ADDENDUM No. 3
for

INVITATION FOR WRITTEN RESPONSE (IFWR)

SCOREBOARD SUPPLY AND INSTALLATION

TOWN OF LONGMEADOW
MASSACHUSETTS

March 26, 2019

This document serves as Addendum No.3 for the Invitation for Written Response (IFWR) for Scoreboard Supply and Installation. This Addendum forms part of the IFWR and modifies the original document. **The following changes and/or additions are to be made to the original Invitation for Written Response dated February 21. 2019, Addendum No.1 dated March 8, 2019; and Addendum No.2 dated March 14, 2019:**

1. **Revised Deadline for the Receipt of Written Responses**
    Delete reference to the revised written response submission deadline documented in the IFWR document through Addendum No. 2 and in its place insert the **revised written response submission deadline Wednesday, April 3, 2019 at 11:00am.**

2. **Base Bid (Bliss Field Side):**
    a. Per the Longmeadow Building Inspector the overall size of the two new scoreboards to be purchased and installed by the contractor shall not exceed the size of the two scoreboards that currently exist. The existing scoreboard size is 14' Wide. Then stamped engineered drawings would not be required as it would be the same wind load. Plans from the two scoreboards that currently exist are not available.
    b. For those considering the Nevco product, attached is the proof supplied by Nevco that corresponds with the current size of the existing scoreboards, Nevco Proof #42721-PR.

3. **Bid Alternate No.1, (LHS Side):**
    Attached is the Varsity Scoreboard documents that correspond with the model that Longmeadow High School has on hand that was donated to them. The attachments include the installation instructions, scoreboard specifications and keyboard operation manual. The Building Inspector will require PE Engineered drawings supplied by the awarded contractor for the installation of this new scoreboard.

4. **QUESTION AND RESPONSE:**

    QUESTION: What is the model of the controller that came with the Varsity Scoreboard? We are trying to determine if we just need to supply a receiver to sync to the existing controller or if a new controller and receiver need to be supplied?
    > **RESPONSE:**
    > The controller does not have anything specific on it referencing a model number. It just references the Scoreboard model (VSBX-630 LED scoreboard). It does not look like it has a wireless controller and this is what is in the bag with the controller.
    >
    > It has a Keyboard controller with keypad inserts
    > 12 volt DC wall transformer
    > 20 foot control cable
    > junction box cover with build in 5-pin socket

QUESTION: Is the 8'x 21' sign that was purchased with the Varsity Scoreboard also to be installed? We discussed this last week and the Athletic Director said yes, but I did not see it mentioned in the addendum.

> **RESPONSE:** Yes, the contractor will also be responsible for installing the sign and should include that price in Bid Alternate No.1.

QUESTION: What is the anticipated award date for the bid? The specs require that the Bliss Field scoreboards are installed by 5/9/2019. Our scoreboards have a five week lead time including shipping and we would like to have at least a week to complete the installation of all three scoreboards.

> **RESPONSE:** The project Substantial Completion date will be pushed out to May 24, 2019. The selected contractor shall work with the Athletic Director to ensure that there is always an active scoreboard available during the replacement/installation of the multiple scoreboards.

QUESTION: Will a stamped PE Drawing be required for any of the scoreboard installations?

> **RESPONSE:** For the Base Bid two scoreboards that are being replaced on the existing frames, per the Longmeadow Building Inspector the overall size of the two new scoreboards to be purchased and installed by the contractor shall not exceed the size of the two scoreboards that currently exist. Then stamped engineered drawings would not be required as it would be the same wind load.
>
> For the Bid Alternate No.1 scoreboard with the donated Varsity Scoreboard that is not installed, the Building Inspector will require PE Engineered drawings supplied by the awarded contractor for the installation at this new scoreboard installation location.
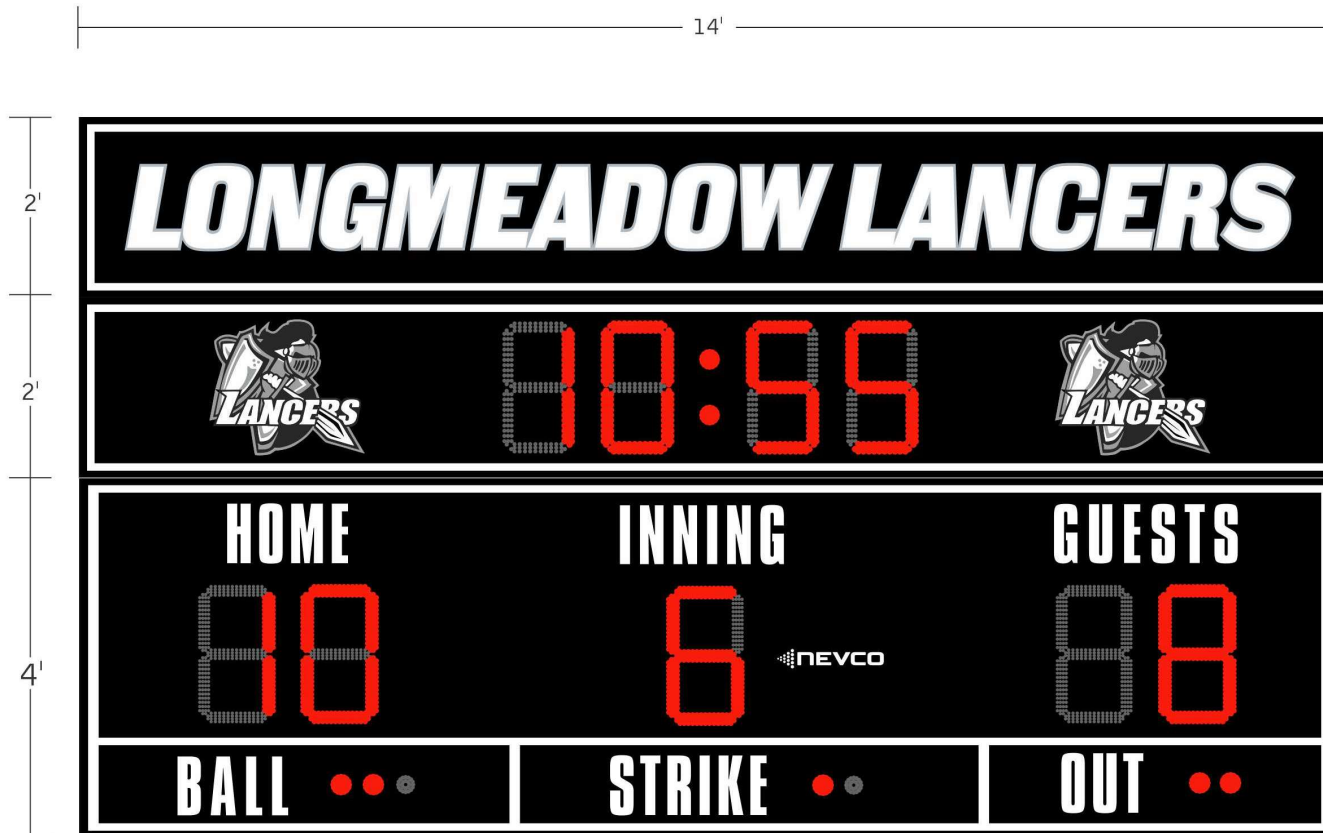
QUESTION: Are building permits required for the installation of these scoreboards?

> **RESPONSE:** Yes, building permits are required. Permits issued by the Town of Longmeadow will be supplied at no charge.

2. b.

PROOF INCLUDES:

- **Custom 1610 Baseball/Softball LED Scoreboard**
  14'W x 4'H x 8"D
  Scoreboard Color: #76 Print Black
  Digit Color: Red

- **Custom Timer**
  14'W x 2'H x 8"D
  Timer Color: #76 Print Black
  Digit Color: Red
  Digit Size" 18"
  Scoreboard Logo: (2) 15"W x 18"H

- **Non-illuminated Sign**
  14'W x 2'H

14'

2'

LONGMEADOW LANCERS

2'

LANCERS   **10:55**   LANCERS

4'

HOME   INNING   GUESTS

10   **6**   **88**
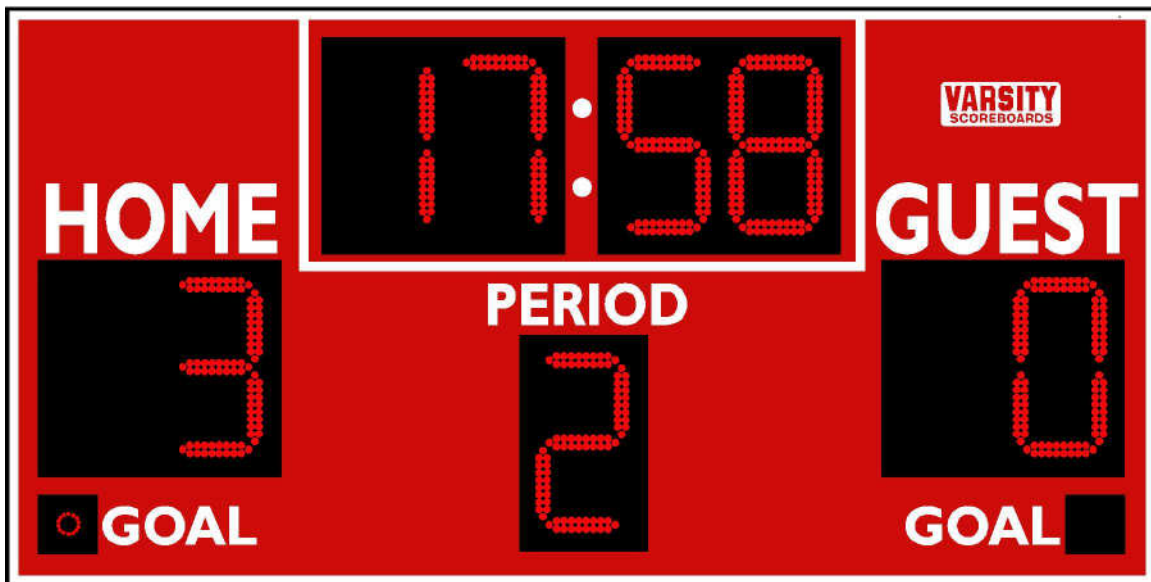
nevco

BALL ●●○   STRIKE ●○   OUT ●●

This rendering is for conceptual purposes only. It may not be to exact scale or specifications and should not be used for installation purposes. Every effort has been made to make it as accurate as possible. Beams and or pillars are for illustration only. Engineering specifications may require changes in the quantity, size and/or shape of beams and pillars to meet installation requirements. Nevco assumes no obligations or liability regarding the viability of applicability of existing structures. THIS DRAWING IS THE PROPERTY OF NEVCO INC. AND SHALL NOT BE REPRODUCED, COPIED, SHARED or DISTRIBUTED WITH ANYONE OTHER THAN THE INTENDED STAFF OR CLIENT OF THE PROPOSED PROJECT WITHOUT THE EXPRESSED PERMISSION OF NEVCO INC.

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INTEGRATED DISPLAY AND SCORING SOLUTIONS

WWW.NEVCO.COM

3.

INSTALLATION INSTRUCTIONS FOR

MODEL VSBX-630 LED

www.varsityscoreboards.com

Table of Contents

2

DESCRIPTION
VSBX-630 LED SCOREBOARD

NOTE TO INSTALLERS: PLEASE RETURN THIS MANUAL TO THE INDIVIDUAL IN CHARGE OF THE SCOREBOARD UPON COMPLETION OF INSTALLATION.

The scoreboard and all accompanying accessories have been carefully inspected and tested before leaving the factory. However, it is possible for damage to have occurred during shipping so we ask that you inspect all shipping containers upon arrival for damage and ensure that you have all of the parts listed below. If you find that damage has occurred during shipping, **DO NOT** refuse the shipment. Instead, accept the shipment from the carrier, follow the instructions for filing a freight damage claim found below, and notify the manufacturer immediately.

THE SCOREBOARD SYSTEM SHOULD INCLUDE THE FOLLOWING PARTS:

ITEMS IN LARGE PACKAGE(S)
 (1) 4' - ft. x 8' - ft. Soccer Scoreboard, shipped in (1) section
ITEMS IN ACCESSORY BAG
 (1) Keyboard controller with keypad inserts
 (1) 12-volt DC wall transformer
 (1) CD ROM (including installation, operation, maintenance, warranty, and support information)
Cable-controlled systems (standard):
 (1) 20-ft. control cable
 (1) Junction box cover with built-in 5-pin din socket
 (1) Customer-specified length of control cable
Wireless systems (optional):
 (1) Wireless transmitter with interface cable
 (1) Keyboard mounting bracket for transmitter
Optional parts:
 (1) 21"x8' sponsor panel(s) shipped in one (1) section
 (3) Mounting brackets for sponsor panel and accompanying hardware
 (1) Internal Battery Pack for LCD Keyboard Controller

INSTRUCTIONS FOR REPORTING SHIPPING DAMAGE

Shipping damage must be noted at the time of delivery. Consignee must note "DAMAGED" on the Delivery Receipt Form. Please make notations of the type of damage to the freight and to the packaging. Ask the delivery driver to call the local terminal and report immediately. The shipper is **not responsible** for the shipments that are not signed for as damaged upon arrival. Please contact the manufacturer immediately to report the damage. The shipper is responsible for filing the claim, unless shipped 3RD Party.

If damage is discovered after delivery, call the delivery company to report the concealed damage and please call the manufacturer immediately to report. Concealed damage must be reported

3

within 5 days after delivery date. If the damages are found after this time, the manufacturer will not be responsible.

INSTALLATION OVERVIEW

This manual will walk you through the installation of the scoreboard. While care has been taken to consider the many scenarios for installation, some general information applies to all. Use this guide as closely as possible to ensure proper installation, as follows:

1. Review the product specifications below to determine your specific installation hardware.
2. Determine the scoreboard's location and orientation.
3. Install the mounting poles/I Beams (supplied by the customer).
4. Mount the scoreboard to the poles/I Beams.
5. Install the control cable for cable-controlled systems (**not necessary for Wireless Remote Control systems).**
6. Install the electrical service for the scoreboard and the controller.
7. Install any options, such as sponsor panels or protective nets, according to the installation instructions included with each option package.
8. Test the installed system.
9. Fax/return warranty activation sheet to Scoreboard Service Company at (270) 753-3773.

PRODUCT SPECIFICATIONS

Overall Dimensions:
    4' - ft x 8' - shipped in one (1) section
Weight:
    Hanging weight = approximately 180 lbs
    Shipping weight = approximately 235 lbs.
Mounting Recommendations:
    (2) 8" steel I-beams (W8 x 31) *OR* (2) 8" OD galvanized steel poles (schedule 40). Total length determined by local codes, customer preferred mounting height, and scoreboard options.
Power Requirements:
Scoreboard:
    (1) 120-volt, 20-amp, 60 Hz grounded AC circuit connected to a power disconnect switch or circuit breaker (refer to the wiring diagram for instructions on determining the scoreboard's power requirements – specific power requirement information is also marked on the scoreboard's serial number label, located on the scoreboard)
Keyboard Controller:

(1) 120-volt, 15-amp, 60 Hz grounded AC circuit in a standard duplex outlet (optional if an internal battery pack was purchased with the controller)

Cable Recommendations (for cable-controlled systems only):

Four conductor cable – 28 gauge, twisted pair (two pairs), shielded data cable.
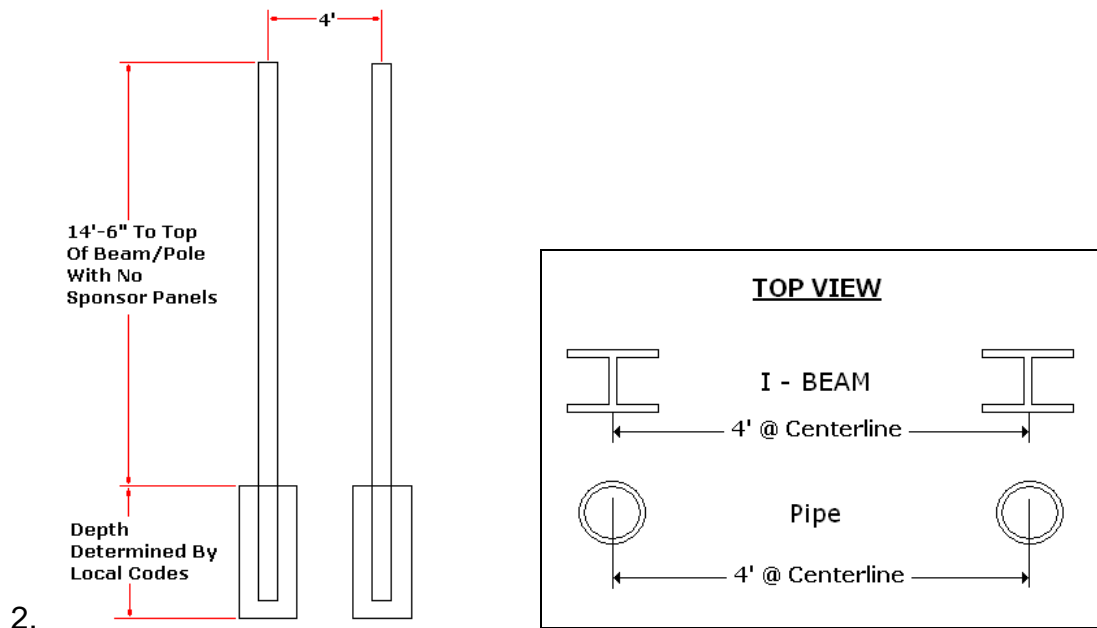
DETERMINING LOCATION AND ORIENTATION

The scoreboard should be positioned so that the greatest number of spectators can easily view it. Also, consider the best orientation of the scoreboard should the system be used to score a daytime or afternoon game. The scoreboard should be positioned so that sunlight does not glare off of its face. In the U.S., placement on the South or West side of the field is recommended. Consult with the local building or zoning department before final determination and installing the scoreboard.

INSTALLING MOUNTING POLES OR I-BEAMS

NOTE: The following information for installing the mounting poles/beams are suggestions only. Local codes, field placement, scoreboard options, customer preference, and other special considerations will determine the specifics of your installation, including footer specifications, above ground height, and total length of the poles/I-beams.

1. Install the two (2) mounting poles/I-beams (supplied by the customer) on the field with a 4' center spacing and with 14'-6" of pole/I-beam above ground (refer to the figures below).

14'-6" To Top Of Beam/Pole With No Sponsor Panels

Depth Determined By Local Codes

2.

TOP VIEW

I - BEAM

4' @ Centerline

Pipe

4' @ Centerline

5

3. The poles/I-beams must be set into concrete footers. Make sure the poles are level and plumb and spaced on 4' centers. The mounting faces of I-beams must be straight with each other. If the face of an I- beam is turned, shims will be needed to mount the scoreboard. The required dimensions for the footers vary depending on local building codes, soil & weather conditions, and scoreboard size. Consult with local building officials for the required pole sizes and footer construction regarding this installation. A local architect, structural engineer, or sign installer may also be a source of assistance.

IMPORTANT: <u>DO NOT</u> MOUNT THE SCOREBOARD TO A WALL. A MINIMUM OF 18" – 24" CLEARANCE MUST BE MAINTAINED FOR ACCESS TO THE BACK OF THE SCOREBOARD CABINET. CONTROL MODULE, POWER, AND SIGNAL CABLE CONNECTIONS ARE ACCESSED ON THE BACK OF THE SCOREBOARD.

MOUNTING THE SCOREBOARD

NOTE: IF THE POLES/I-BEAMS ARE NOT IN ALIGNMENT --- SHIMS MAY BE NEEDED TO MOUNT THE SCOREBOARD PROPERLY. MOUNTING THE SCOREBOARD WITH THE POLES/I-BEAMS OUT OF ALIGNMENT MAY DAMAGE THE SCOREBOARD AND VOID THE WARRANTY.

1. Using the lift holes provided, connect a lift device to the scoreboard, as in the image below.
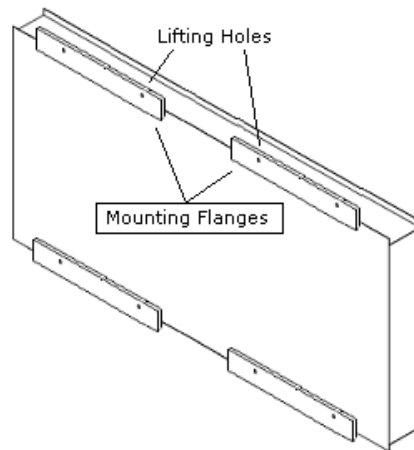
2.

3. Lift the scoreboard into place to the desired height, ensuring that the scoreboard is level.

4. Secure the scoreboard to the poles/beams using the mounting flanges attached to the scoreboard. The unit <u>must</u> be attached to each pole/beam on top **and** bottom.

5. If using steel I-beams, either weld the mounting flanges to the supports, or drill the mounting flanges and supports to use bolts, washers, and nuts to secure the scoreboard to the I-beams.

6

6. If galvanized steel poles are being used, weld or bolt steel angles to the mounting flanges, which can then be welded to or bolted *through* the pole. Refer to the figure below for detailed illustrations of these suggested mounting methods.

Scoreboard Dimensions:
4' tall x 8' wide x 8.0" depth

7
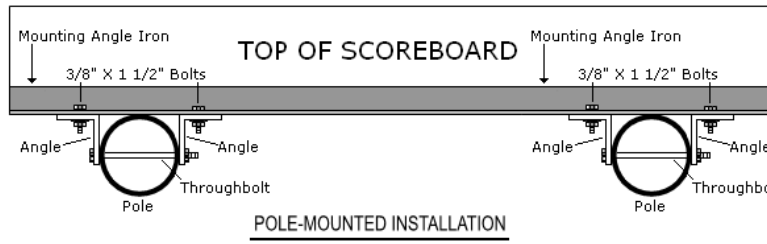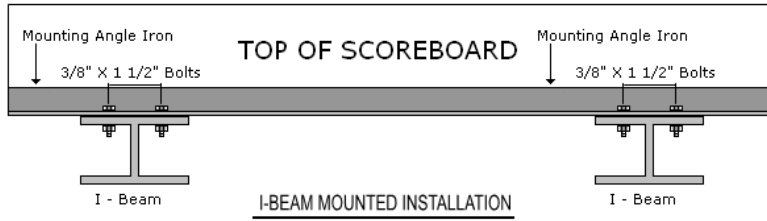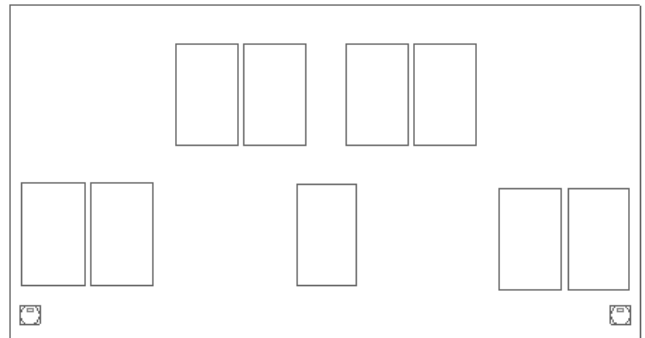
Front View: Mounted

Rear View: Mounted

8

RUNNING & CONNECTING THE CONTROL CABLE

(For scoreboards with Wireless Remote Control, skip this step.)
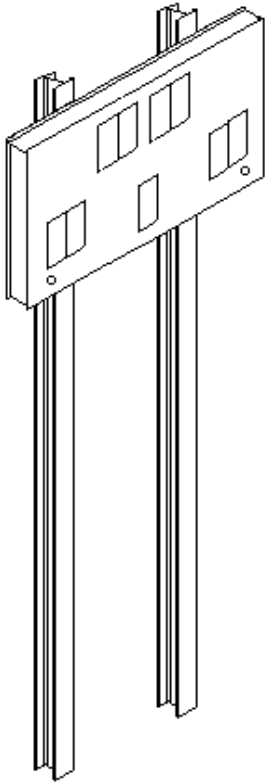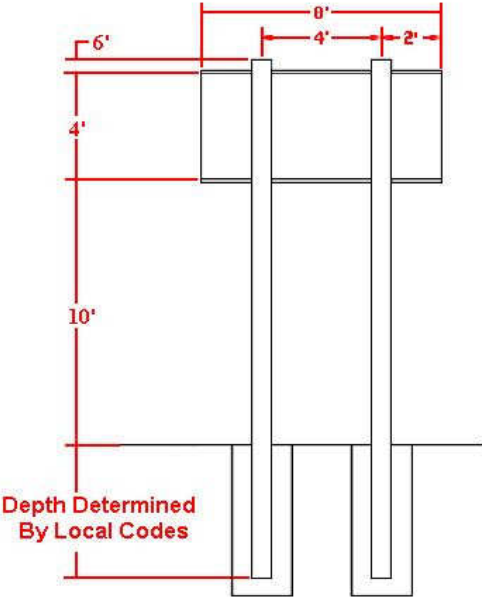The control cable must be run in a separate conduit than is used for the electrical service. The control cable should run from the scoreboard to a location that is within 10 feet of the scorekeeper's location and into a 2"X4" wall box.

NOTE: IF THE WIRES IN YOUR CABLE DO NOT COLOR MATCH WHAT IS SHOWN, CONNECT TO THE TERMINALS WITH THE BLACK, GREEN, AND WHITE CONDUCTORS. DO NOT CONNECT A WIRE TO THE RED TERMINAL. MATCH THE SAME COLORS IN YOUR CABLE TO THE BLACK, GREEN, AND WHITE WIRES ON THE BACK OF THE WALL PLATE AT THE SCORING LOCATION.

At the scorekeeper's location:
1. With the communication cable installed between the scoreboard and the 2"X4" wall box, locate the wall plate provided with your installation hardware.

Front   Back
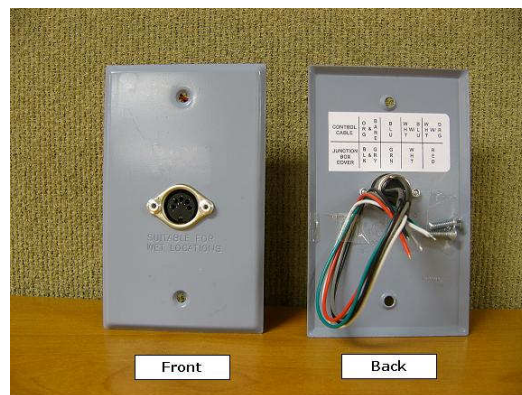
2. The back of the wall plate has a label indicating how the connections are to be made. Likely, the insulation will not be the same color on the wires in the cable as that on the wires on the back of the wall plate. Follow the chart if possible, but more importantly; whatever the match-up is at the wall plate should also be the match-up at the scoreboard.
3. Secure the junction box cover to the installed junction box.

At the scoreboard:

1. Remove the signal/power access door located on the back of panel A.

9
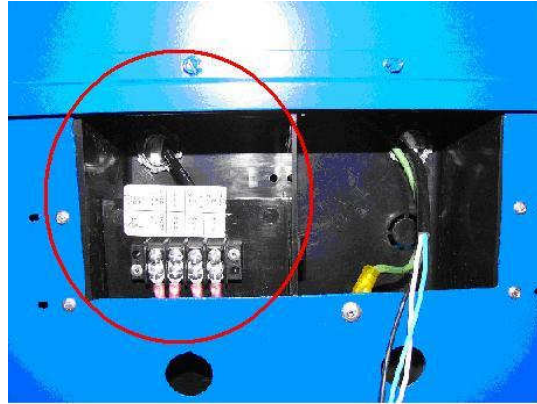
2. From the ground, run the control cable through a sealed, water-tight conduit then through a water-tight conduit fitting into the left side of the signal cable/power access door and into the scoreboard. A hole is provided for a conduit connector.

3. Inside the scoreboard, connect the control cable leads to the appropriate terminals on the terminal block, according to the label above the terminal block.
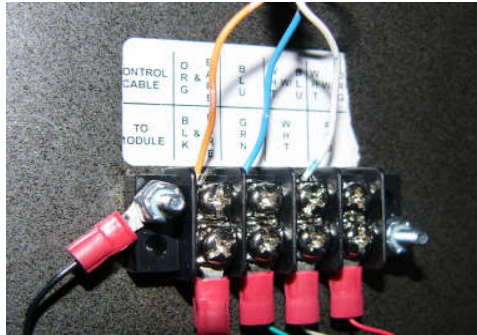
NOTE: Refer to the connections that were made at the scorekeeper's location. Make the connections at the scoreboard match the connections at the scorekeeper's location.

4. Re-secure the signal/power access door to the scoreboard.

RUNNING & CONNECTING THE ELECTRIC SERVICE

NOTE: IT IS RECOMMENDED TO HAVE A LICENSED ELECTRICIAN FOR THIS PORTION . IDEALLY, THE SCOREBOARD WILL BE POWERED FROM A DEDICATED 120-VOLT / 20 AMP CIRCUIT. ADDITIONALLY, SINCE THE SCOREBOARD'S POWER SHOULD BE TURNED OFF AFTER EACH USE, THERE SHOULD BE EASY ACCESS TO THE POWER SWITCH OR CIRCUIT BREAKER. IF ACCESS TO THE CIRCUIT BREAKER IS NOT AN OPTION, INSTALL A SWITCH SOMEWHERE THAT IS ACCESSIBLE, EVEN IF UNDER THE SCOREBOARD AT AN ABOVE AVERAGE HEIGHT.

1. The scoreboard has a ½" knock-out on the lower right corner for bringing in the electrical service. It can be enlarged if the conduit size is ¾". This is where the conduit from the power source needs to terminate.

10
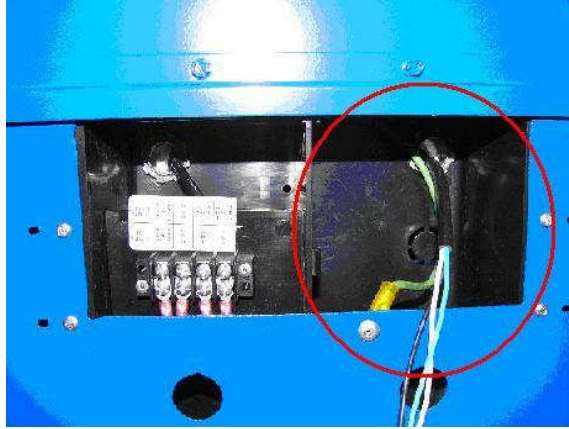
2. The connections are standard black, white, and green (ground). Replace the cover when complete.

11

TESTING THE INSTALLED SYSTEM

NOTE: Please refer to the OPERATORS MANUAL on the CD, or included with the system to operate the scoreboard.

AT START-UP:

When the scoreboard is initially powered up, it should display "zeros" in the Home and Guest scores and a "one" in the Period for at least 45 seconds. If the controller has not been turned on and either RESET or ENTER has not been pressed within that time period, the scoreboard may revert to a "power saving" mode, where the Period continually flashes an "8". This is normal and should change to the start-up values at the time either the RESET or ENTER keys have been pressed. Follow the instructions below to verify the operation of the scoreboard.

Testing the scoreboard system:

1. Turn the power to the scoreboard *ON* using the power disconnect switch or circuit breaker.

2. If your scoreboard is a cable system, verify that all cable connections are properly terminated and that the 20' supplied cable is properly connected on both the back of the controller and at the junction box.

3. If your scoreboard is a wireless system, verify that the radio transmitter interface cable is connected to both the transmitter and also one of the DIN sockets on the back of the controller.

4. The HOME and GUEST scores should display a "0" and the PERIOD should show a "1".

5. Use the controller keys to verify that all sections of the scoreboard respond properly.

6. Example: Add scores to both teams, increase the PERIOD, and use the BONUS keys.

7. If the scoreboard displays a flashing "8" in the PERIOD position, this is either an indication of no signal communication between the scoreboard and controller, or simply an extended period of inactivity with the controller. The timeout period is one hour. If the time is less than that, check all communication cable connections and press RESET on the controller. If the flashing "8' remains, contact Technical Support.

NOTE: Always turn both the controller and the scoreboard *OFF* after each use. If the controller is turned *OFF* but the scoreboard remains *ON*, (or if the controller loses communication with the scoreboard), the scoreboard's INNING digit will begin to flash with the rest of the displays blank. This feature is intended to remind the user to turn power to the scoreboard *OFF* after each use.

12

IMPORTANT!
Warranty Activation/Installation & Completion Sign Off Sheet

NOTE: This sheet must be completely filled out and returned/faxed (270) 753-3773 to Scoreboard Service Company before your warranty can be activated.

Your Serial Number _____

Your Model Number _____

Date Purchased　　　_____

Sales Agent　　　　　_____

Person Authorizing Purchase (title) _____

Date Installation Completed　_____

Company or Person Responsible
For Installation (address/phone number) _____

_____

This document confirms that the installation for the 4-ft.x 8-ft. Soccer Scoreboard has been completed. All structural, wiring, and power requirements have been met. This unit has been tested in scoring and diagnostic modes, ensuring the functionally of the unit.

_____
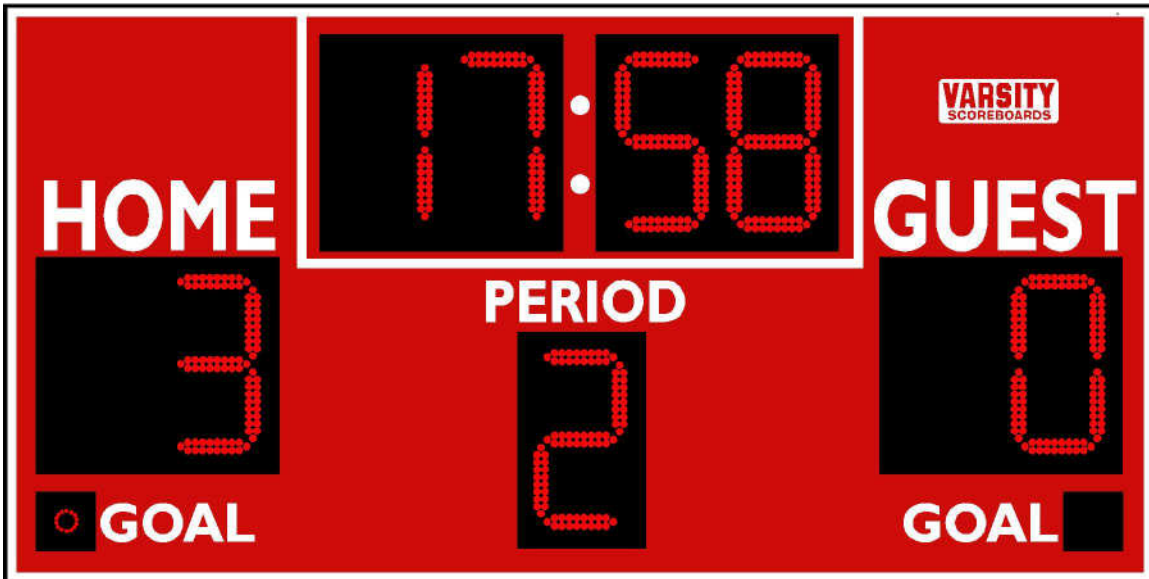Scoring/timing equipment responsible party

_____
Installer

So that we may better serve you, please have this information available in the event you need to call technical support. Customer Service:　　1-800-411-3136

SCOREBOARD SPECIFICATIONS FOR

MODEL VSBX-630

www.varsityscoreboards.com

VARSITY SCOREBOARDS
106 Max Hurt Drive
Murray, KY 42071
Phone: 1-866-575-0577 Fax: 270-759-0004

SCOREBOARD SPECIFICATIONS   MODEL VSBX-630

Lead your TEAM with this SOCCER scoreboard! Large 15" high super-bright 100,000-hour rated LED numerals are the largest with the widest viewing angle in the industry and are visible over 300 feet. The 22-gauge galvanneal steel cabinet with powder-coat finish means your scoreboard is the most durable on the market and will look brand new for many years! Scoreboard package includes: operator's keyboard, digit protective shields, junction box cover (cable models only), mounting rails and a complete operation, installation, service manual and warranty details are included on the CD shipped with each scoreboard.

OVERALL DIMENSIONS

8' wide x 4' tall x 8.0" depth

WEIGHT

Hanging weight: 180 lbs
Shipping weight: 235 lbs.

CONSTRUCTION

 22-gauge galvanneal steel cabinet with powder coat finish for strength, durability, and lasting appearance

POWER REQUIREMENTS

Scoreboard:
(1) 20-amp, 120-volt, 60-hertz, grounded AC circuit connected to an ON/OFF switch and/or circuit breaker

Controller:
Standard LCD controller powered by 12V DC Adapter or an optional internal battery.

SCORING INFORMATION DISPLAYED
HOME: 2-digit displays, 0-99
GUEST: 2-digit display, 0-99
PERIOD: 1-digit display, 0-9
GOAL: 2 – 2.0" dot display
CLOCK: 4 – digit display, 00-99

CAPTIONS
HOME, GUEST: 6.0" tall
PERIOD: 3.5" tall
GOAL: 3.25" tall
CLOCK COLON: 2.0" tall

HOME, GUEST, CLOCK and PERIOD Displays
15.0" tall, 160° visibility, red, 100,000 hour-rated, outdoor Super-Bright LED (light emitting diode) displays
Impact Resistant Acrylic Protective Digit Shields and **Adjustable LED Intensity Included**

GOAL Displays
2.0" dot indicators, 160° visibility, red, 100,000 hour-rated, outdoor Super-Bright LED (light emitting diode) displays
Impact Resistant Acrylic Protective Digit Shields and **Adjustable LED Intensity Included**

APPROVALS
ETL/CSA listed
Scoreboard: Meets all FCC Class A requirements
900 MHz wireless transmitter: FCC Part 15 certified
900 MHz wireless receiver: Meets all FCC Part 15 requirements

WARRANTY
This product is warranted against defects in materials and workmanship for the period specified in the warranty from the date of invoice. The complete warranty details are included on the CD shipped with each unit.

SERVICE
Technical Support is available 24 hours a day, 7 days a week @ 1-800-411-3136

INSTALLATION
This model may be installed between (2) 8" OD steel, schedule 40 poles; or (2) 8" I-beams, minimum. Hole depth /diameter as well as pole/concrete specifications must be based on customer's local building codes, soil conditions, and wind loads. Mounting rails are supplied.
Support structure and mounting hardware supplied by installer/others

SCOREBOARD CONTROLLER

Dimensions: 2.5" height x 14.0" width x 7.0" depth. **Weight:** 2.10 lbs.

The keyboard controller available with this scoreboard is microprocessor-controlled, molded of high-impact ABS plastic, has a tactile membrane keypad. Options include 900 MHz wireless control and internal battery pack with automatic battery charger.
Cable-Controlled System (standard) Includes:
(1) Keyboard controller
(3) SOCCER keypad inserts
(1) Junction box covers with receptacle (to be installed at scorekeeper's location)
(1) 20-ft. signal cable (used to connect the keyboard to the junction box receptacle)
(1) Project-specific length of 4 wire twisted pair, shielded control cable
900 MHz Wireless System (optional) Includes:
(1) Universal LCD keyboard controller (internal battery pack with built-in charger)
(3) SOCCER keypad inserts
(1) 12-volt DC wall transformer
(1) 900 MHz transmitter (connects to keyboard controller via supplied interface cable)
(1) 900 MHz receiver (connects to the scoreboard, eliminating control cable and junction box installation)
(To be installed at scorekeeper's location)

Scoreboard Dimensions:
4' tall x 8' wide x 8.0" depth

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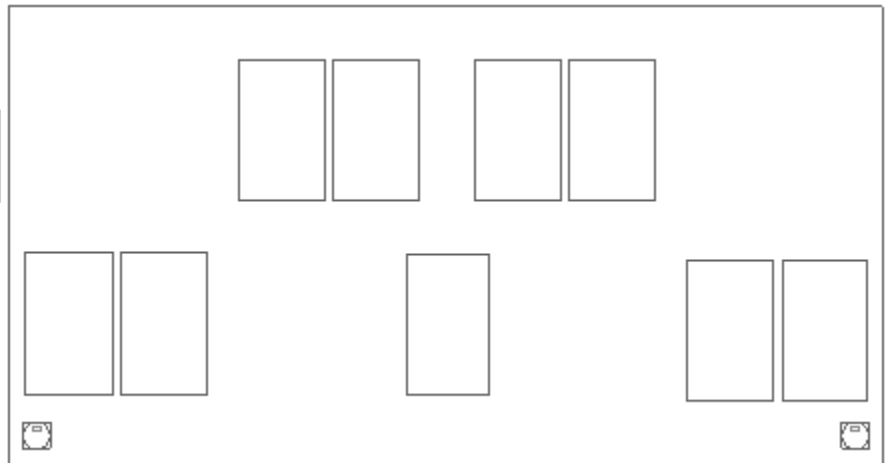
LCD Keyboard Operation Manual

Brian Goff

Ver. 2.1.0

7/20/2016

Table of Contents

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.

3

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 TO SCOREBOARD

Cable Option

1. Using the supplied 5-pin, 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.

Wireless Option

3. The wireless transmitter is mounted inside the LCD keyboard controller.
4. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.

4

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. (The "HOME SCORE" goes into the far left slot; the "GUEST SCORE" goes into the slot immediately to the right of the number pad; and the general sport insert goes into the far right slot)

A Note about this Operation Manual:

This manual is comprehensive for all of the scoreboard models available. The Network Setup Wizard, Home Menu Operation, and the Options Menu apply to all. Within each sport section there will be options explained that are not available to all models of scoreboards.
Basketball is referenced on the screenshots for the Network setup but all sports apply.

NETWORK SETUP WIZARD

This section will explain the setup of game networks, ranging from a single scoreboard to multiple devices to be controlled by a single LCD keyboard controller. You will have the ability to create multiple networks within a single facility by using this setup wizard, (i.e. full court basketball, half-court basketball, etc…). Follow the steps below:

INITIAL SETUP (The very first time the LCD keyboard is powered up)

1. To begin ensure that ALL scoring/timing equipment such as scoreboards, shot clocks, delay of game clocks, locker room clocks, etc… are powered ON. If you have a cable operated controller ensure that the provided 5-pin din cable is hooked up. One end goes to the back of

the LCD keyboard and the other to the provided 2" x 4" junction box cover plate assembly (shown on page 4).

2. Power on your LCD keyboard controller. The following screens will appear:

```
End of Discovery
   2 Devices
```

(The LCD screen will show the quantity of devices that it picks up – should be the quantity of units that were powered up previously) Will then automatically go to:

```
No Networks
```

And then automatically to:

```
Network Wizard
Enter to Start
```

3.   Press the **ENTER** key located at the bottom right of the LCD keyboard face. The following will show up on the keyboards' LCD screen:

```
Power-On Devices
Enter When Ready
```

4.   After you press **ENTER**, another Device Discover screen will appear to verify that your devices were powered on: (scoreboards, shot clocks, etc…)

```
End of Discovery
   2 Devices
```

And will automatically proceed to:

```
Select Sport
  Basketball    ↕
```

6

This screen will show up with "**Select Sport**" but the bottom line will depend on the model(s) of scoreboard that you have purchased. If your scoreboard(s) are for different sports then you will have the ability to scroll through what is available to you.

In this example it would come up as "**Basketball**" and you could scroll to "**Volleyball**" or "**Wrestling**".

Press **ENTER** to accept the desired sport.

5. After pressing **ENTER** the following screen will appear, asking you if you want to *"Use Scoreboard 1 of 2"* in the network that you are creating:

```
Use Scoreboard
1 of 2?      Yes
```

There will be one device flashing "I"'s. (The flashing "**I**" shows that this is the **"1 of 2"** scoreboard). If this is your desire then press the **ENTER** key to accept this. If you are not wanting this device to be a part of this created network then simply press the **DOWN ARROW** to *"No"* for your selection.

Press the **ENTER** key to make your choice on this device, either Yes or No. Once you press the **ENTER** key it will take you to the next device.

```
Use Scoreboard
2 of 2?      Yes
```

This will continue until you have chosen "**Yes**" or "**No**" for all of the powered on devices. After you have chosen the status of your last device you will go through the saving steps.

6. The following screen will appear next. This is the step that will allow you to name the created network anything you would like, (i.e. "Varsity Football", "Girls Basketball", etc…)

```
Save Network As:
Basketball
```

The flashing box shown here after "**Basketball**" is your cursor. You will now use the number pad on your LCD keyboard to name the network. The **UNDO** key is used to back over what is already on the LCD screen and the number keys are used for the letters needed for your named network.

7. Press the **ENTER** key when satisfied with your network name. This will take you to the following screen:

```
Add Another
Network       No  ♦
```

If you are done creating networks then you would press **ENTER** at this point. If you are adding additional networks press the **UP** or **DOWN ARROW** to get to the following:

```
Add Another
Network      Yes  ♦
```

Pressing the **ENTER** key here will take you back to **step #4**, where you will be selecting a sport once again. When you are done creating networks simply press the **ENTER** key at the "No" above under "***Add Another Network***". This will take you out to the Home Menu, shown below:

```
HOME MENU
Play Game        ♦
```

Congratulations! You have successfully set up one or more sports networks and can move on to the HOME MENU and operating the controller in regular game mode.

HOME MENU OPERATION

This section will explain what you will be looking at when you power up your keyboard for day-to-day operation. This is after the initial Network Setup Wizard has been used to create the networks that you will be using at your location. There are some basic options that you have at this point and will be listed below.

1.   To begin ensure that ALL scoring equipment such as scoreboards, shot clocks, delay of game clocks, locker room clocks, etc… are powered ON. If you have a cable operated controller ensure that the provided 5-pin din cable is hooked up. One end goes to the back of the LCD keyboard and the other to the provided 2" x 4" junction box cover plate assembly (shown on page 4).

2. Power on your LCD keyboard controller. The following screen will appear:

```
HOME MENU
Play Game        ♦
```

8

By pressing the **UP** or **DOWN ARROW** keys you will have the ability to scroll through the options of "*Add New Network*", "*Edit Network*", "*Delete Network*", "*System Settings*" or "*Play Game*". The following sections will explain how each of these work.

HOME MENU / Play Game. (Used to go play a game with an existing network)

```
HOME MENU
Play Game        ↕
```

1. Pressing the **ENTER** key here will take you take you to a network selection screen:

```
SELECT NETWORK
Basketball       ↕
```

2. If you only have one network set up press the **ENTER** key. If you have multiple networks created, then press the **UP** or **DOWN ARROW** keys to scroll to the network desired. Once there, press the **ENTER** key. This will take you directly into the beginning of a game.

HOME MENU / Add New Network. (Used to add additional networks)

```
HOME MENU
Add New Network↕
```

1. Pressing the **ENTER** key here will take you to the Network Wizard. Press the **ENTER** key on that screen to continue.
2. Go to Page 6, under **Step #2** / Network Setup Wizard, for step by step instructions.

HOME MENU / Edit Network. (Used to edit existing networks)

```
HOME MENU
Edit Network     ↕
```

1. Pressing the **ENTER** key here will go briefly to a Device Discover screen and then to a network selection screen:

9

```
SELECT NETWORK
Basketball        ↕
```

2. Use the **UP** and **DOWN ARROW** keys to go the network that is to be edited. Once there press the **ENTER** key. This will take you back to **Step #4** of the Network Setup Wizard. For step by step instructions go back to page 6. It will ask you if you would like to "*Keep Scoreboard 1 of 2*" and so on as you toggle through the available devices.

HOME MENU / Delete Network. (Used to delete existing networks)

```
HOME MENU
Delete Network↕
```

1. Pressing the **ENTER** key here will take you to a network selection screen:

```
SELECT NETWORK
Basketball        ↕
```

2. Use the **UP** and **DOWN ARROW** keys to go to the network that is to be deleted. Once there press the **ENTER** key. You will get a screen that asks you to confirm this deletion:

```
Delete Network?
Basketball   No ↕
```

3. Use the **UP** and **DOWN ARROW** keys to go to "Yes" and then press **ENTER** to delete the selected network. Repeat these 3 steps to continue deleting additional networks. Pressing the **UNDO** key will take you back out to the **HOME MENU**. Scroll back to "*Play Game*" to continue. If all loaded networks are deleted, "**No Networks**" will appear and it will direct you to the Network Wizard to create.

HOME MENU / System Settings. (Used to edit basic settings)

```
HOME MENU
System Settings↕
```

10

1. Pressing the **ENTER** key here will take you to the three different available system settings. By pressing the **UP** or **DOWN ARROW** keys you will have the ability to edit the "*Scrbrd Default*", "*Set Date*", or "*Set Time of Day*". They will be described below.

```
System Settings
 Scobrd Default
```

2. Pressing the **ENTER** key here will give you the following device section screen:

```
 Select Device
Scrbrd:      2240
```

3. This screen allows you to scroll through your devices/scoreboards. By using the **UP** and **DOWN ARROW** you can go to each of your powered up devices. When you get to the desired device it will be flashing 0's. Press the **ENTER** key and you will then be able to use your **UP** and **DOWN ARROW** keys to choose between "*Flashing 8*", "*Time-of-Day*", or "*Digits Off*". Press the **ENTER** to select your choice. This is the option for what your "Not-In-Network" devices will be doing while in game mode.

```
System Settings
   Set Date
```

4. Pressing the **ENTER** key here, you will bring up the following screen:

```
  Enter Date
Jan  1 2001
```

5. Using the **UP** and **DOWN ARROW** keys and the **ENTER** key, set the date.

```
System Settings
Set Time of Day
```

6. Pressing the ENTER key, here, will bring up the following screen:

```
Set Time of Day
  12 50:12 AM
```

11

7. Using the UP and DOWN ARROW keys and the ENTER key, set the time of day.

STARTUP MENU

This Startup Menu screen will appear if a game is cut short by powering the keyboard off unexpectedly or stopping the game before its completion.

```
STARTUP MENU
Continue Game ↕
```

1. To continue the unfinished/last game that was being controlled press the **ENTER** key at this screen. This will take you immediately to where you left off with your last game.
2. To start over use the **UP** or **DOWN ARROW** key to go to "*Home Menu*" and then press the **ENTER** key. This will take you back to the Home menu explained starting on page 9.

USING THE OPTIONS MENU

The LCD keyboard controller is configured with default settings. Use this section of the Operating Instructions manual to make changes to the default settings for the Network that you are in. To access this *OPTIONS* menu you will need to be in a network and in game mode. You will then press and hold the **OPTION** key. Once in this menu you will see the following:

```
Options Menu
Team Names ↕
```

The following are the options available by sport. Scroll through these options by using the **UP** and **DOWN ARROW** keys. (*Not all scoreboard models have all of the options listed below*)

BASEBALL/SOFTBALL OPTIONS AND OPERATION

Baseball Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all baseball models – options are model specific.

12

1. **Team Names**. This option allows you to change the electronic team names on the face of your baseball scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Baseball Tod**. This option allows you to turn the baseball time of day off or back on. Use the **UP** and **DOWN ARROW** keys and then press the **ENTER** key to accept.
3. **Pitch Count**. This option allows you to use the scoreboard's AT BAT and H/E digits for pitch count displays. Press the **ENTER** key to go into this option and then the **UP** and **DOWN** ARROW keys to select between "**On**" and "**Off**".
4. **Pitch Cnt/Clock**. This option allows you to choose between using your scoreboard's clock digits for the time or for a pitch count display. Use the **UP** and **DOWN ARROW** keys to select between "*Pitch Count*" and "*Clock*". Press the **ENTER** key once you have made your choice.
5. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the **ENTER** key to choose an individual device or "*All Devices*" you can use your **UP** and **DOWN ARROW** keys to scroll between "*High*", "*Med*", or "*Low*". Press the **ENTER** key once you have made a choice.
6. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
7. **Msg Centers On.** This option turns the message centers back on.

Additional Baseball/Softball Options: (accessed by pressing the below keys on the keypad)
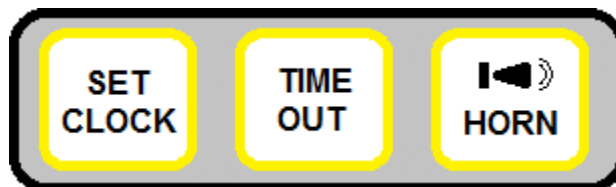
1. **SET CLOCK**. Pressing this "*SET CLOCK*" key on the keypad will take you into a menu titled "*Set Clock Menu*". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

    -"*Use Time1 45:00*". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "45:00" listed here)
    -"*Use Time2 55:00*". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "55:00" listed here)
    -"*Enter Game Time*". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"*Edit Game Time1*". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"*Edit Game Time2*". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display

13

the time of day. (for scoreboards with clock digits only).

To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-"*Start T/O 1:00*". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
-"*Edit T/O Time*". Press the **ENTER** key on this option to edit the default time for the time out. Use the number pad to enter the time and then press the **ENTER** key.
-"*Timeout Display*". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
-"*Timeout Alarm*". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY.** Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Baseball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Home Score Keypad:

+1. Press this key to add one point to the Home Score
-1. Press this key to subtract one point from the Home Score
PC+1. Press this key to add to the Home Pitch Count
PC-1. Press this key to subtract from the Home Pitch Count
PC RESET. Press this key to reset the Home Pitch Count
HIT. Press this key to display a Hit for the Home team
ERROR. Press this key to display an Error for the Home team
NEW BAT AT BAT. Press this key to input a new player at bat
EDIT. Press this key to edit one of the above choices

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score
-1. Press this key to subtract one point from the Guest Score

PC+1. Press this key to add to the Guest Pitch Count
PC-1. Press this key to subtract from the Guest Pitch Count
PC RESET. Press this key to reset the Guest Pitch Count
HIT. Press this key to display a Hit for the Guest team
ERROR. Press this key to display an Error for the Guest team
NEW BAT AT BAT. Press this key to input a new player at bat
EDIT. Press this key to edit one of the above choices

<u>**Baseball/Softball Keypad**</u>:

BALL. Press this key to add a Ball
STRIKE. Press this key to add a Strike
Out. Press this key to add an Out
+1 SECOND. Press this key to add one second to the clock
INNING. Press this key to advance the Inning
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

<u>**Number Keypad**</u>:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

<u>**Power Switch**</u>:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

<u>**Clock Switch**</u>:

This switch is used to **START** and **STOP** the game clock

<u>BASKETBALL OPTIONS AND OPERATION</u>

## Basketball Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all basketball models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your basketball scoreboard(s). (These electronic team names are an option available at the

time or purchase or afterwards)

2. **Shot Clocks**. This option allows you turn the shot clocks **ON** or **OFF**.

3. **Shot Clock 1**. This option allows you to set default time 1 for your shot clocks. Use the number pad to input the time and then press the **ENTER** key.

4. **Shot Clock 2**. This option allows you to preset default time 2 for your shot clocks. Use your number pad to input the time and then press the **ENTER** key.

5. **Periods/Game**. This options allows you to set the periods per game. You can set the default from 1 – 9 periods using the **UP** and **DOWN ARROW** keys or the number pad to input. Press the **ENTER** key to accept.

6. **Max Team Fouls**. This option allows you to set the maximum team fouls that will be displayed on your scoreboard(s). Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.

7. **Bonus Fouls**. This option allows you to set the bonus foul quantity. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.

8. **Double Bonus**. This option allows you to set the double bonus quantity. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.

9. **Shot Clock Horn**. This option allows you to choose between a "*Stutter*" or a "*Normal*" horn sound for your shot clocks. Use the **UP** and **DOWN ARROW** keys and then press the **ENTER** key to accept.

10. **BackBrd Lights**. This option allows you to choose between your backboard lights being displayed or not. Press the **ENTER** to go into this option and they use the **UP** and **DOWN ARROW** keys to toggle between **On** and **Off**. Press **ENTER**, again, to make your choice.

11. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the **ENTER** key to choose an individual device or "*All Devices*" you can use the **UP** and **DOWN ARROW** keys to scroll between "*High*", "*Med*", or "*Low*". Press the **ENTER** key once you have made a choice.

12. **Msg Centers Off**. This options allows you to turn the message centers off in the network that you are in.

13. **Msg Centers On**. This option turns the message centers back on.

Additional Basketball Options: (accessed by pressing the below keys on the keypad)
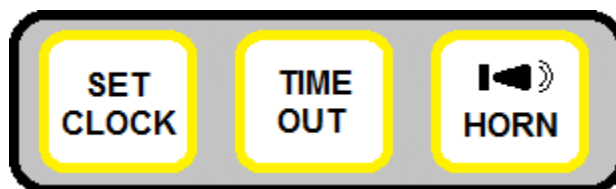
1. **SET CLOCK**. Pressing this "*SET CLOCK*" key on the keypad will take you into a menu titled "*Set Clock Menu*". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
   -"*Use Time1 8:00*". Press the **ENTER** key on this option if you want to use the Time 1 preset.

16

(may be different then the "8:00" listed here)

-"***Use Time2 6:00***". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "6:00" listed here)

-"***Enter Game Time***". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.

-"***Edit Game Time1***". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-"***Edit Game Time2***". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-"***Start TO1 1:00***". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)

-"***Start TO2 0:30***". Press the **ENTER** key on this option to immediately start your default time out counting down. (may be different then the "0:30" listed here)

-"***Edit TO1 Time***". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-"***Edit TO2 Time***". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-"***Timeout Display***". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-"***Timeout Alarm***". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-"***Timeout Warning***". Press the **ENTER** key on this option to choose whether or not the timeout warning sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY.** Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Basketball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

17

Home Score Keypad:

+1. Press this key to add one point to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

-1. Press this key to subtract one point from the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

+2. Press this key to add 2 points to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

+3. Press this key to add 3 points to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

PLAYER IN/OUT. Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)
-Pressing this key will prompt you to input a "**Home Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.
-Pressing this key after this will prompt you to remove a player with "**Home Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Home Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.
-Pressing and Holding this key will allow you to substitute _ALL_ players at one time. "**Substitute   All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right. Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players. Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**".

T.O.L. Press this key to adjust the Home Time Outs. Once pressed it will automatically deduct one from the time outs left. Press the **ENTER** key to accept this or use the number pad to input a different number and then press the **ENTER** key.

FOUL. Press this key to enter a "**Home Team Foul**". (this feature counts up automatically)
-Press the **ENTER** key to accept the number of Home Fouls.
- "**Home Player**" number will then appear. Use the number pad to put in the player number and then press the **ENTER** key.
-"**Home # 5 Fouls**" will then appear to input this player's number of fouls (may be a different player number). This automatically counts up. Press the **ENTER** key to input this or use the number pad and then the **ENTER** key to input a different number of fouls.

BONUS. Press this key to display the Home Bonus. Press it a second time to display a Double Bonus.

PLAYER STATS. Press this key to review the Home Player Stats. "**Home #-Pts-FLS**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, points, and fouls.

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score. You will be prompted to enter a player

18

number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

-1. Press this key to subtract one point from the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

+2. Press this key to add 2 points to the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

+3. Press this key to add 3 points to the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

PLAYER IN/OUT. Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)
    -Pressing this key will prompt you to input a "**Guest Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.
    -Pressing this key after this will prompt you to remove a player with "**Guest Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Guest Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.
    -Pressing and Holding this key will allow you to substitute *ALL* players at one time. "**Substitute   All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right. Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players. Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**".

T.O.L. Press this key to adjust the Guest Time Outs. Once pressed it will automatically deduct one from the time outs left. Press the **ENTER** key to accept this or use the number pad to input a different number and then press the **ENTER** key.

FOUL. Press this key to enter a "**Guest Team Foul**". (this feature counts up automatically)
    -Press the **ENTER** key to accept the number of Guest Fouls.
    - "**Guest Player**" number will then appear. Use the number pad to put in the player number and then press the **ENTER** key.
    -"**Guest # 5 Fouls**" will then appear to input this player's number of fouls (may be a different player number). This automatically counts up. Press the **ENTER** key to input this or use the number pad and then the **ENTER** key to input a different number of fouls.

BONUS. Press this key to display the Guest Bonus. Press it a second time to display a Double Bonus.

PLAYER STATS. Press this key to review the Guest Player Stats. "**Guest #-Pts-FLS**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, points, and fouls.

Basketball Keypad:

POSS. Press this key toggle between Home and Guest Possession
+1 SECOND. Press this key to add one second to the clock
PERIOD. Press this key to advance the period by one
ADJ. SC. Press this key to adjust the displayed shot clocks. "**Set Shot Clock**" and a flashing cursor

will appear on the LCD screen. Use your number pad to input a desired shot clock time and then press the **ENTER** key.

OPTION. Press and hold this key to access the Options menu (shown above)

UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu

ENTER. Press this key to accept selected options

Number Keypad:

Numbers. Used when editing input, etc…

RESET. Press and hold to go back to Home Menu

UNDO. Press to undo an option choice and to undo the last command

Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

Clock Switch:

This switch is used to **START** and **STOP** the game clock

FOOTBALL OPTIONS AND OPERATION

Football Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all football models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your football scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Delay Of Game 1**: This option allows you to set default time 1 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.
3. **Delay of Game 2**: This option allows you to set default time 2 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.
4. **Football T/O's**: This option allows you to set the football time outs. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.
5. **Set Brightness**: This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the **ENTER** key to choose an individual device or "*All Devices*" you can use your **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
6. **Msg Centers Off**. This option allows you to turn the message centers off in the network that you are in.

7. **Msg Centers On**. This option turns the message centers back on.

Additional Football Options: (accessed by pressing the below keys on the keypad)
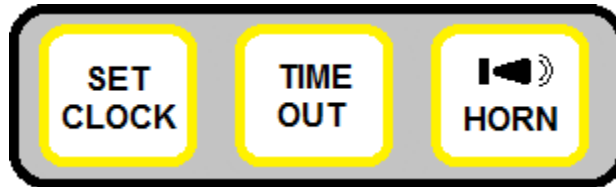
1. **SET CLOCK**. Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

    -"*Use Time1 12:00*". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "12:00" listed here)
    -"*Use Time2 12:00*". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "12:00" listed here)
    -"*Enter Game Time*". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"*Edit Game Time1*". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"*Edit Game Time2*". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

    To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

    -"*Start T/O 1:00*". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
    -"*Edit T/O Time*". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
    -"*Timeout Display*". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
    -"*Timeout Alarm*". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY.** Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Football Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Home Score Keypad:

+1. Press this key to add one point to the Home Score
-1. Press this key to subtract one point from the Home Score.
+3. Press this key to add three points to the Home Score.
+6. Press this key to add six points to the Home Score
POSS. Press this key to display the Home Score Possession indicator
T.O.L. Press this key to adjust the Home Time Outs. Pressing it will automatically deduct one TOL from the Home Team.
BALL ON. Press this key to input the Ball On. You will be prompted with "**Ball On**" and a flashing cursor. Use the number pad to enter the yard line and then press the **ENTER** key.

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score
-1. Press this key to subtract one point from the Guest Score
+3. Press this key to add three points to the Guest Score.
+6. Press this key to add six points to the Guest Score
POSS. Press this key to display the Guest Score Possession indicator
T.O.L. Press this key to adjust the Guest Time Outs. Pressing it will automatically deduct one TOL from the Guest Team
BALL ON. Press this key to input the Ball On. You will be prompted with "**Ball On**" and a flashing cursor. Use the number pad to enter the yard line and then press the **ENTER** key
ADJ. D.G.C. Press this key to input a Delay of Game Clock time. "**Select DG Time**" will appear on the LCD screen. Using your **ARROW KEYS** you can scroll between "**DG Time 1:**", "**DG Time 2:**" and "**Enter DG Time**". Pressing the **ENTER** key on either "**DG Time1**" or "**DG Time 2**" will automatically change the delay of game clocks to the preset times attached to these. Pressing the **ENTER** key on "**Enter DG Time**" will prompt you to input a manual time. "**Enter DG Time**" and a flashing cursor will appear. Use the number pad to input the time and then press the **ENTER** key

Football Keypad:

DOWN. Press this key to advance the Down display on the scoreboard
+1 SECOND. Press this key to add one second to the clock

YARDS TO GO. Press this key to adjust the Yards to Go. "**Enter Distance**" and a flashing cursor will appear on the LCD screen. Use the number pad to input this distance and then press the **ENTER** key.

QUARTER. Press this key to advance the quarter by one

FIRST DOWN. Press this key to automatically go to a First Down and 10 Yards to Go

OPTION. Press and hold this key to access the Options menu (shown above)

UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu

ENTER. Press this key to accept selected options

Number Keypad:

Numbers. Used when editing input, etc…

RESET. Press and hold to go back to Home Menu

UNDO. Press to undo an option choice and to undo the last command

Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

Clock Switch:

This switch is used to **START** and **STOP** the game clock

HOCKEY/LACROSSE OPTIONS AND OPERATION

Hockey Lacrosse Options: (accessed by pressing and holding the OPTION key)
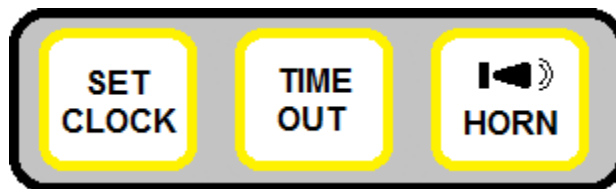
NOTE: Not all options listed below are available for all hockey/lacrosse models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your hockey/lacrosse scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Hockey Goal Lt**. This option allows you to choose the scoreboard and associate it with the mini handheld that will operate its goal light. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices. Press the **ENTER** key to choose device and to associate it with a mini handheld.
3. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the

23

ENTER key to choose an individual device or "***All Devices***" you can use the **UP** and **DOWN ARROW** keys to scroll between "***High***", "***Med***", or "***Low***". Press the **ENTER** key once you have made a choice.

4. **Msg Centers Off**. This option allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On**. This option turns the message centers back on.

Additional Hockey/Lacrosse Options: (accessed by pressing the below keys on the keypad)

1. **SET CLOCK**. Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

    -"***Use Time1 20:00***". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "20:00" listed here)
    -"***Use Time2 12:00***". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "12:00" listed here)
    -"***Enter Game Time***". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"***Edit Game Time1***". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"***Edit Game Time2***". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

    To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
    -"***Start T/O 1:00***". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
    -"***Edit T/O Time***". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
    -"***Timeout Display***". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off**

and then press the **ENTER** key to make your choice.

-"*Timeout Alarm*". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY.** Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Hockey/Lacrosse Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Home Score Keypad:

+1. Press this key to add one point to the Home Score

-1. Press this key to subtract one point from the Home Score.

+1 SHOT. Press this key to add one to the Home Shots on Goal

-1 SHOT. Press this key to subtract one from the Home Shots on Goal

POSS. Press this key to display the Home Score Possession indicator

PEN. Press this key to add a Home Penalty.

"**Home Penalty**" and a cursor will appear on the LCD screen. Use the number pad to input the player number and then press the **ENTER** key

"**Home #23 time**" and a cursor will appear on the LCD screen. (the player number will vary depending on what was just put in). Press the **ENTER** key here to start the default penalty time or use the number pad to manually put in a time. Press **ENTER** key when done

GOAL. Press this key to display the Home Goal indicator on the scoreboard

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score

-1. Press this key to subtract one point from the Guest Score.

+1 SHOT. Press this key to add one to the Gust Shots on Goal

-1 SHOT. Press this key to subtract one from the Guest Shots on Goal

POSS. Press this key to display the Guest Score Possession indicator

PEN. Press this key to add a Guest Penalty.

"**Guest Penalty**" and a cursor will appear on the LCD screen. Use the number pad to input the player number and then press the **ENTER** key

"**Guest #23 time**" and a cursor will appear on the LCD screen. (the player number will vary depending on what was just put in). Press the **ENTER** key here to start the default penalty time or use the number pad to manually put in a time. Press **ENTER** key when done

GOAL. Press this key to display the Guest Goal indicator on the scoreboard

Hockey/Lacrosse Keypad:

25

+1 SECOND. Press this key to add one second to the clock
PERIOD. Press this key to advance the period by one
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

Number Keypad:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

Clock Switch:

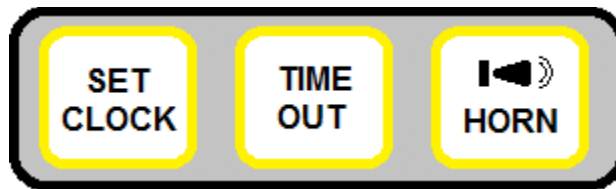This switch is used to **START** and **STOP** the game clock

SOCCER OPTIONS AND OPERATION

Soccer Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all soccer models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your soccer scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Soccer Periods**. This option allows you to set the periods per game. You can set the default from 1 – 4 periods using he **UP** and **DOWN ARROW** keys or the number pad to input. Press the **ENTER** key to accept.
3. **Soccer Countup**. This option is used to toggle the clock's count up mode between "*On*" and "*Off*". Use the **UP** and **DOWN ARROW** keys to select and then the **ENTER** key to accept.
4. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the **ENTER** key to choose an individual device or "*All Devices*" you can use the **UP** and **DOWN ARROW** keys to scroll between "*High*", "*Med*", or "*Low*". Press the **ENTER** key once you have made a choice.
5. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
6. **Msg Centers On.** This option turns the message centers back on.

26

Additional Soccer Options: (accessed by pressing the below keys on the keypad)

1. **SET CLOCK**. Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

   -"***Use Time1 20:00***". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "20:00" listed here)
   -"***Use Time2 12:00***". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "12:00" listed here)
   -"***Enter Game Time***". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"***Edit Game Time1***". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"***Edit Game Time2***". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

   To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

   -"***Start T/O 1:00***". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
   -"***Edit T/O Time***". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
   -"***Timeout Display***". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
   -"***Timeout Alarm***". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

   To go back to the regular game mode, without making a selection, press the RESET key.

27

3. **HORN KEY**. Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Soccer Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Home Score Keypad:

+1. Press this key to add one point to the Home Score
-1. Press this key to subtract one point from the Home Score
SHOTS. Press this key to add one to the Home Shots on Goal
PEN. Press this key to add a Home Penalty. This will automatically add to the scoreboard display
GOAL. Press this key to display the Home Goal indicator on the scoreboard

Guest Score Keypad:

+1. Press this key to add one point to the Home Score
-1. Press this key to subtract one point from the Home Score
SHOTS. Press this key to add one to the Home Shots on Goal
PEN. Press this key to add a Home Penalty. This will automatically add to the scoreboard display
GOAL. Press this key to display the Home Goal indicator on the scoreboard

Soccer Keypad:

+1 SECOND. Press this key to add one second to the clock
PERIOD. Press this key to advance the period by one
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

Number Keypad:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

Clock Switch:

This switch is used to **START** and **STOP** the game clock

TRACK OPTIONS AND OPERATION

Track Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all track models – options are model specific.

Track Timed / Track Distance

1. **Team Names**. This option allows you to change the electronic team names on the face of your track scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "*All Devices*". Once you press the **ENTER** key to choose an individual device or "*All Devices*" you can use the **UP** and **DOWN ARROW** keys to scroll between "*High*", "*Med*", or "*Low*". Press the **ENTER** key once you have made a choice.
3. **Msg Centers Off**. This option allows you to turn the message centers off in the network that you are in.
4. **Msg Centers On**. This option turns the message centers back on.

Additional Track Options: (accessed by pressing the below keys on the keypad)
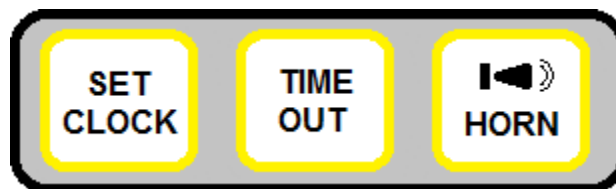
1. **SET CLOCK**. Pressing the "**SET CLOCK**" key on the keypad takes you to the option to "**Enter Time**". Use the number pad to enter a preset time and then press the **ENTER** key to accept.

2. **TIME OUT**. No function in this mode.

3. **HORN KEY**. Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

Track Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

<u>Home Score Keypad</u>:

+1. Press this key to add one point to the Home Score display
-1. Press this key to subtract one point from the Home Score display

<u>Guest Score Display</u>:

+1. Press this key to add one point to the Guest Score display
-1. Press this key to subtract one point from the Guest Score display
THIS DIST. Press this key to enter this distance
BEST DIST. Press this key to enter the best distance

<u>Track Keypad</u>:

PLACE. Press this key to enter the current place. "**Enter Place**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input
EVENT. Press this key to enter the event number. "**Enter Event**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input
TIME/DIST. Press this key to toggle between Time and Distance
LANE. Press this key to enter the lane. "**Enter Lane**" and a flashing cursor will appear on your LCD screen. Use the number pad and the **ENTER** key to input
HEAT. Press this key to enter the heat. "**Enter Heat**" and a flashing cursor will appear on your LCD screen. Use the number pad and the **ENTER** key to input
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

<u>Number Keypad</u>:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

<u>Power Switch</u>:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

<u>Clock Switch</u>:

This switch is used to **START** and **STOP** the game clock


<u>VOLLEYBALL OPTIONS AND OPERATION</u>

Volleyball Options: (accessed by pressing and holding the OPTION

30

key)

NOTE: Not all options listed below are available for all volleyball models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your volleyball scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Volleyball Clock**. This options allows you to choose between "**Off**", "**Count-Down**" and "**Count-Up**" for your volleyball clock. Press the **ENTER** key to go into this option and then the **ARROW KEYS** to scroll through these options. Press the **ENTER** key, again, to accept your option.
3. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "***All Devices***". Once you press the **ENTER** key to choose an individual device or "***All Devices***" you can use your **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
4. **Msg Centers Off**. This option allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On**. This option turns the message centers back on.

Additional Volleyball Options: (accessed by pressing the below keys on the keypad)
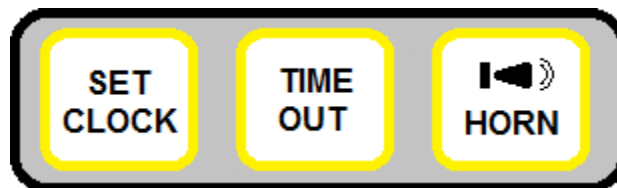
1. **SET CLOCK**. Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

    -"***Use Time1 5:00***". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "5:00" listed here)
    -"***Use Time2 5:00***". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "5:00" listed here)
    -"***Enter Game Time***". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"***Edit Game Time1***". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
    -"***Edit Game Time2***". Press the **ENTER** key on this option to edit your Time 2 preset. Use the

31

number pad to input the time and then press the **ENTER** key to accept.
-"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-"*Start T/O 1:00*". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
-"*Edit T/O Time*". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
-"*Timeout Display*". Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
-"*Timeout Alarm*". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY**. Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound.

Volleyball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Home Score Keypad:

+1. Press this key to add one point to the Home Score display
-1. Press this key to subtract one point from the Home Score display
PLAYER IN/OUT. Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)
  -Pressing this key will prompt you to input a "**Home Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.
  -Pressing this key after this will prompt you to remove a player with "**Home Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Home Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.
  -Pressing and Holding this key will allow you to substitute *ALL* players at one time. "**Substitute   All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right. Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players.

Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**"

ACE. Press this key to input an Ace. "**Home Player**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. "Home # 7 Aces" will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number's Aces. (this amount will automatically increase by one each time their player number is entered)

KILL. Press this key to input a Kill. "**Home Player**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. "**Home # 7 Kills**" will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number's Kills. (this amount will automatically increase by one each time their player number is entered)

PLAYER STATS. Press this key to review the Home Player Stats. "**Home #-Ace-Kill**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, aces, and kills

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score display

-1. Press this key to subtract one point from the Guest Score display

PLAYER IN/OUT. Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)
-Pressing this key will prompt you to input a "**Guest Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.
-Pressing this key after this will prompt you to remove a player with "**Guest Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Guest Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.
-Pressing and Holding this key will allow you to substitute _ALL_ players at one time. "**Substitute   All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right. Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players. Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**"

ACE. Press this key to input an Ace. "**Guest Player**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. "**Guest # 7 Aces**" will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number's Aces. (this amount will automatically increase by one each time their player number is entered)

KILL. Press this key to input a Kill. "**Guest Player**" and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. "**Guest # 7 Kills**" will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number's Kills. (this amount will automatically increase by one each time their player number is entered)

PLAYER STATS. Press this key to review the Guest Player Stats. "**Guest #-Ace-Kill**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, aces, and kills

33

<u>**Volleyball Keypad**</u>:

SERVER. Press this key to toggle between Home and Guest as the serving side
GAME NUMBER. Press this key to enter the Game Number. "**Game Number**" and a flashing cursor
        will appear on the LCD screen. Use the number pad and the **ENTER** key to input
RESET GAME. Use this key to Reset the Game. Press the **RESET** key (located on the number
        pad), quickly followed by this **RESET GAME** key to perform this
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

<u>**Number Keypad**</u>:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

<u>**Power Switch**</u>:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

<u>**Clock Switch**</u>:

This switch is used to **START** and **STOP** the game clock

<u>WRESTLING OPTIONS AND OPERATION</u>

Wrestling Options: (accessed by pressing and holding the OPTION key)

NOTE: Not all options listed below are available for all wrestling models – options are model specific.

1. **Team Names**. This option allows you to change the electronic team names on the face of your basketball scoreboard(s). (These electronic team names are an option available at the time or purchase or afterwards)
2. **Injury Display**. This option allow you to select whether the injury display is turned "**On**" or "**Off**" on your scoreboard. Use the **ENTER** key to access this option and then the **UP** and **DOWN ARROW** keys to scroll between the two. Press the **ENTER** key, again, to accept your choice.
3. **Set Brightness**. This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "***All Devices***". Once you press the

ENTER key to choose an individual device or "**All Devices**" you can use the **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.

4. **Msg Centers Off**. This options allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On**. This option turns the message centers back on.

Additional Wrestling Options: (accessed by pressing the below keys on the keypad)
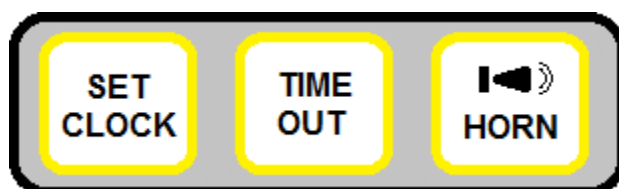
1. **SET CLOCK**. Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

   -"**Use Time1 2:00**". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "2:00" listed here)
   -"**Use Time2 2:00**". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "2:00" listed here)
   -"**Enter Game Time**". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"**Edit Game Time1**". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"**Edit Game Time2**". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
   -"**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

   To go back to the regular game mode, without making a selection, press the RESET key.

2. **TIME OUT**. Pressing this "**TIME OUT**" key on the keypad will automatically take you into a menu titled "**Timeout Menu**". This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

   -"**Start T/O 1:00**". Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)
   -"**Edit T/O Time**". Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
   -"**Timeout Display**". Press the **ENTER** key on this option to choose whether or not the

35

timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
-"*Timeout Alarm*". Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the RESET key.

3. **HORN KEY**. Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound.

Wrestling Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)

Initial Wrestling Step: Once in a Wrestling network you will be prompted to enter a "Weight Class". Use the Number pad to do this and then press the ENTER key.

Home Score Keypad:

+1. Press this key to add one point to the Home Score display
-1. Press this key to subtract one point from the Home Score display
+2. Press this key to add two points to the Home Score display
+3. Press this key to add three points to the Home Score display
+1/2 POINT. Press this key to add a ½ point to the Team Score
TEAM SCORE. Press this key to add points to the Home Team Score. Once pressed, the Home
          Team Score will flash on the keyboard's LCD screen. While it is flashing you can press the
          "**+1**", "**+2**", "**+3**", "**+ ½ POINT**" or "**-1**" keys to add or subtract this score
BLOOD. Press this key to start the Blood time for the Home team. Press this key again and it will go
          back to the timer
INJ. Press this key to view the total Home Injury time

Guest Score Keypad:

+1. Press this key to add one point to the Guest Score display
-1. Press this key to subtract one point from the Guest Score display
+2. Press this key to add two points to the Guest Score display
+3. Press this key to add three points to the Guest Score display
+1/2 POINT. Press this key to add a ½ point to the Team Score
TEAM SCORE. Press this key to add points to the Guest Team Score. Once pressed, the Guest
          Team Score will flash on the keyboard's LCD screen. While it is flashing you can press the
          "**+1**", "**+2**", "**+3**", "**+ ½ POINT**" or "**-1**" keys to add or subtract this score
BLOOD. Press this key to start the Blood time for the Guest team. Press this key again and it will go
          back to the timer
INJ. Press this key to view the total Guest Injury time

Wrestling Keypad:

ADV. Press this key to toggle between Home and Guest Advantage
+1 SECOND. Press this key to add one second to the clock
ADV TIMER. Press this key to start the Advantage Timer
PERIOD. Press key to advance the Period
RESET GAME. Use this key to Reset the Game. Press the **RESET** key (located on the number
      pad), quickly followed by this **RESET GAME** key to perform this. You will then be prompted
      with "**Weight Class**". Use the number pad to enter the weight class and then press the
      ENTER key
OPTION. Press and hold this key to access the Options menu (shown above)
UP & DOWN ARROW. Press these keys to scroll between items while in the Options menu
ENTER. Press this key to accept selected options

Number Keypad:

Numbers. Used when editing input, etc…
RESET. Press and hold to go back to Home Menu
UNDO. Press to undo an option choice and to undo the last command

Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

Clock Switch:

This switch is used to **START** and **STOP** the game clock

SECONDARY CONTROLLERS

Cable Shot Clock / Delay of Game Clock Controller

37

The Cable Shot Clock / Delay of Game Clock Controller is plugged in as shown on the previous page. While in Basketball or Football you can use this to Start, Stop, Reset, and toggle between preset times.

Cable Remote Game Clock Switch

The Cabled Remote Clock Switch is plugged in as shown and is used in the place of the game clock's start/stop switch located on the LCD Keyboard Controller.

Mini Handheld Controllers for Game Clock Sideline, Delay of Game Clock Sideline and Lacrosse Shot Clocks

The Lacrosse Shot Clock Controller and the D.O. G. Clock controller are offered as a sideline option for controlling your Lacrosse/D.O.G clocks.

The Game Clock Sideline Controller is used in the place of the Game Clock Switch, (located on the LCD Keyboard Controller), and the optional remote clock switch from page 38. This Game Clock Controller can be used to operate the game clock for all sports.

Once powered up they will automatically join the network being used. This takes a few seconds once the power switch is turned to "on".

It is important to understand that only one controlling method at a time needs to be used, (i.e… if it is your intention to use the Mini Handheld Game Clock Controller then you would just use it and not use the LCD Keyboard Controller's clock switch or the cabled Remote Clock Switch). The same goes with the Lacrosse Shot Clock and the Delay of Game Controllers – you would use just them and not a combination of them and the Cable Shot Clock / Delay of Game Clock Controller.

(End - Addendum No. 3)