



USER GUIDE

Offense

Step One:

- Click “Offense” on the lower left hand side of the opening screen



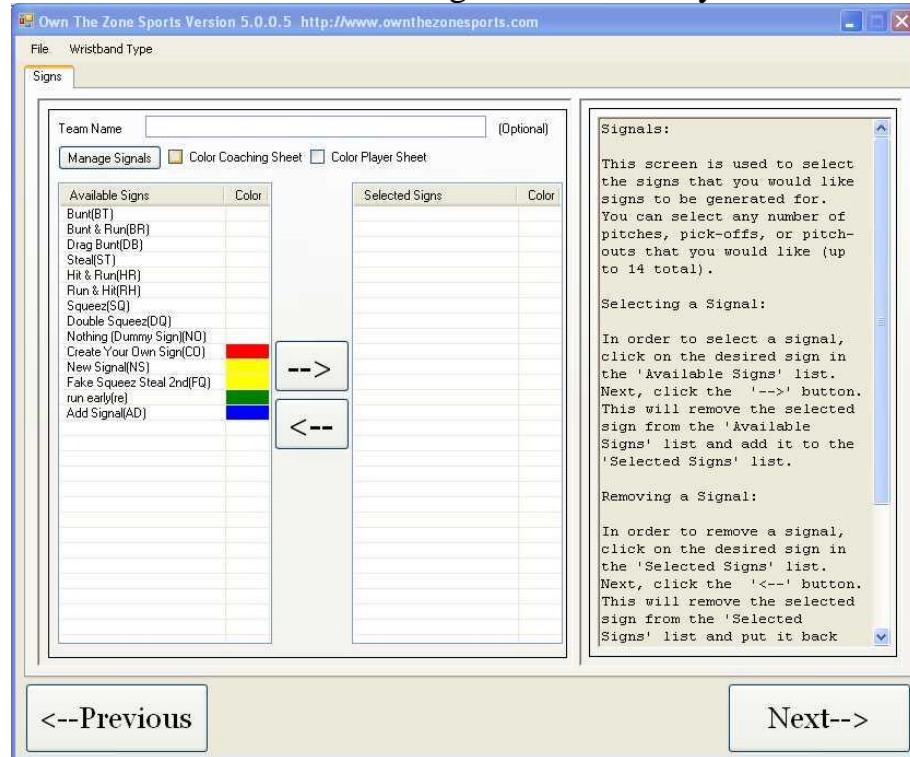
Step Two: (Optional) – If you would like to create your own signs

- Click the “Manage Signals” button on the upper left hand side of the screen. Next, click “Add Signal”, this will allow you to name your signal, select the signal code and color it if you choose. Once you have created your new signal, click “Save”. Your signal will now be available to select and drop into the “Selected Signals” column.



Step Three:

- Select the plays you wish to use and click the → arrow to drop them into the “selected signs” column. Once you have selected all of the plays that you would like to use, click the “Next” button on the lower right hand side of your screen.



Step Four:

- Determine how many signs you would like the software to generate for each individual play. You will do this by entering a percentage (%) for each play with the ones that you will use more frequently having higher percentages than the ones you will use less frequently. By doing this, you will not “waste” numbers on signs that you will not be using very many of (i.e. a steal signs vs. a squeeze sign)

Signal	Code	% of Time	(# of Signs)
Run & Hit	RH	5%	(10 Signs)
Bunt	BT	10%	(21 Signs)
Bunt & Run	BR	5%	(10 Signs)
Drag Bunt	DB	10%	(21 Signs)
Steal	ST	10%	(21 Signs)
Hit & Run	HR	10%	(21 Signs)
Squeeze	SQ	5%	(10 Signs)
Double Squeeze	DQ	5%	(10 Signs)
Nothing (Dummy Sign)	ND	40%	(86 Signs)

Sign Percentage:
This screen is used to help the software determine how many different 3-digit combinations should be generated for each selected signal. The number of 3-digit combinations generated will change depending on the percentage you enter for each sign. The sum of the percentages for all of the signals must total 100%. The number in parentheses to the right of the percentage is the approximation of how many 3-digit combinations will be generated for that sign.

Example:
Bunt - 40% (Approximately 86 Signs)
Hit And Run - 20% (Approximately 43 Signs)
Steal - 25% (Approximately 54 Signs)
Wipe - 5% (Approximately 10 Signs)

Step Five:

- Click “Generate”. A window will pop up asking you how many “player cards” and how many “coach’s sheets” you wish to create, enter in an amount for each, then click “OK”.

of Player Cards To Generate: 10
of Coaches Sheets To Generate: 2
OK

NOTE: Once you click “OK”, **DO NOT** hit any keys on your keyboard or click your mouse as the file is generated in excel as it will cause an error to occur.

Pitching/Defense

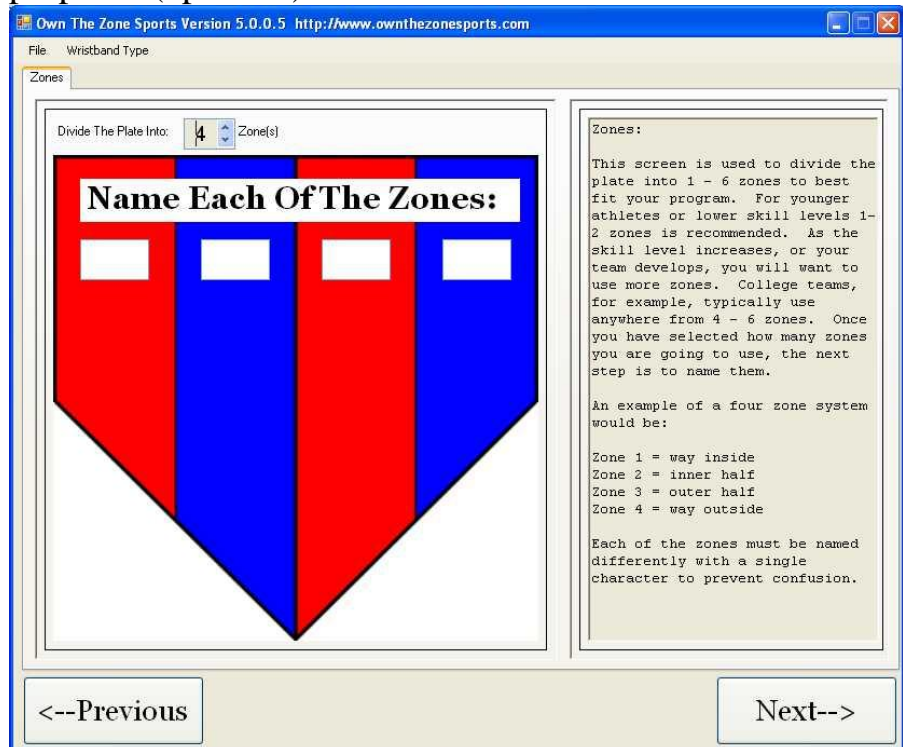
Step One:

- Click “/Pitching/Defense” on the lower right hand side of the opening screen



Step Two:

- Determine how many zones you wish to use for pitching purposes (up to six).



Step Three (Optional) – If you would like to create your own signs.

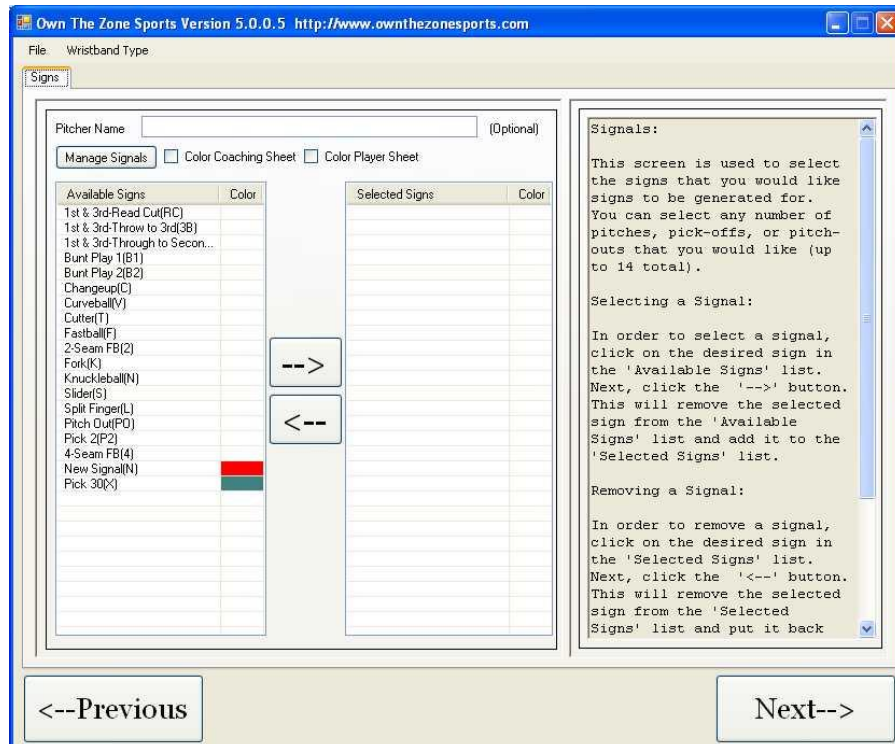
- Click the “Manage Signals” button on the upper left hand side of the screen. Next, click “Add Signal”, this will allow you to name your signal, select the signal code and color it if you choose. Once you have created your new signal, click “Save”. Your signal will now be available to select and drop into the “Selected Signals” column.



The screenshot shows a dialog box titled "Add/Edit Signal". It has three input fields: "Signal Name" (empty), "Signal Code" (empty) with a note "(2 Letter Max w/o zones)", and "Color" (empty) with a "Select Color" link. At the bottom, there are "Save" and "Cancel" buttons.

Step Four:

- Select the plays/pitches you wish to use and click the → arrow to drop them into the “selected signs” column. Once you have selected all of the plays that you would like to use, click the “Next” button on the lower right hand side of your screen.



The screenshot shows the main interface of "Own The Zone Sports Version 5.0.0.5". The "Signs" tab is selected. It features a "Pitcher Name" field (Optional), "Manage Signals" button, and checkboxes for "Color Coaching Sheet" and "Color Player Sheet". There are two columns: "Available Signs" and "Selected Signs", both with "Color" sub-columns. A list of signs is shown in the "Available Signs" column, with "New Signal(N)" highlighted in red and green. Navigation buttons include "<--Previous" and "Next-->". A text box on the right provides instructions for selecting and removing signals.

Signals:

This screen is used to select the signs that you would like signs to be generated for. You can select any number of pitches, pick-offs, or pitch-outs that you would like (up to 14 total).

Selecting a Signal:

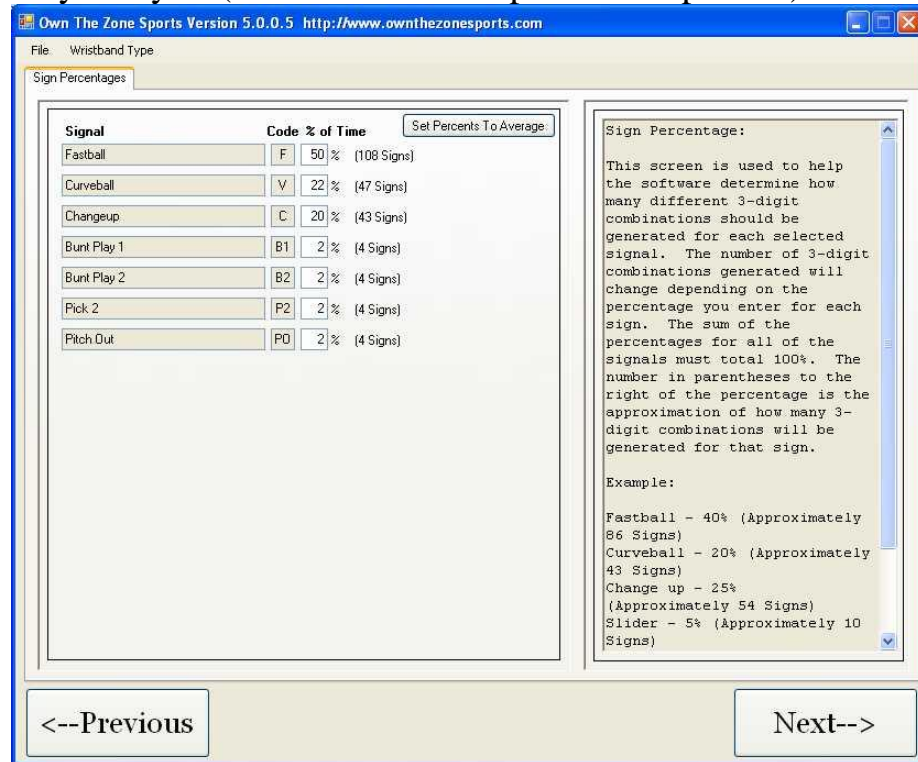
In order to select a signal, click on the desired sign in the 'Available Signs' list. Next, click the '-->' button. This will remove the selected sign from the 'Available Signs' list and add it to the 'Selected Signs' list.

Removing a Signal:

In order to remove a signal, click on the desired sign in the 'Selected Signs' list. Next, click the '<--' button. This will remove the selected sign from the 'Selected Signs' list and put it back

Step Five:

- Determine how many signs you would like the software to generate for each individual play. You will do this by entering a percentage (%) for each play with the ones that you will use more frequently having higher percentages than the ones you will use less frequently. By doing this, you will not “waste” numbers on signs that you will not be using very many of (i.e. a fastball vs. a pitchout or pickoff)



Step Six:

- Determine the percentage of each pitch to each location for all plays that require a “zone”. An example of this would be if you have selected to use four zones, how many fastballs would you like to have generated for each zone based on the total percentage that you selected for that particular pitch.

	1	2	3	4
Fastball	10	30	30	30
Curveball	0	40	40	20
Changeup	25	25	25	25
Bunt Play 1				
Bunt Play 2				
Pick 2				
Pitch Out				

Step Seven:

- Click “Generate”. A window will pop up asking you how many “player cards” and how many “coach’s sheets” you wish to create, enter in an amount for each, then click “OK”.

of Player Cards To Generate: 10

of Coaches Sheets To Generate: 2

OK

NOTE: Once you click “OK”, **DO NOT** hit any keys on your keyboard or click your mouse as the file is generated in excel as it will cause an error to occur.