Games – End Game Feature

There are 4 different ways to end a ball game. Each have specific rules and applicable scenarios.

Instructions:

OPTION 1 – Manually End a Game
From the On-Air screen, you may manually end a game by clicking on the **STOP** button on the top right corner of the screen.

OPTION 2 – End Game via Closure
The most common scenario is when the network provider will send an End Game closure. To use this option, you must connect the End Game relay to Pin 8 on the applicable Logic connector on the Bridge.

For example, if you have the game playing on Channel 3, then the logic will be on Sat Logic 3. And the relay would then go to Pin 8 on Sat Logic 3.

No scheduling is necessary in this scenario. Once the closure is received, it will simply go
back to the Automation that is playing in the background (the playlist on the left side of the On-Air screen).

OPTION 3 – Schedule an End Game Command
You may schedule an End Game command at the end of your game playlist. To add to the schedule, press the **End** button on the bottom right of the screen. With this option, it will end the game once it hits that point in the play list.

A common scenario is if you are to schedule a set number of breaks, and the game is scheduled to end after the last break. Such as 10 breaks during an NFL game, and after your 10th break, it is scheduled to end.

OPTION 4 – Schedule an End Game Command in the Automation Schedule

You may schedule an End Game command to happen at a specific time. This is useful if another game, or event, is to take precedent over the preceding game.

An example is if a morning NFL game plays at 11am, and a second game starts at 2:15pm. If the second game takes precedent over the 11am game, then a scheduled End Game command will be necessary.

To schedule an End Game command, go to the **Scheduler** screen. Select the Event **Type** button and choose the **End Game** command. Click **Place** to add to the schedule. It may be necessary to add a Timed Break so that the End Game event activates at the specific time. Once the End Game event occurs, it will end the game and go back to regular automation.

Transitions:

Each End Game option has a good method for transitioning back to automation. This section will discuss each method.

OPTION 1 – Manually End a Game

When you manually end a game, you have the ability to cue up and prepare your automation playlist. To seamlessly transition, simply stop the Automation playlist on the left side of the On-Air screen, end the game, and then start up your Automation playlist. You may schedule an ID, Jingle or liner in your playlist, so that it has a professional sound going back to the playlist.

OPTION 2 – End Game via Closure

When a game is ended by closure, it typically means that the game is unattended and the system will automatically go back to the automation, regardless of where it is at in the schedule. It can be in the middle of a song, and can sound unprofessional. But with these next steps, you can make the playlist transition beautifully.

IMPORTANT NOTE: This should ONLY be used if you are certain that the game will end in a specific hour. Also, this "end game" closure must only be received with the game, or steering logic must be used.

1) In the schedule, on the hour that the End Game closure is to occur, schedule a **Source Switcher** event for any unused channel.
2) Schedule the length of this **Source Switcher** event to be 59:50.
3) After the Source Switcher event, schedule the rest of the hour as desired.
4) Wire a "jumper" from Pin 8 on the game source channel to Pin 2 on Record Logic.
5) Once the End Game closure is received, Xtreme will then stop the play of the scheduled **Source Switcher** event and move on to the rest of the scheduled events.

OPTION 3 – Schedule an End Game Command

With an End Game command in the schedule, it is going to be the last event in the break. As such, the best method to transition would be to place a Liner just prior to the End Game command in the schedule. This particular liner should have a message that tells the users that you will now be joining regular programming that is already in progress.

An example schedule may look like this:
…
…
Break (last break in schedule)
Spot
Spot
Spot
End of game liner
End Game

OPTION 4 – Schedule an End Game Command in the Automation Schedule
With an End Game command in the schedule, it is as simple as scheduling whatever you need after the event. This may include a liner that informs the listener that the game has ended and the regular automation broadcast will resume.