SPORTABLE SCOREBOARDS®

OPERATION INSTRUCTIONS FOR
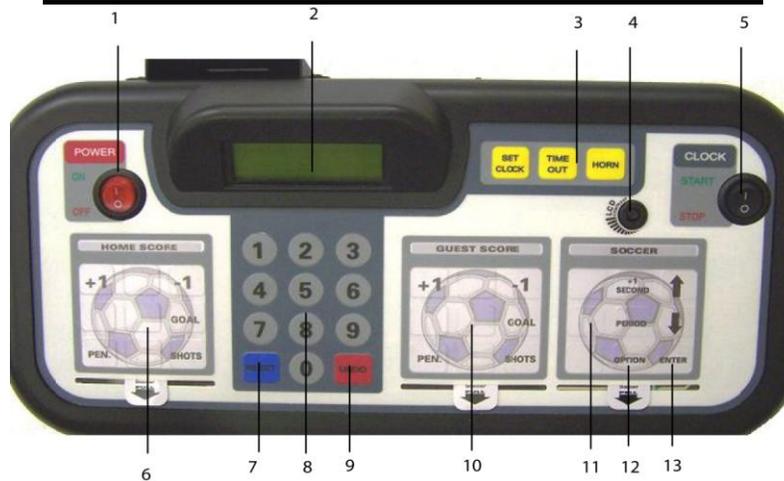
HOME GUEST

20:48

3 2 1

PERIOD

MODEL 3450-58LED
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. They are referenced frequently throughout this manual.

1. POWER Switch:
> The POWER switch is used to turn the controller ON and OFF.

2. LCD Display:
> The controller's LCD displays all scoring information and option settings. Even though your scoreboard may not be equipped to display all scoring information discussed in this manual, all of this information will appear on the controller's LCD.

3. CLOCK Controls:
> The CLOCK controls are used to set, start, and stop both the game clock and timeout clock. The horn button is also located in this section of the controller's keypad.

4. CONTRAST Knob:
> The CONTRAST knob is used to change the brightness of the text in the LCD Display.

5. CLOCK Start/Stop Switch:
> The CLOCK Start/Stop Switch is used to start and stop the game clock.

6. HOME SCORE Keypad:
> The HOME SCORE keypad is used to enter scoring information for the HOME team.

7. RESET Key:
> The RESET key is used to begin a new game. Using this key will clear out the status of an existing game and reset the scoreboard to the default startup values. When pressed and held for three seconds, the RESET key clears all scoring information while saving all option settings. This key is also used in combination with the OPTION key to enter the option menu.

8. NUMERIC Keypad:
> The NUMERIC keypad is used to enter values when setting options and editing scoring information. This section also contains the RESET and UNDO keys.

9. UNDO Key:
> The UNDO key is used to undo the last controller entry.

10. GUEST SCORE Keypad:
> The GUEST SCORE keypad is used to enter scoring information for the GUEST team.

11. GAME Keypad:
> The GAME keypad is used to enter values related to game play.

12. OPTION Key:
> Pressing RESET, quickly followed by the OPTION key enters the option menu.

13. ENTER Key:
> The ENTER key is used to accept any entry while in the option menu and to continue the last game scored when the controller is first turned ON.

COMMUNICATION CABLES

Connecting a Hard Wired Cable:

1. Using the supplied 20-ft. DIN cable, connect one end to either of the DIN sockets on back of the controller and the other end to the junction box receptacle.

2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.

Cable Connection

Connecting a Wireless Transmitter:

1. Connect the transmitter to the controller by plugging one end of the transmitter's attached interface cable into the transmitter and the other end to *either* of the controller's DIN sockets on back of the controller. Place the transmitter into the supplied clip on back of the controller.

2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.

Wireless Connection

GETTING STARTED

Begin by making sure the Game Inserts that came with your scoreboard are in the proper location on the controller, as in the image below.

A Note about the LCD Display:

The LCD display provides the scorer with any information that the scoreboard will display. The Up/ Down Arrows on the GAME Keypad are used to scroll the information on the LCD Display. There are two lines of text. Pressing either arrow will cycle those lines of text.

When the **POWER** switch is turned *ON* the controller's LCD will show the following:
Scorecomm
Keyboard V12.XXX
Then the sport will be displayed with the scoreboard number under it briefly.

To Continue Last Game Press ENTER, To Start New Game Press RESET

Pressing either **ENTER** or **RESET** will enter the controller's game mode selection list. From here, the operator can begin scoring the game or enter the option menu where the game may be changed and keyboard options such as contrast and clock functions may be set.

1. Pressing **ENTER** will recall information from the last game that was played and display it on the controller and scoreboard. At this time game play can resume.

2. Pressing **RESET** will begin a new game. The controller will display the default start up information with no scores, the default time on the clock, and Period will be 1.
3. To access the option menu press **RESET** quickly followed by **OPTION**.

OPTIONS MENU

The scoreboard controller is configured with default settings. Use this section of the Operating Instructions manual to make changes to the default settings. To access the Options Menu the controller must first be in "game" mode. When the controller is turned on and either **RESET** or **ENTER** has been pressed to begin game play the controller is in "game" mode. Begin with making sure the controller is in the "game" mode you are scoring. The mode will be briefly displayed on the LCD when the controller is first put into "game" mode.

Changing Game Modes:
Access the option menu by pressing **RESET** quickly followed by **OPTION**. Once you have placed the controller in the Options Menu, the controller's LCD should display **SELECT OPTION** on the top line and **<SELECT GAME>** on the second line.

- Use either the up or down arrow key to select the game mode you wish to score then press **ENTER**. You should choose SOCCER for this scoreboard.

Changing Game Settings:
Access the option menu by pressing **RESET** quickly followed by **OPTION**. Notice the bottom line of text on the LCD Display. Make sure the controller is in the game mode that you wish to set options for.

1. At the **<SELECT GAME>** prompt, press **ENTER**.
2. Use either the up or down arrow key to select the options that are available.
3. Now, the bottom line on the LCD displays the current game mode. If the settings for the current game mode are what you want to edit, press **ENTER**.
4. If you are changing game modes, scroll to the SOCCER game mode and press **ENTER**.

The options that are available for the selected game mode are shown on the bottom line of text of the LCD display.

1. By using the up or down arrows, scroll to the setting you want to change and press **ENTER**.
2. If the option you are adjusting is time related; such as the game clock, enter the new time with a four digit entry. Here are two examples;
   - **i.** Eight minutes – 0800, and press **ENTER**
   - ii. Twelve minutes – 1200, and press **ENTER**.
3. Other than time related options, adjust the selected option or to turn on or off the selected function, use the up and down arrow keys and press **ENTER**.
4. To select and set other options follow the steps above until all desired options have been set, then press **OPTION** to exit the option menu.

NOTE: Refer to the chart at the end of this manual for the options that are available.

GAME SETTINGS

Time of Day Function (T.O.D.):

The **<TIME OF DAY>** function in the **SOCCER** option menu will display the time of day on the controller's LCD and the scoreboard clock but disables all scoring functions. To set the time of day using the **<TIME OF DAY>** function do the following:

Make sure the controller is in **SOCCER** mode. If it is not, to the **USING THE OPTIONS MENU/CHANGING GAME MODES** section of this manual.

1. Enter the option menu by pressing **RESET** quickly followed by **OPTION**.
2. At the **<SELECT GAME>** prompt, use either the up or down arrow key to select **<TIME OF DAY>** and press **ENTER**.
3. At the prompt, use the numeric keypad to enter the time of day, in a 4-digit format; then press **ENTER**.
   a. Example, to enter 8:03, press 0, 8, 0, 3, then press **ENTER**. To enter 11:52, press 1, 1, 5, 2, then press **ENTER**.

SET CLOCK button:

The clock can be set for a "one time" amount of time. This is useful for intermissions and breaks in game play. After the clock ticks down to zero, the clock resets to the time that is stored in memory. To set the game clock so that the entered time **IS NOT** stored in memory as the default game clock time:

1. Stop the game clock by moving the **CLOCK** switch to the *STOP* position.
2. Press the **SET CLOCK** key on the controller
3. At the prompt, enter the desired time using the numeric keypad then press **ENTER**.
   a. **Example:** To enter a time of 12 minutes, press 1, 2, 0, 0, then **ENTER**. To enter a time of 8 minutes press 0, 8, 0, 0, then **ENTER**.

Changing the Default Clock Settings:

To set the game clock so that the entered time will be stored in memory as the default game clock time, do the following:

Make sure that the controller is in the proper game mode. The game mode is displayed after the controller is turned on and either the **RESET or ENTER** button is pressed. If it is not in the proper game mode, refer to the **OPTIONS MENU/Changing Game Modes** section of this manual.

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<SET GAME CLOCK>** then press **ENTER**.

At the prompt, use the numeric keypad to enter the desired time and press **ENTER**.

> > i. Example: To enter a time of 90 minutes, press 9, 0, 0, 0, then **ENTER**. To enter a time of 8 minutes, press 0, 8, 0, 0, then **ENTER**.

0.1 SEC ENABLE:

Displays tenths of a second when the game clock counts down to less than zero.

1. Enter the option menu by pressing **RESET** followed by **OPTION**.

2. At the flashing **<SELECT GAME>** prompt use the up or down arrow key to select **<0.1 SEC ENABLE>** and press **ENTER**.

3. At the prompt, use the UP/DOWN arrows to select ON or OFF and press **ENTER**.

4. To exit the option menu press **OPTION**.

Timeout Clock:

When the **TIMEOUT** key is pressed the operator will have the choice of using TIMEOUT 1 or TIMEOUT 2. The length for TIMEOUT 1 and TIMEOUT 2 are preset by the operator in the option menu using the procedure below.

To set the length of a timeout; do the following:

1. Enter the option menu by pressing **RESET** followed by **OPTION**.

2. At the flashing **<SELECT GAME>** prompt use the up or down arrow key to select **<TIMEOUT CLOCK>** or **<TIMEOUT 2 CLOCK>** and press **ENTER**.

3. At the prompt, enter the desired length of the timeout using the number keys then press **ENTER**. Example: To enter a time of 2 minutes, press 0, 2, 0, 0, then **ENTER**.

4. To exit the option menu press **OPTION**.

5. To start the timeout clock you must stop the game clock and press the **TIMEOUT** key. When prompted to "Select Timeout," press **ENTER** to use TIMEOUT 1 or use the up or down arrow key to select *TIMEOUT 2* and press **ENTER** to use the preset time for TIMEOUT 2.

6. To stop the timeout clock before it expires, press the **TIMEOUT** key.

7. To display the time remaining in a timeout on the scoreboard's game clock:

8. Enter the option menu by pressing **RESET** followed by **OPTION**.

9. Use the up and down arrow keys to select **<TIMEOUT DISP>** and press **ENTER**.

10. Press the up or down arrow key once to turn the function *ON*.

11. To exit the option menu, press **OPTION**.

SCORING A GAME

Make sure the SOCCER inserts are in the controller. The sport that is configured will be displayed after the controller is turned on or press and hold the **RESET** key. If it does not display soccer, refer to the **OPTIONS MENU/Changing Game Modes** section.

Scoring:
1. To increase either score by one, press the **+1** appropriate key on the appropriate team's keypad.
2. To decrease either score by one, press the **-1** appropriate key on the appropriate team's keypad.

Period:
- To increase the *PERIOD* by one (1), press the **PERIOD** key.

Goal
- To change the goal indicator from *HOME* to *GUEST* and vice versa, press the **GOAL** key.

OPTIONS

SET T.O.D. CLOCK (Time Of Day)	Displays the time of day on the scoreboard's clock – disables scoring mode.	12-hour clock	Numeric keypad
SET GAME CLOCK	Sets the default game time and stores new time in memory until changed.	00:00 to 99:59	Numeric keypad
0.1 SEC ENABLE	Displays tenths of a second on the game clock during the last minute of a game.	ON or OFF	Up/Down Arrows
SET AUTO HORN	Automatically sounds the scoreboard's horn when the game clock expires.	ON or OFF	Up/Down Arrows
TIMEOUT CLOCK	Sets the default length of the 1_{st} preset timeout period – stored in memory until changed	00:00 to 59:59	Numeric keypad
TIMEOUT DISP	Displays the time remaining in a timeout on the Game clock when the TIMEOUT key is pressed.	ON or OFF	Up/Down Arrows
TIMEOUT ALARM	Automatically sounds the scoreboard's horn when a timeout expires	ON or OFF	Up/Down Arrows
PERIODS/GAME	Sets game periods as 1, 2, 3, or 4 periods	1 through 4	Up/Down Arrows
SOCCER COUNTUP	Causes the game clock to count up from 0:00	ON or OFF	Up/Down Arrows

If at the end of a game the scoreboard is to be used to score another game, press and hold the **RESET** key for three seconds. All scoring information on both the controller's LCD and the scoreboard will be cleared, while all option settings will be saved. After the last game simply turn the controller's **POWER** switch *OFF.* All scoring information and option settings will be saved and may be retrieved when the controller is turned back on by pressing **ENTER**.

Shortly after the controller is turned off the *PERIOD* digit on the scoreboard will begin to flash and will continue to do so until power to the scoreboard has been shut off at the scoreboard's power disconnect switch or circuit breaker.
NOTE: *AFTER EACH USE POWER TO THE SCOREBOARD MUST BE SHUT OFF AT THE SCOREBOARD'S POWER DISCONNECT SWITCH OR CIRCUIT BREAKER. FAILURE TO DO SO WILL RESULT IN UNNECESSARY POWER CONSUMPTION AND MAY SHORTEN THE LIFE OF THE DISPLAYS AND ELECTRONICS.*

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 his own expense.