



Scorekeeper Instructions

Game events and player information are recorded in the Pointstreak Electronic Gamesheet terminal by either pressing one of the external buttons on the terminal or touching the appropriate field on the screen.

Combo Lock: _____
 Username: _____
 Password: _____

NOTE: DO NOT TOUCH THE SCREEN WITH THE INK TIP OF A PEN.

This will cause damage to the screen. Instead, use a stylus, your finger, or a retractable pen with the ink-tip retracted.

Pointstreak.com Electronic Gamesheet

UBC Rink 2 **UBC Duffers Hockey League** Oct 23, 2001
 Division 1 01:54 PM

Spitfires 2 19 Shots 16 Gunners 3

G#	Per	Time	S	A1	A2	GT
1	1	12:54	3	4	16	
2	2	02:52	88	0	16	PP

G#	Per	Time	S	A1	A2	GT
1	1	12:47	0	53	1	
2	3	15:47	7	22	0	
3	3	05:24	7	19		

P#	Per	Time	Penalty	Jersey	Min
1	2	03:54	Hooking	9	2

Buttons: Home Goal, Home Penalty, Home Shot, Home Roster, End Game, Menu, On/Off, Away Goal, Away Penalty, Away Shot, Away Roster.

Annotations:

- Record a team **Goal** → Home Goal
- Record a team **Penalty** → Home Penalty
- Record a team **Shot** → Home Shot
- Edit a team **Roster** → Home Roster
- End Game** and send to website → End Game
- Touch to **Edit Shots** → Gunners Shots
- Double-touch to **Edit Goal** → Away Goal
- Double-touch to **Edit Penalty** → Away Penalty
- Edit **Game Information** or enter **Game Notes** → Menu
- Turn terminal **On/Off** → On/Off

Step 1: Login to Pointstreak Terminal

Press the **On/Off** button on the terminal or touch the screen to begin. Login with your username and password.

pointstreak.com

Initializing Communications. Please Wait. 6

Buttons: Home Goal, Home Penalty, Home Shot, Home Roster, End Game, Menu, On/Off, Away Goal, Away Penalty, Away Shot, Away Roster.

Touch the **Pointstreak** logo to login.

UBC Rink 2

Username:

Password:

Buttons: Login, Cancel

Onscreen keyboard with characters: 1-0, q-w-e-r-t-y-u-i-o-p, Shift-a-s-d-f-g-h-j-k-l, z-x-c-v-b-n-m-., Space, #, .

Touch **Username** and **Password** fields and enter characters using the onscreen keyboard.

Touch **Login**.

Pointstreak Electronic Gamesheet



Step 2: Set-up Game Information

UBC Rink 2

Date (mm/dd/yyyy): 09/02/2004 Time (24 hr): 19:17

League: UBC Duffers Winter 2004/

HOME: Division 2 AWAY: Division 2

Team: Elwood Blues Bandits

Referee: Lloyd Dalrymple

Linesman 1: Steve Adrian

Linesman 2: Aaron Hoggan

Scorerkeeper: Dave Roberts

Touch each field to highlight and select item from drop-down menu. Required: **League, Division, Home Team, Away Team and Referee** (Note: This screen can be accessed during the game via the **Game Details** option in the **Game Menu**).

Touch **OK** to save and continue with Home and Away Team rosters.

Step 3: Select Home / Away team players

Home Team Starting Roster: Elwood Blues

Select the Starting Goalie:

Jersey	Name	Susp
<input checked="" type="checkbox"/>	01 Olivier Savard	

Select Skaters to Add or Remove from Roster:

Jersey	Name	Pos	Susp
<input checked="" type="checkbox"/>	5 Fraser Johnson	D	
<input checked="" type="checkbox"/>	7 Ben Jesson	C	
<input checked="" type="checkbox"/>	9 Mark Propp	RW	
<input checked="" type="checkbox"/>	10 Ryan Lamourie	C	Y
<input checked="" type="checkbox"/>	11 Mike Kaine	LW	
<input checked="" type="checkbox"/>	12 Mike Jackson	LW	
<input type="checkbox"/>	13 Mike McCluskey	D	
<input type="checkbox"/>	14 Steve Neal	D	
<input type="checkbox"/>	19 Darren Kiley	RW	
<input type="checkbox"/>	21 Mark Durland	RW	
<input checked="" type="checkbox"/>	22 Sean Martin	D	
<input type="checkbox"/>	25 Colin McLeod	C	

Select a **Goalie** (one only) and select each **Player** by touching player's name. Touch again to deselect.

Add a **New** player or **Edit** a highlighted player's details.

Edit Player: John Brosseau

Player Name: John Brosseau

Jersey Num: 2

Temporary Jersey Change

Position: F D G

Touch field to edit. Enter data using the keyboard or keypad.

Touch **OK**.

Touch **Confirm** after selecting and editing Home Team players. Repeat process with Away Team Roster (Note: Rosters can be accessed during the game by using the **Home / Away Roster** buttons on the terminal).

Step 4: Recording game events

- **RECORD A GOAL:** Press the **Home or Away Goal** button => Select **Scorer, Assists, Period, Type of Goal and Score Clock Time** => Touch **Save** (Note: To edit a **Goal or Penalty** later in the game, double-click the entry in the Gamesheet view).
- **RECORD A PENALTY:** Press the **Home or Away Penalty** button => Select **Player, Infraction, Severity, Period and Score Clock Time** field => Touch **Save**.
- **RECORD A SHOT:** Press the **Home or Away Shot** button. The number of shots for the team is incremented by one (Note: To edit team shots, touch the number for the team, enter the number).
- **CHANGE A GOALIE:** Press **Home or Away Roster** => Select **Goalie Roster** => Select new goalie under "Available Goalies on the Team" and click on **Add To Game** => Select **Period On and Time On** => **Save**.

Step 5: Finalize and post game to website

1. Review the game information for accuracy (to edit a game event, double-click the entry).
2. Press the **End Game** button on the terminal => Select **Game Complete** => Enter in **Username and Password** => Select **Send**.
3. A message saying "Sending data to server, please wait" will appear. When the **Pointstreak** logo is displayed, press the **On/Off** button to turn off the terminal.