

**OnScreen QB Stats™
User's Guide**

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Layout of the **OnScreen QB Stats™** Play Result Entry Screen

You record the ball placement after each play and the results of each pass.

Cumulative **game totals** of pass results for the current quarterback (named above)

Current situation: Ball position, down, yards to go for first down.

The app does all the calculations.

Tap these buttons to register the result of plays from scrimmage or penalties or to adjust the current line of scrimmage.

Double-tap these 4 buttons to register the result of passes and turnovers. Or to undo.

iPod 8:30 AM

Home QB **Young** Quarter 1 **snd**

Change QB **Go On Def.** **New Qtr**

Passes 5 Comp. 4 **Review**

Yards 67 TD 0 **Edit**

Yds/Att. 13.4 INT 0 **Details**

Down 2 To Go: 11 **1st Down**

Ball on 42 yard line. **Undo**

Adjust **Kick** **Turnover**

Penalty **Sack** **Incomp**

Other Loss **Other Gain** **Comp**

Setting Up a New Game

iPod 7:08 PM

Home Team

Team Name Home Team

QB H QB1

Visiting Team

Team Name Visiting Team

QB V QB1

Receiving Team Home Visitor

Receiving On Left Right

QB Rating NFL NCAA

All Set

Enter the names of the starting quarterbacks, or just one if you only want to track results for one.

Enter the names of the teams, which serve to identify the game later.

After the coin toss select which team will receive opening kickoff.

After the coin toss choose which direction kickoff will go from your vantage point.

Choose whether to use NFL QB rating or NCAA passing efficiency formula. This can be changes later.

In order to make the line of scrimmage marker easier to select, you need to have the selector showing the proper end of the field each team is defending each quarter. Correctly select the field ends here, and **OnScreen QB Stats™** will automatically adjust when ball possession changes and quarters come to an end,.

Displays and Display Control Buttons Explained

The screenshot shows the app interface on an iPod. At the top, it displays 'iPod', signal strength, '8:30 AM', and battery level. The main interface is divided into several sections:

- Header:** 'Home QB' with an info icon, a 'snd' button, and 'Quarter 1'.
- QB Name:** 'Young' is displayed in a white box.
- Control Buttons:** 'Change QB', 'Go On Def.', 'New Qtr', and 'End' buttons.
- Passing Stats:** A green section showing 'Passes 5', 'Comp. 4', 'Yards 67', 'TD 0', and 'Yds/Att. 13.4'. 'INT 0' is also shown.
- Game Status:** 'Down 2', 'To Go: 11', and '1st Down' are displayed.
- Scrimmage Line:** 'Ball on 42 yard line.' is shown, with '42' in red.
- Action Buttons:** 'Adjust', 'Kick', 'Turnover', 'Penalty', 'Sack', 'Incomp', 'Other Loss', 'Other Gain', and 'Comp' buttons.
- Utility Buttons:** 'Review', 'Edit', and 'Details' buttons are located on the right side.

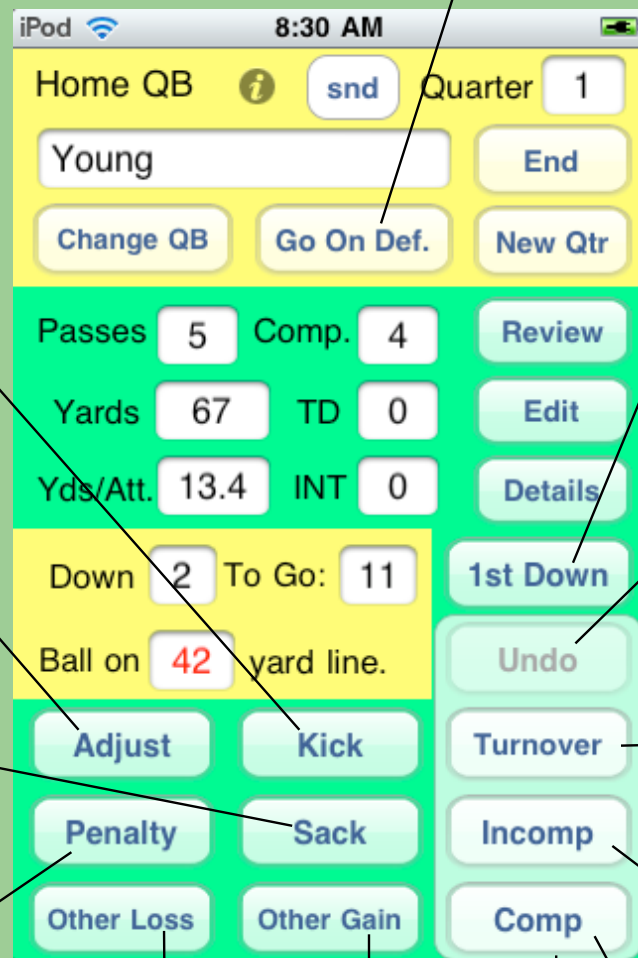
Callout boxes provide the following explanations:

- Turn sound effects on or off.** (points to the 'snd' button)
- Tap **End** button when you're completely through recording pass results for the game.** (points to the 'End' button)
- Tap **New Qtr** when the current quarter ends.** (points to the 'New Qtr' button)
- Tap **Review** button to access pass results for every quarterback that has appeared in the game.** (points to the 'Review' button)
- When currently displayed passes, completions, etc. or down info doesn't match reality, tap **Edit** button to enable editing. Consider **Undo** first.** (points to the 'Edit' button)
- Tap **Details** button to show full cumulative pass result totals and rating for the current quarterback.** (points to the 'Details' button)
- Current quarterback's name displayed.** (points to the 'Young' text)
- Tap to change this team's quarterback.** (points to the 'Change QB' button)
- Game totals for some passing stats of current quarterback displayed in this area.** (points to the passing stats section)
- Current down, yards to go for first, and line of scrimmage (red when in opponents' territory) displayed in this area.** (points to the 'Down 2 To Go: 11' and 'Ball on 42 yard line.' text)

The main purpose of **OnScreen QB Stats™** is to tally the passing results of quarterbacks. You, the user, need to keep the line of scrimmage up to date by changing it after each play or penalty. For each completed pass the app calculates the yards gained and adds it to the total. The down and yard line displays let you compare your recorded values to those you may see elsewhere. The **Adjust** button allows you to correct your current line of scrimmage if you notice a discrepancy. Adjusting the line after a completed pass makes the corresponding adjustment to the passing yardage.

Pass Result Recording and Game Flow Buttons Explained

This button can be used when there is a change in which team has the ball. "Go on Def(ense)" is shown here. It can be "Kickoff", "Receive", or "Go on Off(ense)" depending on the situation.



Tap the **Kick** button whenever team with ball kicks, whether a punt or a field goal attempt.

Tap the **Adjust** button whenever you notice the line of scrimmage marker doesn't match what is shown in the **Ball On** field.

Tap to record a **Sack** of the quarterback.

Tap the **Penalty** button when there is a penalty on either team.

Tap one of these buttons when there's a **gain** or **loss** on a play not due to a quarterback pass or sack or a penalty. Gain and loss registered separately to minimize errors recording new yard line.

Tap this button to reset the down and yards-to-go fields to first and ten when a first down has been made. It will be highlighted when yards gained on previous play should have made first down.

Double-tap the **Undo** button to undo the result of the last play recorded, even one that resulted in a change of possession.

Double-tap the **Turnover** button whenever the offensive team loses possession by interception or fumble on play from scrimmage.

Double-tap the **Incomp** button whenever the **quarterback** throws an **incomplete** pass.

Double-tap the **Comp** button whenever the **quarterback** **completes** a pass.

NOTE: To minimize recording errors for passes, the four buttons above all require a **double tap** to register.

Yard Line Selector Used after Every Play

This control indicates that the team with the ball is trying to advance to the right (as you observe the game). This is automatically adjusted each quarter.

Use this control to set which end of the field the ball is in. Offense is shown here to have ball in the defending team's end of the field. No need to change unless ball crosses midfield.

Tap this control to set tens place of yard line.

Yard line corresponding to the control settings just below. Ranges from 0 to 50.

Tap this control to set ones place of yard line.

Tap **Cancel** to cancel the play entirely. Yard line will revert to previous one.

This button may be used to see the net yards gained corresponding to your current setting.

If the play just completed resulted in a touchdown, just click this button.

Tap his button to set the new line of scrimmage to the yard line you have selected with controls above. Yards gained are added to total passing yards.

The screenshot shows an iPod interface with the following elements:

- Header: iPod, 8:32 AM, battery icon.
- Section: "Ball in this end of the field" with a slider between "Offense's End" and "Defense's End". Below it: "(tap to cross midfield)".
- Section: "Ball on 11 yard line." with a slider from 0 to 5.
- Section: A grid of buttons for ones place (0-9), with "1" selected.
- Section: "Check Gain" button, a display showing "24", and a "Cancel" button.
- Section: "Touchdown" and "Record Pass" buttons.

When you tap for a completed pass, other gain (loss), penalty, or adjustment, this screen appears. Here is where you record the new line of scrimmage for the play just completed. In the case shown above, a completed pass went to the other team's eleven yard line. The gain is not recorded until the **Record Pass** button is tapped.

Game Total Passing Results

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

Tap this button when you're through reviewing pass results from this game. You are then given the choice of tracking a new game, reviewing a different game, or resuming a game (if there's one that's unfinished).

Name of quarterback whose pass result totals are being displayed

Email these results to someone.

Cumulative game **passing** totals for the quarterback indicated above.

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

More cumulative game **passing** totals for the quarterback indicated above.

Total plays from scrimmage with this quarterback in.

Longest pass completed by this quarterback.

Control for choosing which formula to use for quarterback rating. Shown set to NFL.

Quarterback rating (NFL) or passing efficiency (NCAA), depending on choice made on control below this field.

Home QB	
Young	Other
Game Info Email	
Passes 43	Comp. 27
Yards 387	TD 1
Yds/Att. 9.0	INT 0
Review	
Pct Comp. 62.8	Plays 69
Yds/Comp. 14.3	Longest 51
QB Rating 99.7	Sacks 4
NFL NCAA	Done

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