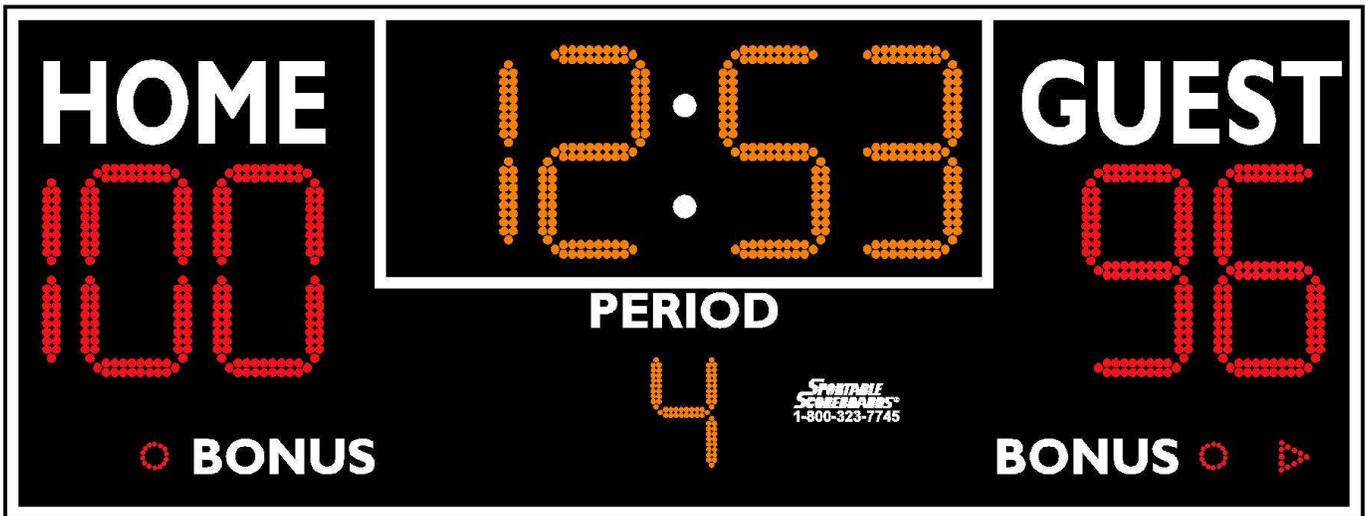


SPORTABLE SCOREBOARDS®

OPERATING INSTRUCTIONS FOR



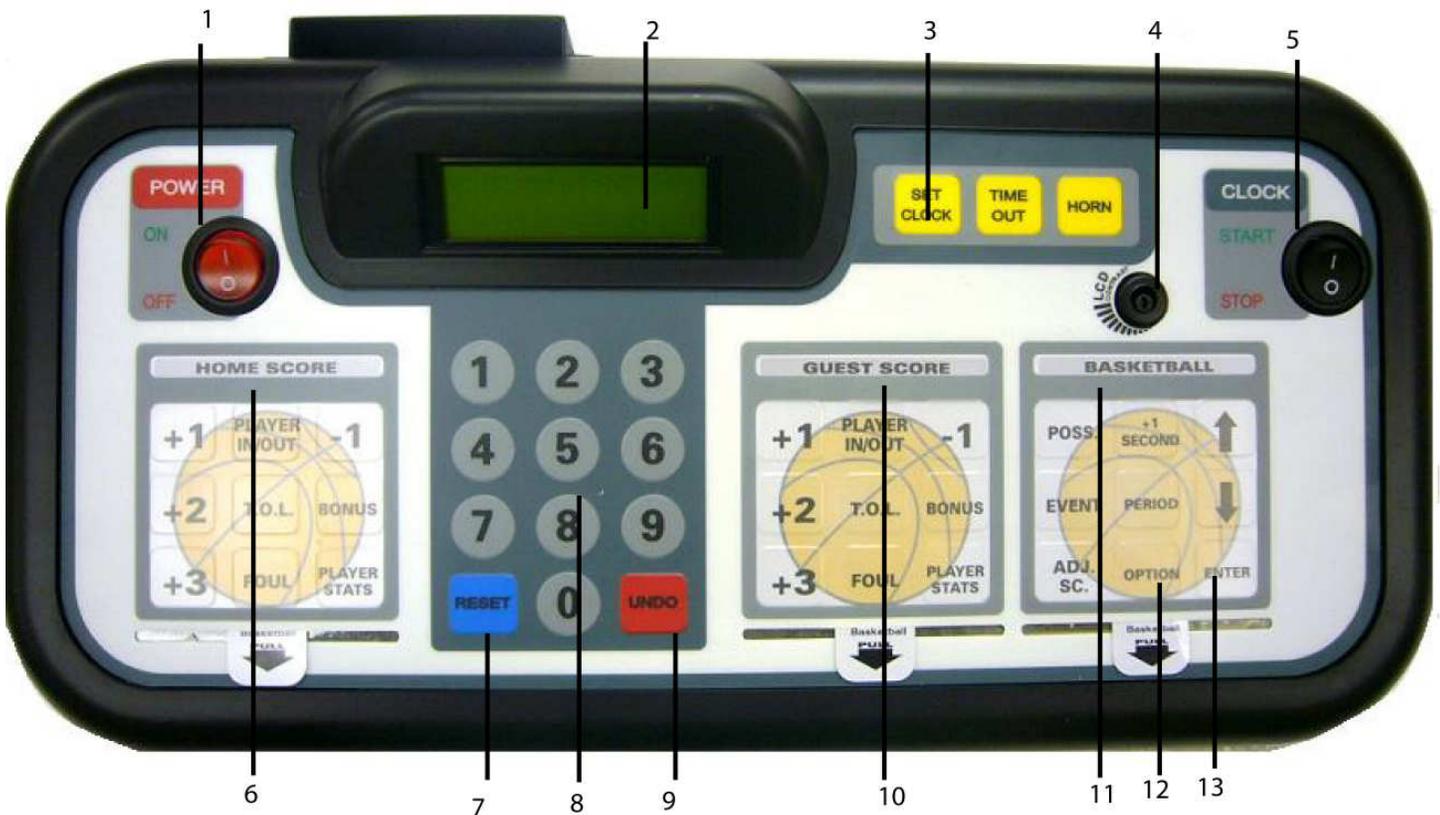
MODEL 2236LED

www.sportablescoreboards.com

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CONTROLLER DEFINITIONS



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

- 1. POWER Switch:**
The POWER switch is used to turn the controller ON and OFF.
- 2. LCD Display:**
The controller's LCD displays all scoring information and option settings. Even though your scoreboard may not be equipped to display all scoring information discussed in this manual, all of this information will appear on the controller's LCD.
- 3. CLOCK Controls:**
The CLOCK controls are used to set, start, and stop both the game clock and timeout clock. The horn button is also located in this section of the controller's keypad.
- 4. CONTRAST Knob:**
The CONTRAST knob is used to change the brightness of the text in the LCD Display.
- 5. CLOCK Start/Stop Switch:**
The CLOCK Start/Stop Switch is used to start and stop the game clock.
- 6. HOME SCORE Keypad:**
The HOME SCORE keypad is used to enter scoring information for the HOME team.
- 7. RESET Key:**
The RESET key is used to begin a new game. Using this key will clear out the status of an existing game and reset the scoreboard to the default startup values. When pressed and held for three seconds, the RESET key clears all scoring information while saving all option settings. This key is also used in combination with the OPTION key to enter the option menu.

8. NUMERIC Keypad:

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

9. UNDO Key:

The UNDO key is used to undo the last controller entry.

10. GUEST SCORE Keypad:

The GUEST SCORE keypad is used to enter scoring information for the GUEST team.

11. GAME Keypad:

The GAME keypad is used to enter values related to game play.

12. OPTION Key:

Pressing RESET, quickly followed by the OPTION key enters the option menu.

13. ENTER Key:

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

COMMUNICATION CABLES

CONNECTING A HARD WIRED CABLE:

1. Using the supplied 20-ft. DIN cable, connect one end to either of the DIN sockets on back of the controller and the other end to the junction box receptacle.
2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



Cable Connection

CONNECTING A WIRELESS TRANSMITTER:

1. Connect the transmitter to the controller by plugging one end of the transmitter's attached interface cable into the transmitter and the other end to *either* of the controller's DIN sockets on back of the controller. Place the transmitter into the supplied clip on back of the controller.
2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



Wireless Connection

GETTING STARTED

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



A Note about the LCD Display:

The LCD display provides the scorer with any information that the scoreboard will display. The up/down arrows on the GAME keypad are used to scroll the information on the LCD Display. There are two lines of text. Pressing either arrow will cycle those lines of text.

When the **POWER** switch is turned *ON* the controller's LCD will show the following:

Scorecomm Keyboard V.12.XX Sport Model #
To Continue Last Game Press ENTER, To Start New Game Press RESET

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

1. Pressing **ENTER** will recall information from the last game that was played and display it on the controller and scoreboard. At this time game play can resume.
2. Pressing **RESET** will begin a new game. The controller will display the default start up information with no scores, the default time on the clock, and Period will be 1.
3. To access the option menu press **RESET** quickly followed by **OPTION**.

USING THE OPTIONS MENU

The scoreboard controller is configured with default settings. Use this section of the Operating Instructions manual to make changes to the default settings.

CHANGING GAME MODES:

To access the Options Menu turn the controller on and press **ENTER**. Now press **RESET** quickly followed by **OPTION**. Once you have placed the controller in the Options Menu, the controller's LCD should display **SELECT OPTION** on the top line and **<SELECT GAME>** on the second line. Press **ENTER**. For this controller basketball is the available sport (game mode).

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

CHANGING GAME SETTINGS (OVERVIEW):

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

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

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

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

NOTE: Refer to the charts at the end of this manual for the options available for this scoreboard model.

USING THE LCD CONTROLLER FOR BASKETBALL

Make sure the BASKETBALL inserts are in the controller and that it is in basketball mode. The game mode is displayed after the controller is turned on and either the **RESET** or **ENTER** button is pressed. If it is not in basketball mode, refer to the **USING THE OPTIONS MENU/CHANGING GAME MODES** in the previous section.

SCORING:

1. To increase the *HOME* score by one (1), two (2), or three (3), press the appropriate key (**+1**, **+2**, or **+3**) on the **HOME SCORE** keypad.
2. To decrease the *HOME* score by one (1), press the **-1** key on the **HOME SCORE** keypad.
3. To increase the *GUEST* score by one (1), two (2), or three (3), press the appropriate key (**+1**, **+2**, or **+3**) on the **GUEST SCORE** keypad.
4. To decrease the *GUEST* score by one (1), press the **-1** key on the **GUEST SCORE** keypad.

PERIOD:

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

POSSESSION:

- To change the possession arrow from *HOME* to *GUEST* and vice versa, press the **POSS.** key.

MANUAL BONUS:

1. When a team reaches a bonus situation, press the **BONUS** key on that team's keypad.
2. Pressing the **BONUS** key a second time will show a double bonus situation.
3. Pressing the **BONUS** key clears the bonus indicator.

ENABLE BONUS TRACKING

To track and automatically display **BONUS** and **DOUBLE BONUS**, the **<TEAM FOULS>** option must be turned on in the controller's option menu. If team fouls is not enabled do the following steps:

1. Enter the option menu by pressing **RESET** quickly followed by **OPTION**.
2. At the **<SELECT GAME>** prompt, press either the up or down arrow key until the **<TEAM FOULS>** prompt is displayed and press **ENTER**.
3. To activate team foul scoring, press either the up or down arrow key once to change the prompt to **<ON>** and press **ENTER**.
4. Once **<TEAM FOULS>** has been enabled, while still in the Options Menu, use the **UP** or **DOWN** arrow keys to scroll to **<BONUS TRACKING>** and press **ENTER**.
5. Choose from **<TRACK BONUS>**, **<TRACK DOUBLE>**, **<MANUAL BONUS>** or **<MANUAL DOUBLE>** and press **ENTER**.

6. The default **BONUS FOULS** and **DOUBLE BONUS FOULS** values are 7 and 10. If those settings are what you will use, press the **OPTION** key.
7. If you will use different values, go into each feature and change the setting using the previous steps.
 - **Single Bonus Tracking** - If using Bonus Tracking, when a team reaches a bonus situation the **BONUS** indicator will automatically light.
 - **Double Bonus Tracking** - If using Double Bonus Tracking, when a team reaches a double bonus situation the **DOUBLE BONUS** indicator will automatically show on the controller's LCD display and on the scoreboard if it has the **DOUBLE BONUS** indicator.

ENABLE TEAM FOULS

1. Enter the option menu by pressing **RESET** quickly followed by **OPTION**.
2. At the **<SELECT GAME>** prompt press either the up or down arrow key until the **<TEAM FOULS>** prompt is displayed, then press **ENTER**.
3. To activate player foul scoring, press either the up or down arrow key once to change the flashing prompt to **<ON>**, then press **ENTER**.

ENTERING TEAM FOULS:

1. To enter a foul for a player for either team press the **FOUL** key on the appropriate keypad.
2. At the **ENT HOME FOULS** or **ENT GUEST FOULS** prompt use the numeric keypad to enter the number of team fouls, and then press **ENTER**.
3. If this is correct, press **ENTER**. If this is not correct, use the numeric keypad to enter the correct number of fouls and press **ENTER**.
4. If **PLAYER FOULS** is enabled you will be prompted to enter a player number and the number of fouls for that player and confirm it to continue.

ENABLE PLAYER FOULS

In order to track and display individual *PLAYER FOULS*, both the **<TEAM FOULS>** and **<PLAYER FOULS>** options must be turned on in the controller's option menu. To activate the **<PLAYER FOULS>** option do the following:

1. Enter the option menu by pressing **RESET** quickly followed by **OPTION**.
2. At the **<SELECT GAME>** prompt press either the up or down arrow key until the **<PLAYER FOULS>** prompt is displayed, then press **ENTER**.
3. To activate player foul scoring, press either the up or down arrow key once to change the flashing prompt to **<ON>**, then press **ENTER**.

ENTERING PLAYER FOULS:

1. To enter a foul for a player for either team press the **FOUL** key on the appropriate keypad.
2. At the **ENT HOME FOULS** or **ENT GUEST FOULS** prompt use the numeric keypad to enter the number of team fouls, and then press **ENTER**.
3. At the **HOME PLAYER #** or **GUEST PLAYER #** prompt use the numeric keypad to enter the uniform number of the committing player, and then press **ENTER**.
4. At the **HOME #XXX** or **GUEST #XX FOULS** prompt use the numeric keypad to enter the number of fouls for the committing player, and then press **ENTER**.
5. Do the same for the *GUEST* team.

NOTE: Each time the **FOUL** key is pressed the number of team fouls is automatically increased by one. Simply press **ENTER** to accept the automatically updated total. Each time a player's uniform number is entered that already has a recorded foul; the number of fouls for that player is automatically increased by one. Simply press **ENTER** to accept the automatically updated total.

NOTE: If the **<PLAYER FOULS>** option is turned *ON*, the scorekeeper may review the total number of fouls for either team simply by pressing the **PLAYER STATS** key on either the **HOME SCORE** or **GUEST SCORE** keypad. To view more information, simply press the down arrow key. The keyboard will automatically return to scoring mode after a short time.

TIME OUTS LEFT

1. To decrease the number of time outs left, press the **T.O.L** key on the **HOMESCORE** or **GUEST SCORE** keypad. The prompt should display the time outs left for the team selected decreased by one. Press the **ENTER** key to accept the change.
2. To enter a desired number for time outs left, press the **T.O.L** key on the **HOMESCORE** or **GUEST SCORE** keypad. The prompt should display the time outs left for the team selected decreased by one. At the prompt use the numeric keypad to enter the number of time outs left, then press **ENTER**.

SET CLOCK

To set the game clock so that the entered time **IS NOT** stored in memory as the default game clock time:

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

CHANGING THE DEFAULT CLOCK SETTINGS

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

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

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<SET GAME CLOCK>** then press **ENTER**.
At the prompt, use the numeric keypad to enter the desired time and press **ENTER**.
 - a. Example: To enter a time of 90 minutes, press 9, 0, 0, 0, then **ENTER**. To enter a time of 8 minutes, press 0, 8, 0, 0, then **ENTER**. To exit the option menu press **OPTION**.

3. To start the clock, flip the **CLOCK** switch to the *START* position.
4. To stop the clock, flip the **CLOCK** switch to the *STOP* position.
5. To add time to the game clock, press the **+1 SECOND** key, or to make a larger adjustment stop the clock and press the **SET CLOCK** key. At the prompt, enter the correct time and press **ENTER**.

TIMEOUT CLOCK:

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

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

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<TIMEOUT CLOCK>** or **<TIMEOUT 2 CLOCK>** and press **ENTER**.
3. At the prompt, enter the desired length of the timeout using the number keys then press **ENTER**. Example: To enter a time of 2 minutes, press 0, 2, 0, 0, then **ENTER**.
4. To exit the option menu press **OPTION**.
5. To start the timeout clock you must stop the game clock and press the **TIMEOUT** key. When prompted to "Select Timeout," press **ENTER** to use **TIMEOUT 1** or use the up or down arrow key to select *TIMEOUT 2* and press **ENTER** to use the preset time for **TIMEOUT 2**.
6. To stop the timeout clock before it expires, press the **TIMEOUT** key.
7. To display the time remaining in a timeout on the scoreboard's game clock:
8. Enter the option menu by pressing **RESET** followed by **OPTION**.
9. Use the up and down arrow keys to select **<TIMEOUT DISP>** and press **ENTER**.

10. Press the up or down arrow key once to turn the function *ON*.
11. To exit the option menu, press **OPTION**.

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

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

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

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

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

Shortly after the controller is turned off the *PERIOD/INNING* digit on the scoreboard will begin to flash and will continue to do so until power to the scoreboard has been shut off at the scoreboard's power disconnect switch or circuit breaker.

NOTE: IF YOU ARE NOT USING SHOT CLOCKS, DISREGARD THE NEXT SECTION PERTAINING TO SHOT CLOCK OPERATION.

SHOT CLOCK OPERATION

Connect the 1000232 hand held shot clock control switch to the back of the controller as in the image below:



TO SET THE DEFAULT SHOT CLOCK TIME:

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

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

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<SET SHOT CLOCK>** and then press **ENTER**.
At the prompt, use the numeric keypad to enter the desired time and press **ENTER**.
3. Press **OPTION** to exit the option menu.

TO OPERATE THE SHOT CLOCK SYSTEM:

1. To **START** or **STOP** the shot clocks when the game clock is running, flip the **RUN/STOP** switch on the handheld controller to the **RUN** or **STOP** position.
2. The shot clocks will only run when the game clock is running.
3. When the game clock is stopped, the shot clocks will stop.
4. When the game clock is started again, the shot clocks will start **ONLY IF** the **RUN/STOP** switch on the handheld controller is in the **RUN** position.
5. If the **RESET** button on the handheld controller is pushed with the game clock running and the

RUN/STOP switch in the **RUN** position, the shot clocks will reset to their preset time and continue counting down.

6. If the **RESET** button on the handheld controller is pushed with the game clock running and the **RUN/STOP** switch in the **STOP** position, the shot clocks will reset to their preset time and hold until the game clock is started and the **RUN/STOP** switch is flipped to the **RUN** position.
7. To adjust the time displayed on the shot clocks, the game clock must be stopped. (The **RUN/STOP** button on the handheld controller may be in either position) Press the **ADJ. S.C.** key on the **GUEST SCORE** keypad. At the prompt, use the “+1” and the “-1” key on the **GUEST SCORE** keypad to adjust the time and then press **ENTER**.

ADDITIONAL BASKETBALL OPTIONS

<u>OPTION</u>	<u>DESCRIPTION</u>	<u>SETTINGS</u>	<u>SET USING</u>
SET T.O.D. CLOCK (Time Of Day)	Displays the time of day on the scoreboard's clock – disables scoring mode.	12-hour clock	Numeric keypad
SET GAME CLOCK	Sets the default game time and stores new time in memory until changed.	00:00 to 99:59	Numeric keypad
0.1 SEC ENABLE	Displays tenths of a second on the game clock during the last minute of a game.	ON or OFF	Up/Down Arrows
SET AUTO HORN	Automatically sounds the scoreboard's horn when the game clock expires.	ON or OFF	Up/Down Arrows
SET SHOT CLOCK	Sets the default shot clock time – remains in memory until changed.	1 to 59 seconds	Numeric keypad
TIMEOUT CLOCK	Sets the default length of the 1 st preset timeout period – stored in memory until changed	00:00 to 59:59	Numeric keypad
TIMEOUT2 CLOCK	Sets the default length of the 2 nd preset timeout period – stored in memory until changed.	00:00 to 59:59	Numeric keypad
TIMEOUT DISP	Displays the time remaining in a timeout on the Game clock when the TIMEOUT key is pressed.	ON or OFF	Up/Down Arrows
TIMEOUT ALARM	Automatically sounds the scoreboard's horn when a timeout expires	ON or OFF	Up/Down Arrows
PERIODS/GAME	Sets game periods as four (4) quarters or two (2) halves	4 quarters/2 halves	Up/Down Arrows
TEAM TIMEOUTS	Sets the default opening number of team timeouts	1 to 9	Numeric keypad
RESET TIMEOUTS	Determines whether team timeouts are reset at the start of each half	ON or OFF	Up/Down Arrows
RESET FOULS	Sets whether or not TEAM fouls are reset at the start of each half	ON or OFF	Up/Down Arrows

BONUS TRACKING	Sets the kind of bonus tracking to use.	Track Bonus Track Double Bonus Manual Bonus Manual Double Bonus	Up/Down Arrows
BONUS FOULS	Allows the operator to set the default number of team fouls at which BONUS occurs	0 to 99	Numeric keypad
DOUBLE BONUS	Allows the operator to set the default number of team fouls at which DOUBLE BONUS occurs	0 to 99	Numeric keypad
SET BRIGHTNESS	Set the brightness of the backlight of the LCD display	1 to 10	Up/Down Arrows

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

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