

VBS • VolleyBall Scouting

Visual guide · version 1.17 · 19/10/2026

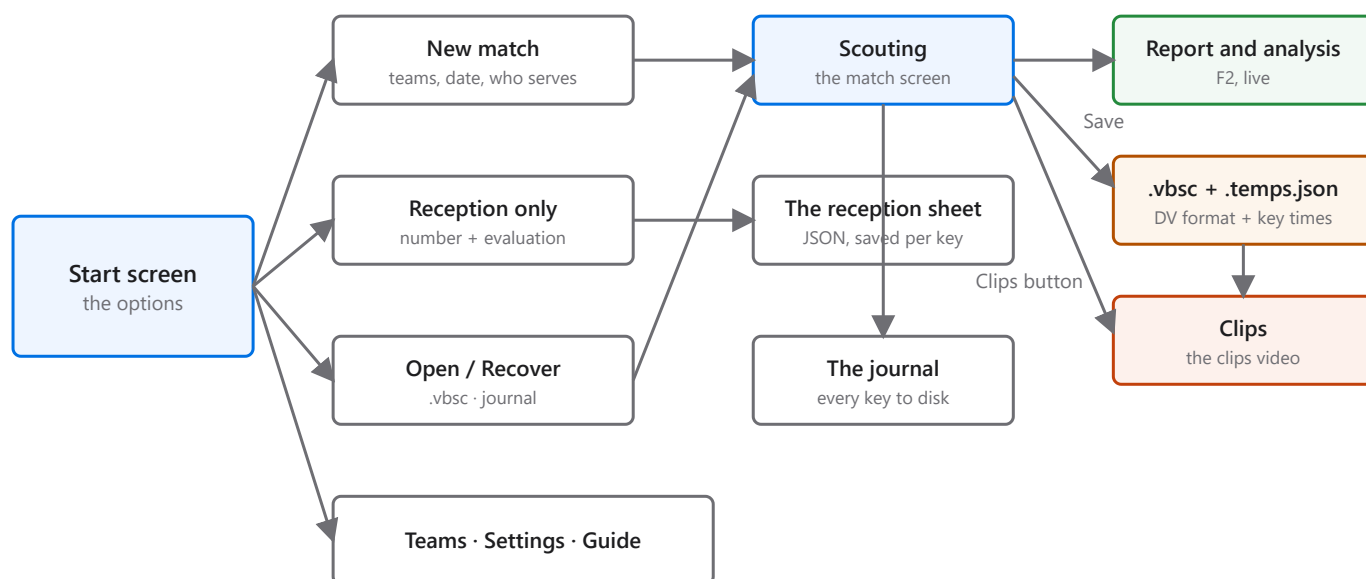
A volleyball scouting program: you type the match action by action, as in Data Volley, and out comes a Data Volley file that Data Volley and Clips read just like one of their own. It is an independent program, not affiliated with Data Project (Data Volley is their trademark).

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The evaluation, type, key and combination tables in this guide are the program's own, generated when the PDF is made (factory keys). Inside the program, the guide (F1) shows them with your current settings, in Catalan, Spanish, English or German.

1 · The program at a glance

When the VBS opens there is the start screen, with the options on the left and, on the right, the **recent matches** and the **journal sessions**; the version, bottom left, opens **About VBS** (chapter 13). Scouting needs a **key** from the author (**Activate VBS**); without one, matches only open for viewing.



The files

- A match is saved with the **.vbsc** extension. Inside it is a Data Volley file (.dvw): the same format, the same sections, the same codes.
- Next to it there is a **.temps.json** with the exact time of each key press, to link the match with the video (Clips). There is nothing you need to do with it: if you move the match, move it too.
- The VBS **never overwrites** a file it did not write. Saving the match being scouted again, yes; any other, never.
- Every session has a **journal**: each key goes to disk before anything else happens. If the program crashes, the match comes back whole.

The teams

No match starts without both teams made. **New** starts an empty one; **Import** takes the roster from an **.sq** (as Data Volley exports it) or from a match already scouted. Each player has number, surname, first name, DV code, role, libero and captain. The role matters: the **setter** is marked as the one who sets in the line-up, and the libero can receive and dig without being on court. **SAMS** imports the roster confirmed on the electronic scoresheet (SAMS Score): pick the match and the team comes in as the scorer confirmed it; an opponent's, from their last match. DVV and HVBV matches are listed (chapter 12).

New match and line-up

The window asks for both teams, date and time, season, competition, **who serves first** (it decides whether the first point rotates) and whether it is **official or friendly**. **Find it online** looks it up on SAMS or the Catalan federation and fills everything in. Before each set the **line-up** is entered (F4): the court shows the six positions, you type each number or click a player, and the **space bar** marks who sets; if only one player on court has the **setter** role, they are marked automatically. Set 1 starts blank; in the others, the previous set's is already filled in. **SAMS line-up** fills in the six from the scoresheet in position order, from any match in the ticker (and says which). From set 2 on, for the match being played now (today's, not finished) with both teams, the dialog waits for it and fills it in, if nothing has been typed. If it is corrected mid-set, the rotation stays.

2 · The scouting screen

1 score with + and - · set · who serves (amber while the point is pending)

Home **21** – **19** Away · set **3**

2 home roster

Sub 2/6 · Time-out 1/2

3 the court to scale, 9 x 9 m per half

ball: who serves

4 codes list

*09RT+
*11EH#
*15AH#
a\$\$&H=
*p21:19
*z4

2 away roster

Sub 1/6 · Time-out 0/2

5 the code line · Point on each side · the buttons · official or friendly

Point F9
a17ST.3# 4Q.10! 15+ 15F# 3- a13U#
Point F10

- **1 · At the top**, the score (in amber while the point is still pending) with each team's + and –, the set, who serves and the **Swap sides** button, to flip the screen by hand.
- **2 · On the sides**, the rosters, with the **Sub** and **Time-out** buttons and the count of substitutions (6 per set) and time-outs (2 per set). Clicking a player puts them on the code line.
- **3 · In the middle**, the court to scale: each half is a 9 x 9 m square, home on the left and away on the right. Clicking the **ball** by the baseline says who serves. The setter is shown in green. While typing, the court lights up where the ball comes from and where it goes.
- **4 · On the right**, the list of codes for the whole match, as they are typed: the score, the rotation, the time-outs and the substitutions on an amber background; the pending point in amber text; the generic codes of the point key, in green.
- **5 · At the bottom**, the code line, each team's **Point** buttons and the buttons to save, save as, undo, line-up, report, Video, Clips, settings, guide and close. Below them, on the left, **Official / Friendly** and, in a friendly, how many points the set goes to; on the right, the journal and the icons of the **coach's tablet** and the stream scoreboard, which show their address as a QR code: the head coach follows the statistics they choose there, up to date, from a tablet on the same network.

The automatic serve

After each point, the line already holds the serve of whoever serves (the number in zone 1 of the team with the serve). It only needs finishing: the type, the zones, the evaluation or the reception as a compound code. A team prefix, a digit or a command typed over the suggestion replaces it: what is typed wins. **Escape** clears the line and puts the serve back.

Keys go to the window

Wherever the focus is, a click on the court or on the list does not take the keys away. What is typed always goes to the code line, like the Data Volley input bar. **Enter** records without closing the rally; the **point key** records and closes it (chapter 7).

3 · The code

A code says **who** and **how well**: team, number, skill, type and evaluation. In the list and in the file it is written in full; on the line it is typed much shorter.



The short form

No prefix means home

The away team has a in front (or its key, .). 4+ is home number 4; a4+, the away one.

A one-digit number needs no zero

4 is 04. The file always gets two digits.

No skill means an attack

15# is *15AH#: the attack is the most typed skill and comes down to three keys.

The type is filled in for you

The one for each skill (in Settings). Reception, block and dig copy the one of the skill before: a jump serve's reception gets the same type.

The evaluation always goes last

With the symbol (#) or with the key in the number row (1..6 = # + ! - / =, best to worst).

Lower case is fine

11st# is the same as 11ST#. The prefix stays as in DV: * and lower-case a.

Examples

11st#	*11ST#	home 11 serves tense and scores (ace)
a7r+	a07RT+	away 7 receives positive (type taken from the serve)
15#	*15AH#	15 spikes it down (no skill, attack; no type, high)
,26-	*26AH-	home 26 (key , = home) attacks and the opponent digs it easily
.3b1	a03BH#	away 3 (key .) scores a block point (key 1 = #)
T / aT		home / away time-out
C6.7	*c06:07	home substitution: 6 out, 7 in (C6.7 3.2, double; aC6.7, away)
P5	*P05	5 becomes the setter

The score (*p05:03), the rotation (*z3) and the end of set (**1set) are written by the VBS itself: they are not typed. A point given wrongly is undone, and the score is corrected with the + and – next to each score, as in Data Volley: they add or remove one point and nothing else (they do not rotate, do not change who serves and are not a rally).

4 · The evaluations, skill by skill

What each evaluation means for each skill, by the Data Volley criteria. It is the hard part to remember for block and dig, which is why it is one key away (F1) inside the program.

serve S

- # point: the opponent cannot play it
- / the opponent's reception is very poor
- ! average reception by the opponent
- + the opponent receives poorly
- the opponent receives well or perfectly
- = error: net, out, foot fault or rotation

reception R

- # perfect: any combination is available
- + positive: inside 3 metres, more than one combination
- ! good, but outside 3 metres
- only a forced attack is possible
- / goes straight over or forces a freeball
- = error: not received, or lost on the second touch

attack A

- # point
- + the opponent digs it with difficulty and cannot attack
- ! blocked but covered by the same team
- the opponent digs it easily and can attack
- / blocked: block point for the opponent
- = error: out, net or invasion

block B

- # point
- + allows a positive dig
- ! not enough: the opponent covers it
- makes the dig awkward
- / invasion: antenna, net or foot
- = error: ball out or back into own court

dig D

- # perfect: a very hard dig that still allows an attack
- + comfortable, allows an attack
- ! a cover that allows an attack
- no attack possible
- / goes straight into the opponent's court
- = error: not dug

set E

- # perfect: the attack faces no block or one blocker
- + positive: the attack faces a double or triple block
- imprecise, does not help the attack
- = error: net, out, double contact or invasion

freeball F

- # perfect: any combination is available
- + inside 3 metres
- ! outside 3 metres
- only a forced attack is possible
- / goes straight into the opponent's court
- = error: ball down or out

5 · Types and keys

The types

letter	Data Volley	what it is
H	high	float serve · high-ball attack
M	medium	jump float serve · medium ball
Q	quick	jump spin serve · quick (first tempo)
T	tense	flat, fast ball
U	super	
N	fast	
O	other	anything that fits nowhere else

The 4th character of the code. It is filled in for you by skill (by default: serve T, attack H), and reception, block and dig copy the one of the skill before. Typing the letter forces it anyway.

How it is really scouted

The whole rally on the line, separated by spaces, and the **point key** (F9 or F10) that closes it. As in Data Volley, F9 belongs to the team on the left of the screen and F10 to the one on the right: when they swap sides, the keys swap teams. Enter is hardly used. If what is typed cannot be understood, the point is not given: the error is shown and the failing piece stays selected to fix it.

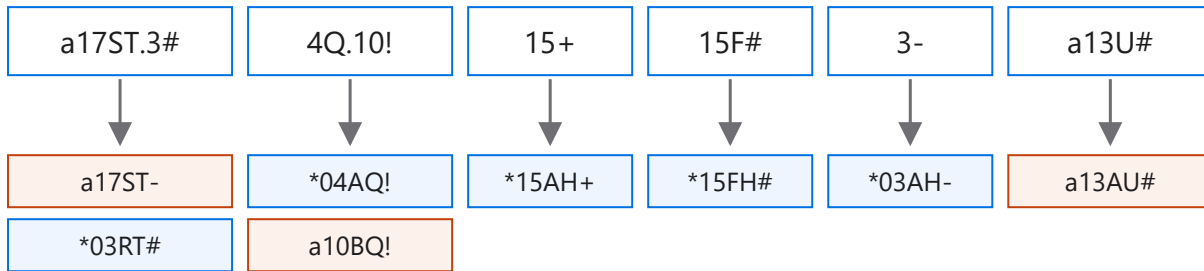
With the factory keys, evaluations go on the number row (1..6) and teams on the comma and the full stop: **41% fewer keystrokes** than typing the full code, measured over more than 14,000 actions from real matches.

The keys

key	what it does
ACTIONS (CHANGED IN SETTINGS)	
F9	point to the left-hand team
F10	point to the right-hand team
Ctrl+Z	undo the last action
Ctrl+S	save the match
F4	set the line-up
F5	left-hand team substitution
F6	right-hand team substitution
F7	left-hand team time-out
F8	right-hand team time-out
F1	open and close the guide
F2	open and close the report
Ctrl+Space	video: pause and play
Ctrl+←	video: 2 s back
Ctrl+→	video: 2 s forward
Ctrl+Shift+←	video: 10 s back
Ctrl+Shift+→	video: 10 s forward
Ctrl+,	video: one frame back
Ctrl+.	video: one frame forward
Ctrl+↓	video: slower
Ctrl+↑	video: faster
TEAMS (THE * AND A SYMBOLS STILL WORK)	
,	* home team
.	a away team
EVALUATIONS (THE SYMBOLS STILL WORK)	
1	# point
2	+ positive
3	! exclamation
4	- negative
5	/ blocked
6	= error
THE TYPE FILLED IN FOR YOU	
A	H high
B	H high
D	H high
E	H high
F	H high
R	T tense
S	T tense

6 · The whole rally and the compound code

All the actions of a rally can be typed in a row, with a space between them, and they are all recorded at once. Each chunk remembers the time of its first key, which is the one that goes to the video.



a space between actions · the dot (.) makes the compound: the second is the opponent's · no prefix: home · no skill: attack

The compound code

A **dot** between two actions writes both at once, and the evaluation only goes on the second: the first one's comes from the Data Volley table. After a serve, the second is a reception; after an attack, a block, or a dig if you type the d.

11s.7#	*11ST- a07RT#	11 serves and the opponent's 7 receives perfectly
26.30#	*26AH/ a30BH#	26 attacks and the opponent's 30 blocks it
26.30/	*26AH+ a30BH/	the opponent's 30 touches the net on the block: point for 26
26.30d=	*26AH# a30DH=	26 attacks and the opponent's 30 fails to dig it
4q.10!	*04AQ! a10BQ!	quick by 4, touched by the block
17st16.3#	*17ST-~~~16~~~~ a03RT#~~~16~~~~	serve from 1 to 6, and 3 receives (inherits the zones)

Measured over more than 4,700 pairs from real matches scouted with Data Volley: the compound code reproduces them exactly 99.9% of the time. A block invasion (/, the blocker touches the net), which the DV table does not have, gives an attack +, which is what comes before it 27 times out of 28. For the rare others, type the first evaluation by hand: ,9!.75 → *09AH! a07BH/.

The commands

C6.7	home substitution: 6 goes out, 7 comes in
C6.7 3.2	double substitution
aC6.7	the same, for the away team
P5	5 becomes the setter
T / aT	home / away time-out

Substitutions and time-outs can also be done with each team's buttons and keys (F5-F8). Commands are typed between rallies, when the suggested serve is there: they replace it.

Scouting from a video

To scout a recorded match, pausing and rewinding: **I'll scout from a video** in the new match, or the **Video** button. The video opens over the court and the keyboard stays on the line: Ctrl+Space pauses it, Ctrl+arrows jump 2 s, Ctrl+, and Ctrl+. one frame. Each code carries its second in the video, also one added in the middle of the line after rewinding: in Clips nothing needs syncing.

7 · The point

Giving the point (the **Point** button or its key) is Data Volley's "End Rally": it records whatever is on the line, closes the rally, writes the score and the rotation and gets the next serve ready. If the line has a number that is not on court (liberos aside), it is an error: nothing is recorded and the piece stays selected.



The missing side

A point has two sides: someone wins it by making it (#) and someone loses it by making a mistake (=, or a blocked attack /). Data Volley wants both, and the point key writes the missing one with the generic code (\$\$&H):

the rally already has	the point key writes	measured in real matches
both sides (a block point: a15AH/ *10BH#)	nothing	100%
only the winner's #	the other team's error (=)	100%
only the loser's error	the winner's #	99%
neither (shorthand)	the # of the team that wins	no rule

If the rally says one team wins and the other team's key is pressed, the point is not given the first time: it says so in red, with the deciding code selected. Pressing the same key again gives it anyway.

Enter: record without closing

Records the line but does not close the rally. If the action already decides the point (an ace, an error), the point is left **pending** and the score shows in amber until the next serve or the point key. The same point is often recorded twice (one team's ace and the other's reception error): the last terminal action wins.

Undo (Ctrl+Z)

Right after giving the point, as in Data Volley, it removes the point and the play on the line, and the line comes back to the box as it was, to fix it (if nothing has been typed there yet). Otherwise it removes the last thing recorded and the state is worked out again from the list: score, who serves, rotations. The line-up is not undone: it is entered again. A wrong number or evaluation is fixed with a **double-click** on the code in the list, without undoing the point.

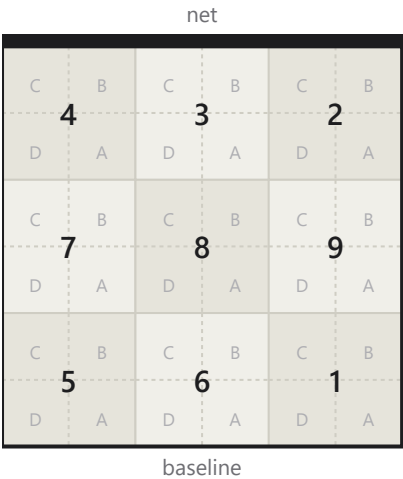
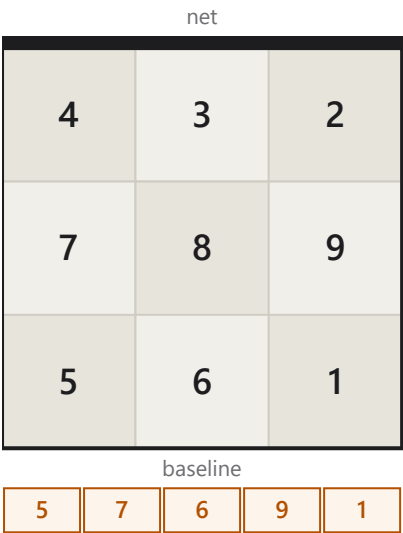
Rotation

Only the team that was receiving and wins the point rotates. The VBS writes the z itself: the setter's position, as in DV.

Sets

The set ends at 25 (15 in the fifth) with a two-point lead, the ****Nset** is written and the next line-up is asked for, pre-filled with the previous one. The teams **swap sides on the screen**, as on the court, and whoever did not serve first in the previous set **serves automatically**; in the fifth, the line-up dialog asks for the toss (serve and side) and at 8 they swap again automatically. An **official** match ends at three sets won (FINAL); a **friendly** does not, with sets to 15, 21 or 25.

8 · Zones and directions



Each half has nine 3 x 3 m zones, seen by the team standing in it, facing the net. Type **two digits right after the action and before the evaluation**: where the ball comes from and where it goes.

```
15a45#      *15AH#~~~45~~~~ 15 attacks from 4 to 5 and scores
17st16.3#   *17ST-~~~16~~~~ 17 serves from 1 to 6, 3 receives perfectly
15a45c#     *15AH#~~~45C~~~~ to subzone C of 5
17st165.24= between 6 and 5: 24 (in 6) fails to receive
```

The **serve** only starts from five places on the baseline (in amber in the drawing): 1, 9, 6, 7 and 5, from right to left. 9 and 7 are the gaps between zones.

The origin is **not inferred** from the rotation: it is typed or it is not there. Always two digits: with no letter in between, the number and the zones run together and the last two digits are the zones.

Subzones

Each zone is split into four 1.5 m squares. The subzone is a letter after the two digits, and only for the destination. A is in the zone 1 corner; B, towards 2; C, towards 4; D, towards 5.

Between two receivers

Three digits on the serve mean it went between two receivers. The **first** of the pair is where it is received (who takes it); the two must be next to each other in the same row (5-6, 6-1, 4-3...). Data Volley stores it on the reception: who receives must be typed on the same line (17st165.24=).

The reception inherits

The reception takes the zones of the serve (and the subzone, and the between-two) if none are typed for it: where the ball comes from and where it lands.

The court lights up

While typing, the court lights up the squares where the ball comes from and where it goes, with an arrow, and says it in words underneath. No need to remember which number each zone is: you see it.

9 · Attack combinations

A combination is an attack whose origin and hitting type are already known (Data Volley's combinations). Type the **combination code in place of the skill** and just say where it lands. In the file it goes where Data Volley reads it, and each match saves the table it was scouted with.

```
26X55A#    *26AT#X5~45A~~~ 26, combination X5 (shoot in 4), to 5A, point
26XP6#     *26AM#XP~86~~~ 26, pipe (starts from 8), to 6
26X5#      *26AT#X5~4~~~~~ no destination: the combination already sets the origin
26x55a.8d= in a compound code, as always
```

The code is two letters, or a letter and a digit, and it cannot start with the letter of a skill or a type. The table is made in **Settings** → **Edit combinations**: code, zone and subzone it starts from, hitting type and name. Out of the box it has the Data Volley ones, which can be edited, added to, emptied or put back. The analysis has a filter by combination and the table by combination, with their maps.

The factory table code · start zone · type · name

XF	2C · Q	Quick lower set behind	X2	2C · Q	Quick set behind	X1	3B · Q	Quick
XM	3C · Q	Quick in 3	XG	3C · Q	7-1 Gun	XC	3C · Q	Quick far from setter
XD	3C · Q	DubleC	X7	4B · Q	Quick lower set	PP	3 · O	Setter tip
X9	4B · M	Mezza davanti dopo 7	XT	3C · M	Mezza da posto 4	X3	3C · M	Mezza da posto 2
X4	2C · M	Mezza dietro	XB	8 · M	Pipe set to 6-1	XP	8 · M	Pipe
XR	8 · M	Pipe set to 6-5	X5	4C · T	Shoot in 4	X0	7 · T	Shoot in 5
X6	2B · T	Shoot in 2	X8	9 · T	Shoot in 1	CB	2C · N	Slide next to setter
CF	2C · N	Slide close to setter	CD	2B · N	Slide away from setter	C5	4C · U	Shoot set in 4
C0	7 · U	Shoot set in 5	C6	2B · U	Shoot set in 2	C8	9 · U	Shoot set in 1
V5	4C · H	High set in 4	V0	7 · H	High set in 5	V6	2B · H	High set in 2
V8	9 · H	High set in 1	VB	8 · H	High Pipe set to 6-1	VP	8 · H	High Pipe
VR	8 · H	High Pipe set to 6-5	V3	3C · O	High set to 3	P2	3C · O	Second hit to oppone...
PR	3C · O	Attack on opponent fr...						

10 · The report and the analysis

The **Report** (F2) follows the format of the Data Volley report, in a window that updates with each action and never takes the focus: it can stay open while scouting, and be moved to the other screen. The **Save as PDF** button saves it as a landscape A4, one team per page, as it is shown.

	Set 1-5	Points	Serve	Reception	Attack	Block
player	start position	Tot BP W-L	Tot Err Pts	Tot Err Pos% Exc%	Tot Err Blo Pts Pts% Eff%	Pts
1 Ana	1 1 1 · ·	6 2 4				
7 Cris	4 4 4 · ·	14 5 9			31 2 1 14 45 35	
Total						

What it shows

- **Set:** the position the player starts each set in (in green, the setter; ·, if they came in as a substitute).
- **Points:** Tot, BP (scored while serving) and W-L (points minus errors).
- **Serve:** Tot, Err, Pts. **Reception:** Tot, Err, Pos%, Exc%. **Attack:** Tot, Err, Blo, Pts, Pts%, Eff%. **Block:** Pts.
- Below, the totals and each set; at the end, side-out receptions and points, serves and break points, the first attack after positive and negative reception and the counterattack, the point difference per rotation and where the points of each set come from.

The formulas, Data Volley's

- A single **point** per rally, for the first winning action (# of serve, attack or block).
- **W-L:** points minus errors (= of serve, reception and attack, blocked attack / and block invasion /).
- **Pos%** = (#++)/total · **Exc%** = #/total · **Pts%** = #/total · **Eff%** = (#-/-=)/total. A zero is a ·.
- Checked cell by cell against a Data Volley report of a real match: 494 equal, 0 different.

The analysis

The **Analysis** tab looks at one action of one player in one situation, all with buttons (the window does not take the focus):

- **Filters:** team, skill, player, set, rotation, phase (side-out or break point), attack phase (1st after reception #+ or -!, or counterattack), combination, type, start zone and evaluation.
- **The table:** one row per player (or per combination, for attacks) with the six evaluations, the Data Volley index of the skill (positivity or efficiency) and the % of #.
- **The map:** on the court to scale, **where the ball goes** or **where it comes from**, by zones or by subzones (each square shaded by how many go there), or the **directions:** one arrow per action, green if it wins the point, red if it loses it, grey if the rally goes on.

The map only shows data for actions scouted with zones.

11 · Saving, the journal, video and clips

Save (Ctrl+S)

Writes the match (.vbsc) to its file without asking anything; only the first time does it ask where, suggesting the path in the match folder (season, club, team). **Save as...** saves it under another name. If you try to close with unsaved actions, the program asks. The .temps.json with the key times is saved next to it.

The journal and unexpected shutdowns

Everything typed goes to the journal before anything else happens. If the program shuts down suddenly, **Recover last session** (or *Recover VBS*, in the Start menu) opens it again exactly as it was, key by key and with the time of each one.

Opening a match

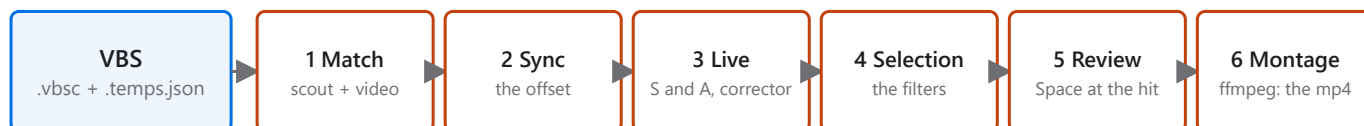
A saved match is opened from the list of recent matches or with **Open a match**, and carries on where it was left. Data Volley .dvw files open too.

The codes list

Shows the codes as they are typed (*15AH45C#, *26X55A#); in the file they are in Data Volley format (*15AH#~~~45C~~~).

Video and clips

If the match is recorded or streamed and you want a clips video, the VBS already does its part: the .temps.json carries the time of each key press. The rest is done by **Clips**: the **Clips** button on the scouting screen saves the match, closes it and opens it in Clips, in a window of its own (from the start screen, the Clips button opens a saved match there). Back in the VBS, opening the match opens the *_rev* copy with the Clips corrections. Clips uses the same language as the VBS, and the first time it downloads the video tools (ffmpeg and yt-dlp, about 175 MB) with a button.



With the VBS key times, the hits place themselves; the rest, with the live pass (S and A) or the review.

- **Match:** the match is already there; paste the YouTube link of the video (video or playlist; it is downloaded whole) or pick a file.
- **Sync:** one offset per set between the scout clock and the video clock, set by hand on a reliable rally of the set (key T at the serve contact; with Data Volley, when the ball hits the floor).
- **Live:** you watch the match and press S at each serve and A at each attack, and each tap goes to its action in the scout (rallies where they do not match are left for review). On the rally being watched, the code corrector: add what was not scouted or fix a code, with the VBS code and keys, in a *_rev* copy (the original is left alone).
- **Selection:** player, skill, evaluation, set, rotation, which opponents are in the front row, phase (side-out, up to the first attack; transition, what comes after; or break) and whether the rally was won.
- **Review:** the video jumps to each hit and Space confirms it. With a VBS match, the hits are already placed by the key times (and if a rally was undone and retyped, by the time of the first attempt) or by the live taps: only the few estimated ones are left.
- **Montage:** clips at the hit (a few seconds before and after), serve to hit (a side-out attack, about 10 s) or the whole rally, caption, size, and out comes the mp4.

12 · Reception only, and the settings

A sheet to scout **only your team's reception**, for the matches you cannot scout in full: you say who plays and, on every opponent serve, type the receiver's number and the evaluation. Nothing else: no line-up, no serves, no points.

WHO PLAYS
1 Setter
7 Outside hitter
9 Middle blocker
12 Opposite
15 Outside hitter
2 Libero

THE KEY

7#

+ ! - / =

THE TABLE (like the DV report)

	Tot	#	+	!	-	/	=	Pos%	Exc%
7	12	5	4	1	2	·	·	75	42
15	9	2	4	1	1	1	·	67	22
2	14	6	5	2	1	·	·	79	43
Tot	35	13	13	4	4	1	·	74	37

Scouting

7# 7 receives perfectly
71 the same, with the factory key for # (1..6)
12- 12 receives badly

- The number **completes itself** when none of the players on court can continue it: with 7 on court and no 7x, after 7 the 1 is already the evaluation. If 1 and 12 both play, 12 is 12; for 1, press Enter between number and evaluation, type the symbol (1+) or click the player.
- You can also **click**: the player on the left and the evaluation in the middle. Escape clears; Backspace deletes the last digit. **Who plays** can be changed at any time.
- The **set** is changed at the top: each reception carries its own.
- Below the table, the **reception guide**: the receiving court with each subzone coloured by the evaluation it gets depending on where the ball lands (# in 3B and 2C), and what each evaluation means.
- Every reception goes to disk right away, in a JSON file in the **Receptions** folder inside the match folder. It is not a match: no .vbsc comes out of it. **Copy table** puts it on the clipboard, to paste it anywhere.
- With the stream scoreboard on, the **coach's tablet** follows the sheet live: the table, for the whole match or each set, and the latest receptions. The icon at the bottom shows its address as a QR code.

Settings

- Keys**: one per team and per evaluation, on top of the usual characters (by default, , . and 1..6).
- Actions**: the key for each action (point, undo, save, line-up, substitutions, time-outs, guide, report): click it and press the key.
- The type filled in for you**, skill by skill.
- Language**: Catalan, Spanish, English or German. Data Volley jargon stays in English in all of them.
- Folders**: where matches are saved and looked for. Installed, by default: Documents\VBS\Partits.
- Attack combinations**: the table in chapter 9.
- Stream scoreboard**: the VBS publishes it like the Data Volley server (port 50105), and in Moblin it is a browser widget. It is switched on here. Its icon, bottom right, shows the URL as a QR code and turns green while the phone reads it.
- SAMS Score**: the VBS reads the SAMS Score live ticker (DVV and HVBV; not official, may change without notice) and gets the rosters, each set's line-up and the substitutions, which show in amber on the scouting screen and are made with one click. The HVBV one only carries the score: rosters come from the PDF scoresheet, once the match is over. It only reads, and needs the scorer to be online.

Installing it

The installer (VBS-1.17-instalador.exe) needs no administrator rights, puts the VBS and "Recover VBS" in the Start menu and associates .vbsc files with it. It is not signed: Windows warns about an unknown publisher ("More info" → "Run anyway"). The data goes to the user's folder: uninstalling keeps the matches and teams.

13 · Glossary, and About VBS

Skills: Serve (S), Reception (R), Attack (A), Block (B), Dig (D), Set (E), Freeball (F).

Evaluations: # point, + positive, ! exclamative, - negative, / blocked (or overpass), = error.

Types: H high, M medium, Q quick, T tense, U super, N fast, O other.

Side-out: the rally played while receiving. **Break point:** the one played while serving.

BP: points scored while serving. **W-L:** points minus errors.

Pos%, Exc%, Pts%, Eff%: chapter 10.

Generic code (\$\$&H#, \$\$&H=): winning or losing the point without saying how. The point key writes it.

Compound: two actions in a single code, with a dot in between (11s.7#).

Pending point: one already decided by a terminal action that can still change until the next serve or the point key.

Journal: the file where every key goes at once, to recover the match after an unexpected shutdown.

.vbsc: the match, in Data Volley format. **.temps.json:** the time of each key, for Clips.

Zone: one of the nine 3 x 3 m squares of a half (4 3 2 / 7 8 9 / 5 6 1, facing the net). **Subzone:** one of the four 1.5 m squares of each zone (A B C D).

Between two: a serve that lands between two receivers; you say who takes it.

Combination: a Data Volley attack combination (X5, XP, V5...), with start zone and type.

Line-up: the six who start the set in each position, and who sets (space bar, or marked automatically from the role).

Rotation: the setter's position (1 to 6); only the team that was receiving and wins the point rotates.

Report: in the Data Volley report format, with Data Volley's formulas (F2). **Analysis:** the second tab, with filters, table and map.

Reception only: the sheet to scout only your team's reception (number and evaluation).

Clips: the program that makes the clips video (the Clips button), from the scout and the match video.

About VBS

One click on the version, bottom left of the start screen: the license, the notices, **Open the error folder** (with errors.log, what to send when something fails) and **Check for a new version**. The first time, with no matches, the match folder has an **example match**, made up, to try out its report; once deleted, it does not come back.

The **key** too: whose it is, whether it has no time limit or until which day it is valid, and until when it is valid offline, with **Change key**; or, if there is none, **Activate**. A key is for one computer only and renews itself whenever there is internet; offline, it lasts 14 days.

New versions: the installed VBS checks by itself for a new one, on opening and every six hours, and the start screen says so (**NEW VERSION**). **Update** downloads it, checks the author's signature, backs up the settings, the teams and the key, installs it on top and opens VBS again: nothing is lost. Without internet nothing happens; if it was installed for all users, Windows asks for permission.

VBS 1.17 · 19/10/2026 · Visual guide generated from the program (fes_guia_visual.py). The full guide, with the current settings and in four languages, is inside the program (F1).