

## POOLNET PLAYER "SCOUTING" MODULE

A new statistical module has been added to PoolNet to give every player a view of how they stack up against different rated players. This cheat sheet will assist you in accessing your file and understanding the information.

- 1) E-mail Peggy to get your password – [gcuebilliards@cox.net](mailto:gcuebilliards@cox.net)
- 2) Once you get your password, logon to: <http://www.poolnetstatistics.com/TAP/login.jsp>
- 3) **Username:** player I.D # - **Password:** the one you got from Peggy
- 4) Once inside, you will immediately have to change your password.
- 5) While in the module, you can do two things –
  - A) Update your profile (Name/Address/Phone/E-mail)
  - B) Access the "Scouting" module which shows your stats
- 6) The stats only go back as far as the last update to the system which was a few months ago. You can select the date range you desire.

***Below are the different areas of the stats and the definitions –***

1) Total Matches:	34	3) Games W-L:	50-90
2) Matches W-L:	9-25	5A) Ball:	81%
4) Ball Count Ratio:	1.84	6A) Opponent:	0.02
5) Success Rates: Shot:	67%	8) Player Aggressiveness:	93%
6) LOT/Game: Self:	0.11	10) Break and Run:	0
7) Match Closeness:	-3%		
9) Eight on Break:	0		

#	STATISTICAL HEADING	DEFINITION
1	Total Matches	Self Explanatory
2	Match W-L	Self Explanatory
3	Games W-L:	Self Explanatory
4	Ball Count Ratio	Completes divided by Misses
5	Success Rates: Shot:	Completes divided by Total Shots (a value of 67% means 67% of the time you were successful in making your shot)
5A	Ball: (Success Rate)	Success Rate: Ball: Balls completed divided by total balls available; this tells players how successful they are controlling their set of balls.
6	LOT/Game: Self:	LOT divided by Games
6A	Opponent: (LOT/Game)	LOT/Game: Opponent: LOT divided by Games Won
7	Match Closeness (Race-to Comparison)	The % of the match that remains for your opponent when you win a match (Negative means percentage of the match left when you lose). Ex: 0.3333 means you're winning your match with your opponent still needing 1/3 of his/her games to win)
8	Player Aggressiveness:	Opponent Completed balls divided by [Completes + LOTs). Measures the ability of your opponent to control the table.
9	Eight on Break:	Self Explanatory
10	Break and Run:	Self Explanatory