Player Participation Newsletter – 2006-02

Wednesday, June 28, 2006

Welcome back everyone! Hopefully you had a pleasant off-season and are now energized for a new NFL season. We are pleased to inform you that because of your hard work and the success of Player Participation during the 2005 season; the program is being expanded. Once again we would like to thank you all for your commitment to the project and assistance in making 2005 a success; your efforts are truly appreciated. It is only with your continued support and feedback that we can continue to provide the most efficient and accurate system of playtime tracking.

Goals for the Upcoming Season

- **All Clubs**: Achieve 5 or fewer errors per game
- **Camera Operators**: Perfect photo taking procedures and timing
- **Identifiers**: Eliminate photo marrying issues
- **Everyone**: Increase communication between League and Clubs
- **League Office**: Produce a Training Video for crews to utilize
- **Everyone**: Constantly innovate and improve Player Participation system
- **League Office**: provide an automated interface from the Player Participation system into Management Council playtime.
- **League Office**: Perform a quality assurance review of every regular season game within 10 days of the game.

Communication

Now more than ever before, we plan to keep in close contact with every club. We would like to encourage an open line of communication between the clubs and the league office. We will provide you with a bi-weekly newsletter, weekly performance reports, and we plan to speak directly with crew chiefs. If you come across any ideas you would like to share with us or the other NFL clubs, please forward them to the address below and we'll review the matter. If you have any questions, comments, or concerns, do not hesitate to contact us.

League Office Player Participation Staff – Contact Info

Please direct all Player Participation questions to PlayerParticipation@nfl.com

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New Clubs

We would like to welcome the following clubs and their crew members to the Player Participation program:

- Baltimore
- Buffalo
- Houston

- Indianapolis
- Seattle

We have great confidence that these crews will help maintain our standard of excellence. They will receive in-depth training, and will benefit from the suggestions and improvements made by other crews.

Preparation for 2006

As the 2006 season approaches, there are several things we need you to do in order to prepare yourselves for another successful season.

1. Review your Player Participation User Guide. Carefully review any highlighted sections, as these sections are new for 2006. Please contact the league office if anything is unclear. You may find the updated guide at http://www.nflgsis.com/pp, then click on the documentation link. **Note:** you will receive four printed copies of the updated guide before the start of preseason.
2. Crew Chiefs: Gain access to your Player Participation equipment and test the cameras and laptops to ensure they are in proper working order. This is also a good time to give the batteries a fresh charge. Also, confirm with your GSIS stadium technician that the updates to GSIS and Player Participation have been applied to your Player Participation laptops.
3. Discuss as a crew how you will achieve the goals set for 2006.
4. Crew Chiefs: Make sure everyone on your crew has received this newsletter from the League office. If they haven't that means we don't have their current contact information. Make sure that you send us any updates to your crew's contact information.

Updates for 2006

We have reviewed your feedback, and made updates to the system that we feel will increase data accuracy and will aide you on game day. As part of preparing for the 2006 season, read about the updates below. If you have any questions about these updates, please contact the league office.

Player Participation 2.1 Release Notes

Offsets Associated with Camera Body

Offsets were previously associated with an end zone, now offsets are associated with a camera body. This change:

1. Allows for the movement of a camera from one end zone to another during a game
2. Eliminates all issues with loading photos from a camera to the wrong end zone
3. Allows for support of an unlimited number of cameras.

Each camera has a unique identifier on the bottom which is a series of numbers:

After loading photos from a camera for the first time, the "Camera Offsets" window pops up and asks you to enter an offset value for this camera. The label above the list of photographs shows the camera body id and the end zone the photos were loaded in. To calculate the offset value for this camera, select the kickoff play from the play list and then select the photograph that was taken at the moment of the kickoff. The offset value will be automatically calculated for you. Click Ok once finished to save the offset. The "Camera Offsets" window is shown below:
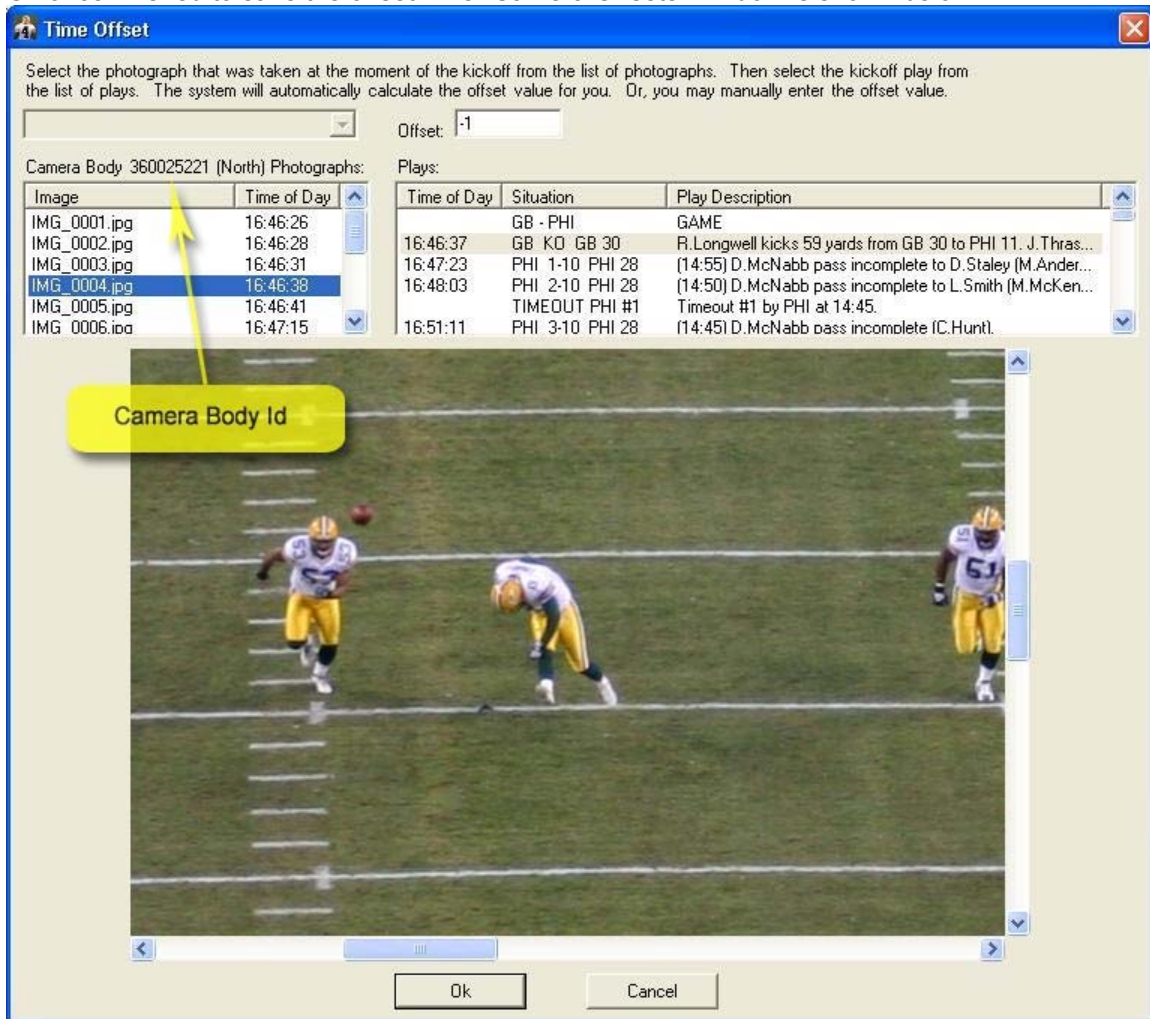
Note: The list of Photographs displays only the photos that were taken with the camera body that you're setting the offset value for.

Thumbnail Photo Display Ordering

You can now set the order in which thumbnails of the end zone photos are loaded in the application when identifying players. This is helpful when the photos from one end zone are of poor quality and you do not want them to load first. To set the photo display order, navigate to Photos->Display Order. The following dialog window will appear:
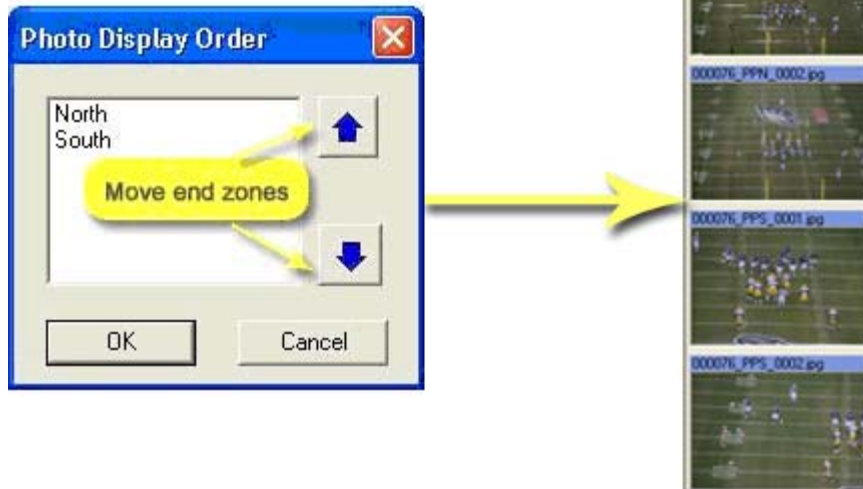
The current display order is displayed in the list. In our example above, the North end zone photos will be loaded first, followed by the South end zone photos. To change the photo display order, select an end zone by clicking on it and then use the blue up/down arrow buttons to the right to move the selected end zone up or down in the display order list as desired. Once you are done click on the OK button to save your changes. When a Play is loaded, the photos from each end zone will be loaded in the order you set them.

Support for 4 Camera Locations

You can now load photographs for more then 2 end zones in a single game. This allows crews to add a 3rd or even 4th camera as desired. We are not advocating that you need any more cameras but we wanted to remove that restriction from the software.

Go To Play

There is an easier and faster way to load the plays in the data verification report while you're going through them. When you've finished checking a play instead of going back to the Play List and selecting the next play in the report, simply press Ctrl+G on your keyboard or select the Actions, Go To Play menu item. The following window will appear:

Enter the Play Id of the next play in the data verification report and click on the Go button or press <Enter>. The play with the Play Id you entered will automatically load.

Invalid Uniform Number Confirmation

If while identifying players, you enter a uniform number that doesn't exist in the roster, the confidence window will display "N/A" Invalid Uniform in yellow (shown below). This is helpful for when you've turned off the speakers or it's difficult for you to hear the computer speakers.


Jersey Colors

In all football games, one team wears dark jerseys and the other team wears white jerseys. The home team has the option to choose their jersey color and in most cases chooses the dark jersey. When the weather is hot many times you will see the home team wearing their white jerseys. On the bottom of the player identification screen you will see the team names, one with a white background and one with a black background as shown below.

You should set the black and white according to the jersey the teams are wearing in this game. As you enter players, our confidence window that displays the uniform number you just entered will reflect the white or dark jersey you selected for a team. This allows you to know that you are entering the numbers for the correct team.
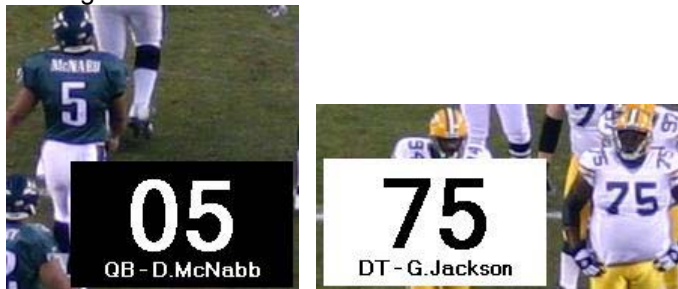
When you start the application, the home team will be defaulted to the dark jerseys. To change this, simply right-click on one of the team names and select "White Jerseys" or "Dark Jerseys" to change the setting as shown below.

Photo Details (EXIF Data) Window

The photo information window now displays some more data. A screenshot of the window is shown below and the new fields are highlighted in yellow. Each field is explained below.

Model: Camera model

Camera Body: Camera Body Id (located on bottom of camera)

Date Time: Date and time when photo was taken

Time With Offset: Time when photo was taken with camera offset value applied. This gives us the GSIS time when the photo was taken.

Shutter Speed: Shutter speed value of camera. This value should almost always be 1/125 of a second.

F-Stop: F-Stop value of camera.

ISO Speed: Camera ISO setting. This value should be 100 for very sunny outdoor games and 400 for stadium lighting conditions (indoors, bad weather, night)

Aperture Value: Camera aperture value

Focal Length: Zoom level of camera. If lens is 75mm-300mm, 75 mm is fully zoomed-out and 300 mm is fully zoomed-in.

Operator: Name of camera operator who snapped the photo.

Marrying: If value is "Automatic" then photo was automatically married to current play by software, if value is "Manual" then photo was manually married to current play by the user.

Marrying Offset: Offset value of a camera body at the moment the photo was married to the play.

Recording Photo During Identification

As you record the players you see in the photograph, the software is now capturing the name of the photograph you were looking at when identifying the player. When you hover your mouse over a uniform number that has been entered, in addition to displaying the player's name, position and the user who identified the player we now also display the photo used to identify the player.

Hard Drives

Crews should no longer use the LACIE USB hard drives. Every crew should be using the Western Digital USB hard drives. We will be shipping a second Western Digital drive to you before the start of the preseason.

When you're finished identifying all players in a game and you want to copy the photos to the USB drive to send to the NFL, make sure that the drive will now show up as "WD Passport" and not "LACIE" as before.

Best Regards,

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