

Player Participation Newsletter – 2008-01

Monday, July 7, 2008

I hope you had a great holiday and are enjoying the summer. Teams will be reporting to camp in about two weeks and the 2008 NFL preseason will be starting before you know it. We hope you've enjoyed the off-season and are excited to get back to football.

We don't have much news to report other than we'll be shipping a new laptop to crews with aging laptops. The order has not been placed yet for the laptops and they may arrive after the preseason has begun.

Importance of Preseason

Now that the Player Participation information is being shared with all clubs during the preseason, it is extremely important that all Player Participation crews ensure that their equipment and personnel are ready to work well starting with the first preseason game. All crew chiefs should prepare for the first preseason game by following the steps below. **This should be completed at least 1 week prior to your first preseason game.**

1. 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 and format all CompactFlash cards. Also, confirm with your GSIS stadium technician that the updates to GSIS and Player Participation have been applied to your Player Participation laptops. If you don't have contact information for your GSIS stadium technician please contact John Cave (email: cavej@nfl.com, 212.450.2441)
2. Obtain game credentials and parking arrangements for each of your crew members
3. Scout out the camera locations to ensure everything is ready to go
4. Send an email to John Cave notifying him that you've completed these steps.

Crew Member Changes

If you or any member of your crew has moved, changed email addresses or phone numbers, please forward those changes to PlayerParticipation@nfl.com so we can update our records.

Enjoy your summer. We'll see you soon!

NFL Player Participation Crew

John Cave, Nikiforos Stamatakis