Pointstreak K-ForCE Help

Pointstreak K-ForCE Baseball/Softball Scoring

Pointstreak K-ForCE is a baseball/softball scoring program for Windows. A version of Pointstreak K-ForCE is also available for Pocket PC. If you know how to score a game on paper you'll be able to start using Pointstreak K-ForCE right away. If, however, you are just getting started with scoring baseball, don't worry, you will be able to pick it up in no time at all. It's easy to score a baseball game; and it's even easier with Pointstreak K-ForCE.

Getting Started

Once you've completed the installation of Pointstreak K-ForCE, you should see a folder with three items on the Windows Start Menu. K-ForCE PC Edition is the main scoring program. K-ForCE Viewer is a program that displays the scoresheet as it will print. K-ForCE Printable User's Guide is an Adobe Acrobat version of this help file useful for printing.

Game Information

When beginning to score a game, ideally the Game Information would be entered first. This information is completely optional, but you will likely want to enter this information at some point. This is where the game start time, location, weather, etc can be entered. The game start date and time will be automatically entered at the time the first pitch is scored, if you have selected this preference. The Visitors/Home team information is entered here as well: league, team name, team colors, player name/number, etc. K-ForCE retains a database of leagues, teams with the players and optionally their season statistics.
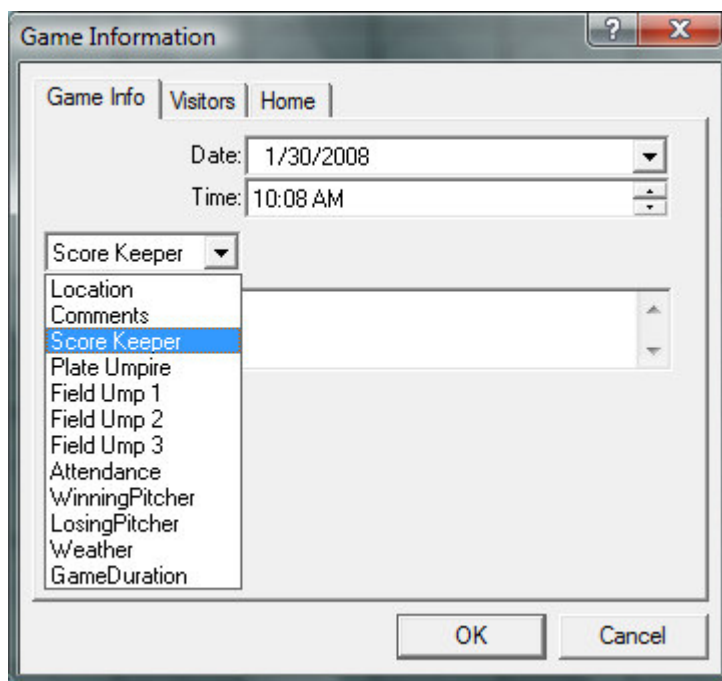

Figure 1 - Game Information window - Game Info tab

The Visitors/Home team information is entered here as well: league, team name, team colors, player name/number, etc. Figure 2 shows a view of the 'Ants' roster. The player information can be entered and edited here or directly from the main lineup window. A team can be removed from this window. A League is removed by removing all Teams within the League.

After scoring the game, run the finalize wizard and add it to the team's season. K-ForCE will detect that season stats are

being accumulated and subsequent games will be added to the season. A season can include every game a team plays, a single tournament, or perhaps the post-season. The Game Information window is the place to remove games from a team's 'season'.
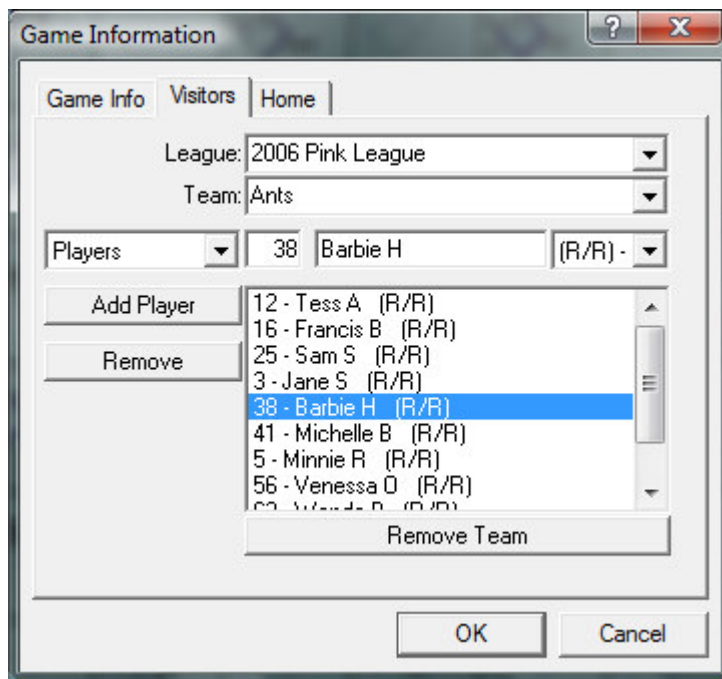

Figure 2 - Game Information window - Team tab

The Scoresheet

The main window is designed to look like a paper scoresheet. The AtBat boxes can be resized through the Preferences or using the Alt +/- hot keys. This should facilitate scoring on a variety of displays, and in a variety of lighting conditions. When scoring on a notebook computer outdoors, it may be necessary to have everything displayed larger than when scoring indoors. Other times it might be desirable to view the entire game without needing to scroll.

The heading for each AtBat column is the inning. It is possible to insert a second column for an inning using the right click popup menu.
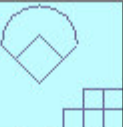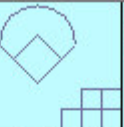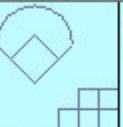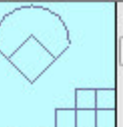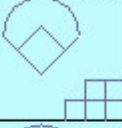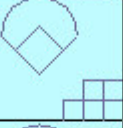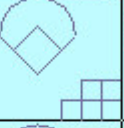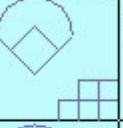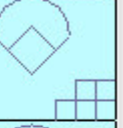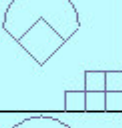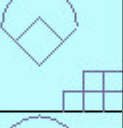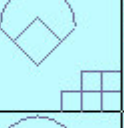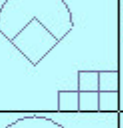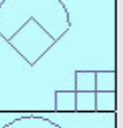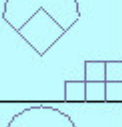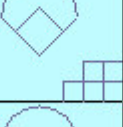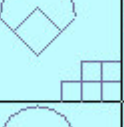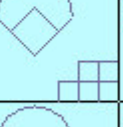
Figure 3 - Main Scoresheet window

Lineup

On the left of the Scoresheet window is the lineup window. This window contains each player's number, name, position and inning entered into the game. This window is resized vertically along with the resizing of the AtBat boxes. The horizontal size of the lineup window can be changed by clicking the lineup window border. The horizontal sizing can be reduced to displaying only the player's number.
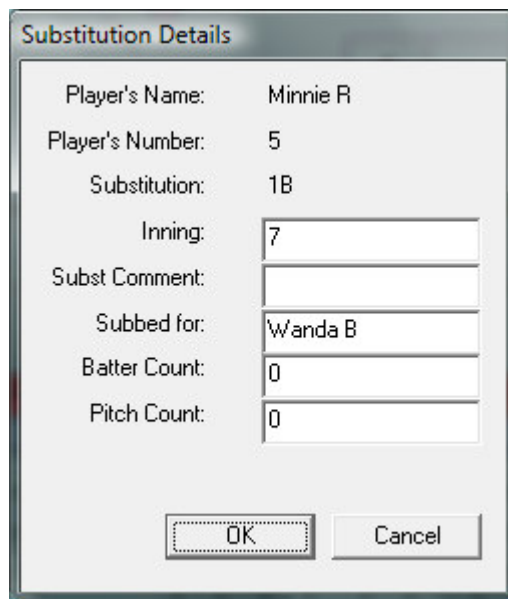
Figure 4 - Lineup window

By default, four lineup rows are visible. If more substitutions are needed, a scroll triangle will appear (see Figure above): click it to scroll. The number of visible lineup rows can be changed in the Preferences. K-ForCE supports displaying up to six lineup rows.

Entering the lineup is as easy as clicking into a lineup row and entering the information. If the team's player information has previously been entered, either through the Game Information window or by scoring a previous game, this information will appear in a dropdown list. Players can be entered by name or number.

If no team information is available, enter each player into the lineup by entering their number, name, position and inning entered into the game. A quick way to enter this information is to 'tab' through the fields. One mouse click and the rest can be entered through the keyboard. Use shift tab to move backwards through the lineup fields.

Additional changes to the lineup can be made using the right-click context menu. This feature allows clear, cut, copy, paste capabilities. It supports removing a player from the team's roster. It also allows entry of additional substitution details.

Figure 5 - Subtitution Details

Substitution details can be entered for players other than the starter. The Batter Count/Pitch Count are important to understand. A Batter Count of zero indicates that zero batters have completed their AtBat in the inning; so the substitution occurs at the beginning of the half inning. A Pitch Count of zero indicates that the player was subbed before the first pitch to the batter. Note: Batter Count is NOT the batting order, but the count of batters in the sub inning at the time of the substitution.

If scoring in real-time, the substitution details are entered automatically. It is important, however, that offensive substitution be made as pinch hitter/pinch runner (PH/PR). A second, defensive substitution will be required; this is important to distinguish between the offensive/defensive half of the inning.

Pitching Lineup

Below the regular lineup window is the pitching lineup window. The opposing team's pitchers are displayed here. Pitching substitutions can be entered here as well. If the pitchers are not part of the batting order, they can be entered here. If the pitchers do bat, they should be entered into the regular batting lineup, and only substitutions should be entered here.

A non-hitting pitcher can also be entered into the regular lineup after all of the batting players. Leave one blank batting spot. K-ForCE presumes that all players entered beyond the blank entry are defensive players only and do not bat. So, when nine players are batting, the tenth lineup entry should be left blank, and the eleventh lineup entry should hold the non-hitting pitcher. This same approach should be used for any defense-only player (sometimes referred to as a flex player).

Important: If there is a possibility that the DH (designated hitter) may enter the game defensively, pitchers should be entered on the regular scoresheet one space below the batters. This will allow for the game to start with non-hitting pitchers, yet end with the pitcher batting.

Figure 6 - Pitching Lineup and Column Totals windows

Inning Totals

To the right of the pitching lineup are the inning totals. They are not editable. This is where each innings 'R'uns, 'H'its, defensive 'E'rrors and runners left on 'B'ase, are reported. This window can be resized to include only runs and hits. This resizing affects the size of the pitching lineup window as well. Since these are totals for the inning, there are times where a column will be blank. This happens when a team bats around in an inning. In this case the inning is totaled in the last column for the inning.

AtBat Scoring

The AtBat scoring area is a larger, editable view of the currently selected scoresheet AtBat. Here balls and strikes can be scored; the batter and base runners can be advanced around the bases, or putout. A hit location can also be scored as 'G'round ball, 'L'ine drive, 'F'ly ball and many more. RBIs and Earned Runs are also scored here. This area can be resized to allow for easier scoring in a variety of lighting conditions.
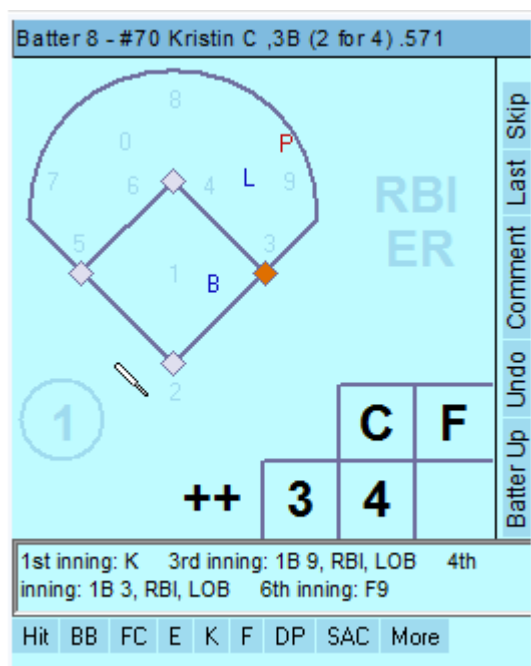
Figure 7 - AtBat window

Balls and Strikes

Balls and strikes can be scored by clicking in the boxes at the lower right. Strikes can be scored as swinging, called or foul. Click once for swinging strike, click twice for called strike, and click a third time for foul. Once two strikes are scored, a '+' appears next to the ball and strike boxes. Two strike foul balls are scored by clicking this '+'. Pitches can also be entered using the keyboard shortcuts: 'B'all, 'C'alled Strike, 'F'oul Ball, 'S'winning Strike.

Plate Appearance Scoring Menus

Most other scoring is done using the menu items that line the AtBat window. These menus can also be scored using hotkeys. These menu items are as follows:

- Hit (Ctrl H)
    - 1B - Single
    - 2B - Double
    - 3B - Triple
    - HR - Home Run
    - 2B Grd - Ground Rule Double

- *BB (Ctrl B)*
  - o *BB - Walk (AKA Base on Balls)*
  - o *IBB - Intentional Walk (AKA Intentional Base on Balls)*
  - o *HP - Hit By Pitch*

- *FC - Fielder's Choice (Ctrl C)*

- *E – Error (Ctrl E)*

- *K (Ctrl K)*
  - o *K - Strike Out*
  - o *KS - Strike Out Swinging*
  - o *KS WP - Dropped 3rd Strike, reached on Wild Pitch*
  - o *KS PB - Dropped 3rd Strike, reached on Pass Ball*
  - o *KS FC - Dropped 3rd Strike, reached on Fielder's Choice*
  - o *KS E - Dropped 3rd Strike, reached on Error*
  - o *KS 2 - Dropped 3rd Strike, putout by Catcher*
  - o *KS 2-3 - Dropped 3rd Strike, putout '2-3'*

- *F - Fly Out (Ctrl F)*

- *DP (Ctrl D)*
  - o *1-6-3 DP*
  - o *1-4-3 DP*
  - o *3-6-1 DP*
  - o *4-6-3 DP*
  - o *5-4-3 DP*
  - o *6-4-3 DP*
  - o *3-4 DP (Reverse Force)*
  - o *DP - Double Play*

- *Sac (Ctrl S)*
  - o *SF - Sacrifice Fly*
  - o *SH - Sacrifice Hit (or Sacrifice Bunt)*
  - o *SAC E - Error on a sacrifice*

- *More (Ctrl M)*
  - o *ITB - International Tie Breaker*
  - o *TP - Triple Play*
  - o *CO - Catcher's Obstruction*
  - o *Dropped Foul - Error on a dropped fly ball in foul territory*

- *Last Batter - Last Batter of the inning (regardless of outs)*

- *Skip Batter - Batter will be skipped over*

- *Batter Up - Switch to the Batter Up (U)*

- *Undo - Undo most recent changes to the AtBats (Ctrl Z)*

- *Comment - Add a comment to the current AtBat (Ctrl O)*

- *Last - Last Batter of the inning (regardless of outs) (Ctrl L)*

- *Skip - Batter will be skipped over (Ctrl R)*

Base Runner Scoring Menus

When scoring a runner on base, the menus appear differently.

- *CS - Caught Stealing (Ctrl Alt C)*

- *SB - Stolen Base (Ctrl Alt S)*

- *PB - Pass Ball (Ctrl Alt P)*

- *WP - Wild Pitch (Ctrl Alt W)*

- *BK – Balk (Shift Ctrl Alt B)*

- *E – Error (Ctrl Alt E)*

- *Batter Up - Switch to the Batter Up (U)*

- *Undo - Undo most recent changes to the AtBats (Ctrl Z)*

- *Comment - Add a comment to the current AtBat (Ctrl O)*

Scoring mistakes can be undone using the 'Undo' menu that appears at the right (oriented vertically), or using the standard windows undo keystroke: Ctrl+Z. Also on the vertical menu is the 'Batter Up' command used to jump to the atbat for the current batter. The 'U' key also performs the same 'Batter Up' command. The vertical menu also has commands to add a comment to the current atbat, or mark the batter as 'skipped' or the 'last batter'. A skipped batter can be because of injury, or because of a batter out of order that is not caught in time by either team to make a correction.

The last batter is used in youth leagues where innings can end for reasons other than three outs. One example is the inning run limit. If the inning run limit is reached before the third out, the last batter to complete her atbat should be marked as the 'Last Batter'.

Last Batter Issue Note:
This leads to issues with statistics. If no third out is scored, players do not get credit for a complete inning. The greatest effect is on pitching ERA. This seems appropriate since there should be a distinction between a pitcher who allows 5 runs but gets the third out, and a pitcher who gives up 5 runs in 2/3 of an inning.

Hits can be scored using the menu items, or by clicking on the appropriate base. A single is scored by clicking on first base. A double, triple and home run are scored in the same way. If runners are on base and a hit is scored, the base runners will be advanced if forced. A lone runner on third base will not be automatically advanced if a batter is scored with a single. This runner can be advanced by click-dragging the base runner from third base to home.

For each runner automatically advanced home, an RBI is credited. To manually credit an RBI, click on the 'RBI' area of the atbat window. Similarly, to credit a run as an earned run, click in the 'ER' area of the atbat window. Earned runs appear as a shaded diamond on the main scoresheet. Unearned runs appear as unshaded diamonds on the main scoresheet.

Earned Run Note:

Earned runs are always an issue that needs to be tracked closely. There are game situations where as a scorer you cannot make the determination of whether a run is earned until the inning is over. One example is where a runner is able to advance an extra base on an error. This error, had it not occurred, would not have resulted in the runner being putout – it just allowed the runner to advance an extra base. A hit scores the runner. Then the third out is scored. The ambiguity comes from determining whether the extra base was significant. If it was the determining factor in the runner scoring, then it can be unearned. If the error had no effect on whether the run would have scored, the run should be earned. The more plays that occur between the time of the error and the run scoring, the harder it is to make the earned run determination. It's a judgment call, but generally give the benefit to the pitcher by scoring it as unearned. For these reasons, K-ForCE does very little to determining whether a run is earned.

One case where K-ForCE can definitively determine that a run cannot be earned, is when the base runner reached base on error. In this case, the runner cannot be scored as an earned run. Another case where runs should all be marked as earned is when there are no errors and no pass balls in the half inning. Until an inning has an error, K-ForCE scores runs as earned runs.

Right-click on the base to switch to scoring a base runner's AtBat. Right-click on home plate, or select the vertical menu item 'Batter Up' to switch to the batter-up.

Hit Location

Many scorers like to record the location of balls put into play. This is scored by right-clicking in the field area. A menu will appear allowing the selection of ground ball, line drive, fly ball and more. If the batter reaches base safely, the hit location will appear as a line to a blue letter. If the batter is putout without reaching base safely, the hit location will appear as a line to a red letter. Previous hit locations appear as a letter without the line from home plate.
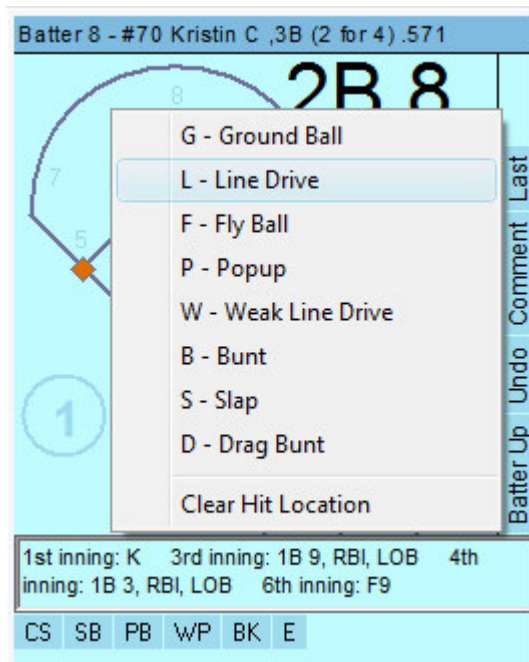

Figure 8 - AtBat window

Recording Outs

Outs are scored in a few different ways. A fly out can be scored using the 'F' menu, then appending the position number of the fielder who caught the fly ball. This fielder number can be entered through the keyboard or by clicking on the fielder number. Simply clicking on the fielder number will score an out as well. Clicking on an outfielder presumes a fly out; clicking on an infielder presumes a ground out. A '9-3' putout can be recorded by clicking the fielder '9' (which scores an out with 'F9' selected). Clicking '9' again replaces the 'F9' with just '9'. Click '3', then an empty area (like under 'ER') to accept the comment. K-ForCE will automatically place a '-' between the 9 and 3. The keyboard 0-9 keys can be used instead of clicking the fielder numbers. An out can also be scored by clicking on the out circle, or the 'O' key, and entering the comment.

Making changes to out and base advance comments is easy. Click the out comment or the base advance comment and an edit window will appear allowing for corrections. Click outside the edit window to accept the changes. To discard the changes made to an in place edit window, use the 'Esc' key. Any changes made to the window will be discarded and the original comment will be restored.

A base runner can be putout without switching to their atbat. Click-drag the base runner to the out circle and enter the out comment. The out comment should appear in the main scoresheet window once the in place edit is accepted.

To switch to scoring a base runner's AtBat, right-click on the base. To switch to the batter-up, right-click on home plate.

Common Keyboard Shortcuts

The following is a list of common keyboard shortcuts that can be used to score a game:

- B - Ball
- S - Swinging Strike
- C - Called Strike
- F - Foul Ball
- U - Batter Up
- 1-6 – Put out (same as clicking the fielder)
- 7-0 – Fly out (same as clicking the fielder)
- Ctrl+1 - Single
- Ctrl+2 - Double
- Ctrl+3 - Triple
- Ctrl+4 - Home Run
- Ctrl+Z - Undo

Scoring Hits

Hits can be scored using the menu items, or by clicking on the appropriate base. A single is scored by clicking on first base. A double, triple and home run are scored in the same way. If runners are on base and a hit is scored, the base runners will be advanced if forced. A lone runner on third base will not be automatically advanced if a batter is scored with a single. This runner can be advanced by click-dragging the base runner from third base to home.

For each runner automatically advanced home, an RBI is credited. To manually credit an RBI, click on the 'RBI' area of the

AtBat window. To credit a run as an earned run, click in the 'ER' area of the atbat window. Earned runs appear as a shaded diamond on the main scoresheet. Unearned runs appear as unfilled diamonds on the main scoresheet.

Upcoming Batters

Below the AtBat area is the Upcoming Batters list with some basic batting stats. The current batter is the first one in the list and is shaded. K-ForCE will display as many upcoming batters as size permits.

Figure 9 - Upcoming Batter and Scoreboard windows

Scoreboard

Below the Upcoming Batters area is the scoreboard. Nine innings are displayed at a time. The viewable innings can be scrolled using the small scroll triangles. The triangles appear once a 10th inning is started.

Box Score

Select 'Box Score...' to display the game statistics and season statistics. This includes Batting, Fielding, Pitching and Team statistics for each team. If the team is accumulating season statistics, they will be displayed here. Below is a complete list of the reported statistics.

- Batting Statistics
    - AB - At Bats
    - R - Runs
    - H - Hits (singles + doubles + triples + home runs)
    - 2B - Doubles
    - 3B - Triples
    - HR - Home Runs
    - RBI - Runs Batted In
    - TB - Total Bases (this is not the traditional TB; but includes base advances as well as bases from hits)
    - BB - Base on Balls (Walks)

- o *HP - Hit By Pitch*
- o *SH - Sacrifice Hits (and Bunts)*
- o *SF - Sacrifice Flies*
- o *SO - Strike Outs*
- o *SB - Stolen Bases*
- o *CS - Caught Stealing*
- o *LOB - Left On Base*
- o *OE - Reached On Error*
- o *FC - Reached on Fielder's Choice*
- o *CO - Reached on Catcher's Obstruction*
- o *DP - Hit into Double Play or putout on a double play*
- o *OBP - On Base Percentage*
- o *SLG - Slugging Percentage*
- o *AVG - Batting Average*

- *Fielding Statistics*
  - o *I - Innings Played*
  - o *TC - Total Chances*
  - o *PO - Putouts*
  - o *A - Assists*
  - o *E - Errors*
  - o *DP - Double Plays*
  - o *PB - Pass Balls (Catcher's Statistic)*
  - o *SBA - Stolen Base Attempts*
  - o *CS - Caught Stealing*
  - o *FLD% - Fielding Percentage*

- *Pitching Statistics*
  - o *IP - Innings Pitched*
  - o *BF - Batters Faced*
  - o *R - Runs allowed*
  - o *ER - Earned Runs*
  - o *H - Hits*
  - o *2B - Doubles*
  - o *3B - Triples*
  - o *HR - Home Runs*
  - o *SH - Sacrifice Hits (or Bunts)*
  - o *SF - Sacrifice Flies*
  - o *BB - Base on Balls (Walks including intentional walks)*
  - o *HP - Hit by Pitch*
  - o *WP - Wild Pitches*
  - o *CO - Batters allowed via Catcher's Obstruction*
  - o *SO - Strike Outs*
  - o *B - Balls*
  - o *S – Strikes*
  - o *G – Games*
  - o *GS – Games Started*
  - o *CG – Complete Games*

- o *CGL – Complete Game Loss*
- o *W – Win*
- o *L – Loss*
- o *SHO – Shut Out*
- o *SV – Save*
- o *SVO – Save Opportunity*
- o *OOBP – Opposition On Base Percentage*
- o *OSLG – Opposition Slugging Percentage*
- o *OAVG – Opposition Batting Average*
- o *ERA-6 - 6 inning Earned Run Average*
- o *ERA-7 - 7 inning Earned Run Average*
- o *ERA-9   - 9 inning Earned Run Average*

- • *Team Statistics*
  - o *W – Win*
  - o *L – Loss*
  - o *T – Tie*
  - o *RS – Runs Scored*
  - o *RA – Runs Allowed*
  - o *Win% - Winning Percentage*
  - o *HWIN – Home Wins*
  - o *HINN – Home Innings*
  - o *HRS – Runs Scored as Home Team*
  - o *HRSx – Runs Scored in Inning x as Home Team*
  - o *HRSE – Runs Scored in Extra Innings (past 9th) as Home Team*
  - o *HRA – Runs Allowed as Home Team*
  - o *HRAx – Runs Allowed in Inning x as Home Team*
  - o *HRAE – Runs Allowed in Extra Innings (past 9th) as Home Team*
  - o *HHITS – Hits as Home Team*
  - o *HERR – Errors as Home Team*
  - o *HLOB – Runners Stranded (Left on Base) as Home Team*
  - o *VWIN, VLOSS, VTIE, VINN, VRS etc – Team Statistics as Visiting Team*

Box Score

Visitors | Game | Batting

#	Name	AB	R	H	2B	3B	HR	RBI	TB	BB	HP	SH	SF	SO	SB
33	Wendy V	3	0	0	0	0	0	0	0	0	0	1	0	1	0
37	Donna R	4	0	1	0	0	0	1	1	0	0	0	0	1	0
11	Janessa L	4	1	1	0	0	0	0	1	0	0	0	0	0	0
2	Mary W	3	1	2	0	0	1	3	5	0	0	0	0	0	0
62	Sarah W	3	0	0	0	0	0	0	0	0	0	0	0	0	0
40	Amber R	3	0	1	0	0	0	0	1	0	0	0	0	0	0
19	Gabriella S	3	0	1	0	0	0	0	1	0	0	0	0	0	0
39	Liz C	2	0	0	0	0	0	0	0	0	1	0	0	1	0
28	Rashel P	3	2	3	1	0	0	0	4	0	0	0	0	0	1
	Totals	28	4	9	1	0	1	4	13	0	1	1	0	3	1

Copy Stats to Clipboard | OK

Figure 10 - Box Score window

The statistics displayed in the Box Score window can be copied to the windows clipboard. This makes for easy transfer to a spreadsheet, word processor or web page editor. The statistics are copied in the order they appear in the window. The column header is also copied to the clipboard. The separator used is a tab character. So when pasting into a word processor or web page editor, the spacing of tabs may need to be adjusted in order to make the statistic columns align properly.

Import Retrosheet Game

Retrosheet is a file format used to archive major league baseball seasons. It is not a format for representing a single game. Each file archives a team's entire home game schedule. Retrosheet files consist of an EVx file and a set of ROS files. Download the play by play zip file, unzip and open the EVx file. Although the ROS file is optional for importing a single game, it is required to maintain consistency for season stats; this is because the EVx files refer to players by a Retrosheet ID and do not contain jersey numbers. If you want to ensure consistent jersey numbers, make sure the ROS files are located next to the EVx file.
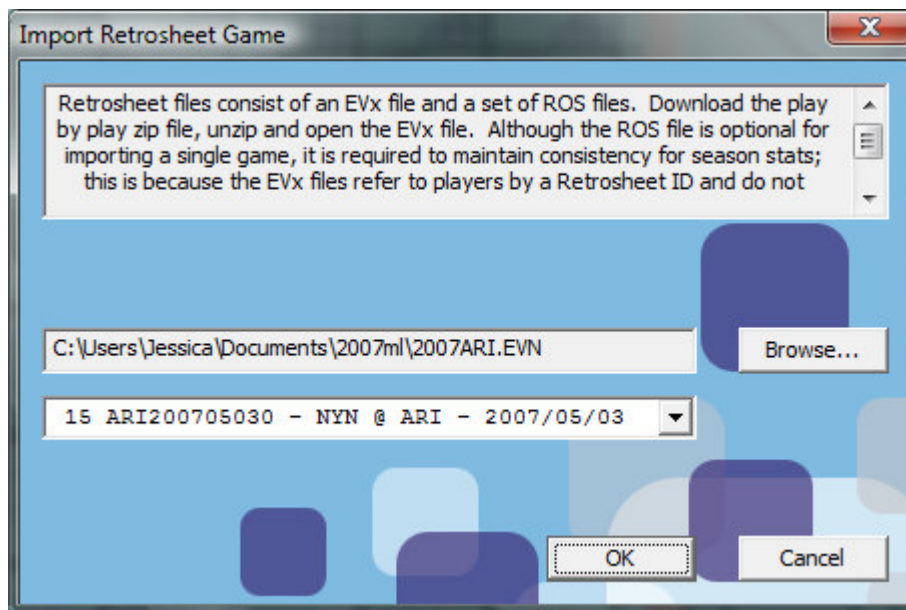
Figure 11 – Import Retrosheet Game window

Retrosheet archives can be downloaded from http://Retrosheet.org

Import Starting Lineup

This feature is an easy way to enter a starting lineup from a previously saved game. Select any previously saved game, and then choose whether the team's lineup should be used as the home or visiting team's lineup. Optionally, select 'Browse…' to choose a different game for the opposing team.
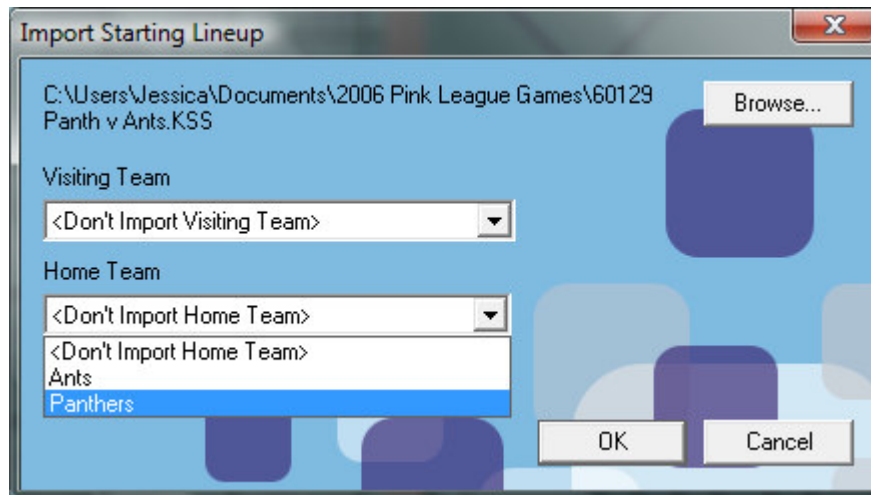

Figure 12 - Import Starting Lineup window

Import Roster

One of the more time consuming and error prone tasks in managing a league or team, is entering the player and team information into multiple files, databases and programs: Pointstreak K-ForCE, web site, spreadsheet, email etc. Pointstreak K-ForCE supports four different file formats as well as a Windows clipboard format allowing copy-paste from a spreadsheet or text editor. The team name will be inferred from the filename. The league name will be inferred as well, if the filename is of the form 'League.Team.txt'.

The information imported from the roster includes the player's jersey number, player name, batting side and throwing arm. The 'batting side' and 'throwing arm' will be defaulted to 'R/R' if omitted.
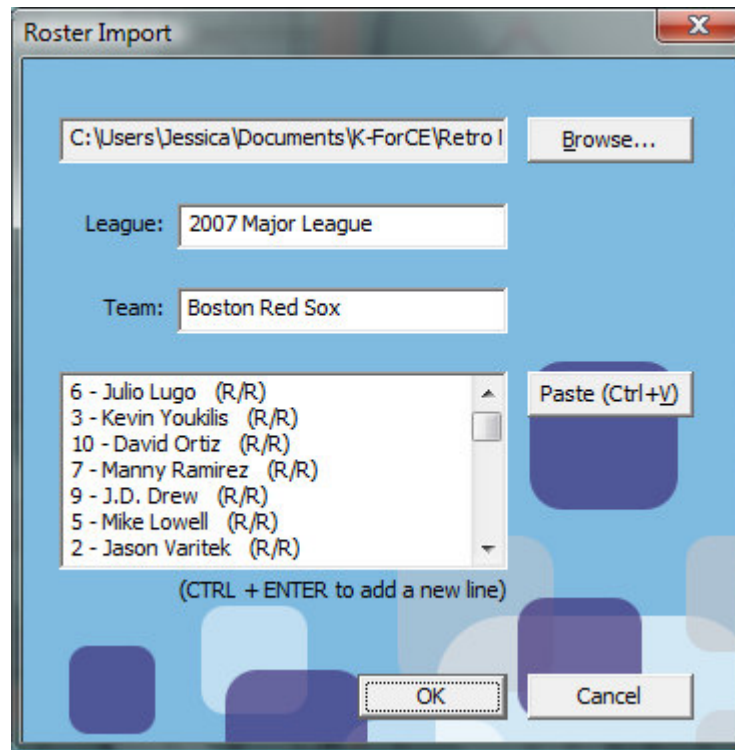

Figure 13 - Roster Import window

If roster information already exists for the specified League/Team, the information will be merged. The imported information will override the existing player information. Example: the Sting has a player named Kelsey with jersey number 99, bats right and throws right – the String file being imported has a player named Kelsea with jersey number 99, bats left and throws right. The imported data will overwrite the original.

Comma Separated Values – CSV

Comma separated values, or comma delimited format is a commonly used text format for transferring data between programs. Nearly all spreadsheet programs know how to import and export these files, which usually have a CSV extension. The fields for this text file must be listed in the correct order for K-ForCE to correctly interpret them. Below is an example of the various forms of CSV that K-ForCE is able to correctly interpret:

```
12,John Smith,R,R
12,Smith, John,R,R
12,John Smith,R
12,John Smith
```

Each of the above examples will yield identical roster entries.

Limitation of CSV

Because comma separated value format uses commas to separate the fields, there is no supported way to specify a player name with a comma. It is common to use "Smith, John" as the player's name. K-ForCE will interpret this as two fields and piece them together as "John Smith".

Text File Format – TXT

One of the most common file formats is simple text. Spreadsheet programs usually place content into the Windows clipboard as {tab} delimited. This is similar to CSV but using {tab} characters instead of commas to indicate separate fields. K-ForCE is very flexible regarding the data contained within text format. The most important factor is the ordering of the fields. The Pointstreak K-ForCE Game Information window displays player data in a list formatted as "12 – John Smith   (R/R)". K-ForCE requires text files to contain the player fields in the same order. Below is an example of the various forms of TXT that K-ForCE is able to correctly interpret:

```
12 – John Smith (R/R)
12John SmithR/R
12John Smith
12{tab}John Smith{tab}R{tab}R
12-John Smith-R/R
```

Each of the above examples will yield identical roster entries.

The text file format does NOT allow the use of comma as a field separator. This means names can be specified as "Last Name, First Name" and the comma will be preserved in the name.

```
12 Smith, John (R/R)
```

In this example, K-ForCE will interpret the name as "Smith, John".

The text file format can also be pasted from the Windows clipboard into the roster edit window within the Import Roster dialog. This allows you to simply enter player information by typing directly into the edit window, or by typing the

information into a text editor like Notepad, then copy-paste into the Import Roster edit window. In fact, copy-paste from Excel and other spreadsheets will work as well. The data doesn't necessarily need to be separated into cells.

Retrosheet Format – ROS

Retrosheet is formatted as a set of comma separated values. This format has the limitation that no jersey numbers are supplied. Player numbers will be assigned sequentially starting at eleven. The Retrosheet rosters list players in alphabetical order; so import will yield the same results unless there is a conflict with an existing roster. Please visit http://www.retrosheet.org for complete information regarding ROS file format.

Pointstreak K-ForCE Roster Format – KRS

This is the same file format that K-ForCE uses to maintain team information. When importing a KRS file, only the jersey number, player name, batting side and throwing hand will be honored. This is most useful when migrating a team from one season to the next, where most of the information is the same. As part of the import process, a new league or team name can be specified; and players can be quickly added or removed.

Validate Game Data

K-ForCE can detect some types of errors in the game data: if an inning is scored with fewer than three outs, two or more players playing the same position, omission of a position in the starting lineup, and others. Use this feature to help ensure the most accurate statistics possible. Some kinds of situations are rare, but legal (such as 'the flex player was subbed into the batting order'). K-ForCE will alert you to these situations.
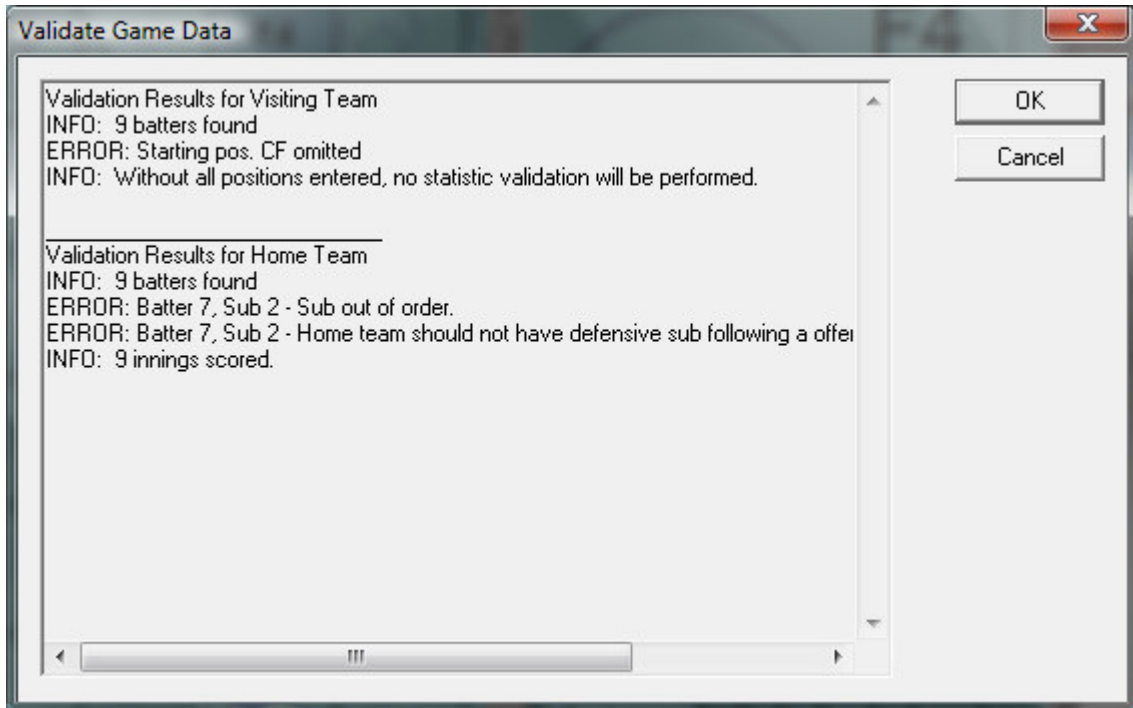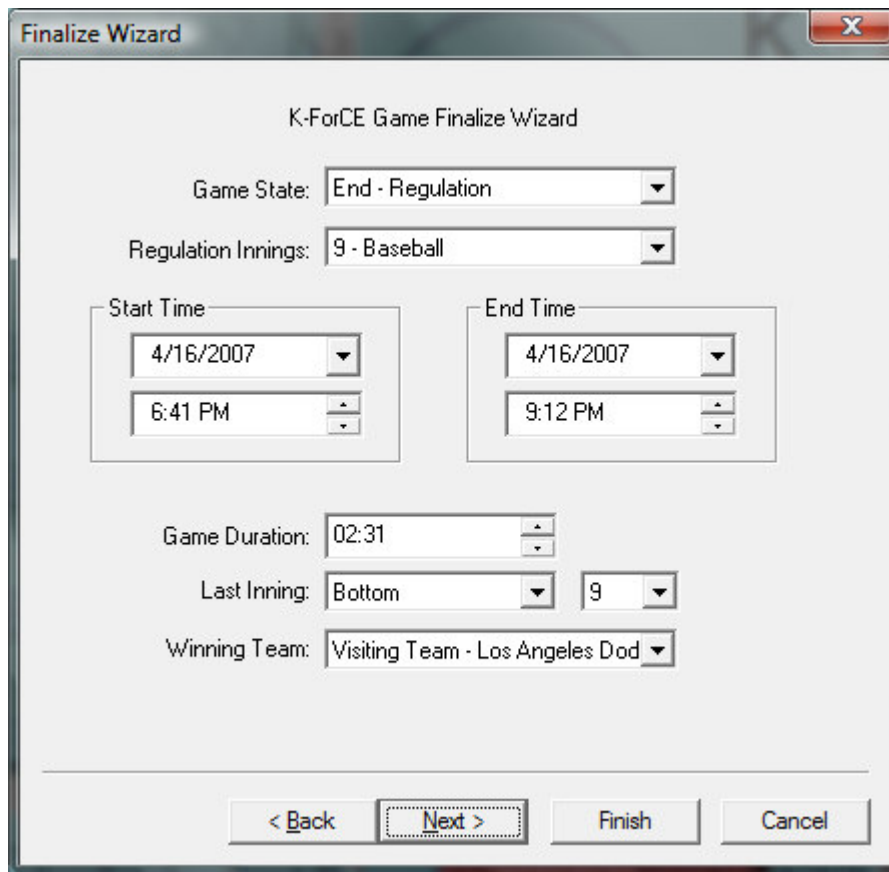

Figure 14 - Validate Game Data window

Finalize Game Wizard

The Finalize Game Wizard is used to enter the game end time, declare a winner, winning/losing pitcher and other data at the end of the game. In addition to gathering additional statistical information, the wizard saves the game and season information. Statistics are no longer automatically updated in the AtBat window once a game has been finalized. Run the finalize game wizard again to set the game state to 'In Progress' in order to make changes.

Figure 15 - Finalize Game Wizard

Preferences

Some basic preferences can be set here. Team colors can be used as the scoresheet background, or K-ForCE will use the standard colors. To provide more scoring space, the column totals can be shown or hidden. Once the window sizing is set to optimal settings, windows can be locked into place. If you are using your Tablet PC stylus but do not want to use the K-ForCE custom Ink Input panel, you can set that preference here. K-ForCE can automatically set the game start time as the time of the first pitch, and the end time as the time of the last pitch. The number of substitution rows and the size of each AtBat can be adjusted here as well. K-ForCE will default the game's filename in one of two forms. The default filename form can be set here. Finally, the K-ForCE Data Folder is a folder where all team information will be stored.
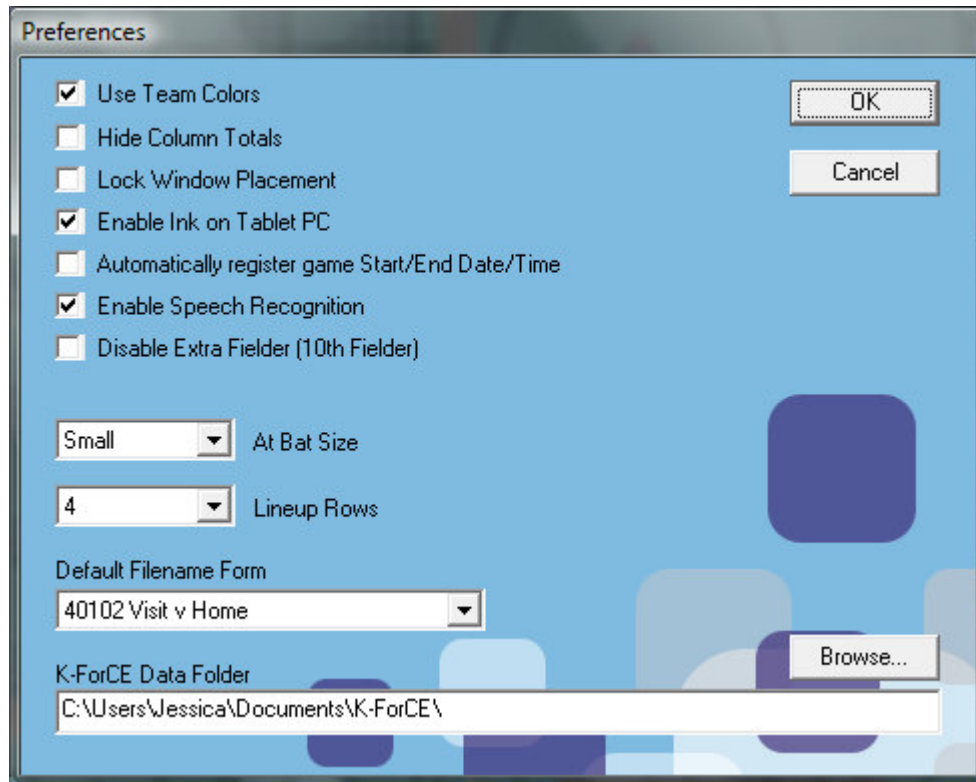
Figure 16 - Preferences window

Pocket PC Configuration Wizard

Those who wish to keep their PocketPC game data in sync with their desktop game data can use this feature. ActiveSync must first be configured to synchronize files between the PocketPC and the desktop PC. The wizard will confirm that ActiveSync is setup correctly, and then configure the device to store the K-ForCE data into a folder which gets synchronized. The desktop PC will be configured to share the use of this synchronization folder as the PC's K-ForCE data folder.
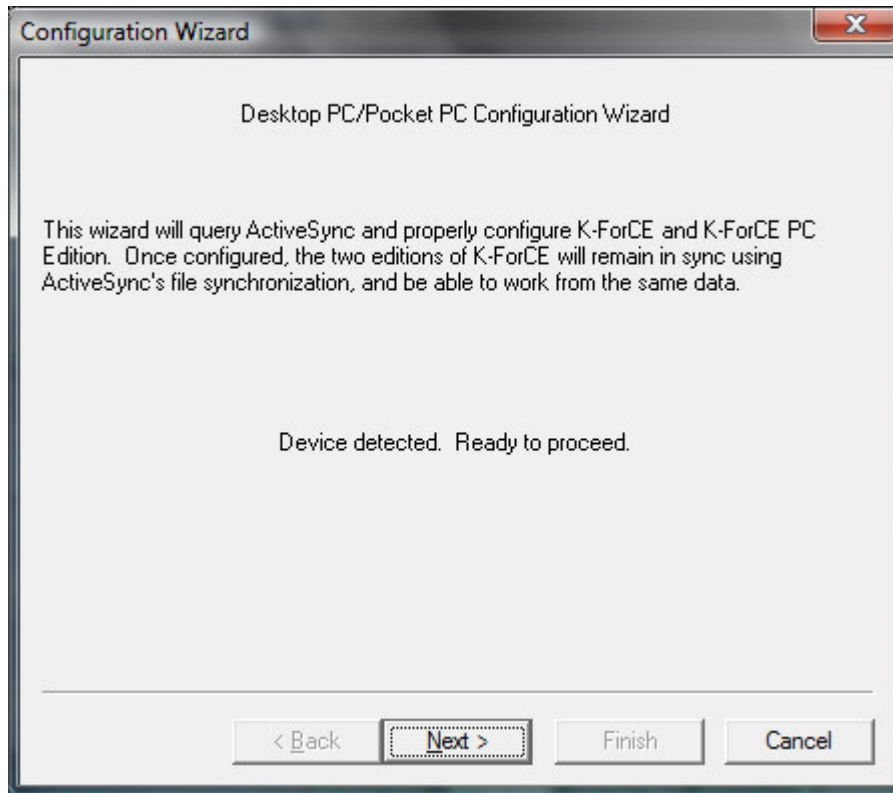
Figure 17 - Pocket PC Configuration Wizard

K-ForCE Input Panel for Tablet PCs

K-ForCE has a customized input panel for Tablet PCs. It is designed to work in the same way as the normal in-place edit window, except that it is oversized to make room for hand writing. It also has a floating toolbar for some common actions.
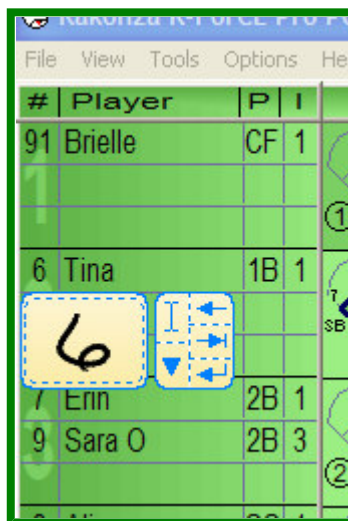

Figure 18 - Input Panel for Player Number

The floating toolbar has five icons. The I-Beam will switch from the Input Panel to a normal in place edit window. The left arrow simulates a backspace. The right arrow (tab) icon simulates a tab keystroke. The 'Enter' icon simulates an Enter (or Carriage Return) keystroke. The down arrow (upside down triangle) is used to present a dropdown list.
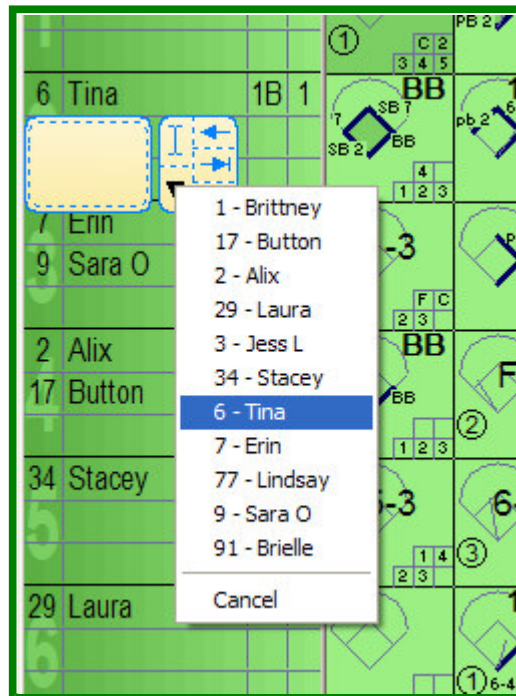

Figure 19 - Input Panel with Dropdown List

The K-ForCE Input Panel supports ink input as well as keyboard input. The scratch out ink gesture or the reverse tip of the stylus can be used to erase/delete characters.
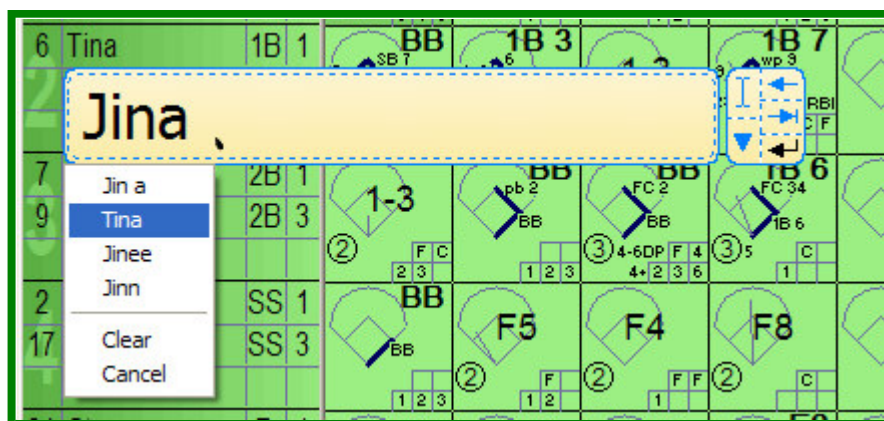

Figure 20 - Input Panel Corrections

The Tablet PC's recognition engine is very accurate. There are occasions where the recognition is off. In this case, press the stylus button and tap the input panel to see a list of alternates. Of course this action can be cancelled by using the 'Cancel' menu item.

Contacting All Pro Software

For more information visit our web site: *http://www.AllProSoftware.com*

Send email *mailto:support@AllProSoftware.com*