Player Participation Newsletter #6

Thursday, December 9, 2004

Audits

Elias Sports Bureau has now completed 10 audits and I have sent the audit results to the audited clubs. Yesterday, we received the best audit results yet. Congratulations to the Minnesota Vikings crew who were 100% accurate with both their team and the visiting team. I knew we it was possible to achieve a very high accuracy rate but I never envisioned 100% was achievable.

Kickoff Zoom Settings

In performing the audits we're finding that a number of clubs are either zooming in too much (> 150mm) or all the way out (75mm). Before a kickoff, check the zoom setting on the lens and set it to around 100mm – 110mm.

We've also been finding that the receiving team players on the outside of the front line are often not in the photograph or are extremely difficult to identify. Take a photograph of the left and right sides shortly after the kickoff to capture them when they are running back.

Play From Scrimmage Zoom Settings

When setting the zoom on the lens for a play from scrimmage, zoom in while the offense is in the huddle. Imagine where the defensive corner backs will be shortly after the huddle breaks and set the zoom on the lens so that these points are just inside the frame of the photograph. Take the first photograph shortly after the huddle breaks before any of the 22 players leave the frame. It is important you make sure all 22 players are in the photograph.

The first photograph of a play from scrimmage should have the following characteristics:
- All 22 players are in the photograph
- There's not a lot of grass on the left and right side of the photograph
- You should be able to just barely read the names on the back of the uniform

Disk Drive Space

Now that most of you have completed several games, you may be running out of disk space on your primary laptop. The photos of each game consume 4-5 GB of disk space. The laptops had approximately 30GB of available disk space when we configured them so you will run out of disk space after doing about 6 games. Please make sure you check

the available disk space before each game and remove older games as necessary from the c:\GSISPlayerParticipation folder.

If the disk is full when you're loading photographs from the CompactFlash card the application will report that the photos are corrupt. If you see this behavior you must check your hard disk space.

Transferring Primary

In our last software release, we quietly implemented a new feature that allows you to save the work you've done to a flat file. Normally, you shouldn't have to use this feature. However, in the unlikely event you need to move the primary computer role from one machine to another, you may save your work by choosing **File, Save** from the menu-bar. This will make a copy of the work you've done from the database into a file located in the c:\GSISPlayerParticipation\<gamekey> folder.

You may copy that file to another machine and make that machine perform the primary role. Then simply choose **File, Open** from the menu-bar and load that file into the new primary's database.

You may also copy the photographs from the original primary to the new one. Simply map a drive to the GSISPlayerParticipation folder of the original primary machine and copy the entire folder with today's gamekey to the new primary machine.

Burning DVDs

I'd like everyone to begin burning two DVDs for each game. Put one endzone on each DVD.

The reason for this procedural change is due to the much higher failure rate of the DVDs that contain both endzones on them. My assumption is that because DVDs write data from the inside to the outside, when the DVD begins to fill up, the outer rings of the DVD are more prone to failure.

If you are running low on your supply of DVDs please let me know and I'll send more to you.

Postseason Games

Some people have been asking if we will be continuing the pilot of the Player Participation program into the postseason. The answer is: Yes. We will be doing the postseason games of clubs participating in the pilot. We will **not** be doing the Super Bowl or Pro Bowl however.

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
13	0:44	2:58	1:33

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

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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