

Welcome to CyberSports for Basketball Version 5.0

Game Module changes include:

New! Added Voice Input capabilities. Voice input is an integrated part of Microsoft's XP and Vista operating systems.

New! XML output of the game data for use with other applications.

Improved! User interface icons with more direct access to game actions such as goal tending, dead ball rebounds, defensive assists and jump balls.

New! User definable colors for team and player buttons making it easier to track teams.

Improved! A larger court area for entering shots.

Improved! More room for the team substitution list to avoid scrolling.

Improved! Free throw dialog and action editor remember their the last position makes it easier to organize the screen space for improved usability

New! Added sub all buttons to the free throw dialog.

New! Pregame Setup. Added an active column on player info dialog.

New! Player evaluation entry form with quick drop down list entry dialog.

New! Added a new Post Game option to main menu bar for uploading of game files to internet and that direct access to player evaluations.

New! Game remarks for the webcasts.

Improved! Larger court on Action Editor making it easier to change shot locations.

New! Added compatibility with DV Coach or similar video breakdown applications for querying of game tapes.

Game Module Reports changes include:

New! A new stat for 3 point efficiency to answer the question if shooting more 2pt field goals or 3pt field goals will improve scoring.

Improved! Added made shots only along with scoring efficiency to team and individual shot by location charts.

New! Combined game shot by location chart by halves.

New! Single page individual shot charts with color.

Improved! Enhanced NCAA style box score with new stats.

New! Newspaper style box score report

Improved! Added a scoring timeline to the graphical lead timeline report.

Improved! Added team colors to graphical comparison reports.

Improved! Added color and twelve new goals to graphical team goal reports.

Improved! Added scoring proficiency and individual lineup analysis to player evaluation reports.

Manual Game Module changes include:

New! XML output of the game data for use with other applications.

Improved! Added team colors to graphical comparison reports color.

Improved! Added an active column to player info dialog.

New! Player evaluation entry form with drop down list entry dialog.

Improved! Added made shots only along with scoring efficiency to team and individual shot by location charts.

Improved! Added scoring proficiency and individual lineup analysis to player evaluation reports.

Season/Cumulative Module changes include:

New! New site and won/lost statistical performance break downs added to season boxscore report.

Improved! Added percentage of made shots by location along with scoring efficiency to team and individual season shot by location charts.

Improved! Added color and four new goals to graphical team goal and team goal(avg) reports.

New! Player evaluation entry form with drop down list entry dialog.

Improved! Added scoring proficiency and individual lineup analysis to player evaluation reports.

Welcome to CyberSports for basketball version 5.0. CyberSports for basketball is getting better. More than just stats, CyberSports for basketball has not only improved data entry but has also have gone beyond just stats. CyberSports Coaches are analyzing. They're analyzing your games, your team and your players. CyberSports Coaches are finding that in-depth analysis can be easier than reading a box score; it's more rewarding and leads to better results. Team up with your Computer Club to keep your website up-to-date with the latest game results and season summaries. It's too late to be first but you don't want to be LAST!

Information can be shared through Microsoft Windows® SharePoint® Services lists, which can be audited and backed up easily.

This version of CyberSports for Basketball has significant changes and improvements, primarily to the game and season modules.

CyberSports for basketball just got better.

CyberSportsUSA is excited to announce that it is about to release of its new CyberSports for basketball version 5.0 software. CyberSports, Inc. produces the finest software on the market for High School, College and Professional Sports. One of the most common compliments we hear from among our thousands of customers is *"we have tried everything on the market and this is the only one that works."* More than just stats, CyberSports for basketball is an easy to use integrated system of programs comprised of nine modules.

Currently over 5,000 High Schools, Colleges and Professional teams from 18 countries rely on CyberSports software to save them time and effort in providing pertinent and immediate information that definitely provides them with a competitive advantage along with assisting their athletes in understanding what they need to work on to improve their individual skills and their contributions to make for better team.

With CyberSports for basketball, using an improved interface and interactive design capabilities, that do not require deep computer knowledge or skills, users now can track and report game information with even further ease.

In addition, CyberSports provides its users with online services, including live game webcasting, at no extra charge they can present their games to the world, whether there's two parents watching online or tens of thousands of fans. allow fans to view interesting statistical information about their favorite teams and is designed to maintain this information for many years to come.

For more information about the most exciting innovation in Sports this century, contact us at:

CyberSports, Inc.
PO Box 3216
Redmond, WA 98073-3216
Phone: 425.941.6837
Fax: 425.562.7228