WEBB GAMEDAY & COACHES CRM LOCAL AND ONLINE VIDEO AND DATA MANAGEMENT SOLUTIONS

WEBB GAMEDAY/CRM IS AN ELITE LINE OF DIGITAL EDITING & GAME ANALYSIS SOFTWARE. YOU WILL HAVE MANY ADVANTAGES OVER OPPONENTS USING A COMPETITORS PRODUCT. 866-999-WEBB(9322)^{www.webbelectronics.com}





WEBB GAMEDAY - KEY FEATURES

- <u>NO PROBLEM WITH EXCHANGE!</u> IMPORT MULTIPLE VIDEO FORMATS USING THE IMPORT VIDEO WIZARD INCLUDING DV-AVI, WMV, MPEG2, MPEG4, MTS FORMATS
- NO INTERNET? NO PROBLEM! LOCAL AND ONLINE APPLICATIONS MAKES YOUR VIDEO MORE RELIABLE, FASTER AND A BETTER EXPERIENCE
- FULLY INTEGRATED WITH WEBB'S COACHES CRM ONLINE COACHES STATION TO WATCH INTERNET VIDEO
- ANGLE MATCH TOOLS TO QUICKLY INTERCUT YOUR VIDEO.
- QUICKLY SCOUT YOUR GAMES AND BREAK DOWN YOUR OPPONENTS AND YOURSELF.
- FULL SCREEN TOOLS FOR PRESENTING TO YOUR PLAYERS.
- GREAT VIDEO CONTROL WITH THE ORIGINAL COWBOY REMOTE [™]
- CREATE YOUR OWN REPORTS WITH OUR WEBB REPORT WIZARD. WATCH VIDEO FROM INTERACTIVE REPORTS.
- OPEN MULTIPLE CUTUPS AT THE SAME TIME. MAKE CUTUPS ON THE FLY.
- CREATE HIGHLIGHTS AND RECRUITING VIDEOS QUICKLY
- CREATE SIMPLE TITLES TO ADD TO YOUR CUTUPS
- ADD POWERPOINT DIAGRAMS DIRECTLY TO YOUR CUTUPS
- MAKE ALL YOUR WEEKLY CUTUPS IN SECONDS WITH OUR AUTOCUTUPS FEATURE.
- INTEGRATED PLAYBOOK FOR DRAWING PLAYS AND GAME PLANS
- ONLINE PLAYER MANAGEMENT TOOLS
- USE WEBB MEDIA ANALYZER AS A LOCAL LOW COST COACHING
 STATION
- USE THE WEBB COACH POTATO TO MATCH YOUR VIDEO ANGLES SEAMLESSLY
- CUSTOMER SUPPORT 24/7/365!





WEBB GAMEDAY - VIDEO IMPORT WIZARD





IMPORT ONLINE
EXCHANGE VIDEO AND
HARD DRIVE EXCHANGE
VIDEO
COPY VIDEO FROM
MULTIPLE DV
CAMCORDERS AT THE
SAME TIME
IMPORTS MOST
STANDARD VIDEO
FORMATS

- USE OUR IMPORT WIZARD TO PREVIEW AND SELECT CLIPS FROM CAMCORDERS AND HARD DRIVES
- SAVE TIME BY BRINGING IN ONLY "GOOD" VIDEO
- REFERENCE COLORS ARE PROVIDED FOR SHORT CLIPS AND LONG CLIPS AND SEPARATED BY DATE
- IMPORT YOUR WIDE, TIGHT AND ENDZONE CLIPS ALL AT THE SAME TIME

<select all="" c<="" th=""><th>lips #</th><th>Duration</th><th>Time/Date</th><th>Name</th><th>0-</th></select>	lips #	Duration	Time/Date	Name	0-
1	03:31:0	2 AM 08-20-2010	6 Clips		NG Save
	001	00:00:24.17	03:31:02 AM 08-20-2010	20100820103037	Selected Ops 144 Hav Vides
	003	00:00:17:18	63:32:04 AM 08-20-2010	20100820183148	Select Source
	003	00:00:14.01	03:32:32 AM 08-20-2010	20100820103218	neb Sirt Vdeo by: Tree
	004	00:00:20.17	03:33:12 AM 08-20-2010	20100820103251	
	005	00:00:15.16	03:34:04 AM 08-20-2010	20100820103347	



GAMEDAY

WEBB GAMEDAY - ANGLE MATCH TOOLS

and the second state of th		Contraction (1970)				ocal Game)										0.9	×
e Edit Yiew Io	iols (in	sert Delet	e Vid	eg Utilitie	is import	Video Interactive	Beports	Old Reports	Help								
Scout Games	Make	Cutups	E Ing	ort Video													
			Sector	11222							_		_		_		10
	The second second					The second	2	A				-	: 1		Ņ		
-4/0 1 1 51 10	01:16:00	44 4	5 C 4 11		*		TL 000	117.04	4 4 4 11 8		2	I II STL [00-01-03 7	0 44 4 41 1		₩ 3	
Se 🗢 💠 🚹 Create New Game Mark Start of Clip	1 2 Save (a N I Game 🚱	lose G	1111111	- •• 4	411.16.14	•	Angle1 🛓))))1 Insert Row		nmy Start/					₩ 2 3	
聞 中 中 日 Create New Game Mark Start of Clip	1 2 Save (a N I Game 🚱	lose G	ome 📕	- •• 4	411.16.14	•	Angle1 🛓]	Angle Matc	nenty Starty/	End Q Find And	Replace			₩ 3	
BE 🗢 💠 🚦 Create New Game Mark Start of Clip Ine Data Entry	12 Save I	Same 🚱	Close Gr	ame 💂	- 44 (1 Play 14 G	o to Start Dil Gio to	Defined in X	Angle I 🔄))))1 Insert Row		nmy Start/	End Q Find And		r Duration	1 4 1	Duration	
BE -	1 2 Save (Mark)	Same 🚱 End of Clip Distance	Vand	ame 💂	Play Id G	to Start b] Go to Formation DOUBLES	Defined in X	Angle I _ Delete Row Run/Pass Run	Play Name *	Angle Matc	nenty Starty/	End Q Find And Duration	Replace	Duration		00:00:18.07	
SE 🗢 🗢 Create New Game Mark Start of CEp ne Data Entry ponent Play Num n Tyles 1 1 1 1 1	1 2 Save (Mark 1 Down 1st 2nd	Game 🚱	Vard	Hash Right	Play Id G Strength None	II If Go to Start Go to Formation DOUBLES DOUBLES DOUBLES DOUBLES DOUBLES DOUBLES DOUBLES DOUBLES	End X	Angle I _ Delete Row Run/Pass Run Run	I insert Row X Flay Name + TRAP COUNTER	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:09.18 00:00:11.22	Replace	 Duration 00:00:09.18 00:00:11.22 		00:00:18.07	
eff 🗇 🗢 📑 reste New Game desk Start of Cip Me Data Entry ponent Play Num n Tyler 1 n Tyler 2 n Tyler 3	1 2 Save (Mark) Down 1st 2nd 3rd	3 A Same Game Clip End of Clip Distance	Vard 20 -27	ame 💂 to Next I Hash Middle	Play Id G Strength None None Right	to Start Go to formation DOUBLE BACKS TREY RT	End X	Angle I _ Delete Row Run/Pass Run Run Run	Flay Name * TRAP COUNTER ZONE KICK =	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:09.18 00:00:11.22 00:00:11.22	Replace	Durabon 00:00:09.18 00:00:13.22 00:00:13.29		00:00:18.07 00:00:13.03 00:00:14.24	
EE I III IIII IIIIIIIIIIIIIIIIIIIIIIII	1 2 Save (Mark) Down 1st 2nd 3rd 1st	3 1 End of Clip Distance 10 3 10	Vard -27 -27 -42	Hash Middle Right Middle Middle	Play 14 d Strength None Right Left	The start of	End X	Angle I Delete Row Run/Pass Run Run Run Run	Play Name * TRAP COUNTER ZONE KICK = ZONE	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:09.18 00:00:11.22 00:00:13.26 00:00:13.26	Replace	Duration 00:00:09.15 00:00:11.22 00:00:13.20 00:00:10.03		00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00	
In type 3	1 2 Save (Mark) Down 1st 2nd 3rd 1st 2nd	3 4 1 Game 😵 End of Clip Distance 10 3 10 5	Vard -20 -27 -27 -47 -47	Hash Hash Middle Right Middle Middle Middle	Play I G Strength None None Right Left	to Start [0] Go to formation DOUBLES DOUBLE BACKS TREY RT Tray Lt Pletal LT	End X	Angle I Delete Row Run/Pass Run Run Run Run Run Run	Ray Name * TRAP COUNTER 20NE KICK = 20NE COUNTER	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:00-13.20 00:00:13.20 90:00:13.20 90:00:13.20 00:00:13.20	Replace	Duration 0f::00:09.18 00:00:11.22 00::00:13.00 00:00:11.21		00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00 00:00:20.10	
EE I I I I I I I I I I I I I I I I I I	1 2 Save (Mark 1 Down 1st 2nd 1st 2nd 1st	3 Image: Second control of the secon	Vard 20 -27 -27 -47 35	Hash Hash Middle Right Middle Right Middle Right	Play 14 G Strength None Nono Right Left None	Formation DOUBLES DOUBLES DOUBLES DOUBLES TREY RT Trey Lt Pletol LT DOUBLE BACKS	End X	Angle I Delete Row Run/Pass Run Run Run Run	Flay Name * TRAP COUNTER ZONE KICK = COUNTER ZONE CRO	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:09.18 00:00:11.22 00:00:13.26 00:00:13.26	Replace	Duration 00:00:09.15 00:00:11.22 00:00:13.20 00:00:10.03		00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00	
EE I III IIII IIIIIIIIIIIIIIIIIIIIIIII	1 2 Save (Mark) Down 1st 2nd 3rd 1st 2nd	3 1 Same Same End of Clip Distance 10 3 10 10 10 10 10	Vard -20 -27 -27 -47 -47	Hash Hash Middle Right Middle Middle Middle	Strength None None None None Right Left None Right	to Start G Go to formation DOUBLES DOUBLE BACKS Tray Lt Pietol LT DOUBLE BACKS Pietol rt	End X	Angle I Delete Row Run/Pass Run Run Run Run Run Run	Ray Name * TRAP COUNTER 20NE KICK = 20NE COUNTER	Angle Matc	nımy Start/T h A1	End Q Find And Duration 00:00:00:18 00:00:11.22 00:00:11.22 00:00:11.23 00:00:11.23 00:00:11.23 00:00:11.23	Replace A2	P Duration 00:00:09.18 00:00:11.22 00:00:13.09 00:00:13.09 00:00:13.09 00:00:11.23 00:00:11.23	ĒĀ	00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00 00:00:20.10 00:00:24.04 00:00-16.03	
Create New Game Mark Start of Clip Mark Start of Clip me Data Entry poponent Play Num m Tyler 1 m Tyler 1 m Tyler 4 m Tyler 5 m Tyler 5 m Tyler 6 7 7 7 7 7 7 7 7 7	1 2 Save (Mark) Down 1st 2nd 1st 2nd 1st 2nd 1st 2nd	3 1 Same the form of Clips End of Clips 10 3 10 5 10 10 10 10 10 10 10 10 10 10	Vard 20 -27 -27 -47 35	Hash Hash Middle Right Middle Right Middle Right	Play 14 G Strength None Nono Right Left None		End X	Angle I Delete Row Run/Pass Run Run Run Run Run Run Run Run	Ray Name * TRAP COUNTER ZONE CICK = ZONE COUNTER ZONE CRO STRETCH ZONE	Angle Matc	nenty Starty/	End Q Find And Duration 00:00:00-11.22 00:00:11.22 00:00:11.22 00:00:11.22 00:00:11.23 00:00:11.23	Replace	Durabion 00:00:09.13 00:00:12.22 00:00:13.00 00:00:12.23 00:00:12.00 00:00:12.33 00:00:12.33 00:00:12.33		00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00 00:00:20.10 00:00:24.04 00:00:16.00 00:00:14.04	
Arrow Control of Clip Arrow Control New Game Mark Start of Clip Mark Start of Clip me Data Entry ponent Play Num min Tyler A	1 2 Save (Mark) Down 1st 2nd 1st 2nd 1st 2nd 1st 2nd	3 1 Same Same End of Clip Distance 10 3 10 10 10 10 10	Vard 20 -27 -27 -27 -27 -27 -27 -27 -27 -27 -27	Hash Hash Middle Right Middle Right Middle Right	Play 14 G Strength None None None None None None None None	to Start G Go to formation DOUBLES DOUBLE BACKS Tray Lt Pietol LT DOUBLE BACKS Pietol rt	End X	Angle I Delete Row Run/Pass Run Run Run Run Run Run Run Run	Ray Name * TRAP Name * TRAP COUNTER ZONE KICK = ZONE KICK = ZONE CRO STRETCH	Angle Matc	nımy Start/T h A1	End Q Find And Duration 00:00:00:18 00:00:11.22 00:00:11.22 00:00:11.23 00:00:11.23 00:00:11.23 00:00:11.23	Replace A2	P Duration 00:00:09.18 00:00:11.22 00:00:13.09 00:00:13.09 00:00:13.09 00:00:11.23 00:00:11.23	ĒĀ	00:00:18.07 00:00:13.03 00:00:14.24 00:00:16.00 00:00:20.10 00:00:24.04 00:00-16.03	

- PLAY ALL VIDEO ANGLES SIMULTANEOUSLY TO MAKE IT EASIER TO INTERCUT UP TO FOUR ANGLES
- IMPORT START AND END TIMES OF YOUR CLIPS FROM HARD DRIVE AND DV CAMCORDERS
- USE THE ANGLE MATCH WINDOW TO COLOR AND TAG CLIPS THAT YOU NEED TO REMOVE
- ADD DUMMY CLIPS THAT THE CAMERAMAN DID NOT SHOOT
- QUICKLY AND EASILY SET YOUR SCOUT TYPES (OFFENSE, DEFENSE AND KICKS) FOR YOUR DIFFERENT CLIPS
- SET KEYBOARD HOTKEYS TO CONTROL VIDEO AND ENTER DATA
- <u>USE OUR AIR POTATO PRODUCT TO MATCH YOUR ANGLES</u> <u>SEAMLESSLY!!</u>





WEBB GAMEDAY - QUICKLY SCOUT GAMES

- QUICKLY BREAK DOWN YOUR GAMES USING YOUR OWN TERMS
- LOCK DOWN YOUR TERMINOLOGY TO PREVENT COACHES FROM ENTERING THE WRONG VALUES
- YOUR VALUES AUTOFILL, TYPE IN THE 1ST PART, GAMEDAY FILLS IN THE REST
- ENTER DATA IN AN EXCEL LIKE FORMAT
- AUTOMATICALLY CALCULATES DOWN, DISTANCE AND YARD
- USE THE FIND AND REPLACE FUNCTION TO QUICKLY CHANGE
 VALUES
- AUTOMATICALLY CALCULATE EFFICIENCY
- USE CUSTOM COLUMN SETUPS FOR BREAKING DOWN VALUES YOU WANT OR FOR PLAYER GRADING (+/- OR 0-5)
- CREATE YOUR OWN FIELDS

1 1st 10 -20 Middle None DOUBLES Run TRAP 10 7 4 in Tyler 2 2nd 3 -27 Right None DOUBLE BACKS Run COUNTER OPTION 20 0 8 in Tyler 3 3rd 3 -27 Middle Right TREY RT B Run Value Data Entry Value Data 1st 10 -42 Middle Left Trey Lt A Run Value Data Entry		
n Tyler 3 3rd 3 -27 Middle Right TREY RT B Run		
n Tyler 4 1st 10 -42 Middle Left Trey Lt A Run Value Data Entry	4 x	
지수는 방법을 하는 것 같아요. 이 것 같아요. 이 것 같아요. 이 집에 있는 것 이 집에 있는 것 이 집에 있는 것 같아요. 이 집에 있는 것 이 집에 있는 것 같아요. 이 집에 있는 것 이 집에 있는 것 같아요. 이 집에 있는 것	TA	
IN TYLEF 5 2nd 5 -47 Middle Left Pistol LT B Run IN TYLEF 6 1st 10 35 Right None DOUBLE BACKS Run Play Name		
In Tyler 6 1st 10 35 Right None DOUBLE BACKS Run In Tyler 7 2nd 10 35 Left Right Pistol rt Run 13 ZONE 14 Z		TD
	-	10
In Tyler 9 2nd 4 32 Middle None DOUBLES Run	#	
in Tyler 10 1st 10 26 Right None DOUBLES Run 15 ZORRO 18 Z		
in Tyler 11 2nd 9 25 Right Left Trey Lt Run 1 1 18 ZK 🕥 19 Z		
in Tyler 12 3rd 8 24 Right None SPREAD Pass 20 KILL 22		TD
In Tyler 13 1st 10 -4 Left None DOUBLE BACKS Run		
in Tyler 14 2nd 3 -11 Left Right Pistol rt Run 22 POP 22 STR		
🗢 29 dog 🔅 29 STR		
© 290 KILL © 32 BANG		
🗢 32 RD 🔅 32 ROPE		
🖸 33 💭 33 BANG		
● 33 LEAD ● 33 RD		
B 23 DOCC	τ.	
Column Values	4 Þ	

866-999-WEBB(9322) www.webbelectronics.com Sales@webbelectronics.com



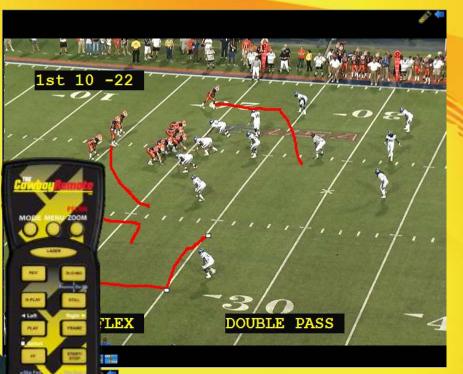


WEBB GAMEDAY - FULL SCREEN TOOLS

- SHOW FULL SCREEN VIDEO WITH TEXT OVERLAYS
- DRAW OVER VIDEO TO SHOW YOUR PLAYERS COACHING POINTS
- USE THE ORIGINAL COWBOY REMOTE OR VIRTUAL REMOTE TO CONTROL THE VIDEO

1st 10 -22

SPLIT FLEX



 ZOOM IN ON AREAS OF YOUR SCREEN TO SEE DETAILED STEPS TO TEACH YOUR PLAYERS THE RIGHT WAY TO PLAY.

866-999-WEBB(9322)^{www.webbelectronics.com}

DOUBLE PAS





WEBB GAMEDAY - INTERACTIVE REPORTS





- RUN REPORTS BASED OFF YOUR GAME BREAKDOWNS
- WATCH VIDEO DIRECTLY FROM INTERACTIVE REPORTS
- SAVE CUTUPS DIRECTLY
 FROM REPORTS
- OVER 400 DIFFERENT REPORTS TO CHOOSE FROM WITH WEBB GAMEDAY
- RUN REPORTS WITH DRAWINGS FROM WEBB PLAYBOOK
- RUN REPORTS WITH FORMATION PICTURES FROM VIDEO







TOTAL

Your Solution for Sports Video Since 1986

Next | Fut

Onen Report

WEBB GAMEDAY - INTERACTIVE REPORTS

USE OUR WEBB REPORT WIZARD[™] TO CREATE CUSTOM REPORTS. CREATE YOUR OWN TEMPLATES TO RUN AGAINST YOUR SCOUTED GAMES FOR OPPONENT & SELF SCOUT.

ebb Report Wizard ease select a report type to

Play List Report

Group Report

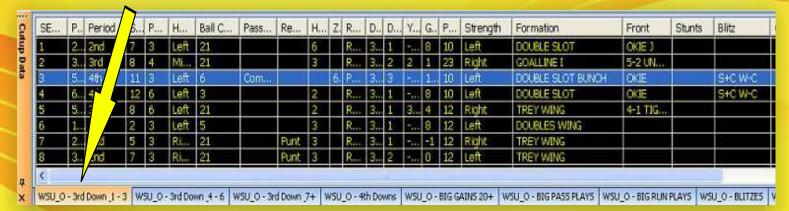
OFF LINE GRADE A GRA OFF LINE GRADE 83.2% 83.3 LT GRADES LG GRADES Jer# Plays Grade Jer# Plays G	OFFENSIVE LINE GRADES VS MEMPHIS OFF LINE GRADE A GRADE T GRADE OFF LINE GRADE 83.2% 83.3% 83.0% LT GRADES LG GRADES CENTER GRADES RG GRADES RT GRADES Jer# Plays Grade Jer# Play							
TOTAL PLAYER GRAD Jer# Plays TOT +GR TOT -GR 54 66 108 24 65 66 117 15 70 66 108 24 74 66 105 27 79 66 111 21	WEBB Electronics Integrated Reports Monday, 30 January 2012 11:09 AM	Position Grades by Pla Report TEAM O-LINE TE	ay Name					
79 66 111 21	ALERT Freq 9	77.8% 84.4% 0.0%	70.8% 77.8% 72.2%					
	ZONE Freq 7	84.4% 87.1% 66.7%						
POSITION	POSI Freq 4	87.5% 87.5% 0.0% 78.9% 82.5% 75.0%	90.6% 75.0% 87.5% 81.3% 50.0% 75.0%					
GRADES BY PLAY	ORIVE Freq 4 SCREEN Freq 3 LIZ Freq 3	90.9% 86.7% 0.0% 87.9% 100.0% 0.0%	95.8% 83.3% 100.0% 73.1% 100.0% 83.3%					
NAME	DRAG Freq 3	72.7% 63.3% 0.0%	80.8% 75.0% 83.3%					





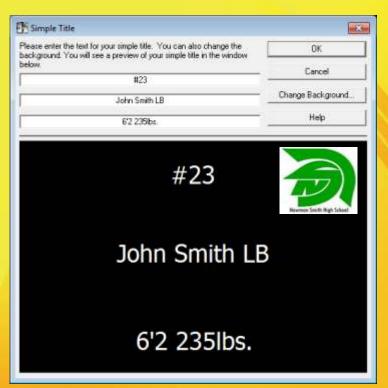
WEBB GAMEDAY - MULTIPLE CUTUP TABS

- LOAD MULTIPLE CUTUPS AT THE SAME TIME
- JUMP FROM CUTUP TO CUTUP IN YOUR MEETINGS QUICKLY
- DRAG AND DROP PLAYS FROM ONE CUTUP TO ANOTHER
- CREATE CUTUPS ON THE FLY



WEBB GAMEDAY - SIMPLE TITLE TOOL

- QUICKLY CREATE TITLE SLIDES TO PUT AT THE BEGINNING OF YOUR CUTUPS
- MAKE TITLES FOR YOUR
 RECRUITING VIDEOS
- ADD OR CHANGE BACKGROUNDS TO PERSONALIZE YOUR TITLES



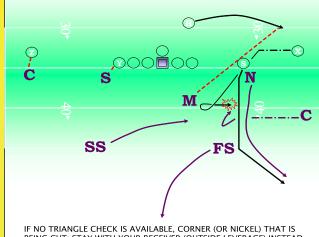




WEBB GAMEDAY - INSERT POWERPOINTS & DIAGRAM SLIDES INTO CUTUPS

- IMPORT POWERPOINT PRESENTATIONS AND DIAGRAM SLIDES DIRECTLY INTO WEBB GAMEDAY
- ADD POWERPOINT SLIDES TO YOUR CUTUP TO USE IN YOUR PRESENTATIONS
- RUN YOUR CUTUPS WITH YOUR SLIDES OUT TO VIDEO OR DVD





IF NO TRIANGLE CHECK IS AVAILABLE, CORNER (OR NICKEL) THAT IS BEING CUT: STAY WITH YOUR RECEIVER (OUTSIDE LEVERAGE) INSTEAD OF SPINNING OFF LOOKING FOR THE NEXT RECEIVER. REASON: BECAUSE OF ALL THE PEOPLE RUNNING SPOT OR SNAGS, DON'T LEAVE THE SAFETY HUNG OUT TO DRY

WEBB GAMEDAY - AUTO CUTUPS

D - PASSES by ZC D - 1st Down & 1 D - 1st Down & 1 D - 2nd Down & 1	Arpt - 3.rpt I - 6.rpt '+.rpt	
Sove AutoCutupts	- 5.IDt	
Enter prefix text to indentify	this Auto Cutup series from othe	en.
WEEK 1	<u></u>	
Create New Folder for Q	utups New Folder Na	WEEK 1
Publish to Online Coache		
Distribution Lists	e Statury	
CVERIOU DED		
P OFFENSE LIST	I⊤ DEFENSE LIST	P MY STATION
File	F 665	T (ct)
Choose Liters Select Grou	ps and UsersDelete Users	Delete Highlighted Groups and I
Groups and Users Chosen		
<all coaches=""> <offense coaches=""> 30NES OFFENSE OFFENSE</offense></all>		

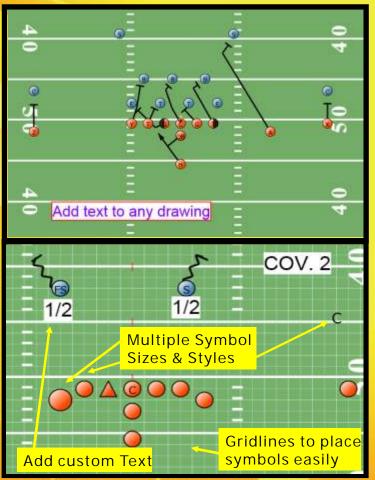
- CREATE CUSTOM TEMPLATES FOR OFFENSE, DEFENSE AND KICKING CUTUPS. RUN YOUR WEEKLY CUTUPS IN SECONDS.
- DISTRIBUTE YOUR WEEKLY CUTUPS QUICKLY OVER YOUR SCHOOLS NETWORK.
- UPLOAD YOUR CUTUPS TO WEBB'S ONLINE COACHES STATION

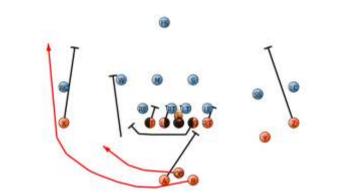




Your Solution for Sports Video Since 1986 WEBB GAMEDAY - WEBB PLAYBOOK

- PRINT INSTANT PLAYCARDS FOR PRACTICE
- EASY TO DRAW & ORGANIZE FORMATIONS, PLAYS, AND DEFENSES
- QUICKLY MATCH PLAYS AGAINST DEFENSES
- CREATE YOUR GAME PLANS
 FOR EACH OPPONENT AND
 SEASON





Print Instant Play Cards!



- ADD COACHING POINTS TO YOUR DRAWINGS
- CREATE NEW FORMATIONS AND PLAYS QUICKLY WITH STORED SETS, BLOCKING SCHEMES, ACTIONS AND PASS ROUTES
- USE DRAWINGS INTO WEBB INTERACTIVE REPORTS AUTOMATICALLY





WEBB GAMEDAY & COACHES CRM



- WORK AT HOME- VIEW & BREAKDOWN YOUR GAMES OVER THE INTERNET
- GREAT CONTROL OF YOUR
 VIDEO USING THE ORIGINAL
 COWBOY REMOTE [™]
- FILTER OUT THE PLAYS YOU WANT AND MAKE CUTUPS ONLINE
- SHARE CUTUPS WITH PLAYERS

- SEND ATHLETES TEXT MESSAGES TO LET THEM KNOW WHAT TO WATCH
- SEND RECRUIT VIDEO AND
 PLAYER DATA TO SCOUTS
- SEND VIDEO TO OTHER TEAMS TO DOWNLOAD FOR EXCHANGE
- FULL SCREEN TOOLS, DRAW OVER VIDEO AND RUN REPORTS FROM THE ONLINE COACHES STATION
- PLAYERS CAN CREATE HIGHLIGHTS & SEND RECRUITING VIDEO TO SCOUTS

866-999-WEBB(9322)^{www.webbelectronics.com} Sales@webbelectronics.com





WEBB GAMEDAY & COACHES CRM

 DON'T KEEP A BUNCH OF SPREADSHEETS: YOU WILL HAVE A CENTRAL, SECURE PLACE TO STORE ALL SORTS OF **INFORMATION ABOUT** YOUR PLAYERS

Webb Report Designer Ver Internal 1.3.1.5.022

Lift Date

4/12/11

1/15/11

9/16/10

6/18/10

5/24/10

3/20/10

5'10 180

5' 11" 181

14 20

No Data Source> ay, 03 February 2012 9:00 AM

FirstName

lames

James

James

lames

Jame

Aiono James James



Compliance Report

150

134

													111	WEBB ELECTRONI	cs	
				Li	ft Sp	eed	Histo	ory							roid Lette	er
														1	1/1 Yes	
		Body	Body Mass	40 Yard	100 Yard	400	Pro	Ver	Broad	Back	Front	Bench	Incline Bench	Power	Yes	
Ht	Wt	Fat %	Index	Dash	Dash	Meter	Shuttle	Jump	Jump	Squat	Squat	Press	Press	Clean	Yes	
															Yes	
6' 1"	156	27	13	4.5	11.2	59	5.2	30'		250	225	234	175		Yes	
6' 2"	231	19	25	5.8	12	1:17	5.9	21"	7' 4"	345	238	265	220	205	Yes	
6' 1 1/2"	200	15	20	4.7	10.7	1:6	4.5	36"	7' 3"	300	238	340	288	180	Yes	
6'	190	15	20	4.8	10.9	1:4	4.9	34"	7'	275	220	290	265	160	Yes	
5' 11"	185	15	20	5	11.1	1:35	5.1	32"	7'	260	205	275	250	145	Yes	-

				1004.00
oid Letter	Steroid Letter Alert	Code of Behavior	PAP	Preparticipate Phy Eval
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes
Vac	Van	Vac	Vac	Vac

1/2

PLAYERS ENTER THEIR OWN DATA WHICH YOU CAN VERIEY

1:9

1:25 52

5.0

32'

30"

11.2

112

4.9

51

19

FIND OUT CURRENT INFORMATION ON YOUR PLAYERS, COACHES AND/OR STAFF AT A **CLICK OF A BUTTON**

6' 11

6' 11"

255

249

210

194

280

264

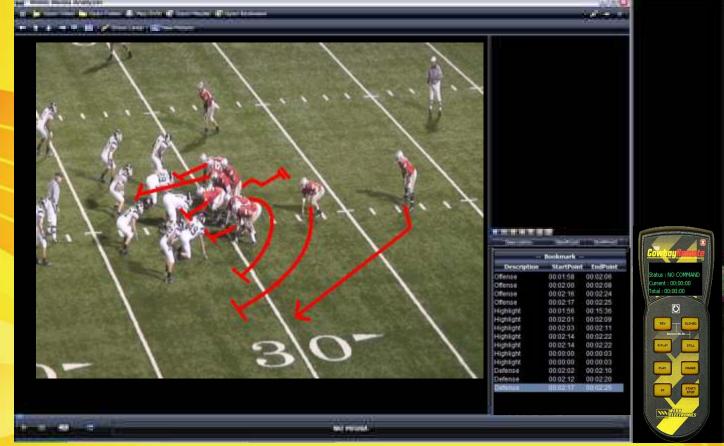
255

239

- CREATE POWERFUL REPORTS AND RUN THEN AGAINST YOUR PLAYER'S INFORMATION
- KEEP TRACK OF IMPORTANT DATES TO YOU AND YOUR TEAM
- TRACK PLAYER'S LIFTING, INJURIES, AND GAME EVALUATIONS THEIR ENTIRE ATHLETIC CARFER
- CREATE YOUR OWN FIELDS FOR YOUR PLAYERS. USE YOUR OWN TERMS AND FIELD NAMES
- USE THE WEBB REPORT WIZARD TO CREATE YOUR OWN CUSTOM REPORTS ON YOUR **ATHLETES**
- USE YOUR OWN MESSAGE BOARD TO POST, EMAIL, TEXT STUDENTS AND USE THE CALENDAR TO SCHEDULE EVENTS



WEBB GAMEDAY & WEBB MEDIA ANALYZER RUN YOUR CUTUPS OUT TO NEW VIDEO FILES AND DVDS AND PLAY THOSE FILES IN YOUR MEETING WITH WEBB MEDIA ANALYZER WITH THE ORIGINAL COWBOY REMOTETM





- GREAT FULL SCREEN TOOLS ALLOW YOU TO DRAW, ZOOM IN ON VIDEO AND TAKE PICTURES OF FORMATIONS
- BOOKMARK CLIPS OF VIDEO FOR LATER REFERENCE
- USE AS A LOW COST COACHING STATION FOR WEBB GAMEDAY
- NO INTERNET? NO PROBLEM! GREAT LOCAL APPLICATION FOR USE IN PRESENTING TO YOUR PLAYERS!
- USE FOR ALL SPORTS



THE AIR POTATO AND RAVEN ENDZONE SYSTEM

CONTROL 3 CAMERAS WITH ONE BUTTON



- ONE CAMERAMAN SHOOTING YOUR WIDE AND TIGHT AND PUTTING THE ENDZONE INTO RECORD WITH ONE BUTTON PRESS
- SYNCHRONIZE YOUR ENDZONE CAMERA TO YOUR SIDELINE CAMERA
- TAKE THE RECORDING RESPONSIBILITIES OUT OF THE ENDZONE CAMERAMAN'S HANDS
- DOWNLOAD THE SAME NUMBER OF CLIPS AS THE SIDELINE CAMERA, MAKING MATCHING ANGLES EASY
- INTEGRATES WITH MOST ENDZONE SYSTEMS WITH LANC CONTROL
- ALSO AVAILIABLE- WIRELESS REMOTE CONTROL FOR ONE TOUCH RECORDING!





"WEBB ELECTRONICS' GAMEDAY IS OUR TOPTENREVIEWS GOLD AWARD WINNER FOR BEST FOOTBALL SCOUTING SOFTWARE BECAUSE OF APPLICATION FEATURE SET, VIDEO TOOLS, REPORTS, EASE OF USE, HELP AND SUPPORT RESOURCES."

TOP 10 REVIEWS ALSO SAID:

• "THE APPLICATION DOES HAVE THE ABILITY TO BREAK DOWN FILM QUICKLY AND EFFICIENTLY AND IT'S VERY SIMPLE TO USE AND MANEUVER."

 "WE WERE VERY IMPRESSED WITH NOT ONLY THE LARGE FEATURE SET THAT WE FOUND WITH WEBB GAMEDAY, BUT ITS EASE OF USE AS WELL."

 "THE PLAYER GRADING SYSTEM HAS BEEN SET UP TO HELP COACHES WHO HATE TRYING TO GRAD PLAYERS BY ENTIRE GAMES OR PLAYS REPEATEDLY."

• "BECAUSE OF GAMEDAY, WE WERE ABLE TO TAKE OUR TEAM TO THE NEXT LEVEL, AND YOU CAN TOO- BE IT LITTLE LEAGUE, HIGH SCHOOL, COLLEGE OR EVEN THE NFL."

<u>GO TO THEIR WEBSITE TO READ THE FULL REVIEW:</u>

http://football-scouting-software-review.toptenreviews.com/gamedayreview.html

CONTACT US FOR A DEMO TO SEE HOW GAMEDAY AND CRM CAN HELP YOU WIN MORE GAMES TODAY!!!

866-999-WEBB(9322) www.webbelectronics.com