



## 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.

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** → [Shots field]

**Double-touch** to **Edit Goal** → [Goal field]

**Double-touch** to **Edit Penalty** → [Penalty field]

**Edit Game Information** or enter **Game Notes** → [Notes field]

Turn terminal **On/Off** → On/Off

Spitfires							Gunners						
G#	Per	Time	S	A1	A2	GT	G#	Per	Time	S	A1	A2	GT
1	1	12:54	3	4	16		1	1	12:47	0	53	1	
2	2	02:52	88	0	16	PP	2	3	15:47	7	22	0	
							3	3	05:24	7	19		

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

## 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.

Touch the **Pointstreak** logo to login.

UBC Rink 2

Username:

Password:

Login Cancel

1	2	3	4	5	6	7	8	9	0	BkSp
q	w	e	r	t	y	u	i	o	p	
Shift	a	s	d	f	g	h	j	k	l	Enter
<	>				Space		#	.		

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

Touch **Login**.

# Pointstreak Electronic Gamesheet



## Step 2: Set-up Game Information

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

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.

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.