

# TAS FOR VOLLEYBALL REFERENCE CARD

## GAMETIME INPUT CODES AND KEYS

### INITIAL INPUT CODES

V - Serve	A - Attack	O - Over
D - Dig	K - Kill	I - Subs
S - Set	B - Block	J - Adjust
G - Game control	C - Comment	R - Recalc

### GAME CONTROL INPUT CODES (PRESS "G")

G - Game No.	U - Uniform change	# - Adjust score
S - Starters	R - Rally	J - Adjust stats
B - Sub	T - Timeout	M - Media timeout

### TO ENTER ASSISTS AFTER A KILL:

1. Select Options
2. Enter "Y" in the Assist after K field.

## PLAY EDITOR

Play keywords for each portion of a rally must be kept on same play list "line":

- D:1 A:3
- D:1 K:3 (Enter assist at prompt)
- D:1 A:3,E
- D:1 A:3 BE:10 (Enter assist at prompt)
- D:1 A:3 B:10,11
- D:1 OVER:
- SERVE:1,A RE:TM

### TOKEN "Keyword"

TOKEN "Keyword"	Definition
TEAM:x	x = team abbreviation character
SERVE:#	serve by player
SERVE:#,A RE:#	service ace/reception error by #'s
SERVE:#,E	service error by player #
D:#	dig by player #
S:#	set by player #
A:#	attack by player #
A:#,E	attack error by player #
K:#	kill by player #
B:#	block solo by player #
B:#,#	block assist by player #'s
BE:#	block error by player #
CONT:	continue
OVER:	pass OVER the net (no attack)
S:#,E	bad set by player #
S:#,H	ball handling error by player #

## PLAY RESULT CODES

### SERVE result codes:

X — Ace (prompt for receive error)  
E — Service error  
D — Dig (serve reception by defense)

### SET, DIG result codes:

S — Set attempt by teammate  
A — Attack by teammate  
E — Assist error (bad set)  
H — Ball handling error (BHE)  
O — Passed to opponent's court (Overpass or *non-attack*)  
E — (Dig) error - after serve or attack

### ATTACK result codes:

K — Kill (prompt for assist)  
E — Attack error  
B — Block (prompt for block result)  
C — Continue (back in attacker's court)  
D — Dig (by opposing team)

### BLOCK result codes:

S — Block solo (attack error charged)  
A — Block assist (enter 1-3 uniform numbers)  
E — Block error (kill awarded)  
Z — Zero block (same as "Continue")

### Press "D" for DIG on:

- Serve reception
- Defensive dig off an attack
- Note: "Dig" has no effect after an overpass or after a "continue" command

## EDIT COMMANDS

→	Last 15 plays
←	Current game
↓	Select game
↑	Situations
Alt+E	Edit last play
Alt+D	Delete last play
F10	Clear input lines
“.”	Clear last line
“”	Current tokens

## QUICK KEYS

Alt+V	Edit vis roster
Alt+H	Edit home roster
Alt+R	Reports menu
Alt+S	Save game file
Alt+1	NCAA box score
Alt+2	Detailed box score
Alt+3	Short box score
Alt+P	Play-by-Play
Alt+O	In-game options
Alt+G	Game info



## LEGACY PRE-GAME AND POST-GAME CHECKLIST

### INITIAL FIRST-TIME SETUP:

- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer and create a games directory

### PRE-GAME SETUP:

- Create the team rosters using Utilities | Roster maintenance
- Start the In-game scoring program from the TASVB menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game information

### AT THE START OF THE GAME:

- Select Main | Scoresheet | Input to display the Play Input window
- Press “V” to begin the first serve
- Press the appropriate keys to continue scoring the game

### WHILE SCORING THE GAME:

- Use the left (←) or right (→) arrow keys to access the Play Editor
- Press Alt+R or Alt+# to view or print reports

### AT THE END OF EACH GAME:

- Print box score and play-by-play game reports as desired

### AT THE START OF EACH NEW GAME:

- Select Game control | Game No. to start the new game
- Access the Play Input window
- Press “V” to begin the serve

### AT THE END OF THE GAME:

- Select Game wrapup, enter team records, game times
- Print final game reports and save game to disk

### POST-GAME EXPORT:

To create an .XML game file in Legacy: Game Reports | Reports | XML Output.  
To create an .VPK file in Legacy: Utilities | Import/Export | Pack game files  
To send game files to the cloud in Next Gen: Client | Game | Upload Final Stats  
To create a .VPK or .XML in Next Gen: Client | Game | Export XML or Export Pack

**\*XML ACTIVATION FOR LIVE STATS:** To activate the XML for Legacy Stat Crew Software live stats, make sure you have version X.17 (Game Reports | Help | About).  
Go to: Game Reports | Live | Live Setup. Check boxes to enable XML Stats Feed, **Auto-send FTP** and Auto Copy Files. Set the **XML** option, click the **Activate** button and **OK**.

## GAME SETUP IN NEXT GENERATION

1. Login to cloud account.
2. Select sport and season. Click roster tab and import your roster from Legacy .FRO file or manually enter your roster before the season begins.
3. Select Schedule | Add New Game.
4. Select your team and opponent. Enter game information and save game.
5. Open scoring application. Select sport and load schedule. Games in the cloud are listed on “Cloud Games” tab. Select the desired game.
6. Prior to the game, confirm opponent’s roster is setup in the cloud. If not, either input opponent’s roster or import .FRO roster file in to the local scoring application.  
**NOTE:** You can not add an opponent’s roster to the cloud.
7. Confirm rosters and select starters, then press **OK**. The scoring application will display and you may begin scoring the contest.

**NOTE:** Users can setup a game in the local client without scheduling first in the cloud. In this case, the game appears under the “Local Games” tab and will not be included in your season reports (i.e.: Exhibition, scrimmage or test games). For official games, you must setup in the cloud before scoring.

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## LEGACY CLOUD CONNECTOR (LCC)

1. Login to cloud account.
2. Create your season schedule via the cloud.
3. In Windows Game Reports | Live | Live setup, enable the Auto-copy files. Enter a Target directory folder name (i.e.: c:\temp).
4. Run the LCC. Select your sport and game. Select the same XML directory as the Target directory in Game Reports | Live | Live setup.
5. Activate the live stats in Game Reports and click **Start** on the LCC. You should see the application update with a new time and date stamp.
6. LCC does not make any changes to the game or XML file(s). It reads the XML file each time it is updated and sends it to the cloud.

**NOTE:** Legacy Cloud Connector is used with Legacy Stat Crew Software to disseminate XML live game statistics to the cloud. It is not required with Next Generation.