

# Player Participation Newsletter – 2006-03

Wednesday, July 26, 2006

The preseason is the time in which you must get the game day routine down so that everything will run smoothly during the regular season. During the preseason you will encounter every possible roadblock you could imagine, and we expect that you will make some mistakes. However, we want you to fully understand why the errors occurred, and learn from them.

## ***Pre-Season Alert!***

Vast differences exist between the preseason and the regular season, and you must be aware of these differences. Below is a list of obstacles you might face:

1. **Duplicate Numbers:** Because there are so many players on each team, some players wear the same number. In most situations, one player will be on offense and one on defense. Your stats crew will make their uniform numbers unique in GSIS by appending a letter to the end of their uniform number. Many stats crews will distinguish one from the other by using the letters “o” and “d”. For example, they may refer to the offensive player as “77o” and the defensive player as “77d”. Please check with your stats crew before the game to see how they handle these situations. You will need to identify the players using the same numbers the stats crew assigned to each player to make him unique.

When entering these players, be sure you enter the proper player and *always* verify the name of the player when entering the number.

2. **Player Substitution:** Everyone plays during the preseason. Be on your toes, as you will see different player personnel from series to series.
3. **Last Second Substitution:** Because of the increase in substitutions during the preseason, you may observe more last second substitution. This means that you will need to look at all photos taken; in order to ensure that the players who were on the field in the first photo were still on the field when the last photo was taken. To prevent mistakes, do not identify a player if they are running in the photo, as they may be running off the field.
4. **Being Rusty:** We recognize that you have not done this since last season, and that you will need some time to find your groove. However, a slow start can be avoided by reviewing your Player Participation User Guide.
5. **Fatigue:** All preseason games are played in the evening to avoid the hotter daytime weather and many of these games are played on weeknights. If you are working during the day this may result in a very long day for you. Make sure that you are well rested and have a full meal before you start work so that you can operate at a high level throughout the game.
6. **Marrying Photos:** When manually marrying photos, make sure you check all of the information in the photo to make certain that it matches the GSIS play description of that play. For example, check the time of the photograph, match the yardline of play with the spot of the ball in the photograph etc. See “How to Manually Marry Photos to Plays” on page 68 of the Player Participation User Guide for more detailed instructions on this process.

7. **Data Verification Report:** Since there are many substitutions during preseason games, the data verification report may include more players than normal. Make sure you check all players on the report before uploading the data to the NFL. Remember to make use of the new CTRL+G feature to quickly switch to another play using the play ID on the report.

## ***Practice Makes Perfect***

We would like for you to sharpen your skills during the preseason. Now is the time to develop the methods that your crew will use during the regular season. During your preseason games, make sure you focus on and perfect these procedures.

1. **Focal Length:** Determine what your proper focal length should be for each yard line.
2. **Camera Settings:** Make sure you know how to sync your camera to the GSIS clock, and that your camera settings are correct (ISO & Shutter Speed).
3. **Timing:** Work on taking photos at the times outlined in the User Guide.
4. **Special Teams Formations:** Make sure you know where all 22 players will be located on a given special teams play so that you can take pictures of them.
5. **Charting Kickoffs:** We have found that the best practice for identification on kickoffs is making a chart of the play. See the User Guide (pp 71-73) for a comprehensive example of how to chart a kickoff.
6. **Team Work:** Identifiers, talk to the camera operators and let them know how they can shoot their photos in order to make identification easier for you.
7. **New for 2006:** We have added several new features and procedures for 2006. Make sure that you comprehend all of these. If you have any questions regarding the updates, please contact us at [PlayerParticipation@nfl.com](mailto:PlayerParticipation@nfl.com).

## ***Preparation for 2006 - Crew Chiefs***

1. Make sure you have game credentials and parking arrangements for each of your preseason and regular season games.
2. At least one week prior to your first preseason game, test and inventory all of your equipment. If any equipment is not working properly, please contact John Cave at (212) 450-2441. Now is also a good time to charge all of the camera batteries.
3. If you have any new crew members, do the following:
  - a. Submit the employee forms (W2, I9, Background check, Direct Deposit) to the League office. These forms can be found under the documentation section of [www.nflgisis.com/pp](http://www.nflgisis.com/pp). Submit the completed forms to:  
John Cave  
National Football League  
280 Park Ave  
New York, NY 10017  
Fax: (212) 847-0803
  - b. Make sure new crew members read the Player Participation Guide. This guide can be found under the documentation section of [www.nflgisis.com/pp](http://www.nflgisis.com/pp).
  - c. Make sure new crew members know how to use the numeric keypad without looking at the keys. Direct them to the Numeric Keypad Training section of [www.nflgisis.com/pp](http://www.nflgisis.com/pp).

4. You **must** review the yellow highlighted sections of the current Player Participation User Guide. There have been several changes to the software and procedures that are critical to the successful operation of Player Participation. This guide can be found under the documentation section of [www.nflgsis.com/pp](http://www.nflgsis.com/pp).
5. Review last season's reports with your crew members and brainstorm ways you can improve your photographs and eliminate mistakes made during identification. If you do not have last season's reports, please contact us at [PlayerParticipation@nfl.com](mailto:PlayerParticipation@nfl.com) and let us know which weeks you are missing.
6. Make sure your player participation laptops have the most recent version of the Player Participation software loaded. The current version is: **2.1.0.1**. To determine the version, start Player Participation and logon as "Primary". The version number can be found on the status bar at the bottom.

### ***Preparation for 2006 - Crew Members***

1. You **must** review the yellow highlighted sections of the current Player Participation User Guide. There have been several changes to the software and procedures that are critical to the successful operation of Player Participation. This guide can be found under the documentation section of [www.nflgsis.com/pp](http://www.nflgsis.com/pp).
2. Practice entering numbers on the numeric keypad *without* looking at the keys. Use the Numeric Keypad Training section of [www.nflgsis.com/pp](http://www.nflgsis.com/pp).
3. If you've moved or any of your contact information has changed since last season, please make sure you notify the League office of your updated information. Send an email to [PlayerParticipation@nfl.com](mailto:PlayerParticipation@nfl.com).

### ***Quality Assurance***

We are changing our approach to quality assurance this season. Last year we produced reports that included our critiquing of your photo taking skills as well as your identification accuracy. The photo portion of the report was very time consuming and limited the number of games we could review. I also think some of you thought we were being too picky with some of our critiquing.

This year we will be auditing every game by re-keying every player of every play. We will complete this process and send you the results within 10 days of the game. The identification report will now include the type of play as well as the player's roster position for each mistake found. This should help you to understand the types of plays and the positions in which most of your mistakes are occurring. Here's an example of what the report will look like:

Play Id	Play Type	Team	##	Pos	Add/ Delete	User Name	Insert Index	Reason
70	Pass	SD	95	LB	D	User #1	3	
70		SD	99	DE	A	Rob Kane	12	
234	Punt	SD	22	CB	A	Rob Kane	12	
264	Punt	PHI	88	TE/L S	A	Rob Kane	12	
264		PHI	91	DT	D	User #1	11	
588	Punt	SD	05	P	A	Rob Kane	12	
588		SD	85	TE	D	User #1	1	
1549	Rush	SD	95	LB	D	User #2	9	
1549		SD	99	DE	A	Eric Grossman	12	
2053	Pass	SD	76	DT	D	User #3	4	
2053		SD	93	DT/ DE	A	Eric Grossman	12	
2269	Punt	SD	21	RB	D	User #2	11	
2269		SD	31	S	A	Eric Grossman	12	

If your crew makes more than 5 mistakes in a game and we think some of them may be caused by poor photographs, we will then produce a photo report for you.

## ***New Supplies***

Next week we will be shipping supplies for the 2006 season to our club contacts. The supplies include the following:

- 1 – Western Digital 40 GB hard drive
- 1 – USB cable
- 1 – Foam insert for the Pelican 1150 blue case
- 4 – Player Participation user guides
- 14 – FedEx pre-printed air bills
- 1 – FedEx Envelope