Player Participation Newsletter – 2006-04

Wednesday, August 30th, 2006

Just one more week until the regular season! The majority of our crews are off to a great start and I'd like to take this opportunity to thank everyone for their continued support. It gives me great pleasure to welcome the Buffalo Bills, Houston Texans and Indianapolis Colts crews to bring our total of participating clubs to 28. I'm happy to report that the Buffalo crew made only 1 mistake on their first solo game. This is the best start of any crew in our 3 seasons of Player Participation. Congratulations on a job well done!

New Software Release

We posted a new version of the Player Participation software on the GSISUpdate web page. When you log on at your next home game, make sure you log on with administrative privileges to install the new version. If you are unsure how to do this please contact your GSIS Stadium Technician. The new version is 2.1.0.3. Note: the software updates must be applied to all laptops. Make sure you take care of this before the game so you are not delayed when the first quarter ends and you are ready to load your photos.

Below is a list of changes in this version of the software:
1. BUG FIX: Play times are now properly calculated based upon timezone and daylight savings time. You may have noticed that even though you'd set the camera clocks properly your offset values were approximately -3,600.
2. Feature: When you sort the list of uniform numbers in the entry screen, the list will remain sorted while entering numbers
3. BUG FIX: An error would occur when the first file was received from GSIS. This bug has been fixed
4. BUG FIX: when more than 1 camera is used in an endzone, the photos from the two cameras were potentially married to the wrong plays due to the difference in the clock on the two cameras
5. BUG FIX: on certain occasions the Play List may be disabled and you would need to exit and restart the application
6. BUG FIX: on certain occasions and error would occur when marrying photos to plays. The error stated that the file could not be renamed because it was in use by another process. We haven't been able to reproduce this problem but have made some changes that we hope eliminates the problem.

Video on Website

Recently, sample game footage was added to our website which can be used as a training tool. Crew chiefs, you can use this video to demonstrate proper timing

and zooming techniques. The videos take about a minute to download and are played in Windows Media Player. The videos can be accessed by going to http://www.nflgsis.com/pp/documentation. At this time the videos simply show you sample footage of different play types. You'll need to use your book knowledge of timing and zooming techniques to train any new crew members on these techniques.

Quality Assurance Reports

Most of you have received our new reports. I hope you find the new reports easier to read and more useful. If you have any suggestions on how to make this easier for you please feel free to contact us. Crew Chiefs, before every game, make sure that you go over your most recent game review with your entire crew. The game review is an analysis of your previous game's performance in which the quality assurance staff recognizes your accomplishments and offers suggestions on how to improve your accuracy rate.

Get Credit for the Work You Do

When loading photos, make sure that you enter the camera operator's full name to the proper end zone. Also, when identifying players, make sure you are logged in as yourself. When you log in, always give your first and last name. We want the correct person(s) receiving credit for their work, and we also want to the quality assurance team to be able to direct their commentary to the proper person(s).

Questions from Crews

Q: At what time should crew members arrive at the game?
A: All crew members must arrive in the press box at least 2 hours before game time. When you arrive, the first thing you need to do is prepare for the game. In addition, all camera operators must report to their camera locations at least 45 minutes prior to game time.

Q: When are crews supposed to format memory cards?
A: Before you begin each game, you must re-format your memory cards. We do this to make sure that all photos from the previous game have been deleted and will not be mixed in with the current game. In addition, if you do not reformat your cards, you will run out of space midway through a quarter. Under no circumstances should you reformat a memory card after you have taken photos on the card for the current game. It may be necessary to reload the photographs if a problem occurs with one of the laptops or the Player Participation software.

Q: How should I utilize the control+G function?

A: The Data Verification Report will be much easier to complete this year, due to the addition of the Ctrl+G function. You can jump from one play, to another by simply pressing Ctrl+G and entering the play number of the play you would like to go to.

Q: What is the League accuracy goal for the 2006 season?
A: This year, our minimum standard of accuracy is 5 or less identification mistakes per game. This translates to roughly 99.85% accurate which is the same as last year.

Q: When automatically marrying photos to plays, how do I know I've done it properly?
A: The number of photos not matched should be very low. The unmatched photos number should include the 9 reference photos and maybe a few additional photos that were taken too early. A large number of unmatched photos is your immediate indication that there is a problem with your offset value. Use "Start Fresh" from the File menu to start over. If everything looks good, scroll down to find punting and kickoff plays to see if the photos match the type of play.