RotoLab

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Draft Software

by RotoLab

RotoLab

Printed: February 2012

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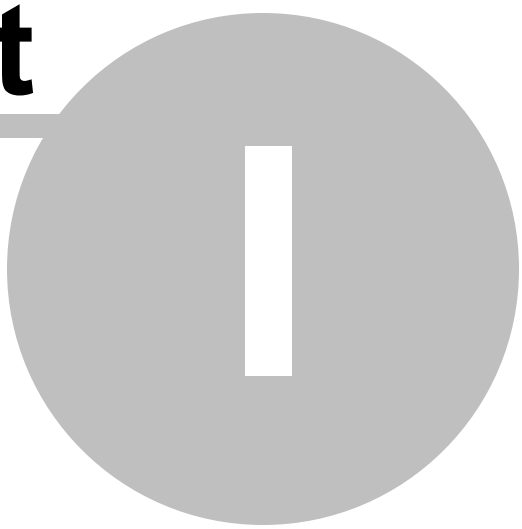
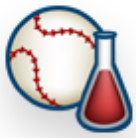


1 Using RotoLab

RotoLab® 2012



by RotoLab

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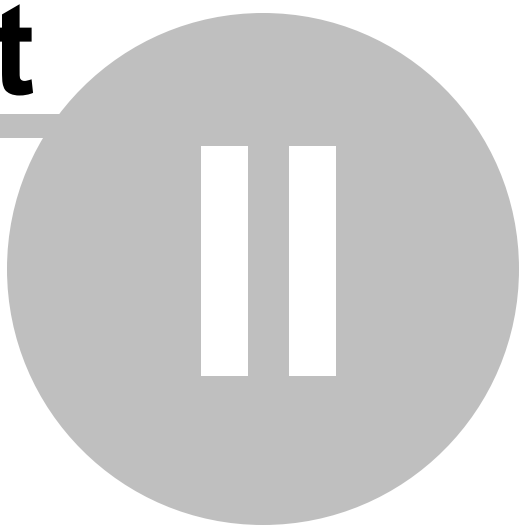

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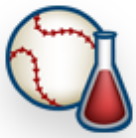
RotoLab® 2012



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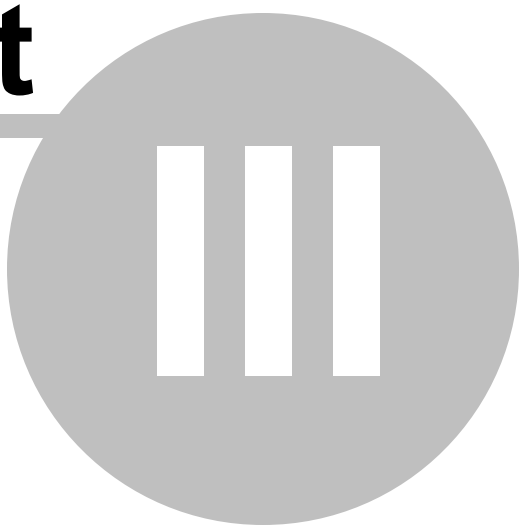
Part



3 General Information

RotoLab is a Windows-based Draft preparation program for Rotisserie and Fantasy Baseball.

3.1 Overview

RotoLab is a draft and auction preparation tool. The program can be used for both Auctions and Draft-based leagues (back and forth snake drafts). The program is designed to organize a user's draft preparation work into an orderly process as well as handle much of the lower-level chores of an actual draft (writing in names on rosters, scratching off player lists, recalculating budgets, inflation, etc...). The program allows the user to:

- Quickly edit each player's information, projections, and status.
- Make MLB player moves including demotions, disabled lists, and trades.
- Maintain League Rosters and Freeze Lists.
- Generate Player Values based on numerous league settings and factors including category weights.
- Automatically calculate League and Team Budget Information, Inflation Rates, and Estimated Team Values.
- Automatically calculate League Projected Stats and Standings.
- Generate and print Draft Reports, Player Lists, League Rosters, etc...
- Develop Player Lists, including a rank-able Rookie List.
- Maintain multiple leagues with individual settings.
- Evaluate Trades.
- Use to draft players during an auction or draft by paper from generated reports.

Note: The Player Editor has a familiar spreadsheet-like grid for editing, searching, sorting, and filtering the player data you are working with. However, because the interface is designed exclusively for Rotisserie player valuation, the formatting, editing, and calculation chores are taken away from the user and assigned to the program. Most of these features are automated, so the program allows you to concentrate on the most important spring training task - projecting player stats.

3.2 Advantages

RotoLab has four main advantages over typical cheat sheets that are commonly available on the web or in magazines:

1. You are not bound to the projections and values of the publication or service you are using. You probably agree with many of the service's projections on star players, but you likely will have you own ideas about playing time and projected stats of both marginal and up-and-coming players. This is what generally separates the better owners from the rest of the pack.
2. The program continuously calculates league stat projections, standings, draft day

inflation rates, MLB totals, etc... based on your projections of the players and your league's freeze list. This always gives you a fresh, up-to-the-minute perspective of the needs of your team and how it compares to the rest of the league.

3. The program produces concise, efficient reports to take into the draft. You don't have to take in outdated magazine lists or have to tediously format and print text reports from a spreadsheet or text editor. Just print your draft day reports directly from the program on the day of the draft. However, you do have the option to output each report to a text file for importing into other programs.
4. If you want even more control over your draft process, you can use the program during the actual draft. Most functions that are used have equivalent mouse and hot-key shortcuts that allow you to quickly move players around and dynamically access your current needs at any point in the draft.

3.3 Sample League

A sample 10 team, $260, National, 14 Hitter /10 Pitcher, 5x5 league called "Sample" is included for you to load and play with. After purchasing RotoLab, you can create your own league(s).

Note: If you have not registered the program, you will only be able to run the program in demo mode. In demo mode, you will not be able to create any new leagues and the only league you will be able to access is the sample league. Additionally, certain restrictions are placed on what can be edited in the sample league while in demo mode.

3.4 Draft Inflation

In Auction-based keeper leagues, Draft Inflation occurs. Draft Inflation is simply the adjustment of draft day values due to frozen players (keepers) being retained at salaries that are different than their actual values. Note, the word "different" is used instead of "lower". While the goal of every owner is to freeze players whose salaries are lower than their actual value, this is not always the case. First, owners usually have a different opinion about the value of a player. One owner may take in a player that he believes is priced below market value, while other owners may strongly feel that the owner has overspent on the player. Another reason is an owner may intentionally freeze a player that is over-priced because of position scarcity or scarcity in a certain category such as Stolen Bases or Saves.

The formula for Draft Inflation is widely known, but for completeness, here it is:

(League Budget - Frozen Salaries) / (League Budget - Frozen Value)

Or in simpler terms, money left to spend divided by value left to buy. For example, if an 11 team league has $280 to spend per team then the league has a total of $3080 to spend on all purchased players. If the total value of the players being retained is $1600 and their total salary is $1200, the inflation rate is 27%. Inflation Rate = (3080 - 1200) / (3080 - 1600) = 1880 / 1480 = 1.2703 or a 27% inflation rate. Each player's pre-draft value is multiplied by an inflation factor of 1.2703 to get the inflated value that should be used at the start of the draft. At this inflation rate, a player whose true value is $30 is worth approximately $38 inflated at that particular draft. Inflation does not actually change his true value for trading purposes,

roster value caps, etc... It simply means that his draft day value is $38 and it will take $38 (more or less) to be able to buy him at that particular draft. For the duration of the draft, forget about his $30 true value. Anything less than $38 should be considered a bargain, and if the bidding goes above $38 he is over-priced. However, don't be afraid to go over your target price by a few dollars on a player you really want or need. Draft day values should be used as pricing guidelines, not hard-line boundaries. You also have the option of calculating draft inflation separately for hitting and pitching.

Note: See the topic Inflation Rate Changes for more information on changing inflation rates during the draft and its affect on auction prices.

3.5 Inflation Rate Changes

As the draft goes on, the inflation rate will tend to move up and down based on the prices players are purchased for. Any player that is bought for **less** than his inflated draft day value will raise the inflation rate. Any player that is bought for **more** than his inflated draft value will lower the inflation rate, as the excess league profit is used up in the form of overpaid salaries. But how much the inflation rate actually changes during a draft has been the subject of much debate.

It has been my experience that it is much less of a factor in more established, veteran leagues. Those leagues are likely to have owners that use more accurate player values. They also tend to calculate draft inflation rates more accurately and draft more wisely than lesser experienced owners. These factors produce auction prices that correlate more closely to their inflated value at the start of the draft. In less experienced leagues, you often see several teams bidding wildly and over-spending in the early going. This in turn, produces very good bargains in the middle part of the draft. In those drafts, the inflation rate tends to go even higher than it started, and then comes down steadily as teams chew up the excess profit at a faster rate than if they were spending consistently at the pre-draft inflation rate.

In veteran leagues, I have found it is hardly worth the effort it takes to calculate the moving inflation rate, it just doesn't move much. Teams usually bid very close to the pre-draft values that are generally in line with the league inflation rate. The rate only moves significantly near the end of the draft when very little talent is available and a few teams who have under spent have a lot of money left over. At this point in the draft, teams are more or less grabbing players that they would like to take a flyer on. In less experienced leagues, it may well be worth the time it takes to calculate the up-to-the-minute inflation rate. Of course, if you use a computer program such as this one or a spreadsheet during the draft, then this can be calculated automatically for you and you should use the updated inflation rate throughout the draft since no extra effort is required to continuously calculate it.

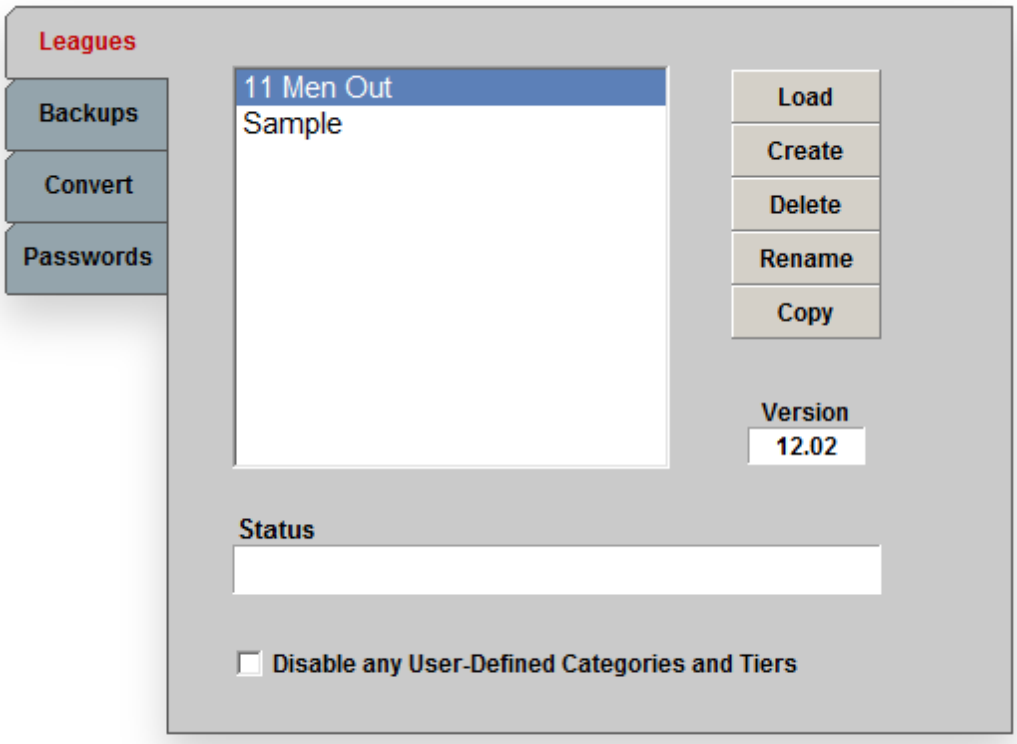
Part

4 File Menu

The File menu is used to manage leagues, unlock RotoLab, and Backup and Restore data. There is also a function to attempt to repair a damaged database, but it is rarely used or is needed.

4.1 Leagues

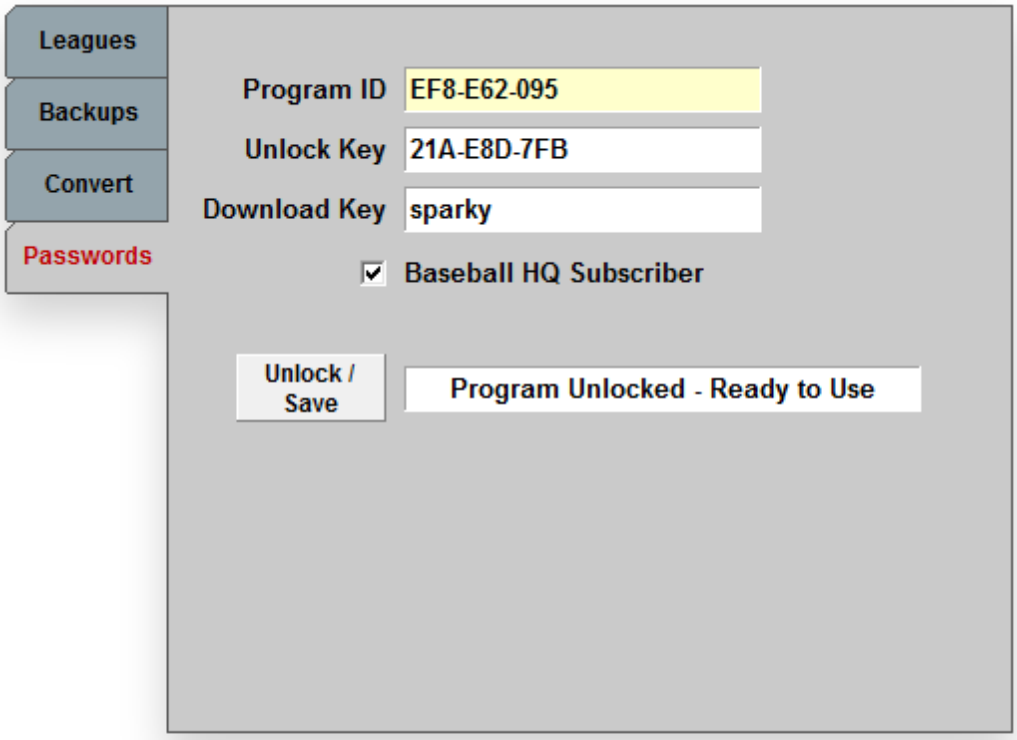
Displays the **Leagues** Screen. From this screen you can perform normal league chores such as creating, copying, and deleting leagues, as well as load the league you wish to work with. You can also convert a league from the previous version of RotoLab to the current year's format. You cannot convert a league that is older than the previous version. The conversion routine will convert everything but the rosters.



4.2 Passwords

Registration of the program is required for normal use of the program. Until the program is registered, it will only work in Demo mode, which is limited to the sample league and additional restrictions are placed on what can be edited and saved. To register the program enter Unlocking key and Download key that were sent to you. It will also tell you whether to check the BaseballHQ member check box. Click on the "Unlock" button to unlock the full

functionality of RotoLab.



Note: This program is licensed for annual use and is not "freeware". If you use the program, then you must register it. RotoLab is produced by a small company with many expenses associated with producing and selling this product. If we can't make a little money on this program, it is pointless to make it available to the public. If you wish to continue to use this product in the coming years, please legally purchase RotoLab so that we can continue to improve it.

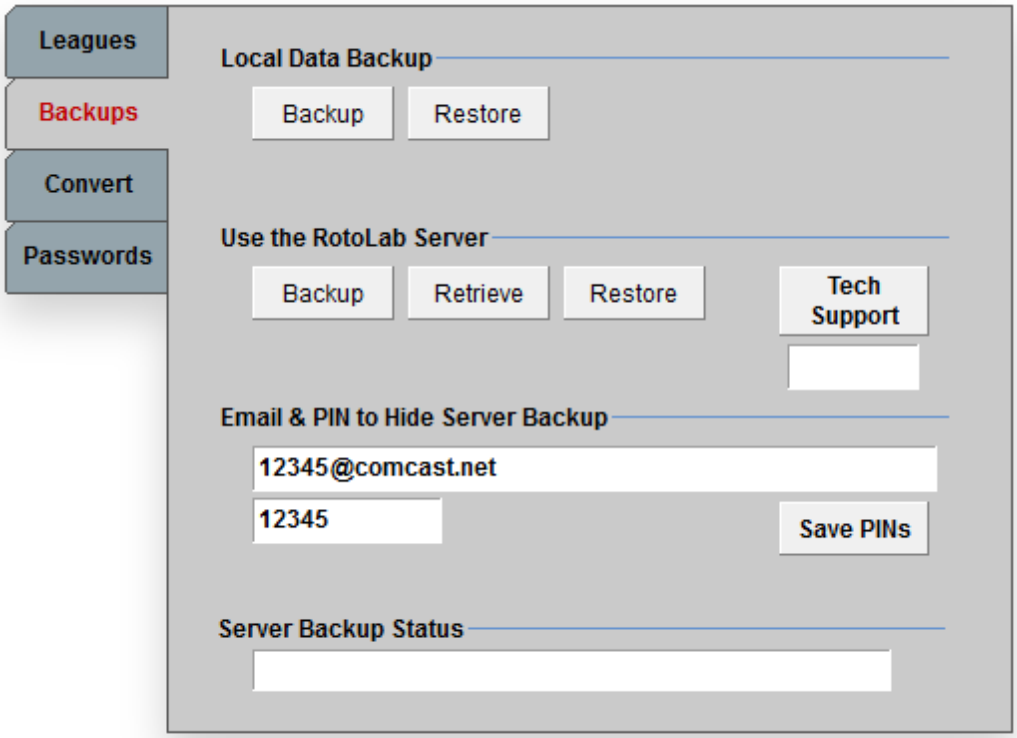
4.3 Backup

The **Backup** screen is used to archive the player database and all league files. It zips the files into a single archive and then prompts you for a location to save it. Typically Laptop users use this function to move data back and forth between their desktop PC at home and a Laptop that is used for the draft. The program automatically backs up the data and retains the most recent 20 backup files, in a local folder. But you should occasionally backup your data off of the computer for safe keeping in the event of a computer problem.

Users also have the choice of backing up to the **RotoLab Server** if they wish. The advantage of doing that is a copy of all of your draft prep work is saved off-site in case of hard drive problem or a lost laptop. Enter your email address and some PIN that is used to hide the data. This will keep your league mates from being able to download and look at your draft preparation work. Please remember this PIN, it is not something that is stored on the RotoLab server. It is merely used to encrypt the file name so that it cannot be downloaded by

your league mates.

The **Tech Support** button can be used to send a copy of your data for Technical Support to review, in case of a problem. You do not need to use this function unless you are prompted to by RotoLab Technical Support to do so.



Note: You must use the function before any leagues are loaded. If you have already loaded a league, you must exit RotoLab and restart it, then use the function before you load a league. The reason for this is, once you have loaded a league the program has locks on the databases being used (the main player database and the particular league database that you have loaded). Since Windows locks down those files and denies access to them, the only way to get around this would be unload the databases and reset RotoLab to the state it was in when you first started, before a league was loaded. Rather than put in a lot of code to handle this, I have chosen to have the user restart the program.

4.4 Restore

The **Restore** function is used to replace the current player database and all league databases with ones that have been backed up with the **Backup** function. The Restore function prompts you for an archive file and then unzips the files to the RotoLab program folders, replacing those that currently exists. Typically Laptop users use this function to move data back and forth between their desktop PC at home and a laptop that is used for the draft.

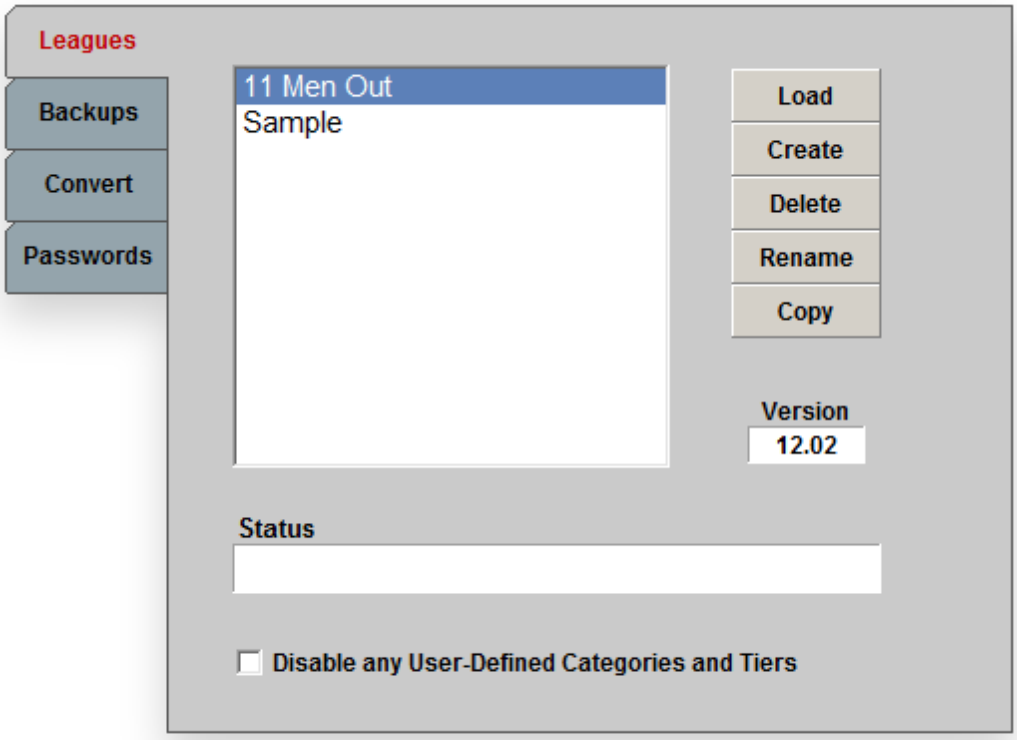
4.5 Exit

Exits the program and saves user settings to the League file.

Part V

5 Leagues Screen

League File Management is handled on one screen. Here you can Load a league to work with, Create, Delete,Rename and Copy leagues as well as Convert older leagues to work with this year's program. Changes to actual league parameters such as roster size, team names, budgets, etc... are done on the League Setup screen after the league is loaded. A sample league is already setup in RotoLab to help you get familiar with the program. You may create as many leagues as you like.



The **Existing Leagues** list contains all the leagues that have been created and can be used by RotoLab. All leagues that are created are stored in My Documents\RotoLab 2012\Leagues directory. All Leagues must be kept in the Leagues directory or they will not be recognized by the program, so it is best not to make any manual changes to the league files except through the program.

Note: You must select a league to work with before continuing into the program. If none is available, then you will have to create one before continuing.

5.1 Load

You can **Load** a league to work with in three ways:

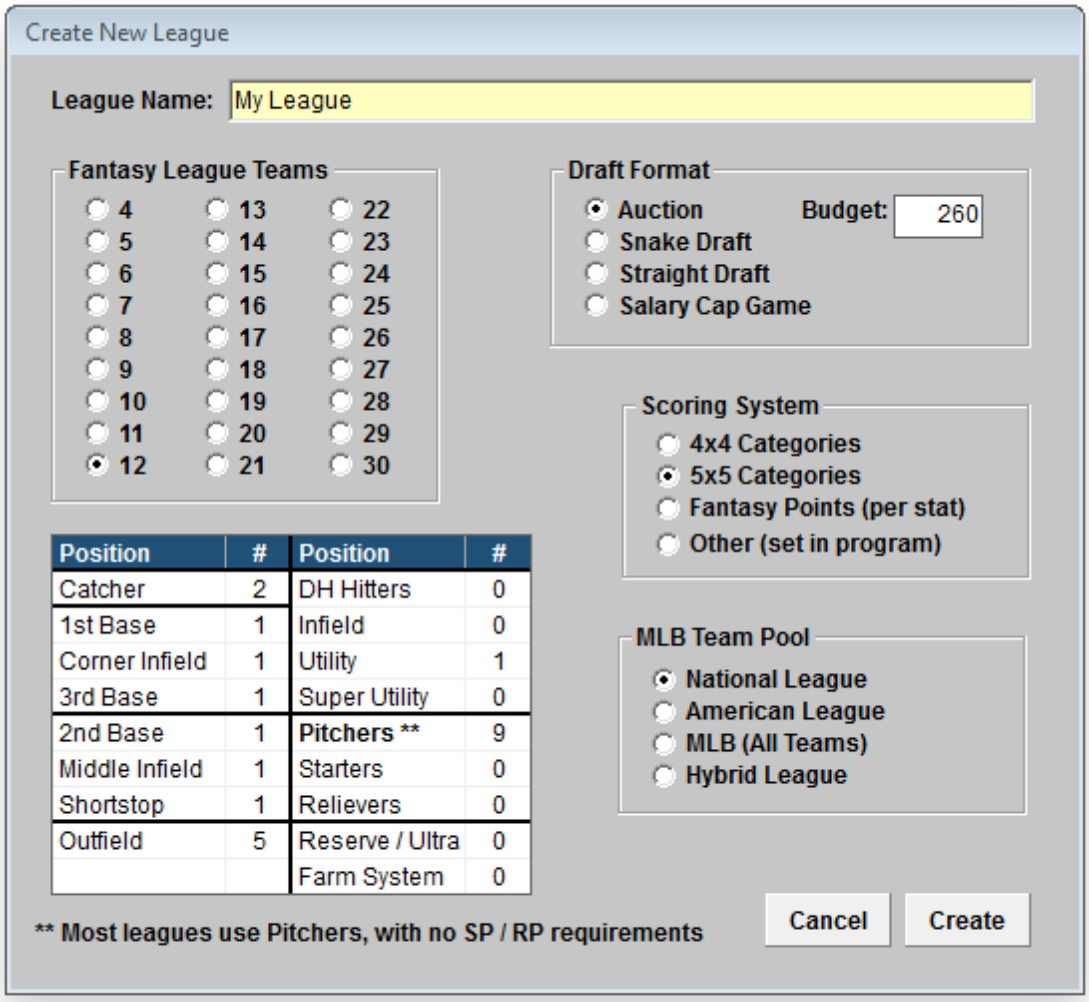
- Select the league and click on the **Load** Button.

- Select the league and press the [**Enter**] key.
- Double-click on the league name.

5.2 Create

To create a new league, click the **Create** button. The Create League dialog box will appear where you can choose a few basic parameters of the new league. The options include:

- League Name
- Number of Fantasy Teams
- Number of Players at each Position
- Draft Format (Auction, Snake, Straight or Salary Cap game)
- Team Budget for Auction leagues (budgets can be set individually for each team in league settings)
- Scoring System (Category based or Points based)
- MLB Player Pool (National, American, Mixed, or Hybrid)



Note: Many more league options, display settings and valuation parameters can be set inside the program under the "Settings" menu option once a league has been loaded.

5.3 Rename

To rename a league, select the league in the Existing Leagues list and then click on the **Rename** button. Then, change the name of the league in the dialog box.

Note: You cannot rename a league that is currently loaded and is in use by the program. You must change to another league or restart the program and rename the league before it is loaded.

5.4 Copy

Makes an exact **Copy** of a league and names the league "Copy of ....". You should then rename the league to what you want. This function makes an exact copy including rosters, so you will have to use the **Clear Rosters** function and change the owner information. This function is only added as a convenience. If the leagues differ by very much it is probably better just to create a new league and set it up from scratch.

Note: You cannot copy a league that is currently loaded and is in use by the program. You must change to another league or restart the program and copy the league before it is loaded.

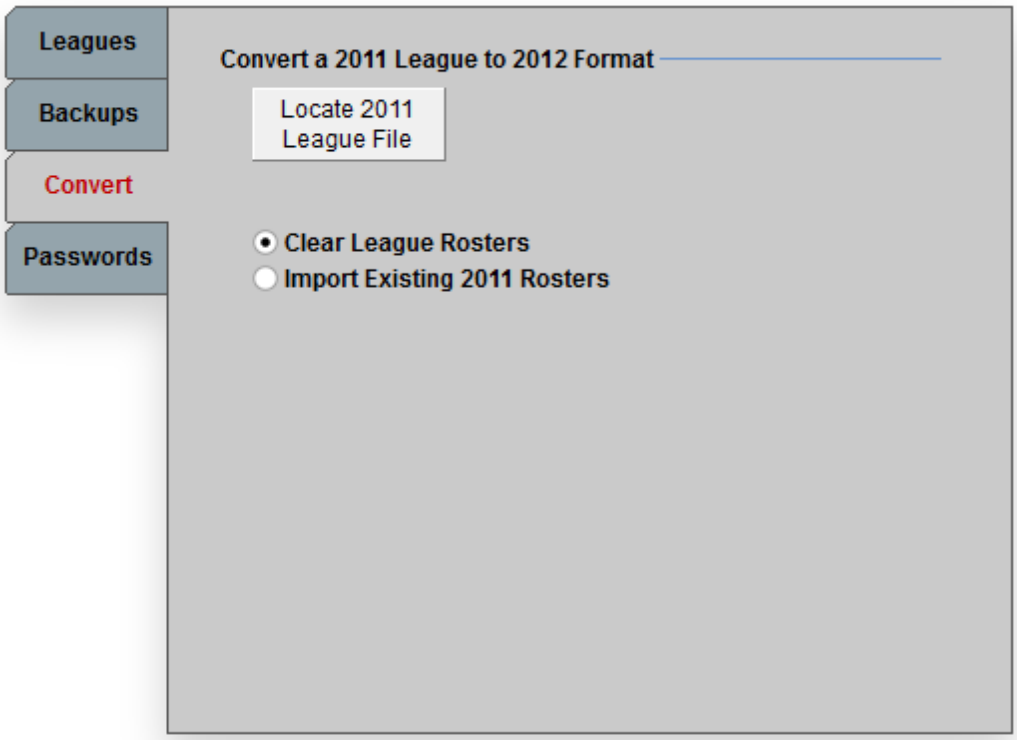
5.5 Delete

To delete a league, select the league in the Existing Leagues list and then click on the **Delete** button. The program will confirm the deletion before actually deleting the league from the list of available leagues.

Note: You cannot delete a league that is currently loaded and is in use by the program. You must change to another league or restart the program and delete the league before it is loaded.

5.6 Convert

The **Convert** Function will convert a league from the previous year's format to the current year's format. All League settings, stat categories, team info, value parameters, budget information, etc... will be converted to the new League. You also have a choice of converting the League Rosters or starting with a fresh slate. If you do convert the League Rosters, you should immediately clean them up. Players that have been manually added by the user during the previous year, usually have a different Player Index number than the one we assigned the following year. For this reason, the wrong player may show up on the rosters. Usually this is a few low-level minor leaguers that were called up during the year.



To Convert a league, choose whether to import the previous year's roster or clear them. Then click on the "Locate 2011 League File" button and it will open the standard Windows File dialog back to allow you to choose a file. If you still have the previous version of RotoLab installed, it should take you to the default league file folder, which is:

My Documents\RotoLab 2011\Leagues

Where 2011 is the previous season, which will obviously change from year to year. Select the league you want to Convert and click the Open button in the lower right. It should convert the league and alert you to the fact that it can be loaded into the current version of RotoLab. Each league must be converted separately, there is no bulk conversion function. After you convert the league, you should load it an go to the roster screen and clean up the rosters, for the reason listed above.

Part VI

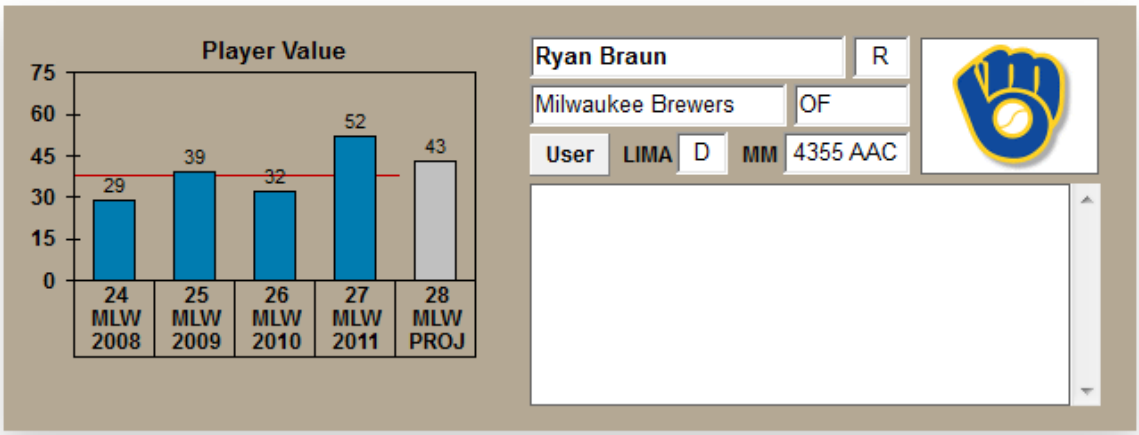
6 Editor Screen

The **Editor** Screen is where most of the draft preparation is done. This screen allows you to edit a player's information, statistics and status, enter notes about the player, and add players to selected lists such as 'Sleepers' or 'Injury Risk'. The screen is broken up into three logical sections from top to bottom:

- Player Information
- Grid Filters
- Player Grid

6.1 Player Information

Player information for the currently selected player is shown in the middle of the top portion of the Player Editor Screen. The player's name, MLB team, eligible positions, whether the player is left or right-handed, the BaseballHQ Reliability rating, and team logo are shown along with important user notes. The button is used to toggle the User Notes and the BaseballHQ Forecaster Notes. Only active BaseballHQ subscribers are able to see the BaseballHQ Forecaster notes.



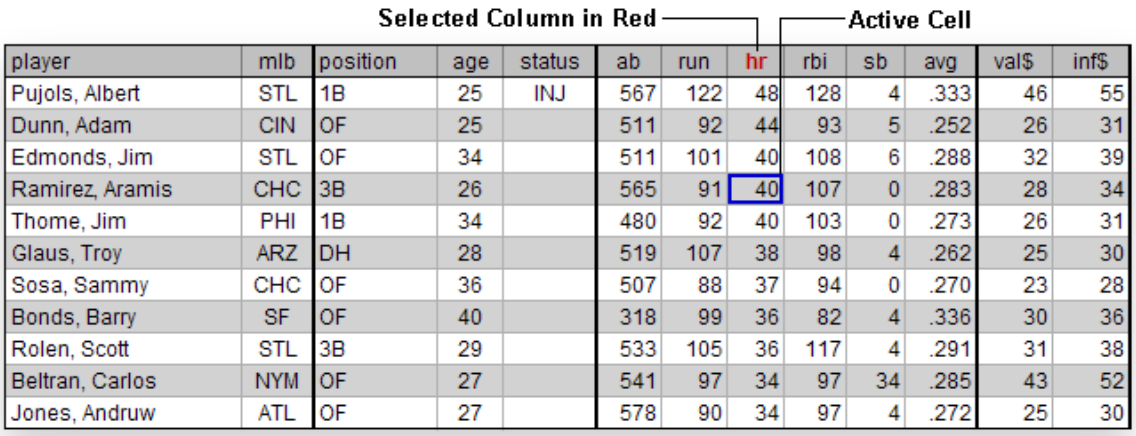
The only section in this part of the screen that you can edit is the Notes field. The Notes field is limited to 1500 characters in length, which should suffice for most draft prep needs. You want to add clear and concise notes, not a full scouting report in this field. To edit this field, either click inside the Notes text box with your mouse or press the [**TAB**] key. The cursor will switch to the Notes text box and you can edit existing notes or enter new notes. To insert the current date, press the [**Insert**] key before you start typing in any notes. To leave the Notes field, click on the Player Grid or press the [**TAB**] key to return to the cell in the Player Grid you were previously in. The newly edited text will automatically be saved to the player database when you leave the Notes field.

Note: In general, don't try to save every little piece of news. It's time consuming and a

waste of your precious draft preparation resources. Only important news that may need to be followed up on that is related to playing time, injuries, or the player's skill set should be entered. You can also copy and paste text into the Notes field instead of typing it in.

6.2 Player Grid

The Player Grid is where you will do the bulk of your draft preparation work. The grid is fully sortable and search-able with either a keystroke or a mouse click. Most of the columns are numeric, some are text, while others are drop down lists. Each field is covered in detail in the topic Database Fields. How to edit each column will quickly become second nature. Some columns such as Value, Eye, PX, and SX can't be edited, since they are calculated from the values of more than one other field.



player	mlb	position	age	status	ab	run	hr	rbi	sb	avg	val$	inf$
Pujols, Albert	STL	1B	25	INJ	567	122	48	128	4	.333	46	55
Dunn, Adam	CIN	OF	25		511	92	44	93	5	.252	26	31
Edmonds, Jim	STL	OF	34		511	101	40	108	6	.288	32	39
Ramirez, Aramis	CHC	3B	26		565	91	40	107	0	.283	28	34
Thome, Jim	PHI	1B	34		480	92	40	103	0	.273	26	31
Glaus, Troy	ARZ	DH	28		519	107	38	98	4	.262	25	30
Sosa, Sammy	CHC	OF	36		507	88	37	94	0	.270	23	28
Bonds, Barry	SF	OF	40		318	99	36	82	4	.336	30	36
Rolen, Scott	STL	3B	29		533	105	36	117	4	.291	31	38
Beltran, Carlos	NYM	OF	27		541	97	34	97	34	.285	43	52
Jones, Andruw	ATL	OF	27		578	90	34	97	4	.272	25	30

For details on how to edit information in the grid, please see the topic: commands.

6.3 Isolate Grid

This grid is very similar to the normal Player Grid, except it shows just one player. The data shown is the previous 4 years, plus the current projection year. This grid is mostly used for in-depth study of a player's stats, looking for trends and anomalies. From the isolation grid, the only season that you can edit is the projection year. This should not be a problem as the previous year's stats should be correct. The display settings (Font, Font Size, Columns Displayed, etc..) cannot be changed as well. The Isolate Grid uses the display settings of the main Player Grid.

To open the Isolate Grid use the [**F8**] key. To leave the Isolation mode and return to the normal full grid editor, press [**F8**] again or [**Esc**] key. Any changes to the player's projections current year projections are updated on the Player Grid as well.

season	mlb	position	age	status	ab	run	hr	rbi	sb	avg	val$	inf$
2001	PHI		25		554	96	25	107	16	.289	27	33
2002	PHI		26		580	89	31	110	8	.266	26	31
2003	STL		27		559	98	28	104	13	.286	29	34
2004	STL		28		500	109	34	124	4	.314	31	38
2005 Projections	STL	3B	29		533	105	36	117	4	.291	31	38

6.4 Commands

Add Player: To add a player that is not already in the RotoLab database, press the [**Insert**] key. This will bring up a dialog box for the player's base information. After the player is added, you should go the Player Grid and edit his stats. The new player is given 0 AB or 0 IP, so if you have an AB or IP filter set to something above 0, the new player will not be visible in the grid.

Delete Player: You can delete a player from the database by first selecting the player on the Player Grid, then while holding the [**CTRL**] key down, press the [**Delete**] key. Because this may affect other leagues which may have the specified player on one of its rosters, it is highly recommended that you do not delete any players unless there is a very valid reason to do so (i.e. you accidentally add a player that was already in the database). Also, because the program's valuation routines use the stats for each year, if you delete a player that had put up any stats in any year in the program, it will affect the historical values of the players. There is no harm in leaving players in the database, the space each player takes up is minimal and there are many ways to filter out unwanted low-level players.

Editing: To change a numeric stat value, you can either press a number key to start editing with a new value or press the [**Enter**] key if you want to retain the current value in the editor before editing. When in doubt about how to edit a column, just press the [**Enter**] key. The program doesn't allow you to press alphabetic keys in the numeric fields or press numeric keys in the player information fields.

Quick Editing: For quick editing of values in the numeric stat columns, you can use the plus [**+**] and minus [**-**] keys on the numeric keypad. This will quickly increase or decrease the player's stat in that field. The plus and minus keys on the regular keyboard will not change the stat value.

Editing a Player's Name: For the Player's Name field only, you **must** use the [**Space Bar**] to start editing his name. This is to prevent you from inadvertently editing a player's name, which rarely needs to be changed anyway. It also allows the alphabetic characters to be reserved for quick-key searching. Once you start editing the player's name with the [**Space Bar**], you then use the alphabetic keys to change his name.

Sorting: To sort the grid on a particular column, left click on the desired column header for a normal sort or right click for a reverse sort. You can also use the [**F4**] and [**F5**] keys while the active cell is in the desired column. The selected column will be the primary sort key and the column header will turn blue or red, depending on the directions of the sort. The sort function

is fully stable, meaning it retains the sort order from the previous sort(s). This allows you to do multi-level sorts. For example, you can sort on HRs and then sort on the MLB column and the HR field will be sorted within each MLB team grouping.

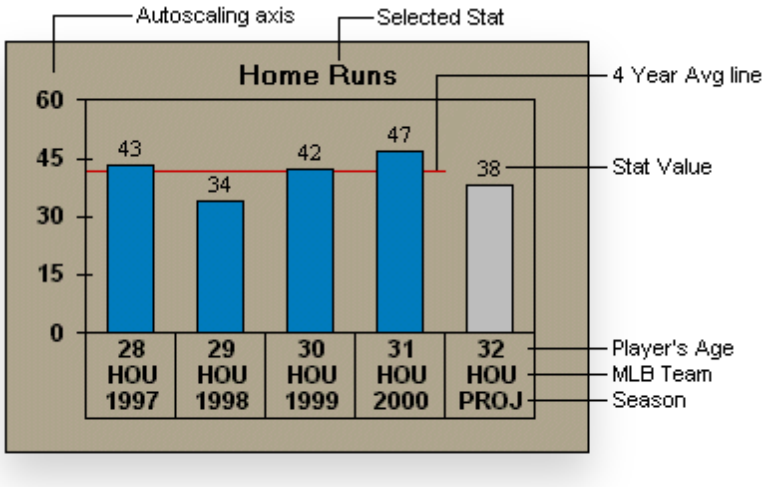
Searching: To search for a player, simply start typing the player's last name while in **any** cell on the Player Grid. This will automatically sort the Grid based on the player's last names, and start the search. Then, as you type the player's last name, the program will display a partial match based on the characters input so far in the first row. For example, "pia" should find Mike Piazza, if your league is NL-based. To exit the autosearch mode, press the [**Esc**] key, [**Enter**] key, or move to another cell. The active cell focus rectangle will turn red while in search mode.

Isolate: Used to isolate a player for in depth study and analysis of his past stats. Press the [**F8**] key to go to the Isolate Grid. Press [**F8**] or the [**Esc**] key to exit the Isolate Grid and return to the normal Player Grid.

Note: The most common reason for not finding a player is a filter is turned on that restricts the desired player from being shown. Make sure the filters are on the settings you wish. If you still can't find a player, try either clicking on the "Reset Filters" button to reset all the filters to their default state or select "All Players" on the Position filter TAB which will show every player in the database regardless of the selected season, league, position, playing time, or status.

6.5 Stat Graph

The Stat Graph is used to display the preceding 4 years of the selected stat in the player grid along with the current year's projections.



The previous year's stats are shown in blue and the projection for the current year is shown in gray. These colors are user-definable. A four year average line is displayed in red and does not include the current year's projections. At the bottom of the graph are the previous 4 seasons and the projection (PROJ) for the upcoming season. The player's MLB team and AGE for each season are shown above the year. The axis scale will adjust automatically

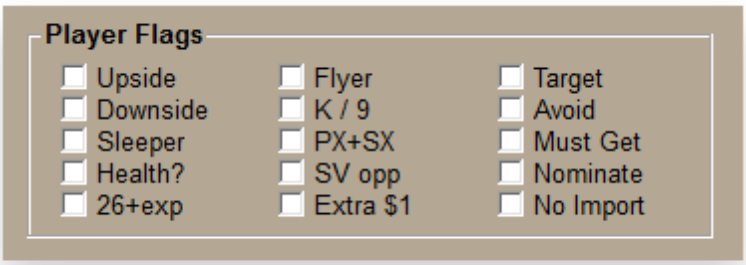
depending on the selected stat and the range of the data.

6.6 Player Flags

Player Flag Lists are a quick way to group players based on a certain characteristic. To add the player to a list, simply click on the check box to the left of the list entry to toggle the check on or off. This information is used later in some of the generated reports and to be able to highlight them on the Draft Screen cheat sheet. The list can be changed to something other than the defaults, but there are 3 lists that you cannot change the title of:

25 Man Roster: The player is on the official 25 man roster of his MLB team. This information can also be received in the Transaction File along with the regular weekly projections. But for many players this is not officially known until the team breaks camp, so they will not be updated until then.

Additionally, there are **14 user-definable lists** that you can change the name of the Flag if you wish. The **first 10 flags** are system-wide across all leagues, meaning if you set a flag for a player in one league, that flag will be set in all leagues. The **final 4 flags** are specific to the current league you are working with. Additionally, the first 2 Flags are tied together, meaning if you turn one on, the other is turned off. They are tied together for display reasons. Obviously you cannot have a player that is listed in Blue and Red font. So for those 2 Flags, use terms that have opposite meanings, like "Upside" and "Downside". Below are some common choices for the lists, but you can set them to what you want in the League Setup / Settings Screen.



Upside: The player is due for a big let down season, and will likely not be worth no where near his bid price. Best to avoid these players unless they fall at a tremendously cheap price.

Downside: The player is may breakout this season due to a variety of explanations: The right age, increased Playing Time, came to camp in great shape, over an injury that may depress his value, a new role, a new MLB team, etc....

Sleepers: Players that you may be able to get cheap because they are not well known or because they may produce more than most owners are projecting.

Flyer: The player is a good choice for an end game flyer pick. These players are usually young and have upside potential. These type of players are what make up the final pieces of a good draft. Typically you spend $1 to $3 on these players.

LIMA: Acronym for "Low Investment Mound Aces", and is a strategy for picking pitchers with

good base pitching skills at relatively cheap prices. This concept was conceived by BaseballHQ.com, please visit their website for in depth details of this strategy.

Injury Risk: Players that traditionally have been prone to injuries during their career. It *does not* mean that the player is currently injured. It is just a reminder that the player has had a knack for getting injured in the past and this information should be factored into your bid. This is especially critical when you have a team that is loaded with keepers for the draft. You already have your profit locked in, so it is usually wise to play it safe and avoid high-risk players. You are usually much better off spending a few extra dollars on players that are usually healthy and don't normally miss significant time due to injuries. Conversely, if your team is not one of the better teams going into the draft and you need to take some risks, injury prone players can provide an excellent opportunity to make up for a weak team. They often come a little cheaper at the draft and may provide more upside than a safe pick.

Opportunity: New opportunities may be available to the player and bears watching during Spring Training.

Great Spring: Player has had a Great Spring Training, and may be afforded more playing time during the season as a result of it. Be careful with this list and don't make too much of it. Lots of players have nice springs, but don't get the opportunity to player for a variety of reasons, such as being too old to be considered a good prospect. Older veteran players also, may just be working on some part of their game and may have horrible stats to show for it.

Over-Hyped: Player is being hyped too much by the press or your league mates and probably will not provide the value you need because of his price do to the over exposure. These players are good candidates to throw out early while teams still have a lot of money to spend.

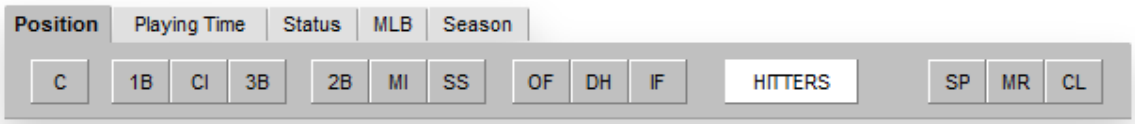
Nominate: Players that you are not really interested in buying, but want others to be bidding on them while they have plenty of money. These are often players are a position that you have already filled, such as your SS and MI positions.

Target: A player that you must have in your draft or auction.

Avoid: Players that you want to be reminded of to not draft or bid too high on. Obviously if you have the player worth $18 and the bidding stops at $11, you should probably disregard the Avoid flag unless the bidding continues to go higher.

6.7 Filters

The **Filters Tabs** in the middle section of the Player Editor Screen is used to filter the data that is shown in the Player Grid. To set a filter, simply click on a filter button. Click on the filter tabs to change the active filter grouping. The filters do **not** affect the league value system or a particular player's value. The purpose of the Filters is to limit the number of players that you have access to at a given time. For example, you can use the various filters to limit the players shown in the grid to "Active Colorado Outfielders with 200 or more ABs". Players on the Disabled List (DL) are included since they are generally bid on at the draft. The filtered out players still reside in the database, but you no longer have to work through them as you adjust the stats of active players.



The filters you can set or change are:

- Position
- Playing Time (ABs and IPs)
- MLB Status
- MLB Team
- Season

The currently selected value for a given filter is highlighted in white. All of the filter groups effect the current view of the Player Grid, meaning you can set one or more filters at the same time. If you don't see any players at all or if you can't find a particular player, the most common cause is a filter you have set is limiting your view of the database and filtering out the desired player(s). When in doubt, click on the "Reset Filters" button to restore the default filters or click the "ALL" button on the Position filter tab to show all players in the database. The filters do not affect the view of the database when "ALL" players are selected, all players in the database are shown.

Note: The "ALL" button on the Position Filter tab will display all players that reside in the database regardless if they are active, in the other league, sent to the minors, or even retired. This is the best place to make MLB moves during spring training, since all hitters and pitchers and all MLB teams are displayed in one list. During this time period, there are usually several MLB transactions or injuries each day, so it is best to have all of the players in one location so that you don't have to continually click between the Hitter and Pitcher position filters.

6.8 Complete Valuation

The **Complete Valuation** button is used to recalculate the value of all players in the database. The valuation system is a process that must iterate through the player database twice. It takes about a half of a second to value the entire player database and calculate league statistics such as inflation rate, number of keepers, team profit, estimated team values, etc... For this reason, the program does not change the valuation parameters after every change to the player statistics. After a normal edit, the program uses the last known parameters for determining the edited player's new value. In reality, every change, even an extremely minor one, does have an impact on the valuation process. However, it is usually very small and the affect is minimal.

For example, if you adjust Jason Heyward's projected HR total from 18 to 20 it will increase the total HRs in the league pool by two and therefore change every player's HR percentage and ultimately their value. But the change is extremely small, almost imperceivable, and therefore is not worth the time it takes to perform a complete valuation after every edit. You

only need to do a complete evaluation about every 50 or so edits, but you can do so as often as you wish. The program automatically does a revalue for all years when you first start it up. Of course, you should do a complete valuation before heading to your draft or printing reports.

Note: You should never waste time tweaking player stats by such small increments. There are much more important things to concentrate on during spring training, than whether Jason Heyward is going to hit 18 or 20 HRs. You should get a good solid base set of stats into the program by March 1st and then adjust player stats only when there is a real reason to do so during Spring Training. Spend your precious draft preparation time looking at injuries, changing situations, opportunities for increased playing time, and the performance of up and comers.

6.9 Database Fields

There are many fields in the database that are stored for each player. Most of them can be edited directly by the user, while others are calculated from one or more other fields.

- Player Name - Text field (press the [Space Bar] to start editing)
- MLB team - Drop down list (press the [Enter] key to start editing)
- Position - Drop down list for Pitchers, Hitter's positions are based on # of games played. You can user the Fields IPOS (Individual Position) to force a player to a position. Or you can use XPOS1 and XPOS2 to add an Extra Position to the player's list of eligible positions
- Age - Numeric Field. Based on the player's age on April 1st, not the start of the season.
- Status - Drop down list
- Value (Val$), Inflated Value (Inf$) - calculated, not editable
- AB, RN, HR, RBI, SB, AVG, 2B, 3B, CS, BB, SO - Numeric fields
- Walk Rate (BB_Rate), Contact Rate (CT_Rate) - calculated, not editable
- Eye, Power Index (PX), Speed Index (SX) - calculated, not editable
- GP, IP, WN, SV, SO, ERA, RATIO, BB, SO, HR (allowed) - Numeric fields
- Control (BB/9), Dominance (K/9), HR/9 - Numeric. Can be edited and affect their base stat as well
- Command (K/BB Ratio) - calculated, not editable
- Strand Rate (STR), Base Performance Value (BPV) - calculated, not editable
- Hit Percent (HIT%) - calculated not editable
- Notes - Text Field, maximum 1500 characters
- Player Lists - Boolean Field, click to toggle each one ON or OFF
- HQ4 - BaseballHQ.com values for traditional 4x4 Rotisserie Leagues. You can use this as a reference or as the actual source for your valuation. However, you cannot manually edit them. Be careful with these values. They are based on a certain set of league parameters ($260, 23 man rosters, 14 NL teams or 12 AL teams). If your league is not the same, the dollar amounts and the inflations rates will be off by a substantial amount.
- HQ5 - Same thing as HQ4, except it is for 5x5 leagues
- RAR - Runs Above Replacement - imported, not editable
- RCG - Runs Created per Game

- OPS - On Base Average + Slugging Percentage (calculated, not editable)
- TB - Total Bases (Calculated, not Editable)
- MM_Code - a 4-digit and 3-character code that describes a players abilities in a simple format
- MM_Score - a single number which represents an aggregate rating of a player's Mayberry Method ratings

Many of the calculated fields like Command Ratio and BPV are more useful as predictors of future performance, rather than as a stat that you should try to predict. Looking for a trend in a pitcher's K/BB ratio over the last 4 years is a much more fruitful exercise than trying to predict the pitcher's K/BB Ratio for the upcoming season (unless, of course, it is a category that your league uses). You should only use past performance in those categories to help predict how the player will contribute in your league's categories.

Note: Some of the fields used in this program are directly based on formulas that were developed or improved upon by Baseball HQ (www.baseballhq.com). The fields used from Baseball HQ are BB%, CT%, EYE, PX, SX, Control Ratio, Dominance, Strand Rate, and BPV. If you are unfamiliar with these terms, you should go to their website and look at the Sabermetrics glossary and review the formulas to see how they are useful. There are many, many more formulas presented there, but the ones I have included in this program are the ones that are most useful. If you have never heard of these formulas or Baseball HQ itself, you should treat yourself to a visit to their website. There is an amazing amount of items of interest to Rotisserie and Fantasy Baseball players, including articles, research topics, current news and information, organization minor league reports, discussion forums, and player projections to name a few.

Part VII

7 Totals Screen

The **Totals Screen** is used to display stat totals and standings based on the player projections for the upcoming season. Many of the calculated totals on this screen are affected by the league freeze list. You can make changes to the freeze list on the League Roster Grid.

The **Current** statistics grid is used during the actual season. BaseballHQ members can continue to download projections after April 30th. By inputting their current statistic totals in this grid, the program can add them to the currently projected stats of the current rosters to produce projected year-end standings based on BaseballHQ projections. This is provided, of course, that the user has kept the Rosters updated on the Roster screen. Most users do not need to do this more than a few times during the season. It is best to just get a snap shot of where the league is headed at key points during the season, such as a trading deadline or if you are deciding to go for it or rebuild.

7.1 Projected Stats Grid

There are 4 Projected Statistics Grids that show various budget statistics and projected stats for each team in the league. These projections are based on the projected stats for each team based on the current league freeze list. To sort the grid, click on the column header of the desired stat by either left-clicking for a normal sort (column header turns red) or right-clicking to reverse sort (blue column header). You can also use the [**F4**] and [**F5**] keys to perform the sorts, when the cursor is in the desired column. Below is a grid that is sorted on the Estimated Team Value column.

TEAM	AB	RN	HR	RBI	SB	AVG	IP	WN	SV	SO	ERA	RATIO
Scott	2387	389	82	367	67	.300	0	0	0	0	0.00	0.00
Merv	2293	350	122	403	24	.286	276	18	26	277	3.82	1.23
Lee	1711	242	46	193	66	.276	0	0	0	0	0.00	0.00
Tom	1611	257	79	245	39	.265	73	5	31	66	2.71	1.08
Bob	1362	194	30	164	33	.284	479	33	31	396	3.93	1.27
Rob	1328	187	43	173	47	.279	247	16	0	273	3.86	1.23
Malanga	1076	169	49	155	28	.288	131	6	68	142	3.57	1.28
Jeff	1032	176	51	193	11	.299	73	3	43	89	2.47	1.05
Angelo	967	168	30	121	35	.293	276	22	2	216	3.36	1.17
Hanks	474	74	19	80	3	.308	422	25	29	296	4.07	1.31
Paul	397	70	3	38	38	.298	145	8	0	110	4.53	1.40

7.2 Projected Standings Grid

For Category-based leagues, the Projected Standings Grid is merely the current standings based on the projected stats of the players on the league freeze list. The standings grid is not very valuable for accessing the relative strength of a team before the draft. ETV is a much better tool for that purpose. The standings grid is better used for taking a snapshot of the

league *after* the draft when all of the drafted players have been added to the league rosters, and all teams are on an even footing and have draft their full teams.

Standings	hr	rbi	sb	avg	wn	sv	era	ratio	Hitting	Pitching	Total
Paul	11.0	11.0	9.0	4.0	11.0	9.0	6.0	6.0	35.0	32.0	67.0
Jeff	9.5	9.0	10.0	11.0	6.5	11.0	4.0	3.0	39.5	24.5	64.0
Merv	9.5	10.0	11.0	3.0	9.0	3.0	8.0	9.0	33.5	29.0	62.5
Lee	4.0	6.0	6.0	6.0	1.5	3.0	10.5	10.5	22.0	25.5	47.5
Tom	8.0	4.0	1.0	9.0	1.5	3.0	10.5	10.5	22.0	25.5	47.5
John	7.0	7.0	5.0	10.0	8.0	3.0	2.0	5.0	29.0	18.0	47.0
Gary	5.0	8.0	4.0	7.0	3.0	3.0	9.0	7.0	24.0	22.0	46.0
Scott	3.0	3.0	3.0	5.0	6.5	6.0	7.0	8.0	14.0	27.5	41.5
Jim	1.0	1.0	8.0	8.0	5.0	8.0	3.0	4.0	18.0	20.0	38.0
Bob	2.0	2.0	2.0	1.0	10.0	10.0	5.0	2.0	7.0	27.0	34.0
Rob	6.0	5.0	7.0	2.0	4.0	7.0	1.0	1.0	20.0	13.0	33.0

7.3 Money Grid

The Money Grid shows various budget information for Auction-based leagues. Each column is described below and can be sorted by left or right-clicking on the column headers.

TEAM	BUDGET	AVAIL	SPENT	VALUE	PROFIT	ETV
Alfred	260	223	37	26	-11	250
Steve	260	259	1	-6	-7	253
Joe	260	198	62	55	-7	254
Jimmy	260	260	0	0	0	260
Bob	260	194	66	77	11	271
Lowe	260	234	26	20	-6	255
Paul	260	211	49	37	-12	248
Danny	260	228	32	28	-4	257
Tom	260	186	74	71	-3	258
Merv	260	222	38	67	29	290

- **Budget:** The amount the team has to spend on its players. For most leagues this will be the same, although some leagues have budget penalties for various reasons and other leagues base the next season's budget on their finish in the standings.
- **Avail:** The amount available to spend at the draft (budget - spent).
- **Spent:** The amount spent on the team's frozen players. This only includes players that have a Frozen status. Toppers and Post-Activation players are not counted in this stat.
- **Value:** The value of the team's frozen players.
- **Profit:** The difference in value and salary of the team's frozen players (value - salary).
- **ETV:** The Estimated Team Value of each team immediately after the draft, considering

the current inflation rate. This topic is covered in more detail in the glossary of terms.

- **Fantasy Points:** For Leagues that choose Fantasy Points as their Scoring System, a column will show the total Fantasy Points accumulated for each team.

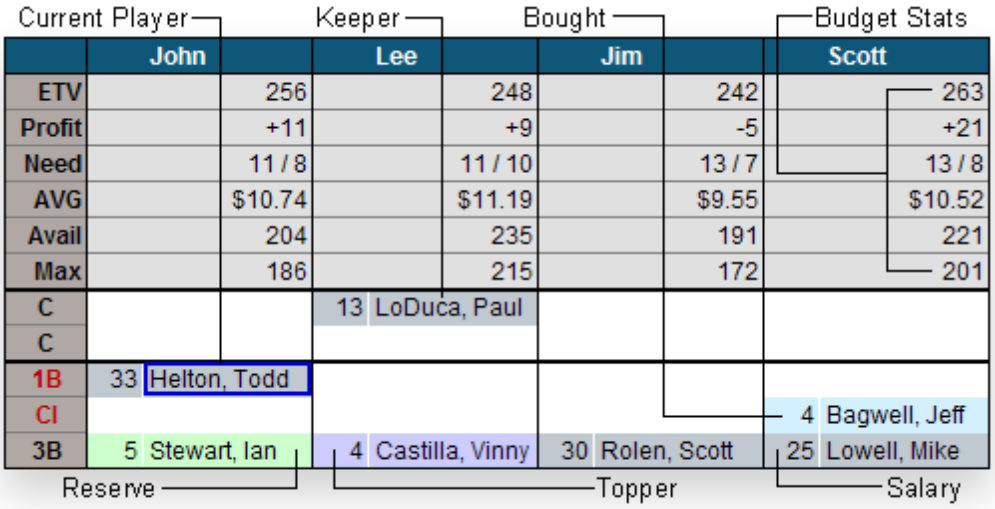
Part VII

8 Rosters Screen

League Rosters are maintained on the Rosters Screen using the League Roster Grid.

8.1 League Roster Grid

The **League Roster Grid** is used for league roster management and provides a quick overview of the entire league. At the top of the grid, important budget stats are shown for each team. Use this screen to add and remove players as well as move, swap positions, and trade players that are already on the grid. You can also adjust the player's salary, contract, and league roster status. This screen can be used to draft from as well, but you may prefer the **Draft Screen** for a better strategic view of all the players that can be drafted.



The budget stats for each team are shown at the top of the grid with the team's Rosters shown below. The following budget stats are calculated and displayed for each team:

- **ETV -** Estimated Team Value. This is a rough estimate of what the value of your team will be after the auction is complete given the current budget situation. ETV is the sum of your keeper's value + the value your remaining salary will buy at the draft at the current League Inflation Rate. For example, if you have $200 to spend at a draft where the inflation rate is 25%, then you will only be able to buy, on average $160 of talent at that draft ($200 / 1.25 = $160). If your frozen players had $150 of value, then your ETV would be $310.
- **Profit -** The difference between the team's salary and value of its Frozen players. If the salary of the Frozen players is greater than their value, then the Profit will be a negative number.
- **Need -** The number of hitters and pitchers needed to fill out the active portion of the roster.
- **AVG -** The average amount the team has left to spend on a player.
- **Avail -** The amount the team has left to purchase players to fill its remaining open positions.

- **Max -** The maximum amount the team can spend on any one player.

Top Section: Contains flat panel buttons that can be clicked on. Press one of these or the corresponding hot-key to bring up the different modes. The first section is budget information. The next section is the various Roster Statuses that can be set for the currently selected player on the League Rosters. The rest of the labeled buttons are self explanatory.

Team Rosters make up the bottom section of the grid. Frozen players are shown with a background color of ice blue, Toppers are shown in light magenta, and post-activation (no cost activations) players are shown in light yellow. Reserve players are light green and Farm system players are dark green. Players with a white background are on the team's roster, but will likely not be kept for the draft. These are the default colors which can be changed. This is strictly for convenience, as it is not uncommon for an owner to change his mind several times on which players to Freeze before the roster freeze date in March. This allows you to quickly change the keeper status of a player and see the effect it has on the league budget stats without having to move the player back and forth from the Free Agent Pool to the League Rosters.

Position Eligibility: On the far left portion of the grid, the eligible positions will highlight for the currently selected player (excluding UT, which every position player qualifies for). However, you are allowed to place any player at any position, the program does not enforce position eligibility rules. When adding players to a team roster, the program will automatically attempt to place the player in his lead position (the one he played the most games at the previous year). If it can't place the player because of occupied slots, it will successively try to place him in an applicable alternate slot (CI, MI, UT, etc..), then in the extra slot at the bottom of each roster. Finally, it will use any slot just to get the player on the team and the program will leave it up to the user to work out the positions later. Pitchers are placed according to their role on their MLB team. Starters are placed in the upper slots, closers at the bottom, and middle relievers in the middle.

Note: The program does not strictly enforce position eligibility in the League Roster Grid. To expedite adding players to the rosters and speed in the draft, you can place any player at any position. The player should be placed in the Roster slot that the owner wishes and if it is OK with the rest of the league, then the program should not complain.

8.2 Salary Column Display

There are several columns of data that can be displayed alongside the players: Salary, Value, Gain, Round, and Contract. Round is only displayed for Draft-based leagues and Value and Gain only for Auction-based leagues.

- **Salary** is obviously the player's salary for the upcoming draft and should include any increases that might apply if signed to a long-term contract.
- **Contract** is the designation for the contract that he is obligated to his Rotisserie team.
- **Value** is the player's calculated value based on the Value system of the league.
- **Gain** is a rating measuring the relative value of how good a keeper the player is. The rating is a better yardstick than the player's profit (Value - Salary), because it takes into account the league's inflation rate. In a draft with 28% inflation, a $5 player that has a $3 salary is not nearly as good of a keeper as a $35 player with a $33 salary. Both players

produce a $2 profit, but by taking in the $35 player, you have spent an additional $30 that is unaffected by inflation. Most owners probably have a general knowledge of this concept, but this provides an actual numerical rating for better comparison. Keeper Gain Ratings make it much easier to determine how good of a keeper a player is in relation to the rest of the frozen players. On the League Roster Grid you can easily scan the entire league and see who the best keepers are. This greatly helps with keeper decisions and who you should target for preseason trades. The ratings are rounded to the format of the league minimum bid to conserve space on the League Roster Grid.

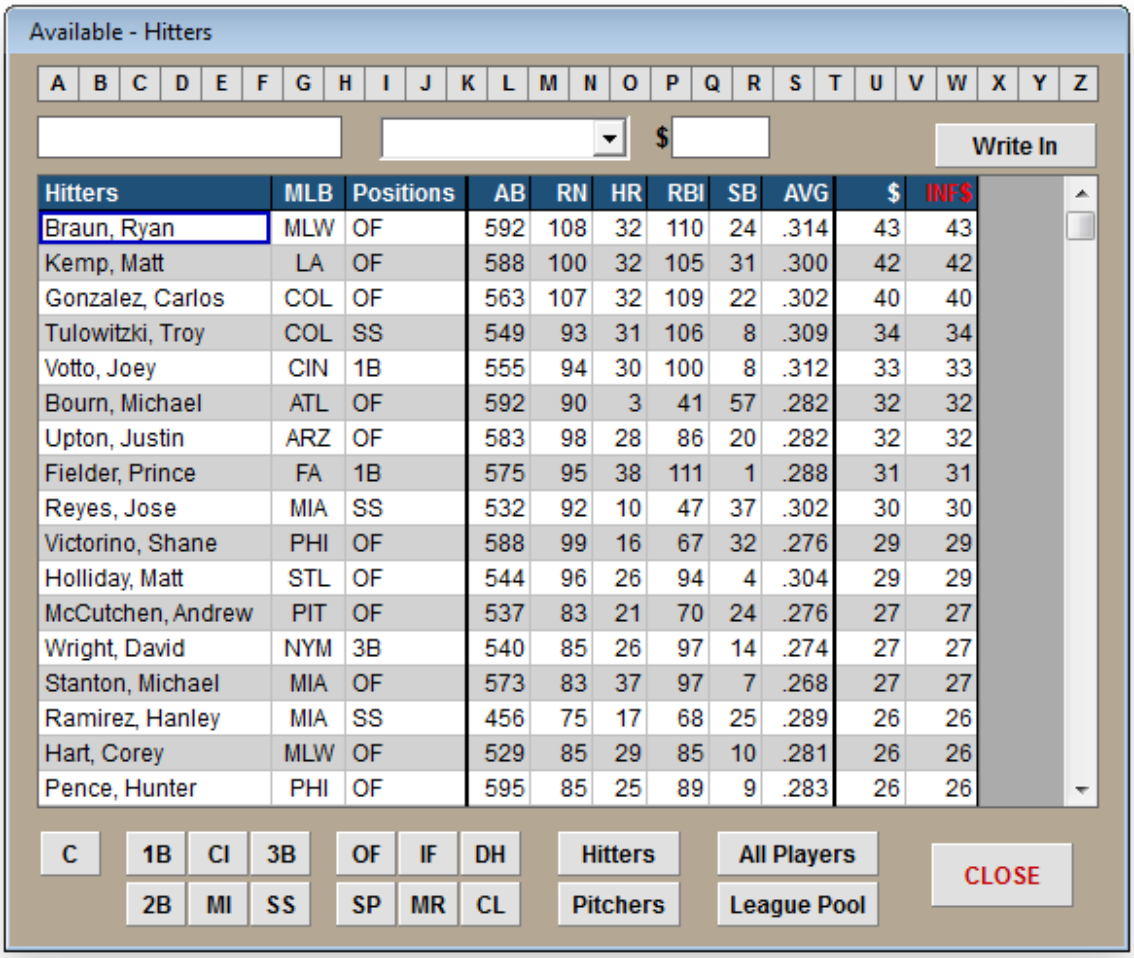
- **Round** is the round the player was drafted in.

The higher keeper Gain Rating is, the better the keeper. Zero ($0) is the break-even point and statistically there is no difference whether you keep the player or throw him back. If the value is significantly less than zero, you are better off throwing the player back into the draft pool. In those cases, your draft dollars should be able to buy more value at the draft. However, the Gain Rating should only be used as a guideline. There may be very good reasons for taking a player that has a negative rating. Position scarcity, category scarcity or having a very consistent and injury-free player might warrant taking a player in that has a Gain Rating of a few dollars in the red. However, if the Gain is less than -5 then you should really think about throwing the player back or trading him.

Note: The formula is modified somewhat when the inflation factor starts falling below a certain point. Typically this is near the end of the draft, when the inflation rate can swing wildly because left over draft money that was not spent wisely is chasing far too little talent. In these cases, the inflation factor can fall as low as .10, causing the keeper ratings to become very large negative numbers. This is not a reflection of player's keep-ability in terms of inflation adjusted profit as it is skewed numbers due to the end game. For this reason, when calculating the keeper rating of a player, the inflation factor that is used has a user-definable floor. The default setting is 1.00 (it is set to 1.00 when the inflation factor falls below 1.00). A 1.00 inflation factor is the same as a 0.00% inflation rate. At this point in the draft, teams are just looking to blow any money they have left and it is usually not spent wisely in terms of a player's true value (but must be spent nevertheless). Therefore the keeper rating at this part of the draft is really the profit of the player since, inflation is no longer a reliable factor.

8.3 Select Player Grid

The **Select Player Window** is used to locate and add players to the League Rosters.



To add a player, search for the player using the [**A**] to [**Z**] keys while the cursor is on any cell in the grid. You can also search by clicking on the Alpha Character list across the top. Left-click for the first letter in the player's last name and then right-click on the second character of the player's name. When you have located the correct player, hit the [**Enter**] key once to select the player. The player will be selected and the cursor will automatically move to the Salary text box. Enter the player's salary and hit the [**Enter**] key once to lock in the salary and to move to the owner list. Use the cursor keys to scroll through the list to find the team owner that the player will be added to. Hit the [**Enter**] key once again to select the player and add him to the team's roster. You can use the [**Esc**] key backup step-by-step if you make a mistake, backing all the way back to the League Roster Grid if necessary. Below the sample picture of the grid is a list of commands that can be used.

Note: The default highlighted owner in the owner list is the team the cursor was on in the League Roster Grid. When building initial League Rosters, it makes sense to put the cursor on the desired team if you going to be adding many players to that team at one time. This will keep you from having to scroll down to the same owner every time you add a player.

8.4 Column Widths

The actual size of the League Roster Grid is automatically set by the Display Size and can be changed by the user pressing the [**F12**] key or choosing Tools / Display Settings. How much of the league you can view at once in the League Roster Grid is dependent on how small you are willing to let the player name column get. As long as the players can be easily identified, it doesn't matter if part of their name is cut off on the right. The bottom horizontal scroll bar on the grid will appear when all of the teams cannot all fit on one screen.

Generally, users should try to size the League Roster Grid so that all teams are shown at once, although you may prefer to spread the teams out and just scroll to the right to see the ones on the right. It may not be possible to see all of the teams if your league has too many teams. If there are too many teams, the player columns may be too narrow to distinguish some of the player names. Try to keep the font size at least 8 points in size. The characters start to become blocky at 7 points. You can also adjust the row height if you have too many roster positions in your league.

8.5 Hot Key Commands

To **Select** a player to work with, scroll to the desired player using the cursor keys on the keyboard or click on the player's name with the left mouse button.

To **Add** a new player to one of the team rosters, press the [**Insert**] key.

To **Remove** a player, move to the desired player with the cursor keys and then press either the [**Delete**] key. Note that this does not Delete the player from the player database, but just removes him from his team's roster and puts him back in the Draft pool.

To change the Roster Status of a player, move to that player and press one of the Roster status hot keys listed in color across the top of the League Roster screen. The player's roster status affect the budget in the following manner:

- **K**eeper - Stats and Salary count in budget calculations.
- **B**ought - Stats and Salary count in budget calculations.
- **T**opper - Neither Stats nor Salary count in budget calculations, since player has technically not been bought by his team.
- **N**o Cost - Stats **do** count, but salary does not count in the budget calculations.
- **R**eserve - Stats or Salary do not count in budget calculations unless specified in the Positions Setup.
- **P**eserve Paid - Stats do not count, but salary does count in the budget calculations.
- **F**arm - Stats or Salary do not count in budget calculations unless specified in the Positions Setup.
- **A**rbitration - similar to Toppers, except the player's salary and stats are included in the

budget calculations.

- **U**nfreeze - Neither Stats nor Salary count in budget calculations; use the status if you keep changing your mind on whether to Freeze a player. This is merely for convenience so that you don't have keep adding and removing the player as you change your mind on a keeper during the spring.

To **Find** a player, press the [**F**] key and an alphabetical list of all players on a league roster will appear. Type the player's last name that you are looking for, and when you have located him, press the [**Enter**] key.

To **Move or Trade** a player, move the cursor to the desired player and press the [**Enter**] key to select him. The select box around the player should turn red. Then use the cursor keys to scroll to a new spot to move him to, and press the [**Enter**] key again to make the move. To simply move the player, choose an open slot and press [**Enter**]. To trade a player (or to swap positions on the same team) move the cursor to a slot that is occupied by another player and press [**Enter**]. The two players will then exchange places on the League Roster Grid. You cannot "queue up" players to be traded, they must be traded two at a time.

Grid size parameters can be accessed from a single dialog box. Click on Tools / Display Settings or hit the [**F12**] key to adjust sizes based on your display or preferences.

8.6 Mouse Commands

To **Select** a player to work with, just click on him with the left mouse button.

To **Add** a player, **right-click** or **double-click** with the mouse on an open spot on a team roster. The initial player list that appears will depend on what you have chose in Setup / League Setup / Settings under "Current Cell for Select Position Group". The Position to select from can easily be changed below the player list that appears.

To **Remove** a player, **right-click** on the player's name and choose delete from the popup menu.

To change a player's **Roster Status** to Keeper, Bought, Topper, No Cost, Reserve, Reserve Paid, or Unfreeze, **right-click** on the player's name and choose the new stats from the popup menu. The player's roster status affects budget calculations and inflation rates in the following ways:

- **Keepers** - Stats and Salary count in budget calculations
- **Bought** - Stats and Salary count in budget calculations
- **Toppers** - Neither Stats nor Salary count in budget calculations, since player has technically not been bought by his team They are only flagged as toppers for informational reasons.
- **No Cost** - Stats **do** count, but salary does not count in budget calculations
- **Reserve** - Stats nor Salary do not count in budget calculations
- **Reserve Paid** - Stats nor Salary **do** count in budget calculations
- **Farm** - Stats or Salary do not count in budget calculations unless specified in the Positions Setup.
- **Arbitration** - similar to Toppers, except the player's salary and stats are included in the

budget calculations.

- **Unfreeze** - Neither Stats nor Salary count in budget calculations; use the status if you keep changing your mind on whether to Freeze a player. This is merely for convenience so that you don't have keep adding and removing the player when you change your mind.

To **Move or Trade** a player, **left-click** on the player to select him, then hold down the mouse button and "drag" the player to another slot on the grid. The slot can be an open slot if you just want to move the player, or it can be an occupied slot if you want to trade or swap the players. When you release the mouse, the grid will move or trade the player. If you are trading multiple players, you must do so one pair at a time. You cannot "queue up" players to be traded. The select box around the player's name will turn red while doing so.

To Change a player's **Salary**, **right-click** on his salary and select the new salary. You must be in Salary mode for this to operate.

To Change a player's **Contract**, **right-click** on his contract and select a new contract. You must be in Contract mode for this to operate.

Part

9 Draft Screen

The **Draft Screen** is used during the draft or auction to select players for nomination or buying. New for 2010, is full Window docking system for the Draft screen. There are many "Panels" on the Draft screen, each one providing a different function or view of the data. These include:

1. The **Draft List** lists the players by value by each position when in the typical Cheat Sheet mode. You can also click on a position button across the top to expand the draft list to show a position grouping along with all of their stats. To highlight players that are flagged as part of a player list such as "Sleepers", click on the appropriate Flag button in the center of the screen to highlight. You can select multiple lists at the same time.
2. The **Filter Section** controls which data is shown in the Draft List section.
3. The **Player Detail** panel shows previous stats, projections, eligible positions, MLB status, and some Key BaseballHQ grades (LIMA and REL grade) for the currently selected player.
4. The **User Notes** panel shows any notes that you may have typed in for the player. The Notes are editable from this screen as well, just click inside the box and start typing. They will automatically be saved when you click on anything else in the program.
5. The **BaseballHQ Forecaster Notes** panel, shows the Notes on the Player from the Baseball Forecaster book. You must be a member of BaseballHQ in order to see these notes.
6. The **Flags** Panel Turns on or Off flags that highlight the Players. The flags are not set here, but rather with the Flag Mode on the Draft screen or the on the Editor screen.
7. The **Needs** panel shows which position each teams still needs to fill out on their roster.
8. The **Money** panel shows what each team has to left to spend and the Max bid they can make.
9. The **Draft Log** panel shows the previous picks made in the league. This includes any keepers that were take in.
10. The **Category Goals** panel shows how your team is doing in relation to the Goals you have set for this draft, and the remaining amount of the stat that is still eligible to be drafted.
11. The **Budget** panel is used to setup a budget plan for your draft, as well as a list of up to 8 players for each Roster slot that you would like to land. This grid can be edited both before and during the Auction. Situations change as players are being bought, and you may want to adjust the amount you have slotted for a particular Roster slot. To edit an amount budgeted for a slot, simply click on it and type in a new value. To add or remove a player, click on the Roster Slot and right-click on the player. To add a player .....
12. **S1** to **S4**. These are just Spacer panels that you can use to fill space and keep other panels from resizing too large.
13. **Money / Talent** panel for auction leagues. The large bar at the top (Dark Blue) is the amount of talent available to be bid on. This includes all players values above the number of players required for the league. The lighter Blue bar is the talent your team

has accumulated. The second dark green bar is the amount of money the league as a whole has left to spend. And the light green bar is the amount of money your team has left to spend:

14. The **Docking** Panel is used to control the setup and layout of the draft screen. On this panel are a number of Options that can be applied to the Draft screen. You can load pre-defined setups that are appropriate for your screen size, as well as Save and Load custom Layouts that you have created. To move a panel around, Click on Mode and Change it to Moving and Resizing. The grab a panel caption click click on the Caption at the top, hold your left mouse button down and move it another area. The moving mode should be used to get the panels in the approximate area you want them. To resize a panel, shift to Resize Mode and fine tune the resizing of the various panels to maximize the screen space you have to work with.

Note: While you are moving a panel, there are two visual guides that help you set the panel. A shadow area shows where the panel will be placed. Second, there 5 markers that you can drop the panel on to place it. There is one at the top, bottom, left and right edge of the screen as well as one in the center of the current panel you are hovering over.

15.

9.1 Player Detail

The **Player Detail** section shows important information about the player to be selected on the lower Draft Grid:

- Player Name, MLB Team and Hand
- Eligible Positions
- Baseball HQ Mayberry Method and Reliability codes
- Player Status (DL, AAA, etc...)
- 3 Year Historical Stats and BPIs
- Projected Stats and BPIs

Montero, Miguel ARZ (L)						C		4135 BCB		
age	ab	rn	hr	rbi	sb	avg	eye	px	sx	inf$
25	425	61	16	59	1	.294	0.49	122	36	13
26	297	36	9	43	0	.266	0.41	122	51	5
27	493	65	18	86	1	.282	0.48	135	46	19
28	527	68	21	84	1	.276	0.46	142	42	18

9.2 Screen Layout

The layout of the **Draft Screen** is now based on dockable Panels. Each panel can be resized and / or moved to fit the user's preferences, league details and screen size. Many users will just use the default setup for their screen size and possibly resize the panels slightly to accommodate the number of teams and positions their league uses. But on wide screen monitors, the space off to the right can better utilized, so it may be worth the effort to learn how the docking panels work. The dockable Panels take a little getting used to and require a little practice, but once the Draft Screen is setup, you should save the layout and will not really be making anymore changes.

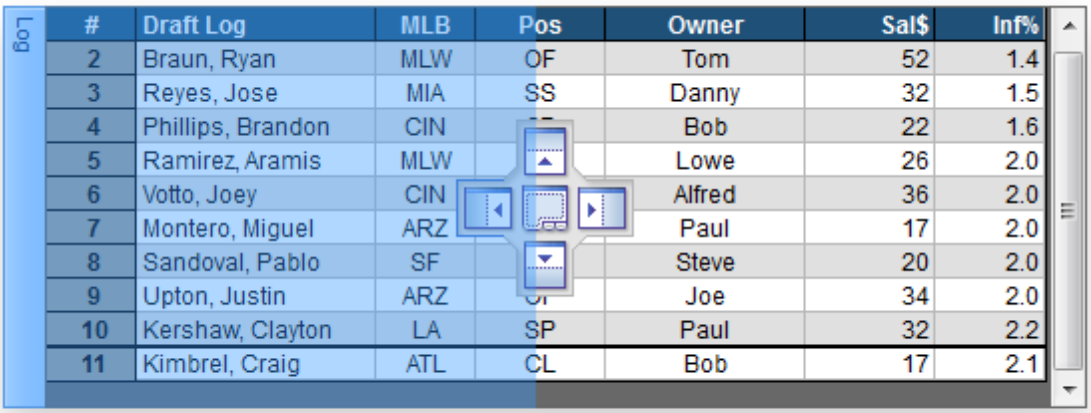
One of the Panels on the Draft screen is normally hidden and is called the **Draft Screen Layout** panel and is where the Layout settings can be controlled. Here, you can save and load up to 8 User Layouts as you try various setups for your leagues and screen. When you save the layout to one of the User settings, the Draft Screen Layout panel (which is not of any real use during normal usage of the program) will hide itself just before the layout is saved. Other things just as the splitter color, font size, Goals orientation, etc... can be set here as well.

To change the layout of the Draft screen, click on the right Mode button at the top and go to MODE:LAYOUT. This will open the Layout Panel just to the right of the Player Cheat Sheet at the bottom. To Resize a panel, click on the section, Move / resize Mode and change the Mode to "Allow Resize of Panels". The splitter bars will turn light green indicating you can now move the splitter. Click on a splitter, hold your left mouse button down and **Drag** it to a new location. This will resize the Panels that are connected to this splitter. Try resizing a few panels, then change back to "Lock Panels" Mode in the Layout Panel, and then save the Layout to the "User 1" Layout in the first section at the top, "Save Layout and Close". This will save the Layout, set User 1 as the layout to load the next time the league is loaded, and close the Layout manager.

To Move a panel, change to the **Move and Resize Mode**, then:

- If it is a Panel by itself, click on and grab the Title Caption bar to the Left of the Panel
- If it is part of a group of panels, then grab the Panel's Header name, which will appear as a colored button at the bottom of the group. If you grab the Title to the left it will move the group of panels that are connected.

The drag the panel to the desired location and drop it. This might be on top of another panel or group of panels. To assist you in dropping it on the right place, 5 little guidelines will appear on the target panel, one at the Top, Bottom, Left, Right and center of the Target Panel. You can also drag it to the edge of the screen, where 4 small guidelines will appear at the center of each edge of the screen. Note how a light blue shadow will appear indicating its target panel destination.



When moving panels, you will notice that the Title caption bar takes up space. This is only temporary so that you have something to grab onto. When you lock the panels they will go away, but they are needed to move the panels. For this reason get panels approximately where you want them, then go to Resize Panel Mode for fine tuning the actual location of the panel. Be sure to lock the Panels and save the Layout after you are done.

Note 1: If you use RotoLab on 2 computers such as your Home and Office computers that have different screen sizes, you may want to use different layouts. In such cases, save the layouts (which will be different on each computer) to the same User Layout number, such as User 1, so that it will pull up the different layout on each computer. The User Layout number is stored with in the League settings, so on both computers it will look for User 1, even though the layout will be different, just named the same.

Note2: An idiosyncrasy of the Docking control RotoLab uses is, often when you resize one panel, other connected panels resize proportionally. This may require that you move other panels back into place. This is due to the nested and inter-connected panels that make up the draft screen. Depending on the order they were loaded, the individual panels get related to each other in a certain way that causes this effect.

9.3 Draft List

The **Draft List** can be shown in Cheat Sheet mode or a more detailed statistic view of the available players.

In Cheat Sheet mode, all of the players that are available to be drafted are shown in lower section of the **Draft Screen**. The player draft lists are divided up by positions, with players that are eligible at multiple positions shown at each position they qualify for. Along with the player, the inflated price for the player based on the current freeze list and inflation factor is shown. This is the player's value for the draft at the current moment in the draft. As the auction goes on, this value is likely to change as the inflation rate changes. As players are bought, the amount of money that can be used to draft the remaining players will go down.

However, it may go down at a faster or slower rate than the value that remain to be purchased. This will result in a change in the inflation rate and will affect the prices of all players that have yet to be purchased. Please see the topic on Inflation Rate Changes.

The Position views provide a more detailed and focused look at the draft list and individual positions. Just like the **Editor Screen**, you can sort on any stat column when looking for a particular need at the draft.

To **buy** a player with the mouse, **right-click** or **double-click** on the player, choose his team and then choose his salary. He will be automatically placed on the team that purchased him and the program will attempt to place him at a position he is eligible at. There are options that determine whether the program stays on the Draft Screen or goes to the League Rosters Screen after each purchase.

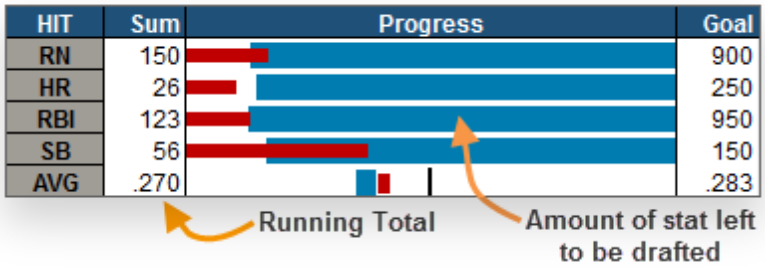
To **buy** a player with the keyboard locate the player, press the [**Enter**] key to select him. Then scroll down the owner that is purchasing the player. Finally type in his salary and press [**Enter**] again. The player will be placed on the owner's team and the draft screen will appear to allow you to move the player to a new position or team if you so desire. You can also change his salary here if you have made a mistake. Press [**D**] to return to the Draft screen to select another player or click on the budget area to take you back.

To **search** for a player to buy, locate the player by scrolling to him or use the "Search" button or by pressing the [**S**] key.

Note: This is a computer program and there is no such thing as perfect software. Computers do fail from time to time, and every program on your computer is subject to a host of factors beyond your control. That being said, always take in printed draft reports into your draft as a backup in case of a problem. It is very unlikely that you will run into any problems, and if you do, you should be able to restart the program and continue, but as a precaution you should take in a printed list of values.

9.4 Goals

The **Goals** section is designed to give you a quick visual snapshot of where your team is in relation to the category targets you set for your team at the beginning of the draft. You can edit the Goal field at any time, including during the draft, if you feel like you have to change strategies in the middle of the draft. To edit the Goal field just click on it and type in a new goal.



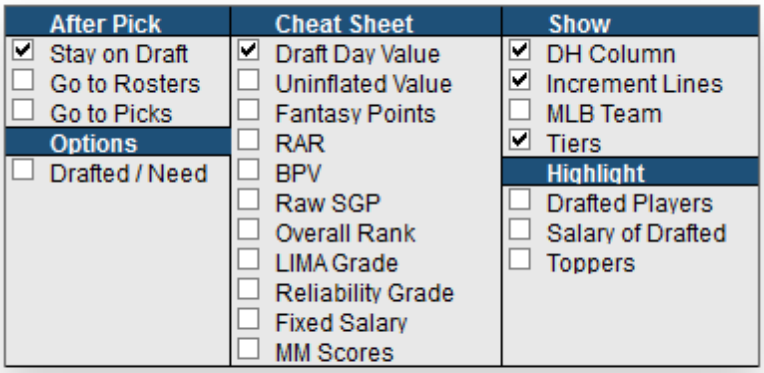
The **Red bars** will show you how close you are to achieving your goal. The **Blue bars** indicate how much of the specific stat is available in the league pool of draftable players

(those that are worth rostering). The number on the left is your actual team totals of the projection in that category. The number on the right is the goal you have set for your team for each category. Make sure your team is the one that is checked as "My Team" in the Setup / League Settings menu.

Normal counted categories move from Left to Right as the draft progresses on. Ratio-type categories such as AVG and ERA move left and right in relation to the goal which is the **black bar** in the center of the category. This always represents the goal you have set for your team.

9.5 View

The **View Options** button on the Draft Screen brings up various options



- **Draft Pool:** Sets the pool of players that will be shown as the draft list of available players. For most leagues you can just just leave this on League Pool. However, if your league has a reserve Draft that allows drafting players from any MLB team, you may want to change this to MLB for the reserve draft. You also click on Free Agents if you can draft them.
- **Status:** Select the boxes for the Status you wish to allow on the Draft grids. Rookies only will only show players that have been added to the Rookie List.
- **Cheat Sheet Value Stat:** The stat that will be alongside the player. Choose an appropriate stat for the type of league you are in. For Auction leagues, choose Draft Day Value. However, down the stretch of an auction, the inflation rate can swing wildly because there are so few players left and relatively big changes in the money left to purchased them. At this point you may want to turn on True Value.
- **Minimum Filter:** Used to remove lesser players from the Cheat Sheet Grid. This can be a problem if another owner selects a player that is projected for 0 AB or IP (out for the year for example). The 25 man roster option should only be used for leagues that have this as a rule. It should also only be used after the 25 man rosters are set by the MLB teams, they will not available as information inside the program until that point in late March.
- **View Options:** Various options for the grid.
- **After Draft Pick:** Sets the location the program will go to after each Draft selection.

9.6 Needs

The **Needs** Grid shows each team and how many players at each position they need to fill.

Needs	C	1	C	3	2	M	S	O	U	P
League	24	12	11	10	10	10	6	57	12	108
Alfred	2	1	1	1	1	1	1	5	1	9
Joe	2	1	1	1	1	1	1	5	1	9
Steve	2	1				1		5	1	9
Jimmy	2	1	1	1	1	1	1	4	1	9
Bob	2	1	1	1	1	1		4	1	9
Steve	2	1	1	1			1	5	1	9
Paul	2	1	1	1	1	1		4	1	9
Rob	2	1	1	1	1			5	1	9
Scott	2	1	1	1	1	1		5	1	9
Lee	2	1	1	1	1	1	1	5	1	9
Tom	2	1	1	1	1	1	1	5	1	9
Merv	2	1	1		1	1		5	1	9

This screen is based on what is shown on the Roster Screen. It does not reflect possible position changes of players that qualify at more than one position. For example, the Needs grid may show that a team has filled in their 1B and CI slots, when in reality they may have a 1B that qualifies in the OF as well. This may allow them to bid on a first baseman, so you should exercise caution and not assume that an owner can bid on a player at a certain position until you check the extra positions on the League Roster Screen.

9.7 Budget Panel

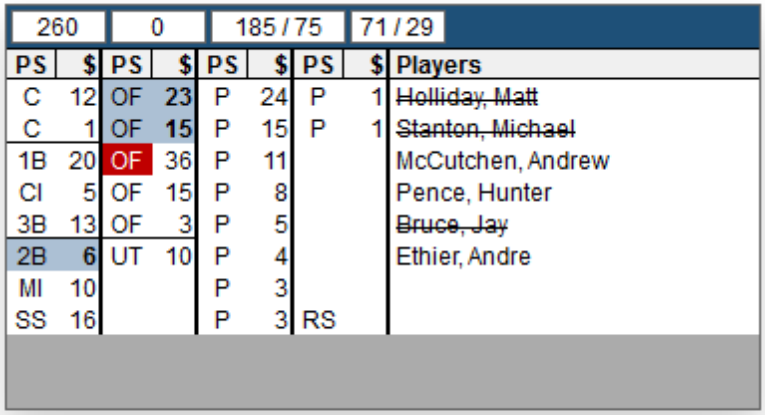
The Budget Panel is where you can set up a Budget plan for your Auction league. For each Roster slot, you can set an amount you wish to spend on the position. As you add budgeted amounts for each slot, the amount is deducted from your team's budget above the Budget grid. Then, as you add keepers or buy players at that draft, that slot is filled and the actual salary is put in its place. Very often, this is not the exact amount you budgeted for the position and the excess (or deficit) will show up at the top. You can adjust the various positions to account for the additional money.

For example, if you budgeted $40 for a stud 1B man, but landed one in your list for $33, you have an additional $7 to spend. You can spread that $7 out to other positions that you feel are critical.

To add players to the list of each position, click on one of the positions in the Budget Panel. and it will turn red. Then click on a player on the regular Draft grid or Cheat Sheet. To add the currently selected player, double-click on the one of the open slots under "Players" to add him. To remove a player, double-click on him. You can add up to 8 players for each position. Try to add players that fit what you are trying to do, both in terms of budget and needs.

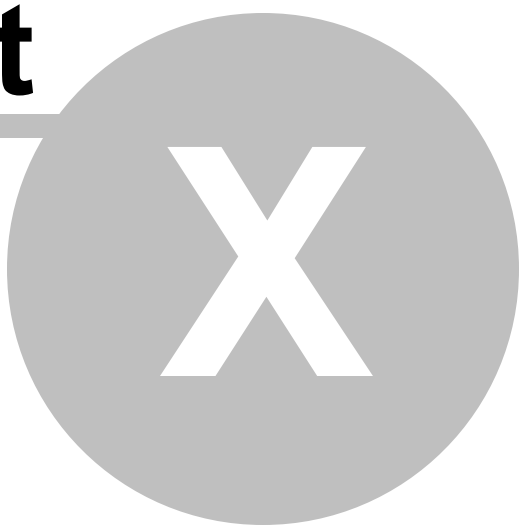
Obviously you can't add every player you would be willing to but, so add players that are close to the target amount. If you get lucky and land a $35 player not on your list for $26, that is perfectly fine. Sometimes you need to veer from your plan if a great bargain is out there.

As players are bought by you and other team, the player on each list will get a strike-thru line on him to indicate he is no longer available.



260		0		185 / 75		71 / 29		
PS	$	PS	$	PS	$	PS	$	Players
C	12	OF	23	P	24	P	1	~~Holliday, Matt~~
C	1	OF	15	P	15	P	1	~~Stanton, Michael~~
1B	20	OF	36	P	11			McCutchen, Andrew
CI	5	OF	15	P	8			Pence, Hunter
3B	13	OF	3	P	5			~~Bruce, Jay~~
2B	6	UT	10	P	4			Ethier, Andre
MI	10			P	3			
SS	16			P	3	RS		

Part



10 Picks Screen

The **Picks Screen** is similar to the League Roster Screen, except it shows each team broken down by the round that each player was picked in instead of by position. This screen applies to draft-based leagues, but auction-based leagues can use this screen for their reserve and farm system picks which often are draft-based.

10.1 Draft Picks Grid

To trade Draft Picks and players, simply drag-and-drop the player or pick to another slot on the grid. If you need to trade two picks, youcannot have a player in either of the draft slots. If you do, it will just trade the players to the other team, but not the actual picks.

To add a player, you can do it one of 3e ways: Right-click on the draft pick that is being exercised, press the [**Insert**] key, or click on the one of the Position buttons near the top of the screen. A dialog box will appear that will allow you to select the player to be drafted. This is the same dialog box that is used on the League Roster Grid. See that Help section on the Roster Screen for details. To remove a player, right-click on him or hold the [**CTRL**] key down and press the [**Delete**] key at the same time.

The secondary column beside the player's name can show several pieces of information, such as position, overall pick, or the owner of the pick (actually the number of the team).

To search for a player on the Picks Screen, press the [**S**] key or click on the **Search** Button near the top of the screen.

To move the cursor to the next pick, click on the "Next Pick" owner's name on the left, near the top of the screen.

#	John	Jim	Lee	Jeff	Bob
1	1B Tracy, Chad	SS Barmes, Clint	1B LaRoche, Adam	SS Furcal, Rafael	OF Freel, Ryan
2	3B Atkins, Garrett	SP Sosa, Jorge	1B Lee, Derrek	MR Brazoban, Yhenc	OF Burrell, Pat
3	SS Lopez, Felipe	CL Lidge, Brad	2B Biggio, Craig	SP Reyes, Anthony	OF Clark, Brady
4	OF Pena, Wily Mo	CL Fuentes, Brian	2B Aurilia, Rich	OF McLouth, Nate	SP Harang, Aaron
5	1B Howard, Ryan	SP Perez, Oliver	SP Martinez, Pedro	OF Nady, Xavier	SP Pettitte, Andy
6	SS Hardy, J.J.	Jim	SP Davis, Doug	3B Zimmerman, Rya	SP Lieber, Jon
7	1B Fielder, Prince	Jim	SP Morris, Matt	OF Murton, Matt	3B Stewart, Ian
8	John	Jim	Lee	Jeff	Bob
9	John	Jim	Lee	Jeff	Bob
10	John	Jim	Lee	Jeff	Bob
11	John	Jim	Lee	Jeff	Bob
12	John	Jim	Lee	Jeff	Bob

Part

11 Trade Screen

The **Notes Screen** is used to quickly look up current news and notes for players in the RotoLab database. For BaseballHQ.com subscribers, you can also connect to their PlayerLink database for further information and analysis.

11.1 Trade Evaluator

The Trade Evaluator is used to quickly access the merits of a trade that you have been offered or are going to propose. Click on Trade in the main menu. There are several sections of the Trade evaluator. At the top is the trade summary grid, which shows what players are involved and what stats each team is gaining or losing in the trade. At the top select the two teams that are to be involved in the trade evaluation.

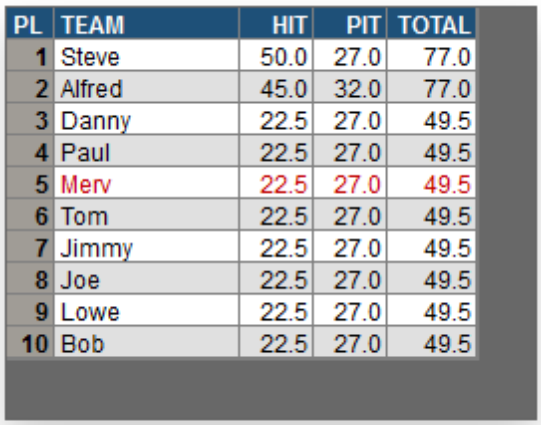
Alfred	-$5	Steve	+ $5
Phillips, Brandon	Kershaw, Clayton	Reyes, Jose	Kimbrel, Craig
Votto, Joey		Sandoval, Pablo	

HITTING	AB	RN	HR	RBI	SB	AVG
Alfred					19	.007
Steve	87	24	14	41		
PITCHING	**IP**	**WN**	**SV**	**SO**	**ERA**	**RATIO**
Alfred			43		0.67	0.10
Steve	145	11		117		

Below the trade summary is the trade selector, with a section for hitting and section for pitching for each player. To add or remove a player from the trade, just click on the player to toggle the highlight on them. Players in the trade are marked in yellow. To clear a team from the trade, click on the owners name in the Trade summary. To clear the entire trade evaluation, click on the clear button.

	HITTERS	MLB	POS	AB	RN	HR	RBI	SB	AVG	Val$	Sal$	Gain	Con
C													
C													
1B	Votto, Joey	CIN	1B	555	94	30	100	8	.312	31	36	-5	1
CI													
3B	Ramirez, Aramis	MLW	3B	536	74	26	92	1	.288	20	26	-6	1
2B	Phillips, Brandoı	CIN	2B	603	91	20	78	13	.285	23	22	1	1
MI													
SS													
OF	Upton, Justin	ARZ	OF	583	98	28	86	20	.282	30	34	-4	1
OF													
OF													
OF													
OF													
UT													
RES													
RES													

You can add up to 10 players per team. Only two teams can be involved in the trade evaluation. Off to the right is a standings window which shows the effects of the trade on the standings. At the top is a button that allows to you toggle on or off the impact of the trade on the standings.



PL	TEAM	HIT	PIT	TOTAL
1	Steve	50.0	27.0	77.0
2	Alfred	45.0	32.0	77.0
3	Danny	22.5	27.0	49.5
4	Paul	22.5	27.0	49.5
5	Merv	22.5	27.0	49.5
6	Tom	22.5	27.0	49.5
7	Jimmy	22.5	27.0	49.5
8	Joe	22.5	27.0	49.5
9	Lowe	22.5	27.0	49.5
10	Bob	22.5	27.0	49.5

Note: This does not actually trade players from one to team to another. if you intend to swap the players after the trade is officially made in your league, you should do so on the roster screen, by dragging and dropping the players to their new teams.

Part

12 Notes Screen

The **Notes Screen** is used to quickly look up notes for players in the RotoLab database. For BaseballHQ.com subscribers, you can also connect to their PlayerLink database for further information and analysis.

Note: Development of this screen is more or less in a holding pattern. It used to be connected to a major fantasy news site that recently closed and was reopened as different type of site. None of the Player IDs are applicable and we are searching for a replacement site to tie into.

12.1 Notes Screen Information

Player Lookup: The grid in the upper left hand corner is used to look up players in the database. Just type the players last name to locate him. If you are a subscribing member member of BaseballHQ.com you can also press the **[Enter]** key to look up information in their PlayerLink database. On the Player grid you can also change the player's MLB team and status.

The box off to the right is the **Player Notes** for the selected player. You can type in notes to enter personal notes for the selected player. Press the **[Insert]** key to insert the date at the top and start a new note.

The section in the middle has several buttons that can be used for Navigation. The FTP button is an alternate method of downloading the BaseballHQ projections through the Web Browser control instead of the normal FTP control on the Import Screen.

The **Web Browser** at the bottom is used to display information. You may also use it to automatically copy notes to the selected player. If you have looked up an individual player, any notes that you copy and paste will be added to that player.

IMPORTANT!! The control used to display information for the players is a Web Browser control that can display any pages on the Web. However, it does not offer the same protection your default Web browser may offer when surfing the Internet. For this reason, only use this window to look up the players notes on the BaseballHQ site (if you are a member). If you want to surf the web use your own browser. The site that RotoLab will connect to from the player database are considered very safe. However, if you start clicking on links to other sites on the web you may experience problems.

Part XIII

13 Settings Screen

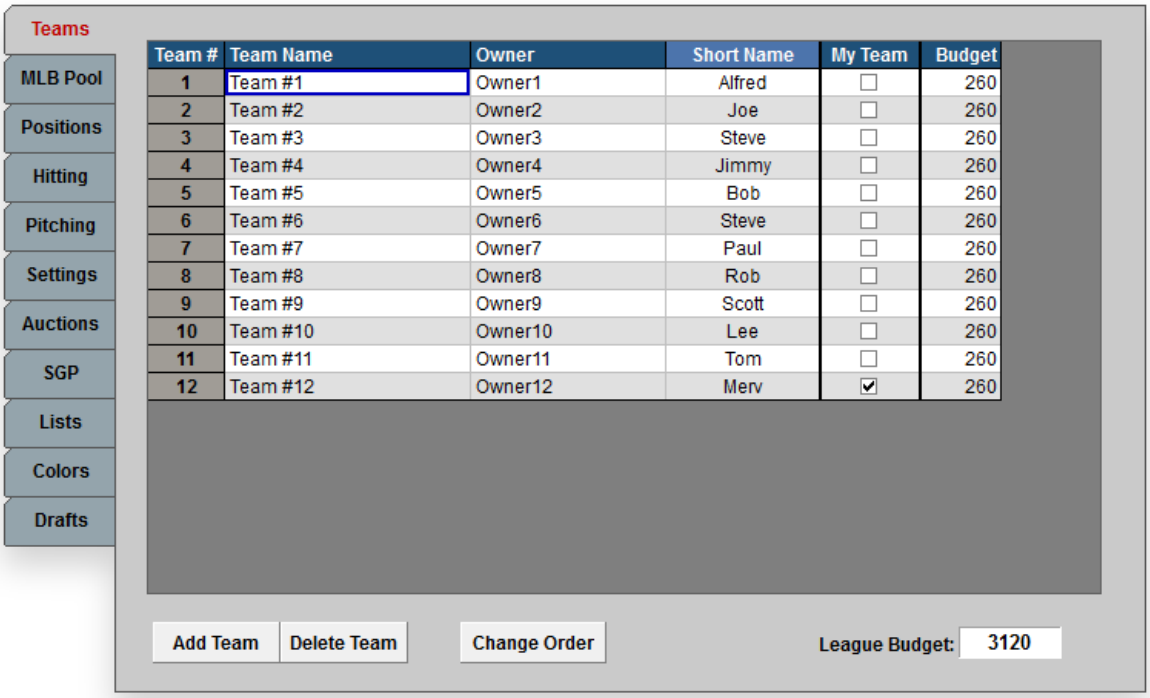
The **Setup Screen** is used to make changes to the league setup and to the look and feel of the program. Each section is on a separate tab and can be accessed by clicking on the appropriate tab. The setup areas that you can change are:

- **League Teams** - Information about the league's owners.
- **MLB Pool** - MLB teams to be used by the league.
- **Positions** - League roster sizes and number of games to qualify at a position.
- **Hitting** - Hitting categories and weights
- **Pitching** - Pitching categories and weights
- **Settings** - Various league settings such as the scoring system and Salary/Contract defaults when players are rostered.
- **Auctions** - Budget options such as minimum bid, salary window size, inflation, etc... for Auction Leagues
- **SGP** - A worksheet to help users determine SGP parameters for their own league
- **Lists** - Different list used by the league such as contract designations and Player Flags
- **Colors** - Change colors of various components in the RotoLab interface
- **Drafts** - Bias slider used to set the bias in the overall rankings towards Hitters or Pitchers.

13.1 League Teams

Information on the teams in the league is maintained on the League Teams Tab. Only information that is critical to this program is stored and is listed below:

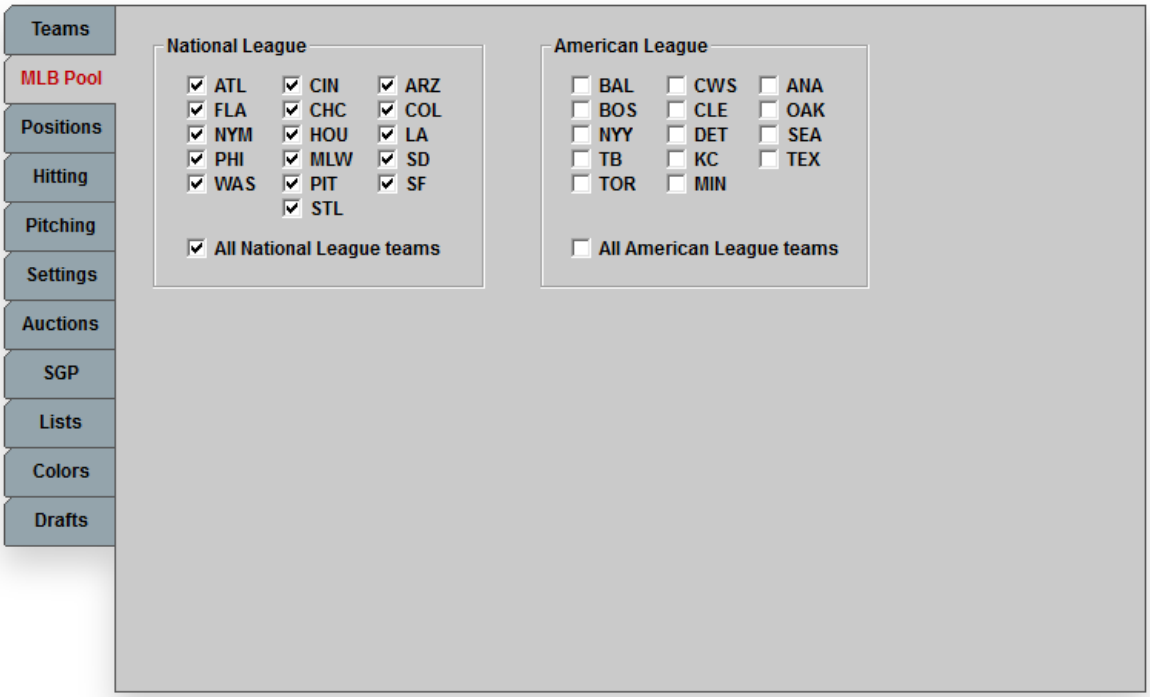
- **Team Name** - Team nickname, 25 character limit.
- **Owner** - Name of the team owner, 25 character limit.
- **Short** - Short version of the team owner, 9 character limit. The Short name is used in most of the grids and reports. It is usually what the owner or team is known by in the league, i.e. "Big Daddy".
- **My Team** - Your Team, the team that is used on the Draft Screen to track the Category Goals.
- **Budget** - Individual team budgets. For most leagues this will be the same for all teams, but you can change individual teams budgets.



At the bottom of the tab is two buttons for adding and deleting teams. After you add a team, go to the team grid above and change the owner information. To delete a team, select the team you want to delete and click the delete button. Be aware that deleting a team also removes all players from that team and throws them back into the Free Agent pool. Any players that are on the League Roster grid will be removed. Those players are not deleted from the player database, only their assignment to a league roster. The number of teams as well as the total league budget is shown at the bottom.

13.2 MLB Pool

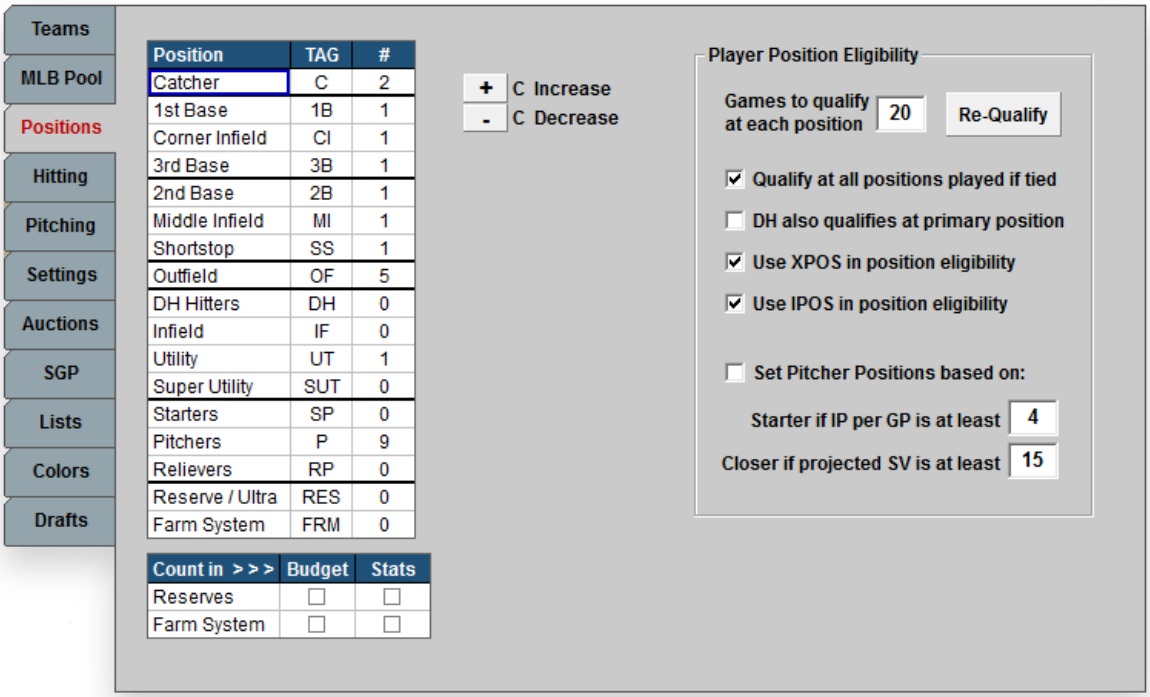
The MLB teams that make up the league player pool are selected on the **MLB Pool** Tab. You can choose any subset of MLB teams across either league. If you are using the entire National or American league you can select each at the bottom of the list.



13.3 Positions

The **Positions** Tab is used to set the size for each roster position and the number of games used for position eligibility.

The # column is used to set the number of players that the league requires at each position. To change the requirement of a position, click on the position name that you want to adjust and then click on either the [**+**] or [**-**] buttons to increase or decrease the position. Increasing the number of players at a position can be done without regard to the league rosters. However, when you *decrease* the number of players at a position, if a player is assigned to the last slot at that position, the program will prompt you to empty the position before you can proceed. The program always starts with the last slot at each position, when deleting positions.



The section to the right is for position eligibility. Type in the number of games your league uses to qualify a player at a position and click on the Re-Qualify button. The default is 20 games, which is standard for most leagues.

Tied: The second option is to define how players with less than 20 games at any position are handled. For example, if player plays 3 games at 1B, 3 games at 3B and 3 games in the OF, there may be some confusion as to which position he qualifies at. At all 3 positions? If only one, which one? If this option is turned off, then those players qualify at only one position and the program selects the position in an predetermined manner. If this is not what you wanted, you may have to manually change the number of games to break the tie (which may affect other leagues you play in which may have different rules regarding this issue). or use the IPOS option (see below).

DH: This option qualifies DH players at their most commonly played fielding position. This option is typically used in NL leagues that have DH players in their league pool from a MLB trade or signing.

XPOS: This option adds a position to the player's list of eligible positions. Go to the Player Editor and click on the "All Players" position button. The XPOS1 and XPOS2 columns are off to the right. To add a position scroll the cursor over to the column and press the [**Enter**] and select a position to add. If the option is turned on for the league it will add that position to the player.

IPOS: When this option is used, the position in the IPOS column for the player overrides any positions the player is listed by games or XPOS1 or XPOS2. This option is typically used to handle league that have special position eligibility rules. IPOS is typically used for minor leagues that did not play in any MLB games the previous year and have been placed in the OF.

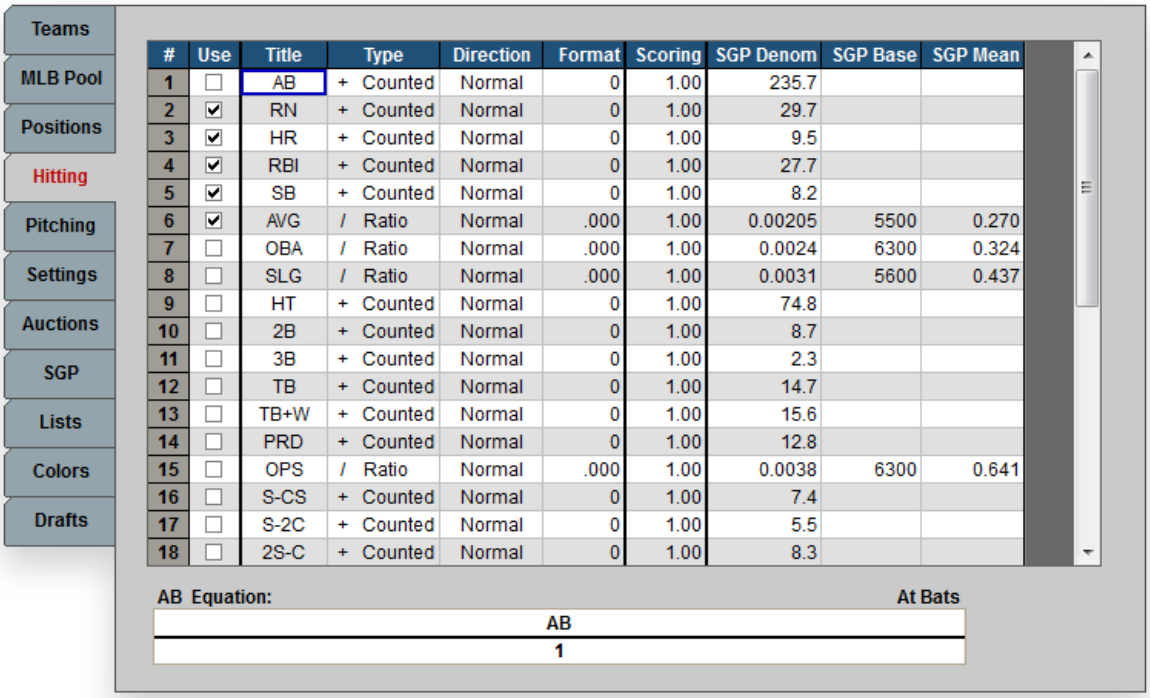
Pitchers: These options are used if you want the program to set the Pitcher position tags based on projections. In most leagues, Pitcher position designations are not treated any differently from one position to another in any of the valuation calculations. If your league has separate SP and RP requirements and you have the Pitcher Scarcity option turned on in the Valuation settings, then it does have an effect. But, in most leagues, their only meaning is to slot pitchers on the Draft screen and Roster screens.

Note: RotoLab does allow you to differentiate pitchers as Starters, Middle Relievers, or Closers. This can be based on your own criteria, or you can use the options in the Positions Settings to automatically calculate this. To manually change the position of a pitcher, go to the Editor screen, click on "Pitchers", and type the last name of the pitcher to locate him. Click on his Position designation and press the [**Enter**] key and pick a new designation.

13.4 Hitting Categories

Each **Hitting Categories** listed can be chosen to be used for the League Standings. If a category is chosen, it is accounted for in the valuation process according to the weight factor you set for the category.

- **Use** - Check this column to sue the category.
- **Title** - The actual name of the category as it is used throughout the program.
- **Type** - Counted or Ratio type (same thing as cumulative or qualitative).
- **Direction** - How the category is scored. HR is higher, meaning that a higher number is better. ERA is a lower type category, it is better to have a lower total in this category.
- **Scoring** - The scoring factor used in the Standings for Rotisserie-based Categories (almost always 1.00). Or the amount scored for each event in Fantasy Points Scoring (i.e. HR = 5 pts, WIN = 10 pts, RUN = 1 pt, etc...)
- **PVM Weight** - How much importance the category carries in relation to the others in the valuation process (not the standings). The default setting is 1.00. If each category is set the same, then they are all treated equally in the valuation process. If they were all set to 2.00 then they would still count the same in the valuation process. The weights simply divide up the money allocated to the hitting or pitching group based on a percentage of the weights. If you set 3 categories to 1.00, and set the fourth category, HRs, to 3.00 then half of the money allocated to hitters would go to the HR category, making power hitters extremely valuable.
- **SGP Denom** - The denominator in the SGP valuation calculations. This is not to be confused with the Denominator in the equation of the category listed at the bottom of this tab. See the topic on the SGP calculations for more details.
- **SGP Base and Mean** - Other factors used in Ratio type categories in the SGP method. See the SGP topic for more details.



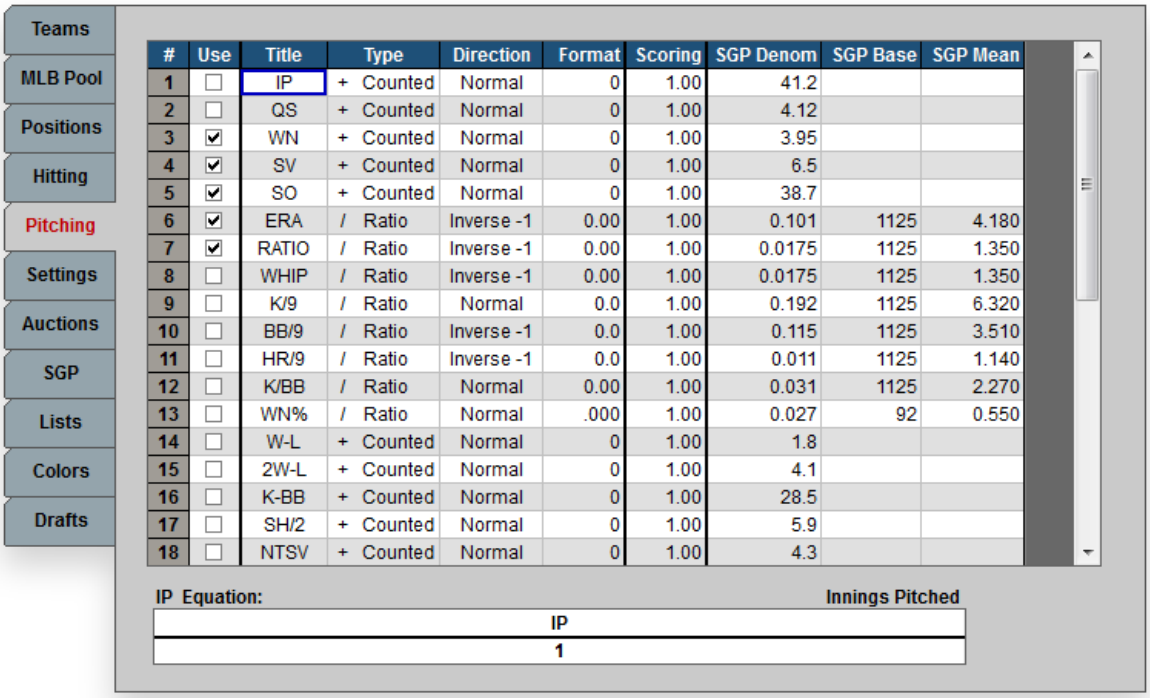
#	Use	Title	Type	Direction	Format	Scoring	SGP Denom	SGP Base	SGP Mean
1	☐	AB	+ Counted	Normal	0	1.00	235.7		
2	☑	RN	+ Counted	Normal	0	1.00	29.7		
3	☑	HR	+ Counted	Normal	0	1.00	9.5		
4	☑	RBI	+ Counted	Normal	0	1.00	27.7		
5	☑	SB	+ Counted	Normal	0	1.00	8.2		
6	☑	AVG	/ Ratio	Normal	.000	1.00	0.00205	5500	0.270
7	☐	OBA	/ Ratio	Normal	.000	1.00	0.0024	6300	0.324
8	☐	SLG	/ Ratio	Normal	.000	1.00	0.0031	5600	0.437
9	☐	HT	+ Counted	Normal	0	1.00	74.8		
10	☐	2B	+ Counted	Normal	0	1.00	8.7		
11	☐	3B	+ Counted	Normal	0	1.00	2.3		
12	☐	TB	+ Counted	Normal	0	1.00	14.7		
13	☐	TB+W	+ Counted	Normal	0	1.00	15.6		
14	☐	PRD	+ Counted	Normal	0	1.00	12.8		
15	☐	OPS	/ Ratio	Normal	.000	1.00	0.0038	6300	0.641
16	☐	S-CS	+ Counted	Normal	0	1.00	7.4		
17	☐	S-2C	+ Counted	Normal	0	1.00	5.5		
18	☐	2S-C	+ Counted	Normal	0	1.00	8.3		

You may choose up to 16 hitting categories, and must use at least 1 category.

NOTE: The bottom 6 categories are custom categories in which you can create your own League stat categories based off of stats that are in the RotoLab database.

13.5 Pitching Categories

See Hitting Categories for description of functionality.



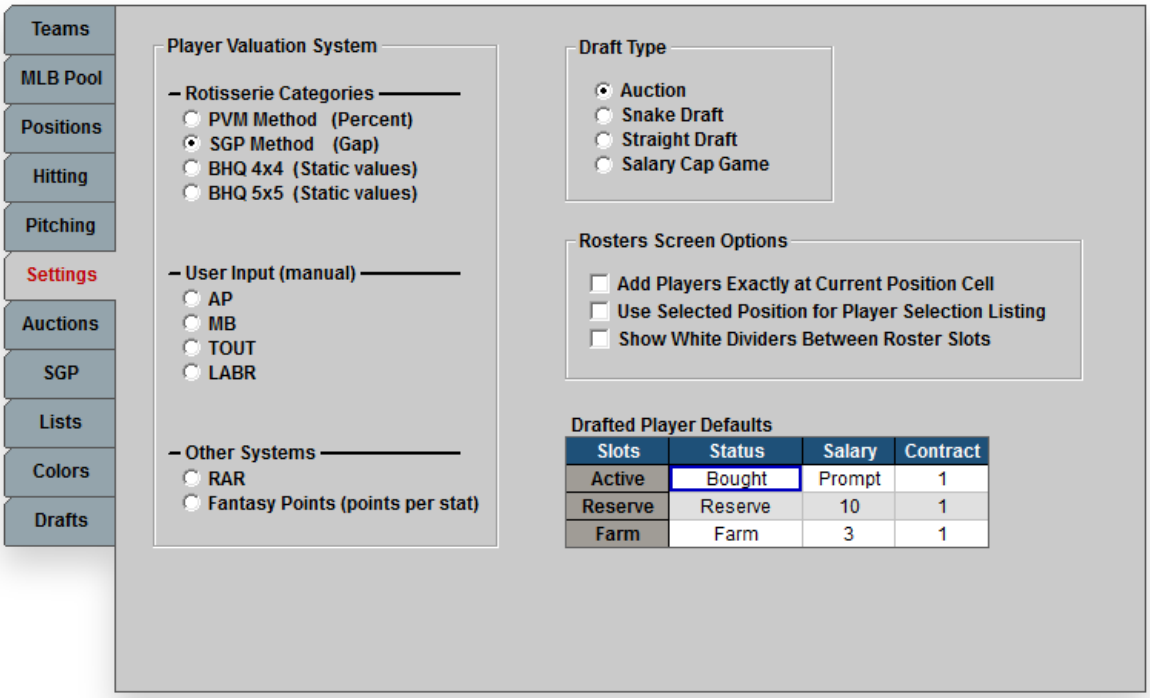
#	Use	Title	Type	Direction	Format	Scoring	SGP Denom	SGP Base	SGP Mean
1	☐	IP	+ Counted	Normal	0	1.00	41.2		
2	☐	QS	+ Counted	Normal	0	1.00	4.12		
3	☑	WN	+ Counted	Normal	0	1.00	3.95		
4	☑	SV	+ Counted	Normal	0	1.00	6.5		
5	☑	SO	+ Counted	Normal	0	1.00	38.7		
6	☑	ERA	/ Ratio	Inverse -1	0.00	1.00	0.101	1125	4.180
7	☑	RATIO	/ Ratio	Inverse -1	0.00	1.00	0.0175	1125	1.350
8	☐	WHIP	/ Ratio	Inverse -1	0.00	1.00	0.0175	1125	1.350
9	☐	K/9	/ Ratio	Normal	0.0	1.00	0.192	1125	6.320
10	☐	BB/9	/ Ratio	Inverse -1	0.0	1.00	0.115	1125	3.510
11	☐	HR/9	/ Ratio	Inverse -1	0.0	1.00	0.011	1125	1.140
12	☐	K/BB	/ Ratio	Normal	0.00	1.00	0.031	1125	2.270
13	☐	WN%	/ Ratio	Normal	.000	1.00	0.027	92	0.550
14	☐	W-L	+ Counted	Normal	0	1.00	1.8		
15	☐	2W-L	+ Counted	Normal	0	1.00	4.1		
16	☐	K-BB	+ Counted	Normal	0	1.00	28.5		
17	☐	SH/2	+ Counted	Normal	0	1.00	5.9		
18	☐	NTSV	+ Counted	Normal	0	1.00	4.3		

13.6 Settings

The **Settings Screen** is where you set all things related league monetary settings and inflation.

- **Value System** - Option to set the type of scoring / value system that will be used. If your league is a category-based leagues where the top team gets 10 points in a category, second place gets 9 points, third place 8 points, etc... then use one of the 4 methods listed (PVM, SGP, BHQ 4x4 or BHQ 5x5. PVM and SGP calculate values based on these two primary valuation methods. BHQ values are hard coded and should only be used in standard Rotisserie league configurations. See the file, BHQ Values.txt, in the main for RotoLab folder for more information.
- **Draft Type** - Auction, Snake Draft or Straight Draft.
- **Add Players at Selected Team and Position** - When this option is elected, the program does not prompt the user for a Fantasy team on the League Roster Screen. It places the player on the current team the cursor is on. It also, does not look for a correct position to put the player at. It places the player at the exact cell that the cursor was on when the user added the player to the rosters..
- **Use Selected Position for Initial Position Group** - If this option is selected on the League Rosters, the program looks at the position the cursor is in and pulls up that

position in the player list in the Player Selection List. Otherwise, it initially lists Hitters, Pitchers, or All players. You can still click on a position at the bottom of the screen to select an individual position.



13.7 Auctions

Budget Allocation: This setting is used to define how much of the league budget is allocated for Hitters and how much for Pitchers. You should set this to the historical split that your league spends. A common split is 67% / 33%, but many veteran leagues move more money towards hitting and take their chances with cheap pitching. A typical setting for those leagues is closer to 69% or 70% for Hitters. If you have the draft data available from your league, you can take an average of the last 2 or 3 seasons, to get a better feel for this.

The hitting / pitching split is normally are set so that the total equals 100%. However, the program allows you to go below or above 100% at your discretion. This is allowed so that the user can overcome deficiencies that they may have in drafting. If you tend to hold onto your money way too long at the draft and end up over spending at the end just to get rid of your budget, then you can adjust the hitter and pitcher budget settings proportionally so that the budget is higher. This will make the player values higher and therefore more attractive to you in the heat of the draft. If you tend to come out of the gate overspending wildly in the first 30 minutes, then do just the opposite. The point is, use this program as a tool to help you draft better rather than getting hung up trying to use exactly 100% because it is theoretically correct.

Other settings include the **Minimum Bid** and **Bid Increment** of the league, which are both usually set to $1. The option to set the Minimum Bid as the **Base Value** assigns the

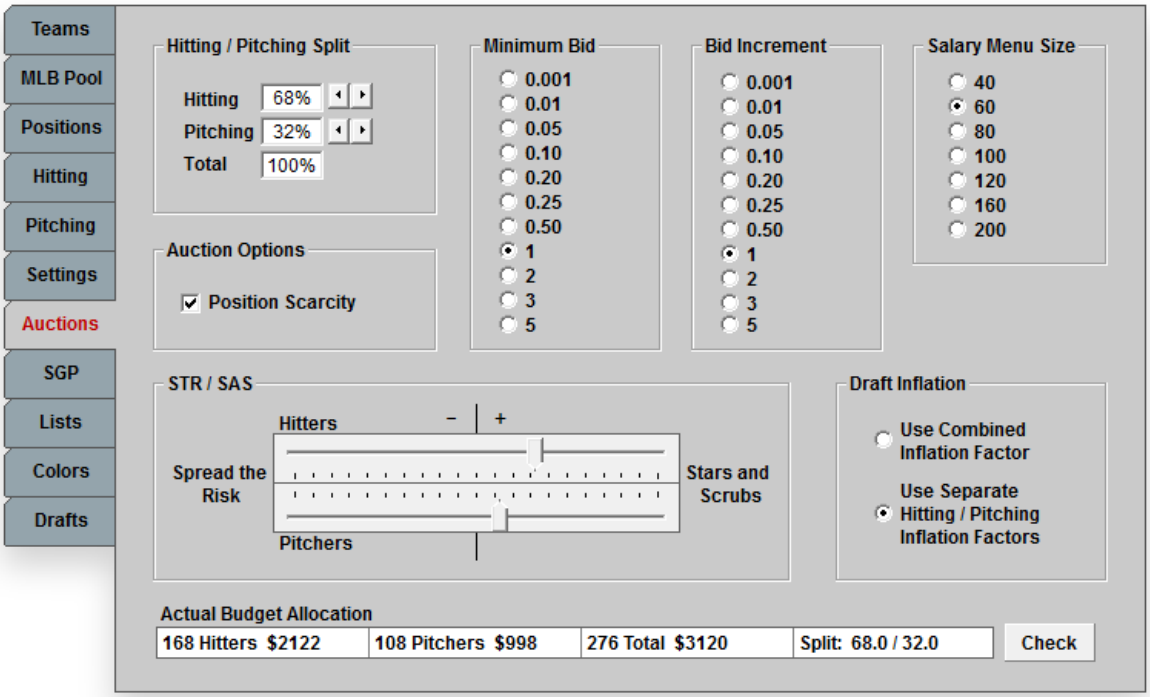
minimum bid as the bottom dollar value for the nth draftable player. Otherwise it will be around zero. In practice, this option moves money from the top and spreads it evenly across all players.

Position Scarcity: This options moves money towards the weaker positions so that the bottom draftable player is around the zero mark. The money is moved from the richer positions, but not necessarily right off the top. So you may or may not see much movement on the top players as the money comes from the position, in general.

STR / SAS: This option is used to shape the values to fit certain draft philosophies.

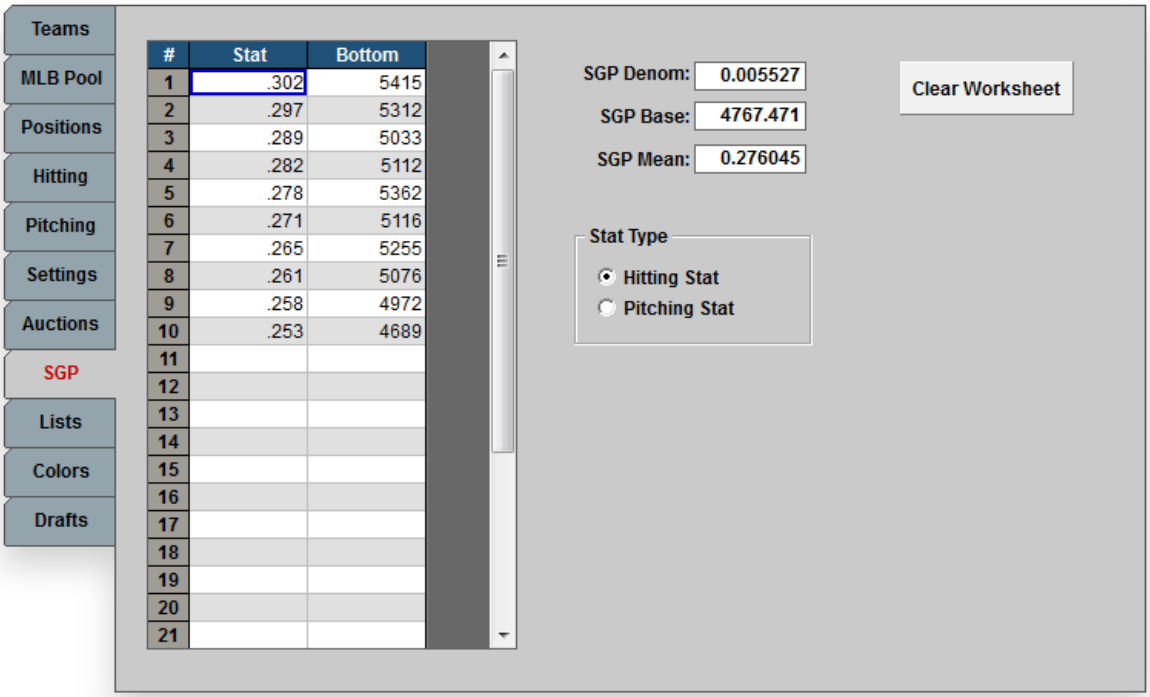
1. **STR** stands for "Spread the Risk" and it moves money proportionally from the top part of the valuation curve to the middle tier values. By taking money off the top and spreading it out through the more populated portion of the curve, you are not "putting your eggs in one basket" by buying very expensive players. You are spreading your budget across more players throughout the curve that are not valued as high, and therefore you are spreading out your risk. You don't actually spread your risk until you start buying players, but because the values have shifted, the middle value players will look more attractive when bidding and the top players will look less attractive.
2. **SAS** stands for Stars and Scrubs and is used by owners that like to buy superstars and fill out their rosters with $1 to $5 scrubs. This option causes the valuation engine to move money out of the middle or meaty part of the curve and move it to the top. A typical use of this option is in shallow mixed leagues that don't penetrate the draft pool very deeply. The philosophy is that there are tons of $1 to $5 players left near the end of the draft that can fill out a roster. Mathematically, the stats they produce are only worth $1 in the context of the league, but because they are everyday players, they have more opportunity to take the next step up and be worth well more than their $1 price. In deep single league systems, the $1 players are often veteran bench warmers that don't have much of a chance to increase their value. Not that there aren't opportunities for young up-and-coming players, they just aren't nearly as plentiful.

There are two **STR / SAS sliders** provided, one for hitters and one for pitchers. The scale is not linear, so the changes around the zero or middle mark are very small. All the way to the right, they are very large. I like to move a little money towards Pitching SAS and try to hit some $1 gems late in the draft. So I slide the Pitching slider a few notches to the right. For hitters, I like to fill my roster with a lot of very talented players and not take as many risks, so I move it to the left some. The sliders are meant to allow the user to tailor their draft values to fit their drafting philosophy. This also depends quite a bit on the league itself, the bidding habits of the other owners, categories used, etc. If you want to adjust the relative value of the individual categories, go to the Hitting and Pitching category tables and adjust the weights if using PVM or the denoms if you are using SGP.



13.8 SGP Worksheet

The **SGP Worksheet** is used to help you calculate custom SGP parameter from your own league that you can input in the Hitting and Pitching Categories Tab in the League Setup. If you are in a standard Rotisserie League (NL: 13 teams, AL: 12 teams, 14 Hitters, 9 pitchers, $260 budget, 4x4 or 5x5) you can use the standard SGP parameters that BaseballHQ.com projects each year (not a member? see what kind of stuff you are missing). Or if you like you can generate your own using the SGP Worksheet that is built into RotoLab as shown below.



The **Stat** that is measured is what you see in your League Standings. For example, AVG is shown above for a 10 team league. Enter the stats and the program will calculate the denominator (and base and mean for qualitative stats). The stats are usually ordered, but you can put them in any order you like on the sheet and the Program will sort them first before running the Linear Regression. You can also skip stats that you feel are outliers. For example if you are using last year's standings, you may have had 3 teams punt saves because of league or draft circumstances. This may have just been aberration and will return to league norms this season. If you feel that is the case, the you can leave off those outliers to to get a better estimate of the Save category denom.

For counted stats such as HRs, RBIs, WINs and SOs, the bottom stat is just 1, and is implied and should not be entered. For qualitative stats such as AVG, ERA and WHIP, the **Bottom stat** is the team total for what is in the equation denominator. Look at stat equation at the bottom in the Hitting Tab for what you should enter. For most stats it is simply ABs or IPs. You can use your final league statistics or some users like to use the totals from the draft rosters as if no transactions were made all season (since you are measuring what is available at a draft). Several of the Stat companies on the web can generate this information for your league, even in the off-season.

Enter the totals for each team in the Bottom stat field. Again, they do not have to be sorted, but the **Bottom stat** must correspond with the correct stat. In the example above, team 4 hit .282 based on 5112 ABs. You cannot put that AB total with any other AVG or the calculations will be off somewhat. After you have entered the bottom for each stat, it will generate the correct Base and Mean for the AVG category. The Base is just the average of the bottom stat of all the teams minus one hitter (or pitcher). You should select the Stat type as well so that it will give the appropriate parameters. Then add them into the correct Hitting or Pitching

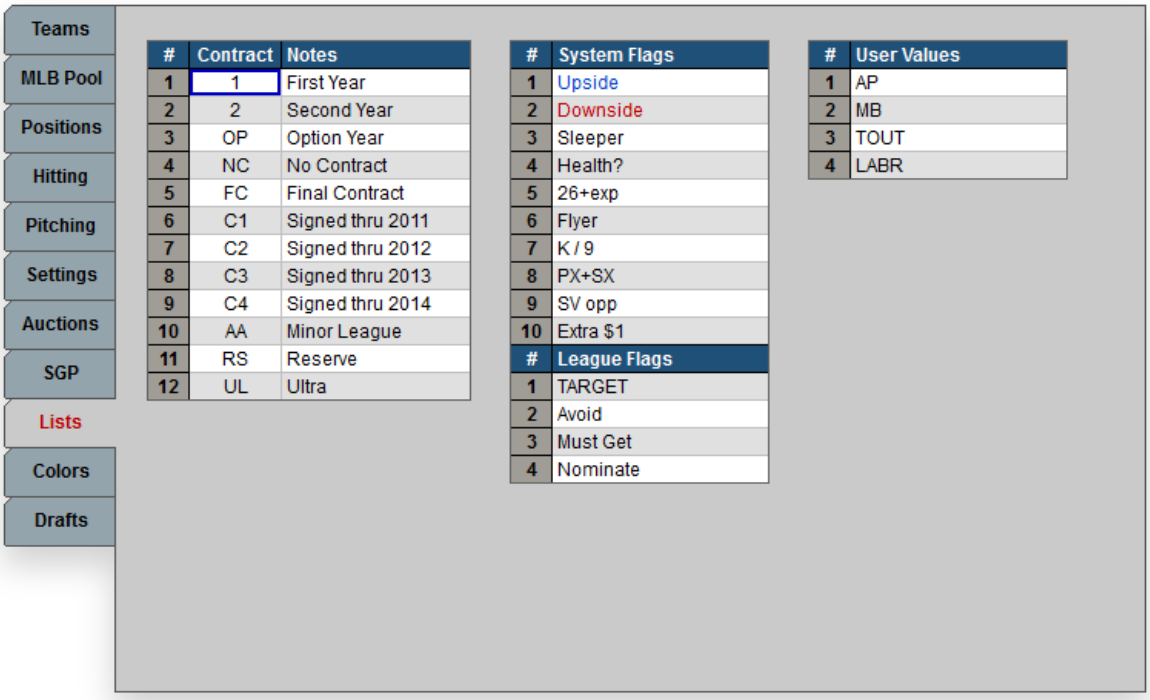
category tab and click on the Revalue button on this screen. This will give you custom values for your league based on your standings.

13.9 Lists

Contract - 12 different contracts than can be used for players. To edit, click on a cell and press the [**Enter**] key. To edit the contract notes, just type in a new note.

Player Flags - There are two sets of Player Flags that are used in RotoLab. The first set are system flags that are used across all leagues. These represent the first 10 flags in on both the Draft and Editor screens. The last 4 are League flags are only applicable in the currently loaded league.

User Values - These are the tags for the user-defined value fields. They can be expert opinions that you use as a reference, your own values that you are using as the source of your valuation, or you can use them as High and Low bench marks to remind you during the draft high high you are willing to go and what minimum value that you are willing to pay in order to keep another team from getting them at a bargain. If you are not using them as a value system you do not have to add values for every players, only those that are critical to you draft strategy.

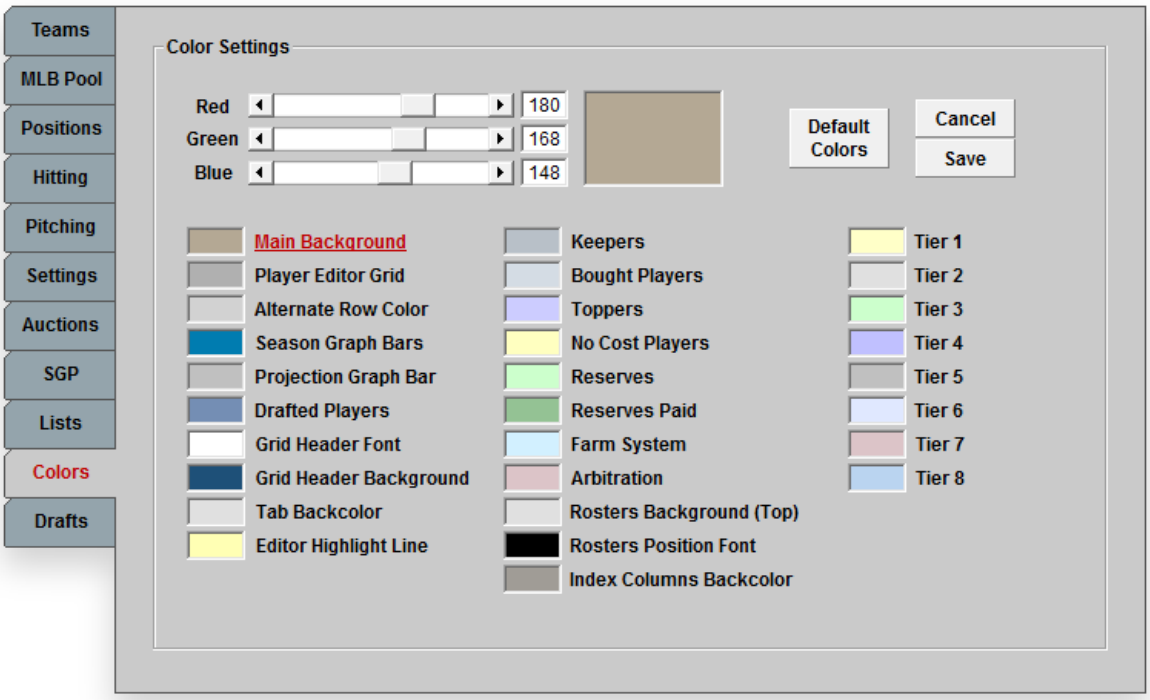


13.10 Colors

On the **Colors** Tab, the colors can be adjusted for many of the components that are visible to the user. This is purely for aesthetics, there is no sense in having to look at colors you don't like while you are doing your projections and editing. Each color is made up from the standard

RGB values. To adjust a component color, select the component title and it should highlight in Red. Then adjust the three scroll bars that represent the Red, Green, and Blue values. The composite color will be shown in the box to the right. When the desired color is set, click on the Apply button for it take effect.

There are default buttons for both True Color and 256 Color displays. If you are using a 256 Color display, then colors that aren't on exact boundaries for whole colors will appeared dithered and the text will be hard to read. If your display is capable of High Color or True Color (most computers built in the past 4 years should have High or True Color capability), then you should use it if it doesn't reduce your refresh rate too much. Always press the Apply button after you are finished so that the colors will be adjusted and the settings are saved for the next session.



Part XIV

14 Tools Screen

The **Tools Menu** contains several functions that are used to update and maintain the RotoLab player database.

14.1 Draft Reports Screen

A variety of draft reports can be printed from the Reports Screen. The reports are sent to a preview page for direct printing or output to a text file where the information can be imported into other third party software for formatting and printing. The 5 reports are:

- League Rosters
- Draft List
- Player Flag Lists
- 2008-2011 Stats
- 2012 Projections
- Rookie List
- League Standings

The file text reports are sent to the "Reports" folder and follow this naming convention:

League Name.Season.Report Name.TXT

There are a number of Draft Reports that you can define and then printout. Hard copy reports are essential for users that like to draft by hand, and are good for study and projecting stats during spring training.

- League Rosters
- Draft List
- Players Lists
- Previous season stats
- Current year projections
- Rookie list
- Projected League Totals and Standings

There are a number of options that are available for most reports. Most of the options have to do with what the user wants on the report. After selecting the desired report options, the use can send the report to a text file or to a preview window. The text file is normal ASCII text that can be printed out or imported into a word process or spreadsheet for further formatting.

The Preview option sends the report to a print preview screen, where the user can choose font size, paper size, orientation, etc... to get the best output for them.

The file text reports are saved into a folder specified by the user, follow this naming convention:

League Name.Season.Report Name.TXT

Each report has a varying number of options that can be set before printing. There are many factors that determine how much information can be fit on one page. Additionally, the paper size and font size that you select effect how much information you can fit on one page and how readable it is. This issue is covered in detail in the topic Space Considerations. The important issue here is to print out reports that will be comfortable with in the draft.

14.1.1 League Rosters Report

The **League Rosters Report** is a draft grid that is populated with the frozen players and their salaries for all the teams in the league. The user can select the following options:

- Show players or Print a blank grid
- Show MLB team
- Show Reserves

This report is the similar to the League Roster Grid that is used to maintain the league rosters.

14.1.2 Draft List Report

The **Draft List Report** is a complete list of players that are eligible for the draft. All players are ranked by value and placed into their respective eligible position columns. A number of report options can be set as well:

- **Minimum Value** - Sets the minimum value of players to be included. Players that are worth less than this value are not included. The default setting is -$3.
- **Uninflated / Inflated Values** - Choose whether to show the player's True value or Inflated value. Default setting: Show inflated value.
- **Show MLB Team** - Toggles the players MLB team on the report. This is mostly used for conserve space if you are using smaller 8.5x11 paper or a relatively big font. The default setting is to show the player's MLB team.
- **Show Extra Positions** - Show additional positions (other than their main position) of players that qualify at more than one position. The extra positions are shown in parenthesis next to the player. The default is to show the extra positions.
- **Frozen Players** - Option to include or exclude players that are Frozen on a league roster. The default setting is to not show them.
- **Show Players** - Check each player status that you want to include. The default is to include active and injured players, since they are typically allowed to be drafted in most leagues. Players that have been sent to the minors or are out of baseball are not included.

14.1.3 Player Lists Report

The **Player Lists** are simply the lists of the players who have been checked on the Player

Editor screen. The only option that can be set is whether to show the player's MLB team.

14.1.4 2008-2011 Stats Report

The statistics for previous 4 seasons can be printed from the **2008-2011 Statistics Report**. The options that you can set are:

- **Minimum value** - sets the minimum value of players to be included. Players that are worth less than this value are not included. The default setting is -$3.
- **Show MLB Team** - Toggles the players MLB team on the report. This is mostly used for conserve space if you are using smaller 8.5x11 paper or a relatively big font. The default setting is to show the player's MLB team.
- **Show Extra Positions** - Show additional positions (other than their main position) of players that qualify at more than one position. The extra positions are shown in parenthesis next to the player. The default is to show the extra positions.

14.1.5 2012 Projections Report

The projections for the upcoming season can be printed from the **2012 Projections Report**. All players are ranked by value and separated by Hitters and pitchers. The options that you can set are:

- **Minimum Value** - sets the minimum value of players to be included. Players that are worth less than this value are not included. The default setting is -$3.
- **Uninflated / Inflated Values** - Choose whether to show the players true value or draft day value. Default: Show inflated value.
- **Show MLB Team** - Toggles the players MLB team on the report. This is mostly used for conserve space if you are using smaller 8.5x11 paper or a relatively big font. The default setting is to show the player's MLB team.
- **Show Positions** - Show positions that the player qualifies at. The default is to show the player's positions.
- **Sort by Position** - Sorts the players within each position grouping by value.
- **Frozen Players** - Option to include or exclude players that are Frozen on a league roster. The default setting is to not show them.
- **Status** - Check each player status that you want to include. The default is to include active and injured players, since they are typically allowed to be drafted in most leagues. Players that have been sent to the minors and are out of baseball are not included.
- **Include Free Agents** - Include Free Agents in the report.

14.1.6 Rookie List

Ranked List of rookies.

14.1.7 Print Preview

The **Print Preview** window is shown every time you request a report and click the Preview button. There are a number of buttons across the page that you can access to change the look of the report. What information actually goes into a particular report is determined on the

Report Tab.

- **Current Page / Number of Pages** - Displays the number of pages in the current report. You can choose which pages to print when you click the "Print" Button.
- **Zoom** - Different zoom levels for reviewing the report before it is printed. This has no effect on the actual report format, it is just used to view the report at different zooms. Click on the magnifying glass icon to return to the default "Whole Page" view.
- **Font Size** - Font sizes from 4 points to 16 points can be chosen. Many of them are no applicable to some reports. Anything below 7 points is very hard to read, and depending on the report selected and various options, selecting too big a font will cause the text from different columns to run into each other. For each report, you should use the biggest font possible while still getting all the information you want in the report and keeping the text from spilling over into other columns.
- **Paper Size** - As long as your printer supports it, you can choose from either 8.5x11 or 8.5x14. The larger paper size is preferred for the Draft List and League Roster (draft grid) reports. The larger paper size allows you to get more information in the reports and allows you to make the font bigger and easier to read.
- **Paper Orientation** - The two settings are landscape and portrait. Choose the one that is best suited for the report you are printing. The draft list and draft grid are best viewed and printed in landscape mode.
- **Cancel** - Cancel the current report and return the current Report Selection Tab.
- **Print** - Print the currently viewed report. A standard Windows printer dialog box will pop up allowing you to select printers, the pages to be printed, the number of copies, etc.....

See Space Considerations for more information on this topic.

14.1.8 Space Considerations

When preparing for a draft, one consideration that is often overlooked is what an owner actually brings into the draft. Some owners bring in a mountain of reports and 5 or 6 books or magazines. This is a sign of being under-prepared and bringing in too much information can actually do more harm than good. You should bring in a minimal amount of paper work and a favorite book or magazine.

For this reason, I have provided a lot of flexibility in, not only what information you can put in the reports, but in the formatting of the reports as well. Besides content, other factors that determine what you can put efficiently into a report is paper size, font size, and layout. For example, if you move to bigger 8.5x14 paper and reduce the font size to 8 points, you can fit a lot more players onto your draft list. The goal is to have concise reports where each report can fit onto one page, if possible. This may not be possible if you are in a large league with say 22 teams, but that should be the goal.

14.2 Import BHQ Projections

The **Baseball HQ Import** screen is used to download BaseballHQ.com projections to import into the RotoLab database. Additionally, when you manually edit player projections, the player is marked as "No Import" and the Projections import will skip the player. The files are contained in a single projection zip file with the release date as the file name. Each

Projection file contains 3 Excel files (Batters, Pitchers and Transactions).

1. In the upper section of the screen, **Connect** to the RotoLab server, by clicking on the Connect button. You should have an active Internet connection up before you attempt to do. After connecting you will see a list of the available projection files on the server. Always download and import the latest projection file available. You can see which files you have already downloaded on the file list on the right. If you cannot connect, the most likely cause is your firewall is not allowing RotoLab to connect to the Internet. You may have to add RotoLab to the list of safe programs it maintains. If you are behind a proxy server and cannot connect, you may be able to connect using the FTP button on the Notes screen. If you can connect there, LEFT-click on the file name link **once**, and it should start to download.
2. **Download** the projection file file you wish to use by clicking on it and clicking on the Download button. The files are downloaded into the Documents\RotoLab 2012 \Projections directory.
3. In the lower section, click on the **Import** button and locate the desired file and click Open to import it. If you have any Unresolved players, please see the section below on how to deal with them.
4. The routine will import the projection file, and attempt to match the every player in the projection file with a player in the RotoLab database. The BHQ_ID first, then use the player name and MLB team to attempt to match the player with the one in the RotoLab database. If a match can be found it will update the player and remove him from the BHQ projection list on the left. The number of players that remain to be resolved are displayed across the top, next to "Left to Resolve".

Unresolved Players:

1. Any remaining names in the list on the left are players that an exact match could not be found. If a player is not found it is usually a new player that BaseballHQ has added to the projection files, but is not listed in the RotoLab database. Or the player is fairly new and does not have a BHQ_ID and is first name does not match exactly (i.e. Dave instead of David) or that the player has been traded or waived and his MLB team does not match.
2. After the import, you should **resolve** the names in the list on the left. To do this, select a player in the list on the left. Start at the top and work your way down. To select a player, **right-click on the player** with the right-mouse button or press the [**Enter**] key to select him. The player's name will turn highlight, indicating he has been selected. The cursor will then move to the grid on the right (the RotoLab database) automatically and will attempt to locate the player in the database. If it locates the correct player, right-click or Press [**Enter**] on the player to match them up. If it is the correct player that it is matched up with, right-click on the Update button or press [**Enter]** again. This will update the player and remove him from the projection list.
3. If it doesn't find a matching name, you **may** need to add the player to the RotoLab database. While still on the list on the right, type a few characters of the players last name to see if he is in the RotoLab database already. Use your keyboard cursor keys to look around the alphabetical order or where he should be, just to make sure he is not in the database. If you are sure the player is new and is not in the RotoLab database, click on the "**Add as New**" button or press the [**Insert**] key to add the player to the

database. Do not add a player as new if he is already in the database or you will have two players of the same name, and will need to delete one of them on the Editor screen.

4. At any point in the resolve process, you press [**Esc**] to move back One Step in the process, so that you can start the player search over or move to a different player to resolve.

The **No Import List** is a list of players that you have either manually marked as No Import or have edited their stats and the program automatically marked them. You can toggle their import status on this screen if you have changed your mind on a particular player and have decided to let the program handle the projections once again.

Note: The BaseballHQ projections are used as the main criteria for the update, not the RotoLab player database. In other words, every player in the projection files is used to attempt to find a match in the program player database, not vice-versa. If a player is in the BHQ projections, they are deemed important enough to attempt to find a match for them or to be added as a new player. The same cannot be said for every player in the player database. Many, many players have been sent to the minors and are not expected to produce any meaningful stats in the upcoming season. It would be pointless to try to wade through such players every time you did an updatet. Most of those players will not appear in any projection file for the entire spring.

14.3 Export Grid

Export Grid is used to export the current Grid to the RotoLab\Export folder. Not all grids are exportable, only those with player data can be exported. This include the Player Editor, League Rosters, Totals, Draft List, Picks Screen and Rookie List. The program saves the file as Excel 2003 files,with a .xls extension. Information such as data, font size, cell color, are saved. A few items like cell borders cannot be saved in the Excel file. Also, the color choices are defaults that are based on what is in the grid that you are exporting and cannot be changed. The colors and fill patterns can be edited in Excel.

14.4 MLB Projections

The MLB Projection Totals do not included pitcher's hitting stats

Projections	AB	RN	HR	RBI	SB	AVG	IP	WN	SV	BB	SO	ERA	RATIO
League Pool	92657	11781	2510	11186	1792	.260	27274	1620	678	9440	21944	3.87	1.33
Arizona	5189	726	172	703	106	.258	1657	112	40	556	1290	3.83	1.31
Atlanta	5100	668	149	602	119	.269	1665	105	45	589	1506	3.64	1.27
Chicago	5877	704	144	649	93	.259	1497	82	40	573	1202	4.22	1.40
Cincinnati	4930	680	167	639	87	.263	1510	100	40	498	1201	3.77	1.29
Colorado	6487	895	205	864	121	.270	1760	100	42	579	1337	4.30	1.37
Miami	5365	691	156	622	126	.267	1730	114	44	564	1387	3.73	1.31
Houston	6185	699	90	599	146	.254	1715	88	17	646	1315	4.07	1.39
Los Angeles	5938	708	136	681	129	.254	1822	102	40	631	1533	3.78	1.29
Milwaukee	5374	741	186	707	99	.264	1736	116	42	608	1556	3.79	1.29
New York	5434	653	134	655	81	.256	1717	85	42	641	1279	4.07	1.38
Philadelphia	6033	819	196	793	117	.263	1881	127	86	517	1643	3.58	1.23
Pittsburgh	6836	835	177	840	117	.253	1857	100	40	667	1337	4.11	1.39
San Diego	6108	752	137	689	155	.249	1648	80	36	594	1329	3.69	1.30
San Francisco	6293	739	142	724	103	.263	1530	89	38	556	1291	3.68	1.31
St. Louis	5743	749	145	718	88	.271	1819	113	44	601	1383	3.73	1.32
Washington	5765	722	174	701	105	.256	1730	107	42	620	1355	3.92	1.34

- **League Pool** - Projection totals only from players on teams that are part of the league pool.
- **Each Team** - Listed separately.

Note: The League Pool and Draftable projection totals do not include players that have their status set to any of the following: AAA (minors), RET (retired), or OUT (out of baseball). None of these stats include pitcher's hitting stats. Players that played in the both leagues have all of their stats included with only one league (the league they played the most in), so individual team totals may be slightly inaccurate between leagues.

14.5 Rookie List

The **Rookie List** is used to rank and draft players that have been added to the dedicated Rookie (Minor League) List. Since most leagues handle Minor League drafts in a simple draft format, a manual ranked list is a better tool to use than a system to rank players based on value or some other criteria. Setting the status of a player to AAA does **not** automatically add the player to the Rookie List. The program starts with BaseballHQ's top 100 rookies on the list, but if you want to add more players to the list, you can do so.

#	Player	MLB	POS	AGE	Grade	Owner
1	Harper, Bryce	WAS	OF	19	10D	
4	Teheran, Julio	ATL	SP	21	9B	
8	Cole, Gerrit	PIT	SP	21	9C	
9	Mesoraco, Devin	CIN	C	23	9C	
13	Rendon, Anthony	WAS	3B	21	9C	
14	Bauer, Trevor	ARZ	SP	21	9B	
15	Arenado, Nolan	COL	3B	20	9C	
16	Taillon, Jameson	PIT	SP	20	9C	
17	Miller, Shelby	STL	SP	21	9B	
19	Jackson, Brett	CHC	OF	23	9C	
20	Pomeranz, Drew	COL	SP	23	9C	
22	Alonso, Yonder	SD	OF	24	9C	
25	Brown, Gary	SF	OF	23	9C	
26	Rizzo, Anthony	CHC	1B	22	9C	
32	Singleton, Jonathan	HOU	1B	20	9D	
37	Martinez, Carlos	STL	SP	20	9D	
39	Grandal, Yasmani	SD	C	23	9D	
40	May, Trevor	PHI	SP	22	9C	
43	Rosario, Wilin	COL	C	23	9D	
48	Vizcaino, Arodys	ATL	SP	21	9C	
50	Harvey, Matt	NYM	SP	23	9D	

On the Draft screen, two filter buttons in the Filters Grid related to the Rookie List. To be able to Add, Remove or change the rank of a player on the Rookie List, you must click on "Edit" just below "Rookie". Clicking on "Rookie" displays the current Rookie list (subject to the Draft filter, MLB / Pool which controls the pool of players shown).

To **Add** a player, click on the Rookie / Edit button and it will turn a bright shade of Red to indicate you are in Edit mode. Then move the cursor to the location that you want to add a player. When you have it at the right location, press the [**Insert**] key.

To **Remove** a player from the rookie list, click on the Rookie / Edit button, and locate the player and press the [**Delete**] key. This will remove him from the rank-able Rookie List but will not delete him from the RotoLab database.

To change the **Rank** of a player, you must be in Rookie / Edit mode. Then "grab" the player with your left mouse button and scroll the player up and down by dragging the mouse while holding the Left mouse button down. Release the mouse button when you have put the player where you want. To use the keyboard, press the [**Enter**] key on a player, and the players row will highlight a shade of light purple. Then use the cursor keys to move the player up or down in the rankings,. When you have him positioned at the rank you want, press the [**Enter**] key again.

To actually **Draft** a player on the Rookie List, you must be out of the Rookie / Edit mode and just click on the "Rookie" button in the Filters Grid. Then just draft a rookie like you do any other player, with a right-click, double-click or by pressing the [**Enter**] key. You can also search for a player by simply starting to type his last name.

Note: The Rookie list is not made up of all players that are tagged as AAA in the Database or that have official MLB Rookie Status. There are a ton of rookies that you or your league mates have no intention of ranking or drafting. The vast majority of rookies are not really MLB material and should probably not be included on your Rookie list. Of course, this is somewhat dependent on the number of Minor League players your league selects, but the Rookie List should be viable MLB prospects that you want to get into your Fantasy Team's farm system.

14.6 Clear Functions

The Clear functions are used to globally clear certain database fields or a league roster. The items that can be cleared are:

- League Rosters
- Player Flags
- Player Status
- Player Notes
- Rookie List

You will be asked to confirm this action. If you inadvertently clear something that you didn't mean to, immediately quit the program and restart RotoLab. On the opening Leagues screen there is a Backup Tab that you can use to restore the programs data to its previous state.

14.7 Various Functions

Miscellaneous functions for use in the program. The most important one is "Mark Rostered as Keepers", which is used to set the status of all Active players on the league rosters to Keeper status. Typically this is done just after final keepers are turned in. Even though the program treats Keepers and Bought players as the same in all calculations, sometimes it is helpful to know if a player was taken in as a frozen keeper, or purchased or drafted at the draft. Two different Roster status colors are used so that the two status of players can easily be differentiated.

Another fairly important (but seldom used function on this menu is the function to import the previous year's Notes and projections. Not many users keep their own projections during the off-season, because when you purchase the program the following January, you get fresh projections on each player from BaseballHQ. But many users do keep their own notes all winter, and this facility allows you to import them into the new version of the program.

Part XV

15 Scoring Systems

The two most common methods for calculating draft values for Rotisserie players are the **Percentage Valuation Method (PVM)** and the **Standings Gain Points** (SGP) method. There are variations to each method and both models produce reasonable values that can be used effectively at a draft. The differences in the methods are detailed in the topic Differences.

15.1 Percentage Valuation Method

In the **Percentage Valuation Method** (PVM), the following 9 basic steps are taken to calculate each player's dollar value. For these sample calculations, we are using a 13 team league with 15 hitters and a $280 budget per team. For the hitters, 13 * 15 = 195, so N = 195, the 195th ranked hitter in the league.

1. Separately total the hitting stats from your league player pool for each category the league uses. For **quantitative** stats like HRs and WNs, simply total the stats. For **qualitative** categories like AVG and RATIO, you must total each player's stat *above* the league base in the category times the category denominator of the player (usually his ABs or IPs) to get the category total. This is because the number of ABs or IPs the player accumulates affects how important the player's stat is (A .320 hitter with 500 ABs is much more valuable than a .330 hitter with 75 ABs).
2. For each category, determine the base stats that the Nth hitter (195th ranked hitter in this example) in each category produced. These stats are called **base** stats, and are assumed to be able to be produced by any draft-able player and no value is assigned to them. The stats above the base stats are called **productive** stats.
3. For each hitter, calculate the percentage of the total **productive** stats the player has produced in each category.
4. For each hitter, total the percentages the player has produced in all of the hitting categories.
5. Sort the hitters based on their total percentages.
6. From each hitter's total percentage, subtract the percentage of the 195th hitter. This is referred to as the **base percentage**. This drops the lowest-ranked hitter down to 0%. The resulting percentage for each hitter is known as his **productive percentage**. Later a $1 is assigned to the player at the 0% mark if the minimum base option is used.
7. Total the **positive** productive percentages for the top 195 hitters. The total positive percentages will be those of the top 195 hitters, since the 195th hitter is 0%.
8. For each hitter, divide the player's productive percentage by the total **positive** productive percentage of all hitters. This will determine the final percentage of draft-able stats each player has produced.
9. Finally, multiply each player's **final** percentage by the available hitting dollars (i.e. a 13 team league with a $280 budget that typically spends 69% of their budget on hitting = $2512). This gives you an accurate measuring stick that values the hitters proportionally, yet takes into account the fact that the lowest-ranked hitters should only

be worth $1 regardless of the true value of their actual stats.

Repeat the 9 steps above for pitchers.

15.2 Standing Gain Points Method

The **Standings Gain Points** (SGP) valuation method was developed by Alex Patton back in the 1980s and expounded upon by Art McGee in his book, "How to Value Players for Rotisserie Baseball". Patton released a series of annual books from the late 80s to mid-90s and they are excellent reading if you are interested in the inner workings of valuation methods.

The basic concept behind the SGP method of valuing players is to measure the amount of a baseball stat it takes to move from place in the category standings to the next place. If you can measure that gap, then you can figure out how many standings points a player can gain in each category. Once you have the total of SGPs that each player produces, then it is simply a matter of allocating the League Budget across the player pool based on the SGPs each player has produced. There are other factors such as marginalizing the SGPs that I will not get into in this help topic.

I will go over the basics of the SGP parameters and worksheet in the League Setup so that you can use it to develop your own parameters for your individual league. Every league is different and it may well be worth your time to investigate it. Below is a section from the Hitting Categories Tab in the League Setup. Here you pick the categories your league uses and adjust the parameters of each category so that it affects the valuation process.

#	Use	Title	Type	Direction	Scoring	PV Weight	SGP Denom	SGP Base	SGP Mean
1	☐	AB	+ Counted	Normal	1.00	1.00	235.7		
2	☐	RN	+ Counted	Normal	1.00	1.00	31.2		
3	☑	HR	+ Counted	Normal	1.00	1.00	9.4		
4	☑	RBI	+ Counted	Normal	1.00	1.00	31		
5	☑	SB	+ Counted	Normal	1.00	0.70	7.6		
6	☑	AVG	/ Ratio	Normal	1.00	0.75	0.0021	5600	0.270

There are 2 types of categories that can be valued using SGP method: COUNTED categories and RATIO type categories. Counted categories are simply the sum of the stat of your active players and it is very easy to measure the relative worth of each stat. All of these type of stats count positively toward the team total and all stats count the same no matter if a full-time player or a bench-warmer that gets 100 ABs a year produced it. Ratio type stats, on the other hand are a bit more complex for 2 reasons. One, it not only matters how well the player produces the stat, but also how often. A .330 hitter with 100 ABs does not help his nearly as much as a .310 hitter with 600 ABs. That has to be accounted for. The other reason is, unlike the counted categories, at some point the player is actually hurting you in that stat category by being on your team. If you have a player getting 500 ABs a year and batting .230 you are much better off not even having him on your team (for that category) and this negative effect should be reflected in the player's value.

Counted categories are easy because all you have to do is determine the approximate distance between one place in the standings and the next from top to bottom. This is referred to as the SGP denominator (SGP Denom) and is not to be confused with the denominator in

the equation of the actual category. The way to properly do this is to run a linear regression on the stats. This is covered in more detail in topic SGP Worksheet in the League Setup section. For Ratio type stats, you also need to know the Base stats, which is the average bottom stat in the equation of all teams minus one player. For example, for AVG this would be AB. For ERA it is IP. You also need to know the **mean** of the category which is the average of all the stats in the standings that are produced. Again, see the **SGP Worksheet** help topic for a broader discussion of these terms.

Note: This is an over-simplification of the SGP valuation method. I cannot possible cover everything that needs to be discussed in a short Help Topic. But rather it should give you enough base information that you can understand what is going in the valuation process and how it compares to other valuations methods. If you are interested in this topic then you should look for a copy of Art McGee's book on the web.

15.3 BaseballHQ Values

When you import the BaseballHQ (BHQ) projections, two fields that are updated in the RotoLab database are HQ4 and HQ5. These acronyms stand for BaseballHQ 4x4 and 5x5 values respectively. These values are calculated on the standard Rotisserie league configurations, which are defined below:

- National League: $260 Budget, 13 teams, 14 Hitters, 9 Pitchers
- American league: $260 Budget, 12 teams, 14 Hitters, 9 Pitchers

HQ4 values consist of the original 8 Rotisserie categories, 4 hitting and 4 pitching: HR, RBI, SB, AVG and WN, SV, ERA, and RATIO (often referred to as WHIP). HQ5 adds RUNs and SOs. If you play in one of these exact league configurations (categories, budget, player pool and roster size) then you can use the BHQ values as your value system in RotoLab. If not, you should choose one of the other value systems that calculates the Player Values based on your exact league settings.

Note: The BaseballHQ values are static values are calculated on the BaseballHQ site before they are imported. RotoLab does not make any changes to these values, it only uses them. For this reason, league allocation of value and draft inflation rates are subject to how close the players in the Player pool add up to the league budget. Very early on in the spring, they might be off a significant amount as BaseballHQ analysts continually monitor playing time changes. In other cases they are "hedging their bets" until a clear-cut favorite emerges in a position battle. This is especially true of Wins of pitchers, which may be off a considerable amount in February and early March.

15.4 User-Defined Values

The RotoLab database contains 4 **User-defined** value fields. These fields can be used as an alternate value system if the user wants to input their own values instead of using one of the built-in value systems. The user can also use them as a reference field that holds values from a magazine, a favorite Fantasy Baseball Analysis, or expert draft such as the Tout Wars or LABR. They can also be used as a High / Low reference for defining the min and max you

are willing to spend on certain players. If you are not using these fields as the source for the valuation, then you do not have to put in values for each player. If you are using them as your value system, then the total value you put in for all players should be close to the total league budget.

To use the **User-defined** values, simply type in some value that correlates well with the league and team budgets. Hit the [**Delete**] key to remove the value. If no value is shown, a value of zero is give to the player in question during the valuation process. Players that a user-defined value simply have that value copied into the Value field during the valuation process. Of course, if you are going to use them as a value system, then it must be selected in the League Setup Settings.

15.5 Category Weights

The **PVM** method as employeed in this system, allows for **category weights**, meaning you can artificially assign more or less weight (and therefore value) to a particular category. Typically, each category weight is set to 1.0 (100%) so that the value of the category is just as important as the others. However, in an standard 8-category league, I set SBs to 0.70 because the league I play in does not pay full value for SBs. I also set the SVs to 0.70 and WNs category weight to 1.35 to add more value to starters because of our IP requirement in my home league (see the note on this in the last paragraph).

The relative value in a category in the SGP method is handled a bit differently. Value is moved to a category by lowering the SGP denominators.

In an unregulated Rotisserie world you would never add value to the WNs category and starting pitchers would not be worth nearly as much as we pay for them. However, most leagues have a minimum IP rule that forces us to spend more on starters than we normally would, to get those needed innings. Because the rule artificially forces draft dollars towards starting pitchers (because of the number of innings they produce), the value system must reflect it or you will be underpaying for starters and overpaying for relievers. If your league did not have an inning pitch minimum, you would be much better off avoiding most starters all together and spending your money on relievers. This was proven long ago in veteran leagues during the 80's and the strategy caused most leagues to adopt an IP rule. If you are in a 5x5 league that uses Strikeouts as a category, this is much less of a problem, since more dollars must already be allocated to starters based on their strikeouts.

15.6 Differences in Methods

There are two main differences between the **Percentage Valuation Method (PVM)** and the **Standings Gain Point (SGP)** method. In the Scarcity method, the player values are drawn strictly from the league player pool and are not influenced by a given set of league standings. In the Standings Gain Points (SGP) method, you need to account for the standings for different seasons and different leagues because they affect the category denominators (the amount of a stat, such as HRs, it takes to move a team up or down one place in the category). If you play in one league with 13 teams and in another with 8 teams, you already know that the amount it takes to move from place in a category to the next is usually quite a bit different between the two leagues. Further, in the SGP method you should take an average over a few seasons to neutralize the effects of any one season or at the very least remove

outliers from the denominator calculations if you think they are not normal for the league (i.e. 3 teams punted Saves in the same year). If not, it would greatly affect what it takes to move from one place in the category to the next (it will spread it out), although in reality it may have been just a one-year aberration. In the PVM method this is not necessary because you only take into account the league player pool and not the league standings.

Note: There is no correct method for calculating Player Values. Different models produce values and often the best model to choose is based on the tendencies of the league as a whole or the particular style of play that works best for you. There are plenty of Fantasy Experts on both sides of this argument so don't believe that one method is superior to the other. From a practical standpoint, the PVM method is easier for the user because you don't have to worry about the denominators which can be adjusted for your league if you are not in a standard Rotisserie league. On the other hand, the SGP method produces values that correlate more closely with the values people use in a lot of leagues. The PVM method often requires the SBs and SVs category weights to be adjusted down to around the 70% range because it tends to over-value those categories in comparison to values many people use. That is not to say that the values of the SBs and SVs should not be that high, but in the eyes of many they are higher than what they are used to in their leagues.

Part

16 Glossary of Terms

Autosearch Mode

A convenient way to search player grids using the [A] to [Z] keys. Both the main Player Editor Grid and the Select Player Grid support the autosearch mode. To use it, simply start typing a player's name, while in any cell on the grid. The grid will sort alphabetically on the player's last name column and the cursor will turn red to let you know that you are in the autosearch mode. As the user types in the player's name, the program will search based upon the input characters. For example, typing "p", "i", and "a" should find Mike Piazza. Once the player has been found, you can press the [Esc] key or the [Enter] key to leave the autosearch mode. On the Select Player Grid, pressing the [Enter] key will also select the player as well. The timer on the autosearch mode will reset itself after 2 seconds. After that time, the next key pressed will start a new search instead of continuing the previous search.

Batting Eye

(Walks / Strikeouts): A measure of a player's batting eye -- the raw ability to distinguish between balls and strikes -- used as a leading indicator for batting average. Similar to a pitcher's Control ratio.

Benchmark: The best hitters have eye ratios over 1.00 (indicating more walks than strikeouts) and are the most likely to be among a league's .300 hitters. At the other end of the scale are ratios less than 0.50 which represent batters who likely also have lower BAs.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

BPV (Pitchers)

(Strikeout Rate x 6) + (Control Ratio x 21) - (Opposition HR Rate x 30) - ((Opposition batting average - .275) x 200): This formula combines the individual raw skills of power, control, the ability to keep batters from reaching base and the ability to prevent long hits, all characteristics that are unaffected by most external stimuli. In tandem with a pitcher's opposition on base average and strand rate, it provides a complete picture of the elements that contribute to a pitcher's ERA, and therefore serves as an accurate tool to project likely changes in ERA.

Benchmark: We generally consider a BPV of 50 to be the minimum level required for long-term success. There are some veteran pitchers who have rarely reached this level, but they are generally the types who are workhorse inning-eaters and post very high ERAs. The elite of the bullpen aces will have a BPV of over 100 and it is rare for these stoppers to enjoy long term success with consistent levels under 75.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Command Ratio

(Strikeouts / Walks): A measure of a pitcher's raw ability to get the ball over the plate. There is no more fundamental a skill than this, and so it is accurately used as a leading indicator to project future rises and falls in other gauges, such as ERA. Command is one of the best gauges to use to evaluate minor league performance. It is a prime component of a pitcher's base performance value (See BPV).

Benchmark: Baseball's upper echelon of pitchers will have ratios in excess of 3.0. Pitchers with ratios under 1.0 -- indicating that they walk more batters than they strikeout -- have low probability for long term success.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Contact Rate

((AB - K) / AB): Measures a batter's ability to get the wood on the ball.

Benchmark: Those batters with the best contact skill will have levels of 90% or better. The hackers of society will have levels of 75% or less.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Control Ratio

Opposition Walks per Game (BB Allowed x 9 / IP): Measures how many walks a pitcher allows per game equivalent.

Benchmark: The best pitchers will have bb / 9 levels of 3.0 or less.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Dominance

Opposition Strikeouts per Game (K Allowed x 9 / IP): Used in the BPV formula, it measures how many strikeouts a pitcher allows per game equivalent.

Benchmark: The best pitchers will have K / 9 levels of 6.0 or more.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Estimated Team Value (ETV)

A rough estimate of what the value of a team will be after the auction is complete. ETV is the sum of the team's keeper values + the value the remaining salary will buy at the draft at the current League Inflation Rate. For example, if a team has $186 to spend at a draft where the inflation rate is 27%, then that team will only be able to buy, on average, $146 of talent at that draft ($186 / 1.27 = $146). If the team's frozen players have a combined value of $142, then the team's ETV would be $288. This is approximately what the value of the team will be after the draft. This assumes an average draft by the team and does not take into account category surpluses or needs which the team will have to address sometime during the season. It strictly measures raw value.

Inflation

The adjustment of draft day values due to frozen players being retained at salaries that are different (usually lower) than their actual values. The formula is: (League Budget - Frozen Salaries) / (League Budget - Frozen Value) or in simpler terms, money left to spend divided by value left to buy.

Keeper Rating

A rating used to determine the relative value of a keeper. The rating takes into account the player's salary value and the league inflation rate. The higher value, the better the keeper.

Zero is the break-even point. If the value is less than zero, statistically you are better off throwing the player back into the draft pool. In those cases, your draft dollars should be able to buy just as much or more value at the draft.

PVM Method

A method used to measure the value of Rotisserie players. The main concept behind this method is to measure what percentage a player produces of the total stat output of the league player pool in that category.

see PVM Method

Power Index (PX)

(Batter's LWPwr/League LWPwr) x 100: LWPwr is presented in the Baseball Forecaster in its normalized form to get a better read on a batter's accomplishment in each year. For instance, a 30-HR season in 1996's high-offense campaign is not nearly as much of an accomplishment as 30 HRs hit in 1995. A level of 100 equals league average power skills. Any player with a value over 100 has above average power skills, and those over 175 are the slugging elite.

LWPwr: (((Doubles x .8) + (Triples x .8) + (Home runs x 1.4)) / At bats) x 365: An excerpt/ variation of Pete Palmer's original linear weights formula that only considers events that are measures of a batter's raw power.

Benchmarks: Baseball's top sluggers usually top the 50 mark. Weak hitters will have a LWPwr level of under 20.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Profit

The difference between the Player's true value and his salary.

see Keeper Rating.

SGP Method

Standing Gain Points (SGP) is a method for valuing Rotisserie players. For each category the league uses, the typical stat gap between each place in the standings is measured and is used as the yardstick to measure each player in each categories. Total up the number of these "gaps" that the league as a whole produces and divide it into the amount of money the league has to spend. It is then known how much each gap is worth and the value of each player can then be calculated. A linear regression is usually used to measure the gaps as it provides a more accurate measurement than just taking a simple average of the gaps between each place in the standings.

Speed Index (SX)

(Batter's Spd/League Spd) x 100: Spd is presented in the Baseball Forecaster in its normalized form to get a better read on a runner's accomplishment in each year. A level of 100 equals league average speed skills. Any player with a value over 100 has above average speed skills, and those over 150 are the fleet of feet elite.

Spd: A measure of the various elements that comprise a runner's speed skills. Although this formula (a variation of James' original version) may be used as a leading indicator for stolen

base output, the fact that SB attempts are controlled by managerial strategy makes Spd less valuable in that role. The speed scores on this site are calculated as the mean value of the following four elements...

- Stolen base efficiency = ((SB + 3)/(SB + CS + 7)) - .4) x 20
- Stolen base frequency = Square root of (SB + CS)/(Singles + BB) divided by .07
- Triples rating = (3B) / (AB - HR - K) / .0016
- Runs scored as a percentage of times on base = (((R - HR)/(H + BB - HR)) - .1) / .04

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Note: It has been our experience that the Speed Index is not nearly as good a forecasting tool as some of the other predictive stats. While the skills may be present, the number of SBs is often a function of other factors such as managerial tendencies. For this reason, use this stat with caution. I mainly use it as a predictor of declining speed skills. When you see the SX rating of a player steadily decline it is time really look at the player's ability to steal bases.

Strand Rate

(H + BB - ER) / (H + BB - HR): This represents the percentage of allowed runners a pitcher strands. It is not a clean measure of an individual pitcher's raw skill because it is highly impacted by the effectiveness of the bullpen.

Benchmark: The most adept at stranding runners will have S% levels over 75%. Once a pitcher's S% starts dropping down below 70%, he's going to have problems with his ERA.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com

Walk Rate

(BB / (AB + BB)): A measure of a batter's eye and plate patience.

Benchmark: The best batters will have levels of over 10%. Those with the least plate patience will have levels of 5% or less.

source: Baseball HQ Sabermetric Glossary, www.baseballhq.com