HoopNest — Start Here

A five-minute quick start

GentleTools

Start here

This is the short version. The full manual explains every screen; this page gets you recording a game before the warm-up finishes.

HoopNest saves everything on your own device. No account, no sign-in, nothing sent anywhere. Close the tab and your season is still there when you come back.

First: who are you?

Open the app and look at the top bar. The first button is your **profile** — one team, or one child. Tap it and pick what you are:

A coach or team scorer. Choose *Team*. You will build a roster, pick a starting five, run the clock and keep score for both sides.

A parent watching your own child. Tap the second pill, *One player*, and choose them. Everything about the other nine players disappears — no team score, no substitutions, no bench to manage. Just your child's game.

> **Two kids in different teams?** Give each their own profile. Tap the profile button, then **＋ Child**, and type their name. Each profile keeps its own team, its own games and its own season. The **Compare** button puts them side by side.

If you are following one child

1. Start the game. Live game tab → **＋ Start a game**. You will be asked for two things only: who they are playing, and the date. There is no roster to build — the app creates the player from the profile name.

2. Tap what happens. Points, rebounds, assists, fouls, steals, blocks, turnovers. Tap the button, and it is recorded. Wrong tap? **↩ Undo** at the top undoes the last one, and it tells you what it is about to undo.

3. Track the minutes. On the player card there is a switch: **● On court** and **On bench**. Minutes only count while it says *On court*. Flip it when they are subbed off, flip it back when

they return. That switch is the only clock in one-player mode — there is no game clock to run.

4. Finish. Tap **Finish**. You will be offered two boxes for the final score. Fill them in if you want the result remembered, or skip it — the stats are saved either way, and you can add the score later from the Games tab.

If you are coaching the team

1. Build the roster. Roster tab → **+ Add player**. Name and shirt number are enough; positions are optional. Five players and you can tip off.

2. Start the game. Live game → **+ Start a game**. Opponent, date, home or away, quarters or halves, and your starting five.

3. Run it. Tap a player in the strip, then tap the stat. On a laptop the keyboard is faster: **1–5** picks the player, **Q/W** are a made and missed two, **E/R** a three, **A/S** a free throw, **Z** assist, **X** steal, **C** block, **D** defensive rebound, **F** offensive rebound, **V** turnover, **B** foul, **Space** starts and stops the clock.

4. Substitutions. ⇄ Subs swaps players in and out. Minutes and +/− are worked out from who was on the floor, so keeping subs honest is what makes those two numbers trustworthy.

Reading the numbers

The card beside the live game shows four columns — points, rebounds, assists, fouls. That is deliberate: those are the four you glance at mid-game.

Everything else is behind the **▼ Full table** button under the stat pad. Tap it and the complete box score opens right there — shooting splits, minutes, plus/minus, efficiency. Tap again to close it.

Three things worth doing once

Export a backup. Data tab → **⬇ Export backup (JSON)**. Everything lives in this browser only, which also means clearing your browser data wipes it. One export after every few games is cheap insurance.

Try the sample team. On the first few launches the app offers to load a fictional nine-player team with three finished games, so every screen has something in it. It never touches your own data and one tap removes it.

Pick your mode. The *Mode* pill switches between Basic and Pro. Pro adds shot placement — after a shot, you tap where it was taken on the court — and the advanced metrics. Basic keeps the buttons big and the tapping fast.

If something looks wrong

The minutes are counting when nobody is playing. In one-player mode, check the on-court switch. In team mode, stop the clock.

A stat went to the wrong player. ↩ Undo, then tap again. Undo goes back up to forty actions.

My games are missing. Check the profile button first — you may be looking at a different child's profile. If you moved between the website version and a downloaded copy, they keep separate data: export a backup from one and import it into the other.

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