

# Player Participation Newsletter #5

Thursday, December 2, 2004

## Completion Times

I'll continue to post the amount of time it takes crews to upload the data after the end of the game. I hope this is helpful to you to figure out where you are in relationship with other crews.

Please remember that after you've entered every player you **must** run the Data Verification Report and also check the starters to verify the players that generally play the entire game.

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
12	1:05	2:52	1:55

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

## Data Verification

After performing some audits of games, it is apparent that some clubs have not been running the Data Verification report after completing all of the plays. Also, we've implemented another process of verifying all of the players that generally play the entire game and that too appears to be a step that is not be performed by a number of crews. Please make sure you run the Data Verification report and check all of the players on the report. If you have any difficulty with the report please call me before you upload your data. Also, you must perform the step below "**Verifying Players that Generally Play Entire Game**" before you upload the data.

## Verifying Players that Generally Play Entire Game

There are certain positions that, barring injury, generally participate in every play. For example: offensive linemen, quarterbacks and safeties normally participate in every play. In addition to running the data verification report, you **must** perform a search on each of these players of each team to find plays that the player was not involved in. Review the photographs of these plays to make sure you haven't recorded any incorrect uniform numbers.

To accomplish this, go to the **Play List** screen, select the **Club, Uniform Number, Not In, Off** then click **Find Now**. The application will return a list of plays the player is not recorded as having played. Double-click on the play and review the photographs to make sure this player did not participate.

PHI	63	Not In	Off	Find Now			
Id	Play Type	Video Type	Qtr	Time	Situation	Description	
1900	2	off	3	14:58	PHI 1-10 CAR 48	(14:58) B.Westbroc	
2150	2	off	3	09:58	PHI 1-20 CAR 39	(9:58) D.McNabb p	

### ***Audit Results***

Elias Sports Bureau has begun the auditing process and we've completed 6 complete audits to date. The results of the audits have been extremely positive as the clubs that have been audited thus far are exceeding an accuracy rate of 99%. In fact, one club was 99.8% accurate and they had completed entry, verification and uploading the data in under 45 minutes from the end of the game. They have set the bar high and we expect every club to be able to achieve this level of accuracy. After we audit one of your games you will receive a report listing each of the errors and the probable reason for the error. Please use this information constructively to improve upon your success with this initiative. Elias will be auditing another one of your games after the initial audit so we can determine whether or not you're still having issues with accuracy. If you follow all of our data verification steps listed above you should be able to immediately improve upon your accuracy before uploading the data.

## ***Weather***

I have to share some photographs of week 12 games where the weather was pretty bad. Major kudos to the crews working these games under these poor conditions!



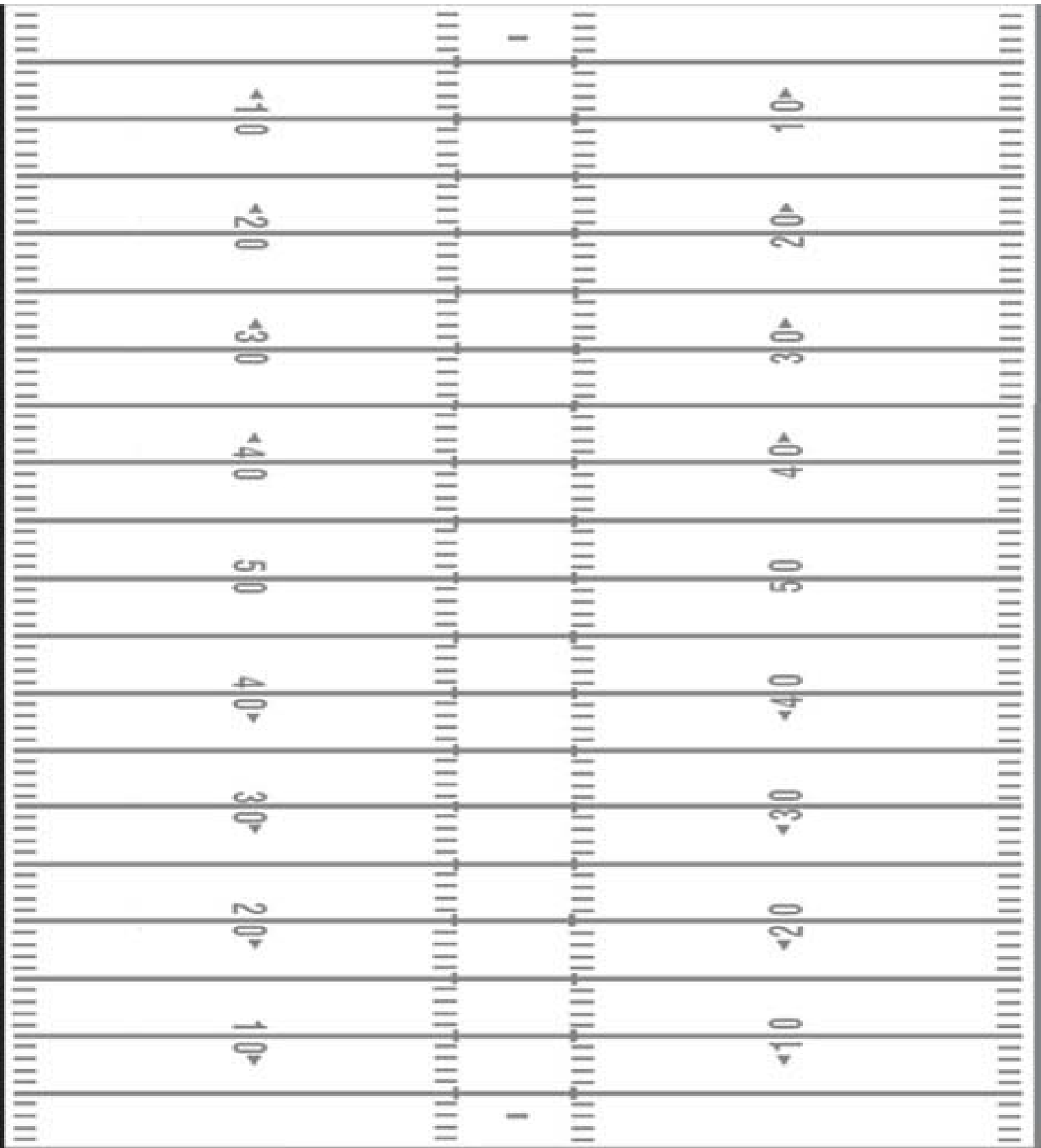
**Figure 2 - Baltimore at New England**



**Figure 3 - Oakland at Denver – notice how the white snow caused the camera to underexpose the photograph. This is not a problem as the software can now brighten the photograph and allow you to easily read all of the uniform numbers.**

### ***New Charting Form***

I've updated the kickoff charting form to match the dimensions of an NFL playing field. The old chart unfortunately had the numbers and hash marks in the wrong locations and made it difficult to accurately represent the location of players.



## **My Contact Information**

Please feel free to contact me at any time. I'd much rather you call the helpdesk or me when you're having a problem than to wait and tell me about it later. Most problems crews run into on gameday can be resolved quickly and easily.

On gameday you'll need to call my cell phone.

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