

# Storyboard: Pikoville Pips Scorekeeper Training Video

*Designed and Developed by Cynda Fickert*

## **Pikoville Pips Scorekeeper Training Video**

Official scorekeepers have the responsibility of recording every play during a baseball game. Not only is this record used for narrating game events, but this record is also used for updating player statistics. Player profiles such as batting averages and pitcher's earned run averages are used to determine playing time, trade value, and promotions to the next level. Although scorekeeping is gradually shifting to electronic means with programs like The Automated Scorebook (TAS), many scorekeepers also prefer a paper copy of their record. Understanding how to script the game requires knowing the correct code used across all of baseball. This training is the first step to prepare scorekeepers for their critical role in our organization.

**Target Audience:** Target audience includes all Pikoville Pips employees who will keep the team's scorebook during baseball games.

**Learning Objectives:** At the conclusion of this module, learners will be able to complete the following tasks.

1. Identify player positions by number.
2. Record strikeouts on a scorecard.
3. Record fly ball and ground ball outs on a scorecard.

**Learning Levels:** Knowledge and Performance

### **Outline:**

- Introductory Hook/Welcome
- Objectives
- Player Positions
- Routine Outs
  - Strikeouts
  - Fly Balls
  - Ground Balls
- Conclusion

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- **Notes for reviewers:**

- Please focus on the **accuracy** and **completeness** of the content during this review cycle.
- During this review cycle, please provide very specific, written feedback by *adding a comment to the document*. Feedback includes recommended additions, deletions, and modifications.
- The text in the third column will be narrated audio.
- Formatting is merely to aid the voiceover talent: remember, learners will hear – not see – this text.
- Capitalization is not important in the third column, but is very important in the second column, “Slide Text.”

**Module Resources/References:** Job Aid reference for player position numbers

**Pronunciation Note:** Pikoville – PEEK o vil

**Color Palette:**



|         |        |         |         |         |
|---------|--------|---------|---------|---------|
| R       | P      | DG      | LG      | Y       |
| #891212 | #e6ccc | #3f3f3f | #d9d9d9 | #ffff00 |

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| Screen Title: Introduction/Welcome  |                 |  |
|---|-----------------|--|
| Audio:  | On-Screen Text: | On-Screen Graphics:                                |
| <p>Background Sound – Crowd cheering</p> <p>[Pete] Here we go folks! Pikoville Pips are up by one in the top of the ninth. The visiting team has the tying run on first with one out. Here’s the pitch.</p> <p>Groundball toward short, can they turn it? 6 to 4 to 3. Double play! Pikoville Pips win again!</p> | <p>None</p>     | <p>Aerial view of a baseball stadium with fans</p> |

| Screen Title: Introduction/Welcome   |   |   |
|--|---|---|
| Audio:   | On-Screen Text:   | On-Screen Graphics:   |
| <p>Congratulations on being hired as an official scorekeeper for the Pikoville Pips, a minor league baseball team!</p> | <p>[1] Welcome to the Pikoville Pips!</p> <p>[2] Scorekeeper Training Video</p> | <p>Left side of screen – baseball glove with baseball inside it – P background</p> <p>Right side of screen – R Background with [1] headings textbox and [2] textbox</p> <p>Two sides separated by curve</p> |

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| Screen Title: Objectives  |  |   |
|---|--|---|
| Audio:  | On-Screen Text:  | On-Screen Graphics:   |
| When you finish this training video, you will be able to [1] identify each defensive position by number and correctly [2] record routine [3] outs on a scorecard. | [1] Identify each defensive player position by number<br>[2] Record strikeouts on a scorecard<br>[3] Record fly ball and ground ball outs on a scorecard | R Background – solid fill<br>Three small baseballs next to text boxes for each objective<br>[1-3] Text boxes with white border and text |

| Screen Title: Introduction   |                 |   |
|--|-----------------|---|
| Audio:   | On-Screen Text: | On-Screen Graphics:   |
| This is the scorecard we will use. Think of it like telling the story of a game. | [1] Scorecard   | R Background – solid fill<br>Left side – image of blank scorecard<br>Right side – [1] static text<br>Short, thin white divider line in the middle |

| Screen Title: Introduction  |                 |   |
|---|-----------------|---|
| Audio:  | On-Screen Text: | On-Screen Graphics:   |
| When someone reads this page, they should be able to describe what happened on each play. | [1] Scorecard   | R Background – solid fill<br>Left side – close up image of partially filled scorecard |

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|  |  |  |
|--|--|--|
|  |  | Right side – [1] static text<br>Short, thin white divider line in the middle |
|--|--|--|

| Screen Title: Player Positions   |   |  |
|--|---|--|
| Audio:   | On-Screen Text:                               | On-Screen Graphics:  |
| The first thing you need to know is each position number. When you record a play, you use the position number instead of the player name or jersey. Position numbers are also used by announcers, as in the introduction to this training. Think of it like a secret code for baseball fans. | [1] Why Do You Need to Know Position Numbers? | Left side – close up image of filled scorecard<br>Right side – DG solid fill – [1] static white text<br>LG curved line in the middle |

| Screen Title: Player Positions |  |  |
|--------------------------------|--|--|
| Audio:                         | On-Screen Text:  | On-Screen Graphics:  |
| None                           | [1] Meet Kerby, junior mascot of the Pikoville Pips<br><br>[2] Identify each defensive player position by number | Left side – LG solid fill; image of Kerby in baseball jersey and hat; [1] R text, DG border<br><br>Right side – DG solid fill [2] text, 1.5 sec delayed entry – split transition |

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| Screen Title: Player Positions  |                 |   |
|---|-----------------|---|
| Audio:  | On-Screen Text: | On-Screen Graphics:   |
| <p>It all starts with the pitcher and catcher.<br/>                     [1] The pitcher is position 1, and the [2] catcher is position 2. Then you go around the bases. [3] First base is position 3, [4] second base is 4, and [5] third base is 5. [6] You use 6 for the shortstop to complete the infield positions.</p> | None            | <p>Baseball field with nine position players<br/>                     [1-6] Baseball glove and ball split animation (1 second) covers each player image</p>  |

| Screen Title: Player Positions  |                 |   |
|---|-----------------|---|
| Audio:  | On-Screen Text: | On-Screen Graphics:   |
| <p>[1] The outfield is numbered from left to right from the catcher's perspective.<br/>                     [2] Left field is 7, [3] center is 8, and [4] right field is 9.</p> | None            | <p>[1] Zoom on catcher, Y arrows pointing to left and right fields<br/>                     Zoom out<br/>                     [2-4] Baseball glove and ball split animation (1 second) covers each player image</p> |

| Screen Title: Player Positions   |                 |   |
|--|-----------------|---|
| Audio:   | On-Screen Text: | On-Screen Graphics:                       |
| <p>Do you think you can identify each position by number? Here are a few</p> | None            | Baseball field with nine position players |

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|   |  |  |
|---|--|--|
| practice examples for you to try on your own. |  |  |
| Which position number is the shortstop?       |  |  |

| Screen Title: Player Positions   |  |  |
|--|--|--|
| Audio:   | On-Screen Text:  | On-Screen Graphics:  |
| Pause the video if you need time to think about your answer. Then resume the video to see the correct answers. | [1] Pause the video if you need time to think about your answer. Then resume the video to see the correct answers. | LG/DG gradient background<br>[1] textbox centered, white background, DG text |

| Screen Title: Player Positions |                 |   |
|--------------------------------|-----------------|---|
| Audio:                         | On-Screen Text: | On-Screen Graphics:   |
|                                | None            | Baseball field with nine position players<br><br>1 second pause<br><br>Spotlight and baseball glove with ball split animation (1 second) covers shortstop |

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| Screen Title: Player Positions        |                 |  |
|---------------------------------------|-----------------|--|
| Audio:                                | On-Screen Text: | On-Screen Graphics:  |
| Which position is the center fielder? | None            | <p>Baseball field with nine position players</p> <p>1 second pause</p> <p>Spotlight and baseball glove with ball split animation (1 second) covers centerfielder</p>  |

| Screen Title: Player Positions        |                 |  |
|---------------------------------------|-----------------|--|
| Audio:                                | On-Screen Text: | On-Screen Graphics:  |
| Which position number is the catcher? | None            | <p>Baseball field with nine position players</p> <p>1 second pause</p> <p>Spotlight and baseball glove with ball split animation (1 second) covers catcher</p> |



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| Screen Title: Routine outs - Strikeouts |                 |  |
|---|-----------------|--|
| Audio:                                  | On-Screen Text: | On-Screen Graphics:  |
| Let's move on to scoring those outs.    | Strikeouts      | Transition slide:<br> |

| Screen Title: Routine Outs - Strikeouts                              |   |  |
|--|---|--|
| Audio:   | On-Screen Text:   | On-Screen Graphics:  |
| We'll begin with strikeouts, where the batter does not hit the ball. | [1] Meet Pip, senior mascot of the Pikoville Pips<br><br>[2] How to record strikeouts on your scorecard | Left side – LG solid fill; image of Pip in baseball jersey and hat; [1] R text, DG border<br><br>Right side – DG solid fill [2] text, 1.5 sec delayed entry – split transition |

| Screen Title: Routine Outs - Strikeouts |                 |   |
|---|-----------------|---|
| Audio:                                  | On-Screen Text: | On-Screen Graphics:                             |
| [Luke] Swing and a miss, strike three!  | None            | Full screen image of partially filled scorecard |

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| Screen Title: Routine Outs - Strikeouts  |   |  |
|--|---|--|
| Audio:   | On-Screen Text:   | On-Screen Graphics:  |
| [1-2] If the batter swings and misses, you record a K on your scorecard. You also record which out it is with a 1, 2, or 3 in the lower left of the scorecard box. | [1] Swinging Strikeout<br>[2] <ul style="list-style-type: none"> <li>Record a K on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> | Split screen – Left white background; right P background, separated by curve<br><br>Left side static text – Header [1] and body [2]<br>Right side of screen – static image – batter swing, ball, and catcher |

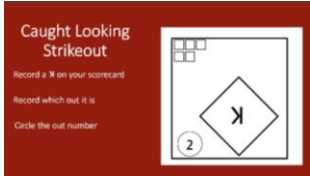
| Screen Title: Routine outs - Strikeouts   |   |  |
|---|---|--|
| Audio:  | On-Screen Text:   | On-Screen Graphics:  |
| If the first batter of the inning strikes out swinging, your scorecard should look like this. | [1] Swinging Strikeout<br>[2] <ul style="list-style-type: none"> <li>Record a K on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> | R Background, Split screen<br>Left side, [1] Static Text, [2] split entrance by line<br><br>Right side, single box of scorecard, K in the middle, 1 with a circle around it in lower left corner |

| Screen Title: Routine Outs - Strikeouts                                       |                 |   |
|---|-----------------|---|
| Audio:  | On-Screen Text: | On-Screen Graphics:                             |
| [Luke] And he watches the ball go by, right down the middle for strike three! | None            | Full screen image of partially filled scorecard |

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| Screen Title: Routine outs - Strikeouts   |  |  |
|---|--|--|
| Audio:  | On-Screen Text:  | On-Screen Graphics:  |
| Use a backwards K if the umpire calls the batter out on strike three, also known as caught looking because the batter watched the ball go by. | [1] Caught Looking Strikeout<br>[2] <ul style="list-style-type: none"> <li>Record a <b>K</b> on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> | Split screen – Left white background; right P background, separated by curve<br><br>Left side static text – Header [1] and body [2]<br>Right side of screen – static image –ball and catcher |


| Screen Title: Routine outs - Strikeouts   |  |   |
|---|--|---|
| Audio:  | On-Screen Text:  | On-Screen Graphics:   |
| If the second batter of the inning is caught looking at strike three, your scorecard should look like this. | [1] Caught Looking Strikeout<br>[2] <ul style="list-style-type: none"> <li>Record a <b>K</b> on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> | [1-2] Static text<br>R Background<br><br> |

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| Screen Title: Fly Balls   |                 |  |
|---|-----------------|--|
| Audio:  | On-Screen Text: | On-Screen Graphics:  |
| It's safe to say you're going to need to record other outs and not just strikeouts. | Fly Balls       | Transition slide:<br> |

| Screen Title: Fly Balls         |   |   |
|---------------------------------|---|---|
| Audio:                          | On-Screen Text:                                   | On-Screen Graphics:   |
| Let's start with fly ball outs. | [1] How to record fly ball outs on your scorecard | Left side – LG solid fill; image of Pip in baseball jersey and hat; [1] R text, DG border<br><br>Right side – DG solid fill [1] static text |

| Screen Title: Routine Outs - Fly Balls                   |                 |   |
|--|-----------------|---|
| Audio:   | On-Screen Text: | On-Screen Graphics:   |
| In this play, the batter hits a fly ball to right field. | None            | Animation Path – ball goes from pitcher to batter to right field<br> |

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| Screen Title: Routine Outs - Fly Balls   |   |   |
|--|---|---|
| Audio:   | On-Screen Text:   | On-Screen Graphics:   |
| See on the scorecard, this out is recorded as F9? And, just as you did with strikeouts, you record and circle which out it is in the inning. | <p>[1] Fly Ball Out<br/>Right Field</p> <p>[2]</p> <ul style="list-style-type: none"> <li>Record F9 on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> | <p>R Background, Split screen</p> <p>Left side, [1] Static Heading Text, [2] split entrance by line, body text</p> <p>Right side, single box of scorecard, F9 in the middle, 3 with a circle around it in lower left corner</p> |

| Screen Title: Routine Outs - Fly Balls  |  |  |
|---|--|--|
| Audio:  | On-Screen Text:  | On-Screen Graphics:  |
| [1-2] Because the player hit the ball, you have one additional step here. [3] Draw a line halfway to first base to show the runner. | <p>[1] Fly Ball Out<br/>Right Field</p> <p>[2]</p> <ul style="list-style-type: none"> <li>Record F9 on your scorecard</li> <li>Record which out it is</li> <li>Circle the out number</li> </ul> <p>[3]</p> <ul style="list-style-type: none"> <li>Draw a line halfway to first base</li> </ul> | <p>R Background, Split screen</p> <p>Left side, [1-2] Static text from previous slide</p> <p>Right side, single box of scorecard, F9 in the middle, 3 with a circle around it in lower left corner</p> <p>[3] animated line (Y with R border) from home plate halfway to first base on scorecard</p> |

| Screen Title: Routine Outs - Fly Balls |
|--|
|--|

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| Audio:  | On-Screen Text: | On-Screen Graphics:  |
|---|-----------------|--|
| <p>[1] Let's look at another example.</p> <p>This is the first batter of the inning, [2] and he hits a fly ball.</p> <p>(Pause for animation to complete)</p> <p>What's the position number of the player who caught the ball? What out is it? What would you write on the scorecard?</p> | <p>None</p>     | <p>[1] Background image – Baseball field with nine position players</p> <p>[2] Image transitions to baseball field with pitcher, catcher, batter, ball, and third baseman</p> <p>Animation path of baseball – pitcher to batter to third baseman</p> |

| Screen Title: Routine Outs - Fly Balls   |   |   |
|--|---|---|
| Audio:   | On-Screen Text:   | On-Screen Graphics:   |
| <p>[1-4] It does not matter if the ball did not get to the outfield. It is still a fly ball, so it gets recorded with an F and the position number.</p> <p>Does your scorecard include these three things? F5, a circle with a 1 inside it and a line halfway to first base?</p> | <p>[1] Fly Ball Out<br/>Third Base</p> <p>[2-4]</p> <ul style="list-style-type: none"> <li>• Record F5</li> <li>• Put a 1 and circle it</li> <li>• Draw a line halfway to first base</li> </ul> | <p>R Background, Split screen</p> <p>Left side, [1] Static Heading Text, [2] split entrance by line, body text</p> <p>[3] Right side, single box of scorecard, F5 in the middle, 1 with a circle around it in lower left corner</p> <p>[4] animated line (Y with R border) from home plate halfway to first base on scorecard</p> |

# Storyboard: Pikoville Pips Scorekeeper Training Video

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| Screen Title: Routine Outs – Ground Balls                      |                 |   |
|--|-----------------|---|
| Audio:   | On-Screen Text: | On-Screen Graphics:   |
| Now let's shift to the final section for today - ground balls. | Ground Balls    | Transition Slide<br> |

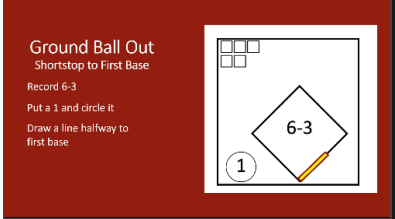
| Screen Title: Routine Outs – Ground Balls |  |   |
|---|--|---|
| Audio:                                    | On-Screen Text:                                      | On-Screen Graphics:   |
| none                                      | [1] How to record ground ball outs on your scorecard | Left side – LG solid fill; image of Kerby in baseball jersey with head on baseball glove and ball<br><br>Right side – DG solid fill [1] static text |

| Screen Title: Routine Outs – Ground Balls   |                 |   |
|---|-----------------|---|
| Audio:  | On-Screen Text: | On-Screen Graphics:   |
| [1] What do you notice about this play?<br><br>(Pause for animation path to complete)<br><br>Do you see how two players - the shortstop and first baseman - work together to record the out? What are the position numbers of the players involved in getting |                 | [1] Background image – Baseball field with pitcher, catcher, batter, shortstop and first baseman<br><br>Animation path of baseball – pitcher to home plate to shortstop to first base |

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|  |  |  |
|--|--|--|
| the out? What would you write on your scorecard? |  |  |
|--|--|--|

| Screen Title: Routine Outs – Ground Balls  |  |  |
|--|--|--|
| Audio:   | On-Screen Text:  | On-Screen Graphics:  |
| <p>[1-4] This is what it looks like on a scorecard. The shortstop is position six, and the first baseman is position three. A person reading this scorecard would understand the batter hit a ground ball to short, and the shortstop threw the ball to first base to get the first out of the inning.</p> | <p>[1] Ground ball Out<br/>Shortstop to First Base</p> <p>[2-4]</p> <ul style="list-style-type: none"> <li>Record 6-3</li> <li>Put a 1 and circle it</li> <li>Draw a line halfway to first base</li> </ul> | <p>R Background, Split screen</p> <p>Left side, [1] Static Heading Text, [2] static body text</p> <p>[3] Right side, single box of scorecard, 6-3 in the middle, 1 with a circle around it in lower left corner</p> <p>[4] animated line (Y with R border) from home plate halfway to first base on scorecard</p>  |

| Screen Title: Routine Outs – Ground Balls  |                 |   |
|--|-----------------|---|
| Audio:   | On-Screen Text: | On-Screen Graphics:   |
| <p>Let's look at another example. This is the third batter of the inning.</p> <p>(Pause for animation to complete)</p> |                 | <p>[1] Background image – Baseball field with pitcher, catcher, batter, shortstop and first baseman</p> |



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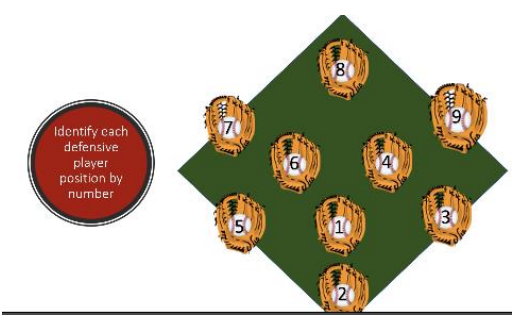
|  |  |   |
|--|--|---|
|  |  | Animation path of baseball – pitcher to home plate to shortstop to first base |
|--|--|---|

| Screen Title: Routine Outs – Ground Balls        |  |   |
|--|--|---|
| Audio:   | On-Screen Text:  | On-Screen Graphics:   |
| [1-4] This is what it looks like on a scorecard. | <p>[1] Ground ball Out<br/>Second Base to First Base</p> <p>[2-4]</p> <ul style="list-style-type: none"> <li>• Record 4-3</li> <li>• Put a 3 and circle it</li> <li>• Draw a line halfway to first base</li> </ul> | <p>R Background, Split screen</p> <p>Left side, [1] Static Heading Text, [2] static body text</p> <p>[3] Right side, single box of scorecard, 4-3 in the middle, 3 with a circle around it in lower left corner</p> <p>[4] animated line (Y with R border) from home plate halfway to first base on scorecard</p> |

| Screen Title: Conclusion   |                  |   |
|--|------------------|---|
| Audio:   | On-Screen Text:  | On-Screen Graphics:   |
| This is the end of today's video tutorial. Let's review what we covered today. | [1] Let's Review | <p>Left side – LG solid fill, image of Pip in baseball jersey with head on baseball cap</p> <p>Right side – DG solid fill [1] static text</p> |

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| Screen Title: Conclusion                                       |   |   |
|--|---|---|
| Audio:   | On-Screen Text:                                       | On-Screen Graphics:   |
| [1] You can identify each defensive player position by number. | [1] Identify each defensive player position by number | <p>White background</p> <p>Left side – circle, R background, BG inner border, LG outer border, [1] text split entrance animation by paragraph</p> <p>Right side – green baseball diamond, glove, ball, and position number for each defensive player position</p>  |

| Screen Title: Conclusion                                |                                      |   |
|---|--------------------------------------|---|
| Audio:  | On-Screen Text:                      | On-Screen Graphics:   |
| You can correctly [1] record strikeouts on a scorecard. | [1] Record strikeouts on a scorecard | <p>White background</p> <p>Left side – circle, R background, BG inner border, LG outer border, [1] text split entrance animation by paragraph</p> |

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|  |  |  |
|--|--|--|
|  |  | <p>Right side – two individual boxes from a scorecard, stacked diagonally from left to right<br/>                 Upper left scorecard with K in the center and a 1 in a circle in the lower left corner<br/>                 Lower right scorecard with <b>K</b> in the center and a 2 in a circle in the lower left corner</p> |
|--|--|--|

| Screen Title: Conclusion   |  |  |
|--|--|--|
| Audio:   | On-Screen Text:  | On-Screen Graphics:  |
| <p>And you can [1-2] record fly ball [3-4] and ground ball outs.</p> | <p>[1-2] Record fly ball and ground ball outs on a scorecard</p> | <p>White background<br/>                 Left side – circle, R background, BG inner border, LG outer border, [1] text split entrance animation by paragraph<br/>                 Right side – two individual boxes from a scorecard, stacked diagonally from left to right<br/>                 Upper left scorecard with F9 in the middle, a 3 in a circle in the lower left corner, and [3] animated line (Y with R border) from home plate halfway to first base.<br/>                 Lower right scorecard F9 in the middle, a 3 in a circle in the lower left corner, and [4] animated line (Y with R border) from home plate halfway to first base.</p> |

| Screen Title: Conclusion |                 |                     |
|--------------------------|-----------------|---------------------|
| Audio:                   | On-Screen Text: | On-Screen Graphics: |

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|  |                  |   |
|--|------------------|---|
| <p>We will build on this information in the next video. Until then, Pikoville Pips hope you enjoy some peanuts and hot dogs!</p> | <p>Game Over</p> |  |
|--|------------------|---|

| Screen Title: Credits |  |   |
|-----------------------|--|---|
| Audio:                | On-Screen Text:  | On-Screen Graphics:   |
| <p>None</p>           | <p>[1]</p> <p style="text-align: center;"><u>Credits</u></p> <p>Opening Announcer: Pete Preston<br/>                     Strikeouts Announcer: Luke Junco<br/>                     Player Photography: Cynda Fickert</p> | <p>Background – LG to DG gradient<br/>                     Center – white text box, [1] DG text</p> |