



## 1. Before the Game

- Enter basic game information on the Setup screen
- Set the starters for both rosters
- Click "Add Play" to navigate to stats entry screen and start clock to begin. download the PrestoMobile app, then search for their school.

## 2. Between Each Period

- To begin the next period, click on Game Ctrl. If you want to do things before you start the next period such as reset the players on the court or print box scores/play-by-plays, click Wrap Up. If not, you can just start the next period from the Game Ctrl menu.

## 3. Ending a game

- To finalize a Game, click Game Ctrl then click Wrap Up.
- Confirm the score of the game. If the score is wrong, you can edit Scoring Plays
- Balance minutes and rebounds if they are incorrect. From this menu, you also have the option to print box scores and play by play reports.
- Add attendance, game duration and more in the Setup screen.
- Finally, update the team records. (This step will mark this game as "Final" in the PrestoSports Network).

## 4. Offline Mode

When using the app for the first time, your browser will give a message similar to this:

**"This website (www.prestosports.com) is asking to store data in your browser for offline use."**

**You must click "Allow" on this message or else offline mode will not work.**

Note: To use PrestoSports Stats Entry in offline mode, you need to first load the game to the app while you still have internet access.

### Field Goal Keys

J: 2/3 Point Shot  
 Y: 3 Point Shot  
 L: Layup  
 D: Dunk  
 P: Tip-In

### Non-Field Goal Keys

E: Free Throw Attempt  
 R: Rebound  
 O: Offensive  
 D: Defensive  
 M: Team  
 B: Deadball  
 A: Assist  
 F: Foul  
 K: Block  
 S: Steal

T: Turnover  
 O: Timeout  
 T: Media  
 3: 30 Seconds  
 F: Full  
 I: Substitutions

### Result Keys

G: Made Field Goal  
 Y: Made 3 Pointer  
 P: Made Field Goal in the Paint  
 F: Made Field Goal on a fastbreak  
 Z: Made Field Goal in the Paint on a fastbreak  
 E: Made Free Throw\*

### Special Keys

H: Change ball possession to home team  
 V: Change ball possession to visiting team  
 SPACE: Start/Stop Clock  
 F7: Set Clock  
 F10: Start Play Over  
 F6: Substitutions  
 F9: View full play-by-play  
 B: Balance stats  
 G: Game control

\*After a missed free throw on the first of two shots, put in an offensive deadball rebound to keep the ball with the shooting team