

SPORTABLE SCOREBOARDS®

OPERATION INSTRUCTIONS

FOR



MODEL 2207LED

www.sportablescoreboards.com

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CONTROLLER DEFINITIONS

Before continuing, take a few moments and familiarize yourself with the following terms as they apply to the controller. Some buttons on the keypad do not apply to all scoreboards.



1. HORN:

Press this key while in any game to manually sound the horn.

2. NEW GAME:

Press and hold this key for three (3) 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 game you wish to score.

4. SET CLOCK:

Press and hold this key for three (3) seconds. 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 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.

GETTING STARTED

Begin by making sure the Game Insert that came with your scoreboard is in the sleeve on the face of the controller, as in the image below.



STARTING A NEW GAME:

At power-up, the scoreboard is ready for game play. In the event you need to begin again or start a new game, simply press and hold the NEW GAME button for three seconds. This will clear the information from the scoreboard and display the start-up values of zero (0) in both scores, a one (1) in the Period.

CHANGING HOME SCORE:

To increase the *HOME* score by one, press the HOME SCORE key on the keypad. To decrease the *HOME* score by one press the “red” -1 HOME key on the left side of the keypad.

CHANGING GUEST SCORE:

To increase the *GUEST* score by one, press the GUEST SCORE key on the keypad. To decrease the *GUEST* score by one press the “red” -1 GUEST key on the left side of the keypad.

CHANGING PERIOD:

To increase *PERIOD* by one press the PERIOD key.

HOME BONUS:

To indicate a HOME BONUS, press the **HOME BONUS** key.

GUEST BONUS:

To indicate a GUEST BONUS, press the **HOME BONUS** key.

CLEAR BONUS:

To clear both the HOME and GUEST *BONUS* displays, press the **BONUS CLEAR** key.

POSSESSION:

To change the POSSESSION arrow from the Home team to the Guest team or vice versa, press the **POSS. CHANGE** key.

HORN:

To sound the HORN at any time, press the **HORN** key located at the top of the keypad (where the horn symbol is and next to the word basketball).

RESET:

To reset the scoreboard for a new game, press and hold the NEW GAME key for (3) three seconds or until the scoreboard clears.

CLOCK OPERATION

To Set The Game Clock:

1. Press and hold the **SET CLOCK** key for three seconds (or until the clock display clears).
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: The clock must be stopped in order to set the game clock or to add or subtract minutes or seconds. If the clock is running, press the **START/STOP CLOCK** key to stop the clock before pressing the **SET CLOCK** key.

Clock Operation:

1. To start the clock, press the **START/STOP CLOCK** key.
2. To stop the clock, press the **START/STOP CLOCK** key.
3. To add minutes to the clock, stop the clock then press the **MINUTES** key once for each minute you wish to add.
4. To add seconds to the clock, stop the clock then press the **SECONDS** key once for each second you wish to add.
5. To subtract minutes from the clock, stop the clock then press the **-1 MINUTES** key once for each minute you wish to add.
6. To subtract seconds from the clock, stop the clock then press the **-1 SECOND** key once for each minute you wish to subtract.

SCORING BASKETBALL

1. To increase the *HOME* score by 1, press the **HOME SCORE** key.
2. To increase the *GUEST* score by 1, press the **GUEST SCORE** key.
3. To decrease the *HOME* score by 1, press the **-1 HOME** key.
4. To decrease the *GUEST* score by 1, press the **-1 GUEST** key.
5. The *PERIOD* will automatically increase when the clock expires at the end of each period. To manually increase the *PERIOD* at any time, press the **PERIOD** key. To decrease the *PERIOD* at any time, press the **COUNT DOWN** key quickly followed by the **PERIOD** key.
6. To indicate a Home *BONUS*, press the **HOME BONUS** key.
7. To indicate a Guest *BONUS*, press the **GUEST BONUS** key.
8. To clear both the Home and Guest *BONUS* displays, press the **BONUS CLEAR** key.
9. To change the *POSSESSION* arrow from the Home team to the Guest team or vice versa, press the **JUMP POSS. CHANGE** key once.
10. To sound the *HORN* at any time, press the **HORN** key located at the top of the keypad.
11. To reset the scoreboard for a new game, press and hold the **NEW GAME** key for three seconds or until the scoreboard clears.

WIRELESS CONTROLLER BATTERY REPLACEMENT

Wireless controllers receive their power from 4 AA batteries that are accessible by removing the back cover on the controller. From time to time the batteries need to be replaced. The back cover is held in place by tabs on the cover itself and is a snug fit so that no tools are required for the battery swap. The following steps illustrate the process.

Step 1:

Turn the controller upside down and notice the pocket along the top edge.

Step 2:

While holding the controller, pull up on the back cover at the pocket to remove it. This will take some pressure as the cover is designed with a “friction” type fit.

Step 3:

Replace the 4 AA batteries with 4 quality brand batteries, making sure they are in the proper orientation with respect to polarity.



ADDITIONAL INFORMATION

1. After the last game simply turn the scoreboard's **POWER OFF**.
2. After each use the controller and all accessories should be stored in a secure, dry location.

NOTE: AFTER EACH USE POWER TO THE SCOREBOARD MUST BE TURNED OFF AT THE SCOREBOARD'S POWER DISCONNECT SWITCH OR CIRCUIT BREAKER. FAILURE TO DO SO WILL RESULT IN UNNECESSARY POWER CONSUMPTION, SHORTEN THE LIFE OF THE DISPLAYS AND OTHER ELECTRONIC COMPONENTS.

NOTICE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their expense.