

PointStreak K-ForCE PC Edition Quick Start Guide

Getting Started

It's a good idea to read through the Help in the program. This will help speed up your understanding of how PointStreak K-ForCE works.

Game Information

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

The Scoresheet

2. The main window is designed to look like a paper scoresheet. The left side is where the batting lineup is entered. For each player enter player number, name, position and inning the player entered the game. The extra rows under the player name are for substitutions. Click on the View menu to alternate scoring between the home and visiting team.
3. Below the batting lineup is the pitching lineup area. If the pitchers are not part of the batting order, they can be entered here. Pitching substitutions are entered here as well.

At Bat

4. To the right of the batting lineup are the At Bat boxes. Click on the At Bat box to enter detailed scoring information for each At Bat.
5. The At Bat scoring area has a horizontal menu to record Hits, Walks, and Strike Outs. And a vertical menu to Undo scoring mistakes, jump to the next Batter Up, or to mark a batter as skipped or last batter.
6. Balls and strikes are scored by clicking in the lower right boxes in the scoring area. Strikes can be scored as swinging, called or foul.
7. Hits are scored by selecting Hit on the horizontal menu or by clicking on the appropriate base (e.g., click on first base to score a single).
8. To record the hit location, right click in the field. Then choose ground ball, line drive, or fly ball from the selection window. A line is drawn from home plate to the field area followed by the appropriate hit letter (G, L or F). If the batter reaches base safely, the hit location appears as a line to a blue letter. If the batter is putout, the hit location appears as a line to a red letter.
9. Click Undo to undo any scoring mistakes. You can click undo to backup as far as you need to.
10. Select Save from the File menu to save a game.

View & Print Scoresheets and Statistics

11. Select Box Scores from the View menu to view batting, pitching, and fielding stats. To print scoresheets and box scores, select Print from the File menu.

Import Games into StatTrak for Baseball & Softball

12. Player Name, Number and Position need to be defined for both teams, prior to importing. Use fake info for opponents if needed.
13. Select Validate Game Data from the Tools menu. Review any warnings and errors and make corrections as needed.
14. Select Finalize Game from the Tools menu to enter the game end time, assign winning/losing pitcher and other data.
15. Start StatTrak for Baseball & Softball. Select Import Games from K-ForCE from the File menu.
16. Select a game and click on Import. When completed, click on the Reports menu and select any of the stat reports to view your data. You can also publish stats to your own free website.
17. 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

PointStreak K-ForCE PC Edition 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 'Batter' function after each at bat is complete. The 'Batter' 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 on the scoresheet, click on the inning column at the top and change the value. For example, if the team bats around in the 4th inning, 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 'Last' 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.