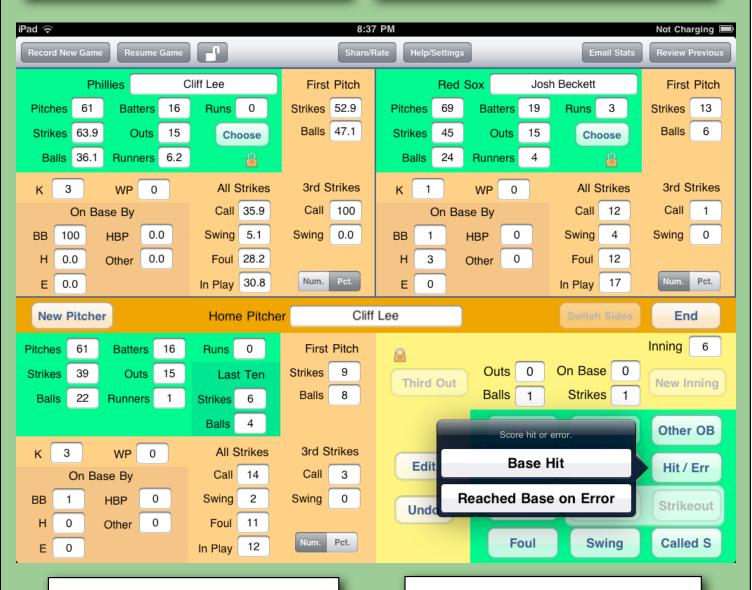
OnScreen Pitch Count for iPadTM User's Guide

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Layout of the *OnScreen Pitch Count for iPad* Screen While Recording Pitches

Upper panels display game pitching stats for user's choice from all pitchers in the game. Default is current pitcher's stats as percentages in upper left and current opposing pitcher's numbers in upper right.

Left portion of tool bar at top of screen is for starting or resuming pitch recording. Help and sound effects on/off setting display is also done via toolbar. Right portion of toolbar has buttons for displaying or emailing results of completed games.



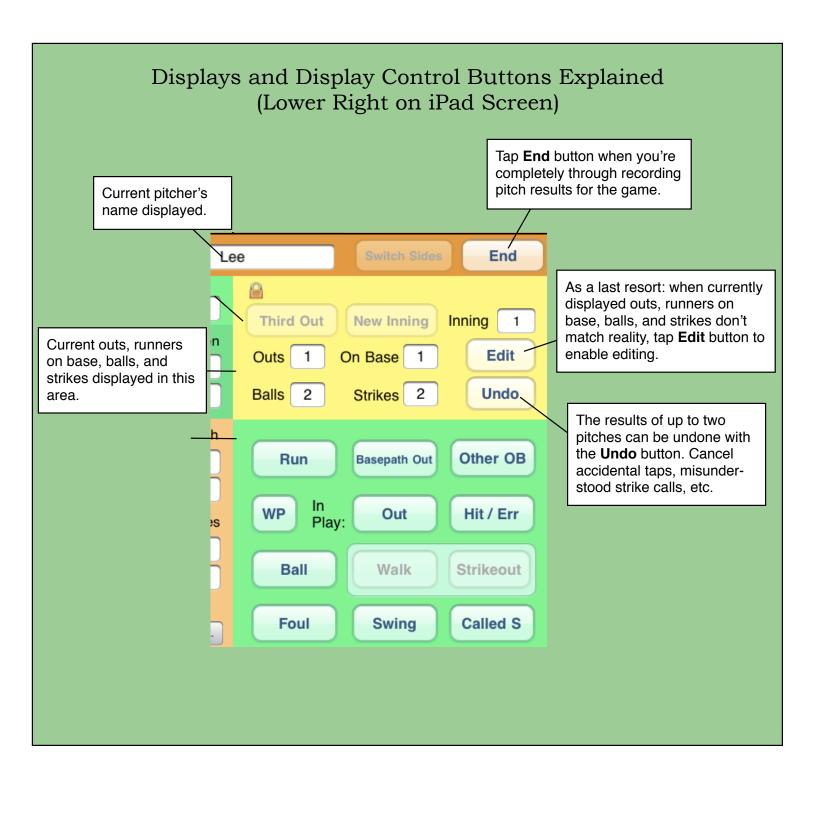
Lower left panel shows cumulative game totals for the current pitcher, updated after each pitch.

Lower right panel is for recording pitches by tapping buttons. Current situation is displayed in yellow area.

Layout of the *OnScreen Pitch Count for iPad* Screen When Reviewing Results of Completed Games



All four panels are devoted to displaying pitch results when a completed game is being reviewed. Select the game via the **Review Previous** button on the tool bar. Choose which pitcher stats to review from those recorded in the game with the **Choose** buttons. Also choose whether to display numbers or percentages.



Pitch Result Recording & Game Flow Buttons Explained (Lower Right on iPad Screen)

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.

Other OB

Hit / Err

Strikeout

Called S

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

Tap to record a wild pitch (runner advanced)

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

> Tap to record a ball call by the umpire.

End Lee Third Out **New Inning** Inning Edit Outs On Base Strikes 2 Undo Balls

Basepath Out

Walk

Swing

WP Out Play:

Run

Ball

Foul in number on base.

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

Tap this button when a baserunner 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.

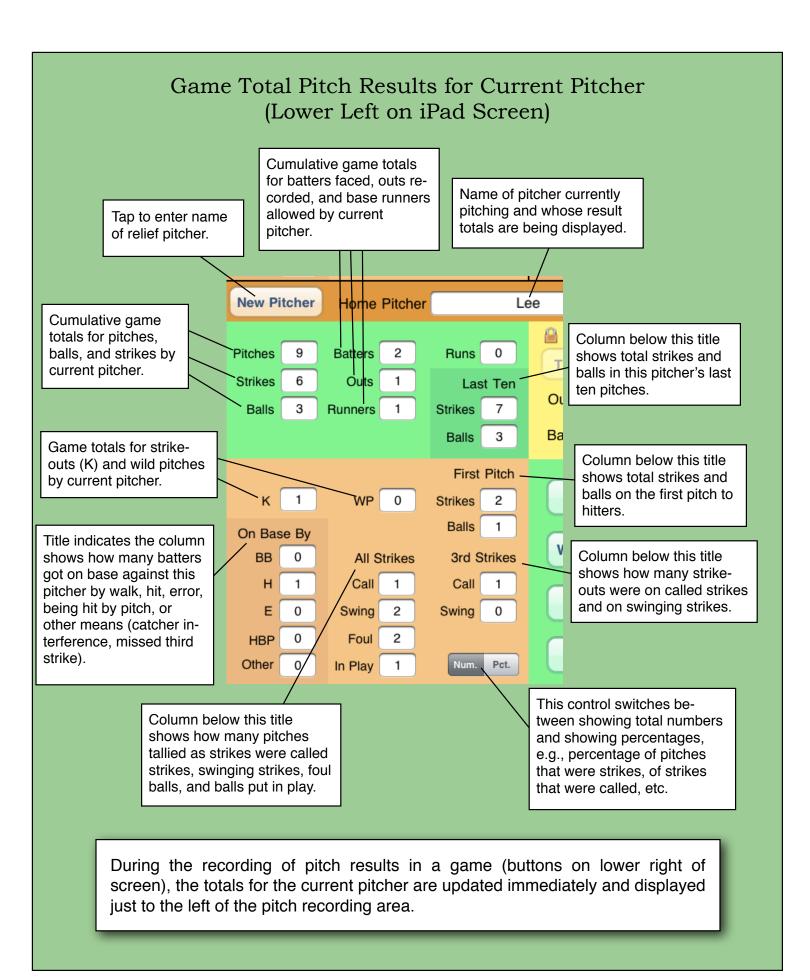
Tap the **Other OB** button to record when a batter gets on base other than by a walk or ball put in play. Then you choose how (hit by pitch, missed third strike, etc.)

Tap 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.

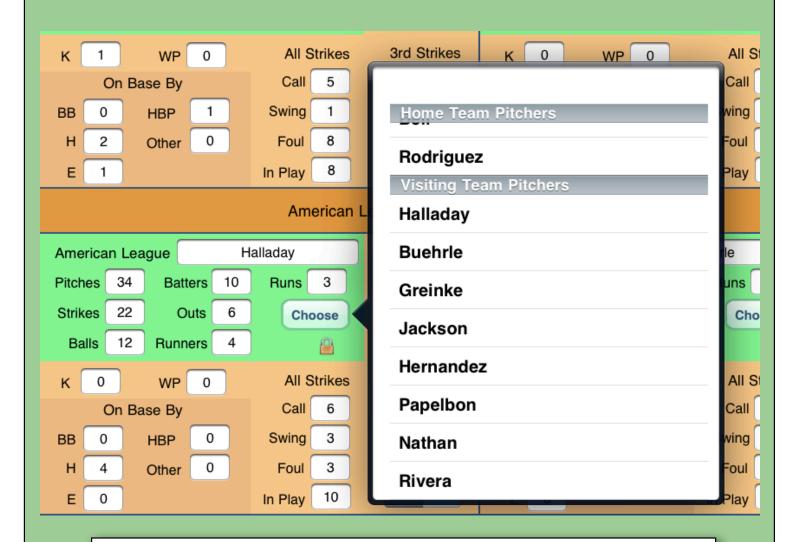
Walk or Strikeout button becomes active and highlighted when 4 balls or 3 strikes have been recorded. Tap to record the result. This step is included to give you a chance to catch a mistake and undo it.

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**.



Choosing Which Pitcher's Game Stats to Display (In Upper Panels While Recording or Any Panel When Reviewing)



Tap the **Choose** button in any panel to see the list of all pitchers (Home Team and Visiting Team) that have appeared in the game. Display the pitch results for a pitcher in the panel by tapping the name.