

**Logging Footage - Terminology**

**A. DEFENSE**

1. Defensive Rebound: **DRB**
2. Steal: **STEAL**
3. Blocked Shot: **BLOCK**
4. Player Takes a Charge: **CHARGE**
5. Forced Turnover - Shot Clock Runoff : **FTO**
6. Diving for Loose Ball: **DIVE**

**B. OFFENSE**

1. 2PT Plays (Layup/Jumper): **2PT**
2. Three Pointer: **3PT**
3. Slam Dunk: **DUNK**
4. Alley-oop: **OOP**
5. Free-Throw: **FTM (If Multiple Made then Multiply by 2 EX: FTMx2)**
6. Offensive Rebound: **ORB**
7. Assist: **ASST**
8. And One: **A1**
9. Fastbreak: **FAST**

**C. B-ROLL**

1. Alma Mater
2. Pre-Game\_Locker Room
3. Half-Time\_Locker Room
4. Post Game\_Locker Room
5. Shoot Around
6. Practice

## **B-Roll Cont.**

7. Film Session
8. Warm ups
9. Speech
10. Team Runout (Players/Team running onto the court Pre-Game and after Halftime)
11. Tipoff
12. Reax - Any players getting hyped after a big play or score (chest bumps, high fives, etc.)
13. Celebration - Used more in Postgame after a win
14. Victory
15. Group Break (**GROUP HUDDLES**)
16. Bryce Jordan Center: **BJC**
17. Legion of Blue: **LOB**
18. Fans
19. Nittany Lion
20. Cheerleaders
21. Lionnettes
22. Band
23. Scoreboard
24. ISO (**Shot that follows the player**)  
**EX:21\_WIS\_B-ROLL\_PRE-GAME\_ISO\_HARRAR\_2H\_51-41\_SLOW\_SR**
25. Focus (**SHOT OF SOMEONE'S FACE**)
26. Pump (**PLAYERS WAVING HANDS IN AIR OR GETTING PUMPED**)
27. Bus
28. Bus Arrival (**ONLY FOR AWAY GAMES**)
29. Timeout: **TO**
30. Presser

**Labeling Clips** (Label everything in **CAPS**)

- a. Each clip that exists in games/tv/or audio folder should start with year followed by 3 letter opponent abbreviation.

EX. **21\_MSU\_DUNK\_HARRAR\_ASST\_SESSOMS\_1H\_26-31\_SR**

- b. The next keyword would be to identify if the clip is a-roll or b-roll. If it is a-roll, apply the appropriate terminology listed above (Number 24 or C).

EX. **21\_MSU\_3PT\_MARISA\_2Q\_15-10\_SR**

- c. If the clip is b-roll, "B-ROLL" needs to be labeled.

EX. **21\_MSU\_B-ROLL\_POST-GAME\_ALMA MATER\_PLAYERS\_BAND\_CHEERLEADERS\_SR**

- d. The next keyword is to identify the name of the player and subject in the a-roll or subject of b roll.

EX. **21\_MSU\_3PT\_LUNDY\_REAX\_2H\_57-48\_SR**

EX. **21\_MSU\_B-ROLL\_SCOREBOARD\_LIONETTES\_2H\_60-54\_SR**

- e. The next keyword is to label score & quarter of game

EX. **21\_MSU\_3PT\_MARISA\_REAX\_1Q\_9-3\_SN**

**NOTE:** MBB plays in 2 halves (1H, 2H) WBB plays in 4 Quarters (1Q, 2Q, 3Q, 4Q)

- f. The final two keywords are to identify the shot type and shooter. Identify shot type only if it is slow motion.

- i. EX. **21\_RUT\_3PT\_CAMDEN\_2Q\_23-20\_SLOW\_SN**

**NOTE:** Most Games will be shot in real speed - Watch Clip to verify if SLOW

- ii. EX. **21\_WIS\_B-ROLL\_HALF-TIME\_LOCKER ROOM\_JEKOT\_CAMDEN\_SN**

- g. If referencing players use last name, if they have the same last name use the first two letters of first name.

- 1. **21\_OSU\_B-ROLL\_FOCUS\_PRE-GAME\_LOCKER ROOM\_PICKETT\_SLOW\_SR**

- 2. **21\_OSU\_2PT\_JOHNSON\_1H\_24-20\_SR**

**NOTE:** Currently no players on either MBB/WBB have same last name

- h. If referencing more than one player use last name, if have same last name use first two letters of first name.

**21\_WIS\_OOP\_HARRAR\_ASST\_LUNDY\_SESSOMS\_2H\_55-67\_SR**

- i. If referencing a coach spell coach and last name

- 1. **21\_OSU\_B-ROLL\_TO\_HUDDLE\_SPEECH\_COACH KIEGER\_1H\_20-35\_SN**

- 2. **21\_OSU\_B-ROLL\_POST-GAME\_LOCKER ROOM\_SPEECH\_COACH SHREWSBERRY\_SR**