



# **PEDS 2010 Manual**

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# **Guide to Using PEDS**

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# Table of Contents

Foreword	1
<b>Part I Overview</b>	<b>2</b>
1 Introduction .....	2
2 Uses for PEDS .....	3
<b>Part II Installation</b>	<b>4</b>
1 System Requirements .....	4
2 Using the PEDS Setup Program .....	4
3 Starting PEDS .....	4
4 Common Key Definitions .....	4
<b>Part III League Database</b>	<b>5</b>
1 Creating a new league database .....	5
2 Using an existing league database .....	5
3 Startup League Database .....	5
<b>Part IV Tutorial</b>	<b>5</b>
1 Evaluating Players .....	5
2 Using the Drafter .....	6
<b>Part V League Maintenance</b>	<b>7</b>
1 League Info .....	7
2 Fantasy Teams .....	8
3 Player Positions .....	8
4 Import League Info .....	9
<b>Part VI Fantasy Scoring System</b>	<b>10</b>
1 Scoring System Explained .....	10
2 Player Scoring System .....	11
3 Entering a level-based scoring system .....	13
4 Team Scoring System .....	13
5 Fantasy Point Baseline .....	14
<b>Part VII Update Stat Projections</b>	<b>15</b>
1 Updating Projections .....	15
<b>Part VIII Statistics</b>	<b>17</b>
1 Player Statistics .....	17

2	Team Statistics .....	17
3	Adding a Player .....	17
4	Entering Previous Year's Stats .....	17
5	Entering Projected Stats .....	17
6	Finding a Player .....	18
7	Deleting a Player .....	18
8	Changing a Players Stats .....	18
9	Putting a player on a list .....	19
10	Changing the Fantasy Points .....	19
11	Navigation Arrows .....	19
12	Team Summary .....	19
13	Update Fantasy Points .....	20
14	Blanket Salary .....	21
15	Assign Salaries .....	21
<b>Part IX Reporting</b>		<b>21</b>
1	Report Output .....	21
2	Exporting Formats .....	22
3	Projected Fantasy Points .....	23
4	Previous Seasons .....	23
5	Depth Chart .....	23
6	Player Dollar Value .....	23
7	Draft Worksheet .....	23
8	Fantasy Rosters .....	24
9	Draft Summary .....	24
10	Projected Standings .....	24
11	List .....	24
12	Printer Setup .....	24
<b>Part X Draft Fantasy Teams</b>		<b>24</b>
1	New Draft Order .....	24
2	View/Modify Draft Order .....	25
3	Start New Draft .....	26
4	Resume Draft .....	26
5	Freeze Players .....	27
6	Auction Draft .....	27
<b>Part XI Drafter</b>		<b>28</b>
1	Main Draft Screen .....	28
2	Enter Pick .....	28

3	Skip Pick .....	29
4	Recommend Pick .....	29
5	Players Remaining .....	29
6	View/Modify Picks .....	30
7	Fantasy Rosters .....	30
8	Position Counts .....	30
9	Bye Week Check .....	31
10	Projected Standings .....	31
11	Depth Chart .....	32
12	Lists .....	32
13	Pause .....	32
14	Reset .....	32
15	Sounds .....	32
<b>Part XII</b>	<b>Database Maintenance</b>	<b>32</b>
1	Overview .....	32
2	Repair/Compact DB .....	33
3	Backup .....	33
4	Restore .....	33
5	Export Draft Results .....	33
<b>Part XIII</b>	<b>Player Database Update</b>	<b>33</b>
1	Overview .....	33
<b>Part XIV</b>	<b>Troubleshooting</b>	<b>34</b>
1	Program Update .....	34
2	Commonly Asked Questions and Answers .....	34
3	Contacting Technical Support .....	34
<b>Part XV</b>	<b>Glossary of Terms</b>	<b>35</b>
1	Glossary of Terms .....	35
	<b>Index</b>	<b>36</b>

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# 1 Overview

## 1.1 Introduction

As you desperately flip through pages of scribbled notes, a man sitting to your right smiles and speaks clearly into a microphone, "With my fifth pick I select Randy Moss." The other owners look upward to a darkening sky as a beam of sunlight breaks through the clouds and shines upon them. Descending slowly through misty air is a football player, helmet resting between his hip and arm. He lands softly in front of the man who beckons his services. Moss nods approvingly as he heads to a bench behind his new owner. On the way, he shakes the hands of Payton Manning, Eddie George, Shannon Sharpe and Tim Brown. They are now Fantasy Football teammates soon to line up against your team. You whisper to the now cackling owner, "How do you always get such great picks?" There is no reply.

Although that draft is suited better for a dream, similar scenarios happen thousands of times on the eve of every NFL season. Football fanatics gather everywhere to match wits and select players they hope (and sometimes pray) will lead them to a Fantasy Football Championship.

Throughout the course of 17 weeks, dream lineups, like the one described above, will go head-to-head in leagues across the nation, with each owner hoping his or her preparation is enough. The long hours of number crunching and prognosticating are done in the hopes of being the most prepared person come draft day.

But there can be only one champion, only one person who finishes the season in First Place.

That is where we come in. First Place Sports Software not only helps during the pre-season, we are there with you at the draft. When round 7 comes along and you must decide between a possession receiver or a speedy scat back, we lend some championship tested advice. So put away your highlighter and grab a laptop computer, it is time to ride herd on the competition and finish in First Place.

As you know, fantasy football has changed the way we watch football. It makes those boring games between last place NFL teams meaningful. Did someone start Eddie George or Randy Moss?.

As a fantasy football owner, you know the draft primarily determines whether you will be viewed with awe as a champion or laughed at as a cellar-dweller. So for the draft, you need to be well prepared. Most owners scribble down their rankings, looking at a number of magazines to see who did what last year and what they may do this year. But rankings are just the beginning. Come draft time you must also be able to track who has been drafted and who is remaining. (Some lost soul always shouts out the name of a player chosen four rounds prior.) Soon your draft paraphernalia begins to look like a garbage dump. Half your time is spent checking off players already taken, never mind who you need to fill a hole on your team. PEDS is the answer.

PEDS stands for Player Evaluation and Draft Software. It will help fantasy football owners analyze NFL players before their league draft as well as help them pick the best players during the draft. And if you are a commissioner, this software package will put an end to all of your draft day nightmares. No longer will you have to write down every draft pick. A click of your mouse sends each player to his respective roster.

This software lets you use the power of the computer to win your fantasy league (or at least make your draft go very well), as well as making the commissioner's job much easier. It is a Windows-based application, has a slick interface and is easy to install and use.

## 1.2 Uses for PEDS

There are many uses for this software, whether you are a commissioner or a player, whether you have a laptop or a desktop computer. The software can be used before the draft, as well as during the draft. PEDS can be used for any kind of draft: face-to-face, on-line, phone, or mail. PEDS supports multiple leagues, defensive players, and auction drafts

### Before the Draft

#### *Player Evaluation*

PEDS will allow all **Owners** to:

- View PEDS year 2010 projected stats (for 600 players) or change to establish your own rankings
- Change all options to fit your league, including your league's scoring system
- Project the fantasy points for every player based on your scoring system and projected stats
- Compare players in different NFL positions by using an Adjusted Fantasy Points factor
- Review NFL stats from 2007, 2008 and 2009
- Customize and print reports to bring to the draft
- Simulate a practice draft
- Stay current of player developments through FREE daily updated projections available by download at our web site

### During the Draft

#### *Drafter*

PEDS will allow the **Owner** to:

- Monitor the other owners by tracking all players selected
- Review the projected and prior year stats for every player
- List remaining players by different sorts or views
- Display fantasy rosters for each team
- Display starters/draftees needed by each team
- Display projected league standings
- Let the computer recommend a pick. The computer uses a very sophisticated algorithm that will recommend picks based on: the number of teams in your league; the projected fantasy points of all players; the players you have already drafted; what players all the other owners have already drafted; what players the other owners are expected to pick before your next turn; and the starters and draftees needed at each position
- Check where each player is on the depth chart (i.e. #1 starter, backup, etc.)
- Determine if the NFL's bye weeks have left you with enough starters for a particular week
- View an NFL team-by-team depth chart, with players already drafted showing in red

PEDS will allow the **Commissioner** to:

- Manage the draft by tracking players selected/remaining
- Track the time allowed for each pick
- Ensure roster limits are not exceeded
- Save the draft so that it can be continued later
- Print a fantasy team roster report and a draft summary report

- Freeze (retain) players from last season for keeper leagues
- Use the recommended pick option for absent owners
- Use a trade screen so you can easily trade players and/or draft picks

## 2 Installation

### 2.1 System Requirements

To use PEDS, you will need the following:

- Any version of Microsoft Windows
- At least 15MB of disk space

Download the PEDS setup file from

<http://www.footballsoftware.com/download/pedsdown.html#program>. The downloaded file is called pedsdemo.exe

### 2.2 Using the PEDS Setup Program

1. Start Microsoft Windows.
2. Navigate to the directory where you downloaded the PEDS setup file to.
3. Double-click on the PEDS setup file to start the installation (called pedsdemo.exe).

### 2.3 Starting PEDS

PEDS automatically creates a menu item during installation called 'First Place', in which you will find the following icons:

- 'PEDS 2010' - The PEDS program.
- 'PEDS 2010 Help' - The help file for PEDS.
- 'PEDS Read Me' - Contains the latest information available after the manual was printed.
- 'PEDS Error Log' - This is a text file that contains the error code and error description of any errors you encountered when running PEDS. This is useful when calling tech support.

To start PEDS, open the 'First Place' menu item and choose 'PEDS 2010'

### 2.4 Common Key Definitions

Through out all the screens, there are certain keys that act consistently as follows:

**F1** - This will activate Help.

**Tab** - To move to the next field, press the Tab key.

**Enter** - If a button is highlighted, hitting the Enter key will cause the button to act just as if the mouse clicked it. Note that on some screens, there is a button that is highlighted initially by default.

**ESC** - On a screen with a Cancel or Exit button, pressing the ESC key is the same as clicking on the Cancel or Exit button.

## 3 League Database

### 3.1 Creating a new league database

If you participate in more than one fantasy football league, you will need to create a league database for each one.

When you start PEDS, you will be prompted to choose a league database to use. To create a new database, select the button **New**. You will be asked to name the new league database. The league name must be eight characters or fewer. After you press the **Enter** key, a new league database will be created, and you will proceed to the main menu. The name of the league database that you are currently using appears at the top right hand corner of the main menu. Below the league name is a button that allows you to return to the league database screen, where you may either create a new database or choose another one to use.

### 3.2 Using an existing league database

When you start PEDS, you will be prompted to choose a league database to use. You will see a list that displays all the league databases you created. Double-click the name of the one you want to use, or click the name and then click the **Select** button. You will then proceed to the main menu. The name of the league database you are currently using appears at the top right hand corner of the main menu. Below the league name is a button that allows you to return to the league database screen, where you may either create a new database or choose another one to use.

Please note that any changes you make to the current database will not be reflected in any of the other databases that you have previously created. For example, changing the projected stats of a player either manually or by using the "[Update Stat Projections](#)" button affects only the current database. You will need to go to each database and perform the changes. You can use the "[Update Stat Projections](#)" option to copy the modified stats from one database to another.

### 3.3 Startup League Database

The screen that lets you choose which league database to use also has an option to let you specify a league database that will automatically be chosen when you start PEDS. Just select the database that you want, and click the button **Click here to make the selected league the startup**. Then, click the checkbox above this, and each time you start PEDS the specified league database will be opened.

## 4 Tutorial

### 4.1 Evaluating Players

The following is a step-by-step guide to using the software to evaluate all NFL players and defensive teams for the fantasy football draft. This is a brief overview of the steps you must follow to prepare a set of reports ranking the players and defensive teams. Each function of the software used below is covered in more detail in the following chapters.

1) Create a new league database as described in the previous section.

2) Select "League Maintenance" from the main menu, and then select "[Positions](#)". This screen allows you to indicate the positions your league uses, and how many players can be drafted and how

many can start. Fill out this screen according to your league rules.

3) Select "Fantasy Scoring System" from the main menu and choose the option "[Player](#)" to enter your leagues scoring system for the players. Choose the option "[Team](#)" to enter the scoring system for the Defensive Teams and/or Special Teams if your league uses them.

4) Select "Statistics" from the main menu and choose the option "[Player](#)" to update any projected player statistics you wish to modify. Use the **Find** button to locate certain players. You could also use the "[Team Summary](#)" option under the "Statistics" menu to modify the projected stats. Note: The software comes with its own projections for the NFL players, so do this step only if you wish to make your own modifications or to add a player that is not in the database. To get the latest stat projections for all the players from us, use the "[Update Stat Projections](#)" option.

NOTE: PEDS does not contain stat projections for defensive players or head coaches. However, you can enter your own projected fantasy points for them in this screen.

5) If your league uses Defensive Teams and/or Special Teams, go to "Statistics" and choose the option "[Team](#)" to update any projected team statistics you wish.

NOTE: PEDS does not contain stat projections for team offenses. However, you can enter your own projected fantasy points for them in this screen.

6) This step sets up the Adjusted Fantasy Points. It's highly recommended that you understand what this is. Please read the section "[Fantasy Point Baseline](#)" first for a complete description of this function. If you wish to change how the Adjusted Fantasy Points will be calculated, choose "League Maintenance" from the main menu and then choose "[League Info](#)". In the "Fantasy Point Baseline Calculation", choose the option you want to use. If you picked "User Defined", read the section "Fantasy Point Baseline" for more instructions.

7) Press the "[Update Fantasy Points](#)" button on the "Statistics" menu to calculate the Projected Fantasy Points and Adjusted Fantasy Points using your league's scoring system. This step is necessary since the Projected Fantasy Points and Adjusted Fantasy Points used in the software were calculated using the default scoring system that comes with the software. This option will also use your leagues scoring system to calculate the fantasy points for every NFL player and every Defensive Team/Special Team for the previous years.

**If you will have access to a computer during the draft, skip step 8 and proceed to step 1 of the next section.**

8) You are now ready to print reports. Select "Reporting" from the main menu. Run one or more of the following reports: "[Projected Fantasy Points](#)", "[Previous Seasons](#)", "[Depth Chart](#)", "[Player Dollar Value](#)", and "[Draft Worksheet](#)". Print the reports, bring them to the draft, and start clearing room for the First Place trophy.

## 4.2 Using the Drafter

The following is a step-by-step guide on how to use the drafter. This is a brief overview of the steps that you must follow to conduct a draft. Each function of the software used in each step is covered in more detail in following chapters. **It is very important to run a practice draft to become familiar with all the options.** You do not want to spend time during the draft figuring out how the software works!

1) Complete steps 1 through 7 of the previous section to calculate the Projected Fantasy Points and Adjusted Fantasy Points for all NFL players.

2) Choose "League Maintenance" from the main menu and then choose "[League Info](#)". Fill out all the fields using your league's rules and your preferences.

- 3) Choose "League Maintenance" from the main menu and then choose "[Fantasy Teams](#)". Fill out all the fields using your league's rules and your preferences.
- 4) From the main menu, click on "Draft Fantasy Teams". Then click on "[New Draft Order](#)," and choose the draft order that your league will use. Choose "[View/Modify Draft Order](#)" on the "Draft Fantasy Teams" menu to customize the draft order. You do not need to do this step if you are using an auction draft.
- 5) If your league freezes players WITHOUT the loss of a draft pick, use "[Freeze Players](#)" on the "Draft Fantasy Teams" menu. If your league freezes player WITH the loss of a draft pick, use the freeze option in "[View/Modify Draft Order](#)."
- 6) From the "Draft Fantasy Teams" menu, click on "[Start New Draft](#)." That's it. You are now ready to dazzle your competitors at the draft. Make sure you read about all the available options contained in the section called "Drafter."

## 5 League Maintenance

### 5.1 League Info

#### League

This is where you enter all the necessary league information.

League Name - Enter your league name.

Fantasy Point Baseline Calculation - This specifies the "baseline" to use when calculating the Adjusted Fantasy Points. Please read the "[Fantasy Point Baseline](#)" section for more info. If you choose "User defined", you must enter the fantasy point baseline for each position in the "Fantasy Scoring System" section.

Auction Style Draft - If your league uses an auction style draft, indicate it here and enter the minimum bid for a player. Don't forget to enter each fantasy team's salary on the "[Fantasy Teams](#)" screen.

Draft Timer Sound Effects - If you would like to add some fun to your draft, specify sound effects to play at certain intervals during the draft. You can enter up to five different sounds to play during each player's draft turn. Use the "Seconds Left" field to specify when the sound should play based on the draft timer. For example, if you enter 30, the specified sound file will play when the timer reaches 30 seconds left. To specify what sound to play, use the folder icon and choose the sound file. The sound file must be a WAV file. Entering a '0' in the "Seconds Left" field will make the sound effect play when the timer reaches zero. To prevent a sound from playing, clear the "Seconds Left" field.

Random Sound Effects - Checking the box will make a random sound effect play after each pick. The sound file will be chosen from all the sound files in the "sndrand" subdirectory located in the directory where you installed PEDS. Files over the specified size will be excluded. If you have your own sound files that you would like to be included, just copy them to the "sndrand" subdirectory.

#### NFL Teams

A listing of NFL team codes with their corresponding NFL team name and the team's bye week. You can not modify any information in these fields. Note that the NFL team code 'FA' is used for players that are Free Agents.

## 5.2 Fantasy Teams

This is where the information for each fantasy team should be entered.

Team Name - Enter a team name up to 25 characters.

Owner - Enter the name of the owner of this team.

Co-Owner - If the team has a co-owner, enter that person's name.

Team Salary - If you are using an action draft, enter this teams salary.

Computer-Controlled Owner - If you want the computer to control this owner, select this checkbox. Then, when this owners turn comes up during the draft, the computer will automatically choose a player. If you make each owner a computer-controlled owner, you can have the computer run an entire mock draft.

Prompt After Pick - For those owners that are selected to be computer controlled, this option controls whether a message box will pop up after the computer chooses a pick. This message box will indicate what player the computer chose. If all the owners are computer controlled, and none of them have the Prompt After Pick option selected, the computer will run an entire mock draft in minutes without any user intervention!

Enter the round this owner will wait until first drafting each position - In order for the computer to improve it's recommended pick (or it's pick when an owner is computer controlled), it is important to fill out these fields. Enter you best guess as to when each owner will first draft a player at each position. For example, if you think an owner will not draft a kicker until round 16, enter 16 in the field for a kicker for that owner. If you want to enter the same rounds for each owner, you can enter the rounds for one owner and use the **Copy to all teams** button to copy the rounds to all the other owners.

If your league allows unlimited draft picks at each position, enter the number of players this owner will draft at each position - Again, in order for the computer to improve it's recommended pick (or it's pick when an owner is computer controlled), it is important to fill out these fields. Do not fill out these fields if you league has a set number of players that can be drafted at each position during the draft. If there is no limit, enter how many players you think each owner will draft at each position. For example, if you think an owner will draft only two kickers, enter 2 in the field for a kicker for that owner. If you want to enter the same number of players for each owner, you can enter the number of players for one owner and use the **Copy to all teams** button to copy the number of players to all the other owners.

## 5.3 Player Positions

The following are the NFL positions, along with the position code, that are assigned to players. These are used throughout the software:

Quarterback (QB)

Running Back (RB)

Wide Receiver (WR)

Tight End (TE) - If your league combines TE's with WR's, this position will not be used. Instead, all TE's will show up as WR's.

Kicker (K)

Defensive Team (DT) - This can include Special Team scoring.

Special Team (ST) - This can include Defensive Team scoring.

Team Offense/Offensive Line (TO)

Defensive Lineman (DL) - Includes nose tackles, defensive tackles, defensive ends.

Linebacker (LB)

Defensive Back (DB) - Includes safeties and cornerbacks.

Head Coach (HC)

This screen is used to define the positions used in your league. For each position that your league uses, enter the following info:

Minimum # can draft - If your league requires that you draft a minimum number of players for each position, enter that number here. If your league lets you draft as many or as few as you want at each position, enter a zero here.

Maximum # can draft - If your league requires that you can not draft more than a certain number of players for each position, enter that number here. If your league lets you draft as many or as few as you want at each position, enter a 'U' here. A 'U' indicates there is no limit of players a fantasy team may draft at that position. A zero in this column indicates that your league does not use this position. NOTE: If your league does not have a limit on the number of players you can draft at each position, you should enter how many you think each owner will draft at each position in the "[Fantasy Teams](#)" screen. When you are drafting, the computer will prompt you if these limits are exceeded. However, it will allow you to override the limit.

Minimum # can start - The minimum number of players each fantasy team will start, at each position, for each game.

Maximum # can start - Enter the maximum number of players each fantasy team will start, at each position, for each game.

TE is equivalent to a WR - If your league combines Tight Ends with Wide Receivers, check this box. Then, when you save the league information on this screen, all of the players with TE as their position will be changed to WR. Further, anywhere in the program where TE is specified, that function will be disabled.

Use Team QB - If your league uses the 'Team QB' concept instead of using individual QB's, then choose this option. If this option is selected, throughout PEDS you will not see the player names of the QB's. Instead, you will see NFLCity Team QB. For example, Chicago Team QB.

## 5.4 Import League Info

If you used PEDS last year for a league and will be in the same league this year, this option can be used to copy some of the information from last year to the league database for this year. This can save you from having to re-enter info that has not changed. You can also use this option to copy info from another league database from this year. This is useful if the leagues have some similarities (i.e. they use the same scoring rules). The information that you can copy is:

League Information: This includes all the information from the League Info screen

Fantasy Teams: This includes all the information from the Fantasy Teams screen

Player Positions: This includes all the information from the Player Positions screen

Fantasy Scoring System: This includes all the information from the Player Fantasy Scoring System screen and the Team Fantasy Scoring System screen.

Draft Order - This copies the latest draft order (but not the picks).

Rosters - This will copy the rosters and treat the players on the rosters as frozen players. This is useful for keeper leagues.

To copy the data, select all the categories that you wish to copy. Then select the league database file. Then press the **Import** button, and all the data will be copied to the current league database.

## 6 Fantasy Scoring System

### 6.1 Scoring System Explained

Please read this entire section to understand how PEDS uses the scoring system to calculate the projected fantasy points. **This section also explains why, for some scoring systems, PEDS purposely does not let you enter your exact scoring system, and why this is for the better.**

PEDS allows the exact entry of most scoring systems. An exception is for leagues that award points based on a player or team reaching a certain total during a game (i.e. 5 points for 50 yards rushing, 10 points for 100 yards rushing, 5 points for a field goal between 40 and 49 yards), PEDS handles this in two ways: For fields goals, defensive yardage allowed, and defensive points allowed, PEDS has pre-defined levels that you must use. For all other stats, PEDS allows you to enter this scoring system (we will call it "Level-Based"), and then it will calculate an approximation to use for each particular stat (i.e., 1 fantasy point for each 10 yards rushing). This deserves an explanation.

The reason that we used an approximation is we wanted to avoid predicting how players will do in EVERY game (predicting their totals for the year is hard enough!). For example, if your level-based scoring system gives 5 points for 50 rushing yards in a game and 10 points for 100 yards, we would need to predict how many rushing yards each player would get for every game. It is much more feasible to project the yearly total in every stat category for next season and use a scoring system that approximates the level-based scoring system. In this example, PEDS uses one point for every 10 yards rushing. This gives the player 5 points for 50 yards and 10 points for 100 yards, just like the level-based scoring system would. Of course, he would also receive 4 points if he were projected to only get 40 yards in a game, despite the fact that he would actually score zero points according to the level-based scoring system used in this example. For draft purposes, however, the season approximation method is actually superior. For example, say player A is projected to have three games of 90 yards each, and player B is projected to have three games of 50 yards. Using the level-based scoring system, both would be projected to have fifteen fantasy points. So during the draft, they both would look equal. But really, player A is projected to have 120 more yards and would be the better candidate to score more fantasy points next year. And in the approximate scoring system, he would be projected to have 27 fantasy points to player B's 15, so player A would look like the better pick.

As another example, say your scoring system gives 10 points for 100 yards rushing in a game. Player A is projected to have three games of 90 rushing yards each. Player B is projected to have three games of 20 rushing yards. Both would be projected to have zero fantasy points using the

level-based scoring system. However, player A's projections for these three games are 270 rushing yards, while for player B it is 60 rushing yards. In the approximate scoring system (1 point for every 10 yards in this example), player A would be projected to have 27 fantasy points, and player B would be projected to have 6 fantasy points. Obviously, player A is the better player, and this would be reflected in the draft if you use the approximation method.

For fields goals, defensive yardage allowed, and defensive points allowed, we took it one step further and created our own levels and then made the stat projections based on those levels. We only did it for these three categories since it was not that much more difficult to project within the ranges than just the yearly totals.

**What if PEDS will not allow the exact entry of one of my fantasy scoring categories?** There are nearly as many scoring systems as there are leagues, and we know that in some cases PEDS will not be able to reflect exactly your scoring system. In these cases, we ask you to approximate your scoring system. Remember, the main purpose of PEDS is to determine the fantasy value of all the NFL players, and in most cases this can be done without having an exact match of the scoring system. Also, if you wish, you can overwrite the projected fantasy points calculated by PEDS. Just use the Player Statistics option, and enter your own value in the Fantasy Points field and/or Adjusted Fantasy Points field for any player you wish.

## 6.2 Player Scoring System

This is where you enter your league's fantasy scoring system for all the NFL offensive position players. Please note that since we do not project defensive stats, there is no scoring system for defensive players.

If each NFL position has the same scoring in each category, just enter the scoring system for one position. Then click the **Apply to All Positions** button to copy the scoring system for the current position to all the other positions.

For each NFL position, enter the fantasy points given for all of the following occurrences:

Fantasy Point Baseline - See the following section for a description.

### **Passing:**

Passing Attempt - Enter the fantasy points a player receives when he attempts a pass. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Passing Completion - Enter the fantasy points a player receives when he completes a pass. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Passing Interception - Enter the fantasy points a player loses when he throws an interception.

Passing Yardage - Enter the fantasy points a player receives for each passing yardage increment. For example, if you enter 1 point for every 20 passing yards, and a player has 2000 passing yards for the season, he would receive 100 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Passing TD - Enter the fantasy points a player receives when he throws a TD. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Passing 2-Point Conversion - Enter the fantasy points a player receives when he throws a 2-point conversion.

**Rushing:**

Rushing Attempt - Enter the fantasy points a player receives per rushing attempt. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Rushing Yardage - Enter the fantasy points a player receives for each rushing yardage increment. For example, if you enter 1 point for every 10 rushing yards, and a player has 1000 rushing yards for the season, he would receive 100 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Rushing TD - Enter the fantasy points a player receives when he rushes for a TD. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Rushing 2-Point Conversion - Enter the fantasy points a player receives when he rushes for a 2-point conversion.

**Receiving:**

Receiving Completion - Enter the fantasy points a player receives per reception. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Receiving Yardage - Enter the fantasy points a player receives for each receiving yardage increment. For example, if you enter 1 point for every 10 receiving yards, and a player has 1000 receiving yards for the season, he would receive 100 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Receiving TD - Enter the fantasy points a player receives when he catches a TD. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Receiving 2-Point Conversion - Enter the fantasy points a player receives when he catches a 2-point conversion.

**Kicking:**

Field Goals - Enter the fantasy points a player receives when he makes a Field Goal between the yardage indicated (inclusive).

Extra Point - Enter the fantasy points a player receives when he makes an Extra Point.

Missed Field Goal - Enter the fantasy points a player loses when he misses a Field Goal.

Missed Extra Point - Enter the fantasy points a player loses when he misses an Extra Point.

**Combination:**

Pass + Rush + Rec Yardage - Enter the fantasy points a player receives for each 'passing + rushing + receiving' yardage increment. For example, if you enter 1 point for every 10 yards, and a player has 2000 passing yards, 400 rushing yards, and 50 receiving yards for the season, he would receive 245 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Rush + Rec Yardage - Enter the fantasy points a player receives for each 'rushing + receiving' yardage increment. For example, if you enter 1 point for every 10 yards, and a player has 400 rushing yards, and 50 receiving yards for the season, he would receive 45 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

Pass + Rush Yardage - Enter the fantasy points a player receives for each 'passing + rushing' yardage increment. For example, if you enter 1 point for every 10 yards, and a player has 2000 passing yards and 400 rushing yards for the season, he would receive 240 points. You can also enter a level-based scoring system for this stat. See the following section to learn how to do this.

### 6.3 Entering a level-based scoring system

To enter a level-based scoring system, click on the button that is the stat category to modify. You will see a spreadsheet-like table to enter the fantasy scoring for the stat displayed in the heading of the form. There are three column headings: Starting Value, Ending Value, and Points. Enter the range and the fantasy points awarded if the stat for a game is in that range (inclusive). Selecting passing yards, for example, while in the first row on the table and entering 1 in the starting value column, 199 in the ending value column and 5 in the points column awards a player 5 fantasy points if he has between 1 and 199 passing yards in a game. While in the second row of the table, entering 200 in the starting value column, 299 in the ending value column and 10 in the points column awards a player 10 fantasy points if he has between 200 and 299 passing yards in a game. Continue until you enter all possible values that are to receive fantasy points for a particular stat. You do not need to enter a row to signify that a range will receive zero points. Click **OK** when you have finished entering the scoring system, and an approximation will be computed.

There is a button called **Auto-Populate Grid** that will help simplify the entering of a level-based scoring system. Clicking on this button will prompt you to fill out a screen with info about your leagues rules for the selected stat category. Based on your responses, the grid will automatically be filled with the scoring ranges for the current stat category. Use this button to speed-up the entry of your leagues scoring rules.

### 6.4 Team Scoring System

This is where you will enter your league's fantasy scoring system for the NFL defensive teams and special teams. Please note that since we do not project stats for team offenses, there is no fantasy scoring system for team offenses. Enter the fantasy points awarded for all of the following occurrences:

Interception TD - Enter the fantasy points a team receives for an interception that is returned for a TD.

Punt Return TD - Enter the fantasy points a team receives for returning a punt for a TD.

Kick-off Return TD - Enter the fantasy points a team receives for returning a kick-off for a TD.

Fumble Return TD - Enter the fantasy points a team receives for recovering a fumble and returning it for a TD, or recovering the ball in the endzone for a TD.

Blocked Punt TD - Enter the fantasy points a team receives for blocking a punt and returning it for a TD.

Blocked Field Goal TD - Enter the fantasy points a team receives for blocking a field goal and returning it for a TD.

Safety - Enter the fantasy points a team receives for each safety.

Sack - Enter the fantasy points a team receives for each sack.

Fumble Recovery - Enter the fantasy points a team receives for each fumble recovered.

Interception - Enter the fantasy points a team receives for each interception.

Points Allowed: 0 - Enter the fantasy points a team receives for a shutout.

Points Allowed: 1 to 9 - Enter the fantasy points a team receives /loses for allowing between 1 and 9 points.

Points Allowed: 10 to 19 - Enter the fantasy points a team receives /loses for allowing between 10 and 19 points.

Points Allowed: 20 to 29 - Enter the fantasy points a team receives /loses for allowing between 20 and 29 points.

Points Allowed: 30 to 39 - Enter the fantasy points a team receives /loses for allowing between 30 and 39 points.

Points Allowed: 40 to 99 - Enter the fantasy points a team receives /loses for allowing between 40 and 99 points.

Yardage Allowed: 0 to 99 - Enter the fantasy points a team receives /loses for allowing between 0 and 99 yards (rushing + receiving).

Yardage Allowed: 100 to 199 - Enter the fantasy points a team receives /loses for allowing between 100 and 199 yards (rushing + receiving).

Yardage Allowed: 200 to 299 - Enter the fantasy points a team receives /loses for allowing between 200 and 299 yards (rushing + receiving).

Yardage Allowed: 300 to 399 - Enter the fantasy points a team receives /loses for allowing between 300 and 399 yards (rushing + receiving).

Yardage Allowed: 400 to 999 - Enter the fantasy points a team receives /loses for allowing between 400 and 999 yards (rushing + receiving).

Fantasy Point Baseline - See the next section for a description.

## 6.5 Fantasy Point Baseline

**What is the Fantasy Point Baseline?** The Fantasy Points Baseline is subtracted from a player's Projected Fantasy Points, which results in a player's Adjusted Fantasy Points. This is used to compare the value of players in different positions. For example, during a draft if a Quarterback's Projected Fantasy Points is greater than a particular Running Back's, should the Quarterback always be picked before the Running Back? This question should be answered by looking at the remaining quarterbacks and running backs in the draft: Is this particular Quarterback or Running Back much better than the rest in their particular position?

Let's use a detailed example. There are 12 owners, and it's your turn to pick in the draft. League rules say each fantasy team starts one QB and two RB's. You look at the remaining players in the draft, sorted by fantasy points. The top two are John Elway with 250 Projected Fantasy Points and Thurman Thomas with 210. Your first reaction might be to pick Elway, but let's look at what you might lose if you waited to pick a QB. The 12th QB's Projected Fantasy Points (The 12th is computed by the number of owners times the number of starters on each fantasy team at the QB position,  $12 * 1 = 12$ ) has 205 Projected Fantasy Points. If you waited to pick a QB, and you waited until all the other

owners picked one QB (11 picks), you would be missing out on 45 fantasy points (250 minus 205). The 205 is considered the Fantasy Point Baseline. The Forty-five (45) is considered Elway's Adjusted Fantasy Points.

Now for Thomas, look at the 24th RB's Projected Fantasy Points (12 owners \* 2 starters = 24). He has 115, so the Fantasy Point Baseline for RB's is 115. So Thomas's Adjusted Fantasy Points is 90 (205 minus 115). You would be missing out on 45 points if you did not pick Elway, but 90 points if you did not pick Thomas. So even though Elway is projected to score more fantasy points than Thomas does, Thomas is the better pick. So the main purpose of using the fantasy point baseline is to easily spot when there are a lot of closely matched players at one position, but a few players at another position who are much better than the rest in their position (i.e. there is a big drop-off in projected fantasy points).

**What do I enter?** This depends on which option you have chosen for the "Fantasy Point Baseline Calculation" on the "[League Info](#)" screen:

**{# of team owners} \* {max number can start}**

If you have chosen this option, the Fantasy Point Baseline will be automatically calculated and the Fantasy Points Baseline field will automatically be filled in for each position. Then, when the "[Update Fantasy Points](#)" option is used, the value in this field will be subtracted from the Projected Fantasy Points for every player at that position. The points to subtract for each position are calculated as follows: For the position of QB, PEDS takes the number of fantasy owners times the number of starters on each fantasy team at the QB position to get a ranking number (i.e., 12 owners \* 1 starter at QB = 12). It then gets the Projected Fantasy Points for the QB with that ranking (i.e., 12). That player's Projected Fantasy Points will be entered in the fantasy point baseline field. This procedure is followed for all the other positions as well as for defensive team and special team. As another example, if your league starts two RB's, the projected fantasy points for the RB with ranking 24 (i.e., 12 owners \* 2 starters = 24) will be used.

#### **User Defined**

If you have chosen this option, you must enter the points that should be subtracted from the Projected Fantasy Points for every player at that position. Go to each position and enter the amount in the fantasy points baseline field. This option is useful if you want to use your own method of calculating the fantasy points baseline. For example, instead of using the projected fantasy points for the 12<sup>th</sup> QB, you may want to use the average projected fantasy points of the top 12 QB's as the fantasy points baseline.

## **7 Update Stat Projections**

### **7.1 Updating Projections**

This option will allow you to update the stat projections of all the players via a PEDS Player Database Update available for free from our web site. There are two ways to update the stats. You will be prompted to choose which option you would like to use:

1) Internet - If you are currently connected to the Internet, choose this option. It will automatically download the PEDS Player Database Update from our website to your computer. It will then unzip the file, and import it into PEDS. The PEDS Player Database Update file will be called PEDSUPD.PDU and will be located in the directory that you installed PEDS in.

You can choose what stat source to use for the stat projections:

James Serra - James has done the stat projections for PEDS every year since PEDS was first created. He used the same projections in the 1999 version of PEDS that he used in the Fantasy Football Index magazines 1999 expert poll, in which James took 1<sup>st</sup> place out of 20 experts. James is a co-founder of Fantasy Insights. James will update his stat projections almost daily.

Jim Lenz - Jim is a co-founder of Fantasy Insights, and he is the write of the Fantasy Insights pre-season report and weekly report. You can have the same projections in PEDS that Jim has in his pre-season report. Jim will update his stat projections almost daily.

Please note that the "Internet" option will not function on a proxy server or from some kinds of firewalls. The proxy server won't let out data to our server (your user information), and it won't let in data (stats). Our server requires an independent Internet connection. There is no work around at this time, so you should try getting an independent Internet connection, or download the file from our website using a web browser, and then use the "Local" option.

2) Local - Choose this option if, using your web browser, you went to our web site and downloaded the PEDS Player Database Update. The only time you would want to use this option is if the 'Internet' option could not successfully download the file, or if you need to update the database on a computer that does not have an Internet connection. You may also want to use this option if you have successfully used the 'Internet' option to update a league, and wish to update another league without having to download the file again. Once the PEDS Player Database Update is on your computer and you have unzipped it, choose this option. You will be asked to specify the location of this file. It will then import it into PEDS. The PEDS Player Database Update is located on our site at <http://www.footballsoftware.com/download/pedsdown.html#db>. You will find complete instructions for downloading and importing at this web page.

Another reason you may want to use the Local option is if you manually changed the stats in one of your league databases, and want those changes to be made in another league database. To do this, start PEDS and use the league database that does NOT have the changes. Then choose the Local option, and when prompted to choose a file, chose the league database that contains the changes you made.

When using either the Internet or Local option, the import will overwrite the player projections for the current database with the projections contained in the updated database. One exception to this is any player with his 'Lock Stats' option selected will NOT have his projections overwritten. Any players contained in the updated database that are not in the current database will be added. Any other information in the current database (league info, draft info) will not be affected. Please note that if you have more than one league database, and want to update the projections in each, you will need to use this option for each one.

Each time you update the stat projections, the main menu of PEDS will display the date of the latest projections (look at the bottom left of the screen for 'Player projections as of'). This date will also be displayed on any report that has stat projections. This makes it real easy to know when the stats that you are using were last updated.

**Check For Stat Update** - This option will do a quick check to see if there are newer stat projections from when you last downloaded the player database. It will let you know if you have the latest stat projections, saving you the time of downloading the entire player database update. You must be currently connected to the Internet to use this option.

## 8 Statistics

### 8.1 Player Statistics

This is where you add or modify the stats for any NFL player. PEDS includes stats for the last three years (2007, 2008, and 2009), as well as the year 2010 projected stats for about 600 players. The following sections describe how to modify stats, add a new player, or delete a player. Please note that we do not keep individual defensive stats, although the defensive players are in the database and you can view them in this screen. The 'Dollar Value' field allows you to enter the dollar value or salary of the player.

### 8.2 Team Statistics

This is where you modify the stats for any of the 30 NFL defensive teams, special teams, and team offensives. The stats include the last three years, and the projections for 2010. The following sections describe how to modify the stats for a NFL player, but they also apply to a NFL team. Just replace the word 'NFL player' with 'NFL Team.' Please note that we do not keep offensive team stats, although the offensive teams are in the database and you can view them in this screen.

### 8.3 Adding a Player

To add a new player, click the **New** button and choose the "New Player" option along with the year you wish to enter stats for. If you want to enter stats for other years for this player, hit the **New** button again and choose "Current Player" and the year to enter the stats for.

### 8.4 Entering Previous Year's Stats

To enter the actual stats for a NFL player for a previous year, click on the **New** button and choose "Current Player" and the year to enter the stats for. If you are not sure what to enter in a field, while in the field, look at the message at the bottom of the screen for an explanation. When you have entered all the stats, either click the **Save** button to save the record, or click the **New** button. Clicking the **New** button will save the record and clear the fields so that you can enter another record. If you click the **New** button and, before you save the record, realize you do not want to add this record, click the **Cancel** button. There is also a button labeled **Yearly Stats**. Clicking this button will display the last three years stats, as well as the projected stats, for the current player. Finally, there is a **Field Goal** button. Clicking this button will bring up a box that allows you to enter the field goals by yardage. The total number of field goals will be displayed next to the **Field Goal** button.

### 8.5 Entering Projected Stats

Entering projected stats is the same as entering previous year's stats. Just make sure you choose 2001 for the year.

**Why use projected stats?** The answer is simple. Because basing your picks in the draft on how a player did in the past is not usually an accurate measurement of how he will do in the upcoming season. Most owners base their picks solely on how a player performed in the last few seasons, especially the most recent season. But this does not take into account changes that have occurred since last season that may affect a player's stats in the upcoming year. For example: the college draft will put rookies on the team; the player may have had poor stats last year due to injuries (where he missed games or was not 100%); the player being a year older may reduce or increase his stats;

trades, free agents, and retirements may alter his playing time (a starter may become a backup and visa-versa); league expansion will create a number of new starters; and coaching changes may alter an offense that will give players better or worse stats. So as you can see, the best use of previous yearly stats is to use them as only one factor among many in determining how he will do this year, with the other factors being the team changes mentioned above. Don't forget, we will keep an eye on all of these factors and give you a last-minute version of projected stats. Read the section "Player Database Update" for information on downloading this update.

**What does the 'Lock Stats' checkbox do?** If this box is checked, when the 'Update Stat Projections' option is used, it will NOT overwrite the stats for any player with this box checked. This is useful if you want to enter the projections for a few players, and want to use the 'Update Stat Projections' option to update the projections for the rest of the players. Simply make the modifications to whatever players you wish, making sure to check the 'Lock Stats' box for any player you change. When you later use the 'Update Stat Projections' option, your changes will remain intact.

## 8.6 Finding a Player

To view a player and his stats, you must select him from the database. Click on the **Find** button to do this. A box will display allowing you to enter the player's last name, first name, NFL team and position. Enter information in one or more of these fields, depending on how you want to search through the records. The following are examples of available searches:

If you want to look at one particular player, enter the player's last name and first name. Click the **Search** button and his record will be displayed.

If you want to look at the Wide Receivers on Buffalo, leave the players last name and first name blank. Enter 'BUF' in the NFL team field and click on 'WR' in the position field. Click the **Search** button, and the first WR on Buffalo will be displayed. If you then click on the **FindNext** button, the next WR on Buffalo will be displayed. Continue clicking on the **FindNext** button to see all of Buffalo's WR's, or click **FindPrior** to redisplay a previous record. The players will be displayed in alphabetical order.

Note that you can use the wildcard '\*' when entering names in the player name fields in order to search for partially matching names. For example, entering 'Car\*' in the players last name field would return 'Carney' as well as 'Carrier.' This is especially useful if you are not sure how a player's name is spelled.

## 8.7 Deleting a Player

To delete a NFL player, first find the player's record using the "[Finding a Player](#)" procedure above, then click the **Delete** key. You will be asked for confirmation before deleting the player's record. This will delete the player and the stats for all of his years.

## 8.8 Changing a Players Stats

If you wish to change the statistics of a player for a particular year, first find the player's record using the "[Finding a Player](#)" procedure described previously, then change the statistics and click the **Save** button.

## 8.9 Putting a player on a list

To add a player to any of the following lists: Age is a concern, Injury risk, Playing for a new team, Returning from injury, Sleeper, Stock down, Stock up, 70% of carries, just click the "Lists" button and select the list you wish to put him on. These lists will already be populated, but you can change them if wish. You can then choose the "Lists" button on the main draft screen to view the players on any list.

## 8.10 Changing the Fantasy Points

PEDS will automatically calculate the fantasy points and adjusted fantasy points based on the stats entered. However, you may overwrite these calculations. First, find the player you want to change. If you make any changes to the stats, hit the **Save** button first. Then, enter a new value in the fantasy points field and/or the adjusted fantasy points field. Finally, hit the **Save** button, and that's it. Please note that if you make any changes to the stats of this player later on, or use the **Update Fantasy Points** button, you will wipe out the changes to the fantasy points or adjusted fantasy points that you made earlier.

## 8.11 Navigation Arrows

### Player Statistics screen

The **Prev** and **Next** buttons will move from one player to the next in alphabetical order.

### Team Statistics screen

There are eight arrows at the bottom of the screen that will allow you to navigate through the NFL player records. The records are stored in the database in alphabetical order by NFL player name and then sorted by ascending year for records with the same player name. The navigation arrows work as follows:

Left Arrow with Line: Go to the very first record in the database.

Double Left Arrow: Go back 20 records.

Left Arrow: Go back one record.

Pin: Mark this record.

Shooting Arrow: Go to the marked record.

Right Arrow: Go forward one record.

Double Right Arrow: Go forward 20 records.

Right Arrow with Line: Go to the very last record in the database.

## 8.12 Team Summary

This option can be very useful if you are changing the stat projections. Before using this option, it is important that you change a player's team when he is traded, signed, etc. Or, you can download one of our player database updates that will have all the players on their current teams.

Choose a NFL team from the list at the top of the screen. All of the offensive players who are on that team will be displayed (this will not display defensive players or teams). At the bottom of the screen are the totals of the stats for all of the players on the team that you have selected. Use this to make sure the changes that you have made to the projected stats have not caused these totals to be out of balance. For example, if you have projected a QB to have 4000 passing yards, but the receiving yards for the receivers on his team add up to 3000 yards, you have an out of balance situation. Either lower the passing yardage for the QB, or increase the yardage for the receivers. You can also use these totals to compare with how the selected team has done in the past. For example, if you have projected the selected team will get 20 rushing touchdowns, but last year they only got 10 rushing touchdowns (and the team has no changes at running back), you may want to lower the rushing touchdowns.

You can change the stats of any of the players that are displayed in this screen. Simply go to the stat you wish to change, and overwrite the existing value with the new value. Press the **Recalc** button of the bottom of the screen to recalculate the totals after you have changed a players stats. **Also, if you have changed any of the stats, make sure you use the "Update Fantasy Points" on the main menu to recalculate the fantasy points for the players you have changed.**

To change the number of field goals made for a kicker, modify the fields FG 17-29, FG 30-39, FG 40-49, or FG 50-99. The column that says FG is the total of these four columns. If you modify any of the four columns, make sure you use the "Update Fantasy Points" option in order for the program to recompute the FG column.

Some things to remember when trying to balance the stats:

- 1) If a free agent is likely to sign with a team, you may want to temporarily change his team from FA (free agent) to the team he will sign with. Otherwise, if you balance out the stats without using him, when he signs with the team you will be out of balance.
- 2) When balancing the "Passing and Rushing TD's" with "Extra points," remember that this does not have to be even because of the following reasons: special team TD's, two-point conversions, and missed extra points.
- 3) There may have been changes in the player depth charts since the time you received PEDS. Therefore, some players who were not expected to get any playing time may be expected to now, and they will need to be added. Make sure you add all the players who may get some playing time, or, you can order one of our player database updates. You may not want to bother adding certain players (like a backup QB). But just remember when viewing the totals that the backup QB may account for 200-300 passing yards.

## 8.13 Update Fantasy Points

As you enter or modify stats for a NFL player or a defensive team/special team and then save the record, the fantasy points and adjusted fantasy points will be calculated based on the latest fantasy league scoring system entered. If you make a change to the fantasy league scoring system, any stats previously added or modified for any player will not reflect the new scoring system. Hence, the reason for this feature.

Clicking the **Update Fantasy Points** button recalculates the fantasy points and adjusted fantasy points for all players and defensive teams/special teams in the active database (as shown on the main menu) using the current fantasy league scoring system. Always make sure you click this button after you make a modification to the fantasy scoring system

## 8.14 Blanket Salary

Use this option to give all the players a salary/dollar value. For example, if your league uses salaries for players, and you are going to enter the salaries for each player, use this option to give all the players a default salary so you won't have to manual enter the salaries for all those players who get the default salary.

## 8.15 Assign Salaries

Use this option to assign a salary to each NFL Player. PEDS will automatically assign a salary to each player based on that players projected fantasy points and your leagues salary cap.

# 9 Reporting

## 9.1 Report Output

On the Reporting Menu, there is a section called "Report Output" that allows you to specify where each report should be output to after it is created. These options are described as follows:

### **Preview Window**

After the report is created, it will be displayed on screen in a preview window. On this preview window, there will be buttons on the top of the screen. These are described as follows:

Close: Closes the Print Preview window and returns you to the report menu.

Left Arrow with Line: Displays the first page of the report.

Left Arrow: Displays the previous page of the report.

Right Arrow: Displays the next page of the report.

Right Arrow with Line: Displays the last page of the report.

Square: Stops compiling the report.

Printer: Send the report to the printer.

Printer Setup: Allows you to change the setup of the printer.

Envelope: Exports the report to a file. See the section below.

Percentage Listbox: Allow you to specify different magnifications of the report.

Binoculars: Find command. Enter text in the field besides the binoculars button and then press the binoculars button. The report will be searched for the text you entered, and the report will go to the page that the text is found on.

### **Printer**

The report will be printed after it is created. You can specify the number of copies to be printed.

### **Export to File**

This will export the report to a file. After the report is created, you will be presented with an option to choose the format to use when writing to the file. Click the down arrow in the format field and choose a format. The destination field should say "disk file". Then click the **OK** button and you will be asked for the name of the export file. Some of the formats available are: Comma-separated, Excel, Lotus, RTF, Tab-separated, Text, Word, WordPerfect, and HTML. See the following section for more info on the formats.

### Plain-Text HTML

This option will export the report to HTML format. After the report is created, you will be prompted for the name of the file to save the report. The Plain-Text HTML has certain advantages and certain disadvantages over the HTML export option. These differences are explained below.

## 9.2 Exporting Formats

Instead of printing the reports and handing them or faxing them to the other owners, you can setup a web page to display the reports or you can e-mail them. To do this, you will need to export the reports.

The following lists a few of the possible export formats for each report. We explain any benefits or disadvantages of each. Our recommendations on which to use follows.

Export formats:

HTML 3.0 (Draft Standard) - Creates a dynamic page, meaning the spacing between the columns will shrink/expand depending on the size of the browser window (so, you will not have to use the horizontal scroll bar). Sometimes the data in the columns will not be aligned properly under the column headings. Also, some web browsers will shift the data in the columns. The web page can be large in file size. You can easily spruce-up the reports using HTML code. Supports different font sizes and bold text.

Rich Text Format (RTF) - Works well. The benefit over other options is that there are page breaks, meaning the headings will repeat.

Word for Windows document - Works well, except sometimes the column headings with multiple words will break in the middle of the word. Usually exporting to RTF will work better. Benefit over other options is that there are page breaks, meaning the headings will repeat.

Text - Works well, but it is just plain text, using the same font and without any bolding.

Excel 5.0 (XLS) - Works well, except sometimes the column headings with multiple words will break in the middle of the word.

Plain-Text HTML - Reports will be very small in file size and all the columns will align properly. However, the page is static, so you will have to use the horizontal scroll bar in your browser to view the report if the report is wider than the browser. Also, it is very difficult to spruce-up the reports using HTML code. All text is the same font size, and none of the text will be in bold.

Recommendations: If you are creating a web site for your league, we recommend the plain-text HTML because of the small file size and because it will not have any alignment problems that the HTML 3.0 export can have. If you will e-mail them, we recommend exporting them to Rich Text Format (if some owners do not have a web browser) or Plain-Text HTML Format (if all the owners have a web browser) and attaching the exported file in the e-mail. Then, each owner can view the report in any word processor if in Rich Text Format or any web browser if in Plain-Text HTML Format.

If any of your owners has problems getting attachments in an e-mail, we suggest exporting the report to text and copying the text into the e-mail message.

## 9.3 Projected Fantasy Points

This report displays all NFL players and teams, along with their projected stats, Projected Fantasy Points, and Adjusted Fantasy Points. Only the positions that your league uses will be displayed in the report (based on the "[Positions](#)" screen). Please note that PEDS does not contain projected stats for defensive players. You have the option of reporting by position or by team and sorting by player name, fantasy points, or Adjusted Fantasy Points. There is also a checkbox that you can use to indicate if you want to include frozen players in the report as well as the option to specify how many players to print at each position or overall. There is also a checkbox to indicate if you want to include players with zero projected fantasy points, which allows you to reduce the number of pages printed.

You also have the option to display a condensed version of the report. This will the report in a small font, so the report will print on only 1-2 pages. It will sort by team, then by position. It ignore any other setting on the screen, instead printing the top 31 QB's, TE's, and K's, top 62 RB's and WR's, and all 31 defensive teams.

## 9.4 Previous Seasons

This report displays the stats and fantasy points for the previous seasons of all the NFL players and teams. Only the positions that your league uses will be displayed in the report (based on the "[Positions](#)" screen). Please note that PEDS does not contain previous stats for defensive players. You have the option of displaying any one of the last three previous seasons, or you can display all of them. You can sort by player name, fantasy points, or position. If you are choosing to display all of the previous seasons, you have the option of including the projected stats. There is a checkbox that you can use to indicate if you want to include frozen players in the report. Also, there is a checkbox to indicate if you want to include players who have already been drafted in the report.

## 9.5 Depth Chart

This report displays the depth chart for each NFL team. For each player, it shows his position and his ranking at that position (i.e. '#1' means he is the starter at that position, 'bk' means he is a backup, etc).

## 9.6 Player Dollar Value

This report will also be a tremendous help if you are going to play in a national contest based on salary values (i.e. The Sports News Fantasy Football Challenge, Prime Sports Players Fantasy Football, MSNBC Sports Fantasy Football). You must enter the salary for each player given by the contest you are playing (via the "[Statistics](#)" screen) along with the scoring system that the contest uses. Then, this report will use the projected fantasy points and the salary of each player to produce a report showing the fantasy points per dollar for each player. This allows you to see the players who are the best bargains! You can sort the report by Fantasy Point by Dollar, Position/Fantasy Points per Dollar, NFL Team/Fantasy Points per Dollar, Dollar Value, and by Position/Dollar Value.

## 9.7 Draft Worksheet

The purpose of this report is to have a printout that the commissioner can use to track the picks made so far (by choosing the report type of 'Whole League'). It is also used to have printouts that each

owner can use to track their picks made so far (by choosing the report type of 'Team-by-Team). If you are using PEDS during the draft, you will not need the report for the commissioner, but the printouts for each owner can be very useful for them to track who they have picked and when their next pick will be. You should only printout these reports after you have entered the draft order. The report lists each draft slot with a blank spot to be filled in with the pick. This blank spot will be filled if you print the report after the draft has started.

## 9.8 Fantasy Rosters

This report should be run after a draft has started or when a draft has been completed. It displays all of the players drafted by each fantasy team owner. Each page of the report contains a fantasy team with the NFL players on that team, the round in which the player was picked, what overall pick he was, and his bye week. It can be sorted by round or position. You can choose whether or not to page break after each roster.

## 9.9 Draft Summary

This report is a recap of the entire draft. It shows all the players drafted and the fantasy team that picked them. It is sorted by overall pick, and it is grouped by rounds.

## 9.10 Projected Standings

This option is the same as described in the section "[Projected Standings](#)". This report is available here so you can print out the projected standings after the draft has been completed and hand a copy to all the owners.

## 9.11 List

Allows you to print a report with players that are on any of the following categories: Age is a concern, Injury risk, Playing for a new team, Returning from injury, Sleeper, Stock down, Stock up, 70% of carries.

## 9.12 Printer Setup

Allows you to select the printer that you wish to print the reports to, as well as to set options for the selected printer.

# 10 Draft Fantasy Teams

## 10.1 New Draft Order

Use this option to set the sequence in which each fantasy team owner will pick during the draft. Upon clicking this option, you will be presented with options on what type of draft order you want: Switchback (1-10,10-1,1-10...), Sequential (1-10, 1-10, 1-10...), or Random (the computer will randomly choose an order for each round). If your league does not use any of these methods, choose the Manual option, and then go to the "[View/Modify Draft Order](#)" option and create the draft order.

After you have chosen the type of draft you will use, you will be asked to enter the following

information:

**# of Draft Rounds** - Enter how many rounds your draft will contain. If the number of rounds is 20, that means each fantasy team will have a 20-man roster.

**Time Limit Per Pick** - Enter the time limit (in seconds) allowed for each pick in the draft. Enter '0' to not use the timer. This value will be used as the default for all the rounds. You can modify the time limit for any specific round you wish by using the "[View/Modify Draft Order](#)" option.

If you have chosen Switchback or Sequential for the draft type, you will then be presented with a screen where you will enter the draft order for the first round. Click on the team names in the pre-determined sequence in which they will pick in Round 1. After you have clicked on all the teams, the computer will fill out the draft order for the remaining rounds. For example, assume there are three owners (James, Larry, and Phil) and the draft mode is switchback. Picking numbers out of a hat, James gets the first pick, Phil the second, and Larry the third. Then use this option and you will see a list of all the team names. Click on James (so he gets draft position number one), then click Phil (draft position two), and finally Larry (draft position three). The order of picks during the draft would then be James, Phil, Larry, Larry, Phil, James, etc. If you realized you entered the wrong sequence after you have left this screen, you can always go back and re-enter the sequence. If you need to make changes to the draft order because of trades, use the "[View/Modify Draft Order](#)" option.

## 10.2 View/Modify Draft Order

Use this option to view the draft order (and any draft picks that have been made), or to modify the draft order. The top of the screen shows the round you are viewing and the total number of rounds in the draft. There are **Prev** and **Next** buttons that allow you to move forward or backward one round at a time. There is also a **Go To Round** button if you want to jump to a particular round. There is also a field that allows you to change the time limit for the round you are currently viewing.

For each draft slot in the round you are viewing, you will see the round number, overall pick number, round pick number, and the fantasy team picking. If a draft pick has already been made, you will see the name of the NFL player chosen, his NFL team, and his position. There is also a column to indicate if this was a frozen pick.

You have ten functions you can perform on this screen (NOTE: The 'Enter Pick' and 'Enter Trade' options can only be used when a draft is in progress by using the 'View/Modify Picks' option on the main draft screen. Also, the option 'Enter Frozen Pick' will be grayed out if you are using an auction style draft.):

**Enter Pick** - You can enter a pick using this option. This is useful if you used the **Skip Pick** button and want to go back and enter that pick. Or if you used the Remove Pick option and want to enter that pick.

**Correct Pick** - If you entered an incorrect pick, use this button to correct it. Just click on the row that contains the incorrect pick, then click this button. You will then be presented with a list of all the players. Click on the player that was the owner's correct pick. The incorrect pick will be removed from that fantasy team and replaced with the correct pick.

**Enter Frozen Pick** - Use this option if your league freezes (retains) players from the previous year and your league requires the loss of a draft pick for each frozen player. If your league freezes players without the loss of a draft pick, use the [Freeze Players](#) button on the draft menu. Click on the row that contains the overall pick number that will be lost because of the frozen pick. Then click the **Enter Frozen Pick** button, and select the frozen player. During the draft you will be notified when a player loses his turn because he has a frozen player in that round.

**Remove Pick** - If you would like to remove a pick, use this button. Just click on the row that contains the pick you would like to remove, and click this button. That pick will be removed from the fantasy team he was on.

**Change Fantasy Team** - If you would like to change the fantasy team that is drafting in a particular position, use this button. Just click on the row that contains the fantasy team you want to change, and click this button. You will be presented with a list of all the fantasy teams. Click on the appropriate one.

**Enter Trade** - This option will bring up a screen where you can trade player and/or draft picks. Once the trade screen appears, enter the two teams that will be trading. Each team's drafted players will be displayed, as well as each team's remaining draft picks. Click on the players and/or draft picks that will be traded, and press **Execute**. The players and/or draft picks will then be swapped.

**Add Draft Slot** - Use this option to add another draft slot to the current round. For example, if you are viewing round 1 and want to add another pick between the 2<sup>nd</sup> and 3<sup>rd</sup> overall pick, click on the 3<sup>rd</sup> overall pick row, choose "Add Draft Slot" and click the **Select** button. A new row will be inserted, and you can then fill in the fantasy team that will pick in that draft slot. This option allows you to have an uneven number of picks each round.

**Delete Draft Slot** - Just click on the row of the draft slot you wish to delete before choosing this option, and that draft slot will be removed.

**Add Round** - If you wish to add another round to the draft, use this option. You will be asked which round to copy the draft order from. For example, if the draft order from round one is James, Joe, Frank, and you add a new round and specify to copy from round one, the new round will have the draft order of James, Joe, Frank. This option is very useful if you discover after you have started the draft that you specified the wrong number of rounds. You then would just go to this option and add the rounds. If you wanted to add three more rounds, just use this option three times. Any round you add will be added on after the last round. For example, if you had twelve rounds, and you added a round, that new round would be round thirteen.

**Copy Round** - If you wish to copy a round, make sure the round that you want to copy is currently displayed. Once this option is selected, you will be asked which round that you wish to copy to. For example, if you wish to copy round 1 to round 5, make sure round 1 is displayed. Then choose Copy Round, and enter 5 when prompted which round you wish to copy to.

**Delete Round** - If you wish to delete a whole round, make sure the round that you want to delete is showing before you choose this option. Once deleted, the rounds following the deleted round will be decremented. For example, if you have twelve rounds, and you delete round ten, then round eleven would be renumbered to round ten, and round twelve would be renumbered to round eleven.

### 10.3 Start New Draft

Click this button to start a new fantasy football draft. Note that in order to start a new draft you must have entered the fantasy team names in the league maintenance screen, you must have created a draft order, and there must be at least one position where the number of draftees is greater than zero in the league maintenance screen. You will also be warned if there is a draft in progress or a completed draft and given the option of not starting a new draft.

### 10.4 Resume Draft

Click this button to resume your draft. After every draft pick, the draft is automatically saved. So you can leave the draft or even the application anytime you wish. Just choose this option to continue the

draft. This is especially useful for multiple-day drafts. Note that in order to resume a new draft you still must have fantasy team names in the league maintenance screen, you still must have a draft order, and there must be a least one position where the number of draftees is greater than zero in the league maintenance screen. A check will also be made to make sure that there is not a completed draft and that there is a previously started draft.

## 10.5 Freeze Players

If your league freezes (or retains) NFL players from the previous year without the loss of a draft pick, you will need to use this option. To freeze players that require the loss of a draft pick, use the "[View/Modify Draft Order](#)" option. After entering this screen, you will see all the fantasy team names at the bottom of the screen, ordered by draft sequence. Click on a name to see that team's frozen players. All the players that the team has frozen (including players that required the loss of a draft pick) will be displayed, along with each player's projected statistics and fantasy points. Beside each player's name (in a column called FR for "Frozen Round") will also be the round that the owner loses a draft choice for retaining that player. It will be 0 if your league does not give up draft choices for retaining players. Continue clicking on the fantasy team names to see other rosters. For any of the NFL players on a roster, you can display that player's last three years stats, as well as his projected stats, by selecting the player (clicking the left mouse button on the player's name) and then clicking the right mouse button.

In order to freeze a player, make sure the fantasy team that is retaining the player is highlighted and click the **Freeze** button. Select the player in the same manner as described in the "[Enter Pick](#)" section. If you Freeze a player by accident, there is an **Un-Freeze** button. Just highlight the player and press the **Un-Freeze** button.

If you wish to Un-Freeze all the players on all the teams, click the **Un-Freeze all** button. Note that this will only un-freeze the players who were frozen without the loss of a draft pick.

## 10.6 Auction Draft

If you are using PEDS for an auction draft, the following is some info to help you set it up properly:

1. Indicate in '[League Info](#)' (on the 'League Maintenance' menu) that you will be doing an auction style draft. If your league has a minimum bid requirement, enter that here.
2. Enter each team's salary under on the '[Fantasy Teams](#)' screen.
3. When you are ready to draft, choose "[Start New Draft](#)". You do not need to use the "[New Draft Order](#)" option, since an auction draft does not have a predetermined order in which owners will pick.
4. When the main draft screen is displayed, certain functions will be disabled, since they don't apply to auction drafts. These functions are: Team picking/On Deck/Timer display; Position Counts for team picking; Skip Pick; and Recommend Pick. Also, you can not enter frozen picks in the "[View/Modify Picks](#)' screen – these must be entered in the "[Freeze Players](#)" screen.
5. Begin the draft, having the owners bid on a player. When a player is sold, choose him using the "[Enter Pick](#)" or "[Players Remaining](#)" screen. A screen will pop-up asking for the winning owner. When you enter the winning owner, you will see his remaining salary. Then enter the winning bid. Repeat this step for each player bid on.
6. On the "[Fantasy Rosters](#)" screen, you can view the winning bid for each player, and you can see the remaining salary for each owner.
7. All the other screens will function the same as they do for a regular draft.

## 11 Drafter

### 11.1 Main Draft Screen

The main draft screen is the control center for the draft. It displays all the draft information and contains all the buttons that perform the draft functions. The title bar of the screen displays the draft mode, the number of fantasy teams in the draft, and the draft order. The top left of the screen shows the current draft round, the number of total rounds, the current overall pick, the total number of picks in the draft, the round pick, and a percentage showing how much of the draft has been completed. The top right of the screen shows the name of the team owner who is currently picking, the time remaining for this pick, and the fantasy team that picks next. At the left middle of the draft screen are buttons that are used during the draft. They are explained below. At the right middle of the screen are the position counts for the team currently picking. And at the bottom of the screen is where draft messages/warnings will be displayed. There is also a checkbox where you can indicate if you want the draft screens to remain open after you pick a player. Above the message area there is a list that contains sounds that you can play at anytime during the draft.

The message area will display things such as: When the current drafting owners next pick will be; Indicate when a new round is starting; Warn an owner during the last few rounds that he still does not have starters at certain positions.

Please note that when the term 'player' or 'NFL player' is used in the following sections, it is referring to an offensive player, defensive player, team, and head coach. In all the screens during the draft, you will only see the players that your league uses. So, if you league does not use a head coach, none of the head coaches will show up in any of the lists, and all the buttons that refer to a head coach will be disabled.

### 11.2 Enter Pick

When you or another fantasy team owner has selected a NFL player, click on the **Enter Pick** button to record the pick. Make sure the fantasy team picking is displayed in the main draft screen. To find the NFL player that is being drafted, you have two choices. One, you may use the scroll bars to find the player. Then double-click on the player's name, or click once to highlight the player and then click the **Select** button. Two, you may type the player's name (use last name first). As you type, the list will scroll automatically, finding the first available player that matches the letters you have typed in. You can see what you have typed by looking at the 'Player's name typed in so far' box at the bottom of the screen. When you have typed in enough letters to locate the player, press Enter, double-click on the player's name, or hit the **Select** button. The fantasy team name field of the player will be filled in with the team that picked the player. The main draft screen will then be updated. If you have selected the checkbox on the main draft screen, the Enter Pick screen will remain open, and you can then enter the next pick or click the **Close** button to exit the screen.

If you search through this list and the player being drafted is not on it, you must add him to the database. Click on the **Add Player** button at the bottom left of the screen, enter the player information, and click **Save**. The player will be saved in the database, and you will be returned to the "[Enter Pick](#)" screen with the player you just added highlighted. You can then hit the **Select** button to draft him. Note that anytime you see an NFL player name when entering a pick, you can display that player's last three years stats, as well as his projected stats, by selecting the player (clicking the left mouse button on the player's name) and then clicking the right mouse button.

This list will show not only NFL players who have not been picked, but it will also show players who have been picked and the fantasy team that picked them. There are a few reasons for this: if during the draft an owner wants to know which other owner has picked a certain player, you can tell him; when an owner picks a player who has already been drafted, you can tell the owner that the player

has already been picked and who has picked him; and finally, if the players picked were not shown and you picked a player who was not on the list, you would not know whether he was already picked or not in the database.

Notice the six small buttons on the bottom of the form. These allow you to quickly move from one screen to another. The two letters on each button stand for the initials of the screen the button will switch to (i.e., FR for Fantasy Rosters). If you are unsure of what screen a button stands for, simply place the mouse cursor over the button for at least one second. You will then see a pop-up description of the button.

### 11.3 Skip Pick

If you wish to skip a pick, press this button and the owner on deck will now be "on the clock". To enter the pick of the owner that was skipped, go to the "[View/Modify Picks](#)" option and enter it there.

### 11.4 Recommend Pick

If you would like the computer to recommend a pick, click this button. The computer will examine the remaining players and will look at your roster to determine the best players to pick, displaying the top thirty players and their positions. This is useful if you are running out of time on your pick and need some quick advice. This is also very useful if you have a fantasy team owner that is absent from the draft. When it is time for the absent fantasy teams owner to pick, just click the recommend pick option and draft the first player (if an owner is set to computer-controlled, this will be done automatically).

You also have the option of choosing which priority you would like the computer to base its recommendation on: Fantasy Points or Adjusted Fantasy Points. Clicking on any one of these options will immediately change the computers top thirty picks.

There is also a third option called "Serra's Selections" that can be used as the top priority for determining recommendations. This is a very sophisticated option that will recommend picks based on: the number of teams in your league; the projected fantasy points of all players; the players you have already drafted; what players all the other owners have already drafted; what players the other owners are expected to pick before your next turn; and the starters and draftees needed at each position. The computer will also use the info you entered for each owner concerning what round each owner will first draft a player at each position, and the number of players each owner will draft at each position. After taking all these factors into account, it will figure out the positions that your next pick should play and the top player remaining at each of these positions.

All three priority options will not recommend any player at a position until the round that was specified for that position in the "[Fantasy Teams](#)" section has been reached. PEDS will try to have you draft a starting lineup before it recommends backups, so use this option if you would rather wait on taking certain positions.

### 11.5 Players Remaining

Click this button to see all the NFL players who have not been drafted. Along with the names of the players, you will see their statistics. You can choose which year of statistics to see by clicking on a particular year in the 'Year' section at the bottom right of the screen. You have your choice of the projected year or any one of the previous three years. Another choice you have is to display the players remaining at a certain position. At the bottom left of the screen is buttons corresponding to each position. If your league does not use a position, it will be grayed out. If a button is depressed, each player that plays that position will be displayed. Clicking on the **All** button depresses all the

buttons, and clicking on the **None** button will raise all the buttons. You also have a choice on how you want the players sorted. In the field called 'Sort by,' click on the category that you would like to sort on. And finally, you can limit the list to display only the players from a certain NFL team. This is done by selecting a team from the NFL Team field.

For any of the NFL players, you can display that player's last three years stats, as well as his projected stats, by selecting the player (clicking the left mouse button on the player's name) and then clicking the right mouse button.

Notice the six small buttons on the bottom of the form. These allow you to quickly move from one screen to another. The two letters on each button stand for the initials of the screen the button will switch to (i.e., FR for Fantasy Rosters). If you are unsure of what screen a button stands for, simply place the mouse cursor over the button for at least one second. You will then see a pop-up description of the button.

## 11.6 View/Modify Picks

Use this option to view all the NFL players that have been picked, along with information about each pick (i.e., what round, by what fantasy team, etc.). You can also use this option to make corrections, change the fantasy team of a future pick, enter a frozen pick (The option 'Enter Frozen Pick' will not be available if you are using an auction style draft), enter picks, conduct a trade, add or delete draft rounds, and add or delete draft slots. See the "[View/Modify Draft Order](#)" section for information on all these options.

## 11.7 Fantasy Rosters

To see the players that each team has drafted, click on this option. The dropdown box at the top contains all the fantasy team names, ordered by draft sequence. When entering this screen, the roster of the team that is currently picking will be displayed. Click on any fantasy team name to see that team's roster. All the players that the team has drafted will be displayed, along with each player's projected statistics and fantasy points, by week, and round they were picked in (or 'F' if they were a frozen pick). You will also see a count, at the bottom of the screen, of the number of players at each position that the selected team has. Continue clicking of the fantasy team names to see other rosters. You have the choice of sorting by position or by the round the players were drafted. For any of the NFL players on a roster, you can display that player's last three years stats, as well as his projected stats, by selecting the player (clicking the left mouse button on the player's name) and then clicking the right mouse button.

Notice the six small buttons on the bottom of the form. These allow you to quickly move from one screen to another. The two letters on each button stand for the initials of the screen the button will switch to (i.e., FR for Fantasy Rosters). If you are unsure of what screen a button stands for, simply place the mouse cursor over the button for at least one second. You will then see a pop-up description of the button.

## 11.8 Position Counts

During the draft, it is helpful to know how many NFL players each fantasy team owner has drafted at each position. An example of this is if you are thinking about drafting a QB with your next pick. If your league rules say you can draft a maximum of two QB's, and you know that all the other owners have already drafted two QB's, you can wait on getting that QB. Or if you know that all the other owners have drafted at least one QB and in your league you start one QB each week, you can assume that the other owners will not be in a rush to get another QB. That's where this option helps. After clicking this button, a screen will show all the fantasy team names, ordered by draft sequence.

Next to each name is a column for each position that your league uses. In each column will be three numbers. The first number shows how many players the owner has drafted at the position designated by the column heading. The second number shows how many starters that the owner still needs to draft. So if your league rules require starting three RB's, and the owner has drafted one so far, the second number would show two (3 starters minus 1 drafted = 2). And the third number shows how many overall players that the owner still needs to draft. So if your league rules require drafting three QB's, and the owner has drafted one so far, the third number would show two (3 draftees needed minus 1 drafted = 2). For any position that has an unlimited number of players that can be drafted (designated by a 'U' in the league maintenance screen), the third number will always show a 'U'.

There is also a section on the left side of the screen that has a count of all the players drafted by position. It also shows a percent of total for each position. This will allow you to see what positions are getting picked frequently and which positions are not getting picked frequently.

Notice the six small buttons on the bottom of the form. These allow you to quickly move from one screen to another. The two letters on each button stand for the initials of the screen the button will switch to (i.e., FR for Fantasy Rosters). If you are unsure of what screen a button stands for, simply place the mouse cursor over the button for at least one second. You will then see a pop-up description of the button.

## 11.9 Bye Week Check

This screen is very useful in determining if the bye weeks in the NFL schedule are going to leave you without enough starters for a particular week. When entering this screen, the team that is currently picking will be displayed in the dropdown box at the top. Choose any other fantasy team that you wish to check. In the grid you will see all the NFL positions on the left side, with each NFL week in a column. In each cell in the grid will be three numbers that give information for a certain position (determined by the row) for a certain week (determined by the column). The first number in the cell is the total number of players the selected team has drafted at that position. The second number is the number of players the selected team has drafted that are available (i.e., do not have a bye) at that position for that week. And the last number is the number of starters the selected team still needs at that position for that week. This is calculated by taking the minimum number of starters needed at that position (from the Positions screen) and subtracting the number that are available for that week. To easily identify the weeks that are missing starters, they will be in red. As an example, assume that the league rules say to start a minimum of two running backs each week. Week 4, for RB, shows 2-1-1. The first number says that you drafted two running backs, the second says only one is available, and the third says you still need one starter. You will then know that you need to draft at least one more running back that does not have a bye week on week 4. You will see the bye week each NFL team/player has when you are in the "[Enter Pick](#)" screen or the "[Players Remaining](#)" screen.

Notice the six small buttons on the bottom of the form. These allow you to quickly move from one screen to another. The two letters on each button stand for the initials of the screen the button will switch to (i.e., FR for Fantasy Rosters). If you are unsure of what screen a button stands for, simply place the mouse cursor over the button for at least one second. You will then see a pop-up description of the button.

## 11.10 Projected Standings

Would you like to know who the computer thinks has the best team? This option will analyze all the drafted players on all of the fantasy team rosters and display what it thinks the order of finish will be for all the fantasy teams. This can be done at any time during the draft, but the further along the draft, the more accurate it will be, with the most accurate projection being when the draft is completed. After clicking this button, the computer will do some calculations for a few seconds, then

it will display the order of finish, showing the team rank, the team name, and the Projected Fantasy Points that each team will have for the season (assuming your fantasy league will play 16 games). It will also show how many starters each team has drafted. The projected standings is most accurate if all the teams have drafted their starters.

## 11.11 Depth Chart

If you would like to view each NFL roster and quickly see which players have been drafted and which have not, use this option. Choose a NFL team from the combobox at the top. For each offensive position (QB, RB, WR, TE, K), you will see the players at that position for the selected team. If their name is in red, that indicates that they have already been drafted.

## 11.12 Lists

Allows you to choose a list to display with players that are on any of the following categories: Age is a concern, Injury risk, Playing for a new team, Returning from injury, Sleeper, Stock down, Stock up, 70% of carries.

## 11.13 Pause

Use this option to pause the timer. When paused, the "Pause" word on the timer button will be white. Click the button again to resume the countdown. When the timer is counting down, the word "Pause" on the button will be black.

## 11.14 Reset

When the time limit is counting down or at zero, pressing this button resets the timer to its original time limit (set when you setup your draft order). Use this in cases where there is a break in the draft and the timer should not be going, and therefore, will need to be reset when the draft resumes.

## 11.15 Sounds

Use this option to play a sound at anytime during the draft. Just choose the sound from the dropdown box, and hit the **Play** button. The sound files in the dropdown box are obtained from the subdirectory 'sndrand' that is located in the directory where you installed PEDS. If you wish to add more sound files, just copy the sound file that you want to the 'sndrand' directory.

# 12 Database Maintenance

## 12.1 Overview

The database is where all the player statistics, league information, draft information, and scoring system information is kept. The 'current' database is defined as the database that is shown on the upper right-hand corner of the main menu.

## 12.2 Repair/Compact DB

This option performs two things for the database. One, it will repair any damage to the database, if necessary. In most cases, if there is damage to the database, it was because the computer power was turned off while still in the application. Always make sure you exit the application before turning the computer off. And two, it will compact, or reduce the size of, the database. This helps if you are running low on disk space. The size of the database will only be reduced if there have been previously deleted records in the database.

## 12.3 Backup

Use this option to backup your database to another directory on your hard disk, or even better, to a floppy disk. This should be done at the end of the day after you have made modifications to the database. Then, if your hard disk crashes, or the current database becomes corrupted and cannot be repaired, or you make a lot of modifications to the database (like deleting players) by mistake, your backup will come in handy.

## 12.4 Restore

You can restore a backup copy of your database to make it your current database. A database should be restored if your current database is corrupted and cannot be repaired, if your current database was deleted, or if you made a lot of changes to your current database that you did by mistake.

## 12.5 Export Draft Results

Use this option to create a text file that can be used to upload to Fantasy Commissioner Web. So, if you are using Fantasy Commissioner Web to run your league, you can use this option instead of having to manually enter the draft results. When you select this option, you will be prompted to select the folder to store the file, and you will be prompted to enter the name of the file. To then transfer the results to Fantasy Commissioner Web, you log into Fantasy Commissioner Web, choose "Import PEDS" from the League Office menu, and then select the file that you created using this Export Draft Results option. Note that only the person who has commissioner privilege can transfer the results to Fantasy Commissioner Web.

# 13 Player Database Update

## 13.1 Overview

### *What is it?*

The Player Database Update contains the year 2010 NFL player stat projections to be used in PEDS. It will be updated almost on a daily bases starting on 6/17/10 up until the day before the season starts. You can import the latest player projections into PEDS right before your fantasy draft. Included in the update will be all of the latest roster moves (free agent signings, trades, injuries, holdouts, player cuts, etc.). The player projections will be adjusted to reflect all of the latest roster moves. The projections will also be adjusted based on pre-season player performance, training-camp news, etc. You can download the projections as often as you like.

### *When is it made available?*

Almost every day, a new file will be uploaded to our Internet site. This will contain projections based on information up to 11:00pm (EST) of the previous day. The first update will be on 6/17/10 and the last update will be the day before the season starts.

### *When should I get it?*

When you download your registered copy of PEDS, it will contain the player projections as of 6/1/10. Most people order PEDS at least a few weeks before their draft starts. This is recommended to give you time to learn the program. The last thing you want to do at your fantasy draft is spend time learning the program instead of deciding who to pick. Download the database update one or two days before your draft starts. If you are in more than one league, and the drafts are a few days or more apart, you may want to download more than one update.

### *How do I get it?*

The Player Database Update is available for FREE at our site at <http://www.footballsoftware.com/download/pedsdown.html#db>. This requires a username and password that will be given to you when you order PEDS. This web page will contain instruction for downloading and importing into PEDS. Or, you can have PEDS automatically download the update and import it. To do this, choose "Statistics" from the main menu, then choose "[Update Stat Projections](#)", and use the "Internet" option.

## 14 Troubleshooting

### 14.1 Program Update

PEDS program updates may be provided in order to fix bugs or add enhancements. In order to see if you have the latest version of PEDS, click on the **Check For Program Update** button on the main menu (You must be currently connected to the Internet for this button to work). If there is a newer version, a message box will display telling you what version is available and what version you currently have. It will then open your web browser and go to the web page to download the software update. Follow the directions on the web page for downloading and installing the new version.

If you wish to check for a new version without using this button, perform the following: Click the **About** button on the main menu and check what version of PEDS you are currently using. Then go to <http://www.fantasyinsights.com/firstplace/download/pedsdown.html#updates> and see if there is a newer version. If so, follow the directions on the web page for downloading and installing the new version.

### 14.2 Commonly Asked Questions and Answers

Please check out our web site at <http://www.footballsoftware.com/faq.html> for frequently asked questions. This web page usually answers 75% of the questions we get! We will constantly update this web page as needed.

### 14.3 Contacting Technical Support

Please check out our web site at <http://www.footballsoftware.com/faq.html> for frequently asked questions before calling us. This web page usually answers 75% of the questions we get!

Contact the Technical Support department by one of the following methods:

**E-mail:** support@footballsoftware.com

**Web Site:** <http://www.footballsoftware.com/support.html>

**FAX Line:** (281) 754-4265

**Mail:** 18006 St. Emilion Court  
Spring, TX 77379

When you contact Technical Support, please give the following information:

- The version number of PEDS that you are using (displayed in the opening screen when you start the program)
- The type of hardware that you are using
- The exact wording of any messages that appeared on your screen (print the file called PEDSERR.TXT in your application directory, or PEDSINST.TXT in your windows system directory if the error occurred during installation)
- A description of what happened and what you were doing when the problem occurred
- A description of how you tried to solve the problem

For the fastest response, please e-mail us. You will be able to get detailed responses to any questions or problems, as well as access to a file area at our web site so you can download any product patches or updates.

## 15 Glossary of Terms

### 15.1 Glossary of Terms

#### Glossary of Terms

Fantasy Football

Fantasy Team

Fantasy Team Owner

# Index

## - A -

Adding a Player: 17  
Adjusted Fantasy Points 14  
Assign Salaries 21  
Auction Draft 27

## - B -

Backup 33  
Blanket Salary 21  
Bye Week Check 31

## - C -

Changing a Players Stats: 18  
Changing the Fantasy Points: 19  
Common Key Definitions: 4  
Commonly Asked Questions and Answers: 34  
Contacting Technical Support: 34  
Creating a new league database: 5

## - D -

Deleting a Player: 18  
Depth Chart 32  
Depth Chart: 23  
Draft Order: 24, 25  
Draft Order:New: 24  
Draft Order:View/Modify: 25  
Draft Summary: 24  
Draft Worksheet: 23

## - E -

Enter Pick 28  
Entering a level-based scoring system: 13  
Entering Previous Year's Stats: 17  
Entering Projected Stats: 17  
Evaluating Players: 5  
Exporting Formats: 22

## - F -

Fantasy Point Baseline: 14  
Fantasy Rosters 30  
Fantasy Rosters: 24  
Fantasy Teams 8  
FAQ 34  
Finding a Player: 18  
Freeze Players 27  
function 5

## - H -

highly recommended 5

## - I -

Import League Info 9  
Introduction 2

## - K -

Key Definitions 4

## - L -

League Database: 5  
League database:Creating 5  
League Database:Startup 5  
League Database:Using an existing one 5  
League Info: 7  
League Name: 7  
List: 24  
Lists 32

## - M -

Main Draft Screen 28

## - N -

Navigation Arrows: 19  
New Draft 26  
New Draft Order: 24

NFL Positions Used 8  
 NFL Teams 7  
 Number of Draft Rounds: 24

## - O -

Overview 32, 33

## - P -

Pause Timer 32  
 Pause: 32  
 Player Dollar Value: 23  
 Player Positions: 8  
 Player Scoring System: 11  
 Player Statistics 17  
 Player Statistics: 17, 18, 19  
 Player Statistics:Adding a Player 17  
 Player Statistics:Changing the Fantasy Points 19  
 Player Statistics:Changing the stats 18  
 Player Statistics:Deleting 18  
 Player Statistics:Entering Previous Years 17  
 Player Statistics:Entering Projected Stats 17  
 Player Statistics:Finding 18  
 Player Statistics:Lists 19  
 Player Statistics:Navigation Arrows 19  
 Players Remaining 29  
 Position Counts 30  
 Previous Seasons: 23  
 Printer Setup: 24  
 Program Update 34  
 Projected Fantasy Points: 23  
 Projected Standings 31  
 Projected Standings: 24  
 Putting a player on a list: 19

## - R -

Recommend Pick 29  
 Repair/Compact DB 33  
 Report Output: 21  
 Reports: 21, 22, 23, 24  
 Reports:Depth Chart 23  
 Reports:Draft Summary 24  
 Reports:Draft Worksheet 23  
 Reports:Exporting Formats 22  
 Reports:Exporting to a file 21

Reports:Fantasy Rosters 24  
 Reports:List 24  
 Reports:Player Dollar Value 23  
 Reports:Previous Seasons 23  
 Reports:Printer Setup 24  
 Reports:Projected Fantasy Points 23  
 Reports:Projected Standings 24  
 Reports:Report Output: 21  
 Reset Timer 32  
 Reset: 32  
 Restore 33  
 Resume Draft 26

## - S -

Scoring System Explained: 10  
 Scoring System: 10, 11, 13, 14  
 Scoring System:Entering level-based 13  
 Scoring System:Explanation 10  
 Scoring System:Extra Point: 11  
 Scoring System:Fantasy Point Baseline: 14  
 Scoring System:Field Goals: 11  
 Scoring System:Missed Extra Points: 11  
 Scoring System:Missed Field Goal: 11  
 Scoring System:Pass + Rush + Rec Yardage: 11  
 Scoring System:Pass + Rush Yardage 11  
 Scoring System:Passing 2-Point Conversion: 11  
 Scoring System:Passing Attempt: 11  
 Scoring System:Passing Completion: 11  
 Scoring System:Passing Interception: 11  
 Scoring System:Passing TD: 11  
 Scoring System:Passing Yardage: 11  
 Scoring System:Player: 11  
 Scoring System:Receiving 2-Point Conversion: 11  
 Scoring System:Receiving Completion: 11  
 Scoring System:Receiving TD: 11  
 Scoring System:Receiving Yardage: 11  
 Scoring System:Rush + Rec Yardage: 11  
 Scoring System:Rushing 2-Point Conversion: 11  
 Scoring System:Rushing Attempt: 11  
 Scoring System:Rushing TD: 11  
 Scoring System:Rushing Yardage: 11  
 Scoring System:Team 13  
 Setting Up Your League: 7  
 Setup Program 4  
 Skip Pick 29  
 Sounds 32  
 Start New Draft: 26

---

Starting PEDS 4  
Startup League Database: 5  
System Requirements 4

## - T -

Team Scoring System: 13  
Team Statistics 17  
Team Summary 19  
Technical Support 34  
Time Limit Per Pick 24  
Trade 25  
Tutorial: 5, 6  
Tutorial:Evaluating Players 5  
Tutorial:Using the Drafter 6

## - U -

Update Fantasy Points 20  
Updating Projections 15  
Uses for PEDS 3  
Using an existing league database: 5  
Using the Drafter: 6  
Using the PEDS Setup Program: 4

## - V -

View/Modify Draft Order: 25  
View/Modify Picks 30