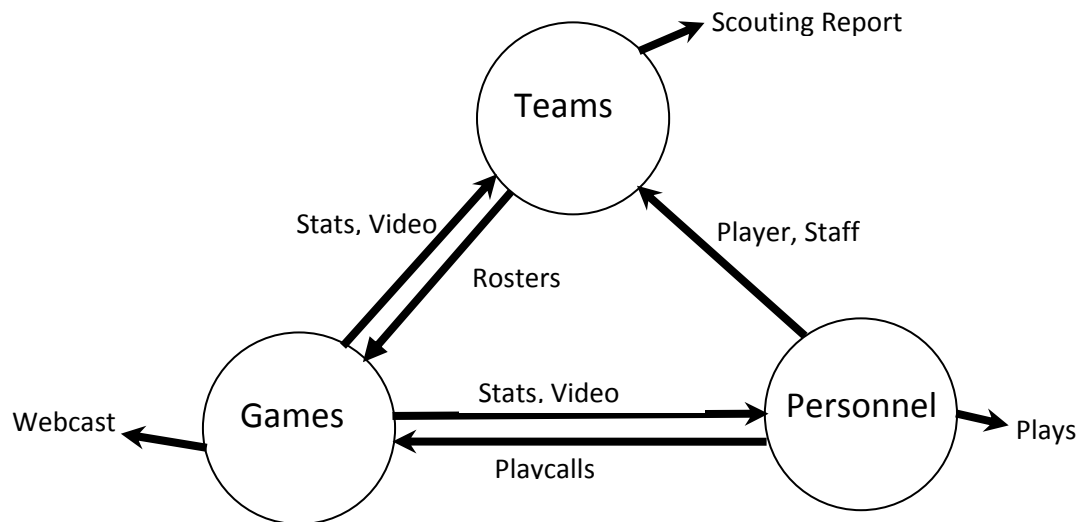




CREZ Overview – Understanding CREZ v4.2

This overview describes the major environments within the CREZ system. These major environments share data in a manner natural to the user. We suggest downloading and using the software and then referring to this guide to understand how the pieces are assembled. Other Guides (for the Coach, Scorer, and Video Coordinator) provide step-by-step directions on how to tag video, enter rosters, score games, create scouting reports, and so on.

CREZ Overview. The CREZ *Main Menu* window accesses three key environments: **Personnel**, **Teams**, and **Games**. These three environments are integrated and rely on each other for data (see figure below). Each environment opens to their own Manager window (*Personnel Manager*, *Teams Manager*, *Games Manager*) to Open, Delete, and perform other tasks for that environment.



Data sharing between the environments (**Teams**, **Games**, **Personnel**). For example, before entering game stats, rosters are created and these rosters are used by a game from the **Games** environment. Events captured during **Games** are viewed as statistics in the **Teams** and **Personnel** environment. Playcalls are created by a coach in **Personnel** and then tracked live or post-game in **Games**. Players and staff are stored in **Personnel**, but used by the **Team** to create a roster. Independently, **Teams** can produce a scouting report, **Games** can produce a real-time stats Webcast, and **Personnel** can create Plays.

Personnel. The **Personnel** environment stores and displays **Players** and **Staff** members and their *Contact*, *Scouting*, *Statistics*, and *Video Analysis* information. *Contact* and *Scouting* info are directly entered into the **Personnel** environment. Links to video clips can be included to the *Scouting* info. *Statistics* and *Video Analysis* are captured using the **Games** environment and viewed in the **Personnel** environment. *Statistics* can be viewed over multiple games or seasons as box scores or shot charts. *Video Analysis* allows searching over multiple games or seasons. Clips can be viewed or extracted into separate video clips. **Players** and **Staff** members can belong to any number of **Teams**, allowing players/coaches to belong to more than one team at a time or to move from team to team.

Staff members also store *Plays* and *PlayCalls*. *Plays* use a comprehensive play diagramming system, providing free hand and formatted graphics, custom play pages, printing, exporting to other programs, and linking plays to video/images. *PlayCalls* are plays created using the same play diagramming system that can be called during a game to break down (tag) a game into offensive and defensive sets.



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Teams. The **Teams** environment stores *Roster, Scouting, Statistics, and Video Analysis* information for any team.

Players and **Staff** members can be added to any team to form the *Roster*. Events are captured using the **Games** environment and viewed as statistics (*Statistics*) or video clips (*Video Analysis*) in the **Teams** environment. *Statistics* can be viewed over multiple games or seasons as box scores or shot charts. *Video Analysis* allows searching tagged game events over multiple games or seasons, over players, and play calls. Tagged clips can then be viewed or extracted into separate video clips. **Teams** can be assigned to a **Game** so that game events and statistics can be assigned to the individual players.

Games. The **Games** environment stores games and each game contains either a Game Log (play-by-play of game events) or just the box score or score sheet statistics. The **Games** environment contains a *GameStats* window that has four different methods for capturing game events: by StatCREZ (keyboard), Point'n'Click (mouse or digital pen), Minimal Glance System (digital pen), or Live Box Score (mouse or digital pen). While capturing live or post-game events, the *GameStats* window can capture streamed video, show single game statistics, and webcast stats live (see <http://webcast.crezbasketball.net>).

Other Guides. A number of guides are available to assist with learning to use the CREZ system.

- CREZ Scorer's Guide: The game scorer can follow this guide to learn how to enter rosters, create games, score a game, and webcast a game.
- CREZ Video Capture and Tagging Guide: This guide steps through how to capture video for use in a CREZ system and how to tag that video to game events.
- CREZ Coach's Guide: This guide steps coach's through using play diagramming, creating and using play calls, performing video analysis, generating scouting reports, viewing statistics and shot charts, and exchanging data.

Utilities: From the *CREZ Main Menu*, there are eight (8) utilities grouped at the bottom:

- **Exchange**: Exchange data from one CREZ system to another and backup your database.
- **Application Settings**: Set your time zone.
- **GameStats Practice**: An environment to just practice one of the three methods for scoring the game without being concerned about entering rosters, tracking the game clock, etc.
- **Help**: A complete help facility to help understand in detail the various CREZ windows and features.
- **Migrate**: Migrate the current product (CREZscorer, CREZscout, CREZcoach, CREZplaymaker) to another CREZ product. So, after a 30 day trial period, the product defaults to CREZscorer. At any time, and without any loss of data, someone can migrate to any fee product. With payment we then send you an unlock code to migrate to your desired product.
- **Video Capture**: Capture video by directly connecting a video camera to the computer and "streaming" the video from the camera into the computer.
- **Guides**: Internet connection to the website that contains the Guides as well as further Support information.
- **Exit**: Exit the CREZ system and close all windows.