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DiSomma

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(54) **METHOD FOR CALCULATING MOMENTUM**

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CPC *A63B 71/06* (2013.01)
USPC **700/91**

(57) **ABSTRACT**

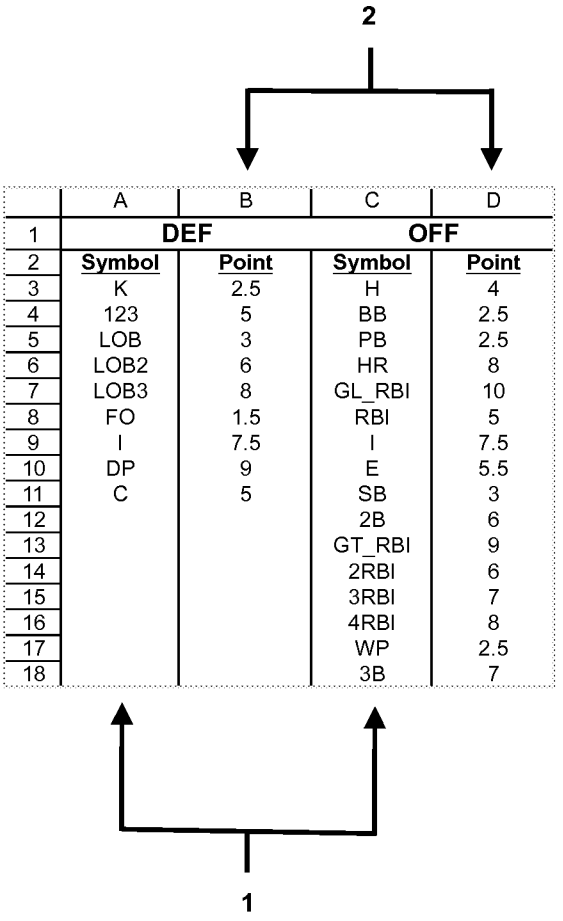
A method of calculating Momentum, using multiple variables. A method of calculating an individual's, event's, sports event's, game's, club's, leagues, group's, organization's, or team's Momentum, using multiple variables. This invention can be used in various sports, activities, performances, or events to calculate a particular individual's, group's, and/or team's Momentum and measure it against the opposing individual's, group's, and/or team's Momentum in real time at any moment during, prior (can be up until the start of the game) or post the event.

2

	A	B	C	D
1	DEF		OFF	
2	**Symbol**	**Point**	**Symbol**	**Point**
3	K	2.5	H	4
4	123	5	BB	2.5
5	LOB	3	PB	2.5
6	LOB2	6	HR	8
7	LOB3	8	GL_RBI	10
8	FO	1.5	RBI	5
9	I	7.5	I	7.5
10	DP	9	E	5.5
11	C	5	SB	3
12			2B	6
13			GT_RBI	9
14			2RBI	6
15			3RBI	7
16			4RBI	8
17			WP	2.5
18			3B	7

1

FIGURE 1



	A	B	C	D
1	DEF		OFF	
2	Symbol	Point	Symbol	Point
3	K	2.5	H	4
4	123	5	BB	2.5
5	LOB	3	PB	2.5
6	LOB2	6	HR	8
7	LOB3	8	GL_RBI	10
8	FO	1.5	RBI	5
9	I	7.5	I	7.5
10	DP	9	E	5.5
11	C	5	SB	3
12			2B	6
13			GT_RBI	9
14			2RBI	6
15			3RBI	7
16			4RBI	8
17			WP	2.5
18			3B	7

FIGURE 2A

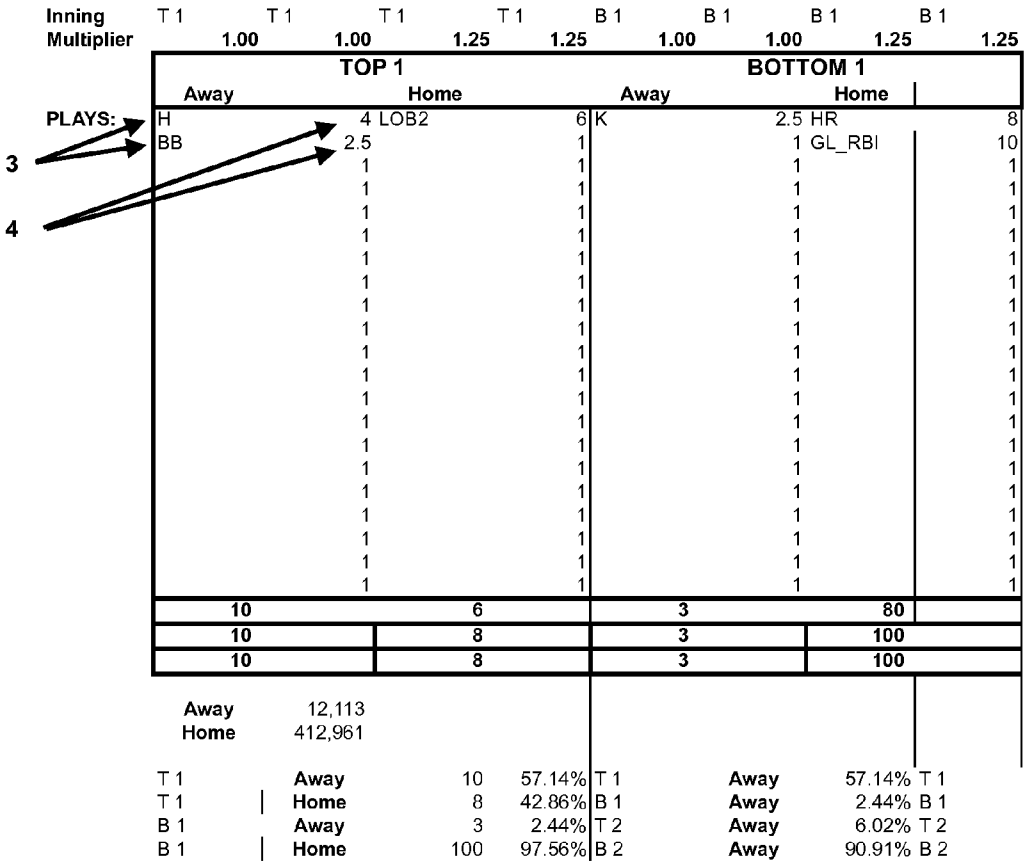
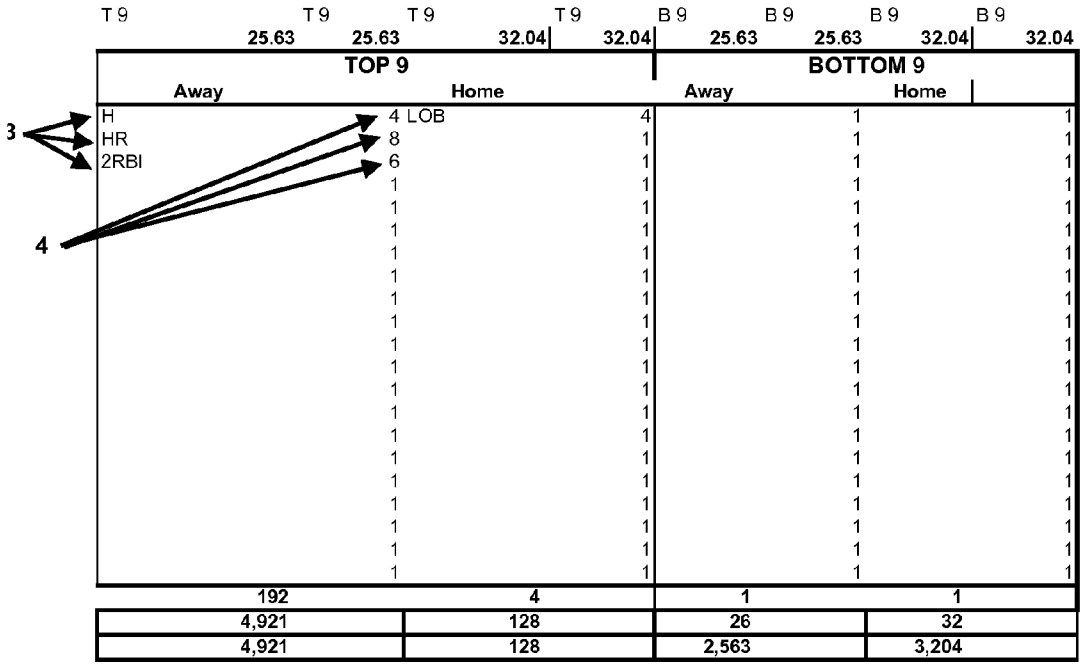

Inning T 1 T 1 T 1 T 1 B 1 B 1 B 1 B 1
Multiplier 1.00 1.00 1.25 1.25 1.00 1.00 1.25 1.25
TOP 1
BOTTOM 1
Away
Home
Away
Home
PLAYS:
H
4 LOB2
6
K
2.5 HR
8
BB
2.5
1
1 GL_RBI
10
3
4
10
6
3
80
10
8
3
100
10
8
3
100
Away 12,113
Home 412,961
T 1 Away 10 57.14%
T 1 Home 8 42.86%
B 1 Away 3 2.44%
B 1 Home 100 97.56%
T 1 Away 57.14% T 1
B 1 Away 2.44% B 1
T 2 Away 6.02% T 2
B 2 Away 90.91% B 2

FIGURE 2B



T9 25.63	T9 25.63	T9 32.04	T9 32.04	B9 25.63	B9 25.63	B9 32.04	B9 32.04
TOP 9				BOTTOM 9			
Away		Home		Away		Home	
H		4 LOB	4		1		1
HR		8	1		1		1
2RBI		6	1		1		1
			1		1		1
			1		1		1

FIGURE 3

FIGURE 4

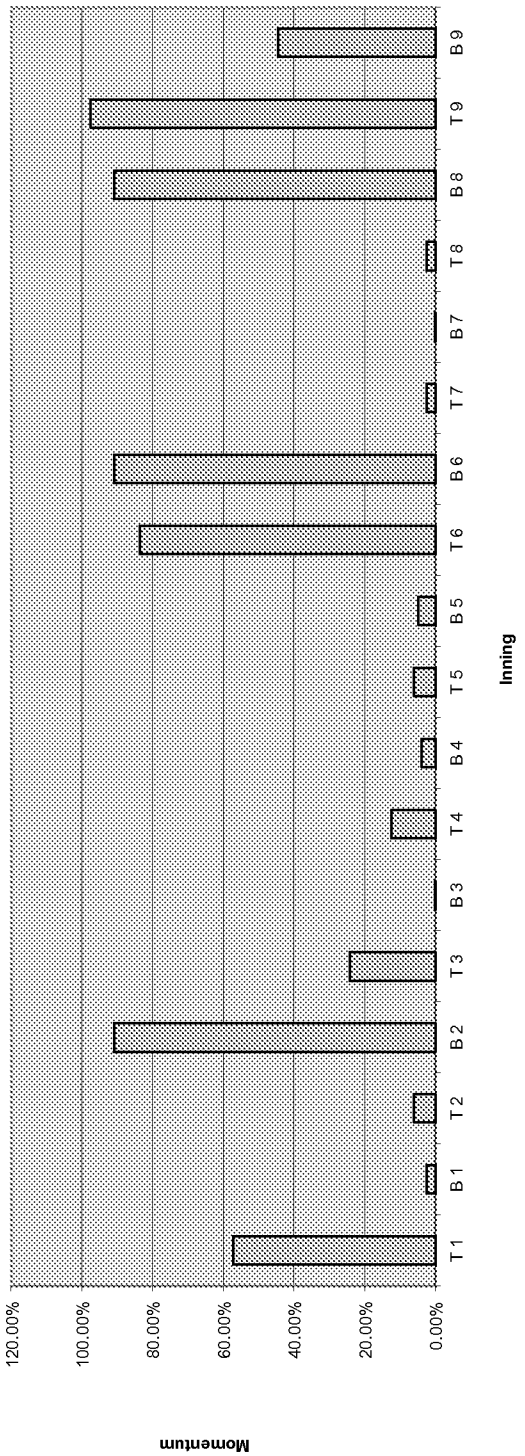

120.00%
100.00%
80.00%
60.00%
40.00%
20.00%
0.00%
Momentum
T1
B1
T2
B2
T3
B3
T4
B4
T5
B5
T6
B6
T7
B7
T8
B8
T9
B9
Inning

FIGURE 5

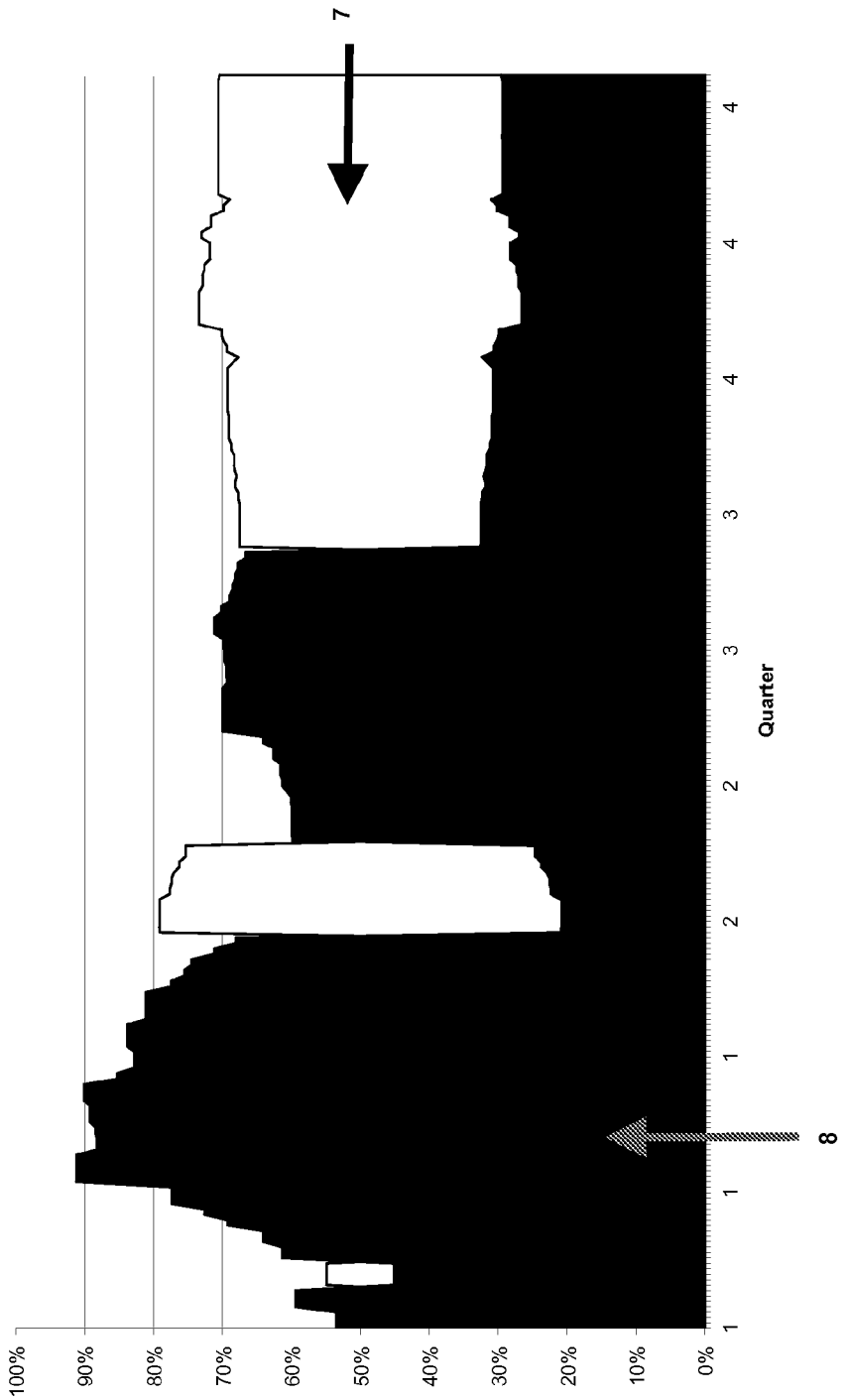

Momentum
HOME
AWAY
100%
90%
80%
70%
60%
50%
40%
30%
20%
10%
0%
1
1
2
2
3
3
4
4
4
Quarter
7
8

FIGURE 6

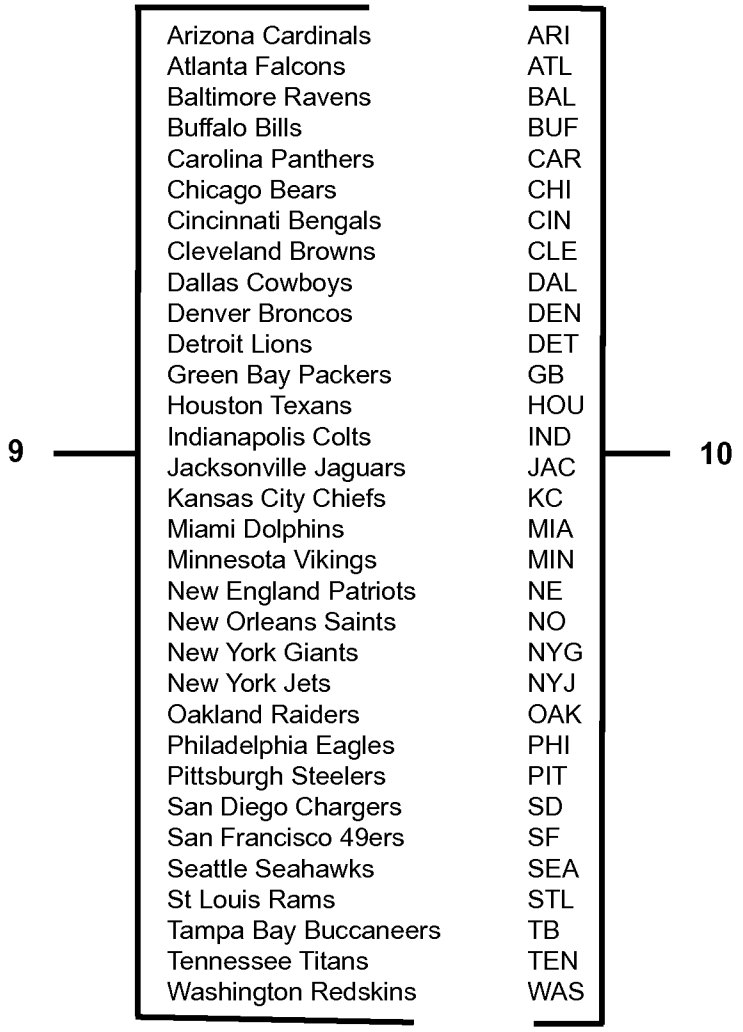

9
10
Arizona Cardinals ARI
Atlanta Falcons ATL
Baltimore Ravens BAL
Buffalo Bills BUF
Carolina Panthers CAR
Chicago Bears CHI
Cincinnati Bengals CIN
Cleveland Browns CLE
Dallas Cowboys DAL
Denver Broncos DEN
Detroit Lions DET
Green Bay Packers GB
Houston Texans HOU
Indianapolis Colts IND
Jacksonville Jaguars JAC
Kansas City Chiefs KC
Miami Dolphins MIA
Minnesota Vikings MIN
New England Patriots NE
New Orleans Saints NO
New York Giants NYG
New York Jets NYJ
Oakland Raiders OAK
Philadelphia Eagles PHI
Pittsburgh Steelers PIT
San Diego Chargers SD
San Francisco 49ers SF
Seattle Seahawks SEA
St Louis Rams STL
Tampa Bay Buccaneers TB
Tennessee Titans TEN
Washington Redskins WAS

FIGURE 7

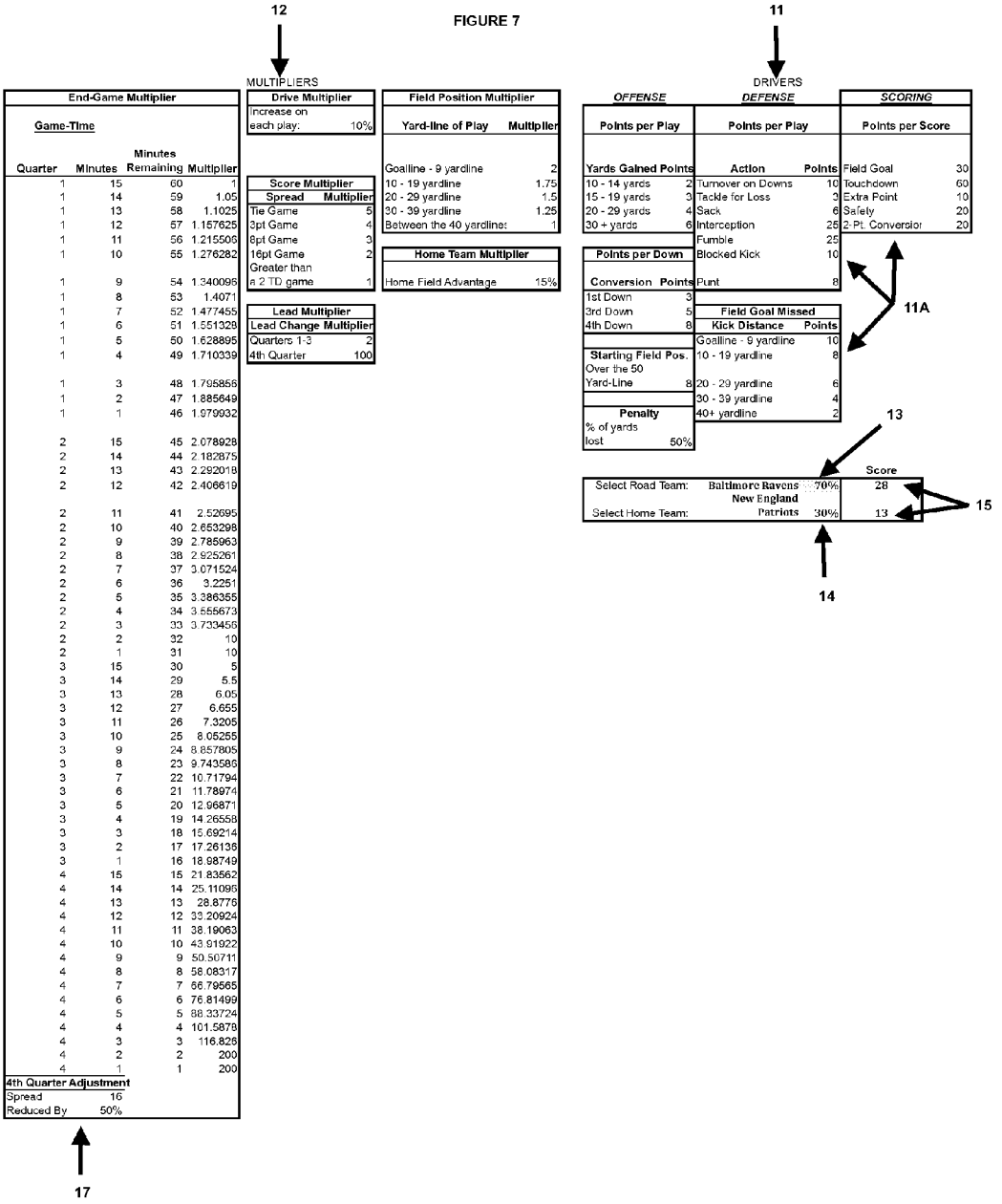

12
11
MULTIPLIERS
DRIVERS
End-Game Multiplier
Game-Time
Quarter
Minutes
Minutes Remaining
Multiplier
4th Quarter Adjustment
Spread 16
Reduced By 50%
Drive Multiplier
Increase on each play: 10%
Score Multiplier
Spread Multiplier
Tie Game 5
3pt Game 4
8pt Game 3
16pt Game 2
Greater than a 2 TD game 1
Lead Multiplier
Lead Change Multiplier
Quarters 1-3 2
4th Quarter 100
Field Position Multiplier
Yard-line of Play Multiplier
Goalline - 9 yardline 2
10 - 19 yardline 1.75
20 - 29 yardline 1.5
30 - 39 yardline 1.25
Between the 40 yardline: 1
Home Team Multiplier
Home Field Advantage 15%
OFFENSE
DEFENSE
SCORING
Points per Play
Yards Gained Points
10 - 14 yards 2
15 - 19 yards 3
20 - 29 yards 4
30 + yards 6
Points per Down
Conversion Points
1st Down 3
3rd Down 5
4th Down 8
Starting Field Pos.
Over the 50 Yard-Line 8
Penalty
% of yards lost 50%
Points per Play
Action Points
Turnover on Downs 10
Tackle for Loss 3
Sack 6
Interception 25
Fumble 25
Blocked Kick 10
Punt 8
Field Goal Missed
Kick Distance Points
Goalline - 9 yardline 10
10 - 19 yardline 8
20 - 29 yardline 6
30 - 39 yardline 4
40+ yardline 2
Points per Score
Field Goal 30
Touchdown 60
Extra Point 10
Safety 20
2-Pt. Conversion 20
11A
13
Score
Select Road Team: Baltimore Ravens 70% 28
Select Home Team: New England Patriots 30% 13
15
14
17

FIGURE 8A

CBSSports.com
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PBR
UFC
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Cleveland
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Denver
Detroit
Houston
Los Angeles
Miami
Minnesota
Philadelphia
New York
Pittsburgh
Sacramento
San Francisco
St. Louis
Tampa
Washington
NFL Home
Scores
Standings
Schedules
Stats
Teams
Players
Injuries
RapidReports
Picks
Odds
Draft
Super Bowl
NFL Play by Play -
Baltimore vs. New England
GameTracker
Team Stats
Full Play-by-Play
Drive Charts
Recap
Photos
VideoVideo Recap
First Quarter
Baltimore Ravens at 15:00

FIGURE 8B

CBSSports.com						
Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
J.Tucker kicks 65 yards from BLT 35 to end zone, Touchback. New England Patriots at 15:00						
1-10-NE20	(15:00) NE 12-Brady 24th career postseason start, ties Brett Favre for most ever by a QB. S.Ridley right guard to NE 25 for 5 yards (H.Ngata; P.Kruger).					
2-5-NE25	(14:39) (No Huddle) T.Brady pass short middle to A.Hernandez to NE 34 for 9 yards (D.Ellerbe; C.Graham).					
1-10-NE34	(14:17) (No Huddle) S.Ridley left tackle to NE 37 for 3 yards (R.Lewis).					
2-7-NE37	(13:40) (No Huddle) S.Ridley left tackle to NE 42 for 5 yards (D.Ellerbe; C.Williams).					
3-2-NE42	(13:03) (No Huddle, Shotgun) T.Brady pass incomplete deep left to W.Welker.					
4-2-NE42	(12:57) Z.Mesko punts 45 yards to BLT 13, Center-D.Aiken, fair catch by J.Jones.					
Baltimore Ravens at 12:48						
1-10-BAL13	(12:48) R.Rice right guard to BLT 15 for 2 yards (B.Spikes).					
2-8-BAL15	(12:17) (No Huddle) R.Rice left guard to BLT 19 for 4 yards (B.Spikes; R.Ninkovich).					
3-4-BAL19	(11:41) (Shotgun) J.Flacco pass incomplete short left to R.Rice.					
4-4-BAL19	(11:37) S.Koch punts 50 yards to NE 31, Center-M.Cox. W.Welker to NE 44 for 13 yards (D.Reed). Penalty on NE-P.Chung, Offensive Holding, declined. PENALTY on NE-A.Talib, Offensive Holding, 10 yards, enforced at NE 31.					
New England Patriots at 11:24						

FIGURE 8C

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
1-10-NE21	(11:24) T.Brady pass short left to B.Lloyd to NE 29 for 8 yards (C.Williams).					
2-2-NE29	(11:00) S.Ridley right guard to NE 32 for 3 yards (T.Suggs).					
1-10-NE32	(10:28) T.Brady pass short left to A.Hernandez to NE 40 for 8 yards (D.Ellerbe; R.Lewis).					
2-2-NE40	(9:51) T.Brady pass incomplete short right to W.Walker.					
3-2-NE40	(9:48) (Shotgun) T.Brady pass short middle to B.Lloyd to BLT 47 for 13 yards (E.Reed).					
1-10-BAL47	(9:14) (Shotgun) T.Brady pass incomplete deep left to B.Lloyd [D.Ellerbe].					
2-10-BAL47	(9:08) (Shotgun) T.Brady pass short right to A.Hernandez to BLT 37 for 10 yards (M.Kemoeatu).					
1-10-BAL37	(8:33) S.Ridley left tackle to BLT 36 for 1 yard (T.Suggs; R.Lewis). ,					
2-9-BAL36	(8:12) (No Huddle) T.Brady pass deep left to B.Lloyd to BLT 20 for 16 yards (C.Williams). NE 12-Brady now has 5,693 career postseason passing yards, passing Peyton Manning for 3rd all-time.					
1-10-BAL20	(7:48) (No Huddle) S.Ridley right guard to BLT 18 for 2 yards (P.Kruger; M.Kemoeatu).					
2-8-BAL18	(7:24) (No Huddle) A.Hernandez left end to BLT 12 for 6 yards (C.Graham). reverse					
3-2-BAL12	(6:59) (No Huddle) S.Ridley right guard to BLT 12 for no gain (C.Graham).					
4-2-BAL12	(6:25) S.Gostkowski 31 yard field goal is GOOD, Center-D.Aiken, Holder-Z.Mesko.					

BAL 0 NE 3, Plays: 13 Yards: 67 Possession: 5:03.

FIGURE 8D

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com

New England Patriots at 06:21	
S.Gostkowski kicks 54 yards from NE 35 to BLT 11. J.Jones to BLT 20 for 9 yards (K.Arrington). PENALTY on BLT-J.Bynes, Illegal Block Above the Waist, 10 yards, enforced at BLT 20.	
Baltimore Ravens at 06:16	
1-10-BAL10	(6:16) J.Flacco pass short right to V.Leach to BLT 27 for 17 yards (S.Gregory).
1-10-BAL27	(5:52) R.Rice up the middle to BLT 30 for 3 yards (J.Francis).
2-7-BAL30	(5:21) J.Flacco pass incomplete deep left to A.Boldin.
3-7-BAL30	(5:15) (Shotgun) PENALTY on BLT-R.Rice, False Start, 5 yards, enforced at BLT 30 - No Play.
3-12-BAL25	(5:15) (Shotgun) J.Flacco pass incomplete short left to A.Boldin (A.Talib). NE-A.Talib was injured during the play.
4-12-BAL25	(5:10) S.Koch punts 55 yards to NE 20, Center-M.Cox. W.Welker pushed ob at NE 33 for 13 yards (A.Allen).
New England Patriots at 05:00	
1-10-NE33	(5:00) S.Vereen up the middle to NE 40 for 7 yards (R.Lewis).
2-3-NE40	(4:38) (No Huddle) S.Vereen right tackle to NE 41 for 1 yard (H.Ngata).
3-2-NE41	(3:57) (Shotgun) T.Brady pass short right to A.Hernandez to NE 49 for 8 yards (R.Lewis). PENALTY on BLT-R.Lewis, Unnecessary Roughness, 15 yards, enforced at NE 49.

FIGURE 8E

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
1-10-BAL36	(3:35) T.Brady pass incomplete short right to A.Hernandez [A.Jones].					
2-10-BAL36	(3:30) S.Vereen right end to BLT 35 for 1 yard (B.Pollard).					
3-9-BAL35	(2:53) (Shotgun) T.Brady pass incomplete short right to B.Lloyd.					
4-9-BAL35	(2:48) Z.Mesko punts 27 yards to BLT 8, Center-D.Aiken, fair catch by E.Reed.					
Baltimore Ravens at 02:40						
1-10-BAL8	(2:40) B.Pierce left tackle to BLT 19 for 11 yards (A.Dennard).					
1-10-BAL19	(2:11) B.Pierce left end to BLT 22 for 3 yards (R.Ninkovich).					
2-7-BAL22	(1:40) (No Huddle) J.Flacco pass incomplete short right to E.Dickson.					
3-7-BAL22	(1:35) (Shotgun) J.Flacco pass incomplete deep right to D.Pitta.					
4-7-BAL22	(1:28) S.Koch punts 59 yards to NE 19, Center-M.Cox, W.Welker to NE 47 for 28 yards (A.McClellan).					
New England Patriots at 01:14						
1-10-NE47	(1:14) T.Brady pass incomplete short middle to S.Vereen [H.Ngata].					
2-10-NE47	(1:05) (Shotgun) T.Brady pass short right to A.Hernandez to BLT 45 for 8 yards (R.Lewis; T.Suggs).					
3-2-BAL45	(:32) (Shotgun) T.Brady pass incomplete short left to B.Lloyd.					
4-2-BAL45	(:26) Z.Mesko punts 35 yards to BLT 10, Center-D.Aiken, fair catch by E.Reed.					
Baltimore Ravens at 00:19						
1-10-BAL10	(:19) R.Rice up the middle to BLT 13 for 3 yards (D.Hightower).					
Second Quarter Baltimore Ravens continued...						

FIGURE 8F

CBSSports.com						
Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
2-7-BAL13	(15:00) J.Flacco pass short right to V.Leach to BLT 18 for 5 yards (J.Mayo). FUMBLES (J.Mayo), ball out of bounds at BLT 16.					
3-4-BAL16	(14:35) J.Flacco pass short middle to D.Pitta to BLT 33 for 17 yards (S.Gregory; K.Arrington).					
1-10-BAL33	(14:05) (No Huddle, Shotgun) R.Rice up the middle to BLT 35 for 2 yards (M.Cole; R.Ninkovich).					
2-8-BAL35	(13:34) J.Flacco pass short right to R.Rice to BLT 46 for 11 yards (B.Spikes).					
1-10-BAL46	(12:59) (No Huddle) R.Rice left end to BLT 48 for 2 yards (R.Ninkovich).					
2-8-BAL48	(12:19) J.Flacco pass short right to B.Pierce to NE 44 for 8 yards (K.Arrington).					
1-10-NE44	(11:44) (No Huddle) B.Pierce right end pushed ob at NE 40 for 4 yards (A.Dennard).					
2-6-NE40	(11:24) (No Huddle) J.Flacco pass deep left to T.Smith to NE 15 for 25 yards (K.Arrington) [V.Wilfork].					
1-10-NE15	(10:50) (No Huddle, Shotgun) R.Rice left guard to NE 7 for 8 yards (D.McCourty; K.Arrington).					
2-2-NE7	(10:15) (No Huddle) R.Rice right guard to NE 2 for 5 yards (B.Spikes).					
1-2-NE2	(9:38) J.Flacco pass incomplete short left to D.Pitta.					
2-2-NE2	(9:33) R.Rice left end for 2 yards, TOUCHDOWN. NE-P.Chung was injured during the play.					
J.Tucker extra point is GOOD, Center-M.Cox, Holder-S.Koch.						
BAL 7 NE 3, Plays: 13 Yards: 90 Possession: 5:51.						

FIGURE 8G

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Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
Baltimore Ravens at 09:28 J.Tucker kicks 66 yards from BLT 35 to NE -1. D.McCourty to NE 21 for 22 yards (C.Brown; S.Considine). New England Patriots at 09:22						
	(9:22) (Shotgun) S.Ridley right guard to NE 24 for 3 yards (M.Kemoeatu). PENALTY on BLT-D.Ellerbe, Unnecessary Roughness, 15 yards,					
1-10-NE21	enforced at NE 24. (9:03) (Shotgun) T.Brady pass short left to W.Welker to NE 46 for 7 yards					
1-10-NE39	(D.Ellerbe).					
	(8:41) (No Huddle) T.Brady pass short left to B.Lloyd to NE 49 for 3					
2-3-NE46	yards (R.Lewis; B.Pollard). (8:01) S.Ridley up the middle to BLT 44 for 7 yards (A.Jones;					
1-10-NE49	M.Kemoeatu).					
	(7:37) (No Huddle) S.Ridley up the middle to BLT 40 for 4 yards					
2-3-BAL44	(M.Kemoeatu; C.Graham). (6:58) (No Huddle) T.Brady pass short right to W.Welker to BLT 16 for 24					
1-10-BAL40	yards (T.Suggs). (6:29) (No Huddle) S.Ridley right guard to BLT 8 for 8 yards					
1-10-BAL16	(R.Lewis; C.Graham). (5:55) (No Huddle) T.Brady pass short right to A.Hernandez to BLT 1 for					
2-2-BAL8	7 yards (C.Brown). (5:13) (No Huddle, Shotgun) T.Brady pass incomplete short left to					
1-1-BAL1	B.Lloyd (B.Pollard). (5:09) D.Connolly and N.Solder reported in as eligible. S.Ridley up the middle to BLT 1 for no					
2-1-BAL1	gain (A.Jones; T.Suggs).					

FIGURE 8H

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
	(4:22) (Shotgun) T.Brady pass short right to W.Welker for 1 yard, TOUCHDOWN.					
3-1-BAL1						
S.Gostkowski extra point is GOOD, Center-D.Aiken, Holder-Z.Mesko. BAL 7 NE 10, Plays: 11 Yards: 79 Possession: 5:10.						
New England Patriots at 04:18						
S.Gostkowski kicks 60 yards from NE 35 to BLT 5. J.Jones to BLT 14 for 9 yards (K.Arrington).						
Baltimore Ravens at 04:14						
	(4:14) B.Pierce right end ran ob at BLT 13 for -1 yards.					
1-10-BAL14	(3:46) B.Pierce left end to BLT 18 for 5 yards					
2-11-BAL13	(J.Mayo).					
	(3:10) (No Huddle, Shotgun) J.Flacco sacked at BLT 14 for -4 yards					
3-6-BAL18	(R.Ninkovich).					
	(2:41) S.Koch punts 44 yards to NE 42, Center-M.Cox. W.Welker ran ob					
4-10-BAL14	at BLT 43 for 15 yards.					
New England Patriots at 02:32						
	(2:32) S.Ridley left tackle to BLT 38 for 5 yards					
1-10-BAL43	(C.Graham; P.Kruger).					
	(2:00) (Shotgun) T.Brady scrambles left guard to BLT 36 for 2 yards					
2-5-BAL38	(R.Lewis).					
	(1:26) (Shotgun) D.Woodhead up the middle to BLT 34 for 2					
3-3-BAL36	yards (T.Suggs; P.Kruger).					
	(:54) (Shotgun) Direct snap to D.Woodhead. D.Woodhead left guard to BLT 27 for 7 yards					
4-1-BAL34	(C.Graham; B.Pollard).					
	(:44) (Shotgun) T.Brady pass incomplete short					
1-10-BAL27	middle to A.Hernandez.					

FIGURE 8I

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
	(:40) (Shotgun) T.Brady pass incomplete deep middle to D.Branch.					
2-10-BAL27	(:34) (Shotgun) T.Brady pass short right to A.Hernandez to BLT 10 for					
3-10-BAL27	17 yards (J.Smith). (:26) (Shotgun) T.Brady scrambles left tackle to BLT 7 for 3 yards					
1-10-BAL10	(E.Reed). (:04) S.Gostkowski 25 yard field goal is GOOD, Center-D.Aiken, Holder-					
2-7-BAL7	Z.Mesko.					

BAL 7 NE 13, Plays: 9 Yards: 36 Possession: 2:32.

Third Quarter
New England Patriots at 15:00
S.Gostkowski kicks 54 yards from NE 35 to BLT 11, J.Jones to BLT 25 for 14 yards (N.Ebner).

Baltimore Ravens at 14:56

		(14:56) R.Rice right guard to BLT 26 for 1 yard
1-10-BAL25		(V.Wilfork; B.Deaderick). (14:22) (No Huddle) J.Flacco pass incomplete deep middle to T.Smith
2-9-BAL26		[J.Mayo]. (14:15) (No Huddle, Shotgun) J.Flacco pass deep left to A.Boldin to NE
3-9-BAL26		48 for 26 yards (D.McCourty). (13:31) R.Rice up the middle to 50 for -2 yards
1-10-NE48		(B.Spikes; J.Mayo). (13:05) (No Huddle, Shotgun) J.Flacco pass incomplete short right to
	2/12/50	T.Smith. (13:00) (No Huddle, Shotgun) J.Flacco pass incomplete short left to
	3/12/50	T.Smith. (12:55) S.Koch punts 41 yards to NE 9, Center- M.Cox, fair catch by
	4/12/50	W.Welker.

New England Patriots at 12:46

FIGURE 8J

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Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
	(12:46) T.Brady pass short left to B.Lloyd to NE 15 for 6 yards (C.Williams). NE 12-Brady now has 5,774 career postseason passing yards, passing Joe Montana for 2nd all-time.					
1-10-NE9	(12:14) S.Ridley left guard to NE 20 for 5 yards (R.Lewis).					
2-4-NE15	(11:45) (Shotgun) T.Brady pass short left to A.Hernandez to NE 25 for 5 yards (C.Williams; B.Pollard).					
1-10-NE20	(11:21) (No Huddle) T.Brady pass deep right to W.Welker to NE 49 for 24 yards (B.Pollard; C.Graham). PENALTY on BLT-B.Pollard, Unnecessary Roughness, 15 yards, enforced at NE 49.					
2-5-NE25	(11:04) (No Huddle, Shotgun) T.Brady pass incomplete deep left to A.Hernandez.					
1-10-BAL36	(10:57) (Shotgun) D.Woodhead up the middle to BLT 34 for 2 yards (H.Ngata).					
2-10-BAL36	(10:15) (Shotgun) T.Brady pass incomplete short left to W.Welker.					
3-8-BAL34	(10:11) Z.Mesko punts 21 yards to BLT 13, Center-D.Aiken, fair catch by E.Reed.					
4-8-BAL34						
Baltimore Ravens at 10:03						
	(10:03) (Shotgun) J.Flacco pass incomplete short right to T.Doss. PENALTY on NE-A.Dennard, Defensive Pass Interference, 15 yards, enforced at BLT 13 - No Play.					
1-10-BAL13	(9:57) (Shotgun) J.Flacco pass incomplete deep left to T.Doss (K.Arrington).					
1-10-BAL28						

FIGURE 8K

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		(9:51) (No Huddle, Shotgun) J.Flacco pass short middle to D.Pitta to 50 for 22 yards
2-10-BAL28		(D.McCourty).
		(9:24) (No Huddle, Shotgun) J.Flacco pass incomplete deep left to
	1/10/50	T.Smith.
		(9:16) (No Huddle, Shotgun) J.Flacco pass short middle to R.Rice to NE 35 for 15 yards
	2/10/50	(D.McCourty).
		(8:41) (No Huddle, Shotgun) J.Flacco pass short left to T.Smith to NE
1-10-NE35		30 for 5 yards (M.Cole).
		(8:10) (No Huddle, Shotgun) B.Pierce left guard to NE 22 for 8 yards
2-5-NE30		(J.Mayo).
		(7:40) (No Huddle, Shotgun) J.Flacco pass incomplete deep right to
1-10-NE22		J.Jones.
		(7:34) (No Huddle, Shotgun) J.Flacco pass short middle to A.Boldin to NE 10 for 12 yards
2-10-NE22		(M.Cole).
		(6:54) (No Huddle, Shotgun) J.Flacco pass short middle to D.Pitta to
1-10-NE10		NE 5 for 5 yards (J.Mayo).
		(6:14) (No Huddle, Shotgun) J.Flacco pass short right to D.Pitta for 5
2-5-NE5		yards, TOUCHDOWN.
J.Tucker extra point is GOOD, Center-M.Cox, Holder-S.Koch.		
BAL 14 NE 13, Plays: 10 Yards: 87 Possession: 3:49.		
Baltimore Ravens at 06:14 J.Tucker kicks 64 yards from BLT 35 to NE 1. D.McCourty to NE 25 for 24 yards (S.Considine). New England Patriots at 06:06		

FIGURE 8L

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
1-10-NE25	(6:06) (Shotgun) T.Brady pass short middle to W.Welker to NE 33 for 8 yards (D.Ellerbe).					
2-2-NE33	(5:28) (Shotgun) T.Brady pass incomplete short left to B.Lloyd.					
3-2-NE33	(5:24) (Shotgun) T.Brady pass short middle to D.Woodhead to NE 37 for 4 yards (C.Graham). PENALTY on NE-N.Solder, Offensive Holding, 10 yards, enforced at NE 33 - No Play.					
3-12-NE23	(5:01) (Shotgun) T.Brady pass incomplete short left to A.Hernandez.					
4-12-NE23	(4:56) Z.Mesko punts 51 yards to BLT 26, Center-D.Aiken. J.Jones to BLT 37 for 11 yards (M.Cole).					
Baltimore Ravens at 04:46						
1-10-BAL37	(4:46) (Shotgun) J.Flacco pass short right to R.Rice to BLT 33 for -4 yards (D.Hightower).					
2-14-BAL33	(4:10) (Shotgun) J.Flacco pass deep right to T.Smith to NE 44 for 23 yards (D.McCourty).					
1-10-NE44	(3:30) (Shotgun) R.Rice left guard to NE 40 for 4 yards (B.Spikes; J.Mayo). PENALTY on NE, Defensive Offside, 5 yards, enforced at NE 44 - No Play.					
1-5-NE39	(3:14) (Shotgun) R.Rice up the middle to NE 36 for 3 yards (B.Spikes; J.Mayo).					
2-2-NE36	(2:38) (Shotgun) J.Flacco pass incomplete deep right to T.Smith.					
3-2-NE36	(2:32) (Shotgun) B.Pierce right end ran ob at NE 25 for 11 yards.					
1-10-NE25	(2:07) (No Huddle, Shotgun) B.Pierce right guard to NE 19 for 6 yards (B.Spikes; R.Ninkovich).					

FIGURE 8M

CBSSports.com						
Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
	(1:35) (No Huddle, Shotgun) J.Flacco pass short middle to D.Pitta to NE 13 for 6 yards					
2-4-NE19	(J.Mayo).					
	(:59) (No Huddle, Shotgun) J.Flacco pass short left to A.Boldin to NE 5 for 8 yards (M.Cole;					
1-10-NE13	D.McCourty).					
	(:12) (No Huddle, Shotgun) R.Rice right guard to NE 3 for 2 yards					
2-2-NE5	(T.White; R.Ninkovich).					
Fourth Quarter Baltimore Ravens continued...						
	(15:00) J.Flacco pass short middle to A.Boldin for 3 yards,					
1-3-NE3	TOUCHDOWN.					
J.Tucker extra point is GOOD, Center-M.Cox, Holder-S.Koch. BAL 21 NE 13, Plays: 10 Yards: 63 Possession: 4:50.						
Baltimore Ravens at 14:56 J.Tucker kicks 63 yards from BLT 35 to NE 2. D.McCourty to NE 16 for 14 yards (S.Considine). New England Patriots at 14:49						
	(14:49) S.Ridley up the middle to NE 25 for 9					
1-10-NE16	yards (R.Lewis; B.Pollard).					
	(14:18) S.Ridley left guard to NE 25 for no gain					
2-1-NE25	(T.Suggs; R.Lewis).					
	(13:45) S.Ridley left tackle to NE 27 for 2 yards					
3-1-NE25	(R.Lewis).					
	(13:17) T.Brady pass short right,to B.Lloyd ran ob at					
1-10-NE27	NE 39 for 12 yards.					

FIGURE 8N

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	(12:55) (Shotgun) S.Ridley right tackle to NE 47 for 8 yards (B.Pollard). FUMBLES (B.Pollard), RECOVERED by BLT-A.Jones at NE 47. A.Jones to NE 47 for no gain (R.Wendell). NE-S.Ridley was injured during the play. The Replay Assistant challenged the fumble ruling, and the play was Upheld.
1-10-NE39	
Baltimore Ravens at 12:46	
	(12:46) (Shotgun) J.Flacco pass deep left to T.Smith to NE 31 for 16 yards (K.Arrington).
1-10-NE47	
	(12:18) (No Huddle) J.Flacco scrambles left end ran ob at NE 17 for 14 yards.
1-10-NE31	
	(11:54) (No Huddle, Shotgun) J.Flacco pass short middle to J.Jones to NE 11 for 6 yards (B.Spikes).
1-10-NE17	
	(11:19) (No Huddle, Shotgun) J.Flacco pass short right to A.Boldin for 11 yards, TOUCHDOWN.
2-4-NE11	
J.Tucker extra point is GOOD, Center-M.Cox, Holder-S.Koch.	
BAL 28 NE 13, Plays: 4 Yards: 47 Possession: 1:33.	
Baltimore Ravens at 11:13	
J.Tucker kicks 65 yards from BLT 35 to NE 0. D.McCourty ran ob at NE 29 for 29 yards.	
New England Patriots at 11:04	
	(11:04) (Shotgun) T.Brady pass short right to B.Lloyd ran ob at NE 41 for 12 yards.
1-10-NE29	
	(10:46) (No Huddle, Shotgun) T.Brady pass short right to S.Vereen to 50 for 9 yards (B.Pollard).
1-10-NE41	

FIGURE 8O

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
	(10:27) (No Huddle, Shotgun) T.Brady pass incomplete short right to					
2/1/50	B.Lloyd.					
	(10:19) (No Huddle, Shotgun) S.Vereen up the middle to BLT 43 for 7					
3/1/50	yards (C.Graham).					
	(9:53) (No Huddle, Shotgun) T.Brady pass short left to W.Welker to BLT 38 for 5 yards					
1-10-BAL43	(C.Williams; H.Ngata).					
	(9:23) (No Huddle, Shotgun) T.Brady pass short left to S.Vereen ran					
2-5-BAL38	ob at BLT 25 for 13 yards.					
	(9:09) (No Huddle, Shotgun) T.Brady pass short middle to D.Branch to BLT 19 for 6 yards					
1-10-BAL25	(J.Smith).					
	(8:42) (No Huddle, Shotgun) T.Brady pass incomplete short left to S.Vereen. NE 12-Brady now has 5,862 career postseason passing yards, passing Brett Favre for					
2-4-BAL19	most all-time.					
	(8:39) (Shotgun) T.Brady pass incomplete short					
3-4-BAL19	right to W.Welker.					
	(8:35) (Shotgun) T.Brady pass incomplete deep middle to D.Branch					
4-4-BAL19	[H.Ngata].					
Baltimore Ravens at 08:27						
	(8:27) (Shotgun) J.Flacco sacked at BLT 18 for -1					
1-10-BAL19	yards (R.Ninkovich).					
	(7:44) (Shotgun) J.Flacco pass incomplete short left					
2-11-BAL18	to J.Jones [B.Spikes].					
	(7:39) (Shotgun) J.Flacco pass incomplete short					
3-11-BAL18	right to A.Boldin.					
	(7:34) S.Koch punts 42 yards to NE 40, Center-M.Cox, downed by BLT-					
4-11-BAL18	J.Ihedigbo.					
New England Patriots at 07:25						

FIGURE 8P

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
1-10-NE40	(7:25) (Shotgun) T.Brady pass deep left to W.Welker to BLT 24 for 36 yards (C.Graham). NE 83-Welker 3rd career 100-yard postseason game.					
1-10-BAL24	(6:57) (No Huddle, Shotgun) T.Brady pass short middle intended for A.Hernandez INTERCEPTED by D.Ellerbe (P.McPhee) at BLT 16. D.Ellerbe to BLT 18 for 2 yards. The Replay Assistant challenged the incomplete pass ruling, and the play was Upheld.					
Baltimore Ravens at 06:49						
1-10-BAL18	(6:49) R.Rice left guard to BLT 18 for no gain (J.Francis).					
2-10-BAL18	(6:07) R.Rice left end to BLT 27 for 9 yards (J.Francis).					
3-1-BAL27	(5:21) R.Rice up the middle to BLT 29 for 2 yards (B.Spikes).					
1-10-BAL29	(4:38) B.Pierce up the middle to BLT 34 for 5 yards (J.Cunningham).					
2-5-BAL34	(3:56) V.Leach up the middle to BLT 38 for 4 yards (J.Francis).					
3-1-BAL38	(3:13) V.Leach up the middle to BLT 43 for 5 yards (J.Francis; D.McCourty).					
1-10-BAL43	(2:27) R.Rice left end to BLT 43 for no gain (D.Hightower; D.McCourty).					
2-10-BAL43	(2:20) R.Rice up the middle to BLT 45 for 2 yards (J.Mayo; B.Spikes).					
3-8-BAL45	(2:15) R.Rice right end to BLT 45 for no gain (B.Spikes).					
4-8-BAL45	(2:11) S.Koch punts 22 yards to NE 33, Center-M.Cox, out of bounds.					
New England Patriots at 02:05						

FIGURE 8Q

CBSSports.com

Register/Login	Help	Shop	TV	Radio	Mobile	Search CBSSports.com
1-10-NE33	(2:05) (Shotgun) T.Brady pass short right to D.Branch ran ob at NE 43 for 10 yards.					
1-10-NE43	(2:02) (No Huddle, Shotgun) T.Brady pass incomplete short left to D.Woodhead [H.Ngata].					
2-10-NE43	(1:58) (Shotgun) T.Brady pass short middle to W.Welker to BLT 45 for 12 yards (R.Lewis; C.Graham).					
1-10-BAL45	(1:45) T.Brady spiked the ball to stop the clock.					
2-10-BAL45	(1:44) (Shotgun) T.Brady pass short left to D.Woodhead ran ob at BLT 33 for 12 yards. NE 12-Brady 6th career 300-yard postseason game, ties Joe Montana & Kurt Warner for 2nd all-time (Peyton Manning, 8).					
1-10-BAL33	(1:40) (No Huddle, Shotgun) T.Brady pass incomplete short left to D.Woodhead [T.Suggs].					
2-10-BAL33	(1:35) (No Huddle, Shotgun) T.Brady pass incomplete short right to D.Branch (P.McPhee).					
3-10-BAL33	(1:31) (No Huddle, Shotgun) T.Brady pass short left to A.Hernandez to BLT 22 for 11 yards (B.Pollard) [C.Upshaw].					
1-10-BAL22	(1:14) T.Brady spiked the ball to stop the clock.					
2-10-BAL22	(1:13) (No Huddle, Shotgun) T.Brady pass deep left intended for B.Lloyd INTERCEPTED by C.Williams at BLT -5. Touchback.					
Baltimore Ravens at 01:06						
1-10-BAL20	(1:06) J.Flacco kneels, dead ball declared at BLT 19 for -1 yards.					
2-11-BAL19	(:36) J.Flacco kneels, dead ball declared at BLT 18 for -1 yards.					

CBSSports.com Shop

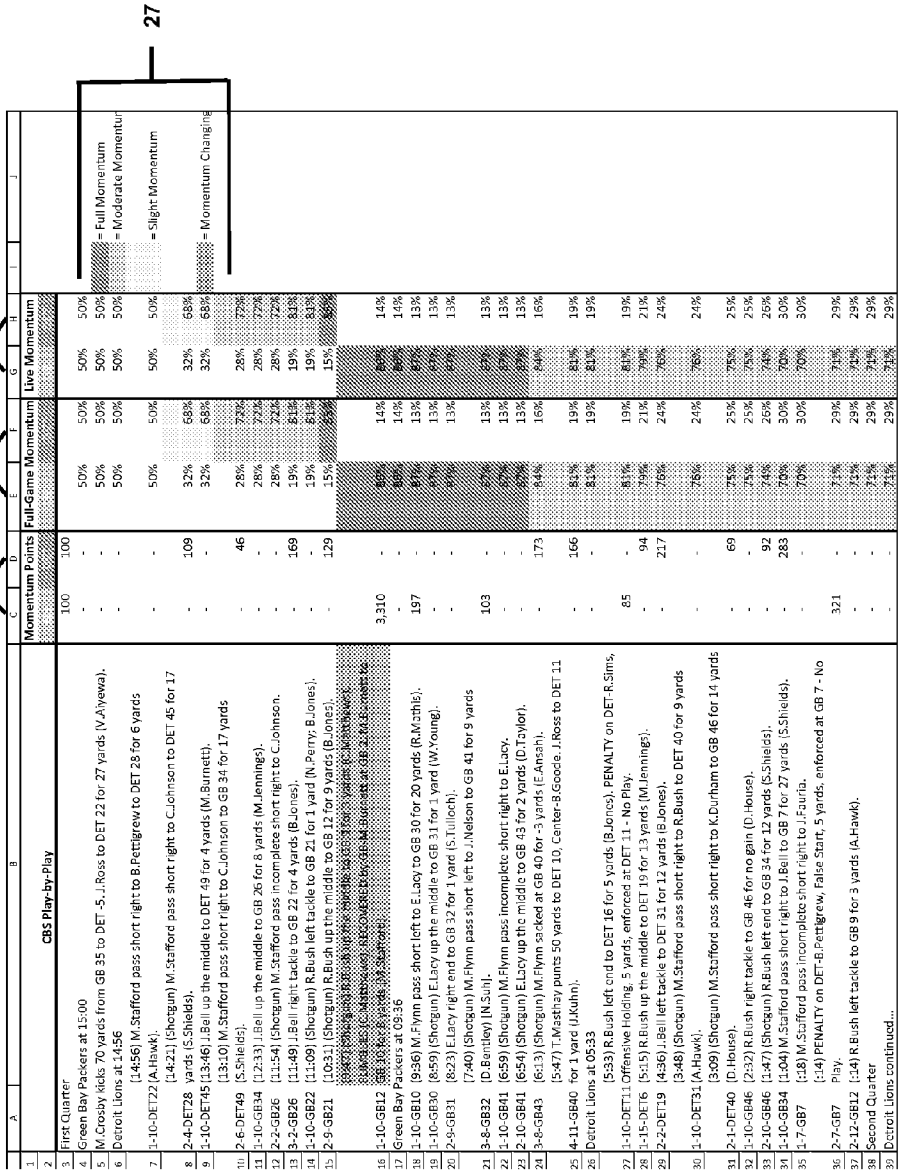
MLB Play by Play - San Francisco vs. Detroit **FIGURE 9A**

Giants 1st		
Max Scherzer pitching:		
Angel Pagan :	Strike looking, Ball, Strike looking, Pagan struck out swinging.	1
Marco Scutaro :	Strike looking, Scutaro flied out to center.	1
Pablo Sandoval :	Strike looking, Foul, Ball, Sandoval struck out swinging.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
Tigers 1st		-
Matt Cain pitching:		-
Austin Jackson :	Ball, Jackson grounded out to second.	1
Quintin Berry :	Ball, Strike swinging, Foul, Ball, Ball, Foul, Foul, Foul, Foul, Berry grounded out to second.	1
Miguel Cabrera :	Ball, Ball, Strike swinging, Ball, Cabrera walked.	-
Prince Fielder :	Strike looking, Foul, Ball, Fielder struck out swinging.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-
Giants 2nd		-
Max Scherzer pitching:		-
Buster Posey :	Strike looking, Ball, Foul, Posey struck out looking.	1
Hunter Pence :	Ball, Pence ground-rule doubled to center.	-
Brandon Belt :	Belt tripled to deep right, Pence scored.	-
Gregor Blanco :	Strike looking, Foul, Ball, Ball, Blanco grounded out to second.	1
Ryan Theriot :	Ball, Strike swinging, Theriot flied out to right.	1
End of Inning (1 Run, 2 Hits, 0 Errors)		-
Tigers 2nd		-
Matt Cain pitching:		-
Delmon Young :	Strike looking, Strike swinging, Ball, Young singled to center.	-
Andy Dirks :	Ball, Dirks flied out to center.	1
Jhonny Peralta :	Strike looking, Ball, Peralta popped out to shortstop.	1
Omar Infante :	Infante grounded into fielder's choice to shortstop, Young out at second.	1
End of Inning (0 Runs, 1 Hit, 0 Errors)		-
		-
Giants 3rd		-
Max Scherzer pitching:		-
Brandon Crawford :	Ball, Strike swinging, Ball, Foul, Crawford reached on an infield single.	-
Angel Pagan :	Pickoff attempt, Foul, Pickoff attempt, Pickoff attempt, Pagan flied out to right.	1
Marco Scutaro :	Strike looking, Pickoff attempt, Scutaro flied out to center.	1
Pablo Sandoval :	Ball, Strike swinging, Ball, Sandoval singled to right, Crawford to third.	-
Buster Posey :	Posey flied out to center.	1
End of Inning (0 Runs, 2 Hits, 0 Errors)		-
Tigers 3rd		-
Matt Cain pitching:		-
Gerald Laird :	Strike looking, Strike swinging, Ball, Laird grounded out to second.	1
Austin Jackson :	Strike looking, Strike looking, Ball, Foul, Ball, Ball, Jackson walked.	-
Quintin Berry :	Pickoff attempt, Berry grounded bunt out to third, Jackson to second.	1
Miguel Cabrera :	Ball, Strike looking, Cabrera homered to right, Jackson scored.	-
Prince Fielder :	Fielder grounded out to shortstop.	1
End of Inning (2 Runs, 1 Hit, 0 Errors)		-
		-
Giants 4th		-
Max Scherzer pitching:		-
Hunter Pence :	Ball, Strike looking, Strike swinging, Ball, Pence struck out swinging.	1
Brandon Belt :	Ball, Ball, Ball, Belt walked.	-
Gregor Blanco :	Ball, Ball, Strike swinging, Pickoff attempt, Ball, Strike looking, Blanco struck out swinging, Belt caught stealing,catcher to shortstop.	2
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
Tigers 4th		-
Matt Cain pitching:		-
Delmon Young :	Strike looking, Strike swinging, Ball, Young struck out swinging.	1
Andy Dirks :	Strike swinging, Ball, Ball, Strike swinging, Foul, Dirks grounded out to second.	1
Jhonny Peralta :	Ball, Foul, Ball, Strike swinging, Foul, Foul, Peralta struck out looking.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-
Giants 5th		-
Max Scherzer pitching:		-
Ryan Theriot :	Strike looking, Ball, Strike swinging, Ball, Theriot struck out swinging.	1
Brandon Crawford :	Ball, Strike looking, Strike swinging, Ball, Crawford popped out to shortstop.	1
Angel Pagan :	Foul, Ball, Pagan grounded out to second.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
Tigers 5th		-
Matt Cain pitching:		-
Omar Infante :	Ball, Strike looking, Infante singled to center.	-
Gerald Laird :	Pickoff attempt, Bunt foul, Laird popped bunt out to first.	1
Austin Jackson :	Ball, Ball, Ball, Strike looking, Jackson flied out to right.	1
Quintin Berry :	Pickoff attempt, Berry grounded out to shortstop.	1
End of Inning (0 Runs, 1 Hit, 0 Errors)		-
		-
Giants 6th		-
Max Scherzer pitching:		-
Marco Scutaro :	Strike looking, Scutaro reached on an infield single.	-

FIGURE 9B

Pablo Sandoval :	Foul, Ball, Foul, Foul, Pickoff attempt, Ball, Ball, Sandoval struck out swinging.	1
Buster Posey :	Ball, Posey homered to left, Scutaro scored.	-
Hunter Pence :	Strike looking, Foul, Pence struck out looking.	1
Brandon Belt :	Strike swinging, Belt flied out to left.	1
End of Inning (2 Runs, 2 Hits, 0 Errors)		-
Tigers 6th		-
Matt Cain pitching:		-
Miguel Cabrera :	Strike looking, Foul, Foul, Ball, Cabrera struck out swinging.	1
Prince Fielder :	Ball, Ball, Fielder popped out to shortstop.	1
Delmon Young :	Young homered to right.	-
Andy Dirks :	Strike looking, Ball, Dirks singled to center.	-
Jhonny Peralta :	Foul, Pickoff attempt, Strike swinging, Foul, Peralta flied out to left.	1
End of Inning (1 Run, 2 Hits, 0 Errors)		-
		-
Giants 7th		-
Max Scherzer pitching:		-
Gregor Blanco :	Ball, Foul, Ball, Strike looking, Blanco singled to right.	-
Ryan Theriot :	Foul, Pickoff attempt, Pickoff attempt, Theriot grounded out to shortstop, Blanco to second.	1
Brandon Crawford :	Strike swinging, Strike swinging, Ball, Foul, Crawford flied out to center.	1
Octavio Dotel relieved Drew Smyly.		-
Angel Pagan :	Strike looking, Pagan grounded out to second.	1
End of Inning (0 Runs, 1 Hit, 0 Errors)		-
Tigers 7th		-
Matt Cain pitching:		-
Omar Infante :	Ball, Ball, Strike looking, Infante flied out to center.	1
Gerald Laird :	Ball, Strike looking, Ball, Laird popped out to first.	1
Austin Jackson :	Strike swinging, Strike looking, Jackson struck out swinging.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-
Giants 8th		-
Octavio Dotel pitching:		-
Marco Scutaro :	Ball, Ball, Ball, Scutaro walked.	-
Pablo Sandoval :	Strike looking, Ball, Foul, Foul, Sandoval grounded into double play first to shortstop to pitcher, Scutaro out at second.	2
Buster Posey :	Ball, Foul, Foul, Foul, Foul, Ball, Posey struck out swinging.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
Tigers 8th		-
Avisail Garcia hit for Quintin Berry		-
Jeremy Affeldt pitching:		-
Avisail Garcia :	Ball, Foul, Strike swinging, Ball, Foul, Ball, Foul, Garcia walked.	-
Miguel Cabrera :	Strike looking, Foul, Cabrera struck out swinging.	1
Prince Fielder :	Ball, Strike looking, Strike looking, Fielder struck out swinging.	1
Delmon Young :	Ball, Foul, Ball, Foul, Pickoff attempt, Young struck out swinging.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-
Giants 9th		-
Phil Coke pitching:		-
Hunter Pence :	Strike swinging, Foul, Ball, Pence struck out looking.	1
Brandon Belt :	Ball, Ball, Foul, Foul, Ball, Belt struck out swinging.	1
Gregor Blanco :	Strike swinging, Ball, Foul, Blanco struck out looking.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
Tigers 9th		-
Jeremy Affeldt pitching:		-
Andy Dirks :	Strike swinging, Foul, Ball, Foul, Ball, Dirks struck out swinging.	1
Jhonny Peralta :	Ball, Ball, Peralta flied out to deep center.	1
Santiago Casilla relieved Jeremy Affeldt.		-
Omar Infante :	Strike looking, Ball, Ball, Infante hit by pitch	-
Danny Worth ran for Omar Infante.		-
Gerald Laird :	Laird grounded into fielder's choice to third, Worth out at second.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-
Giants 10th		-
Phil Coke pitching:		-
Ryan Theriot :	Ball, Theriot singled to right.	-
Brandon Crawford :	Crawford sacrificed to pitcher, Theriot to second.	1
Angel Pagan :	Strike swinging, Ball, Foul, Pagan struck out swinging.	1
Marco Scutaro :	Strike looking, Ball, Ball, Ball, Scutaro singled to center, Theriot scored, Scutaro to second advancing on throw.	-
Pablo Sandoval :	Sandoval grounded into fielder's choice to third, Scutaro out at third.	1
End of Inning (1 Run, 2 Hits, 0 Errors)		-
Tigers 10th		-
Joaquin Arias at third		-
Sergio Romo pitching:		-
Austin Jackson :	Strike looking, Ball, Foul, Jackson struck out swinging	1
Don Kelly hit for Avisail Garcia.		-
Don Kelly :	Strike swinging, Ball, Ball, Strike swinging, Kelly struck out swinging.	1
Miguel Cabrera :	Strike looking, Ball, Strike swinging, Ball, Foul, Cabrera struck out looking.	1
End of Inning (0 Runs, 0 Hits, 0 Errors)		-
		-

FIGURE 10A



	A	B	C	D	E	F	G	H	I	J
1										
2		CBS Play-by-Play	Momentum Points		Full-Game Momentum		Live Momentum			
3	First Quarter		100	100						
4	Green Bay Packers at 15:00		-	-	50%	50%	50%	50%		
5	M.Crosby kicks 70 yards from GB 35 to DET -5. J.Ross to DET 22 for 27 yards (V.Ajiwewa).		-	-	50%	50%	50%	50%		
6	Detroit Lions at 14:56		-	-	50%	50%	50%	50%		
7	1-10-DET22	(14:56) M.Stafford pass short right to B.Pettigrew to DET 28 for 6 yards (A.Hawk).	-	-		50%		50%		
8	2-4-DET28	(14:21) (Shotgun) M.Stafford pass short right to C.Johnson to DET 45 for 17 yards (S.Shields).	-	-		50%		50%		
9	1-10-DET45	(13:46) J.Bell up the middle to DET 49 for 4 yards (M.Burnett).	-	109	32%	68%	32%	68%		
10	2-6-DET49	(13:10) M.Stafford pass short right to C.Johnson to GB 34 for 17 yards (S.Shields).	-	46	28%	72%	28%	72%		
11	1-10-GB34	(12:33) J.Bell up the middle to GB 26 for 8 yards (M.Jennings).	-	-	28%	72%	28%	72%		
12	2-2-GB26	(11:54) (Shotgun) M.Stafford pass incomplete short right to C.Johnson.	-	-	28%	72%	28%	72%		
13	3-2-GB26	(11:49) J.Bell right tackle to GB 22 for 4 yards (B.Jones).	-	169	19%	81%	19%	81%		
14	1-10-GB22	(11:09) (Shotgun) R.Bush left tackle to GB 21 for 1 yard (N.Perry; B.Jones).	-	-	19%	81%	19%	81%		
15	2-9-GB21	(10:31) (Shotgun) R.Bush up the middle to GB 12 for 9 yards (B.Jones).	-	129	15%	85%	15%	85%		
16	1-10-GB12	(9:47) (Shotgun) R.Bush up the middle to GB 3 for 9 yards (C.Matthews; J.Mills). RECOVERED by DET-M.Burnett at GB 2. M.Burnett to GB 30 for 28 yards (M.Stafford).	3,310	-	86%	14%	86%	14%		
17	Green Bay Packers at 09:36		-	-	86%	14%	86%	14%		
18	1-10-GB10	(9:36) M.Flynn pass short left to E.Lacy to GB 30 for 20 yards (R.Mathis).	197	-	87%	13%	87%	13%		
19	1-10-GB30	(8:59) (Shotgun) E.Lacy up the middle to GB 31 for 1 yard (W.Young).	-	-	87%	13%	87%	13%		
20	2-9-GB31	(8:23) E.Lacy right end to GB 32 for 1 yard (S.Tulloch).	-	-	87%	13%	87%	13%		
21	3-8-GB32	(7:40) (Shotgun) M.Flynn pass short left to J.Nelson to GB 41 for 9 yards (D.Bentley) [N.Suh].	103	-	87%	13%	87%	13%		
22	1-10-GB41	(6:59) (Shotgun) M.Flynn pass incomplete short right to E.Lacy.	-	-	87%	13%	87%	13%		
23	2-10-GB41	(6:54) (Shotgun) E.Lacy up the middle to GB 43 for 2 yards (D.Taylor).	-	-	87%	13%	87%	13%		
24	3-8-GB43	(6:13) (Shotgun) M.Flynn sacked at GB 40 for -3 yards (E.Ansah).	-	173	84%	16%	84%	16%		
25	4-11-GB40	(5:47) T.Masthay punts 50 yards to DET 10, Center-B.Goode. J.Ross to DET 11 for 1 yard (J.Kuhn).	-	166	81%	19%	81%	19%		
26	Detroit Lions at 05:33		-	-	81%	19%	81%	19%		
27	1-10-DET11	(5:33) R.Bush left end to DET 16 for 5 yards (B.Jones). PENALTY on DET-R.Sims, Offensive Holding, 5 yards, enforced at DET 11 - No Play.	85	-	81%	19%	81%	19%		
28	1-15-DET6	(5:15) R.Bush up the middle to DET 19 for 13 yards (M.Jennings).	-	94	79%	21%	79%	21%		
29	2-2-DET19	(4:36) J.Bell left tackle to DET 31 for 12 yards (B.Jones).	-	217	76%	24%	76%	24%		
30	1-10-DET31	(3:48) (Shotgun) M.Stafford pass short right to R.Bush to DET 40 for 9 yards (A.Hawk).	-	-	76%	24%	76%	24%		
31	2-1-DET40	(3:09) (Shotgun) M.Stafford pass short right to K.Durham to GB 46 for 14 yards (D.House).	-	69	75%	25%	75%	25%		
32	1-10-GB46	(2:32) R.Bush right tackle to GB 46 for no gain (D.House).	-	-	75%	25%	75%	25%		
33	2-10-GB46	(1:47) (Shotgun) R.Bush left end to GB 34 for 12 yards (S.Shields).	-	92	74%	26%	74%	26%		
34	1-10-GB34	(1:04) M.Stafford pass short right to J.Bell to GB 7 for 27 yards (S.Shields).	-	283	70%	30%	70%	30%		
35	1-7-GB7	(:18) M.Stafford pass incomplete short right to J.Fauria.	-	-	70%	30%	70%	30%		
36	2-7-GB7	(:14) PENALTY on DET-B.Pettigrew, False Start, 5 yards, enforced at GB 7 - No Play.	321	-	71%	29%	71%	29%		
37	2-12-GB12	(:14) R.Bush left tackle to GB 9 for 3 yards (A.Hawk).	-	-	71%	29%	71%	29%		
38	Second Quarter		-	-	71%	29%	71%	29%		
39	Detroit Lions continued...		-	-	71%	29%	71%	29%		

FIGURE 10B

	A	B	C	D	E	F	G	H	I	J
1			Momentum Points		Full-Game Momentum		Live Momentum			
2		CBS Play-by-Play								
40	3-9-GB9	(15:00) (Shotgun) M.Stafford pass incomplete short middle to B.Pettigrew.	-	-	71%	29%	71%	29%		
41	4-9-GB9	(14:56) D.Akers 27 yard field goal is GOOD, Center-D.Muhlbach, Holder-J.Martin.	-	3,019	47%	53%	47%	53%		
42	GB 0 DET 3, Plays: 11 Yards: 80 Possession: 5:42.		-	-	47%	53%	47%	53%		
43	0		-	-	47%	53%	47%	53%		
44	Detroit Lions at 14:51		-	-	47%	53%	47%	53%		
45	S.Martin kicks 63 yards from DET 35 to GB 2, out of bounds.		-	-	47%	53%	47%	53%		
46	Green Bay Packers at 14:51		-	-	47%	53%	47%	53%		
47	1-10-GB40	(14:51) (Shotgun) M.Flynn pass short right to J.Jones to DET 44 for 16 yards (D.Levy; L.Delmas) [D.Taylor].	55	-	47%	53%	47%	53%		
48	1-10-DET44	(14:12) E.Lacy right end to DET 40 for 4 yards (N.Suh).	-	-	47%	53%	47%	53%		
49	2-6-DET40	(13:30) (Shotgun) M.Flynn pass incomplete short middle to J.Nelson (D.Bentley).	-	-	47%	53%	47%	53%		
50	3-6-DET40	(13:25) (Shotgun) M.Flynn scrambles right tackle to DET 36 for 4 yards (W.Young).	-	-	47%	53%	47%	53%		
51	4-2-DET36	(12:46) M.Crosby 54 yard field goal is GOOD, Center-B.Goode, Holder-T.Masthay.	2,215	-	58%	42%	58%	42%		
52	GB 3 DET 3, Plays: 5 Yards: 24 Possession: 2:10.		-	-	58%	42%	58%	42%		
53	0		-	-	58%	42%	58%	42%		
54	Green Bay Packers at 12:41		-	-	58%	42%	58%	42%		
55	M.Crosby kicks 65 yards from GB 35 to end zone, Touchback.		-	-	58%	42%	58%	42%		
56	Detroit Lions at 12:41		-	-	58%	42%	58%	42%		
57	1-10-DET20	(12:41) (Shotgun) M.Stafford sacked at DET 12 for -8 yards (N.Perry). FUMBLES (N.Perry), touched at DET 10, RECOVERED by GB-M.Burnett at DET 1. M.Burnett for 1 yard, TOUCHDOWN.	5,355	182	71%	29%	71%	29%		
58	Green Bay Packers at 12:33		-	-	71%	29%	72%	28%		
59	M.Crosby extra point is GOOD, Center-B.Goode, Holder-T.Masthay.		62	-	71%	29%	72%	28%		
60	GB 10 DET 3		-	-	71%	29%	72%	28%		
61	0		-	-	71%	29%	72%	28%		
62	Green Bay Packers at 12:33		-	-	71%	29%	72%	28%		
63	M.Crosby kicks 72 yards from GB 35 to DET -7, J.Ross to DET 23 for 30 yards (S.Richardson).		-	-	71%	29%	73%	27%		
64	Detroit Lions at 12:28		-	-	71%	29%	73%	27%		
65	1-10-DET23	(12:28) J.Bell right tackle to DET 27 for 4 yards (C.Matthews).	-	-	71%	29%	73%	27%		
66	2-6-DET27	(11:51) (Shotgun) M.Stafford pass short left to T.Riddick to DET 32 for 5 yards (B.Jones).	-	-	71%	29%	66%	34%		
67	3-1-DET32	(11:09) J.Ross right end to GB 44 for 24 yards (S.Shields; D.House).	-	173	70%	30%	65%	35%		
68	1-10-GB44	(10:25) J.Bell right tackle to GB 44 for no gain (M.Daniels).	-	-	70%	30%	65%	35%		
69	2-10-GB44	(9:47) (Shotgun) M.Stafford pass short left intended for K.Durham INTERCEPTED by T.Williams at GB 34. T.Williams to GB 34 for no gain (K.Durham). PENALTY on DET-K.Durham, Personal Foul, 15 yards, enforced at GB 34.	641	-	71%	29%	66%	34%		
70	Green Bay Packers at 09:40		-	-	71%	29%	66%	34%		
71	1-10-GB49	(9:40) (Shotgun) M.Flynn pass incomplete short middle to J.Nelson (N.Suh).	-	-	71%	29%	66%	34%		
72	2-10-GB49	(9:35) E.Lacy left tackle to 50 for 1 yard (A.Palmer, S.Tulloch).	-	-	71%	29%	66%	34%		
73	18331	(8:56) (Shotgun) M.Flynn pass incomplete deep left to J.Jones.	-	-	71%	29%	66%	34%		
74	18362	(8:49) T.Masthay punts 35 yards to DET 15, Center-B.Goode, fair catch by J.Ross.	-	122	71%	29%	66%	34%		
75	Detroit Lions at 08:42		-	-	71%	29%	67%	33%		

FIGURE 10C

	A	B	C	D	E	F	G	H	I	J
1			Momentum	Points	Full-Game	Momentum	Live	Momentum		
2		CBS Play-by-Play								
76	1-10-DET15	(8:42) R.Bush left tackle to DET 21 for 6 yards (M.Burnett, M.Neal).	-	-	71%	29%	67%	33%		
77	2-4-DET21	(8:01) (Shotgun) M.Stafford pass incomplete short left to K.Durham.	-	-	71%	29%	67%	33%		
78	3-4-DET21	(7:56) (Shotgun) M.Stafford pass deep left to R.Bush to GB 47 for 32 yards (A.Hawk).	-	385	69%	31%	66%	34%		
79	1-10-GB47	(7:15) (Shotgun) R.Bush right tackle to GB 41 for 6 yards (T.Williams).	-	-	69%	31%	67%	33%		
80	2-4-GB41	(6:38) (Shotgun) R.Bush up the middle to GB 38 for 3 yards (A.Hawk).	-	-	69%	31%	67%	33%		
81	3-1-GB38	(6:01) (Shotgun) M.Stafford pass short right to D.Dickerson pushed ob at GB 12 for 26 yards (B.Jones; M.Jennings).	-	294	68%	32%	66%	34%		
82	1-10-GB12	(5:23) (Shotgun) M.Stafford pass short right to R.Bush to GB 5 for 7 yards (B.Jones).	-	-	68%	32%	66%	34%		
83	2-3-GB5	(4:37) M.Stafford pass short middle to J.Ross for 5 yards, TOUCHDOWN.	-	8,711	46%	54%	40%	60%		
84	D.Akers extra point is GOOD, Center-D.Muhlbach, Holder-S.Martin.		-	104	46%	54%	40%	60%		
85	GB 10 DET 10, Plays: 8 Yards: 85 Possession: 4:09.		-	-	46%	54%	40%	60%		
86	0		-	-	46%	54%	39%	61%		
87	Detroit Lions at 04:33		-	-	46%	54%	39%	61%		
88	S.Martin kicks 73 yards from DET 35 to GB -8. M.Hyde, Touchback.		-	-	46%	54%	39%	61%		
89	Green Bay Packers at 04:33		-	-	46%	54%	39%	61%		
90	1-10-GB20	(4:33) E.Lacy right end to GB 20 for no gain (N.Suh; W.Young).	-	-	46%	54%	39%	61%		
91	2-10-GB20	(4:03) E.Lacy left tackle to GB 24 for 4 yards (D.Levy).	-	-	46%	54%	46%	54%		
92	3-6-GB24	(3:23) (Shotgun) M.Flynn sacked at GB 16 for -8 yards (S.Tulloch).	-	852	45%	55%	43%	57%		
93	4-14-GB16	(2:54) T.Masthay punts 52 yards to DET 32, Center-B.Goode. J.Ross to GB 33 for 35 yards (M.Burnett).	-	1,093	43%	57%	41%	59%		
94	Detroit Lions at 02:38		-	-	43%	57%	41%	59%		
95	1-10-GB33	(2:38) (Shotgun) R.Bush left tackle to GB 29 for 4 yards (B.Jones; N.Perry).	-	-	43%	57%	41%	59%		
96	2-6-GB29	(2:00) PENALTY on GB-N.Perry, Neutral Zone Infraction, 5 yards, enforced at GB 29 - No Play.	-	169	43%	57%	41%	59%		
97	2-1-GB24	(2:00) R.Bush up the middle to GB 1 for 23 yards (S.Shields; M.Burnett).	-	522	42%	58%	40%	60%		
98	1-1-GB1	(1:26) R.Bush left end for 1 yard, TOUCHDOWN.	-	13,177	29%	71%	24%	76%		
99	D.Akers ext	0	-	62	29%	71%	24%	76%		
100	GB 10 DET	0	-	-	29%	71%	24%	76%		
101	0	0	-	-	29%	71%	19%	81%		
102	Detroit Lion	0	-	-	29%	71%	19%	81%		
103	S.Martin kic	0	-	-	29%	71%	19%	81%		
104	Green Bay F	0	-	-	29%	71%	19%	81%		
105	1-10-GB20	(1:22) (Shotgun) M.Flynn pass incomplete deep right to J.Boykin (D.Slay). GB-E.Dietrich-Smith was injured during the play. He is Out.	-	-	29%	71%	19%	81%		
106	2-10-GB20	(1:17) (Shotgun) M.Flynn sacked at GB 10 for -10 yards (E.Ansah).	-	653	29%	71%	19%	81%		
107	3-20-GB10	(1:13) J.Kuhn left tackle to GB 12 for 2 yards (N.Suh; D.Levy).	-	-	29%	71%	3%	97%		
108	4-18-GB12	(1:10) T.Masthay punts 51 yards to DET 37, Center-B.Goode, fair catch by J.Ross.	-	878	28%	72%	3%	97%		
109	Detroit Lion	0	-	-	28%	72%	2%	98%		
110	1-10-DET37	(1:02) (Shotgun) M.Stafford scrambles up the middle to DET 45 for 8 yards (M.Hyde).	-	-	28%	72%	2%	98%		
111	2-2-DET45	(:38) (No Huddle, Shotgun) M.Stafford pass to J.Bell to DET 48 for 3 yards (A.Hawk).	-	54	28%	72%	2%	98%		

FIGURE 10D

	A	B	C	D	E	F	G	H	I	J
1		CBS Play-by-Play	Momentum Points		Full-Game Momentum		Live Momentum			
2										
112	1-10-DET48	(:26) M.Stafford spiked the ball to stop the clock. The Replay Assistant challenged the too many players on field ruling, and the play was REVERSED. M.Stafford spiked the ball to stop the clock. PENALTY on GB, Defensive 12 On-field, 5 yards, enforced at DET 48 - No Play.	-	110	28%	72%	2%	98%		
113	1-5-GB47	(:23) (Shotgun) M.Stafford pass short right to C.Johnson to GB 31 for -16 yards (A.Hawk).	-	132	28%	72%	2%	98%		
114	1-10-GB31	(:19) (Shotgun) M.Stafford pass deep left to K.Durham to GB 13 for 18 yards (M.Jennings; D.House).	-	290	28%	72%	2%	98%		
115	1-10-GB13	(:05) (No Huddle) M.Stafford spiked the ball to stop the clock.	-	-	28%	72%	2%	98%		
116	2-10-GB13	(:04) D.Akers 31 yard field goal is No Good, Wide Right, Center-D.Muhlbach. Holder-S.Martin.	935	-	29%	71%	5%	95%		
117	Third Quart		0	-	29%	71%	5%	95%		
118	Detroit Lion		0	-	29%	71%	5%	95%		
119	S.Martin kic		0	-	29%	71%	3%	97%		
120	Green Bay F		0	-	29%	71%	3%	97%		
121	1-10-GB21	(14:55) (Shotgun) M.Flynn pass incomplete short left to J.Boykin (D.Levy, R.Mathis).	-	-	29%	71%	3%	97%		
122	2-10-GB21	(14:51) M.Flynn sacked at GB 13 for -8 yards (L.Delmas).	-	653	29%	71%	3%	97%		
123	3-18-GB13	(14:13) (Shotgun) M.Flynn pass short right to A.Quarless to GB 20 for 7 yards (D.Say).	-	-	29%	71%	3%	97%		
124	4-11-GB20	(13:40) T.Masthay punts 48 yards to DET 32, Center-B.Goode. J.Ross to DET 37 for 5 yards (D.House).	-	725	28%	72%	3%	97%		
125	Detroit Lion		0	-	28%	72%	3%	97%		
126	1-10-DET37	(13:30) R.Bush right tackle to DET 40 for 3 yards (B.Jones; C.Matthews).	-	-	28%	72%	3%	97%		
127	2-7-DET40	(12:56) (Shotgun) R.Bush left tackle to DET 40 for no gain (B.Jones).	-	-	28%	72%	3%	97%		
128	3-7-DET40	(12:15) (Shotgun) M.Stafford pass short middle to C.Johnson to GB 41 for 19 yards (D.House) [M.Daniels].	-	193	28%	72%	3%	97%		
129	1-10-GB41	(11:32) R.Bush right tackle to GB 38 for 3 yards (A.Hawk).	-	-	28%	72%	3%	97%		
130	2-7-GB38	(10:54) M.Stafford pass short middle to R.Bush to GB 32 for 6 yards (A.Hawk; N.Perry).	-	-	28%	72%	3%	97%		
131	3-1-GB32	(10:11) (Shotgun) M.Stafford pass short right to C.Johnson to GB 20 for 12 yards (S.Shields).	-	545	28%	72%	3%	97%		
132	1-10-GB20	(9:30) (Shotgun) M.Stafford pass incomplete deep left to C.Johnson (S.Shields).	-	-	28%	72%	3%	97%		
133	2-10-GB20	(9:23) (Shotgun) M.Stafford pass incomplete short right to K.Durham (D.House).	-	-	28%	72%	4%	96%		
134	3-10-GB20	(9:15) (Shotgun) M.Stafford pass short middle to C.Johnson for 20 yards, TOUCHDOWN.	-	7,291	24%	76%	3%	97%		
135	D.Akers extra point is GOOD, Center-D.Muhlbach, Holder-S.Martin.		-	100	24%	76%	3%	97%		
136	GB 10	DET 24, Plays: 9 Yards: 63 Possession: 4:22.	-	-	24%	76%	3%	97%		
137	0		-	-	24%	76%	3%	97%		
138	Detroit Lions at 09:08		-	-	24%	76%	3%	97%		
139	S.Martin kicks 61 yards from DET 35 to GB 4, out of bounds.		-	-	24%	76%	3%	97%		
140	Green Bay Packers at 09:08		-	-	24%	76%	3%	97%		
141	1-10-GB40	(9:08) M.Flynn sacked at GB 34 for -6 yards (D.Taylor). FUMBLES (D.Taylor), RECOVERED by DET-C.Mosley at GB 37. C.Mosley to GB 37 for no gain (T.Lang).	-	1,028	24%	76%	3%	97%		
142	Detroit Lions at 09:02		-	-	24%	76%	3%	97%		
143	1-10-GB37	(9:02) M.Stafford pass incomplete short right to C.Johnson.	-	-	24%	76%	3%	97%		
144	2-10-GB37	(8:57) (Shotgun) M.Stafford pass incomplete short middle to J.Bell.	-	-	24%	76%	3%	97%		

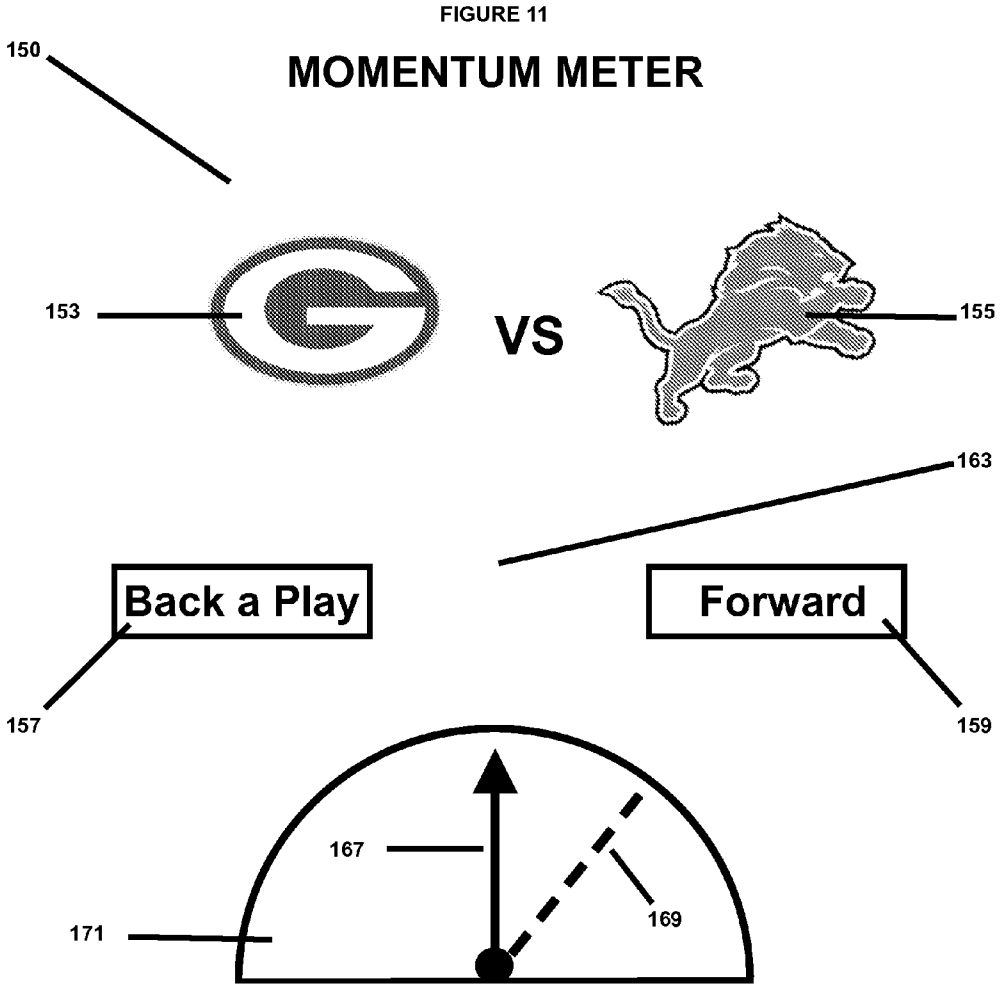
FIGURE 10E

	A	B	C	D	E	F	G	H	I	J
1			Momentum Points		Full-Game Momentum		Live Momentum			
2		CBS Play-by-Play								
		(8:52) (Shotgun) M.Stafford pass deep left intended for C.Johnson INTERCEPTED by S.Shields at GB -7. Touchback. Penalty on DET-B.Pettigrew,								
145	3-10-GB37	Offensive Holding, declined.	2,358	-	27%	73%	11%	89%		
146	Green Bay Packers at 08:42		-	-	27%	73%	11%	89%		
147	1-10-GB20	(8:42) M.Flynn pass short right to J.Kuhn to GB 28 for 8 yards (S.Tulloch).	-	-	27%	73%	11%	89%		
148	2-2-GB28	(7:58) M.Flynn pass short left to E.Lacy to GB 31 for 3 yards (S.Tulloch).	212	-	27%	73%	22%	78%		
149	1-10-GB31	(6:53) M.Flynn pass incomplete deep right to J.Jones (D.Slay).	-	-	27%	73%	22%	78%		
		(6:47) (Shotgun) M.Flynn pass short middle to R.Taylor to GB 39 for 8 yards (S.Tulloch; D.Levy). GB-R.Taylor was injured during the play. His return is Questionable. PENALTY on DET-D.Levy, Unnecessary Roughness, 15 yards,								
150	2-10-GB31	enforced at GB 39.	1,161	-	28%	72%	27%	73%		
151	1-10-DET46	(6:29) (Shotgun) M.Flynn pass incomplete short right to E.Lacy [N.Fairley].	-	-	28%	72%	27%	73%		
152	2-10-DET46	(6:23) (Shotgun) E.Lacy up the middle to DET 42 for 4 yards (D.Bentley; W.Young).	-	-	28%	72%	27%	73%		
		(5:41) (Shotgun) M.Flynn pass short left intended for A.Quarless INTERCEPTED by D.Levy at DET 34. D.Levy to DET 35 for 1 yard (A.Quarless). Penalty on GB-								
153	3-6-DET42	J.Nelson, Illegal Formation, declined.	-	2,297	27%	73%	24%	76%		
154	Detroit Lions at 05:33		-	-	27%	73%	24%	76%		
155	1-10-DET35	(5:33) R.Bush up the middle to DET 36 for 1 yard (C.Matthews; N.Perry).	-	-	27%	73%	24%	76%		
156	2-9-DET36	(4:51) (Shotgun) M.Stafford pass short left to R.Bush to DET 47 for 11 yards (M.Jennings; D.House).	-	314	27%	73%	24%	76%		
157	1-10-DET47	(4:06) (Shotgun) M.Stafford pass short left to J.Bell to GB 49 for 4 yards (M.Burnett).	-	-	27%	73%	24%	76%		
158	2-6-GB49	(3:25) J.Bell right tackle to GB 41 for 8 yards (D.House).	-	125	27%	73%	25%	75%		
159	1-10-GB41	(2:39) J.Bell right end to GB 38 for 3 yards (M.Jennings; A.Hawk).	-	-	27%	73%	25%	75%		
		(1:56) (Shotgun) M.Stafford pass incomplete short left to N.Burleson. Ball								
160	2-7-GB38	thrown away.	-	-	27%	73%	25%	75%		
161	3-7-GB38	(1:48) (Shotgun) M.Stafford pass incomplete short left to K.Durham.	-	-	27%	73%	25%	75%		
		(1:43) S.Martin punts 33 yards to GB 5, Center-D.Muhlbach, fair catch by								
162	4-7-GB38	M.Hyde.	1,480	-	29%	71%	31%	69%		
163	Green Bay Packers at 01:36		-	-	29%	71%	31%	69%		
164	1-10-GB5	(1:36) M.Flynn sacked at GB 2 for -3 yards (D.Taylor).	-	2,278	28%	72%	28%	72%		
165	2-13-GB2	(:58) (Shotgun) M.Flynn sacked in End Zone for -2 yards, SAFETY (N.Suh).	-	6,433	25%	75%	22%	78%		
166	GB 10 DET 26, Plays: 2 Yards: -5 Possession: 0:43.		-	-	25%	75%	19%	81%		
167	0		-	-	25%	75%	19%	81%		
168	Green Bay Packers at 00:53		-	-	25%	75%	19%	81%		
169	T.Masthay kicks 51 yards from GB 20 to DET 29. J.Ross to DET 42 for 13 yards (A.Mulumba; J		-	-	25%	75%	19%	81%		
170	Detroit Lions at 00:47		-	-	25%	75%	19%	81%		
171	1-10-DET42	(:47) J.Bell right tackle to DET 44 for 2 yards (M.Neal; A.Hawk).	-	-	25%	75%	19%	81%		
172	Fourth Quarter		-	-	25%	75%	20%	80%		
173	Detroit Lions continued...		-	-	25%	75%	20%	80%		
		(15:00) M.Stafford pass deep right to K.Durham to GB 20 for 36 yards								
174	2-8-DET44	(S.Shields).	-	20	25%	75%	20%	80%		
175	1-10-GB20	(14:30) J.Bell right end to GB 1 for 19 yards (T.Williams; M.Burnett).	-	951	25%	75%	19%	81%		
176	1-1-GB1	(13:51) J.Bell up the middle to GB 1 for no gain (R.Pickett).	-	-	25%	75%	19%	81%		
		(13:10) J.Bell up the middle for 1 yard, TOUCHDOWN. PENALTY on GB-								
177	2-1-GB1	T.Williams, Unsportsmanlike Conduct, 15 yards, enforced between downs.	-	5,561	23%	77%	16%	84%		
178	D.Akers extra point is GOOD, Center-D.Muhlbach, Holder-S.Martin.		-	109	23%	77%	16%	84%		

FIGURE 10F

	A	B	C	D	E	F	G	H	I	J
1			Momentum Points		Full-Game Momentum		Live Momentum			
2		CBS Play-by-Play								
179	GB 10	DET 33, Plays: 5 Yards: 58 Possession: 2:47.	-	-	23%	77%	16%	84%		
180		0	-	-	23%	77%	16%	84%		
181	Detroit Lions at 13:06		-	-	23%	77%	16%	84%		
182	S.Martin kicks 50 yards from DET 50 to end zone, Touchback.		-	-	23%	77%	16%	84%		
183	Green Bay Packers at 13:06		-	-	23%	77%	16%	84%		
184	1-10-GB20	(13:06) E.Lacy left end to GB 17 for -3 yards (N.Fairley; D.Levy).	-	166	23%	77%	21%	79%		
185	2-13-GB17	(12:35) E.Lacy up the middle to GB 19 for 2 yards (E.Ansah).	-	-	23%	77%	21%	79%		
186	3-11-GB19	(11:59) (Shotgun) M.Flynn pass incomplete deep middle to J.Boykin (D.Slay). (11:51) T.Masthay punts 51 yards to DET 30, Center-B.Goode. J.Ross to GB 10 for 60 yards (M.Jennings). PENALTY on DET-J.Green, Offensive Holding, 10	-	-	23%	77%	21%	79%		
187	4-11-GB19	yards, enforced at DET 35.	-	972	23%	77%	20%	80%		
188	Detroit Lions at 11:35		-	-	23%	77%	20%	80%		
189	1-10-DET25	(11:35) (Shotgun) R.Bush right tackle to DET 25 for no gain (R.Pickett; A.Mulumba).	-	-	23%	77%	20%	80%		
190	2-10-DET25	(10:52) J.Bell up the middle to DET 34 for 9 yards (S.Richardson).	-	-	23%	77%	20%	80%		
191	3-1-DET34	(10:12) J.Bell left end to DET 40 for 6 yards (M.Burnett; A.Mulumba).	-	254	23%	77%	21%	79%		
192	1-10-DET40	(9:30) J.Bell left tackle to DET 46 for 6 yards (A.Hawk; B.Jones).	-	-	23%	77%	21%	79%		
193	2-4-DET46	(8:48) (Shotgun) J.Bell left tackle to DET 49 for 3 yards (J.Jolly; M.Burnett).	-	-	23%	77%	21%	79%		
194	3-1-DET49	(8:05) J.Bell up the middle to GB 47 for 4 yards (M.Burnett).	-	224	23%	77%	21%	79%		
195	1-10-GB47	(7:19) J.Bell left tackle to GB 46 for 1 yard (A.Mulumba).	-	-	23%	77%	13%	87%		
196	2-9-GB46	(6:36) R.Bush right end to GB 32 for 14 yards (S.Richardson).	-	358	23%	77%	12%	88%		
197	1-10-GB32	(5:50) R.Bush up the middle to GB 20 for 12 yards (M.Burnett).	-	906	22%	78%	12%	88%		
198	1-10-GB20	(5:05) J.Bell left tackle to GB 20 for no gain (M.Neal, A.Mulumba).	-	-	22%	78%	11%	89%		
199	2-10-GB20	(4:23) (Shotgun) M.Stafford pass deep right to K.Ogletree for 20 yards, TOUCHDOWN.	-	24,196	17%	83%	6%	94%		
200	D.Akers extra point is GOOD, Center-D.Muhlbach, Holder-S.Martin.		-	109	17%	83%	3%	97%		
201	GB 10	DET 40, Plays: 11 Yards: 75 Possession: 7:18.	-	-	17%	83%	3%	97%		
202		0	-	-	17%	83%	3%	97%		
203	Detroit Lions at 04:17		-	-	17%	83%	3%	97%		
204	S.Martin kicks 57 yards from DET 35 to GB 8. M.Hyde to GB 23 for 15 yards (Tr.Lewis).		-	-	17%	83%	3%	97%		
205	Green Bay Packers at 04:12		-	-	17%	83%	3%	97%		
206	1-10-GB23	(4:12) M.Flynn pass short right to J.Jones to GB 30 for 7 yards (D.Slay).	-	-	17%	83%	3%	97%		
207	2-3-GB30	(3:36) J.Starks left tackle to GB 31 for 1 yard (W.Young).	-	-	17%	83%	3%	97%		
208	3-2-GB31	(2:57) (Shotgun) M.Flynn pass short right to J.Nelson to GB 36 for 5 yards (D.Bentley).	777	-	18%	82%	5%	95%		
209	1-10-GB36	(2:24) J.Starks up the middle to GB 37 for 1 yard (A.Palmer).	-	-	18%	82%	5%	95%		
210	2-9-GB37	(2:00) M.Flynn pass deep right to J.Jones to DET 7 for 56 yards (G.Quin).	-	-	18%	82%	5%	95%		
211	Detroit Lions at 01:13		-	-	18%	82%	5%	95%		
212	1-7-GB12	(1:13) M.Flynn FUMBLES (Aborted) at DET 9, RECOVERED by DET-W.Young at DET 12. W.Young to DET 12 for no gain (M.Flynn).	-	7,480	17%	83%	2%	98%		
213	1-10-DET12	(1:08) Det #14-S. Hill now in at QB. S.Hill kneels to DET 11 for -1 yards.	-	-	17%	83%	2%	98%		
214	2-11-DET11	(:33) S.Hill kneels to DET 10 for -1 yards.	-	-	17%	83%	2%	98%		

FIGURE 11


150
MOMENTUM METER
153
VS
155
163
Back a Play
Forward
157
159
167
169
171

2012 World Series
Losing 8-1 in the 8th inning and Miguel Cabrera strikes out. The Giants will maintain full momentum after this play.
A visual aid like this would spice up any broadcast and increase appeal to viewers.
MOMENTUM METER

FIGURE 12

FIGURE 13

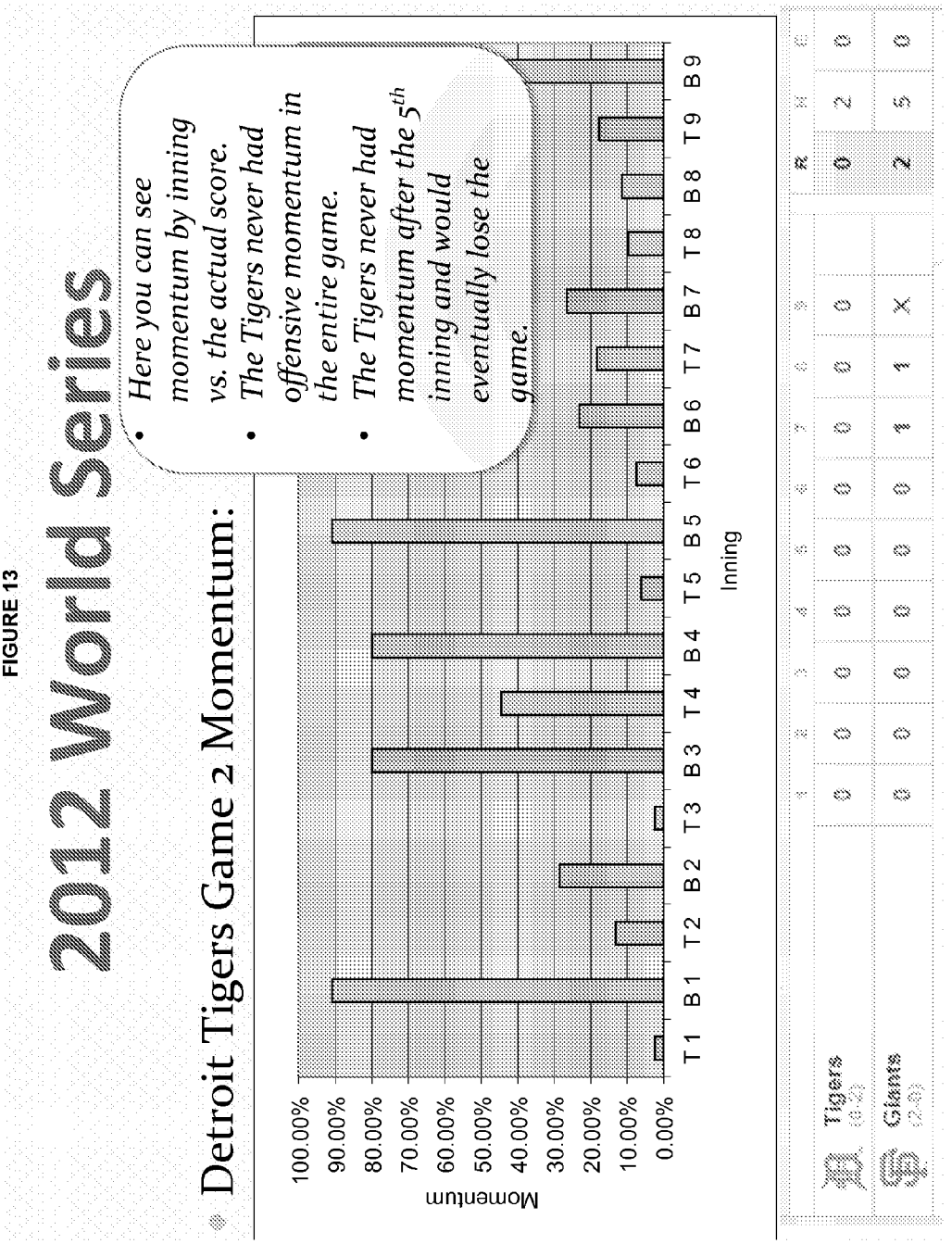

2012 World Series
Detroit Tigers Game 2 Momentum:
Here you can see momentum by inning vs. the actual score.
The Tigers never had offensive momentum in the entire game.
The Tigers never had momentum after the 5th inning and would eventually lose the game.
Momentum
100.00%
90.00%
80.00%
70.00%
60.00%
50.00%
40.00%
30.00%
20.00%
10.00%
0.00%
T1 B1 T2 B2 T3 B3 T4 B4 T5 B5 T6 B6 T7 B7 T8 B8 T9 B9
Inning
Tigers
Giants

FIGURE 14

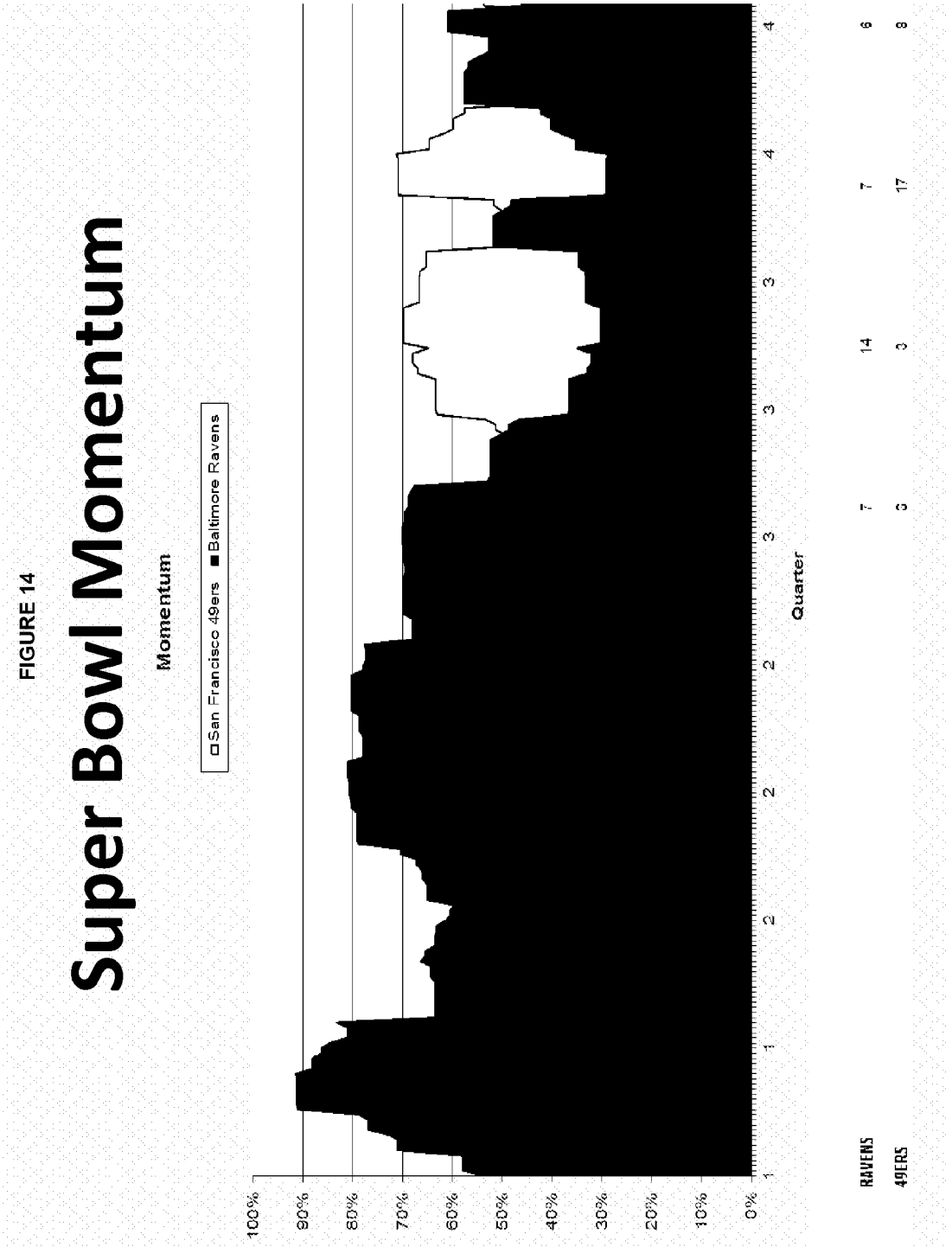

Super Bowl Momentum
Momentum
San Francisco 49ers
Baltimore Ravens
100%
90%
80%
70%
60%
50%
40%
30%
20%
10%
0%
1
2
2
3
3
4
4
Quarter
RAVENS 7 14 7 6
49ERS 3 3 17 8

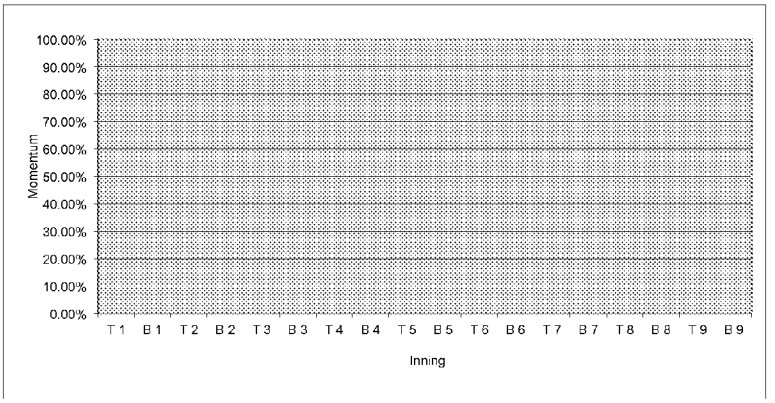
FIGURE 15

			SCORE
Select Road Team:		0.0%	0
Select Home Team:		0.0%	0

New Game

Select Current Inning: Pre-Game 60

0



0

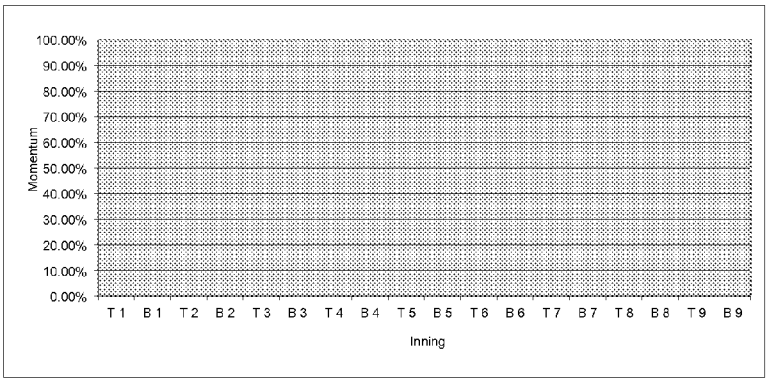


FIGURE 15A

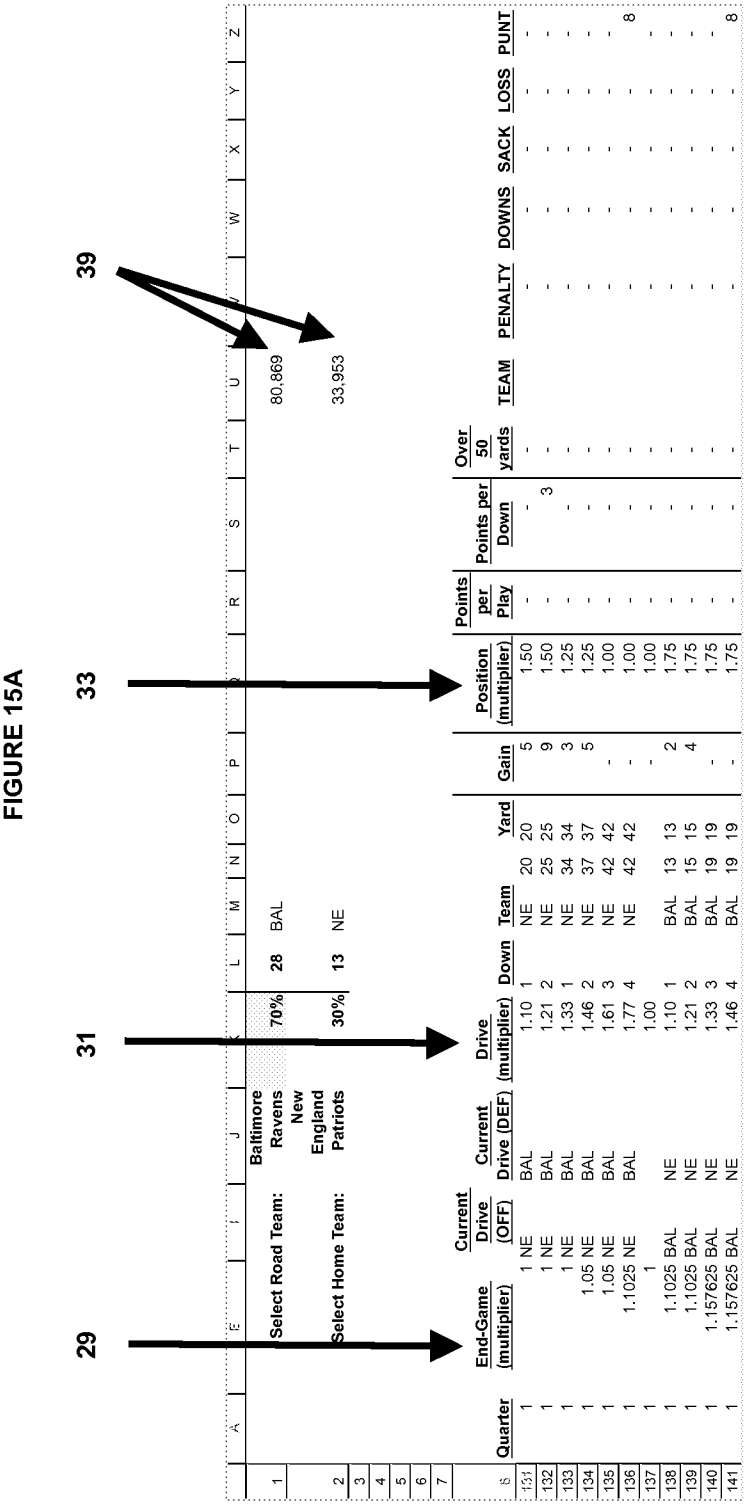

29
31
33
39
Select Road Team:
Baltimore Ravens
Select Home Team:
New England Patriots
70%
30%
28
13
BAL
NE
80,869
33,953

FIGURE 15B

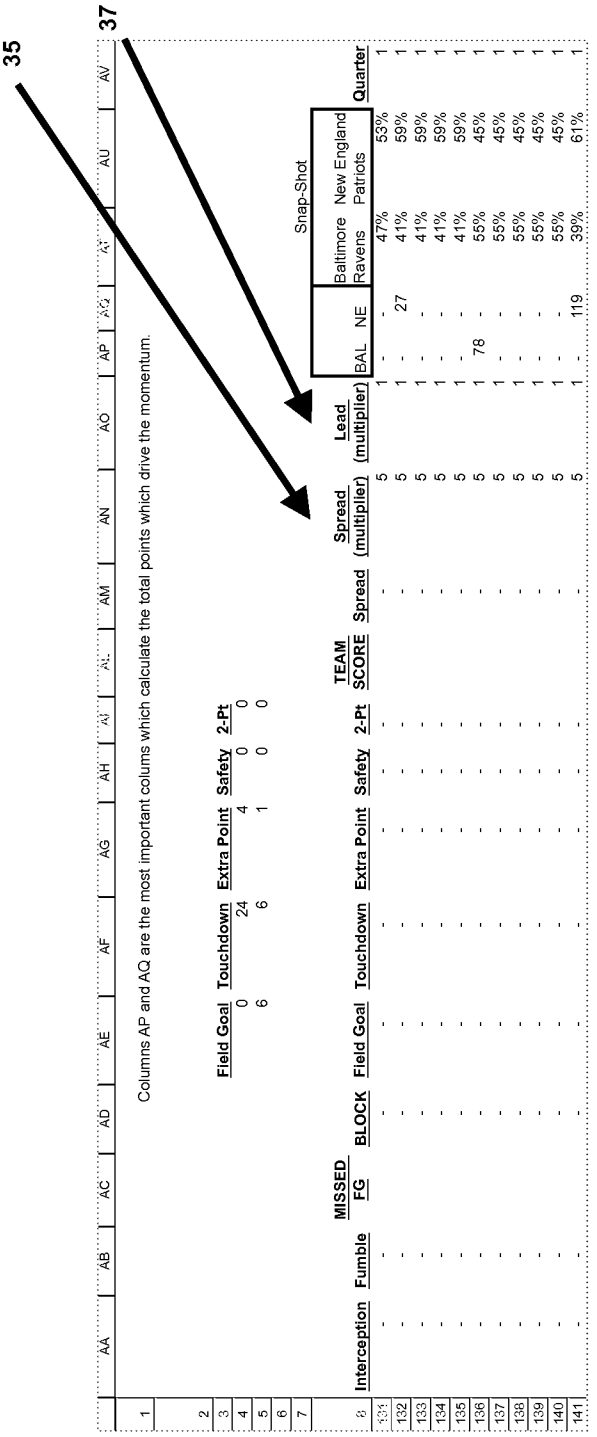

35
37
Columns AP and AQ are the most important colums which calculate the total points which drive the momentum.
Snap-Shot
Baltimore Ravens
New England Patriots
BAL
NE
Interception
Fumble
MISSED FG
BLOCK
Field Goal
Touchdown
Extra Point
Safety
2-Pt
TEAM SCORE
Spread
Spread (multiplier)
Lead (multiplier)
Quarter

FIGURE 15C

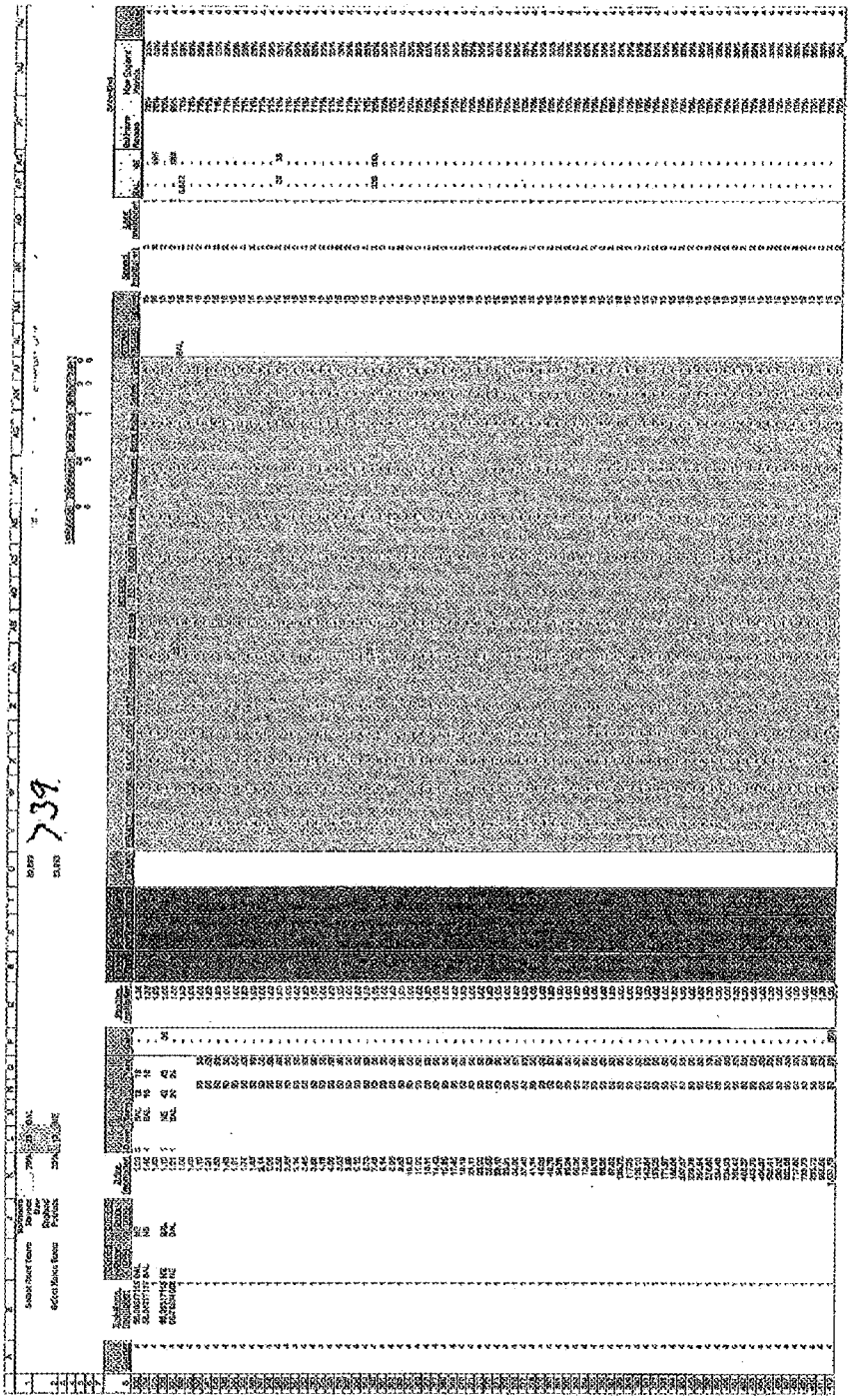


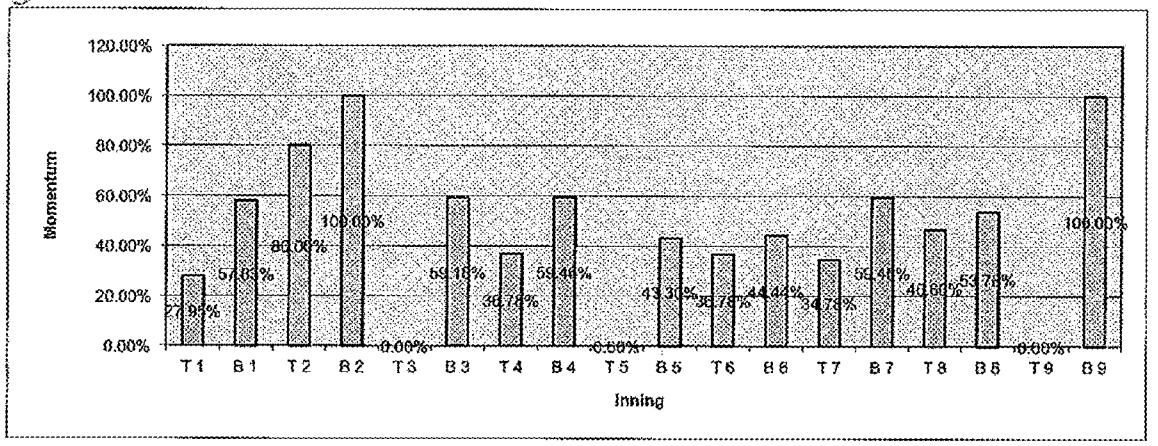
FIGURE 16

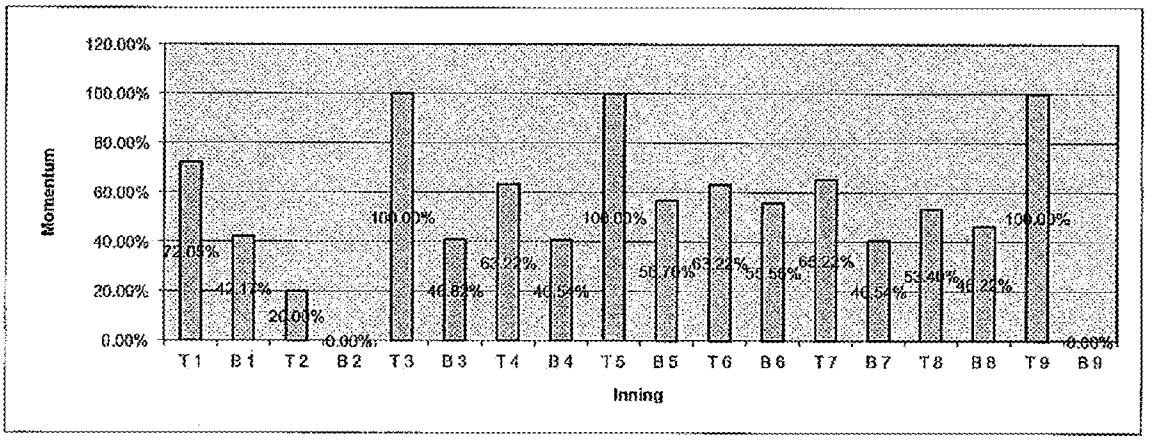
		SCORE
San Francisco Giants	58.7%	2
Detroit Tigers	41.3%	0

New Game

B 9

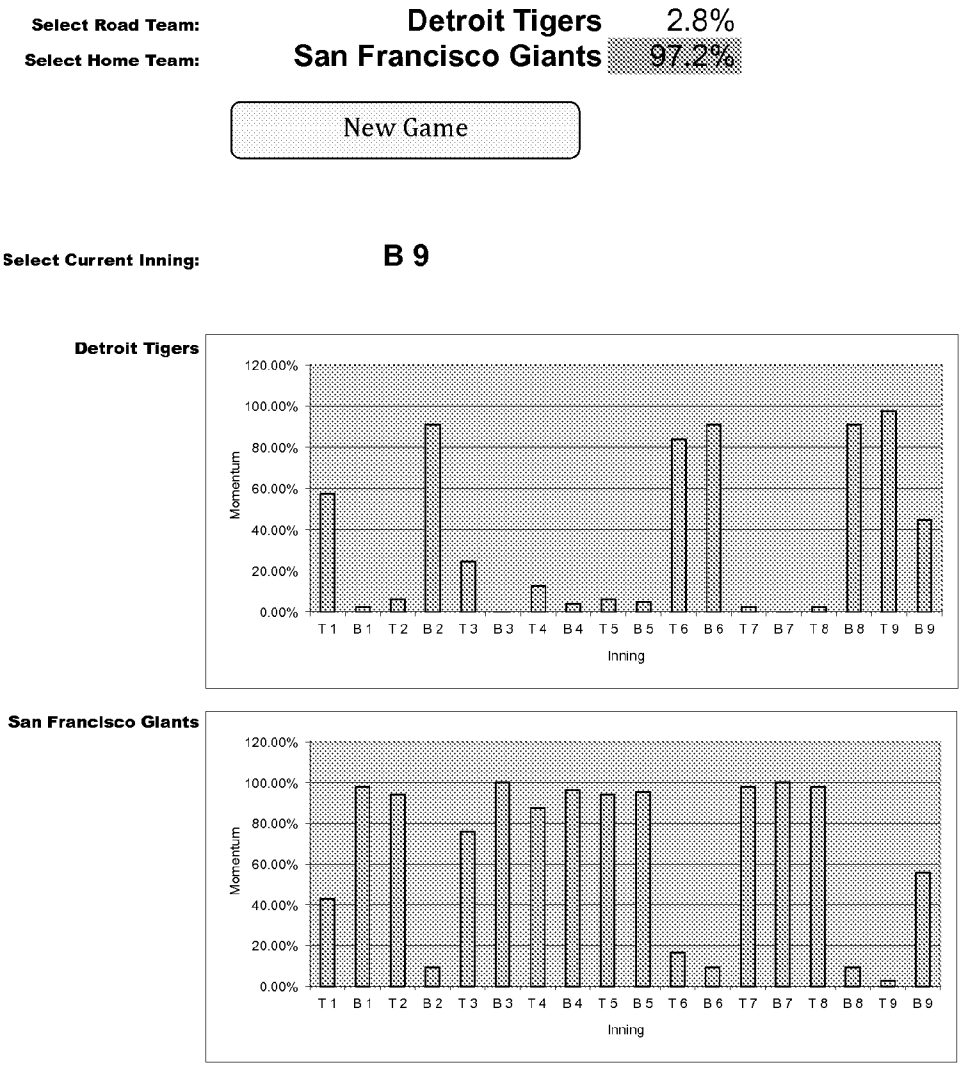
Giants





Tigers

FIGURE 17


Select Road Team:
Detroit Tigers 2.8%
Select Home Team:
San Francisco Giants 97.2%
New Game
Select Current Inning:
B 9
Detroit Tigers
120.00%
100.00%
80.00%
60.00%
40.00%
20.00%
0.00%
Momentum
T1 B1 T2 B2 T3 B3 T4 B4 T5 B5 T6 B6 T7 B7 T8 B8 T9 B9
Inning
San Francisco Giants
120.00%
100.00%
80.00%
60.00%
40.00%
20.00%
0.00%
Momentum
T1 B1 T2 B2 T3 B3 T4 B4 T5 B5 T6 B6 T7 B7 T8 B8 T9 B9
Inning

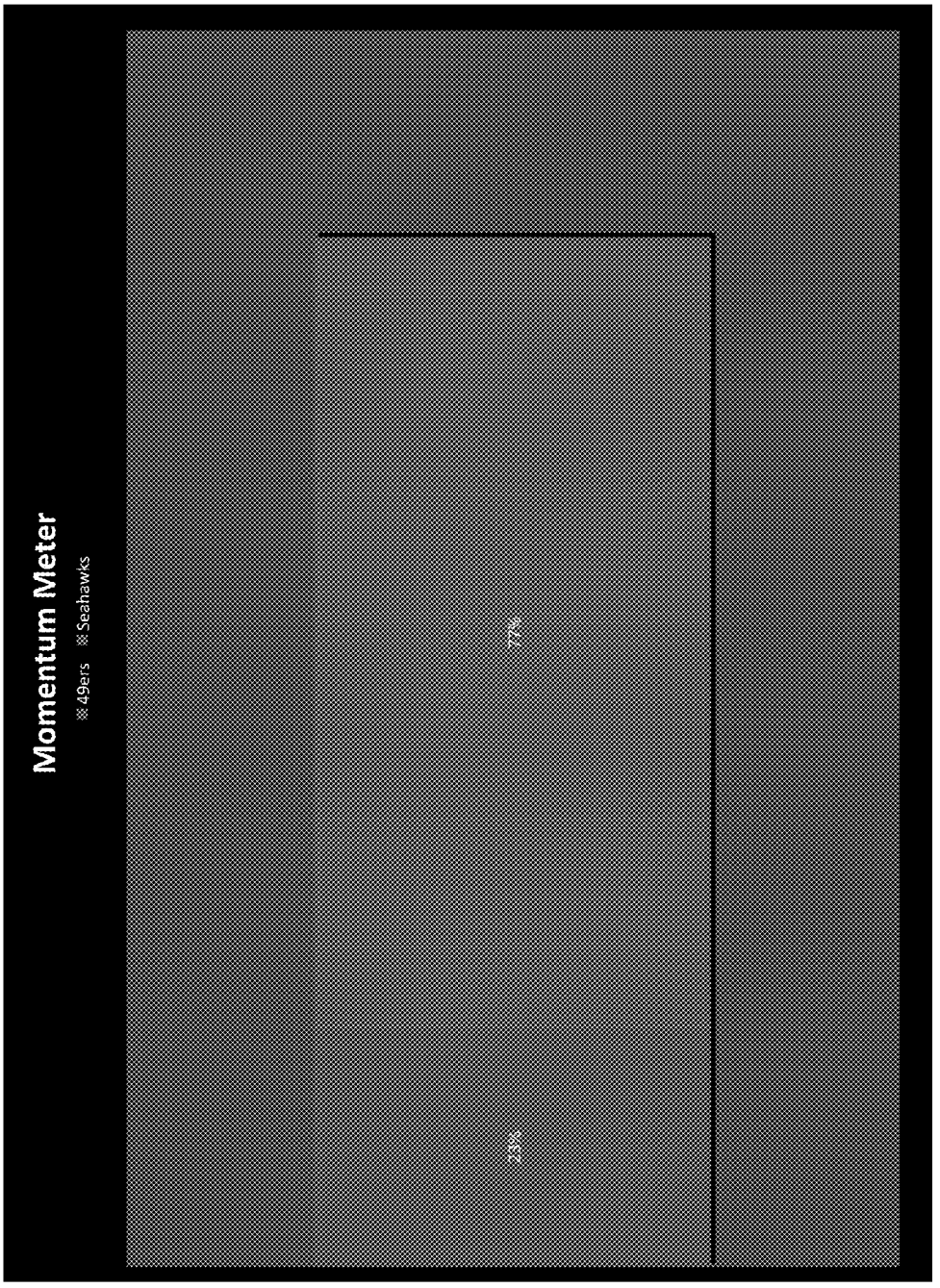


FIGURE 18

FIGURE 19

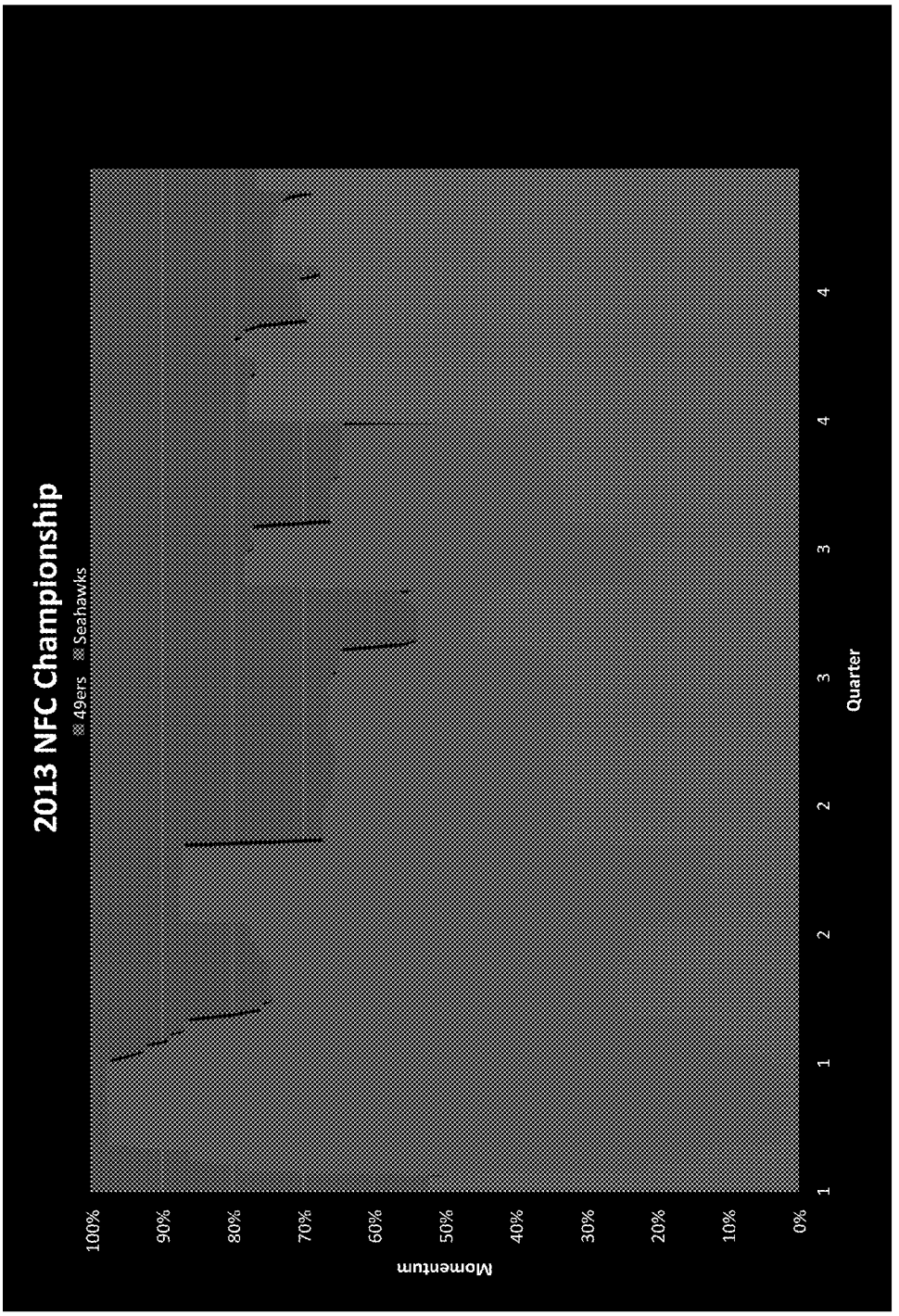
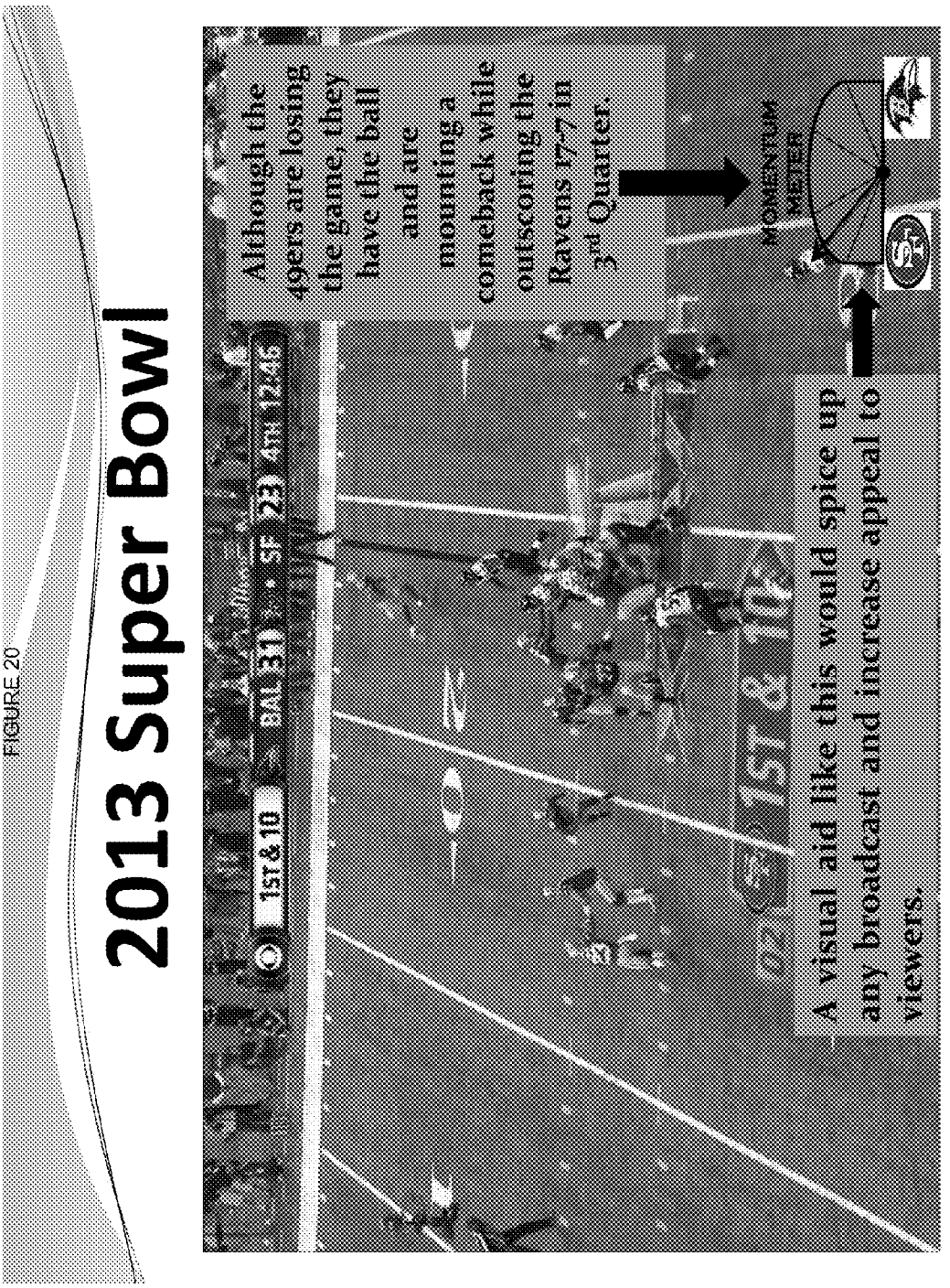

2013 NFC Championship
49ers
Seahawks
Momentum
100%
90%
80%
70%
60%
50%
40%
30%
20%
10%
0%
1
1
2
2
3
3
4
4
Quarter

FIGURE 20


2013 Super Bowl
Although the 49ers are losing the game, they have the ball and are mounting a comeback while outscoring the Ravens 17-7 in 3rd Quarter.
MOMENTUM METER
A visual aid like this would spice up any broadcast and increase appeal to viewers.

METHOD FOR CALCULATING MOMENTUM

CLAIM UNDER 35 U.S.C. 119(e)

[0001] This application claims the benefit under 35 U.S.C. 119(e) of any U.S. Provisional Utility Application No. 61/765,732, having a filing date of Feb. 17, 2013.

FIELD OF THE INVENTION

[0002] The present invention relates to the use of a method for calculating, tracking, and displaying Momentum, as defined below in the "DEFINITIONS" section, and relates to a method of calculating Momentum, using multiple variables. This invention relates to a method and/or system, which can be used in various sports and/or other events to calculate a particular team's Momentum, and/or an individual's, individual players in a game, or even any type of group's Momentum and measure it against the opposing team's and/or an individual's, or even any type of group's Momentum in real time at any moment during the event. The use of a method for calculating Momentum, the methods of calculating Momentum, the resulting Momentum which is calculated and the comparison of one (1) entity's Momentum to one (1) or more others' can be educational, newsworthy, entertaining, etc.

BACKGROUND OF THE INVENTION

[0003] Various methods of calculating and analyzing the statistics of an event, such as a professional sports game are well known in the art. For example, there is a method and system for detecting certain events occurring and analyzing such events' occurrence to predict the probability of future events occurring, and there is a system for collecting the performance metrics and data of individual players in a game. Such data can be used by the team to make future plays or game plans for their team. Additionally, there is a system and method for automatically updating sports tracking data into meaningful sports statistics and performance measurements.

[0004] The above prior art all disclose a specific system or formula that must be used to execute the method and do not disclose flexible variables, Point Values, as defined below in the "DEFINITIONS" section, or events (i.e., "Drivers" as defined below in the "DEFINITIONS" section) that the user of the method can select or input into the calculation. In addition, much of the prior art requires that players in the team wear special gear in order to capture and calculate their player metrics, and to collect data or information required to perform the method or formula. The present invention does not require special equipment, special gear, or a special device to execute the present invention, method, and/or formula. The present invention is more accessible to a wide range of users.

SUMMARY OF THE INVENTION

[0005] The present invention creates more enjoyment and excitement for the user and/or spectator(s) while watching and/or following a sports game(s) or other event(s). In one (1) embodiment, the present invention is a method which allows user(s) and/or spectators to look at real time statistics and data to calculate Momentum changes in real time, as every game, event or play occurs, or prior to or following such occurrence, based on the use pre-derived formulas during the course of a game and including user input. The present invention can be used as a Momentum Meter, Momentum Scale, and/or Momentum Calculator as defined below in the "DEFINITIONS" section. By way of non-limiting example, the calculations can be done on at least one computer, or other smart device, mobile device, calculating device, remote or cloud or web based or virtual system or device, by running software, in part or whole, that executes the method. The invention generally relates to the use of a method for calculating Momentum, methods of calculating Momentum, the resulting Momentum which is calculated and the comparison of one (1) entity's Momentum to one (1) or more others' Momentum, which can be educational, newsworthy, entertaining, etc.

[0006] Drivers are certain plays or events in the game or event that are used in a pre-derived formula to calculate the Momentum of each team or participant. The Drivers are also given a set of Point Values, as defined in the "DEFINITIONS" section, which are multiplied by at least one set of Multipliers, as defined in the "DEFINITIONS" section, to calculate Momentum. Drivers and their respective Values, as defined in the "DEFINITIONS" section, as well as the Multiplier(s) can all selected or determined and set by the user. The present invention allows the user to input already streaming data from existing source(s) into at least one formula and/or input the data themselves manually, in whole or in part. The formula can update each teams' Momentum automatically as the formula receives such data, and as the data is continuously updated.

[0007] The Momentum of each team or participant can be graphed on a timeline, or other type of graph, table, chart, diagram, and/or other representation model, etc., so each team's Momentum at each time point in the game, or a total Momentum at the end of the game or any time within the game, can appear on the graph, chart, diagram, table, or other type of representation, model, or visual and/or sensory tool. The Momentum of each team in a game can be graphed together on at least one (1) graph, chart, diagram, table, or other type of representation, model, or visual and/or sensory tool and compared. The Momentum of each team can be used for various purposes, including, but not limited to, determining the probability of a team winning, using another factor besides scores to determine which team was superior in a game, ranking of teams, and a hobby for sports fans. This method can be used and applied to a variety of sports, such as, but not limited to basketball, hockey, golf, tennis, baseball, soccer, boxing, mixed martial arts, racing, horse racing, bowling, sports includes in the Olympics, and football, whether professional or not, and whether fantasy or not.

This invention relates to a method and/or system, which can be used in various sports and/or other events to calculate a particular team's Momentum, and/or an individual's, or individual players in a game, or even any type of group's Momentum and measure it against the opposing team's and/or an individual's, or even any type of group's Momentum in real time or not and at any moment(s) during the event(s). The event, live performance, competition, game, program, sports event, presentation, etc. that the user(s) is pursuing obtaining Momentum information from or for can be any of a wide variety of events such as for example musical performances, plays, sports events, contests, competitions, singing contests, comedy contests, films, television programming, etc. The events can be in series, a grouping, single events, event(s) between individual(s), and/or team(s) or other group(s).

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] FIG. **1** shows an example of a set of Drivers in a baseball game with the respective value of each Driver;

[0009] FIGS. **2**A and **2**B show an example of the input of Drivers into computer software that occurred during a baseball game and their respective Point Values and a team's Momentum for the 1^{st} inning, in FIG. **2**A, and for the 9^{th} inning in FIG. **2**B;

[0010] FIG. **3** shows a final Momentum of an away team and a home team in a baseball game;

[0011] FIG. **4** shows a graph of a team's Momentum at the end of each inning in a baseball game;

[0012] FIG. **5** shows a home team's Momentum versus an away team's Momentum charted against the time passed in a football game in a combined graph;

[0013] FIG. **6** shows professional football teams' full names and examples of abbreviations for their name;

[0014] FIG. **7** shows an example of Drivers, Multipliers, Momentums of an away team and home team, and scores of a game;

[0015] FIGS. **8**A-**8**Q shows a play-by-play of a Football Momentum Meter AFC Championship;

[0016] FIGS. **9**A-**9**B show a play-by-play of a Baseball Momentum Meter;

[0017] FIG. **10**A-**10**F show another example of a Football Momentum Meter from a Thanksgiving Day game;

[0018] FIG. **11** shows an example of another embodiment of a Momentum Meter;

[0019] FIG. **12** shows an example of how the embodiment of the type of Momentum Meter shown in FIG. **11** can be included while watching a sports game;

[0020] FIG. **13** shows an example of a Momentum Meter for a complete baseball game;

[0021] FIG. **14** shows an example of a Momentum Meter for a complete football game;

[0022] FIG. **15** shows an example of yet another Momentum Meter;

[0023] FIGS. **15**A-**15**B show another example of a Momentum Meter;

[0024] FIG. **16** shows an example of the Momentum Meter of FIG. **15** for an away team and for a home team;

[0025] FIG. **17** shows an example of the Momentum Meter of FIG. **15** for an away team and for a home team;

[0026] FIG. **18** shows an example of another Momentum Meter;

[0027] FIG. **19** shows an example of another Momentum Meter; and

[0028] FIG. **20** shows another example of how the embodiment of the type of Momentum Meter shown in FIG. **11** can be included while watching a sports game.

[0029] Not shown in the figures are the steps of automatically inputting already streaming data from existing sources described further below.

DETAILED DESCRIPTION OF THE DRAWINGS AND INVENTION

[0030] In the following detailed description of the preferred embodiment, reference is made to the accompanying drawings that form a part hereof, and in which it is shown, by way of illustration, a specific embodiment in which the invention may be practiced. It is to be understood that other embodiments may be utilized and structural changes may be made without departing from the scope of the present invention.

[0031] In the following detailed description of various embodiments of the invention, numerous specific details are set forth in order to provide a thorough understanding of various aspects of one (1) or more embodiments of the invention. However, one (1) or more embodiments of the invention may be practiced without these specific details. In other instances, well-known methods, procedures, and/or components have not been described in detail so as not to unnecessarily obscure aspects of embodiments of the invention.

[0032] In the method at least one pre-derived formula can be used to calculate Momentum and its change for a team or other type of individual(s) or group(s) in a sports game or other event(s) using real time or other data. The method can utilize already streaming data from existing sources and/or manually input data or both in calculating Momentum. Examples of the factors used in the method are Drivers, Point Values, and Multipliers. The invention can be used in calculating the Momentum and its changes for opposing teams in a variety of sports, including, but not limited to, tennis, golf, basketball, baseball, football, hockey, soccer, etc. Two (2) of the embodiments of this invention are shown being used to calculate the Momentum of opposing teams in football, and baseball games. In no way should this language be interpreted as an express limitation for this invention to be limited in its use. This invention is meant to be used and enabled to be applied to a variety of sports and/or events, further comprising, but not limited to, basketball, golf, soccer, tennis, lacrosse, etc.

[0033] It is beneficial to know the Momentum during a game and/or event, since the score of a game and/or event doesn't always tells the entire story of the matchup between the teams. The winning team may be playing poorly and the losing team might actually have more Momentum at a particular time. Showing or describing the Momentum not only increases appeal to viewers or listeners by adding visual and/or quantifiable appeal to a broadcast, but it also tells the story of where you are at a point in a game.

[0034] The present invention includes the use of one (1) or more formulas to quantify the Momentum which can be felt by those involved in competition or at the venue of the competitive event. Using formulas provides consistency for comparing various games within the same sport or competition, removes bias within competition, maintains consistency within a specific game or competition, and reduces costs with minimal man-power.

[0035] The Momentum Meter of the invention can be changed to any kind of chart or other type of representation and for use with or in almost any kind of competition, event or measurement.

[0036] FIG. **1** shows an example of a set of symbols representing Drivers **1** and shows an example of corresponding Point Values **2** in a baseball game. Following are the definitions of the symbols included in FIG. **1**, and a description of whether a symbols is utilized for an offensive play or a defensive play:

Off/Def	Symbol	Symbol Definition
DEF	K	Strikeout
DEF	123	one-two-three inning
DEF	LOB	Runner left on base
DEF	LOB2	Two left on base
DEF	LOB3	Bases left loaded
DEF	FO	Foul out
DEF	I	Injury
DEF	DP	Double play
DEF	C	Great catch
OFF	H	Hit
OFF	BB	Walk

-continued

Off/Def	Symbol	Symbol Definition
OFF	PB	Past ball
OFF	HR	Homerun
OFF	GL_RBI	Game leading RBI
OFF	RBI	RBI
OFF	E	Error
OFF	SB	Stolen base
OFF	2B	Double
OFF	GT_RBI	Game-tieing RBI
OFF	2RBI	Two RBIs
OFF	3RBI	Three RBIs
OFF	4RBI	Four RBIs
OFF	WP	Wild pitch
OFF	3B	Triple

[0037] Drivers are plays or events that occur in a sports game or other event that are factors that the invention can use to determine an impact of the Momentum of an individual and/or team. For example, if a user determines a double play is a Driver, the Momentum of the pitching team, which made the double play, would increase a certain amount and the Momentum of the batting team would decrease. If a player strikes out, then the batting team's Momentum would decrease and the pitching team's Momentum would increase. Each Driver **1** has a respective Point Value **2**, which can be set by the user. In the example shown in FIG. **1**, the user has set the Point Value for a homerun (HR) at "8" and a run batted in (RBI) at "5", so getting a homerun would increase the Momentum of the batting team more than a run batted in.

[0038] FIGS. **2**A-**2**B show an example of the input of Drivers **3** that occurred during a baseball game, and their respective Point Values **4** based on real time streaming data, into computer software. For example, if the away team gets a homerun at the top of the ninth inning, that information will automatically be transported from the real time streaming data, and the destined numeric value for the Driver **4** would automatically be generated. Each Driver's numeric value can then be used to calculate the team's Momentum **5** for the inning, as shown in FIG. **3**. FIGS. **2**A and **2**B are examples of different matchups between two (2) teams. FIG. **2**A shows the data for the first inning played and varying percentages of Momentum for the top and the bottom of the first inning for each team. FIG. **2**B shows data for the ninth inning

[0039] FIG. **3** shows the final Momentum of an away team **5** and a home team **6** in a baseball game. The final Momentum of each team is calculated based on the sum of the team's Momentums after each inning. The final Momentum could be the sum with a higher value weighing on the current inning because Momentum can be a snapshot of a current moment. The higher a team's Momentum is, the better the team performed, or is performing, relative to the opposing team.

[0040] FIG. **4** shows an example of a computer software-generated graph of a team's Momentum at the end of each inning in a baseball game. The user can see the change in a team's Momentum after every inning Momentum changes can help users predict whether a team would win or allow the user to perceive the game in a different way and base their predictions on which team would win in areas other than scores. The Momentum changes can also show a team's progression throughout a game, play-by-play. For example, if a baseball team manages to get to third base every inning, but does not score throughout a game, that team's Momentum would be higher than a team, which only manages to get to second base throughout a game, even though both teams' scores are zero.

[0041] FIG. **5** shows an example of a combined graph of a home team's Momentum **7** versus an away team's Momentum **8** charted against the time elapsed in a football game. In FIG. **5**, the home team's Momentum was significantly lower than the away team's Momentum in the first half, and the home team took the lead in the second half in both Momentum and score. The graph makes comparison of two (2) competing teams' Momentums easy.

[0042] FIG. **6** shows professional football teams' full names **9** and examples of abbreviations for their names **10**. By providing the abbreviations of teams' names, computer software can readily identify the designated Drivers from already streaming data from outside sources and import the information to be used in the present invention for a calculation of Momentum. For example, an outside source may abbreviate Tampa Bay Buccaneers as "TB," and if this is made known to the computer software, every time a driver occurs, which is favorable or damaging to the Tampa Bay's Momentum, such information is imported into the software and used in the calculation of Tampa Bay's Momentum.

[0043] FIG. **7** shows an example of Drivers **11** with corresponding Point Values **11**A, Multipliers **12**, final Momentums of an away team **13** and home team **14**, and scores of the game **15** in a football game. Examples of Drivers **11** in FIG. **7** include, offensive plays, including (i) yards gained per play: 10, 15, 20, and/or 30 yards; (ii) getting a First Down Conversion; (iii) getting a Third Down Conversion; (iv) getting a Fourth Down Conversion; (v) starting field position and any penalties by either the offense or defense, which translates into more Momentum to the non-penalized side; (vi) defensive plays, including tackle for loss, sack, fumble, interception, turnovers on downs, blocked or missed kicks, and/or punts; (vii) missed field goals at goal line, ten (10) yard line, twenty (20) yard line, thirty (30) yard line and/or forty (40) yard line; and (viii) scoring plays, including touchdowns, field goals, extra points, safety, and/or two (2) point conversions. The method can use one (1) or more of these Drivers **11** and/or different and/or additional types of Drivers **11**.

[0044] The Drivers (**11**) for a football game can vary from user to user. For example, the user in FIG. **7** designated different Drivers for the defense and offense. Here, the Momentum of a team is decreased if a penalty is found against the team. However, in practice, a user can designate any type or amount of Drivers desired, so the Drivers can vary from user to user.

[0045] The Multipliers **12** can also be varied from user to user. For example, in FIG. **7**, a few of the Multipliers are based on how many minutes are left in the game, whether the team is winning, field position of the ball when the Driver occurred, and whether the team is the home team. Examples of several Multipliers **12** are shown in FIG. **7**, including end-game Multiplier, drive Multiplier, score Multiplier, lead Multiplier, field position Multiplier and home team Multiplier. The method can use any one (1) or more of these Multipliers **12** and/or different and/or additional types of Multipliers **12**, since the Multipliers **12** can be varied by the user. Also shown in FIG. **7** are the final Momentums of an away team **13** and home team **14**. In this example, the final Momentums can be subject to a fourth quarter adjustment **17** to account for the spread.

[0046] FIGS. **8**A through **8**Q are an example of a play-by-play for a football game where FIG. **8**B is a vertical continuation of FIG. **8**A, and FIG. **8**C is a vertical continuation of FIG. **8**B, and so on.

[0047] FIGS. **9**A and **9**B are an example of a play-by-play for a baseball game where FIG. **9**B is a vertical continuation of FIG. **9**B.

[0048] FIGS. **10**A through **10**F are an example of a Football Momentum Meter for a Superbowl Championship FIG. **10**B is a vertical continuation of FIG. **10**A, and FIG. **10**C is a vertical continuation of FIG. **10**B, and so on. FIGS. **10**A through **10**F show the Momentum in a play-by-play manner. FIG. **10**A details examples of Momentum Points **19**, Full-Game Momentum **21** and Live Momentum **23** for each team, here the Green Bay Packers (GB) and the Detroit Lions (DET). FIG. **10**A also includes an example of a Momentum Key **27** showing the shadings used to indicate Full Momentum, Moderate Momentum, Slight Momentum, and a Momentum Changing Play.

[0049] FIG. **11** shows an example of a Momentum Meter. This example shows a Momentum Meter **150** for a game between the Green Bay Packers, indicated by symbol **153**, and the Detroit Lions, indicated by symbol **155**. Various plays can be selected using back a play key **157** or forward a play key **159**. The play chosen is then displayed in display section **163**. A representation of the Momentum for the selected play can be shown by the placement of arrow **167**. In FIG. **11**, an arrow **167** is shown in the middle between the two (2) teams' symbols **153**, **157**. This placement of arrow **167** would show that each team has a Momentum of fifty percent (50%). When a play is selected and the factors are determined to be in one (1) team's gain of Momentum and/or one (1) team's loss of Momentum, the arrow will point to either teams symbols **153** or **157** to indicate a net Momentum gain for that team. The more the arrow goes to one (1) side, the higher the Momentum for that team. For example, the placement of arrow **167** at the point of dashed line **169** would indicate a net Momentum of approximately seventy five percent (75%) in favor of the Detroit Lions, indicated by symbol **155**. The semi-circle shaped meter indicator **171** of Momentum Meter **150** can include markings, number, etc. to indicate a number and/or percentage value of Momentum.

[0050] FIG. **12** shows an example of how the embodiment of the type of Momentum Meter shown in FIG. **11** can be included while watching a sports game to illustrate a measurement of Momentum before, during and/or after the game.

[0051] Momentum charts like those in FIGS. **13** and **14** can be used by commentators to show trends throughout a game or for post-game analysis. Momentum values, charts, graphs, etc. can be useful for pre-game too. The Momentum relating to teams or two (2) sides prior to the game or event can also be provided by the present invention and can be used, for example, by sponsors (e.g., Modells® Momentum Miter).

[0052] FIG. **15** shows an example of another Momentum Meter, which is further illustrated in FIGS. **16** and **17**.

[0053] FIGS. **15**A and **15**B show examples of yet another Momentum Meter. FIG. **15**B is a horizontal continuation of FIG. **15**A. FIG. **15** B includes sample formulas that yield the snap shot Momentum values in the set of snap shot columns AT and AU. Columns AP and AQ in FIG. **15**B can also used to calculate the total points that drive the Momentum. FIG. **15**A includes examples of end-game Multipliers **29**, drive Multipliers **31**, position Multipliers **33**. The total Points Value **39** for each team is also shown in FIG. **15**A. FIG. **15** B includes examples of spread Multipliers **35**, and lead Multipliers **37**.

[0054] FIG. **16** shows an example of the Momentum Meter of FIG. **15** for an away team and for a home team.

[0055] FIG. **17** shows an example of the Momentum Meter of FIG. **15** for an away team and for a home team.

[0056] FIG. **18** shows an example of another Momentum Meter.

[0057] FIG. **19** shows an example of another Momentum Meter.

[0058] FIG. **20** shows another example of how the embodiment of the type of Momentum Meter shown in FIG. **11** can be included while watching a sports game.

[0059] One (1) purpose of the present invention is to provide people with a different way of looking at and analyzing a sports game. The present invention provides a story to the game and recaps the game better than a mere scoring summary. If a person was unable to see a game, the present invention could provide a more detailed set of information regarding the game than a scoring summary would. While scores give the ultimate outcome of the game, the changes in Momentum throughout the game give a clearer picture of what really happened in and during the game. As stated above, scores, by themselves, are limited in their capacity in determining which team played better in a game when the scores are very similar or tied. Scores do not describe the full essence of a game. For example, a baseball game may result in a tie score, but a mere scoring summary would not indicate that the losing team had more hits than the winning team. In such an example, the losing team's Momentum would be higher than the winning team's, indicating that the losing team played a better game even though they had the lesser score at the end of the game. A person could not tell this based on the score alone, but would be able to determine which team played a better game from looking at the Momentum of the time and/or changes in Momentum over time. In addition, Momentums can track a game more completely than the final scores, because they can be used to determine where a losing team started taking a lead and outperforming the winning team.

[0060] The factors, Point Values and Multipliers, could be personalized to the each user's preferences. Users of the present invention can determine the Drivers, Points Values, and Multipliers in each individual game and designate Point Values to each Driver and Multiplier as they see appropriate. One (1) user might think a sack in a football game should be weighed heavily in the calculation of the Momentum and would adjust the Point Value for a sack accordingly, whereas another user might disagree and give a sack a lesser or no Point Value.

[0061] Examples of factors that can be taken into consideration when considering Momentum in a football game include, but are not limited to, (i) minutes remaining; (ii) length of drive; (iii) spread of the game; (iv) lead change; (v) field position; (vi) home team advantage; (vii) yards gained per play; (viii) new set of downs; (ix) starting field position; (x) penalties; (xi) turnover on downs; (xii) tackle for loss; (xiii) sack; (xiv) interception/fumble; (xv) blocked kicks; (xvi) punts; (xvii) field goal (FG) missed; and (xviii) all scoring plays, among others.

[0062] Examples of factors that can be taken into consideration when considering Momentum in a baseball game include, but are not limited to, (i) home field advantage; (ii) current inning; (iii) spread of the game; (iv) runners in scoring

position; (v) strikeouts; (vi) 1-2-3 innings; (vii) runners left on base; (viii) foul outs; (ix) double plays; (x) 1B; (xi) 2B; (xii) 3B; (xiii) HR; (xiv) RBIs; (xv) errors; (xvi) lead changes; (xvii) stolen bases; (xviii) walks/HBP; (xix) wild pitches; and (xx) outs in inning, among others. For example, these factors can be used in a formula to calculate Momentum for baseball. For example, the formula can be built in Microsoft Excel and updated automatically by streaming play-by-play data.

[0063] The present invention can be carried out on computer software or via any other electronic means or mechanism, which can be programmed to calculate and chart the changes in Momentum and final Momentum of each team in a sports game. Two (2) competing teams' Momentum can also be charted together in a single graph for comparison purposes. The pre-derived formula can be entered in the software along with Drivers and Multipliers and their respective Point Values. Real time streaming data from outside sources can be imported into the software, and the software can identify the Drivers and what Multipliers are applicable at the time the Drivers occurred. There will be a continuous calculation and update in the Momentum of each team throughout the game. A final Momentum can be calculated at the end of the game and displayed. The final Momentum can be calculated based on the average of a team's Momentum throughout the game.

[0064] The following are examples of Point Values for a variety of Drivers:

[0065] K has a Point Value of 2;

[0066] 123 has a Point Value of 5;

[0067] LOB has a Point Value of 3;

[0068] LOB2 has a Point Value of 6;

[0069] LOB 3 has a Point Value of 8;

[0070] FO has a Point Value of 1.5

[0071] I has a Point Value of 7.5;

[0072] DP has a Point Value of 9;

[0073] C has a Point Value of 5;

[0074] H has a Point Value of 4;

[0075] BB has a Point Value of 2.5;

[0076] PB has a Point Value of 2.5

[0077] HR has a Point Value of 8;

[0078] GL_RBI has a Point Value of 10;

[0079] RBI has a Point Value of 5;

[0080] E has a Point Value of 5.5;

[0081] SB has a Point Value of 3;

[0082] 2B has a Point Value of 6;

[0083] GT_RBI has a Point Value of 9;

[0084] 2RBI has a Point Value of 6;

[0085] 3RBI has a Point Value of 7;

[0086] 4RBI has a Point Value of 8;

[0087] WP has a Point Value of 2.5; and

[0088] 3B has a Point Value of 7.

[0089] The invention can include measuring Momentum of teams, games, leagues, whether professional or not, and even individuals in individualized sports like golf, tennis, swimming, and track and field events, among others. The Momentum can be calculated using this invention in many areas other than sports as there are many other areas where someone or something is rated, such politics. The information input and/or received can be of any kind of manual input, historical input, and/or "live input". The information input and/or received is not limited to "streaming data" because we can get Momentum from things other than just "streaming data."

[0090] For example, one (1) working model for football reads play-by-play data live from the Internet and calculates Momentum in Microsoft Excel.

Example of a Football Momentum Formula

[0091] Point Values are given for the following offensive plays:

[0092] 10-14 yard gain on a play

[0093] 15-19 yard gain on a play

[0094] 20-29 yard gain on a play

[0095] 30+ yard gain on a play

[0096] 1^{st} down

[0097] 3^{rd} down conversion

[0098] 4^{th} down conversion

[0099] Starting drive on opponents side of field

[0100] Penalty

[0101] Field Goal

[0102] Touchdown

[0103] Extra Point

[0104] 2 pt Conversion

[0105] Misc. (can be used for key injury)

Point Values are also given for the following defensive plays:

[0106] Turnover on downs

[0107] Tackle for loss

[0108] Sack

[0109] Interception

[0110] Fumble

[0111] Blocked kick

[0112] Forced punt

[0113] Missed FG under 10 yards

[0114] Missed FG 10-19 yards

[0115] Missed FG 20-29 yards

[0116] Missed FG 30-39 yards

[0117] Missed FG 40+ yards

[0118] Penalty

[0119] Touchdown

[0120] Misc. (can be used for key injury)

The Point Values from the above plays are added and multiplied by neutral factors listed below:

[0121] Minutes remaining in the game

[0122] Each consecutive play on a drive

[0123] Tie game

[0124] 3 point game

[0125] 8 point game

[0126] 16 point game

[0127] Over 2 TD game

[0128] Lead change in the game

[0129] Lead change in 4^{th} quarter

[0130] Line of scrimmage within 10 yard-line

[0131] Line of scrimmage 10-19 yard-line

[0132] Line of scrimmage 20-29 yard-line

[0133] Line of scrimmage 30-39 yard-line

[0134] Line of scrimmage between 40 yard-lines

[0135] Home field advantage

[0136] Point differential is within 3 points and offense within 35 yard-line (field goal range)

Example of a Baseball Momentum Formula

[0137] Point Values are given for the following offensive plays:

[0138] Walk

[0139] Single

[0140] Double

[0141] Triple
[0142] Home-Run
[0143] RBI
[0144] 2 RBIs
[0145] 3 RBIs
[0146] 4 RBIs
[0147] Error
[0148] Stolen Base
[0149] Passed Ball
[0150] Wild Pitch
[0151] Misc. (can be used for key injury)

Point Values are also given for the following defensive plays:

[0152] Strike-out
[0153] 123 inning
[0154] Double-play
[0155] Triple-play
[0156] Runner left on base
[0157] 2 runners left on base
[0158] 3 runners left on base
[0159] Caught stealing
[0160] Misc. (can be used for key injury)

Point Values from the above plays are added and multiplied by the factors below:

[0161] Bases Loaded (offense only)
[0162] Runner on 3B with 1 out or less (defense only)
[0163] Runner on 2B or 3B with no outs (defense only)
[0164] Strike-out with runner on 2B or 3B (defense only)
[0165] Increase in innings
[0166] Home field advantage
[0167] Tie Game
[0168] 1 run game
[0169] 2 run game
[0170] 3 run game
[0171] 4 run game
[0172] 5 or more runs
[0173] Lead change
[0174] Consecutive Momentum plays (ex. Back to back hits, or back to back Ks)

[0175] The present invention is also directed to a database and method of using the same. For example, after gathering Momentum data for a particular sport a database can be built if the same formula is used for each game of the sport, and can be used for creating new statistics for teams and individuals. Further, a database of Momentum can also be used as at least one (1) factor in predicting the outcome and winners of events.

[0176] An example of the steps of automatically inputting already streaming data from existing sources utilized in the present embodiment can comprise the below described steps. The software can be set up to import real time streaming data from outside sources by the following steps:

[0177] Step 1—Select the sports line tab of a pre-set excel sheet;
[0178] Step 2—Left click on any empty cell;
[0179] Step 3—Click on edit query;
[0180] Step 4—There will be an open window that says edit web query;
[0181] Step 5—Which brings you to a pre-set streaming website i.e. cbssports.com to keep it or go to different one (1); and
[0182] Step 6—For NFL football go to NFL tab, go to scores, select game, select game tracker, select full play by play, hit import in edit quarry window.

DEFINITIONS

[0183] "Drivers" [Driver(s)]: particular play(s) or event(s) that occur in a game(s) that a user(s) of the present invention selects or deems to have impact, either positively or negatively; they are factors in changes occurring to Momentum.
[0184] "Momentum": a team's (or person(s), entities, group(s), leagues, sports, etc.) synergy in a game(s) and/or event(s), defined by how well the team(s), individual(s), group(s), or entity(s) play(s) and/or perform(s) as a whole (or in part) or at any given real time or other moment(s) and incorporating certain Drivers, Point Values, and Multipliers being utilized in at least one pre-determined formula yielding Momentum calculations as defined herein. This term is used universally by all commentators and analysts while describing which opponent has the advantage or edge at a specific moment in competition.
[0185] A "Momentum Calculation" is the Point Value (for each Driver(s)) multiplied by at least one Multiplier.
[0186] "Momentum Meter", "Momentum Scale", and "Momentum Calculator" are all nicknames or short form describers used to describe this invention or what it does. A Momentum Meter is something that designates or gives you Momentum information, the whole process.
[0187] "Multiplier(s)" [Multipliers]: set or specifically allocated numerical amount(s) by which point(s) located to, allocated to, or associated with at least one particular Driver (s) (play or event) are multiplied by to determine Momentum.
[0188] "Points" or "Point Values" or "Point Value(s)": each Driver(s) (play or event) which affects Momentum is given, or allocated, at least one specific Point Value(s) to be used in calculating Momentum. The Point Values can be allocated by at least one (1) of the following; selected from a pre-determined menu, users input, or a formula, third party supplied information or data, and can further change by formula or otherwise.
[0189] "User re-play or re-occurrence": each of the times the user(s) or a new user(s) views a particular historic or past game(s) (game that has already been played) or a hypothetical. The user and/or the new user might decide to determine Momentum differently from the original game or hypothetical. For example, the user and/or the new user can add or delete or otherwise change the Drivers, Multipliers, Point Values and even the formula used to determine Momentum.
[0190] Additionally a "Misc" (i.e., miscellaneous) input category(s) for Drivers that effect Momentum that are not tied to the game directly may be added. For example a manual input decided by a user to adjust for things such as a "black-out" or a star player being injured could be added and the Point Value can be adjusted accordingly.

NO(s). IN FIGURES

Number	Description
1	Drivers
2	Point Value of each Driver
3	Drivers
4	Point Value of each Driver
5	Final Momentum of a away team
6	Final Momentum of a home team
7	Home team's Momentum
8	Away team's Momentum
9	Professional football teams' full names
10	Abbreviations for professional football teams' full names
11	Drivers

-continued

NO(s). IN FIGURES

Number	Description
11A	Point Values
12	Multipliers
13	Momentums of an away team
14	Momentums of a home team
15	Scores of a game
17	4^{th} quarter adjustment
19	Momentum Points
21	Full-Game Momentum
23	Live Momentum
27	Momentum Key
29	End-game multipliers
31	Drive multipliers
33	Position multipliers
35	Spread multipliers
37	Lead multipliers
39	Total Points Value
150	Momentum Meter
153	Green Bay Packers symbol
155	Detroit Lions symbol
157	Back a play key
159	Forward a play key 159
163	Display section
167	Arrow
169	Dashed line
171	Meter indicator

[0191] The foregoing description of the embodiments of the invention has been presented for the purposes of illustration and description. While multiple embodiments are disclosed, still other embodiments of the present invention will become apparent to those skilled in the art from the above detailed description, which shows and describes illustrative embodiments of the invention. As will be realized, the invention is capable of modifications in various obvious aspects, all without departing from the spirit and scope of the present invention. Accordingly, the detailed description is to be regarded as illustrative in nature and not restrictive. Also, although not explicitly recited, one (1) or more embodiments of the invention may be practiced in combination or conjunction with one (1) another. Furthermore, the reference or non-reference to a particular embodiment of the invention shall not be interpreted to limit the scope the invention. It is intended that the scope of the invention not be limited by this detailed description, nor by the specific claims and the equivalents drafted herein.

What is claimed is:

1. A method to calculate Momentum of one (1) or more entities participating in at least one event, comprising:

a. selecting from, designating, and/or creating a Driver(s), utilizing, accessing, executing, and/or creating at least one formula particular to the at least one event to calculate Momentum based on factor(s) during the at least one event, any particular event, play, or occurrence, such factor(s) being a Driver(s), calculating on at least one of a computing device, calculating device, smart device, mobile device, computer, computer or virtual network, with software for executing the method;

b. selecting from, creating, and/or designating a number of Point(s) associated to each Driver(s);

c. selecting from, designating, and/or creating additional factor(s) being Multiplier(s);

d. multiplying the Point(s) by the Multiplier(s) selected, designated, and/or created; and

e. generating, utilizing, and/or accessing the Momentum of each of the one (1) or more entities in real time and/or other time.

2. The method of claim **1**, further comprising the additional step of charting and/or displaying the Momentum of at least one (1) of the one (1) or more entities on at least one (1) graph, table, chart, display, and/or other representation.

3. The method of claim **2**, further comprising charting the Momentum of at least two (2) teams, groups, and/or entities on at least one (1) graph, table, chart, and/or other representation.

4. The method of claim **1**, in which the Driver(s), Point(s), and Multiplier(s) are variable(s) and can be set by at least one user(s).

5. The method of claim **1**, in which streaming data from outside sources can be imported into the software and used in the calculation(s) of Momentum.

6. The method of claim **1**, wherein the Driver(s) in step (a) of claim **1** in a football game comprises one (1) or more of the following:

a. yards gained per play: 10, 15, 20, and/or 30 yards;

b. getting a first down, First Down Conversion, Second Down Conversation, Third Down Conversion, and/or Fourth Down Conversion;

c. defensive plays, including tackle for loss, tackle, sack, fumble, interception, turnover, turnovers on downs, blocked or missed kicks, and/or punts, onside kick;

d. penalties by either the offense or defense, which translates into more Momentum to the non-penalized side;

e. all scoring plays, including touchdowns, field goals, extra points, safety, and/or two (2) point conversions;

f. missed field goals at goal line, 10 yard line, 20 yard line, 30 yard line and/or 40 yard line; and/or

g. any reversal after an official review.

7. The method of claim **1**, wherein the Multiplier(s) in step (c) of claim **1** in a football game is/are dependent upon at least one (1) or more of the below factors:

a. Time remaining in the game;

b. Field position of where the events occur;

c. Length of the drive;

d. Spread of the game; and/or

e. Change in the lead.

8. The method of claim **1**, wherein the Driver(s) in step (a) of claim **1** in a baseball game comprises one (1) or more of the following:

a. "K" for strikeout;

b. "123" for a "one-two-three" inning;

c. "LOB" for runner left on base;

d. "LOB2" for two left on base;

e. "LOB3" for bases left loaded;

f. "FO" for foul out;

g. "I" for injury;

h. "DP" for double play;

i. "C" for great catch;

j. "H" for hit;

k. "BB" for walk;

l. "PB" for past ball;

m. "HR" for homerun;

n. "GL_RBI" for game leading RBI;

o. "RBI" for RBI;

p. "E" for error;

q. "SB" for stolen base;

r. "2B" for double;

s. "GT_RBI" for game-tieing RBI;

t. "2RBI" for two RBIs;
u. "3RBI" for three RBIs;
v. "4RBI" for four RBIs;
w. "WP" for wild pitch; or
x. "3B" for triple.

9. The method of claim **1**, where the Multiplier(s) in step (c) in claim **1** in a baseball game is dependent upon one (1) or more of the below factors:
a. Bases Loaded (offense only)
b. Runner on 3B with 1 out or less (defense only)
c. Runner on 2B or 3B with no outs (defense only)
d. Strike-out with runner on 2B or 3B (defense only)
e. Increase in innings
f. Home field advantage
g. Tie Game
h. 1 run game
i. 2 run game
j. 3 run game
k. 4 run game
l. 5 or more runs
m. Lead change
n. Consecutive Momentum plays (ex. Back to back hits, or back to back Ks)

10. The method of claim **1**, wherein steps (a) through (c) in claim **1** can be applied to various sports.

11. The method of claim **1**, wherein the formula used in step (a) in claim **1** is particular to a specific game.

12. The method of claim **1**, wherein the formula, Driver(s), Point(s), and/or Multiplier(s) used in a particular game can be reset by the user(s), and/or by each user in a re-play (re-occurrence) of the game.

13. A method to calculate Momentum, comprising:
a. at least one user(s) utilizing, accessing, executing, and/or creating at least one formula particular to an event(s) to calculate the Momentum;
b. selecting from, designating, and/or creating certain Driver(s);
c. selecting from, creating, and/or designating Point Value (s) for each Driver(s);
d. selecting from, designating, and/or creating certain Multiplier(s) corresponding to Driver(s) and/or Point Value (s);
e. multiplying certain Point Value(s) associated with certain Driver(s) by the corresponding Multiplier(s); and
f. generating the Momentum.

14. The method of claim **13**, wherein the Momentum generated is of and/or for at least one (1) individual, person, team, sports game, club, league, organization, and/or group.

15. The method of claim **13**, wherein the Momentum is generated for at least one (1) event, competition, contest, game, sports game, activity, performance, and/or sport.

16. The method of claim **13**, wherein the method to calculate Momentum, further comprises utilizing at least one formula particular to each sport, sport game, event, competition, contest, activity, performance, and/or game.

17. The method of claim **13**, wherein the method to calculate Momentum, further comprises utilizing at least one formula particular to each event to calculate the Momentum based on certain factor(s) being Driver(s).

18. The method of claim **13**, wherein the method to calculate Momentum, further comprises utilizing at least one formula particular to each event to calculate the Momentum based on certain play(s), occurrence(s), and/or event(s), known as Driver(s), made during at least one particular game, sport, sport game, event, competition, contest, activity, performance, and/or other event, on at least one of a computing device, calculating device, computer, mobile device, smart device, computer and/or virtual network, with software executing the method.

19. The method of claim **13**, wherein the method to calculate Momentum, further comprises generating the Momentum of at least two (2) competitors in at least one event in real time or other time.

20. The method of claim **13**, further comprising the additional step of charting the Momentum of at least one (1) competitor in an event(s) on at least one (1) graph, table, chart, display, or other representation.

21. The method of claim **13**, further comprising charting the Momentum of at least two (2) competitors in an event(s) on at least one (1) graph, chart, table, display, and/or other representation.

22. The method of claim **13**, wherein the Driver(s), Point Value(s), and/or Multiplier(s) are variable and can be set by a user(s).

23. The method of claim **13**, further comprising importing streaming data from outside sources into the method, software, and/or system, and calculating the Momentum based on at least the streaming data, in part or in whole.

24. The method of claim **13**, wherein the Driver(s) in a football game comprises at least one (1) or more of the following:
a. yards gained per play: 10+/15+/20+/30+ yards;
b. getting a First Down, Second Down Conversion, Third Down Conversion, or Fourth Down Conversion;
c. defensive plays, including tackle for loss, tackle, sack, fumble, interception, turnover, turnovers on downs, onside kick, and/or blocked or missed kicks;
d. penalties by either the offense or defense, which translates into more Momentum to the non-penalized side;
e. all scoring plays, including touchdowns, field goals, extra points, safety, and/or two (2) point conversions; and/or
f. any reversal after an official review.

25. The method of claim **13**, wherein the Multiplier(s) in a football game is dependent upon one (1) or more of the below factors:
a. Time remaining in the game;
b. Field position of where the events occur;
c. Length of the drive;
d. Spread of the game; and/or
e. Change(s) in the lead.

26. The method of claim **13**, wherein the Driver(s) in a baseball game comprise one (1) or more of the following:
a. "K" for strikeout;
b. "123" for a "one-two-three" inning;
c. "LOB" for runner left on base;
d. "LOB2" for two left on base;
e. "LOB3" for bases left loaded;
f. "FO" for foul out;
g. "I" for injury;
h. "DP" for double play;
i. "C" for great catch;
j. "H" for hit;
k. "BB" for walk;
l. "PB" for past ball;
m. "HR" for homerun;
n. "GL_RBI" for game leading RBI;
o. "RBI" for RBI;

p. "E" for error;
q. "SB" for stolen base;
r. "2B" for double;
s. "GT_RBI" for game-tieing RBI;
t. "2RBI" for two RBIs;
u. "3RBI" for three RBIs;
v. "4RBI" for four RBIs;
w. "WP" for wild pitch; or
x. "3B" for triple.

27. The method of claim **13**, wherein the Multiplier(s) in a baseball game is dependent upon one (1) or more of the below factors:

a. Bases Loaded (offense only);
b. Runner on 3B with 1 out or less (defense only);
c. Runner on 2B or 3B with no outs (defense only);
d. Strike-out with runner on 2B or 3B (defense only);
e. Increase in innings;
f. Home field advantage;
g. Tie Game;
h. 1 run game;
i. 2 run game;
j. 3 run game;
k. 4 run game;
l. 5 or more runs;
m. Lead change; and/or
n. Consecutive Momentum plays (ex. Back to back hits, or back to back Ks).

28. The method in claim **13**, wherein the Multiplier(s) in a baseball game are used in connection with one (1) or more of the below Drivers and/or Point Values:

a. "K" is an abbreviation for strikeout, and is worth 2.5 points;
b. "123" is an abbreviation for a "one-two-three" inning, and is worth 5 points;
c. "LOB" is an abbreviation for runner left on base, and is worth 3 points;
d. "LOB2" is an abbreviation for two left on base, and is worth 6 points;
e. "LOB3" is an abbreviation for bases left loaded, and is worth 8 points;
f. "FO" is an abbreviation for foul out, and is 1.5 worth points;
g. "I" is an abbreviation for injury, and is worth 7.5 points;
h. "DP" is an abbreviation for double play, and is worth 9 points;
i. "C" is an abbreviation for great catch, and is worth 5 points;
j. "H" is an abbreviation for hit, and is worth 4 points;
k. "BB" is an abbreviation for walk, and is worth 2.5 points;
l. "PB" for past ball, and is worth 2.5 points;
m. "HR" is an abbreviation for homerun, and is worth 8 points;
n. "GL_RBI" is an abbreviation for game leading RBI, and is 10 worth points;
o. "RBI" is an abbreviation for RBI, and is 5 worth points;
p. "E" is an abbreviation for error, and is 5.5 worth points;
q. "SB" is an abbreviation for stolen base, and is 3 worth points;
r. "2B" is an abbreviation for double, and is worth 6 points;
s. "GT_RBI" is an abbreviation for game-tieing RBI, and is 9 worth points;
t. "2RBI" is an abbreviation for two RBIs, and is worth 6 points;
u. "3RBI" is an abbreviation for three RBIs, and is worth 7 points;
v. "4RBI" is an abbreviation for four RBIs, and is worth 8 points;
w. "WP" is an abbreviation for wild pitch, and is worth 2.5 points; or
x. "3B" is an abbreviation for triple, and is worth 7 points.

29. The method in claim **13**, wherein steps (a) through (e) can be applied to various sports and/or events.

30. The method in claim **13**, wherein the at least one formula used in step (a) is particular to a specific game.

31. The method in claim **13**, wherein at least one of the formula(s), Driver(s), Point(s), and Multiplier(s) used in a particular game or other event can be reset by user(s) each user re-play (re-occurrence) of the game or other event.

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