



# HoopNest

## The complete manual

A basketball stat tracker that lives in one file. No account, no internet, no server anywhere. **This manual covers all of it** - from opening the file for the first time to moving the data into Excel for deeper analysis.

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### One file

The whole app in a single .html

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### Offline

Never needs a connection

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### 11 screens

From live tracking to export

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### Two languages

English and Lithuanian

# Contents

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|           |                                 |           |                                 |
|-----------|---------------------------------|-----------|---------------------------------|
| <b>1</b>  | What HoopNest is                | <b>15</b> | Advanced analysis               |
| <b>2</b>  | Getting started                 | <b>16</b> | Badges                          |
| <b>3</b>  | How the screen is laid out      | <b>17</b> | Notes                           |
| <b>4</b>  | Tracking depth                  | <b>18</b> | Layouts and templates           |
| <b>5</b>  | Tracking a team or one player   | <b>19</b> | Printing and PDF                |
| <b>6</b>  | The roster                      | <b>20</b> | From phone to Excel             |
| <b>7</b>  | Starting a game                 | <b>21</b> | Backups                         |
| <b>8</b>  | Live tracking                   | <b>22</b> | Settings                        |
| <b>9</b>  | Clock, timeouts and fouls       | <b>23</b> | Language and stat abbreviations |
| <b>10</b> | The shot chart                  | <b>24</b> | Keyboard shortcuts              |
| <b>11</b> | Finishing a game and the awards | <b>25</b> | The trial edition               |
| <b>12</b> | The dashboard                   | <b>26</b> | Privacy                         |
| <b>13</b> | Games and box scores            | <b>27</b> | Common questions                |
| <b>14</b> | Player statistics               | <b>28</b> | Quick reference                 |

Reading this for the first time and want to start quickly? Chapters 2, 4, 6, 7 and 8 are enough. The rest is there for when you need it.

# 1 What HoopNest is

HoopNest is a basketball stat tracker that lives in a single HTML file. You open it in a browser — phone, tablet or laptop — and record the game as it happens. No account, no sign-up, no internet connection.

## Three things worth knowing up front

### Everything stays on your device

Data is stored in the browser's own storage ( `localStorage` ) on the device you tapped it into. Nothing is sent anywhere — there is no server to send it to. That means two things: your team's data is private by construction, and it also does **not sync** between devices on its own. Moving it is a backup file away (chapter 21).

### One file, no dependencies

The whole app — chart drawing, sounds, both languages — fits in one `.html` file. Copy it to several devices, keep it in cloud storage, email it to yourself, put it on a USB stick. It will still work in five years with no internet.

### Speed during the game comes first

The whole interface is laid out so you can record a game without looking at the screen for more than a moment. Player — one tap. Stat — second tap. The undo button sits at the very top. If you tap the wrong thing, fixing it is one move, not a trip through a menu.

#### WHO THIS IS FOR

Coaches who want a full box score without a €300 tablet setup. Parents tracking one child. Volunteers sitting at the scorer's table for the first time. Three tracking depths (chapter 4) let you pick how much detail you actually need.

## What it does

| AREA          | WHAT IS INCLUDED                                                                                                               |
|---------------|--------------------------------------------------------------------------------------------------------------------------------|
| Live tracking | Two-pointers, threes, free throws (make and miss), offensive and defensive rebounds, assists, steals, blocks, turnovers, fouls |
| Clock         | Game clock, periods, overtime, automatic per-player timers, timeouts                                                           |
| Box score     | Live box score, play-by-play, team totals, full box score after the game                                                       |
| Season        | Averages and totals, game log, records, streaks                                                                                |
| Analytics     | eFG%, TS%, USG%, per-100-possession ratings, Four Factors, lineup impact                                                       |
| Shot chart    | Shot locations on the court, accuracy across eight zones                                                                       |
| Charts        | 12 types, freely rearranged and edited                                                                                         |
| Badges        | 12 earned automatically, 16 awarded by the coach                                                                               |
| Notes         | Per player and six team sections                                                                                               |
| Export        | Print and PDF from every screen, HTML reports, five CSV files, JSON backup                                                     |
| Languages     | English and Lithuanian (with LKL protocol abbreviations), one tap to switch                                                    |

## 2 Getting started

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### Opening it

- 1 Save the `HoopNest.html` file to your device.
- 2 Tap it. It opens in your default browser.
- 3 That is it. The app is ready to use.

### On a phone — add it to the home screen

So you are not hunting for a file at tip-off, put a shortcut on the home screen. It opens like a normal app, without browser chrome.

- **iPhone / iPad:** open the file through *Files* → *Safari*, tap *Share* → *Add to Home Screen*.
- **Android:** open it in *Chrome*, menu (three dots) → *Add to Home screen*.

#### IMPORTANT, ABOUT BROWSER STORAGE

Your data is tied to *that browser on that device*. Open the file in a different browser or a private window and you will see an empty app. Clear "site data" in browser settings and the stats are gone. So take a backup every few games — it is one tap on the Data tab.

### The sample team

On the first five launches the app offers to load a sample team: nine fictional players and three finished games. It is the fastest way to see every screen filled with real numbers before you enter your own.

Sample data **never mixes** with yours — it is flagged separately and removed with one switch in Settings. Your own players and games are untouched.

### A sensible way to start

- 1 **Load the sample team** and walk through every tab so you know where things are.
- 2 **Pick a tracking depth** (chapter 4). If unsure, start with "Full".
- 3 **Enter your roster** — names, numbers, positions.
- 4 **Turn the sample data off** in Settings.
- 5 **Track your first game from a recording** or during a friendly. The first time is always slower; the second one is fast.
- 6 **Take a backup after the game.**

### 3 How the screen is laid out

#### The top bar

It is on every screen and sticks to the top.

| CONTROL                                                                                               | WHAT IT DOES                                                          |
|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|
|  <b>Whole team</b> ▼ | Switches between tracking the whole team and one player (chapter 5)   |
| <b>Mode: Full</b> ▼                                                                                   | Opens Settings at the tracking-depth section                          |
| <b>EN / LT</b>                                                                                        | Switches language in one tap. Shows the language you are currently in |
|                      | Light or dark theme                                                   |
|                      | Settings                                                              |

#### Eleven tabs

The strip below the top bar. On a phone it scrolls sideways — all eleven are there even if you only see six.

| TAB                                                                                                     | WHAT IT IS FOR                                      |
|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------|
|  <b>Live game</b>      | Live tracking. This is where the whole game happens |
|  <b>Dashboard</b>     | Season tiles, awards, leaders, charts               |
|  <b>Roster</b>       | Squad list with season averages                     |
|  <b>Games</b>        | Results list and box scores                         |
|  <b>Player stats</b> | Season table and player charts                      |
|  <b>Shot chart</b>   | Shot locations on the court (Pro mode only)         |
|  <b>Advanced</b>     | Four Factors, per-100-possession ratings, lineups   |
|  <b>Badges</b>       | Earned and awarded badges                           |
|  <b>Notes</b>        | Player and team notes                               |
|  <b>Layouts</b>      | Table templates, button order, player order         |
|  <b>Data</b>         | Backups, CSV, printing, formulas                    |

#### WATCH FOR THIS

While a game is in progress a red dot appears on the "Live game" tab. So you always know a game is still open, even when you are looking at other screens.

## 4 Tracking depth

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Three levels. They change how many buttons you see during a game and how many columns appear in tables. You can switch at any time — nothing already recorded is lost.

### Basic

**Points, rebounds, assists, fouls.** Nine buttons. No minutes, no plus/minus, no shot locations.

This is the mode for a parent tracking for the first time, or a volunteer who also has to watch the game. It is almost impossible to get wrong.

### Full

**The complete standard box score.** Thirteen buttons: shooting split into twos, threes and free throws; offensive and defensive rebounds separately; steals, blocks, turnovers, minutes and plus/minus.

This is the default and what most people will want. It produces the box score line you see on a professional game sheet.

### Pro

Everything in Full, plus:

- **Shot locations** — after each shot you tap where it came from
- **Four Factors** — Dean Oliver's framework, compared against the opponent
- **Per-100-possession ratings** — offensive and defensive numbers independent of pace
- **Lineup impact** — how the team does with particular fives on the floor

#### WHERE TO BEGIN

Start with "Full". If after a few games you find you are keeping up with time to spare, move to "Pro". If you are not keeping up, drop to "Basic". There is no value in recording data you cannot record accurately.

### Where to change it

Settings (⚙️) → *Tracking depth*. Or tap "Mode:" in the top bar.

## 5 Tracking a team or one player

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Two genuinely different workflows, switched by one pill in the top bar.

### The whole team

The default. You mark up to five players on the court, tap a player, then tap a stat. Every calculation — minutes, plus/minus, team totals — follows whoever is marked as on the floor.

### One player

Built for parents. You pick one player and they stay selected **permanently** — no tapping them first every time. A large card for that player appears at the top of the screen with points and time on court, and you record stats in one tap instead of two.

#### PRACTICAL NOTE FOR PARENTS

In one-player mode you can still tap the opponent scoring buttons so the score stays right. But if the score does not matter to you, do not bother — your child's stats will be exactly as accurate either way.

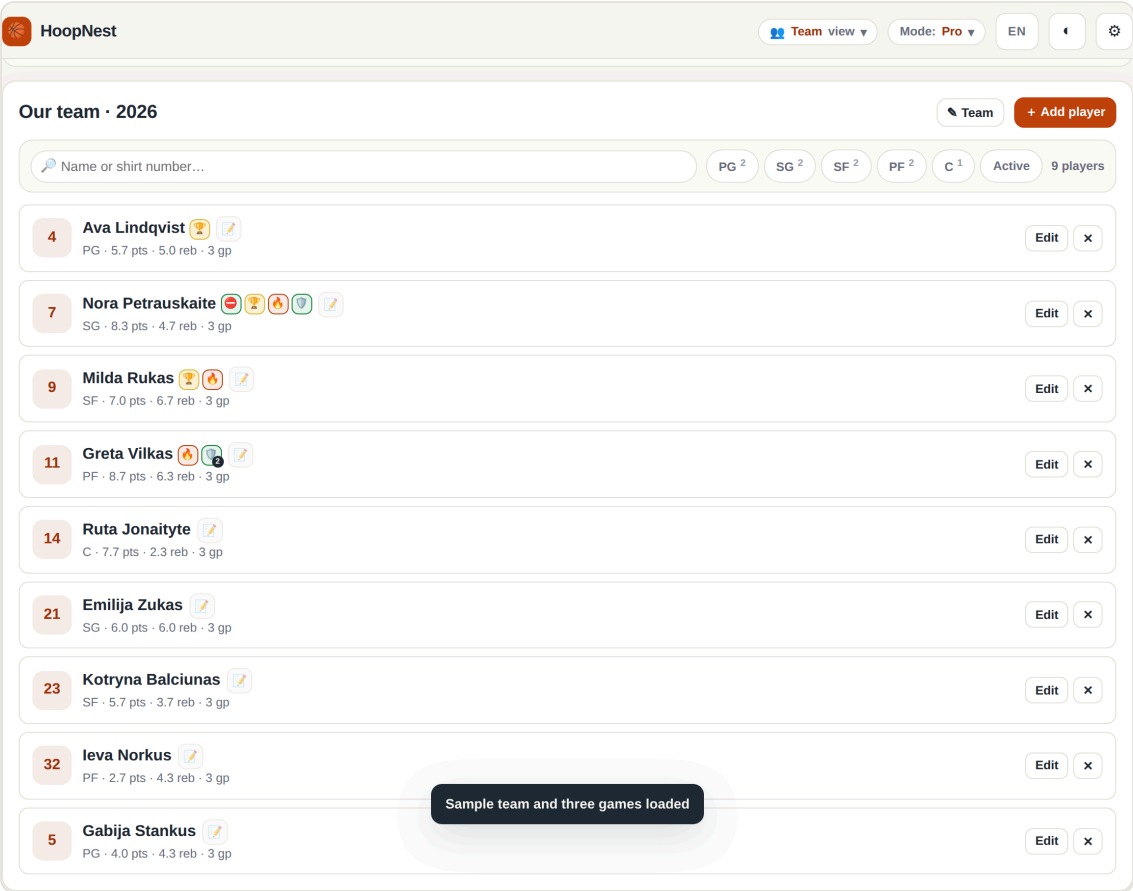
To switch: tap the  pill in the top bar. You can switch mid-game — nothing already recorded changes.

# 6 The roster

Before the first game you need at least one player. In practice, the whole squad.

## Adding a player

- 1 Go to the  **Roster** tab.
- 2 Tap **+ Add player**.
- 3 Enter a name and a shirt number. Both are required — the number is used everywhere the name will not fit.
- 4 Tick the positions. **You can tick more than one** — at youth level the same child plays point guard on Tuesday and centre on Saturday.
- 5 Save.



**The roster.** Each row shows number, name, positions and season averages. The notes icon () on the right opens that player's notes.

## Positions

| CODE | POSITION       |
|------|----------------|
| PG   | Point guard    |
| SG   | Shooting guard |
| SF   | Small forward  |
| PF   | Power forward  |



| CODE | POSITION |
|------|----------|
| C    | Centre   |

## The filter

The same filter bar sits above the roster and above the season table:

- **Search box** — name or number. Typing a bare number matches the *exact* shirt, so "1" will not pull up "11" and "21".
- **Position chips** — PG, SG, SF, PF, C. You can select several. The number on each chip shows how many players hold that position.
- **Active** — hides players marked inactive.

The filter is shared: narrow to the guards and you see the guards in both the roster and the season table.

## Inactive players

Mark an injured or departed player inactive rather than deleting them. Their past stats stay in the season numbers and in history, but they are no longer offered when you start a game.

## 7 Starting a game

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- 1 ► **Live game** tab → + **Start a game**.
- 2 **Opponent** — their team name. It appears on the scoreboard and in every report.
- 3 **Date** — today by default.
- 4 **Home or away** — home, away or neutral.
- 5 **Periods** — 4 quarters or 2 halves.
- 6 **Minutes each** — period length.
- 7 **Starting five** — tick up to five players.
- 8 Tap **Start the game**.

### THE STARTING FIVE IS NOT FINAL

If you are in a rush you can start without it and sort the floor out at the first stoppage. Minutes and plus/minus start counting from the moment somebody is on the court.

### Unfinished games

If a game never got finished — your phone died, say — it stays in the "Unfinished games" list on the opening screen. Tapping it reopens exactly where you left off: right period, right clock, right score and every stat you had entered.

## 8 Live tracking

This screen is designed to take as little of your attention as possible. Read this chapter once before your first game and you will not need it again.

### The scoreboard



The **scoreboard** sticks to the top of the screen and stays visible however far you scroll. It carries both scores, the clock, the period and six controls.

| CONTROL              | WHAT IT DOES                                                                   |
|----------------------|--------------------------------------------------------------------------------|
| ▶ <b>Start clock</b> | Starts the game clock and every on-court player's timer with it                |
| ■ <b>Timeout</b>     | Pauses the player timers, not the game itself                                  |
| <b>End Q1</b>        | Closes the period and moves to the next. After the last one it offers overtime |
| <b>+1 +2 +3</b>      | Opponent scoring. Three buttons, one tap                                       |
| 🕒                    | Set the clock by hand if it has drifted                                        |
| 🏁 <b>Finish</b>      | Ends the game and works out the awards                                         |

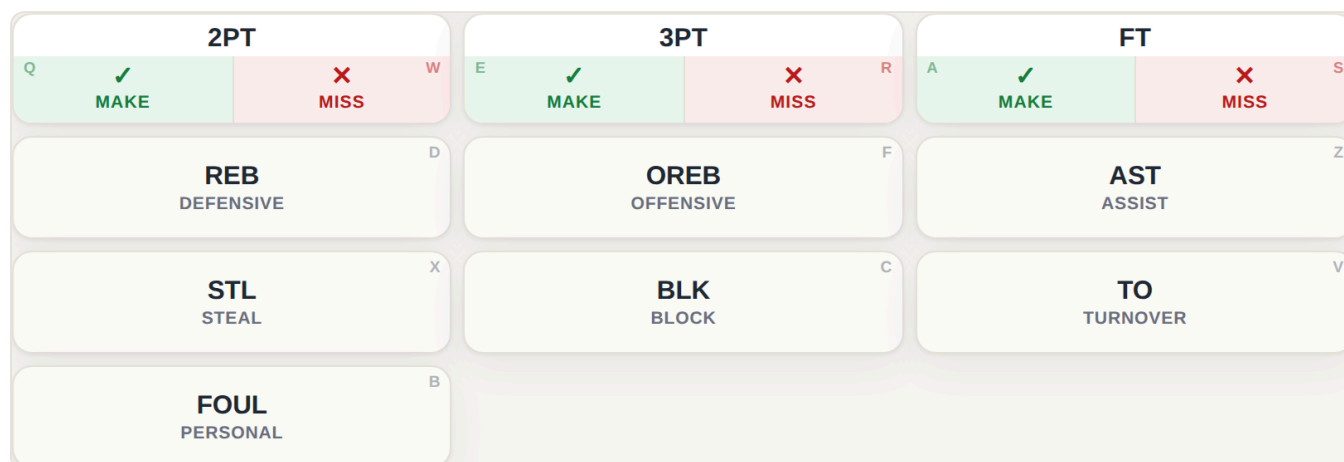
### The player strip



**Players on the court.** Each card shows number, surname, points, fouls and a small timer in the top-left corner. Tapping a card selects that player.

The number in the top-right corner of each card (1–5) is the keyboard shortcut — on a laptop you select a player by pressing that digit.

### The stat pad



**The pad.** Shot buttons are split down the middle: left half is a make, right half is a miss. That fits three buttons where six would go, without changing how many taps it takes. The small letters in the corners are keyboard shortcuts.

## The basic rhythm

**Tap the player** → **tap the stat**. That is the whole thing. The event appears in the feed immediately, points go on the board, and the player's box score line updates.

## The assist prompt

After a made basket a strip briefly appears under the pad showing the on-court players' numbers: "Assist?". Tap a number and the assist is recorded. Tap "No assist", or just carry on recording — the prompt closes itself.

### FALLING BEHIND?

The assist strip never blocks the pad. You can ignore it and record the next event straight away; it will quietly get out of the way.

## Undo

The ↶ **Undo** button sits *above* every stat button — deliberately, because it is the one you need most often and most urgently. Underneath it, in small type, is what you are about to undo ("7 made 2PT"), so you never have to guess.

You can undo several actions in a row. Undo puts everything back: points, the player's line, team totals and the play-by-play.

## Substitutions

The ⇄ **Subs** button opens the full roster. Tick up to five players, tap "Apply".

On a substitution the app stops the outgoing players' timers and starts the incoming ones automatically. Plus/minus is re-anchored too — from that moment the score margin is credited to the new five.

## Opponent stats

On the right, under the team totals, are three buttons: *Opp OREB +1*, *Opp TO +1*, *Opp miss +1*. They are **optional** — they exist only so the Four Factors comparison (chapter 15) can put you next to the opponent. If you do not use that analysis, you never need to touch them.

## The side panel

### Play-by-play

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Q1 10:00 #7 Nora Petrauskaite — made 2PT

Q1 10:00 #4 Ava Lindqvist — foul

Q1 10:00 #4 Ava Lindqvist — steal

Q1 10:00 #4 Ava Lindqvist — defensive rebound

Q1 10:00 #4 Ava Lindqvist — assist

Q1 10:00 #4 Ava Lindqvist — made 3PT

Q1 10:00 #4 Ava Lindqvist — made 2PT

The side panel holds three cards: the **live box score** (toggling between on-court and everyone), the **play-by-play** (pictured) with period and clock on every entry, and **team totals**. On a phone they sit below the pad.

## 9 Clock, timeouts and fouls

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### How the timers work

There are two separate things:

- **The game clock** — the big one in the middle of the scoreboard. Counts down from the period length.
- **Player timers** — tiny, in the corner of each player card. They start when you start the game clock, and only run for whoever is on the court.

On a substitution the timers hand over automatically. You do not have to do anything.

### Timeouts

The ■ **Timeout** button pauses every player timer and the game clock. A banner appears at the top reminding you that you are in a break. You come back out with ► **End break**.

### Periods and overtime

The *End Q1* button closes the period, stops the clock and resets it for the next one. After the final period it offers overtime (OT1, OT2 and so on). Score and stats carry straight through.

### Foul warning

When a player is **one foul away** from fouling out, a banner flashes at the bottom of the screen and their card is marked. Once the limit is reached, an *OUT* tag appears next to their foul count.

The maximum is set in **Settings** → **Fouls**. It defaults to 5. Different competitions use 4, 5 or 6 — check your own rulebook.

#### THE WARNING NEVER BLOCKS YOU

Like every other message in the app, the foul warning appears at the bottom, does not cover any stat row, and ignores taps. It will never swallow a button press.

### Milestone alerts

When a player hits something worth noticing — first point, 10, 20, 30 points, ten rebounds, a double-double, a triple-double, perfect free throws — a banner appears briefly at the bottom. If enabled, a short sound plays and the phone gives a quick buzz.

All of it can be switched off separately: **Settings** → **Milestone alerts** (banners, sound and vibration are three independent switches).

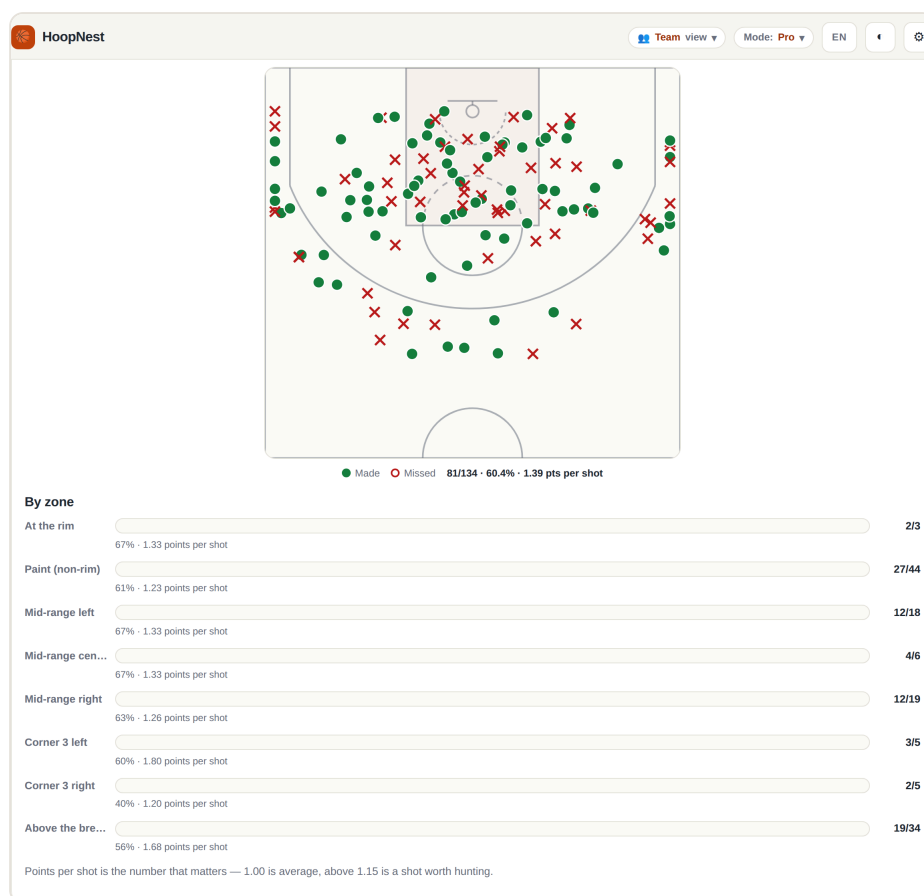
There are 20 milestones in all. One of them — 100 points in a game — earns its own particular announcement, and the app duly gives it.

## 10 The shot chart

Pro mode only. You mark where each shot came from, and after a few games you can see where the team actually scores.

### Recording a location

- 1 During the game tap the shot button as usual (2PT make, 3PT miss and so on).
- 2 A court diagram appears. Tap the spot the shot came from.
- 3 If you did not see it or cannot keep up, tap **Skip location**. The shot is still recorded, just without a coordinate.



**The shot chart.** Filled dots are makes, hollow circles are misses. Below the court is an accuracy table broken down by eight zones.

### The eight zones

| ZONE                 | WHAT COUNTS                                      |
|----------------------|--------------------------------------------------|
| Restricted area      | Shots from right under the rim                   |
| In the paint         | The rest of the key                              |
| Mid-range left       | Two-pointers from the left wing                  |
| Mid-range centre     | Two-pointers from straight on                    |
| Mid-range right      | Two-pointers from the right wing                 |
| Corner three (L / R) | Corner threes — statistically the most efficient |

| ZONE            | WHAT COUNTS                       |
|-----------------|-----------------------------------|
| Above the break | Threes from the top and the wings |

## What to do with it

The zone table shows not just accuracy but **points per shot**. That is the more useful number. Shooting 40% from three yields 1.20 points a shot; 45% on mid-range twos yields only 0.90. The table lets you see that comparison without a calculator.

### WHEN IT IS WORTH TURNING ON

Recording shot locations adds a tap to every shot. If you cannot keep up at first, there is nothing wrong with staying in Full mode and switching to Pro once tracking has stopped requiring thought.



# 11 Finishing a game and the awards

Tapping  **Finish** shows the final score and asks you to confirm. A game can always be reopened from the Games tab afterwards.

## Three awards

**Last game** Win 54–43 vs Old Town Aces · 26 May 2026

**MOST VALUABLE PLAYER**  
4 **Ava Lindqvist**  
11 **EFFICIENCY**  
NBA efficiency: points + rebounds + assists + steals + blocks, minus missed shots and turnovers.

**TOP SCORER**  
11 **Greta Vilkas**  
9 **POINTS**  
Most points in the game.

**DEFENSIVE SPECIALIST**  
7 **Nora Petrauskaite**  
7 **STOPS**  
5 reb · 2 blk

**SOMETHING TO SAY**  
**That is what it looks like when the work finally shows up on a Saturday.**  
*You can say this to the team — or just keep it for yourself.*

The awards are worked out automatically from what you recorded.

| AWARD                                                                                                           | HOW IT IS CALCULATED                                      |
|-----------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------|
|  <b>Most valuable player</b>  | By whichever efficiency rules you have chosen — see below |
|  <b>Top scorer</b>           | Most points. Always placed second, after the MVP          |
|  <b>Defensive specialist</b> | Rebounds + steals + blocks added together                 |

## Two efficiency systems

The MVP can be picked by either of two systems. They agree on almost everything and disagree on one thing: **European scoring subtracts the fouls a player committed, the NBA number does not.**

| SYSTEM           | FORMULA                                                                                                                   |
|------------------|---------------------------------------------------------------------------------------------------------------------------|
| <b>PIR (LKL)</b> | Points + rebounds + assists + steals + blocks<br>– missed shots – missed free throws – turnovers – <b>fouls committed</b> |
| <b>NBA</b>       | Points + rebounds + assists + steals + blocks<br>– missed shots – missed free throws – turnovers                          |

The choice lives in **Settings** → **Efficiency rules**. Three options:

- **Follow the language** — the default. Lithuanian uses PIR, English uses NBA.
- **NBA efficiency** — always the NBA number, whatever the language.
- **PIR (LKL)** — always the European number, whatever the language.

A line under the buttons always states which system is active right now, so you never have to work it out.

### WHY THIS GENUINELY CHANGES THE RESULT

A player with 20 points, 6 rebounds and 5 fouls scores 19 under NBA rules and 14 under PIR. Another with 18 points and no fouls scores 18 under both. The first wins the NBA card; the second wins the PIR card.

The full EuroLeague PIR formula also adds fouls drawn and subtracts your own shots that were blocked. The app does not record either column, so it uses the standard reduced form — the same one used everywhere those columns are unavailable.

The defensive card lists its components under the number, but **zeroes are left out** — if a player had no steals, it just reads "7 reb", not "7 reb · 0 stl · 0 blk".

#### WHY THE MVP IS NOT ALWAYS THE TOP SCORER

That is the point. The efficiency formula penalises missed shots and turnovers, so a player who scored 26 on 24 shots can rank below one who scored 18, pulled 11 rebounds and never lost the ball.

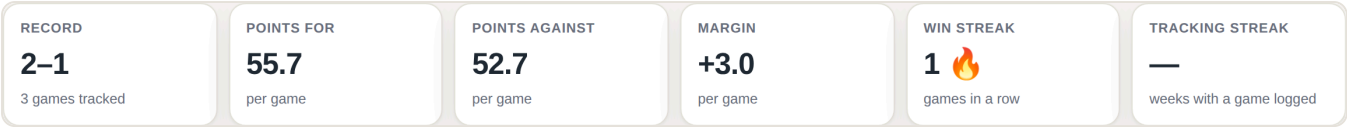
### A line for the coach

Below the awards is one line meant to be said out loud. There are **30 win messages and 30 loss messages**. Each new game takes the next one in order, so you work through all of them before any repeats.

Browsing old games does *not* move the rotation on — every game keeps its own line permanently. If you would rather not have them, they can be switched off: **Settings** → **Post-game messages**.

## 12 The dashboard

### Season tiles



Six tiles: record, points for and against, margin, win streak and tracking streak.

### Since last time

A short paragraph comparing the most recent game with the ones before it: whether shooting went up, whether turnovers went up. Written in sentences rather than numbers, so it can be read on the drive home.

### Leaders



**The leader board.** Six cards by default. Each can be edited (🔧) or rearranged by dragging its :: handle.

Tapping 🖱️ on a card lets you change:

- **The statistic** — any of 18
- **How it ranks** — per-game average or season total
- **How many players** — 1, 3, 5, 8 or 10
- **A minimum attempt count** — so a player who went 1-for-1 all season does not top every shooting list

### Charts

Below the leaders is the chart board. Six charts by default, and you can add as many as you like. Each one is editable: type, statistic, which players or games it covers, and width.

| CHART TYPE    | WHAT IT SHOWS                                  |
|---------------|------------------------------------------------|
| Line          | How one statistic moved across the season      |
| Running total | A cumulative total building up over the season |
| Margin bars   | The win or loss margin in each game            |
| Us vs them    | Two lines: our number and the opponent's       |
| Bars          | One bar per player                             |

| CHART TYPE                    | WHAT IT SHOWS                                                |
|-------------------------------|--------------------------------------------------------------|
| <b>Ranked list</b>            | Players from best to worst, horizontally                     |
| <b>Where points come from</b> | Each player's points split into twos, threes and free throws |
| <b>Volume vs efficiency</b>   | Shot attempts against accuracy — who should shoot more       |
| <b>Player profile</b>         | A five-sided shape showing where a player is strong          |
| <b>Shot mix</b>               | What share of attempts are twos, threes and free throws      |
| <b>Accuracy by zone</b>       | Points per shot from each part of the floor                  |
| <b>Player lines</b>           | One line per selected player, game by game                   |

## 13 Games and box scores

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The  **Games** tab lists every game with date, opponent, score and result. Tapping a row opens the full box score for that game: every player's line, team totals, the awards and the coach's line.

Each box score can be printed or saved as PDF on its own — the  **Print** button above the table.

### **BROWSING OLD GAMES CHANGES NOTHING**

Reopening an old game does not recalculate the awards or the coach's line. Every game stays exactly as it was that night.

## 14 Player statistics

### The season table

| PLAYER                                                                                                                                                                                                                                                                                                                                                                                                                                         | GP | MIN   | PTS | FG        | 3PT     | FT      | OREB | DREB | REB | AST | STL | BLK | TO  | PF  | +/-  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|-------|-----|-----------|---------|---------|------|------|-----|-----|-----|-----|-----|-----|------|
| #32 Ieva Norkus                                                                                                                                                                                                                                                                                                                                               | 3  | 13:35 | 2.7 | 0.3–2.3   | 0.0–1.3 | 2.0–3.0 | 0.0  | 4.3  | 4.3 | 1.3 | 0.0 | 1.0 | 2.3 | 2.0 | +0.7 |
| #5 Gabija Stankus                                                                                                                                                                                                                                                                                                                                             | 3  | 11:00 | 4.0 | 1.3–5.3 • | 0.0–3.3 | 1.3–1.3 | 0.0  | 4.3  | 4.3 | 1.3 | 0.0 | 1.0 | 2.7 | 3.0 | +5.3 |
| #4 Ava Lindqvist                                                                                                                                                                                                                                                             | 3  | 27:00 | 5.7 | 2.7–5.7   | 0.0–0.7 | 0.3–0.7 | 0.0  | 5.0  | 5.0 | 3.3 | 0.0 | 1.3 | 1.3 | 3.3 | +2.3 |
| #23 Kotryna Balciunas                                                                                                                                                                                                                                                                                                                                         | 3  | 13:59 | 5.7 | 1.7–5.0 • | 0.0–1.3 | 2.3–2.7 | 0.0  | 3.7  | 3.7 | 1.7 | 0.0 | 0.7 | 3.3 | 2.7 | +1.0 |
| #21 Emilija Zukas                                                                                                                                                                                                                                                                                                                                             | 3  | 15:56 | 6.0 | 1.7–5.7 • | 0.0–2.0 | 2.7–3.3 | 0.0  | 6.0  | 6.0 | 1.0 | 0.0 | 1.3 | 1.7 | 2.0 | -3.0 |
| #9 Milda Rukas                                                                                                                                                                              | 3  | 25:01 | 7.0 | 2.3–6.3   | 0.0–1.3 | 2.3–2.7 | 0.0  | 6.7  | 6.7 | 4.0 | 0.0 | 0.0 | 2.0 | 1.7 | -0.3 |
| #14 Ruta Jonaityte                                                                                                                                                                                                                                                                                                                                            | 3  | 29:39 | 7.7 | 2.7–6.3   | 0.0–1.3 | 2.3–2.7 | 0.0  | 2.3  | 2.3 | 0.7 | 0.0 | 1.0 | 1.7 | 0.7 | -4.7 |
| #7 Nora Petrauskaite      | 3  | 29:33 | 8.3 | 2.7–6.3   | 0.0–1.3 | 3.0–3.3 | 0.0  | 4.7  | 4.7 | 3.0 | 0.0 | 2.0 | 3.0 | 2.0 | -4.0 |
| #11 Greta Vilkas                                                                                                                                                                            | 3  | 29:36 | 8.7 | 3.0–7.0   | 0.0–2.0 | 2.7–3.3 | 0.0  | 6.3  | 6.3 | 1.7 | 0.0 | 1.3 | 1.7 | 0.7 | +1.7 |

Toggles between **per-game averages** and **season totals**. Tapping a column header sorts the table; tapping a player's row opens their games.

Which columns appear depends on the active template (chapter 18) and on the tracking depth. In Basic mode there is nothing to put in a minutes column, so there is no minutes column.

### Player charts

Below the table is a separate chart board for players. It has its own switch: **Whole season** or **One game**. The second one lets you look at a single night on its own.

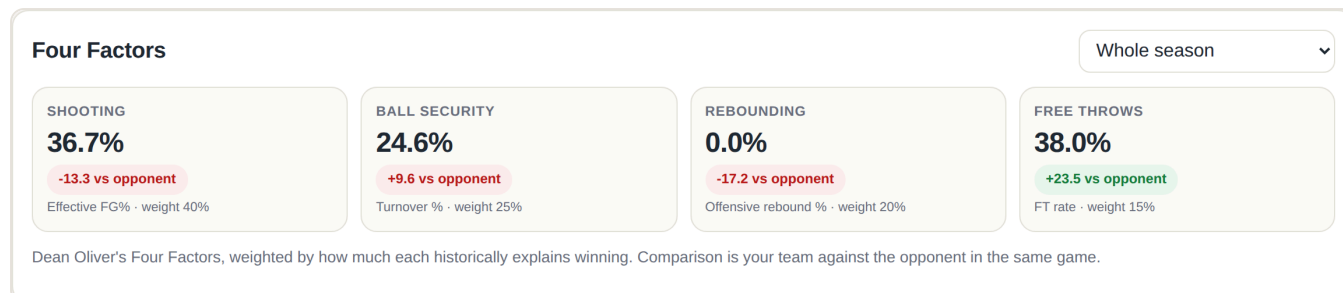
### A single player's card

Tapping a player's row opens their personal view: game by game, season averages, badges and notes in one place. This is the view worth printing and handing to parents at the end of the season.

## 15 Advanced analysis

Available in Pro mode. These are the numbers to read after the game rather than during it.

### Four Factors



Dean Oliver's framework. Four numbers, weighted by how much each historically explains winning. The comparison is your team against the opponent in the same games.

| FACTOR        | WEIGHT | FORMULA                                                                                           |
|---------------|--------|---------------------------------------------------------------------------------------------------|
| Shooting      | 40%    | $(\text{Made} + 0.5 \times \text{threes}) \div \text{attempts}$                                   |
| Ball security | 25%    | $\text{Turnovers} \div (\text{attempts} + 0.44 \times \text{free throws} + \text{turnovers})$     |
| Rebounding    | 20%    | $\text{Offensive rebounds} \div (\text{offensive rebounds} + \text{opponent defensive rebounds})$ |
| Free throws   | 15%    | $\text{Free throws made} \div \text{field goal attempts}$                                         |

The opponent comparison needs you to have tapped the opponent buttons during the game (offensive rebounds, turnovers, missed shots). Without them only your own column is shown.

### Per-100-possession ratings

Because some games are fast and some are slow, raw points compare badly. Per-100 numbers take pace out of it:

- **ORtg** — points scored per 100 of your own possessions
- **DRtg** — points allowed per 100 opponent possessions
- **Possessions** — estimated as  $\text{attempts} + 0.44 \times \text{free throws} - \text{offensive rebounds} + \text{turnovers}$

### Lineup impact

A table showing how the team did with particular fives on the floor. Useful when it feels like "everything drops with those four" — this is where you find out whether that is true or just a feeling.

#### HOW MANY GAMES IT TAKES

Advanced numbers become meaningful somewhere around the fifth or sixth game. Before that they move around too much to lean on.

## 16 Badges

Two kinds: earned automatically from the numbers, and awarded by hand. Both show next to the player's name in every table.

### Earned automatically

These are computed straight from season statistics. They cannot be given or taken away by hand — a player holds the badge for as long as the numbers justify it.

| Earned automatically                                                                                                                                                                          |                                                                                                                                                                                         |                                                                                                                                                                                    |                                                                                                                                                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| These come straight from the season and cannot be given or taken away by hand. A player keeps one only while the numbers still say so.                                                        |                                                                                                                                                                                         |                                                                                                                                                                                    |                                                                                                                                                                                         |
|  <b>Sniper</b><br>40% or better from three · at least 10 three-point attempts<br><i>nobody yet</i>           |  <b>Marksman</b><br>85% or better from the line · at least 15 free throw attempts<br><i>nobody yet</i> |  <b>Efficient</b><br>60% or better true shooting · at least 30 shot attempts<br><i>nobody yet</i> |  <b>Glass cleaner</b><br>8 or more rebounds a game · at least 3 games<br><i>nobody yet</i>           |
|  <b>Playmaker</b><br>5 or more assists a game · at least 3 games<br><i>nobody yet</i>                        |  <b>Safe hands</b><br>two assists for every turnover · at least 20 assists<br><i>nobody yet</i>        |  <b>Ball hawk</b><br>2 or more steals a game · at least 3 games<br><i>nobody yet</i>              |  <b>Rim protector</b><br>1.5 or more blocks a game · at least 3 games<br><b>#7</b>                   |
|  <b>Iron man</b><br>30 or more minutes a game · at least 3 games with the clock running<br><i>nobody yet</i> |  <b>MVP</b><br>best efficiency rating in a game<br><b>#4 #7 #9</b>                                     |  <b>Top scorer</b><br>most points in a game<br><b>#7 #9 #11</b>                                   |  <b>Defensive specialist</b><br>most rebounds, steals and blocks combined in a game<br><b>#7 #11</b> |

Each card carries the condition and the minimum volume that makes it mean something.

| BADGE                                                                                                           | CONDITION                                 | MINIMUM                          |
|-----------------------------------------------------------------------------------------------------------------|-------------------------------------------|----------------------------------|
|  <b>Sniper</b>               | 40% or better from three                  | at least 10 three-point attempts |
|  <b>Marksman</b>             | 85% or better from the line               | at least 15 free throw attempts  |
|  <b>Efficient</b>            | 60% or better true shooting               | at least 30 shot attempts        |
|  <b>Glass cleaner</b>        | 8 or more rebounds a game                 | at least 3 games                 |
|  <b>Playmaker</b>            | 5 or more assists a game                  | at least 3 games                 |
|  <b>Safe hands</b>           | two assists for every turnover            | at least 20 assists              |
|  <b>Ball hawk</b>            | 2 or more steals a game                   | at least 3 games                 |
|  <b>Rim protector</b>        | 1.5 or more blocks a game                 | at least 3 games                 |
|  <b>Iron man</b>             | 30 or more minutes a game                 | at least 3 games with the clock  |
|  <b>MVP</b>                  | best efficiency rating in a game          | —                                |
|  <b>Top scorer</b>           | most points in a game                     | —                                |
|  <b>Defensive specialist</b> | most rebounds, steals and blocks combined | —                                |

### Awarded by the coach

Sixteen badges for the things no statistic captures. You give these out.

| BADGE                                                                                                        | FOR                                               |
|--------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
|  <b>Shot of the night</b> | The one everybody will talk about on the way home |



| BADGE                                                                                                        | FOR                                                      |
|--------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|
|  <b>Lockdown</b>            | Took the other team's best player out of the game        |
|  <b>Grit</b>                | Kept going when it stopped being fun                     |
|  <b>Hustle</b>              | Chased everything. Every loose ball had their name on it |
|  <b>Took the charge</b>     | Stood there and took it. Nobody enjoys that              |
|  <b>Team first</b>          | Made the extra pass when the shot was there              |
|  <b>On-court leader</b>     | Organised everyone else without being asked              |
|  <b>Clutch</b>              | Wanted the ball when it mattered most                    |
|  <b>Most improved</b>       | Visibly better than a month ago                          |
|  <b>Listened</b>            | Took the correction and used it the same night           |
|  <b>Spark off the bench</b> | Changed the game the moment they came on                 |
|  <b>Glue</b>                | Did all the small things nobody counts                   |
|  <b>Bounced back</b>        | Bad start, better finish. Did not sulk                   |
|  <b>Talked on defence</b>   | You could hear the switches from the bench               |
|  <b>Captain's game</b>      | Carried the standard for everyone else                   |
|  <b>First in, last out</b>  | Earned at training, not in the game                      |

## Two ways to award one

- **Drag** the badge by its ☐ handle onto a player row below.
- **Tap** the badge and pick a player from the list. On a phone this is easier — no scrolling while dragging.

The same badge can go to more than one player, but only once each. Remove it by tapping it next to the player's name.

## 17 Notes

Everything you would otherwise scribble on the back of the scoresheet. Every note saves its date — which is usually the part that matters three weeks later.

### Player notes

Next to every player, in the roster and in the stats table, is a small  icon. Tapping it opens that player's notes: read the old ones, add a new one. When notes exist, the icon shows how many.

### Team notes

**Notes**

TeamPlayers

Print / PDF

Everything you would otherwise scribble on the back of a team sheet. Each note keeps the date you wrote it, which is usually the part that matters three weeks later.

Six sections. Each has its own input and its own history.

| SECTION                                                                                                      | WHAT GOES IN IT                                                                       |
|--------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  <b>Our offence</b>         | What is working, what has stopped working, who needs the ball more                    |
|  <b>Our defence</b>         | Scheme, switches, who is getting beaten, rebounding assignments                       |
|  <b>Our tactics</b>       | Game plan, tempo, rotations, what to try next time                                    |
|  <b>Opponent scouting</b> | Their best player, their sets, what they do out of a timeout, what they cannot handle |
|  <b>Set plays</b>         | Calls, entries, inbounds, end-of-clock options                                        |
|  <b>Anything else</b>     | Logistics, reminders, the things that do not fit anywhere                             |

#### WRITE SO SOMEBODY ELSE COULD READ IT

The set plays section especially is worth writing as though another coach will read it. One night you may not be there, and it will be the only thing your assistant has to work from.

All notes can be printed or exported to CSV with their dates.

# 18 Layouts and templates

The  **Layouts** tab controls how the app looks: which columns appear in tables, what order the buttons sit in on the pad, and what order players are listed in.

## Drag or buttons

The first choice at the top. Both do the same job:

- **Drag** — grab the  handle and move it. Fast, but needs a steady hand.
- **Buttons** —  and  move an item one step,  and  add or remove. Slower, but you cannot slip.

The choice applies everywhere — leader cards, charts, columns, badges and player order.

## Table templates

Table templates

 Duplicate

 New template

A template decides which stat columns appear in your box scores and season table, and in what order. Six are built in; drag fields around to make your own.

Basic box score

built in

What a parent or a volunteer scorer needs and nothing else. · PTS REB AST PF

Use

Edit

Full box score

in use

built in

The standard printed box score line. · MIN PTS FG 3PT FT OREB DREB REB AST STL BLK TO PF +/-

Edit

Shooting breakdown

built in

Every split plus the efficiency numbers that actually predict scoring. · MIN PTS 2PT 2P% 3PT 3P% FT FT% FG% eFG% TS% PPS

Use

Edit

Playmaking & ball security

built in

For point guards — creation against turnovers. · MIN AST TO A/TO STL TOV% USG% PTS +/-

Use

Edit

Front court

built in

Rebounding, rim protection and foul trouble. · MIN PTS OREB DREB REB BLK PF 2P% TS% +/-

Use

Edit

Coach's advanced

built in

The per-possession view — read this one after the game, not during it. · MIN PTS eFG% TS% USG% ORtg TOV% A/TO GmSc PIR +/-

Use

Edit

On the left, this template's columns. On the right, the available fields grouped by category. A live preview sits underneath.

Six templates come built in:

| TEMPLATE                   | FOR                           | COLUMNS                                               |
|----------------------------|-------------------------------|-------------------------------------------------------|
| Basic box score            | A parent or volunteer scorer  | PTS REB AST PF                                        |
| Full box score             | The standard printed line     | MIN PTS FG 3PT FT OREB DREB REB AST STL BLK TO PF +/- |
| Shooting breakdown         | Every split plus efficiency   | MIN PTS 2PT 2P% 3PT 3P% FT FT% FG% eFG% TS% PPS       |
| Playmaking & ball security | Point guards                  | MIN AST TO A/TO STL TOV% USG% PTS +/-                 |
| Front court                | Rebounding and rim protection | MIN PTS OREB DREB REB BLK PF 2P% TS% +/-              |
| Coach's advanced           | The per-possession view       | MIN PTS eFG% TS% USG% ORtg TOV% A/TO GmSc PIR +/-     |

Build your own with + **New template**, or duplicate any of the built-in ones. Built-in templates cannot be renamed — duplicate one and rename the copy.

## Button layout

Same idea, applied to the pad. Move the stats you use most to the top-left corner — that is where a thumb reaches fastest. Drag the ones you never use into "Hidden".

At the bottom is **buttons per row**: 2 (biggest targets), 3 (balanced) or 4 (most on screen).

## Player order

Sets the order players appear in *everywhere* — the on-court strip, the substitution dialog and every table. There are shortcuts to sort by number or by name.

### WORTH DOING BEFORE THE SEASON

Order the players by your starting five rather than by shirt number. During a game you will always be looking for the same five, and if they are first you will not have to look.

## 19 Printing and PDF

---

Every screen and every statistic has a print button. PDF comes from the same place — choose "Save as PDF" in the browser's print dialog.

### Where to find it

- **At the top of every tab** — a bar with  *Print / PDF* and  *Download HTML*.
- **Next to individual tables** — their own print buttons (season table, box score, charts, notes).
- **In Settings** —  *Print / save season as PDF* puts everything into one document.

### PDF on a phone

- 1 Tap  **Print / PDF**.
- 2 The system print dialog opens.
- 3 **iPhone:** tap Share → *Save to Files*.  
**Android:** choose *Save as PDF* in the printer list.

#### CHARTS DO PRINT

When printing, charts are converted to images, so they look exactly as they do on screen in the PDF. Buttons, edit icons and other controls are stripped out of the printout.

### Download HTML

The  *Download HTML* button saves that screen as a standalone file you can open in any browser, email, or print later. It includes both the tables and the charts. No internet needed.

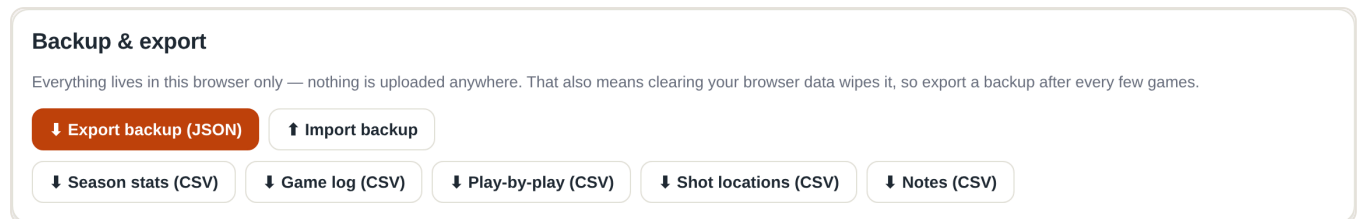
*Whole season (HTML)* in Settings puts everything into one file: the summary, season averages, every box score, badges and notes.

## 20 From phone to Excel

You track on a phone but want to do the real analysis on a computer. This chapter is about how the data gets there.

### Five CSV files

The  **Data** tab → *Backup and export*. Each button downloads a separate file.



One tap, one file. The filename always carries the date.

| BUTTON         | FILE                                  | WHAT IS INSIDE                                         |
|----------------|---------------------------------------|--------------------------------------------------------|
| Season stats   | hoopnest-season- <i>date</i> .csv     | One row per player: season totals and derived metrics  |
| Game log       | hoopnest-games- <i>date</i> .csv      | One row per game: result, team stats, possessions      |
| Play-by-play   | hoopnest-playbyplay- <i>date</i> .csv | Every recorded action with period, clock and player    |
| Shot locations | hoopnest-shots- <i>date</i> .csv      | Every shot with coordinates, zone and distance in feet |
| Notes          | hoopnest-notes- <i>date</i> .csv      | Every note with its date and scope                     |

### Getting the file to a computer

Pick whichever suits you — they all work equally well.

#### Option 1 — email it to yourself (simplest)

- 1 Tap an export button on the phone. The file lands in *Downloads*.
- 2 Open your mail app and start a message to yourself.
- 3 Attach the file () and send.
- 4 On the computer, open the message and download the attachment.

#### Option 2 — cloud storage

- **iPhone:** *Files* → *Downloads*, long-press the file → *Share* → iCloud Drive or Google Drive.
- **Android:** *Files* → *Downloads*, share button → Google Drive or Dropbox.

Open the same cloud folder on the computer and it is already there.

#### Option 3 — a cable

Plug the phone into the computer over USB, open the *Downloads* folder and copy the file across. Fastest when there are several files.

## Option 4 — AirDrop or Nearby Share

If phone and computer are in the same ecosystem, this takes five seconds.

## Opening it in Excel

### THE STEP THAT MATTERS — ENCODING

Files are written in UTF-8 so accented characters survive. If you just double-click a CSV in Excel, they can turn into gibberish. Import the file, do not open it.

### Excel (Windows) — the right way

- 1 Open a **blank** Excel workbook.
- 2 On the ribbon: **Data** → **Get Data** → **From File** → **From Text/CSV**.
- 3 Choose your CSV file.
- 4 In the dialog that appears, check two things:
  - **File Origin:** 65001: Unicode (UTF-8)
  - **Delimiter:** Comma
- 5 Click **Load**.

### Excel (Mac)

Same idea: **Data** → **Get External Data** → **Import Text File**. In the wizard choose *Delimited*, encoding *Unicode (UTF-8)* and delimiter *Comma*.

### Google Sheets (easiest if you work across phone and computer)

- 1 In Sheets: **File** → **Import** → **Upload** and pick the CSV.
- 2 For import location choose *Create new spreadsheet*.
- 3 Separator type: *Comma*. Sheets detects UTF-8 on its own.

You can export from Sheets to `.xlsx` later if you need Excel.

### LibreOffice Calc

The import dialog appears as soon as you open the file. Encoding: *Unicode (UTF-8)*, separator: *Comma*.

## What to do with the data

A few things that turn out most useful in practice:

| QUESTION                              | HOW TO ANSWER IT IN A SPREADSHEET                                                                          |
|---------------------------------------|------------------------------------------------------------------------------------------------------------|
| Who is improving?                     | From the <i>playbyplay</i> file build a PivotTable: rows = players, columns = date, values = sum of points |
| Does shooting depend on the opponent? | Sort the <i>games</i> file by opponent and compare the eFG% column                                         |
| Where do we score from?               | PivotTable on the <i>shots</i> file: rows = zone, values = share made                                      |
| Who is underplayed?                   | In the <i>season</i> file compare the MIN column against PIR — high efficiency on low minutes is a signal  |

**How has pace changed?**

Chart the "Possessions" column in the *games* file against date

#### KEEP ONE FILE PER SEASON

Import into the same spreadsheet each time, on a new sheet named by date. At the end of the season you will have the whole history in one place rather than twenty separate downloads.

### The QR code

At the bottom of the *Data* tab is a card with a QR code pointing to [gentletools.com/apps/sports/](https://gentletools.com/apps/sports/). The code is baked into the file rather than fetched from the internet, so it shows with no connection and works from a printed sheet.

### If you do not need a spreadsheet

The HTML report (chapter 19) is often more convenient. It is already laid out, includes the charts, and opens anywhere. A spreadsheet is for when you want to calculate something the app does not.



## 21 Backups

---

The one thing in this app you genuinely have to do regularly.

### Taking one

 **Data** tab → **↓ Backup (JSON)**. One file comes down containing *everything*: players, games, every recorded action, notes, badges, templates and settings.

### Restoring one

Same tab → **↑ Load a backup**. The app tells you how many players and games are in the file and asks you to confirm, because your current data will be replaced. If you get it wrong, the action can be undone immediately.

### When to do it

- **After every game.** It takes three seconds.
- **Before switching device or browser.**
- **Before clearing browser data.**
- **At the end of the season** — keep the backup alongside the season PDF.

### Moving to another device

- 1 Take a backup on the old device.
- 2 Move the JSON file across (email, cloud, cable — as in chapter 20).
- 3 On the new device open `HoopNest.html`.
- 4 Data → Load a backup → pick the file.

#### NOTHING SYNCs ON ITS OWN

If one coach tracks on a phone and another on a tablet, those are two separate sets of data. Agree which device is the master and let the others work from its backups.

### Erasing everything

A three-step flow on the Data tab: first it offers you a backup, then you have to type **ERASE**, then hold a button for two seconds. A short press does nothing. Once erased there is no recovery unless you have a backup.

## 22 Settings

Opened with the ⚙ button in the top bar. Opening and closing Settings **never deletes data**.

Settings

Language

EnglishLietuvių

Lithuanian uses the LKL protocol abbreviations — TŠK, ATK, RZP and so on — rather than PTS, REB, AST.

What you are following

Whole teamOne player

Full scorekeeping for every player on the roster.

Tracking depth

Basic

Points, rebounds, assists, fouls. Four buttons, nothing to think about.

Full

The complete box score: shooting splits, offensive/defensive rebounds, steals, blocks, turnovers, minutes and +/-.

Pro

Everything in Full, plus shot locations on the court, Four Factors, per-100-possession ratings and lineup impact.

Milestone alerts

A short banner at the very bottom of the screen when a player hits something worth noticing. It never covers a stat row and ignores taps, so it cannot swallow a button press.

Show milestone banners

Play a short chime

Vibrate

Try it →

Settings in order, from the top.

| SETTING                | WHAT IT CHANGES                                                                   |
|------------------------|-----------------------------------------------------------------------------------|
| Language               | English or Lietuvių. In Lithuanian the stat abbreviations follow the LKL protocol |
| What you are following | The whole team or one player                                                      |
| Tracking depth         | Basic, Full or Pro                                                                |
| Milestone alerts       | Three separate switches: banners, sound, vibration. Plus a test button            |
| Efficiency rules       | Which system picks the MVP: follow the language, NBA, or PIR (LKL)                |
| Post-game messages     | Turn the coach's line after each game on or off                                   |
| Shot buttons           | Split down the middle, or separate make and miss buttons. With a live preview     |
| Button size            | Three sizes. Bigger fits less on screen but is easier to hit                      |
| Buttons per row        | 2, 3 or 4                                                                         |
| Periods and length     | Defaults for new games                                                            |
| Fouls                  | Maximum fouls and the warning switch                                              |
| Team                   | Team name and season. Both appear in every report                                 |
| Theme and accent       | Five themes and a set of accent colours                                           |
| Sample data            | Load or remove. Never touches your own data                                       |

| SETTING          | WHAT IT CHANGES                                                                                     |
|------------------|-----------------------------------------------------------------------------------------------------|
| More free tools  | QR code and link to <a href="https://gentletools.com/apps/sports/">gentletools.com/apps/sports/</a> |
| Print the season | Everything in one PDF                                                                               |
| Erase everything | The three-step flow                                                                                 |

## 23 Language and stat abbreviations

The app speaks English and Lithuanian. One tap switches it — the **EN / LT** button in the top bar, which shows the language you are currently in.

You can switch at any time, including mid-game. The data does not change, only the labels. Anything you typed — player names, opponents, notes, your own template names — stays exactly as you wrote it.

### Why the Lithuanian abbreviations look different

A Lithuanian box score is not a translation of the English one. It has its own set of abbreviations, familiar to anyone who has read an LKL game sheet. So in Lithuanian the app shows those rather than transliterating — TŠK, not PTS.

### Stat glossary

| EN               | LT         | MEANING                                             |
|------------------|------------|-----------------------------------------------------|
| <b>PTS</b>       | TŠK        | Points                                              |
| <b>REB</b>       | ATK        | Rebounds (total)                                    |
| <b>OREB</b>      | PAT        | Offensive rebounds                                  |
| <b>DREB</b>      | GAT        | Defensive rebounds                                  |
| <b>AST</b>       | RZP        | Assists                                             |
| <b>STL</b>       | PER        | Steals                                              |
| <b>BLK</b>       | BLK        | Blocks                                              |
| <b>TO</b>        | KLA        | Turnovers                                           |
| <b>PF</b>        | PRŽ        | Personal fouls                                      |
| <b>MIN</b>       | MIN        | Minutes played                                      |
| <b>GP</b>        | RUN        | Games played                                        |
| <b>+/-</b>       | +/-        | Plus/minus while on court                           |
| <b>FG</b>        | DVT        | Field goals — made and attempted                    |
| <b>FG%</b>       | DVT%       | Field goal percentage                               |
| <b>2PT / 2P%</b> | 2TŠ / 2TŠ% | Two-pointers and their percentage                   |
| <b>3PT / 3P%</b> | TRT / TRT% | Three-pointers and their percentage                 |
| <b>FT / FT%</b>  | BM / BM%   | Free throws and their percentage                    |
| <b>eFG%</b>      | eFG%       | Effective field goal % — a three counts as 1.5 twos |
| <b>TS%</b>       | TTŠ%       | True shooting % — includes free throws              |
| <b>TOV%</b>      | KLA%       | Turnovers per 100 possessions                       |
| <b>A/TO</b>      | R/K        | Assist to turnover ratio                            |
| <b>PPS</b>       | TŠK/M      | Points per shot                                     |
| <b>USG%</b>      | PAN%       | Usage — share of possessions used while on court    |

| EN          | LT  | MEANING                                                   |
|-------------|-----|-----------------------------------------------------------|
| <b>ORtg</b> | PUL | Points per 100 possessions                                |
| <b>GmSc</b> | RGT | Game Score (Hollinger)                                    |
| <b>PIR</b>  | NAU | Performance index rating — also subtracts fouls committed |

#### EXPORTS FOLLOW THE LANGUAGE

Switch to Lithuanian and the CSV headers, printed sheets and HTML reports all come out in Lithuanian too. If you are sending data to somebody who works in English, switch the language before exporting.

## 24 Keyboard shortcuts

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For anyone tracking on a laptop or a tablet with a keyboard. With a keyboard, recording is roughly twice as fast.

| KEY                 | ACTION                                            |
|---------------------|---------------------------------------------------|
| <b>1 – 5</b>        | Select an on-court player (by card number)        |
| <b>Q</b>            | Two-pointer — made                                |
| <b>W</b>            | Two-pointer — missed                              |
| <b>E</b>            | Three-pointer — made                              |
| <b>R</b>            | Three-pointer — missed                            |
| <b>A</b>            | Free throw — made                                 |
| <b>S</b>            | Free throw — missed                               |
| <b>D</b>            | Defensive rebound                                 |
| <b>F</b>            | Offensive rebound                                 |
| <b>Z</b>            | Assist                                            |
| <b>X</b>            | Steal                                             |
| <b>C</b>            | Block                                             |
| <b>V</b>            | Turnover                                          |
| <b>B</b>            | Foul                                              |
| <b>Backspace</b>    | Undo the last action                              |
| <b>Space</b>        | Start or stop the clock                           |
| <b>Esc</b>          | Close an open dialog                              |
| <b>Alt + arrows</b> | Move the focused item (when rearranging a layout) |

The shortcuts are listed in the app too — under the stat pad, and each button carries its letter in the corner.

## 25 The trial edition

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The trial edition of HoopNest is the same file with one limit: it records up to **five games**.

### What works in the trial

Everything. All three tracking depths, the shot chart, advanced analysis, charts, badges, notes, printing, PDF, CSV export and backups. Nothing is hidden and nothing is cut down.

### What is limited

After the fifth game you cannot start a new one. A strip at the top of the screen counts down how many are left, so it warns you in advance rather than surprising you.

#### YOUR DATA IS NEVER LOCKED AWAY

Once the limit is reached, everything you entered stays exactly where it is and remains fully accessible. You can read every box score, print, save PDFs, export CSVs and take a backup. The limit applies only to creating new games.

### The full version

The full version removes the limit. It is the same single file — no account, no internet, no extra conditions. Load a backup from the trial and every bit of data carries across intact.



#### Scan with a phone

The code opens the sports app page, which carries the full version of HoopNest along with the rest of the tools in this family.

[gentletools.com/apps/sports/](https://gentletools.com/apps/sports/)

The same code is inside the app — on the *Data* tab and at the bottom of Settings. It works from a printed sheet too, because it is written into the file rather than fetched from the internet.

Sample team games do not count towards the five.

## 26 Privacy

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The app has no server. That is not a promise — it is simply how it is built.

- **No accounts.** No sign-up, no login, no email address.
- **No network requests.** The file contains not one reference to an external server. Open it in aeroplane mode and it behaves identically.
- **No analytics.** Nothing records what you tap.
- **No third parties.** No hosted fonts, no libraries, no counters from other sites.

In practice this means data about under-age athletes never leaves the device you entered it on. The only way it goes anywhere is if you export it and send it yourself.

### THE OTHER SIDE OF THAT

Because there is no server, there is also nobody to restore your data if the device loses its storage. The backup is the only safety net, and you are the one who has to put it there.



## 27 Common questions

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### **I closed the browser mid-game. Have I lost everything?**

No. Every tap is saved the moment you make it. Reopen the file and the unfinished game is waiting on the opening screen with the right period, clock and score.

### **I tapped the wrong button.**

↶ **Undo** at the top. It tells you underneath what it is about to undo. You can undo several actions in a row.

### **I recorded a stat against the wrong player.**

Undo, select the right player and record it again. That is quicker than editing.

### **The clock has drifted.**

Tap 🕒 on the scoreboard and set the correct time and period.

### **I forgot to start the clock — are the stats wrong?**

No. Points, rebounds and everything else are recorded independently of the clock. Only minutes, and anything derived from them, will be off.

### **Why can't I see the shot chart tab?**

It only appears in Pro mode. Settings → Tracking depth → Pro.

### **Why do the Four Factors only show my team?**

The comparison needs opponent data. During the game tap "Opp OREB +1", "Opp TO +1" and "Opp miss +1" on the right.

### **Can I edit a finished game?**

A game can be reopened from the Games tab and tracking continued.

### **A chart is empty.**

Most charts need at least two finished games. Season charts need more.

### **Accented characters look wrong in Excel.**

The file needs to be *imported*, not opened, with UTF-8 specified. The exact steps are in chapter 20.

### **Can I use it for two teams?**

One browser holds one team. But you can keep two backup files and load whichever you need. Or use different browsers — each has its own storage.

### **There is no sound.**

Check the phone is not on silent, and that "Play a short chime" is on in Settings. Some browsers will not play the first sound until you have tapped the page once.

### **Does it work offline?**

Yes. It never needs the internet — not the first time, not later.

## 28 Quick reference

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This page can be printed on its own and kept at the scorer's table.

### Before the game

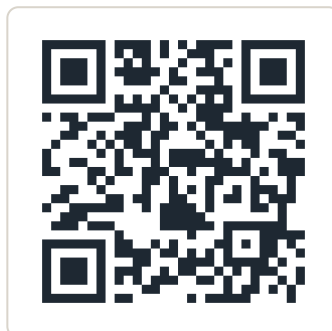
- Roster entered, numbers correct
- Tracking depth chosen
- Period count and length match the competition rules
- Maximum fouls set
- Phone charged

### During the game

| WHAT HAPPENED         | WHAT TO DO                                 |
|-----------------------|--------------------------------------------|
| Anything on the floor | Tap the player → tap the stat              |
| You got it wrong      | ↶ <b>Undo</b> at the top                   |
| Substitution          | ↻ <b>Subs</b> → tick five → Apply          |
| Timeout               | ⏸ <b>Timeout</b> , then ▶ <b>End break</b> |
| End of period         | <b>End Q1</b>                              |
| Opponent scored       | <b>+1 +2 +3</b> on the scoreboard          |
| End of game           | 🏆 <b>Finish</b>                            |

### After the game

- Look over the awards and the coach's line
- Hand out coach badges while you still remember
- Write the notes — while it is fresh
- Print or save the box score as PDF
- **Take a backup**



[gentletools.com/apps/sports/](https://gentletools.com/apps/sports/)

Every sports tool in one place. Scan with a phone camera.

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**HoopNest** — created by and the property of **gentletools.com**

This manual matches the version of the app it was delivered with. The latest version is always at [gentletools.com](https://gentletools.com).