Scout Pro
Version 2.2

Scout Pro is a program that reads transcript files and give you the information on play performance and play calling you need to help you prepare a winning play book against your next opponent. It's fast, easy to use, and now makes an unlimited number of reports

With the custom reports feature you can set the downs, yards to go, field position, half, time, score difference and play name to design your own report. The 3 basic reports from Scout Pro 1 are the default reports in Scout Pro 2. These are:

- Standard
- 3rd Down
- Red Zone

But with Scout Pro 2, the number of custom reports are only limited by the amount of memory available.

The Scout Pro reports are easy to read summaries of play performance and play calling. The play performance section gives you the stats you need to choose the right plays at the right time for your next game. The play calling section shows you the downs, and the minimum and maximum of yards to go, field position, time and score difference for each play to to help you spot trends in your opponents AI calling and verify your own.

You can choose between either a word processor or spreadsheet format for your reports.

Step-by-Step Instructions

1. Open Scout Pro and set your options and reports.

2. Select the Open… button and open "Transcript 00001", or any transcript file.

3. If the first file you opened was a file named Transcript 00001, Scout Pro will continue to open Transcript 00002 and so on until the next file in the sequence is not found. If the first file opened was any other name, Scout Pro will present you with the "Open" dialog box after it parses each transcript until you cancel the "Open" dialog box.
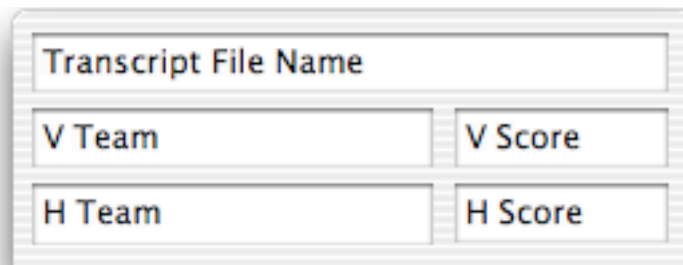
4. After Scout Pro is finished parsing transcript files, it will prompt you to save the report with a standard Save As dialog box. It will then automatically make the current report(s) checked.   You can then Quit Scout Pro or process another set of transcripts.

5. The word processor file is formatted to be read into a word processor and viewed with a mono spaced font like Courier or Monoco. The spreadsheet file is tab delimited file that will put each value into a separate cell when read into Microsoft Excel or AppleWorks.
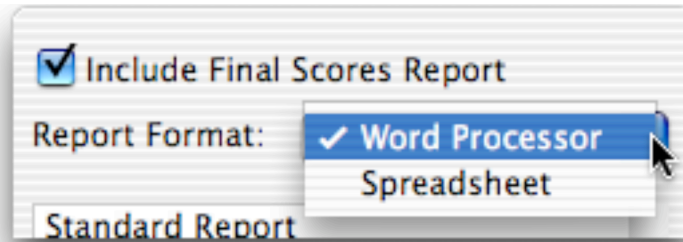
Scout Pro Dialog Box Items:

Open…: This will present you with a standard "Open" dialog box to select a transcript file.

Total : This box shows the total number of transcripts processed.

Transcript File Name : The name of the transcript file being processed.

Game Status Boxes : This shows you the team names from the transcript files and the score. This is updated at the end of each game while processing transcripts.
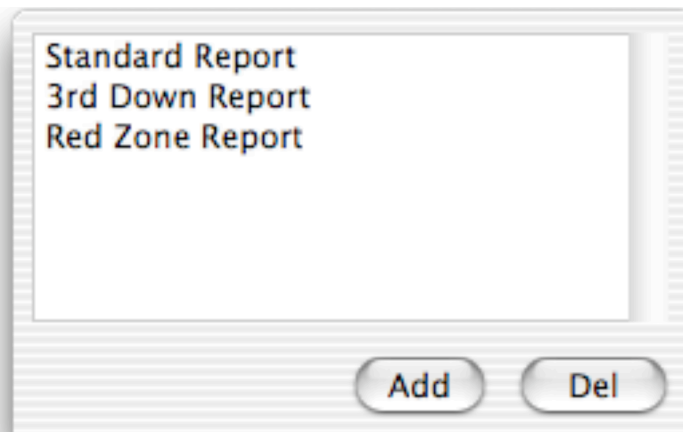
Include Final Scores : Check if you with to include the final scores report.

Report File Format : The reports are text files. You have a choice of the format.

Word Processor: Space delimited, best if you are going to open the reports with a word processor.

Spreadsheet: Tab delimited, best if you are going to open the reports with a spreadsheet. The Spreadsheet format combines the play performance and play calling stats on the same row.

Report List: This is a list of the current reports. From this list you select the report that can be edited in the Report Criteria frame on the right hand side of the window. The Add button will create a new report and the Del button deletes the selected report.

Report Criteria : Here's where you enter the criteria to determine what plays will be in the report. For a play to be part of the custom report, everything listed in the criteria for that play must be within or equal to the minimum and maximum values entered. So if you want to see a report on plays called on third down and 10 or more yards to go, enter a 3 for both the Min and Max Down fields, a 10 for the Min Yards To Go field, leave the Max Yards to go at 99. Note that the time is the time remaining in the half. In the edit field at the top you can edit the name of the report.
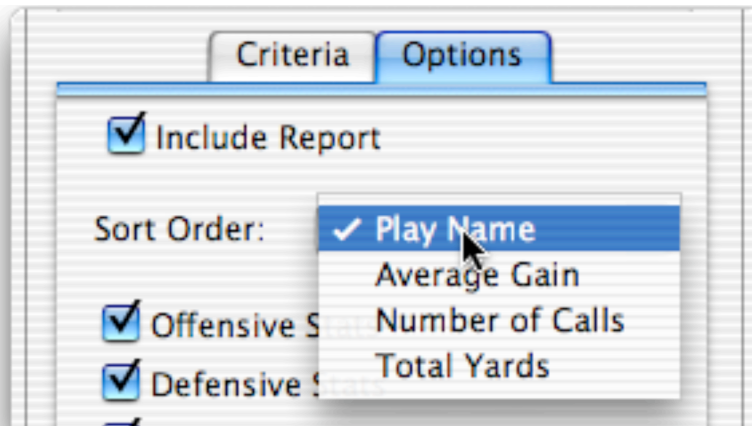

Match Play Name : Check the check box to enter the name of a play that must either be the offensive of defensive play to be included in the custom report. In the list box, choose if you want:

- **Plays that match text**: the play name must match exactly
- **Plays that begin with text**: the play need only to begin with what you entered in the play name box
- **Plays that contain text**: the entry in the play name box can be contained anywhere in the play name

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Include Report check box : When this is checked, the report will be included in the report output file. When not checked it will not be included. Reports take time and memory to process and take up space in the report file. So if you have some reports that you don't need to process but don't want to delete, uncheck this box.

Sort Order pop up menu: This will determine how this report will be sorted. Numeric reports will be hi to low or low to hi, depending if it is for the offense or defense.

Offensive/Defensive stats check boxes : Here you can choose not to include

the offensive or defensive stats for this report.

Play Performance and Play Calling check boxes : Here you can choose not to include the Play Calling or Play Performance stats for this report. Note: The Play Calling stats will not be omitted from the spreadsheet format report since they are combined on the same row.

Abbreviations Used in the Reports:

```
Offensive Stats Performance for: Standard Report
Play Name                      AvgG Count  TotG Max %G2 %G5 %G10 %FD %Com %INT %PEN %Fm
```

- **Play Name**: Name of the play.
- **AvgG**: Average yards per gain, return or attempt.
- **Count**: Number of times the play was called for that report.
- **TotG**: Total yards gained (or returned if there were no interception or fumble.   Also kick returns)
- **Max**: Maximum yards gained
- **%GT 2,5,10**: Percent of gains that were greater than or equal to 2, 5 or 10 yards.
- **%FD**: Percent of gains that were greater than or equal the yards to go.
- **%TD**: Percent of plays that ended in touchdowns (SS format reports only).
- **%Com**: Percent completion's. On field goals and extra points, the % made.
- **%INT**: Percent of interceptions
- **%Pen**: Percent of plays where a penalty was called (could be on either team).
- **%Fum**: Percent of plays were there was a fumble.

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Offensive Stats Play Calling for: Standard Report
Play Name                      1D   2D   3D   4D MnTG MxTG MnPs MxPs  MnTm   MxTm MnSD M
```

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- **1D, 2D, 3D, 4D**: Percent of times the play was called on 1st, 2nd, 3rd or 4th down. Note that extra points and kickoffs are "0" down plays.
- **MnTG MxTG**: Minimum and maximum yards to go for this play for that report.
- **MnPs MxPs: Minimum** and maximum field position for this play for that report. Note that field position is yards away from a TD.
- **MnTm MxTm**: Minimum and maximum time for this play for that report. This does not include the half, just the time.
- **MnSD MxSD**: Minimum and maximum score difference for this play for

that report.

General Notes

Sometimes with the delay of game penalties the play name gets reported, sometimes it doesn't. So the penalty reports do not always get the right play name. Repeated delay of game penalties cause most of the "out of range" messages. I haven't seen this error in the recent releases of PMFB.

Defenses that are called against a field goal attempt are not included in the reports since those plays would throw off the averages for those defenses.

PMFB does not always write the names of the plays when there is a lateral, then a pass, and interception and a fumble all in one play. So in those cases you will see a play named "Unknown OPlay/DPlay" in the files.

Since the PMFB transcript files are so unstructured, occasionally there is a play that Scout Pro cannot figure out. That record will be marked "out of range".

Memory used by Scout Pro depends on the number of reports and the number of plays in each report. I do not think any modern machine will have a problem running out of memory. If you do, increase the amount of memory by increasing the "Preferred Size" in the memory page when you "Get info" on the Scout Pro application. This only applies to the Mac version. For the windows version, the operating system will give Scout Pro the memory it requires.

You will find a Scout Pro Preferences file in the Preferences folder. The Scout Pro Preferences file automatically records your format preference and report criteria. If you trash the Scout Pro Preferences file, you will get default values for these items. For the Windows version you will find this file at the root of your startup drive.

Tips

I developed Scout Pro to help prepare a play book for PMFB league games. Assuming that you have one or more recent play books from you next opponent, you can analyze the practice games to see what plays work and what tactics your opponent has used in the past. For starters, in the overall report the AvgG, Count, TotG, Max, %INT,%Com, %Pen, %Fum stats tell you what plays are working and where the problems are. (Interceptions, penalties...). Don't drop a play from your play book based on just a few plays, or if the max gain is a large part of the total gain.

The %GT2, %GT5, %GT10, %FD gives you a a better idea of what plays to call on 3rd down than just the averages. For example, a play that averages 3 yards, but gains greater than 2 yards 90% of the time is better on 3rd & 2 than a play that averages 6 yards, but gains greater than 2 yards 50% of the time.

The 1D, 2D, 3D, 4D, MnTG, MxTG tells you when an opponent is calling plays. This will tell you if your opponent has been calling bombs on 3rd and short. It will also tell you if your AI is coming out the way intend it.   If you see a QB sneak has been called with 20 yards to go when you set the AI for 2nd and short, you may have a hole in your AI!

In the red zone report remember that a play with a high number of TDs may have a lower average gain since the TD limits the gain. Here you can compare the plays called in the red zone to the overall report to see what plays (if any) your opponent features in the red zone. Many coaches will change defenses in the red zone since the regular plays usually have one or more deep safeties that would be out of the end zone in the red zone.

In the third down report you see the Min and Max yards to go so you know what plays are being called for short or long yardage. More important than average gain, the %FD tells you if plays are making or giving up the first down. You can see if the best plays are being called in short, medium and long yardage plays. For example, I evaluate 3rd and long defenses by the percentage of first downs they give up, and not the average yards.

If there is a particular play that is giving you a problem, use the play name option in the report criteria to get a report on that play and how your plays are performing against it. For example if PWk#12-OF-Pass 12 is killing you, run a report with that name in the Match Play name play name box. You will get a report listing all of you defenses that were called called against it and how each of them did against that play. You can then look at your defenses that are doing well (if any!) and see what it takes to stop that play.

A great utility to use on opponents play books is ReNamePlay1.4 by Edward Patrick. (Mac only) Rename play will change the play names in any PMFB play book to allow transcript analyzers to work properly. Coaches may use nonstandard play names with funny punctuation, and or words to try and confuse programs that analyze transcripts. This utility will defeat all such efforts!!!!! ReNamePlay will prefix the first 6 characters of the play book name to the new play name.

Examples:

XXXXX"XXXXX"XXXXXXX will be changed to PWk#12-OF-Run 0
YYYY"YYY against"YYYY will be changed to PWk#12-OF-Pass 12

Coaches may want to use abbreviated names like "PWk#12" as a play book
name. It will easier to keep track of plays this way when preparing against
several of your opponents recent play books.

Renaming the team files to match the play book will help identify in the final
scores report what teams you are having problems with.

A good editor for viewing reports is the free ware application BBEdit Lite from
Barebones Software. You can print the WP reports two up and it has an excellent
multi-file search feature that can be used to locate the actual place in each
transcript file for any play.

I enjoy hearing how you use Scout, and your suggestions for future features.
Don't hesitate to E-Mail any ideas or suggestions.

What's New Since Scout Pro 1.1.2

Power PC Code: Takes advantage of computers with Power PC CPU. Runs about
twice as fast as the previous "68K" code.

Cross Platform: Available in both Mac (FAT, both PPC and 68k) and Windows
versions.

Custom Reports: limited only by available memory.

What's New Since Scout Pro 2.0.3

In general, Scout Pro was recompiled for the newer operating systems without
any changes to the time-tested parser and reporter.

Windows Issues: Windows tool tips now show. The "txt" extension appears in
the report save as dialog. The preference file is now saved in the "WINDOWS"
directory (varies by system) instead of the root of the C: drive.

Mac Carbon Version: A version that you can run under Mac OS X.

UserBreak: Pressing "esc" or "command+." will halt the processing of
transcripts.

What's New Since Scout Pro 2.1

In general, Scout Pro was recompiled for the newer operating systems and REALBasic 5.5 without any changes to the time-tested parser and reporter.

The license is now GNU General Public License, making it free. All demo and registration logic has been removed.

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