Player Participation Newsletter – 2006-01

Wednesday, March 8, 2006

2005 Season Summary

I'd like to thank everyone for your support during the 2005 season. Thanks to all of you the Player Participation project had another very successful season. Twenty-five of the thirty-two NFL clubs participated in 2005. The Player Participation program was operated at 244 games and crew members identified at total of 865,779 players. In the League office, we reviewed 17 preseason games and 142 regular season games.

Based upon the results of our game reviews, we saw the accuracy rates steadily improve during the course of the season. We believe the improvement is the result of crews becoming more experienced and educated about the Player Participation process. We hope you have found the game review reports helpful. Our plan is to continue with the reports for the 2006 season to ensure that all crews achieve our accuracy goals for next season. If you have any ideas about how we can better communicate the information on these reports please feel free to email me.

Our goal of the 2005 season was for every crew to achieve an accuracy rate of 99.85% by the end of the season. We reviewed the last two games of each crew to determine each crew's current accuracy rate. Thirteen clubs either met or exceeded the goal of 99.85% and there are several crews that are just under that mark. Crews achieving 99.85% made only 5 or fewer mistakes during a game.

A perfect game is nearly impossible to achieve. Again this season we had only one crew achieve 100% accuracy during a game. Congratulations to the St. Louis crew on that one perfect game. Since we didn't review every game there may be others out there that we didn't have a chance to review. Seven crews (Atlanta, Denver, Detroit, Minnesota, New England, New York Giants, and Tampa Bay) have performed to near perfection by making only one mistake in a game.

I will be sending out the crew ranking reports to our contact at the club. He/she will be responsible for sharing the results with the crew members. This report shows the overall accuracy rate of all games as well as the accuracy rate of the last two games.

The 2005 accuracy ranking report is shown below. The club names have been covered up. We will be sending this same report to your club and showing your club where your crew ranks. The calculation for each of the columns is documented below:

Overall Accuracy
1 - (Sum of all mistakes) / (Sum of players identified)

Overall Rank
Ranking of each club based upon the Overall Accuracy column

Most Recent Games
1 (Sum of mistakes made in last two games) / (Sum of players identified in last two games)

Most Recent Rank
Ranking of each club based upon the Most Recent Games column

Improvement Percentage
(Most Recent Games – Overall Accuracy) * 10,000

Improvement Ranking
Ranking of each club based upon the Improvement Percentage column

Club	Overall Accuracy	Overall Rank *	Most Recent Games	Most Recent Rank **	Improvement Percentage	Improvement Ranking ***
	99.90%	2	99.97%	1	6.88	9
	99.89%	5	99.96%	2	6.21	10
	99.92%	1	99.95%	3	2.29	15
	99.90%	3	99.93%	4	2.55	14
	99.87%	6	99.91%	5	3.95	11
	99.79%	13	99.90%	6	11.92	4
	99.67%	19	99.90%	7	23.01	3
	99.87%	7	99.90%	8	3.48	12
	99.79%	11	99.88%	9	9.17	5
	99.54%	23	99.88%	10	33.89	1
	99.90%	4	99.87%	11	(2.30)	18
	99.84%	9	99.87%	12	2.56	13
	99.77%	14	99.84%	13	6.99	7
	99.74%	17	99.81%	14	6.95	8
	99.85%	8	99.80%	15	(4.86)	22
	99.71%	18	99.80%	16	8.66	6
	99.80%	10	99.77%	17	(2.45)	19
	99.79%	12	99.75%	18	(3.50)	20
	99.77%	15	99.73%	19	(3.82)	21
	99.39%	24	99.71%	20	31.90	2
	99.66%	20	99.66%	21	0.00	17
	99.74%	16	99.66%	22	(8.00)	23
	99.60%	21	99.61%	23	1.34	16
	99.55%	22	99.38%	24	(17.24)	24
	99.27%	25	98.94%	25	(33.25)	25
Average	**99.74%**		**99.78%**		**3.45**	

Enhancements for the 2006 Season

We are already working on enhancements to the software for the 2006 season. If you have any ideas about the photo taking procedures or the identification process, please forward them to me. Your feedback is essential to the success of this project.

Here is a list of features we are currently working on:

1. There is a new feature on the play entry screen that will allow you to "Go To" a specific play ID. This is helpful when using the Data Verification Report which lists the play IDs of the suspect plays. Simply press CTRL+G and enter the play ID you want to go to.

2. When you identify a player, we will record the name of the photograph you were using to identify the player. This will assist us in determining how/why a mistake was made and will allow us to provide you with better and more accurate feedback.

3. We are changing the way you set the endzone time offset values. Currently, you set the value based upon the endzone. A problem with this approach arises when you switch cameras during the game. In this case the endzone is the same but the camera is different and may have a different time set on the camera. Fortunately for us, Canon records the unique camera body number with each photograph. The application will now prompt you for the offset time for each unique camera body. This will allow you to remove the CompactFlash from one camera and insert it into another camera without causing any problems with the offset times.

Next Season

Several more clubs have already expressed interest in joining the program and we hope to roll-out to all remaining clubs. We plan on continuing with the Player Participation program next season and look forward to working with you again.

Best Regards,

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