types

Reach Base Types

x = defensive position 1-9

	Score Card Display	Graffiti Abbrev
Base On Balls	BB	BB
Single	1B	1B
Double	2B	2B
Triple	3B	3B
Home Run	HR	HR
Hit Batsman	HB	HB
Fielders Choice	FCxx	FCxx
Error	E	E or Ex
Sacrifice	SAC	SF or SB
Dropped 3rd Strike	Kd3	Kd3
Defensive Interference	DI	DI
Obstruction	OB	OB
Sacrifice Fielder's Choice	FC	SFC
Sacrifice Error	E	SE
Fielder's Choice Error	FC	FCE
Didn't See	??	
Tie-breaker	TB	TB

Out Types - Batter

x = defensive positions 1-9

	Score Card Display	Graffiti Abbrev
Strike Out	Kc or Ks	K, KC, or KS
Ground Out	xx	x (x = 1-6)
Tag Out	Tx	T or Tx
Line Out	Lx	L or Lx
Fly Out	Fx	F,x, or Fx (7-9)
Pop Out	Px	P or Px
Foul Out	fFx	FF or FFx
Double Play	DP	DP or xxx
Lineout Double Play	Lx	LDP
Reverse Force Double Play	DP	RDP
Triple Play	TP	TP or TPxxx
Infield Fly Rule	IF	IF or IFx
Sacrifice Fly	SF	SF or SFx
Sacrifice Bunt	SB	SB
Bunt Foul 3rd Strike	Kb	KBF
Spectator Interference	Is	IS
Offensive Interference	Io	IO
Illegal Bat	IB	
Out of Batter's Box	OBB	OBB
Basepath Violation	BV	BPV
Didn't see	??	

Graffiti® writing area and surrounding icons

Tap **Clock** to see the time, set an alarm, change the time and date.

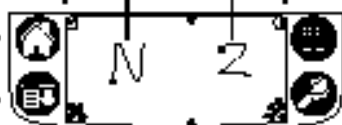
Tap **Contrast** to improve screen contrast using slider.

Tap to open the **Applications Launcher**. All your applications are listed there.

When writing **Graffiti** characters, write letters on the left, numbers on the right.

Tap to open the **Calculator**.

Tap to see menus in applications that have them.



Tap to find text in all applications.

Tap **abc** and **123** to display onscreen keyboards. Then tap characters to enter text.



Tap here to display alphabetic keyboard.



Tap here to display numeric keyboard.



Tap here to display international keyboard.

Graffiti writing

The best way to learn is to practice. To take the Graffiti tutorial on your handheld, tap the Graffiti icon in the Applications Launcher.

Most Graffiti characters are made with a single stroke of the stylus.

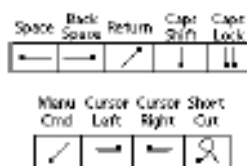
1. Start the stroke where the heavy dot is. Don't try to make the dot; just start there.



2. Don't lift the stylus until you reach the end of the stroke.

Some characters require a preliminary stroke. For example, to write a quotation mark, tap once and then make the Graffiti stroke for n.

Basic Graffiti characters (there are many more)



Tips

- Characters do not show up in the Graffiti writing area, but on the handheld screen, wherever the blinking cursor is located in the record you're working on.
- Write Graffiti characters BIG, and write at normal speed.
- Press firmly with the stylus.
- You can see tables displaying all Graffiti characters simply by drawing the pen stroke: starting from the bottom center of the Graffiti writing area, drag the stylus to draw a straight, imaginary line to the top of the screen.

Getting Started



The Structure of ScorePAD

ScorePAD is divided into 4 views:

1. ScoreCard
2. Game Setup
3. Lineup
4. Game Situation Panel (GSP)

Although ScorePAD has many dialogs, alerts, and pop-up screens, these views comprise the major function of ScorePAD. Below is a summary of the function of each of the views.

ScoreCard

- Access all other views
- Display game score card for each team
- Display score of game
- Create starting lineup
- Perform player substitution
- Change player defensive positions
- Move players up and down the lineup
- Switch games
- Move to any at-bat of the game
- Set game logistics at the end of the game

Game Setup

- Create new games
- Switch games
- Set game teams and parameters
- Record game logistics
- Deleting games

Lineup

- Create or change lineup
- Perform player substitution
- Edit player name, number, batting and throwing hand or position
- Edit player substitution
- Charge an error (that doesn't cause a player to reach or advance)
- Undo substitutions

Game Situation Panel (GSP)

- Record the events of each at-bat (balls & strikes, hits, out, etc.)
- Edit all at-bat details
- Navigate between at-bats
- Show previous at-bats for current batter
- Display game situation including score, inning, outs, and runners
- Pop-up game and season statistics for the current pitchers
- Pop-up game and season statistics for the current batter
- Pop-up inning totals
- Pop-up current lineups and 0-fors

	BEA 0	RAW 6						
Plvr 1-9	1	2	3	4	5	6	7	
10 Webster	2B	BB	F9		1B	43		
15 Corbrid	LF	F7	F8		1B	Ks		
23 Jackson	SS	2B	1B		1B			
44 Thyges	3B	Ks	BB		1B			
2 Joseph	C	53	DP		2B			
20 Spriggs	CF	63	53	F7				
7 Elder D	1B	BB	Ks	63				
4 Bosley	CRF	F7	F8	F7				
47 Booth R	P	1B		BB	Ks			

In 0 Btr 0 (04:14) Out Full Batter

Score Card View

Game Setup		
Visitor:	BEA	
Home:	RAW	
Date:	6/12/02	
Start Time:	1:15 pm	
End Time:	In Progress (04:16)	
Delay duration:	00:00	
Field:	Bow Wow Field	
Weather:	Fair	
Grounds:	Fine	
Attendance:	13762	
Official Scorer:		

Game Setup View

Lineup	BEA 0	RAW 6		
#	Last	First	Pos	
1	10 Webster	Douglas	2B	
2	15 Corbridge	Stu	LF	
3	23 Jackson	Phil	SS	
4	44 Thygesen	Steve	3B	
5	2 Joseph	Debra	C	
6	20 Spriggs	Javel	CF	
7	7 Elder	Dee	1B	
8	4 Bosley	Cliff	RF	
9	47 Booth	Rob	P	

Lineup View

23 Phil Jackson (3) -2 for 2

BEA 0 RAW 6 Complete

In 3 Btr 2

Single

Pitches: 1 B 8 S 12 T 20

GSP View

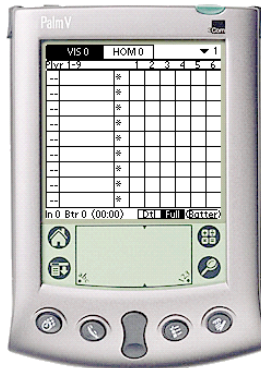
Whenever you exit and re-enter ScorePAD, ScorePAD will return you to the view from which you exited.

Starting ScorePAD

When you tap the Palm's Applications button, your Palm will display an icon for each native and user-installed application. After installing ScorePAD, its icon will appear on this screen. Tap ScorePAD's icon to start ScorePAD.



When you start ScorePAD for the first time, it will display the ScoreCard view of the game that it creates by default. From this view you can access all other ScorePAD views.



The ScoreCard view of a newly created game

Starting a Game

Select **Game Setup** from the **Options** menu of the ScoreCard view to get to the Game Setup view. To get the menu bar, you must press the Menu button.



The Game Setup View

Game setup

You are now ready to setup the game. The installation process creates a blank game for your convenience. After you have scored a game, you can start a new game by tapping the New button. To setup a game you should complete the following steps:

1. Enter the abbreviations of the home and visiting teams
2. Set game start date and time
3. Enter field name, weather conditions, and officials' names
Select Done on the **Game Setup** screen and then;
4. Select players in starting lineup for each team
5. Set players' defensive positions

Entering game information

The teams

First, you will need to set the visiting and home teams. Enter the team names using Graffiti. You can use team abbreviation between 1 and 7 characters in length. If you plan to use MLBStats you must use the MLB team abbreviations in the Reference section of this manual. To set the visiting team you simply erase the default text **Vis** and use the Graffiti writing area to write a valid team name. For example, **ATL** is the abbreviation that Major League Baseball uses for the Atlanta Braves. Similarly, to set the home team, erase the default text **Hom** and write the home team's short name; for example **FLA** for the Florida Marlins.

If you have already entered team rosters into RosterPAD or downloaded them using MLBStats, you can select the teams you want from the list of RosterPAD teams. ScorePAD will indicate that RosterPAD teams are available for selection by displaying a down arrow next to the Visitor and/or Home titles. To select a team, tap the proper title and select a team from the list.

Game duration

The **Game Setup** view requires only that you enter the team name abbreviations. However, you can also record the game's duration. To record the game's duration, enter the starting time of the game by touching the **Start Time** field and setting the time. As the game progresses, the Score Card, Game Setup, and GSP views display the game's duration in hours and minutes. In addition to setting the start time here, when you record the first pitch of the game, ScorePAD gives you the opportunity to set the game clock's starting time to the time of that pitch.

The **End Time** field allows you to set the ending time of the game. ScorePAD will prompt you after the last play of the game to set the end time to the time of that play. **Once the End Time is set, you cannot add any more at-bats to the game.** Set the End Time after the game is complete. The **Delay Duration** field allows you to set the total hours and minutes of delay in the game.

ScorePAD note: If after setting the **End Time** you decide to add an at-bat to the game go back into **Game Setup** and put the game back in progress.

Other game information

You may also use Graffiti to enter the stadium or field, a description of the weather, the official scorer, the condition of the grounds, the number of fans in attendance, and names of up to four officials. Although ScorePAD will save and HotSync all of the information you enter in Game Setup view, Visitor and Home fields are the only required fields in this view. Once you have completed the Game Setup information, touch the **Done** button to return to the Score-Card view.

Creating a new game

ScorePAD will store as many games as your Palm OS device has free memory. You may setup and use the current game to start scoring. If you have already used the current game and wish to create a new game, press the **New** button or select **Create New Game** from the **Options** menu of the **Game Setup View**. The Game Setup view will clear. ScorePAD will then set the visiting team to **Vis** and the home team to **Hom**. You can now enter team abbreviations and begin scoring in the newly created game.

ScorePAD note: Typically, a PDA with at least 8 MG of memory can store over 100 games in ScorePAD.

Erasing the current game

When ScorePAD erases a game it removes all of the at-bats and lineups of the game. If you start scoring a game and decide you do not want to keep the at-bats or lineups of that game, you might want to erase it and score another game. To erase an existing game, select **Erase Game** from the **Options** menu of the Game Setup view. You will have the choice of erasing only the at-bats of the game or erasing everything including the teams and lineups. Erasing only removes the game information. To totally remove game from your Palm device you must delete the game.

Warning: If you intend to keep any of the information from a game you plan to erase, you must perform a HotSync operation with the ScorePAD Desktop before erasing the game.

Selecting another game



ScorePAD identifies the current game by the number to the left of the title bar. To select another game, touch the number. A list will appear containing the teams and dates of each of the games stored in ScorePAD. Touch the game you want from the list and that game becomes the current game. The ScoreCard view contains the same mechanism for selecting games.

Deleting current game

When ScorePAD deletes a game, it removes all information about that game from your Palm OS device's memory. To delete a game, you must select **Delete current game** from the **Options** menu of the **Game Setup** view. After selecting the menu item, ScorePAD will prompt you to confirm the delete. If you answer Yes, ScorePAD will permanently remove the current game from your Palm device. **Only games that have been HotSync'd to your PC can be recovered once deleted from the Palm.** ScorePAD will not allow you to delete a game if that game is the only game left in your Palm device. You must have at least one game in your Palm device at all times.

Deleting games (ScorePAD Deluxe Only)

Multiple games can also be deleted at one time. To delete multiple games select **Delete games** from the **Options** menu of the **Game Setup** view. Touch on start date and end date to select the range of games you want deleted. Once the date range is set select OK and the games will be permanently deleted from your PDA. You may also choose to delete an individual team's games by writing in the roster name in the provided space on the Delete games dialog screen.

Options Edit

Create new game ✓/N
 Erase current game ✓/O
 Delete current game ✓/D
Delete games...
 Forfeit game...

Delay duration: 00:00
 Field: Bow Wow Field
 Weather: Fair
 Grounds: Fine
 Attendance: 13762
 Official Scorer:

(Parameters) (New) (Done)

Game Setup ▾ 6

▼ Visitor: BEA
 ▼ Home: RAW
 Date: 6/12/02
 Start Time: 1:15 pm

Delete games

Start date: 2/26/04
 End date: 2/26/04
 Team: _____

(OK) (Cancel)

Delete start date

◀ 2003 ▶

Jan	Feb	Mar	Apr	May	Jun	
Jul	Aug	Sep	Oct	Nov	Dec	
S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

(Cancel) (Today)

Delete end date

◀ 2003 ▶

Jan	Feb	Mar	Apr	May	Jun	
Jul	Aug	Sep	Oct	Nov	Dec	
S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

(Cancel) (Today)

Game Setup ▾ 6

▼ Visitor: BEA
 ▼ Home: RAW
 Date: 6/12/02
 Start Time: 1:15 pm

Delete games

Start date: 9/1/03
 End date: 10/1/03
 Team: BEA

(OK) (Cancel)

Forfeiting a game

Forfeit a game allows you to select which team forfeits the game and awards a loss and win appropriately. When you Hotsync the game back to your computer it will tally the win or loss in your **Stats** view on your desktop software. To forfeit a game, you must select **Forfeit game** from the **Options** menu of

the **Game Setup** view. After selecting the menu item, ScorePAD will prompt to pick the team that has forfeited. Once you select **Visitor** or **Home** it will confirm who forfeited under **EndTime** in the **Game Setup** view.

Game parameters



Game Parameters Dialog

The Game Parameters dialog allows you to change the parameters under which a game is played and identified. You can set the following special game parameters:

- Home team league (RosterPAD League)
- Visitors team league (RosterPAD League)
- Number of home team lineup players
- Number of visiting team lineup players
- Game type
- Scheduled innings
- Series ID
- Initial count
- DH may be used checkbox
- Free Form checkbox
- Add players to database checkbox
- Don't HotSync check box

To access the Game Parameters dialog, touch the **Parameters** button on the Game Setup view.

Leagues

Leagues in ScorePAD equate to categories in RosterPAD. Since many youth baseball leagues use a common set of team names, RosterPAD employs the use of leagues to distinguish teams. If your child plays in My Park on the Astros and you are playing the Their Park Astros, you might create My Park and Their Park Leagues in RosterPAD and add each player to their respective league. You might also create a league for each age group within a park (i.e. 9-10 My Park). ScorePAD allows you to pick from those leagues on the Game Parameters dialog.

To select a league:

1. Tap the current league name.
2. The list of RosterPAD leagues will appear.
3. Tap the league you wish to assign.

Remember, you can only create leagues, teams, and players RosterPAD. You can create 16 leagues (categories) in RosterPAD. You can create and assign as many players as you have free memory.

Number of lineup players

With some free substitution rules, all of the players on the team become part of the batting order though they may or may not play a defensive position. To accommodate this scenario, ScorePAD allows you to set the number of lineup players for each team (up to 18 per team). Since ScorePAD automatically moves from the current batter to the next logical batter, you must set the exact number of batters on each team.

If you use a Designated Hitter (DH) for one of your defensive players, include his or her position in the number of lineup players and check the DH may be used check box. For example, an MLB team in the National League uses nine players on offense and defense with no DH. In the American League, teams use a DH in to bat for one of the defensive players. In ScorePAD you will set the number of Lineup Players to 9 for National League teams and 10 for American League teams. Additionally, you will check the DH may be used checkbox for American League Teams.

ScorePAD note: If you are in a youth league that allows more than nine players to bat, rather than using DH we recommend that you select none for position for all players that are in the lineup but are not playing defense.

Game type

You can set the game type to any of 16 descriptions. This will allow both the ScorePAD Desktop and Palm to compile statistics by game type. The Game Type parameter will default to Season.

Scheduled innings

You can set the number of scheduled innings for each game between 3 and 16. When the players have completed that number of innings without a tie, ScorePAD will automatically mark the game as complete. ScorePAD will prompt you to set the game's End Time after the last out of the last scheduled inning or after the winning run scores in bottom of the last scheduled or any extra inning.

If you are using the International Tie-Breaker Rule (ITR), and the game is tied at the end of the last scheduled inning, ScorePAD will automatically implement the ITR placing a runner on second at the beginning of each half inning.

If you neglected to set the Scheduled Innings value to the correct number of innings and ScorePAD prematurely ends a game, you can change the Schedule Innings value, set the End Time of the game to "In Progress" and resume scoring.

Series ID

The Series ID identifies a game as belonging to a specific series of games between two teams. Selecting an ID for each series will allow ScorePAD to compile series-oriented statistics.

Initial count

In some softball tournaments, each batter comes to the plate with an initial count. ScorePAD allows you to set the initial count to any of the following counts:

- 0 Balls, 0 Strikes
- 1 Ball, 1 Strike
- 2 Balls, 2 Strikes
- 3 Balls, 2 Strikes

ScorePAD adds balls and strikes to bring each batter that comes to the plate to that initial count. You can change the initial count at any point during the game by returning to the Game Parameters dialog.

Free Form checkbox

The Free form check box allows the scorer to score any at-bat on the entire score card. If you want to only score the at-bats of a single player during the game, you may use free form mode. As the game progresses you touch the square of the score card that represents the at-bat of the player in the current inning and ScorePAD presents the proper GSP view.

If you come to a game late, you may use free form mode to catch up and then switch to the standard mode. In free form mode, ScorePAD does not keep score or keep track of outs or batters.

DH may be used checkbox

When a team uses designated hitter (DH) that hitter bats in the place of a defensive player. In Major League Baseball that player is always the pitcher. Whenever either team in a game uses a DH, check this box and place the defensive player for which the DH bats in the last lineup slot. This will allow ScorePAD to gather defensive statistics for that player without placing him or her in the batting order.

When you have checked this checkbox, a lineup slot will appear at the end of the score card with no at-bat squares adjacent to it. You do not have to assign a DH when this box is checked.

Add players to database checkbox

This flag tells ScorePAD's conduit whether or not to add any penciled-in players to your desktop RosterPAD database. If you check this box, any players you add to the game by manually writing them in will be added to RosterPAD's desktop database during your next HotSync. If you have performed a Save Lineup operation for a given team from ScorePAD (see Ending a game), that team's players have already been added to RosterPAD's database and there is no need to use this checkbox.

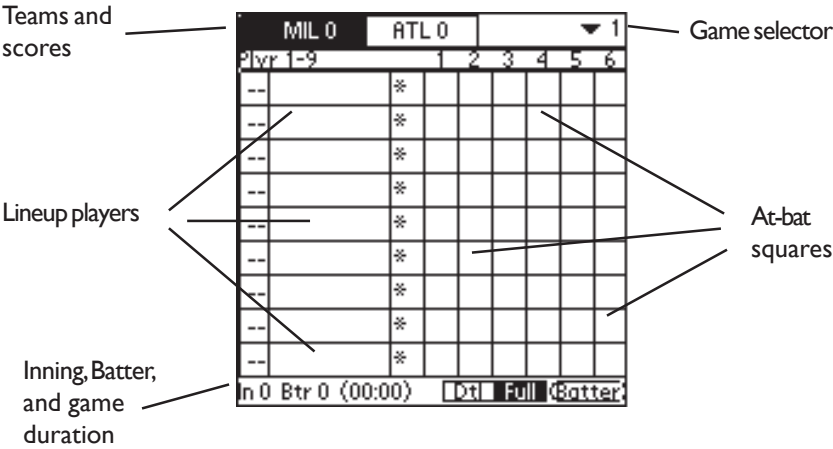
This flag is automatically turned off when you start ScorePAD.

For teams that you do not expect to face again, you will want to leave this box unchecked. Once players are added to the desktop RosterPAD, they will HotSync down to the Palm RosterPAD database. Once you add players to your Palm's RosterPAD database, they will be added to the desktop Roster database during the next HotSync operation. No matter the way you add player to the Roster database, they will end up on both the Palm and desktop Roster databases.

Don't Synchronize checkbox

If you do not want a specific game to HotSync to ScorePAD's desktop database, you can check the **Don't Synchronize** checkbox for that game.

Filling in the ScoreCard



*Score Card Full Game view
(blank)*

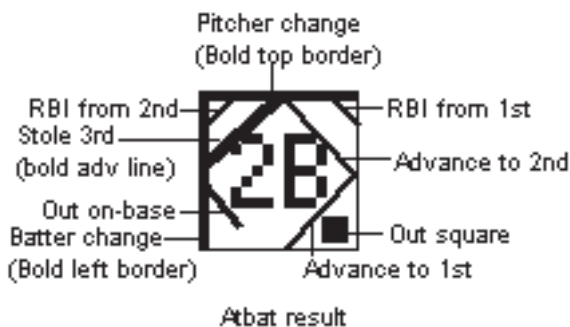
The ScoreCard view

The ScoreCard view displays the status of the entire game. This view shows you the following game information:

- Game number
- Opposing teams and scores
- Player's name, number, & defensive position
- Game duration
- Individual at-bat results for each player
- Current inning and batter

Tapping the Batter button takes you to the current at-bat.

Each individual square to the right of lineup player information on the ScoreCard view represents an at-bat. Once at-bats are scored, ScoreCard squares graphically represent a number of events that occurred during that at-bat. The graphic on the next page shows each graphic component of the an at-bat square and the event that it represents.



Each at-bat square graphically represents one or more of the follow informatio about the at-bat

- On-base or out result
- Base advances
- Stolen base
- Out on-base
- RBI from 1st, 2nd, and/or 3rd base
- Out (without reaching base)
- Pitcher change
- Batter change

The game view shows you nine players and up to nine innings. If you have scored one to six innings, this view shows player full last name and defensive position. After six innings, this view changes as follows:

Innings 1-6	Player number, name, defensive position and all at-bats
Innings 7-8	Same as 1-6 but compressed player name
Innings 9 -	Player number, partial last name, and 9 innings of at-bats

During the seventh and eighth innings, the players' last names are reduced in size. After scoring nine or more innings, the defensive position is removed from this view. You can still change defensive positions in this view, the Edit Lineup View, or the Lineup Wiz.

If you have more than 9 players per team you will need to scroll down using the up and down buttons on your PDA. In order to see extra innings you will need to use the arrows at the top of the screen to scroll.

Creating the starting lineup

ScorePAD automatically loads the rosters of the teams you select in the Game Setup View. In the ScoreCard view you will select the lineups for each team.

If you have never saved the starting lineup for either team, no player names will show up on the score card. If you have saved a starting lineup for the current team, the last saved lineup will automatically appear on the Score Card view.

To select lineups you must:

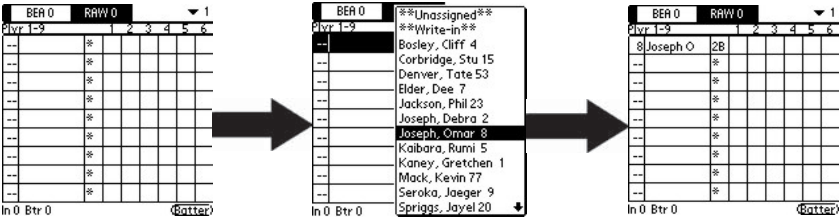
1. Select the team
2. Select a batting order
3. Select a defensive position for each player

Selecting a team's scorecard

In the Title Bar, ScorePAD displays the team names, and scores. These name/score displays serve a dual purpose. In addition to showing the current scores, they serve as buttons to select team cards. By touching either team, you select that team's score card. The selected team will appear in reverse. In the example below, Rawhides (RAW) is selected.



Selecting players



Tap lineup position

Tap player in list

Player appears in Lineup

To select a player when RosterPAD players have been pre-entered:

1. Touch the batting slot you wish to change.
 2. A list box will appear with the names of all players entered for that team.
The player list box will show position players first, then pitchers. Each list is in alphabetical order.
 3. Touch the name of the player you wish to place.
- Once you have selected a player for each slot in the batting order, the lineup is almost complete.

If you have not entered players for the selected team into RosterPAD, the Lineup view will appear whenever you tap a player position.

Moving players around in the lineup

BEA 0	RAW 0	1	2	3	4	5	6
12	Dogg P	SS					
2	Allison T	RF					
29	Davis B	3B					
11	Davis J	2B					
24	James C	LF					
6	Potvin J	1B					
00	Kilpatrick G	C					
5	Ricchi R	CF					
51	Hazlett D	P					
In 0	Btr 0						(Batter)

BEA 0	RAW 0	1	2	3	4	5	6
12	Dogg P	SS					
2	Allison T	RF					
29	Davis B	3B					
11	Davis J	2B					
24	James C	LF					
6	Potvin J	1B					
00	Kilpatrick G	C					
5	Ricchi R	CF					
51	Hazlett D	P					
In 0	Btr 0						(Batter)

BEA 0	RAW 0	1	2	3	4	5	6
12	Dogg P	SS					
2	Allison T	RF					
29	Davis B	3B					
11	Davis J	2B					
24	James C	LF					
00	Kilpatrick G	C					
5	Ricchi R	CF					
6	Potvin J	1B					
51	Hazlett D	P					
In 0	Btr 0						(Batter)

Touch player to move

Drag pen to destination slot

Lift pen

The Score Card view provides a graphical interface for moving players around in the lineup. This operation is very useful for minor batting order changes from day to day. You can only move a batter if that batter and all batters between that batter and the destination slot have no plate appearances or the originating and destination batters have no plate appearances

After all players have batted, you can still use this function if the starting slot and destination slot batter have not completed plate appearances. In the case of two or more players entering the game at the same time, you can use straight substitution until one of the players come to the plate. Then you can swap players in the batting order until you arrive at the correct batting order of the new players.

To change a players batting slot:

1. Touch the players name.
2. While holding down your pen, slide the player to the destination batting slot.
Batting slots will highlight and un-highlight as you move your pen over them.
3. When the destination batting slot is highlighted, lift your pen. The player will move to that batting slot.

Setting defensive positions

Finally, you must set the defensive positions of your lineup. ScorePAD makes this task just as easy as setting the lineup. Touch the box to the right of player's name. A list box will appear with all defensive positions recognized by ScorePAD. Tap the correct defense position and you are done. You should have one and only one pitcher per lineup. If no pitcher is selected pitching statistics are credited to Unknown Pitcher.

When you have selected defensive positions for each player, you have completed the starting lineup. You can also set the lineup and defensive positions in the LineupWiz and the LineupView.

Creating lineup without RosterPAD data

In some cases, (e.g. tournaments) you do not have rosters for opposing teams. In these cases you can use the Lineup view to create and edit ScorePAD lineups.

To move to the Lineup view, select **Edit Lineup** from the **Options** menu of the Score Card view.

You must enter player numbers for each player in the lineup. Last name, first name, and position are optional. If you enter a player number and RosterPAD has team data, the Lineup view will automatically fill the name and position fields. If your lineup has more than 10 players, you may use the scroll bar on the right to scroll to the remaining players. For details on the use of the LineupView see **The Lineup View** later in this chapter.

Saving the starting lineup

If you have scored professional baseball games, you have probably recognized that starting lineups do not change very much from game to game. ScorePAD gives you the benefit of saving the starting lineup for a given game to use for the next game you score.

To save the starting lineup:

1. Select **Save Lineup** from the **Options** menu.
2. ScorePAD will prompt you to save either or both of the teams' lineups.
3. Select the lineup(s) you want to save

ScorePAD will update your RosterPAD database with the defensive position and batting slot of each starting player for the team(s) you select. If any of the

players don't exist in RosterPAD's database, ScorePAD will add them.

The score card with complete lineup

When you have completed the starting lineup, the ScoreCard view will show each player's number and defensive position. Since you have not begun scoring the game, the grid of at-bats for all innings and all players will be blank.

BEA 0		RAW 0		▼ 1					
Plyr 1-9				1	2	3	4	5	6
10	Webster D	2B							
15	Corbridge S	LF							
23	Jackson P	SS							
44	Thygesen S	3B							
2	Joseph D	C							
20	Spriggs J	CF							
7	Elder D	1B							
4	Bosley C	RF							
47	Booth R	P							
In 0		Btr 0							

Score Card view with a complete lineup

Player substitution

As each team substitutes players, you must make changes to your score card to reflect those substitutions. Changes in the lineup take place in two forms; straight and double switch.

Straight substitution

In a straight substitution, one or more players enter the game in the same batting order and defensive positions as the players they replaced.

Double switch substitution

In a double switch, two or more players enter the game in different defensive positions than the players they replaced in the batting order. For instance, a coach might bring in a new pitcher and a left fielder. In a double switch he places the left-fielder in the current pitcher's batting slot and the pitcher in the current left-fielder's batting slot.

In Major League Baseball a coach usually decides to perform a double switch when the pitcher is scheduled to have an at-bat in the next inning but the coach wants a better hitter to bat in that spot instead.

With ScorePAD you can substitute any player for any other player. ScorePAD maintains statistics for all players that participate in a game whether starting or substitutes.

Substitution flexibility

If a double switch occurs in a game and you are not sure of the batting order assignments of the players that entered the game, you can perform a straight substitution and change the batting order as the substituted players come to the plate. To change the order as the players come to the plate, you must use the Lineup Wiz or ScoreCard view's drag-and-drop capability to swap the batting order positions of any of the players that have not come to the plate. (See Moving players around the lineup.)

The Lineup Wiz also offer flexibility in moving players among defensive positions. If you assign players to the wrong positions or players change positions, you can use the Lineup Wiz to make corrections or position changes. Lineup Wiz uses a drag-and-drop interface to assign players to defensive positions or move players among defensive positions.

Missed substitutions

If you miss a substitution some time during the game you can easily correct the mistake. Replace the player you want to substitute for from the Lineup Wiz or ScoreCard View with the missed player. Select **Missed sub** from the prompt and from the **Retroactive Substitution** pop up menu select the inning and batter when the substitution was supposed to occur.

You can use the following screens to perform substitutions:

ScoreCard View - all substitutions and defensive changes until 9th inning

Lineup View - all substitutions and defensive changes

GSP View - Pitching change, Pinch-hitter, and Pinch-runner

Lineup Wiz - all substitutions and defensive changes (recommended)

Making substitutions in the ScoreCard View

To substitute a player in the ScoreCard view, touch the name of the player in the batting slot for whom you want a player to substitute. When the list of team players appears, touch the name of the player entering the game. ScorePAD will always prompt you as to whether you are making a substitution or correction. If you do make a correction, ScorePAD will ask you to reassign any previous at-bats to the corrected player.

Making substitutions in the Lineup View

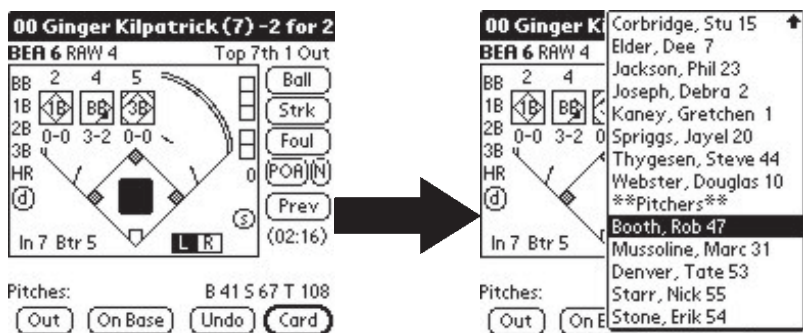
If you tap a batting slot in the ScoreCard view and the team of the player being substituted, has not been entered into RosterPAD, the Lineup View will appear. This view allows you to change the names, player numbers, and defensive positions of any player in the lineup. You can use this view to make substitutions whenever you don't have a team entered into RosterPAD. Whenever you change a player's number or defensive position in the Lineup View, ScorePAD will prompt you as to whether this change is a correction or a substitution. Any other change is taken as an update or correction to player information.

Making substitutions in the GSP

You can perform three types of substitutions in the At-bat or GSP view:

1. Pitcher substitution
2. Pinch-hitter
3. Pinch-runner

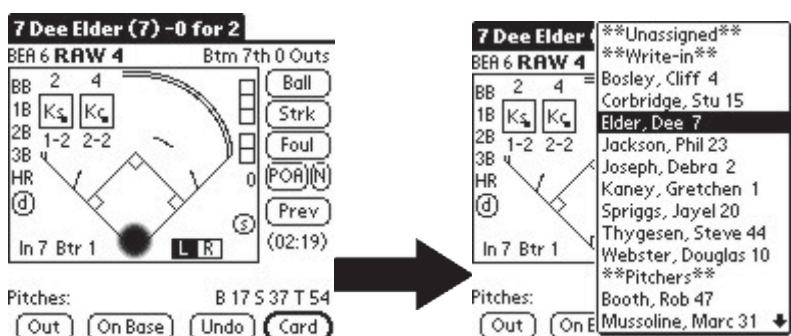
To perform pitcher substitution:



Hold pen down on pitcher's mound for 2 seconds

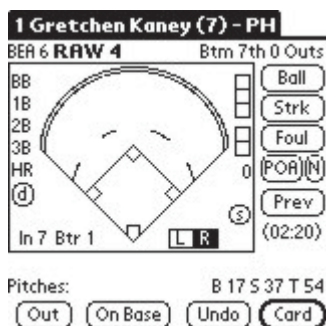
Select new pitcher from list

To select a pinch hitter, perform the following steps:



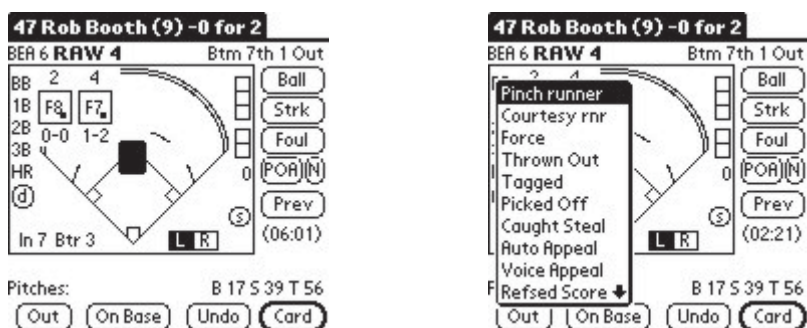
Hold pen on home base for 2 seconds, list will pop-up

Select the pinch-hitter from player list



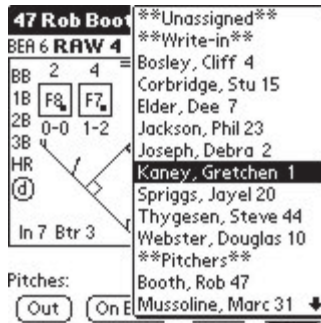
The new pinch-hitter

To select a pinch-runner, perform the following steps:



Hold your pen on an occupied base

Select pinch-runner from the list



Select the name of the pinch-runner from the list

Adding players that are not part of a RosterPAD Roster

If you have created a RosterPAD database for a team and have not added all of the players for that team, you can "write in" players in any game either as a starter or a substitute.

When the roster list appears in the ScoreCard, GSP, or Lineup Wiz views, you will see the line "**Write-in**" at the top of the list. If you select ****Write-in**** ScorePAD will display the Edit Player dialog. This dialog allows you to write in a starter or perform a substitution as if you were using the Lineup View.



Edit player dialog

The Edit Player dialog will also appear when you attempt to create lineups or perform substitution in the GSP view or Lineup Wiz when you do not have RosterPAD data for a team.

The Lineup view

Lineup				BEA 0	RAW 6
#	Last	First	Pos		
1	10 Webster	Douglas	2B		
2	15 Corbridge	Stu	LF		
3	23 Jackson	Phil	SS		
4	44 Thygesen	Steve	3B		
5	2 Joseph	Debra	C		
6	20 Spriggs	Jayel	CF		
7	7 Elder	Dee	1B		
8	4 Bosley	Cliff	RF		
9	47 Booth	Rob	P		

Lineup View

You can use the lineup view to perform the following:

- Select or substitute lineup players
- Select or change defensive positions for lineup players
- Gain access to substitutions
- Edit player detail
- Clear lineups
- Swap teams and lineups
- Undo the last substitution

Editing the lineup

You can use the Score Card view to perform lineup setup and player substitution for teams that have all of their players in RosterPAD. If you have not entered players into RosterPAD, the Lineup Dialog will allow you to write player numbers and names into the lineup. You can also select RosterPAD players in the Lineup dialog.

To select a player from RosterPAD, touch the number of the batting slot to which you want to assign a player. A list box will appear with all player names previously entered into RosterPAD. Touch the player you wish to add to that batting slot. You may also select RosterPAD players by entering the player's number. The player's name and defensive position will immediately fill in if that player number corresponds to a player entered into RosterPAD.

Clearing lineups

To clear a lineup, select **Clear Lineup** from the **Options** menu. This option will clear the lineup of the currently selected team. This option is only available before you score the first at-bat of a game. If the current team has RosterPAD players, and you exit the back to the ScoreCard view, ScorePAD will fill any empty lineup slots with saved lineup players.

Swapping teams and players

If you fill out a lineup card but put the visiting team under the home team area of the score card and vice versa, you can swap the lineups and team names with a single command. Select **Swap Lineups** from the **Options** menu. This option is only available before you score the first at-bat of a game. You can also swap lineups in the ScoreCard, and Lineup Wiz views.

Editing substitutions

You can edit any substitution for any lineup slot of either team. You can identify each lineup slot that includes substituted players in the Lineup View by the "S" displayed in the right-most column of a lineup slot.

Tap the "S" to access the Substitutions sub-view.

Lineup		BER 6	RAW 6
#	Last	First	Pos
1	10 Webster	Douglas	2B
2	15 Corbridge	Stu	LF
3	23 Jackson	Phil	SS
4	44 Thygesen	Steve	3B
5	31 Mussoline	Marc	C S
6	20 Spriggs	Jayel	CF
7	1 Kanev	Gretchen	1B S
8	54 Stone	Erik	P S
9	53 Denver	Tate	RF S

Substitutions

Subs for batting slot 9						
#	Last	First	Pos	In	O	AB
47	Booth	Rob		P	1	8 -
47	Booth	Rob		RF	8	8 -
55	Starr	Nick		PH	8	9 -
53	Denver	Tate		RF	9	- -

Done Done

Lineup view *Substitutions sub-view*

The Substitutions sub-view contains the following fields for each substitution:

- #** Player number
- Last** Last name
- First** First name
- Pos** Defensive position
- In** Inning player entered the game
- O** Inning player left the game
- AB** At-bat during inning after which player left the game (if on defense)

Under this Substitutions sub-view, you can add, delete, or change any player substitution entry. For a player to get credit in offensive or defensive statistics, you must make sure that you include that player in either the Lineup View or Substitutions sub-view. When you make lineup changes or substitutions in the Score Card, GSP, or Lineup Wiz, ScorePAD, automatically creates lineup entries and substitution entries in two screens. You will only need access to these screens to correct errors you make in lineup changes.

Undo last substitution

You can undo the last substitution as many times as you like during a game. From the **Options** menu select **Undo last substitution** either in the GSP, Lineup or Lineup Wiz views. You will be prompted to either select Erase Substitution or cancel.



Player detail

Subs for batting slot 9						
#	Last	First	Pos	In	Out	AB
47	Booth	Rob	P	1	4	-
31	Mussoline	Marc	P	4	-	-

Mussoline, Marc 31

Batting hand: ▼ Right

Throwing hand: ▼ Right

Add'l errors: ▼ 0

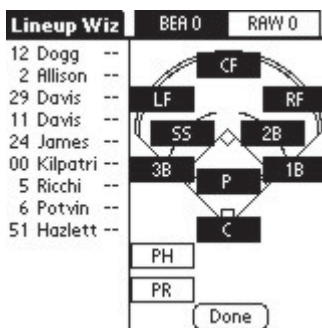
Save opportunity

In both the Lineup View and Substitutions sub-view, you can edit player detail. To access player detail for any player, tap in the First or Last name fields of the a lineup or substituted player then select **Edit player detail** from the **Options** menu.

- Change player batting hand and throwing hand
- Charge additional errors (errors not causing reaches or advances)
- Charge pitcher with save opportunity (if no save awarded)

For write-in players, their batting and throwing hands default to Right. The Save Opportunity check box only appears when a player's defensive position is Pitcher.

The Lineup Wiz



The Lineup Wiz

The Lineup Wiz is a graphic view of a team's batting order and defensive assignments. This graphic view gives you the power to do the following for both teams:

- Assign players to the batting order
- Drag-and-drop players up and down the batting order
- Drag-and-drop players from the batting order to defensive positions
- Select players from the roster directly to defensive positions
- Drag-and-drop players from one defensive position to another
- Discern which defensive positions are not filled
- Discern which defensive positions have more than one player assigned

You can get to the Lineup Wiz in the following ways:

1. By selecting **Lineup Wiz** from the **Options** menu of the ScoreCard view.
2. By pressing the "d" button on the left side of the **GSP** view (Under the HR).
3. By pressing **Go to Lineup Wiz** button when ScorePAD prompts you before the first at-bat of each half-inning whenever the team going on defense doesn't have all of its defensive positions assigned. You must set the **Check for complete defense** preference in the GSP view to have ScorePAD prompt when the defense is incomplete.

Assigning players to the batting order

You can assign players to the batting order of the Lineup Wiz in the same way you assign players in ScoreCard view. Touch the Position to which you want a player assigned. If that player's team has a RosterPAD database, the Lineup Wiz will display a list of players. Touch the player you want to assign to complete the operation. If the team does not have a RosterPAD database, the Edit Player

dialog will appear allowing you to use Graffiti to write-in the player's number, last name, and first name. You can use your pen to select from a list of defensive positions. Only the player number is required.

You can also assign a player to the next open batting slot by touching a defensive position, then selecting or writing in a player. This action assigns the defensive position you touched to the player you selected and adds that player to the next open batting order slot. This feature is handy when you do not have a lineup card but you can see the players in the field. You always use drag-and-drop to change the batting order as the players come to the plate.

Dragging players to defensive positions

Once you set the lineup, you can drag players into defensive positions by putting your pen on the player, holding down your pen, and dragging the player onto a defensive position. You can tell that a defensive position is unassigned when it appears highlighted on black and white displays or red on color displays.

Dragging players around the lineup

You can move players up and down the lineup by dragging them with your pen. To change a player's lineup position, touch the player with your pen, drag the player to a new lineup slot and lift your pen.

The player you want to drag and the destination batting slot must not have had an at-bat. This feature helps when you know the defensive setup but don't know the batting order. You can set the defense while the team is in the field, then drag-and-drop players into their proper lineup slot as they come to the plate.

Swapping defensive positions

You can swap defensive positions between two players by dragging from one defensive position to another. If the destination defensive position is not assigned, the dragged player will be assigned to the destination defensive position and the original defensive position will become unassigned.

Discerning open and duplicate defensive positions

When a defensive position is open it will appear in reverse on the right side of the Lineup Wiz. When a position is assigned to 2 or more players, the position abbreviations next to each player will appear in reverse (red on color displays).

Lineup Wiz Examples

There are multiple ways of making substitutions in Lineup Wiz. The descriptions below will guide you through all the possibilities. In this example there are 12 players in the lineup (all bat) but only 9 play defense. These same methods can be used by leagues that play and bat only 9 players at a time.

Lineup Wiz	BEA 1	RAW 3
10 Webst	2B	
15 Corbrid	LF	
23 Jackso	SS	
44 Thyge	3B	
2 Joseph	C	
20 Spriggs	CF	
7 Elder	1B	
4 Bosley	RF	
47 Booth	P	
5 Kaibar	--	
77 Mack	--	
9 Seroka	--	

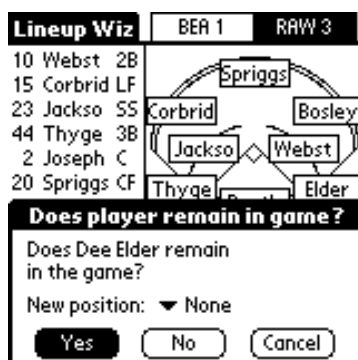
Lineup Wiz	None	1	RAW 3
10 Webst	Pitcher		
15 Corbrid	Catcher		
23 Jackso	1st Base		
44 Thyge	2nd Base		
2 Joseph	3rd Base		
20 Spriggs	Short		
7 Elder	Left		
4 Bosley	Center		
47 Booth	Right		
5 Kaibar	DH		
77 Mack	PH		
9 Seroka	Short Fldr		
	Extra ...		

Lineup with 12 players but only 9 have defensive positions. The screen on the left shows 3 of the players with no position. The screen on the right shows a substitution being made at 3rd base by tapping on the position.,

Lineup Wiz	BEA 1	RAW 3
10 Webst	2B	
15 Corbrid	LF	
23 Jackso	SS	
44 Thyge	3B	
2 Joseph	C	
20 Spriggs	CF	

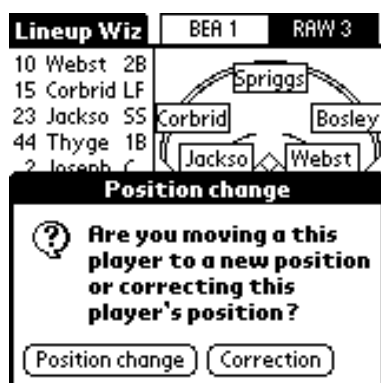
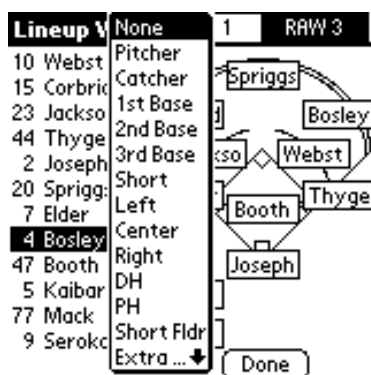
Lineup Wiz	BEA 1	RAW 3
10 Webst	2B	
15 Corbrid	LF	
23 Jackso	SS	
44 Thyge	3B	
2 Joseph	C	
20 Spriggs	CF	

In this example the 3rd baseman has been replaced by the player batting 10th but had no defensive position. The dialog above pops up when the substitution is made. In this case we will have the player being subbed for at 3rd base move to first base defensively. Before selecting the Yes button use the down arrow to select the 1st base as the new position. Then select Yes.

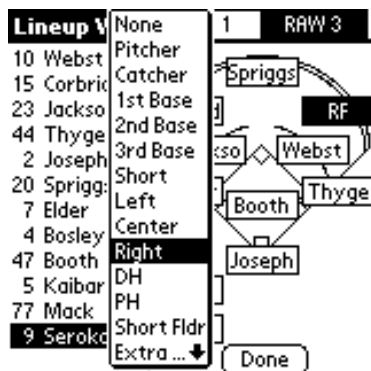


Once again the dialog box appears but in this case the starting 1st baseman moves to position none. This allows the player to remain in the lineup batting 7th.

Another example shows an existing fielder being moved to no position but remaining in the lineup.



Touch the position next to the players name and a dialog box appears (see screens above). In this case we will select Position Change. It now leaves an opening in RF and this time we touch the position next to the player we would like to become the new right fielder.



A third example shows by selecting the position on the field. A substitution can be made straight up using this method (one player replacing another).

Lineup Wiz	BEA 1	RAW 3	Lineup Wiz
10 Webst 2B			10 Webst 2B
15 Corbrid LF			Joseph, Debra 2
23 Jackso SS			Joseph, Omar 8
44 Thyge 1B			Kaibara, Rumi 5
2 Joseph C			Kaney, Gretchen 1
20 Spriggs CF			Mack, Kevin 77
7 Elder --			Seroka, Jaeger 9
4 Bosley --			Spriggs, Jayel 20
47 Booth P			Stone, Erik 54
5 Kaibar 3B			Thygesen, Steve 44
77 Mack --	Webster, Douglas 10		
9 Seroka RF	**Pitchers**		
	Booth, Rob 47		
	Mussoline, Marc 31		

Lineup Wiz	BEA 1	RAW 3
10 Webst 2B		
15 Corbrid LF		
23 Jackso SS		
44 Thyge 1B		
2 Joseph C		
20 Spriggs CF		
7 Elder --		
4 Bosley --		
47 Booth P		
5 Kaibar 3B		

Lineup change ⓘ

Are you making a lineup correction or substitution?

(Missed sub)

Correction Substitution Cancel

In this instance, Stone is a new player entering the game and it prompts a dialog box asking about the substitution. When selecting substitution the new player assumes both the position and batting order slot held by the player he replaced.

Lineup Wiz	BEA 1	RAW 3	Lineup Wiz
10 Webst 2B			Joseph, Debra 2
15 Corbrid LF			Joseph, Omar 8
23 Jackso SS			Kaibara, Rumi 5
44 Thyge 1B			Kaney, Gretchen 1
2 Joseph C			Mack, Kevin 77
54 Stone CF			Seroka, Jaeger 9
7 Elder --			Spriggs, Jayel 20
4 Bosley --			Stone, Erik 54
47 Booth P			Thygesen, Steve 44
5 Kaibar 3B			Webster, Douglas 10
77 Mack --	**Pitchers**		
9 Seroka RF	Booth, Rob 47		
	Mussoline, Marc 31		
	Starr, Nick 55		

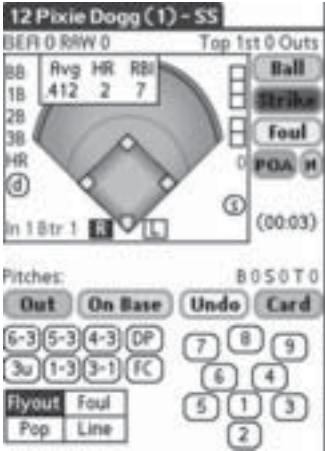
After substituting a new pitcher (on the previous page) the final result of all the changes are shown below.



Scoring an At-bat



GSP view with batter at plate



GSP view with extended screen Palms



GSP view when batter reaches base



The GSP view

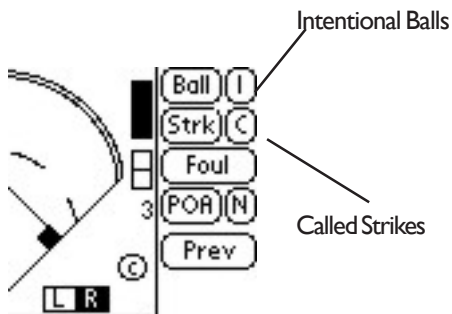
ScorePAD designed the GSP view to include almost every detail of the current at-bat. Some of the newer Palms have extended screens and ScorePAD takes advantage of the real estate and offers hot buttons to record outs with one pen touch. Information available on the GSP view include:

- Player name and number
- Player game at-bat stats
- Player batting order
- Ball & strike count
- Pitch sequence
- On base results
- Out results
- Base advances
- Batting hand of batter
- Pitch count
- Game score
- Inning and batter count
- Q Button for scoring one-touch outs
- Pop-up access to pitcher season and game stats
- Pop-up access to player season and game stats
- Pop-up access to inning totals for both teams
- Pop-up access to lineups and 0-fors for both teams
- Access to spray charts
- Access to pitch detail
- Access to other at-bat details
- Access to previous and next at-bats

Since you will spend most of your scoring time in this view, we have made most scoring actions available on Game Situation Panel. This view represents a single square on the typical score sheet. However, it also displays game status including graphic indicators for each base runner during the current at-bat. As you finish scoring an at-bat, ScorePAD calculates new statistics and moves to the next logical batter. ScorePAD continues to move to the next batter in the batting order until three outs are recorded.

As the teams switch between offense and defense, ScorePAD keeps track of the batting order and automatically presents you with the proper player for the upcoming at-bat. ScorePAD also recognizes when the last batter of the last inning should return to the plate in the next inning. This happens when his at-bat is interrupted by a teammate making the third out before his at-bat is complete (for example, caught stealing, picked-off, etc.)

Pitch buttons



(Deluxe version only)

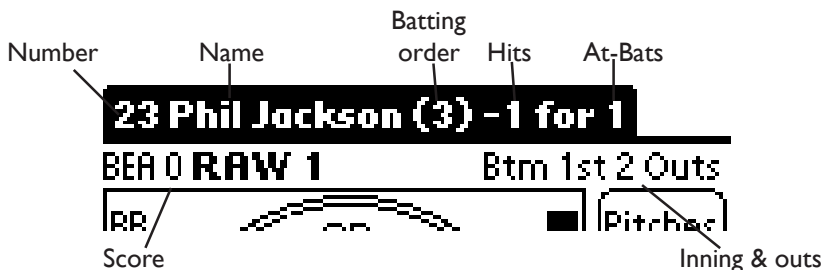
Along the right side of the at-bat square you will notice buttons: Ball, Strike, Foul, POA (Pick-off Attempt), N (No Pitch), Prev, and Next. The first five buttons allow you to record pitches counted against a pitcher's pitch count; the other two move you to the previous and next at-bats. You can set Preferences to include only balls and strikes in the pitch count.

Batter information

Along the top of the GSP view, the title bar of each at-bat contains:

- Player number
- Player name
- Player batting slot
- Player game batting record

Game/at-bat status



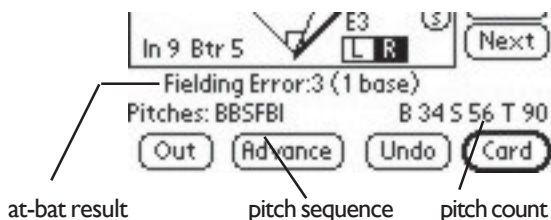
The GSP view shows game status on the line directly below the title. The right side of this line shows the visitor's team and score followed by the home team and score. The left side shows the inning half, inning number, and the number of outs.

Below the at-bat square you will find the result line. The result line contains a verbal description of the at-bat result. This line exists to help make an association between some of the abbreviations in the scoring square and generally understood baseball terminology.

Pitch line

Under result line you'll find the pitch line. On the left, the pitch line displays the pitch result sequence. You will see one letter for each pitch using the following mnemonics:

- B = Ball
- S = Strike - swinging
- L = Strike - looking
- F = Foul
- P = Pick off attempt
- N = No pitch
- I = Ball put in play



On the right side of the pitch line you will find the pitch count. The pitch count shows the number of balls (B), strikes (S), and total (T) pitches. Balls and strikes will not always add up to the total since ScorePAD includes No Pitches and Pick-Off-Attempts in the total pitch count. Since they are neither balls nor strikes, ScorePAD won't include Pick-Off Attempts or No Pitches in either B or the S counts.

At-bat result buttons

You will find the result buttons **Out**, **On Base**, and **Advance** at the very bottom of the GSP view. While you record balls and strikes you will see the **Out** and **On Base** buttons at the bottom of the view. Once the player has reached base, the **Advance** button takes the place of the **On Base** button. To record an at-bat result, touch **Out** or **On Base** and pick from the list of results.

Visual cues

This view also gives you visual cues that show more game information. The at-bat visual cues are:

- Shaded squares for each occupied base
- Darkened base paths for those run by batter
- A line to show the destination of the ball put in play
- Darkened ball and strike squares
- Square around hit or walk indicator, where applicable

Visual cues increase your enjoyment of the game as you score. They show the game/at-bat status at a glance thereby increasing the time you spend actually watching the game. ScorePAD automatically generates these graphical indicators with the exception of some ball put in-play destinations.

Scoring procedure

In ScorePAD, a game is simply the aggregate of all of its at-bats. ScorePAD at-bats contain:

- Pitcher
- Pitch sequence
- Pitch results
- On-base and/or out reasons
- Destination of ball put in play
- Base advance reasons and players
- Pitch detail

To score an at-bat, follow the steps below:

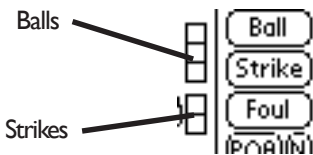
1. Record balls and strikes by pressing the appropriate buttons
2. Touch either the **Q (one-touch outs)**, **Out** or **On Base** buttons
3. Choose the on-base or out type
4. Touch on playing field to show where batter hit ball
5. Touch the **Advance** button to move batter around bases or drag-and-drop runners
6. Touch the **Out** button and reason to show batter out on-base

Recording pitches

Since you will spend a great deal of time watching and recording balls and strikes, we make this operation simple and flexible. Some scorers are used to the routine of looking up for the pitch and looking down to record the pitch (some for several decades.) If you want to maintain that habit you can either touch the one of the five pitch buttons,



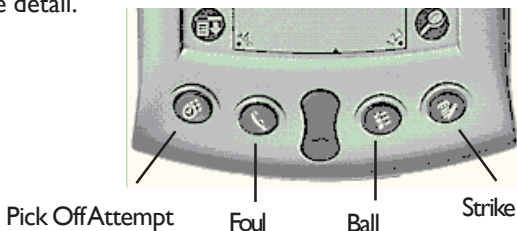
or touch the area that graphically displays balls and strike



If want to watch the game without looking down for every pitch, touch the proper pitch buttons to record pitches. You will probably have to look down at them at first. After memorizing the buttons you will enjoy looking at the game and touching the proper button to record a pitch.

The Palm OS device hardware buttons only work this way in the GSP view of ScorePAD. To move to other Palm OS device applications, touch the Card button to move to the ScoreCard view. Once in the ScoreCard view, the buttons will work as normal.

You can configure the hardware buttons in the GSP view. Select **Button Preferences** from the **Options** menu to bring up the Button Preferences dialog. You can set any button to any function. Valid button functions are: Off, Pick-off attempt, Foul, Ball, Strike-swinging, Strike-looking. If you set a button to off, that button will default to its regular Palm function. See *Button Preferences Dialog* for more detail.

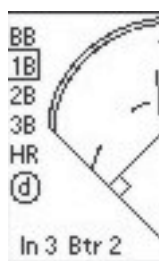


The No Pitch

ScorePAD allows you to record a No Pitch by touching the **N** button. Fortunately, this rarely occurs. A no pitch happens when the pitcher attempts a pitch and for some reason, either the batter asked for time-out, the umpire was not ready, something or someone interfered, or for some other reason, the umpire calls "No pitch," and throws his hands up and forward. The pitch still adds to the pitch count but is not called a ball or a strike.

Reaching base

When a batter reaches base on a base on balls or a hit, tap the proper on-base button on the left side of the at-bat square.



- BB - Walk or base on balls
- 1B - Single
- 2B - Double
- 3B - Triple
- HR - Home run

For other on-base types, touch the **On Base** button at the bottom of the GSP view and select the proper on-base result.

Visit the Reference chapter in this manual for a list of on-base results and their reasons. Once you select an on-base result, all pitch buttons disappear and a single **Pitches** button appears. To view or edit pitch detail, touch the **Pitches** button.

You can cancel the on-base result you selected by touching the **Undo** button. This button does not undo the runners that you advanced after you placed the batter on-base. You will need to use the **Prev** button to get back to each batter and undo any changes made.

Destination of ball put in play

ScorePAD allows you to select destination of hit or out by directly touching the location of the ball on the screen.

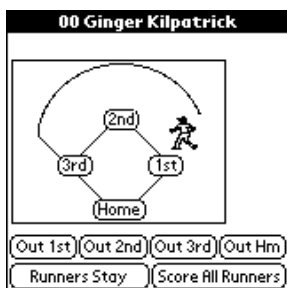
Charge dropped foul or additional error

When a batter's at-bat is extended due to an error in foul territory you can select **AtBat** from the GSP view and tap **Charge additional error**. Then select the defensive position charged with the error and follow the prompts to complete the play. When finished it will bring you back to the current batter.

Advancing base runners

When you select an on-base result, the **On Base** button disappears and the **Advance** button appears. After touching the **Advance** button, select the proper advance reason from the list. Advance reasons such as batter advance will prompt you for more information. If runners are on-base, ScorePAD will prompt you to advance those runners unless the advance of runners on-base is automatic. In the case of a Hit-by-pitch, Walk, Triple, or Home run, base runners are automatically advanced.

You can also move a baserunner through prompts created by ScorePAD. Simply tap on the base the runner now occupies or use the selections below to take care of all baserunners at once or to throw a baserunner out at a specific base.



Advancing Runners

Drag and drop base advances

While you record the at-bat of current batter (the batter now at the plate,) you can use the Drag-and-Drop runner advance feature.

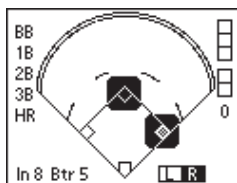
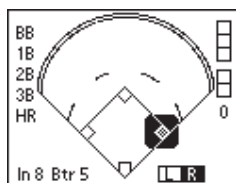
Drag-and-Drop base advances were designed to allow you to advance runners on base while recording the balls and strikes for the current batter. This function saves you the effort and time of moving from one at-bat to the next every time a runner advances. Drag-and-drop allows you to advance any runner presently on base from the screen of the batter at the plate. Drag-and-drop base advances will not work in some cases if the current batter has reached base.

To use Drag and drop, complete the following steps:

1. Touch your pen on any occupied base and drag from that base to the destination base for that runner. The base will highlight when you have dragged far enough.

2. Lift your pen. ScorePAD will display a list box of Advance

3. Select the appropriate advance type.



Touch Runner

Hold pen down and
drag to new base

Select advance reason

You can also touch any occupied base to move to that at-bat screen.

1. Once you are at the runner's at-bat screen, touch the Advance button.

2. Select the appropriate advance type.

3. ScorePAD will prompt you for the destination base for that runner. Select the destination base.

4. Once you have completed work on that at-bat, touch Home plate and ScorePAD will take you back to the current at-bat.

Note: Drag-and-drop runner advances were designed as a convenience. During an at-bat, if a runner steals a base or advances on a wild pitch, passed ball, etc., you can use drag-and-drop.

Recording an out

The GSP view allows you to record outs five ways.

- ❑ When you are keeping pitches and record a total of three strikes, the GSP view assumes that the batter struck out.

- ❑ You can record one-toch outs with the **Q** button located to the right of home plate. Once selected a drop down menu appears with several different ways to record an out. For example, touch 6-3 and it automatically record a groundout to the shortstop. (**ScorePAD's preferred method**)
- ❑ Whether a batter has reached base or not, you may touch the **Out** button at the bottom of the GSP view and select an out result. The out result list also contains Strikeout so you can select Strikeout from the list if you do not wish to touch strike three times.
- ❑ You can record outs using Graffiti abbreviations. When using Graffiti to record outs you write the an abbreviation of the out result. For example, writing "63" and the return gesture represents a grounder to shortstop thrown to first for the putout. "F8 return" would be a flyout to center field.
- ❑ When runners are on base, you may hold your pen on the runner for two seconds. When the list of out on-base out results appears, select the proper out type and record the defensive positions that assisted or performed the putout.

Defensive Positions

Some outs will require that you enter the defensive positions that assisted in or completed the putout. The Defensive Positions dialog will appear when the at-bat needs that information.

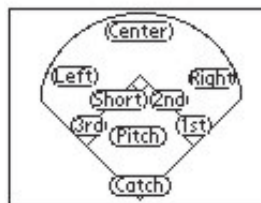
Defensive Positions



..... Undo Cancel Out

Defensive Positions

Defensive Positions



63..... Undo Finish Fielders

Finish Fielders

The Defensive Positions dialog shows the defensive positions by their position names. To record defensive positions, touch each position that assisted in or completed the putout. As you touch a defensive position button, the position number for the position button you tap appears on the edit line on the bottom-left of this dialog. The **Cancel Out** button will appear until you enter defensive

positions. Once you enter defensive positions, the **Cancel Out** button will change to **Finish Fielders**. When you finish entering defensive positions, press **Finish Fielders**.

If you make a mistake, touch the **Undo** button to erase that entry. If you want to cancel the out after you have entered one or more defensive positions, press the **Undo** button until **Cancel Out** reappears. Finally, press the **Cancel Out** button.

Base running outs

If the current batter has not completed his at-bat:

1. Hold your pen on the shaded base of the baserunner until a list of outs appears.
2. Select the out type for the runner.

You can also touch the base of the base runner or use the navigation buttons described in this chapter to move to the at-bat of a base runner. You can then press the Out button and select an out type for the runner.

Switching sides

AtBat	Options	Stats
Edit AtBat Details...	✓Y	
Edit Pitches...	✓J	
Edit Advances...	✓Q	
Edit Lineup...	✓E	
Edit Runs...		
Undo last substitution		
Charge additional error		
Official scoring change...		
Switch Sides	✓W	
Skip AtBat	✓H	
Clear AtBat	✓8	

When you press the Next button, ScorePAD moves to the next logical batter based on the game situation. After three outs, ScorePAD will move to the first logical batter on the opposing team.

In the case of maximum run rules or even the mutual agreement of the coaches and umpires, teams may switch sides in situations where there are less than three outs. In these situations, use the Switch Sides menu command. This GSP view menu command causes ScorePAD to immediately move to the next logical batter of the opposing team.

Skip At-bat

ScorePAD allows you to skip a batter. In games that use free substitution rules, players might leave the game leaving nine or more players in the lineup. Since you can't reduce the size of the lineup once you have gone through the entire

lineup, ScorePAD allows you to skip that player's at-bat and score the next batter.

In cases where the team has eight batters, the ninth batter would probably not be skipped but counted as an out. In these cases, don't use Skip At-bat. Give that batter an out

Clear At-bat

With Clear At-bat you can erase all of the events of an at-bat. This command quickly removes all pitches, base advances, reaches, outs, and hit location.

Advanced scoring - Graffiti abbreviations

Once you become an official expert baseball scorer (if you are not already), you can use ScorePAD abbreviations to score at-bats. You must use Graffiti to enter these abbreviations. ScorePAD recognizes abbreviations to speed up scoring for those familiar with baseball. Scoring this way feels nearly equal to scoring with paper. As you write the abbreviation with Graffiti, the letters you enter will appear directly below home plate of the GSP view. You must terminate your abbreviation with the down forward slash (the same stroke that you use to begin a new line) Below is a partial list of Graffiti abbreviations that ScorePAD recognizes.

- IB - Single
- 2B - Double
- 3B - Triple
- HR - Home Run
- BB - Walk or Base on Balls
- HB - Hit by Pitch
- K - Strikeout - prompt for strikeout type
- Kc - Strikeout - last strike called
- Ks - Strikeout - last strike swinging
- 63 - Groundout short to first
- T2 - Tag out by catcher (defensive position 2)
- L3 - Line out to first base (defensive position 3)
- F8 or 8 - Fly out to center field (defensive position 8)
- DP463 or 463 - Double Play
- LDP43 - Lined into double play; lined to second runner out at first
- E6 - Reached base on an error to short
- FC64 - Reach base fielder's choice, runner on first out short to second
- FF5 or 5F - Foul out to third base
- P6 - Popout to shortstop

ScorePAD recognizes many more abbreviations. This is just a partial list. Check the Reference chapter for an exhaustive list of abbreviations.

Navigating between at-bats

ScorePAD gives you several ways to navigate between at-bats in both the Score Card and GSP views:

Tap an at-bat on the Score Card view

Tap the Batter button on the ScoreCard view to go to the current batter

Tap the Prev or Next buttons on the GSP view

Tap a shaded base to go to the at-bat of the baserunner

Tap home base to go the current at-bat

Tap any of the previous at-bat graphics on the GSP view to go to previous at-bats of the current batter

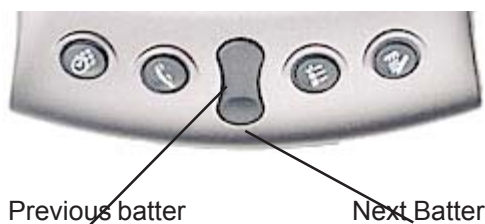
Use the graffiti back-arrow gesture to move to the previous at-bat of the batter

Use the Graffiti forward-arrow gesture to move to the next at-bat of the batter

ScorePAD records at-bats in the order they occur. As you move backward you may move from one team to the next.

The **Next** button moves you forward to the next at-bat. ScorePAD observes the number of outs and moves you to the correct team and batter. This happens only when you touch the Next button while at the current batter. The **Next** button disappears while the current batter is at the plate. When you enter a result, either out or on-base, the **Next** button reappears. When you reach the last out of the game, or the winning run is scored in the bottom of the last inning, the next button will disappear again.

You may also use the up and down Palm OS device hardware buttons to move from one at-bat to the next. The top button moves you to the previous at-bat while the bottom button moves you to the next at-bat.



Making changes

ScorePAD allows you to edit most information on an at-bat. The following methods are useful in correcting at-bat information:

- The Undo button
- The At-bat Details dialog

- The Advances dialog
- The Edit Runs dialog
- The Edit Lineup view
- The Pitch Details dialog

Undo button

You can always Undo actions you have performed on an at-bat. The Undo feature removes actions in the following order:

- Base advances
- Reach or out result
- Balls and strikes

Undo will also take away the base advances by other players during the play.

Edit At-bat Details

55 Nick Starr (9) -0 for 1
AtBat Detail
 Player: ▼ Starr, Nick 55
 Pitcher 1: ▼ Hazlett, Dan 51
 Pitcher 2: ▼ Pitchers
 Pitcher 2 start pitch: ▼
 Pinch Rnr: ▼ Unknown
 Courtesy runner
 Assts/PO: ▼ 7 ▼
 Atbat # in inning: ▼ 8 DP Out
 Out #: ▼ 3 Out during AB: #:

AtBat Detail
 Player: ▼ Jackson, Phil 23
 Pitcher 1: ▼ Hazlett, Dan 51
 Pitcher 2: ▼ Pitchers
 Pitcher 2 start pitch: ▼
 Pinch Rnr: ▼ **Unassigned**
 Qlty AB Big play Ctsy rnr
 Result: ▼ Home run
 Assts/PO: ▼ ▼
 Atbat # in inning: ▼ 4
 Earned run RBI for run scored
 Team unearned run

At-bat Details dialog

You can edit the attributes of an at-bat using the At-bat Detail dialog. If you missed a substitution and need to change the batter of the at-bat, use the at-bat detail dialog. See the At-bat Detail dialog for a list of all information that you can change. You can access the At-bat Details dialog by tapping the **Details** button in a completed at-bat or select **Edit At-bat Details** from the At-bat menu of the GSP view.

10.18i Rule

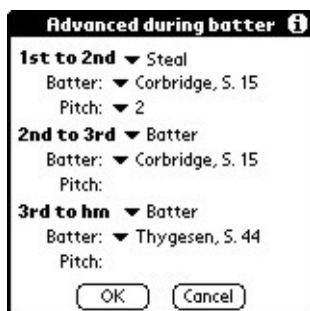
AtBat Detail allows you to account for the 10.18i rule. In simple terms, this rule states when pitchers are changed during an inning, the relief pitcher shall not have the benefit of previous chances for outs not accepted in determining earned runs.

The AtBat Detail allows you to make a run unearned to a team and earned to a pitcher at the same time.

Quality at-bat and Big Play (Deluxe Version Only)

There are two check boxes in At-bat detail that can be used to designate any at-bat a **Quality AB** or any good defensive play a **Big play**. Checking or not checking these boxes are at the sole discretion of the scorer. ScorePAD will not assume any at-bat or defensive play a quality at-bat or big play.

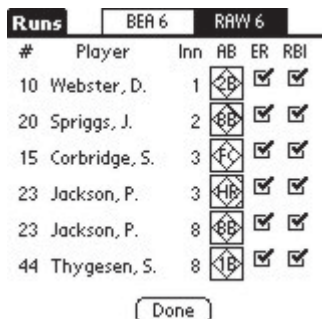
Edit Advances



Advances dialog

The Advances dialog allows you to change the batter and pitch during which a runner advanced. This information is useful for desktop statistics like runners advanced and runners in scoring position. To access the Advances dialog, tap the **Advncs** button on the GSP view.

Edit runs



Edit Runs dialog

The Edit Runs dialog allows you to change the Earned Run and RBI status of any run scored. Although you can use the At-bat Detail dialog to make these changes, you would have to go to the at-bat of each run. This dialog shows you

all of the runs scored by each team and gives you the opportunity to change them in one place.

Edit Lineup

The Edit Lineup view allows you create or change the lineup. This view has two levels. The top level allows you to edit details of players already in the game or to add substitutions to the game. To access the Lineup view, select **Edit Lineup** from the Options menu of the Score Card view or the At-bat menu of the GSP view.

After you have made one or more substitutions to a lineup position, you can go to the next level. The second level allows you to change the details of players for which you have substituted. To drill down to substituted players, tap the "S" in the right-most column of the Lineup View.

Lineup					
		BEA 6	RAW 6		
#	Last	First	Pos		
1	10 Webster	Douglas	2B		
2	15 Corbridge	Stu	LF		
3	23 Jackson	Phil	SS		
4	44 Thygesen	Steve	3B		
5	31 Mussoline	Marc	C	S	
6	20 Spriggs	Jayel	CF		
7	1 Kaney	Gretchen	1B	S	
8	54 Stone	Erik	P	S	
9	53 Denver	Tate	RF	S	

Lineup View

Subs for batting slot 9						
#	Last	First	Pos	In	O	AB
47	Booth	Rob	P	1	8	-
47	Booth	Rob	RF	8	8	-
55	Starr	Nick	PH	8	9	-
53	Denver	Tate	RF	9	-	-

Substitutions

Official Scoring Change

Official scoring change was designed for easy editing of how a runner reached base. A good example of this function would be if an error is later changed by the official scorer to a base hit. From the GSP view of that at-bat select Official scoring change under the AtBat dialog. This will allow you to make the change.

Statistics

Batters

The Batter Stats dialog shows each batters offensive statistics during the current game. This dialog displays the number of at-bats, runs, hits, RBI, walks, strikeouts, stolen bases, and season batting average for each player in the lineup and includes team totals on the bottom. You may select either team by pressing the team selector at the top of this dialog.

AtBat		Options	Stats
Batters...		<input checked="" type="checkbox"/>	V
Pitchers...		<input checked="" type="checkbox"/>	F
Line Score...		<input checked="" type="checkbox"/>	A
Spray Chart...		<input checked="" type="checkbox"/>	S

Batters		BEA 0	RAW 6						
Player	AB	R	H	HR	BI	BB	K	SB	AVG
Webster	3	2	1	0	0	1	0	0	292
Corbridg	4	1	1	0	1	0	1	0	300
Jackson	3	1	3	1	4	0	0	1	458
Thyges	2	1	1	1	1	1	1	0	250
Joseph	3	0	1	0	0	0	0	0	227
Spriggs	3	0	0	0	0	0	0	0	095
Elder, D.	2	0	0	0	0	1	1	0	176
Bosley	3	0	0	0	0	0	0	0	150
Booth, R	2	1	1	0	0	1	1	0	300
	25	6	8	2	6	4	4	1	257

Done

Batter Stats Dialog

Pitchers

The Pitchers dialog shows game statistics for each pitcher. In the ScoreCard view, pitchers of the displayed team appear on the Pitchers dialog. Conversely, in the GSP view, pitchers of the opposing team appear on the Pitchers dialog. You may switch teams by pressing the team selector at the top of this dialog.

AtBat		Options	Stats
Batters...		<input checked="" type="checkbox"/>	V
Pitchers...		<input checked="" type="checkbox"/>	F
Line Score...		<input checked="" type="checkbox"/>	A
Spray Chart...		<input checked="" type="checkbox"/>	S

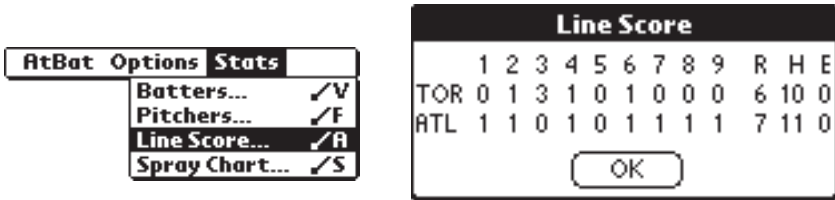
Pitchers		BEA 8	RAW 7					
Pitcher	IP	H	R/ER	BB/I	SO	HR	WP	Cnt
Booth	7	9	6	6	9	0	1	112
Stone	2	3	2	0	3	1	0	17

OK

Pitcher Stats Dialog

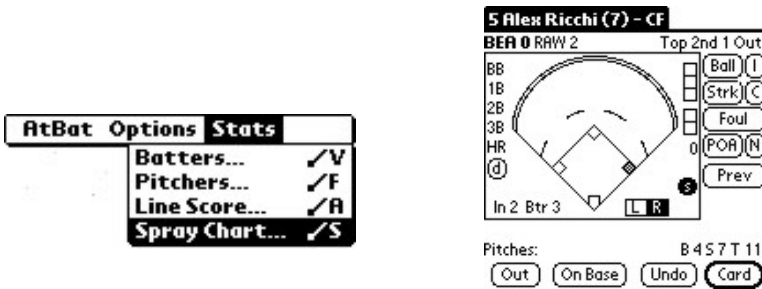
Line Score

The Line Score dialog shows the number of runs scored in each inning by each team. Invoke the Line Score dialog by selecting **Line Score** from the **Stats** menu in the ScoreCard and GSP views. In the event the game lasts more than nine innings, the Line Score dialog will display the last nine innings of the game at all times.

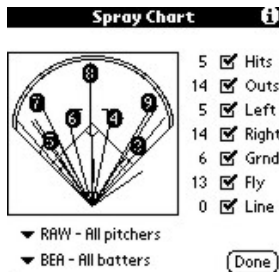


Spray Charts (ScorePAD Deluxe Only)

Spray charts can be accessed in two ways. One way is from the Stats menu and the other is by tapping the circled S in the GSP view.

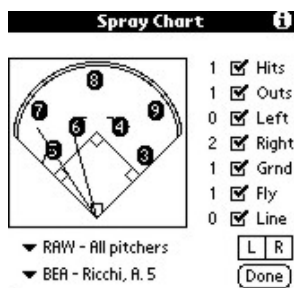


Spray charts track and compile direction of hits and outs for both individual players and entire teams. Use the arrows to select an individual pitcher or all pitchers and individual batters or all batters.

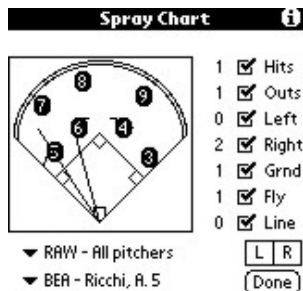


The chart includes statistical information and when the boxes are checked for those categories it tallies the total amount. The categories are Hits, Outs, Left (left-handed batters), Right (right-handed batters), Grnd (groundballs), Fly (flyballs) and Line (line drives).

Spray charts can also be used to set defensive alignment. In the example below the centerfielder has been shifted towards left field and the rightfielder has been shifted towards center.



Before Shift



After Shift

Pitch Charting (ScorePAD Deluxe only)



Pitch Details Dialog

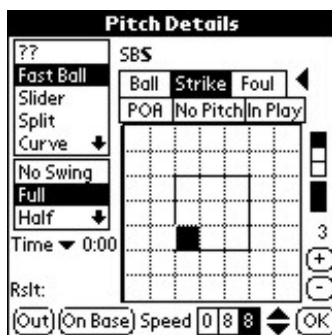
To perform pitch charting in ScorePAD you must set the Pitch Detail preference in the GSP view.

1. Select **Pitch-Detail Preferences** from the **Options** menu to bring up GSP view preferences.

2. Check **Record Pitch Detail** to start pitch charting.

You may also want to check **Record Hit Type**. This allows you to record the way the batter put the ball in play on a particular at-bat.

If you want to record pitch location from behind the batter, you will want to check **Pitch Location From Behind**. Checking this allows a more natural location recording sequence from behind the batter. Press OK to exit the Preferences dialog.



Pitch Detail

With pitch charting turned on, the Pitch Details dialog will pop up after you record each pitch, on base, or out. The Pitch Detail dialog contains the following information:

- Pitch location chart
- Pitch types
- Swing types
- Pitch results
- Pitch speed
- At-bat pitch count
- Current ball/strike count

You can also enter the Pitch Details dialog by selecting Edit Pitches from the At-bat menu of the GSP view.

You can scroll to any pitch and change its detail during the course of an at-bat. This dialog will appear whenever you record anything that involves a pitch.

After each ball put in-play, a list of hit types will appear. As soon as you pick a hit type, the list goes away.

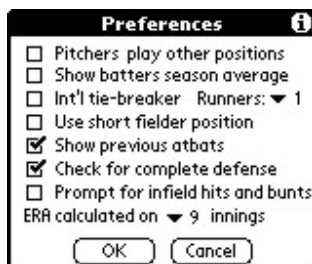
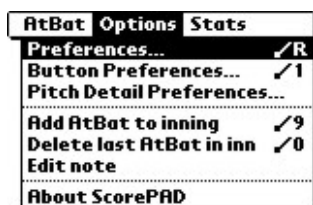
Effective pitch charting means you must show not only the type of pitch and how that pitch was hit, but also where the pitch was hit. To accomplish this you simply touch the part of the field where the ball landed when you return to the GSP view

You can record balls and strikes in the Pitch Detail dialog if you wish. This feature allows you to remain in the Pitch Detail dialog during an entire at-bat. To record balls, strikes, fouls, and pick-off attempts, you must use the Palm OS hardware buttons. See that chapter on Scoring an At-bat for details on the hardware buttons.

To insert a pitch in the middle of a pitch sequence, touch the plus (+) button. This allows you to insert a pitch anywhere in the sequence without having to delete or change other pitches. To remove a pitch, touch the minus (-) button. The up and down scroll buttons allow you to move between pitches.

When a batter gets out or on-base for any reason other than a strikeout or a walk, you press either the Out or On Base buttons. Both of these buttons add an Inplay pitch, which you can chart. When you press the OK button, ScorePAD will prompt you to enter the out or on-base type and defensive assists and putout if necessary.

Preferences Dialog



Preferences Dialog

The preferences dialog allows you to change preferences for recording at-bat information.

Pitchers play other positions

If you are scoring a game in which any defensive player may become the pitcher at anytime, check this box. ScorePAD will allow you to select any defensive player as the pitcher in the At-bat Detail dialog.

Show batters season average

This preference allows you to display the season average of each batter on the GSP view. ScorePAD recomputes each batter's season batting average after each at-bat and re-displays the new average. Depending on the number of at-bats a player has, the average may or may not change.

Int'l tie-breaker

This preference turns on ScorePAD's implementation of the softball International Tie-breaker Rule (ITR). When a game is tied after you complete the last scheduled inning, ScorePAD will automatically place a runner on second or runners on second and third depending on the number of Runners selected. ScorePAD will implement this rule every half inning until an inning completes without a tie score. You can turn this preference on or off at any time.

Runners

The field allows you select the number of runners automatically placed on base during innings when the ITR is in effect. If you select one, ScorePAD will place a runner on second base. If you select two, ScorePAD will place runners on second and third base.

Use short fielder position

This preference causes the Short Fielder position to appear in the Defensive Positions dialog. The Defensive Positions dialog appears after each out. The Short Fielder position is used in softball as a tenth defensive position.

Show previous at-bats

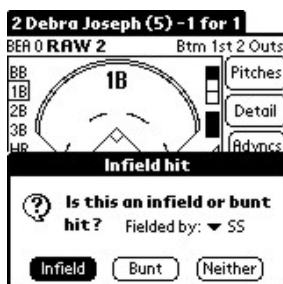
This preference turns on the display of previous at-bat squares for the Score-Card view on the Game Situation Panel (GSP) or at-bat view. Up to 5 of the previous at-bats will display during the at-bat. When the at-bat completes in an out or on-base, the previous at-bats will go away. During the first at-bat, season batting average, home runs, and RBI will display.

Check for complete defense

When checked, this preference causes ScorePAD to make sure there is a player assigned to each defensive position. ScorePAD checks defensive positions before the first at-bat each half inning. ScorePAD will display a warning dialog when you have not assigned players to all defensive positions.

Prompt for infield hits and bunts (Deluxe version only)

This preference allows you to track infield and bunt hits. After a hit, if you touch the screen somewhere in the infield you will get a prompt asking if this is an infield or bunt hit. In the dialog you can select who fielded the ball.



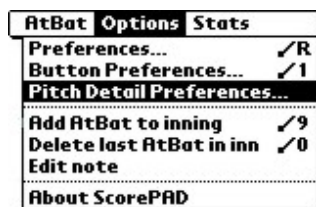
Infield Hit Dialog

ERA Innings

The preference allows you to select the number of innings the Earned Run Average (ERA) calculation uses to compute a pitcher's ERA. For MLB players this number is always nine. Use a number that indicates the average or fixed

length of games in your league. The calculation for ERA is earned runs multiplied by nine divided by innings pitched.

Pitch Detail Preferences (ScorePAD Deluxe only)



Record pitch detail

The Pitch Detail dialog will appear after you record each pitch. This dialog allows you to record pitch result, pitch type, pitch location, pitch speed, and swing type. If you do not want to record pitches at this level of detail, do not check this box.

Record Hit Type

When selected, ScorePAD will present a list box for each ball put in play. This list box will allow you to pick the hit type. Hit types are Fly, Line, Grounder, Popup, Bunt, and Blooper. Once you pick a hit type, ScorePAD proceeds as usual.

Pitch location from behind

If you have checked Record Pitch Detail, and your point of view is behind the batter, this selection allows charting the pitch location from that point of view.

Pitch count only balls & strikes

Check this box if you want all pitch counts to include only balls and strikes. Normally, ScorePAD computes the pitch count using the sum of balls, strikes, pick-off attempts, and no-pitches.

Use "Called strike" button

Check this box if you want to choose between called and swinging strikes from the GSP view.

20 Jayel Spriggs (6) - CF

BEA 0 RAW 2 Btm 1st 2 Outs

BB	Avg	HR	RBI
1B	.111	0	0

Ball (I)
Strk (C)
Foul
POA (N)
Prev

In 1 Btr 6 L R

Pitches: BS B 5 S 11 T 16

Use "Intentional balls" button

Check this box if you want to distinguish between balls and intentional balls.

24 Calvin James (5) - LF

BEA 0 RAW 2 Top 2nd 0 Outs

BB	Avg	HR	RBI
1B	.111	0	0

Ball (I)
Strk (C)
Foul
POA (N)
Prev

In 2 Btr 1 L R

Pitches: BB B 2 S 4 T 6

Prompt for strikeout type

Check this box to select from seven different strikeout types.

00 Ginger Kilpatrick (6) - C
BEA 0 RAW 2 Top 2nd 0 Outs

BB 1B 2B 3B HR (d) In 2 Btr

Called
Swinging
Dropped - Out
Dropped - On - WP
Dropped - On - PB
Dropped - On - Error
Bunt foul
Cancel

Ball (I)
Strk (C)
Foul
POA (N)
Prev

Pitches: 55 B 4 5 6 T 10

Out On Base Undo **Card**

00 Ginger Kilpatrick (6) - 0 for 1
BEA 0 RAW 2 Top 2nd 1 Out

BB 1B 2B 3B HR (d) In 2 Btr 2

Kc

Strike Out

Pitches: SSL B 4 5 7 T 11

Undo **Card**

Prompt for walk type

Check this box to select between called and intentional walks.

24 Calvin James (5) - LF
BEA 0 RAW 2 Top 2nd 0 Outs

BB 1B 2B 3B HR (d) In 2 Btr 1

Called
Intentional
Cancel

Ball (I)
Strk (C)
Foul
POA (N)
Prev

Pitches: BBB B 3 5 4 T 7

Out On Base Undo **Card**

24 Calvin James (5) - LF
BEA 0 RAW 2 Top 2nd 1 Out

BB 1B 2B 3B HR (d) In 2 Btr 1

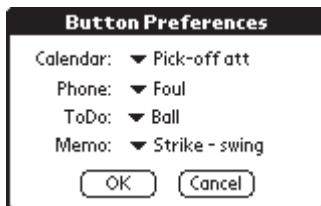
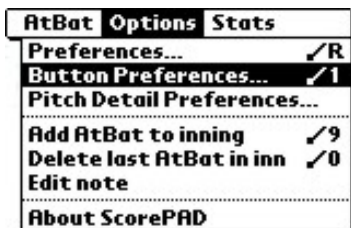
iBB

Intentional Base On Balls

Pitches: BBBB B 4 5 4 T 8

Out Advance Undo **Card**

Button Preferences dialog



Button Preferences dialog

The button preferences dialog allows you to change the default behavior of Palm OS hardware buttons. The four buttons at the bottom of your Palm OS device are normally used to switch to Datebook, Phonebook, ToDo, or Memo native applications. In the GSP view, by default they are set to record the following pitch types:

Datebook button	Pick-off attempt (POA)
Phonebook button	Foul
ToDo button	Ball
Memo button	Swing strike

You can use this dialog to change the behavior of these buttons. Any button may be set to any of the following behaviors:

1. Off
2. Pick-off attempt
3. Foul
4. Looking strike
5. Swinging strike

If you set a button to "off", that button assumes its default behavior and switches you to the appropriate Palm application. Otherwise, each hardware button will record defined pitches while a batter is at the plate. After the batter reaches base or is out, the buttons are disabled. Palm's hardware buttons cannot be used to switch to other applications or record additional pitches once an at-bat is complete. Once you leave the GSP view, the Palm OS hardware buttons revert to their normal behavior.

Edit Note (Deluxe Version Only)

Allows you to enter any additional information to any at-bat during a game. The Edit note prompt can be found under the Options menu of the GSP view. When a note is added to an at-bat it can be viewed from the desktop version of the scorecard. On the scorecard itself a note symbol is displed in the at-bat. When the at-bat is double clicked the note can be viewed.



Edit note

Ending a Game

After you have scored an entire game, you may want to keep a permanent record of that score card. ScorePAD creates a permanent record the same way as other Palm OS applications; by performing a HotSync operation. If you are not familiar with this process, The Palm OS Handbook explains the HotSync process in detail.

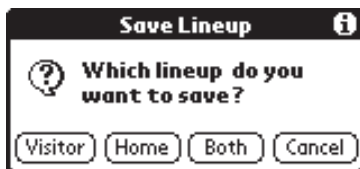
Before you HotSync, ScorePAD contains three utilities that you might want to execute. ScorePAD allows you to do the following with a completed game:

- Save starting lineups
- Set the status of the game as complete
- Set the winning and losing pitchers
- Set the save pitcher if necessary
- Add game stats to RosterPAD stats

Saving the starting lineups



To save the starting lineup select **Save Lineup** from the **Options** menu of the ScoreCard view. ScorePAD will give you the opportunity to save the starting lineups of either or both teams.



Once you make your selection, ScorePAD instantly saves the lineup(s). ScorePAD saves the batting order and position of the starters even if you have substituted other players for the starters. ScorePAD will create RosterPAD entries for each player created in the Lineup view if they do not already exist.

Setting the game status to 'Complete'

To signal ScorePAD that you have completed a game, you must set the ending time of the game. If the game goes through the number of scheduled innings you specified in the Game Parameters dialog, ScorePAD will prompt you to set the ending time to the time when the game ending play occurs. If you answer "No" to that prompt or the game ends before the end of its scheduled end inning, select **Game Setup** from the **Options** menu of the ScoreCard view.

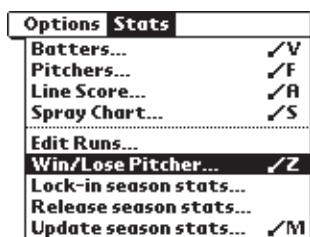
Touch the field next to **End Time** and ScorePAD will present you with a time selection dialog. The dialog will automatically set the end time as 3 hours past the begin time. If the game has just ended, touch the **Now** button to enter the current time. If you would like to set the time, touch the hours or minutes and use the up and down arrows to change them. Select the am or pm as appropriate.

Once you set an ending time for a game, the game is closed. ScorePAD will not allow you to add any more at-bats. You can change details about existing at-bats, game parameters, and lineup information.

If you want to reopen the game to change at-bats or add new at-bat, set the **End Time** field of the **Game Setup** view to **In Progress**.

Recording the Win, Loss, and Save

Select Win/Lose Pitcher from the Stats menu of the Scorecard view.



Only the pitchers of the winning team will appear in the Winning Pitcher list. Likewise, the pitchers for the losing team will appear in the Losing Pitchers list. Pitchers from the winning team will also appear in the Save Awarded list.

Select the winning, losing, and save pitchers as determined by the official scorer. Only select a save pitcher if the pitcher that finished the game entered the game in a save situation.



Win, Lose, & Save Pitchers dialog

Marking save opportunity pitchers

Relief pitchers that entered the game under a save opportunity situation should be credited with a save opportunity if they leave the game or the game ends with that pitcher having lost the lead. ScorePAD automatically credits a Save Pitcher with a save opportunity. If, however, a relief pitcher enters the game in a save opportunity situation but blows the save, for whatever reason, you should credit that relief pitcher with a save opportunity.

To credit a pitcher with a save opportunity:

1. Select **Edit Lineup** from the **Options** menu of the ScoreCard view
2. Touch the player number of the pitcher
3. Select **Edit player** detail from the **Player** menu
4. When the player detail dialog appears with the pitcher's name, check the **Save opportunity** checkbox

Locking-in season stats



You can save the season statistics of the players of the current game. This feature attaches the season stats entering the game for each player to the game. This feature gives you three benefits:

- You can correct game event and re-update season statistics to Roster-PAD as many times as you wish before you start the next game.

- ❑ You can refer back to that game in the future and get a complete snapshot of each player's performance at that point in the season.
- ❑ Locking in can also enable you to have season averages on your desktop box score.

To lock-in the current stats from RosterPAD, select **Lock-in season** stats from the **Stats** menu of the Score Card view. ScorePAD will give the opportunity to select either or both teams, or cancel the command all together. Once you select the team(s), ScorePAD will grab the current season statistics from RosterPAD for each player that participated in the game and attach them to that game.

After locking-in season statistics for a game, whenever you look at the game, ScorePAD will refer to the season statistics attached to that game and not the current RosterPAD season statistics. This feature gives you a statistical context for each game.

Removing locked-in stats from a game

If you decide you do not want season stats attached to a game, you can remove those stats. Select Release season stats from the Stats menu of the Score Card view

Updating statistics

Options	Stats
Batters...	✓V
Pitchers...	✓F
Line Score...	✓R
Spray Chart...	✓S
.....	
Edit Runs...	
Win/Lose Pitcher...	✓Z
Lock-in season stats...	
Release season stats...	
Update season stats...	✓M

ScorePAD generates offensive and defensive statistics for each player that participates in a game. ScorePAD also generates pitching stats for each pitcher that participated in the game.

To add these statistics to the totals maintained by RosterPAD, select **Update season stats** from the **Stats** menu of the ScoreCard view. ScorePAD will take several seconds to calculate and transfer the batter and pitcher statistics to RosterPAD. ScorePAD will be ready to begin the next game using the updated stats.

You should execute the **Lock-in season stats** command before updating statistics. If the season statistics at the start of the game are locked-in, you can create and update season stats (including the statistics of current game) multiple times before you start a new game. If you have not locked-in season statistics, you can only update RosterPAD's season statistics from the current game one time. This causes a problem if you made a scoring mistake or neglect to make a lineup change since you will then have to update RosterPAD's stats manually.

Using Infrared with ScorePAD

You can transfer or beam lineups and games between infrared equipped Palm OS devices. This allows you to share games with other Palm OS users. For instance, if you arrive late at an ongoing game, you might ask another ScorePAD user to transfer his score sheet of the game to your device after the current at-bat.

Beaming represents a breakthrough in sharing scoring information. A full game with 9 innings of play including substitutions, batter stats, pitcher stats spray charts, box scores, umpires, and dates and times can be beamed from one Palm OS device to another in 10 seconds.

As ScorePAD becomes prevalent among team scorers, you will see coaches meeting at home plate with Palm OS devices and trading lineups via infrared.

Beaming games



To beam a game from one Palm OS device to another you must lineup the infrared ports of the devices.

On the sending device;

1. Open the ScorePAD game you wish to transfer
2. Select **Beam Game** from the **Options** menu of the Score Card view

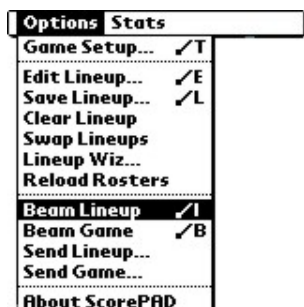
On the receiving device:

1. You will be prompted to accept or reject the incoming game with the standard Palm OS Beam dialog. If you already have a copy of the game being beamed to your device, ScorePAD will prompt as to whether or not you want to replace the game already in ScorePAD with the incoming game, create a new copy of the game, or reject the game being beamed to you.

2. Once you accept the game, ScorePAD will open that game in the Score Card view. You may now HotSync the game to your desktop.

ScorePAD remembers everything about the game you have received. For instance, if the game is still in progress you can touch the Batter button and ScorePAD will take you to the at-bat of the next logical batter.

Beaming lineups



Beaming lineups works slightly different than beaming a game. The purpose of beaming lineups is for two scorers of opposing teams to exchange lineups. For that reason ScorePAD assumes that you have already created a game into which you want a beamed lineup to go or from which you want to beam a lineup to another scorer. If you want to receive both lineups from another scorer, have that scorer beam his entire game to you.

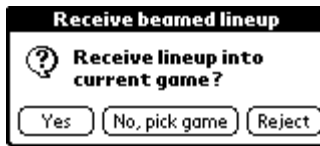
To beam a lineup you must lineup the infrared ports of the Palm OS devices and,

On the sending device:

1. Open the ScorePAD game containing the lineup you want to beam
2. Select the team whose lineup you want to beam
3. In the Score Card view, select **Beam Lineup** from the **Options** menu
4. ScorePAD will immediately beam the lineup of the selected team via the infrared port.

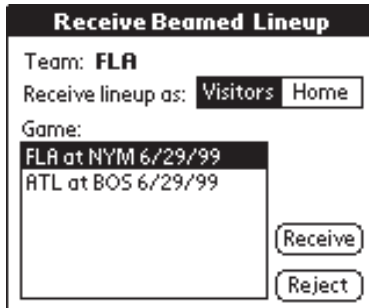
On the receiving device:

After receiving the beam lineup, ScorePAD prompts you as to whether or not you wish to receive the lineup into the current game, pick another game, or reject the lineup.



Beamed lineup receive dialog

If you choose to receive the lineup into the current game, ScorePAD will find the team of the current game that matches the team of the beamed lineup. ScorePAD will then set the lineup for that team to the beamed lineup. If you choose to pick the game into which the received lineup will go, ScorePAD will allow you to pick the game and team using the following dialog:



Beam lineup pick game dialog

To pick the game and team:

1. Select the **Home** or **Visitors** (ScorePAD will default to whichever the sender set the team)
2. Select game to which ScorePAD will set the lineup
3. Touch the **Receive** button to receive the lineup or touch the Reject button to reject the lineup.

Once you have accepted the beamed lineup, ScorePAD will restart and open the game to which you sent the lineup. After receiving a lineup or a game, ScorePAD treats that game or lineup as if it had originated on your device. You need not treat beamed games or lineups any differently than lineups or games that you created on your Palm device.

Reference Section



Reference

At-bat result types

Reach Base Types

x = defensive position 1-9

	Score Card Display	Graffiti Abbrev
Base On Balls	BB	BB
Single	1B	1B
Double	2B	2B
Triple	3B	3B
Home Run	HR	HR
Hit Batsman	HB	HB
Fielders Choice	FCxx	FCxx
Error	E	E or Ex
Sacrifice	SAC	SF or SB
Dropped 3rd Strike	Kd3	Kd3
Defensive Interference	DI	DI
Obstruction	OB	OB
Sacrifice Fielder's Choice	FC	SFC
Sacrifice Error	E	SE
Fielder's Choice Error	FC	FCE
Didn't See	??	
Tie-breaker	TB	TB

Out Types - Batter

x = defensive positions 1-9

	Score Card Display	Graffiti Abbrev
Strike Out	Kc or Ks	K, KC, or KS
Ground Out	xx	x (x = 1-6)
Tag Out	Tx	T or Tx
Line Out	Lx	L or Lx
Fly Out	Fx	F,x, or Fx (7-9)
Pop Out	Px	P or Px
Foul Out	fFx	FF or FFx
Double Play	DP	DP or xxx
Lineout Double Play	Lx	LDP
Reverse Force Double Play	DP	RDP
Triple Play	TP	TP or TPxxx

Infield Fly Rule	IF	IF or IFx
Sacrifice Fly	SF	SF or SFx
Sacrifice Bunt	SB	SB
Bunt Foul 3rd Strike	Kb	KBF
Spectator Interference	Is	IS
Offensive Interference	Io	IO
Illegal Bat	IB	
Out of Batter's Box	OBB	OBB
Basepath Violation	BV	BPV
Didn't see	??	

Out Types - Runner

Force
 Thrown Out
 Tagged Out
 Picked Off
 Caught Steal
 Auto Appeal
 Voice Appeal
 Refused Score
 Reverse Base
 Basepath Violation
 Passed Runner
 Offensive Interference
 Didn't See

Advance Runner

Batter
 Error
 Throw
 Fielder's Choice
 Steal
 Indifference
 Wild Pitch
 Passed Ball
 Balk
 Caught Steal/Error
 Defensive Interference
 Defensive Obstruction
 Umpire Interference
 Runner Hit
 Didn't See

Pitch Detail (ScorePAD Deluxe only)

Pitch Types

Fast Ball
Slider
Split Finger
Curve
Knuckle Ball
Screw Ball

Swing Types

No Swing
Full
Half
Check
Bunt
Hit & Run

Pitch Results

Ball
Strike
Foul
Pick Off Attempt
No Pitch

Pitch Speed Range

16 MPH - 110 MPH

ScorePAD's MLB Team Abbreviations

American League

BAL	Baltimore Orioles
BOS	Boston Red Sox
LAA	Los Angeles Angels of Anaheim
CLE	Cleveland Indians
CWS	Chicago White Sox
DET	Detroit Tigers
KC	Kansas City Royals
MIN	Minnesota Twins
NYY	New York Yankees
OAK	Oakland Athletics
SEA	Seattle Mariners
TAM	Tampa Bay Devil Rays
TEX	Texas Rangers
TOR	Toronto Blue Jays

National League

ARI	Arizona Diamondbacks
ATL	Atlanta Braves
CHI	Chicago Cubs
CIN	Cincinnati Reds
COL	Colorado Rockies
FLA	Florida Marlins
HOU	Houston Astros
LAD	Los Angeles Dodgers
MIL	Milwaukee Brewers
NYM	New York Mets
PHI	Philadelphia Phillies
PIT	Pittsburgh Pirates
SD	San Diego Padres
SF	San Francisco Giants
STL	Saint Louis Cardinals
WAS	Washington Nationals

RosterPAD



RosterPAD





RosterPAD enables you to keep team, name, number, position offensive statistics, and other information about baseball players.

With RosterPAD you can:

- Quickly lookup or enter player information
- Accumulate and store season offensive and defensive statistics
- Accumulate and store pitcher statistics
- Display calculated season statistics
- Assign players to leagues and teams
- Sort players by team or by name
- Create and edit team leagues

To open RosterPAD:

1. Touch the  or  icon in the Graffiti area to open the Applications Launcher.

2. Touch the  icon to open RosterPAD.

Getting Started With RosterPAD Players

A RosterPAD player entry stores player information. RosterPAD makes creating and editing player information simple.

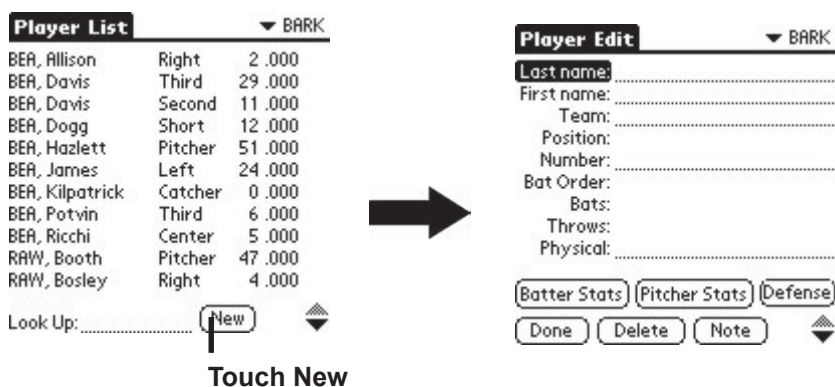
Creating a RosterPAD Player

You can create RosterPAD players on your Palm device, or you can use the ScorePAD desktop software to create RosterPAD players and download the new players to your Palm device with the next HotSync operation.

To create a new RosterPAD player:

1. Start RosterPAD

2. Touch the **New** button to create the new player and display the Player Edit screen



3. Enter the last name of the player you want to add to RosterPAD.

4. Use the Next Field Graffiti stroke to move to the First Name field.

5. Enter the first name of the player.

6. Use the Next Field Graffiti stroke to move to the Team field. For Major League Baseball teams, you must enter a two of three letter team abbreviation. For example, for the Cincinnati Reds you would enter CIN. Check the Reference section in the ScorePAD Palm manual for a full list of Major League Baseball teams and abbreviations.

7.Touch the Position field. RosterPAD will display a list of recognized baseball defensive positions. Touch one of the positions in the list or <None> at the top of the list.

8.Touch the Number field. Use Graffiti to enter the player's jersey number.

9.Touch the Bat Order field. Pick from the list of batting order numbers. ScorePAD uses this number to assign starting lineup slots. ScorePAD updates this number whenever you use the Save Lineup utility.

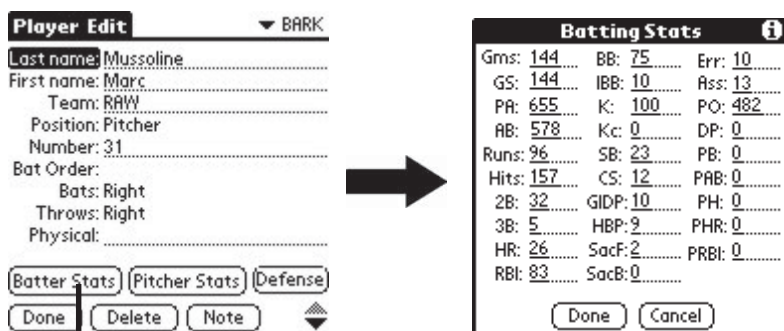
10.Touch the Bats field. Pick from the list of batting hands;select Left, Right, or Switch. ScorePAD uses data in this field to set the batting hand in its GSP view. If a player is a switch hitter,ScorePAD Palm sets his batting hand to the opposite of the pitching hand of the pitcher for each at-bat.

11.Touch the Throws field. Pick from the list of throwing hands;select Left or Right.

12.The remainder of the fields are text fields. You may enter data in those fields if you like. The data in the remaining fields are not used by ScorePAD.

Entering Batting Statistics

Touch the Batter Stats button



Touch Batter Stats

Once in the Batter Stats dialog, touch the desired field, then enter the statistic for that field using Graffiti. If you use MLBStats, it will fill in all of the data on this dialog whenever you update. Additionally, ScorePAD updates statistics on

this dialog whenever you selection **Update Season Stats** from its Stats menu

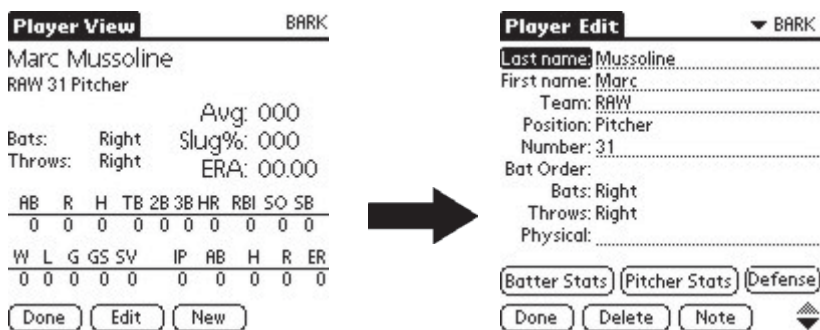
Touch the **Done** button when you have entered all statistics. If you wish not to keep the statistics you have entered or changed, touch the **Cancel** button.

Editing a RosterPAD Player

After you create a RosterPAD player, you can update or add information to it at any time.

To edit a RosterPAD entry:

1. Touch the RosterPAD entry that you want to change. This will display the PlayerView screen for that entry.
2. Touch the **Edit** button (or anywhere on the screen) to display the Player Edit screen.



3. Touch any text field (Last name, First name, Team, Number) and enter or change the information; or touch a selectable field (Position, Bat Order, etc.) and make a new selection.

4. After you finish, touch the Done button to return to the Player List screen.

Deleting a RosterPAD Entry

There are two ways to delete a player: Use the Menu Commands (described in the "Record Menu" section of this chapter, or use the **Delete** button on the Player Edit view.

To delete a player in the Player Edit view:

1. Touch the **Delete** button. RosterPAD will display the Delete Player Alert
2. Touch the **OK** button to confirm that you want to delete the player.

Working with RosterPAD Players

RosterPAD allows you to find Players, group them by leagues, and display players by name or team.

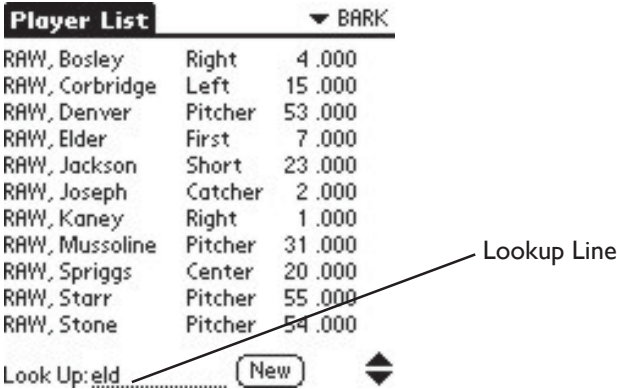
Looking Up Players

When working with RosterPAD, the scroll buttons on the front panel of your Palm OS device make it easy to navigate among player entries. In the Player List view the scroll buttons move up or down an entire screen of players.

You can also use the Player List Look Up feature to quickly scroll to any player.

To look up a RosterPAD player:

1. Display the Player List view.
2. Enter the first letter(s) of the last name of the player you want to find. As you enter the letters RosterPAD will come closer and closer to selecting the name you want. If the players are sorted by team, enter the team abbreviation to scroll to that team.





3. Touch any player to view his record, or use the carriage return stroke to view the selected player.

Sorting by Player Name or Team

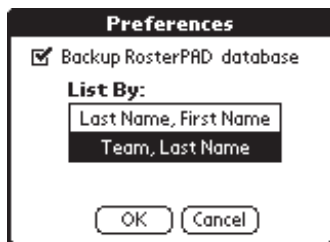
You can sort players in RosterPAD by Team and Last Name, or by Last Name and First Name. These settings do not change your RosterPAD data; they offer you a different view of the data.

To sort players in the Player List view:

1. Display the Player List view

2. Touch the  or  icon to open the RosterPAD menus.

3. Touch **Preferences...** from the **Options** menu to the RosterPAD Preferences dialog.



Preferences Dialog

4. Touch the Team, Last Name setting to sort by Team and Last Name.

5. Touch the OK button to display the Player List view with all player names sorted by Team.

Beaming RosterPAD Players

Beaming allows you to transfer players and their statistics from one Palm device to another via their infrared ports. You can beam RosterPAD players, teams, and leagues. Beamed players will replace players you already have in RosterPAD if their teams, jersey numbers, and last names match.

To perform any beaming operation, you must lineup the infrared ports of the sending and receiving palm devices. The infrared port is located at the top of Palm devices on the left side of Handspring Visor devices.

To beam a player you must:

1. Select a player from the Player List view.
2. Select **Beam Player** from the Record menu of the Player View. You may also select **Beam Player** from the Record menu of the Player Edit view.

To beam a team you must:

1. Select a player from the Player List view that belongs to the team you wish to beam.
2. Select **Beam Team** from the Record menu. You may also select **Beam Team** from the Record menus of Player and Player Edit views.

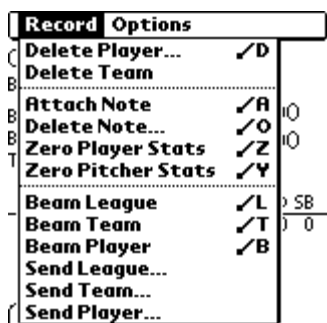
To beam a league you must:

1. Select the league you wish to beam from the Category List while in the Player List view.
2. Select **Beam League** from the Record menu. You may also select **Beam League** from the Record menus of Player and Player Edit views.

RosterPAD Menu Commands

RosterPAD includes menu commands to make routine file and editing commands quick and easy. This sections details RosterPAD menu commands.

Record Menu



There are a couple ways to access the Record menu in RosterPAD. One way is to select any player on a team and then select the menu icon on your handheld. The second way to access the Record menu is selecting the menu icon while looking at the entire roster. When you select the Record menu, its commands appear on the screen.

Delete Record...

Opens an alert dialog prompting you to confirm deletion of the current entry. Touch the **OK** button to delete the current player from RosterPAD, or touch **Cancel** to close the alert dialog and keep the entry.

Delete Team

Open an alert dialog prompting you to confirm the deletion of the entire team of the current player. Touch OK to delete the current team, or Touch Cancel to keep the current team. Checking the "Don't delete team on desktop" causes RosterPAD to completely remove the players from your Palm without instructions to delete them from your desktop.

Attach Note

Opens the RosterPAD Note dialog where you can create a Note for the current player.

Delete Note...

Opens an alert dialog prompting you to confirm deletion of the Note attached to the current player.

Touch the **OK** button to delete the Note, or touch the **Cancel** button to close the alert dialog and keep the note.

Zero Player Stats	Sets all player offensive and defensive statistics to zero.
Zero Pitcher Stats	Sets all pitcher statistics to zero.
Beam League	Beams the current league using infrared
Beam Team	Beams the current team using infrared
Beam Player	Beams the current player using infrared
Send League	Sends the current league using bluetooth
Send Team	Sends the current team using bluetooth
Send Player	Sends the current player using bluetooth

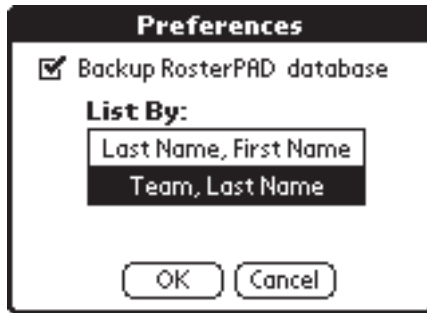
Options Menu

When you select the Options menu, its commands appear on the screen.



Preferences

Opens the Preferences dialog.



Select **Last Name, First Name** to sort players by last name then first name. Select **Team, Last Name** to sort players by team then last name. Touch **OK** to execute sort or **Cancel** to abandon sort. Both buttons close the dialog. If you choose to sort records, depending on the number of players you have in RosterPAD, the sort can take several seconds.

When checked, the **Backup RosterPAD database** checkbox causes the HotSync process to backup the RosterPAD database whenever you change it. If your HotSync process takes too long, uncheck this box. Make sure you backup the RosterPAD database periodically.

About RosterPAD

Shows version information for the RosterPAD application.

MLB Stats



MLBStats

MLBStats enables you to keep statistics up-to-date for any or all Major League Baseball teams. Our website is updated everyday of the Major League Baseball season to make all player stats available at a touch of your finger.

With MLBStats, you can use your Palm device and a standard Internet connection to automatically update the statistics of any set of Major League Baseball teams you select.



To use MLBStats you must have a Palm Modem or establish an Internet connection through a serial TCP/IP connection from a Window NT Workstation or Server.

MLBStats will:

- Connect to the Internet
- Allow you to select teams you want to update
- Update all players' statistics on the teams you select

Before starting MLBStats, you must use Palm Network Preferences to setup your Internet service. MLBStats immediately connects to the Internet service that you setup and select in Network Preferences. Check the Palm Handbook for detail on how to setup an Internet service. MLBStats can also use the wireless connection on Palm VII devices.

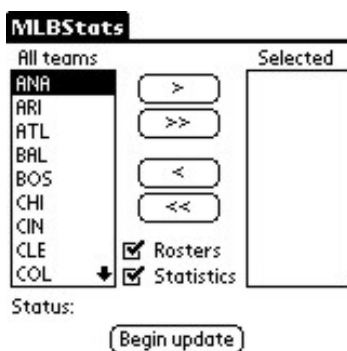
To open MLB Stats:

1 Touch the  or  icon in the Graffiti area to open the Application Launcher.

2. Touch the  icon to open MLBStats.

Updating Player Statistics

After starting MLBStats, unless you have used the Network Preferences dialog to connect to the Internet and currently have an active connection, MLBStats will establish an Internet connection using your Palm Modem. MLBStats will then present the MLBStats main view.



MLBStats Main View

When you successfully connect to the Internet, the Status will read **Connected**. If, for some reason, you did not connect successfully, the Status will read **Not Connected**.

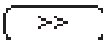
Adding teams to the list to update

To select the teams you want to update:

1. Touch the a team in the Teams list.
2. Touch the button to add the team to the Selected Teams list
3. Repeat steps 1 & 2 until you have selected all teams you want to update.
4. Touch the **Begin update** button to start team updates.

MLBStats will update its status as its connects, and then updates each team. After MLBStats completes it update cycle, the batter stats for each player will contain updated statistics.

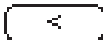
To select all Major League Baseball teams:

1. Touch the  to add all teams to the Selected teams list
2. Touch the **Begin update** button to start team updates.

After updating is completed, the Status line will show **All teams updated**. When you exit MLBStats, it will automatically terminate its Internet connection if MLBStats made the connection. If the connection was established outside of MLBStats, upon exit, MLBStats will leave the Internet connection intact.

Removing teams from the list to update

To deselect the teams you don't want to update:

1. Touch the team in the Selected teams list.
2. Touch the  button to remove the team from the Selected Teams list
3. Repeat steps 1 & 2 until you have removed all of the teams you don't to update.

Use the  button to deselect all teams.

MLBStats subscription

MLBStats is offered on a yearly subscription basis. In order to gain the benefits of MLBStats, you must subscribe to this service each season. MLBStats gives you access to player offensive and defensive statistics everyday of the season by 10:00 A.M. Eastern US time.

Once you subscribe, you can download stats with the MLBStats application as many times as you wish during the season. You may also take advantage of MLBStats download when they become available in Major League baseball parks.

Look for details on MLBStats at www.scorepad.com.

Frequently Asked Questions



Frequently Asked Questions

“How do I setup a 7-inning game instead of the normal 9-innings?”

You can set the number of scheduled innings for each game between 3 and 16. When the players have completed that number of innings without a tie, ScorePAD will automatically mark the game as complete. ScorePAD will prompt you to set the game's End Time after the last out of the last scheduled inning or after the winning run scores in bottom of the last scheduled or any extra inning.

If you neglected to set the Scheduled Innings value to the correct number of innings and ScorePAD prematurely ends a game, you can change the Schedule Innings value, set the End Time of the game to "In Progress" and resume scoring.

“How do I setup the International Tie-Breaker Rule?”

If you are using the International Tie-Breaker Rule (ITR), and the game is tied at the end of the last scheduled inning, ScorePAD will automatically implement the ITR placing a runner on second at the beginning of each half inning.

In the batter view, click the menu button. Under Options, check the “Int'l tie-breaker” box. Once this box is selected, ScorePAD will implement this rule every half inning until an inning completes without a tie score. You can turn this preference on or off at any time.

“In our league, the batters begin each at bat with 1 ball and 1 strike. Can I setup ScorePAD to automatically register that count?”

In some softball tournaments, each batter comes to the plate with an initial count. ScorePAD allows you to set the initial count to any of the following counts:

0 Balls, 0 Strikes

1 Ball, 1 Strike

2 Balls, 2 Strikes

3 Balls, 2 Strikes

ScorePAD adds balls and strikes to bring each batter that comes to the plate to that initial count. You can change the initial count at any point during the game by returning to the Game Parameters dialog.

“Will ScorePAD allow a team to bat more than 9 players?”

Yes. ScorePAD allows up to 18 lineup players per team. Of course, this is not the roster size, which can be up to 60 players; the number of lineup players is the size of the batting order. This parameter can be set separately for each team in the game. The home team might have 10 lineup players while the visiting team has 12 lineup players. This feature is designed for youth baseball teams that allow everyone on the team to be a part of the batting order while only 9 players have defensive positions. Go to the Game Setup page and click Parameters.

“My team uses a designated hitter. How do I setup the lineup with a DH?”

When a team uses designated hitter (DH) that hitter bats in the place of a defensive player. In Major League Baseball that player is always the pitcher. Whenever either team in a game uses a DH, check this box and place the defensive player for which the DH bats in the last lineup slot. This will allow ScorePAD to gather defensive statistics for that player without placing him or her in the batting order.

When you've checked this checkbox, a lineup slot will appear at the end of the score card with no at-bat squares adjacent to it. You don't have to assign a DH when this box is checked.

“What is a ‘No Pitch’ and how do I record it?”

ScorePAD allows you to record a No Pitch by touching the **N** button. Fortunately, this rarely occurs. A no pitch happens when the pitcher attempts a pitch and for some reason, either the batter asked for time-out, the umpire was not ready, something or someone interfered, or for some other reason, the umpire calls "No pitch," and throws his hands up and forward. The pitch still adds to the pitch count but is not called a ball or a strike.

“How do I charge a dropped foul error?”

When a batter's at-bat is extended due to an error in foul territory you can select **AtBat** from the GSP view and tap **Charge dropped foul error**. Then select the defensive position charged with the error and follow the prompts to complete the play. When finished it will bring you back to the current batter.

“How do I switch sides if the team has recorded less than three outs?”

When you press the Next button, ScorePAD moves to the next logical batter based on the game situation. After three outs, ScorePAD will move to the first logical batter on the opposing team.

In the case of maximum run rules or even the mutual agreement of the coaches and umpires, teams may switch sides in situations where there are less than three outs. In these situations, use the Switch Sides menu command. This GSP view menu command causes ScorePAD to immediately move to the next logical batter of the opposing team.

“How do I skip an at-bat?”

ScorePAD allows you to skip a batter. In games that use free substitution rules, players might leave the game leaving nine or more players in the lineup. Since you can't reduce the size of the lineup once you've gone through the entire lineup, ScorePAD allows you to skip that player's at-bat and score the next batter.

In cases where the team has eight batters, the ninth batter would probably not be skipped but counted as an out. In these cases, don't use Skip At-bat. Give that batter an out.

“Does ScorePAD handle the softball short fielder and extra hitter positions?”

Yes. ScorePAD provides a preference to include Short Fielder in its Defensive Positions Dialog. ScorePAD will also allow you to use zero (0) as the defensive position for Short Fielder in Graffiti play input. You should use short fielder as the defensive position of the fourth outfield position even when using the left-center and right-center outfield arrangements. To activate the Short Fielder, from the GSP view select Options>Preferences>Use Short Fielder Position. As for the extra hitter, you can simply have that player in the lineup without a position listed. This will allow them to participate offensively without accumulating defensive statistics.