Fixed It! Baseball ScoreBook Help File

Overview

Thank you for your interest in **Fixed It! Baseball ScoreBook**. We hope the information provided in our help file will answer most of your questions about our product.

In many cases you may find using the **Tab** and **Alt** keys easier and quicker than using a mouse or other pointing device:

- Use the **Tab** key to jump from one field to another.
- Also, whenever you see a button that has a letter underlined, you may use the **Alt** key in combination with that letter to select that button. For example, the **Print** button may be chosen by selecting **Alt-P**.

In addition, several accelerators are also available for common functions:

F1	- Help file
Alt-X	- Exit the program
Control-S	- Save the game
Control-W	- Make a substitution
Control-B	- Courtesy batter
Control-R	- Courtesy runner
Control-Alt-L	- Load game as it was last saved

We are constantly looking for ways to improve our products. If you have any questions, comments, or suggestions, feel free to e-mail us at support@fixedit.com .

Table Of Contents

Schedules	3
Teams & Rosters	4
Lineups	6
Games	7
Game Play	7
Adding / Modifying Players During Games	8
Undo Substitutions	8
Inning Editing Features	9
At Bats	10
Editing At Bat Details	12
Scoring Legend	13
Example Scoring Situations	14
Statistics	15
Batting Statistics	17
Running Statistics	19
Fielding Statistics	20
Pitcher Statistics	21
Scatter Plots	22
Pitch Plots	22
Current Pitcher / Inning Statistics	22
Box Scores / Game Summary	23
Printing	23
PDA Utilities	24
Options	26
Using FTP Functions to Send Stats and Box Scores	28
Using FTP Functions to Send Game and Team files	29
Accessing ScoreBook Home Page	29
Removing the Program	29
Registration	30

Schedules

Schedules can provide the user with a means to track games by **Date and Time** and an alternate means for launching games.

To create a schedule file:
- Select **Schedule** from the **File** Menu
- Select **New**
- Add Games as described below
- Select **OK**
- Enter a file name for the schedule
- Select **Save**

To edit an existing schedule file:
- Select **Schedule** from the **File** Menu
- Select **Edit**
- Choose a Schedule File and Select **Open**
- **Add**, **Update** and **Delete** events as desired
- Select **OK**

To add a new game to a schedule:
- Select a Date using the **Date** Button
- Enter a **Time**, and **Field** name, and any desired **Note** in the fields provided

If Team files already exist:
- Select teams with the **Home Team** and **Visiting Team** Buttons

If Team Files do not yet exist:
- Type a team name in the field provided
- If desired, create a new team with this name by selecting the **Create** Button
- Select **Add Event**

To add an existing game to a schedule:
- Select a game with the **Select Game** Button
- Select **Add Event**

To launch a game from a schedule:
- Select the game from the Schedule List (Click on the date or row)
- Select the **Start** button

To export a schedule:
- Choose the **Export** Button
- Select a file type from .csv (Spreadsheet), .htm (Web Page), or .txt (ASCII Text)
- Enter a file name
- Select the **Save** Button

To print a summary:
- Choose the **Print** Button

Teams & Rosters

Before you can use **Baseball ScoreBook** to score a game, you must first create at least two team files.

To create a team file:

- Select **Team** from the **File** Menu
- Select **New**
- Enter a Team Name, Coach, and Manager in the fields provided
- Select the **Edit Roster** Button
- To add a player, enter player information in the Name, Position, Batting Order, Uniform Number, Bats Right, Left, or Switch and Throws Right or Left fields, then select the **Add Player** Button. Repeat this for each player on the team, then select the **OK** Button to return to the **Edit Team** Dialog. As you enter players into the Batting Order, the Check Boxes on the field in the lower left will indicate what fielding positions are covered in the Starting Lineup.

- If you wish, you may add personal information about your team members by selecting the Personal Info Button.
- Select the **OK** Button again, then enter a file name for your team.

To import a team file from a .CSV file:

- Create a file with any text editor and give the file a .csv extension. If you're using a word processor, make sure to save the file as text. The .csv file must have the following format:
  - **line 1:**Team Name (max of 25 characters)
  - **line 2:** Manager, manager name, Coach, coach name
  - **line 3:** #,Name,Pos,BO,Bats,Throws
  - **line 4..n:** Player Name, Position(0..14), Batting Order(0..20), Uniform Number(-1..99), Bats (LH, RH, SH), Throws (LH, RH)

- Select **Team** from the **File** Menu
- Select **Edit**
- Select **CSV Team File** from the **Files of Type** drop down list
- Select a CSV file from the list provided
- Edit Team if necessary
- Enter a file name for your team

CSV Team Format Example:

```
Huntsville Hounds
Manager,Rob Cochran,Coach,Gayle Cochran
#,Name,Pos,BO,Bats,Throws
99,Rob Cochran,Second,1,SH,RH
27,Johnny Pew,Catcher,2,RH,RH
4,Harmon Killabeer,First,3,RH,RH
37,Joe Dicoffeo,Designated Hitter,0,RH,RH
5,Willie Might,Short Stop,5,LH,LH
44,Hank Errand,Left Field,6,RH,RH
19,Crooks Robins,Third,4,RH,RH
```

```
33,Jose Canhito,Center Field,7,RH,RH
7,Greg Hoe,Pitcher,8,RH,RH
23,Ron Gnat,Right Field,9,RH,RH
15,Jay Ringer,Extra Hitter 1,10,RH,RH
55,Sam Soda,Extra Hitter 2,11,RH,LH
```

LH – Left Handed, RH – Right Handed, SH – Switch Hitter

Position must be one of the following:

Bench, Pitcher, Catcher, First, Second, Third, Short Stop, Left Field, Center Field, Right Field, Short Field, Designated Hitter, Pinch Hitter, Pinch Runner, Extra Fielder 1, Extra Fielder 2, Extra Fielder 3, Extra Fielder 4, Extra Fielder 5, Extra Fielder 6, Extra Fielder 7, Extra Fielder 8, Extra Fielder 9, Extra Hitter 1, Extra Hitter 2, Extra Hitter 3, Extra Hitter 4, Extra Hitter 5, Extra Hitter 6, Extra Hitter 7, Extra Hitter 8, Extra Hitter 9

To edit a team file:

- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team from the list of *.TEM files provided
- Change any Team fields (Team Name, Coach, Manager, or Logo) if desired.
- Select the **Edit Roster** Button if you wish to add, delete or change any player in the roster.
- To **Add a player**, enter player information in the Name, Position, Batting Order, and Uniform Number fields, then select the **Add Player** Button.

- To **Remove a player** from the roster, click on the player's name in the **Current Roster** List Box, then select the **Delete** Button.

- To **Edit a player** in the roster, click on the player's name in the **Current Roster** List Box, then change the Name, Position, Batting Order, Uniform Number, Bats Right, Left, or Switch and Throws Right or Left fields as desired. For these changes to take affect, either select the **Update Player** Button or click on any player name in the **Current Roster** List Box.

Lineups

Lineups can be changed in three ways:

1) When creating or editing a team, a default Batting Order can be defined for any player in the roster. Whenever a game is created using this team, the game will use this Lineup information by default. It is not necessary to explicitly define all or any Batting Order information in the Team Roster, because the entire Lineup can be modified when creating a game.

2) When creating a game, all team information, including the Roster and Lineup can be changed. Note that team changes made here, such as the Starting Pitcher, apply only to this game and are not saved to the Team File. Permanent team changes, such as new players, should be made via the Team Dialog **prior to** creating a game.

3) To **change the lineup** during a game:
- Select **Substitutions** from the **Lineup Change** Menu. ***Note***: This menu item is only active while a game is in progress.
- Select the appropriate Team using the Tabs provided
- Click on the **Player** Drop Down List containing the name of the player to be removed.
- Select a substitute from the list provided. An * denotes that the player is not currently in the lineup.
- If a Player's Position has changed, from the **Position** Drop Down List, select a new position for that player
- Repeat Substitutions and / or Position changes for as many players as necessary
- Select the other Team using the other Team tab and make any necessary Substitutions and Position changes
- Select **OK**

Courtesy Batters & Runners: Some leagues allow courtesy batters and /or runners for some fielders, leaving those fielders in the game. To provide a Courtesy Batter or Runner for a fielder during a game:
- Select either **Courtesy Batter** or **Courtesy Runner** from the Lineup Change Menu. ***Note:*** These menu items are only active while a game is in progress.
- From the **Batter** or **Runner** Drop Down List, select a Courtesy Batter or Runner for the current At Bat
- Select **OK**

Removing DH: When a team is using a designated hitter for a pitcher or any other player, the team may choose to place the DH in the field and no longer hit for the pitcher. To accomplish this:
- Select **Substitutions** from the **Lineup Change** Menu.
- Select the appropriate Team using the tabs provided
- Find the **Player** Drop Down List for the Designated Hitter. Change this player's Position to whatever fielding position the old DH will be playing.
- Find the last **Player** Drop Down list. This is the player the DH was batting for. The BO (Batting Order) box to the left indicates what position that fielder was playing. Select Bench for that player's Position.

Creating Games

After creating two Teams with complete Rosters, a new game can begin.

To create a new game:

- Select **Game** from the Main Menu
- Select **New** for the Edit Game Information Dialog
- Input the game information (i.e. Date, Time, etc.)
- Select the Home Team **Select Team** Button and choose one of the Team files (.TEM)
- Make any necessary Home Team Roster and Starting Lineup changes by selecting the **Edit Roster** Button
- Select the Visiting Team **Select Team** Button and choose a different Team files (.TEM)
- Make any necessary Visiting Team Roster and Starting Lineup changes by selecting the**Edit Roster** Button
- Select the **Start** Button if you wish to begin scoring. Otherwise select **OK** to save any changes or select **Cancel** to abort changes to the Game file.

Game Play

Games are scored by entering data into score boxes for each At Bat during a game.

Once play has begun, the scorer uses the **Next At Bat** and **Previous At Bat** Buttons to navigate between batters during an inning.

When the batting team reaches three outs, upon confirmation, ScoreBook advances the game one-half inning. It is also possible to end an inning prior to three outs by manually pressing the **Next Inning** Button.

Navigating between innings can be accomplished by using the **Next Inning** and **Previous Inning** Buttons or by double-clicking on any existing At Bat in the main window.

Once an inning is complete, no At Bats can be added to or deleted from it. However, the information in any At Bat can be modified if needed.

ScoreBook does not consider a game complete until the **Stop Game** Button has been selected, the user chooses to Save the game, and the user may then assign Winning and Losing Pitchers.

Shareware Note: Printing Games or Stats is not allowed in the Shareware Version.

When a game is over, the user is prompted to select Winning, Losing, and Saving Pitchers from three drop down lists. Because the rules for crediting pitchers with Wins, Losses, and Saves are subjective in nature, these decisions must be made by the scorer (See your league's rule book on the subject). In addition, the user may enter the duration of the game and the attendance.

Adding / Modifying Players During Games

Once a game has begun, players can be added to either team's roster. This is especially useful if not all players are known before a game begins.

To add a player:
- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team
- Select the **Edit Roster** Button
- Supply a Name, Position, Uniform Number, etc. in the fields provided
- Select the **Add Player** Button (The player's Batting Order number will automatically be assigned to 0. You must use the Substitution logic to put the added player into the current lineup)
- Select the **OK** Button
- Select the **OK** Button, once again

A Player's attributes can also be Modified to account for data entry errors such as misspelling a name. These changes are applied to all offensive and defensive at bats for the entire game.

To modify a player's attributes:
- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team
- Select the **Edit Roster** Button
- Correct Name, Position, Uniform Number, etc. in the fields provided
- Select the **Update Player** Button (Batting Order and Position changes will be ignored. You must use the Substitution logic for these changes)
- Select the **OK** Button
- Select the **OK** Button, once again

Undo Substitutions

To undo a substitution:
- Select **Undo Substitution** from the **Lineup Change** Menu.

The Undo Substitutions dialog will display 2 list boxes with substitutions that occurred during the game. The left list is a list of the Visitor subs and the right list is a list of subs for the Home team.

- Select a substitution to undo. To select more than 1 substitution from a list, hold down the **CTRL** key while clicking your **left mouse** button. Also, use the **CTRL** key in combination with the **left mouse** button to remove selections.

- Once you've selected the substitutions you want to undo, select the **OK** button

Inning Editing Features

Occasionally the user may enter some data erroneously or end an inning too soon or too late. Sometimes these errors may be corrected using the Move Inning Mark Forward and Move Inning Mark Backward functions.

Moving an Inning Mark Forward will move the first At Bat in the next inning into the current inning. To do this:

- Select an At Bat in the desired Inning
- Select **Inning Mark** from the **Edit** Menu
- Select **Move Forward**

Moving an Inning Mark Backward will move the last At Bat in the current inning into the next inning. To do this:

- Select an At Bat in the desired Inning
- Select **Inning Mark** from the **Edit** Menu
- Select **Move Backward**

Additionally, it may sometimes be advantageous to Delete an Entire inning altogether. To do this:

- Select an At Bat in an inning prior to the last inning
- Select **Delete Last Inning** from the **Edit** Menu

Converting Version 2.X Games and Teams

Teams and Games created using Version 2.X of Baseball ScoreBook may be used with Version 3.X. Conversion only requires opening and closing each Team or Game file.

To convert a 2.X Team file to 3.X format:

- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team from the list of *.TEM files provided
- Select **OK**

To convert a 2.X Game file to 3.X format:

- Select **Game** from the **File** Menu
- Select **Edit**
- Select a team from the list of *.GAM files provided
- Select **OK**

Scoring An At Bat

ScoreBook uses a standardized Scoring Box to capture all the events for every At Bat during a game. Each scoring box is meant to show:

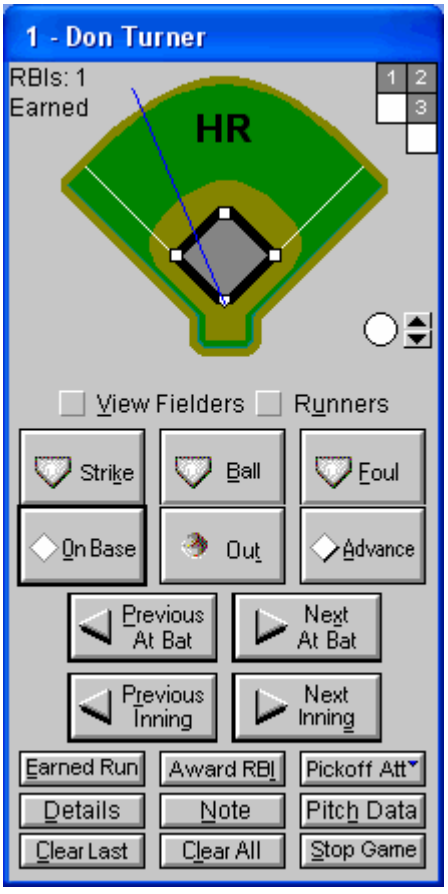
- The Ball and Strike count when the runner got out or on base
- How the batter got on base
  - How many runs were driven in by the batter
  - How and how far the runner advanced while on base
  - If the player scored or not **or**
- How the batter got out
  - The out number that inning
  - The fielders involved in getting the batter / runner out

ScoreBook uses a blown up image of the Scoring Box (see figure below) and the following buttons to capture this data:

Foul
Advance
Pickoff Att

Strike
On Base
Earned Run

Ball
Out
Award RBI



The options associated with the **On Base**, **Out**, and **Advance** Buttons are listed in the Scoring Box Section.

Many of the On Base and Out options for an At Bat will automatically update previous players still on base. For example, if the bases are loaded and you select the On Base option Base on Balls, all three runners on base will automatically advance one base. The runner on third will score (indicated by a gray-filled diamond), and the batter will be given an RBI.

Other options will require some minimal input. For example, if a runner is on second and the current batter singles, you will be prompted to indicate which base the runner advanced to.

RBIs are automatically awarded in most conditions; however, the scorer can use the **RBI** button to manually award an RBI to a batter or remove an unearned RBI. See your rule book for an explanation on when to award RBIs. Clicking the **Award RBI** Button will increment the RBI counter by one. When the RBI count is four, Clicking the **Award RBI** Button again will clear all RBIs.

ScoreBook also attempts to automatically determine whether a run scored is Earned or Unearned. Clicking the **Earned Run** Button will override this assessment.

The **Clear Last** Button will clear the last action initiated by the user for the At Bat.

The **Clear All** Button will clear all information about the At Bat.

The **Pickoff Att** Button allows the user to denote catcher and pitcher Pickoff Attempts.

The **Notes** Button allows the user to associate a note to an At Bat. These notes are then displayed when viewing and printing the Box Scores

The scorer can check or edit Batter, Runner, Pitcher, Fielder, or Error assignments for any At Bat. To do this:

- Select the At Bat to update by double-clicking on its Scoring Box
- Select the **Details** Button
- Change assignments as desired
- Select **OK**

Editing At Bat Details

Occasionally it becomes necessary to Edit and or View the Details of an At Bat beyond the abilities of the ScoreBook At Bat interface. When this becomes necessary, select the **Details** button.

Fields provided:

Batter - The Batter in the At Bat

Runner - The Runner, which is usually the same as the Batter except when a Pinch Runner or Courtesy Runner is used

Pitcher(s) - ScoreBook records each pitcher in an At Bat and the last action that each pitcher was responsible for. The last action for each pitcher can be corrected via the **Last Action** drop-down lists. This is especially useful when the scorer makes a substitution at the wrong time. In addition, a pitcher may be added to an At Bat by selecting a player from the next available pitcher drop-down list.

Out Pitcher - The Pitcher responsible for getting a batter or runner out. Suppose Pitcher 1 is subbed after walking Batter 1. In the next At Bat Pitcher 2 then gets Batter 2 to ground into a double play. Pitcher 2 will get credit for both outs, though he never pitched to Batter 1. This is necessary to ensure correct ERA calculations.

Fielders - The Fielders that touched the ball during a play that resulted in an out, listed in the order they touched the ball. Generally, the last fielder to touch the ball will be given a Put Out, while each previous fielder will be given an Assist. The user can override these assignments by selecting Put Outs and Assists in the drop down list beside each fielder.

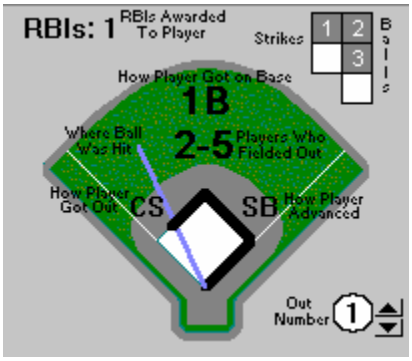
Fielders Responsible For Errors - ScoreBook automatically records errors that result in a base advance, but errors may be assigned later. As many as eight errors may be recorded per At Bat: four error fields reserved for errors resulting in a base advance; and four reserved for any **Other Errors**. The user may assign an error by selecting one of the unused error fields and selecting a Player Name, then selecting an Error Type.

ScoreBook also supports modifying the following information:

Ball In Play Hit Type, Hit and Run, Batted Ball Velocity, Count, and Home Run Distance

Scoring Legend

Each At Bat is tracked via a standardized Scoring Box. The Scoring Box conventions are described below:



Abbreviations Used:

On Base

1B – Single
B – Bunt
2B – Double
G2B – Ground Rule Double
3B – Triple
HR – Home Run
IHR – Inside Park Home Run
BB – Base on Balls
IW – Intentional Walk
HP – Hit by Pitch
AB – Awarded Base
IF – Interference
FC – Fielder's Choice
E? – Reached On Error
SAC-E? – Reached on Error While Sacrificing
ASE-E? – Assist with Error
DTS-WP – Dropped 3rd Strike, Wild Pitch
DTS-PB – Dropped 3rd Strike, Passed Ball
SH-E? – Sac Hit with Error
SF-E? – Sac Fly with Error
FC-DP – Fielder's Choice DP

Out

CS – Caught Stealing
BO – Bunt Out
LBE – Left Base Early
DNT – Did Not Tag Up
PO – Picked Off
F – Fly Out
Fo – Foul Fly Out
DTS – Dropped 3rd Strike, Out at First
BS – Sacrifice Bunt
SF – Sacrifice Fly
SAC – Sacrifice
DP – Double Play
GDP – Grounded Into DP
TP – Triple Play
K – Strike Out Swinging
K (Backward)– K Looking
LBP – Left Base Path
LD – Line Drive
TBB – Touched By Own Batted Ball
BF – Bunt Foul on Third Strike
MB – Missed Base
IBB – Illegally Batted Ball
BOT – Batted Out of Turn
GO – Ground Out
CO – Called Out
I – Interference
CV – Circle Violation (Softball)
LOV – Leading Off Violation (Little League)
HFS – Head First Slide (Little League)
IF – Infield Fly
TB – Thrown Bat
HBB – Hit By Fair Ball
OR – Over Ran Base
NFD – Non-Force Double Play
SFD – Sac Fly Double Play
BLV – Base Line Violation
P – Popup

Advance

SB – Stolen Base
AB – Awarded Base
WP – Wild Pitch
PB – Passed Ball
BK – Balk
E? – Advance on Error
~E – Previous Error
~WP – Previous Wild Pitch
~PB – Previous Passed Ball
~BK – Previous Balk
2S – Double Steal
3S – Triple Steal
CSE?– Caught Stealing-Error
DI – Defensive Indifference
AT – Advance on Throw
IF – Advance on Interference
AWE – Assist With Error

? - Denotes position of the fielder responsible for error (e.g. E3 indicates an error on the First Baseman)

Fielder Positions:

1 Pitcher	4 Second Base	7 Left Field	10 Short Field(Softball)
2 Catcher	5 Third Base	8 Center Field	
3 First Base	6 Shortstop	9 Right Field	

Example Scoring Situations

Scoring certain events can be tricky, especially those involving more than one offensive player. ScoreBook was written to handle a wide variety of situations.

Example 1: Player 1 singles to left.
- At Player 1's Scoring Box itev2b, Select the **On Base** Button
- Select **Single**
- When prompted to indicate where the ball was hit, click on some area in left field
- Advance to the next batter's Scoring Box by selecting **Next Batter**

Example 2: With Player 1 on First Base, Player 2 hits into a Double Play (Shortstop to Second Baseman to First Baseman).
- At Player 2's Scoring Box, Select the **Out** Button
- Select **Double Play**
- Click on the Fielder Check Boxes in the order the fielders touched the ball, in this case Short, Second, then First (Position numbers of the fielders involved appear in the **Fielded By**: Text Box)
- Select **OK**
- When prompted to "indicate other player out," select Player 1 from 1st
- Select **OK**
- When prompted to indicate where the ball was hit, click on some area around the Shortstop

Example 3: With Player 1 on First Base, Player 2 grounds to the Shortstop, who throws to the Second Baseman covering second. The Second Baseman makes no attempt to throw to first.
- At Player 2's Scoring Box, Select the **On Base** Button
- Select **Fielder's Choice**
- When prompted to indicate where Player 1 went, select the **Out** Button
- Select **Forced Out**
- Click on the Fielder Check Boxes in the order the fielders touched the ball, in this case Short, then Second
- Select **OK**

Scoring Notes:

Selecting Fielders for Assists and Put Outs: When Stats are computed, in most cases the last fielder in the Fielder list will be credited with a Put Out and all prior fielders will be credited with Assists. Exceptions are Double and Triple Plays which will award additional Put Outs as necessary. When scoring unassisted Double or Triple Plays, when prompted to input fielders, only select the exceptional fielder once. The fielder will be credited with the correct number of Put Outs. For more information on Put Outs and Assists, review the Statistics Considerations section.

Fielders Versus Bases: Be careful to select fielders and not just a base. For example, if a player is forced out at second base, but the Shortstop catches the ball for the put out, don't select the second baseman for the Put Out.

Statistics

Some stats are displayed throughout the game in the Current Pitcher and Inning Stats Window. More in-depth team and individual stats, Scatter Plots, and Pitch Plots are available from menus.

To view and print Player and Team Batting, Running, Fielding and Pitching Statistics:

- Select **Team and Player Stats** from the **Statistics** Menu

If a game is already open:
- Pick a Team
- Select **OK**

If no game is open:
- Choose a game file (*.GAM) to be analyzed from the **Files** List Box
- Click on the **Select Game** Button to add this game to the **Games To Analyze** List Box
- Add as many games as you like in the same manner or use the **Select All** Button if you wish to analyze every game in the currently selected directory

Shareware Note: Only one game at a time may be evaluated with the Shareware version.

To remove a game from consideration:
- Choose the game file in the **Games To Analyze** List Box
- Click on the **Remove Game** Button.

- Once all games are selected, choose a team from the **Team To Analyze** Drop Down List. If you want to view stats for all teams, choose **All Teams**
- Select **OK**

The Batting, Running, and Fielding Stats Window will then appear. If the user selected **All Teams**, a single tab labeled All Teams will appear, containing stats for all players in all games selected. Otherwise three tabs will appear: one for the Team Selected, one for Opponent stats, and one for Combined stats. The stats for the Team Selected appear by default.

- Use the **Batter**, **Runner**, **Fielder**, and **Pitcher** Tabs to toggle between Batter, Runner, Fielder, and Pitcher Stats

- When Batting, Runner, and Fielder Stats is chosen, use the **Vs RH Pitchers**, **Vs LH Pitchers**, and **Vs All Pitchers** Radio Buttons to see how batters fared versus left handed, right handed, or all pitchers

- When Pitching Stats is chosen, use the **Vs RH Batters**, **Vs LH Batters**, and **Vs All Batters** Radio Buttons to see how pitchers fared versus left handed, right handed, or all batters

- Select the **Print** Button to print all Batter, Runner, Fielder Stats and Pitcher Stats

- Select the **Export** Button to save the displayed data to an ASCII text file or an HTML file

- Select the **Edit Layout** Button to customize the stats that are being viewed. From the resulting popup menu, select either **Edit Batting Stats Layout** or **Edit Pitching Stats Layout**. The resulting dialog will let you hide and enable the statistics computed by ScoreBook. You may want to do this when formatting your output prior to printing or exporting.

- Select the **FTP** Button to send the HTML output to the server defined in the program's options. From the resulting popup menu, select **Send HTML Once** to send the file once or select **Send HTML Every XX Seconds** to have ScoreBook resend the file every XX seconds.

Statistics Considerations:

ERA - The **Innings Per Game** Drop Down List is provided in the Stats Dialog to allow correct computation of pitcher Earned Run Averages (ERA). The default is **9** innings. This can be changed to 1 through 9 based on the normal innings per game in your league. The method of computing ERAs is described in Pitching Stats.

Errors & Fielding Average - To ensure Errors are assigned appropriately and Fielding Average is computed correctly, special care should be taken while scoring fielding errors.

Example 1:
A runner advances two bases due to a throwing error. Advance the player using the **Advance** Button and charge an error by selecting **Error** and clicking the check box associated with the offending player. On the second base path advance, charge a **Previous Error**. This will ensure that the fielder is charged with only one error.

Example 2:
Two runners advance a base due to a throwing error. Advance the first player, charging an error as described in example one. Advance the second player using Previous Error. Again, this will ensure that the fielder is charged with only one error.

Example 3:
The third baseman handles a ball perfectly, throws to first, but the first baseman drops the ball. Because the third baseman properly handled the ball, he should be credited for an assist, even though the batter wasn't put out. Select the **On Base** Button for the batter and select **Assist With Error**. Click the check box associated with the offending player, then click all the fielders who touched the ball in the order they touched it, including the fielder who committed the error.

Wild Pitches, Balks, & Passed Balls - Care should also be taken while assigning Wild Pitches, Balks, and Passed Balls. Any time a player commits a mistake that allows more than one base advance, that mistake should be assigned once, and all other base advances should be charged as Previous Wild Pitch, Previous Balk, or Previous Passed Ball. This will ensure that the fielders aren't overly penalized for their sins.

Batting Statistics

The following is a list of the currently supported Batting Stats and how they are computed:

GP	Games Played
IP	Innings Played
PA	Plate Appearances
OAB	Official At Bats = All complete plate appearances except when on base as a result of Base On Balls, Intentional Walk, Hit By Pitch, or Catcher Interference or out as a result of any Sacrifice
H	Hits = Number of Singles + Doubles + Triples + Home Runs
1B	Singles
2B	Doubles + Ground Rule Doubles
3B	Triples
HR	Home Runs + Inside Park Home Runs
R	Runs
RBI	Runs Batted In
Avg	Batting Average = Hits divided by Official At Bats
Slug	Slugging Percentage = Total Bases divided by Number of Official At Bats (OAB)
OBA	On Base Average = Total Times on Base (H + BB + HBP) divided by Total At Bats (OAB + BB + HBP + SF)
BNT	Bunts
BNT%	Successful Bunt Percentage
On Base By	
BB	Base On Balls (including Intentional Walks)
HBP	Hit By Pitch
RE	Reached On Error
FC	Fielder's Choice
DTSWP	Dropped Third Strike – Wild Pitch
DTSPB	Dropped Third Strike – Passed Ball
DTSE	Dropped Third Strike – Error
CATI	Catcher Interference
OFI	Other Fielder Interference
Sacrifices	
S	Sacrifices (other than Sac flies and bunts)
BS	Bunt Sacrifices
SF	Sacrifice Flies

Out By	
SOS	Strike Out Swinging
SOL	Strike Out Looking
SO	Strike Out – Total
GO	Ground Out
FO	Fly Out
FFO	Foul Fly Out
PO	Pop Out
IFFLY	Infield Fly
INTF	Interference
TBAT	Thrown Bat
LD	Line Drive
HIDB	Hit Into Double Play
HITP	Hit Into Triple Play
TBBB	Touched By Own Batted Ball
BOTRN	Batted Out of Turn
BF2S	Bunt Foul with 2 Strikes
DTSO	Drop Third Strike Out
ILBB	Illegally Batted Ball
HBFB	Hit By Fair Ball
FRCO	Forced Out
TAGO	Tagged Out
CO	Called Out
BNTO	Bunt Out
NFGDP	Non-Forced Grounded Into Double Play
SFDB	Sacrifice Fly Double Play

The Stats can be sorted by clicking on the desired column to sort by. Clicking that column again will sort the stats by that column again, but in descending order.

In addition, the stats may be computed versus all pitchers, or versus either left or right handed pitchers.

Selecting the **Opponents** tab will show the stats for the opponents for the games selected.

Running Statistics

The following is a list of the currently supported Running Stats and how they are computed:

R	Runs Scored
SB2	Stolen Bases – Second Base
SB3	Stolen Bases – Third Base
SBH	Stolen Bases – Home
SB	Total Stolen Bases
SBA	Stolen Base Attempts
SB%	Stolen Base Percentage = SB divided by SBA
CS2	Caught Stealing at Second
CS3	Caught Stealing at Third
CSH	Caught Stealing at Home
CSDB	Caught Stealing in Double Play
PKO1	Picked Off at First
PKO2	Picked Off at Second
PKO3	Picked Off at Third
PKO	Total Times Picked Off
MB	Missed Base
LBE	Left Base Early
DNTU	Did Not Tag Up
LBP	Left Base Path
CV	Circle Violation
LOV	Leading Off Violation
BLV	Base Line Violation
HFS	Head-First Slide
OVRB	Over Ran Base

The Stats can be sorted by clicking on the desired column to sort by. Clicking that column again will sort the stats by that column again, but in descending order.

In addition, the stats may be computed versus all pitchers, or versus either left or right handed pitchers.

Selecting the **Opponents** tab will show the stats for the opponents for the games selected.

Fielding Statistics

The following is a list of the currently supported Fielding Stats and how they are computed:

Pos	Position
GP	Games Played
TP	Time Played = Number of Outs Played at Position divided by Outs Per Inning
APO	Assisted Put Outs
UAPO	Unassisted Put Outs
PO	Put Outs
A	Assists
E	Errors
FE	Fielding Errors
TE	Throwing Errors
BE	Bobbles
Catcher / Pitcher Stats	
PKO1	Pick Offs at First Base
PKO2	Pick Offs at Second Base
PKO3	Pick Offs at Third Base
PKO	Total Pick Offs
PKOA1	Pick Off Attempts at First Base
PKOA2	Pick Off Attempts at Second Base
PKOA3	Pick Off Attempts at Third Base
PKOA	Total Pick Off Attempts
Catcher Stats	
PCHR	Pitches Received
PB	Passed Balls
DTSOB	Dropped Third Strikes – On Base
DTSOUT	Dropped Third Strikes – Outs
CS2	Caught Stealing Thrown Out at Second
CS3	Caught Stealing Thrown Out at Third
CSH	Caught Stealing at Home
CSPOH	Caught Stealing Put Out at Home
SBA	Stolen Bases Against Catcher
INTF	Interference
F%	Fielding Percentage = (PO + A) divided by (PO + A + E)
CPE	Chances Per Error = (PO + A + E) divided by E

The Stats can be sorted by clicking on the desired column to sort by. Clicking that column again will sort the stats by that column again, but in descending order.

In addition, the stats may be computed versus all pitchers, or versus either left or right handed pitchers.

Selecting the **Opponents** tab will show the stats for the opponents for the games selected.

Pitcher Statistics

The following is a list of the currently supported Pitching Stats and how they are computed:

GS	Games Started
GC	Games Completed
SHO	Shutouts
SA	Saves
BF	Batters Faced
H	Hits Allowed
1B	Singles Allowed
2B	Doubles Allowed
3B	Triples Allowed
HR	Home Runs Allowed
R	Runs Allowed
BB	Base On Balls
HB	Hit Batters
BK	Balks
WP	Wild Pitches
SO	Strike Outs
PKO1	Pick Offs at First
PKO2	Pick Offs at Second
PKO3	Pick Offs at Third
PKO	Total Pick Offs
PKOA1	Pick Offs Attempts at First
PKOA2	Pick Offs Attempts at Second
PKOA3	Pick Offs Attempts at Third
PKOA	Total Pick Offs Attempts
W	Wins
L	Losses
PCT	Winning Percentage
PC	Pitch Count (does not count intentional balls)
TS	Total Strikes
TB	Total Balls (does not count intentional balls)
FPS	First Pitch Strikes
FPB	First Pitch Balls
FPS%	First Pitch Strike Percentage
IP	Innings Pitched (One third inning is given for each out)
ER	Earned Runs - For ScoreBook, a run scored is always considered "earned" unless an error or passed ball contributed to advancing a batter or runner at least one base.
ERA	Earned Run Average = (ER * Innings Per Game) divided by IP
OBA	Opponent's Batting Average

The Stats can be sorted by clicking on the desired column to sort by. Clicking that column again will sort the stats by that column again, but in descending order.

In addition, the pitching stats may be computed versus all batters, or versus either left or right handed batters.

Selecting the **Opponents** tab will show the stats for the opponents for the games selected.

Scatter Plots

To view and print Scatter Plots:

- Select **Scatter Plots** from the **Statistics** Menu
- Choose a game file (*.GAM) to be analyzed from the **Files** List Box.
- Click on the **Select Game** Button to add this game to the **Games To Analyze** List Box. Add as many games as you like in the same manner.

  or
- Click the **Select All** Button if you wish to analyze every game in the currently selected directory.
- Select **OK**
- Select a batter and a pitcher from the drop down lists. Choose **ALL PITCHERS** to see how a particular batter performs against all pitchers. Choose **ALL BATTERS** to see how a particular pitcher fares against all batters.
- Three plots appear, a Hit plot, an Out plot, and a Combined Hit and Out Plot. Red marks indicate hits, blue marks, outs.
- Select the **Print** button to print the three plots.

Pitch Plots

To view and print Scatter Plots:

- Select **Pitching Plots** from the **Statistics** Menu
- Choose a game file (*.GAM) to be analyzed from the **Files** List Box
- Click on the **Select Game** Button to add this game to the **Games To Analyze** List Box. Add as many games as you like in the same manner.

  or
- Click the **Select All** Button if you wish to analyze every game in the currently selected directory
- Select **OK**
- Select a batter and a pitcher from the drop down lists. Choose **ALL PITCHERS** to see how a particular batter is pitched to by all pitchers. Choose **ALL BATTERS** to see how a particular pitcher pitches against all batters. You may also choose whether or not to include Balls, Strikes, or Pitches that were hit. You may also choose to include all types of pitches, or only certain types, such as Curve Balls.
- Two plots appear, one for left and one for right handed batters using the criteria the user has chosen
- Select the **Print** button to print the two plots

Current Pitcher/Inning Statistics

The following is a list of stats maintained in the **Pitching and Current Inning Stats** Window throughout the game:

Current Pitcher Stats:

- Pitch Count (does not count intentional balls)
- Strike Outs
- Base On Balls (does not count intentional balls)
- Strikes
- Balls

Inning Stats:

- Runs
- Hits
- Errors
- Runners Left on Base

Box Scores / Game Summary

To view and print Box Scores and Game Summary:

- Select **Box Scores** from the **Statistics** Menu
- If no game is open, choose a game file (*.GAM) to be analyzed from the **Games** List Box
- Select **OK**
- Select the **Print** button to print the Box Scores and Game Summary
- Select the **Export** button to export the Box Scores and Game Summary to either an ASCII text file or to an HTML file
- Select the **FTP** Button to send the HTML output to the server defined in the program's options. From the resulting popup menu, select **Send HTML Once** to send the file once or select **Send HTML Every XX Seconds** to have ScoreBook resend the file every XX seconds.

Printing

To Print Scorecards for a Game:

- Select **Print** from the **File** Menu
- Select **Game**
- Choose a Game file from the **Files** List
- Select the desired Scorecard(s) using the **Print Option** Radio Buttons
- Select the Number of At Bat columns to print per page (Default 9)
- If you want the printout to show only those At Bats with Data, clear the **Print Fields that don't have data** check box
- Select the **Print** Button

Note: If you get insufficient memory error messages while printing a Game, try printing the Home & Visitor Scorecards one at a time. That is, change the **Print Options** Radio Button from **Both** to **Home At Bats**, then select **Print**. Then select **Visitor At Bats**, then select **Print** again.

If you still have trouble, try selecting **Printer Setup** and changing the **Orientation** to **Landscape**.

To Print Blank Scoresheets:

- Select **Print** from the **File** Menu
- Select **Blank Score Sheets**
- Choose how many columns per page, number of positions, and number of pages from the drop down lists provided
- Select the **Print** Button

PDA Utilities

ScoreBook Companion is an optional program designed to allow the user to input teams and score games using a PDA. There are two versions of ScoreBook Companion, one for Palm OS devices, and another for Windows CE-based Pocket PCs.

Palm ScoreBook Companion

The **PDA Utilities** support the transfer of data to and from a Palm device. The **ScoreBook Companion** program (ScoreBook.prc) and your desktop game and team files (.pdb extension) can be installed via the **PDA Utilities**. In addition these utilities can be used to import game and team databases transferred from the Palm. The actual transfer of data is accomplished when the user performs a Hot Sync with the Palm Device.

To Install the Palm ScoreBook Companion:

- Select **Palm Install** from the **PDA Utilities** Menu
- Select **ScoreBook Companion**
  (The user should get a message indicating that ScoreBook Companion should be available after the next Hot Sync)
- Perform a Hot Sync with the Palm Device

To Export a Game to a Palm Device:

- Select **Palm Export** from the **PDA Utilities** Menu
- Select **Game To Palm...**
- Choose a Game file created on the PC (*.gam)
- Enter a unique name for the Palm Game File to be created (*.pdb)
  (The user should get a message indicating that the Game should be available after the next Hot Sync)
- Perform a Hot Sync with the Palm Device

To Export a Team to a Palm Device:

- Select **Palm Export** from the **PDA Utilities** Menu
- Select **Team To Palm...**
- Choose a Team file created on the PC (*.tem)
- Enter a unique name for the Palm Team File to be created (*.pdb)
  (The user should get a message indicating that the Game should be available after the next Hot Sync)
- Perform a Hot Sync with the Palm Device

To Import a Game from a Palm Device:

- Perform a Hot Sync with the Palm Device
- Select **Palm Import** from the **PDA Utilities** Menu
- Select **Game From Palm...**
- Choose a Game file (*.pdb) from the Palm User Backup directory
- Enter a unique name for the Desktop Game File to be created (*.gam)
  (The user should get a message indicating a Game file was successfully created from the Palm Database)

To Import a Team from a Palm Device:

- Perform a Hot Sync with the Palm Device
- Select **Palm Import** from the **PDA Utilities** Menu
- Select **Team From Palm...**
- Choose a Team file (*.pdb) from the Palm User Backup directory
- Enter a unique name for the Desktop Team File to be created (*.tem)
  (The user should get a message indicating a Team file was successfully created from the Palm Database)

Pocket PC ScoreBook Companion

ScoreBook also supports the transfer of data to and from a Pocket PC. Your desktop game and team files can be installed via the **PDA Utilities**. In addition these utilities can be used to import games and teams created on a Pocket PC.

Important Note: For the following features to work properly, Active Sync should be set as follows to allow for File Synchronization between the Desktop and the Pocket PC:

- Run **Active Sync**
- Select **Options** from the **Tools** Menu
- Select the **Sync Options** Tab
- Check the **Files** Checkbox

To Export a Game to a Pocket PC:

- Select **Pocket PC Export** from the **PDA Utilities** Menu
- Select **Game To Pocket PC...**
- Choose a Game file created on the PC (*.gam), then Select **Open**
- Select **Save**
  (ActiceSync should transfer the file to your Pocket PC the next time the device is connected to your PC)

To Export a Team to a Pocket PC:

- Select **Pocket PC Export** from the **PDA Utilities** Menu
- Select **Team To Pocket PC...**
- Choose a Team file created on the PC (*.tem), then Select **Open**
- Select **Save**
  (ActiceSync should transfer the file to your Pocket PC the next time the device is connected to your PC)

To Import a Game from a Pocket PC:

- Attach Pocket PC to your PC and allow ActiveSync to Synchronize files
- Select **Pocket PC Import** from the **PDA Utilities** Menu
- Select **Game From Pocket PC...**
- Choose a Game file (*.gam) from the list provided, then Select **Open**
- Enter a name for the Desktop Game File to be created (*.gam), then Select **Save**

To Import a Team from a Pocket PC:

- Attach Pocket PC to your PC and allow ActiveSync to Synchronize files
- Select **Pocket PC Import** from the **PDA Utilities** Menu
- Select **Team From Pocket PC...**
- Choose a Team file (*.tem) from the list provided, then Select **Open**
- Enter a name for the Desktop Team File to be created (*.tem), then Select **Save**

Options

All Display and League Options are selected via the **Options** Menu.

Display Options

The **Prompt for "Hit To" Location** option allows the user to select whether or not to input where the ball was hit for each At Bat

The **Prompt for "Pitch Data"** option allows the user to select whether or not to input pitch location and speed data for each At Bat

The **Use Sound Effects** option allows the user to turn sound effects on or off

When **Auto Prompt for Next Inning** is selected, the user will be prompted to advance to the next half-inning each time the number of Outs Per Inning (See League Options below) has been reached

In Addition the user may change the default colors for the following:

- Lineup 1st Player Background Color
- Lineup Highlight Color
- Lineup 2nd Player Background Color
- Lineup Text Color
- Hit To Line Color
- Pitch Data Current Ball Color
- Pitch Data Strike Ball Color
- Pitch Data Not Strike Ball Color
- Pitch Data Hit Ball Color

The **Browse** button can be used to select a different field image path for ScoreBook

The **Language** drop-down list lets you select the language used in the 8t3rqn8t3rqn

League Options

The following items are adjustable by selecting values from the drop-down lists provided on the League Options Tab:

- Strikes Per Out
- Balls Per Walk
- Outs Per Inning
- Innings Per Game (Used in ERA Calculations)

When the **Use LL Pitching Rules** checkbox is selected, partial **innings pitched** are counted as whole innings.

HTML Options

Allows the user to tailor the following attributes of web pages output by ScoreBook:

The **Background image name** checkbox lets you optionally define an image that will be used as the HTML background image. The name must include the path to the image file as it is found on your server.

- Header Background Color
- Primary Row Background Color
- Alternate Row Background Color
- Font Color
- Default Font
- Header Font Color
- Font Face Name
- Font Size
- Header Font Size

Server Options

Allows the user to define the server attributes that are to be used when uploading HTML files via the FTP functions in the Statistics and Box Scores / Game Summary dialogs. These attributes include :

- Server Name
- User Name
- Password
- Upload Directory (e.g., web or public_html)
- Delay for Timed Uploads in Seconds

When the **Use frames when uploading HTML BoxScores** checkbox is selected, the boxscores will be uploaded in two frames. The left frame will be the boxscore and the right frame will be the game summary.

Using FTP Functions to Send Stats and Box Scores

Baseball ScoreBook provides **FTP (File Transfer Protocol)** functionality such that Box Scores with game summary and player statistics can be easily uploaded to a server or other machine accessible by the FTP. You may wish to use this functionality to upload real-time game summaries and statistics to be viewed on the World Wide Web while scoring your games. In order to use the FTP functions, you must first define the server options by selecting **Options : Server Options** from the main menu.

From this dialog, fill in all of the fields and select a range between 10 and 300 seconds for the 'Delay for Timed Uploads'. This is the amount of time that ScoreBook will delay before sending updated HTML files while scoring a game.

The upload directory should be any write accessible directory on the defined server. If you wish to make the files accessible by the World Wide Web, you should configure the 'Upload Directory' field for either 'web' or 'public_html' (which ever is used by your server).

When scoring games and uploading HTML files, Baseball ScoreBook will generate the following file names which will be uploaded to the defined server :

For Statistics, the file will be constructed using the following naming scheme :

[Game File Name]_[TeamName]_[B for batting or P for pitching].HTM

Example :
sample_HuntsvilleHounds_B.HTM for sample.gam, Huntsville Hounds, Batting statistics.

For Box Scores with game summary, the file will be named using the following scheme :

[Game File Name]_BOXSCORE.HTM

Example :
sample_BOXSCORE.HTM for sample.gam

To have ScoreBook automatically upload these HTM files while you are scoring a game, simply open the Box Score dialog by selecting **Statistics : Box Score ...** and / or Statistics dialog by selecting **Statistics : Team and Player Stats** from the main menu. Next, select the '**FTP**' button from the dialogs :

And then, **Send HTML Every XX Seconds** from the popup menu. Now, leave the dialogs open and ScoreBook will take care of the rest. If you don't have enough room on your screen to display these dialogs, you may minimize them.

Using FTP Functions to Send Game and Team files

You can use the built-in FTP functions of Baseball ScoreBook to send a game or team file to a server. To do this, select **File : Send** from the main menu.

From this dialog, select the type of file (GAME or TEAM) from the drop-down list and then the file name from the file list box. Additionally, fill out all of the Server Options including your User Name and Password for accessing the server.

Once you have selected the file you want to send, select the **Send** button. As ScoreBook communicates with your server, messages will be updated in the FTP Status box. After the transfer is complete, you can either select another file to send or the **Done** button to close this dialog.

Accessing ScoreBook Home Page

The **Fixed It! Baseball ScoreBook** Home Page is located at :
http://www.FixedIt.com

From our website, you can downloaded the latest version of our software, post and read messages on our forum, and obtain customer support.

Additionally, you can learn more about other Fixed It! Sports products including : Fixed It! Football ScoreBook, Fixed It! Basketball ScoreBook, Fixed It! Soccer ScoreBook, Fixed It! Golf ScoreBook, and Fixed It! Hockey ScoreBook.

Removing the Program

To uninstall Baseball ScoreBook:

- Select **Programs**
- Select the **Fixed It! Software** Folder
- Select **Uninstall Baseball ScoreBook**

You may also uninstall Baseball ScoreBook by selecting Control Panel, Add or Remove Programs, and Baseball ScoreBook

Registration

To receive a fully licensed copy of **Fixed It! Baseball ScoreBook**, you can purchase online or through the mail.

For mail orders:

- Select **Print** from the **File** Menu.
- Select **Registration Form...**
- Enter your name, mailing address, e-mail address and comments into the dialog fields. If you provide an e-mail address, we will status your order as soon as we receive it. Also, please provide feedback in the Comments field, especially features you would like to see implemented in future releases of ScoreBook.
- Select the **OK** button.
- Make out a check or money order to Fixed It! Software (U.S. Funds only) for either of the following amounts:

(1) Baseball ScoreBook for Windows	***$59.95***
(2) Baseball ScoreBook Plus Companion (both Palm and Pocket PC OS)	***$89.95***

- Mail your form and check to:

  Fixed It! Software
  1648 Taylor Rd. #219
  Port Orange, FL 32128

- You will receive an e-mail notice once we receive your order and a CD in the mail within 3-5 days after receipt of your payment.

For online sales:

To place a Credit Card Order or Purchase Order, please visit the **Fixed It! ScoreBook** home page :

http://www.FixedIt.com

From here, you can place your order online securely and receive instant download access to the full version. We also have instructions for placing Purchase Orders via FAX.

Registering has the following benefits:

- Full-featured product with no nagware or other shareware limitations (such as Printing games and stats)

- FREE Lifetime Technical Support (via e-mail and website) and Upgrades (via the Registered portion of the Fixed It! ScoreBook website)