

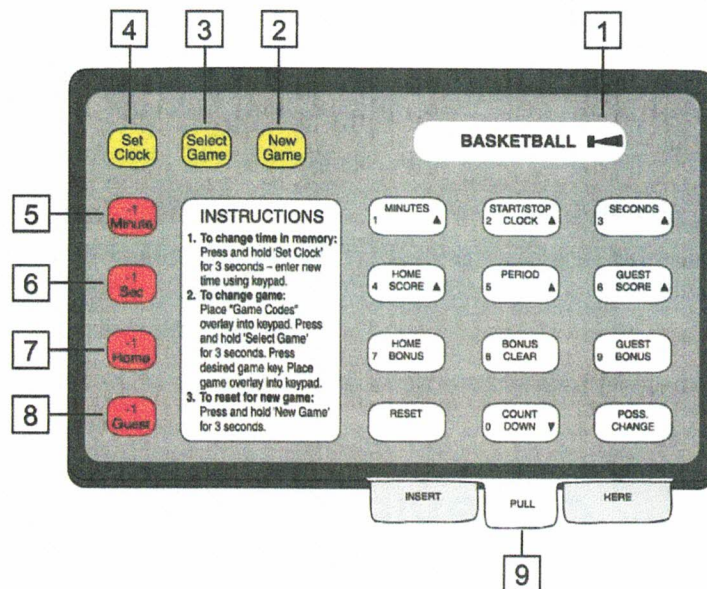
GETTING STARTED

NOTE: For convenience and ease of operation, the unit does not have an *ON/OFF* switch. To turn the unit ON, supply power to the scoreboard using the included 10-volt wall transformer. To turn the unit OFF, simply unplug the scoreboards' wall transformer.

To Supply power to the scoreboard:

1. Plug the appropriate end of the supplied wall transformer into the power receptacle on the back of the scoreboard.
2. Plug the wall transformer into a standard 120-volt AC wall outlet.

KEY FUNCTIONS



Before continuing, take a few moments and familiarize yourself with the following terms as they apply to the controller. They are referenced in this manual.

- 1. HORN:**
Press this key while in any sport to manually sound the horn.
- 2. NEW GAME:**
Press and hold this key for three seconds to reset the scoreboard for a new game.
- 3. SELECT GAME:**
Press and hold this key for three seconds until the unit's display clears. Using the GAME CODES insert in the keypad, press the number for the sport you wish to score.
- 4. SET CLOCK:**
To set the clock, hold down the set clock key for 3 sec. When the display clears enter

the desired period time in a four-digit format using the numbers on the keypad. For example 8 minutes would be entered as 0, 8, 0, 0.

5. **-1 MINUTE:**
With the game clock stopped, press this key to subtract one minute from the clock.
6. **-1 SECOND:**
With the game clock stopped, press this key to subtract one second from the clock.
7. **-1 HOME:**
Press this key to subtract one from the HOME score.
8. **-1 GUEST:**
Press this key to subtract one from the GUEST score.
9. **KEYPAD INSERT:**
The keypad insert used for this model is the BASKETBALL insert.

CLOCK OPERATION

Setting the clock

1. Press and hold the **SET CLOCK** key for three seconds until the clock display blanks out.
2. Use the numeric keypad to enter the desired game clock time in minutes and seconds in a four-digit format. For example, to enter a time of 6:00, press 0, 6, 0, 0. To enter a time of 12:00, press 1, 2, 0, 0.

NOTE: This time will remain in memory until it is changed using the same procedure.

Operating the Clock

1. To start the clock, press the **START/STOP CLOCK** key.
2. To stop the clock, press the **START/STOP CLOCK** key.

NOTE: When the clock expires, the horn will automatically sound and the clock will reset to the user-preset time.

Sounding the Horn

1. The horn will automatically sound whenever the clock expires.
2. To sound the horn manually at any time, press the **HORN** key (located at the top of the keypad).

Resetting the scoreboard for a new game

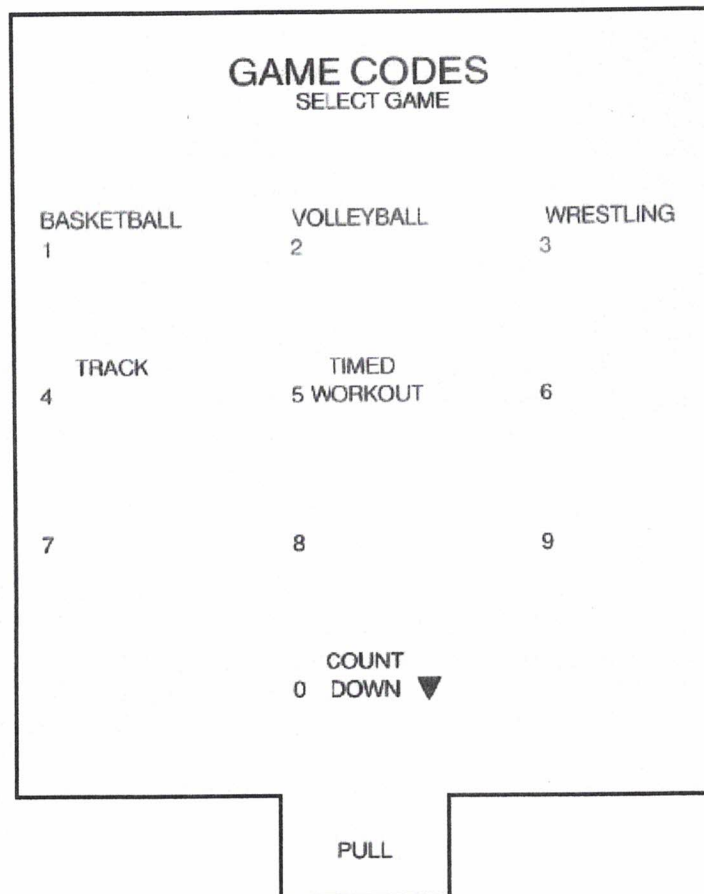
1. To reset the scoreboard for a new game, press and hold the **NEW GAME** key for three seconds. This will clear the scores from the home and Guest displays and reset the period to 1 also reset the clock to the preset time.

CHANGING GAME MODES

Since the keyboard is designed to score several different sports that display various information and require different keypad entries, this is accomplished by the use of the corresponding sport keypad insert. When a sport is selected from the game code keypad insert remove an replace with the corresponding keypad insert which assists the operator identify which keys to press for each function for that sport. When the scoreboard is first turned *ON*, a number appears briefly in the **HOME** score display. This number tells the operator what sport the scoreboard is ready to score. The number that appears corresponds directly to the sport's number as appears on the **GAME CODES** keypad insert.

To change sports:

1. Insert the GAME CODES insert into the keypad
2. Press and hold the SELECT GAME key for three seconds
3. When the unit's display blanks out, press the key for the sport you wish to score. The corresponding number for the sport selected will appear briefly in the scoreboard's HOME score display. When the HOME score display returns to "0" the unit is ready to score the selected sport. The number corresponding to the sport on the GAME CODES is illustrated below.



BASKETBALL

NOTE: Ensure that the **BASKETBALL** keypad insert is inserted into the keypad and that the unit is in **BASKETBALL** mode. See "CHANGING GAME MODES" on page 7 for more information.

- To increase the *HOME* score by 1, press the **HOME SCORE**
- To increase the *GUEST* score by 1, press the **GUEST SCORE**
- To decrease the *HOME* score by 1, press the **-1 HOME** key
- To decrease the *GUEST* score by 1, press the **-1 GUEST** key
- To increase the *PERIOD*, press the **PERIOD** key
- To indicate a Home *BONUS*, press the **HOME BONUS** key
- To indicate a Guest *BONUS*, press the **GUEST BONUS** key
- To clear both the Home and Guest *BONUS* displays, press the **BONUS CLEAR** key
- To change the *POSSESSION* arrow from the Home team to the Guest team or vice versa, press the **POSS CHANGE** key
- To sound the *HORN* at any time, press the **HORN** key located at the top of the keypad
- To reset the scoreboard for a new game, press and hold the **NEW GAME** key for three seconds

VOLLEYBALL

NOTE: Ensure that the **VOLLEYBALL** keypad insert is inserted into the keypad and that the unit is in **VOLLEYBALL** mode. See "CHANGING GAME MODES" on page 7 for more information.

- To increase the *HOME* score by 1, press the **HOME SCORE** key
- To increase the *GUEST* score by 1, press the **GUEST SCORE** key
- To decrease the *HOME* score by 1, press the **-1 HOME** key
- To decrease the *GUEST* score by 1, press the **-1 GUEST** key
- To increase the *HOME GAMES WON* by 1, press the **HOME GAMES WON** key
- To increase the *GUEST GAMES WON* by 1, press the **GUEST GAMES WON** key
- To decrease the *HOME GAMES WON* by 1, press the **-1 MINUTE** key
- To decrease the *GUEST GAMES WON* by 1, press the **-1 SECOND** key
- To change the *SERVER* arrow, press the **SERVER** key

TRACK (COUNT UP)