Player Participation Newsletter – 2007-02
Wednesday, September 26, 2007

The regular season is off and running and so are our Player Participation crews. The preseason is the toughest time for Player Participation; however this preseason is one of the best we have ever had. Despite late nights, duplicate numbers and everything else that comes with the preseason our crews shined. Everyone did a great job in being ready for the first preseason game and thus far data accuracy appears to be on course with our goal of 99.85% or better. This trend has continued through the beginning of the regular season as we have already had several near perfect games and every club is right around our goal of five mistakes or less in just the first two weeks of the regular season. We have a few important notes as well as some software and hardware upgrades that should make your job easier and help you reach our accuracy goals. We also want to thank everyone for their hard work this season. This is the first year where clubs have decided to share player participation data for the preseason. We've had a lot of positive feedback from clubs telling us how much they love the data and how much time and effort it's saved them. Keep up the good work and we wish everyone a great 2007 season.

Red Photographer Vests are Now Required Attire
In light of recent events involving photographers at NFL games, we are implementing a new policy with the Player Participation camera operators. This new policy requires all Player Participation camera operators to wear a red still photographer's vest identical to the ones worn by photographers on the sidelines. This vest will easily identify the camera operators as being officially sanctioned by the League and local Public Relations department. These vests are number coded and it will be easy to identify exactly who you are and what your function is. We will also be sending NFL caps (5 per crew) to all crew members that must be worn whenever you are outside of the press box area.

How to obtain a red vest:
These vests are distributed by the local team's Public Relations staff before each game. You will be given a vest with a number for which you will need to provide your name and organization. You may use "NFL Player Participation" as the organization name. Only two vests (one per camera) are required for each game. Please do <u>not</u> wear the vest until you reach your camera location. At the conclusion of the game you should return the vest to the location where you picked it up.
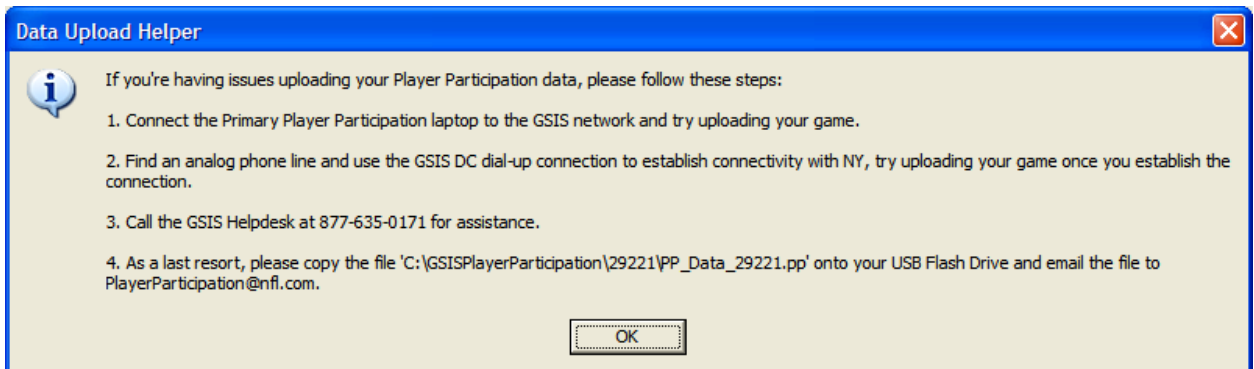
Memory Upgrade for IBM Laptops
The IBM laptops that were originally deployed for Player Participation use may be experiencing extremely poor performance especially when working on a kickoff play. This poor performance is due to the number of photographs taken on a kickoff play in combination with the higher resolution of the new Canon XTi cameras. If you are using one or more IBM laptops, please send an email to PlayerParticipation@nfl.com. Include in the email your club name as well as the number of IBM laptops you use for Player Participation. We will send a memory upgrade to you with the next disk shipment as well as installation instructions.

Software Updates
A software update has been released for week 4 of the regular season. When you arrive to the stadium for your next game, make sure you give your primary player participation laptop to the GSIS stadium technician to install the updates for you. Below is a list of all the updates made to the software

- Fixed bug where at times the play list would get locked and you had to restart the application in order to get it to work.

- Added feature where if you've selected a play, you no longer have to wait until all the thumbnail photos are loaded to go to another play. If you've selected the wrong play you can now immediately go to the next play or go back to the play list to select another play.
- Added feature where rosters will always be exactly in synch with GSIS rosters. Whether GSIS data is acquired manually or automatically, the software will now ensure that the rosters are exactly the same as GSIS. This should solve issues of missing players, wrong uniform numbers and wrong names in the rosters.
- Made a tweak to the software which should prevent some rare occurrences of the application allowing two users to work on the same play.
- When uploading your game, if you get an error or if you cancel the upload because the software can't communicate with New York, you will now see a message with instructions of steps to
  take.

Data Upload Helper

If you're having issues uploading your Player Participation data, please follow these steps:

1. Connect the Primary Player Participation laptop to the GSIS network and try uploading your game.

2. Find an analog phone line and use the GSIS DC dial-up connection to establish connectivity with NY, try uploading your game once you establish the connection.

3. Call the GSIS Helpdesk at 877-635-0171 for assistance.

4. As a last resort, please copy the file 'C:\GSISPlayerParticipation\29221\PP_Data_29221.pp' onto your USB Flash Drive and email the file to PlayerParticipation@nfl.com.

OK

- Fixed issue where when opening a play, scroll bars would appear on the bottom and right side of the large image and you had to scroll to see the bottom right corner of the image. This was caused because of the larger image dimensions of photos taken with the new Canon XTi 10.1MP camera.
- Fixed bug in data verification report where some players were not showing up on the report. This was caused because the report was depended on player statuses and sometimes they were not set in GSIS or they were wrong.

Things to be aware of

During the course of reviewing games this season we have come across a few keys areas that seem to be giving a majority of our crews' problems. A lot of mistakes have come on special teams plays and more specifically punts. Please be aware of the situation of the game and be ready for special team plays. When taking pictures of a punt, you should be taking two pictures of the linemen before they get in their stance. Then pan to the left and right to capture the gunners and lastly take a picture of the return man. Some crews are taking pictures of the return man first since he is closest to them. This delays the photo taking of the interior linemen and the players are already down in their stance. This makes it nearly impossible to identify them and thus leads to errors.

Also crews are having problems manually marrying photos to the correct plays. Whenever you have to manually marry photos you must check the yard line in the photo to the yard line in the GSIS play description for the play you are marrying it to. When identifying, the photos that are manually married will appear with a yellow banner on the left of the screen. You should double check these photos when identifying to ensure they have been married correctly. The other thing we have noticed is crews are sending in plays with no photos married to them and no players identified. It is an extremely rare situation where there would be no photos taken for a play. If you come across a situation where there are no photos for a play, check the play before and after to see if there are extra photos there. There is a good chance that the photos were incorrectly married and you can simply go back and manually marry the photos to the correct play in order to

identify all the players. Before uploading your data to the NFL you should double check that all plays have 22 players identified and if they don't you have included a comment as to why it doesn't.

Perfect Game Incentives
As you know, last year we printed posters for all of the crews who've achieved a "Perfect Game." We don't want to do the same thing each year and are looking for ideas from you that would be a reasonable incentive for achieving this goal. If you have any suggestions, please forward them to PlayerParticipation@nfl.com.

Best regards,

NFL Player Participation Crew

John Cave, Nikiforos Stamatakis, Vic DeNardi, Matt Borowski, Scott Gilmore, Mike Medina