

The Automated ScoreBook®

For Volleyball Play Editor

Play keywords for for each portion of a rally must be kept on the same play list "line":

- D:1 A:3
- D:1 K:3 (enter assist at prompt)
- D:1 A:3,E
- D:1 A:3 BE:10 (enter assist at prompt)
- D:1 A:3 B:10,11
- D:1 OVER:
- SERVE:1,A RE:TM

Token "keyword":

Meaning:

TEAM:x	x = team abbreviation character
SERVE:#	serve by player #
SERVE:#,A RE:#	service ace/reception error by #'s
SERVE:#,E	service error by player #
D:#	dig by player #
S:#	set by player #
A:#	attack by player #
A:#,E	attack error by player #
K:#	kill by player #
B:#	block solo by player #
B:#,#	block assist by player #'s
BE:#	block error by player #
CONT:	continue
OVER:	pass OVER the net (no attack)
S:#,E	bad set by player #
S:#,H	ball handling error by player #

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Key game management steps

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Initial first-time setup:

- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer type and create a games directory

Pre-game setup:

- Create the team rosters using Utilities|Roster maintenance
- Start the In-game scoring program from the TAS VB Menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game info

At the start of the game:

- Select Main|Scoresheet|Input to display the Play Input window
- Press "V" to begin the first serve
- Press the appropriate keys to continue scoring the game

While scoring the game:

- Use the right (→) or left (←) ARROW keys to edit plays
- Press Alt+R or Alt+# to view or print reports

At the end of each game:

- Print box score and play-by-play reports as desired

At the start of each new game:

- Select Game control|Game No. to start the new game
- Access the Play Input window
- Press "V" to begin scoring on the serve

At the end of the game:

- Select Game wrapup, enter team records, game times
- Print final reports and save game to disk

Play Input Codes

Initial input codes

V - Serve	A - Attack	O - Over
D - Dig	K - Kill	I - Subs
S - Set	B - Block	J - Adjust
G - Game cntrl	C - Cmt	R - Recalc

Game control input codes (press "G")

G - Game No.	R - Rally
S - Starters	T - Timeout
B - Sub	# - Adjust score
U - Uni change	J - Adjust stats
	M - Media timeout

To enter assists after a kill:

1. Select Options.
2. Enter "Y" in the Assist after K field.

Edit command keys

→	Last 15 plays
←	Current game
↓	Select game
↑	Situations
Alt+E	Edit last play
Alt+D	Delete last play
F10	Clear input lines
"-"	Clear last line
","	Current tokens

Quick keys

Alt+V	Edit vis roster
Alt+H	Edit home roster
Alt+R	Reports menu
Alt+S	Save game file
Alt+1	NCAA box score
Alt+2	Detailed box
Alt+3	Short box score
Alt+P	Play-by-play
Alt+O	In-game options
Alt+G	Game info

Play result codes

SERVE result codes:

- X Ace (prompt for receive error)
- E Service error
- D Dig (serve reception by defense)

SET, DIG result codes:

- S Set attempt by teammate
- A Attack by teammate
- E Assist error (bad set)
- H Ball handling error (BHE)
- O Passed to opponents court
(Overpass or other *non-attack*)
- E (Dig) error - after serve or attack

ATTACK result codes:

- K Kill (prompt for assist)
- E Attack error
- B Block (prompt for block result)
- C Continue (back in attacker's court)
- D Dig (by opposing team)

BLOCK result codes:

- S Block solo (attack error charged)
- A Block assist (enter 1-3 uni #'s)
- E Block error (kill awarded)
- Z Zero block (same as "Continue")

Press "D" for "DIG" on:

- Serve reception
- Defensive dig off an attack
- Note: "Dig" has no effect after an overpass or after a "continue" command