

# PointStreak K-ForCE Quick Start Guide

## Getting Started

K-ForCE has a shortcut from the Start menu on your Pocket PC. Select the K-ForCE icon on the Start menu and you're ready to start scoring.

It's a good idea to read through the Frequently Asked Questions. There is also a tutorial on our website <http://www.allprosoftware.com/kforce/tutorial> This will help speed up your understanding of how PointStreak K-ForCE works.

## Game Information

1. Select Game Information from the View options menu to enter game date/time, location, weather, etc. You can also enter player name/number for both the home and visiting team.

## Main Scoring Window

2. This is the first screen you will see when you run K-ForCE. This is where the batting order is entered. The four columns on the left are for player information (player number, name, position and the inning the player entered the game).
3. The player information boxes are grouped in three rows per scoring box. The additional rows are for player substitutions.
4. To the right of the player information are the At Bat boxes. Tap on the At Bat boxes to enter detailed scoring information (strikes, balls, outs, etc). There are many menu items and scoring options to utilize at the bottom of the screen. You can tap-and-hold over different areas of the scoring window to get help on what to do.
5. The At Bat area displays a summary of each player's at bat. A line is drawn for each base the player reached safely. At the top is the play summary. This is usually how the player reached base or how the player was put out. If the batter (or runner) was put out, a circled number indicates which out. And in the lower right are five boxes shaded to indicate the ball/strike count.
6. Select Save from the Tools menu to save a game.

## View Scoreboard and Statistics

7. Select Scoreboard from the View options menu to display the scoreboard. This is a standard baseball scoreboard, giving an inning-by-inning scoring summary as well as runs, hits, and errors.
8. Select Box Score from the View options menu to view batting, pitching, and fielding stats for both home and visiting team.

## View & Print Scoresheets on Desktop

9. Dock your handheld to your desktop. Click on Start, All Programs, All-Pro Software, PointStreak Baseball Viewer.
10. Click File then Open From Device to retrieve a game.
11. Click on the View menu to see other report options. Click on Print from the File menu to print reports.

## Import Games into StatTrak for Baseball

12. Player Name, Number and Position need to be defined for both teams, prior to importing. Use fake info for opponents if needed, e.g. Player A, Player B, etc..
13. Select Validate Game Data from the Tools – Finalize Game menu. Review any warnings and errors and make corrections as needed.
14. Select Finalize Wizard from the Tools – Finalize Game menu to enter the game end time, declare a winner, assign winning/losing pitcher and other data.
15. Dock your handheld to sync game information to your desktop.
16. On your desktop computer, start StatTrak for Baseball. Select Import Games from K-ForCE from the File menu.
17. Select a game and click on Import. When completed, view stat reports and publish stats to your own free website.
18. StatTrak for Baseball is a separate software program that allows you to create many different stat reports and publish stats to your own free website. For more information or to order visit [www.allprosoftware.com](http://www.allprosoftware.com).

# PointStreak K-ForCE Quick Reference

## Technical Support

Go to <http://www.allprosoftware.com/technicalsupport> where you can:

- Find answers to common questions
- Open a problem using our online Help Desk

## Frequently Asked Questions

### How many players can I have?

You can have 16 players in the line-up and up to 8 substitutions per player. To enter players 13-16, you first must have a 12th player entered, then tap on the down arrow below the vertical scroll bar.

### How about hit location for spray charts?

You can record hit locations. Tap and hold in the field area and then select a hit type from the menu. You can put in hit location for all balls hit into the field of play whether they resulted in outs or hits.

### How do I stop a game at 7 innings?

Just stop scoring. The only stat that uses the number of innings is ERA. There is an ERA stat for 6, 7 and 9 innings in the Box Score. See ERA-6, ERA-7 and ERA-9 for how many innings your game has in regulation.

### How do I score extra innings?

Once there is something scored in the ninth inning, use the scroll bar to scroll to the right. At this point three more innings are made available on your scoresheet. Once you've used those inning, do the same to make three more innings available.

### How do I handle a team that has batted around in an inning?

When scoring you should be using the 'Lineup – Batter Up' function after each at bat is complete. The 'Batter Up' function allows the software to read the game and decide what to do next. It will recognize a team has batted around and will add another inning column for the same inning and take you to a batters second at bat for that inning. Or from the main window, click on the inning column at the top and change the value. For example, if the team bats around in the 4th inning, go to the main window, click on the number 5 at the top, change it to a 4, then click on the at bat that you want to score. The other inning columns will be updated automatically.

### How do I indicate that an inning is over because of a run rule?

Some leagues have rules that cause an inning to be over before three outs are scored. When it is determined that an inning will be stopped, click 'Lineup-Last Batter' in the at bat screen of the last player to bat in that inning, software will recognize that the inning is over.

### I don't know our opponents info, do I need to track it?

KForCE does not require you to enter the player info for your opponent, but if you are a Stattrak for Baseball user, you will need to enter number, name and starting position for the opposing team. If you don't know that info you can enter in fake info e.g Player A, Player B, etc.