FastScout

Desktop User Guide

Contents

Getting Started – FastScout Video Resources

For a video companion to the FastScout User Guide, please visit the FastModel Sports YouTube page at https://www.youtube.com/user/fastmodelsports.

Check out the "FastScout Tips & Tricks" video for a complete walkthrough and getting started on FastScout.

Getting Started – FastScout Terminology

There are three distinct terms that you will need to be familiar with when using FastScout:

Scout – A Scout is created for each game against each opponent that you will face during the season, such as "Atlanta Game 1" or "Boston Game 2".

Report – Within each Scout that you create, you will produce a Report for that team. You can select to create a Scouting Report or a Game Plan Report by default, or you can create your own Report.

Topic – Topics are contained within the Report (such as Offensive Keys, Team Stats, Personnel, etc.). The content of each Topic can be entered or edited within the Scout tab, while the order and layout of the Topics in your Report can be adjusted within the Preview tab by using the Reports icon.

Getting Started – Setting Up a Report

Before you start entering team information or creating new Scouts, you will want to set up how your report is going to look for the season. This includes choosing the Template and Style (Color) of the Report, which Topics are included in the Report, and the order and layout of your included Topics. All of this can be set in the Preview tab.

The Preview Tab
By clicking the Preview tab in FastScout, you can view how your Report will look when it is printed. As you add information to your Scout and make changes to your Topics, you can frequently check back in the Preview tab to see your changes reflected right away. From here, you can also make quick edits to the Template and Style of your Report, or open the Report Editor to make more in-depth changes to the layout of your Report.

In the Print Preview window of the Preview tab, you can make quick edits to your Template or Style by using the drop down menu along the header bar.

To make more substantial changes to the layout of your topics or to change which topics are included in your report, click the Reports icon near the top.
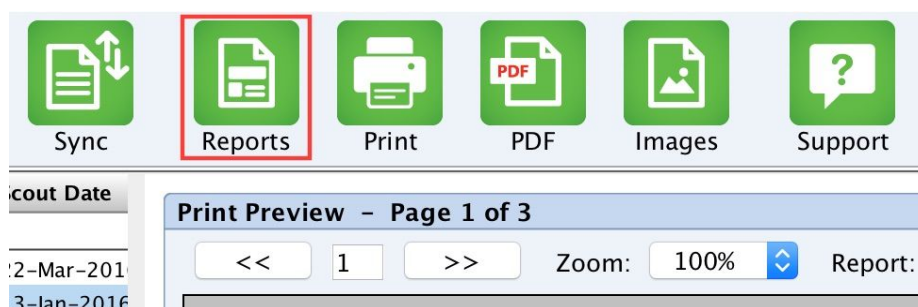
Reports

In the Reports window, you will see a list of your available reports in the left side window. Using the icons at the top, you can also create a new Report, Delete an existing Report, or Rename a current report. From this window you can also edit the Template and Style of the Report again.
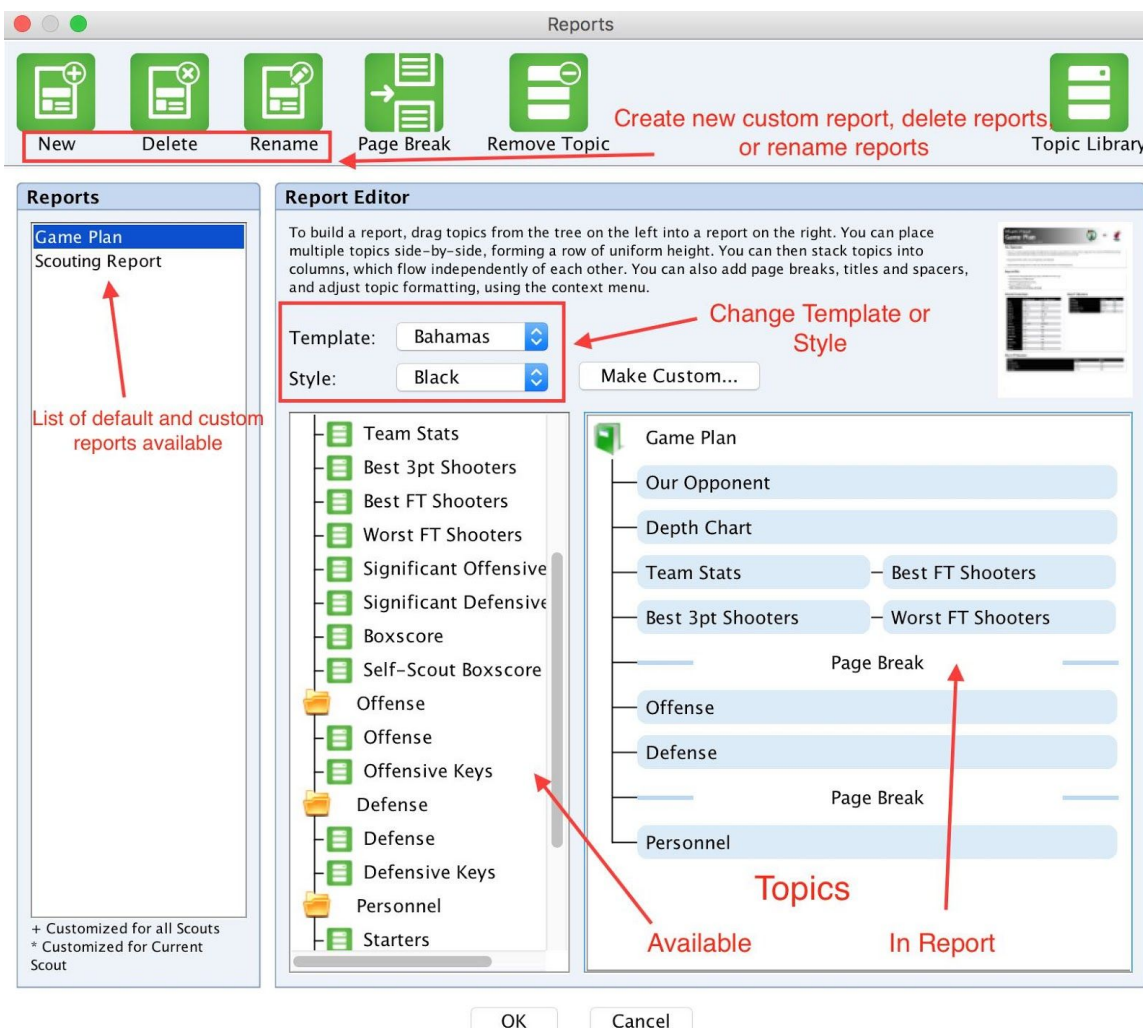
When you have selected a Report, "Game Plan" in this case, you can use the center and right side windows to edit which topics are included in the report, the order of the topics, and how much space they take up on the page. Remember, these Reports act like templates, so any changes that you make to the Report will affect each of your Scouts.

To add a Topic to your Report, drag the Topic from the center column into the Report on the right where you want the Topic to go.
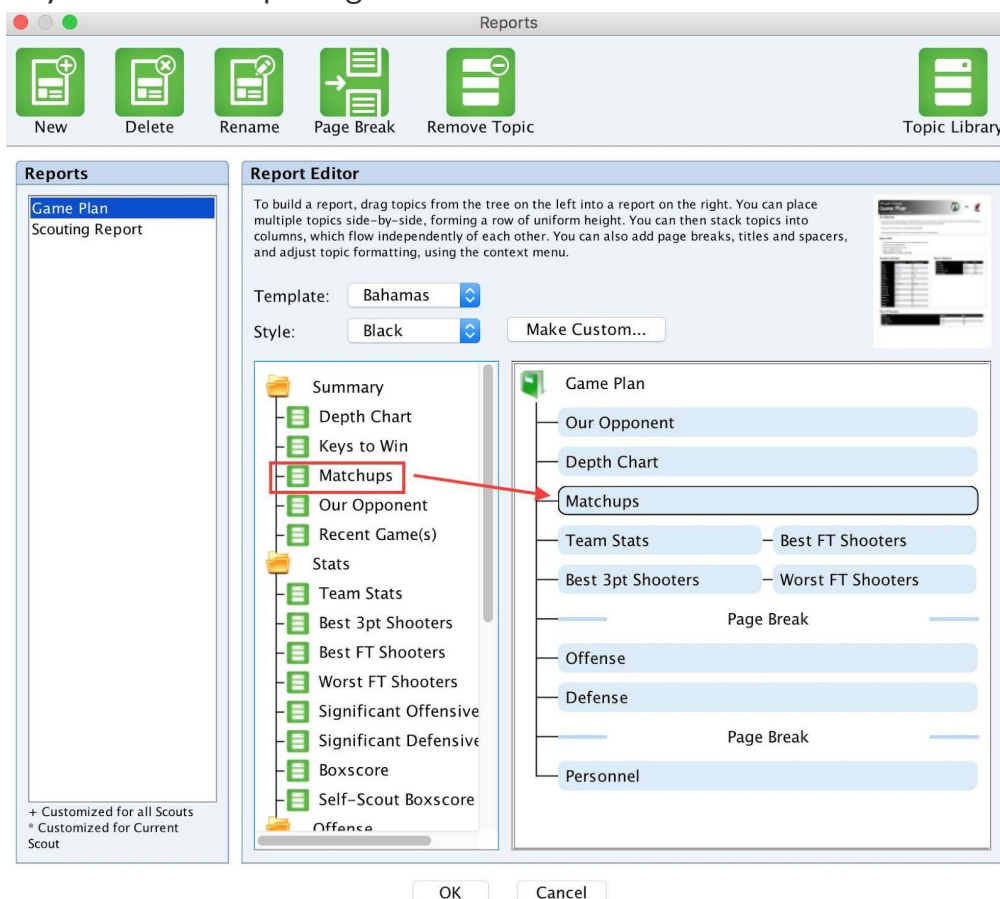
To Delete a Topic, right-click on the Topic and select Delete.
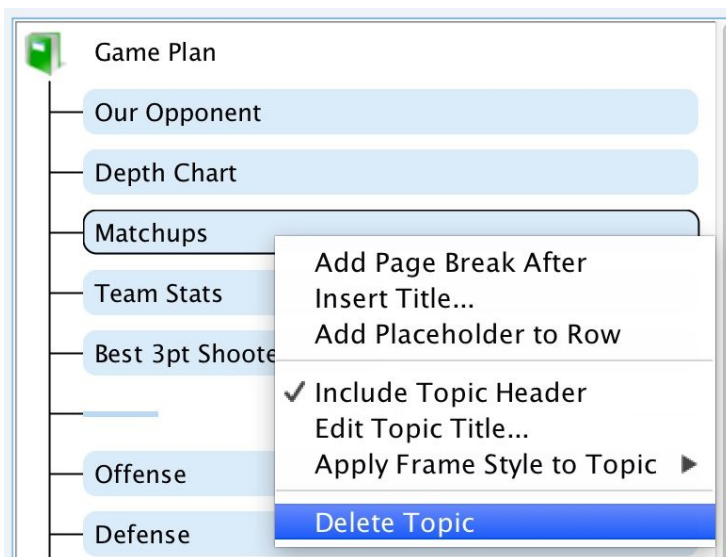
To move a Topic, drag and drop it to a new line, or next to an existing Topic to create two topics in the same row. In rows that already contain two Topics, clicking and dragging the small dash will allow you to change the amount of space that each topic occupies in the row. The default is 50-50, and as you move the dash left or right you will see two numbers appear that will tell you what percentage of the line that each topic will occupy.

Topic Headers
When you right-click on a Topic, you will also see an option that says "Include Topic Header". When this option is checked, it will include the name of the Topic right above it in the Report.

Team Stats

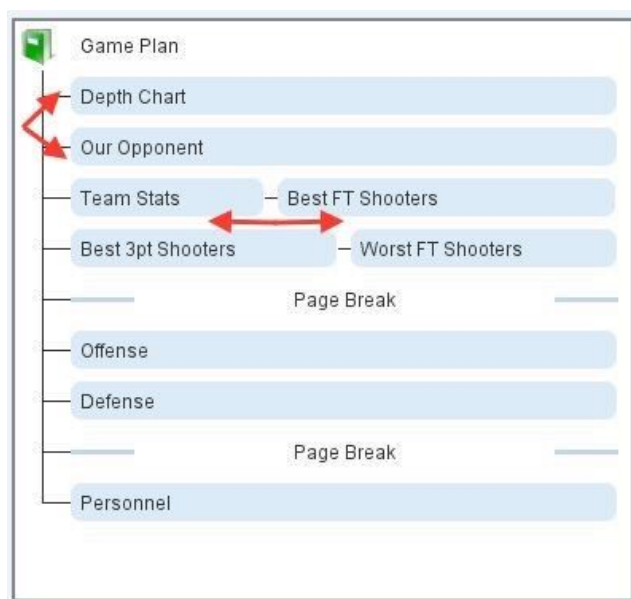|	Opponent	vs. Opponent
PPG	65	63
FG %	47	44
3PT %	31	33
FT %	74	71
Off. Reb	11.1	12.9
Total Reb	34.3	35.6
AST	15.5	12.1
TO	14.2	15.4
STL	6.5	9.1

Best FT Shooters

Player	FTM-A	FT %
Player 1	18-20	90
Player 2	8-10	80
Player 3	9-12	75

When you click the option to remove the check mark, the header will no longer be included above the Topic.

The Topic Library
If you would like to add a Topic to your Report but do not currently see it listed in the center window, click the Topic Library icon to open the Topic Library.

In the Topic Library, find the Topic that you want to add to your Report and place a check next to it to activate the Topic.
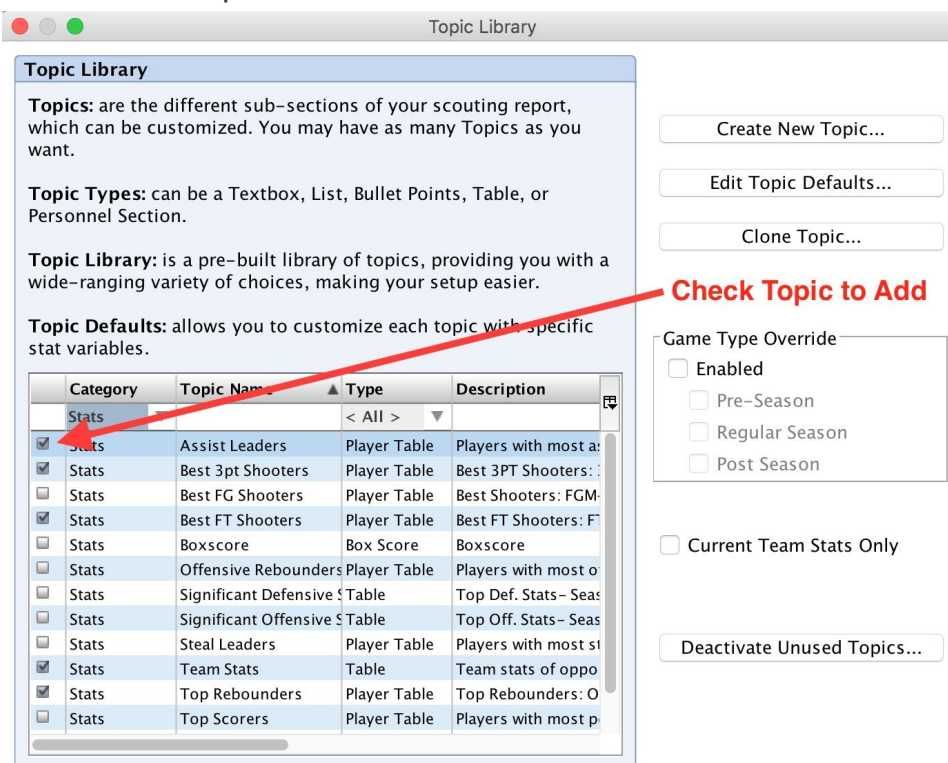
When you close the Topic Library window, your new Topic will now appear in the center window and you can drag the topic into your Report.
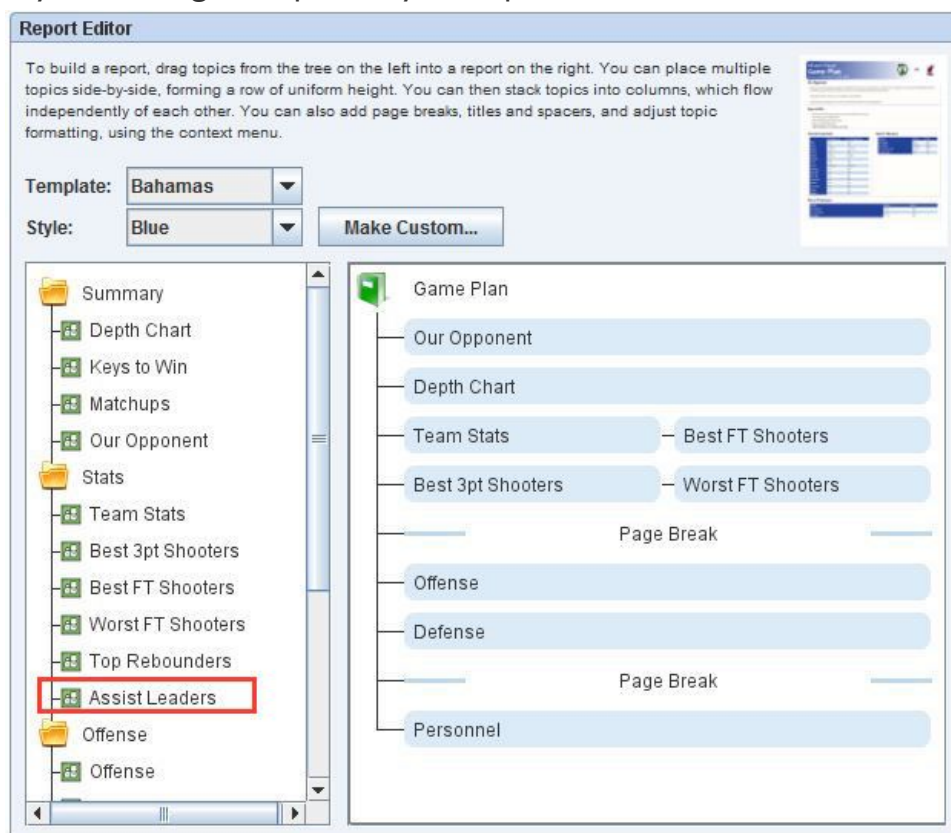
Getting Started – Adding Team, Season, and Roster Information

Setting My Team information

To set or change your team information in FastScout, open the File menu from the top menu bar and select Program Settings. The first tab will be called My Team, and this is where you can set all of your information, including your League, Team Name, and Logo.
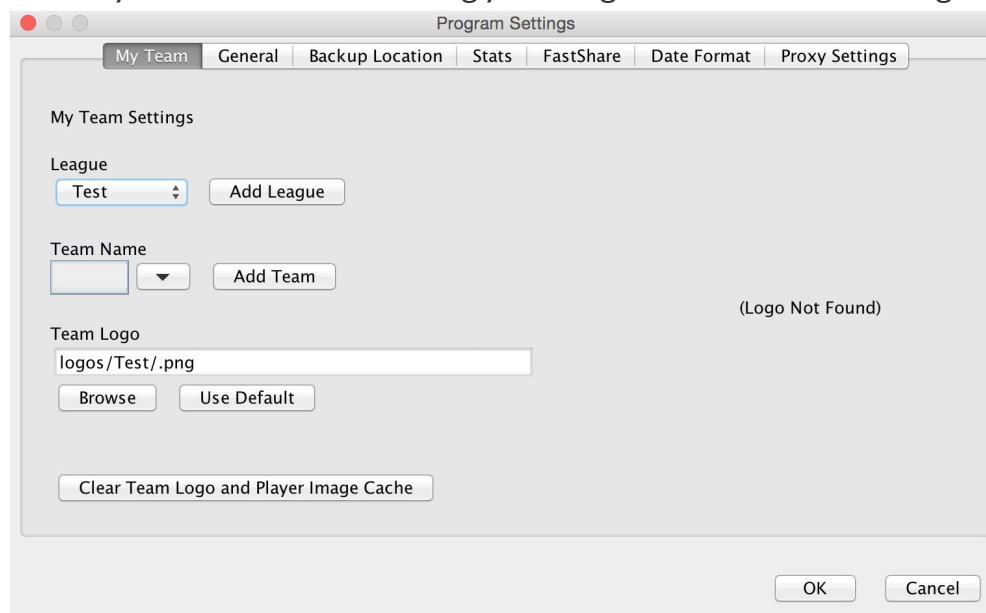
Adding a new League

When you start FastScout for the first time, you will be given the option to create your League. The League that you create could be the name of your team's league of competition, or it could be a generic name such as "League 1".

The purpose of the League is to allow you to organize and group your opponents' rosters together in whatever manner you see fit. If you want to keep your conference opponents and non-conference opponents separated, create two separate leagues. If you do not need this level of separation, feel free to create just one League and enter all of your opponents there.

If you need to create a new League at any time, you can do so from the My Teams menu, or you can click the Fields menu from the top menu bar and select Add League.
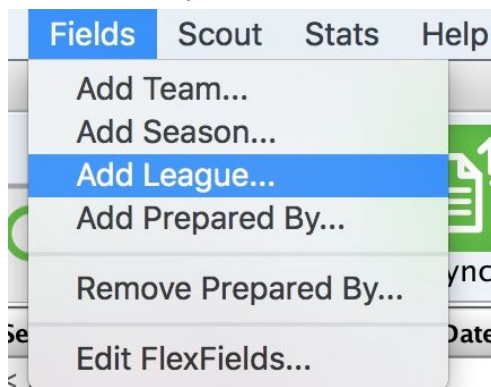
Adding a new Season

After you have created your League or Leagues, you can open your Stats Database by clicking the Stats menu in the top menu bar and selecting Edit Stats Database. Select your league from the top menu, and then open the Seasons tab on the left side to view the available seasons for your League.

If you wish to add an additional season for your League, such as 2015-2016, or 2016-2017, type the season into the first available free row, and then press Enter. If you have created multiple Leagues, you will need to add your season to each League by using the drop down menu in the upper left corner to switch between Leagues.
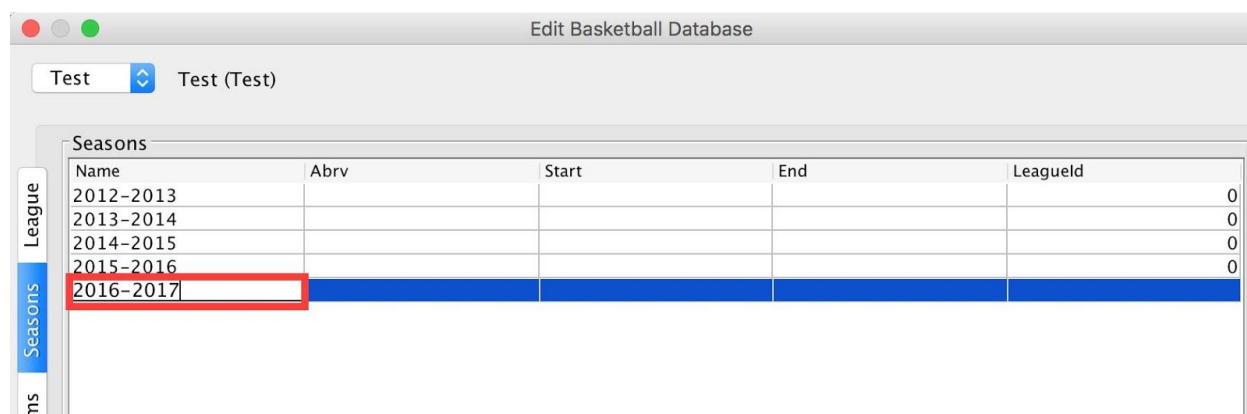
When you create your next new scout, you should see your new season available for selection.
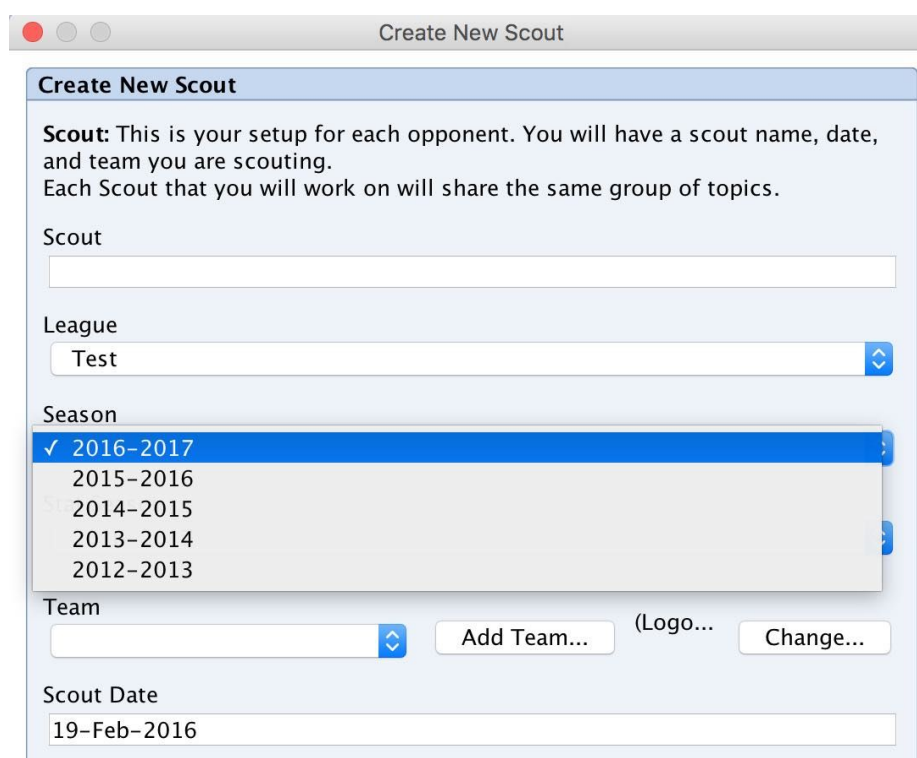
Adding Teams

Once you have your League created and all of the appropriate seasons are created, you can start adding teams to your league. To add new teams, open the Stats Database by selecting the Stats menu from the top menu bar and choosing Edit Stats Database. Use the drop down menu at the top to select your league, and then click the Team tab on the left side.

Much like adding a season, you can add a new team by double-clicking on the first available free row, and then type your team name in.

Adding Players to a Roster
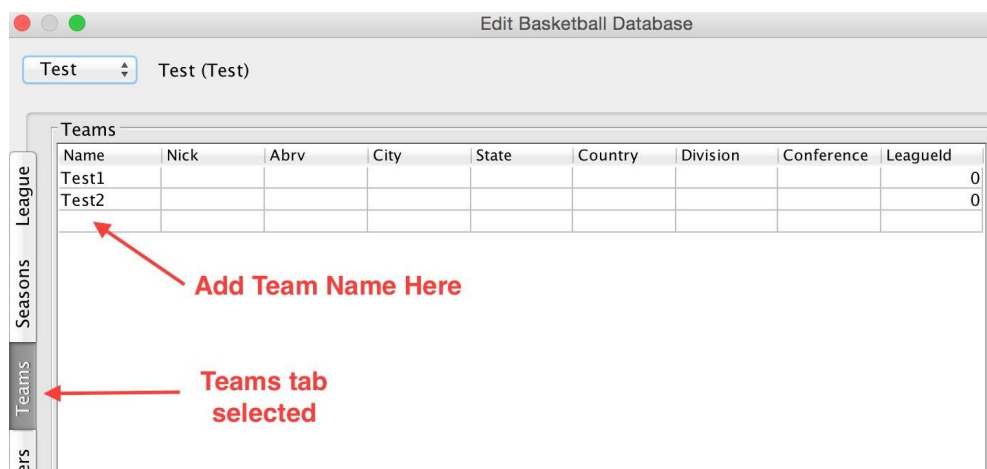
There are a number of different ways to add players to opponents' teams in FastScout. The best method for you will depend on your workflow and scouting needs, so each method will be covered in this guide.

Entering a Roster in the Stats Database – For each team that you add to your League in the Stats Database, you can also add roster information for each team using the Players tab.

When to use – If you play your League teams multiple times during the season, and play them regularly each season, then entering roster information in the Stats Database may be your best choice. Each time you create a New Scout for a team you have added players to, those players will automatically be populated in the Personnel topic with the information that you have entered.

When to avoid – If you will be using the Box Score Copy and Paste function (covered later in this guide) to add stats to your report, your rosters will automatically be populated, so you will want to avoid having the roster information added twice. If you are playing an opponent just one time, then you also have the choice to manually enter roster information into your Personnel topic.

To add roster information in the Stats Database, click the Players tab on the left side. You can add as much or as little information as you wish, but by default the following values will be included in your Personnel topic in your report: First, Last, Number, Position, Height, and Weight. Also note, Height information must be entered in inches, and this number will automatically be converted to feet and inches in your report.
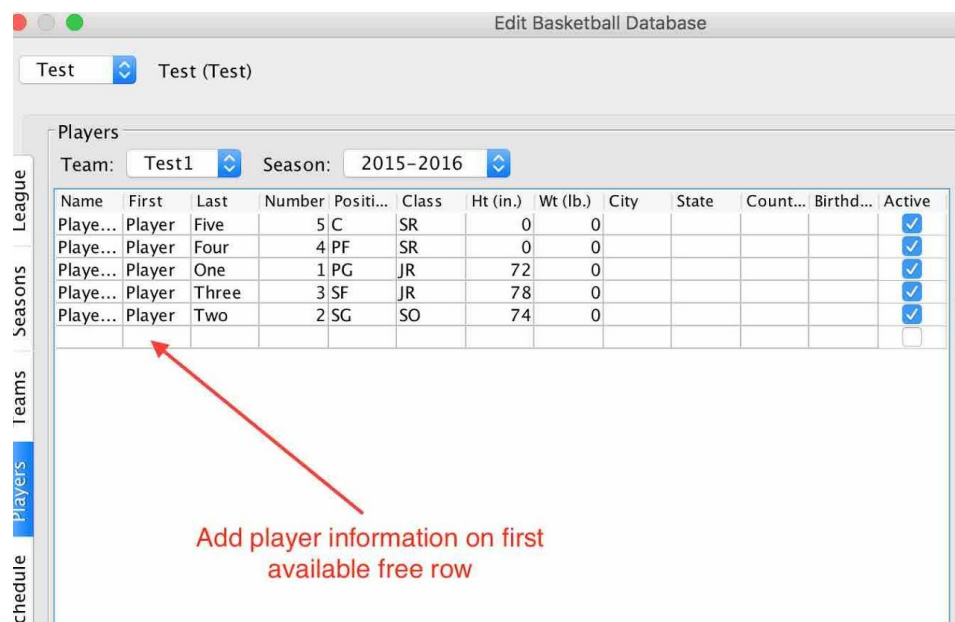
From this menu, you are also able to set a photo for each player that you add. This can be done by clicking to highlight a selected player, then click the Set image button on the right side. Navigate to the location of your saved picture for the player, and once you have set an image, this photo will appear automatically when you create a New Scout for the selected team.

Entering a roster using the Box Score Copy and Paste function – The Box Score Copy and Paste function allows you to paste game box scores into FastScout, and the software will automatically populate your stat topics with the data contained in the box scores, and calculate season totals. When this feature is used, roster names will also be created automatically for your opponent.

When to use – If you will be using box scores to enter stats into your reports, let the Box Score Copy and Paste function enter the roster information for you.

When to avoid – If you will be entering stats into your reports manually, either enter the roster information into the Stats Database, or enter the roster information directly into the Personnel topic.

Note: Please refer to page #25 for details on using the Box Score Copy and Paste function.

Manually entering Rosters into the Personnel Topic – The quickest way to enter roster information is to add players directly into the Personnel topic. All Player Information and Players Stats can then be added or edited within the topic, as well.

When to use – If you are playing an opponent just one time and looking for the quickest way to add players to your report.

When to avoid – If you are scouting an opponent that you play regularly, you will want to add their roster information into the Stats Database, which will allow the roster information to be automatically populated into your report the next time you play that opponent. Otherwise, you would need to add the roster information again each time you played that opponent. If you are using the Box Score function to add stats, then you will also want to avoid manually adding players, as they will be populated automatically from the box score.

To manually add players to the Personnel topic, click on the Personnel topic header in the Scout tab. You can then type in the player's name in the "Add Player" box, then click the Add Player button. Please type only letters into this box with no numbers, symbols, or punctuation (periods, apostrophes, etc), otherwise you will receive an error message when you attempt to view your report in the Preview tab.
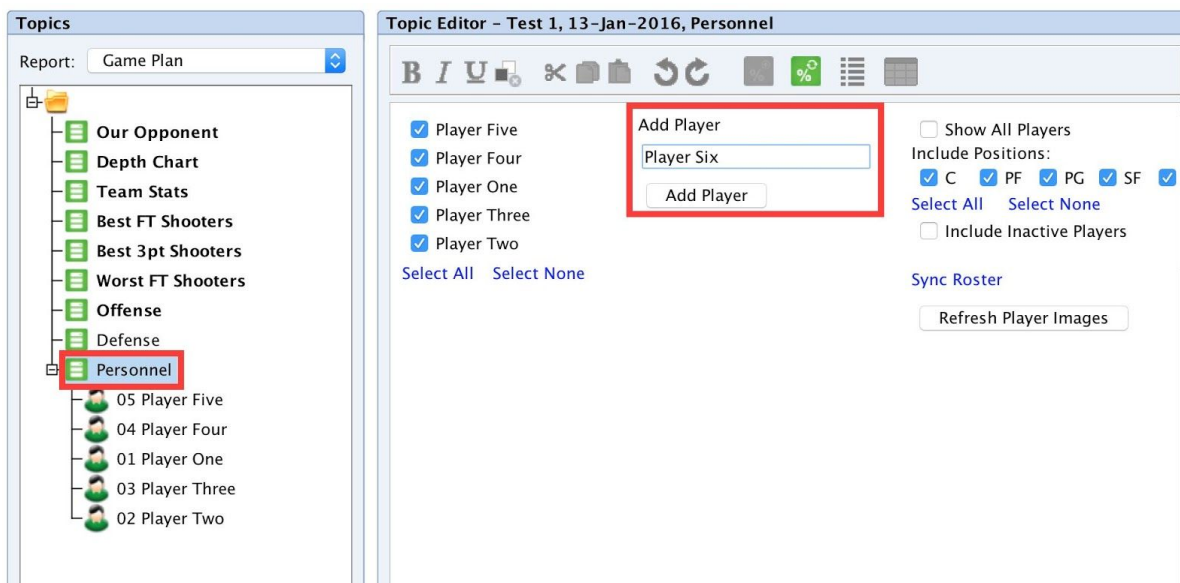
After you have added a player, click on the player's name within the Topics window to open the player in the Topic Editor window. Here you can enter data such as Player Information, Player Stats, Text, or add a photo.
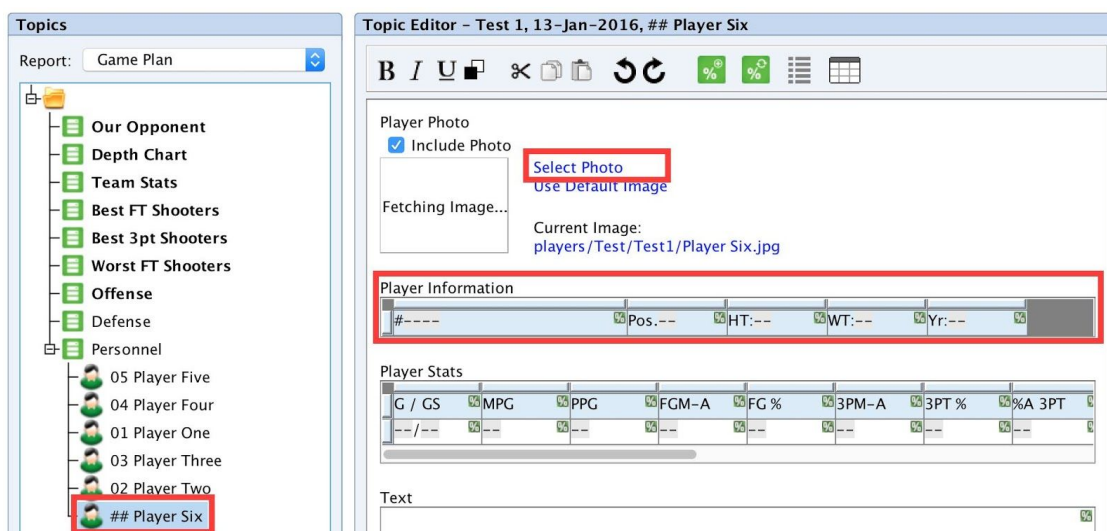
Getting Started – Creating a New Scout

Now that you have entered your league and your opponent's' team and roster information, you are ready to create your first scout. This can be done by clicking the New Scout icon from the Scout tab, which will open the Create New Scout menu.

In the Create New Scout menu, you can set the following options:

Scout – This will be the name of the scout as it appears in your Scout Library, and also at the top of your report. In most cases, you will want this to be the opponent's team name.

League – You can use the drop down menu here to choose between any Leagues that you have created. The League that you select will affect which teams can be selected from the Team menu, so be sure to choose the League that you entered your opponent in.

Season – This will be the season that the game will be played in, and will allow you to filter and sort between scouts that you create across different seasons.

Stat Season – If you use the Box Score copy and paste feature to enter stats for your report (covered later), this will affect where the stats are populated from in your report. In most cases, you will want to select the current season, but a previous season can be selected if you wish to include stats from the previous season.

Team – This will be the opponent that you are playing, and the available teams to choose will be set by which League is selected. If you have not created a team for your opponent yet, you can click the Add Team button. You can also add a logo for your opponent by clicking the Change button.

Scout Date – This will be the date that the game is played on. If you play an opponent more than once per season, this field will be required to differentiate each game against that opponent.

Prepared By – This field can be used to add the name of the coach who is preparing the scouting report.

Setting Defaults for your Report
After you have created a new scout, you are ready to get to work on your scouting report. Before starting your first report, though, you will want to spend some time editing the defaults for the topics included in your report. The more time that you spend adding default information to your topics, the more time you will save on your scouts mid-season when you have less time to work on your scouting reports.

Text and List Topics – For plain Text or List topics, such as "Offense" or "Defense", default text can be added to appear in each scout that you create. The most common example is creating default headers or sections, such as "Ball Screens", "Post Defense", or any other information that will be contained in all of your reports.

To edit a Text or List topic, right-click on the topic header, then select Edit Defaults.
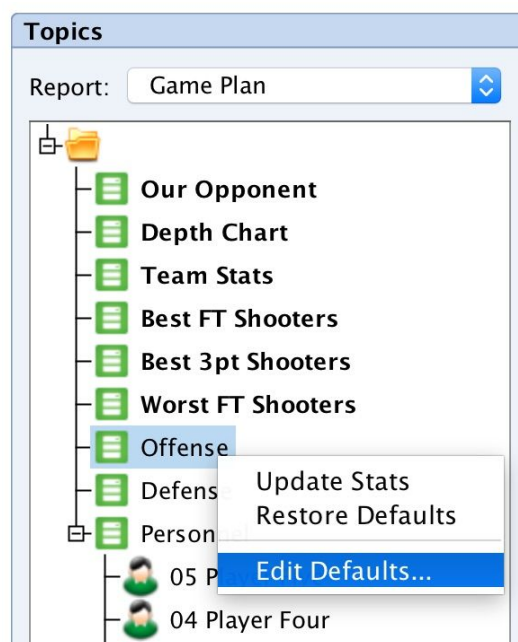
In the Edit Defaults window, you will be presented with a blank typing window, just like you would see in the Topic Editor. Any information that you type here will automatically appear in the selected topic in each Scout that you create.
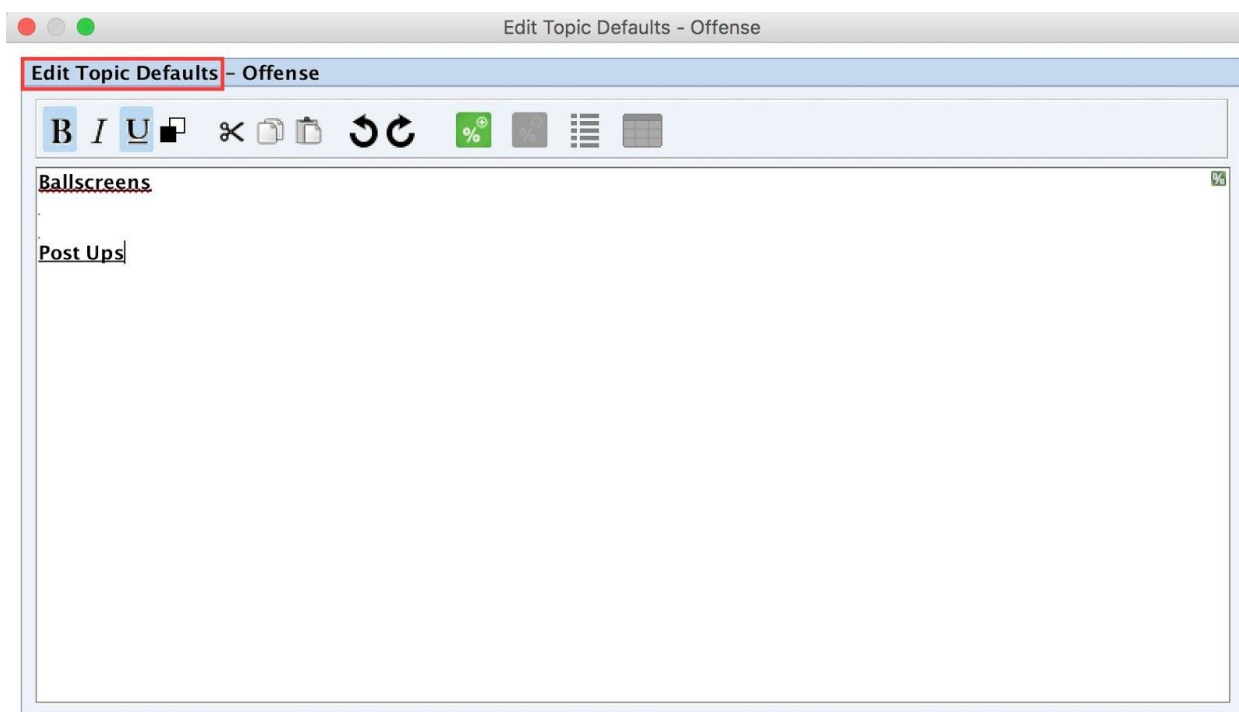
After setting your defaults and exiting the Edit Defaults menu, you will receive a prompt asking if you would like to apply the new defaults. Click, Yes to refresh your topic with the default settings.
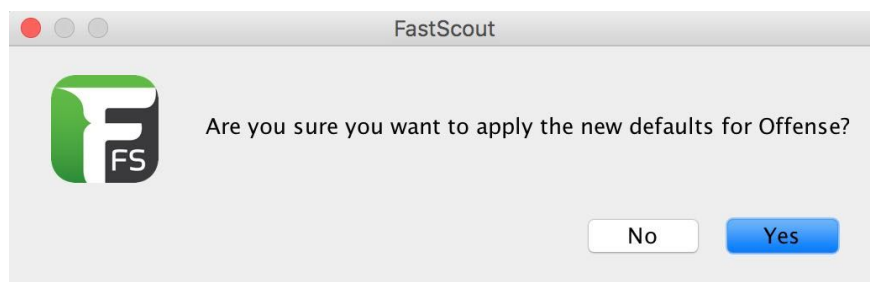

The information that you have added to your topic defaults will appear in the Topic Editor automatically, and you can then add in additional information as necessary.


Note: When you apply defaults to a topic, the topic will be refreshed to display the exact default settings for that topic. Any additional information that you have previously added to the topic for your current Scout will be erased. For this reason, setting your defaults for each topic prior to beginning your Scouts for the season is strongly encouraged.

Individual Stat Topics - Your individual stats topics, such as Best 3pt Shooters and Best FT Shooters, can be modified to display as much or as little information as you would like. Making these changes at the default level will ensure that your topics remain uniform for each scouting report that you create.

Similar to Text or List topics, you can edit the defaults for an individual stat topic by right-clicking on the topic header and selecting Edit Defaults. In the Edit Defaults menu, you can set how many players and rows will be included in your topic using the drop down menu at the top right. You can choose to show All players in your report, or you can choose to include a set number of players, such as the Top 3 players.
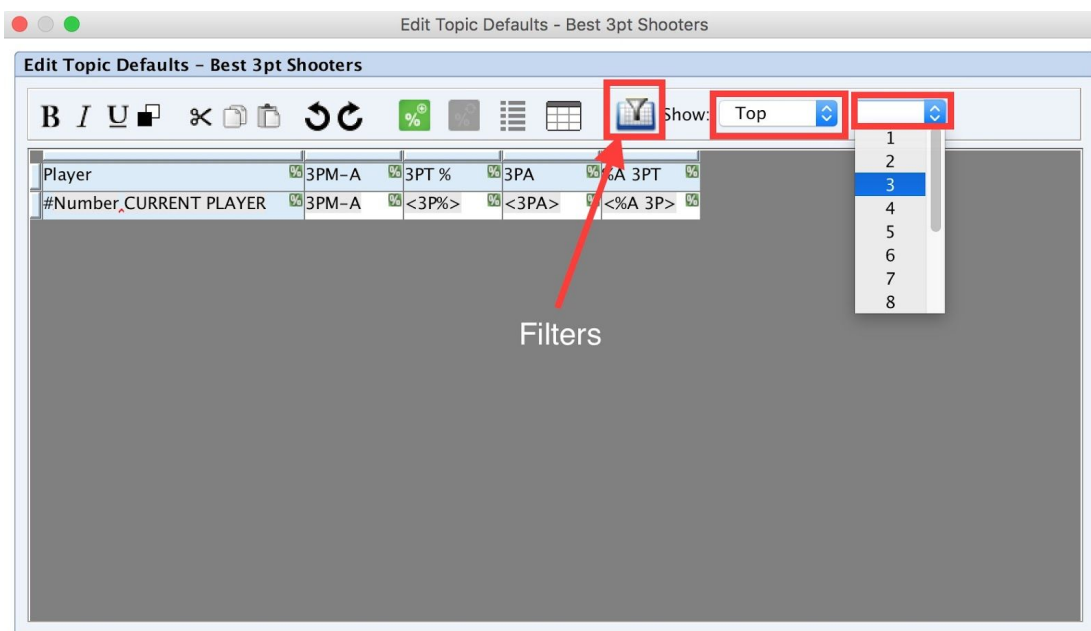
You can further distinguish which players will be included in the table by clicking the Filters icon. You can restrict the number of players displayed by selecting criteria such as a minimum number of shots attempted, or a minimum percentage of made shots.
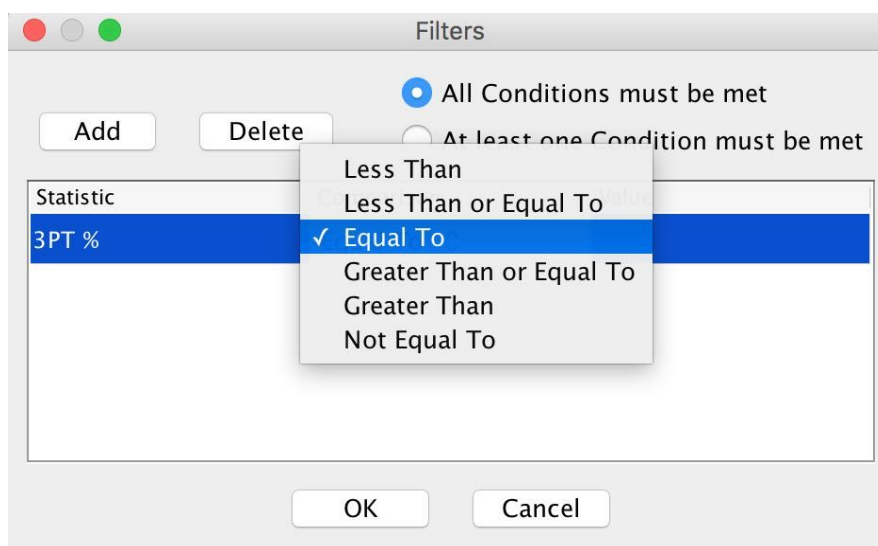
If you wish to remove any of the columns present in the column by default, right-click on the bar just above the column, then select Delete Selected Column. Once you are satisfied with your table layout, click OK, then click Yes to apply the new defaults to your topic.
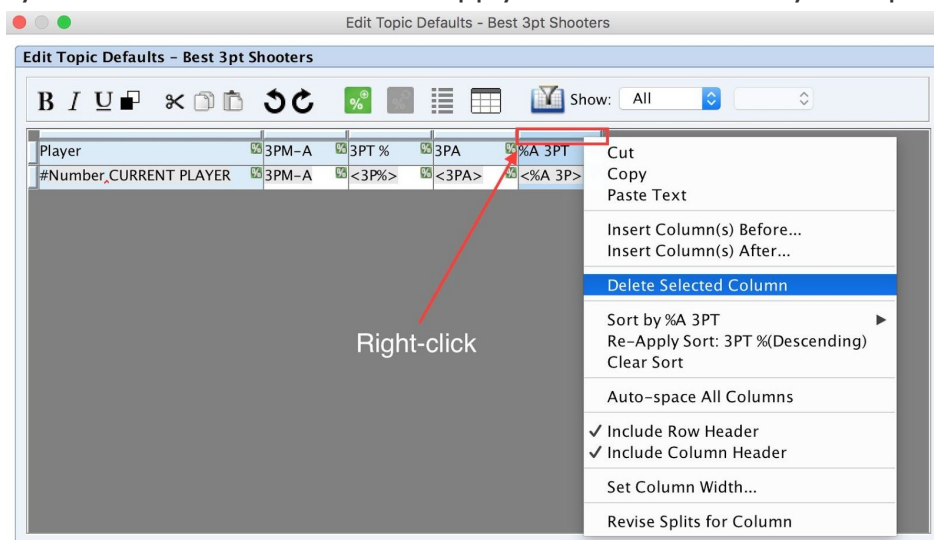

Note: In order to take advantage of the filters in stats topics, you will need to populate your reports with stats using the Box Score Copy and Paste method, which is covered later in this guide. If you choose to manually type in your own stats, the filters will not be applied, and which players are included in the topic will be solely at your discretion.

Team Stats Topic – FastScout gives you a wealth of different stats rows in the Team Stats topic to enter information about your opponent. Not all of these stats are tracked or available at all levels, however, so at some point you may want to customize the stats that are displayed in your Team Stats topic.

When you select to edit the defaults of the Team Stats topic, the Edit Defaults menu will look just like in the Topic Editor window.
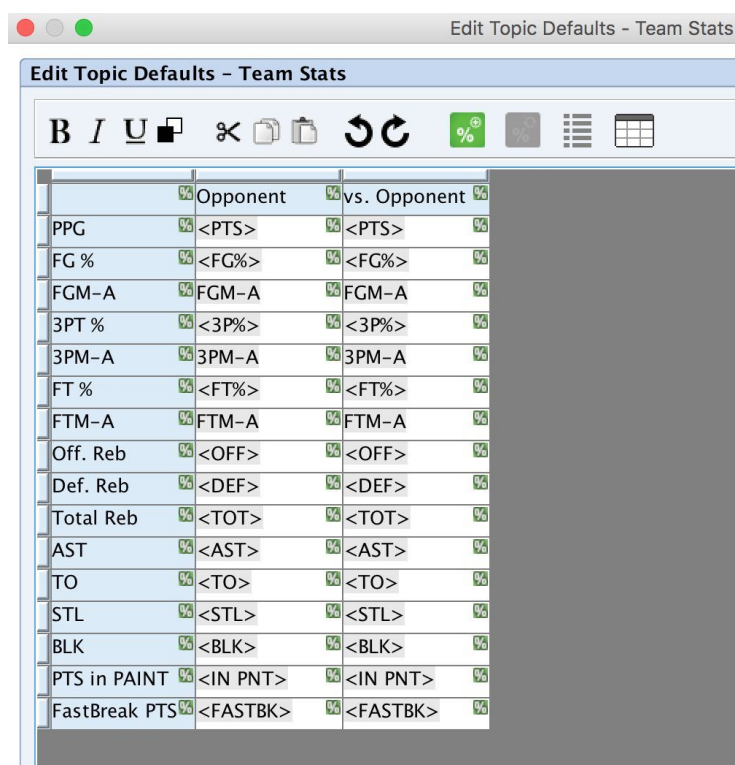
You can remove any stat rows that you do not to include in your topic by clicking the bar on the left side of any row that you wish to select, then right-clicking on any selected row. You can then choose Delete Selected Rows in the menu to permanently remove the stat from your topic.
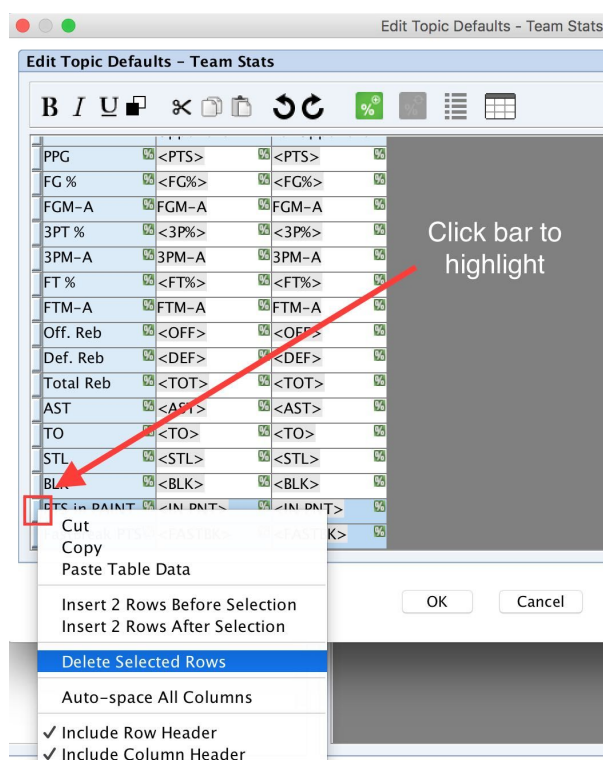
You can also right-click anywhere in the window, and from the right-click menu you can Insert new Rows or Columns to your table.
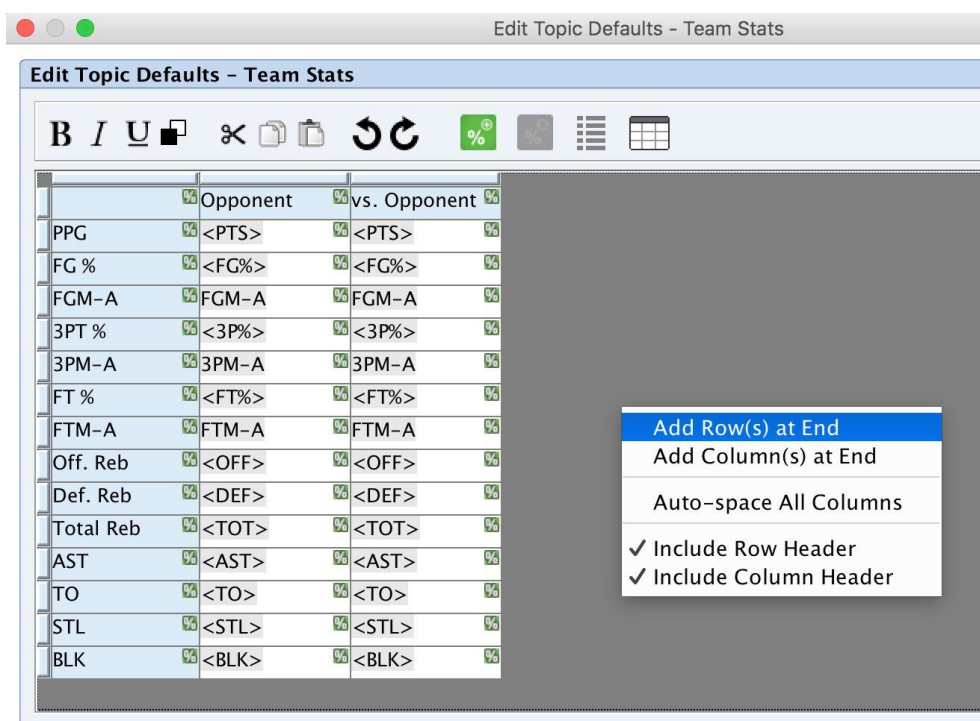

Once you have set your defaults, click OK to exit, and select Yes in the following menu to apply the new defaults to your topic. Like Individual Stat topics, if you have previously entered information into the Team Stats topic for your current scout, applying the new defaults will erase the data that you entered.

Personnel - Because the Personnel topic has the capacity for lots of information on each player and can be highly customized, setting your defaults first keeps you from having to make constant adjustments on each report and saves you valuable time.
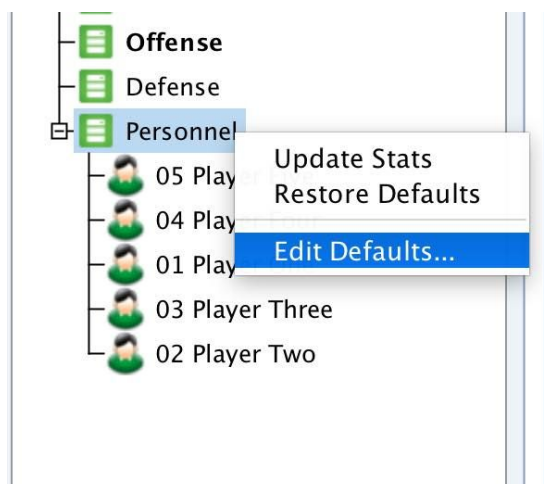
Like all other topics, the Edit Defaults menu for the Personnel topic can be accessed by right-clicking on the Personnel topic header. In the Edit Defaults window you will have the option to select or deselect which categories of player information will be available to edit and displayed in the scouting report, such as Player Photo, Player Information, and Player Stats, among others.
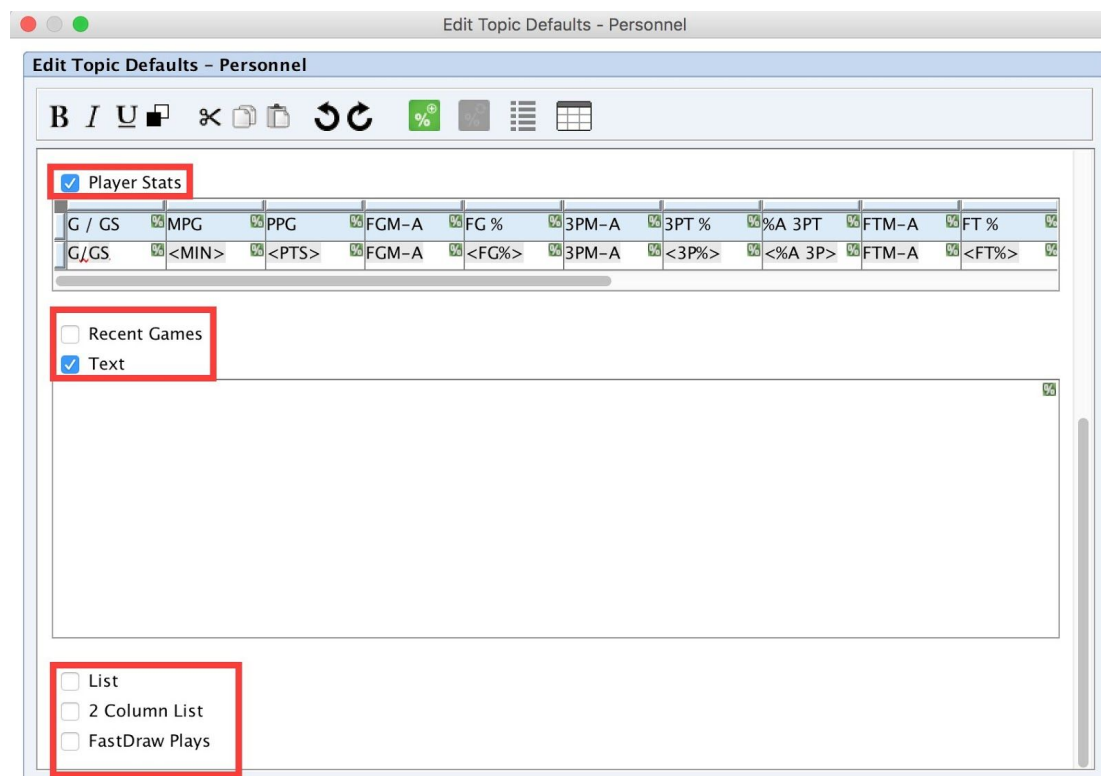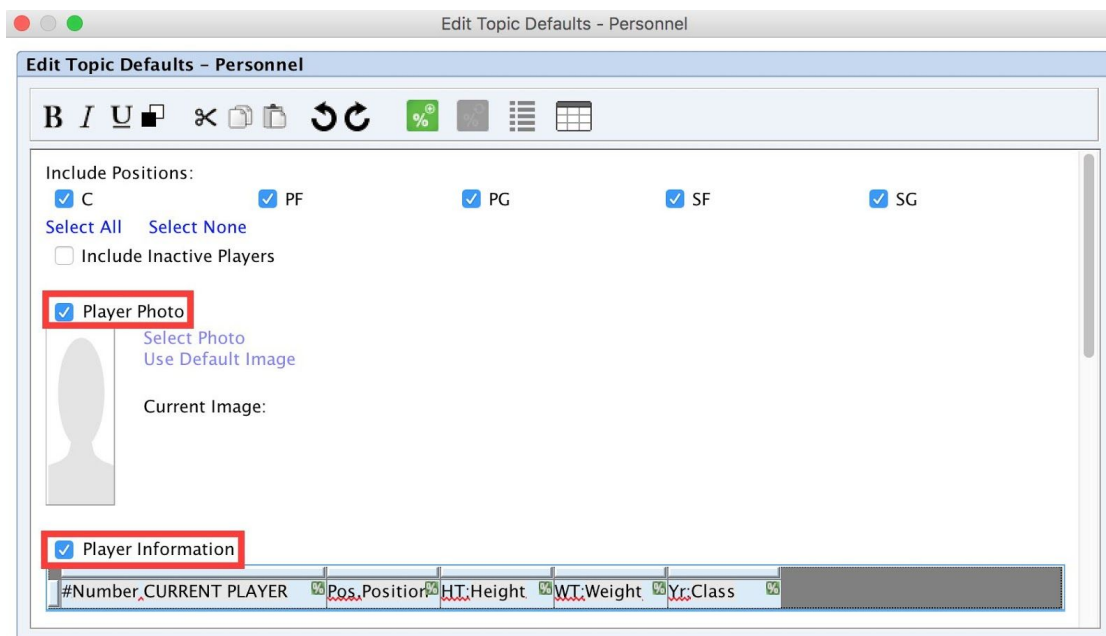
In addition to choosing which categories of information will be available in the personnel section, you can also edit the columns in your Player Information and Player Stats categories. For example, if you know that you never want the Weight category included in your player information, right-click on the Weight column and select Delete Selected Column. Likewise, if you find that there are too many stat columns in the Player Stats category and would like to include less information, click the header bar just above any of the columns that you would like to delete to highlight them, and then right-click on any highlighted column and select Delete Selected Columns.
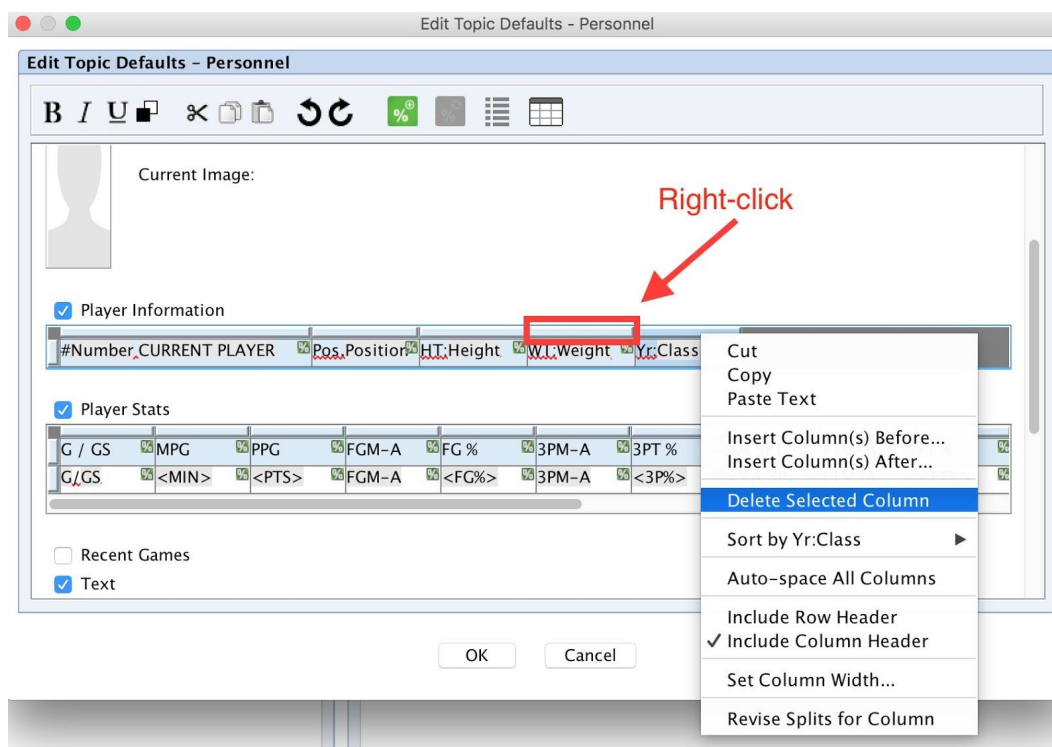
If you need to adjust the width of any columns, you can do so by clicking and dragging on the border of any column. Adjusting the width of some columns in the Player Stats section may be necessary if you plan on including a large number of stats.
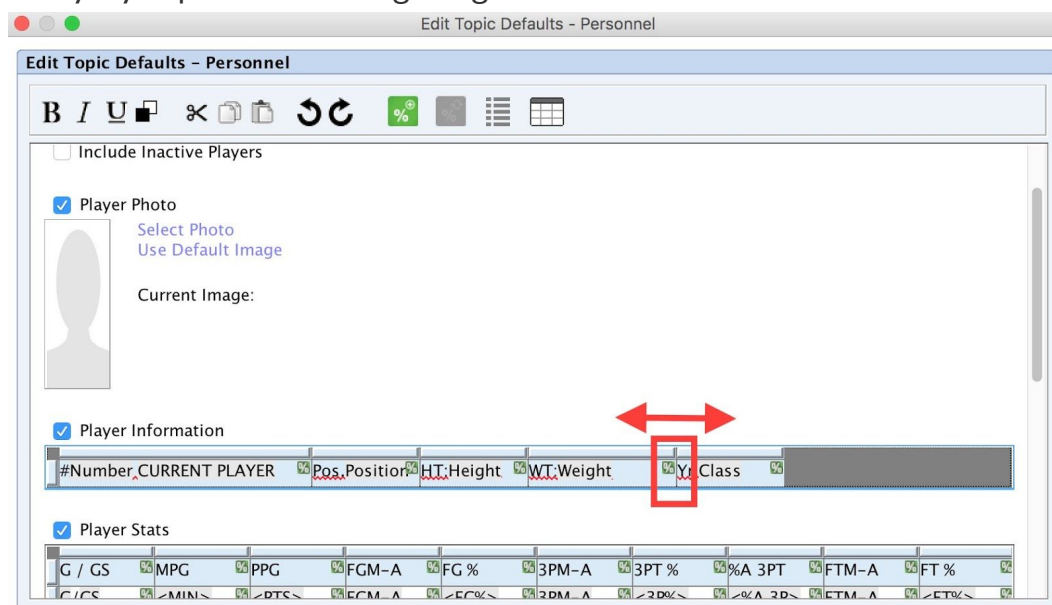
After setting your defaults and clicking OK, you will be prompted with a menu asking if you would like to restore All Defaults, or Just the Tables. Selecting Just the Tables will apply new defaults for only table sections, which would include Player Information and Player Stats. No changes will be made to non-table sections, such as Text. If you have already added notes into the Text section, then you will want to select Just the Tables to ensure your notes are not erased. Selecting All Defaults will restore the default settings for each setting in the Personnel topic.
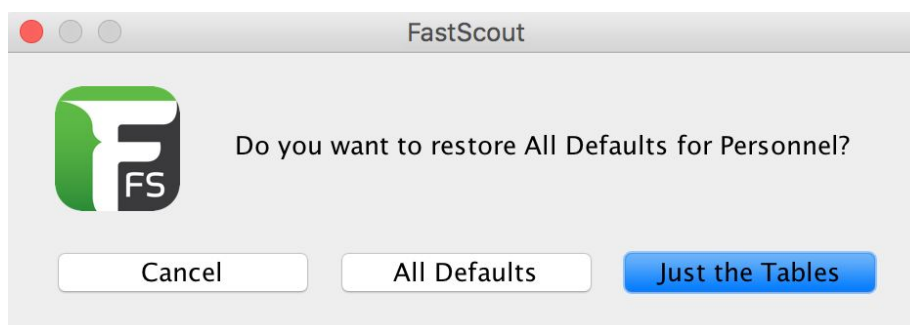

Note: In addition to the Personnel topic, players can be added to a report using the Starters and Reserves topics. These topics are identical to the Personnel topic in both appearance and function, so all directions listed here will also work in those topics, as well.

Using the Box Score Copy and Paste function

The FastScout software features a box score copy and paste function to allow you to paste box score stats into your Stats Database as your season progresses. This feature is ideal for keeping Season Total stats updated for your Personnel and Team Stats topics, rather than having to manually update these stats after each game.

To use the Copy and Paste feature, you will first need to open the Stats Database by clicking the Stats menu in the top menu bar and selecting Edit Stats Database.
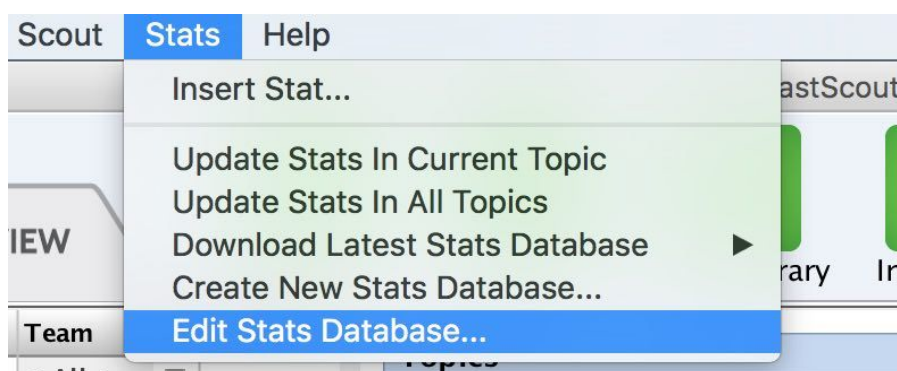
In the Stats Database, you will need to create a game in the Schedule tab for your box score. Once a game is created, you can then paste in box score data for either or both teams. To create a game, open the Schedule tab, and make sure your League, Team, and Season are set to the team you will be adding box score data for. Next, click the New Game button.
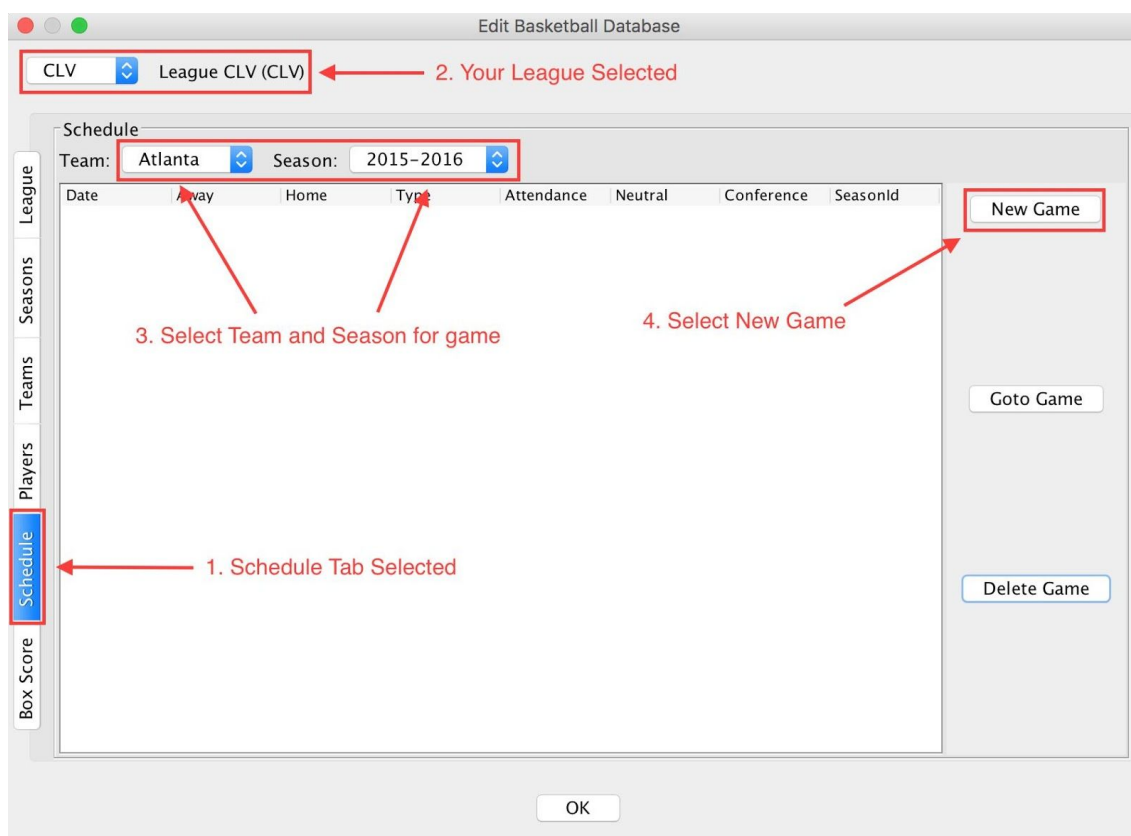
In the following menu, select the Teams that will be participating in the game for your box score. If you are only pasting in data for one of the two teams playing in the game, feel free to use any team as the second participant in the game, as no information will be applied to that team.

Once your game has been created, navigate to your game box score that you would like to import. To copy your data in, select the data for each player row, and also for the header row. DO NOT include the bottom team stats row, however.

With your box score data copied to your clipboard, find your newly created game and click it to highlight the game, then click the Goto Game button.

When your game opens, you can choose which team to paste the copied data to.

If your data pastes in correctly, you will see the stat columns filled in for each player in the box score.

After your box score data has been entered, you will see this information populated into your stat categories when you create a new scout for the selected team.

Player Photo
☑ Include Photo

Select Photo
Use Default Image

Current Image:
players/CLV/Chicago/Bronson Koenig.jpg

Player Information

#-Bronson Koenig	Pos:-	HT:-	WT:--	

Player Stats

G / GS	MPG	PPG	FGM-A	FG %	3PM-A	3PT %	%A 3PT	
1/1	31:00	10.0	4-9	44.4%	1-3	33.3%	33.3%	

Text

Notes about the Box Score Copy and Paste function

- The Copy and Paste function will work with game box scores only, and does not accept season box scores. By copying and pasting in each of your opponent's box scores, FastScout will automatically calculate the season totals based on the box scores that you have entered.
- FastScout is designed to accept a wide variety of box score formats, although not all formats are supported. You will need to test your league's box scores to see if they will import correctly into FastScout. If your box score does not import each stat correctly, you may need to utilize a template in Microsoft Excel to ensure that your stats will import correctly. If you need to create a template, please contact the Support Team and we can provide a sample template for you and help you with the basics.
- If you plan on using box scores for each of your opponents, you can create just the team in your Stats Database, and do not need to enter roster information. FastScout will automatically populate the team's roster based on the information contained in the box score, and you can then edit each player to add height, class, and other information.

Adding an Opponent Playbook

To add an opponent playbook to a FastScout report, you will want to use the Opponent Playbook topic. If you do not currently see the Opponent Playbook topic in your Topics section, open the Topic Library by clicking the Topic Library icon near the top. In the Topic Library, use the drop down menu under the Category header to select FastDraw diagrams. Find the topic for Opponent Playbook and make sure it is checked.
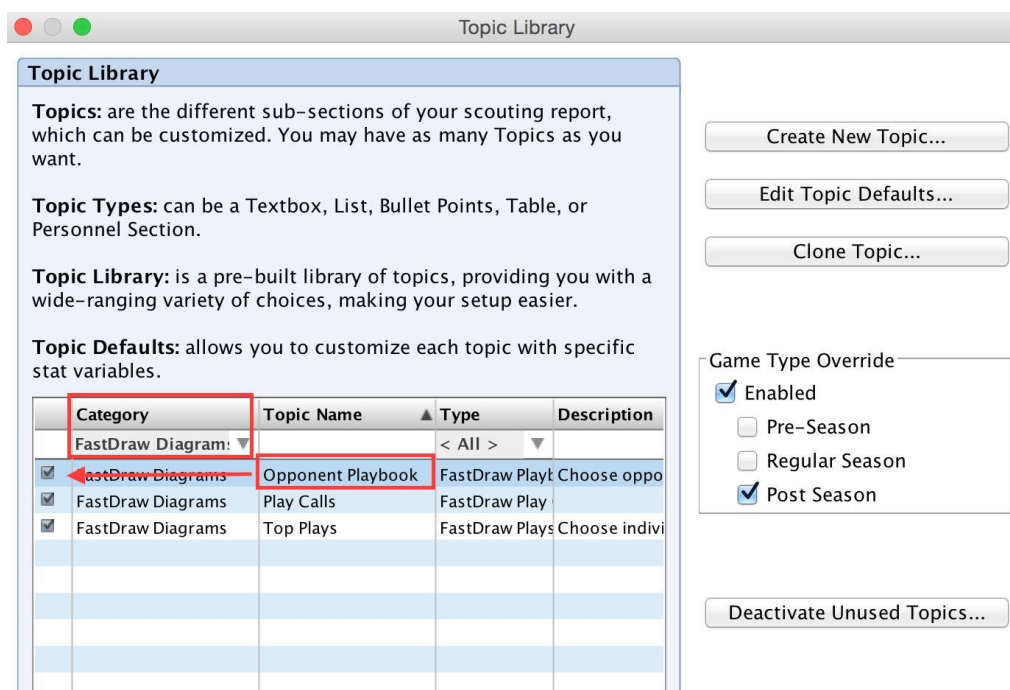
When you click on the topic in the Scout tab, you will see it open in the Topic Editor window on the right, and there will be a link in blue text that says, "Add Playbooks".
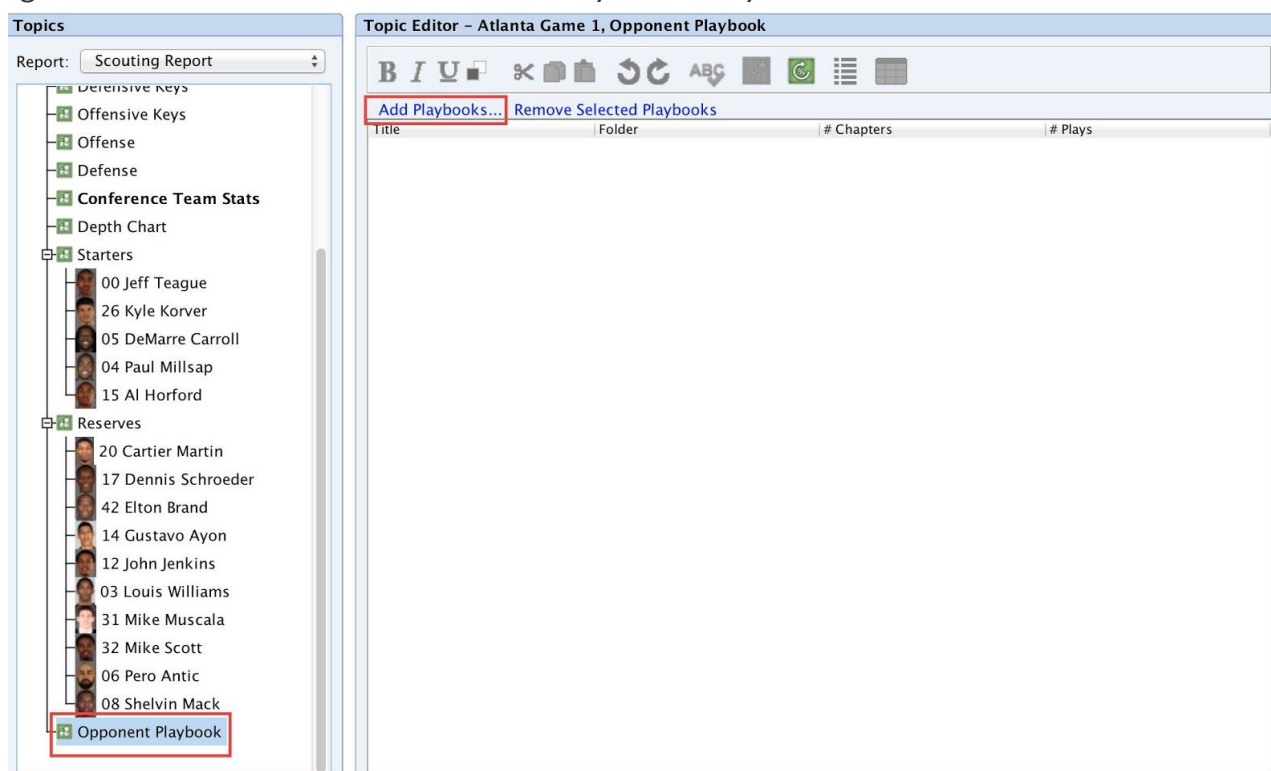
Click this link and it will take you to a list of your playbooks from your Playbook Library in FastDraw. Choose the playbook that you would like to add.
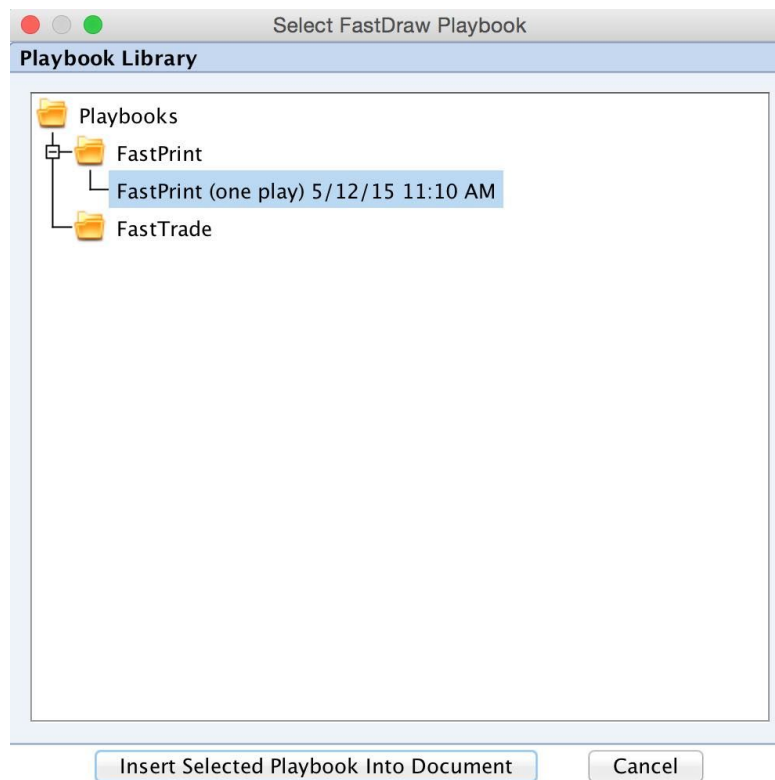
The appearance of the playbook in your report will match how it looks in the Preview tab in FastDraw. If you would like to change the layout of the playbook, use the Playbook Settings menu in FastDraw to modify how the playbook looks before adding it into FastScout. The changes you made in FastDraw will be displayed in your report.

Saving Reports in FastScout

When you create scouts in the FastScout program, your reports are saved in a file that is stored on your computer's hard drive. The default name for this save file will be "Master.fsb", and it will be saved in the C:/Users/FastScout Files folder. Like any other file on your computer, you can rename this file if you would like. Just be sure that the ".fsb" extension remains at the end of the file name.
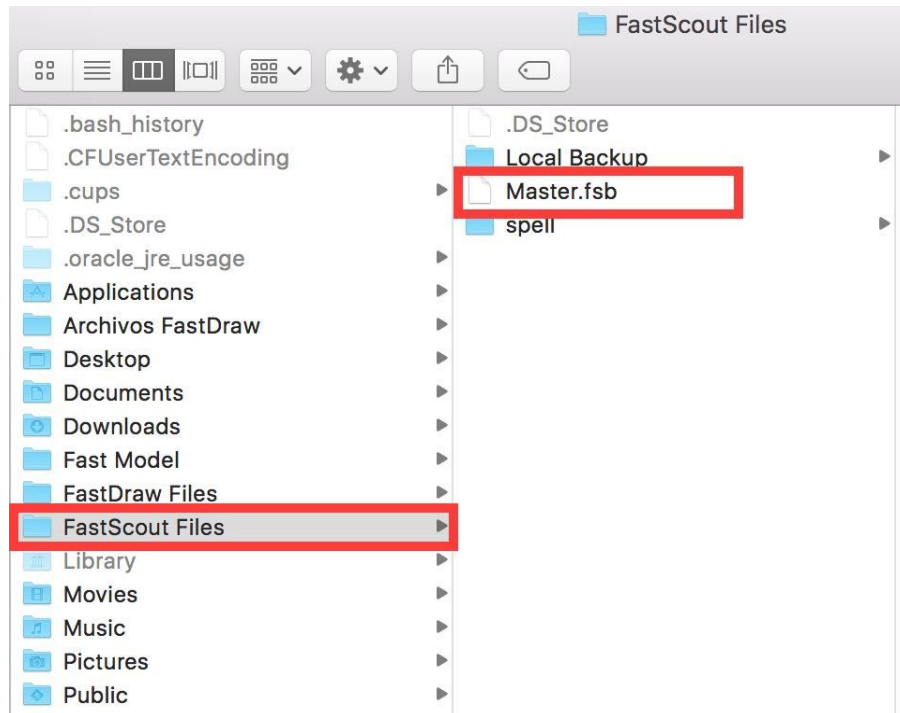
Within this folder, there is also another folder called Local Backups. This is where your software saves automatic backups of your library, and can be utilized to recover your plays if your save file is ever lost or damaged. You can modify how often a backup file is saved by clicking the File menu from the top menu bar in FastScout and selecting Program Settings, and then selecting the Backup Location tab. We recommend keeping the default Backup Location currently set in the software.
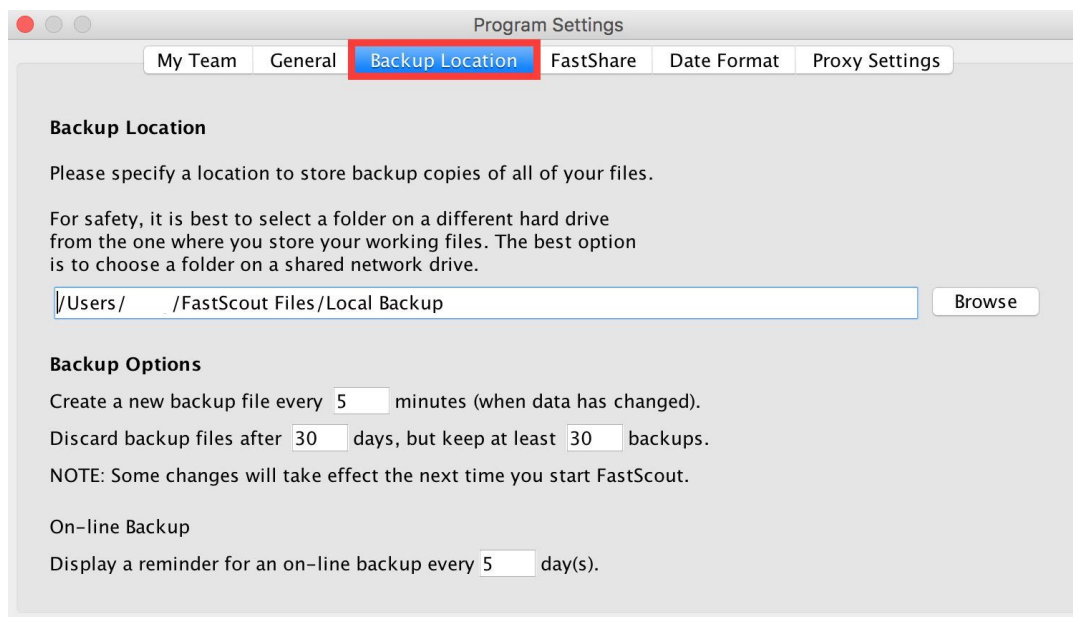
FastScout Database Location

In addition to the "Master.fsb" file, which contains all of your saved reports, any information contained in your Stats Database, such as teams, rosters, and pictures, is saved in a separate database file. If you ever move FastScout to a new computer, you will need to copy and transfer the database file along with the master file to ensure you have access to everything on the new computer.

Your database file can be found by opening the C;/Users/FastModel folder. Within the FastModel folder, select FastScout, then Basketball, and then find the "Stats" folder. Your database file for your league will be stored in this folder, and the naming structure will be stats-LEAGUENAME.h2.db. In the screenshot below, the file stats-Test.h2.db would be the database file for a league named "Test".
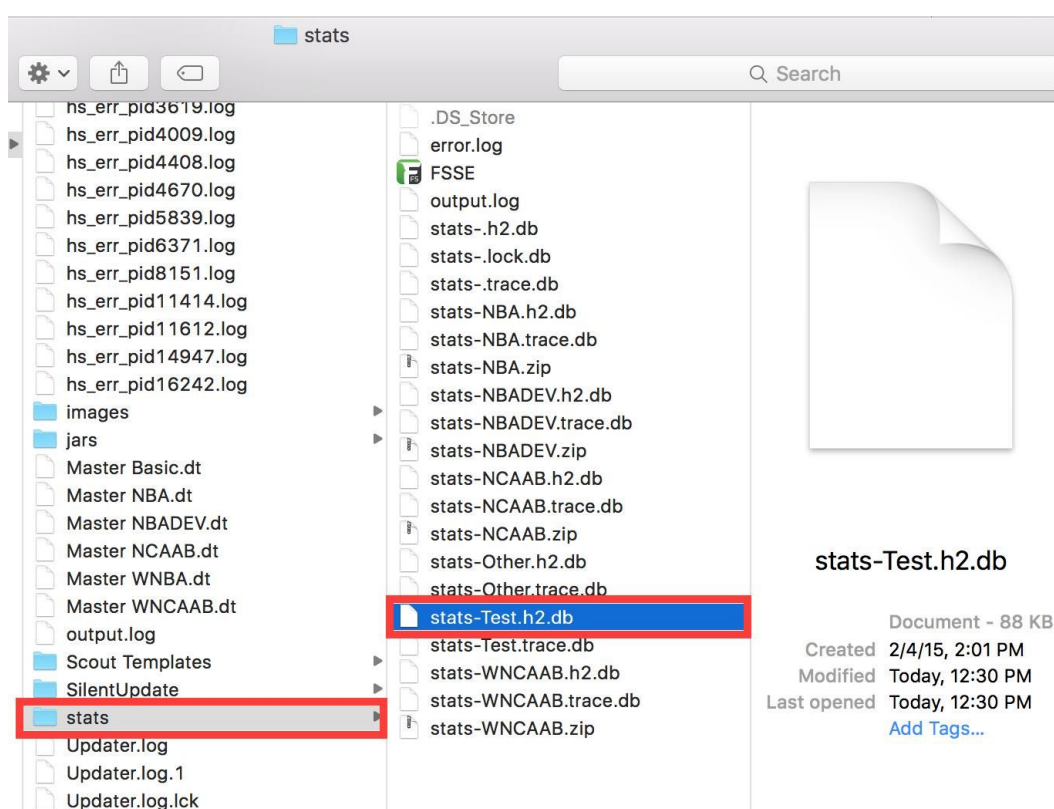
To transfer this information to a new computer, copy the file for your league (or leagues, if you have multiple leagues in your Stats Database) to an external drive or a cloud service such as Dropbox or Google Drive. On the new computer, you must copy the file to the same location ("stats" folder) or the information will not import into FastScout correctly.

Saving to the FastModel Cloud Using Sync

For an extra layer of protection for your scouting reports, FastScout allows you to upload your reports to the FastModel cloud server. This can be done by clicking the Sync icon.

Within the Sync menu that opens, use the Description field to give your save file a description, such as "My Scouting Reports", and then use the Note section to add a note about what is contained in your save, such as the latest team that you have scouted. Your Description is set only once, on your first Sync, while you can add a new Note each time you Sync. Adding descriptive notes helps identify each save you make on the cloud in case your work ever needs to be recovered.
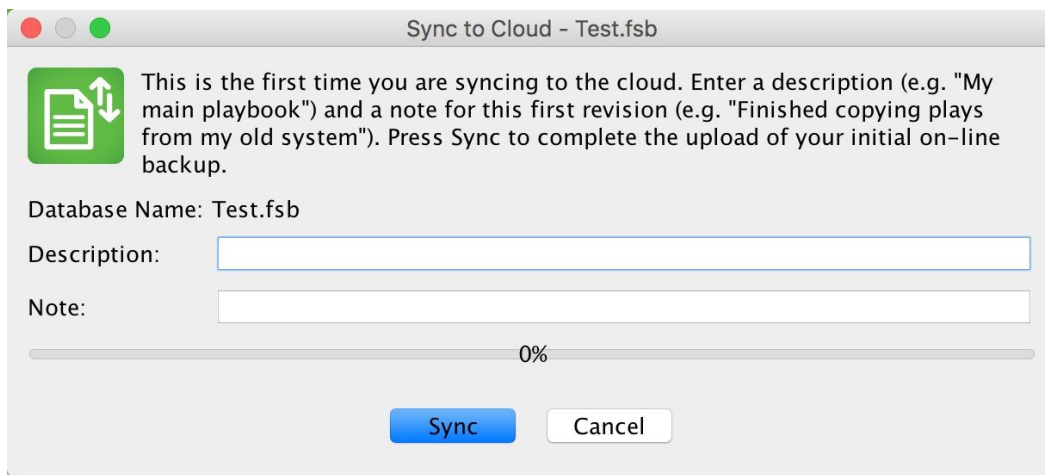
Note: The Sync process uploads only your scouting reports, which are contained in your "master.fsb" save file. Sync does not upload any information contained in your league Database file, however. We recommend saving manual backups of your Database file to an external location, such as an external hard drive, to protect your work from any hard drive issues on your computer.

Additional FastScout Resources

FastModel Sports YouTube Page

For a video companion to the FastScout User Guide, as well as additional FastScout Help videos, please visit the FastModel Sports YouTube page at https://www.youtube.com/user/fastmodelsports.

Check out the "FastScout Tips & Tricks" video for a complete walkthrough and getting started on FastScout.

FastScout Help Page

Additional FastScout Help topics can be found at our Help page:
http://www.fastmodelsports.com/pages/support#/10565-FastScout-Users-Guide

If you cannot find the information that you are looking for, use the Contact Support link at the Help page to contact a member of our Support Team with any questions that you may have.

FastModel Sports on Twitter – www.twitter.com/FastModel (@FastModel)

Follow FastModel Sports on twitter for the latest help tips and basketball articles, or reach out to us from your Twitter account.

Team FastModel Blog – http://team.fastmodelsports.com

Bookmark the Team FastModel blog, where we feature some of the best basketball resources for coaches on the web, and where we also feature a FastDraw section devoted to tips, tricks, and best practices for using the software.