

COMPUTER SET-UP:

Scorekeepers for the first game on a field should plan to arrive at least one-half hour prior to the game time to allow time for computer set-up.

Unlock Computer Storage Box:

Enter combination so that it appears on the side of the lock.



Computer Setup:

- Place a computer, keyboard & mouse at each field that will be in use.
- Devices are color coded.
- **Keep the same colored dots together.**
- Plug the power cord into the back of the monitor, lower right **bottom** outlet.
- Plug into the power strip.
- Power on the mouse and keyboard, switch is on the underside.
- Power on Computer – button is on the upper right on the back of the monitor.

Sign-on:

- When computer image appears hit 'enter' in the keyboard or click with the mouse.
- Type the password (capitalization is significant).

Connect to the internet:


- Connection should be automatic, but it often needs some help to complete.
- If the Wi-Fi icon at the lower right part of the screen looks like , then left-click the icon. You will see a list of networks. Connect to the network called "TheVillagesDotNet".
- This action should open the browser (Chrome) to a login page that is pre-populated with a Villages ID and PIN. If the ID and PIN are not there, you can use yours. Any valid one will work. Once you click on "Accept" the network will connect.
- If the Wi-Fi icon at the lower right part of the screen looks like , then the network is connected, but you need to log in. Open the Chrome browser and click on the shortcut for "The Villages Login" (or click on "The Villages Net Login" on the






desktopop). This will take you to the login page that is pre-populated with a Villages ID and PIN. If the ID and PIN are not there, you can use yours. Any valid one will work. Once you click on "Accept" the network will connect.

Dropbox:

- Once the network is connected, Dropbox will start the process of connecting and updating the local files from the network.

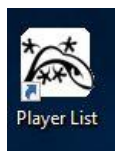
- Initially, the Dropbox icon on the lower right part of the screen will look like  to indicate that it has not yet connected to the network storage. If you hover the mouse over the icon, you may see a status of "Connecting..." or some other. No action is required. Dropbox will connect, but it may take a few minutes. This is why the first scorekeeper for a given field must come early to the field to allow for this time.

- Once Dropbox connects to the network, the icon will change to . This indicates that files are being updated on the local drive from changes that were made while the computer was not running. This also may take a few minutes. You can get a count of files remaining to synchronize and an estimate of the remaining time to complete this by hovering the mouse over the icon.

- Wait for the synchronization to complete. The icon will change to . If you hover the mouse over the icon, the status of "Up To Date" will be displayed. Any time you change a file in dropbox, the icon will change back to  for a few seconds.

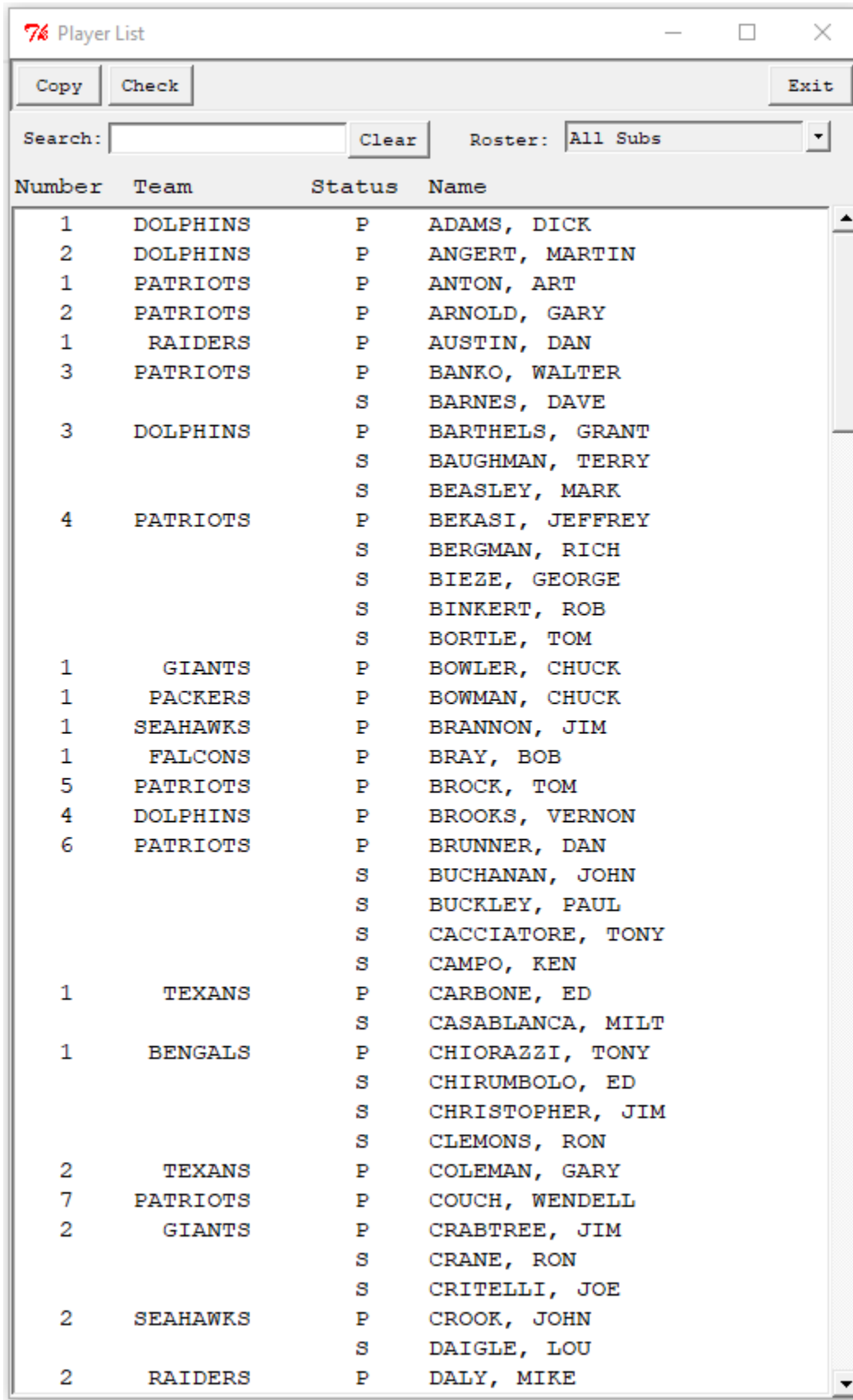
- Double click the "Today's Games" Icon  on the desktop to open the folder with the game files. This will open the "Div-3-Games" folder in Dropbox.

Open List of Players:



Double click the "Player List" Icon on the desktop to open the Player List Tool. This tool will assist scorekeepers in adding subs to the lineup and verifying that lineups are valid before the game begins. The main window of the Player List Tool is shown below.

Computer Scorekeeping Procedures



The screenshot shows a window titled "7% Player List" with standard window controls (minimize, maximize, close). Below the title bar is a toolbar with "Copy", "Check", and "Exit" buttons. A search area contains a text box, a "Clear" button, and a "Roster:" dropdown menu currently set to "All Subs". The main area is a table with the following data:

Number	Team	Status	Name
1	DOLPHINS	P	ADAMS, DICK
2	DOLPHINS	P	ANGERT, MARTIN
1	PATRIOTS	P	ANTON, ART
2	PATRIOTS	P	ARNOLD, GARY
1	RAIDERS	P	AUSTIN, DAN
3	PATRIOTS	P	BANKO, WALTER
		S	BARNES, DAVE
3	DOLPHINS	P	BARTHELMS, GRANT
		S	BAUGHMAN, TERRY
		S	BEASLEY, MARK
4	PATRIOTS	P	BEKASI, JEFFREY
		S	BERGMAN, RICH
		S	BIEZE, GEORGE
		S	BINKERT, ROB
		S	BORTLE, TOM
1	GIANTS	P	BOWLER, CHUCK
1	PACKERS	P	BOWMAN, CHUCK
1	SEAHAWKS	P	BRANNON, JIM
1	FALCONS	P	BRAY, BOB
5	PATRIOTS	P	BROCK, TOM
4	DOLPHINS	P	BROOKS, VERNON
6	PATRIOTS	P	BRUNNER, DAN
		S	BUCHANAN, JOHN
		S	BUCKLEY, PAUL
		S	CACCIATORE, TONY
		S	CAMPO, KEN
1	TEXANS	P	CARBONE, ED
		S	CASABLANCA, MILT
1	BENGALS	P	CHIORAZZI, TONY
		S	CHIRUMBOLO, ED
		S	CHRISTOPHER, JIM
		S	CLEMONS, RON
2	TEXANS	P	COLEMAN, GARY
7	PATRIOTS	P	COUCH, WENDELL
2	GIANTS	P	CRABTREE, JIM
		S	CRANE, RON
		S	CRITELLI, JOE
2	SEAHAWKS	P	CROOK, JOHN
		S	DAIGLE, LOU
2	RAIDERS	P	DALY, MIKE

EACH GAME:

Open the Score Sheet for your game by double clicking on the file in the Div-3-Games folder.

If the lineup entries in the file do not match the printed entries on the lineup sheet, it may be that the lineup was changed after the game file was downloaded. Close the scoring program. You may then download the updated game file by clicking on the



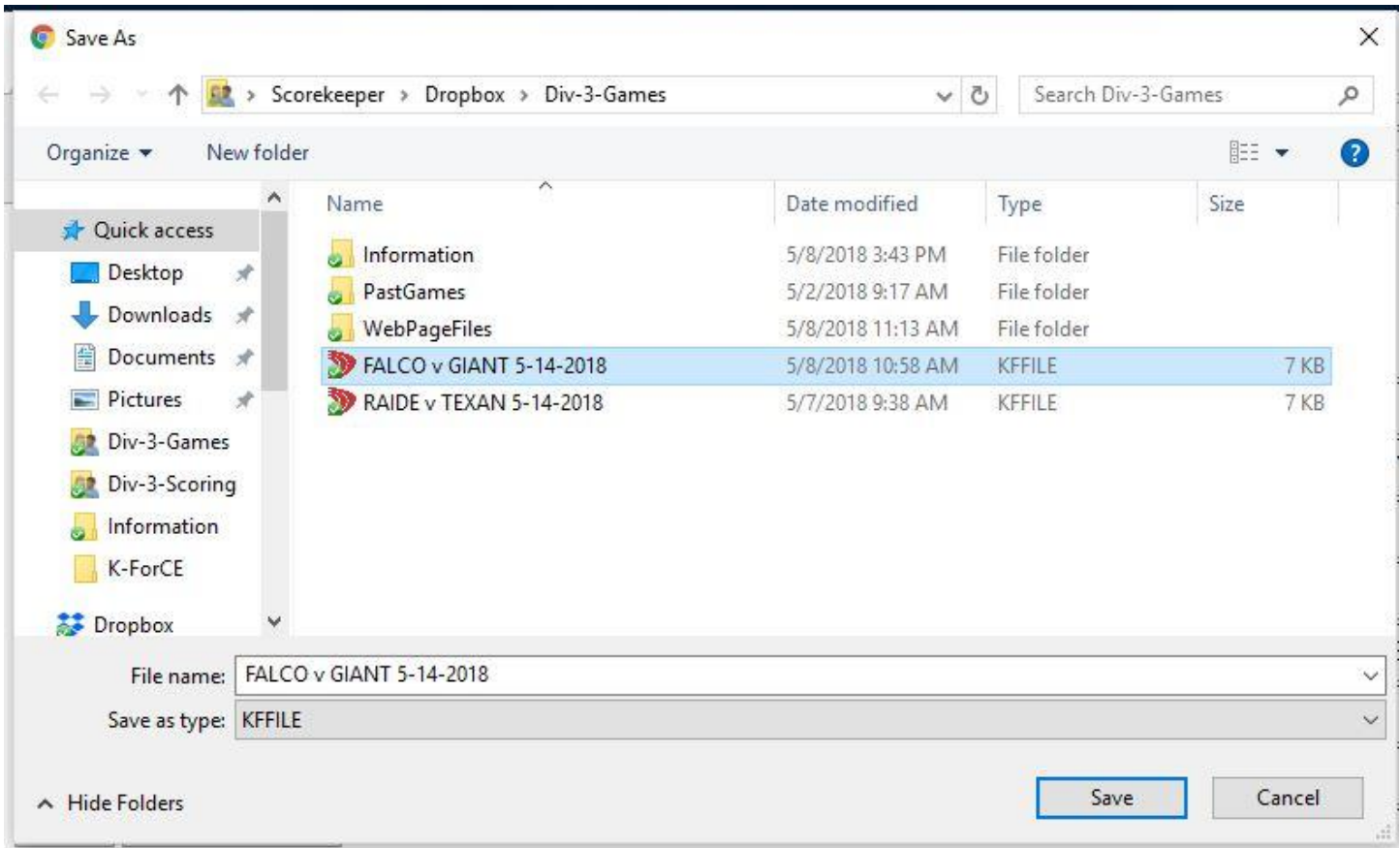
"Download Game File" icon on the desktop. This will take you to the Lineup Manager tool and display a list of games for the current play date, plus one game ahead for the team with a bye (if there is one).

Lineup Manager

Day	Date	Time	Field	Visitor	Home Team	Umpires	Scorekeeper		
Monday	5/14/2018	9:00 AM	Field 2	FALCONS	GIANTS	Llafet*/Hafer	SCHLACHTER, STEVE	View-0	ScoreFile-0
Monday	5/14/2018	9:00 AM	Field 4	DOLPHINS	PATRIOTS	Petrilak*/Romano		View-1	ScoreFile-1
Monday	5/14/2018	10:30 AM	Field 2	PANTHERS	SEAHAWKS	Heberlig*/Nikstad	JACQUES, KATHY	View-2	ScoreFile-2
Monday	5/14/2018	10:30 AM	Field 3	RAIDERS	TEXANS	Jones*/Lockman	HAZZARD, MICHELE	View-3	ScoreFile-3
Monday	5/14/2018	10:30 AM	Field 4	VIKINGS	BENGALS	Brooks*/Nagle	BEKASI, JEFFREY	View-4	ScoreFile-4
Thursday	5/17/2018	9:00 AM	Field 4	PACKERS	VIKINGS	Romano*/Petrilak	KING, FRED	View-5	ScoreFile-5

[Logout](#) [Change Password](#)

Click on the "ScoreFile-n" button that corresponds to the game you are scoring. A "Save As" dialog box will open.



Select the "Div-3-Games" folder in Dropbox. Select the file you want to replace. You will be prompted to ask if you want to replace the existing file. Click "Yes", after you verify that the file is for the game you are scoring. You can then open the updated score sheet.

SCREEN LAYOUT:

- The "Main Window" is the same as a paper score sheet.
- The box on the right is the "At Bat Scoring" area.
 - Top line in the box displays the current batter.
 - The ball field is displayed with a 1 outs, "RBI", "ER", numbered fielding positions.
 - A set of buttons run Up/down the right side for "Batter", "Undo", "Comments", "Pitcher", "Last", "Skip"
 - A set of pull-down menus runs across the bottom of the box for "Hit", "BB", "FC", "E", "K", "F", "DP", "SAC", "More".
- Below the "At Bat Scoring" area is a "Batting Stats" area automatically filled by the computer program.
- Below the "Batting Stats" area is a "Line Score" area also filled by the computer program.

Note: The "At Bat Scoring" is for scoring and the other windows display the results.

LINEUPS:

Note: Managers submit lineups prior to the day of play. Subs and last-minute changes may occur, however, so lineups may need to be adjusted. It is very important that the lineup in the program match the batting order, or errors can occur in the scoring that may not be correctable.

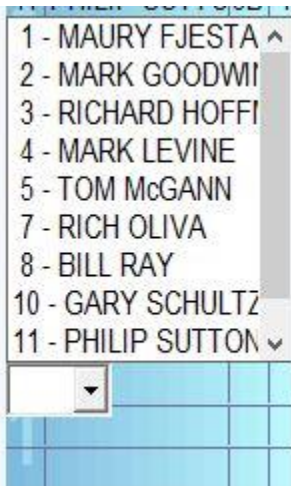
Start of the Game:

To select the lineup in the scoring program (Visitor or Home), pull down the "View" menu on the upper left of the screen and select the desired team.

The lineup is entered in four columns on the left of the screen. The column headings are "#", "Player", "P" and "I". The "#" column is for the player number. The "P" is for the player position. The "I" is for the inning that the player entered the game or changed to a new position (see pitching changes).

If **roster players** need to be re-arranged, **never type in the player names** in the "Player" column! Instead –

- Pull down the menu in the "#" column and select the player number/name combination (see image below). Alternatively, if you know the player's number, you may type it in. The "Player" column should be filled in with the corresponding player's name.
- Then tab to the 'P' field and select the player's position.
- Then tab to the 'I' field and type 1 for the beginning of the game or the appropriate inning for a player who enters the game as an injury sub (or see "Pitching Changes" below).



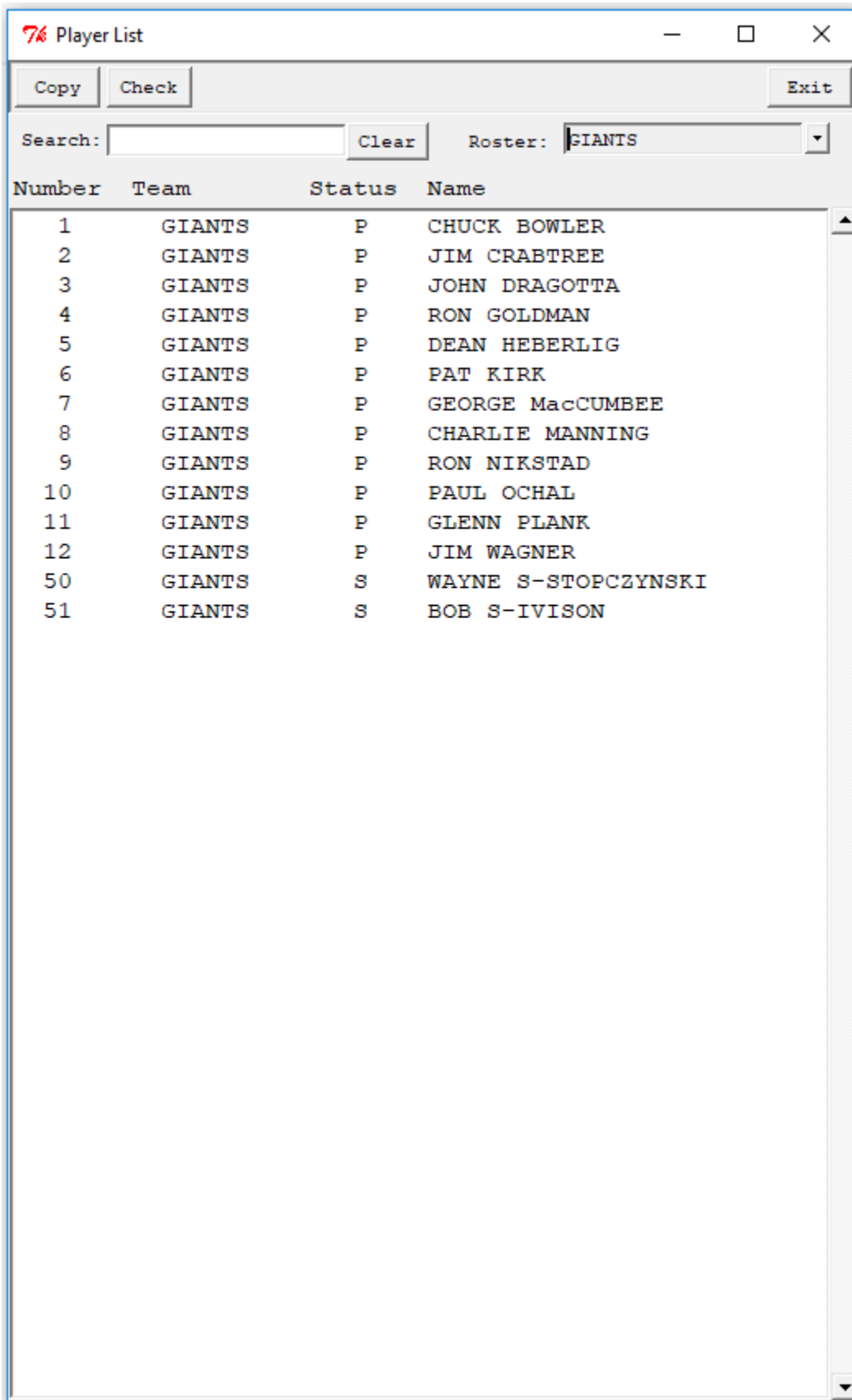
Alternatively, entire batting order entries (#, Player, P, I) can be cut and pasted. Cut and past commands are presented by right-clicking on a batting order entry.

If **sub players** need to be added, first pull down the menu in the "#" column (see image above) and check if that sub already has a number on this team. If so, select that entry.

Another way to determine if a sub already has a number on a team is to switch the "Roster:" selection from "All Subs" to a specific team. That will display the current roster as a list like that below.

In this display, if you copy a roster player's name, you will get a name without the "S-" in front. This allows a lineup entry to be corrected if it was accidentally corrupted while making lineup changes. If you copy a sub player, you will get the "S-".

Computer Scorekeeping Procedures



The screenshot shows a window titled "7 Player List" with standard window controls (minimize, maximize, close). Below the title bar is a toolbar with "Copy", "Check", and "Exit" buttons. A search field is present with a "Clear" button. A "Roster:" dropdown menu is set to "GIANTS". The main area contains a table with the following data:

Number	Team	Status	Name
1	GIANTS	P	CHUCK BOWLER
2	GIANTS	P	JIM CRABTREE
3	GIANTS	P	JOHN DRAGOTTA
4	GIANTS	P	RON GOLDMAN
5	GIANTS	P	DEAN HEBERLIG
6	GIANTS	P	PAT KIRK
7	GIANTS	P	GEORGE MacCUMBEE
8	GIANTS	P	CHARLIE MANNING
9	GIANTS	P	RON NIKSTAD
10	GIANTS	P	PAUL OCHAL
11	GIANTS	P	GLENN PLANK
12	GIANTS	P	JIM WAGNER
50	GIANTS	S	WAYNE S-STOPCZYNSKI
51	GIANTS	S	BOB S-IVISON

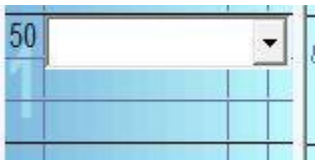
For a new sub on a team –

- Type a few letters from the sub's name in the "Search" box in the "Player List" tool. This will eliminate names from the list that don't have that combination of letters. With only a few letters types, there should only be a few names left on the list. This is shown in the image below.

The screenshot shows a window titled "76 Player List" with standard window controls (minimize, maximize, close). Below the title bar is a menu bar with buttons for "Open", "Copy", "Check", and "Exit". A search field contains the text "bar" and a "Clear" button is next to it. Below the search field is a table with the following data:

Number	Team	Status	Name
		S	BARNES, DAVE
3	DOLPHINS	P	BARTHEL, GRANT
		S	KUBART, BRUCE

- Click on the name that matches the sub's name on the lineup sheet and push the "Copy" button on the "Player List" tool.
- Then select the "#" column and type in a new sub number (greater than 50) in the "#" column. This must be a number not used for any other sub on this team. If you repeat a number, the name that corresponds to that number will be filled in on the "Player" column. If that happens, re-select the "#" column and pick a different number.
- Then tab to the "Player" column. The entry should look like the image below. Now right-click on the empty box in the "Player" column and select "Paste". The sub name in the correct format (FIRSTNAME S-LASTNAME) will be inserted.



- Then tab to the "P" column and select a position. Use "DH" if no other position is known.
- Then tab to the "I" column and type the inning (1 for the start of the game).

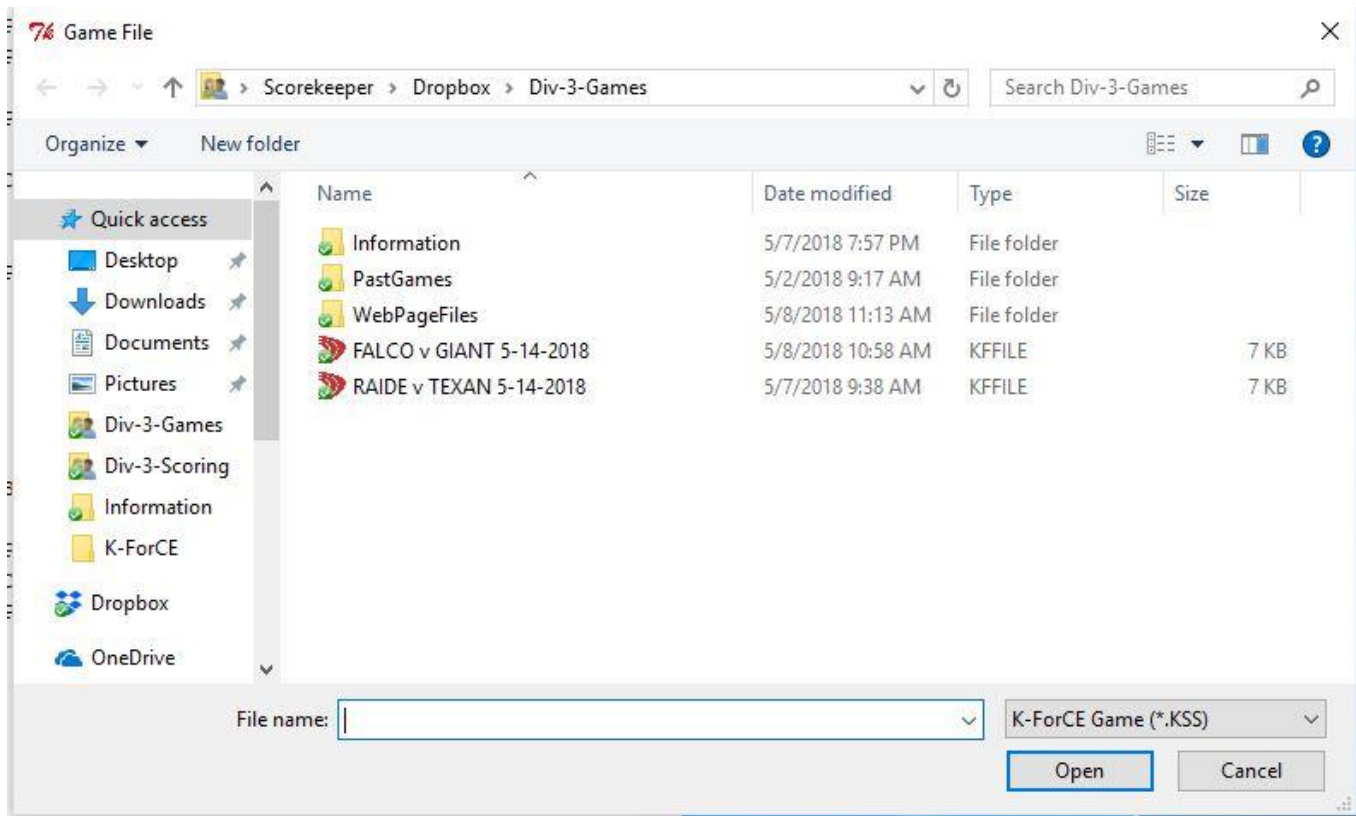
By using this procedure, **it should almost never be required to type a sub's name** in the "Player" column. There will be cases where a newly registered player will sub before his name is added to the sub list. Sometimes a player registers right before being assigned as a sub. This should be verified to be sure that a player's name isn't spelled incorrectly on the lineup sheet.

Care should also be taken to ensure that the correct name is selected in the "Player List" tool. There can be several players with the same or similar last name.

Checking the Lineup

Once changes have been made to a lineup, a visual check should be made to ensure that the batting order in the program matches the lineup card. After that, pull down the "File" menu at the top of the page and select "Save".

Then, push the "Check" button on the "Player List" tool and select the game you are scoring (see file selection box image below). The tool will perform a number of checks on the lineup and display any errors it finds. Please make corrections, as needed, prior to scoring the game. This will save time when the game is incorporated into the web site and will provide more correct information to the newspapers who pull their information from Dropbox.



Replacement/Injury Sub:

For an Injury Sub, add the sub to the blank right below the injured player using the same spot in the batting order. Use the procedure above for adding the sub (pull down the “#” menu first or add using the “Player List” tool if the sub is not listed in the “#” menu). Indicate the inning that the sub enters the game.

Pitching Changes

If a pitcher is removed from the pitching position but remains in the game, he must be selected again on the second line. Do this as you generally would if initially selecting him for that spot – pull down the “#” menu and select the player. Ditto marks should appear instead of his name. Tab over to enter his new position. Tab again to enter the inning of the change. A simple Copy and Paste to the second line will also work. Remember, however, to enter position and inning.

Then, go to the player coming in to pitch and do the same. Re-select the player on the second line; ditto marks should appear. Tab to enter P for pitcher. Tab once more to record the inning the change took place. Copy and paste will work. P for pitcher and inning must be recorded.

This can be repeated several times during the game. If more lines are needed, pull down the “Options” menu at the top of the page and select “Preferences”. Then select however many lines you want to add for “Lineup Rows” and select “OK”.

If you check pitcher names at the bottom of the opposing team's page, the names of all who have been designated as pitchers and the inning each entered will be displayed.

GAME INFORMATION:

Information will be preloaded but check for changes. Pull down the "View" menu and select "Game Information".

Note: On top of the screen there are 3 tabs; "Game Info", "Visitors", "Home"

The "Game Info" tab will be displayed

"Location" is displayed with a drop-down menu.

- Correct field information will be displayed.
- **Buffalo Glen Field 1, Field 2, Field 3 or Field 4 or Saddlebrook Field 1, Field 2, Field 3, or Field 4**

Select "Score Keeper" in the drop-down menu.

- Correct name should be displayed
- If not, move to the input area, **type your name**

Select "Plate Umpire" in the drop-down menu.

- Correct umpire should be displayed
- If not move to the input area, **type plate umpire's name**

Select "Field 1 Umpire" in the drop-down menu.

- Correct umpire should be displayed
- If not move to the input area, **type field umpire's name**

Note:

- If umpire names are not available, entered them before the game is finalized
- "Visitors" and "Home" team tabs will display the teams you are scoring

You are now ready to start the game.

DEFINITIONS:

Review the following before you begin scoring:

Base hit vs. an Error:

- Consider how hard the ball was hit, how difficult was the defensive play, and the speed of the runner.
- Any ball hit to a defensive player that should have resulted in an out somewhere is an error. If the defensive player does not make the play it was an error.
- A ball hit hard to an infielder or outfielder where he has to move a lot to make the play and cannot is a base hit. Mostly it is common sense if the defensive player should have been able to make the play and does not it is an error.
- A throw to a base that arrived on time to make the out and the fielder drops the ball it is an error, not a base hit.
- If a batted ball is a base hit and then misplayed the batter should be given as many bases as he would have received if fielded correctly, and the extra bases are due to an error. The extra bases are added via the "More" pull down.
- A runner who beats out a ground ball that was played flawlessly is a base hit.
- A runner who would have beat out a ground ball had it been played flawlessly is also a hit. The best example of this is a play to a base where the ball is dropped after the runner is already there.

RBI or Not:

- Runs scored are RBI's when they score as a result of the batter getting a base hit, but if the run scores as a result of an error it is not an RBI.
- RBI's are given even if the batter makes an out or on a fielder's choice play as long as no error was made that caused the run to score.

Sacrifice Fly:

- When a batter hits a Sac Fly he is not charged a time at bat, therefore it is important that all Sac Flies are recorded properly.

- A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:
 - A. Caught
 - B. Dropped by an outfielder (or an infielder running into the outfield), and in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught. This should be scored an SFO (Sacrifice Fly with Error).

Fielder's Choice (FC)

If a batter puts a ball in play and reaches first base and all forced runners reach the next base, the batter should always be credited with a hit. If the hit is sufficient to get the batter to second or third, he should receive a double or triple as appropriate. If an out is made on a runner or the batter after that point, drag the batter or runner from the last base he reached safely to the out circle. The box will then appear next to the out circle to give you the opportunity to indicate the play that resulted in the out. You can use CS – Caught Stealing in the reason box or you can write whatever you like in that box if you want to be more descriptive. The important thing is to end up with the correct batting record for the batter, the correct number of outs after the play, and the correct base runners after the play.

This is also the case if an unforced batter attempts to advance and is thrown out unless the fielder had a routine play on the batter at first base.

This is different than a play where a runner is forced out before reaching the next base. The batter gets a FC for that.

There has been a lot of discussion (people unhappy) about the way we score an FC on a ball hit to the outfield and played to a base for a force out. I've done some research on this and I believe we are scoring it correctly for softball. In baseball, an FC is not scored unless an infielder makes the play. I've found references that indicate this is not the case for softball.

SCORING OPTIONS:

"At Bat Scoring" area exception -

- It is possible to select the next batter on the "Main Window", but not recommended. This should only be done if a team bats out of order and is not called by the other team.

Note: Also if you need to go back more than just one or 2 batters to fix a problem, you can go to the left (actual score sheet section)

- "Right click" and use "Clear" on the drop down menu, to go back several batters or even a whole inning after the fact
- Fix issues

Note: When fixing an error several batters earlier in an inning, undo or clear from that spot to the end of the inning and re-enter all batters. Otherwise, the batters that reach base may be put on the bases in the wrong order.

"At Bat Scoring" Menu Options:

"RBI", "ER", and "Outs" are greyed out until selected

"Side Menu Options":

"Batter" switches to the next batter and controls the innings

"Undo" used to go back and change a play

"Comment" used to add information on a player when a runner needed.

- First flag the player as needing a runner then
- When the runner is assigned enter player's name in the "Comment" area

"Pitcher" is not used, is not applicable

"Last" is used to identify the last batter when the inning ends with less than 3 outs because of the 5 run rule, or catch up, or mercy rule

"Skip" is used when a team starts with 12 players but ends up with 11 due to injury. The injured player would be skipped when he next comes to bat

"At Bat Scoring" Menu Options: "Hit BB FC E K F DP SAC More"

Note: When a menu is selected a drop-down menu maybe displayed with more options

When recording plays in the "At Bat Scoring" area it automatically fills in the "Main Window" score sheet.

"Hit" = 1B-Single, 2B-Double, 3B-Triple, Home Run, 2-Base GRD (Ground Rule Double)

"Hits" can also be recorded by selecting the base that represents the hit ie. 1st base for a single, 2nd base for a double, 3rd base for a triple, home plate for a home run

"BB"= "BB-Base on Balls (Walk)". Do not use the other choices – they cause problems.

"FC" = (Fielder's Choice)

- All runners advance safely
- No runners advance
- Runner on 1st base put out
- Runner on 2nd base put out
- Runner on 3rd base put out

"E" = Error

"K" = "K-Strikeout" "KS-strike out swinging" or a foul third strike, all other options N/A

"F" = a more detailed way of recording outs, N/A at this time

"DP" = "DP-Double Play" at the bottom or

- Select "DP" from the menu, scroll down
- Select the appropriate sequence or "DP-Double Play" at the bottom for a customer sequence that opens the "Double Play Wizard" screen
- Select "Batter" to continue.

"SAC" = "SF-Sacrifice Fly", "SFE-Sacrifice Fly with error", all other options N/A

"More" = Advance runner to home, 3rd, 2nd, "TP-Triple play", other options N/A

Note: Runners can be manually advanced by

- "Left click" the player and drag to the next base or
- "Right click" on the runner and then "Left click" the base where he advanced

Notes: On the "Main Window" when a play is recorded the next batter is highlighted or after recording a play you may need to select "Batter" to advance to the next batter

When a play is recorded the program moves to the next player but there may be times when you need to select "Batter" to transfer to the next player.

After three outs, select "Batter" to move to the other team

When 5 runs are scored to end the inning, make sure the correct inning box for that batter is highlighted on the left of the screen

- Select "Last" on the side menu
- Select "Batter" to move to the other team

Note: Wait, Wait, Wait.. Watch a play to its conclusion, and then record the play. Recording before the umpire calls time may result in recording the wrong play and make reversal more complex.

Double/Triple Play

If you select the "Double Play Wizard" or "Triple Play" in the "More" menu, the Wizard will open to lead you through constructing a custom sequence.

- Select the runner/batter that made the first out – this is the base where the runner started or home for the batter.
- Positions will be displayed – click on the sequence of players who started the play making the first out (e.g. 6 then 2 for SS to catcher - 6-2)
- Select "Next Out"
- Select the runner/batter for the second out – again, this is the base where the runner started or home for the batter.
- Positions will be displayed – click on the sequence of players who continued the play (e.g. clicking on 5 will extend the above sequence to 6-2-5)
- For a triple play, select "Next Out" and repeat the above steps for the third out.
- Select "OK".

Note: For a DP a message will be displayed stating "base runners may need to be advanced". Select "OK" and advance runners as needed.

Flip/Flop

If this rule is use by Division 3, it occurs when the visiting team is way ahead at the end of the sixth inning -

- Record the last out as usual
- Select "Last" on the visiting player in the seventh inning
- Select "Batter" and it will take you back to the Home team
- Game will continue in the flip/flop mode

Extra Innings

- Select the player that is going to be on second base in the "Main Window".
- Pull down the "More" menu and select "ITB – Int'l Tie Breaker" to put the player on second base
- Move down to the next player to bat

Falling Behind

At times, you may fall behind play due to:

- a play will be complex to score
- the umpires change a call
- you click on something wrong
- the computer glitches

In that case, please have the announcer request that the umpire hold up the game until you catch up. Do not try to remember what was happening and catch up later. This almost never results in accurate scoring. The umpires should be willing to work with you. If you run into resistance, please let me know afterward and I will get that fixed.

FINALIZE THE GAME:

To ensure that the game reports and statistics updates to the web will be generated correctly, please check all of the indicate selections during finalization:

- Pull down the "Tools" menu to the "Game State" submenu and select "Finalize Game".
- Click "Next".
- Change the "Game State" to the appropriate reason for ending the game (End-Regulation) (End-Extra-innings) (End-Run Rule) etc.
- Set the "Regulation Innings" to "7-Fastpitch/Baseball"
- Check the "Last Inning" to make sure that it is correct. **This sometimes misses the last half inning causing stats to be lost.**
- Click "Next".
- Select "Winning Pitcher:" and "Losing Pitcher:". When multiple pitchers have been used, the choice of winning and losing pitchers will show both or however many players pitched in the game. You will need to select the winner or loser. The winner or loser is determined by the pitcher that was in place the last time, during the game, that their team either took or lost the lead.
- Click "Next"
- On the next screen select both "Home Team" and "Visiting Team".
- Click "Finish".

PROCESS REPORTS:

Next steps: Generate "Game Summary Report" and "Scoresheet" reports so they can be transmitted to the Daily Sun.

Game Summary Report:

- From the Menu Bar at the top of the screen pull down "File" and select "Export Game Summary".
- Click "Save". Note: "Game Summary Report" must be displayed.
- Select the "X" on the right to close the report.

"Scoresheet"


- From the Menu Bar at the top of the screen pull down "File" and select "Export Scoresheet (Brief)"
- Click "Save". Note: "Scoresheet" must be displayed.
- Select the "X" on the right to close the scoresheet.

COMPUTER SHUTDOWN:

After the last game on each field:

Final report processing steps to make sure the reports have been generated

- Close the game by clicking on the "X" in the upper right-hand corner.
- Check for three files for your game.
- Make sure that you see the Dropbox icon on the lower right of the screen that

looks like . Hover the cursor over the icon and make sure it says "Up To Date". If you don't see this, the files have not been copied to Dropbox. If this does not occur within a few minutes, continue with the shutdown, but then start the computer back up, connect the network again, wait for Dropbox to update, then shut the computer down again.

Prepare computer for storage when small green dots have been displayed:

- Shut down the computer using the Windows menu.
- Turn off keyboard.
- Turn off mouse.
- Disconnect the power cord from the power strip and the monitor.
- Place everything in the storage bin.

Note: Last person to leave locks the cabinet. Be sure that the hasp locks the lid closed and that the box is strapped to a bench support.