

Player Participation Stadium Personnel Job Description

Overview

The National Football League is embarking on a new project for the 2004 season to identify all players involved with every play of every game. This will be accomplished by having digital still cameras operated from the upper levels of both end zones. Several photographs will be taken before the start of each play that will be used to identify all players on the field.

Four operators are required for each game. Two people will operate the cameras and two people will be responsible for gathering memory cards from the two end zone cameras at the end of the first quarter and begin identifying the players for the first quarter plays. At the conclusion of the game, all four people will work to identify the players for the rest of the game.

Job Description

Each operator will be required to meet in the stadium's press box two hours before kickoff. Two operators will retrieve the camera equipment from a secure location and perform an initial check and configuration of the equipment. The initial check and configuration will consist of formatting the memory cards, setting the camera time, checking battery levels and testing the camera. After successful completion of the initial check, the two camera operators will set-up the camera equipment in their respective end zone locations.

During the game, the camera operators will take 2 – 4 digital photographs of each play (kickoff plays may be 6 – 8). Normally, all of the photographs are taken before the start of the play so the camera operator can watch and enjoy the game. At the end of the first quarter the camera operators will remove the first quarter memory card from the camera and place the second quarter memory card in the camera.

The third and fourth operator will retrieve the first quarter memory cards from each end zone location and go back to a working area near the press box. They will have a computer provided by GSIS to load the images onto and run GSIS Player Participation software. During the identification process they will communicate the starting offensive and defensive players of both teams to the stats crew. They will retrieve the second quarter photos and identify the players in them before the game ends.

After the game is over, the two camera operators will pack up the camera equipment and meet in the working location. Then all four operators will divide up the work equally and identify all of the players involved in every play of the game. With the first and second quarters already done with four operators working it should take approximately two hours to complete the work.

Qualifications

- Dependable (must be able to attend ALL home games in the pre-season, regular season and post-season)
- Minimum age of 18
- Strong computer skills
- Numeric keypad touch-typist
- Superb player recognition and recording abilities
- Some photographic experience
- Willing to climb many stairs while carrying the camera equipment
- Willing to work outside in all weather conditions

Compensation

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- \$125 per game
- \$50 training bonus (requires 4 hours of training on initial deployment date)

Open Issues

1. Identify the two upper level end zone locations in your stadium
2. Identify a work area where two persons can work on a computer during the game and four people can work on laptop computers after the game is over. Any work location having a work surface, chairs and power will be adequate.

Document Revisions

Date	Description
8/25/04	Changed the number of game day operators from three to four. Changed the compensation from \$75 for games ending before 9:00pm and \$100 for games ending after 9:00pm to \$125 for all games. Added \$50 bonus compensation for training on deployment date.