EU TagLab Pro - Coach Guide

Basketball video tagging and scouting software. Website: https://eu.taglabpro.com - Help: info@taglabpro.com

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Video tutorials

Click a title to stay on this page and jump to that section. One click on a video preview starts the video.

Tag Your First Game in EU TagLab Pro
https://youtu.be/6lpL9eCEhko

Basketball Scouting Reports Coaches Actually Use
https://youtu.be/_sVijJsZlKE

Turn Basketball Tags into a Clip Video for Your Players
https://youtu.be/KYDkxTS_-9k

What's new

We added these since the last guide. The sections below stay the same.

1. Video Studio. The tagger and Logged events stay clean. Drawing is only in Video Studio. The original game, tags, ratings, notes, and playlists never change. Send to Video Studio copies the clip into a new video report, or into one we already have. In the list: Open, Rename, Delete. On a Club plan the list is shared.
2. Editor. We drag clips to reorder them. We trim the start and the end. We remove a clip. If the video is missing after a reload, we click Link video and pick the file again.
3. Control bar. Under the video: Play / Pause, a timeline, Back 5 s, Forward 5 s, Frame back, Frame forward, Speed (0.25x, 0.5x, 1x, 2x), Volume and mute, and Full screen. Pause keeps your place. Keys, when we are not typing: Space plays and pauses, Left / Right jump 5 seconds, comma / period step one frame.
4. Pauses. One clip can stop several times, for the stages of one offense, defense, or play. Add pause here starts a new empty drawing. Each pause has its own drawing and its own hold. The hold starts at 4 seconds. We can set 1 to 15. Gold marks sit on the scrubber. The pause list has Edit drawing, Change time, Hold, and Delete. During the hold the video is stopped, that drawing stays up, and the game sound is quiet. Then the drawing goes away and the film continues from that same frame. If a pause has no drawing, the editor says This pause has no drawing.
5. Draw tools. Free circle, Spotlight player, Line and Arrow (solid, dashed, or Zigzag (dribble)), Box, Pen, and Text. Bend a line with the round middle handle. Delete shape removes the selected shape. Undo brings back the last draw, move, or delete.
6. Export video. Press Export video in Video Studio. The file holds every clip in the

list, in the order shown, from the saved start to the saved end, with each drawing burned in. A progress bar appears at once and names the clip being prepared. Cancel stops the export. The file downloads when it is done. A clip is left out only when that video cannot be read, and its name is shown at the end. Make video from selected in Logged events always gives plain clips, with no pauses.

7. Ratings and notes. The rating icon cycles None, then Good, then Bad. In Logged events, select a row, then Shift+G rates it Good and Shift+B rates it Bad. Press the same keys again to clear that rating. These keys do nothing while the cursor is in a text field. In the clip player, Shift+G and Shift+B still rate the last tag. The note icon opens a popup. We filter by rating, then Make playlist from filtered. The # column is the row number.

8. New stats. eFG% is shooting quality where a made 3 counts extra, because it is worth one and a half made 2s. eFG% = (FGM + 0.5 x 3PM) / FGA, using the same field goals as the box score. 2+1 and 3+1 count. 2F and 3F do not. TS% is true shooting: points against every shot and free throw. Points per shot is field-goal points divided by shot attempts. Free throws are not in that number. The shot chart Team / Player filter shows the whole team, or one player's shots.

9. Automatic app updates. When a newer version is ready, a small bar says New version - Reload. Click it and the app loads that version once. If you are not editing a tag, the next page you open loads it by itself. A normal reload loads the new version by itself. A hard reload is not required. We do not clear the cache by hand. Settings shows the version, for example Version v46.

10. Lead-in and Lead-out. Saved values stay. When either is not zero, the tag list, Logged events, and the clip window from a report number show it, for example Lead-in 5 s - Lead-out 3 s, with Reset to 0. Next to those boxes, the small text says Applies everywhere. The Video Studio list does not show this line, because those clips use their own trim times. Reset to 0 plays the saved start and end. Send to Video Studio uses the same lead-in and lead-out as playback. Click a clip again, even the one that just played, and it plays again from its start. Play all always starts from the first clip.

11. Export CSV. On the Report, Export CSV sits next to Export to Excel. In Logged events it sits next to Export Excel. The report file has the team stats, the box score, lineups, and Action vs Coverage. Logged events has one row per tag in the list you are looking at. Serbian and Mongolian names open correctly in Excel.

12. Tag formulas. Default is the built-in set of tag buttons. It cannot be deleted. Tag formulas is in Settings and on the tagger. Save as new set copies a set under the Set name you type. You can rename, reorder, hide, add, and delete tags in your own sets, and choose each tag's follow-up and box-score stat. Reset to default restores that set's buttons. Old games keep every tag already saved, with the name it had.

13. EFF. The box score adds EFF for each player and the team total, on screen and in Excel and PDF. EFF = PTS + REB + AST + STL + BLK - missed FG - missed FT - TO. Click a player's EFF to type another number. A pencil marks the edit. Reset puts the calculated number back. Cancel leaves the game as it was. The team total is the sum of the numbers shown.

14. Personal Fouls RV. Saving that tag asks Foul committed by?. The other team's roster is listed by jersey number. Skip saves with no foul. Cancel does not save. The chosen

player gets 1 PF. The CSV column is Foul by.
15. Half court. The tagger, reports, PDF, and share pages draw the half court with the hoop at the top. Saved shot spots stay the same, so old shots stay in the right area.

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1. Getting started

1. Open https://eu.taglabpro.com in Google Chrome or Microsoft Edge on your computer.
2. Click Create account (Google or email + password) and tick "I agree to the Terms and Privacy Policy".
3. Click Install on desktop. EU TagLab Pro now opens like a normal program from your dock or taskbar.
4. You stay logged in on that computer until you log out.

Sign-up starts a 30-day free trial with no card.

Free trial: 30 days, all features, no card needed. After the trial choose a plan:
- Coach - €149 / year - 1 coach
- Club - €499 / year - up to 5 coaches (owner + 4) sharing teams and games

Open Pricing and click Choose this plan to pay by card. Your plan opens right after the payment and renews every year until you cancel. Prices include VAT where it applies.

When the trial or plan ends, the account is locked: you can still open and export your reports, but you cannot tag or edit. Your data is never deleted. Write to info@taglabpro.com to pay by invoice.

Your videos never leave your computer. Only small data (teams, rosters, tags, reports, settings) is saved to your account.

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2. Home screen

- Teams folder and Games folder. Each folder shows how many items are inside.
- You can make your own sub-folders (for example competitions or seasons) and drag them into the order you like.
- The small sign in the corner shows sync status: Synced / Syncing / Offline. If it is still waiting after about 10 minutes, it says Not synced yet. Your work is safe on this computer. Retry now tries again. Details says the changes you made on this computer are waiting to sync, and your work is safe here.
- Every inner page has a <- Back button, and clicking the EU TagLab Pro logo always takes you home.

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3. Teams and rosters

1. Open Teams and click Add team.
2. Optional: upload the club logo (shown in a round frame). You can skip it or add it

later.
3. Add players: number and name only. A player photo is optional (round frame, added on the player row). With no photo, initials are shown. The app does not ask for a position.
4. Edit with the pencil icon. Deleted teams, players, games, and folders go to Trash (Settings) and can be restored for 30 days. Tags stay in Trash until you restore them.

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4. Games and video

1. Open Games and click New game.
2. At the top, choose With video or Live (no video).
3. Choose the two teams, the date, and the competition.
4. With video: click Upload video and pick the file on your computer, or paste a YouTube link. The form stays the same as before.
5. Live (no video): the video upload and the YouTube field are hidden. A video is not required. After you save, Live opens. See section 10.
6. On a game that already exists, the desk button is Video. Use it to open the film, link a file, or paste a YouTube link.

The game remembers the video file by name and size. After a reload, the game shows Re-link and the file name in the tag header and on the video panel. One click opens the file picker directly. The same file (same name and size) links at once. A different file asks Use this file instead? If you move or rename the file, or open the game on another computer, pick the file again. All tags stay.

Video player controls
- Play / Pause (also the Space key).
- Timeline bar under the video: click or drag to jump. Small marks on the bar are your tags (click to jump to one).
- -3s / +3s (also the left and right arrow keys).
- S starts the clip. F finishes it and opens the tag formula.
- Mute / Unmute and the volume slider (up and down arrows change the volume, M mutes).
- Enter saves the tag. The film keeps playing when you save.
- Shortcuts sits next to the speed buttons (0.25x, 0.5x, 1x). It opens the full shortcut list. The ? key opens the same list. Escape or X closes it. The shortcut line under the video controls is gone. The video file name is only a small tooltip on the video.
- While you trim a clip: Start -1s, Start +1s, End -1s, End +1s.

4.1 Import games from other tagging apps

You can paste from another app or a EU TagLab Pro CSV. You can paste events copied from another tagging app into a game that already has the same video. Import only adds events. It never deletes or changes existing games, tags, players, or tag buttons.

1. In the other app, select all events and copy them. The copy must include the header row.
2. In EU TagLab Pro, open the same game on your computer, with the same video.
3. Open Tags tab > More > Import events.

4. Paste into the box, or choose Choose CSV file. Then read the preview: events found, matched players, new players, tag names that need a match, duplicates that will be skipped, and the line These columns will be skipped for every column that will not be imported.
5. If a name is not one of your tags, pick your tag from the list, or choose Skip. EU TagLab Pro remembers that choice next time. It never adds or renames tag buttons by itself. A column such as Broken Play Automatics or Core Principals is imported into a tag group with the same name when you have one. Otherwise that cell is added to Notes.
6. New players are listed with Add player checked. Uncheck anyone you do not want on the roster. Existing players are not changed.
7. Each event uses its period or quarter column when that cell is filled. When it is empty, pick the quarter in the preview. That choice is for this game only.
8. Click Import. Nothing is saved before that. A row is a duplicate only when the team, player, time, and every tag value are the same. A different note is not a duplicate.
9. Pasting the same events again adds nothing.

The new events show up in Logged events and in reports. You can edit or delete them like any other tag. Import only adds. It never deletes or changes existing games, tags, or players.

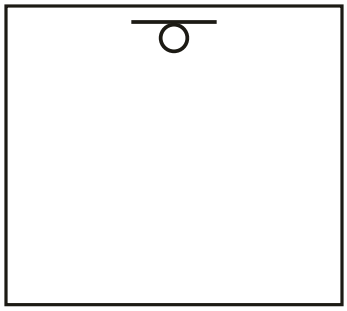
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5. Tagging a play - step by step (the main screen)

Tag buttons are on the left, video on the right. Everything fits on one screen without scrolling.

1. Press S (or the S button) when the play starts.
2. Watch the play.
3. Press F (or the F button) when the play finishes. This saves the clip (exactly from S to F) and opens the tag formula.
4. Choose the team, then the player, then tap the tags: play type, result (2 Pt / 3 Pt made or missed, free throws, 2F / 3F fouls, +1), Type of tag, PNR wrinkles, Sets, Converted, other actions and notes.
5. One tap on a choice in a multiple-choice group keeps it and returns you to the main tag groups at once. Open that group again to add another choice. Both stay on the tag. Tap a choice that is already picked to remove it, and you return to the main groups again. The same is true for a single-choice group. This works with the mouse and with the number keys. Keys 1-9 pick the choices in order. A folder opens first. Only Cut, Catch and Shoot, and Catch and Drive start with a plain-name button: Cut, Catch and Shoot, or Catch and Drive. Key 0 picks that plain name, so the tag has the main tag and no sub-tag. You are never forced to pick a sub-tag on those three. Other folders, including Off Screens, do not have a plain-name button.
6. For a field goal, Where was the shot? opens over the video on a wide screen.
It does not open over the tag buttons. Every tag group and Save tag stay visible.
The page does not scroll. The court is sized to fit the video area.
The court shows the full half-court lines.

Those lines are the half-court line, the three-point arc, the paint, and the rim.
It is the same drawing as the Report shot chart.
The hoop is at the top of the half court.
Tapping a spot still saves the place on the floor.



It stays until you tap the spot, press Keep, or press Escape.
It does not close by itself. Skip and Keep stay on screen with the court.
The After PNR Switch ISO/POST UP checkbox sits directly under the tag buttons.
It uses the same font, size, weight, and color as the tag buttons.
Those buttons are Field Goals, SETS, and Notes.
The checkbox is the same height as that text and lines up with it.
The formula line and Save tag sit in the bottom bar with Filters and Tags.
The formula line is on top, then one row with Filters, Tags, and Save tag.
The tag list under that checkbox scrolls inside itself, newest first.
That bar stays about 16 px above the dock, taskbar, or phone browser bar.
Plus the safe area.
Hide tags hides only the rows. The bar stays at the bottom.
Filters opens as a small pop-up over the tag list only.
It does not push or cover the tag groups. Close stays visible.
On a phone, that pop-up stays on the tag rows only.
The quarter buttons and the tag buttons stay fully visible.
On a phone, Where was the shot? is a compact sheet over the tag rows only.
It is not over the quarter buttons, the tag buttons, or Save tag.
Skip and Keep stay on that sheet.
Tag group labels keep a little space before the shortcut letter.
A long formula line is cut with ... on one line on a phone so the bar does not jump.
This is the same on Team, Player, and Actions. The page itself does not scroll.
7. Click Save tag. That is the only way a tag is saved. Picking a shot, a turnover, or a block does not save it. If the tag has a made field goal (2 made, 3 made, 2+1, or 3+1) and no assist yet, Save tag asks Who assisted? first. Pick a player or Skip and the tag is then saved. Escape or Cancel closes that question and does not save, so you can keep editing. The formula line sits with Save tag in the bottom bar, on top of the Filters / Tags row, with Save tag on the right. After PNR Switch ISO/POST UP is the checkbox under the tag buttons. The tag list fills the space between that checkbox and the bottom bar and scrolls inside itself, newest first.

Good to know:
- A tag saved without S and F gets a clip from 5 seconds before the save moment to 2

seconds after. Settings has Default clip before and Default clip after. The clip is never shorter than 3 seconds. An older clip shorter than 1 second plays and exports with that same window. The saved tag is not changed.
- Cut, Catch and Shoot, and Catch and Drive can be saved with the plain-name button (just that tag, no sub-tag) or with an after sub-tag. Catch and Shoot lists Catch and Shoot, After PNR Kick, After ISO, After Post Up, and After Short Roll. Cut and Catch and Drive keep their existing after sub-tags. No other tag has a plain-name button. An old tag saved with (any) is shown and exported as the plain tag. The stored tag is not rewritten.
- After PNR Switch ISO/POST UP is a simple checkbox. It sits directly under the tag buttons. Save tag and the formula line are in the bottom bar, not under this checkbox.
- Assists: Who assisted? opens only when you press Save tag on a tag that has a made field goal (2 made, 3 made, 2+1, or 3+1) and no assist yet. It lists that team's players on the court, without the scorer. Each button is the jersey number and the player name. Pick a player and the tag is saved. No assist saves with no assist. Escape or Cancel closes the question and does not save. A picked player gets an Assist on the same clip, and AST in the box score. Settings Ask for assists and blocks is on by default. Turn it off to skip this question. Picking the made shot does not ask and does not save.
- Turnovers: pressing Turnover asks Steal by? right away. The buttons are the other team's players on the court, jersey number and name only. No steal / Skip stores no steal and does not save the tag. Cancel closes the pop-up without choosing a player. The tag stays open. Escape does the same as Cancel. Press Save tag to save it. A picked player gets a Steal (STL) on the same clip. The ball handler keeps the turnover.
- Blocks: pressing Block asks Blocked by?. It lists the other team's players on the court, jersey number and name only. No block stores no block and does not save. Cancel closes the pop-up without choosing a player. The tag stays open. Escape does the same as Cancel. Press Save tag to save. A blocked missed shot is one tag: the shooter's missed shot, with Blocked by and that player stored on it. The shooter keeps the miss. The blocker gets 1 block (BLK). A Blocks tag saved on its own, not with a missed shot, stays one tag and still counts 1 BLK. Settings Ask for assists and blocks turns this question off. It does not turn off the steal question. Picking the missed shot does not ask and does not save.
- EOQ (End of Quarter) keeps that tag in the quarter that just ended. The next new tags go into the next quarter: Q1, Q2, Q3, Q4, OT1, OT2, and so on. Saving an existing EOQ tag again does not move the quarter a second time. If you tag EOQ for both teams at the same break, EU TagLab Pro counts it as one quarter break. Team A's EOQ, then the other team's last play, then that team's EOQ is one break, even when those two EOQ tags are more than 60 seconds of video apart. Two EOQ tags are also one break when no real play is between them. Two EOQ tags under 60 seconds apart are one break only when no real play is between them. They are not one break when real plays by both teams, or more than one play, lie between them. Saving an EOQ asks before it moves any other tag. The quarter buttons in Live do not change this screen.
- If events after an EOQ were left in the old quarter, a note lists the first few. Fix quarters uses video time when the film has it, and the time the tag was saved when there is no video time. It does not use the order the events were saved. Events before the

first quarter break stay in that quarter. Events after a break move forward (Q1, Q2, Q3, Q4, then OT). If you tag EOQ for both teams at the same break, EU TagLab Pro counts it as one quarter break, including team A's EOQ, the other team's last play, and that team's EOQ. A final EOQ with no play after it does not create overtime. A tag added later for a moment before an EOQ stays in its quarter. Fix quarters lowers saved quarters only when they clearly came from counting each EOQ tag separately: every place the saved quarter goes up, in video-time order (or save-time order in Live), is right at an EOQ tag. If the saved quarter goes up anywhere without an EOQ tag there (imported periods, a quarter set by hand, or a missing EOQ), it never lowers any tag in that game. It only raises. A real overtime stays overtime. The old case, where each EOQ was counted as its own quarter, still comes back to Q1-Q4. A play saved between the two EOQ tags of one break is put back in the quarter that just ended. That is true in any game, including a real overtime. Only that play's quarter and the quarter at the start of its formula change. Pressing Fix quarters again after those quarters are already right offers no changes. The fix shows progress, then Done. Undo quarter fix on that note puts those quarters back exactly. It stays until you leave the game or press Fix quarters again. Not now changes nothing. If the game has no EOQ tag, nothing is moved. Pick the quarter in the import preview instead. Nothing is deleted or duplicated. Nothing changes until you confirm.

- The tag list sits under the After PNR Switch ISO/POST UP checkbox.
- It shows saved tags, newest first, above the bottom bar.
- The formula line and Save tag are in that bottom bar.
- Formula on top, then Filters, Tags, and Save tag on the right.
- Use Filters to find tags. It opens a small pop-up over the tag list only.
- Close stays visible. It does not cover the tag buttons.
- On a wide screen, Where was the shot? opens over the video.
- On a phone, Where was the shot? is a compact sheet over the tag rows only.
- That sheet does not cover the quarter buttons, the tag buttons, or Save tag.
- Skip and Keep stay on the court.
- Hide tags hides only the rows.
- Click a tag to play its clip.
- If Lead-in or Lead-out is not 0, the tag list shows Lead-in 5 s - Lead-out 3 s and Reset to 0. Next to the boxes, the small text says Applies everywhere. Reset to 0 plays clips from the saved start to the saved end. Send to Video Studio uses the same lead-in and lead-out as playback. Logged events and the clip window from a report number show the same line. The Video Studio list does not, because those clips use their own trim times. Click a clip again and it plays again from its start.

5.1 Starting lineup and substitutions

This is the film tagging screen only. Live does not ask for a starting five and has no substitutions. See section 10.

Starting five. A compact row at the top of the tagger shows the five jersey numbers on the court, plus Lineup. Tap a number or Lineup to open the lineup sheet. Pick the starting players, then Confirm. If the roster has fewer than five players, confirm the

players you have. Skip lineup closes the sheet. Closing the sheet returns you to the same place, and a tag you already started is kept. Games that already have a five open straight into tagging. Tags that are already saved can still be opened and edited. The lineup never blocks tagging.

Substitution. Tap a jersey number in that top row, or tap Lineup. The sheet lists who is on the court. Tap the player who is coming out, then the player who is coming in. Close the sheet to return to the tag you were building. The row shows the new numbers. The change is stored just before the current video time. This sheet is there only after a five is confirmed.

Missed substitution. If a five is set and you tag a player who is not on the court, a small box asks who he replaced. The players on the court are the buttons. One tap records the substitution just before this tag, and you keep tagging. Skip saves the tag and leaves the lineup as it was. If no lineup is set, that box does not appear.

Reports. With no confirmed five, Lineups says Lineup not set and On/Off is not calculated. A five that you confirm later does not take possessions tagged before that confirmation. No lineup data means a five is saved but there are not enough video times to count minutes. Nothing is guessed.

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6. The tags in detail

Every play is described by a tag formula, a short line shown above the Save button, for example
`Q1 - Darkhan United - 3 UUGANBAYAR Dulguun - 2 Pt Missed - Isolations`.
Tap only the groups that fit the play.
The letter on each group button is its keyboard shortcut.
The label keeps a little space before that letter.
Groups marked (multiple) allow more than one choice. One tap keeps that choice and returns you to the main groups. Open the group again to add another. Tap a choice that is already picked to remove it. The number keys 1-9 pick a choice. Inside Cut, Catch and Shoot, or Catch and Drive, 0 picks the plain name and no sub-tag. Other sub-groups have no plain-name button. The chosen value shows in small text under that group button until you press Save tag.

Order: quarter (set automatically) -> team -> player (or "Team / no player") -> tag groups -> Save tag. Going back clears the choices after that step.

Team and player

After choosing the team, all its players appear as buttons with number, name and photo. Pick the player who finished the play. Use Team / no player for team actions.

Field Goals (K)

- 2 Pt Made, 2 Pt Missed, 3 Pt Made, 3 Pt Missed
- 2F: fouled on a 2-point shot. 3F: fouled on a 3-point shot. A 2F can be tagged anywhere on the court, including bonus free throws that were not a shot at the rim.

- 2+1, 3+1: and-one (shot made + foul).
- After a shot on a wide screen, Where was the shot? opens over the video.
- It is not over the tag buttons. Save tag stays on screen.
- On a phone it is a compact sheet over the tag rows only.
- It does not cover the quarter buttons or Save tag.
- Skip and Keep stay on that sheet.
- It waits until you tap the spot, press Keep, or press Escape.
- It does not close on a timer.
- In the report, 2F and 3F are not field-goal attempts. 2+1 and 3+1 are (they count as makes).

Free Throws (T)

- Free throws made, Free throws missed. A made free throw is 1 point. Free throws after a 2F or 3F stay on that foul when they are the same team, and they are the same possession. A substitution, EOQ, highlight, lowlight, rebound, or timeout between them does not drop the points. A turnover, a steal, or any shot ends that run. A trip of free throws with no 2F or 3F before it (bonus or technical) is at most two free throws, one possession, not one per free throw. A timeout, substitution, EOQ, highlight, or lowlight between those two does not split them. Four free throws in a row, or two, then a timeout, then two more, are two possessions. 2 of 2 is 1 possession, 2 points, PPP 2.00. One opponent free throw between a 2F and our two free throws is the opponent's point; ours stay on the 2F. 2F with no free throws tagged, then a turnover by the same team, then a later bonus 2/2 is 3 possessions (the 2F, the turnover, and the bonus trip) and 2 points. 2 Pt Made or 3 Pt Made with Free throws made on the same tag adds that free-throw point (a 2 Pt Made plus a made free throw is 3 points, same as 2+1). The FT row in the report still counts 1 or 0 per attempt. Its PPP is never above 1.00. The 2 or 3 from the shot is not on the FT row.

FG Playtypes (P)

- Putback, Cuts, Off Screens, Isolations, Pick&roll handler, Pick&roll Roll Man, Pick&pop, Catch and shoots, Catch and drives, Post ups, Transitions, Hand offs, Misc
- Pick&roll Roll Man: Deep Roller or Short Roller.
- Cuts: the first button is Cut. It saves only Cut, with no sub tag. Or pick a sub tag: Cut After PNR Kick, Cut After Short Roll, Cut After ISO, Cut After POST UP. Catch and Shoot lists Catch and Shoot, After PNR Kick, After ISO, After Post Up, and After Short Roll. Catch and Drive lists Catch and Drive, then its existing after sub-tags. Off Screens and every other folder do not have a plain-name button.

Type of PNR Defense (D)

- Blitz, Hedge n Plug, Hard Hedge, Short Hedge, Flat, Drop, ICE, Weak, Switch, Under, Push n Under, Push n Between, Black n Under

Type of Tag (G)

- Empty Side, Single Tag, Double Tag, Flat, Empty Side Step Up, Reject Pick

Type of Spain PNR D. (N)

- Spain PNR D - G-G Switch, Spain PNR D - Weak Side X Out, Spain PNR D - Switch All,

Spain PNR D - No G-G Switch

PNR Wrinkles (W) (multiple)

- Step up, Slip, Repick, Flip, G-G Screen, G-B Screen, B-B Screen, Screen Your Own Man, 2nd Pick, Gortat screen

Specials and OB Plays (B) (multiple)

- ATO (after time-out), Press Break, Zone, SLOB (sideline out of bounds), BLOB (baseline out of bounds)
- EOQ (end of quarter): that tag stays in the quarter that just ended. The next new tags move to the next quarter (Q1, Q2, Q3, Q4, OT1, OT2, and so on). Saving an old EOQ again does not advance a second time. If you tag EOQ for both teams at the same break, EU TagLab Pro counts it as one quarter break. Team A's EOQ, then the other team's last play, then that team's EOQ is one break even when the two EOQ tags are more than 60 seconds apart. Two EOQ tags are one break when no real play is between them. A gap under 60 seconds joins them only when no real play is between them. More than one play, or plays by both teams, is a new break. Saving an EOQ asks before it moves any other tag. Live has its own quarter buttons and does not move the quarter on this film screen. EOG (end of game).
- Clutch Time
- Highlight Clip, Lowlight Clip, Season HL: mark clips for highlight or teaching videos (easy to find later in Logged events).

Other actions (A) (multiple)

- Personal Fouls RV (fouls received), Personal foul, Technical fouls, Unsportsmanlike fouls
- Personal Fouls RV: when you press Save tag, Foul committed by? lists the other team's full roster, sorted by jersey number. Skip saves the tag with no foul. Cancel does not save. The chosen player gets 1 PF in the box score, Excel, and PDF. The tag is still one tag. CSV export and import keep the player in Foul by.
- Offensive Rebounds, Defensive Rebound, Assists, Steals, Blocks, Turnovers
- Assists: Who assisted? opens only when you press Save tag after a made field goal, and only if no assist is picked yet. Teammates on the court are the buttons, except the scorer. Each button is the jersey number and the player name. Pick a player and the tag is saved. No assist saves with no assist. Escape or Cancel does not save. A chosen player gets the assist on the same clip.
- Steals: press Turnover. Steal by? lists the other team's players on the court. No steal / Skip stores no steal and does not save. Cancel closes the pop-up without choosing a player. The tag stays open. Press Save tag to save the turnover. A chosen player gets the steal on the same clip.
- Blocks: press Block. Blocked by? lists the other team's players on the court. No block stores no block and does not save. Cancel closes the pop-up without choosing a player. The tag stays open. Press Save tag to save. A blocked missed shot is one tag with Blocked by. The shooter keeps the miss. The blocker gets 1 BLK. A Blocks tag saved on its own stays one tag. Ask for assists and blocks in Settings turns off the assist and block questions. It does not turn off the steal question.

Converted (C)

How the possession started:
- After O. Reb, After steal, After block, After bad offense (dead ball)

SETS (L)

Your own set plays. Add them once by name, then tap the set when it is run. One choice per play.

Notes (E)

Free text for anything else about the play. The note stays until you leave that group.

After PNR Switch ISO/POST UP (checkbox)

Tick it when the player attacked a mismatch (isolation or post up) after a switch on the pick and roll. On the film screen the checkbox sits directly under the tag buttons. The formula line and Save tag sit in the bottom bar with Filters and Tags (Save tag on the right). That bar stays at the bottom of the film screen.

Saving and fixing tags

- Click Save tag. The tag appears in Tags with its clip (from S to F).
- Click a tag to watch it. Edit or delete it there. Deleted tags stay in Trash until you restore them. Teams, players, games, and folders stay in Trash for 30 days.
- Keyboard: S start, F finish, arrows -3s / +3s, Space play/pause, M mute, Enter save, ? opens Shortcuts, group letters K, T, P, D, G, N, W, B, A, C, L, E. Inside Cut, Catch and Shoot, or Catch and Drive, 0 picks the plain name. In Who assisted?, picking a player or No assist saves, because Save tag was already pressed. Escape or Cancel does not save. In Steal by? and Blocked by?, Cancel closes the pop-up without choosing a player. The tag stays open. Escape does the same. Shortcuts, next to the speed buttons, opens the same list. Escape or X closes it.
- In Settings you can edit the formula: rename, add or remove tags and add sets. Reset to default formula puts the buttons back. Old tags stay saved.

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7. Logged events (search all plays and make videos)

1. In Games, tick one or more games and click Logged events.
2. A table opens: one row per play, with columns for game, quarter, time, team, player, each tag group, After PNR, and clip length.
3. At the top, use the Team, Player and Play type bars. Click a bar and pick from the list, or type to search. Quick filters: Quarter and Result.
4. Click a row to select it and watch that clip. Click that same row again and it plays again from its start. Shift+G rates the selected row Good. Shift+B rates it Bad. Press the same keys again to clear. Typing in a note field does not change the rating. If Lead-in or Lead-out is not 0, it is shown beside the clip with Reset to 0. The boxes say Applies everywhere.
5. Tick the plays you want (or Select all) and click Make video from selected. You get one MP4 file on your computer with all those clips, in 720p or 1080p, optionally with

captions and a title card. This file is plain clips. It does not stop for drawings.
Drawings stay in Video Studio. Send to Video Studio sends only the ticked rows. If none are ticked, it sends every clip in the current view. Export CSV downloads the rows you are looking at, one row per tag, in the current sort and filters. The file name is the game title and date, then -events.csv.
6. Close the window when done. Closing does not save a new game. Nothing else is changed.

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8. Playlists and clip videos

- Add tags to a playlist (for example "PNR #7"), reorder by dragging, and play them one after another.
- Video Studio is a full page. Open it from Home or from the game. It opens in Draw. The video fills most of a laptop screen (at least 70% of the width, 16:9). Under it: Freeze & draw, Free circle, Spotlight player, Arrow/Line, Box, Pen, Text, color, Undo, and Delete shape. Play, Pause, Previous clip, and Next clip sit with a short clip strip. Reels opens My reels and Trash. It is closed in Draw.
- Reel editor keeps every other tool in sections that start closed every time you open the Reel editor: Clips, Title & cards, Split screen, Music & voice, Labels, Export & share. A clip row is one line (time, player, tag). Click it to open trim, caption, slow motion, voice, zoom, and spotlight. The video stays on screen. On a phone the video is full width and the sections stack. Nothing scrolls sideways.
- My reels lists every reel: New reel, Rename, Duplicate, and Delete. Delete moves the reel to Trash. Undo puts it back. Reels are stored apart from games and tags, so old games stay as they are. The video file stays on this computer.
- Send to Video Studio on the tag list and in a report adds the chosen clips to a new reel or an existing one. If nothing is there yet, the page says: Pick clips in Tags or Report and press Send to Video Studio.
- In a reel, drag to reorder. Remove a clip. Trim the start or the end by 0.5 seconds. Times show tenths, for example 3:54.5 - 3:58.0 - 3.5 s. Each clip has a caption. The first caption looks like Q1 - 0:05 - #4 Player - Play type.
- Under the video, in Draw and in Reel editor: Play/Pause, a timeline you can drag (current time / total), Back 5 s, Forward 5 s, Frame back, Frame forward, Speed (0.25x, 0.5x, 1x, 2x), Volume and mute, and Full screen. Space plays or pauses. Left and Right jump 5 seconds. Comma and period step one frame. Those keys do nothing while you type in a box or while Freeze & draw is open. Freeze & draw still pauses the video. Esc leaves full screen. The bar sits under the picture and does not cover the drawing.
- Title card: text, 2 to 5 seconds, club logo optional. Place it anywhere in the list.
- Freeze & draw (Pause & draw): pause on a frame, draw, then press OK. That saves a freeze into the reel, right after that frame, shown as Freeze & draw - 3 s (2 to 6 seconds). It keeps the frozen frame and the drawings. Edit opens the saved shapes. Up, Down, and Remove change the list. Play reel holds that frame with the drawings, then continues the clip. Export includes the freeze in 16:9 and 9:16, at the size and place you left them. In 9:16 the crop preview shows the drawings, so you can move the crop and

keep them in the picture. Older freezes stay exactly as they were and can still be edited.
- The drawing tools sit on one row, each with an icon and a name: Move / Select, Spotlight player, Text, Line, Curved line, Free circle, Linked circles, Area, Rectangle, Eraser, Undo, Redo, Clear all, and Help. Under that row: Fill, Border, Border width (1 to 10), Opacity, and Presets. A named preset stays on this computer.
- Drag to draw. Click a shape to move or resize it. Mouse down is the start. The shape grows while you drag. Mouse up finishes it. A plain click, or a drag under 8 pixels, does not add a shape. This is the same for the free circle, the spotlight, the line, the arrow, and the box. Freehand stays freehand. It works with a mouse, a Mac trackpad, and a finger, even if the pointer leaves the video while you drag.
- A press inside a circle or spotlight selects that shape. It does not draw a new one. A selected shape shows a thin outline and 4 corner handles. Drag the edge of a circle to make it bigger or smaller, drag inside it to move it. Drag a handle to resize it. Click empty video to deselect. The next drag on empty video draws a new shape. Delete shape, or the Delete or Backspace key, removes the selected shape. Undo (Cmd or Ctrl+Z) brings back the last draw, move, resize, or delete in this pause.
- Free circle is an ellipse from the first corner to the pointer. Hold Shift for a perfect circle. Default is a white fill at 50% and a cyan border. Presets: Solid ring, Filled ring, Glow ring, Dashed ring, Double ring.
- Spotlight player in Pause & draw starts at the press. The radius follows the drag. The Size slider changes the selected spotlight. The beam still falls from the top of the frame onto that circle. Dim the rest darkens everything outside it, from 0 to 70%.
- Line and Arrow stay straight until you bend them. The end can be none, an arrow, or a T (a screen). The style can be solid, dashed (a pass), or Zigzag (dribble). A selected line shows 3 handles: start, end, and a round middle handle. Drag the middle handle to bend the line into a smooth curve. Drag the start or end handle to move that end. Drag elsewhere on the line to move the whole line. Pressing an existing line selects it and does not start a new line. A new line starts only on empty video. Solid, dashed, and Zigzag (dribble) follow the curve, and so do the arrow head and the T end. Undo and Delete shape work for a bend. Play reel and export show the same curve. Older straight lines stay straight until you bend them. Curved line starts already bent, with the same options.
- Linked circles: click each player. Each click drops a floor circle, and a line connects them in order. Double-click or press Enter to finish. Moving a circle moves its end of the line.
- Area: click each corner. Three clicks make a triangle. More clicks make any shape. Fill, border, and opacity. Drag a corner to adjust a zone, a gap, or the help side.
- Text and Rectangle use color, size, and opacity. Text can sit on a background box.
- If the video is not open, use Link video or Re-link the file name on the Video Studio page, once per game in the reel. The same file is remembered, so the next visit only asks you to pick it again. A different file asks Use this file instead?
- Slow motion: mark part of a clip and set 0.5x or 0.25x.
- Export video is the same window from Video Studio, the tag list, and Report. Choose 480p fast, 720p, or 1080p. Choose 16:9 or 9:16 (vertical, centered crop, drag to

adjust). Captions, the title card, and the club logo watermark can each be on or off. A progress bar shows the percent. Cancel stops the export. A clip outside the video, or a missing video, is skipped and the count is shown with the reason. The file is named team - reel name - date.mp4.
- In Video Studio, Play plays all clips in the list, in order. Escape closes the list.
- Export video joins the clips into one MP4 you can send by WhatsApp, Telegram or USB.

8.1 Video Studio - Auto-reel, captions, intro/outro

- Auto-reel is on My reels. Choose Game, Team, Player, Play type / Set, Result (Made, Missed, Turnover, Foul, or Any), Quarter, and Max clips (20 unless you change it). The line 18 clips match updates as you change the filters. Create reel makes a reel named like Auto - PNR Ball Handler - Made - 2026-10-27. Clips are in game-time order. The trim is the same as Send to Video Studio. After that the reel is a normal reel: reorder, trim, Freeze & draw, and delete all work.
- Show tag labels is on for a new auto-reel and off for older reels. Each clip shows one caption, for example #7 Player - PNR Ball Handler - 2 Pt Made, in the team color, for the first 3 seconds, fading in and out. A caption you type replaces that label in the same place. The old caption bar is used only when Show tag labels is off, so the text never appears twice. The Export Captions switch turns that one caption on or off. Label position is Top left (the default), Top right, Bottom left, or Bottom right. The same place is used in the preview, in Play reel, and in export. In 9:16 the label stays inside the picture, with a margin, so the crop does not cut it off.
- Intro card (3 seconds) and End card (2 seconds) can be turned on in the reel settings. The intro shows the club logo, the team names, the score, the date, and the reel title. Styles: Dark, Light, and Team color. The end card shows the club logo and a small line Made with EU TagLab Pro - eu.taglabpro.com. Turn TagLab line off to hide that line. Both cards play in Play reel and in the export. The logo you upload stays with this account after a reload.

8.2 Video Studio - Voice-over, zoom and music

- Record voice is on each clip and each Freeze & draw item. The microphone is asked for only when you press Record voice. Then use Stop, Play, Re-record, or Delete. A level meter and a timer show while you record. The voice plays in the preview, in Play reel, and in the export.
- If the voice is longer than a freeze, the freeze stretches to fit and the row says Freeze extended to X s.
- Game sound is a slider from 0 to 100 percent. The default is 100. While a voice plays, game sound drops to 30 percent and never goes louder than the slider.
- Zoom lets you draw a start frame and an end frame. The picture moves smoothly from the start frame to the end frame. Presets: Zoom in to area, Zoom out, and Hold zoom. The closest zoom is 2.5x. Drawings stay sharp and move with the picture. Labels stay in the chosen corner and are not scaled. The same zoom is used in the preview, in Play reel, and in the export. In 9:16 the zoom stays inside the crop.
- Music is None by default. You can pick one of five built-in tracks (calm, energetic, hype, cinematic, light) or Upload my own (MP3 or M4A, kept on this computer). Music

volume sets how loud it is. Auto-duck is on by default and lowers the music under a voice. Music fades in for 1 second at the start and out for 2 seconds at the end, and it loops if the reel is longer. Use only music you have the right to use. None means the export has no music.
- When Show tag labels is off, a caption you type shows in the old caption bar in the preview, in Play reel, and in the export. When labels are on, the lower-third is the only caption. On a 9:16 intro card the team names, the score, and a long reel title wrap onto two lines, so nothing is cut off in 9:16 or 16:9.

8.3 Video Studio - Spotlight, split screen and share links

- Spotlight player is on a clip. Tap the player on the paused frame. A glowing floor circle follows that player for the whole clip. Tracking stays on this computer. The game video is not uploaded. Add a name tag by typing or picking a player from the roster. Circle color can be the team color, white, yellow, or red. Dim others lightly darkens everything outside the circle. If tracking is lost, the circle pauses and shows Tap to re-find player. Tap again, or drag the circle, to fix that frame. The same circle is used in the preview, in Play reel, and in the export. It stays inside the 9:16 crop, and the auto-crop centers on the spotlighted player when it can. It works with zoom, drawings, labels, slow motion, freeze, and voice-over.
- Split screen adds one item of two clips. Pick both from this reel, the tag list, or another game. Side by side is the 16:9 layout. Top / bottom is the 9:16 layout, and it is the default when you export 9:16 and have not picked a layout. Both sides play together in the preview, in Play reel, and in the export. Each label is short and stays inside its own pane, with the tag name first, for example Drop - 12 TEST Dee. It wraps onto two lines instead of being cut off at the pane edge. The shorter side holds its last frame only when that side ends. Audio can be Left, Right, or None. Voice-over and music still play.
- Create share link is in Export. It exports the reel at 720p and uploads only that file, not the original game. You get a link like eu.taglabpro.com/r/CODE and a Copy button. The viewer page needs no sign-in and does not open the account, the games, or the other reels. It shows the title, the team, the date, and the club logo, and it is hidden from search. Expiry is 7 days (the default), 30 days, or Never. A password is optional. Allow download is off unless you turn it on. The export dialog and My shared links show Active links: X of 3 (Club: of 20). My shared links also shows the view count, Copy, a way to change the expiry, and Stop sharing. Stop sharing deletes the file and the link stops at once, and the count updates. If the upload fails, a plain message asks you to check the connection and try again.

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9. Reports (PDF and Excel) - full explanation

The report is the final product of your tagging. This chapter explains every part, using a real example: 2026-10-10 Selenge Bodons vs BCH Knights - The League.

Report rows have a light line, a stripe, and a dotted leader so the name is easy to follow to its numbers.

9.1 How to make a report

1. Home screen > Reports.
2. Choose a team and one or more games. Choosing several games gives season or multi-game numbers. Counts and percentages use every selected tag.
3. Choose Report or Trends. Trends is explained in 9.13.
4. The top row on the report is Export PDF, Export Excel, Export CSV, and Show events. The events list stays hidden until you click Show events. Hide events closes it. Those four buttons stay the top row.
5. Under that row, choose Both teams or one team only (the button shows the team name and "only"). That choice filters the stats, shot charts, players, and Action vs Coverage on screen and in the PDF and Excel. The last choice is remembered.

The same switch is on the game's Report tab, under Export to Excel and Export CSV.
6. Below that: quarter chips (All, Q1, Q2, Q3, Q4, and overtime), then the Hide empty tags (0) switch. Hiding empty tags is not part of the top row.
7. At the bottom, Export can limit the file to Full report, Team only, Players only, or Selected players. The top row still exports with the choice you have set.
8. Click any number above 0 to watch those clips. The Clips panel has Play all, Previous, Next, and Make video from selected. Play all always starts from the first clip, including when you press it again. Click a clip again and it plays again from its start. Play all skips a clip whose video is not on this computer and leaves that note on the row. If Lead-in or Lead-out is not 0, that clip window shows Lead-in 5 s - Lead-out 3 s and Reset to 0. The boxes say Applies everywhere.

9.2 How the PDF is built

The PDF does not open with a combined cover of both teams.

1. Header: the team names, then one line per game (date, the two teams, competition).
2. TEAM section: each team on its own. For that team: summary, tag tables, shot chart, then Action vs Coverage.
3. PLAYERS section: every player with at least one tag, with photo (or initials), number and name, then that player's summary, tag tables and shot chart.
4. Lineups, when the numbers exist (see 9.15).

Every tag table uses the same columns, so once you understand one table, you understand them all.

9.3 The Summary table

On screen, in the PDF, and in Excel, the columns are: Possessions, Points, PPP, FG%, 2P%, 3P%, FT%, eFG%, TS%, Points per shot, Made, AST.

Example: Possessions 40, Points 38, PPP 0.95, FG% 38.9%, 2P% 47.4%, 3P% 29.4%, FT% 55.6%, eFG% 45.8%. AST is how many assists were tagged to a player. A tag with no assist player counts as zero. Made is how many of those possessions scored at least 1 point.

Column	Meaning	How it is counted

Possessions	Tagged plays that ended and have a play type.	A tag counts only when it has a play type. A turnover with a play type is 1 possession and 0 points. A steal is not a possession. A turnover on the same tag as a field goal is still 1 possession. Free throws after a foul belong to the same possession.
Points	All points scored in those possessions.	2 Pt Made = 2, 3 Pt Made = 3, 2+1 = 3, 3+1 = 4. A 2 Pt Made or 3 Pt Made with Free throws made on the same tag adds 1. A bonus or technical free-throw trip is one possession: 2 of 2 = 2 points.
PPP - points per possession	The most important number: how efficient the offense is.	Points / Possessions. 38 / 40 = 0.95.
FG%	Field goal percentage.	Made shots (2 + 3) / all shot attempts. 2F and 3F are not attempts. 2+1 and 3+1 count as makes.
2P% / 3P%	Success on 2-point / 3-point shots.	Made / attempted for each type.
FT%	Free-throw percentage.	Free throws made / all free throws.
eFG% - effective FG%	Shooting quality where a 3 counts more, because it is worth 1.5x a 2.	(FG made + 0.5 × 3P made) / FG attempts.
TS% - true shooting	Scoring against every shot and free throw, not just field goals.	Points / (2 × (FG attempts + 0.44 × free-throw attempts)).
Points per shot	Field-goal points per shot. Free throws are not in this number.	(2 × 2P made + 3 × 3P made) / FG attempts.
AST	Assists credited to a player.	Tags where that player is the assist player.
Made	Possessions that ended with at least 1 point.	Scored possessions. This is not the Converted tag group.

What counts as a possession

Only a tag with a play type counts as a possession.

A clip with only an offensive rebound is not a possession.

An offensive rebound and a putback in the same tag is 1 possession.

Points, rebounds, assists, steals, and blocks on a tag with no play type still count.

Points from tags with no play type stay in the box score but are not used in PPP.

Free throws after a foul belong to the play that drew the foul (2F, 3F, 2+1, 3+1).
Technical free throws count when tagged Misc.

Report colors: green means good, red means needs attention, in-between shades show how close a stat is.

Counts like steals and rebounds are colored by comparing the two teams.

How to read PPP (guide):
- Below 0.80 - poor offense.
- 0.80 - 0.95 - below average.
- 0.95 - 1.05 - average.
- 1.05 - 1.15 - good.
- Above 1.15 - excellent.

In the example, Selenge Bodons had 1.06 PPP (18 possessions, 19 points) and BCH Knights

0.86 PPP (22 possessions, 19 points). Same points, but Bodons needed fewer possessions, so they were more efficient.

9.4 The tag tables (same columns everywhere)

Every tag group has its own table: Field Goals, Free Throws, FG Playtypes, Type of PNR Defense, Type of Tag, PNR Wrinkles, Specials and OB Plays, Other Actions, Converted, and After PNR Switch ISO/POST UP. Sets are a separate line, not this table (see 9.5).

Each shot type and each play type is one row. Field goals are 2P and 3P, not a separate row for every made and missed button. Free throws are one FT row.

Column	Meaning
Attempts	How many times this row was tagged.
% of group	Its share of the possessions in that group. Example: Pick&roll handler 10 of 46 play types = 21.7%. On a multiple-choice group the shares can add up to more than 100%.
Made	For 2P, 3P, and play types: how many of those possessions scored at least 1 point. For FT: how many free throws were made.
Missed	Attempts minus Made.
Made %	Made / Attempts.
PPP	Points from this row / Attempts. On the FT row this is free-throw points / free-throw attempts, and it is never above 1.00. The field-goal points from a 2+1 or 3+1 are not in that row.

Example for a shot type: 2P: Attempts 19, Made 9, Missed 10.

Rules that do not change:
- 2F and 3F are not field-goal attempts. They do not add a row, and they do not add an attempt to 2P or 3P.
- 2+1 and 3+1 are field-goal attempts, and they count as makes (2+1 on the 2P row, 3+1 on the 3P row).
- A 2F can happen anywhere on the court. Use it for bonus free throws, not only for a shot at the rim.

Rule of thumb: look at Attempts (how often they do it) together with PPP (how well it works).
- High attempts + high PPP = their main weapon. Stop this first.
- High attempts + low PPP = they like it but it doesn't work. Let them do it.
- Low attempts + high PPP = a hidden danger; watch it in late-game situations.

9.5 Each table explained

Field Goals - one row for 2P and one row for 3P.
Example: 2P Attempts 19, Made 9, Missed 10 (8 two-point makes, 10 misses, and one 2+1). 3P Attempts 17, Made 5, Missed 12. The four 2F tags from this game are not in the table. Shows the shot diet (how many 2s vs 3s). Fouls drawn stay on the tag; they are not extra shot attempts.

Free Throws - one FT row: Attempts, Made, Missed, Made %, and PPP. PPP is made free throws / attempts (each make is 1 point), capped at 1.00. Example: Attempts 9, Made 5, Missed 4, Made % 55.6%, PPP 0.56. The 2 or 3 from a 2+1 or 3+1 is not in this row. A bonus trip with no 2F or 3F is still one possession in the Summary (2 of 2 = 2 points, PPP 2.00), while this FT row still counts each attempt. The same numbers are on screen, in the PDF, and in Excel.

FG Playtypes - one row per play type. This is the heart of the scouting report.
Example: Pick&roll handler Attempts 10, 21.7% of the group, PPP 0.90; Catch and shoots Attempts 9, PPP 1.22; Transitions Attempts 5, PPP 1.20; Isolations Attempts 5, PPP 0.00 (Made 0).
Reading: they run a lot of pick and roll, but catch-and-shoot and transition hurt more. Isolations gave 0 points.
- Sub tags are indented under the folder. In the PDF they start with "-". Example: Catch and shoots 9 total, of which C&S After POST UP 3 (PPP 2.67). Kick-outs from the post are dangerous.
- Pick&roll Roll Man shows Deep Roller or Short Roller next to the name.
- A play type is listed only when the possession has a real field-goal attempt. A 2F or 3F alone does not add a play-type attempt.

Type of PNR Defense - how the defense guarded the pick and roll, and how the offense scored against it. One row per coverage.
Example: Drop Attempts 9 (81.8%), PPP 1.00; Switch 1; Short Hedge 1.
Use it to choose the coverage: compare the PPP of each coverage against this team.

Type of Tag - how the screen was set up on the court (Empty Side, Single Tag, Double Tag, Flat, Empty Side Step Up, Reject Pick). One row each.
Example: Empty Side Attempts 4 (PPP 0.75), Reject Pick Attempts 2 (PPP 1.50). The ball handler rejecting the screen was more dangerous than using it.

PNR Wrinkles - special actions in the pick and roll (Step up, Slip, Repick, Flip, G-G Screen, Gortat screen...). More than one can be tagged on a play, so % of group can add up to more than 100%.
Example: Step up Attempts 3, Slip Attempts 3, G-G Screen Attempts 1.

Specials and OB Plays - special situations. More than one per play is allowed. One row per tag.
Example: ATO Attempts 4, PPP 2.00; SLOB Attempts 3, PPP 2.67.
Reading: their plays after time-outs and sideline inbounds are very effective, so prepare for their set plays out of time-outs.

Other Actions - Offensive Rebounds, Defensive Rebounds, Turnovers, Assists, Steals, Blocks, fouls. One row each. These are counts only. The table shows Count. Made, Missed, Made %, and PPP are -. Shots and play types still show Made, Missed, Made %, and PPP.

Converted - where the possession came from. This is still a tag group, not the Summary column. The Summary column is Made. One row per source.
Example: After O. Reb Attempts 6 (PPP 0.50), After steal Attempts 4 (PPP 0.75), After bad offense (dead ball) Attempts 2.

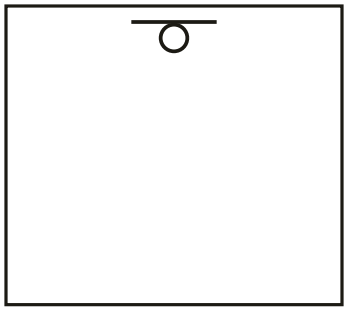
Shows how much they score from second chances and from your turnovers.

Sets - not the same table. Each set is one line: name, how many times it was run, points, makes / misses, and FG%. In Excel the columns are Set, Count, Points, Makes, Misses, FG%.

After PNR Switch ISO/POST UP - a line with the count, then the same Attempts / Made / Missed table for the play types on those possessions. Shows if switching against this team is safe.

9.6 The Shot Chart

- Court: FIBA half-court divided into zones - At rim, Paint, Short mid (left, center, right), Mid-range (baseline, wing, top), Corner 3, Wing 3, Top 3.
- Zone colors: Made % sets the color. Blue is cold, white is even, red-orange is hot. 50% and 100% are different colors. Grey means no attempts. A zone with fewer than 3 attempts keeps its color but is faded. A 3 Pt shot is always drawn in a 3PT zone, using the tag type, not only the tapped spot. Every counted shot has a marker on top of the zone label. The Cold - Hot bar under the court is the legend.
- Labels in zones: FG% and made/attempts. Example: Paint 57% (4/7) - 4 made of 7.
- With more than one game, the shot chart shows made/attempts and % per zone instead of single shots.
- Symbols: green dot = made, white X = missed, yellow ring = foul (2F, 3F, and-one).
- The half court is drawn with the hoop at the top. Saved spots are not moved. A shot at the rim still sits under the basket.



- Under the court: team or player name (and photo), total shots and eFG%. Example: BCH Knights - 20 shots, eFG% 39.5%.
- Team / Player: Team shows every shot for that team. Player shows one player's shots.
- Zone table (top right):

Zone	Attempts	FG%	Freq
3PT	7	14%	37%
Mid	1	100%	5%
Short mid	2	0%	11%
Paint	7	57%	37%
At rim	2	50%	11%

Freq = share of all shots from that zone. Example: BCH Knights took 37% of shots from 3 but made only 14% - force them to shoot 3s, protect the paint (57%).

Selenge Bodons took 59% of their shots from 3 at 40% - their main weapon is the 3-point shot; close out hard.

9.7 TEAM section

For each team: Summary, all tag tables, the shot chart, and Action vs Coverage, only for that team's possessions. Use it to compare the two teams and to build the game plan against your opponent.

9.8 PLAYERS section

For every player: round photo (or initials), number, name and team, then Summary, tag tables and shot chart.
Example: 0 SMITH Kendall (BCH Knights) - 7 possessions, 6 points, PPP 0.86, eFG% 41.7%; 50% of shots from 3, At rim 50%.
Use it to see:
- Each player's favorite play types (highest Attempts) and best play types (highest PPP).
- Hot and cold zones - where to force him.
- How he scores in ATO / SLOB situations and after switches.
- Fouls drawn and free-throw % - who to avoid fouling.
- Share with player on the player card (see 9.14).

9.9 Excel export

The same data as the PDF, in sheets:
- Team - summary (Possessions, Points, PPP, FG%, 2P%, 3P%, FT%, eFG%, AST) and the tag tables.
- AvC plus the team name - one Action vs Coverage sheet per team.
- Teams and Players - tag tables with Attempts, % of group, Made, Missed, Made % and PPP.
- Tags - every tagged play in a row (game, date, competition, quarter, team, player, video time, formula, notes, set, After PNR Switch).
- Sets - Set, Count, Points, Makes, Misses, FG%.
- One sheet per player, plus lineup sheets when the numbers exist.
Use filters and sorting, compare games, or make your own charts.

Export CSV is the same tables in one file: team stats, the per-player box score, lineups, and Action vs Coverage. A title row starts each table, and a blank row sits between them. A percentage is a plain number in its own column, such as FG% 0.571, with no % sign. The file name is the game title and date, then -report.csv.

9.10 Five tips for a great report

1. Always choose the player first, so the player pages are correct.
2. Tag every possession, including turnovers and fouls, so Possessions and PPP are correct.
3. Use 2F / 3F, 2+1 / 3+1 and Free Throws correctly; this makes points and PPP exact. 2F and 3F are not field-goal attempts. 2+1 and 3+1 are.
4. Tap the shot spot on the court for every shot, so the shot chart is complete.
5. Use several games for a player or team trend; one game can be luck.

9.11 Action vs Coverage report

After each team's shot chart, Action vs Coverage shows two tables for that team. It only reads tags you already saved. Nothing is added, moved, or deleted.

Our defense - which coverage works. One row per coverage we used, from the other team's possessions in games we played. Columns: possessions, % of possessions, points allowed, PPP allowed, and FG%. Sorted with the lowest PPP allowed first.
Here green means we allowed few points and red means we allowed many.

Our offense - our actions against their coverages. Our actions are the rows. Their coverages are the columns. Each cell shows possessions, points, PPP and FG%.
Here green means we scored a lot and red means we scored little.

The coverage is the PNR defense when you tagged one (Drop, Switch, ICE, Under, and the rest). If there is no PNR defense, it uses the Spain coverage, then the type of tag (Single Tag, Double Tag, Reject Pick, and the rest).

The same counting rules apply: 2F and 3F are not field-goal attempts. 2+1 and 3+1 count as made shots.

On the offense table, colors follow PPP, in the same dark style as the shot chart:
- 1.15 PPP or more - hot green.
- 1.05 to 1.14 - good green.
- 0.95 to 1.04 - average.
- 0.80 to 0.94 - below average, red.
- Under 0.80 - cold red.

On the defense table those bands are reversed, so a low PPP allowed is green and a high PPP allowed is red.

A cell or row with fewer than 5 possessions is faded and marked low sample. Do not build a game plan on one or two plays.

No coverage tags yet for this side of the ball. means no coverage was tagged for that side.

Click any number above 0 to watch those clips.

What happened next appears when a switch was tagged and a follow-up exists (post-up, isolation, pass out, and so on). Each follow-up shows its PPP. A short sample is faded there too.

At the top, up to three key findings use only matchups with 5 or more possessions. Offense findings speak as "we". A defense finding names our best coverage, and names the coverage that allows the most when two solid coverages differ by 0.15 PPP or more.

Example: We score most against PNR - Drop: 1.24 PPP vs 0.81 vs PNR - Switch. Our best coverage: PNR - Drop, 0.50 PPP allowed on 6 possessions.

The busiest coverages are the columns on the offense table. Less-used coverages are combined under Other, so the table fits on a laptop without sideways scrolling. One game

or many games can be combined; a bigger sample is more trustworthy. The same section is in the PDF, after that team's shot chart, and in Excel on one sheet per team (AvC plus the team name).

9.12 Free throws and which team is on the report

Free throws are one row labeled FT: Attempts, Made, Missed, and Made %. 2P and 3P stay one row each. Any other made/missed pair is one row too.

Which team is included is the choice under the top row, described in 9.1: Both teams or one team only. It filters the stats, shot charts, players, and Action vs Coverage on screen and in the PDF and Excel. The last choice is remembered.

9.13 Trends

On Reports, under the game setup, switch from Report to Trends. Pick one team and the games you want. Charts run oldest game on the left: PPP for the top play types, turnovers, 3P%, FT%, and PPP allowed for each defensive coverage. A gap means that game had no attempts. It is not a zero. Hover or tap a point to see the game and the value. Export PDF on the Trends view includes the charts. A normal game report PDF does not add them.

9.14 Share with a player

On a player card in Home > Reports, and on the player card in a game's Report tab.

Share with player makes a link for that player only.

He sees his clips, his stats, and notes on his tags. He does not log in. Choose 7 days (the default), 30 days, or never. Turn the link off any time. A new link replaces the old one. The page shows the EU TagLab Pro logo and no edit buttons. No other player is on it. The film stays on your computer. A YouTube moment can play when the game has a YouTube link. A video file on your computer does not play on his phone.

9.15 Lineups

When a game has a confirmed starting five and video times, Reports adds Lineups for each team. Each five shows minutes from the video clock, possessions, points scored, points allowed, and net rating per 100 possessions. On / Off shows the same numbers for each player. Fewer than 10 possessions is faded and marked low sample. Lineup not set means that team has no confirmed five, so On/Off is not calculated. No lineup data means a five is saved but there are not enough video times to count minutes. Possessions tagged before you confirmed the five are not given to that five. Nothing is guessed. The same tables go into PDF and Excel when the numbers exist. Lineup colors show Net per 100: green is great, yellow is even, red is bad. Faded rows have few possessions.

Live does not set a starting five, so a Live-only game says Lineup not set until you add the film and the fives on the desktop tagging screen.

9.16 Box score on the game Report

Open a game and choose Report. At the top is Export to Excel and Export CSV, then a box score for both teams.

Each player has MIN, PTS, FGM-A, 3PM-A, FTM-A, REB, AST, STL, BLK, TO, PF, and +/-.

EFF sits between PF and +/-. EFF = PTS + REB + AST + STL + BLK - missed field goals - missed free throws - turnovers. Click one player's EFF and type a different number before you export. A pencil marks that edit. Reset returns the calculated number. Cancel does not change the game. The team total is the sum of the numbers on the screen. Excel and PDF use the same numbers. PF includes the player chosen in Foul committed by? on a Personal Fouls RV tag.

When the game has no lineup data, MIN and +/- show -.

A small note says Needs lineups.

The same box score, with MIN and +/-, is on Home > Reports.

The totals row is the sum of the player rows, so the columns add up. AST is the player chosen in Who assisted?. BLK is the player in Blocked by on that missed shot. That shot is one tag, not a second Blocks tag. Click the blocker's BLK number to open the clip. STL is the player chosen in Steal by?. A missed shot and a Blocks tag that were saved together at the same time are shown as one tag, and the block is not counted twice. Merge N blocked shots into single tags? asks once before those stored tags are combined. A backup is saved on this computer first. Not now changes nothing. A Blocks tag saved on its own is left as it is. The Excel file has sheets for the box score, lineups, play types, and the tags list. The CSV file has the team stats, the box score, lineups, and Action vs Coverage. The Reports screen on Home still has its own Export PDF, Export Excel, and Export CSV.

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10. Live

Live is for tagging during the game, on a phone, a tablet, or a computer, with no video.

1. New game, then Live (no video) at the top of the form. Upload video and YouTube are hidden. Save the game. Live opens. No video is required.
2. There is no game clock to type. The top bar is only the quarter: Q1, Q2, Q3, Q4, then OT1 and later overtimes as you reach them. Tap a quarter to switch. That switch is only for Live. It does not change the quarter on the film tagging screen.
3. EOQ keeps that live tag in the quarter that just ended and moves Live to the next quarter (Q1, Q2, Q3, Q4, OT1, OT2, and so on). If you tag EOQ for both teams at the same break - team A's EOQ, then the other team's last play, then that team's EOQ - EU TagLab Pro counts it as one quarter break and Live moves to the next quarter only once. After that first break Live shows Q2, not Q3. That last play stays in the quarter that just ended, not the next one, and it does not by itself create overtime. Two EOQ tags are one break only when no real play is between them, or the only play between them is the other team's last play. A gap under 60 seconds does not join them when real plays lie between them. Saving an EOQ asks before it moves any other tag. It does not move the film

tagger.
4. There are no substitutions and no starting five in Live. Those stay on the film tagging screen (section 5.1).
5. The tag flow matches the film screen: Team -> Player -> tags. One tap per choice. The five jersey numbers sit in a compact row at the top. Tap a number or Lineup to change the lineup or make a substitution. Closing that sheet keeps the tag in progress. Team / no player is there for team actions. A multiple-choice group keeps the tap and returns to the main groups. Open it again to add another choice. Tap a picked choice again to remove it. Folders, sets, notes, and After PNR Switch work the same way. Cut, Catch and Shoot, and Catch and Drive have the plain-name button. Other folders do not. In Live, Assists still opens the player list when you tap it. Live does not ask Who assisted?, Steal by?, or Blocked by? on its own. Personal Fouls RV still asks Foul committed by? when you press Save tag. Skip saves. Back does not. On the film screen, Who assisted? opens when you press Save tag after a made shot, Steal by? opens when you press Turnover, and Blocked by? opens when you press Block (section 5). A blocked missed shot on the film screen is one tag with Blocked by. Only Save tag saves.
6. After a field-goal result, the shot chart opens: Where was the shot? On the film screen it stays until you tap the spot, press Keep, or press Escape. In Live, tap the spot or Skip.
7. Save tag is the large button on the right. After it saves, Live returns to the Team step and shows Saved for one second.
8. Undo (Undo last event) removes the last event saved in this Live session only. It does not delete film tags.
9. Exit live closes the full-screen page. The site header stays hidden while Live is open.
10. Landscape is the layout it is built for: buttons in up to four columns, no page scroll. Portrait still works, with two columns.

Live works offline. The event stays on this device. When the connection is back, it syncs with the account. The same event is not saved twice. The corner mark still shows Synced / Syncing / Offline.

Stats during the game. Live has no separate Halftime button. Tap Exit live, then open the Report tab on that game. You see the stats so far, including Action vs Coverage, for the tags already saved. Export PDF, Export Excel, and Show events are on Home > Reports, not on that tab. Open Live again to keep tagging. Nothing is deleted.

After the game, add the video. Open the game on the computer and click Video, then Upload video or a YouTube link.

Once that video is linked, Match live tags to video is in the Video tab.

It lists the Live tags in order and selects the first tag with no video time.

Show all lists every Live tag. Unmatched only shows only tags with no video time.

Press . or Set video time to stamp the selected tag that has no video time, then jump to the next tag with no time.

. does not replace a time that is already set.

Set video time on a tag that already has a time asks Replace the video time? first.

Skip leaves that tag without a video time and moves on. Back returns to the previous tag.

Save video times writes the times you stamped. If you leave before saving, choose save or discard.

Nothing changes until you save. Matching changes only the video time, not the team, the player, the quarter, or the tags.

Live does not store a game clock, so there is nothing to type. Imported tags are left as they are.

On a phone you can also open teams, games, tag lists, stats and reports, and export PDF or Excel. Tagging with video is done on the computer.

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11. Club: editing and reviewing games

This appears only on a Club plan. A trial or a Coach plan does not see it.

The bar is under the team names, on the Tags tab and the Report tab.

Not reviewed shows until a coach marks the game.

Mark reviewed is the button beside it. It saves this coach's name and the date.

Then the bar reads Reviewed by that name, and the date.

Update review appears only after a tag changes. It saves the new name and date.

Changes (count) is on that same bar. The count is how many edits this game has.

Open it to see each edit: who, when, and the formula before and after.

Undo this change is on each row. It asks you to confirm.

Cancel changes nothing. Confirm puts that one edit back.

A row that is already undone has no undo button. A locked plan can read the list, but cannot undo.

If two coaches edited the same tag, the game asks which version should stay.

The question is Two coaches edited this tag. Which version should stay?

Each version shows the coach, the time, and the formula.

Keep mine keeps your version. Keep theirs keeps the other coach.

In the Tags list, each tag shows Created by or Edited by.

The same line shows while you edit that tag.

The owner still adds coaches in My Club (up to 4 coaches by email, 5 people including the owner). Everyone shares the same teams, games, tags and reports. Each coach links the video file on their own computer. Videos are not uploaded.

Nothing in this list deletes a game, a player, or a tag by itself. Undo restores the earlier version of that one change.

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12. Settings

- Theme (color scheme of the app). Colors only. Games and tags stay the same.
- Startup animation and Startup sound on/off.
- My Club (Club plan owners): add up to 4 coaches by email, resend an invitation, or remove a coach.
- Backup: Export backup file. Choose file, then Import and replace, replaces what is on this computer. Restore from backup brings back an automatic copy from this computer and does not remove what is already here.
- Trash: deleted teams, players, games, and folders can be restored for 30 days. Tags stay until you restore them. Only you can delete them. Sync cannot.
- Tag buttons: edit the formula, or Reset to default formula. Old game tags stay.
- Tag formulas: Default is always available and cannot be deleted. Save as new set keeps a named copy. Edit, hide, or delete tags inside your own sets. Reset to default restores that set. Choosing a set on the tagger is remembered for you and saved with the game. On a Club plan the sets are shared. Deleting or renaming a tag never changes tags already saved on a game.
- Default clip before and Default clip after (5 and 2 unless you change them). A tag saved without Start and Finish uses that window, never shorter than 3 seconds. Ask for assists and blocks is on unless you turn it off.
- Reset app and reload (also Trouble loading? Reset and reload if a page stays on Loading). Your teams, games and tags stay.
- The current version is shown at the bottom of Settings, for example Version v46.

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13. Updates and troubleshooting

- EU TagLab Pro checks for a newer version when you open it, and again every 30 minutes. When a newer version is ready, a small bar says "New version - Reload". Click it to load that version once. If you are not editing a tag, the next page you open loads it by itself. A normal reload (F5) loads the new version by itself. A hard reload is not required. The bar does not show when you already have the newest version.
- If a page looks broken or stays on "Loading...":
1. Press Ctrl + Shift + R (Windows) or Cmd + Shift + R (Mac), or close the app fully and open it again.
2. Click "Trouble loading? Reset and reload" (or Settings > Reset app and reload). Your data stays safe.
- Your teams, games, tags and reports are saved in your account, and your videos stay on

your computer.
- Still a problem? Write to info@taglabpro.com.

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14. Free scouting training with our team

Every new coach who starts the free trial can book a free 45-minute video call (in English) with the EU TagLab Pro team. We go through tagging, reading reports and using the data for game preparation.

To apply: in the app open Help > Book free training, or write to info@taglabpro.com with your name, club and preferred days and times.

EU TagLab Pro Team - https://eu.taglabpro.com