



Scorekeeper Instructions

Game events and player information are recorded in the Pointstreak Electronic Gamesheet terminal or laptop/PC software by either pressing one of the outside buttons or touching/clicking the appropriate field on the screen.

Combo Lock: _____
 Username: _____
 Password: _____

TOUCH-SCREEN USERS: DO NOT TOUCH THE SCREEN WITH THE INK TIP OF A PEN. This will cause damage to touch-screen terminals. Instead, use a stylus, your finger, or a retractable pen with the ink-tip retracted.

Record a team Goal → Home Goal

Record a team Penalty → Home Penalty

Record a team Shot → Home Shot

Edit a team Roster → Home Roster

End Game and send to website → End Game

Click to Edit Shots → Shots field

Double-click to Edit Goal → Away Goal

Double-click to Edit Penalty → Away Penalty

Edit Game Information or enter Game Notes → Menu

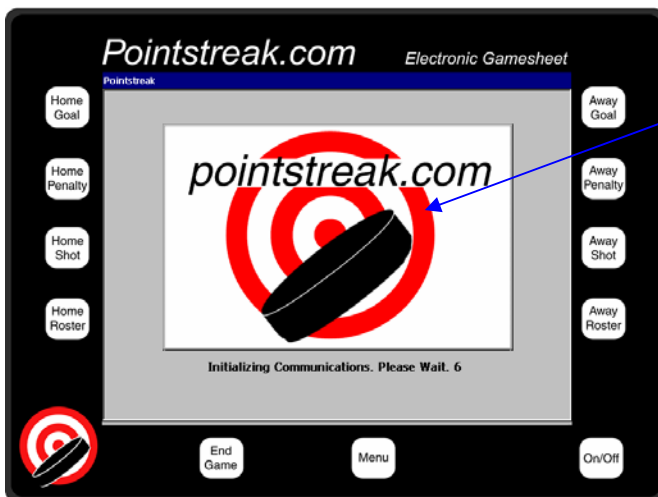
Turn terminal On/Off → On/Off

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

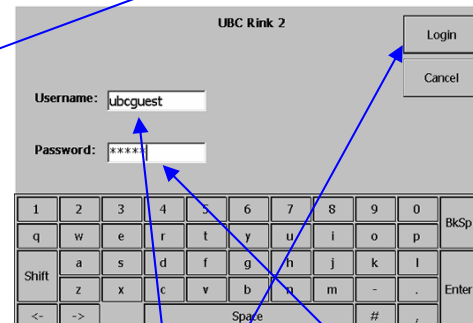
P#	Per	Time	Penalty	Jersey	Min	P#	Per	Time	Penalty	Jersey	Min
						1	2	03:54	Hooking	9	2

Step 1: Login to Pointstreak

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



Click the **Pointstreak** logo to login.



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

Click **Login**.

Pointstreak Electronic Gamesheet



Step 2: Set-up Game Information

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

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

Step 3: Select Home / Away team players

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

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

Click field to edit. Enter data using the keyboard or keypad. Click **OK**.

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

Step 4: Recording game events

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

Step 5: Finalize and post game to website

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