



BallStream Ultimate

Getting the most from your performance statistics

0, 00 and 000

Zero (0) changes the turn of player. However extra information can be applied by appending to the zero. For example if a player doesn't miss but intentionally plays a safety shot then type 00. If a safety shot finishes as a snooker type 000. If a player successfully escapes a snooker, then type 00.

01 – 07

Appending the ball number will denote which ball was missed. For example 01 denotes that a red was missed and 07 that a black was missed.

11 – 77

Using double points can denote that the ball was a long pot. For example 11 denotes that a long red was potted and 33 that a long green was potted.

Pot success

When reviewing statistics pot success is given as a percentage of all pot attempts. A red area in the graph denotes the percentage of pots that were long pots.

Safety

Safety performance is shown as a percentage of shots played that did not score. A red area in the safety band denotes the percentage of shots that resulted in snookers.

Yield

Yield is the points returned from scoring shots. For example a break made comprised of yellow to blue balls will yield much less than a break comprised of blacks and pinks.

Shot clock

A timeout can be applied to billiards, snooker and pool after which an alarm will sound and the referee may call a foul. The time out for the Shot Clock is to be set in seconds (max 60). If no time out is required and then set the shot clock to 0. This option is set in the Event details. You can increase/decrease the volume by adjusting the sound controls on your computer.

Billiards Match Time

Setting a time limit for a billiards match automatically sets the time for the clock count down. For example a match that is set for one hour will count down from 60 minutes and sound an alarm when the time runs out.

Ranking formulas

While the selection of a ranking formula is mandatory, the ranking formula that you use is completely adjustable to suit your purpose. For example if you don't want to apply points for wins simply create a new formula and set all values to 0.

Shot time

Shot time is the time that a player takes between each stroke made at the table. The time is measured from between the last shot recorded and the new shot recorded. There is an inbuilt safe guard to prevent shot times longer than 5 minutes from being recorded, however to preserve accurate times in cases where you may have inadvertently recorded the first stroke (change player) before a frame has actually commence, when play resumes use the Restart option to reset the frame back to the break.

Break records

In the ranking formula used a match is a setting for the minimum break to record. For example if a snooker or billiards match is set to a minimum break of 40 then only breaks equal to or greater than 40 will be recorded. Likewise, for pool you can set a minimum break of 5 (5 balls) or you can set 9 for 8-Ball to only record complete clearances to the black (runout).

Break points

Awarding points for qualifying breaks is your choice. In some tournaments a point is awarded for each point in a qualifying break over 40, while in other tournaments only breaks over 100 qualify for points.

Default settings

In most cases an input is required so wherever the setting needs to be a number, if the feature is not required set it to zero (0).

Record hierarchy

Before a match can be created you need to first create an Event to which it can belong and have the Players available in your player list. The Game type, Ranking formulas and other options such as Shot Clock are applied at the Event level so that all matches that belong to that event use a uniform format.

Changing settings during play

All settings can be edited (changed) during a match. For example if part way through a match or frame and the officials decide to do away with the Shot Clock, then you can simply exit the match, edit the Event or Ranking settings that are used and return to where you left off. Any such changes will then apply from that time onward but will not change any frames already recorded.

Interruption of score recording

It's not impossible and it can happen, so should the program crash for whatever reason (power failure, system error, etc) you have nothing to worry about as all score inputs are recorded to your database the moment that you hit the enter button. Restarting program and then returning to score the same match will pick up exactly where you left off.

Undo and frame restarts

The UNDO function will step back through all recorded shots and player changes and also pick up the break value for the active player. A frame restart will remove all records for the current frame back to the break (Pool may require a break reset).

Finishing frames and matches

When a frame is finished by using the (N) function or when a match is finished by using either the (F) or (F*) functions it cannot be undone.

Deleting match records

Warning! Deleting a match record will also delete all records stemming from that match. However it will not adjust the Rankings and any points won for deleted matches will remain untouched.

Ranking adjustment

If you need to adjust the ranking for an individual player because the records were not accurately recorded or if an amendment is to be made, you can edit the player's ranking for a particular Game by clicking in their ranking points value. Extreme caution is to be employed here.

Rankings versus Performance statistics

The results from Rankings are drawn from different data to that of the Performance statistics. At the end of each match the Ranking points are updated by adding any new points to the existing tally. On the other hand Performance statistics are gathered from the records of every stroke played for the type of Game and Date period that you select in your search.

Each player will have a separate ranking for billiards, snooker and pool game where they have played that game type.