

Player Participation Newsletter #4

Tuesday, November 23, 2004

Completion Times

We are going to begin providing you with the amount of time other clubs are spending after the game. You should compare your average time with the average time around the league. For your sake, we'd like to improve upon the amount of time it takes without sacrificing the accuracy of the information. Please remember that after you've entered every player you must run the Data Verification Report and also check the starters to verify the plays they are not in.

Week	Shortest Time	Longest Time	Average
6	0:54	3:31	2:04
7	0:50	2:57	1:39
8	1:37	3:30	2:18
9	0:42	3:23	1:51
10	0:53	4:01	2:01
11	0:43	3:02	1:58

Figure 1 - Time from end of game until successful upload of data

Suggestions for Improving Your Speed

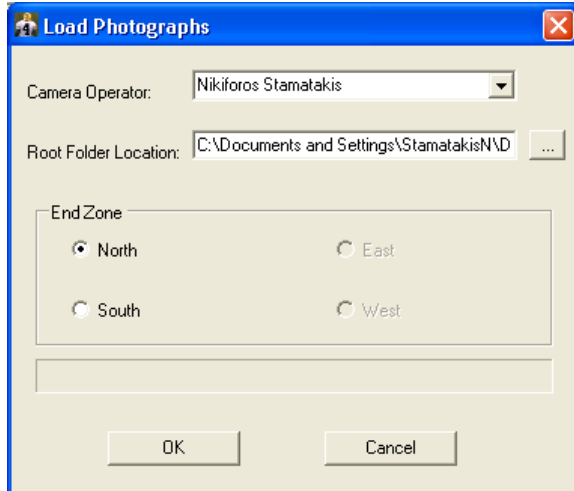
Here's a list of things some clubs have done to cut down the amount of time it takes to complete a game:

- Use entry operators with excellent numeric keypad skills
- Halfway through the first quarter send a set of CompactFlash cards back to the press box to begin work.
- One club misunderstood the use of the charting sheets and began to chart kickoffs from the camera locations. They record the quarter and game clock time on the form and each camera operator is responsible for his/her side of the field. When the referee hands the ball to the kicker, the camera operator stops charting the play and begins taking photographs. **IMPORTANT NOTE: the camera operators are still required to photograph the kickoff play as usual.** At the end of the quarter, the charts are sent along with the CompactFlash cards back to the working area.

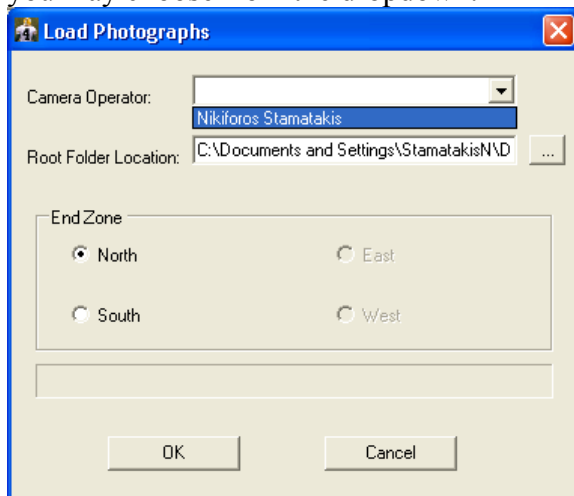
New Software Enhancements

The following enhancements to the Player Participation software have been added for Week #12. The new software version is 1.1.0.4.

1. The 1st time you load photos you are required to enter in a Camera Operator's name:

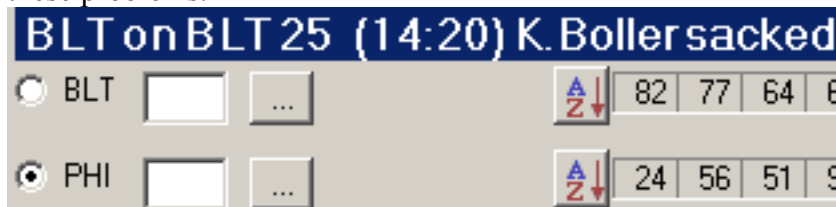


The 2nd time you load photos you can either type in a new Camera Operator or you may choose from the dropdown:

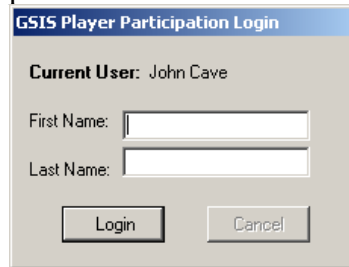


Note: the camera operator names are stored in memory. If you exit and restart the application, the names will need to be reentered.

2. Bug Fix: when working on a play, there were several ways in which the entry field could lose focus. For example, if you clicked on the button to sort the players by number, the entry field would lose focus. We've identified and fixed these problems.



3. Bug Fix: when using the automatic import from GSIS feature, if the primary computer was left unattended for a period of time and the logon screen popped-up, there were times when the automatic import would stop working. We've reengineered the way we're processing these updates and hope this has solved the problem.



The image shows a dialog box titled "GSIS Player Participation Login". It has a blue header bar with the title. Below the header, it displays "Current User: John Cave". There are two text input fields: "First Name:" and "Last Name:". At the bottom, there are two buttons: "Login" and "Cancel".

DVD Supply

When we rolled-out the equipment to you, we didn't factor into our purchase of blank DVDs the fact that games may require two DVDs to burn the photos. If you are running low on DVDs or mailing envelopes please let me know how many of each you have and I'll send you more.

Cold Weather

The cold weather is quickly approaching. Please check the weather forecast before your game and dress appropriately. Also, be very careful in icy conditions and never put yourself into a dangerous situation. Your personal safety is more important than our requirement for these photos.

My Contact Information

Please feel free to contact me at any time.

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