THE SOFTWARE USED TO ANALYZE A MATCH IN REAL TIME

Click&Scout

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Updated to the 1.01.17 software release

Developed for Windows, Windows Tablet (no Windows RT) and Mac

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1. INTRODUCTION

Click&Scout is the new statistic software for Indoor and Beach Volleyball that allows you to use touch screen devices at their maximum potential, it can also be used on PC's and laptops and runs with Windows, Windows Tablet and Mac OS.

With Click&Scout you simply need to touch the court on the screen to scout the serve, reception, attack and block from the first to the last point. If you don't have a touch screen device you can do so by using the mouse. The appealing and user friendly interface is one of the main points of Click&Scout as it was developed to us directly on the bench.

The court dominates the screen of the program, by clicking on the relevant zone of the player on the court you can scout the rally.

At every point the receiving team will position its players on the screen according to the usual standard schemes in order to immediately reproduce the situation on court. This allows the scout man to scout regardless of the player's number because the direction of the serve corresponds to the position of the receiver on court. Needless to say the scouting code can be modified at all times to stay in line with the complete versatile philosophy of the company.

The possibility to analyze the match in real time is what we define the finishing touch to Click&Scout! You can call a time-out and replay the serve directions of the other team to your team or you can focus on the attack directions in a specific rotation. All in a few seconds and just one click away!

The match file generated by Click&Scout can be imported into Data Volley Professional, Data Video Professional or Data Video Essential in order to create a detailed and in depth analysis of the match.

2. TECHNICAL REQUIREMENTS

- Video resolution: minimum 800x600

- Windows OS: Windows 8, Windows 7, VISTA, XP,

- Mac OS (Intel processor): Lion, Snow Leopard, Leopard, Mountain Lion

- Internet connection in order to activate the license file

- The program will not work with OS installed on a virtual machine.

- **INSTALLATION**

Click&Scout has to be downloaded from our website, www.dataproject.com and installed on your computer following the step by step installation procedure. The software can only be used on one computer, on the one you have installed the program.

- **LICENSE FILE**

To activate your license you must follow the instructions in the email that is sent to you after purchase. The license file can only be used on one computer. Should you need to use Click&Scout on another computer you will need to purchase another program.

3. MENU

The following window will be displayed when you access the program. From here you can choose what you want to do.

3.1 TEAMS

First of all, when you access the program for the first time, you will need to enter the teams in the database. Click on TEAMS to open the teams window. If you create or import a team with less than 6 players, it is considered by the program as a team of Beach Volleyball and activates the appropriate filter to separate the two types of sport
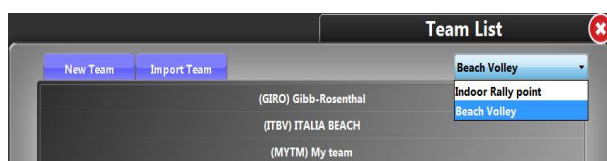
3.1.1 NEW TEAM

To enter a new team in the database you will need to enter name and an identification team code. You can then choose if you want to:

1- Manually enter the players by clicking on **[New player]**: a new window will appear where you will have to enter personal details, shirt number and most importantly the ROLE of the players, in order to place the players correctly on court during the scout; If you don't enter the player code the program will automatically generate one using the first letters of the name and surname.

2- Click on **[Fill Team]**: the program will automatically generate a list of 14 players, divided by role. Only the shirt number will need to be changed. This is very useful when you are not interested in the name of the players of the other team and you only need to know the roles and the numbers.

For Teams for Beach Volleyball, please read Chapter 7

The other buttons in the **Team Info** window are the following:
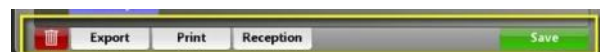
Reception

Press the Reception button in the Team window to display the Reception schemes. You can drag and drop players to change a scheme for each Setter zone. Press the **[Save]** button to save your customized reception scheme. Press the **[Presets]** button to select one of the default settings: 3 players Opposite doesn't receive or 3 Players Opposite receives. Customizing these schemes will allow you to have a more realistic picture of what really happens on the courts during the match.
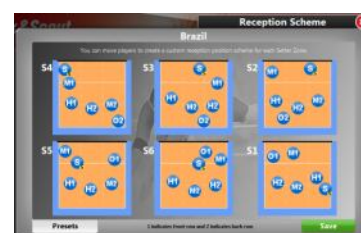
The codes stand for: S - Setter, M – middle blocker, H – Hitter, O – Opposite. The numbers 1 and 2 indicate front (1) and back (2) row players.

Export

You can export a team in order to use it with another Click&Scout or another Data Project software.

Print

This button allows you to print the team report.

Save

Press Save to save and close the information entered. If you press **[X]** you will close the window discarding the entered information.

Delete

Press this button to delete the team in the database

3.1.2 IMPORT TEAM

You can either Import a team exported from another program, i.e. Data Volley or Click&Scout.
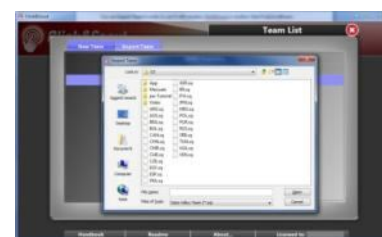
3.2 OPTIONS

This sections allows you to set up the program according to your requirements. The OPTIONS window is divided into 3 sections: Scouting, Regulation and Miscellaneous.

3.2.1 SCOUTING TAB

Place a check mark next to the options you want to enable.

3.2.1.1 SCOUTING CODE OPTIONS

In this section you can define the scouting criteria of the match.

Scout serve direction: Select this option if you want to scout the direction of the serve. Select the starting point of the serve and the landing point in order to trace the trajectory of the ball. If this option is disabled you will only need to indicate the receiving player.
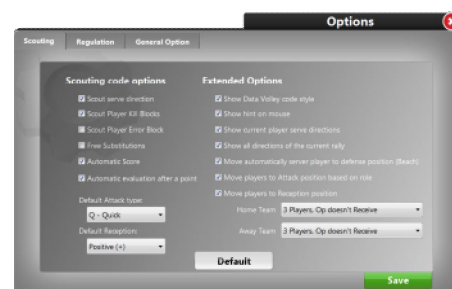
Scout Player kill Blocks: enable this option to scout inning blocks. You will be asked to select the player that carried out the winning block before a point is assigned to the team.

Scout Player error Blocks: enable this option to scout the error blocks. The program will ask you to select the player that touched the ball causing an error block; after this the point will be assigned to the opposite team.

Free Substitutions: this option ignores the restrictions usually used for substitutions as per the regulation (i.e. player number 6 exits and player number 7 enters. This player can then be substituted by player number 8). This option is very useful for example during friendly matches off or those specific events that allow free substitutions.

Automatic Score: if this option is enabled the program will automatically assign a point to the relevant team at the end of each rally.

Default attack: the type of attack is set on Q-quick–by default but can be changed in this Options window by changing the default effect. Needless to say this effect does not affect the middle blocker who's effect is always Q–Quick.

Automatic evaluation after a point: if this option is enabled, the effect of the last rally will change when a point is assigned. If disabled, use the effect buttons to scout a winning or losing rally.

Default Attack type: you can select the type of attack you want to set as default.

Default Reception: you can select the type of reception you want to set as default.

3.2.1.2   EXTENDED OPTIONS
Additional scouting options:

Show the codes in Data Volley style: click on this option if you want to view the codes in Data Volley style

Show hint on mouse: it will suggest the next action

Show current player serve directions: enable this option to see the default direction of the player before each Serve.

Show all directions of the current rally: enable this options to view the attack and serve (if enabled) directions of the match for each rotation. If disabled it will only show the last direction.

Move Automatically server player to defense position (Beach): With this option enabled, the player on serve is placed in defense. the players are placed in front every sideout.

Move players to Attack position based on role: If this option is enabled players will be positioned on court, after the reception, according to their specific roles, previously set, and according to a worldwide regulation *Indoor Volleyball*: on the first line opposite and setter will be in zone 2, middle blocker in zone 3 and outside hitter in zone 4; in second line opposite and setter in zone 1, outside hitter in zone 6, middle blocked/libero in zone 5.
Beach Volleyball: middle blocker in zone 3 and outside hitter in zone 6
See image of position on court according to the position of the setter.

When disabled, players will not move during an attack.

Move players to Reception position: by selecting this option you can assign a reception scheme to each team. Two pre set international schemes can be found in Click&Scout. A scheme can be customized according to your requirements, for further information go to the relevant Reception section at 3.1.1.

3.2.2 REGULATION TAB
In this section you can find information according to the type of regulation you want to use. The information that can be changed is: indoor volley or beach volley.

3.2.2.1 INDOOR VOLLEYBALL

3.2.2.1.1   PLAYERS
Number of players in line up: 6 (can not be changed)

Number or players in the roster: minimum 6 maximum 40

Number of substitutions for each set: select the number of substitutions according to the regulation of the competition.

3.2.2.1.2   SCORE
Number of playable sets: minimum 1 maximum 5

The first xx* set ends at point: select the score according to the regulation of the competition

The set xx* end at points: select the score according to the regulation of the competition

invert court automatically at point 8 of set xx*: select this option to automatically change court when you reach the eight point in the last set.

* = this number changes according to the maximum number of chosen sets.

3.2.2.2 BEACH VOLLEYBALL

3.2.2.2.1   PLAYERS
Number of players in line up: minimum 2, maximum 4

Number or players in the roster: minimum 2 maximum 40

Number of substitutions for each set: select the number of substitutions according to the regulation of the competition.

3.2.2.2.2   SCORE
Number of playable sets: minimum 1 maximum 3

The first xx* set ends at point: select the score according to the regulation of the competition

The set xx* end at points: select the score according to the regulation of the competition

* = this number changes according to the maximum number of chosen sets

3.2.3 GENERAL OPTIONS TAB

Language: click on the drop down box to chose between available languages

Manage Match Online: Download official matches and rosters, update online statistics in real time on the website of your Federation.

3.3 NEW MATCH

Once you have entered the teams in the database and set up the scouting options and selected the type of regulation for Indoor Volley or Beach Volley, you are ready to set up the information regarding the match.

If Manage Match Online option is enabled or you use the Media version of the software, please read the Chapter 6, too

3.4 MATCH DATABASE

If there is at least one match of Beach Volleyball, you enable filtering beach / indoor matches. Click on a match to open it; you can then decide to modify, delete, analyze or export the match.

3.4.1 IMPORT MATCH

You can Import a match that was previously exported from Click&Scout or from Data Volley .

Please note: attacks by cones that can be scouted in Data Volley Professional will be converted into attack by zones in Click&Scout.

3.5 MATCH ANALYSIS

The match analysis menu allows you to elaborate, create and print in a quick and simple way the statistic windows on one or more matches of the chosen team. If there is at least one match of Beach Volleyball, you enable filtering beach / indoor matches.

If you select two matches with the same team, the program will automatically understand you want to analyze the team that appears in both matches.

Once you have selected the teams, you will see the matches played by that team in the match list. You can then select all the matches you want that were played by the selected team.

When you have selected the match/matches, press the **[Analysis]** button to continue.

The analysis on several scouts is very important during a championship in order to evaluate the performance of a team by analyzing the previously played matches.

At the end of the championship it is very useful to have an overall analysis of the matches of the championship. For further information go to the Analysis chapter.

4. SCOUTING

4.1 NEW MATCH

Once you have entered the team and selected the options, you can add information for the scouting procedure. If you are entering a new match, select the teams and enter the relevant match and venue information.

In the "new match" window you can choose to not scout the opponent team. For further information go to the section 4.8 Scout one team.

Press **[Next]** to continue and add the players to the roster. You can either select the players one by one or choose to add them all to the roster. You can also decide to Add a new player; this new player will automatically be added to the team database.

If you have selected a void team, the program will automatically generate a team of players for you. This is useful if you are not interested in the players of the opposite team. You can then select the roles for a more realistic view of the match.

In the middle of the window you will find a circle which will indicate the number of players in the roster: Blue states you have entered the correct number of players, Red that there are too many or not enough players in the roster.

The Role of each player can be changed by clicking in the corresponding box. If previously stated in the team database, the C for captain will appear. Should you want to change the designated captain, or if he wasn't previously defined, click in the column to highlight the corresponding C. Select Next to confirm and continue.

4.2 LINE UP

The following window will be displayed once you have entered the required match information. Click on Line Up to enter the Starting Line Up window:

- **Indoor Volleyball**

Click on the players to enter them on court following the usual rotation (1, 6, 5, 4, 3, 2). Should you want to add a player in a specific zone, click on the zone first and then select the player.

You can select the setter – hitter – middle hitter (S – H – M) or setter – middle hitter – hitter (S – M - H) reception. Players will be entered on court following the normal rotation scheme but the program will assign specific roles to the players according to their position on court. This is useful for example, when entering players of the opposite team when you don't know the roles of each player. The assigned role will replace the role that was previously assigned to the player in the roster.

Click on the player on court to remove from the lineup.

The Libero player, or players, depending on the team, will automatically be placed in the white box.

If the Setter has not been placed in the lineup the program will ask you to either change a player or assign the role of the setter from one of the players in the lineup.

In this window you can reset the lineup, change the rotation or click on the **[Roster]** button to modify the roster.

- **Beach Volleyball**

The lineup window will be slightly different; if you have set two players on court for each team the program will take you directly to the Line Up window as there is no starting line up to set.

4.3 SCOUTING WINDOW

Once you have selected the teams, set up the match and entered the lineup you will be taken to the scouting window.

You can modify the lineup by entering it again by pressing the **[Undo]** button. Press **[INFO]** or **[MODIFY]** if you want to amend the match info or the roster.

Position on court

First of all position the teams correctly on court; use the arrow icon to swap teams on court.

Serving team

Select the serving team. You are now ready to start scouting. You can modify the serve by pressing the **[Undo]** button.

For Beach Volleyball, please read Chapter 7.

Libero

To enter the Libero, click on the libero you want to enter and select the player that is leaving the court. At the start of a rally, when the libero is receiving but does not appear on the Click&Scout court, you can scout it by clicking on the number at the side of the court without swapping players of the player on court. As you can see it is possible to scout a libero reception when he is either on or out of the court.

4.3.1 SERVE

If you decided to scout the serve , a Serve Area will appear behind the team. Click the starting point of the serve in this area and click the landing point of the ball. The program will trace a dotted trajectory of the serve. When you click on the landing point you will notice that:

- The player that carried out the serve will be highlighted in yellow
- The program will suggest the serve effect, highlighted in yellow
- The scouted code will be highlighted in yellow

This will help you to associate the effect to the correct skill and although the program will suggest the effect you can change it as you require.

You can change the suggested effects and ball type by clicking on the relevant button:

If you choose not to scout the serve, each rally will start from the Reception.

4.3.2 RECEPTION

In Indoor Volleyball the players will be positioned on the court according to the reception scheme previously entered in the database. If you didn't change the default scheme the players will be positioned according to the 3 player without the opposite scheme. To change the type of reception click on the **[Options]** button.

Click on the player that receives. If the player receives the serve, the program will automatically assign a "-" effect to the serve (i.e a16SH-) and a positive effect to the reception of the home team (*06RH+).

When you click on the player you will notice that:

- The player that receives will be highlighted in yellow
- The program will suggest the reception effect, highlighted in yellow
- The scouted code will be highlighted in yellow

You can change the suggested effects by clicking on the relevant button:

For Beach Volleyball, please read .

4.3.3 ATTACK

If you have enabled the option which positions the players on the courts according to the role, you will notice that the players will be positions according to their position on the court in the venue. The set skill will not be scouted but you have to click on the player that carries out the attack. Touch the starting point and the landing point or only the landing point if the position of the player is ok.

Select the player who attacks; if the reception is negative (-), the program will assign H automatically to the type of attack (ie a16AH-).When you click on the player you will notice that:

- The player that attack will be highlighted in yellow
- The program will suggest the attack effect, highlighted in yellow
- The scouted code will be highlighted in yellow

The program will suggest the type of attacks according to the landing point (i.e: out->attack = ; block and out-> attack #); if the rally continues you can select the effect of the attack (default +), the number of players that block and the type of attack(Q is the default value unless otherwise specified in the Options menu. Q will always be associated to the Middle Blocker regardless of what is specified in the Option window). Deselect ATK buttons for a High type of attack.

If the action ends due to a block, the program will ask you to identify who carried out the error, if you do not require this type of information simply click the highlighted button to disable it for the current rally.


4.3.4 BLOCK
When you click on the attacker, the BLOCK AREA is enabled; this is an area in the opposite court along the net where you can select the point where the ball is touched by the block.

If the attack is blocked, click in the Block area and select the landing point of the ball. If, for example, it was a winning block, the program will ask you to indicate the player that carried out a positive block, then select the point for the team that carried out the block. If the block touch lands outside of the court, the program will recognize that a point has been made.
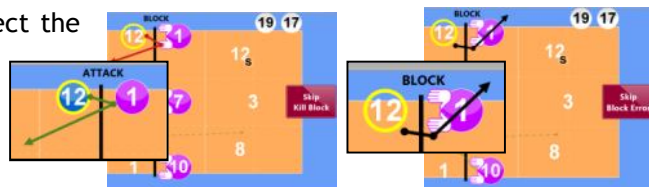
The block or the error block is scouted only if this option is enabled in the Options window.

4.3.5 TIME OUT
To call a Time out click on the **[TO]** button, the program will automatically enter a code to indicate time out and a count will be positioned on the button to keep track of the number of time outs.

4.3.6 SUBSTITUTIONS
To substitute a player, click on the **[SUB]** button at the side of the court, select the player on the court (i.e. 11) and a player on the bench (i.e. 4). The two players will have a yellow circle around them and a small number stating the player they substituted.

You can choose to undo, confirm or check the roster. The code in this case will be (*c11:04)

The role of the player that is leaving the court will always be passed on and assigned to the player that is entering the court.

If you substitute the Setter the player will automatically become the setter on court and a small "S" will be associated to the player.

In the options window you can enable "free substitutions". When enabled it allows you to carry out substitutions with different players. In this case there will be no number indicating the player that was substituted.

If you substitute the setter with a non-setter, the program will ask you to specify the setter. In this case the "s" for setter will be in black next to the number of the player. If you choose to skip the setter selection, the "s" will appear in red indicating the position of the setter when he left the court so the rotation can continue as normal.

4.3.7   EXTRA BUTTONS
Four buttons are placed on the top part of the scouting window and they can be used during the match.

4.3.7.1   OPTIONS

In the scouting window you will find an **[Option]** button . This button will allow you to make changes to the options that will help you through the scouting process.

For example you might want to trace all directions of all or of a single rally, in the options window you can enable this option by selecting "**Show all directions of the current rally**".

You can change the scouting codification to Data Volley style code if this is easier for you if for example you use one of Data Project's other programs.

You may want to scout error blocks of a player, in which case you will need to select the option in this window.

This Options window is the same as the one that appears in the main menu when you click on the **[Options]** button. You can access these options before or during the match as often as you want. For more information regarding this option window go back to the Options section.

4.3.7.2   MANUAL CHANGES
Click on the **[Modify]** button to make manual amendments during the match.
In this window you can change the rotation, the number of time outs and the substitutions, the score, assign the serve, modify the Line up.
This window also allows you to change the roster. From the roster window you can add a new player that will automatically be added to the database of the team you are modifying.

4.3.7.3   MATCH INFO
In this window you can modify information regarding the match such as: type of championship, day, venue, referees and other useful information. This section is useful when you want to add or amend information during the match.

4.3.7.4   END MATCH
Saves the match and returns to the Match Database.
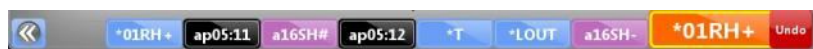

4.3.8   CODE

Action after action, rally after rally, you will see a code sequence appear below the court in Click&Scout. These codes represent every action you carry out whilst scouting a match. The different colours indicate:

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- ➢ Black: lineup, points and end set
- ➢ Blue: home team
- ➢ Purple: away team
- ➢ Orange: code that is being scouted

Click on the arrow on the left to open the full code list.

4.3.9 MODIFY CODES

The codes generated in Click&Scout can be changed if necessary. On the bottom of the court you will see the recent codes, click on the one you want to modify.

Click on a code to view the rally in the main screen.

From this screen you can modify:

- - The trajectory of the hit
- - The player
- - The effect
- - The extension of the code

Players for specific codes, such as for serve rally, cannot be modified.

When you make an amendment the code in the bottom right hand corner will change, you can either undo and return to the original code or press ok to confirm the changes.

4.4 INTERACTIVE ANALYSIS
During the match it's possible to view the attack directions for both teams and the trajectories of the serving player. The colours of the trajectories define the effects: black represents the obtained point, red indicates an error, green is for all other effects.

4.4.1 ATTACK ANALYSIS
The column on the right hand side of the screen displays the attacks directions for each rotation

At the top of the column you can choose the team you want to view.

Click on one of the six rotations to enlarge the screen and to see the rally in detail.

From this window you can choose to view Attacks on Reception, Attack after positive reception or Attack in Transition.

The attack after rotation displays all attacks for all sets. The last attack is outlined by a thicker arrow.
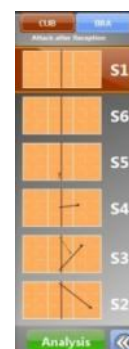
For example, Brazil is about to serve, the court will display the attacks after reception for Cuba. These trajectories will disappear once I click in the Serve area. I can choose to open the Attack after reception window on the right of the screen by clicking on the arrows, or I can choose to hide the window and enlarge the main court. When open or closed, this window will indicate, in brown, the court with the setter at the time of the hit for a quick and easy reference.

4.4.2 SERVE ANALYSIS

When a player serves, his number on court becomes a clickable button to allow you to view the directions and the effects of his previous serves. This button will not appear if the player is serving for the first time.

This feature allows you to not only understand the type of hit but also the effect of the reception of the opposite team in that specific rotation.

For example: if a player has performed several winning serves towards zone 5, it may be because the receiving players of the opposite team find some difficulties in that specific rotation.
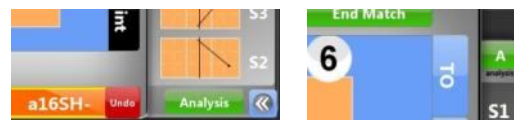

4.4.3 ANALYSIS BUTTON

The analysis menu allows you to elaborate, create and print the statistic windows of the active match.

You can perform an analysis by clicking the Analysis button on the right of the screen.
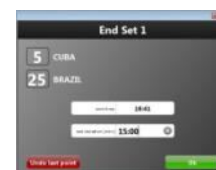
For further information go to the Chapter 5.

4.5 END SET

This window will appear at the end of each set with a recap of the points for each team, the end time and the set duration. Press Undo last point to return to the match deleting the final point.

4.6 END MATCH

Indoor and Beach Volleyball:

At the end of a match the following message and **[Continue scouting]** button will appear. This will allow you to continue scouting at the end of the match.
This button is especially used during friendly matches or in certain competitions that always play five sets regardless of the score of the previous sets.

At the end of the fifth set the same message will appear but the button will not be available.

4.7 CLICK&SCOUT CODES

Click&Scout transforms all the actions performed during a match into highly specific codes that describe, in detail, each player hit, in order to carry out detailed analysis for every technical and tactical aspect of the game.

Click&Scout codes are made up of numbers, letters and symbols. This syntax is based on Data Volley 2007 scout codification

4.7.1   SCOUT CODE SPECIFICATIONS

The codes represent the basic information regarding each hit and can be made up of maximum 5 entries (6 characters):

- **TEAM (1 character)**

The first character indicates the team of the player that performs the hit. If the player who touches the ball belongs to the home team, the first character will be indicated by " ***** ", if he belongs to the away team it will be indicated by "a".

- **PLAYER NUMBER (2 characters)**

The Number on the shirt of the player who performed the hit will always be the first real digit of a scout code.

- **BASIC SKILL (1 character)**

This character indicates the performed skill. This table matches the character with the skill:

BASIC SKILL	
S	Serve
R	Reception
A	Attack
B	Block

- **TYPE OF HIT (1 character)**

This character defines and details the effects of the skills outlined in the previous table:

INDOOR VOLLEYBALL

Type of Hit	Meaning
H	High
M	Medium
Q	Quick
T	Tense
U	sUper

BEACH VOLLEYBALL

Type oh hit	Meaning
H	No Attack
Q	Shot
T	Poke
U	Powerhit

The below charts outline the type of hit.

SERVE

Type of Hit	Meaning
High	Floating Serve
Medium	Jump float serve
Quick	Jump Serve

RECEPTION

Type of Hit	Meaning
High	On Floating Serve
Medium	On Jump float serve
Quick	On Jump Serve

ATTACK: INDOOR VOLLEYBALL

Type of Hit	Meaning
High	High Ball
Quick	Quick Ball
Tense	Head Ball
sUper	Super Ball

ATTACK: BEACH VOLLEYBALL

Type of Hit	Meaning
No Attack	No attack
Shot	cut shots, line shots and drive shots
Poke	Using the knuckles, the fist or stretched fingers playing the ball
Powerhit	Hard smash

BLOCK: INDOOR VOLLEY

Type of Hit	Meaning
High	On high ball block
Quick	On quick attack
Tense	On tense attack
sUper	On super ball block

BLOCK: BEACH VOLLEY

Type of Hit	Meaning
No Attack	
Shot	On cut shots, line shots and drive shots
Poke	When using the knuckles, the fist or stretched fingers playing the ball
Powerhit	On a hard smash

For block and reception the type of hit is equal to the skill performed immediately before. For example, for the reception, a high reception does not mean it is a high ball, but is a reception performed on a serve that is classified as high. The same concept applies to the block against the attack.

- **EVALUATION (1 character)**

This character defines how the hit affects the game. The table below will show you the evaluation standard for each skill used by the program.

SERVE	
=	Error (net ball, out, foot foul)
/	Positive (the reception of the opponent is poor: the ball goes directly into the other court or it doesn't allow an attack)
-	Negative (the opponent receives the # ball and can attack in any way)
!	The user can use this symbol to identify different game situations that are not listed here.
+	Positive (the opponent receives and has one chance of attack)
#	ACE –Direct Point (the opponent can't receive or loses the ball)

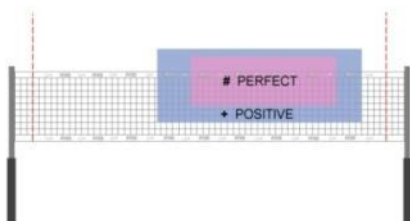| RECEPTION	
=	Error (direct point for the opponent)
/	Poor (the ball goes in the opposite court and doesn't allow an attack)
-	Negative (you can only perform one mandatory attack)
!	The user can use this symbol to identify different game situations that are not listed here.
+	Positive (ball received within 3 meter line, more than one attack can be performed but not all the combinations)
#	Perfect pass, either position and parabola (all attack combinations can be set)

ATTACK	
=	Error (out, net ball, invasion)
/	Blocked attack (point goes to the opponent)
-	Poor (easily dug by the opponent who can try and play the ball again)
!	Blocked but recovered by the team that performed the attack
+	Positive (opponent defends with difficulty and the home team can try and play the ball again)
#	Winning (direct point)

| BLOCK	
=	Error (hands out, net ball, ball in own side or opposite side)
/	Invasion (point goes to the other team)
-	Poor (the opponent can play the ball again)
!	Blocked but recovered by the team that performed the attack
+	Positive (the ball is touched and can be played again by the home team)
#	Winning (direct point)

The standard reception evaluation generally entails the analysis of various parameters:
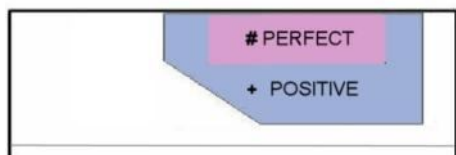
The ball's landing point in relation to the net.

The ball's landing point in its vertical component.
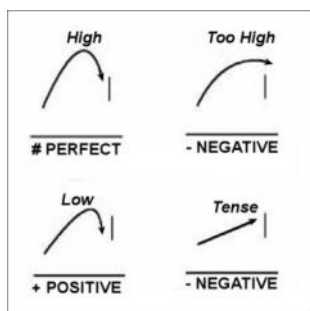
The trajectory.

The precise but low ball, as you can see in the picture, reduces the effect of the reception by one point (if it was # it will become +, and so on).

4.7.2   COMPOUND CODIFICATION

Click&Scout has designed compound codification based on the correlation that exists between two volleyball skills, for example the serve and the reception, attack or block.

In the statistical scouting this correlation is even stronger as the value given to the hit depends on how the hit affects the rest of the game therefore on the value given to the next hit.

This table outlines the correlation between serve and reception and between attack and block:

SERVE	RECEPTION
=	
/	/
-	#
	+
!	!
+	-
#	=

ATTACK	BLOCK
=	
/	#
-	+
!	!
+	-
#	=

4.8 SCOUT ONE TEAM

An easier way to carry out a scout is to not scout the opponent team. This will reduce the concentration levels of the scout man whose job will be to scout the rallies of his own without having to concentrate on the other team

In the "New match" window, select "Don't scout" from the list of teams. Simply enter the name of the team you are not scouting; you won't need to enter the list of players and the line up.

Once you have set the required parameters, you can scout the match.

The automatic evaluation of the effect, such as assigning a winding attack (#) following a point for the attacking team, will be disabled. Rally effects must be added manually.

SERVE

You will have to scout the serve and the "scout serve direction" option will be ignored, if it was previously disabled.

For example: the team you are scouting serves, we will indicate the direction of the serve but we will ignore the reception of the player of the opposite team.

Another example could be when the opposite team(not scouted) serves; in this case you can either click on the player that receives or click on the **[Point]** button if the opponent player carries out an ACE or if the balls lands out or in the net.

Please Note: You must enter the Libero in, before the rally starts, if you want to scout his reception.

ATTACK

You will be prompted with the attack scheme of the team you are scouting in order to continue the rally.
If for example the attack sends the ball outside the court, the program will automatically assign a point to the team. If the attack lands on the court of the opposite team you will have to assign # to determine the point.

BLOCK

You can use the BLOCK button, positioned in the court of the team you are scouting, to scout a block. Players on the front line will be positioned under the net and you will have to select the player that is performing the block. You can then select the relevant effect or continue the rally.
\#   winning block, the point goes to the team that performed the block and the player serves
= /   negative block, point is assigned to the opposite team
+ - !   the rally continues.
When pressed, the **[Block]** button will change automatically to SKIP BLOCK; press this button if you want to ignore the player that carried out the block. In this case $$ will be assigned to the code instead of the player.
The **[Block]** button is only present when you are scouting one team.

5. ANALYSIS

The analysis menu allows you to elaborate, create and print the statistic windows of the active match or of several matches in a quick and simple way.

5.1 MATCH REPORT

This function allows you to view and print the match report.

A match report is a summary of the analysis that provides the fundamental match statistics for both teams divided by player. It will be disabled when you analyze more than one match.

You can:

➢ print preview
➢ print directly on the defined printer
➢ save the match report as a PDF file

5.2 ATTACK ANALYSIS

Here are a some attack analysis examples. Use the different filters to modify the analysis according to your requirements.

5.2.1   STATISTICS

This window displays the attack statistics of a team, during reception and side out phase.
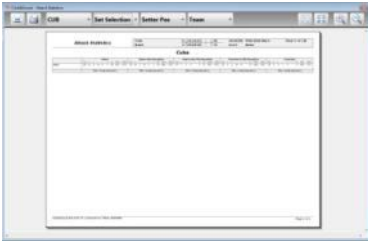
5.2.2   TEAM DIRECTIONS

This window displays the attack directions for the team, during reception and side out phase.
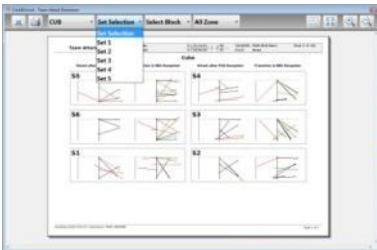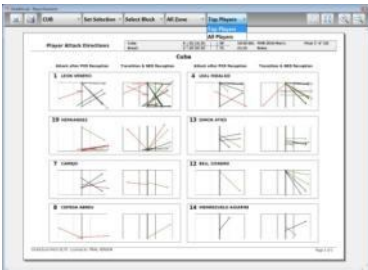

5.2.3   PLAYER DIRECTIONS

This window displays the attack directions for each player, during reception and side out phase.

5.2.4   PLAYER DIRECTIONS BY TYPE

This window displays the attack directions for each player according to the type of ball (high, quick, tense, super) during reception and side out phase.
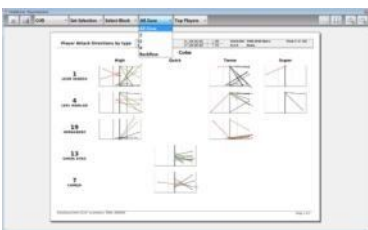
5.3 OTHER ANALYSES

Other analyses are available according to your requirements.

5.3.1 GENERAL STATISTICS

In this window you will find serve, reception, attack and block statistics.
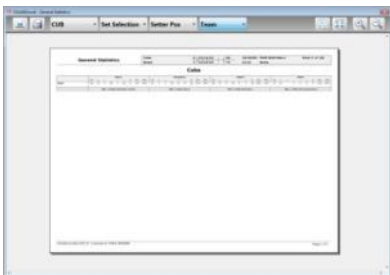
5.3.2 PLAYER SERVE DIRECTIONS

In this window you will find serve directions for each player, divided by type of serve (float, jump, jump float).

5.3.3 TEAM RECEPTIONS

In this window you will find team receptions detailed by rotation and by player.

- **Team Rotation**: In the rotation court you will find the positivity %, the errors and the total receptions for each zone.

- **Player reception**: Points of the court where the receptions are carried out will be indicated:

#	perfect receptions
=	error
O	a +, -, /, ! reception
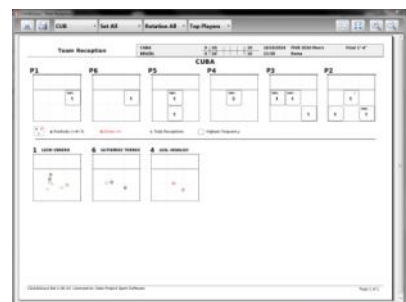
The court is divided into 9 zones, 3 vertical strips (zone 1-9-2, 6-8-3 and 5-7-4). Below each strip we will have the percentage of the positive receptions and of the errors.

Please note: scouts without serve directions, generated with versions prior to 1.00.10, will not be processed by this analysis.

5.3.4 TEAM DISTRIBUTION

Attacks on positive receptions divided by rotation and attack zone are displayed in this analysis. Attacks will be analyzed by match and by individual set.

The court is divided into zones and the analysis will display the total attacks, the efficiency percentage of the attacks and the percentage of the won attacks according to the type of block (one player, two players, no block or no information regarding the block).
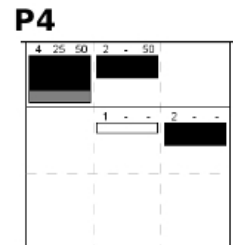
Blocks are indicated according to this legend:
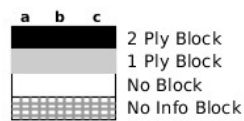
6. MANAGE MATCH ONLINE

To enable the online match management, click **[Options]** button, go to the **[General Options]** tab, check on "Manage Match Online" and click to **[Save]** button (users of Click&Scout Media ignore this step).
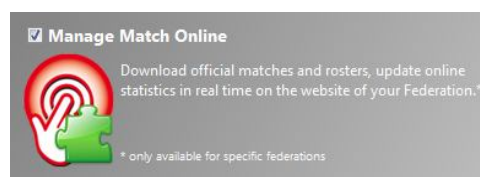
Allows you to download matches and official rosters and update statistics online in real time on the website of your Federation. These services are provided by Data Project for the national championships in different countries in the world.

N.B. Only if you have an username and password provided by the federations or leagues subscribed you can have access to all the services. Ask your Federation for your username and password.

6.1 NEW MATCH
Enabling the online match management and clicking on **[New Game]** another menu will open, with these 4 buttons.
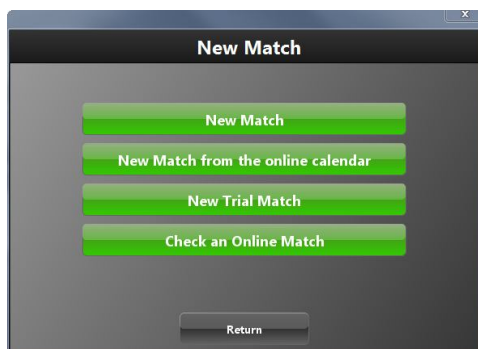
6.1.1 NEW MATCH (This button does not exist in the MEDIA version)
Click this button to use Click&Scout, without the Media functions.

6.1.2 NEW MATCH FROM THE ONLINE CALENDAR
1. Choose your Federation or League, enter your username and password click on **[Next]** button.
2. Choose Competition among those available and click on **[Next]** button.
3. Choose the match you want among those present and click on **[Load Match]** button.
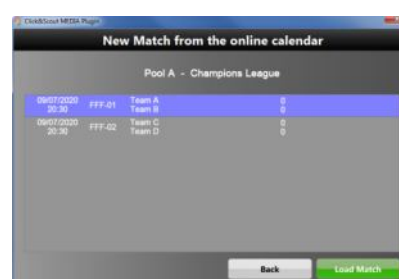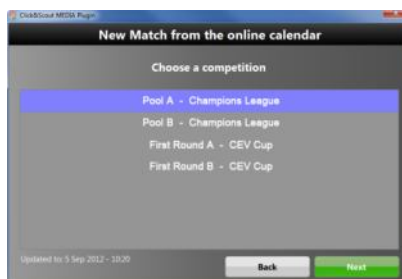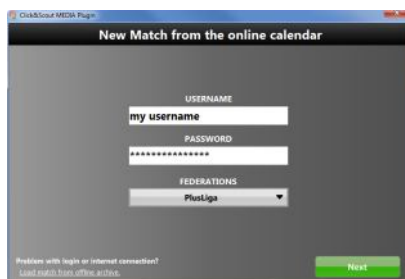
Once loaded the match, insert the players on the online roster for each team (you can still add players manually). When placing the Line Up you can load information directly from e-scoresheet, the software to compile the official scoresheet.

Before start the match, the software will asked to you to enable Live Match, needed to update the result online on the website of your Federation or League.

6.1.2.1 MENU LIVE MATCH

Click on the **[Live Match]** button and open the menu with the possible actions that you can do:

1. Enable or disable the Live Match
2. Update the data on the website of your Federation or League
3. Open the website to display the match

At the end of the match click on **[Send Online Match Report]** to send the official result of the match. You can also send the report at the end of each set (required for some Federations).

6.1.3 NEW TRIAL MATCH

To test the functionality of the Media version you can do a Trial Match. The steps to follow are the same as in the previous section. The only differences are that you will not need to enter a username and password (automatically inserted by the program) and there will be only one competition and one match. A further limitation is that you will be able to write a maximum of 200 codes and trial match ends when a Team reach 20 points.
If you delete data access:
username: scorertest
password: scorertest

6.1.4 CHECK AN ONLINE MATCH

For avoiding problems with the official matches you need to control your match one or two days before. In particular, we must ensure that the permissions and rosters are correct and that the internet connection is working properly.
After selecting the competition and the Match to go and found that the info and rosters are correct, click **[Run test]**. The verification shall be recorded in the database of the Federation.

For problems relative to the check or for incorrect match data (Info and Rosters) please contact the statistics department.

6.2 MEDIA VERSION LIMITATIONS

- New Match: Requires login and internet connection to download and scout the match
- It is not possible to analyze matches
- You can only print a Match Report
- If you scout a match before its official start, you can scout a maximum of 200 codes and you can't input more codes when a team reaches 20 points.

7. BEACH VOLLEYBALL

With Click&Scout is also possible to stat matches of Beach Volleyball, Sand Volleyball, Green Volleyball and all those tournaments involving teams of 2, 3 or 4 players.

The following part relate to stats for teams of 2 players.

7.1 NEW TEAM

There are two main differences with the creation of a team of the Indoor Tournament.

1. The ROLE players, essential for proper display on the pitch during the scout. In fact, for teams with two players, the MiddleBlocker will be placed near the net, while the Outside hitter will be on defense. This is because it is usual that the players have predefined roles even in Beach Volleyball, with a player who is mainly to block and the other is placed in defense. To get players in front alternatively, enable the option "Move the serve player on defense" in Extended Options.

2. The photo of the player, which allows to display on the pitch the player's face, to be better recognizable. The numbers on the swimwear, in fact, are less visible than those of players Indoor.
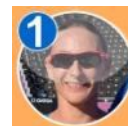
After entering in the Rules section of the Options menu the properly competition rules (see Section 3.2.2 REGULATION TAB) you can start to stat the match.

7.2 SCOUTING

For New Match, Line Up, Time Out and Other Buttons, please read Chapter 4.

Use this button to change the field teams.

7.2.1 SERVING TEAM

Once you have selected the serving team, you can change the serving player by pressing the **[Change Serve Player]** button but only for the first serve of each team. The other player is in the court according to his role.

7.2.2 SERVE

Please read section 4.3.1 for scouting . After serve, players move on the court one in front and one in back, according to their role. If you prefer to see the players side by side, just assign to them the same role. If you have not assigned a role during the process of creation of the team, you can do it at any time by clicking on the **[Roster]** in the **[Manual Changes]**.

7.2.3 RECEPTION

Please read section 4.3.2 for scouting. Players in reception are positioned in the field alongside one another. You can change the position of the players in the field using the button **[Switch Players]**, but only before the Serve starts.
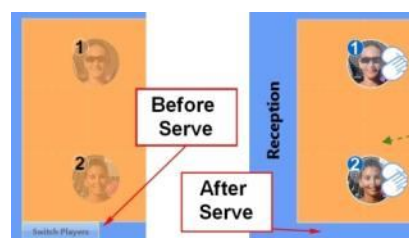
7.2.4 ATTACK

The player who received will be the one who will attack, if there are 3 touches. For this reason He remains highlighted in yellow, and you just select the starting point and the end point of the ball. To evaluate the effect of the attack, refer to section 4.3.3. the only difference in the evaluation Indoor is the type of attack: codes S, Q and T are assigned the terminology Powerhit, Shot and Poke, typical of Beach Volleyball.

After the first attack, players are placed in the field described in section 7.2.2. In the event of an attack on the second touch, it is always possible to select the player making the attack.

7.2.5 BLOCK

Please read section 4.3.4. For winning and error block it's always possible to select the player in back.

7.3 INTERACTIVE ANALYSIS

During the match it's possible to view the attack directions for both teams and the trajectories of the serving player. The colours of the trajectories define the effects: black represents the obtained point, red indicates an error, green is for all other effects.

7.3.1 ATTACK ANALYSIS

The column on the right hand side of the screen displays the attacks directions for each rotation. At the top of the column you can choose the team you want to view. Click on one of the six rotations to enlarge the screen and to see the rally in detail. From this window you can choose to view Attacks on Reception or Attack in Transition. The last attack is outlined by a thicker arrow.

For Serve Analysis, Analysis Button, End Set, End Match, Codes and Scout one team, please refers to Chapter 4.

7.4 ANALISI

Please read section 5.2 for Attack Analysis and section 5.3 for Other Analyses.

7.5 MATCH REPORT

This function allows you to view and print the match report.

A match report is a summary of the analysis that provides the fundamental match statistics for both teams divided by player. It will be disabled when you analyze more than one match.

You can:

➢ print preview
➢ print directly on the defined printer
➢ save the match report as a PDF file

Match Report

Match		Spectators 0
Date	08/04/2012	Hall
Time	13:40	
City		

Referees ,

Set	Time	Partial Score		Points
1		7 - 4	14 - 13	14-14
				14-14

ITA-BEACH CIC-MEN

	Points		Serve			Reception			Attack					Bk	Serve	Attacks
	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts		

1 MENEGATTI — Outside Hitter

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts
Total	5	.	10	1	1	6	.	100%	6	1	.	4	67%	.
Set 1	5	.	10	1	1	6	.	100%	6	1	.	4	67%	.
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.

2 CICOLARI — Middle Blocker

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts
Total	7	2	5	2	.	7	.	100%	11	2	.	5	45%	2
Set 1	7	2	5	2	.	7	.	100%	11	2	.	5	45%	2
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.

ITA-BEACH CIC-MEN

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts	Points	Op.
	14	3	15	3	1	13	.	100%	17	3	.	9	53%	3		
Set 1	14	3	15	3	1	13	.	100%	17	3	.	9	53%	3		1
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.		.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.		.

AVV-BEACH

	Points		Serve			Reception			Attack					Bk	Serve	Attacks
	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts		

1 GIOC. 1 — Outside Hitter

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts
Total	3	.	5	.	.	5	.	100%	6	.	1	3	50%	.
Set 1	3	.	5	.	.	5	.	100%	6	.	1	3	50%	.
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.

2 GIOC 2 — Middle Blocker

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts
Total	4	.	9	1	.	7	1	86%	6	.	2	4	67%	.
Set 1	4	.	9	1	.	7	1	86%	6	.	2	4	67%	.
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.

AVV-BEACH

	Tot	BP	Tot	Err	Pts	Tot	Err	Pos%	Tot	Err	Blo	Pts	Pts%	Pts	Points	Op.
	14	.	14	1	.	12	1	92%	12	.	3	7	58%	.		
Set 1	14	.	14	1	.	12	1	92%	12	.	3	7	58%	.		7
Set 2	.	.	.	.	.	.	.	.	.	.	.	.	.	.		.
Set 3	.	.	.	.	.	.	.	.	.	.	.	.	.	.		.

8. WARRANTY

8.1 WARRANTY RESTRICTIONS

This is how the LICENCE works:

Click&Scout's Free Trial version expires 30 days after the first installation and has the following restrictions:

- You can only scout one match
- You can't add any more codes once a team has reached 20 points. After that, the last code will always out rule the previous one.
- You can't scout more than 200 codes.

At the end of the 30 day trial, the software will top working and you will be able to either purchase a license or activate a previously purchased one.
The purchased license is valid for 12(twelve) months from the activation date (for example: you can activate it on 1st September 2011 and it will expire on 1st September 2012). At the end of these 12 months, the software will stop working until you activate a new license.

The software license can be activated on 1(one) device for one year. The license cannot be transferred and activated onto another device, unless you purchase a new license.
During the duration of your license you will be able to download, free of charge, all software updates. Updates can't be downloaded if the license has expired.

You can purchase a license renewal at any time, but it can only be activated during the last 30 days of the current license. If you update the license during the last 30 days, the software will automatically extend the expiry date to a year taking into account the days left of the current license (for example: if you update the license, but there are still 25 days remaining, when you launch the software you will have 1 year and 25days left).

Data Project S.r.l. will not refund the license cost in the following circumstances:

- Failure or change the device
- Theft of the device on which the license is installed
- Low level hard disk formatting
- Hard disk or main board substitution
- Hard disk partitioning (using tools such as Partition Magic)
- update to Mountain Lion (Mac users)

8.2 CONSUMER PROTECTION

In the event of problems related to the software, the responsibility and the sole solutions will be at the discretion of Data Project S.r.l.:

The repair or replacement of the software;

The warranty becomes void when the software problems are caused by accidents, incorrect use or misapplication of the product.

8.3 PROCEDURES TO FOLLOW

During the warranty validity, please contact our technical support department on 0039 089 6307845 or send us an email info@dataproject.com, tech@dataproject.com in the event of performance problems of the program.

Our customer service lines are open, from 9,30 to 1:00 pm and from 3:00 pm to 6pm CET, Monday to Friday, except public holidays.

The technical support service is limited to the use of the software procedures and whenever possible a direct problem solving consultation.

Should our customer service department not be able to solve the problems, please send a written request directly to Data Project S.r.l., detailing the error the steps that led to it, and when possible, a copy of the file archive that caused the problem; Data Project S.r.l. will endeavour to examine the problem and update the company website www.dataproject.com with the modified software procedures.

8.4 ADDITIONAL WARRANTY SERVICE

The client, during the warranty validity, can download all relative updates for the purchased software version from the Data Project S.r.l. website www.dataproject.com