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1 Getting Started

This Getting Started document will help you get started quickly using the Competitive Cauldron website. If you have any questions or problems please email jsis@competitive-cauldron.com

Throughout this manual you will see the following options. This will allow you to get the most out of the data for you and your players.

Put the mouse over the to get more detailed information about the field. * are required fields.

Date fields: To change any date field, click on the button and then scroll to select the desire date.

You can filter the listing by date. Put in the required Start and End date and press Filter to enable the new date range.

To filter roster listing by player, select a Player from the drop down box. To search for a Player, just type in the search box any part of the Players name.
To search for a specific text, type any information into the search box and the list matching that criteria will be displayed.

Sorting records by column headers. If a column has the symbol next to it, it can be sorted. Click on the column header to sort by A-Z/1-99 and click or it again to sort by Z-A/99-1. If a column doesn't have the symbol then the records can not be sorted.
(The below header from the Roster listing shows you can sort the Players by Jersey No or Last Name or First Name or etc.)

Show # of entries on a page. To control how many records are displayed on the page, dropdown the Show entries menu choices and select one of the following: 10, 25, 50, 100
1.1 About The Cauldron

Overview:

Our competitive cauldron at North Carolina is not a team development tool. It is a player development tool. But by making the player better, it makes the team better. We don’t use players’ rankings to determine starting positions or playing time. The rankings are for the players’ information. Those that are ambitious will want to climb and those that are content to be mediocre will also be content to remain in the middle to bottom of the rankings.

The rankings are primarily used to motivate players to get better. Secondly they allow the players to evaluate their strengths and weaknesses and along with the coach decide on a course of action to improve parts of their game that need it.

Final Matrix:

This is cumulative look at a player’s performance in the competitive cauldron. It is a compilation of all of the results of the drills from the season. In it each drill has an X factor which signifies it’s value to the success of the player (and team) as determined by the coach. Each player’s rank in each drill is multiplied by the X factor to get a point value. All of the point values are then added up and the players are ranked overall on their total number of points (less points are better).

This final matrix, after much tweaking over the years, has finally come to very accurately depict the value of each player to the team that season from 1 to 28 (or whatever the number of players is).

Compiling/Sharing:

We compile the drills done each day and try to get the results up by the next day’s practice so the players get immediate feedback. We post them on a board off to the side at the practice field. We don’t draw attention to it or force the players to check it. Some do and some don’t. It is there as a reference for those who can handle it and those who really want an honest assessment of their abilities.

At the end of each season the coach will review with the players their results in each of the drills and the final matrix. The coach will then “team up” with the player against the results and suggest that she could do better in certain areas and guide her in a direction toward improvement. This is the only time the results are mentioned by the coach.

Adding / Modifying:
Our competitive cauldron has evolved a lot since its inception. We’ve added some drills and dropped others as the needs of our collegiate game have changed. Some years we need more shooting drills, some years it’s more serving or heading drills. But there are always the “core” drills that are always included: Speed, 1v1s, WLT record in small games, and combative heading to name a few.

We’ve also refined scoring for some drills as the overall quality of players’ have improved in order to keep the drill relevant. For example, instead of just recording “goal” or “no goal” for shooting drills, we now include whether or not the shot was on the frame and factor that into her score.

The Final Matrix has also evolved. X factors have changed as our ideas of which strengths a player should possess have evolved. We’ve tweaked little things like allowing central midfield players to get by with less speed (giving them a lower X factor in speed drills). But as time has gone on, it changes less and less because in refining it we’ve gotten so close to where we want it to be.

**How we Use**

The genesis of this concept occurred in the early 1980’s at the University of North Carolina. The renowned women’s soccer team had a collection of six to seven drills that were recorded by head coach Anson Dorrance on a legal pad, tabulated with a calculator, and posted each day for the players to see. This was done less for the coach’s knowledge than to motivate the players to achieve higher and higher levels of performance by publicly ranking everything that they did. The cut-throat environment created by this record keeping was dubbed the Competitive Cauldron and was used to win seven of the first eight NCAA Championships, produce 20 All-Americans, 5 National Players of the Year, and 24 National Team players in the 1980s. Dorrance then used it to great effect with the U.S. Women’s National Team as it’s head coach in preparing to win the 1991 World Championship in China.

In 1992 I joined the soccer program and worked with Anson to expand and improve the record keeping. As time went on, many more drills were added, computers were used to make the recording and tabulation more efficient, and the various formulas used to make the numbers reflect the players’ actual efforts were tweaked.

In the mid 1990’s we began sharing this cauldron with the youth coaches attending our team camp in Chapel Hill, NC each summer. Many adopted and adapted the cauldron for their own use and benefit to great success.

With the subsequent publication of two books by Dorrance on the UNC program which included detailed descriptions of the team’s competitive cauldron, other collegiate programs began to take note. XXX women’s volleyball and USC’s football coach Pete Carroll both made use of the cauldron within their programs. In 2005 in preparation for the 2006 World Cup, German coach Jurgen Klinsmann used elements of the cauldron with his National Team.

In 2009, John Sis, one of the coaches who has attended our team camp since the beginning decided to bring his cauldron into the internet age so his players and parents could access the data online. After seeing a need from other coaches to be able to efficiently design and tabulate their data, we...
decided to bring John’s vision of the online competitive cauldron to the entire coaching community.

At North Carolina we pride ourselves on player development. As of 2010 our competitive cauldron has produced 71 All-Americans, 50 National Team Players, and 17 National Players of the Year, all of whom have contributed to our 22 National Championships. Now with the input of contributors and users from all over, we will continue to evolve the Competitive Cauldron to help produce your future stars.

1.2 SignUp

To start using the Competitive Cauldron website you must first sign up. Select whether you want an individual team account or a club account.

**Individual Team Account:** This will allow you to have one coach and one team associated with this account.

**Club Account:** This will allow you to add multiple coaches and multiple teams and to associate specific coaches to those teams so they can login and have they ability to move between teams. It will also allow those coaches to move players between teams.

Enter your contact information and a login name and password. The password must contain a capital letter and a number and be at least 8 characters long. When you click submit, a verification email will be sent to you to verify and activate your account.

Put the mouse over the ![INFO](https://static.competitivecauldron.com/help.png) to get more detailed information about the field.

*All fields are required fields.*
If you try to login before activating your account, you will receive the following message. If you didn't receive the activation email and you have checked your SPAM folder, you can click on the Resend activation email link to have it resent to you email.

### 1.2.1 Verification Email

Click Activate to verify your email address and activate your account. If you didn't receive your activation email, please check your SPAM folder.

Just one more step...

Activation email
Click the big button below to activate your account.

1.3 Login

After you sign up your team, you will receive an email with your login information. Go to the website and put in your username and password.

If you forget your login information at anytime, just click on the Forgot password? link and enter your email address and it will be emailed to you.
1.4 **Home Page**

On your Home Page, Coaches can post a message to players when they login and show important challenge top rankings. To print the Home Page Rankings, click on the button at the bottom of the page.
1.4.1 Home Page - Team Message Edit

To edit a message to your team when they login, click on Team Edit. Type in your message and click Submit to save. Press Cancel to exit without saving.

You can use the text formatting toolbar to modify your message the way you want.

1.5 User Profile Settings

To modify your user profile settings, click on your username at the top right of the screen. Then click on Profile.

You will then be able to change any of your account settings. Put the mouse over the ? to get more detailed information about the field.
Field: Email Coach Ranking - If this is checked you will get the ranking report email sent to you that is setup in the team settings page.

1.6 Logout

To Logout of the website, click on your username at the top right of the screen.

Then click on Logout.
1.7 **Teams**

When you first login, you will need to add your team first. Click on the Add Team link.

Put the mouse over the ![help icon](https://example.com) to get more detailed information about the field. *are required fields.*
1.7.1 Individual Team

For Individual Accounts, you will only have one Team displaying on your Team List page.

1.7.1.1 Team List

For Individual Teams you will only see your current Team. You won’t be able to add any other Teams to your account. If you need to convert your Individual account to a Club account, please contact
support@competitive-cauldron.com

You can edit your Team settings by clicking on the button.

You can export your team list to PDF by clicking on the button.

You can print your team list to your printer by clicking on the button.

You can delete your current Team by clicking on the button. This will allow you to create a new Team.

To search for a specific Team, type any information into the search box and the list of Teams matching that criteria will be displayed.

1.7.2 Club Accounts

As a Club Account, you will be able to create unlimited number of Teams and Coaches. You can assign each different Team a specific Coach or Coaches. The Coach can login and then change between the different Teams with one login credentials. A Coach can also move players between Teams without loosing their stats. The Challenges that are created with your Club Account will then be accessible for each Team.

To Change between teams, select from the dropdown box at the top of the page.
1.7.2.1 Team List

To get to your Team List, click on Teams Menu Choice, then click on Team List.

You can edit your Team settings by clicking on the button.

You can export your team list to PDF by clicking on the button.

You can print your team list to your printer by clicking on the button.

You can add a new Team by clicking on the button.

You can delete a Team or Teams by selecting that Team (checkbox to left of Team) and clicking on the button.

The * represents the primary team for the Club Account. The Challenges and Categories must be added and modified from this team.

1.7.2.2 Coach List

Enter topic text here.
You can edit your Coach information by clicking on the button.

You can export your Coach list to PDF by clicking on the button.

You can print your Coach list to your printer by clicking on the button.

You can add a new Coach but click on the button.

You can delete a Coach or Coaches by selecting that Coach (checkbox to left of Coach) and clicking on the button.

You can assign Teams to Coaches by click on the button. For instructions on how to Assign Teams to Coach.

1.7.2.2.1 Add A Coach

To add a Coach, click on the button. When you click Submit, the Coach will get a verification email sent to them. Before a Coach can login, they must activate their account from this Verification Email. If they do not receive the email, have them check their SPAM folder.

Put the mouse over the to get more detailed information about the field.

* are required fields.
Field: Email Coach Ranking - If this is checked the Coach will get the ranking report email sent to them that is setup in the team settings page.

1.7.2.2 Assign Teams

Only the master Coach can assign Teams to Coaches. This is the Coach/Mgr that setup the original account with Competitive-Cauldron.com. Click on the button next to the Coach you want to assign Teams.

Either check the Select All checkbox or you can individually check the Teams you want this Coach to have access to when they login.

1.7.3 Evaluation Form Template

To modify your Teams evaluation form template, Click on the Teams Menu option and then click on Evaluation Form. You can add, modify, delete any type of field you want to show on your evaluation form.
form. This template will be used for evaluating your players. Your players will be able to view their different evaluations throughout their time the Team.

To create a new field, just drop and drop the type of field into the form. You can change the field properties by selecting the field properties tab from the popup menu. To delete a field, select the field and at the bottom of the screen click on the Delete button.
1.8 Roster

The first thing you must do is enter your Players into your roster. Go to Roster from the Main Menu. You can add a Player individually or if you have you roster in an excel spreadsheet, you can import them from a csv file.

To sort your Player listing by one of the columns, click on that column header. First time you click on the column it will sort ascending order. Click on it again and it will sort descending order.

To filter roster listing by player, select a Player from the drop down box. To search for a Player, just type in the search box any part of the Players name.
You can import from csv file by click on the button. To find out which fields are needed to import, download the csv template by clicking on the button.

You can edit a Players information by clicking on the button.

You can export your roster to PDF by clicking on the button.

You can print your roster to your printer by clicking on the button.

You can add a new Player by clicking on the button.

You can delete a Player or Players by selecting that Player (checkbox to left of Player) and clicking on the button.

To email a parent or player their login information, press then check the email address to send the login information to and press button. These emails come from what was entered into the Players information page.
There is also a custom field that you can manually type an email address into to have the login information sent.

To add/edit/delete a Players evaluations, click on the button for that specific player.

CLUB ACCOUNTS ONLY: Club Accounts can move Players between Teams

1.8.1 Importing from csv file

To import your players information into your roster from a csv file, follow these steps.

1. Click on Roster from the Main Menu.

2. Click on Download CVS Template button.

3. Save the file to your computer

4. Open up the file and copy and paste your players information into this template file from your excel file. Make sure you are pasting the correct information into the correct fields.

5. Save the template file.

6. Go back to the website and click on Upload CSV File button.
7. Click the **Browse...** button and go to where the template file is located and select it.

8. If you want any new positions to be added to your account, check the box next to Add New Positions From File?

9. Click the **Submit** button to import your players into the roster.

10. You will receive a successful message when it has completed importing.

Put the mouse over the **?** to get more detailed information about the field.

### 1.8.2 Add A Player

You can add a new Player by clicking on the **+** button.

Put the mouse over the **?** to get more detailed information about the field.

* are required fields.
1.8.3 Club Accounts - Move Players between Teams

Club Accounts have an option to move a player between Teams on the account. To move a player, click on the button.

You will receive a confirmation box asking you are you sure you want to move this Player? Click OK to continue or press Cancel to return to the Roster listing.
If you press OK you will need to select the Team you want to move the player.

If you decide not to move this player, just click the X to cancel the move.

1.8.4 Evaluations

A Coach can setup a Evaluation template to be used to evaluate their players. This gives a Coach a consistent form to use for each player that they can have access to online.

1.8.4.1 Evaluations - Template

Evaluations Template: For information on creating or modifying the Evaluation Form

1.8.4.2 Evaluations - Player

To create or modify an evaluation for a Player, click on the button next to the Player.

From the Players evaluation page:
You can edit a evaluation by clicking on the button.

To view a evaluation, click on the button.

You can export a evaluation or evaluations to PDF by checking each evaluations checkbox and then clicking the button.

You can print a evaluation or evaluations to your printer by checking each evaluations checkbox and then clicking the button.

You can add a new Evaluation by clicking on the button. A new evaluation will come up from your Evaluation Form Template for that Player.
To save the evaluation after you are done, click on the **Save** button.

You can delete an evaluation or evaluations by checking each evaluations checkbox and then clicking the **Trash can** button.

To email an evaluation, check the checkbox for the evaluation you want to email and then click on the **Mail** button. Select the email(s) you want to send the evaluation. You can even type in an email address in the custom field. Click on **Send** to email the evaluation.
To search for a specific evaluation, type any information into the search box and the list of evaluations matching that criteria will be displayed.

1.9 Attendance

The Attendance module allows you to keep track of your player attendance at training allowing for feedback during evaluation meetings.

To enter attendance for a specific date, click on [Home] and then [Attendance].

Change the date to your training date and check the players that attended training. You can check the box for All Players to automatically check all players, then just uncheck any players that were missing.
1.10 Birthday Template

The Birthday Template allows you to have emails automatically sent to your players on their Birthday. This template allows you to change the email content.

To modify the template, click on [Modify] and then Modify the text and click Save.
Note: You can be send a reminder email that your players birthday is coming up via in email in the team account settings page. Click on the Teams Account Settings for more information on how to set this up.

You can use the text formatting toolbar to modify your message the way you want.

**Built-in Fields:**

These are the built-in fields that the template uses and that you can use in the birthday template to fill in when the email is sent.

- `{PLAYER_FIRSTNAME}` - The player’s first name.
- `{PLAYER_LASTNAME}` - The player’s last name.

### 1.11 Journals

The Journals module allows you to see what your players do on their own time. They can enter any personal time that they have spent on their fitness, technical or playing. This is great feedback during your evaluations meetings with the player.

They can either enter their journals from the website or the [iTunes APP](#).

For the player to enter a journal via the website, click on [Journal](#).
You can edit a journal information by clicking on the 📝 button.

You can export journals to PDF by selecting the required journals and clicking on the 📝 button.

You can print journals to Print by selecting the required journals and clicking on the 📨 button.

You can add a new journal by clicking on the 📝 button.

You can delete a journal or journals by selecting the journals and clicking on the 🗑️ button.

You can filter the listing by date. Put in the required Start and End date and press Filter to enable the new date range.

To filter roster listing by player, select a Player from the drop down box. To search for a Player, just type in the search box any part of the Players name.
To search for a specific journal, type any information into the search box and the list of evaluations matching that criteria will be displayed.

1.11.1 Add A Journal

You can add a new journal by clicking on the button.

Put the mouse over the to get more detailed information about the field.
* are required fields.
1.12 Challenges

The Challenge Category is how the Challenges are separated into groups and displayed on the website and APP. You can organize your categories anyway you want by creating the different categories and then adding the Challenges to those categories. The demo soccer team are organized into categories of Fitness, Competitive, Technical and Shooting.

The Challenges are the different areas you want to track in your training sessions such as 40 yard dash or accurately serving a volleyball into a specific area out of 10 serves. There are 6 different Challenges you can create:

Win/Loss/Ties (WLT) - This is a win/loss/tie challenge for your players. (example: 1v1 duel)

# Lower - This is where you would record time for a player and the lower the time the better ranking. (example: 40 yard dash)

# Higher - This is where you would record time for a player and the higher the time the better ranking. (example: Beep Test or Yo Yo Test)

% (percentage) - This is where you would record the number of repetition made versus how many were missed. (example: 300 yard Shuttles)

Custom (Exception) - This is a custom challenge where you create keep track of a stat of a player to calculate a specific average or calculation. (example: Speed Gun: A player will kick a soccer ball as hard as they can 3 times and the average will be taken for those 3 attempts)

You can export Challenges to PDF by selecting the required Challenge and clicking on the button.

You can print Challenge to Print by selecting the required Challenge and clicking on the button.

You can add a new Challenge by clicking on the button.

You can delete a Challenge or Challenges by selecting the Challenge and clicking on the button.

You can edit a Challenge information by clicking on the button.
To search for a specific Challenge, type any information into the search box and the list of Challenges matching that criteria will be displayed.

Show # of entries on a page. To control how many records are displayed on the page, dropdown the Show entries menu choices and select one of the following: 10, 25, 50, 100

You can copy (duplicate) a Challenge by click on the button next to the Challenge you want to copy. From there you can change any information you want, even the Challenge Type, and then save it under a different name.

You can upload videos so that your players can see how the Challenge is run by clicking on the button and then selecting the video file to upload.

1.12.1 Category

Challenge Category allows the coach to separate the areas they want to track in their Challenges. I.E. Fitness, Competitive, Technical and Shooting - For demo soccer team.

Field Descriptions:
The Category name is the name you want to appear on the Final Ranking Report header.

The Category Shortname is just a brief name of the Category name.

The Category Order is the order you want the categories to show up on the Players Stats Menu, The Player Rankings Menu and the Final Ranking Report.
You can edit a category information by clicking on the button.

You can export category to PDF by selecting the required categories and clicking on the button.

You can print category to Print by selecting the required categories and clicking on the button.

You can add a new category by clicking on the button.

You can delete a category or categories by selecting the categories and clicking on the button.

To search for a specific category, type any information into the search box and the list of categories matching that criteria will be displayed.

You can control how many records are displayed on the page by dropdowning the Show entries menu choices and selecting one of the following: 10, 25, 50, 100

<table>
<thead>
<tr>
<th>Category name</th>
<th>Shortname</th>
<th>Category Order</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fitness</td>
<td>FIT</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Competitive</td>
<td>COMP</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Technical</td>
<td>TECH</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Shooting</td>
<td>SHOOT</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Keepers</td>
<td>KEEPERS</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

Showing 1 to 5 of 5 entries
Put the mouse over the to get more detailed information about the field. * are required fields.

### 1.12.2 Create a new Challenge

To create a new challenge, Click on **Challenges** and then click on **Create a new Challenge**.

You can add a new challenge by clicking on the **+** button.
Field Descriptions:

Challenge Menu:
Challenge Text 1:
Challenge Text 1:
Challenge Text 1:
Challenge Multiplier:
Challenge Type:
- Create a Win/Loss/Tie Challenge
- Create a Total Challenge
- Create a Percentage % Challenge (Made/Missed)
- Create a Custom Challenge
Exclude from Final Rpt If No Stats Exists:
Challenge Category:
Challenge Description:
Challenge picture:
Enable Challenge?:
Include in Top Performer Report?:
Display on Homepage?:
Continue Adding:

Put the mouse over the button to get more detailed information about the field.
* are required fields.

1.12.3  Create a Custom Challenge
Enter topic text here.

1.12.4  Change an existing Challenge type
If you see an existing challenge that you like but wanted it to be a different type, you can very easily change it. Because tables are created at the time a challenge is created at the back end just simply changing the challenge type isn't feasible. An example where you might want to change a challenge type might be changing the Pushup challenge from # - Higher is better to a WLT challenge. A coach wanted to have a dual between 2 players doing Pushups.

To change a challenge type, click on the button to copy that challenge. You will see a copy of that challenge on the screen. Change the challenge type to what you want it to be and click. That's it. You have the identical challenge but with a different challenge type.

1.13  Enter player stats

To enter stats for each player click on and then click on one of the challenge category options. Then select the challenge to enter the stats for your team.

You can export stats to PDF by selecting the required stats and clicking on the button.
You can print stats to Print by selecting the required stats and clicking on the button.

You can add a new stats by clicking on the button.

You can delete a stats or stats by selecting the stats and clicking on the button.

You can edit a stats information by clicking on the button.

You can filter the listing by date. Put in the required Start and End date and press Filter to enable the new date range.

To filter stats by player, select a Player from the drop down box. To search for a Player, just type in the search box any part of the Players name.

Show # of entries on a page. To control how many records are displayed on the page, dropdown the Show entries menu choices and select one of the following: 10, 25, 50, 100
If your data entry is by a single player then you don't have the bulk check box selected in your team settings page. Go to your team page and under the settings tab, check the box for bulk data entry.

**Single Mode example**

![Single Mode example](image)

**Bulk Mode example**

![Bulk Mode example](image)
## 1v1 TopGun

**Date** (mm-dd-yyyy): 05-21-2016

<table>
<thead>
<tr>
<th>Player</th>
<th>Win</th>
<th>Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player Aly</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Amberly</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Ashleigh</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Beth</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Caitlin</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Danielle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Georgia</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Joe</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Kacie</td>
<td></td>
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<tr>
<td>Player Keira</td>
<td></td>
<td></td>
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<tr>
<td>Player Kelsey</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Kenidy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Lea</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Michelle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Natalie</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Ronoo</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Sementhe</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Player Joe</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Email Player When Stats is Added?** 📧 **✓**

[Save]  [Cancel]
**Email Player When Stats is Added?** if checked, this will send an email alert to the players (email address must be entered for the player to receive the alert) letting them know the stats have been entered and for what Challenge and their stat information.

Put the mouse over the [?] to get more detailed information about the field.

* are required fields.

Note: If your stats are not showing up, check to make sure your Filter Records are capturing the correct time line you entered the stats.

### 1.14 View individual player rankings (filtered by player)

To view your player rankings for an individual challenge click on **Player Rankings** from the Main Menu and then select the challenge you want to view the rankings.

You can export the rankings to PDF by clicking on the [button].

You can print the rankings by clicking on the [button].

You can email the rankings by clicking on the [button].

You can filter the listing by date. Put in the required Start and End date and press Filter to enable the new date range.

To filter rankings by player, select a Player from the drop down box. To search for a Player, just type in the search box any part of the Player's name.
Show # of entries on a page. To control how many records are displayed on the page, dropdown the Show entries menu choices and select one of the following: 10, 25, 50, 100

Here is a sample player rankings report:
Note: If your stats are not showing up, check to make sure your Filter Records are capturing the correct time line you entered the stats.

1.14.1 Comments - Player Rankings

You have the ability to send a player a personal comment for their ranking. (Email address must be entered for the player to receive the email) Beside their name click on

Enter the comment you want to send to the player and select the email address to send it to and then press the Save button.

Comment: Keep it up. You are improving!

ashleigh@competitive-cauldron.com (Player Ashleigh)
To see any past comments you have sent to the player, put your mouse over the comment and you will see them.

1.15 View Final Ranking Report (filtered by player/position)

To view your player rankings for an individual challenge click on Player Rankings from the Main Menu and then select Final Ranking option.

You can export the rankings to PDF by clicking on the button.

You can print the rankings by clicking on the button.

You can email the rankings by clicking on the button.

You can filter the listing by date. Put in the required Start and End date and press Filter to enable the new date range.

To filter rankings by player, select a Player from the drop down box. To search for a Player, just type in
the search box any part of the Players name.

To exclude any Category, click the X to remove that Category from the final ranking report. To include any Category, click on the Select Category field and click on the Category to include in the final ranking report.

To exclude any Positions, click on the X to remove that Position from the final ranking report. To include any Position, click on the Select Positions field and click on the Position to include in the final ranking report.
Here is a sample final player rankings report:

You can use the arrow keys to scroll between the different categories you have on the report.

Note: If your stats are not showing up, check to make sure your Filter Records are capturing the correct time line you entered the stats.

1.16 Reports
1.16.1 All Challenges Report

1.16.2 Compare To Greats

1.16.3 Pass/Fail Fitness Report

If you have the Include Fitness Pass/Fail Report checked in your team settings, then this report will be available. To modify your team settings, go to Team Account Settings for more information.
1.16.4 Player Attendance Report

The Attendance Report allows a coach to their players attendance participation.
### Missed Attendance

<table>
<thead>
<tr>
<th>Player Name</th>
<th>Training Days Attended</th>
<th>Total Training Days</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player Aly</td>
<td>8</td>
<td>12</td>
<td>66.67%</td>
</tr>
<tr>
<td>Player Amberly</td>
<td>7</td>
<td>12</td>
<td>58.33%</td>
</tr>
<tr>
<td>Player Amy</td>
<td>7</td>
<td>12</td>
<td>58.33%</td>
</tr>
<tr>
<td>Player Ashleigh</td>
<td>6</td>
<td>12</td>
<td>50.00%</td>
</tr>
<tr>
<td>Player Beth</td>
<td>4</td>
<td>12</td>
<td>33.33%</td>
</tr>
<tr>
<td>Player Castlin</td>
<td>5</td>
<td>12</td>
<td>41.67%</td>
</tr>
<tr>
<td>Player Danielle</td>
<td>4</td>
<td>12</td>
<td>33.33%</td>
</tr>
<tr>
<td>Player Georgia</td>
<td>5</td>
<td>12</td>
<td>41.67%</td>
</tr>
<tr>
<td>Player Joey</td>
<td>3</td>
<td>12</td>
<td>25.00%</td>
</tr>
<tr>
<td>Player Kace</td>
<td>4</td>
<td>12</td>
<td>33.33%</td>
</tr>
<tr>
<td>Player Keira</td>
<td>5</td>
<td>12</td>
<td>41.67%</td>
</tr>
<tr>
<td>Player Kelsey</td>
<td>4</td>
<td>12</td>
<td>33.33%</td>
</tr>
<tr>
<td>Player Kenidy</td>
<td>5</td>
<td>12</td>
<td>41.67%</td>
</tr>
</tbody>
</table>
1.16.6 Evaluation Listing Report
Enter topic text here.

1.16.7 Top Performer Report

1.16.8 Admin Reports
Admin Reports
1.16.8.1 Login Report

The login report displays each players login user name and password. This allows a coach to handout each players login information.

![Login Report](image)

1.16.8.2 Challenge Templates

Challenge Templates allows a coach to print out the challenge in a spreadsheet form to be able to write down each player stats. There is a blank template that can be printed so that a any challenge can be used in the spreadsheet format.
<table>
<thead>
<tr>
<th>Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aly</td>
</tr>
<tr>
<td>Amberly</td>
</tr>
<tr>
<td>Amy</td>
</tr>
<tr>
<td>Ashleigh</td>
</tr>
<tr>
<td>Beth</td>
</tr>
<tr>
<td>Caitlin</td>
</tr>
<tr>
<td>Danielle</td>
</tr>
<tr>
<td>Georgia</td>
</tr>
<tr>
<td>Joey</td>
</tr>
<tr>
<td>Kacie</td>
</tr>
<tr>
<td>Keira</td>
</tr>
<tr>
<td>Kiley</td>
</tr>
<tr>
<td>Kenidy</td>
</tr>
<tr>
<td>Lea</td>
</tr>
<tr>
<td>Michelle</td>
</tr>
<tr>
<td>Natalie</td>
</tr>
<tr>
<td>Ramee</td>
</tr>
<tr>
<td>Samantha</td>
</tr>
<tr>
<td>Joe</td>
</tr>
</tbody>
</table>

Description:
2 Contact Us

To contact us with suggestions or issues, please use the Contact Us form. Fill in the information and click Submit. You can also email us at support@competitive-cauldron.com
3 Privacy

Our Privacy Policy:

Overview
When you communicate with us or use the Competitive Cauldron system, we will know your email address. When you sign up for Competitive Cauldron, we will ask you for information such as your name, team name, billing address, and credit card information and we don't share that information with anybody else for any reason. The only exception to this might be if we're required to share your information with law enforcement or if you violate our Terms of Service.

Cookies
A cookie is also a packet of data sent by an Internet server to a browser, which is returned by the browser each time it subsequently accesses the same server, used to identify the user or track their access to the server. We use these kinds of cookies on the Competitive Cauldron service, mainly to keep track of your current session information.

Data Storage
We own all the databases, code and other assets that make the Competitive Cauldron service. You retain all the rights to the information you store within Competitive Cauldron and we'll never share that information with anybody else for any reason. During the process of developing and troubleshooting the Competitive Cauldron service, it may be necessary for us to look at pieces of your data to improve the service or resolve a problem. But, as we've stated here, your data is never shared with any outside entity for any reason.

Changes
If there is a change to our privacy policy for any reason, we will notify you promptly by sending an email to the email address we have on file for you.

Questions?
If you have any questions about this Privacy Policy, just send an email to support@competitive-cauldron.com.
4 Support

To receive support for the website or the APP click on the Support link down at the bottom of the page. Fill out the Support form and click Submit or you can email us at support@competitive-cauldron.com
5 iTunes APP

You can download the APP for your iPhone/iPad from the below link or using iTunes.

Available for the iPhone and iPad - Competitive Cauldron is being used by soccer programs at clubs, schools, colleges and universities throughout the United States and around the world.
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