



Welcome to The Rotoscope



Before you begin ...

- **Be sure to read the READ ME file** that came with your product zip file to ensure you received and understand all files, and so you know how to enable macros in your version of Excel
- **Make safe copies of all files** you received that you can always go back to, and only begin working in a new copy of The Rotoscope.

1

What is The Rotoscope?

[Page 2](#)

Give this section a quick read in case you did not fully understand the purpose of this software before downloading. Otherwise you can safely skip this.

2

The Basics

[Pages 3-11](#)

All users should start here. Then, decide if you want to start looking at the examples or start setting up a blank file for your own league.

3

League Examples

[Pages 12-16](#)

Use this section to understand the many example files packaged with the product, best if you want to learn hands-on

4

Full Feature Reference Guide

[Pages 17-28](#)

Use this section to fill in the gaps of how all features work in detail.



2a

The Basics: Understanding the Product

- We'll get to a quick tutorial of how to analyze your team as soon as possible. First, there's some basic things you should know
- **Tab: League Spec**
This is where you input the stat categories and teams in your league. More will be covered later, but this is the first step to setting up the file for use. You can take a peek at this tab in the example files for reference.
- **Tab: Roto Data**
This is where you paste your league's standings each time you want to analyze your team. At the top is the overall season setup that you'll only need to do once, and below is where you paste current standings data.
- **Tab: Styles**
You can use this screen to control the look and feel of the Rotoscope analysis page. Use any combination of text color, background color, borders, patterns and icons to make it look how you want. Or, just use the default settings.
- **Tab: ROTOSCOPE**
This is the heart of the tool, where all the analysis happens once you paste in your league data. Input the analysis settings at the top and simply click Recalculate. In seconds you'll see exactly where you need to improve.
- **Macro Settings**
The Rotoscope will not work without allowing macros to operate. The READ ME file that came with your product details how to change your macro settings appropriately.
- In the next section we'll give you the basics on how to set up and use The Rotoscope. **Note:** we won't be covering full details, those are found in the Full Feature Reference Guide that you can come back to. But read through the Basics – don't necessarily pour over every word, but give it a quick read-through and decide where to go from there.



2b The Basics: Data Input and Analysis

- The basic process of using the tool:
- 1. League Setup (one-time):** Input the teams and scoring rules of your league
 - 2. Paste Standings:** A quick and simple paste process is used to input your current standings into The Rotoscope, as often as daily.
 - 3. One-Click Update:** Once you've pasted in your updated league data, just click Recalculate on The Rotoscope analysis sheet.
 - 4. Analyze & Improve:** The power of The Rotoscope is that it visually displays the dynamics of your category-based standings. With it you can see what categories you can gain points in, and which you can't. Below is an example screenshot showing a 6x6 baseball league:

1 League Setup

Take a look at the screenshot below of the League Spec page:

Stat Master Setup

Full Name	Abbrev.	Type	Rank Order
Runs	R	Count	High to Low
Home Runs	HR	Count	High to Low
Runs Batted In	RBI	Count	High to Low
Stolen Bases	SB	Count	High to Low
Average	AVG	Ratio	High to Low
On Base Plus Slugging	OPS	Ratio	High to Low
Strikeouts	K	Count	High to Low
Wins	W	Count	High to Low
Saves	SV	Count	High to Low
Holds	HD	Count	High to Low
Earned Run Average	ERA	Ratio	Low to High
Walks+Hits / IP	WHIP	Ratio	Low to High

Stat Limits Master Setup

Full Name	Abbrev.	Limit
Games Started	GS	limited to 162

Team Master Setup

Full Name (Key)	Abbrev.
Team Wilson	WILS
The Cecil Fielders	CECL
Stern's Wackpack	WACK
Houston Lastros	HOU
Team Jester	JEST
Moxey and Ace	MOX
Funk Masters	FUNK
CC's Pizza	CC
Next Gen Rotoheads	NEXT
Team DeathStorm 2009	DETH

There are 3 sections to be completed in the League Spec page:

Stat Master Setup: Enter the following for each stat category used in your league

- Full Name (like "Home Runs")
- Abbreviation (like "HR", should try for 5 characters max)
- Type (either "Count", like HR, R, W, K, etc. or "Ratio", AVG or ERA)
- Rank Order ("High to Low" if higher is better, or "Low to High")

Stat Limits Master Setup: For any limits in your league, enter the following:

- Full Name ("Games Started"), Abbreviation ("GS"), and the numeric limit

Team Master Setup: For each team in the league, enter the following:

- Full Team Name, Abbreviation (should be 3-5 characters and unique)



2b The Basics: Data Input and Analysis

1

League Setup, cont.

The final step to getting your league set up, league start & end dates, happens on the Roto Data tab. See the screenshot below:

Season Data											
Season Start Date:	4-Apr	Season End Date:	30-Sep	Roto As Of Date:	13-Sep	Days Complete:	162	Days Left:	17	% Complete:	90.5%

Enter the beginning and ending date for the league's regular season. This is necessary to help project team needs based on how much time is left in the season. The blue "Roto As Of Date" will change every time you paste league data in the next step. The three white cells on the right are calculations you don't need to touch.

2

Paste Standings

Now that one-time league setup is done, you're ready to paste in roto data from your league standings. Most online league sites present simple tables of roto data for your league. Here, for example, is a screenshot of an ESPN Standings page (basketball example):

ROTTISERIE POINTS												
RK	TEAM	ES%	FT%	3PM	REB	AST	STL	BLK	PTS	PTS	CHG	
1	Bia Perm	6	8	7	10	7	8	3	10	59	+0	
2	Royal Oak Rollin' Robos	7	3	8	8	10	5	10	6	57	+0	
3	ultimate brick city	4	4	6	7	9	10	7	9	56	+0	
4	Air Balls	10	1	2	9	5	9	8	7	51	-0.5	
5	Breakin' Ankles	3	7	9	6	6	4	2	8	45	+0	
6	Kiaush AOK	2	9	10	4	4	3	6	5	43	+1	
7	The Underrated Overachievers	8	5	3	5	2	6	9	3	41	+0.5	
8	LA The 310	1	10	4	2	8	7	4	4	40	+0	
9	Team MONTEVERDE TEO	9	6	1	3	3	2	5	2	31	-1	
10	MTOWN Rich Birds	5	2	5	1	1	1	1	1	17	+0	

SEASON STATS												
RK	TEAM	ES%	FT%	3PM	REB	AST	STL	BLK	PTS	GP	MOVES	
1	Bia Perm	.4707	.7956	561	4438	2342	746	384	11956	684	17	
2	Royal Oak Rollin' Robos	.4729	.7494	615	4256	2487	623	626	9986	639	19	
3	ultimate brick city	.4645	.7662	642	4100	2422	612	628	11382	658	5	
4	Air Balls	.4779									13	
5	Breakin' Ankles	.4616									10	
6	Kiaush AOK	.4568									32	
7	The Underrated Overachievers	.4741									0	
8	LA The 310	.4549									0	
9	Team MONTEVERDE TEO	.4745									0	
10	MTOWN Rich Birds	.4685	.7450	521	2519	1517	382	293	6746	491	0	

The top half is the actual roto points based on the raw data. But what you want to copy and paste is the bottom section, the raw data.

Put your cursor in the upper left of the data on the webpage, click and hold, and highlight down to the lower right of the table. The data will be selected as in the inset image at left. Click Ctrl-C to copy the data.



2b The Basics: Data Input and Analysis

2 Paste Standings, cont.

You don't want to paste directly into The Rotoscope file yet. You want to pull up a blank Excel file for pasting where you can clean up the data a little bit. After opening a blank Excel file, click Ctrl-V or Edit > Paste. The file may look something like this:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	1	Big Perm		0.4707	0.7956	561	4438	2342	746	384	11956		684	17
		Royal Oak												
		Rollin'												
2	2	Robos ultimat		0.4729	0.7494	615	4256	2487	623	626	9986		639	19
		e brick												
3	3	city		0.4645	0.7662	547	4103	2427	813	438	11352		658	5
4	4	Air Balls Breakin'		0.4779	0.7364	384	4358	2179	751	484	10956		669	13
5	5	Ankles		0.4616	0.7912	711	3823	2261	620	371	10957		662	5
		Klawah												
6	6	AOK		0.4568	0.8003	751	3284	1881	599	425	9885		619	32
		The Underra												
		ted												
		Overac												
7	7	hievers		0.4741	0.7728	466	3340	1705	645	489	8160		540	0
		LA The												
8	8	310		0.4549	0.8005	472	3162	2376	700	405	9785		562	0
		Team												
		MONTE												
		VERDE												
9	9	TEO		0.4745	0.7842	344	3273	1728	501	407	7876		535	0
		MTOW												
		N Rich												
10	10	Birds		0.4685	0.745	521	2519	1617	382	293	6746		491	0

This sheet will require a little bit of processing before it's ready to paste into The Rotoscope. Pastes from different websites will vary, but in general here is what needs to be addressed (next page):



2b The Basics: Data Input and Analysis

2 Paste Standings, cont.

- Make sure there are no blank columns in between the team names and the stat columns (column C in this case – delete it). Also make sure there are no blank columns in the middle of the stat columns (for instance in baseball it's common to have a blank column in between hitting and pitching stats that needs to be deleted).
- Make sure there are no blank rows in between any teams
- It **IS** ok to leave a blank column in between the core roto stats, and any stats used for limits. For instance in this screenshot, column M is not one of the core roto stats, it's the Games Played that's used as a limit.
- Basically you want to have a continuous block of cells for all your roto stats with team names as the left-most column. Column headers are not important and won't be pasted. In addition, if your league has any stat limits (like Games Started), you need a column for those as well, that can be disconnected from the main roto stats.

Next, you're going to do a two-step paste process to get your data into The Rotoscope. The first step is to get the main roto stats pasted in. Highlight and copy that block from your blank Excel sheet, as shown below left.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1		RAK	0.4707	0.7956	561	4438	2342	748	394	11958		684	17
2		ROYAL	0.4729	0.7494	635	4256	2487	623	626	9986		639	19
3		ROYAL	0.4645	0.7662	547	4103	2427	913	438	11352		658	5
4		ROYAL	0.4779	0.7364	384	4388	2179	751	484	10956		669	13
5		ROYAL	0.4616	0.7912	711	3823	2261	620	371	10957		662	8
6		ROYAL	0.4968	0.8003	781	3284	1881	599	425	9885		619	32
7		ROYAL	0.4741	0.7728	466	3340	1705	645	489	8111		611	11
8		ROYAL	0.4549	0.8005	472	3162	2376	700	405	9111		611	11
9		ROYAL	0.4745	0.7842	344	3273	1728	501	411	8111		611	11
10		ROYAL	0.4688	0.746	821	2819	1617	582	283	8746		491	0

Go to the Roto Data tab of your Rotoscope file, and place your cursor in cell D10, the team name cell for in the first blue row. **Paste the data but be sure to Paste Values. This is very important to preserve the cell formatting.** Use Edit > Paste Special, select the option for "Values" and click OK.

Rotisserie Data												
Team	Abbrev	Team Name	R	HR	AVG	OPS	K	W	SV	HD	ERA	WHIP
FUNK		Funk Masters	1040	277	0.2773	0.8118	1083	84	92	21	4.153	1.318
WILS		Team Wilson	993	247	0.2769	0.7993	1107	79	101	12	3.422	1.204
CECL		The Cecil Fielders	980	219	0.2797	0.824	1226	82	94	9	3.511	1.181
HOU		Houston Lastros	971	262	0.2911	0.8604	924	57	78	48	4.032	1.336
NEXT		Next Gen Rotoheads	1009	237	0.2731	0.8068	1035	78	116	25	3.958	1.274
WACK		Stern's Wackpack	969	254	0.2723	0.7897	1187	90	119	41	4.086	1.342
CC		CC's Pizza	848	252	0.2746	0.8275	1044	73	1	7	3.629	1.282
DETH		Team DeathStorm 2009	968	242	0.285	0.8035	985	69	66	17	4.028	1.346
JEST		Team Jester	753	193	0.2663	0.7873	1012	74	89	9	3.306	1.194
MOX		Moxey and Ace	822	206	0.2701	0.8216	918	56	91	37	4.698	1.458



2b The Basics: Data Input and Analysis

2 Paste Standings, cont.

Now, if you have any stat limits in your league, you will need to paste those over as well. In the raw Excel file, highlight and copy the cells with stat limit data, without any team names (it may be only one column, but could be more if you have more than one stat limit – note that the very last column from ESPN is the number of free agent moves that have been made, which we'll disregard). See below:

	A	B	C	D	E	F	G	H	I	J	K	L	M
1		Atl. Ferm. Royal. Oak.	0.4707	0.7956	561	4438	2342	746	384	11956		684	17
2		Atlant. Bobos ultimat a brack city	0.4729	0.7494	615	4256	2487	623	626	9986		639	19
3			0.4845	0.7662	547	4103	2427	813	438	11392		688	5
4		Ast Ball Breakers	0.4779	0.7364	384	4358	2179	751	484	10956		689	13
5		Arizona Astros	0.4816	0.7912	711	3823	2261	620	371	10987		682	5
6		Astros Astros	0.4568	0.8003	751	3204	1801	599	425	9885		619	32
7		The Jesters	0.4741	0.7728	466	3340	1705	645	489	8160		640	0
8		Overseas Jesters	0.4549	0.8008	472	3182	2376	700	405	9788		682	0
9		LA The Jesters	0.4745	0.7842	344	3273	1728	501	407	7876			
10		Team MONTES	0.4685	0.745	521	2519	1617	382	293	6745		481	

Go to the Roto Data tab of your Rotoscope file, and place your cursor in cell AK10, the team name cell for in the first blue row of Stat Limits.

Paste the data, but once again be sure to Paste Values. Use Edit > Paste Special, select the option for "Values" and click OK.

Stat Limits Data			
Team	Abbrev	Team Name	
FUNK	Funk Masters	1	
WILS	Team Wilson	149	
CECL	The Cecil Fielders	168	
HOU	Houston Lastros	116	
NEXT	Next Gen Rotoheads	143	
WACK	Stern's Wackpack	197	
CC	CC's Pizza	187	
DETH	Team DeathStorm 2009	179	
JEST	Team Jester	159	
MOX	Moxey and Ace	141	

The very first time you paste for a given Rotoscope file, you have one more task, which is to set the stat column headers in Roto Data. But once you get that set up, you can freely paste using just the steps above. But to get these set up the very first time, go to row 9 of the Roto Data tab and select the stat that corresponds to each stat column for both Rotisserie Data and Stat Limits Data (yellow cells below):

Rotisserie Data												
Team	Abbrev	Team Name	R	HR	RBI	SB	AVG	OPS	K	W	SV	HD
FUNK	Funk Masters		16.0	27.7	54.1	1.0	0.273	0.545	10.0	0.1	0.0	0.1

Stat Limits Data			
Team	Abbrev	Team Name	GS
FUNK	Funk Masters		177



2b The Basics: Data Input and Analysis

3 One-click Update

There's a little more setup work to be done on the analysis page, and then your file will be ready for quick "Paste and Click" recalculation as often as you like. A blank ROTOSCOPE analysis page is shown below:

Settings		Recalculate									
Team to Scope		Non-Scope Team Style		Non-team Cell Style		"Close" if Within		"Medium" if Within		Overall +/- Based on	
Total											
Calculation:											
% Change Proj:											

We're going to cover this quickly here in "The Basics", knowing much more detail will be covered later in this User Guide. For each of the orange cells, complete like this:

- **Team to Scope:** Choose your team from the list (note than when you put your cursor in the cell, a little drop-down button appears).
- **Non-Scope Team Style:** Select "Non-highlight" for now
- **Non-team Cell Style:** Select "Scale" for now
- **Close if Within:** Type in "5" for now
- **Medium if Within:** Type in 15 for now
- **Overall +/- Based on:** Select "Close or Med" for now
- **For each yellow column next to "Total" box:**
 - **Top cell:** Select each stat from the drop-down as used in your league
 - **Calculation:** Select "Total" for now
 - **% Change Proj:** Type "0" for now

When complete it will look similar to this:

Settings		Recalculate										
Team to Scope	NEXT	Non-Scope Team Style	Non-highlight	Non-team Cell Style	Scale	"Close" if Within	5.0%	"Medium" if Within	15.0%	Overall +/- Based on	Close or Med	
Total	R	HR	RBI	SB	AVG	OPS	K	W	SV	HD	ERA	WHIP
Calculation:	Total	Total	Total	Total	Total	Total	Total	Total	Total	Total	Total	Total
% Change Proj:	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%	+0.0%



2b The Basics: Data Input and Analysis

3 One-click Update, cont.

So once you have done one-time setup on the ROTOSCOPE analysis page, you simply click Recalculate in row 2 and the page will update. Whether you change any settings at the top, or paste new data into the Roto Data tab, this one click will update everything.

Again, many more details of these settings will be covered further on in this User Guide, but here are a couple quick notes:

- You can fairly easily see how some of the settings behave in row 4 by just trying different values and clicking refresh
- Other settings will make more sense based on the "Analyze & Improve" section below.
- You can have multiple tabs in each file for ROTOSCOPE analysis. Simply make a copy of the tab and then change the settings how you like.

4 Analyze & Improve

Once you've gotten to this point you're ready to reap the benefits of The Rotoscope. And while all the preceding material may seem intimidating, you really just need a little time to get used to it, and then it's pretty easy. So here are some basics on how you can use a ROTOSCOPE page to analyze and improve your team.

There are two different sections of information for you to use:

- **Roto Standings Analysis:** This will give you a summary in each stat category. First and foremost it shows your roto points. But it also shows how many roto points you stand to gain or lose based on Close, Medium, and Far competitors.
- **Roto Spacing Chart:** This is the most important section, which will give you a true picture of where you stand in each statistic ... where you have easy roto points to gain, where you have many threats right behind you, where you are far away from either gaining or losing any points – from this you'll know what stats to focus on.

Page 11



3

League Examples

1

10-Team 6x6 Rotisserie League



- Standard league with Rotisserie style scoring
- Uses hitting stats R, HR, RBI, SB, AVG, OPS
- Uses pitching stats W, K, SV, HD, ERA, WHIP
- Assumes you are the team Next Gen Rotoheads (NEXT)
- Currently tied for 4th place with another team just a half point ahead
- Contains one Rotoscope sheet with official Roto standings for general analysis
- Contains one Rotoscope sheet with Pitching adjusted for Games Started, which has a limit of 162, as well as a deep-dive in Home Runs. This sheet is for understanding true strength of pitching, as well as understanding what will happen in the HR category based on recent pickups with power.

Rotoscope Challenge

To really help you understand how you can use The Rotoscope to your benefit, there are challenge questions below, and full, detailed answers on the next page. See if you can answer the following questions based on the Rotoscope file for this league without changing any parameters or doing re-calculations.

1. How many teams are within +/- 3 total Roto points of you? How many within +/- 5 points? Where are we in the season? What are your conclusions?
2. What is the difference in roto points between W and K calculated in total vs. Per Games Started (GS)? What is the difference in nearby opponents?



3 League Examples

1 10-Team 6x6 Rotisserie League, cont.

1. How many teams are within +/- 3 total Roto points of us? How many within +/- 5 points? Where are we in the season? What are your conclusions?

- There are two teams within 3 points of you. One is tied with you at 77, and another just a half point above at 77.5

Information found in: Official Standings tab > Roto Spacing Chart section > Column C

- Two additional teams are within 5 points of you, one 4 points ahead at 81 and another below at 73.

Official Standings tab > Roto Spacing Chart section > Column C

- We're late in the season – the data is as of September 13th, 90.5% complete

Roto Data tab > Cells K4 and T4

- This late in the season, there's not as much leverage to change your position. For instance, being 9 roto points back from first place, there's little chance to win the league overall. But 3rd place is very reachable, and 2nd is a stretch goal. There are one or a couple roto points to be had in HR, K, W, and SV. R and SB you're kind of set where you are. It's too late to trade, but it's time to start benching our R/SB guys in favor of home run hitters. Pitching is trickier. We can throw a lot of middle relievers in day after day to try and grab extra K, W and occasional SV. But we better make sure they don't trample our ERA and WHIP because we're in a very defensive position – we don't have points to gain, but we've got big chunks of teams breathing right down our neck. But middle relievers with good ratios are exactly the kind of guy you can find on the waiver wire. Time to start grabbing them up and starting them daily.



3 League Examples

1 10-Team 6x6 Rotisserie League, cont.

2. What is the difference in roto points for strikeouts (K) calculated in total vs. Per Games Started (GS)? What are your conclusions?

- We're at 5 roto points in K in total, but at 6 roto points on a per-GS basis.

Pitching Adjusted & Deep Dive tab > Roto Spacing Chart section > Columns E & F

- We're in a much better position at K than it looks like. There are five teams ahead of you in CC, FUNK, WILS, WACK, CECL. There is a league starts limit of 162 (League Spec tab > M5). 4 of the 5 teams we're chasing have used up all their starts: FUNK, CECL, WACK, CC (Roto Data tab > column AK), which is why on a per-GS basis we're actually ahead of CC and FUNK already, by a lot. If we finish out our 162 starts on our current pace we'll pick up those two roto points for sure. Notice on a per-GS basis the team HOU comes out of nowhere to be way ahead of us. But look close and you'll see they have only 116 GS so far (72%), so it seems unlikely they'll make it to 162. So you can safely assume you won't lose that roto point. So you're up 2 roto points already that will show up in the official standings by season's end. That leaves only 3 teams projected to truly finish above you: WACK, WILS, and CECL. But on a per-start basis, look how close they are! If you go strong with the strategy outlined in the answer to question 1 and use middle relievers who can get strikeouts, all three of them are passable. By looking closely at the statistic and by taking into account a stat limit like GS, you see that you can employ a simple strategy to gain *five* roto points in just one category.



3 League Examples

2 12-Team 6x6 Weekly Head-to-Head League



- Standard league with Weekly H2H, category-style scoring
- Uses hitting stats R, HR, RBI, SB, AVG, OPS
- Uses pitching stats W, K, SV, HD, ERA, WHIP
- Assumes you are the team Detroit Rakin' Robos (ROBO)
- Contains one Rotoscope sheet with Roto rankings for general analysis
- Contains one Rotoscope sheet with upcoming weekly opponent (DAWG) highlighted, and all values set to a per-week calculation. This sheet is for setting a strategy for each category in the upcoming week. Here are some quick conclusions from this tab:
 - It's still early in the season (May 2 from Roto Data > K4), but it looks like 4 of 6 hitting categories may be out of contention (HR, RBI, OPS for them, SB for us)
 - Runs and average look pretty close.
 - A hitting strategy could be to see if, after a half week you truly are losing the power categories, then start benching your power hitters to preserve AVG, and maybe starting top-of-the-order players who could score runs.
 - All of pitching looks really tight and could go either way

3 6-Team 8x8 Rotisserie League



- Extreme example of few teams and many categories
- Uses hitting stats H, R, HR, RBI, SB, BB, AVG, OBP
- Uses pitching stats W, K, CG, SV, HD, ERA, WHIP, K/BB
- Assumes you are the team Royal Oak Rakin' Robos (ROBO)
- Currently in 1st place with a significant lead
- Contains one Rotoscope sheet with official Roto standings for general analysis
- Contains one Rotoscope sheet with full Roto standings but with Pitching adjusted for Games Started, which has a limit of 162.
- Contains one Rotoscope sheet with each stat calibrated to the % change it would take to drop down a roto point, and calculated on a per-day basis. This sheet is set up to understand what kind of let-down it would take to start losing points and risk the first place overall standing.



3 League Examples

4

10-Team 8x8 Rotisserie League



- Standard setup for Basketball roto league
- Uses stats FG%, FT%, 3PM, REB, AST, STL, BLK, PTS
- Assumes you are the team Royal Oak Rollin' Robos (ROBO)
- Currently tied for 2nd place overall, just a point behind the leader
- League uses a starts limit – when adjusted for this we are the top team
- Contains one Rotoscope sheet with official Roto standings
- Contains one Rotoscope sheet with full Roto standings but adjusted for Games Started, which has a limit of 820
- Contains one Rotoscope sheet with each stat compared next to each other on overall vs. per-games started

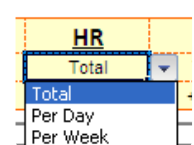
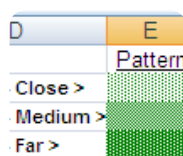
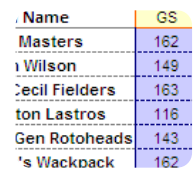
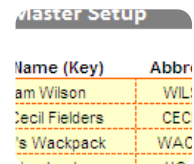
5

10-Team 7x3 Rotisserie League



- Standard setup for Hockey roto league
- Uses skater stats G, A, +/-, PIM, PPG, ATOI, SOG
- Uses goalie stats W, GAA, SV%
- Assumes you are the team Detroit Robo Wings (ROBO)
- Currently in 3rd place overall, just a point behind the leader
- League separate starts limits for skaters and goalies
- Contains one Rotoscope sheet with official Roto standings
- Contains one Rotoscope sheet with full Roto standings but adjusted for Games Started
- Contains one Rotoscope sheet with each stat compared next to each other on overall vs. per-games started

click a tile
to jump





4

Feature Reference Guide



The Feature Reference Guide will be broken up into the following categories:

1. League Spec tab
2. Roto Data tab
3. Styles tab
4. ROTOSCOPE tab

1

League Spec tab

SB	Count
AVG	Ratio
ing OPS	Ratio
K	Count
W	Ratio
SV	Count
HD	Count
FRA	Ratio

Customizable Stats

Location

League Spec > Left

The Rotoscope allows full customization of any statistics used in your league. The flexible stat-entry design allows you to specify each stat, whether it's a counting stat or ratio stat, and whether it's ranked high-to-low or vice versa, all in minutes.

In the Stat Master Setup section of the League Spec tab, you need to specify each stat used in your league's official roto standings. You don't need to include any other statistics. Note specifically that some stats are used for limits in your league, but not your standings, such as Games Started (GS) for pitchers in baseball – these should not be included in this section (see the next feature).

It will probably save you a lot of time to either start with one of the example files as your starting point, or at least copy and paste the stats from an example file as a starting point.

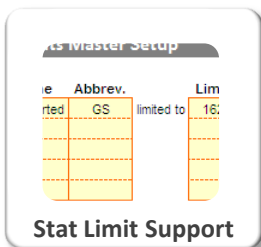
- Make sure each stat has a full name and a short description (ideally 3-5 characters). The long description is not used anywhere but here for reference. The short description will be used throughout the file in various drop-downs, often with room for more than 3-5 characters.
- The "Type" field contains a drop-down list with "Count" or "Ratio"
 - A stat is "Count" if it is a simple count of some statistic like Runs, Home Runs, Rebounds, Goals, etc.
 - A stat is a "Ratio" if it calculated as a fraction, i.e. *per* a denominator, like ERA (earned runs *per* nine innings), AVG (hits *per* at-bat), FT% (free throws *per* attempt), Goals Against Average (goals allowed *per* game).
 - Count vs. ratio is important as they are calculated differently for roto analysis.



4

Feature Reference Guide

- The "Rank Order" field contains a drop-down list with "High to Low" or "Low to High"
 - High to Low naturally applies to stats where higher is better (HR, RBI, REB, GOAL, etc.)
 - Low to High is for stats where lower is better (ERA, WHIP, TO for turnovers, GAA for goals against average)

**Location**

League Spec > Middle

The Rotoscope allows you to specify all the stat limits used in your league, as they can have a significant impact on where you truly are in the standings. Use it to reveal where you really stand despite the current standings.

In the Stat Limits Master Setup section of the League Spec tab, you need to specify each stat used in your league as a limit, but not used in the official standings. For example, many baseball leagues have a limit on Games Started (GS), to keep teams from "streaming" starting pitchers every day and winning on pure volume.

Enter the long and short name of the stat used as a limit. Once you put a value in the Abbrev. column, the phrase "limited to" will automatically fill in. Finally, enter the total that this stat is limited to. Using the previous example, many baseball leagues limit Games Started (GS) to 162, or some other number.

Note: Many leagues also have game limits per position / lineup spot. This is too complicated to handle in detail in the The Rotoscope. However, you can still get most of the value by taking the *sum* of games allowed for all positions. For example, let's say you're in a baseball league with a 162 game cap on every hitting position: C, 1B, 2B, SS, 3B, CI, MI, OF, OF, OF, OF, OF, Util. That's 13 slots at 162 games each. So, create a stat limit of Games (G) with a limit of 2106 (13 x 162). It's much simpler to manage and still gives you a great picture of who is inflated / deflated overall because they're over / under pace.



4

Feature Reference Guide

Master Setup

Name (Key)	Abbri
am Wilson	WIL
ecil Fielders	CEC
's Wackpack	WAC

Easy Team Setup

Location

League Spec > Right

The Rotoscope supports any number of teams up to 30. Simply type in each team name, a short abbreviation for each, and you're all set.

In the Team Master Setup section of the League Spec tab, simply list the team name and a 3-5 character abbreviation for each team, and leave unused slots blank. The abbreviation is used heavily throughout the file, so put some thought into them.

2

Roto Data tab

Start Date:	4-Apr
End Date:	30-Sep
As Of Date:	13-Sep
Complete:	90.5%
Complete:	162
Days Left:	17

Season Data

Location

Roto Data > Top

The Rotoscope provides easy setup of your overall league start and end dates, as well as calculations of how far there is to go.

In row 4 of the Roto Data page (recently re-arranged to flow horizontally), you will need to enter the following only once:

- Start Date of the league (typically the first day of regular season games)
- End Date of the league (last day with games for your fantasy regular season. In H2H leagues this will likely be before the end of the sport's regular season)

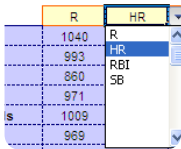
You will need to enter the As Of date each time you paste in new roto data, telling The Rotoscope at what point in the season the new data applies to.

The following fields will update automatically each time you supply a new As Of date: Days Complete, Days Left, % Complete.



4

Feature Reference Guide



	R	HR
1040	R	
993	HR	
860	RBI	
971	SB	
1009		
969		

Roto Data Table**Location**

Roto Data > Main

The Rotoscope has an easy and flexible table to allow you to paste in current roto standings data from your league, regardless of what website you use. One-time setup takes about 5 minutes, and each time you paste in new data it will take about 5 minutes.

This table is the heart of The Rotoscope – it is where you paste in your current league data each time you want to do analysis. The paste process was covered in detail in The Basics. But first, it is necessary to do a one-time setup on this tab.

One-time Setup

It may be beneficial to use one of the example league files as starting point, or at least copy and paste League Spec data from an example file into a new file as a starting point.

You want to set up the columns in the same order as listed on your league's website. A typical 5x5 baseball league will list categories in the order of: R, HR, RBI, SB, AVG, K, W, SV, ERA, WHIP. So for this example, start in cell E9 of the Roto Data tab, and use the drop-down in the cell to select "R". Move to the next column and select "HR" from the drop-down, and so forth. Note: the drop-down is populated from the Stat Master Setup in the League Spec tab.

Ongoing Paste Process

The section of this user guide called "The Basics", part 2, covers in detail the process to paste your league data into The Rotoscope (page 5). Here are some additional notes:

- Don't worry about the team abbreviations in white in column C. They may be mismatched with team names in column D at first, but as soon as you do a Recalculate on an analysis tab, the program will put them in the right order.
- Since disk space is cheap these days, think about doing a Save As to a new file before each paste. If something goes wrong you can go back to the last file.
- Note that your league's website might calculate to more decimals than what is shown on screen. For example two teams might both show a .278 batting average, but one might be precisely .278476873 and the other .278735789. The latter team truly has the higher average. However, these decimals will be lost when pasting to The Rotoscope – there is simply no way to avoid it. It will change from day to day, however.
- Watch out for teams changing their names in the middle of the season. The program will produce unpredictable results for team names not found in League Spec.



4

Feature Reference Guide

Name	GS
Masters	162
Wilson	149
Cecil Fielders	163
ton Lastros	116
Gen Rotoheads	143
's Wackpack	162

Stat Limit Table**Location**

Roto Data > Far Right

The Rotoscope has an easy and flexible table to allow you to paste in current roto stat *limit* data from your league, regardless of what website you use. This is just as quick and easy as pasting core roto data, and will help you get a clearer picture of some stats.

Handling of this section is about identical to the core roto data. There is a one-time setup of the column headers, as well as the ongoing paste process.

One-time Setup

It may be beneficial to use one of the example league files as starting point, or at least copy and paste League Spec data from an example file into a new file as a starting point.

You want to set up the stat limit columns in the same order as listed on your league's website. For instance, ESPN will usually put each team's value for each stat limit to the right of the core data. Whatever order they list it, set up the columns that way.

Ongoing Paste Process

Page 5 of this user guide covers the ongoing paste process as a whole. Page 8 discusses the process for stat limits, specifically. Here are additional notes:

- It is not necessary to paste the team names in when dealing with the stat limit section. You can see that they are in white, rather than blue cells, and are linked to the team names on the far left.



4 Feature Reference Guide

3 Styles tab



Customizable Styles

Location

Styles > Left

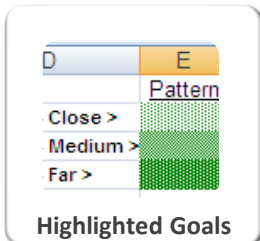
The Rotoscope allows customized formatting of the main analysis table. Any formatting you can do in Excel is supported – assign different colors and formats to different teams, and customize the overall look and feel to your own taste.

The left side of the Styles tab controls how the section "Roto Spacing Chart" will look in the Rotoscope analysis tab(s). Here are the different settings and the effect they'll have:

- **Blank/Scale Cell Style >:** This is where you set the general, overall format of the Roto Spacing Chart. Simply highlight the cell in Excel, format it how you like, and that format will be copied to each and every cell in the spacing chart. This includes font size/color/name, background color/pattern, border color/pattern, etc. Note that for any given cell in the Spacing Chart, if an actual team falls into that cell, the format is overridden. Also note that if the setting at the top of analysis page called "Non-team cell style" is not blank or scale, this format could be overridden.
- **Non-Highlight Cell Style >:** To make sense of this, know that it works in combination with the setting at the top of the analysis page called "Non-scope team style". If that is set to "Non-highlight", then this cell in Styles (B3) will control how each team will appear other than your own. This is helpful if you have a lot of different colors assigned to each team, but sometimes you want yours to be the only team in color to help stand out.
- **Team Styles:** This is pretty straightforward. Here is where you can assign a unique style to each and every team in the league. You can give them all a different style. Or you can give your own team a unique style, and maybe one or two other main competitors, but leave the rest of the teams looking the same. It's all in your control as to how much or how little you want teams to look different. Note that the teams listed in column A come from the League Spec tab.



4 Feature Reference Guide



Location
Styles > Middle

The Rotoscope allows customized formatting for how close you are to other teams in a given category. You can use different patterns to easily see where attainable roto points are, and where you're far off the pace.

The right side of the Styles tab controls the formatting of your threats and opportunities in the analysis tab. Cells E2 to E4 let you specify three cell patterns for roto points you're *chasing* (meaning trying to gain). These are your opportunities. By default, the "close" roto points have a loose green pattern, while the "far" is a very tight green pattern, and medium in between. Please note that on the analysis page you can specify what % defines "close" and "medium".

Likewise, cells G2 to G4 allow you to control the pattern of cells for roto points you're *defending* (meaning trying not to lose). These are your threats. By default they use varying tightness of red patterns. Note that only the pattern of these cells will be used (including pattern color). All other cell formatting here will be ignored (fonts, background color, borders, etc.)

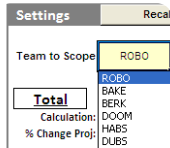
Below that are styles for elements of the "Roto Standings Analysis" section of the analysis tab(s). E6 and G6 let you specify the text character (font, color, size) that denotes teams in each category who are either opportunities to gain (green) or threats to lose (red). Note that only the font (name, color, size) of these cells will be used (and you may only use a single character).

Finally, in the left-most column of the analysis tab(s) are the roto data totals. In cells C18, C20 and C22 of the analysis tab(s) there is a number next to each threat/opportunity character to represent the total number of roto point threats or opportunities. Here in the Styles tab, cell E8 allows you to control the style of that number.



4 Feature Reference Guide

4 ROTOSCOPE tab



Analyze Any Team

Location

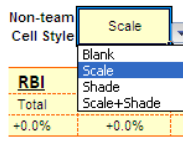
Rotoscope > E4

You are free to put any team in your league under The Rotoscope. While you can see all teams at once in the Spacing Chart, you can simply select any team from a drop-down for a full analysis of threats and opportunities based on the current roto standings.

For the Team to Scope setting in cell E4 of the ROTOSCOPE tab, you can simply select any team. This will have two effects:

1. The entire Roto Standings Analysis section will be for this team
2. If you've chosen for all other "non-scope" teams to not be highlighted in the setting in G4, this team will stand out in the Roto Spacing Chart based on your settings in the Styles tab

Note: The teams that appear in the drop-down come from the League Spec tab



Visual Preferences

Location

Rotoscope > Settings

You have a set of preferences on how you want to analyze your team under The Rotoscope. You define what % defines roto points that are close, medium, or far. You define whether the Spacing Chart shows a number scale, opportunity/threat shading, or both.

Here is the behavior for the rest of the settings in row 4 of the ROTOSCOPE tab:

- **Non-Scope Team Style:** The options here are "Non-highlight" or "Indiv. Team". What this means is, for all teams other than the "Team to Scope", how will they be shown in the Roto Spacing

chart? Non-highlight will format all of them the same (helping the Scope team to stand out), as specified in Styles > B3. "Indiv. Team" will format each team by it's unique style as specified in Styles > B6:B64.

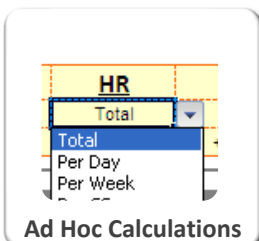
• **Non-team Cell Style:** What this means is, for all cells in the Roto Spacing Chart that aren't filled by a specific team, how will it be treated? Here are the possible values:

- **Blank:** No cell contents, format as specified in Styles > B1
- **Scale:** In every 6th cell, show a scale number that is dynamic based on the category and current standings, format as specified in Styles > B1
- **Shade:** Pattern the cell based on whether it's above or below the current Scope team's position, and by what amount (close, medium, far), format generally as specified in Styles > B1, but with cell pattern as in Styles E2:G4
- **Scale+Shade:** Shows a scale number every 6 cells, otherwise shows shading

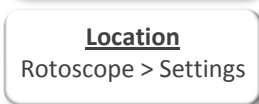


4 Feature Reference Guide

- **"Close" if Within:** This is where you can specify what is considered "Close" when analyzing threats and opportunities. 5% is a typical value throughout much of the season. However, you may want to change this to be larger toward the beginning of the season before teams have settled in, and smaller toward the end when there is less time to change. Simply type a numeric value here.
- **"Medium" if Within:** The percentage of what is considered "Medium". It will treat all values greater than the Close value you specified, and less than or equal to this value to be Medium. Therefore it will treat a value as "Far" if it is greater than this value.
- **Overall +/- Based on:** In row 16 of the ROTOSCOPE tab are overall +/- indicators for each category and overall. You can specify that these values consider only "Close" opponents, or "Close" and "Medium". It doesn't consider "Far" by definition because you'll always know how many are ahead and how many are behind in total based simply on how many roto points you currently have. Instead this gives quick insight into whether you have realistic points to gain, or close competitors to fight off.



You can perform real-time calculations on each and every category in your league, to view them not as a season total, but as more relatable numbers like per day, per week, or per game. You can also make assumptions on % gain or loss you expect based on recent transactions, so you can anticipate the impact on your standings.



The ROTOSCOPE tab is very flexible in letting you view any category in different ways. Therefore each ROTOSCOPE tab you use has to through a setup phase. You may want to use an example file as a starting point. **Also note:** You can have more than one analysis tab per file, as you'll see in the examples.

You probably want one tab to reflect your current roto standings, so you can go along row 8 and choose each roto category in sequence, while setting rows 9 and 10 to "Total" and 0, respectively. But you can get deeper analysis by using other tabs in different ways. Here are the possible values for "Calculation" in row 9 :

- **Total:** This will base all the analysis for this column on the raw total as in Roto Data
- **Per Day:** This will use the Days Complete value from Roto Data > N4 to base the column on per-day number. Thus it is important to update the As Of date in Roto Data > K4 each time you paste new data. This can really help you understand what you're doing on a day-to-day basis. Knowing you're at 230 runs and the leader has 295 doesn't help as much as knowing you score around 5 per day and they're near 6.

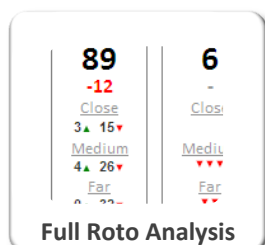


4

Feature Reference Guide

- **Per Week:** This will base the column on weekly totals by taking the Days Completed divided by 7. This can be especially helpful in Head-to-head category scoring by giving you benchmarks of how many of each stat you and your opponent have been scoring to date.
- **Per [stat limit]:** An option will appear in the drop-down for each stat limit you have set up in League Spec. For example, you may have a starts limit on starting pitchers in your baseball league. If one team is ahead of you in Wins and Strikeouts, it may be because they've used a lot more starts than you. However, knowing that you'll both end up at the same total starts in the end, you're not dealing with apples and oranges. But viewing the data per game started (GS), you get a more true picture of whether you'll finish better in counting stats like Wins and Strikeouts. However, note that this wouldn't account for whether one of you is getting significantly more strikeouts from relievers.

For the **% Change Proj**, you can specify whether you think you'll be doing better or worse than you have so far in a certain category, and the calculations for that column will assume this change. For instance, let's say you assume a loss of 5% in both HR and RBI, and a 5% increase in AVG, because maybe you want to trade a slugger for a singles hitter. This will tell The Rotoscope to assume those changes and show you the impact.



Put any team in the league – most of all your own – under The Rotoscope to see a full roto analysis of total points, points per category, and a full spread of threats and opportunities at every category, sorted by how close or out-of-reach. Get a tailored script for your team to improve.

Location

Rotoscope > Roto
Standings Analysis

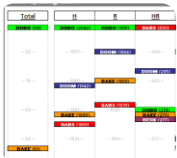
This analysis is all held in the Roto Standings Analysis section. The first column will always be dedicated to a total of all categories you have to the right. Atop each column is a bold number of how many roto points you have under the calculations you've specified. Below that is a realistic +/- rating telling you whether you have more of a chance to gain or lose points.

Finally, below that is a full spread of opportunities and threats that are close, medium, and far, so you can see visually and easily where you stand and how to react.



4

Feature Reference Guide



Roto Spacing Chart

LocationRotoscope > Roto
Spacing Chart

This is where the true value of the Rotoscope comes jumping out: the Roto Spacing Chart. Standings on most sites do not give you a feeling of how close or far you are from gaining or losing points in categories. With this you can see it instantly, and suddenly the players that help you or hurt you are clear.

For each column you have set up, the Spacing Chart will simply allocate each team in the league across 60 cells, putting the best team at the top, and the worst at the bottom, and all teams in between relative to their performance.

The value is clear immediately. Just looking at raw data you might see that you have 5 points in home runs. But the truth is, you may be very close to passing 3 teams above you, but that you have a huge lead on the team with 4 points. This tells you that if you could just bump up your homers a little, there's 3 roto points to be had.

On the other hand, suppose you're leading in stolen bases, and the next closest competitor is miles away. Now you know you can trade away someone with steals to someone who needs him, and get a player to help in other categories. Better yet, do the trade with someone who could leap-frog the first-place team in steals, and start taking roto points away from them! Man strategies open up when you can *see* all these factors so easily.



Opportunity Zones

LocationRotoscope > Roto
Spacing Chart

The reason it's so hard to see where you really stand in roto leagues is that each and every category has hidden threats and opportunities. With this special shading feature, suddenly you can see all that was previously hidden, and know exactly where to put your attention to maximize your overall finish.

To turn on the shading in the Roto Spacing Chart, simply change the Non-team Cell Style setting at the top to "Shade" or "Scale+Shade". Your team will be treated as the center, and opportunity shading will sprawl out above you, and threat shading will go below.