

TagLab Pro - Coach Guide

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

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 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. Play / Pause, Stop, -3 sec / +3 sec, frame back and frame forward, 0.25x / 0.5x / 1x, the scrubber, and Previous clip / Next clip. Keys, when we are not typing: Space plays and pauses, Left / Right jump 3 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. Cut is a solid line with an arrow. Pass is a dashed line with an arrow. Dribble is a wavy line with an arrow. Screen is a solid line with a short bar at the end. Handoff is a #. We drag the middle point to bend a line. Pen, Circle, Text, colors, thickness, and Move (select, move, edit, or delete) are there too.
6. Export video. The MP4 stops at each pause, shows that pause's drawing, and plays

straight through in any player. 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. 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 new version is ready, the app reloads itself once. We do not clear the cache by hand.

1. Getting started

1. Open <https://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. 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.

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

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.

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 TagLab Pro logo always takes you home.

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.

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. If you move or rename the file, or open the game on another computer, the app shows Video not found. Click Link video and 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.
- While you trim a clip: Start -1s, Start +1s, End -1s, End +1s.

4.1 Import games from other tagging apps

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 TagLab Pro, open the same game on your computer, with the same video.
3. Click Import events.
4. Paste into the box and 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. 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.

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 new tap on a tag returns you to the group list. That is true for a single-choice group and for a multiple-choice group. Tap a choice again to turn it off; you stay in that group. A folder opens first (Cuts, Catch and shoots, Catch and drives). You can save the folder itself, or a sub tag inside it.
6. For a field goal, the court opens: Where was the shot? Tap the spot, then Keep, or Skip.
7. Click Save tag.

Good to know:

- If you forget S, the clip starts where the previous clip ended. You can fix the start and end later.
- Cuts, Catch and shoots, Catch and drives can be saved alone, or with a sub tag (After

PNR Kick, After Short Roll, After ISO, After POST UP).

- After PNR Switch ISO/POST UP is a simple checkbox.

- Assists opens the list of players. Pick who made the assist, and you return to the tag groups.

- 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, 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, 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 puts those quarters back. 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 under the buttons shows saved tags. Use Filters to find tags; click a tag to play its clip.

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. On a game created after this step was added, pick the starting players for both teams before the first new tag. If that team already had a five in an earlier game, those players are filled in. Tap Confirm. If the roster has fewer than five

players, confirm the players you have. Skip lineup closes the step and you tag immediately. You can open it again with Set lineup. Games saved before this step do not ask. They open straight into tagging. Tags that are already saved can still be opened and edited. The lineup never blocks tagging.

Substitution. On the tagging screen, tap the player who is coming out, then tap the player who is coming in. Two taps, same screen. The change is stored just before the current video time. This bar appears 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.

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. Groups marked (multiple) allow more than one choice. After one new choice, both single-choice and multiple-choice groups return to the group list.

Order: quarter (set automatically) -> team -> player (or "Team / no player") -> tag groups -> Save tag.

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, the court opens: "Where was the shot?" Tap the spot and press Keep, or Skip.

- 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: tap Cuts alone, or a sub tag: Cut After PNR Kick, Cut After Short Roll, Cut After ISO, Cut After POST UP. Catch and shoots and Catch and drives work the same way (After PNR Kick, After Short Roll, After ISO, After POST UP).

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, 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
- Offensive Rebounds, Defensive Rebound, Assists, Steals, Blocks, Turnovers
- Assists: after you tap it, pick the player who passed. You then return to the tag groups.

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.

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, group letters K, T, P, D, G, N, W, B, A, C, L, E.
- 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.

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. 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.
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.
6. Close the window when done. Closing does not save a new game. Nothing else is changed.

8. Playlists and clip videos

- Add tags to a playlist (for example "PNR #7"), reorder by dragging, and play them one after another.
- Export video joins the clips into one MP4 you can send by WhatsApp, Telegram or USB.

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.

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, and Show events. The events list stays hidden until you click Show events. Hide events closes it. Those three 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, including on the Report tab inside a game.
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 skips a clip whose video is not on this computer and leaves that note on the row.

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 | Number of tagged offensive possessions that ended (shot, foul, turnover). | Each finished play = 1 possession. A turnover 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. | $(\text{FG made} + 0.5 \times \text{3P made}) / \text{FG attempts}$. |

| TS% - true shooting | Scoring against every shot and free throw, not just field goals.

| Points / $(2 \times \text{FG attempts} + 0.44 \times \text{free-throw attempts})$. |

| Points per shot | Field-goal points per shot. Free throws are not in this number. | $(2 \times \text{2P made} + 3 \times \text{3P made}) / \text{FG attempts}$. |

| 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. |

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: red/orange = hot (high FG%), white = average, blue = cold (low FG%). The Cold - Hot bar under the court is the legend.
- Labels in zones: FG% and made/attempt. Example: Paint 57% (4/7) - 4 made of 7.
- Symbols: green dot = made, white X = missed, yellow ring = foul (2F, 3F, and-one).
- 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.

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, Share with player makes a link for that player only: 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 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.

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.

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 - 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. Team / no player is there for team actions. Single-choice and multiple-choice both return to the group list after one new tap. Folders, sets, notes, After PNR Switch, and the assist player work the same way.

6. After a field-goal result, the shot chart opens: Where was the shot? 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. Match live tags to video starts on tags with no video time. Show all lists every Live tag. Press . to stamp a tag that has no video time, then move 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. 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.

11. Club: editing and reviewing games

This appears only on a Club plan. Coach-plan accounts do not see it. 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.

On a game, any club coach can edit tags. Each tag can show who created it and when, and who edited it and when.

- Not reviewed, or Reviewed by the coach's name and the time.
- Mark reviewed records that this coach checked the game. If it was already reviewed, the button is Update review and it records the new name and time.
- Changes (with the count) opens the list for this game. Each row is one edit: a short summary, the coach, and the time. Undo this change puts that one edit back. An edit that is already undone has no undo button. If the plan is locked, you can still read the list, but you cannot undo.
- If two coaches edited the same tag, the game asks: Two coaches edited this tag. Which version should stay? Each version shows the coach, the time, and the formula. Keep plus that coach's name leaves that version. The other is not deleted from the history.

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

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.
- Reset app and reload (also Trouble loading? Reset and reload if a page stays on Loading). Your teams, games and tags stay.

13. Updates and troubleshooting

- TagLab Pro updates itself. When a new version is ready, a small banner says "New version available - Refresh". Click it.
- If a page looks broken or stays on "Loadingâf":
 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.

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 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.

TagLab Pro Team - <https://taglabpro.com>