shotchartr

User's Guide

Last Rev: Oct. 8, 2012
StatBroadcast Systems
www.statbroadcast.com

statbroadcast

ShotChartr is web-based application created by StatBroadcast which allows schools and events to chart shots in a basketball game in real-time using a laptop and a web browser. The shot chart can then be displayed on stat monitors for media, web-based stats feeds or saved and printed as a PDF for inclusion in the final game book and email. ShotChartr formats the shot chart according to the NCAA standard shot chart.

ShotChartr is designed to be simple and intuitive to use. Below is a quick start guide for rapidly launching an event and recording shots using the Shot Chartr application. For more detailed instructions and information about the interface and features, please continue reading the pages following the Quick Start Guide.

Hardware/Software Requirements

ShotChartr is a web-based application, so there are no minimum hardware requirements for the computer you use other than an internet connection to initially load the application and save your changes. *A constant internet connection is not required, however you will need a connection to initially load the application and to save your progress.* We also recommend using a laptop with a screen resolution at least 1024X768 and an external mouse.

The only software requirements are to use a recent version of any widely used web browser. Shot Chartr has been extensively tested in and is recommended for Microsoft Internet Explorer (versions 7 and later; version 9 recommended) and Firefox (verisons 10 and later; version 15 recommended). It has also been tested in Google Chrome and Apple Safari.

Quick Start Guide

1. Upload an initial XML for your event through StatBroadcastr app.
2. Login and select your event in the StatBroadcast Admin CP. Press the ShotChartr tool icon.
3. Find the 'Load from StatCrew XML' button in the panel labeled 'Game Info' and press it to preload event information.
4. Press the 'Add Period' button in the lower left under the 'Shot Chart Editor' heading and add a shot chart for Period 1.
5. Select 'Period 1' from the list in the lower left under the 'Shot Chart Editor' heading and press the 'Go to Editor' button.
6. The Shot Chart editor will launch. Enter each shot by specifying:
   a. The player shooting
   b. The result and type of shot
   c. The location on the court
   d. Optionally, you can also specify the time on the clock for the shot
7. When the half is completed, press the 'Exit (and Save)' button at the bottom to return to the Configuration page.
8. Print a PDF of the chart using the button in the lower right corner.

Shot Chartr Full User's Guide

Before you start

ShotChartr has the ability to pre-load team information, including rosters, into the application, saving yourself time in setting up your chart. To do this, you will need to first send an initial XML to our servers for the game you are about to chart. You can do this by loading the game in Game Reports and sending an initial upload of your stats through the StatBroadcastr application. You can also do this by saving an XML in Game Reports to your computer and uploading it via the StatBroadcast Admin Control Panel prior to entering the ShotChartr application.

Getting Started - Accessing the Shot Chartr App

To begin using ShotChartr, log in to the StatBroadcast Admin Control panel at http://admin.statb.us using your regular StatBroadcast login credentials. Select a basketball event using the 'Select Event from List' tool and, once selected, click on the tool button labeled 'Shot Chart.'

Using the Shot Chartr Configuration Screen

Setting up the Shot Chart Event Information
The main ShotChart configuration screen allows you to setup your Shot Chart information, as well as create a shot chart for each half and access the editor for it.

If you have already uploaded an initial XML file and would like to load information from that, in the panel titled 'Game Info, click on the button labeled 'Load from StatCrew XML.' This will automatically check our server for a valid XML file and if found, will preload information and rosters into the shot chart.
To confirm the information is correct or to manually enter it, fill in the fields in the 'Game Info' panel. You must fill in a full team name and shortened ID (usually a three- or four-letter abbreviation) to proceed. You can also fill out an alternative title for the event (such as 'Championship Game'), event date and location/ venue. This information, if entered, will appear on your shot chart PDFs.

Editing the Shot Chart Roster
If you used the 'Load from StatCrew XML' tool, you should see the two roster lists already populated, using the information contained in each team's StatCrew roster. If you need to adjust the rosters or are entering the rosters manually, you can do so by clicking on the header labeled 'Add Player' and entering a uniform number, player name and specifying whether the player is on the visiting or home team. Click the 'Add Player' button to add the player to the team's roster. To edit a player, you must delete the player and then add them back through the 'Add Player' panel. To delete a player, select the player's name from the roster list of his or her team, and press the 'Delete Selected Player' for the corresponding team.

All roster changes must be made from this page and cannot be made from the Shot Chart Editor screen. To make roster changes once a game has already started, you must exit the Editor screen and return to this page. Please note, deleting a uniform number that already has recorded shots may result in inconsistencies in your final shot chart.

Creating a Shot Chart
The application keeps each shot chart separate by half/period to help keep the application display organized. To add a shot chart for a period, find the heading labeled 'Shot Chart Editor' on the left side of the page and press the 'Add Period' button.

Accessing the Shot Chart Editor
When you wish to begin recording shots, select a Period from the list and press the 'Go to Editor' button. That will save all of the changes you have made on this page and launch the Shot Chart Editor screen.

Saving/Printing a PDF
To create a PDF output of your shot charts at any point, under the 'Options' panel find the 'Print/PDF Chart' button and press it. This will automatically generate a PDF of a shot chart for each period as well as a shot chart for each team for the entire game.

Hiding/Showing the Shot Chart
Once you have created and recorded shots for your shot chart, the shot chart information will become available in your media stats, web stats and game PDFs. To hide the shot chart information from these views or disable a game's charts, select 'Hidden/Disabled' from the dropdown list and press one of the 'SAVE CHANGES' buttons. To re-enable it at any time, select 'Visible/Active' from the list and press 'SAVE CHANGES'.

Importing/Exporting XML
ShotChartr stores your shot chart data on our servers in an open file format called XML (similar to a stats file generated by StatCrew).

You can import XML into your shot chart that you may have generated in the Editor, but were unable to save due to a lost internet connection. To import XML, clikc the 'Import XML from File' button in the 'Options' panel and paste your XML file into the text box on the pop up. Please note, this XML will replace any information currently saved in the chart, so any changes you have made since generating this XML will be lost or overwritten.

You can also export your XML if you'd like to save it for later or need to make changes to it by hand. Press the 'Export XML to File' button and when prompted, save the XML file to your computer.

Saving Configuration Changes
Changes made on this page only automatically save when you take an action such as add/delete a player, add/delete a period, load XML or enter the Shot Chart Editor. Changes made at all other times must be saved to the server by clicking one of the 'SAVE CHANGES' button located at either the top or bottom of the

ShotChartr Configuration Screen Interface

Loaded Event: ID#2 - StatBroadcast Basketball Demo

1. SAVE CHANGES

2. Game Info

Game ID: 2
These fields are required
Visitor Team Name:* BUTLER   ID*: BU   Home Team Name:* UCONN   ID*: UCONN

This info will appear on chart printouts if specified.
Title: Date: 4/4/2011   Location/Venue: RELIANT STADIUM, HOUSTON, TX

Load from StatCrew XML

3.

Visitor Roster		Home Roster	
#01	MACK,SHELVIN	#01	WOLF,ENOSCH
#02	VANZANT,SHAWN	#02	BEVERLY,DONNELL
#03	HAHN,ZACH	#03	LAMB,JEREMY
#04	FROMM,ERIK	#04	COOMBS,MCDANIEL,J
#05	NORED,RONALD	#05	GIFFEY,NIELS
#11	ANGLIN,ALEX	#10	OLANDER,TYLER
#20	HOPKINS,CHRISHAWN	#13	NAPIER,SHABAZZ
#22	LDIENDECKER,GRANT	#14	COCHRANE,PJ
#23	MARSHALL,KHYLE	#15	WALKER,KEMBA

Delete Selected Player   Delete Selected Player

4. Add Player

To add a player, fill in the number and name below. To delete a player, select one from the list above and press delete.

\#   Name: Team V ▾

Add Player

5. Shot Chart Editor

Select a shot chart to record or edit shots for:

Period 1
Period 2

Note: Rosters may only be set up from this page and not from the shot chart.

⊙ Go to Editor   Add Period   Delete Period

6. Options

Print/PDF Chart   Shot Chart Status: Visible/Active ▾

Import XML from File   Export XML to File

SAVE CHANGES

ShotChartr Configuration Screen Interface Key Areas

1. SAVE CHANGES

Buttons are located at both the top and bottom of the page. You must save any changes you make to the roster, game information or game periods to the servers in order to commit your changes. Changes will also be saved automatically when entering the Shot Entry screen and when loading information from a StatCrew XML.

2. Game Info Panel

The Game Info Panel has fields that contain all of the info about the game that you are charting. You can also find the button for 'Load info from StatCrew XML' in this panel.

3. Team Rosters

Each team's rosters are held in these two lists, visitor on the left and home on the right. You can remove a player by selecting his or her name and pressing the corresponding delete button.

4. Add Player to Roster

To add a player to either team's roster, enter in the information in this panel and press the Add button.

5. ShotChart Editor

This panel is where you enter the ShotChart Entry screen from. You will need to add at least one period to access the shot chart.

6. Advanced Options

This panel contains buttons for accessing the various options in the program, including printing to PDF and importing-exporting.

Using the Shot Chartr Shot Entry Application

Shots are added to the chart by selecting a player, the type of shot event (made FG, missed FG, etc.) and then clicking a shot location on the court image.

Rosters

Each team's roster, as entered on the previous Configuration screen, are held in the two lists in the upper left corner of the screen. To select a player to take a shot, click on the player's name in the list.

You can move the order of the players in the roster list up and down (for instance, to move the players currently in the game to the top) by using the up and down arrow buttons to the side of each roster list. To switch the side of the court that each team is shooting at in the selected Period, click the 'Swap' button (the two interlocking arrows) in between the two roster lists.

To select a new color for each team, click on the colored bar above each team's roster list, select a new color in the Color Picker dialog and press the color wheel icon in the lower right corner of the dialog to commit your color change. Please note, colors are meant only as a reference in the shot chart editor and do not appear in the final PDFs or on your live stats screens.

Entering a shot

The three required components for entering are a shot are: the player, the type of shot event and the location on the court (or designation as a layup). Optionally, you can also specify the time on the clock for each shot by entering it in the box labeled 'Clock'. You must select a player and a shot type before you can specify the shot location.

- To select a player, click on his or her name from the roster lists at the top left.
- To select a shot type, click one of the four gray buttons underneath the roster lists.
- To specify the time on the clock, click in the box labeled 'Clock below the roster lists. Only numbers are accepted in the text box; the colon will be added automatically. Leading zeroes must be entered for minutes less than 10.
- To specify the shot location, click on the corresponding location on the image of the court. To specify a layup, click in the box labeled layup that corresponds to the team you are recording the shot for.

Every time a shot is entered, it will be marked on the court with the uniform number and recorded in the shot list in the upper right corner.

Saving Progress

While you are connected to the internet, each shot that is entered or deleted will automatically save your changes to the server. The status and time of your last successful save are recorded in the top bar in the upper right corner of the screen.

You can manually save your changes to the server at any time using the button on the lower toolbar at the bottom of the screen.

If you lose your connection to the internet and would like to save your changes to your local computer until you can reestablish a connection:

- Click the 'Save to Computer" button in the bottom tool bar.
- In the dialog box that pops up, press the 'Select All' button
- Copy the contents (Ctrl+C) of the textbox.
- Paste it into a text editor, such as Notepad, or word processor and save it to your computer.

Exiting the ShotChartr, to return to the Configuration screen, will also save your most recent changes to the server.

Delete/Edit a shot
You can delete a shot at any time by clicking on the delete icon (red X) for the corresponding row in the shot list.

Shots cannot be edited, they must be deleted and re-entered.

To delete a shot by selecting it on the court:

- Press the 'Edit Shots on Court' button in the bottom tool bar to activate editing mode.
- Click on the shot you would like to delete and confirm your selection.
- When you are completed making changes, click on the gray 'Exit Edit Mode' button in the popup box to return to normal shot chart operations.

Stats
ShotChartr will keep a running tally of each team's total raw FG numbers and 3PT FG numbers in the boxes at the bottom of the court. You can use these to compare against your StatMonitr feed or scorebook to ensure that you have the right number of shots entered for each team.

ShotChartr Shot Entry Screen Interface

ShotChartr Shot Entry Screen Interface Key Areas

1. **Roster List**

Each team's rosters are contained in these two lists. You can use the arrows on either side to reorder the list, for example move the five players currently in the game to the top of the list. You must select a player from one of these two lists prior to entering a shot.

2. **Switch Sides**

The 'Swap' button between the two rosters will change which sides of the court the two teams are shooting from for this half/period. Any shots currently entered for this period will also be swapped if they have already been entered.

4. **Shot Type and Clock**

The four buttons in this panel represent the type of shot and its result. You must select a shot type and result (i.e. made field goal; missed 3-pt field goal) before recording a shot. Optionally, you can also record the time of the shot.

5. **Shot List**

The Shot List keeps a running list of all the shots you have entered for the selected period. It allows you to review them for accuracy and also remove inaccurate shots by clicking on the corresponding delete button.

6. **Court Chart**

To record a shot after selecting a player and type/result, click on a location on the court to mark the shot. For layups, use the corresponding area for each team located by the baselines.

7. **Stats**

The ShotChartr app keeps running shooting percentage stats for the half to help you check for accuracy.

8. **Options Panel**

The bottom toolbar panel contains buttons for manually saving, exporting XML editing shots on the court and exiting the application.

Shot Chartr Hot Keys Reference

Hot Keys can make it easier and quicker to enter shots into the ShotChartr application. Here is a quick guide to hot keys in the application:

Selecting a player

h -

v -   press the 'h' or 'v' to designate either the home or visiting team. Once you do so, the area around that team's roster list should change color. Then, key in the player's uniform number by pressing the corresponding two digits on your keyboard (for instance, 0 and 1 for #1, 3 and 3 for #33). Leading zeroes must be keyed in for uniform numbers less than 10.

Selecting a shot type
To make it easier, we've matched our input keys to the same as StatCrew

g -   Made Field Goal

r -   Missed field goal

y -   Made three-point Field Goal

x -   Missed three-point field goal.

Entering time on clock

c -   will select and activate the Clock text box. Key in the four digits for the time on the clock to complete the action. For example, 0932 for 9:32. The colon will automatically be added.

Leading zeroes must always be keyed in for minutes less than 10.