



## 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. Select which team is kicking off and enter the kickoff playgoal
- Set the clock and continue entering plays

## 2. After Each Drive/Scoring Play

- Set the clock for the time of score
- Enter PAT and kickoff
- Set the clock again for time at start of drive

## 3. Between Periods

- At the end of a quarter, click Game Ctrl and set period. Select the period that is beginning and check the time.
- At the end of the first half, click Game Ctrl and end of half.
- Set the time to 0:00. Click set period and set the clock. Then click new half from Game Ctrl, select which team is kicking

## 4. 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.
- From this menu, you also have the option to print box scores and play by play reports.
- Add weather, attendance, game duration and more in the Setup screen.
- Finally, update the team records. (This step will mark the KEYS game as "Final" in the PrestoSports Network). off, and continue entering plays.

## 5. 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.

### Play Input Keys

- R Rush
- P Pass
- K: Kick
- O Kickoff
- F: Field
- R: Rouge
- U: Punt
- A: PAT try
- K: Kick
- R: Run
- P: Pass
- D: Drop kick (arena)
- C: Comment
- E: Penalty

### Result Keys

- C: Complete
- I: Incomplete
- S: Sacked
- B: Broken up
- T: Tackle
- E: End of play
- X: Interception
- F: Fumble
- O: Out of bounds

### Game Control Keys

- G: Game Control
- T: Timeout
- S: Spot ball
- C: Set clock
- D: Set down
- Q: Set quarter
- H: End of half
- N: New half
- U: Uniform change