SPORTABLE SCOREBOARDS®

OPERATING INSTRUCTIONS FOR
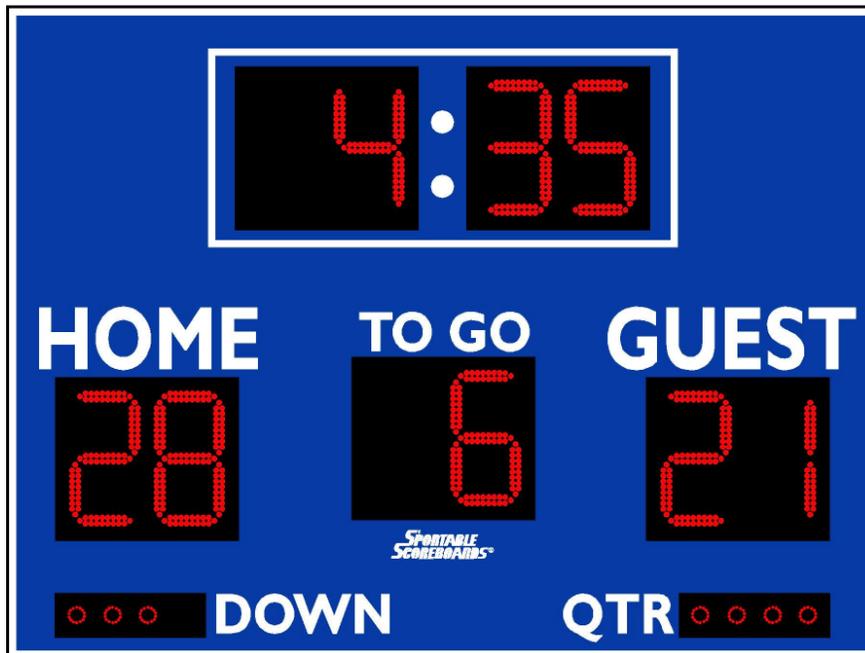
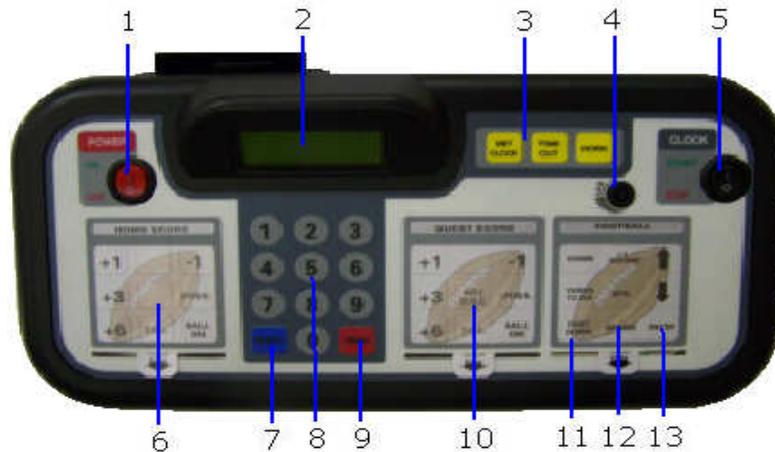# MODEL 7150 LED
www.sportablescoreboards.com

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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:
<div align="center">

Sportable
Keyboard V12.xxx
Sport (football, soccer, etc.)
Scoreboard Model number
To Continue Last Game Press ENTER, To Start New Game Press RESET
</div>

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**.

NOTE: Shortly after the controller is turned off a single digit on the scoreboard will begin to flash an "8" 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. This feature serves as a reminder to turn off the power to the scoreboard after each use. Failure to turn off the power to the scoreboard after use could increase the chances of equipment failure.

USING THE OPTIONS MENU

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. For this scoreboard, basketball, volleyball, and wrestling are the available games modes.

- Use either the up or down arrow key to select the game mode you wish to score then press **ENTER**.

   NOTE: Selecting a sport that your scoreboard model is not intended to score may cause unpredictable results.

CHANGING GAME SETTINGS (Overview):

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 game mode of choice and press **ENTER**.

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

6. By using the up or down arrows, scroll to the setting you want to change and press **ENTER**.
7. 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
      ii. Twelve minutes – 1200
8. Other than time related options, to adjust the selected option or to turn on or off the selected function, use the up and down arrow keys and then press **ENTER**.
9. 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 charts at the end of this manual for the options available this scoreboard model.

USING THE LCD CONTROLLER FOR FOOTBALL

Make sure the FOOTBALL inserts are in the controller and that it is in football 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 football mode, refer to the **USING THE OPTIONS MENU/CHANGING GAME MODES** in the previous section.

SCORING:
To increase the score for the *HOME* team by six (6), three (3), or one (1), press the appropriate key (**+6**, **+3**, or **+1**) on the **HOME SCORE** keypad.
To decrease the *HOME* score by one (1), press the **-1** key on the **HOME SCORE** keypad.
To increase the score for the *GUEST* team by six (6), three (3), or one (1), press the appropriate key (**+6**, **+3**, or **+1**) on the **HOME SCORE** keypad.
To decrease the G*UEST* score by one (1), press the **-1** key on the **GUEST SCORE** keypad.

DOWN:
To increase the *DOWN* by one (1), press the **DOWN** key.

TO GO:
To enter *TO GO*, press the **YARDS TO GO** key. At the prompt, enter the distance using the numeric keypad and press **ENTER**.

BALL ON:
To enter *BALL ON*, press the **BALL ON** key on either the **HOME** or **GUEST SCORE** keypad. At the prompt, enter the ball's position using the number keys and press **ENTER**.

QUARTER:
To increase *QUARTER* press the **QTR**. key

T.O.L.:
To decrease the *T.O.L.* (time outs left) for either the *HOME* or *GUEST* team press the **T.O.L.** key on the appropriate **HOME SCORE** or **GUEST SCORE** keypad.
To correct a *T.O.L.* entry error press the **EDIT** key quickly followed by the **T.O.L.** key on the appropriate keypad. At the prompt, use the numeric keypad to enter the correct number of remaining timeouts and press **ENTER**. To review the number of remaining timeouts for either team, press the up or down arrow key at any time while in scoring mode.

* Even though your scoreboard may not display timeouts left, this function may still be used as a convenient and accurate way to track remaining timeouts. The timeouts remaining screen is automatically updated each time a **T.O.L.** key is pressed.

SETTING THE GAME CLOCK:
To set the game clock so that the entered time **WILL NOT** be stored in memory as the default game clock time:

- Stop the game clock by moving the **CLOCK** switch to the *STOP* position.
- Press the **SET CLOCK** key
- At the prompt, enter the desired time using the numeric keypad then press **ENTER**.
    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 **USING 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**.
3. To exit the option menu press **OPTION**.
4. To start the clock, flip the **CLOCK** switch to the *START* position.
5. To stop the clock, flip the **CLOCK** switch to the *STOP* position.
6. To add time to the game clock, press the **+1 SECOND** key, or to make a larger adjustment stop the clock and press the **SET CLOCK** key. At the prompt, enter the correct time and press **ENTER**.

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 **<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**.

TIME OF DAY Function (T.O.D.):

The **<TIME OF DAY>** function in the **FOOTBALL** 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 **FOOTBALL** 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**.
    i. 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**.

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**.

USING THE LCD CONTROLLER TO SCORE SOCCER

1. Make sure the Soccer inserts are in the controller. The sport is displayed after the controller is turned on and the **RESET** button is pressed. If it is not in Soccer configuration, refer to the **USING THE OPTIONS MENU/CHANGING SPORT CONFIGURATIONS** in the using the options menu.
2. .
3. To increase the *HOME* score by one (1), press the **+1** key on the **HOME SCORE** keypad. To decrease the *HOME* score by one (1), press the **-1** key on the **HOME SCORE** keypad.
4. To increase the *GUEST* score by one (1), press the **+1** key on the **GUEST SCORE** keypad. To decrease the *GUEST* score by one (1), press the **-1** key on the **GUEST SCORE** keypad.
5. To register a shot for the *HOME* team, press the **SHOTS** key on the **HOME SCORE** keypad.
6. To register a shot for the *GUEST* team, press the **SHOTS** key on the **GUEST SCORE** keypad.
7. To register a penalty for the *HOME* team, press the **PEN** key on the **HOME SCORE** keypad.
8. To register a penalty for the *GUEST* team, press the **PEN** key on the **GUEST SCORE** keypad.
9. To increase the *PERIOD* by one (1), press the **PERIOD** key on the **SOCCER** keypad.

NOTE: the number of periods may be changed to 1, 2, 3, or 4 by following the procedure below:

1. Enter the options menu by pressing the **RESET** quickly followed by the **OPTION**.
2. Use either the up or down arrow key to select **<SOCCER PERIODS>** then press **ENTER**.
3. Use the up and down keys to select 1, 2, 3, or 4 periods, and then press **ENTER**.

4. Press **OPTION** to exit the options menu.

Even though your scoreboard may not be equipped to display all of the information mentioned, such as those models that do not display penalties, shots, and goals, this information will appear on the controller's LCD display and serves as convenient and accurate way to track these statistics.

USING THE LCD CONTROLLER TO SCORE BASEBALL

1. Make sure the Baseball inserts are in the controller. The sport is displayed after the controller is turned on and the **RESET** button is pressed. If it is not in baseball configuration, refer to the **USING THE OPTIONS MENU/CHANGING SPORT CONFIGURATIONS** in the using the options menu.
2. To increase *BALL* by one press the **BALL** key.
3. To increase *STRIKE* by one press the **STRIKE** key.
4. To increase *OUT* by one press the **OUT** key.
5. To clear all balls and strikes for the next batter presses the **NEW BAT/AT BAT** key. The controller will ask display the players jersey number or just press the enter key.
6. To increase the *INNING* by one (1) press the **INNING** key.
7. To increase the *HOME* score by one press the + key on the **HOME SCORE** keypad. To decrease the *HOME* score by one press the -1 key on the **HOME SCORE** keypad.
8. To increase the *GUEST* score by one press the +1 key on the **GUEST SCORE** keypad. To decrease the *GUEST* score by one press the -1 key on the **GUEST SCORE** keypad.
9. To register a *HIT* for the *HOME* team press the **HIT** key on the **HOME SCORE** keypad.
10. To register an *ERROR* for the *HOME* team press the **ERROR** key on the **HOME SCORE** keypad.
11. To register a *HIT* for the *GUEST* team press the **HIT** key on the **GUEST SCORE** keypad.
12. To register an *ERROR* for the *GUEST* team press the **ERROR** key on the **GUEST SCORE** keypad.
13. To correct a hit/error or inning entry error press the **EDIT** key quickly followed by the appropriate key: **HIT** or **ERROR** on the appropriate score keypad or the **INNING** key.
14. At the prompt use the numeric key pad to enter the correct inning or the correct number of hits or errors the press **ENTER**. To review the total hits and errors for both teams simply press either the up or down key while in scoring mode.
15. The total hits and errors screen is automatically updated each time a hit or error is entered for either team. Even though your scoreboard will not display this information, this function may still be used as a convenient and accurate way to track these statistics.

END OF GAME/STARTING A NEW GAME

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 *QUARTER* 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 the controller and all accessories should be stored in a secure, dry location.

ADDITIONAL INFORMATION

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.

NOTE: 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/her own expense.