

**OnScreen QB Stats™ 1.1**  
**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.

Passes	5	Comp.	4	New Qtr
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		

## Displays and Display Control Buttons Explained

The screenshot shows the app interface on an iPhone 4. The top status bar displays 'iPhone 4', signal strength, Wi-Fi, '1:19 PM', and battery level. The app interface includes a top navigation bar with buttons for 'New QB', 'Review', 'Snd', and 'End'. Below this is a 'Home QB' field with the name 'Young' and an information icon. A 'Go On Def.' button and 'Quarter 1' are also present. The main display area shows passing statistics: 'Passes 5', 'Comp. 4', 'Yards 67', 'TD 0', 'Yds/Att. 13.4', and 'INT 0'. There are buttons for 'New Qtr', 'Edit', and 'Details'. Below the stats, it shows 'Down 2', 'To Go: 11', and '1st Down'. The 'Ball on' field shows '42 yard line.' in red. At the bottom, there are buttons for 'Adjust', 'Kick', 'Turnover', 'Penalty', 'Sack', 'Incomp', 'Other Loss', 'Other Gain', and 'Comp'. Callout boxes provide instructions for each of these elements.

Tap to change this team's quarterback.

Tap **Review** button to access pass results for every quarterback that has appeared in the game.

Turn sound effects on or off.

Unlock to edit the quarterback's name (not to enter new quarterback).

Current quarterback's name displayed.

Game totals for some passing stats of current quarterback displayed in this area.

Current down, yards to go for first, and line of scrimmage (red when in opponents' territory) displayed in this area.

Tap **End** button when you're completely through recording pass results for the game.

Tap **New Qtr** when the current quarter ends.

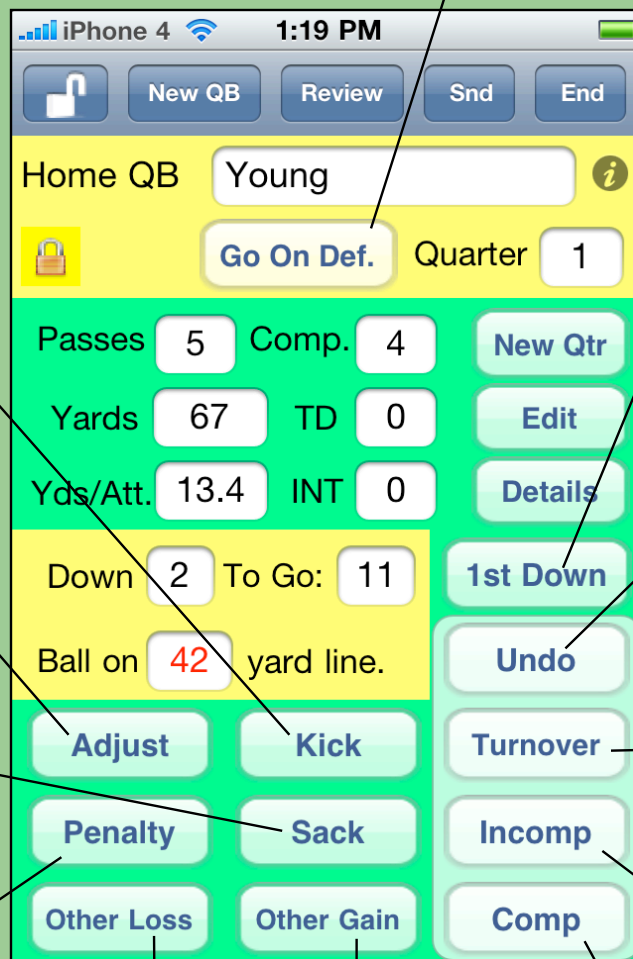
When displayed passes, completions, etc. or down info doesn't match reality, tap **Edit** button to enable editing. Consider **Undo** first.

Tap **Details** button to show full cumulative pass result totals and rating for the current quarterback.

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.

## Game Total Passing Results

Tap the **Games** button to go to the full list of recorded games in order to select another for review.

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

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

Name of quarterback whose pass result totals are being displayed

Team of quarterback whose pass result totals are being displayed

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

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

The screenshot shows the following data:

Passes	43	Comp.	27
Yards	387	TD	1
Yds/Att.	9.0	INT	0
Pct Comp.	62.8	Plays	69
Yds/Comp.	14.3	Longest	51
QB Rating	99.7	Sacks	4

Tap the **Done** button when you're through reviewing pass results and want to start recording results in a new or ongoing game.

**Email** these results to someone.

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.

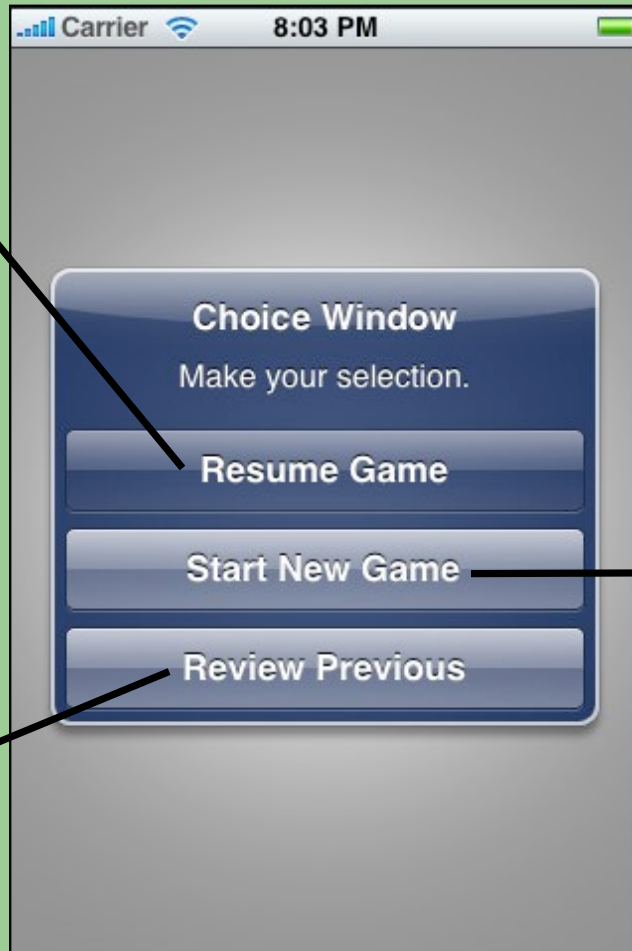
Quarterback rating (NFL) or passing efficiency (NCAA), depending on choice made on control below this field.

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.

## Starting Up *OnScreen QB Stats*: 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.

## 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,.

## 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.

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

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

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 tens digit slider (0-5) and a ones digit slider (0-9).
- Buttons: "Check Gain" (displaying 24), "Cancel", "Touchdown", and "Record Pass".

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.