



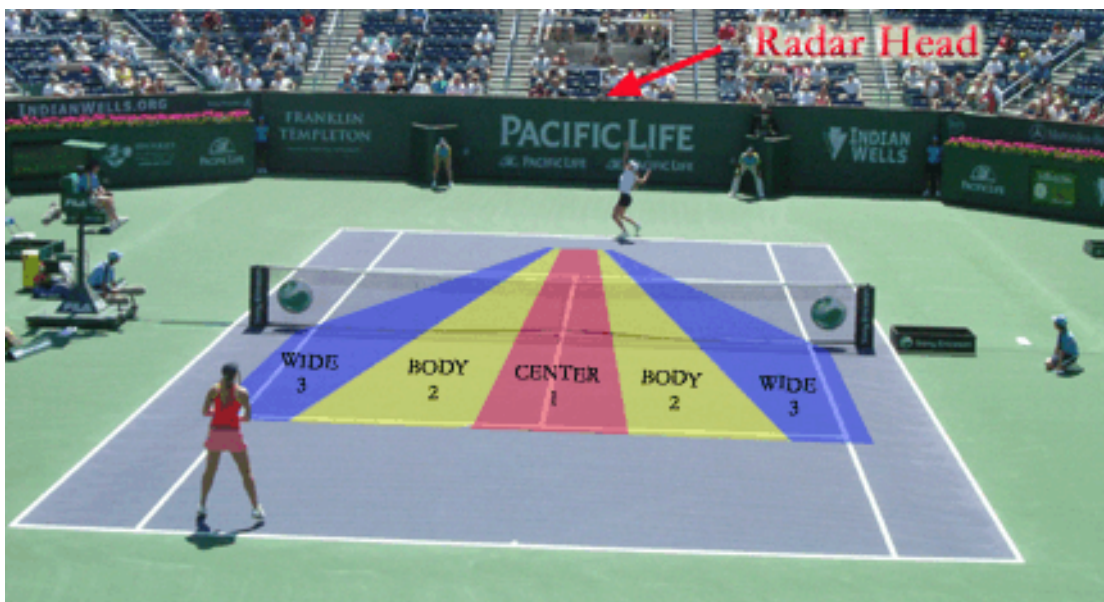
RADAR ON	This turns the radar heads on to record the speed on the next ball. You will turn the radar head on when the server steps up to the line.
BLUE KEYS	Immediately after the ball has been served, you must quickly push the key that corresponds to the area of the court in which the ball landed. Use the "NET" key to record a ball that hits the net and remains on the servers side OR a "foot fault."
WIDE	Press this key immediately after a serve lands in the "Wide" area.
BODY	Press this key immediately after a serve lands in the "Body" area.
CENTER	Press this key immediately after a serve lands in the "Center" area.
YELLOW KEYS	These keys are pressed AFTER one of the blue directional keys to record an Ace, Service Winner or Long Fault.
CLEAR/LET	Clears the speed display board on the court, and resets serve information in the computer if there is a let.
UNLOCK	Press this key to unlock the computer display for editing. You will need to do this if something happens to replay a point, if a let was called during play. Once you have unlocked, position the cursor with the mouse to the area where you want to edit.
FH & BH	These keys are used to record each hit in a rally. For scoring purposes, the rally begins with the serve. The computer is setup for you to pick up the rally count <u>after</u> the second ball. You will therefore, start pressing one of the rally buttons when the server hits the first ball after he has served (the 3 rd hit in the rally). Each time a player hits a ball, regardless if it is in or out, press the button pertaining to the stroke that was hit (FH or BH). When you record the point winner, the computer will automatically take away a hit that was out or in the net. You will note that the rally count will be an odd number after the server hits a ball, and an even number after his opponent hits a ball.
POINT TOP	Use this key to award the point to the payer or team on the "TOP" of the computer screen.
POINT BOTTOM	Use this key to award the point to the player or team on the "BOTTOM" of the computer screen.
TOGGLE SERVE DIR	This is used for doubles matches to change the court in which the player is serving on (Deuce or Ad courts) for the " receiver's choice " in "No-Ad" scoring.
ENTER	Use this key to confirm a point given or serve data when coupled with the "Stats" computer. Or to enter serve and point data when only radar is used.

When the “Radar” computer is being run with the “Stats” computer, point information won’t be necessary. Immediately after the service information has been recorded – any of the dark blue keys or combination of dark blue plus yellow keys, **press “ENTER.” This will enable the Stat person to proceed with completing the additional point information.

After an “ACE” “WINNER” or “DOUBLE FAULT” has been entered, **verbally notify** the stat person that you have hit the “ENTER” key, so that he may record the point.

RADAR DATA TECHNIQUE

Both speed and accuracy are of utmost importance. Your goal as a radar operator is to be able to have the speed displayed on the court before the ball has crossed the net on the return of serve. Good operators will be able to have the speed displayed as the receiver is hitting the ball on the return of serve.

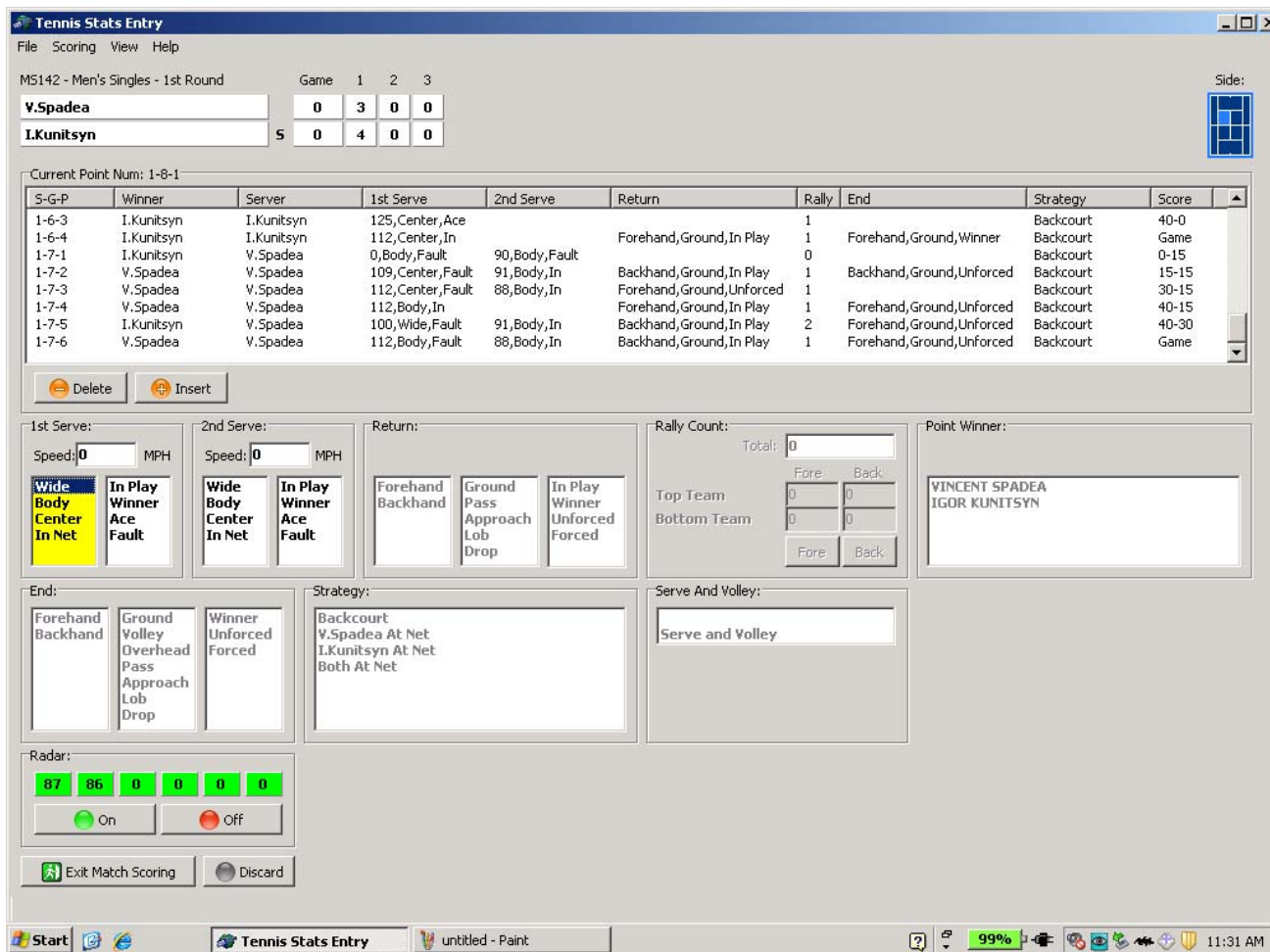


THE HARLOW METHOD

In order to be quick on the radar control pad, it is highly suggested that you have three fingers over “Blue Keys” and be able to hit the keys without looking at the keyboard. Your index finger is number “3” over the “WIDE” key, your middle finger is number “2” over the “BODY” key, and your ring finger is number “1” over the “CENTER” key.

Just prior to the serve, say to yourself, “ONE, TWO, THREE” and look at the court. For example: When the serve lands in the “BODY” area, you would say “TWO” and then push your middle finger.

This seems to help reduce the time it takes to record the serve, as your brain isn’t trying to translate “center,” “body” and “wide,” only “1,” “2,” and “3.” With practice, you will be able to punch in the correct direction of the serve quite quickly.



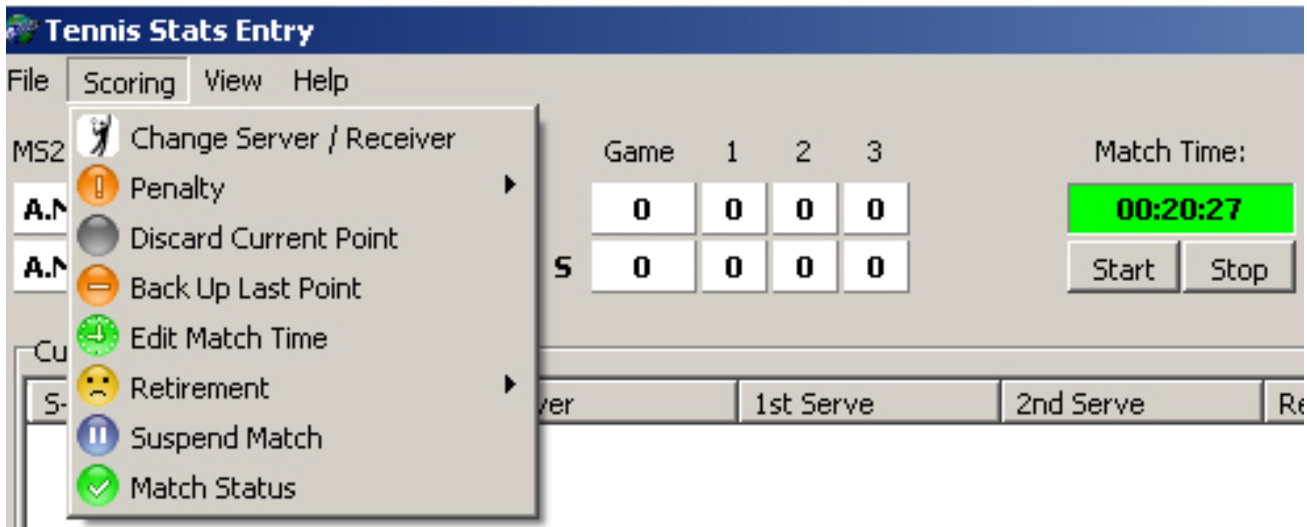
The stat and radar programs have the same interface. This is a screen shot of the radar computer when it is used in conjunction with the stats computer. Note the four boxes that are “active” and not shaded. This is the information that the radar person will be providing. Once serve information has been recorded, the stats person will complete all other point information.

Once serve information has been recorded with the “enter” key, the radar person will be “locked out” of entering anymore serve information, with the exception of the rally count. If for some reason, proper serve information did not get posted after being locked out, simply hit the “unlock” key, and position the cursor with the touch pad or pointing device over the area that needs to be edited. It is a good idea to keep the cursor arrow near these four boxes for quick recovery.

When the radar computer is used as a standalone system, “point winner” information will also be entered, and the “point winner” box will be active.

REPLAYING A POINT

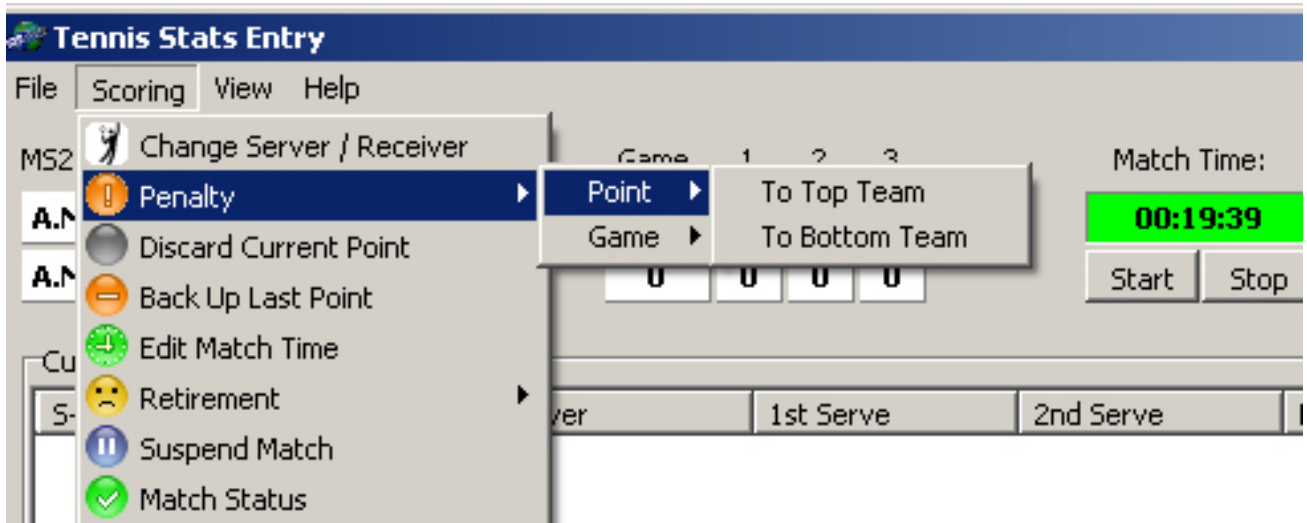
The best way to clear the screen of any speed and/or stat information when a “let” is called during a point is to simply use the “discard” key. When both stats and radar computers are working together, the stat person will discard the information to reset both screens.



CHANGING SERVER

The server is set prior to start of the match. To do that click the “Change Server/Receiver” button under the “Scoring” menu. This can also be done at any time during the match. If for some reason the improper server was set, change the server and make a note of which points were affected for editing **later**. Editing server information after the point has been recorded can only be done by adding and deleting points in the point trail.

SCORING MENU FUNCTIONS



1. Penalty - Use this to assign a point or game penalty to either team. Note: You are assigning the “**penalty**” here. For example if the top team got a penalty, you would hit: Penalty>Point>To Top Team. When you enter the point, you will get the question. Are you sure that Team 2 is the point winner? Hit the “Enter” key, and proper scoring will be done.
2. Discard Current Point – Discards current statistical information that has yet to be entered. This is a quick way to “reset” your screen.
3. Back Up Last Point – puts previous point information on the bottom of the screen for quick

editing.

4. Edit Match Time – Use this to edit the time of the match. You will have to highlight the numbers in the window to change them.
5. Retirement – This will ask you which team or player is retiring from the match.
6. Suspend Match – Use this in case of a rain delay or other official “Time Out” from the umpire.
7. Match Status – Brings up a menu with the current match status for editing.

The screenshot shows the 'Tennis Stats Entry' application window. At the top, it displays 'MS142 - Men's Singles - 1st Round' and the match score: V. Spadea (0-3-0-0) vs I. Kunitsyn (5-0-6-0-0). Below this is a table of points with columns for S-G-P, Winner, Server, 1st Serve, 2nd Serve, Return, Rally, End, Strategy, and Score. Point 1-9-5 is highlighted in blue, indicating it is selected. Below the table are several control panels: '1st Serve' and '2nd Serve' with speed and spin options; 'Return' with shot type options; 'Rally Count' with 'Fore' and 'Back' buttons; 'Point Winner' with player names; 'End' with shot type options; 'Strategy' with court location options; and 'Serve And Volley' with 'Serve and Volley' options. At the bottom, there is a 'Radar' section with a control pad and 'Exit Match Scoring' and 'Discard' buttons.

CORRECTING A POINT

If you have noted a mistake and would like to correct it, you are able to do so by selecting a point in the “point trail.” This example actually shows point 1-9-1 as being selected in grey. Once selected, the data from that point is shown on the bottom portion of the screen. From here you can position the cursor to any box and edit the information. The radar person would most likely enter fault and speed information only.

Whenever data is missing from a point, it will be highlighted in blue on the point trail. From this example you can see that “End” data from point 1-9-5 is missing. You will be able to select that point, and enter the missing data in the lower portion of the screen. After you are done editing, hit the enter key. You will then have to confirm the point winner by hitting the enter key again.

ADDING AND DELETING A POINT

The screenshot shows a dialog box titled "Insert Point". It has two main sections. The left section, "Insert Point:", has two radio buttons: "Before" (selected) and "After". Below them is a text field labeled "Point:" with the value "2-11-9". The right section, "Required Fields:", has three dropdown menus labeled "Server:", "Receiver:", and "Winner:". At the bottom are "OK" and "Cancel" buttons.

There may come a time where the only way that you can correct a point that had been entered is by adding a point, and deleting another.

You will notice from the screen shot of the stats/radar interface, that there are “Delete” and “Insert” buttons just below the point trail on the upper portion on the screen.

To insert a point, highlight the area where you would like to enter the point, hit the “insert” button. The above menu will come up. Choose the server, receiver and winner of the point, as well as where you would like this to be entered in the point trail. Once that is done, you may select that point for further editing.

Use your notes or copy information from a point to input return, end and strategy information as well as service information and speed. You may now delete a point in the trail that needs to be removed, by highlighting the point, and hitting the “delete” key.