

DVCoach - Pro_EDGE

User Guide

Statistical Analysis & Reporting

Contents

Introduction.....	3
Main Menu.....	3
Basic Concepts.....	4
Basic Parameter Selection.....	4
Applying Filters.....	5
Sorting by Stat - ASC/DESC.....	5
Refreshing the Current View.....	5
Options and Checkboxes.....	6
Differences Checkbox.....	6
Agst Checkbox.....	6
Printing Reports.....	7
Export to Excel - Graphs ,etc.....	9
Keeping Your Stats History Files Updated.....	10
Importing Game Data From DVCoach.....	11
Importing CyberSports Game Data.....	12
Download of Archive files (If Available).....	14
Game & Season Stats.....	15
Primary Stats Profile.....	15
Game Totals View.....	16
Per By Per View.....	16
Game Results & Stats.....	17
Custom Views & Ranking Formulas.....	18
Defining Your Own Views.....	18
Appendices.....	20
Sample Reports.....	20
Primary Stats.....	20
Statistical Differences.....	22
Scoring Analysis.....	24
Rankings - Category Leaders.....	25
Product Licencing, Terms & Conditions.....	26
Product Licencing - Terms and Conditions.....	26

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Introduction

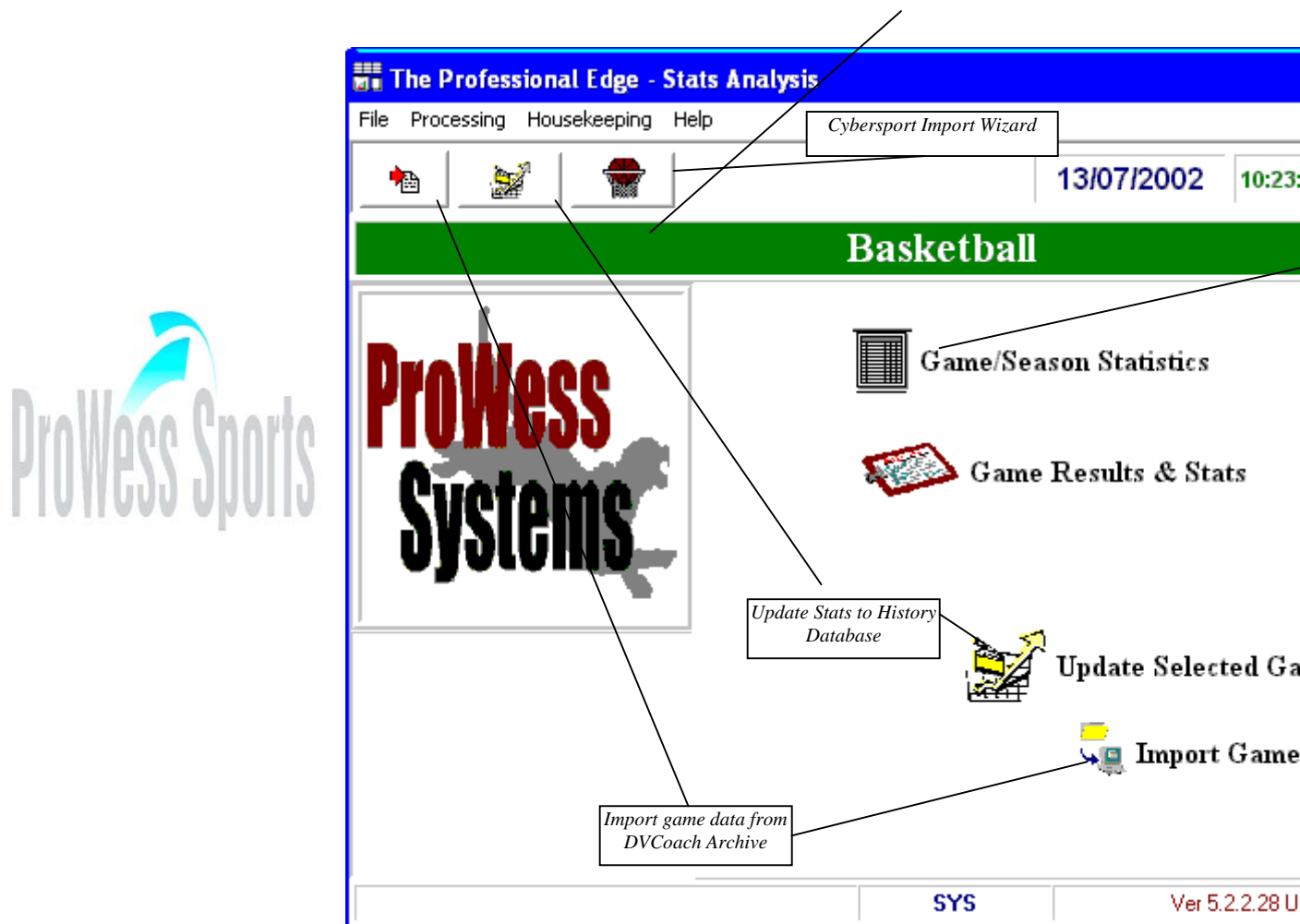
DVCoach is very comprehensive set of modules to process stats and video on a game by game basis but has no options to provide for consolidated reports and analysis. Pro_EDGE is a statistical analysis and reporting tool that allows you to quickly and easily query the statistics on screen in a spreadsheet style or on a printed, formatted report.

The source data is collected on the DVCoach™ system (used either back-office or at the game) or from Cybersports™ game data files. This data can be viewed in a number of different ways depending on what aspect of the statistics are of interest. The system is broken up into logical, discrete modules, namely :

- 1. Primary & Secondary Statistics**
The core statistics generated from each play by play transaction
- 2. Game Results & Stats**
Fixture and results with full game profile and source stats
- 3. Update Game Data to History**
Function to update and consolidate stats into the history tables from a selected game
- 4. Import DVCoach Game Data**
Import a game from a DVCoach system for use in Pro_EDGE
- 5. Import CyberSport Game Data**
Import a game from a Cybersports system for use in Pro_EDGE

Main Menu

When you launch to program DVC_Edge.exe, the following desktop menu will be displayed:



Basic Concepts

Basic Parameter Selection

All views and reports are essentially a query based on the selection of certain parameters. On this is done and the screen is refreshed, a work file is generated with only the specific data requested.

To generate the appropriate report work file, you must select the correct parameters initially with respect to

1. Game, season or all time totals
2. Player or team totals
3. Aggregates totals or season averages

Once these fundamental parameters are nominated, most other parameters relate to filtering a specific area (eg. Playing venue, game/match type, etc)

The other important aspect is to select the view, namely

1. Game (match) Totals
2. Period by period totals

Applying Filters

There is a wide range of filtering and parameters that can be applied and these are entered in the following area :

Game Totals		Per/Per																											
Team	Mgn	Gms	Player	Pts	Q1	Q2	Q3	Q4	OT	2PA	2PM	2P%	3PA	3PM	3P%	PFL	ASS	BLK	STL	T/O	ORB	DRB	RBD	FSA	FSM	F5%	PTS	D	
ADELAIDE	-3.0	1	Illman	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.0	0.0	0.0	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
ADELAIDE	-19.0	1	Castle	11.0	3.0	2.0	2.0	4.0	0.0	4.0	2.0	33.0	1.0	2.0	66.0	5.0	3.0	0.0	1.0	2.0	1.0	4.0	5.0	1.0	1.0	50.0	11.0		
ADELAIDE	-3.0	1	Hoare	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.0		

The main parameters are :

1. Round number range (eg. 1st 12 rounds)
2. Venue (eg. Games @ MCG)
3. Home/Away indicator
4. Game/Game Type (eg. Night games)
5. Specific Team & Opponent
6. Result (eg all games won/lost)

The main view selections are :

1. Aggregates - Sum of all selected games
2. Averages – average of all selected games

Sorting by Stat - ASC/DESC

To sort on a particular statistics, simply click on the desired column heading and the default sort is descending order. Click on button to sort in ascending order or toggle.

Refreshing the Current View

To refresh the current view, simply click on button or double-click on the grid or click on the desired column to generate the new sort order.

Please note that because of the query you have requested on the statistics, there may be a delay before they are displayed which is dependant the complexity and parameters.

For example, team/season aggregates should be quite prompt, however full game details for every player will take some time to generate the work files.

Options and Checkboxes

There are some unique and interesting options within Pro_EDGE that allow you to identify trends or patterns as well as give a different aspect on the data.



Differences Checkbox

This will calculate a difference between the two statistics for both teams and display it as a difference. If the difference is in black, it is a positive value for the team and in red is negative.

The interpretation of this value is dependant on the statistic. For example, having a positive rebound count would be considered good for the team, however a positive count for turnovers would not and a red figure is more desirable.

Agst Checkbox

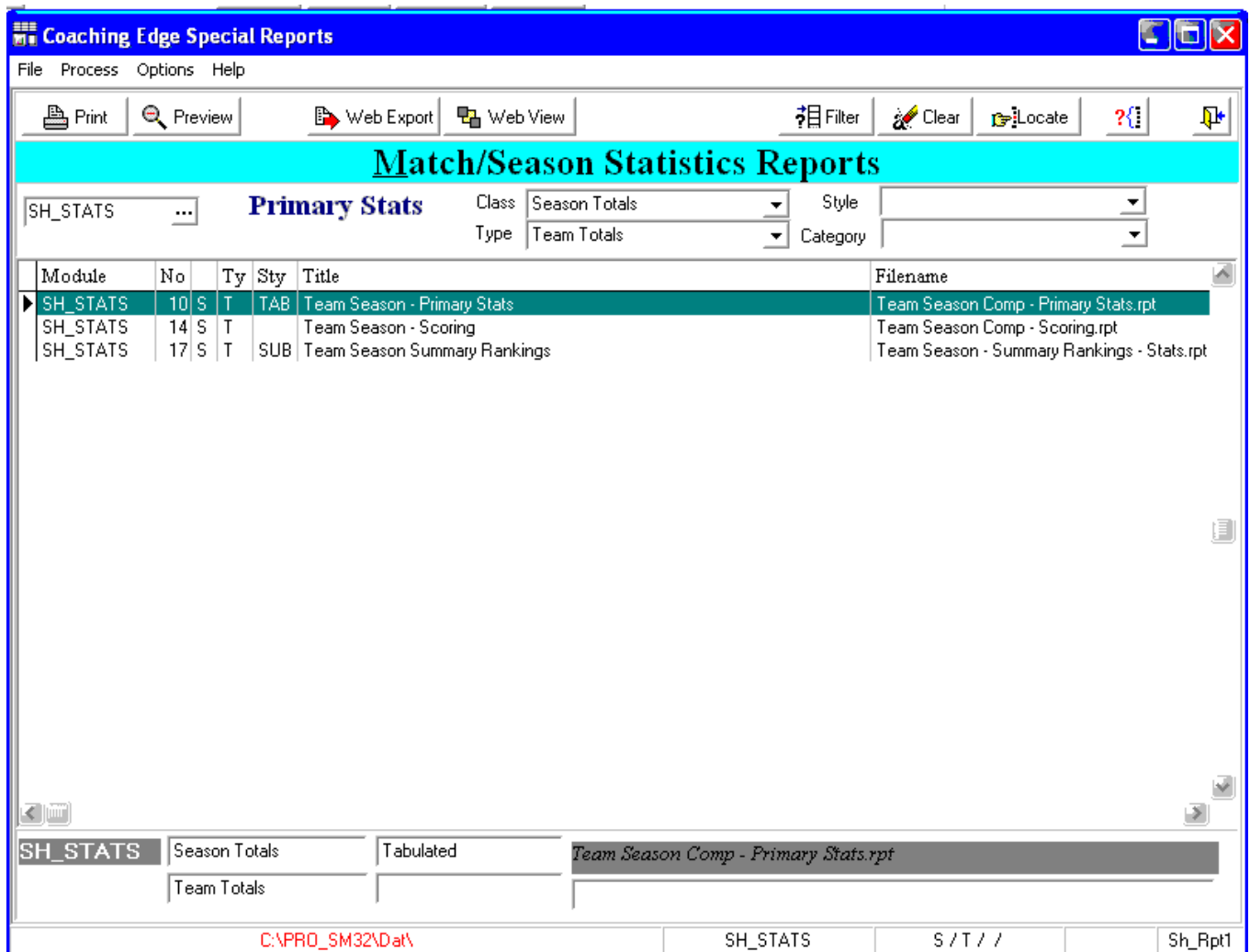
This is generally only available for team data and will display the statistics scored by the opposition against the selected team/s.

Printing Reports

Once a view has been selected, parameters entered and the query displayed, you can print a report directly based on the parameters by selecting the report button and displaying a menu of reports.




The menu of reports available will depend on the view selected :



You can preview the report before printing or print it directly :

1 of 1 Total:12 100% 12 of 12

Preview



Basketball

NBL002

Team Season - Primary Stats

Club: All Result: All Match Type: All
 Venue: All Sort Order: None
 Rounds: All

NBL Season - 2000 - 2001	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc				
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over
ADELAIDE	63	34	54	23	8	33	22	18	84	17	30	47	24	12	2	9	23
BRISBANE	68	33	49	16	10	63	30	24	80	13	34	47	24	29	4	13	19
CAIRNS	50	23	46	19	5	26	32	24	75	11	36	47	24	11	4	7	15
MELEOURNE	62	36	58	27	8	30	21	15	71	19	23	42	18	21	5	13	16
TOWNSVILLE	58	29	50	31	8	26	35	24	69	20	30	50	27	21	2	7	15
WOLLONGONG	54	21	39	26	8	31	23	14	61	22	34	56	25	15	5	8	18
WEST SYDNEY	54	31	57	20	9	45	34	23	68	7	36	43	28	21	6	7	19
NBL001 Averages	58	30	51	23	8	34	28	20	72	16	32	47	24	19	4	9	18

NBL Season - 2001 - 2002	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc				
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over
MELEOURNE	65	32	49	26	7	27	36	28	78	27	38	65	26	18	6	12	25
PERTH	60	26	43	21	11	52	2	0	0	11	26	37	20	16	3	4	17
TOWNSVILLE	59	31	53	21	8	38	20	16	80	15	25	40	25	17	4	5	18
VICTORIA	56	31	55	26	8	29	24	18	73	14	29	43	26	18	4	8	20
WEST SYDNEY	64	35	55	23	9	39	14	9	64	19	35	54	13	26	8	7	14
NBL002 Averages	61	31	51	23	9	36	19	14	73	17	31	48	22	19	5	7	19

Export to Excel - Graphs ,etc

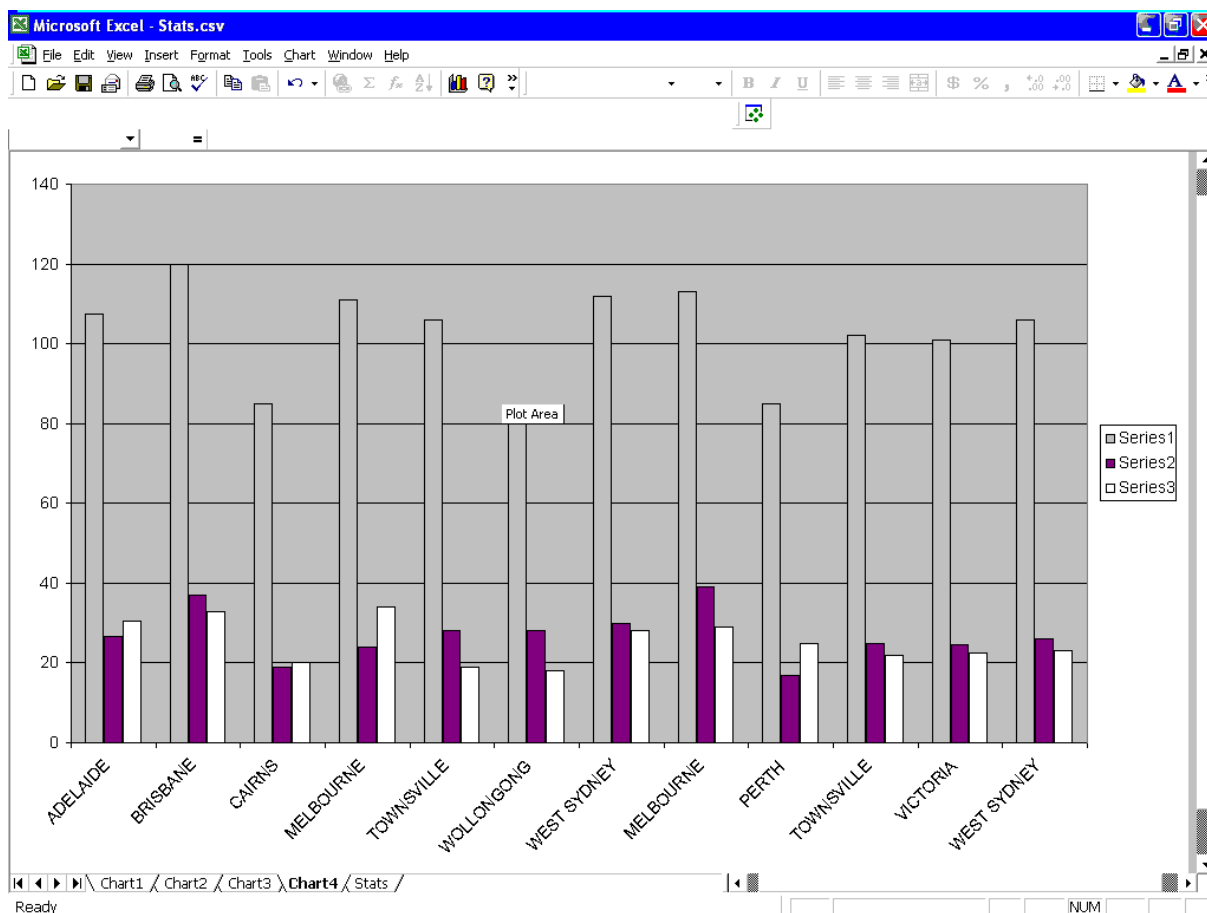
Once a view has been selected, parameters entered and the query displayed, you can export a file and run MS-EXCEL directly with the data displayed in the current view :



Microsoft Excel - Stats.csv

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	NBL001	ADELAIDE	-8	2	107.5	26.5	30.5	22.5	28	0	29	33.5	53.5	15
2	NBL001	BRISBANE	-19	1	120	37	33	30	20	0	35	33	48	6
3	NBL001	CAIRNS	5	1	85	19	20	20	26	0	27	23	46	14
4	NBL001	MELBOUF	-3	1	111	24	34	23	30	0	26	36	58	19
5	NBL001	TOWNSVI	-6	1	106	28	19	36	23	0	29	29	50	23
6	NBL001	WOLLONG	-5	1	80	28	18	19	15	0	33	21	38	18
7	NBL001	WEST SY	6	1	112	30	28	27	27	0	23	31	57	11
8	NBL002	MELBOUF	-6	1	113	39	29	29	16	0	33	32	49	19
9	NBL002	PERTH	21	1	85	17	25	18	25	0	34	26	43	10
10	NBL002	TOWNSVI	7	1	102	25	22	23	32	0	28	31	52	13
11	NBL002	VICTORIA	-0.5	2	101	24.5	22.5	26.5	27.5	0	25	30.5	55	18
12	NBL002	WEST SY	-21	1	106	26	23	27	30	0	29	35	54	14
13														

From this screen, you can use EXCEL's sophisticated graphing functions on the data :



Note that MS-EXCEL would need to be installed and configured to use with Pro_EDGE. Contact ProWess support if this is a required option.

Keeping Your Stats History Files Updated

You can update any game data into the Pro_EDGE historical database by selecting the “Update option”.

1. From the main menu, click on the button:



2. A list of available games are displayed with any game record that has * in the St column already having been updated.

Search Games [Close]

Search Characters

Comp	Rnd	M#	Date	Home Team		Opposition	Arc	Ty	St
COACH	1	1	3/09/2001	VICTORIA		MELBOURNE	<input checked="" type="checkbox"/>	DAY	
NBL001	15	123		MELBOURNE	111 114	ADELAIDE	<input checked="" type="checkbox"/>		*
NBL001	15	124		BRISBANE	120 101	ADELAIDE	<input checked="" type="checkbox"/>		*
NBL001	15	125	15/02/2002	WOLLONGONG	80 85	CAIRNS	<input checked="" type="checkbox"/>		*
NBL001	15	126		WEST SYDNEY	112 106	TOWNSVILLE	<input checked="" type="checkbox"/>	DAY	*
NBL001	7	48		VICTORIA	2 0	BRISBANE	<input checked="" type="checkbox"/>		*
NBL002	1	165	11/02/2002	VICTORIA	95 102	TOWNSVILLE	<input checked="" type="checkbox"/>		*
NBL002	15	166		WEST SYDNEY	106 85	PERTH	<input checked="" type="checkbox"/>	DAY	*
NBL002	15	167		VICTORIA	107 113	MELBOURNE	<input type="checkbox"/>		*
NBL002	23	159		CANBERRA	2 0	PERTH	<input checked="" type="checkbox"/>	DAY	
NBL99	1	154	22/05/2002	ADELAIDE		VICTORIA	<input checked="" type="checkbox"/>	DAY	

SM_MTCH.DB Rec # 9 of 11

Search By
Comp

Outstanding Filter

OK Cancel

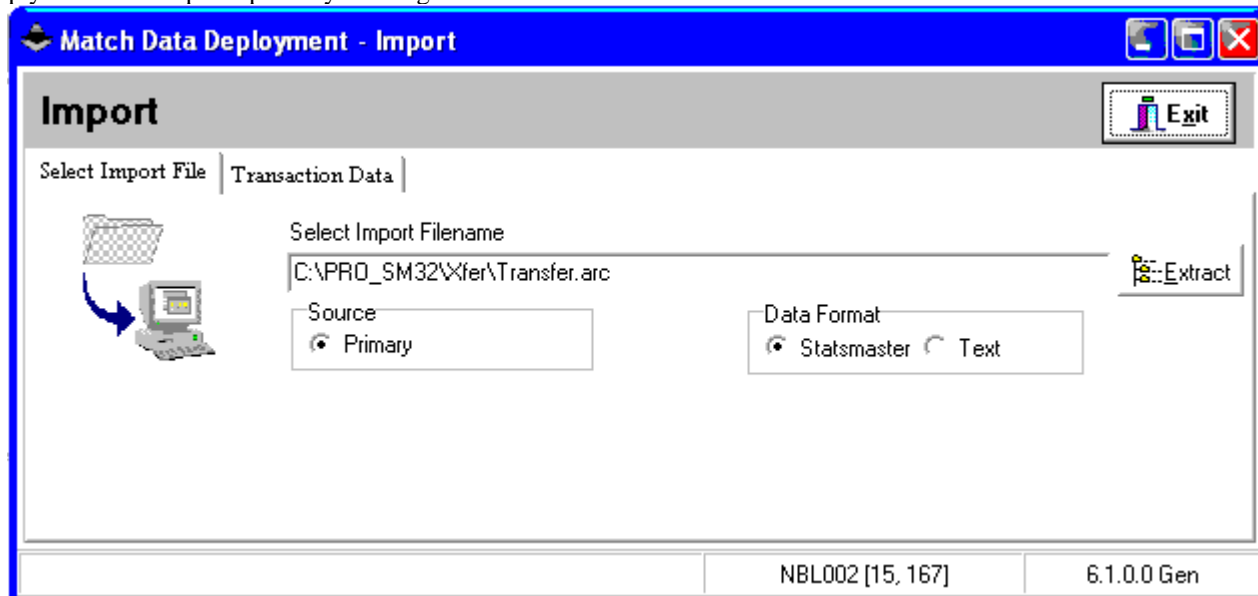
If you wish to display simply all games that have not been updated as yet, click on the “Outstanding” button.

3. Once you have selected the game to update, click OK and you will be prompted for confirmation
4. If the game has already been updated, you will be notified and if you continue, the old stats will be “downdated” and the latest stats “updated”.
5. Once this has completed, the stats history database is up-to-date with the stats.

Importing Game Data From DVCoach


If the game data has not yet been imported into the database, it may be imported from a transfer archive file which could have been provided on disk or emailed.

Simply select the Import option by clicking on the button:



Select the archive filename and click the “Import” button to process. Once complete, the game data is ready for updating into the Pro_EDGE database.

Importing CyberSports Game Data

If you have a Cybersports game file (.BBG), you can import the stats by clicking on the  button and select an existing match or create a new one:



Cybersports -> DVCoach Import Wizard

Enter all master details pertaining to the match or select from existing list of matches on the database.

Competition: **NBL Season - 2001 - 2002**

Match Date:

Round: **15** Match No: **167**

Home Team: **VICTORIA**

Opponent: **MELBOURNE**

CyberSports game file to use:

Use Smart Export Link



Cybersports -> DVCoach Import Wizard

Please confirm that the following details are correct prior to proceeding to the next step. The Cybersports import wizard will now help you reconcile the playing rosters and allow you enter/edit player profile details

Selected Match Details

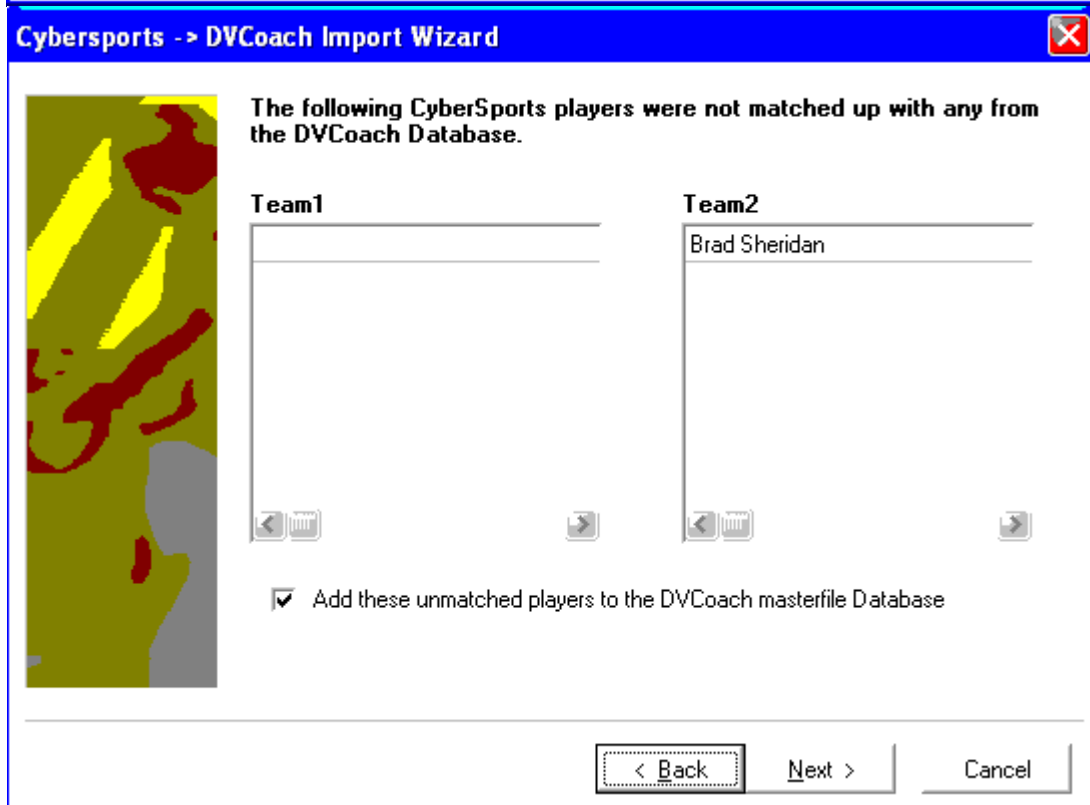
Comp **NBL002** Rnd **15** Match **167** Date

VICTORIA vs MELBOURNE

CyberSports game to use:

The system will automatically link to the designated Cybersports file if it exists.

All players in the roster will be reconciled with the players in the DVCoach database :



Any players that are not reconciled can automatically added to the database. Once this has been done, the stats can be updated to the DVCoach database

Download of Archive files (If Available)

If you are using the video editing system as well, you can download the timecoded video transaction files from the WEB site in the same manner as the weekly Pro_EDGE data, but for individual gamees that are of interest.

Downloads

- ▶ [Statistical Data](#)
- ▶ [Pro_Edge Update](#)
- ▶ [Software Updates](#)

Products

- ▶ [Statsmaster](#)
- ▶ [Chart PC](#)
- ▶ [Pro Competition](#)
- ▶ [Membership](#)
- ▶ [Cybersports](#)
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AFL SEASON 2000

◀◀ [Round 5](#) [Round 6](#) [Round 7](#) [Round 8](#) ▶▶

Round 8

Date	Match No	Teams	Venue
28/04/00	57	Kangaroos vs Hawthorn	Melbourne Cricket Ground
29/04/00	58	St Kilda vs Adelaide	Colonial Stadium
29/04/00	59	West Coast vs West_Bulldogs	WACA - Perth
30/04/00	60	Port Adelaide vs Melbourne	Football Park - Adelaide
30/04/00	61	Carlton vs Sydney	Optus Oval - Carlton
30/04/00	62	Geelong vs Richmond	Colonial Stadium
01/05/00	63	Brisbane vs Essendon	GABBA - Brisbane
01/05/00	64	Collingwood vs Fremantle	Colonial Stadium

Simply select the round of interest and click on the game to prompt for a “save to disk” message. These file take a couple minutes to download.

Game & Season Stats

There are up to 50 primary stats which are defined in the Stats profiles. These stats are typically entered at the base level by the statisticians (eg. Shots, rebounds, steals, turnovers, etc). From these core statistics, other statistics can be determined contrived or calculated using further interpretation or even and implied formula.

Examples :

1. Shooting percentages
2. A turnover may be further classified as a “fumble” for example

Primary Stats Profile

Each statistic has a column number (S#), a short (3 char) code and a title. The following table identifies and describes all the primary statistics as found in the Game/Season stats view for **Basketball** :

1	2PA	2 Pts Attempt	2 Pts Att
2	2PM	2 Pts Made	2 Pts Made
3	2P%	Shot Percentage	Shot Pct
4	3PA	3 Pts Attempt	3 Pts Att
5	3PM	3 Pts Made	3 Pts Made
6	3P%	3 Pt Percentage	3 Pts Pct
7	PFL	Personal Foul	Foul !!!!!!!
8	ASS	Assist	Assist
9	BLK	Block	Block
10	STL	Steal	Steal
11	T/O	Turnover	Turnover
12	ORB	Off Rebound	Off Rbd
13	DRB	Defensive Rebound	Def Rbd
14	RBD	Total Rebounds	Rbds
15	FSA	Foul Shot Attempt	F/S Att
16	FSM	Foul Shot Made	F/S Made
17	FS%	Foul Shot Pct	FS Pct
18	PTS	Points	Points
19	DAS	Defensive Assist	Defence Ass
20	TFL	Technical Foul	Tech Fouls
21	TRS	Transition	Transition
22	VIO	Violation	Violation
23	OFF	Offensive Foul	Off. Foul
24	CHT	Charge Taken	Charge Taken
25	JBW	Jump Ball Win	Jump Ball Win
26	JBL	Jump Ball Lost	Jump Balls Lost
27	LFT	Left Entries	Left Entries
28	REN	Right Entries	Right Entries
31	DS1	Defensive Set Plays	Def Set Play
32	DS2	Defensive Transition	Def Trans
33	DS3	Defensive Set #3	Def Set 3
34	DS4	Defensive Set #4	Def Set 4
35	DS5	Defensive Set #5	Def Set 5
36	OS1	Offensive Set #1	Off Set 1
37	OS2	Offensive Set #2	Off Set 2
38	OS3	Offensive Set #3	Off Set 3
39	OS4	Offensive Set #4	Off Set 4
40	OS5	Offensive Set #5	Off Set 5
41	SB1	Sideball Plays #1	Sideball 1
42	SB2	Sideball Plays #2	Sideball 2
43	SB3	Sideball Plays #3	Sideball 3
49	SPC	Special Situations	Special
52	FLP	Freelance Pts	Freelance Pts
53	SCP	Second Chance Points	2nd Chance Pts
54	SOP	Set Offense Pts	Set Offense Pts
55	STP	Situation Points	Situation Point
56	TRB	Transition Point	Transition Pt

Note: Any statistic that is numbered greater 50 is usually a “derived” statistic from a primary stat. There is also may be coach or strategic statistics such as set plays, etc.

Game Totals View

The initial view always available in the first tab is **Game Totals** view will give statistical totals for the full game. The default criteria is always **Aggregates/Season/Teams**, and when refreshed, the team season aggregates to date will be displayed when the query has been completed.

Game & Season Stats

File Query Parameters

Reports Filter Clear DESC Refresh

Comp Team Rnd Agst
Venue Opponent Result Difference
Type Hm/Aw

Game Totals Per/Per

compid	Rnd	M#	Venue	Team	Oppn	Result	Mgn	P#	Pts	Q1	Q2	Q3	Q4	OT	2PA	2PM	2P%	3PA	3PM	3P%	FFL	ASS	BLK	STL	T/O	ORB	DRB	RDB	FSA	FSM	FS%	PTS
NBL001	15	123		ADELAIDE	MEL	ADE	3	AD	114	28	35	15	36	0	27	36	57	11	8	42	24	11	1	10	22	15	29	44	2	18	90	114
NBL001	15	123		MELBOURNE	ADE	ADE	-3	ME	111	24	34	23	30	0	26	36	58	19	8	29	18	21	5	13	16	19	23	42	6	15	71	111
NBL001	15	124		ADELAIDE	BRI	BRI	-19	AD	101	25	26	30	20	0	31	31	50	19	7	24	24	13	2	7	23	18	31	49	5	18	78	101
NBL001	15	124		BRISBANE	ADE	BRI	-19	BR	120	37	33	30	20	0	35	33	48	6	10	62	24	29	4	13	19	13	34	47	6	24	80	120
NBL001	15	125		CAIRNS	WOL	CAI	5	CA	85	19	20	20	26	0	27	23	46	14	5	26	24	11	4	7	15	11	36	47	8	24	75	85

To display a different criteria just change your select and click on refresh or the appropriate column heading to resort the statistics.

For example :

1. For Leading player season averages in 3pt made, click on Player/Season/Averages and then click on the 3PM column to resort.
2. To find which team lead in blocks for a game in round 7, simply enter Rnd 7 and Game/Team option, and then click on BLK column

Please note that there are some contrived statistics or values displayed each time, being winning/losing (red)margin, games played and total pts.

Per By Per View

This will allow you to pick the period by checking the boxes and produce individual totals :

Game & Season Stats

File Query Parameters

Reports Filter Clear DESC Refresh

Comp Team Rnd Agst
Venue Opponent Result Difference
Type Hm/Aw

Game Totals Per/Per

1st 2nd 3rd 4th 5th (OT)

Comp	R	Team/Club	Oppsn	Per	Won By	Mgn	Pts	2PA	2PM	2P%	3PA	3PM	3P%	PFL	ASS	BLK	STL	T/O	ORB	DRB	RDB	FSA	FSM	FS%	PTS	DAS	TFL	TRS	VIO	OFF	CHT	JBW	JB
NBL001	15	ADELAIDE	MEL	1	ADE	4	28	10	10	50	3	2	40	4	4	1	7	8	7	10	17	0	2	100	28	0	0	0	0	0	0	1	
NBL001	15	MELBOURNE	ADE	1	ADE	-4	24	9	9	50	4	2	33	4	4	3	5	7	4	6	10	1	0	0	24	0	0	0	0	0	0	0	
NBL001	15	ADELAIDE	MEL	2	MEL	-3	35	7	12	63	2	2	50	8	1	0	2	4	5	6	11	2	5	71	35	0	0	0	0	0	0	0	

If you wish to view all periods, simply leave the boxes unchecked or simply check the boxes for the periods you are interested in.

All other parameters apply in the same way and are displayed in the similar format as the other views.

Game Results & Stats

This view gives you a basic list and easy to view the fixture and display the raw stats :

Comp	Rnd	M	Date	Type	Venue	Home	Opposition	Result	Wea	Cond	Level	Temp
COACH	1	1	03/09/2001	DAY		VICTORIA	MELBOURNE					
NBL001	15	123				MELBOURNE	111 114 ADELAIDE	ADE				*
NBL001	15	124				BRISBANE	120 101 ADELAIDE	BRI				*
NBL001	15	125	15/02/2002			WOLLONGONG	80 85 CAIRNS	CAI				*
NBL001	15	126		DAY		WEST SYDNEY	112 106 TOWNSVILLE	WSR				*
NBL001	7	48				VICTORIA	2 0 BRISBANE					*
NBL002	1	165	11/02/2002		VOD	VICTORIA	95 102 TOWNSVILLE	TOW				*
NBL002	15	166		DAY		WEST SYDNEY	106 85 PERTH	WSR				*
NBL002	15	167				VICTORIA	107 113 MELBOURNE	MEL				*
NBL002	23	159		DAY		CANBERRA	2 0 PERTH					TR
NBL99	1	154	22/05/2002	DAY		ADELAIDE	VICTORIA					

Click on the right-mouse menu will pop up the options to update, downdate or reset statistical records for a selected match or a range of matches.

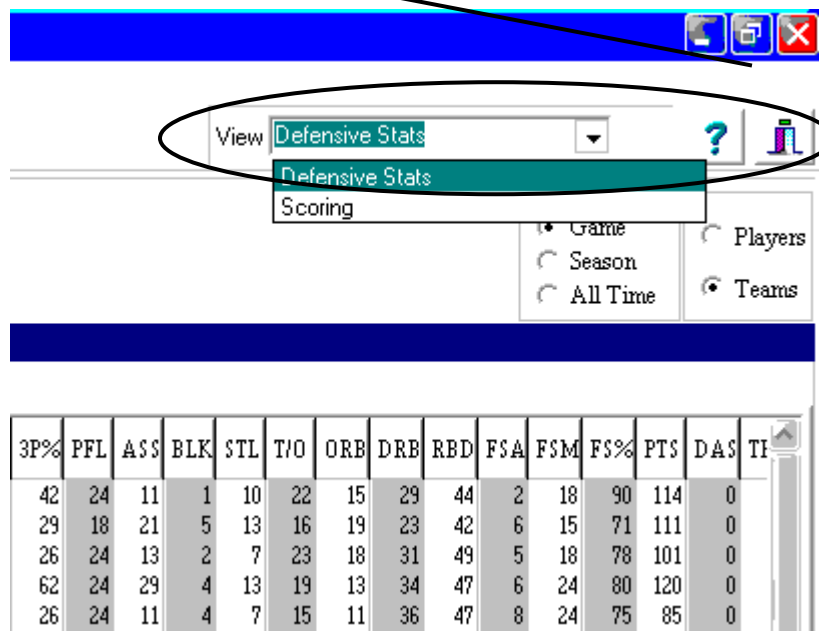
- Update History - Current Match
- Update History - All Listed Matches
- Update Specific - Current Match
- Consolidate Selected Match Stats
- Consolidate Listed Match Stats
- Downdate Current Match
- Downdate All Listed Matches
- Reset Stats History Files
- Load Match
- Edit Details
- Stat Details
- Filter
- Clear Filter

You can perform all your stats database updating and manipulation for this menu if you wish.

Custom Views & Ranking Formulas

Custom views allow you to display the main statistics of interest in the order of preference, rather than the system defaults.

You simply select the predefined view from a pulldown menu.



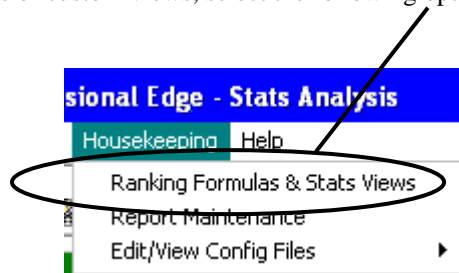
The screenshot shows a software window titled "Professional Edge - Stats Analysis". A dropdown menu labeled "View" is open, showing "Defensive Stats" selected. Below the menu, there are radio buttons for "Game", "Season", and "All Time", and checkboxes for "Players" and "Teams". Below this is a table of statistics.

3P%	PFL	ASS	BLK	STL	T/O	ORB	DRB	RBD	FSA	F5M	FS%	PTS	DAS	TI
42	24	11	1	10	22	15	29	44	2	18	90	114	0	
29	18	21	5	13	16	19	23	42	6	15	71	111	0	
26	24	13	2	7	23	18	31	49	5	18	78	101	0	
62	24	29	4	13	19	13	34	47	6	24	80	120	0	
26	24	11	4	7	15	11	36	47	8	24	75	85	0	

Once selected, you can refresh in the normal fashion to display the columns of interest.

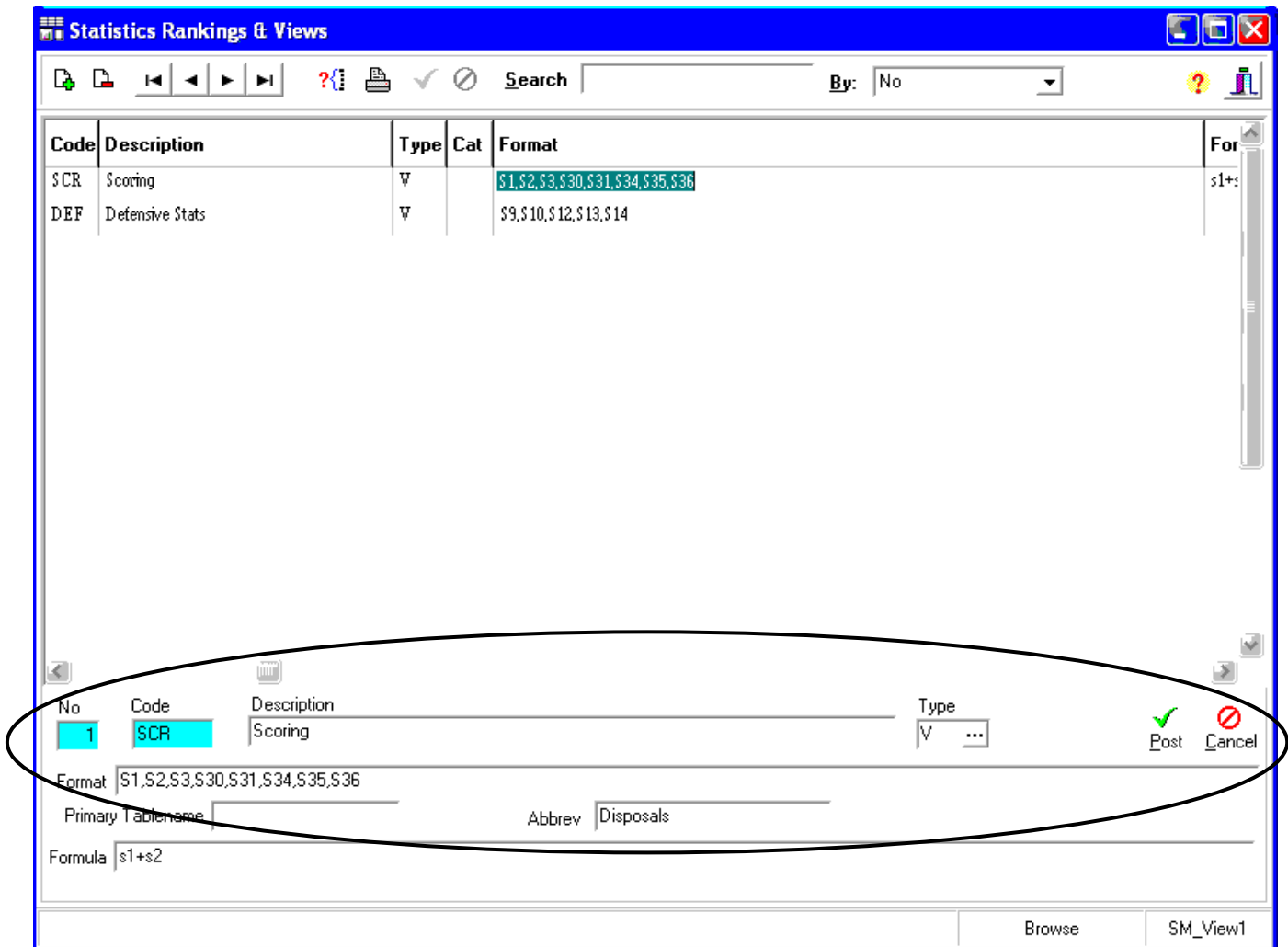
Defining Your Own Views

To add or modify the ranking formulas or custom views, select the following option :



The screenshot shows a software window titled "Professional Edge - Stats Analysis". A menu is open, showing "Housekeeping" and "Help" options. The "Help" menu is further open, showing "Ranking Formulas & Stats Views", "Report Maintenance", and "Edit/View Config Files".

The following screen is displayed :



You can add your own views and rankings by entering a unique code, description, view no. and the type being “V” for a standard view or “R” for a ranking formula.

You need to enter a format being the statistic codes separated by commas. If it is a ranking, you must also enter a valid formula using arithmetic operators, for example :

$$S1+S2+S3-S15-S17*3$$

Appendices

Sample Reports

Although the reports and views are continually being updated, what follows is a sample of some of the types of reports that can be found in the system to give you an indication of it's scope.

Primary Stats



Basketball

NBL 002

Team Season - Primary Stats

Club: **All**

Venue: **All**

Rounds: **All**

Result: **All**

Sort Order: **None**

Match Type: **All**

NBL Season - 2000 - 2001	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc				
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over
ADELAIDE	125	67	54	45	15	33	43	36	84	33	60	93	48	24	3	17	45
BRISBANE	68	33	49	16	10	63	30	24	80	13	34	47	24	29	4	13	19
CAIRNS	50	23	46	19	5	26	32	24	75	11	36	47	24	11	4	7	15
MELBOURNE	62	36	58	27	8	30	21	15	71	19	23	42	18	21	5	13	16
TOWNSVILLE	58	29	50	31	8	26	35	24	69	20	30	50	27	21	2	7	15
WOLLONGONG	54	21	39	26	8	31	23	14	61	22	34	56	25	15	5	8	18
WEST SYDNEY	54	31	57	20	9	45	34	23	68	7	36	43	28	21	6	7	19
NBL001 Averages	67	34	51	26	9	34	31	23	73	18	36	54	28	20	4	10	21

NBL Season - 2001 - 2002	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc				
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over
MELBOURNE	65	32	49	26	7	27	36	28	78	27	38	65	26	18	6	12	25
PERTH	60	26	43	21	11	52	2	0	0	11	26	37	20	16	3	4	17
TOWNSVILLE	59	31	53	21	8	38	20	16	80	15	25	40	25	17	4	5	18
VICTORIA	111	61	55	51	15	29	48	35	73	28	57	85	51	35	8	15	39
WEST SYDNEY	44	26	59	22	8	36	14	8	57	10	26	36	17	26	0	2	14



Basketball

NBL002

Team Season - Primary Stats

Club: **All**

Venue: **All**

Rounds: **All**

Result: **All**

Sort Order: **None**

Match Type: **All**

NBL Season - 2000 - 2001	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc					
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over	
ADELAIDE	-5	-2	40	2	-3	-150	-8	-3	38	1	3	4	6	-26	-6	-9	10	
BRISBANE	6	2	33	-10	3	-30	7	6	86	-5	3	-2	0	16	2	6	-4	
CAIRNS	-4	2	-50	-7	-3	43	9	10	111	-11	2	-9	-1	-4	-1	-1	-3	
MELBOURNE	-1			8		0	1	-3	-300	4	-6	-2	-6	10	4	3	-6	
TOWNSVILLE	sm_club.Name (String)			-50	11	-1	-9	1	1	100	13	-6	7	-1	0	-4	0	-4
WOLLONGONG	4	-2	-50	7	3	43	-9	-10	111	11	-2	9	1	4	1	1	3	
WEST SYDNEY	-4	2	-50	-11	1	-9	-1	-1	100	-13	6	-7	1	0	4	0	4	
NBL001	Averages	0	0	-18 %	0	0	16 %	0	0	35 %	0	0	0	0	0	0	0	0

NBL Season - 2001 - 2002	2pt Shots			3Pts Shot			Free Throws			Rebounds			Misc					
	Att	Made	%	Att	Made	%	Att	Made	%	Off	Def	Tot	Foul	Assists	Block	Steal	T/Over	
MELBOURNE	5	2	40	-3	-2	67	9	8	89	12	9	21	-2	1	3	5	7	
PERTH	-4	-9	225	-2	2	-100	-12	-9	75	-8	-9	-17	7	-10	-5	-3	3	
TOWNSVILLE	8			-1	2	-200	-1	1	-100	2	-3	-1	2	-1	-1	-3	-3	
VICTORIA	-13	-2	15	4		0	-8	-9	113	-14	-6	-20	0	0	-2	-2	-4	
WEST SYDNEY	4	9	225	2	-2	-100	12	9	75	8	9	17	-7	10	5	3	-3	
NBL002	Averages	0	0	101 %	0	0	67 %	0	0	50 %	0	0	0	0	0	0	0	0

Scoring Analysis



Basketball

Saturday, July 13, 2002

12:35 pm

Team Season - Scoring

Club: **All**

Venue: **All**

Rounds: **All**

Result: **All**

Sort Order: **None**

Match Type: **All**

NBL Season - 2000 - 2001	Shots			3Pts			Free Throws			Scoring					
	Miss	Made	%	Miss	Made	%	Miss	Made	%	1st	2nd	3rd	4th	O/T	Total
ADELAIDE	58	67	107 %	30	15	68 %	7	36	68 %	53	61	45	56	0	215
BRISBANE	35	33	48 %	6	10	62 %	6	24	80 %	37	33	30	20	0	120
CAIRNS	27	23	46 %	14	5	26 %	8	24	75 %	19	20	20	26	0	85
MELBOURNE	26	36	58 %	19	8	29 %	6	15	71 %	24	34	23	30	0	111
TOWNSVILLE	29	29	50 %	23	8	25 %	11	24	68 %	28	19	36	23	0	106
WOLLONGONG	33	21	38 %	18	8	30 %	9	14	60 %	28	18	19	15	0	80
WEST SYDNEY	23	31	57 %	11	9	45 %	11	23	67 %	30	28	27	27	0	112
NBL001 Averages	33	34	58 %	17	9	41 %	8	23	84 %	31	30	29	28	0	118

NBL Season - 2001 - 2002	Shots			3Pts			Free Throws			Scoring					
	Miss	Made	%	Miss	Made	%	Miss	Made	%	1st	2nd	3rd	4th	O/T	Total
MELBOURNE	33	32	49 %	19	7	26 %	8	28	77 %	39	29	29	16	0	113
PERTH	34	26	43 %	10	11	52 %	2	0	0 %	17	25	18	25	0	85
TOWNSVILLE	28	31	52 %	13	8	38 %	4	16	80 %	25	22	23	32	0	102

Rankings - Category Leaders

Basketball

Team Season Rankings - Category Leaders

<i>Pts Scored</i>		<i>Pts Agst</i>		<i>Pts Differential</i>		<i>Shot Conversion</i>	
1	ADELAIDE 215	1	ADELAIDE 231	1	BRISBANE 19	1	WEST SYDNEY 54%
2	BRISBANE 170	2	MELBOURNE 114	2	WEST SYDNEY 4	2	BRISBANE 51%
3	WEST SYDNEY 113	3	TOWNSVILLE 113	3	CAIRNS 5	3	MELBOURNE 49%
4	MELBOURNE 111	4	WEST SYDNEY 104	4	MELBOURNE -3	4	ADELAIDE 48%
5	TOWNSVILLE 104	5	BRISBANE 101	5	WOLLONGONG -5	5	TOWNSVILLE 43%
6	CAIRNS 85	6	WOLLONGONG 85	6	TOWNSVILLE -4	6	CAIRNS 41%
7	WOLLONGONG 80	7	CAIRNS 80	7	ADELAIDE -14	7	WOLLONGONG 34%
FBL 001	Ave 118	FBL 001	Ave 118	FBL 001	Ave	FBL 001	Ave 48.00
8	VICTORIA 202	8	VICTORIA 215	8	WEST SYDNEY 21	8	WEST SYDNEY 51%
9	MELBOURNE 113	9	MELBOURNE 107	9	TOWNSVILLE 7	9	TOWNSVILLE 49%
10	WEST SYDNEY 104	10	PERTH 104	10	MELBOURNE 4	10	VICTORIA 47%
11	TOWNSVILLE 102	11	TOWNSVILLE 95	11	VICTORIA -13	11	PERTH 44%
12	PERTH 85	12	WEST SYDNEY 85	12	PERTH -31	12	MELBOURNE 43%
FBL 002	Ave 122	FBL 002	Ave 122	FBL 002	Ave	FBL 002	Ave 47.00
<i>Pts - 1st</i>		<i>Pts - 2nd</i>		<i>Pts - 3rd</i>		<i>Pts - 4th</i>	
1	ADELAIDE 53	1	ADELAIDE 41	1	ADELAIDE 45	1	ADELAIDE 54
2	BRISBANE 37	2	MELBOURNE 34	2	TOWNSVILLE 34	2	MELBOURNE 30
3	WEST SYDNEY 30	3	BRISBANE 33	3	BRISBANE 30	3	WEST SYDNEY 27
4	TOWNSVILLE 28	4	WEST SYDNEY 28	4	WEST SYDNEY 27	4	CAIRNS 24
5	WOLLONGONG 28	5	CAIRNS 20	5	MELBOURNE 23	5	TOWNSVILLE 23
6	MELBOURNE 24	6	TOWNSVILLE 19	6	CAIRNS 20	6	BRISBANE 20
7	CAIRNS 19	7	WOLLONGONG 18	7	WOLLONGONG 18	7	WOLLONGONG 15
FBL 001	Ave 31	FBL 001	Ave 30	FBL 001	Ave 29	FBL 001	Ave 28
8	VICTORIA 49	8	VICTORIA 45	8	VICTORIA 53	8	VICTORIA 55
9	MELBOURNE 39	9	MELBOURNE 29	9	MELBOURNE 29	9	TOWNSVILLE 32
10	WEST SYDNEY 24	10	PERTH 25	10	WEST SYDNEY 27	10	WEST SYDNEY 30
11	TOWNSVILLE 25	11	WEST SYDNEY 23	11	TOWNSVILLE 23	11	PERTH 25
12	PERTH 17	12	TOWNSVILLE 22	12	PERTH 18	12	MELBOURNE 14
FBL 002	Ave 31	FBL 002	Ave 29	FBL 002	Ave 30	FBL 002	Ave 32

Defensive Stats

Product Licencing – Terms and Conditions

1. Interpretation

- a. In this Agreement the following definitions shall apply:
- i. **“Commencement Date”** means the commencement date of this Agreement as specified on the Summary Sheet.
 - ii. **“Confidential Information”** means any information, which is of a confidential nature which, the Company has made available to the Licensee, or, which is produced by the Software as a result of the execution of the Software, and including but not limited to:
 1. any reports, data or other information produced by the Software;
 2. any marketing strategies, materials or information used by the Company for the marketing of the Software;
 3. any documentation which relates to the Software in any way; and
 4. any financial information which relates to the Software in any way.
 - iii. **“Designated Systems”** means those computer systems identified on the Summary Sheet upon which the Software will be installed.
 - iv. **“Intellectual property”** includes but is not limited to the trade marks, patents, copyrights, processes, know-how, registered designs or other like rights, which subsist in the Software or, any documentation associated with the software.
 - v. **“Insolvency event”** means, in relation to a party:
 1. if a receiver, receiver and manager, trustee, administrator, other controller (as defined in the Corporations Law) or similar official is appointed over any of the assets or undertaking of that party;
 2. if the party suspends payment of its debts generally;
 3. if the party is or becomes unable to pay its debts when they are due or is or becomes unable to pay its debts or is presumed to be insolvent within the meaning of the Corporations Law;
 4. if the party enters into or resolves to enter into any arrangement, composition or compromise with, or assignment for the benefit of, its creditors or any class of them;
 5. if the party ceases to carry on business or threatens to cease to carry on business;
 6. if an administrator is appointed or a resolution is passed or any steps are taken to appoint, or to pass a resolution to appoint, an administrator over that party;
 7. an application or order is made for the winding up or dissolution that other party, or a resolution is passed or any steps are taken to pass a resolution for the winding up or dissolution that other party, otherwise than for the purpose of an amalgamation or reconstruction that has the prior written consent of the other party;
 8. without limiting the operation of the events referred above, the party proposes or enters into some other form of insolvency or administration whether formal or informal; or
 9. if the party, being an individual, becomes insolvent or bankrupt or commits an act of bankruptcy;
 - vi. **“Licence Fee”** means that amount stated on the Summary Sheet.
 - vii. **“Processes”** includes technologies, products, devices, processes or techniques.
 - viii. **“Registration”** means the method of identifying the instances or copies of the Software which is installed on the Designated Systems as indicated on the Summary Sheet.
 - ix. **“Renewal Option”** means that the renewal option for this Agreement has been selected on the Summary Sheet.
 - x. **“Renewal Event”** occurs on the first day after the conclusion of the Term (or any renewed Term) if the Renewal Option applies, subject to the right of termination by the Company in clause 5.1.2.
 - xi. **“Software”** means that computer software identified on the Summary Sheet.
 - xii. **“Summary Sheet”** means that summary sheet which is attached to or references these Terms and Conditions.
 - xiii. **“Term”** means that period of time as specified on the Summary Sheet.
- b. headings and underlinings are for convenience only and do not affect the interpretation of this Agreement;
- c. explanatory comments do not form part of this Agreement and are not legally binding;
- d. a reference to this Agreement or these Terms and Conditions includes the Summary Sheet, which either accompanies or refers to this Agreement;
- e. a provision of this Agreement will not be interpreted against a party just because that party prepared the provision;
- f. a reference to a Clause, is a reference to a Clause of this Agreement;
- g. a reference to a Clause includes a reference to a sub-Clause;
- h. a word or expression in the singular includes the plural, and the other way around;
- i. words importing a gender include any gender;
- j. other parts of speech and grammatical forms of a word or phrase defined in this Agreement have a corresponding meaning;
- k. a reference to a Statute includes an amendment or re-enactment to that legislation and includes subordinate legislation in force under it;
- l. a reference to this Agreement includes an amendment or supplement to, or replacement or novation of this Agreement;
- m. a reference to a party to this or any other agreement includes that party's successor, permitted assign, employees and sub-contractors;
- n. a reference to an agreement other than this Agreement includes an undertaking, agreement or legally enforceable arrangement or understanding whether or not in writing; and
- o. a reference to a person or words denoting a person includes any company, statutory corporation, partnership, joint venture, association, board, government or semi-government, agency or authority and that person's successors and legal personal representatives.

2. Commencement and term

- a. This Agreement will commence on the Commencement Date and continue for the Term subject to
- i. the rights of early termination in clause 5; or
 - ii. any Renewal Event occurring.
- b. If a Renewal Event occurs in relation to this Agreement and, if this Agreement has not been terminated in accordance with clause 5.1.2, then :
- i. unless agreed separately in writing between the parties, the Licensee will pay the Licence Fee to the Company for that renewed Term;
 - ii. any references to the Commencement Date shall be read to refer to the date of the Renewal Event.
 - iii. all rights and obligations of either party that have arisen under this Agreement shall remain in force.

3. Licence

- a. The Company grants to the Licensee a licence to install and execute the Software on the Designated Systems in consideration of the Licence Fee.
- b. The Company grants to the Licensee, the right to make reproductions of the Software for the purposes of:
 - i. back-up or archival purposes and, in which case, only one copy of the software may be made;
 - ii. executing the Software for its intended purpose; and
 - iii. installing the Software on the Designated Systems.
- c. Apart from clause 3.2, the Licensee may not reproduce the Software in material form.
- d. The Licence is non-transferrable and is non-exclusive to the Licensee.
- e. The Licensee may not deliver the Software or the Intellectual Property to any third party without the written permission of the Company.
- f. The Licensee may only install the Software on the Designated Systems using the Registration.
- g. The Software may only be executed on the Designated Systems.
- h. The Company is under no obligation to provide to the Licensee any modifications or updates of the Software.
- i. The Company retains ownership of the Software and the Intellectual Property at all times.

4. Infringement

Apart from those rights granted under this Agreement, the Licensee may not infringe the rights of the Company in the Software or the Intellectual Property.

5. Termination

- a. This Agreement may be terminated by the Company by written notice to the Licensee:
 - i. if the Licensee commits any breach of any provision of this Agreement and has failed to remedy such breach within thirty (30) days of receipt of written notice requiring it to do so; or
 - ii. within thirty (30) days of the conclusion of the Term
- b. The Company may by notice in writing terminate this Agreement if any Insolvency Event occurs in relation to the Licensee.
- c. The Company may by notice in writing terminate this Agreement if the Licensee fails to make payment of the Licence Fee to the Company.
- d. Any termination of this Agreement pursuant to clauses 5.1, 5.2 and 5.3 will be without prejudice to the rights of the Company terminating to seek and obtain damages for any breach of this Agreement by the Licensee.
- e. Any Renewal Event which may have occurred prior to any termination of this Agreement pursuant to clause 5.1.2 shall be deemed not to have occurred.

6. Effect of termination

- a. On termination of this Agreement or at the conclusion of the Term and, unless otherwise agreed to in writing by the Company:
 - i. the Licensee must deliver to the Company all documents and other materials (including all copies) in its possession relating to the Software and will do such further things as may be reasonably required by the Company to protect its right, title and interest in the Software and the Intellectual Property.
 - ii. The Licensee must remove all reproductions of the Software from any computer system upon which the Software has previously been reproduced.
 - iii. the Licence Fee previously paid will remain the property of the Company and the Licensee may make no claim in respect of them and the Licensee must further pay to the Company any licence fee accrued due but unpaid as at the date of the termination or expiration.

7. Secrecy obligations

- a. The Licensee must:
 - i. keep confidential all Confidential Information provided that the Licensee will have the right to disclose such information to its employees insofar as it is necessary for them to know the information for the use of the licences granted herein; and
 - ii. not use any of the Company's disclosures or other information or technical data, except for the purposes of the licences granted herein and on the terms of this Agreement.
 - iii. not use the Confidential Information or any part of it, nor incorporate any of it into any:
 1. documentation;
 2. computer hardware or software; or
 3. any other medium whatsoever.
 - iv. not use the Confidential Information for any purpose other than for the purposes described in clauses 7.1.1 and 7.1.2;
 - v. subject to clauses 7.1.1 and 7.1.2, disclose the Confidential Information to any other person whatsoever;
 - vi. remove the Confidential Information from its premises without the prior written consent of the Company;
 - vii. for any reason whatsoever, either for itself or for or on behalf of any third party appropriate, copy, memorise or in any manner whatsoever reproduce or reverse engineer any of the Confidential Information; and
 - viii. immediately return any or all Confidential Information upon the request of the Company.
- b. Notwithstanding the provisions of clause 7.1 the Licensee may disclose information if and to the extent that:
 - i. such disclosure is forced by laws, regulations or orders;
 - ii. the information is generally available in the public domain except where that is a result of a disclosure in breach of this Agreement; and
 - iii. the Licensee can prove that it knew the information before it was disclosed to it by the Company.

8. Company's Warranties and Disclaimer

- a. The Company warrants to the best of its knowledge that the use of the Software according to the terms and conditions of this Agreement will not result in the infringements of proprietary rights of third parties.
- b. The Company will be under no liability to the Licensee in respect of any loss or damage (including consequential loss or damage) which may be suffered or incurred or which may arise directly or indirectly in respect of the Software supplied pursuant to this Agreement or in respect of a failure or omission on the part of the Company to comply with its obligations under this Agreement.
- c. To the extent permitted by law, if the Company becomes liable to the Licensee in any manner whatsoever for breach of warranty or in relation to the supply of any defective goods, services (or services provided in relation to the defective goods), then the Company's liability will be limited solely to the price paid by the Licensee for such goods or services or the cost of their repair or resupply, whichever the Company determines at its sole discretion.
- d. Subject to clause 8.5, the Licensee warrants that it has not relied on any representation made by the Company which has not been stated expressly in this Agreement or upon any descriptions, illustrations or specifications contained in any document including catalogues or publicity material produced by the Company.
- e. The Licensee acknowledges that, to the extent the Company has made any representation which is not otherwise expressly stated in this Agreement, the Licensee has been provided with an opportunity to independently verify the accuracy of that representation.
- f. The Licensee will at all times indemnify and keep indemnified the Company and its officers, employees and agents ("Indemnified") from and against any loss (including legal costs and expenses on a solicitor own client basis) or liability incurred or suffered by any of the Indemnified arising from any proceedings against the Indemnified where such loss or liability was caused by:
 - i. A breach by the Licensee of its obligations under this Agreement; or
 - ii. Any willful, unlawful or negligent act or omission of the Licensee.

9. Licensee's Non-Competition

The Licensee will not during and after the Term, either directly or indirectly, produce, develop or authorise to be produced or develop, any computer software which may commercially compete with the Software, whether on his own account or as nominee, agent, contractor, servant, representative, employee, shareholder or director in any firm or corporation.

10. No Modification or Disassembly

- a. The Licensee will not reverse assemble or reverse compile the Software or modify the Software in any way without receiving written permission from the Company to do so.
- b. Subject to clause 10.1, if the Software is modified by the Licensee:
 - i. all modifications which are made must be approved by the Company in writing;
 - ii. the Licensee shall fully indemnify and hold harmless the Company against any liability, causes of action, suits, claims, demands, losses, damages, costs (including solicitor and client costs) which arise from the infringement of any rights of a third party.
 - iii. this agreement shall continue to apply to the Software as modified

11. Enforceability

a. Ineffectiveness

Any Clause or part of a Clause of this Agreement which is Ineffective in any jurisdiction is Ineffective only to that extent in that jurisdiction.

b. Severance of ineffective Parts

Where any Clause or part of that Clause is Ineffective it may be severed without affecting any other part of this Agreement.

12. Waiver

- a. No right under this Agreement is waived or deemed to be waived except by notice in writing signed by the party waiving the right.
- b. A waiver by one party under Clause 12.1 does not prejudice its rights in respect of any subsequent breach of this Agreement by the other party.
- c. A party does not waive its rights under this Agreement because it grants an extension or forbearance to the other party.

13. Notices

- a. All notices must be in writing and may be given by any one of the following means:
 - i. by delivering it to the address of the party on a business day during normal business hours;
 - ii. by sending it to the address of the party by pre-paid airmail post or if airmail post is not available by ordinary post;
 - iii. by sending it by facsimile transmission to facsimile number of the party and on the next business day giving it by either of the means set forth above.
- b. A notice is deemed to be given and received:
 - i. if given in accordance with clause 13.1.1 on the next business day after the day of delivery in the place of delivery;
 - ii. if given in accordance with clause 13.1.2 five (5) clear business days after the day of posting in the place of delivery;
 - iii. if given in accordance with clause 13.1.3 on the next business day after transmission in the place of delivery.

14. General

- a. This Agreement supersedes all previous agreements between the Licensee and the Company in respect of the Software, previous versions of the Software, or the Intellectual Property and embodies the entire agreement between the parties.
- b. A variation of this Agreement must in writing and signed by each of the parties.
- c. The licensee must not assign any of its rights under this Agreement without the prior written consent of the Company, which consent the Company may grant or not in its absolute discretion.
- d. the Company may at its discretion assign all or any of its rights under this Agreement.
- e. Each party will do all things and execute all further documents necessary to give full effect to this Agreement.
- f. The terms of this Agreement survive its termination to the extent permitted by law.
- g. This Agreement is subject to the Laws of the State of Victoria and the parties irrevocably submit to the non-exclusive jurisdiction of the courts of the State of Victoria.
- h. Each party acknowledges that in relation to this Agreement it has received legal advice or has had the opportunity of obtaining legal advice.