

**OnScreen Pitch Count™
User's Guide**

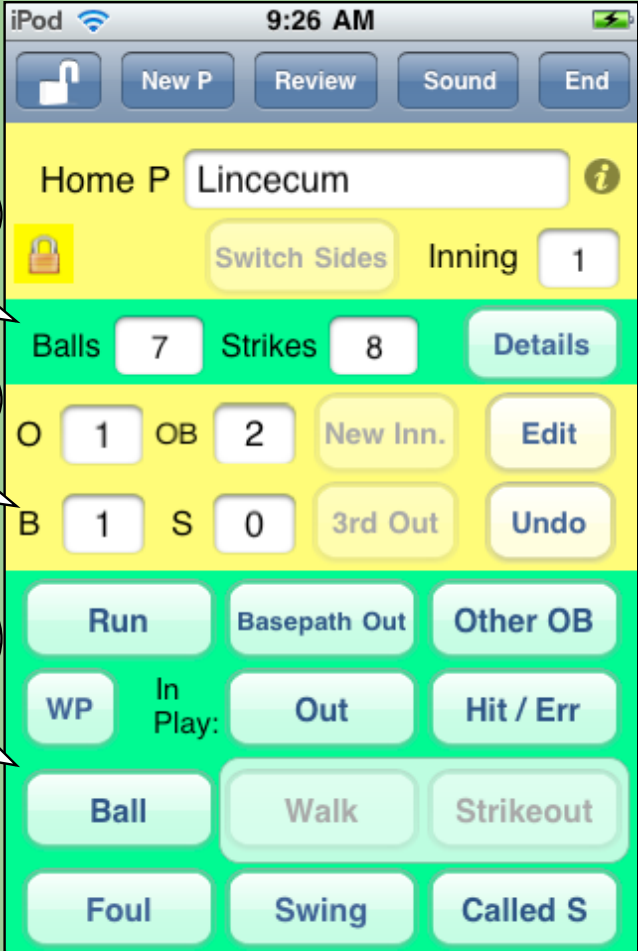
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Layout of the *OnScreen Pitch Count* Pitch Result Entry Screen

Cumulative **game totals** of balls and strikes for the current pitcher (named above)

Current situation: Outs, Runners on Base, Ball and Strike Count on current hitter

Tap these buttons to register the result of each pitch and the progress of base runners.



Displays and Display Control Buttons Explained

The screenshot shows a mobile application interface for recording baseball games. At the top, there's a status bar with 'iPod', signal strength, '9:26 AM', and battery level. Below that is a navigation bar with buttons: 'New P', 'Review', 'Sound', and 'End'. The main display area is divided into several sections:

- Header:** 'Home P' followed by a text input field containing 'Lincecum' and an information icon (i).
- Game State:** A yellow bar containing a lock icon, 'Switch Sides', 'Inning', and '1'.
- Game Totals:** A green bar showing 'Balls 7', 'Strikes 8', and a 'Details' button.
- Game Progress:** A yellow bar showing 'O 1', 'OB 2', 'New Inn.', and an 'Edit' button.
- Game Progress:** A yellow bar showing 'B 1', 'S 0', '3rd Out', and an 'Undo' button.
- Pitching Controls:** A green grid of buttons including 'Run', 'Basepath Out', 'Other OB', 'WP', 'In Play:', 'Out', 'Hit / Err', 'Ball', 'Walk', 'Strikeout', 'Foul', 'Swing', and 'Called S'.

Callout boxes provide the following explanations:

- Current pitcher's name displayed.** Points to the 'Lincecum' text field.
- Tap to enter name of new pitcher.** Points to the 'New P' button.
- Tap **Review** button to access pitch results for every pitcher that has appeared in the game.** Points to the 'Review' button.
- Turn sound effects on or off.** Points to the 'Sound' button.
- Tap **End** button when you're completely through recording pitch results for the game.** Points to the 'End' button.
- Tap to unlock and allow editing of pitcher's name or forcing an end to the inning before three outs have been recorded.** Points to the lock icon.
- Icon shows current locked or unlocked state.** Points to the lock icon.
- Game totals for balls and strikes of current pitcher displayed.** Points to the 'Balls 7' and 'Strikes 8' area.
- Current outs, runners on base (OB), balls, and strikes displayed in this central area.** Points to the 'O 1', 'OB 2', 'B 1', 'S 0' area.
- Tap to show button for email support and URL of web site with latest info.** Points to the information icon (i).
- Tap **Details** button to show full cumulative pitch result totals for the current pitcher.** Points to the 'Details' button.
- As a last resort: when currently displayed outs, runners on base, balls, and strikes don't match reality, tap **Edit** button to enable editing.** Points to the 'Edit' button.
- The results of up to two pitches can be undone with the **Undo** button. Cancel accidental taps, misunderstood strike calls, etc.** Points to the 'Undo' button.

Pitch Result Recording and Game Flow Buttons Explained

Tap this button (active only when appropriate) when you're ready to start recording pitch results in a new inning. Until then, the pitch result buttons are not activated, which prevents accidental taps between innings.

If you're tracking pitch results for both teams, this button becomes active to allow the switch after the third out of the inning is recorded.

This button becomes active and highlighted after the out total for the inning has reached 3. The step of tapping it is included to give you another chance to be sure your out count is accurate.

Tap this button when a base-runner is put out as part of a double play or not as a result of a batted ball; for example, caught stealing. This reduces the number on base by one.

Tap the **Run** button once for each run that scores, thus reducing the number on base by one each tap.

Tap the **Other OB** button to record when a batter gets on base other than by a walk or ball put in play. Then you choose how (hit by pitch, missed third strike, etc.)

Tap to record a wild pitch (runner advanced)

Tap this button when a batter reaches base safely (no out recorded) as a result of a batted ball; then choose hit or error. This increases the number on base by one.

Tap the **Out** button when a ball is put in play that results in an out by the batter or a force out. No change in number on base.

Walk or **Strikeout** button becomes active and highlighted when 4 balls or 3 strikes have been recorded. Tap to record the result. This step is included to give you a chance to catch a mistake and undo it.

Tap to record a ball call by the umpire.

Tap the appropriate button to record a foul ball, swinging strike, or called strike.

NOTE: For a home run, first record the hit. Then tap the **Run** button as many times as necessary to clear the bases. For a runner reaching base on a third strike wild pitch, record **Other OB**, then **WP**. For a runner scoring on a wild pitch, record **WP** and then tap **Run**.



Game Total Pitch Results

Tap **Games** to go to the full list of games you've recorded in order to select another.

Tap **Review** to go to the full list of pitchers tracked in this game in order to select another for review.

Tap **Info** to show names of opposing teams and date of game.

Name of pitcher whose pitch result totals are being displayed. Pitcher's team shown below.

Tap **Done** when you're through reviewing pitch results from completed games. You are then given the choice of tracking a new game or resuming an unfinished game.

Cumulative game totals for balls and strikes by pitcher indicated above.

Tap this button to email these results and others from game if desired.

Title indicates the column shows how many batters got on base against this pitcher by walk, hit, error, being hit by pitch, or other means (catcher interference, missed third strike).

Game totals for batters faced, base runners allowed, strikeouts (K), pitches thrown, runs allowed, and outs recorded by pitcher indicated above.

Column below this title shows how many strikeouts were on called strikes and on swinging strikes.

This control switches between showing total numbers and showing percentages, e.g., percentage of pitches that were strikes, of strikes that were called, etc.

Column below this title shows how many pitches tallied as strikes were called strikes, swinging strikes, foul balls, and balls put in play.

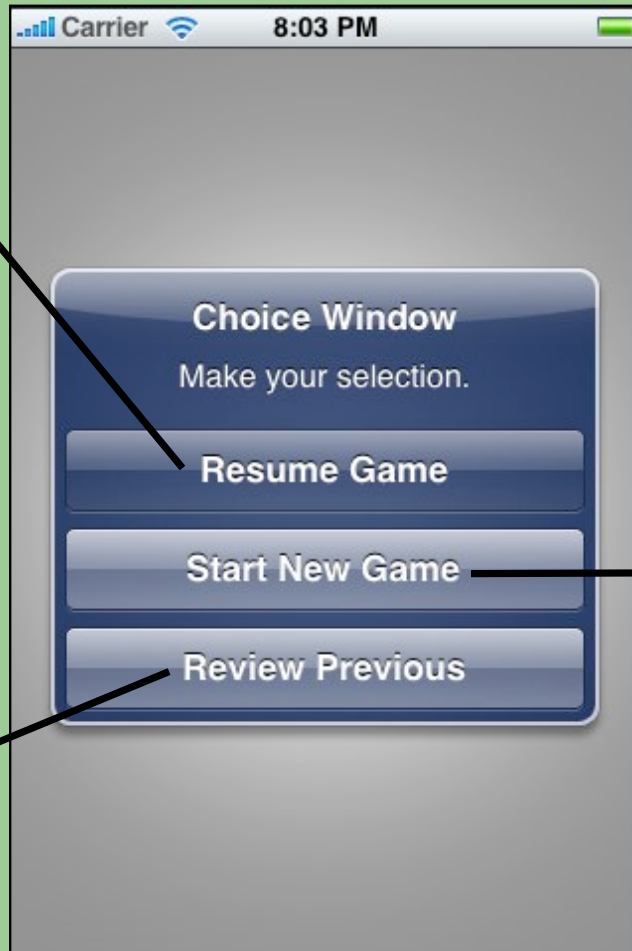
Visiting P		Lester		Red Sox	
Balls	41	Strikes	66	Email	
Batters Faced	26	Reached Base	5		
K	7	Pitches	107	Runs	1
On By		WP	0	Outs	21
BB	0	All Strikes		3rd Strikes	
H	5	Call	20	Call	5
E	0	Swing	10	Swing	2
HBP	0	Foul	17	Num.	Pct.
Other	0	In Play	19		

Game total pitch results described above are shown whenever a pitcher's name is chosen from the complete list after the **Review** button is tapped or (for the current pitcher in an ongoing game) when the **Details** button is tapped.

Starting Up *OnScreen Pitch Count*: Your Choices

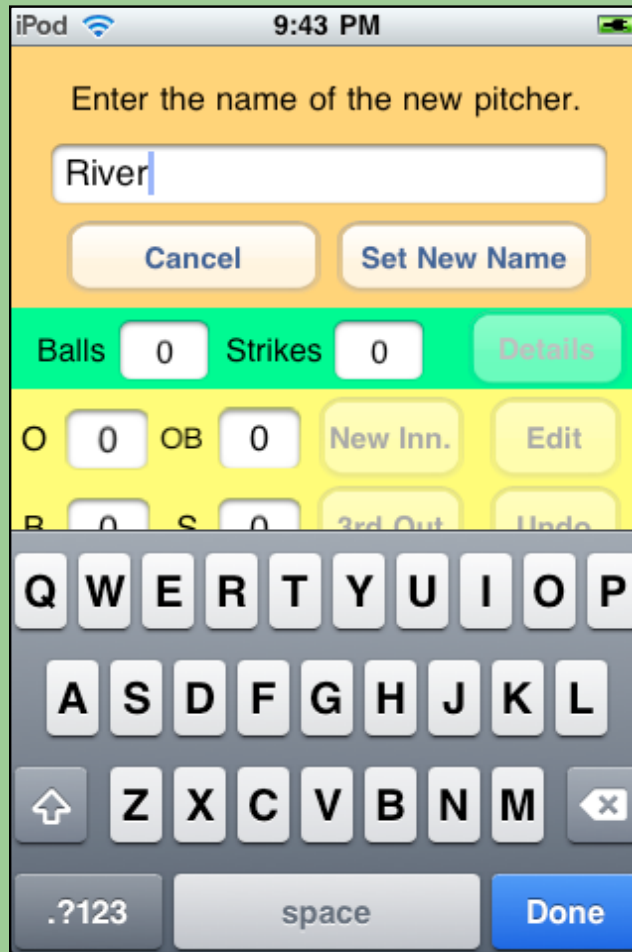
If you've started recording pitch results for a game not yet completed (paused on TiVo, say), you can resume the game where you left off. For a pause of less than an hour (phone call, between-inning break), *OnScreen Pitch Count* automatically goes right to the point in the game where the pitch tracking was paused or interrupted, without taking you to this screen.

Select "Review Previous" to bring up a complete list of games for which you've previously tracked pitches. Every game is stored on your iPhone or iPod Touch, but you also have the option of deleting old games. When you choose a game, *OnScreen Pitch Count* shows you the list of all pitchers for which you recorded pitch data in that game. Just click on the one you want to review. You will have the option to return to the list to select another pitcher for review as many times as you wish.



After you choose "Start New Game" you then enter the names of the teams, choose whether you are going to start tracking on the first pitch or sometime later in the game (specifying the inning and the situation, including number of outs, base runners, etc.), and whether you're tracking home or visiting pitchers or both. Then you enter the names of the pitchers you will initially be tracking. *OnScreen Pitch Count* will then take you to the screen with pitch result buttons.

Recording the Entrance of a New Pitcher into the Game



When a relief pitcher enters the game, just click the **New P** button to bring up the panel for recording the pitcher's name (shown above). The standard iPhone keyboard appears for that purpose. From then on the pitch totals shown refer to the new pitcher, though all pitch results from earlier pitchers can also be seen by clicking the **Review** button. Of course the situation (outs, runners, and count) doesn't change when a new pitcher enters. If there are runners on base when the new pitcher enters the game, and if any of those runners later score, *OnScreen Pitch Count* will properly charge the runs to the pitcher that allowed the runners to reach base. This works for multiple relief pitchers. There is no limit to the number of pitchers that can be tracked in a single game.

Pitcher Review Table



The screenshot shows an iPod/iPhone interface with a status bar at the top displaying "iPod", signal strength, "9:29 AM", and battery level. Below the status bar are three buttons: "Cancel", "Games", and "Done". The main content area is a table of pitcher names. The first two rows are for the Home Team: "Bell" and "Rodriguez". A section header "Visiting Team Pitchers" is followed by seven rows of names: "Halladay", "Buehrle", "Greinke", "Jackson", "Hernandez", "Papelbon", and "Nathan".

Home Team
Bell
Rodriguez
Visiting Team Pitchers
Halladay
Buehrle
Greinke
Jackson
Hernandez
Papelbon
Nathan

Tap the **Review** button to see this table of all pitchers (Home Team and Visiting Team) that have appeared in the game. Review the pitch results for a pitcher by tapping the name.

File Selection Table



Tap the **Games** button or choose **Review Previous** at start to see this table of all the games you've recorded pitches for. Tap the game to choose to review it, to delete it, or to edit the team names, depending on the control setting at bottom.