

GOALstats Demo Instructions

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1. On the Opening Screen...

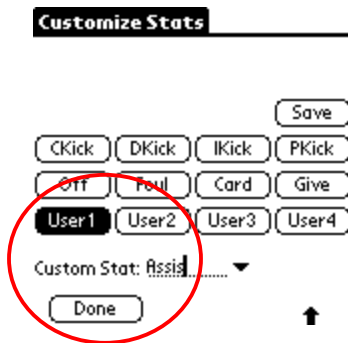


enter the name of the opposing team (If you are unfamiliar with the Palm writing system...notice the rectangle at the bottom of the screen. In the lower left corner of the rectangle notice the "abc". Tap the "abc" and a keyboard will appear, allowing you to tap in your opponent's name, and use it to customize your User Buttons.)

2. When you have entered the name of your opponent, tap the Customize button.



To customize the Stat buttons, write up to 5 characters where you see the flashing cursor (or tap the "abc" and use the keyboard) and then tap the User button that you wish to customize.



When you have customized the buttons (**In this DEMO you can customize only User1 and User2 Stat Buttons**) tap Done... you can return at any time to add or change a customized button!.

3. You are now on the GOALstats Main Screen.



When the whistle blows to start the game, press the "Hard" button with the "Clock" icon on it (on the Visor, the button with the #1).



This starts the Game Clock, which will appear in the upper left of the screen.



4. When an action occurs on the field that you wish to record, tap the corresponding Action Button. **(In this DEMO, only Goals will increment and show up on the Stat View)**



That action button then changes to US-THEM
Tap US for your team or THEM for your opponents. When you tap US or THEM



This button disappears and the Action is recorded. If you tap an Action Button by mistake, simply tap the screen anywhere but on the button. No action will be recorded. Simply tap the proper button to record another Action. If however you enter an action by mistake (for instance a goal that is then later disallowed)

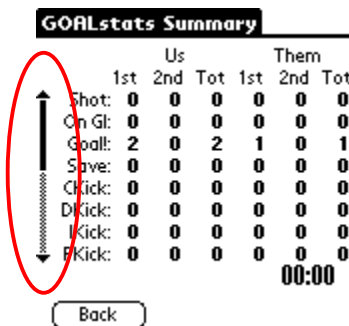


tap Undo then the Action, then US or THEM. That stat will be subtracted from the total. Undo can be done at ANY time for ANY action.

5. If at any time you wish to view the stats, simply tap the View Stats button.



Notice on the left... the vertical line with arrows at both ends...tap the lighter portion of the line and you can view the rest of the stats! **In this DEMO only Goals will appear on this stat summary.**



When you are finished, tap the Back button, and you are ready to record the next action.

6. Now notice the 00:00 in the lower right of the screen.



This is another clock. You can use it to track anything you like...but it is designed as a time of possession timer. In the lower center of the Palm you will see 2 elongated buttons (on the Palm Pilot and Visor) or a rocker button (on the Palm III series or PalmV and VII).



Press the top button and the timer starts (You have the Ball)...
 Press the lower button and the timer stops (They have the ball). If your team experiences time outs



(High School, College,) you can pause the Game and Possession Clocks by pressing the "Hard" button with the Phone icon Take this time to view your stats!

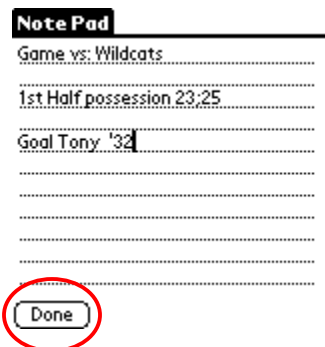


When the time out is over press the Phone button again, and the clock resumes.

7. Now notice the NOTE button on the Action Screen



If you wish to record who scored the goal, who got the assist or make a note to yourself to pick up champagne for the Victory Party...tap NOTE, jot your note

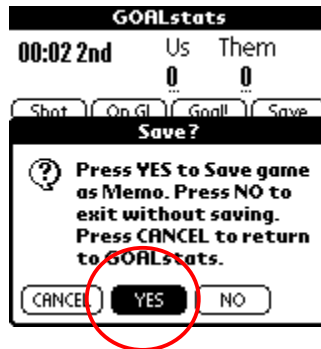


and tap DONE to return to the Action Screen.

8. When the first half ends press the "Clock" hard button. Tap Yes if the half is really over.



When the second half begins, press the "Clock" button again, and repeat. At the end of the Match, press the clock button again, tap "Yes" and celebrate your victory! Tap the "Quit" button then tap "Yes"



and the Stats will be saved to the Memo Pad Application in the Palm. (**Note: this function is not available in the DEMO!**)



9. When you get home from the match, HotSync your Palm...then simply copy and paste the stats into your favorite spreadsheet, and print!