Volleyball ace

Software

Scoring and Stats
for Coaches
and Scorekeepers

on iPad, iPhone, iPod Devices
&
Android Devices

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About this Guide

This guide describes Volleyball Ace, an app designed to keep volleyball stats and score volleyball sets. Volleyball Ace runs on iPads, iPhones, and iPod Touch Apple devices, Android phones and tablets and Windows PCs. It features instant information on stats, scores, lineups and rotations. The Volleyball Ace app records data which can be transferred to the desktop, where a companion application, the Volleyball Ace Strategic Analyzer can be used for additional analysis.

Chapter 1 is an introduction to the features of Volleyball Ace.

Chapter 2 is a quick tour of Volleyball Ace.

Chapter 3 describes the scoresheet and statistics reports.

Chapter 4 shows how to set up a new match.

Chapter 5 illustrates how a typical rally is recorded in Volleyball Ace.

Chapter 6 describes useful advanced features.

Chapter 7 describes charting and rating features.

Chapter 8 illustrates how to transfer stat data.

Chapter 9 gives a brief overview of the Volleyball Ace Strategic Analyzer and other desktop tools.

Appendix I details how volleyball statistics are counted.
Appendix II discusses how to archive sets and start a new season.
Appendix III describes Volleyball Ace stat export features.

Chapter 1
An Introduction

Volleyball Ace is an app for volleyball that simplifies stats, scoring and set management. It runs on Apple iPads, iPhones and Android devices. It is an invaluable tool for coaches, statisticians and scorekeepers.

Because Volleyball Ace simplifies scoring, it makes scorekeeping and player positioning more accurate. It records player stats as the game is played and automatically records points based on which side wins a rally. It automatically rotates players and manages libero replacements to prevent substitution and replacement errors. It also tracks the number of substitutions and timeouts used by each team. To simplify stats keeping, Volleyball Ace optionally rotates players into transition offense following each serve.

Volleyball Ace displays instant statistics on sets as they are being played including player hitting efficiency. Stats for the current set as well as Match-to-date stats are instantly available.

Saved stats can be uploaded to desktop PC and Macintosh computers using iTunes (Apple) and file transfer (Android) tools. Desktop tools provide further analysis, consolidation and printing features.

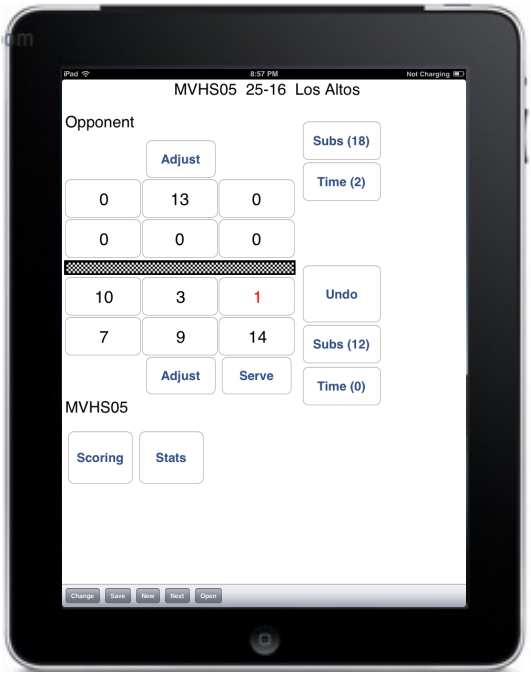
Note: Videos illustrating how to set up a new match and record stats is on the web at: http://www.ace4vb.com/volleyball-ace.html

Examples in this guide include illustrations from both the iPad and the Android. They can be distinguished from each other because the iPad background is white and the Android background is black.

The Main Court Screen: Endline and Sideline Views

Volleyball Ace can be used from either of two perspectives of the court, the endline and the sideline. Each of these views provides a look at the players on each team as they are in position on either side of the net:

Endline View (iPad)



Sideline View (Android)

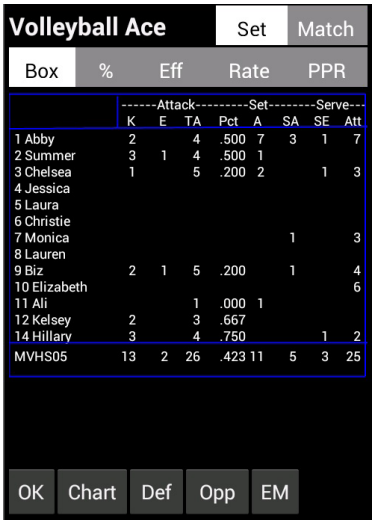
As teams switch sides in a deciding set or between sets, teams are moved to the other side of the net. Because Volleyball Ace automatically calculates the score after each rally and rotates players after sideouts Volleyball Ace also reduces scoring and rotation errors.

Note: Endline and sideline views available on all devices which run Volleyball Ace. The view can be switched at any time during a match.

Instant Stats

Volleyball Ace records player touches and outcomes of rallies during a set and derives from them the actual stats. A single tap on the **Stats button** provides an instant stat display.

Defensive stats, opponent stats and hit charts are just one tap away. And any stat report can be emailed directly from any device which supports email functionality.

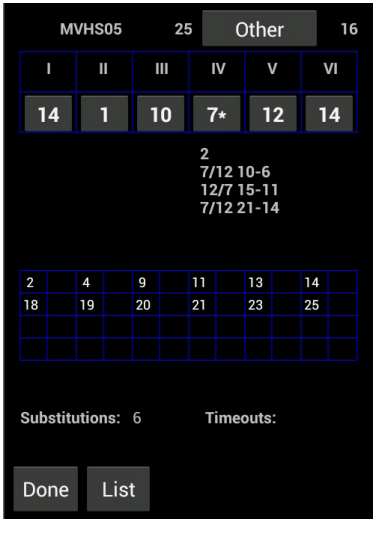


Scoresheets

Volleyball Ace displays up-to-date scoresheets with a single tap on the **Score button**.

Score by service position, timeouts taken and the number of substitutions used are displayed. Details on player substitutions are available by tapping on the button in each lineup position.

Tap on the **List button** to display a scrollable log of the rallies for this set.



An Endline View of the Set in Progress

The main Volleyball Ace screen shows up-to-date information on the progress of the set.

The **score** is displayed at the top of the screen.

Player numbers are shown in the current rotation for each team on either side of the net.

The **Serve button** is shown for the team which is serving.

Scoresheet information is available instantly with a tap on the **Scoring button**. Statistics are also available with a tap on the **Stats button**.

The **Subs buttons** show the remaining subs available and the **Time buttons** show the number of timeouts taken by each team.

Note: The team for which player statistics are being recorded is referred to as the **Coach team**. The other team is the **Opponent**. Statistics for the opponent are recorded by type of attack and not in detail by player. The coach team defaults to the near (bottom) court in **Endline View** or the left court in **Sideline View**, although teams can be on either side of the net and are easy to switch using the **Adjust buttons or the Change button.** The following chapters explain this in detail.

Chapter 2
A Quick Tour

Getting Started - iPad/iPhone Devices

The Volleyball Ace icon is initially placed on the apps screen. (It can be moved into folders, put onto secondary screens, etc., by the user). Tap on the Volleyball Ace icon to run the app.

Getting Started - Android Devices

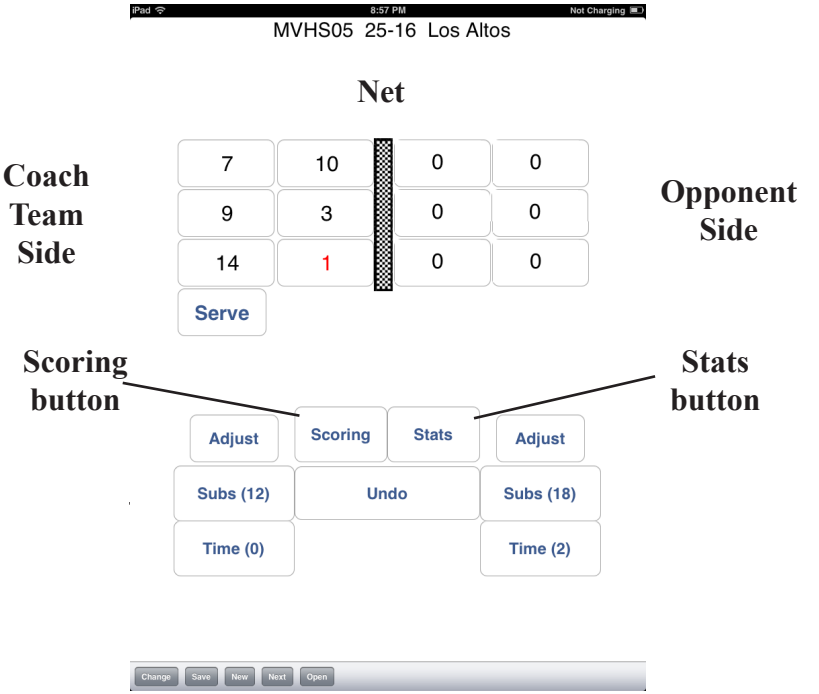
On Android devices the Volleyball Ace icon is initially displayed on the app screen. Access to the App screen varies with different versions of Android, but once the app screen is accessed, tap on the Volleyball Ace icon to begin.

When Volleyball Ace starts, tap on **Continue**.

For the purposes of our quick tour, we will open a saved set on the **Set Manager screen** to demonstrate stat recording. For details on setting up a new match, see the next chapter. To open a saved set, tap on the **saved set** then tap the **Open button** to begin using it.

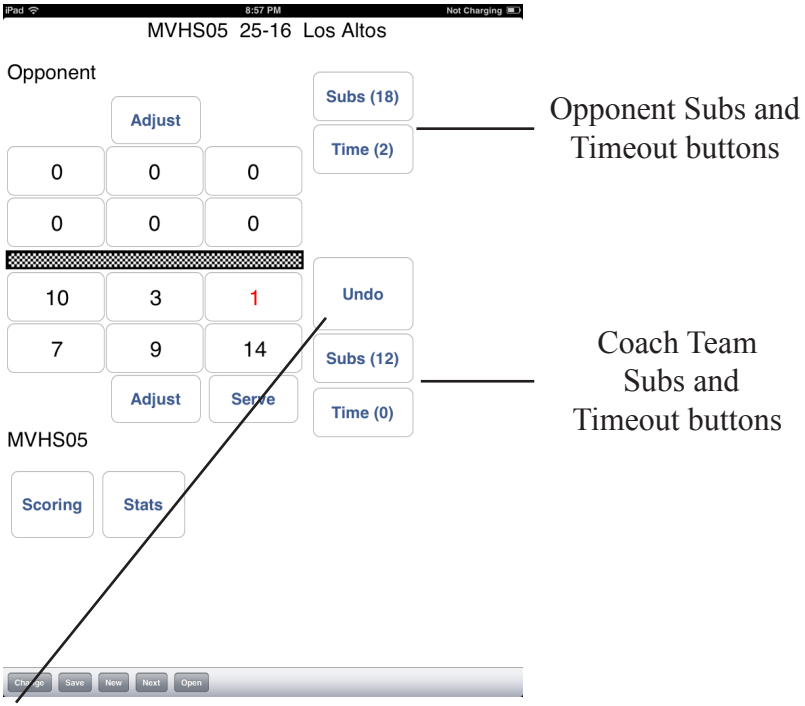
The Volleyball Ace Main Screen

Note: This tour focuses on the **Sideline view**, where the two teams are to the left and the right. Switch team sides or switch to the **Endline view** with the **Adjust buttons** or the **Change button.**



The **Player buttons** display the players on either side of the net in their proper position according to the current rotation. After the rally begins, the **Player buttons** are used to record each touch by a player on the coach team. For the opponent, the buttons are relabeled with type of play, so that only one button is tapped for an offensive sequence by the opponent. The **Scoring button** at the bottom of the screen displays the scoresheet for this set. The **Stats button** next to it displays stats for this set or match.

There are two **Subs buttons** and two **Time(out) buttons**, one for each team. When a team calls for a sub or a timeout, tap these buttons. **Important note:** Substitutions and libero replacements which do not involve editing the team roster or changing player positions can be done right on this **Main Court screen** by tapping on the player to be subbed out between rallies.



An **Undo button** also appears on the right-hand side of the screen. The **Undo button** can be used to undo substitutions, timeouts, adjustments, player touches and the results of the rally (see page 42). Each tap on the **Undo button** erases the last action recorded. Undo is very useful when the referee reverses a call or an error has been made in recording touches.

After the **Serve button** has been tapped the rally begins. At the end of a rally the **Serve button** is displayed on the side of the serving team.

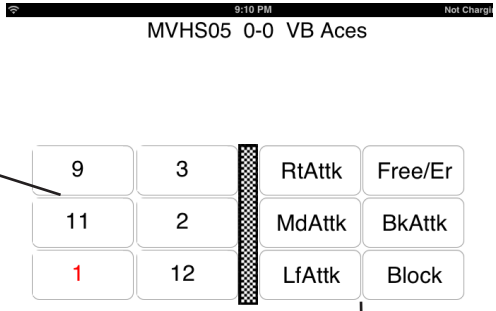
Recording Actions During a Rally

When a rally begins, **Sideout**, **Replay** and **Point buttons** appear, while other buttons, such as **Scoring** and **Stats,** disappear. The **opponent buttons** also change, depending on whether **Automatic One-Tap Stats** or **Selective Two-Tap Stats** are being used.

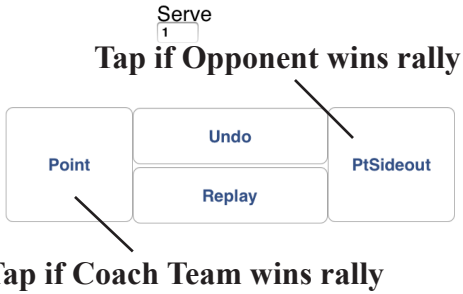
Automatic One-Tap Stats

Automatic Stats record every touch by a player (on the coach team) and every offensive play by the opponent. These stats make it possible to compute statistics such as kill efficiency (total number of kills minus the number of kill errors divided by total kill attempts).

To record Automatic Stats, use the **Player buttons** to record touches by each player on the coach team during the rally. Tap the **Player buttons** in the order in which the players touch the ball. Tap on the buttons on the opponent's side to mark the opponent's action.



Stats will be automatically determined based on the order of the player touches, the opponent's last touch (serve, attack, freeball or block) and the outcome of the rally.



When a rally ends tap on the **Point** or the **Sideout button**.

Use the **Replay button** if a replay is called.

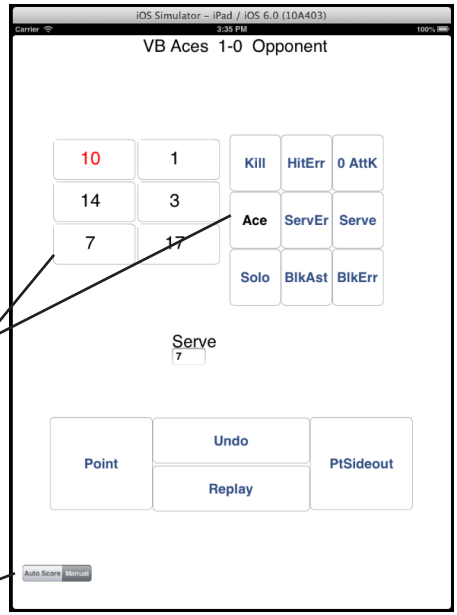
The set score is updated automatically.

Note: The **Point button** will always be on the server's side of the net and the **Sideout button** will always be on the receiving team's side of the net. When a sideout occurs, the labels on the buttons switch.

Selective Two-Tap Stats

When fewer statistics are needed, **Selective Stats** may be more appropriate (such as when you are only interested in recording attack data). Selective Stats are often used to scout other teams. **Selective Stats** do not record opponent offensive information.

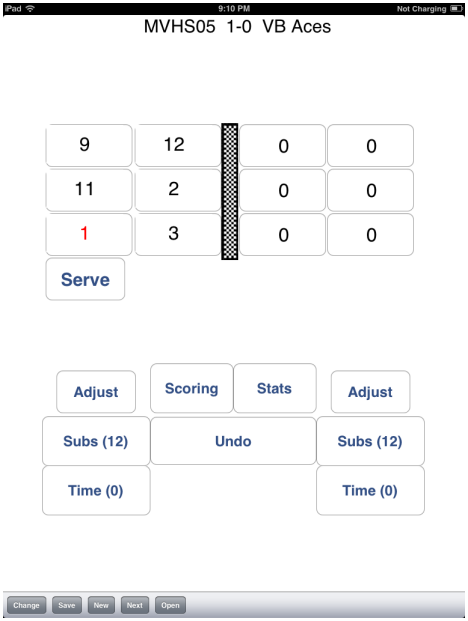
Selective Stats are easier to do because fewer touches are recorded, but each stat takes two taps (one for the player number, one for the stat type). Game management features (timeouts, substitutions, player rotations, score) are the same for **Selective** and **Automatic stats**.



To record **Selective Stats** tap on the **player button** and then on the **stat** to be recorded.

Stats such as Ace, Kill, Block and errors end the rally and update the score unless the **Auto-Score option** is set to "No".

For either stat type, when the rally ends, the **Sideout**, **Replay** and **Point buttons** disappear and the **Serve**, **Substitution**, **Timeout**, **Scoring** and **Stats buttons** reappear. Player numbers replace play types and/or stat types on the opponent's side of the net. The set score is automatically updated.



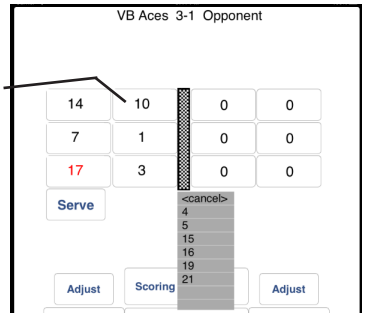
This sequence of recording serve, player touches, opponent attacks and finally the result of the rally continues until the set is complete.

Timeouts

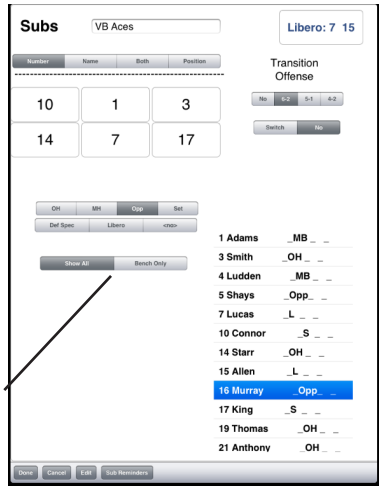
When either team calls a timeout, the **Timeout button** on that team's side of the net should be tapped. This increases the timeout count displayed on the button and records the score at which the timeout was called on the scoresheet. If a team requests more timeouts than are available, Volleyball Ace issues a warning message.

Substitutions and Libero Replacements

After the end of a rally, tap on any player in the set to be subbed for (player number 10). A drop-down list of subs on the bench appears. Select the sub from that list. Note that subs and libero replacements can only be done after a rally is over and before the next rally begins.



If you need to do more than a simple substitution (such as adding a player to the roster), tap on that team's **Substitutions button**. Perform subs on the **Subs screen** by tapping on the entering player in the **Roster list**. Then tap on the **Player button** in the rotation for the exiting player. Multiple substitutions are permitted.



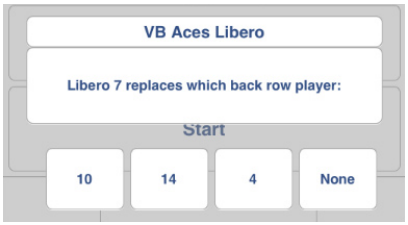
Player numbers can be left as '0' (no player specified) especially for the opposing team. Tap **Show bench only** or **Show all players** to shorten or lengthen the roster. "Sub Reminders" on page 48 shows how to automatically schedule substitutions and libero replacements.

Tap on the **Done button** when done. Volleyball Ace counts the number of substitutions (excluding subs for '0'). (If a libero player is replaced by or replaces another player it is not counted as a substitution. Volleyball Ace issues a warning message when a substitution is requested and no more are available. It also issues the standard (scorer) warnings when a team is almost out of substitutions. Attempts to sub or do libero replacements illegally cause Volleyball Ace to issue error messages.

Libero Replacements

Volleyball Ace understands the rules for libero replacements. When a libero player rotates to the net, Volleyball Ace automatically puts the proper front row player back into the lineup.

Volleyball Ace prompts for libero replacements when a libero player is being used and no libero player is currently in the lineup. For example, when the libero has rotated to the net and been replaced, Volleyball Ace offers to put the libero back into the lineup in the back row:

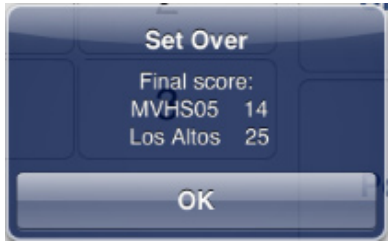


Note that Volleyball Ace will not offer to replace the server before serve if either the libero cannot serve or the libero has already served in a different rotation.

For libero replacements in a lineup where the same players are always replaced the same way, it is faster to set up the libero replacements as "sub reminders". See Chapter 6 for details.

When a Set Is Over

When a set is over Volleyball Ace displays the score and saves the set.

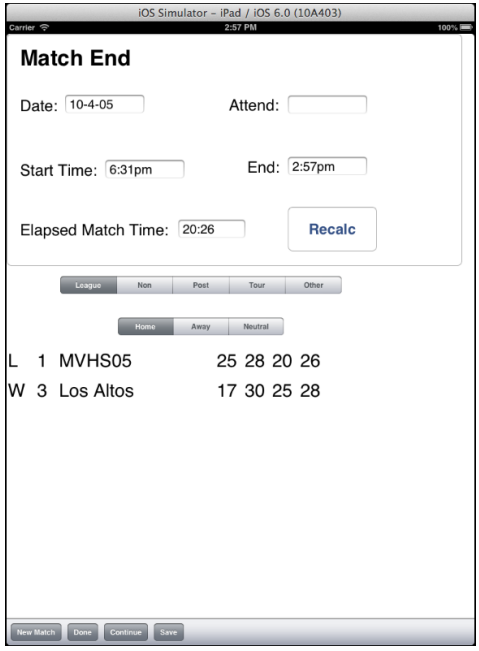


If the match is not yet complete, Volleyball Ace offers to start the next set or to continue in the current set (to review stats, etc.).

When a Match Is Over

If this is the last set of the match, the match summary screen displays the set scores and other match information.

If you want to update the **Attendance** or revise the **Match end time** (such as when stats are being done from tape) enter it on this screen. If you are done, tap on the **Exit button** (Android) or press the **Home button** at the bottom of the screen (iPad/iPhone).



Chapter 3
Stats and Scoresheets

Volleyball Ace provides on-screen displays of the scoresheet and stats for the current match. Tap on the **Scoring** or **Stats buttons** on the **Main Court screen**.

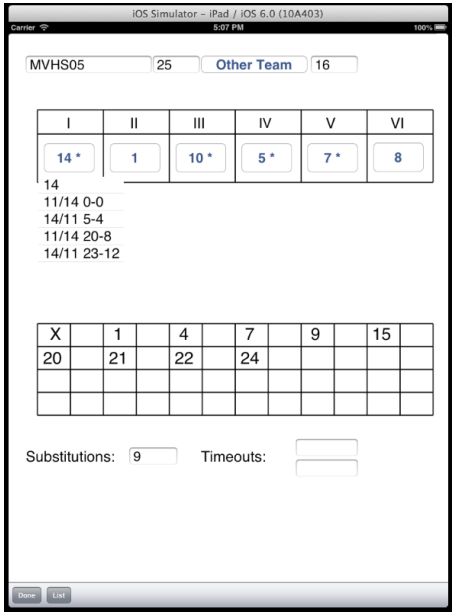
Scoresheet

The scoresheet displays the exit score by rotation and the number of timeouts and substitutions used.

If any substitutions have occurred, a drop-down list appears in that rotation to show them.

This example shows the **Subs list** for rotation position I, which shows that player #11 replaced player #14 when the score was 0-0 and 20-8 and vice versa at 5-4 and 23-12.

Tap on the **Other team button** to show the score sheet for the opposing team.



Tap on the **List button** to display a scrollable log of the previous rallies. This can be useful when reviewing the score for accuracy.

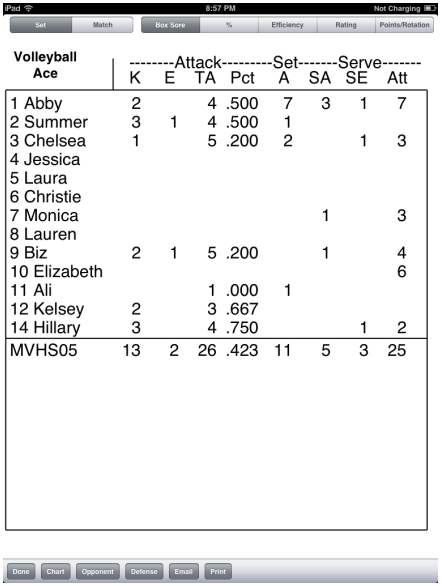
Offensive Stats

The **Stats button** at the bottom of the main screen is used to display stats. The initial screen shows the offensive side of a box score. Tapping on the **Defense button** shows the defensive side.

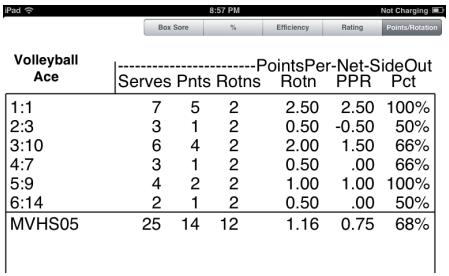
The **Stat type push buttons** in the upper left-hand corner of the screen enable five kinds of stats to be displayed.

Box Score shows the stats for a box score. **Percent (%)** shows winners and errors as a percentage of all touches of this type. **Efficiency** shows winners net of errors as a fraction of all touches of this type. **Rating** shows serve and pass ratings. See Chapter 7, "Charting and Rating" for details on this and the **Chart button**. **Points per Rotation** shows team performance by rotation, including sideout percentages.

Tap on the **Other Team button** to see stats for the opposing team. Tap on the **Done button** to return to the **Main Court screen**.



Volleyball Ace	--------Attack---------				-Set------		-Serve-------	
	K	E	TA	Pct	A	SA	SE	Att
1 Abby	2		4	.500	7	3	1	7
2 Summer	3	1	4	.500	1			
3 Chelsea	1		5	.200	2		1	3
4 Jessica								
5 Laura								
6 Christie								
7 Monica						1		3
8 Lauren								
9 Biz	2	1	5	.200		1		4
10 Elizabeth								6
11 Ali			1	.000	1			
12 Kelsey	2		3	.667				
14 Hillary	3		4	.750			1	2
MVHS05	13	2	26	.423	11	5	3	25



Volleyball Ace	----------PointsPer-Net-SideOut					
	Serves	Pnts	Rotns	Rotn	PPR	Pct
1:1	7	5	2	2.50	2.50	100%
2:3	3	1	2	0.50	-0.50	50%
3:10	6	4	2	2.00	1.50	66%
4:7	3	1	2	0.50	.00	66%
5:9	4	2	2	1.00	1.00	100%
6:14	2	1	2	0.50	.00	50%
MVHS05	25	14	12	1.16	0.75	68%

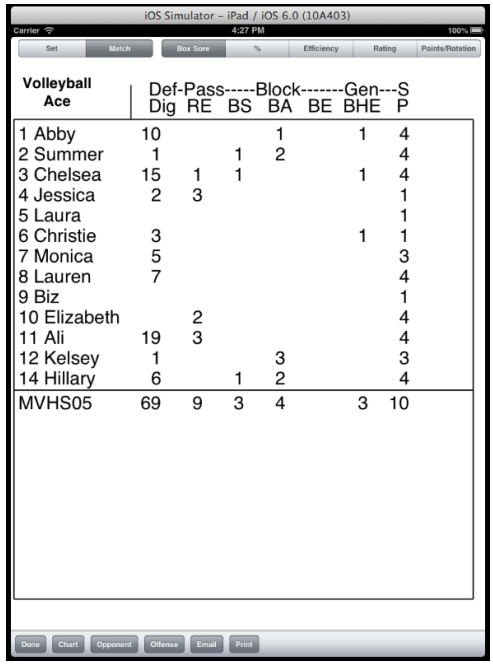
Tap on the **email button** to email the stats. Tap on the **Print button** to send the stat report to a printer (iPad only). See the following section, "Emailing and Printing Stats."

Defensive Stats

The **Defensive stats screen** shows digs, serve receptions and blocks by player. Like the Offensive stats, this screen displays box score, percent, efficiency or rating stats depending on which option is selected.

Note that digging and passing stats do not subtract errors from successful digs or passes (efficiency is the same as %).

Blocks include solo blocks (**BS**) and block assists (**BA**). The team total for block assists is equal to the sum of individual block assists divided by two. Blocking errors report the number of times a block was recorded followed immediately by a point or side-out for the opponent.



Volleyball Ace	Def-Pass-----Block-------Gen---S						
	Dig	RE	BS	BA	BE	BHE	P
1 Abby	10			1		1	4
2 Summer	1		1	2			4
3 Chelsea	15	1	1			1	4
4 Jessica	2	3					1
5 Laura							1
6 Christie	3					1	1
7 Monica	5						3
8 Lauren	7						4
9 Biz							1
10 Elizabeth		2					4
11 Ali	19	3					4
12 Kelsey	1			3			3
14 Hillary	6		1	2			4
MVHS05	69	9	3	4		3	10

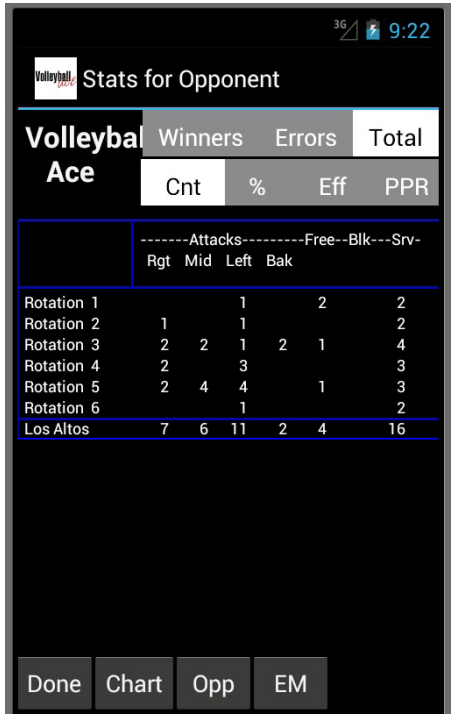
Tap on the **Offense button** to return to the offensive stats screen.

Tap on the **Other Team button** to see stats for the opposing team.

Tap on the **Done button** to return to the main court screen.

Opponent Stats

Opponent stats display figures on types of attacks, free balls, blocks and serves. Opponent stats include **Count, Percent, Efficiency and Points per Rotation**. A second series of push buttons enables the display of **Winners, Errors** and **Total attempts** for each type of opponent stats.



Tap on the **Other Team button** to return to stats for the coach team.
Tap on the **Done button** to return to the main screen.

Consolidated Match Stats

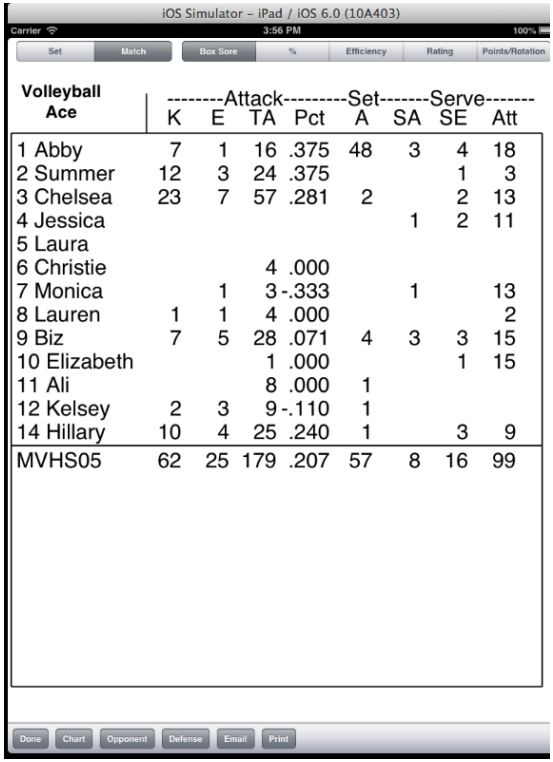
Consolidated match-to-date stats are available using the **Match push button**. The Volleyball Ace Strategic Analyzer is a desktop application which can also be used to report match-to-date and season stats.

Emailing and Printing Stats

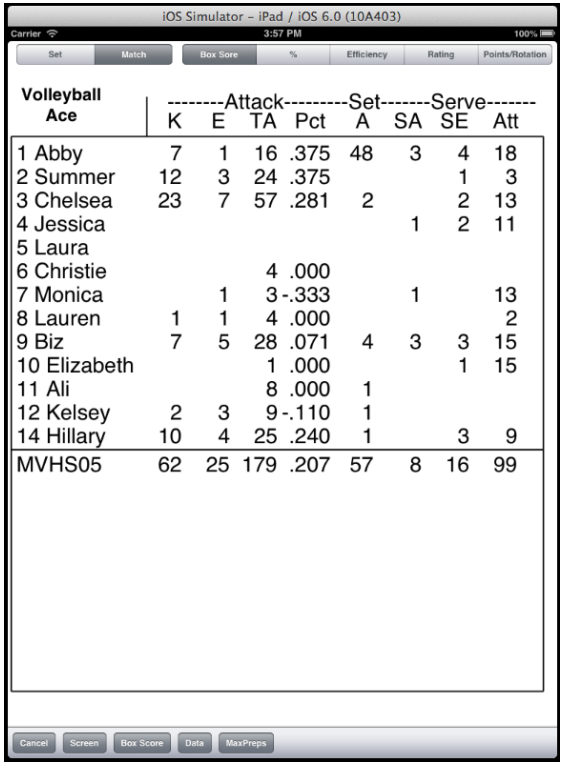
Stats can be sent directly from email-enabled Apple and Android devices quickly and easily. Some Apple devices can also print stat reports directly on “ePrint-enabled” printers using a Wi-Fi connection.

To email or print stats, first verify that your device is capable of emailing and/or printing. The best way to check this is to write a quick email on the device and send it. Likewise, try to print a quick text document.

Use the **Print button** to print the current report. Use the **Email button** on the bottom of the stats screen to see the email options:



Volleyball Ace	--------Attack---------				Set-------		Serve-------	
	K	E	TA	Pct	A	SA	SE	Att
1 Abby	7	1	16	.375	48	3	4	18
2 Summer	12	3	24	.375			1	3
3 Chelsea	23	7	57	.281	2		2	13
4 Jessica						1	2	11
5 Laura								
6 Christie			4	.000				
7 Monica		1	3	-.333		1		13
8 Lauren	1	1	4	.000				2
9 Biz	7	5	28	.071	4	3	3	15
10 Elizabeth			1	.000			1	15
11 Ali			8	.000	1			
12 Kelsey	2	3	9	-.110	1			
14 Hillary	10	4	25	.240	1		3	9
MVHS05	62	25	179	.207	57	8	16	99



Volleyball Ace	--------Attack---------				Set-------		Serve-------	
	K	E	TA	Pct	A	SA	SE	Att
1 Abby	7	1	16	.375	48	3	4	18
2 Summer	12	3	24	.375			1	3
3 Chelsea	23	7	57	.281	2		2	13
4 Jessica						1	2	11
5 Laura								
6 Christie			4	.000				
7 Monica		1	3	-.333		1		13
8 Lauren	1	1	4	.000				2
9 Biz	7	5	28	.071	4	3	3	15
10 Elizabeth			1	.000			1	15
11 Ali			8	.000	1			
12 Kelsey	2	3	9	-.110	1			
14 Hillary	10	4	25	.240	1		3	9
MVHS05	62	25	179	.207	57	8	16	99

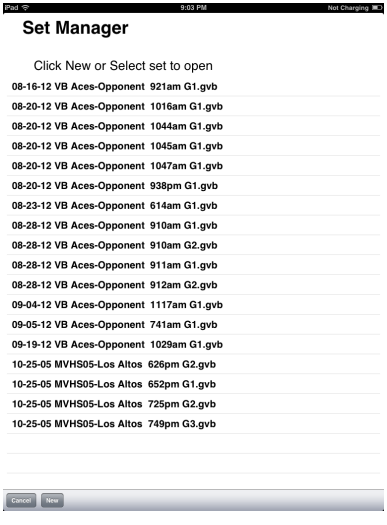
The **Screen option** emails the stat report currently being displayed. The **Data option** emails the Volleyball Ace set stat file for the current set. The **MaxPreps option** emails the MaxPreps .max input file. The **Box (Score) option** emails both the offensive and defensive side of the box score.

On Apple iPad and iPhone devices, the screen and box score options send pdf files as attachments to the email. On Android devices, the attachments send jpeg image files. Note: On Android devices, the box score is sent as two emails, one each for the offensive and defensive screens.

Chapter 4
Setting Up a New Match

Important Note: A video demonstrating how to set up a new match can be found on the web at: http://www.ace4vb.com/volleyball-ace.html

To set up a new match, run Volleyball Ace and tap on the **New button** at the bottom of the **Set Manager screen**.



Note: That there are also New buttons on the Main Court and on the End of Match screens.

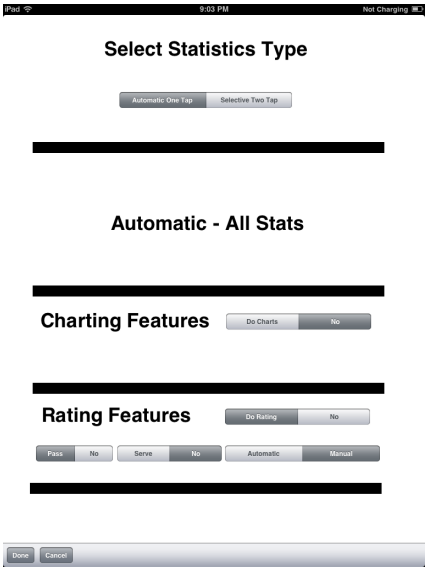
A new match is set up using several screens.

The **Stats Type screen** is where you select which stats to record, including charting and rating. Overall match information, such as the names of the competing teams, is entered on the **Match screen**. Individual set information is entered on the **Set screen**. Note that many of the fields have "defaults" and do not require any entry.

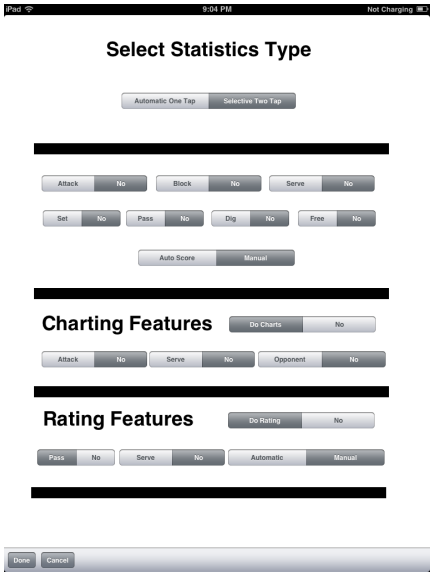
Team lineups are selected on the **Lineup screen**, while team rosters are set up on the **Roster screen**. (Note: Rosters can be saved and reused, so they need to be entered only once).

Choosing One Tap Automatic or Two Tap Selective Stats

Choose **Automatic Stats** to record all player contacts for the coach team. Automatic Stats also record attack types for the opposing team. Automatic Stats are the best method overall to record team statistics.



Choose **Selective Stats** to record some but not all stats. Choose which stats are to be recorded by checking the appropriate boxes. Note that Selective Stats require two taps for each stat - one to record the player number and one to record the stat type - so they may not be appropriate if more than a few stats are being collected.



Note: As of version 8.45, Selective Stats are not available on Android devices, they are only available on the iPad and iPhone at this time.

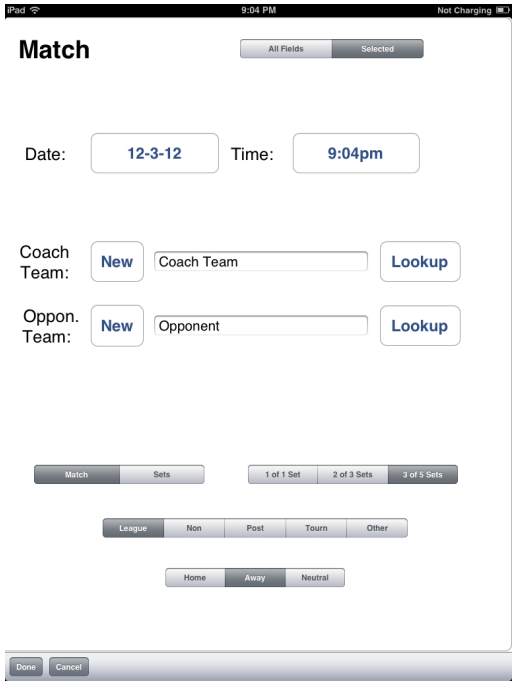
Select **Charting Features** to chart attacks and serves. Tap on the **Opponent checkbox** to chart opponent attacks and/or serves.

Select **Rating Features** to rate passes and serves. Tap on the Automatic checkbox to have Volleyball Ace automatically rate passes and/or serves depending on the outcome of the rally.

Charting and Rating Features are available with both Automatic and Selective Stats. See Chapter 7, “Charting and Rating” for more details.

Match Setup

After selecting the type of statistics to be recorded, the **Match screen** appears.



Enter team names and any of the other optional data for the match. Enter data by tapping on the field then tapping on the on-screen keyboard which appears at the bottom of the screen.

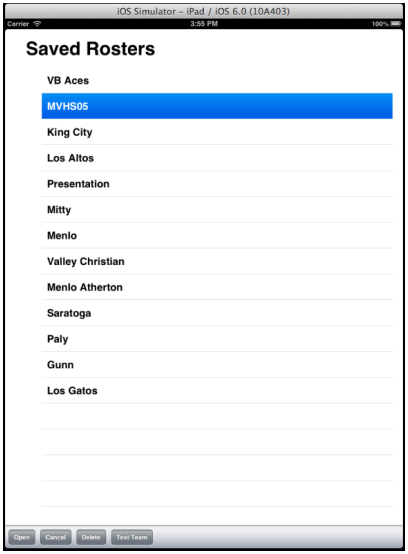
Tap on the **New button** to set up a new team roster or tap on the **Lookup button** to use an already-saved roster.

Tap on the **Match button** if a match is 1 set, best 2 of 3 sets or best 3 of 5 sets. Tap on the **Set button** if a specific number of games is being played.

Important note: Volleyball Ace remembers team rosters that have been entered and saved. For example, if you have already entered the roster for your team, you can use the **Lookup button** to recall the roster so that information does not have to be reentered.

If you tap on the **Lookup button**, the **Saved Roster screen** begins.

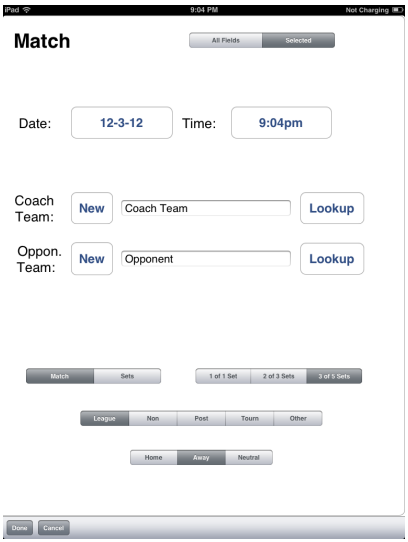
Using Saved Rosters



Select the team from the **Saved Roster screen**. Tap on the **team** then tap on the **Open button**.

Note that a sample team, the "VB Aces" can be used by tapping on the **Sample Team button.**

Finishing Match Setup



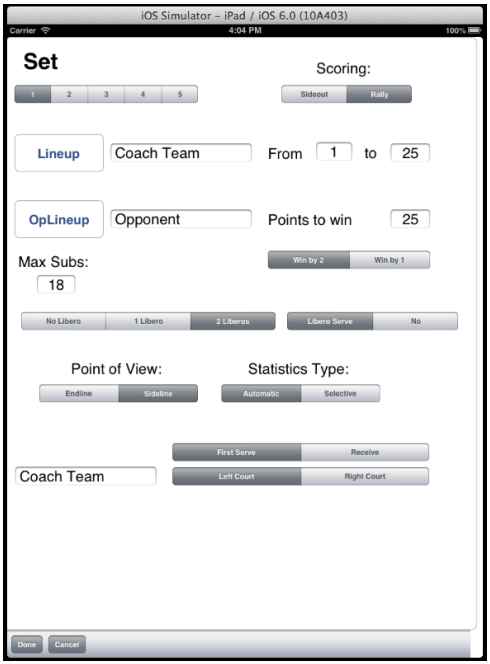
After selecting a saved roster, complete the **Match screen**.

Important note: Make sure that the proper **Match/Set buttons** are selected because they affect when the match is over as well as the points needed to win in the deciding set of a match.

When the **Match screen** is complete, tap on the **Done button** and the **Set screen** appears.

Set Setup

Make changes on the **Set screen** where defaults are incorrect. Volleyball Ace will use the changes you make as defaults for the next match. To change the stats type, tap on the **Auto** or **Selective button**. Tap on the **Sideline** or **Endline button** to change the view of the court. **Set 1** is marked when a new match is set up. Subsequent sets in the match will automatically be numbered 2, 3, etc.



Tap on the **Lineup buttons** for each team to enter the lineups. See the following section, "Selecting a Lineup" for details.

Select the **None, One Libero or Two Liberos options** as appropriate. Select the **Libero Serve option** if the libero is allowed to serve. Adjust **Maximum Substitutions** if necessary.

Set the **Points toWin**. Uncheck the **Win by 2 box** if necessary. The **Rally Scoring box** should always be selected unless sideout scoring is used.

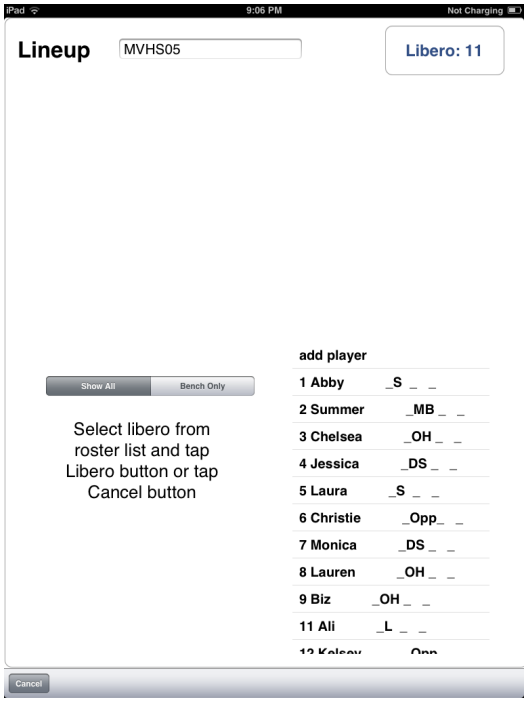
For the **Endline** view, check **First Serve, Near Court** and **Left Score options**. For the **Sideline** view, check the **First Serve** and **Left Court options**. When the Set information is complete tap on the **Done button.**

Note: It is very important to mark the proper team as having first serve, as it affects the team rotations and the scoring.

Selecting One or Two Libero Players

If libero players are being used, the first task on the **Lineup screen** is to select them. Tap on the libero player in the list of players. If two liberos are being used, select the second libero after selecting the first.

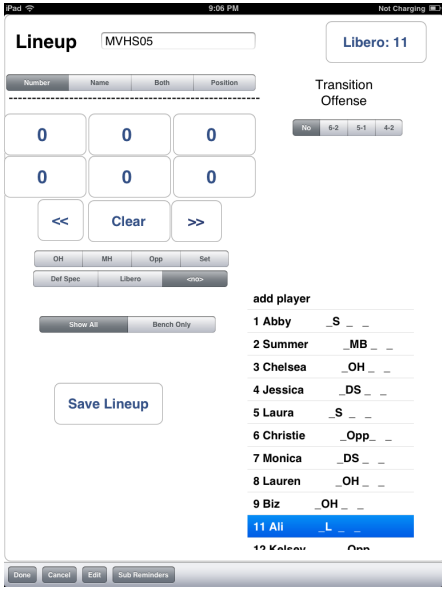
Note that the libero selection can be changed by tapping on the **Libero button** in the top right-hand corner of the screen and selecting a different player. Tap on the **Cancel button** if no libero player is being used.



Once the libero players have been selected, or if no libero player is being used for this match, the lineup should be selected.

Selecting a Lineup

Use the **Lineup screen** to select players by position in the rotation.



To put players into the starting lineup, tap on the player in the **Roster list,** then tap on the position in the rotation. For example, to put player #17 into rotation position 1, tap on player #17 in the **roster list** then tap on the button in back right.

Note: If a roster hasn't been set up yet for a team, a default roster numbered from 1 to 12 (with no player names) is automatically set up.

If you need to make changes to the roster to add names or to add players, tap on the **Edit button** or the **<add player>** entry in the roster list.

See the next two sections, "Additional Lineup Features," and "Editing a Roster" for more details on lineup features.

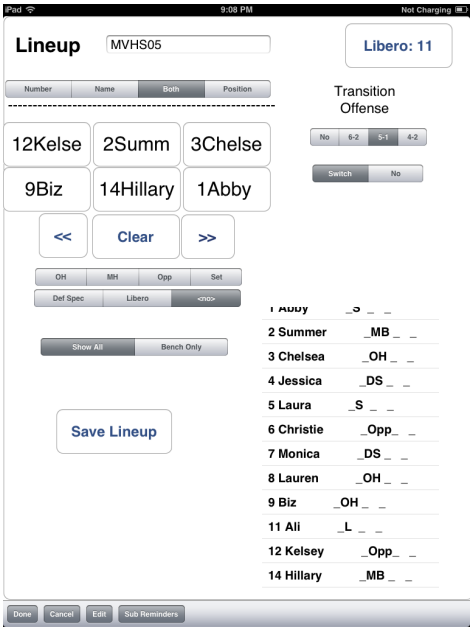
When players have been selected for all six positions in the rotation, tap on the **Done button**. Repeat this lineup selection for the opponent team by clicking on the second **Lineup button** in the **Set screen**. Note: The opponent team lineup is optional.

Tap on the **Done button** in the **Set screen** to complete the process. See the section, "Start the New Set", once the match, set and lineup information has been entered.

Additional Lineup Features

The **Lineup screen** has additional features for setting up lineups and managing the players used in a set.

The **Shift <<< and >>> buttons** can be used to rotate and unrotate a lineup. This is useful when the players are in the proper order but the rotation position needs to be adjusted. The **Clear button** is used at the beginning of a second and subsequent set if you want to enter a completely new lineup.



The Transition **Offense buttons** are used to specify which type of offense is being used. See Chapter 6, "Useful Features" for details.

The **Number, Name, Both and Position buttons** are used to select how players are shown. The **Number button** displays player number, the **Name button** displays names, the **Both button** displays numbers and names and the **Position button** displays player positions.

The **Save Lineup button** is used when a lineup has been entered and you want to use it again in later sets and matches. Saved lineups are added to the end of the player roster. You may need to scroll down to access them if they are off the screen.

Editing a Roster

If the **Edit button** or **<add player> entry** is tapped in the **Lineup screen**, the **Edit Roster screen** appears. This screen is used to add or change players, specify player positions and save the team roster.

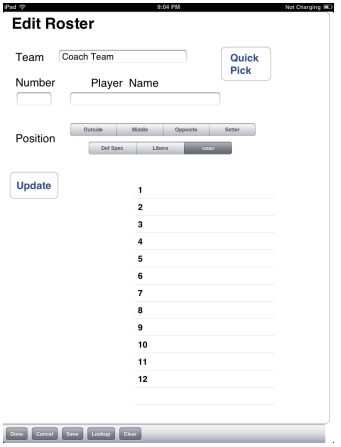
To add a player, tap in the **Player Number field** and enter the player number. Then tap in the **Name field** and enter the player name. Select the player position using the **Position options**. Tap on **Update button** to add this player to the roster. To enter player numbers and names, use the **keyboard which appears** at the bottom of the screen. Use the **Quick Pick button** (see below) for fast and easy selection of roster numbers.

Tap on the **Save button** to save this roster for use in other matches.

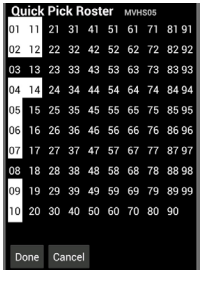
Tap on the **Clear button** to erase this roster and start building a new roster.

Tap on the **Lookup button** to recall a saved team roster.

Tap on the **Done button** when the roster is finished. Volleyball Ace returns to the **Lineup screen** to complete the lineup with the updated roster.



iPad Quick Pick Android

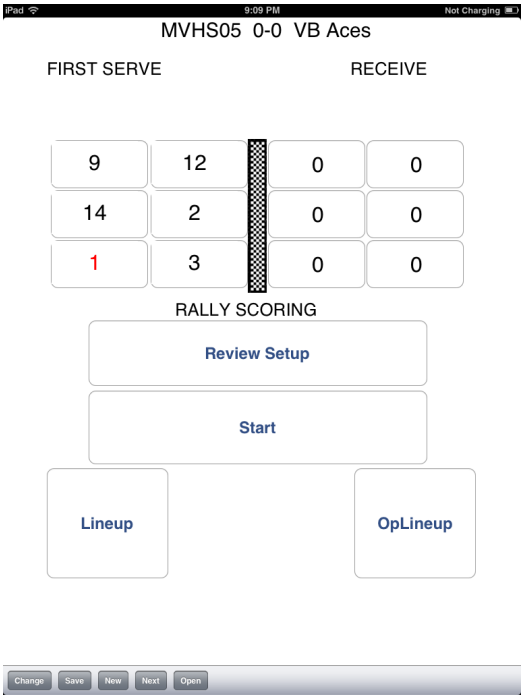


Start the New Set

When the lineups have been entered and the **Done button** has been tapped on the **Set screen**, the set is ready to start.

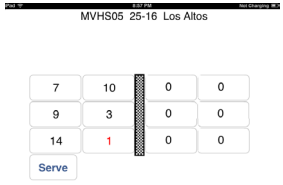
Before beginning the set, double-check the lineups and which side is serving. (It is very important to get this right!)

If there are corrections to be made, tap on the **Review Setup button**. This opens the **Set screen** so that changes can be made easily. If changes need to be made to the lineups of either team, tap on the **Lineup** or **Opp Lineup (opponent) buttons** on either side of the net.

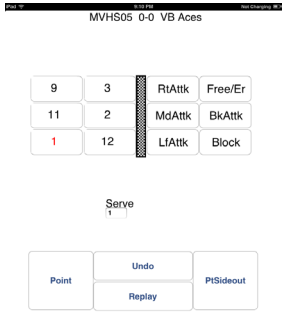


When you're ready, tap on the **Start button** to begin recording stats.

The Set is Under Way!



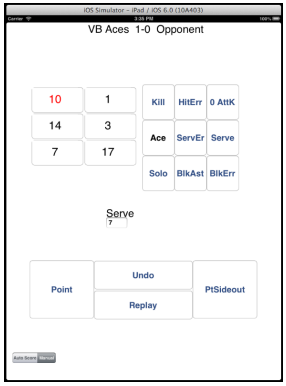
When the set is under way, the **score** is displayed at the top of the screen. It is updated each time a rally is completed.



Tap on the **Serve button** to begin a rally.

When a rally begins, the display on the opponent's side of the net changes.

If **Automatic One-Tap Stats** are being recorded, the buttons change to represent **type of opponent attack**. Begin recording opponent attacks and player touches in order on each side of the net.



If **Selective Two-Tap Stats** are being recorded, the buttons are replaced by a table of stat types. Tap on the **player button** then on a **stat button** to record a stat for that player.

When the rally ends, tap on the **Side-out, Replay or Point button**.

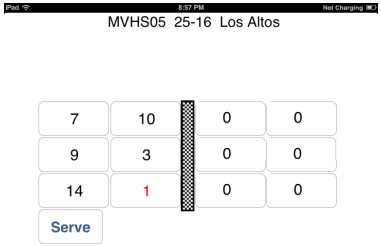
The next chapter, "Recording a Rally" describes this process in detail.

Chapter 5
Recording a Rally

Important Note: A video demonstrating how to record a rally can be found on the web at: http://www.ace4vb.com/volleyball-ace.html

A Typical Rally

The **Serve button** will be on the side of the net of the team that has the serve, in this case "MVHS05". Tap on the **Serve button** to start the rally.



What happens next depends on whether **Automatic One-Tap Stats** or **Selective Two-Tap Stats** are being recorded. The fundamental difference is that recording Automatic One Tap Stats is much faster. This is because Volleyball Ace understands how the sequence of touches determines what stat is to be recorded.

Selective Two Tap Stats is appropriate when scouting another team or when one device is being used to record charts (with **Selective Stats**) while the other is used (with **Automatic Stats**) to record full stats. **Selective Stats** work well when only a few stats are recorded, but cannot be recorded quickly enough to do real-time stats during a match.

Recording One-Tap Automatic Stats

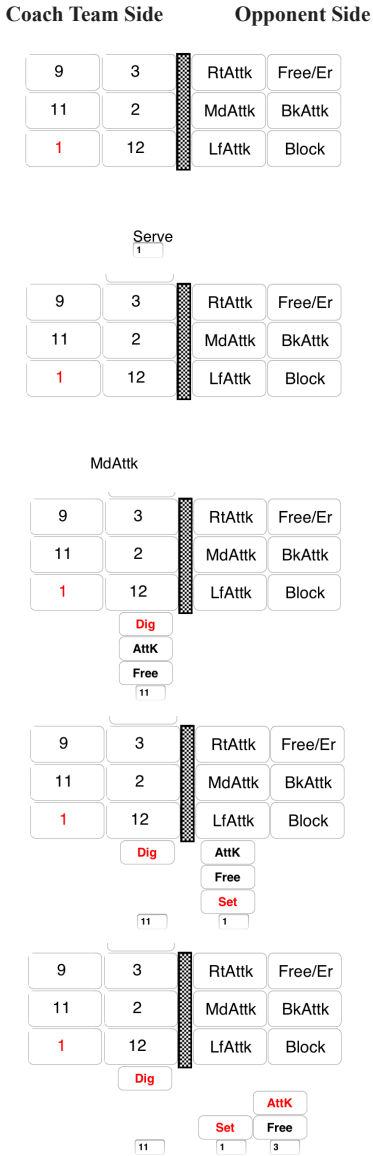
If **Automatic Stats** are being recorded, the buttons on the opponent's side of the net change from player number to attack type as soon as the ball is served.

Stats are recorded by hitting player buttons on the coach team side of the net and opponent attack buttons on the other side of the net.

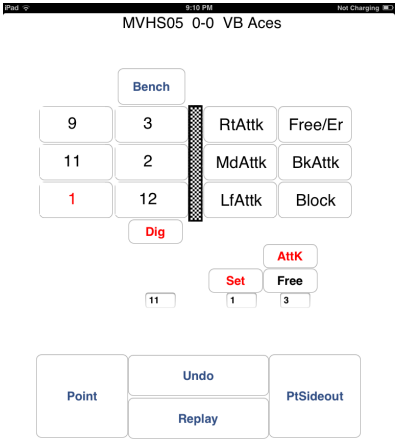
For example, assume that player #1 from the coach team serves (tap on the **Serve button**). The opponents attack from the middle front (tap on **MdAttk**). Player #11 digs it (tap on #11), Player #1 sets it (tap on #1) and Player #3 attacks it (tap on #3).

If the attack were dug by the opponent, then we would record the opponent action when they returned the ball back over the net.

In this example, however, we will assume that the attack was good for a kill, so we just tap on the **Point button** on our side of the net.

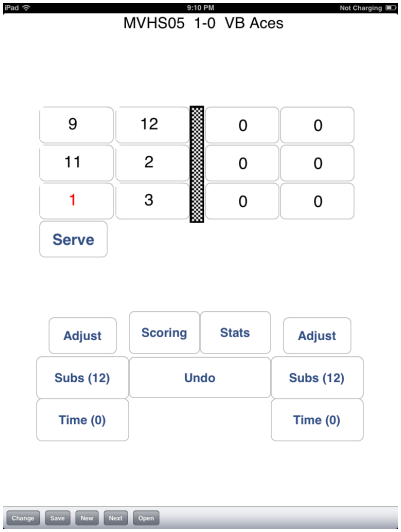


The **Point button** is tapped, indicating that the rally is over and the coach team won the rally.



Player #1 will get credit for a good serve (but not an ace), player #11 will get credit for a dig, player #1 will get credit for an assist (because the attack was a winner) and player #3 will get credit for a kill.

When the rally ends, the score is updated and the Main Court screen command buttons reappear. Note that because the coach team won the rally, the **Serve button** is still on that side of the net. If the attack had been an error, the **Serve button** would have shown on the opponent's side and the various stats would have been different.

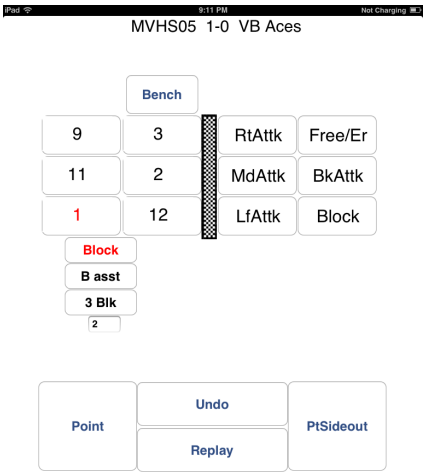


See Appendix I, "How Statistics are Calculated", for details on how the sequence of hits and the result of the rally are used to compute statistics.

Recording Blocks

To record a block by a player on the coach team, tap on the blocker following an attack by the opponent. Initially Volleyball Ace assumes that a dig is being recorded. Next, tap on the **Block button** (or tap a second time on the blocker). This will record the touch as a block (attempt).

Default override buttons before tapping on Block button.



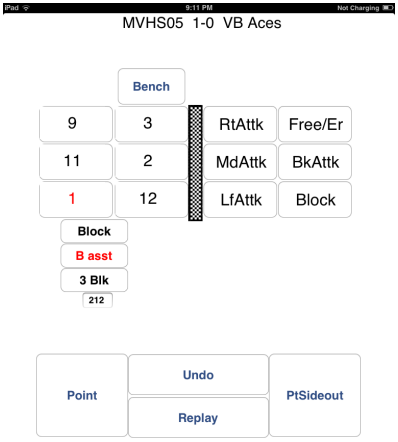
The stat that will be recorded for this block action depends on the outcome of the point. If the next event recorded is a point for the coach team, then the stat will be recorded as a solo block. If the next event is a point for the opponent, then it will be recorded as a blocking error. And if the ball stays in play, no stat will be recorded for the block attempt.

Note that if a player scores a kill by hitting a ball off a block on the other side of the net, it is not a blocking error and no block should be recorded (Do not mark a touch for the blocker who has been “tooled.”)

Block assists are recorded by tapping on the second blocker and then by tapping on the **B asst** (block assist) **button**. A block assist will be recorded for each blocker if the point immediately ends in a point for the blocking team.

Triple blocks are recorded by tapping on the **3 Blk** (triple block) **button**. There is no need to tap on any blockers after the first one, since Volleyball Ace knows that a triple block will have all 3 front row players participating.

Block assists are recorded by double tapping on the second blocker immediately after double tapping on the first blocker. Block assists will be recorded for both players if the rally is won (with no more player hits).

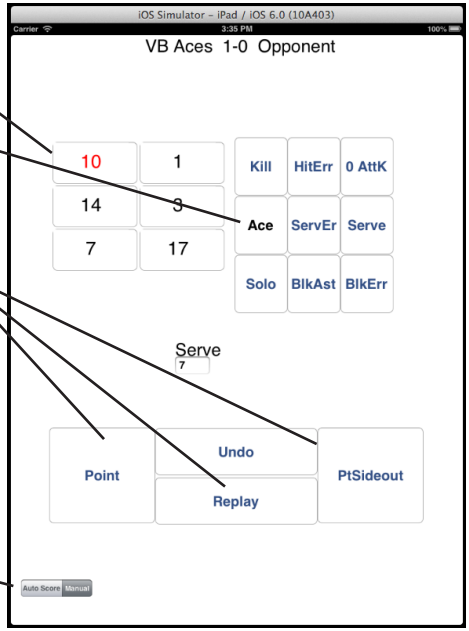


Recording Two-Tap Selective Stats

Selective stats are recorded by tapping on the **player** then tapping on the **stat** to be recorded.

Tap on the **Point**, **Sideout** or **Replay buttons** when the rally ends.

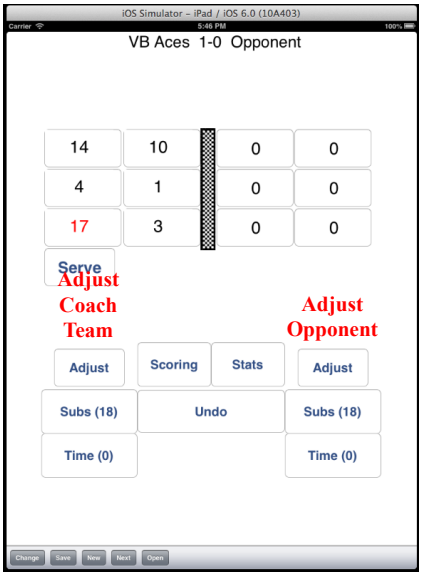
Note that recording some stats, such as kill, ace and errors, automatically ends a rally. (Turn off this feature by clicking on **Auto-Score no**)



Adjustments

There will be occasions when Volleyball Ace gets out of sync with the official scoring. This may be due to errors recording data in Volleyball Ace or scorekeeper errors. Whatever the cause, there is a need to make changes to the current scoring quickly. This is where **Adjustments** are very handy.

Using **Adjustments**, the score, rotation, number of substitutions and timeouts, serving side, score orientation, team side and view (Endline or Sideline) can be changed quickly. Tap on **Adjust** on the side of the net of the team being adjusted. Then select which adjustment is to be made:

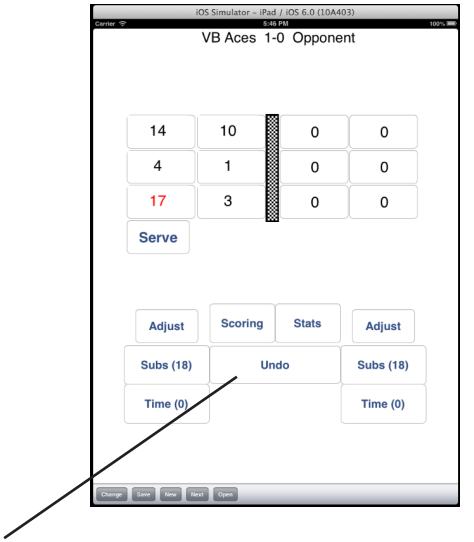


Note that if you make an adjustment, then realize that it is wrong, you can hit the **Undo button** and undo the adjustment. Note that the **Change button** on the **Main Court screen** can also be used to access the **Match** and **Set screens** to change setup information.

Undo

There will be times when an entry needs to be undone. For example, if a call is reversed after the point has been recorded with Volleyball Ace, the current entry can be undone so the proper entry can be made.

Tap on the **Undo button** to undo anything previously recorded during a rally, an adjustment, a rotation or a substitution.



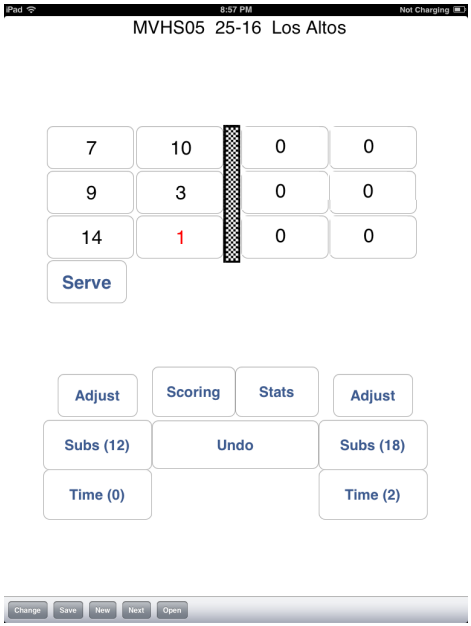
The **Undo button** will undo any player hits or recorded stats or any adjustments made to the set. It will also undo timeouts and substitutions. Undoing the result of a rally which caused a sideout will undo the rotation as well as the outcome of the point. Anything which has been undone will also be undone on the scoresheet for that set. This includes the number of substitutions and timeouts which have been taken by a team. If you start a set, then realize that you need to make a change to the setup, you can also undo the beginning of the set. Note that changes made on a **Match screen** or a **Set screen** should be changed using the **Change button**.

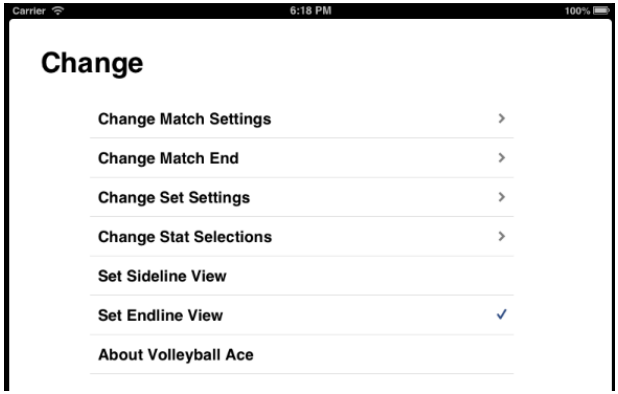
Chapter 6
Useful Features

Volleyball Ace has several features which make volleyball scoring and stats keeping faster and easier to use.

Change Options

The **Change button** on the **Main Court screen** enables changes to be made to the current match while it is under way.





The **Change screen** provides access to **Match, Match End, Set** and **Stat Selection screens**. If a set is started with incorrect settings, the **Change screen** can be used to correct them.

The court perspective, endline or sideline, can also be changed using this screen.

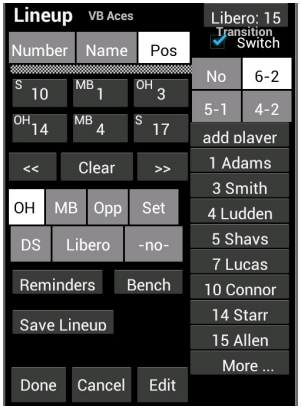
The **About Volleyball Ace option** can be used to check the current version of the app which is running.

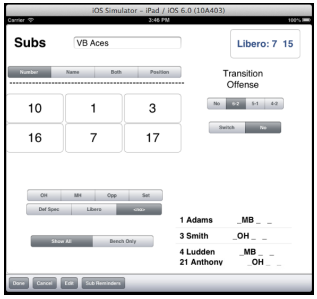
Sub Reminders

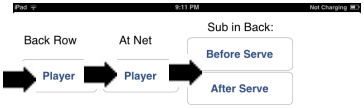
Sub reminders are another tool to speed up the recording of substitutions and libero replacements. Sub reminders are set up by specifying front row and back row players in pairs and indicating whether the back row player subs for the front row player before or after the serve.

Note: Sub reminders are saved as part of a saved lineup and are activated when that lineup is set up at the beginning of a set.

To set up sub reminders, tap on the **Remind button** on the subs screen.



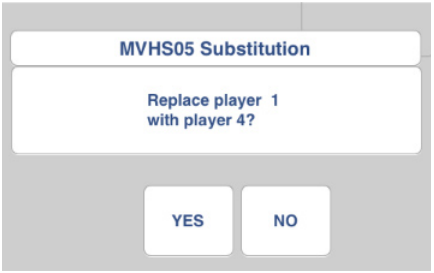




Assume you want to set up player #1 to play in the back row and player #4 to play in the front row. Select them from the **drop-down lists**. Then tap on the **Before Serve** or **After Serve button** to schedule when the sub takes place.

This builds the list of sub reminders. Up to 4 pairs of subs can be scheduled in this way. Reminders are removed by clicking on the **X button** in the delete column.

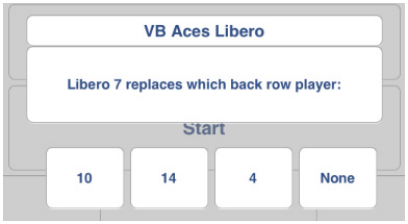
During the match, when the reminder is triggered by a rotation or a loss of serve, a prompt is issued to do the sub or libero replacement.



Libero Replacements

Volleyball Ace quickly records libero replacements. This is important because on-the-fly libero replacements do not cause a break in the action and must be recorded quickly.

When a player has served and the other team has won the rally, that player is eligible to be replaced by a libero player, if a libero is not already on the court. Volleyball Ace verifies that the player is not the current setter and suggests a libero replacement:



In this instance player #4 is not the setter and player #7 is the designated libero player.

Several rotations after this, when libero player #7 is about to move to the front row, Volleyball Ace automatically substitutes player #4 back into the rotation in place of the libero player #7.

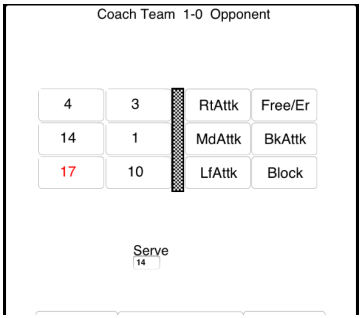
If libero serve has been specified for this match, Volleyball Ace will suggest replacing the player who is about to serve with the libero, unless the libero has already served in a different position.

Switch to Transition Offense

Volleyball Ace can switch the buttons representing the players from their initial positions on the court to their transition offensive positions. This includes switching the middle hitter to the middle, the outside (left) hitter to the left, the opposite side (right) hitter to the right, the setter to the right and the libero or other defensive specialist to the middle or to the left in the back row.

To switch to transition offense positions, select the **Transition Offense Type** and **Switch option.** Positions for each player must also be specified. On this screen a **6-2** offense is being used.

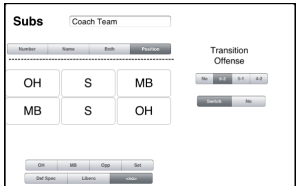
The switch of players is done immediately after that team serves or immediately after the serve has been returned over the net by the receiving team. The players begin the rally in their normal rotation positions.



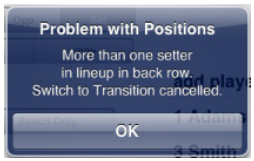
After the serve the players have switched into transition offense. The setter (17) has moved to the right in the back row in this 6-2 offense, the middle (1) has moved to the middle in the front row and the opposite side hitter (10) has moved to the right in the front row.

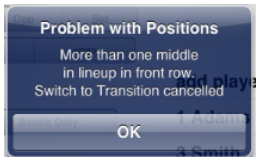
Player Positions

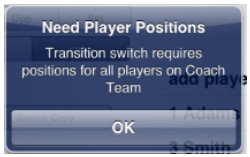
Note that the positions used (as a default) for incoming players are the positions which were recorded for each player when the roster was set up on the **Edit Roster screen**. A player's position can also be selected using the position push buttons as they are put into the lineup. However it is easier to set up lineups and do substitutions if the positions have been recorded as part of the roster. Use the position display option to verify player positions in the current lineup.



If the player positions in the lineup do not match the requirements for the specified transition offense, then Volleyball Ace cannot determine where to move players on the court. If this happens, Volleyball Ace issues a warning messages:



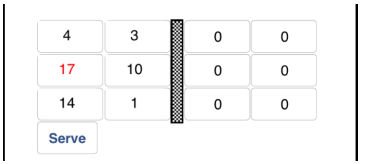




Either remain in the **Lineup** or **Subs screen** to correct the player positions or turn off the Transition Switch feature.

Highlight Setter

Volleyball Ace also highlights the setter when it knows the transition offense type and positions of players in a game. In this example, player (17) is the setter. This makes it easier to locate and tap on the setter after a pass or a dig has occurred.



If the wrong player has been highlighted, check the settings for offense type and player positions on either the **Lineup screen** (before the set starts) or the **Subs screen** (after the set starts).

Invalid Subs Warning

Volleyball Ace checks players as they are brought into the lineup to make sure they are in the proper rotation position. If not, a warning occurs:

You can choose to proceed, cancel, or proceed and suppress further warning messages.

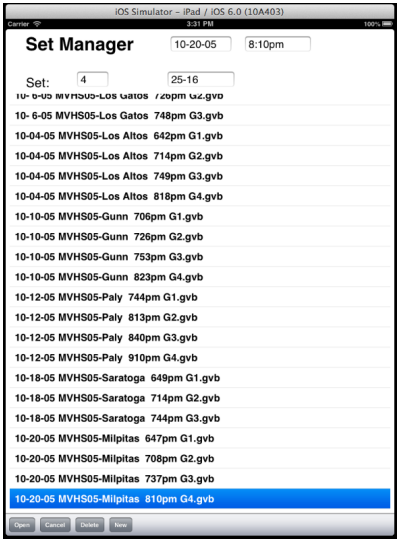
Deleting Sets

There are at least two occasions when you may wish to delete sets which have been statted and saved in Volleyball Ace.

At the end of the season (or before the start of the next season) you may want to archive the entire season's stats. See Appendix IV, pp 89-92, for details on this process.

You may also want to delete one or more sets which were statted as "practice sets" and which you don't want to keep on your iPad or Android device.

Individual sets can be deleted from your handheld using the Set Manager screen:

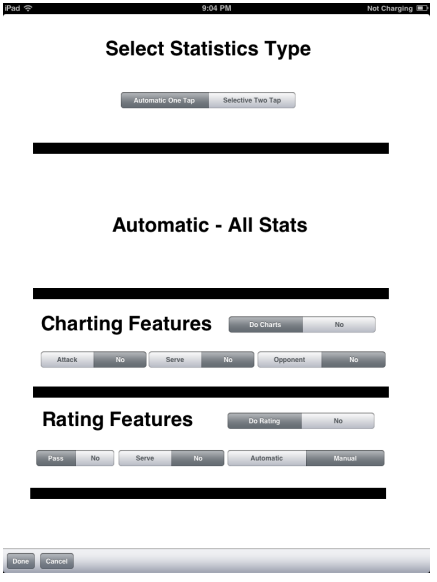


Tap on the set to be deleted, then tap on the **Delete button**.

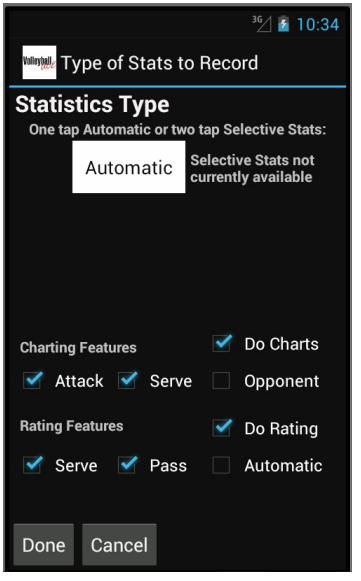
Chapter 7
Charting and Rating

Charting attacks and serves and rating passes and serves are available with both **Automatic and Selective Stats**. To activate these, tap on the **Charting Features** and/or **Rating Features options** on the **Select Statistics Type screen:**

iPad/iPhone

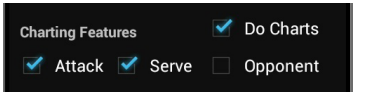


Android



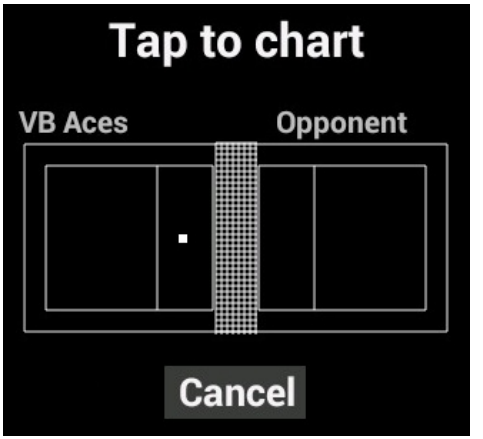
Charting and rating features are selected by clicking on the option and turned off by clicking on the "No" entry on iPads/iPhones. On the Android, selections are made by checking and unchecking the check boxes.

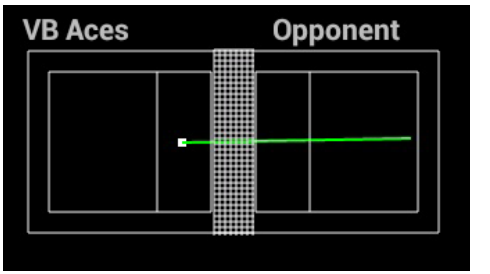
To chart all attacks by players on the coach team use the **Attacks checkbox**. To chart all serves by players on the coach team use the **Serves checkbox**. To chart attacks and/or serves by players on the opposing team use the **Opponent checkbox**.



Charting Attacks

When attacks are being charted, a chart appears on the screen when an attack occurs:



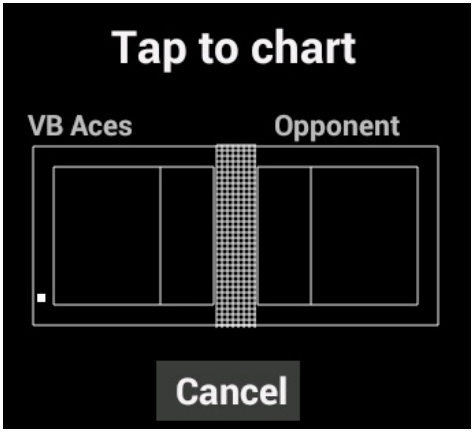


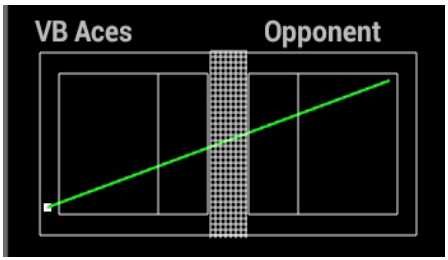
Tap on the **destination of the attack** (on the opponent side of the net). Note that the origin of the attack has already been set to a default value based on the position of the attacking player on the court. If the attack is from a different location, tap on the location of the **origin of the attack** before tapping on the destination.

When the destination has been marked, the Chart disappears from the screen. Tap on the **Cancel button** to skip a chart.

Charting Serves

If charting serves has been selected, a chart appears as soon as the ball is served:



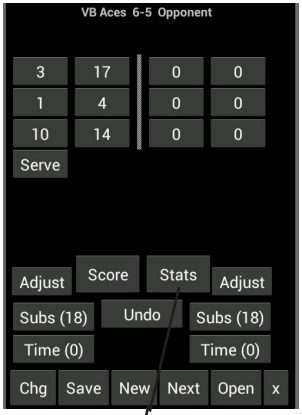


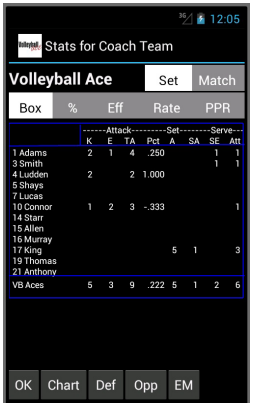
Tap on the **destination of the serve**. If **origin of the serve** needs to be corrected, tap on the origin first.

When the destination has been marked, the Chart disappears from the screen. Tap on the **Cancel button** to skip a chart.

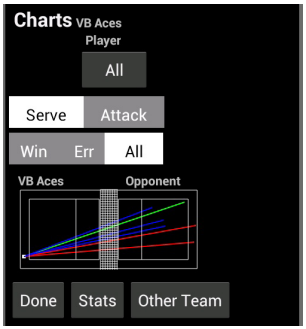
Chart Reporting

When attacks and serves have been recorded on charts, this information can be reviewed on consolidated charts.





Tap on the **Stats button** on the main screen, then tap on the **Charts button** at the bottom of the **Stats screen**.

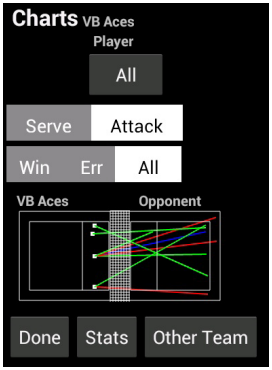


This consolidated chart shows all serves hit by players on the coach team. Different charts can be shown depending on which reporting options are chosen. Note that chart lines will be green (winner), red (error) or blue (stayed in play) based on the outcome of the serve or attack.

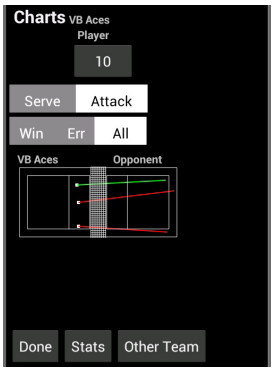
Reporting Options

Tap on the **Serves** or **Attacks button** to select which is to be shown.

Tap on the **Winners, Errors** or **All** to select based on outcome of the serve or attack.



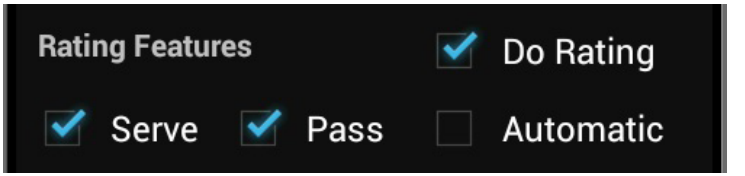
To display charts for a single player on the coach team, tap on the **Player dropdown button** and select a player. To display charts for a specific rotation, use the **Rotation dropdown list**.



To display charts for the opponent, tap on the **Other Team button**.

Rating Serves and Passes

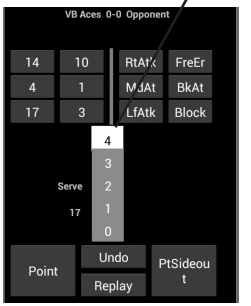
To rate serves and passes for players on the coach team, select **Rating Features** and check the **Pass** and/or the **Serve checkbox**.

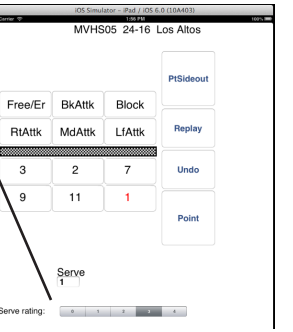


If you select the **Automatic Ratings checkbox,** Volleyball Ace will set an initial value for the rating of '2' and automatically set the final rating for aces, service errors, passing errors and overpasses.

Rating Serves

Serves are rated on a 0 to 4 scale, with 0 representing a service error and 4 representing an ace. Each time a player on the coach team serves, a group of rating buttons appears. Rate the serve by tapping on the **'0', '1', '2', '3'** or **'4' Rating option.**

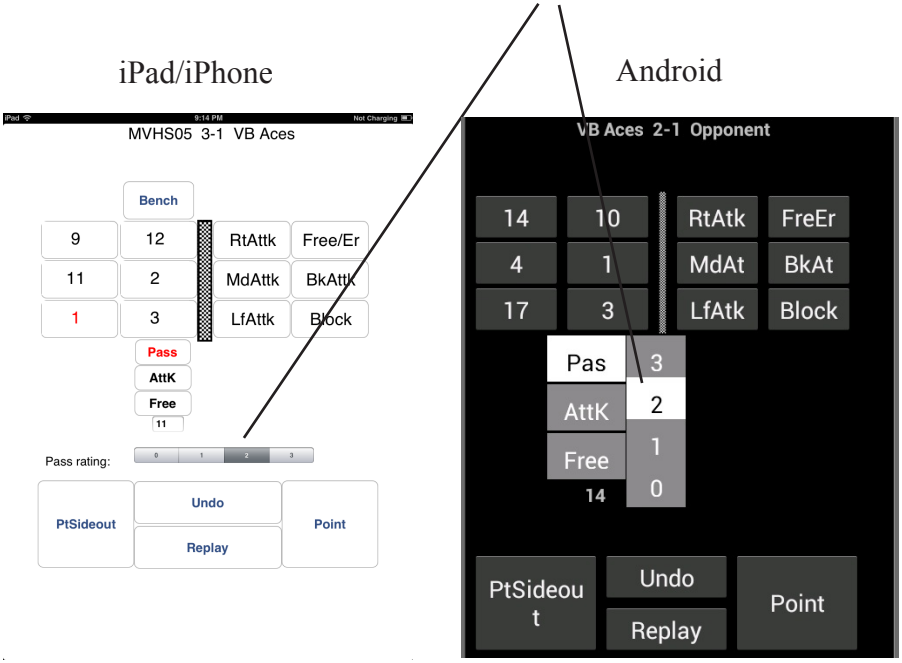




If **Automatic Ratings** have been selected, then the serve will automatically be given a '4' if the serve is an ace. If the serve is an error, it will be rated '0' automatically.

Rating Passes

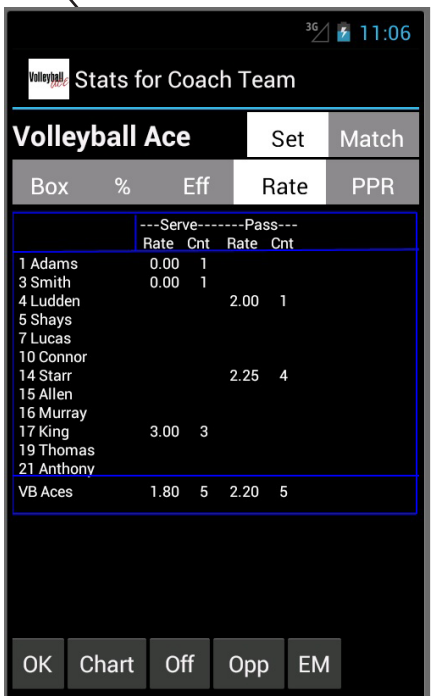
Passes are rated on a 0 to 3 scale, with 0 representing a passing error or overpass and 3 representing an "ideal" pass. Each time a serve is received by a player on the coach team, the pass rating buttons appear. Rate the pass by tapping on the **'0'**, **'1'**, **'2'** or **'3' Rating option**.



If **Automatic Ratings** have been selected, then the pass rating will start with a default of '2'. If the service pass is followed by a point for the opponent, then the pass is automatically rated '0'. If the service pass is followed by play on the opponent's side of the net, then it is assumed to be an overpass and is also rated '0'. If the service pass is followed by a point for the coach team, the pass is also rated '0' because it is assumed to have been an overpass.

Reporting Serve and Pass Ratings

Serve and pass ratings are summarized using the Rating push button in stats reporting. After tapping on the **Stats button** on the main screen, tap on the **Rating button**.



The **Count columns (Cnt)** show how many ratings have been done for serves or passes by that player. The **Rating columns (Rate)** show the average rating (total of all ratings divided by the count).

Chapter 8
Desktop Data Transfer

Volleyball stats which have been recorded using Volleyball Ace on iPads, iPhones and Android devices can be uploaded to a desktop PC or Macintosh for consolidation, analysis, printed reports and output to data files (including HTML web-ready files).

This upload process uses the "iTunes File Sharing" feature of iTunes for Apple devices. On Android devices, volleyball stats recorded with Volleyball Ace can be moved onto the desktop using a USB cable.

Once copied to the desktop, Volleyball Ace stats can be consolidated and analyzed with the Volleyball Ace Strategic Analyzer and other desktop tools.

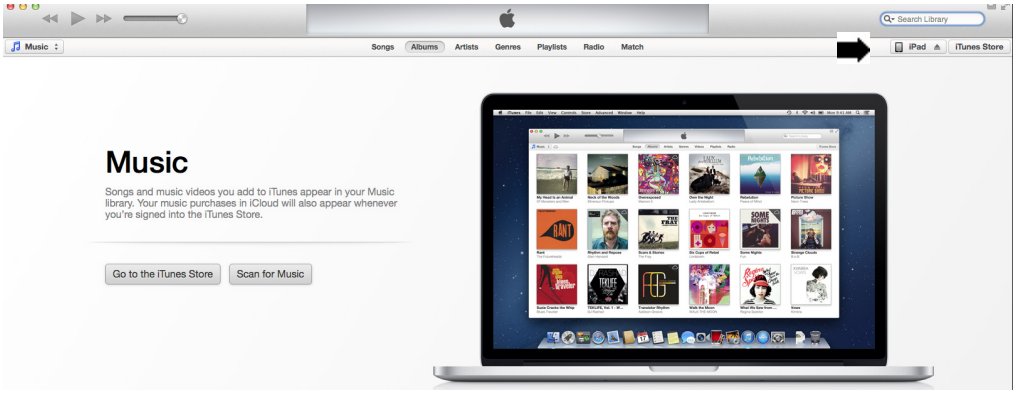
Stats recorded using Volleyball Ace can also be sent via email or *printed out directly from the device using the Volleyball Ace app. (*iPad only)

Transferring iPad and iPhone Data with iTunes

Set stats recorded with Volleyball Ace on iPad and iPhone devices can be copied to a desktop PC or Macintosh using Apple's iTunes desktop application.

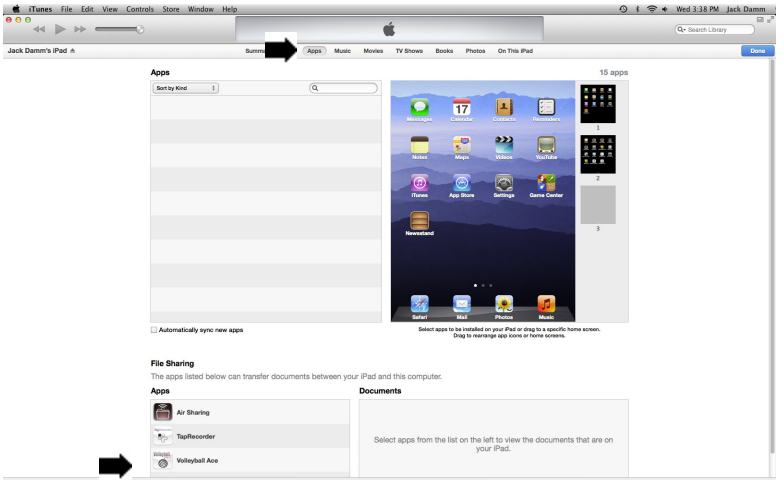
Connect the iPad or iPhone to the target desktop computer with the Apple-supplied USB cable. If iTunes does not start automatically it should be run manually. (If it is not yet installed on the desktop, it should be installed. It is a free application from Apple and can be downloaded.)

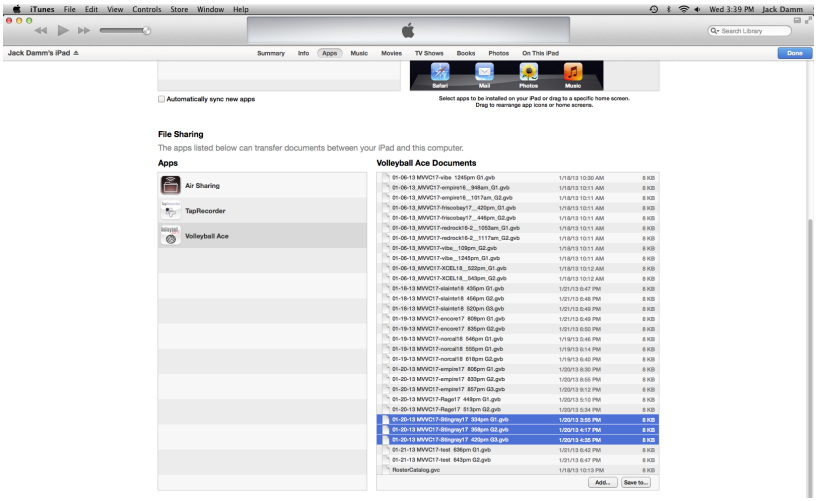
When iTunes starts the display will appear as:



Select your iPad/iPhone in the upper right-hand corner of the screen. Both the Windows and Macintosh versions of iTunes are very similar, although the display varies depending on your iTunes version.

Next, click on the Apps menu tab, scroll down and click on Volleyball Ace within the list of File Sharing apps:





To move stat files from the iPad/iPhone to the desktop, select one or more files and tap on the **Save To ... button**.

To move stat files from the desktop back to the iPad/iPhone tap on the **Add button**.

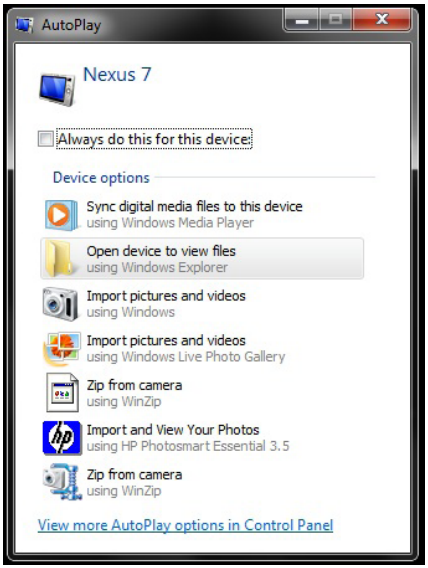
The files will be moved to or from the desktop.

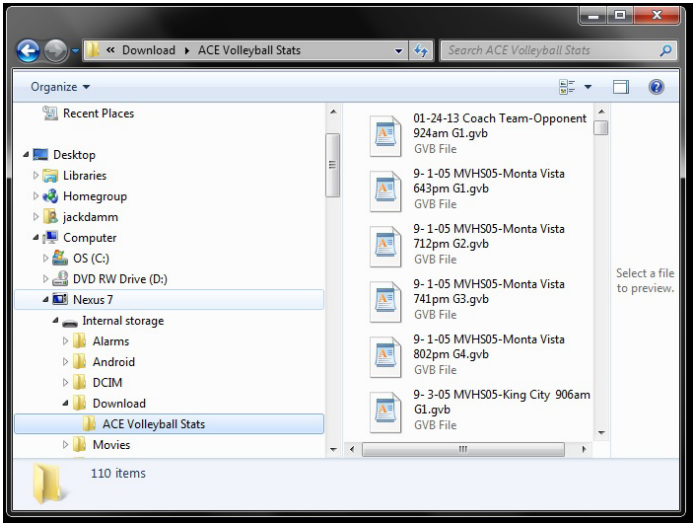
It is a good idea to put stat files into a folder on a local hard drive or on a network. Note that this is a copy of the stat files - they will remain on the iPad or iPhone until they are deleted.

Transferring Data from Android to Windows PCs

Android devices do not need an application such as iTunes to copy data to desktop PCs. A “driver” should be loaded automatically the first time the Android device is connected to a desktop PC.

To begin connect the USB cable from the Android device to a USB port with the supplied cable. Windows should recognize the device and let you run Windows Explorer. If it does not, then run it from the Accessories folder.





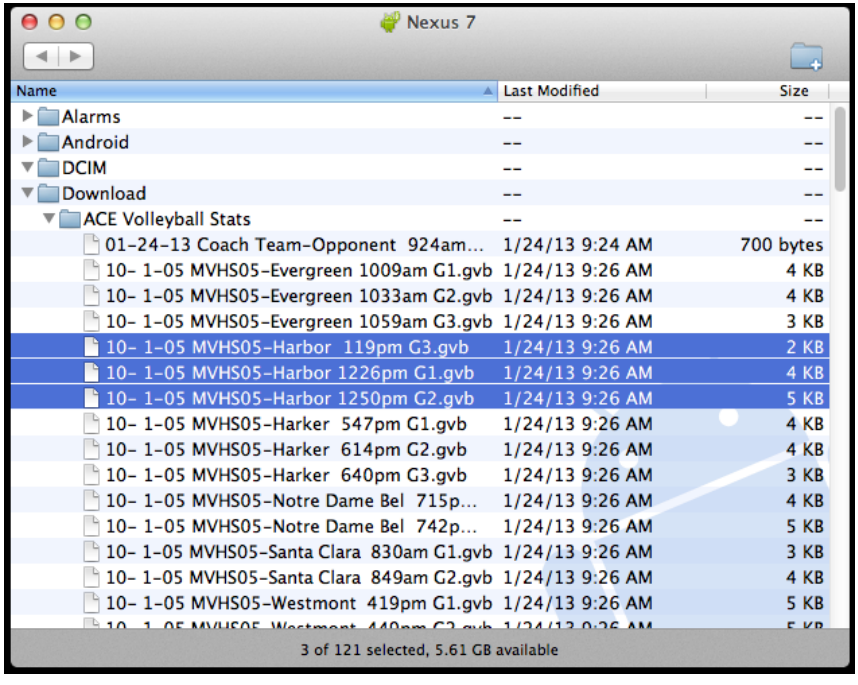
Click on the down arrows next to the device name, then the “Internal Storage” folder and then the “Download” folder. Then click on the “ACE Volleyball Stats” folder. All of the Volleyball Ace set stat files should be visible. Now drag and drop the stat files to a folder on the desktop computer. (It is a good idea to set up a unique folder on your desktop to store stat files.)

Transferring Data from Android Devices to the Macintosh

Android devices need a special application to transfer data to the Mac.This application, “Android File Transfer”, can be downloaded free of charge from the web at “www.android.com/filetransfer/” and is easy to install.

Once downloaded and installed, the file transfer application should run automatically each time an Android device is connected to the Mac.

Connect the USB cable from the Android device to a USB port on the Mac. The Android File Transfer application will display a list of the folders on the Android device:



Click on the arrows to the left of the “Download” folder and the “ACE Volleyball Stats” folder. This should display the Volleyball Ace stat files. Drag and drop the stat files to any folder on your Macintosh where you want to save them.

Chapter 9
Desktop Tools

Volleyball Ace Strategic Analyzer

Once stat data has been copied from the iPad, iPhone or Android device, it can be used by the Volleyball Ace Strategic Analyzer to generate additional stat reports and export stat files in a variety of formats.

When the Strategic Analyzer is run, use either the "drive" and "folder" displays to locate the data (the "classic" Analyzer) or use the Browse button to locate the data (the newer "R" Analyzer).

Other Desktop Tools

Volleyball Ace also includes several other desktop utility applications.

The "Set Stat Editor", is used to make changes to recorded stats.

The "Volleyball Ace Data Entry Worksheet", is used to enter summary stats for sets which were not recorded with Volleyball Ace.

As of January, 2013, the "TeamBuilder" has been obsoleted. The iPad and Android versions of Volleyball Ace have made this tool unnecessary.

The companion document, "Volleyball Ace Desktop Tools," documents how to use these Volleyball Ace companion tools.

Appendix I
How Stats are Calculated

Statistics are calculated using the sequence of the player touches and the results of the rally.

A serve is counted as an ace if it is immediately followed by a tap on the Point button on the server's side of the net. A serve is counted as a service error if it is immediately followed by a tap on the Sideout (or PtSideout) button indicating a loss of rally. A serve by the opposing team which is followed by a single player hit on the coach side of the net and a Point for the serving team (an unsuccessful pass reception) is also recorded as an ace (for the opponent).

The first hit on the coach's team side (not counting a block or serve) is considered to be a pass or a dig, depending on whether the ball coming from the opponent was a serve, an attack or a free ball. Any hit which follows an attempted block (which does not end the rally) on the same side of the net is considered to be a dig.

The second hit on the coach's team side is considered to be a set if it is followed by a third hit on the same side of the net. If the second hit is followed by a play on the opponent's side of the net or it is followed by the recording of a point on the setter's side of the net, then it is assumed to have been an attack. The third hit on the coach's team side is considered to be an attack unless it is overridden by the "freeball" button.

Note that touches are converted into stats depending on the attack result. If the last touch is recorded on the side of the net that won the rally, then

it is considered to be a “winner”. If the last hit occurred on the side of the net that lost the rally, then that touch is considered to be an “error”. A set followed by a successful attack hit is considered to be an assist. All other third touches are counted as “attempts” (not winners or errors).

If a first or second hit attack occurs or a freeball is hit, or if the first touch is by a front row player and could be a block, defaults can be overridden:

Note that the block options are only shown if the first touch is by a front row player.

If the setter dumps a pass or a dig, then the Attk (attack) override button should be touched. Likewise, if on the third touch the ball is sent over as a freeball, then the Free button should be selected.

The whole idea is that Volleyball Ace will have the most likely action as the default, but in any case it can be overridden if some other action is taken. This is what makes stat keeping in Volleyball Ace quick and easy to do.

Note that in calculating efficiency, total attempts include winners, errors and "zero attempts" (attempts which were neither winners or errors). Attack, set and serve efficiency are calculated by subtracting errors from winners and dividing the result by the total number of attempts. Digs and passes are shown on efficiency reports as a fraction which is the same as the number of successful digs or passes divided by the total number of digs or passes. These figures are the same as shown on the % reports only in decimal format.

Team totals for blocks include the sum of all solo blocks plus the total of all block assists and triple blocks divided by two.

If a block attempt is followed by another touch on that side of the net (a dig), then the block attempt is not recorded as a block. Blocks must result in the winning of a rally. If the opposing team wins the rally immediately following a block (without any action recorded), then a net violation by the first blocker is assumed to have been committed. Block attempts should not be recorded if a ball is hit off a block for a successful kill ("tooling the blocker") because this is not considered a blocking error.

An excellent reference on stat definitions is available from the AVCA

Appendix II
Archiving Season Stats

At the end of a season (or start of a new season) it is a good idea to archive Volleyball Ace set stats and clear the recording device. This will speed up processing and simplify data access for the current season. It is strongly suggested that if you are not comfortable with manipulating files, directories and/or folders on your desktop PC or Macintosh that you get technical help with this task.

Archiving and Clearing Sets on the Desktop

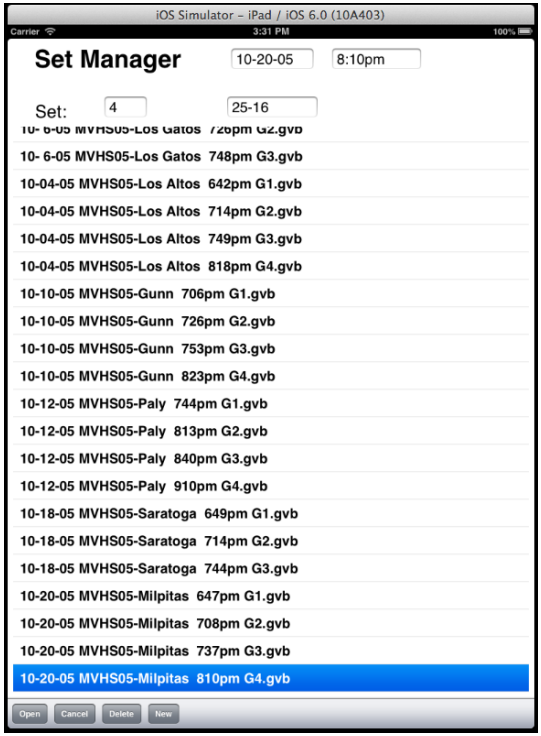
To save the previous season's set stats as stored on your desktop computer, use the Windows Explorer or Macintosh Finder to find the set stat files.

When you have located the data, use the Windows Explorer or Mac Finder to create a new directory or folder (such as '2012 Season') within Ace Volleyball Stats. Then move all of last season's set stat files to this location by dragging and dropping them from the Ace Volleyball Stats directory/folder. This will move them so they are not mixed in with the new season's stats, but will make them available by switching directories or folders in the Strategic Analyzer.

If you choose not to archive previous years' data, it can be deleted from the PC or Macintosh using the Windows Explorer or the Macintosh Finder.

Clearing Sets from the iPad, iPhone or Android

You can erase all of the set stats from your recording device one at a time using the **Delete button** in the **Set Manager screen**. This is the simplest method.



Alternatively, if you have a large number of statted games, you can erase Volleyball Ace itself which erases all of the set stat files.

Apps which have been deleted from iPad, iPhone or Android devices can be restored by downloading the app again from the App Store, Google Play or the Amazon Marketplace. (Note: This is the policy of the respective vendors as of 1/1/2013. This policy could change.)

Appendix III
Stat Export Features

Volleyball Ace exports data to MaxPreps .max data files and DakStats 3000 data files.

The Volleyball Ace Strategic Analyzer, which is a desktop application, can export data in formats compatible with both of these systems. Additionally, the Strategic Analyzer can also output data to the clipboard, to delimited files and to web-ready HTML files.

See the companion document, “Volleyball Ace Desktop Tools,” for more information.

Volleyball Ace also creates MaxPreps .max data files on the iPad/iPhone and Android which can be emailed directly from an email-enabled device.

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DIMENSIONAL
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home
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Volleyball ace

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TapRecorder
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