

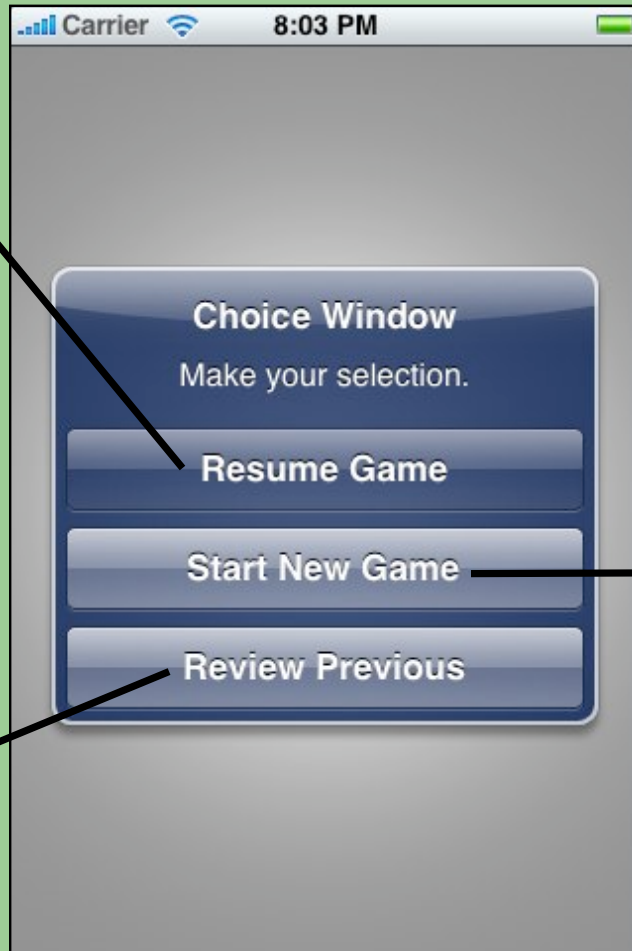
**OnScreen Pitch Count™
User's Guide**

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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.



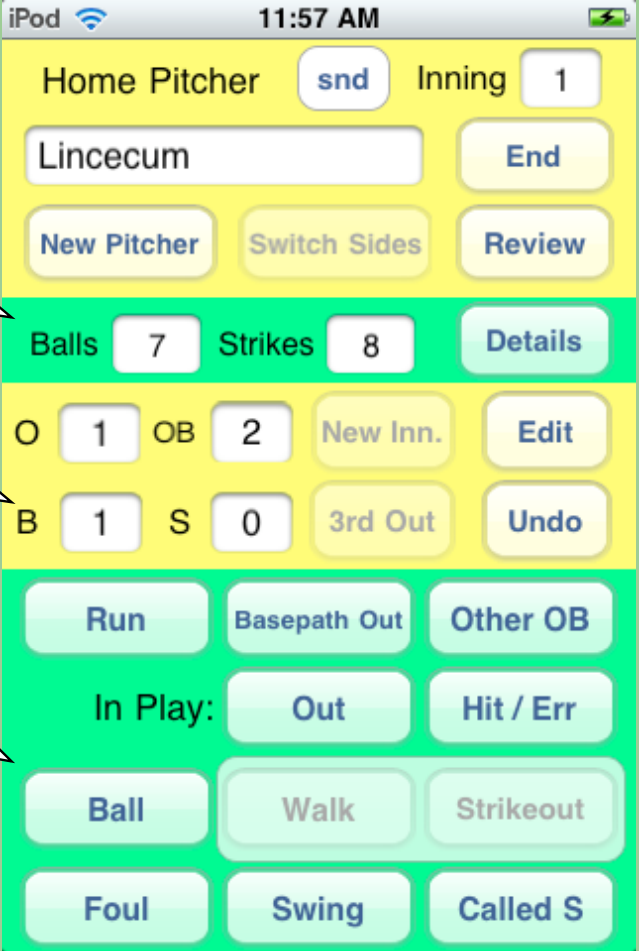
After you choose "Start New Game" you then enter the names of the teams, choose whether you are going to start tracking on the first pitch or sometime later in the game (specifying the inning and the situation, including number of outs, base runners, etc.), and whether you're tracking home or visiting 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.

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.



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.

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.

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

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.

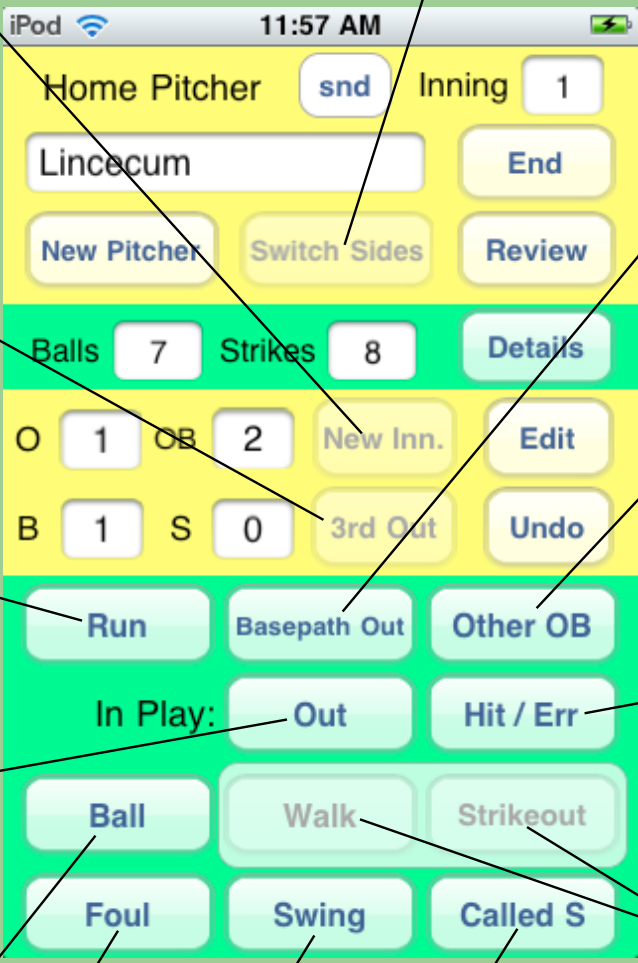
Tap the **Out** button when a ball is put in play that results in an out by the batter or a force out. No change in number on base.

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.



Game Total Pitch Results

iPod 12:09 PM

Home Pitcher

Halladay

Balls 26 Strikes 78

Batters Faced 33 Reached Base 6

K 7 Pitches 104 Runs 1

On By Outs 27

BB 0 All Strikes 3rd Strikes

H 6 Call 26 Call 3

E 0 Swing 9 Swing 4

HBP 0 Foul 17

Other 0 In Play 26

Tap this button to show names of opposing teams and date of game.

Tap this button when you're through reviewing pitch results from this game. You are then given the choice of tracking a new game, reviewing a different game, or resuming an unfinished game.

Name of pitcher whose pitch result totals are being displayed

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

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

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

Column below this title 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.

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

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

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.

Displays and Display Control Buttons Explained

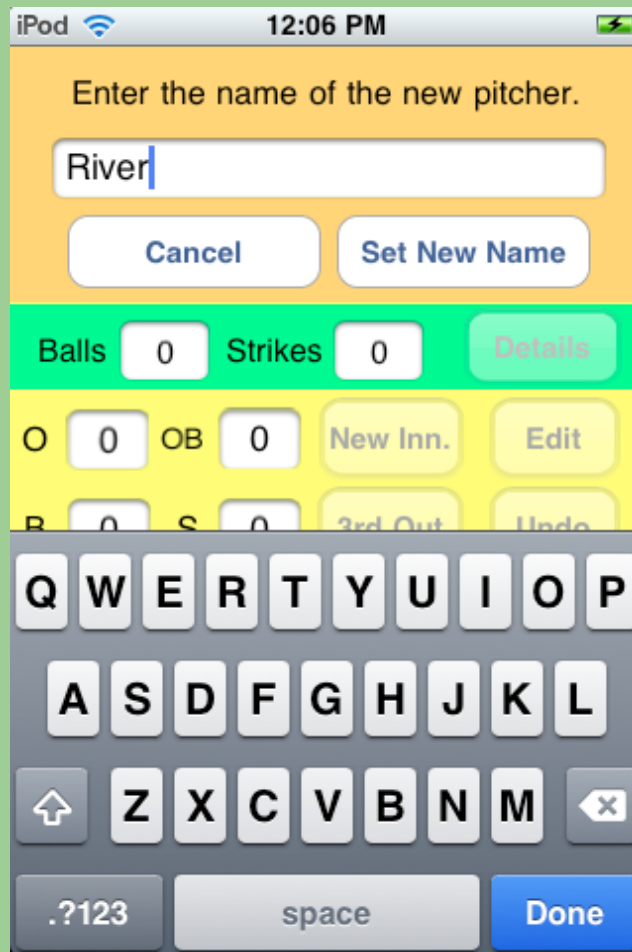
The screenshot shows a mobile application interface for recording baseball games. At the top, it displays 'iPod', signal strength, '11:57 AM', and battery level. The main interface is divided into several sections:

- Header:** 'Home Pitcher' (with a 'snd' button for sound effects), 'Inning' (set to 1).
- Pitcher Info:** A text field containing 'Lincecum' and an 'End' button.
- Game Controls:** 'New Pitcher', 'Switch Sides', and 'Review' buttons.
- Game Totals:** 'Balls' (7) and 'Strikes' (8) with a 'Details' button.
- Game State:** 'O' (1), 'OB' (2), 'New Inn.', 'Edit', 'B' (1), 'S' (0), '3rd Out', 'Undo'.
- Play Buttons:** 'Run', 'Basepath Out', 'Other OB', 'In Play:', 'Out', 'Hit / Err', 'Ball', 'Walk', 'Strikeout', 'Foul', 'Swing', 'Called S'.

Callouts provide the following explanations:

- Turn sound effects on or off.** (points to 'snd' button)
- Tap **End** button when you're completely through recording pitch results for the game.** (points to 'End' button)
- Tap **Review** button to access pitch results for every pitcher that has appeared in the game.** (points to 'Review' button)
- Tap **Details** button to show full cumulative pitch result totals for the current pitcher.** (points to '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 '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 'Undo' button)
- Current pitcher's name displayed.** (points to 'Lincecum' text)
- Tap to enter name of new pitcher.** (points to 'New Pitcher' button)
- Game totals for balls and strikes of current pitcher displayed.** (points to 'Balls 7 Strikes 8' area)
- Current outs, runners on base (OB), balls, and strikes displayed in this central area.** (points to 'O 1 OB 2 B 1 S 0' area)

Recording the Entrance of a New Pitcher into the Game



When a relief pitcher enters the game, just click the **New Pitcher** 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 a mobile application interface with a status bar at the top displaying 'Carrier', signal strength, Wi-Fi, '8:03 PM', and battery level. Below the status bar, the text 'Bell' is displayed in a white box. This is followed by 'Rodriguez' in another white box. A grey header section contains the text 'Visiting Team Pitchers'. Below this header, a list of pitcher names is shown in white boxes: Halladay, Buehrle, Greinke, Jackson, Hernandez, Papelbon, Nathan, and Rivera.

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

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.