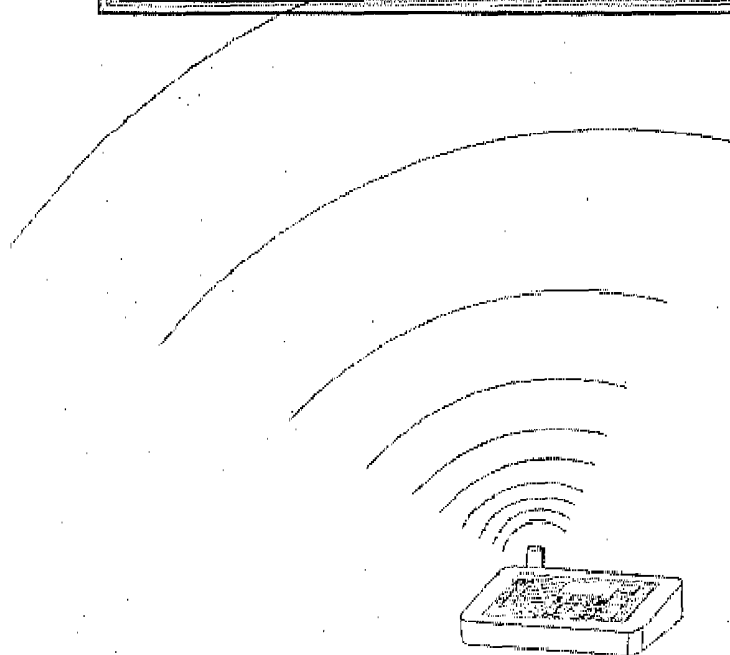
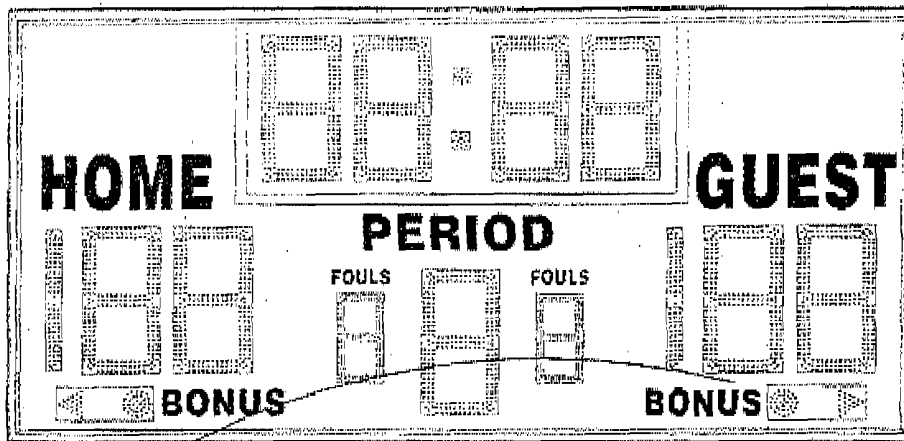


LARGE 12" LED DISPLAY WIRELESS

TIMER & SCORER

Operating Instructions

MODEL: XXXXXX



TIMER & SCORER

XXXXXX

SHOT CLOCK

TIMER

1 1. Timer & Score/Shot Clock (Basketball, Baseball, Tennis, Wrestling)

2 2. Score & Set (Volleyball, Badminton, Table Tennis)

3 3. Stop Watch (Track & Field sports)

4 4. Match & Pin Times (Judo)

5 5. Round & Count Down Timer (Boxing)

6 6. Electronic Metronome

7 7. Pronator Timer

8 8. Clock & Alarm

GAME SELECT

L
S

VOLUME

HORN

SET BONUS **SET CLR PERIOD** **SET BONUS**

-1 **SCORE CLR** **CHG SIDE** **FOUL CLR** **-1**

(HOME) SCORE **FOUL -1** **(GUEST) SCORE** **FOUL +1**

CLEAR **1/10 SEC**

M+1 **S+1** **S+1**

M-1 **S-1** **S-1**

RESET TIMER **RESET SHOT CLOCK**

START STOP **START STOP**

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1. General

Scoreboard display

The XXXXXX wireless timer & scorer is designed as:

- * User friendly, plug & play, easy to use.
- * 12 inches (30.5 cm) large digit viewing distance: within 330 feet (100 meters).
- * Multi-sport
Provide timing & scoring for various sports such as basketball, team handball, Wrestling, boxing & judo. Scoring for tennis, badminton, table tennis. Stopwatch for running contest.
- * Clock & Alarm
When not used in sports, it can be used as digital clock with alarm function.
- * Dimension: 78 inches (197cm) Width x 36 inches (92cm) Height x 4 inches (9.6cm) Depth
Weight: 54 lb (24.5kgs). Shipping weight: 95 lb (43kgs). (Include remote control)
- * FCC test approval
This device has been tested and found to comply with the limits for class B digital device, pursuant to part 15 of the FCC rule.
- * Wide range power input
AC 100 to 240V full range power input, consuming power < 120 Watts
This device can be used in any country in the world without any change.
- * Wireless remote control
Max control distance is 330 feet (100 meters)
The controller will not function when communication is out of range.
AC100 to 240V power adaptor.
Dimension: 12 inches (31cm) x 8 inches (20cm) x 3 inches (7.4cm)
Weight: 3.7 lb (1.7kg).

2. Power on set up scoreboard display

To supply power to the scoreboard display:
Plug the AC input into a standard 100-240-volt AC outlet. See Figure 2-1 below.

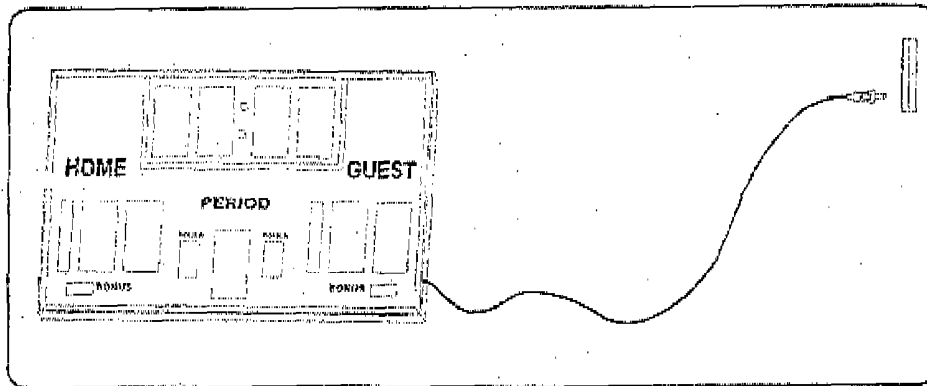


Figure 2-1

The display on standby will show random information.

3. Power on set up wireless remote control

1. Plug the appropriate end of the DC wall transformer into the power receptacle on remote control. See figure 3-1 below.
2. Plug the wall transformer into a standard 100-240V volt AC outlet. See figure 3-1 below.
3. Plug the wireless high-frequency module into the connector port of the control box. See figure 3-2 below.
4. Turn the power on. Then the display data will be sent to scoreboard.

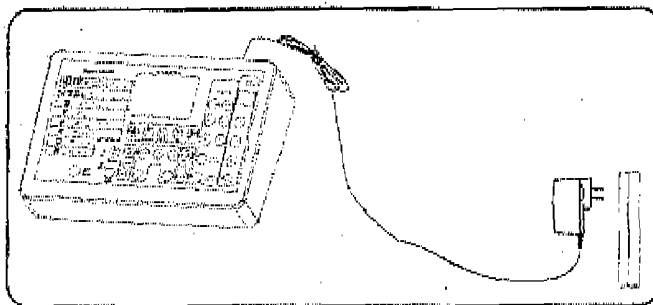


Figure 3-1

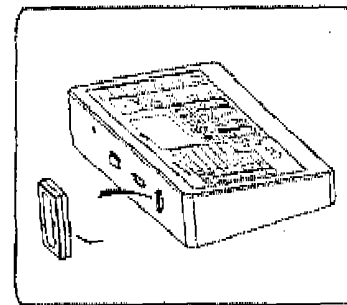
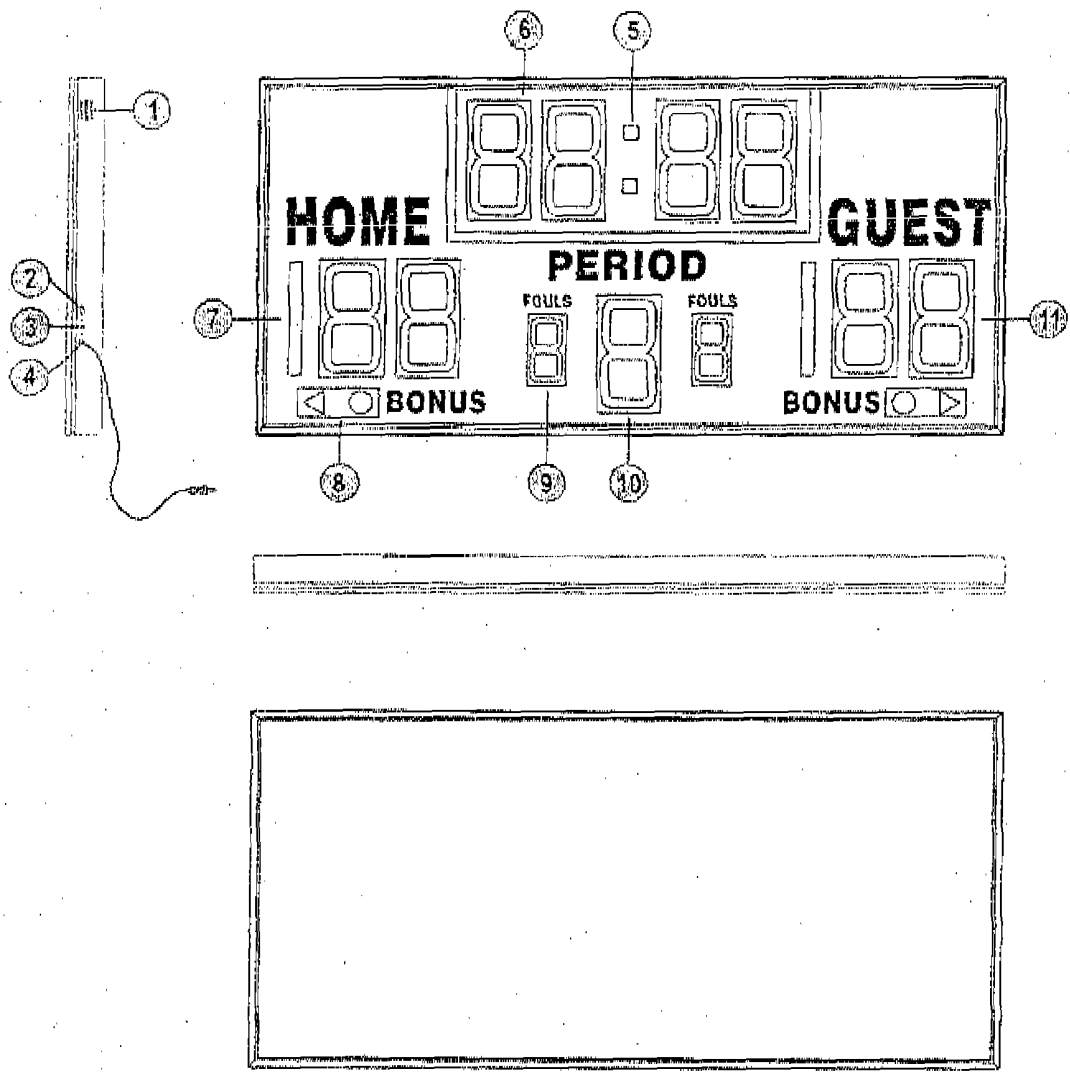


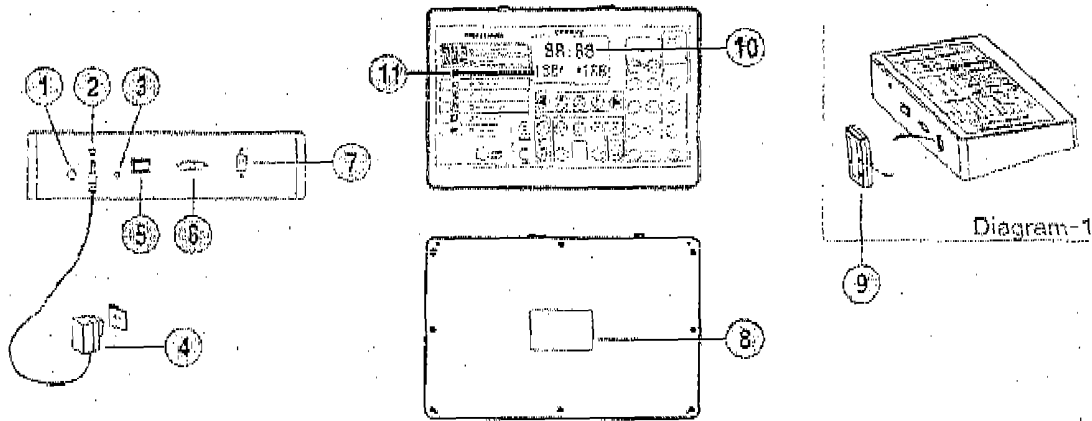
Figure 3-2

4. Wireless scoreboard display feature diagram

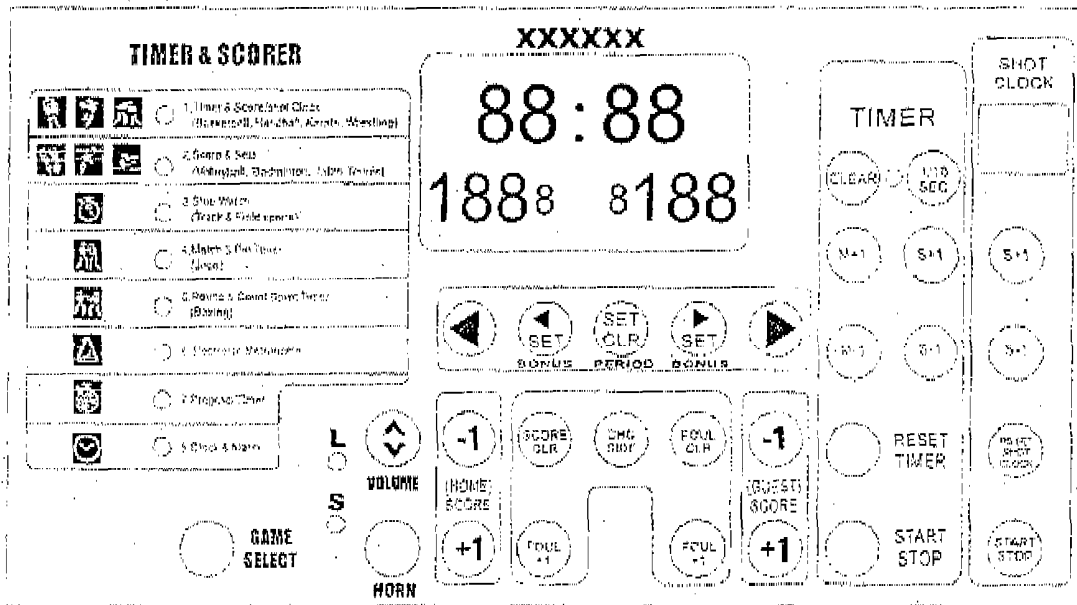


- | | |
|----------------------------------|-----------------|
| ① Alarm Horn | ⑩ Period number |
| ② Data cable connect | ⑪ Guest score |
| ③ Freq. channel selection switch | |
| ④ AC Power cord | |
| ⑤ Time colon | |
| ⑥ Game time/Clock display | |
| ⑦ Home score | |
| ⑧ Bonus indicator | |
| ⑨ Fouls number | |

5. Wireless remote control feature diagram

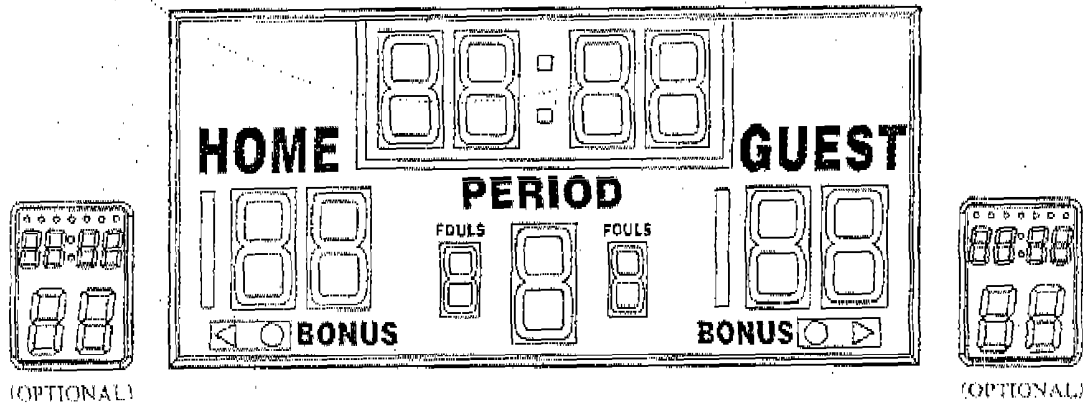
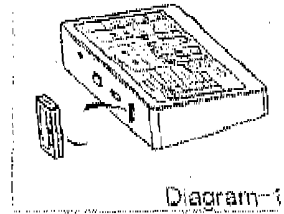
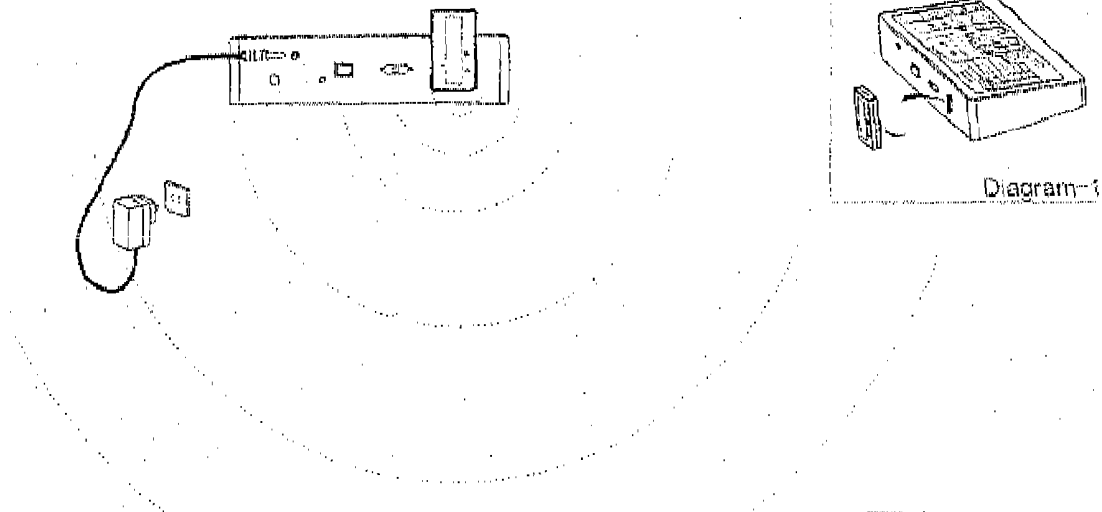


- ① Built-in speaker
- ② Power adaptor DC input
- ③ Ext. Speaker port
- ④ AC to DC power adaptor
- ⑤ Power On/Off Switch
- ⑥ Freq. channel selection switch
- ⑦ Wireless module connect/data cable connect
- ⑧ Model label
- ⑨ Wireless module
- ⑩ Game time/clock display
- ⑪ Score display



- * This control box with an internal rechargeable battery can operate for 6 hours after fully charged.
- * The rechargeable battery will automatically charge when DC power is plugged in and power switch is on. It takes 20 hours to fully charge a new battery.
- * Low battery indication (left hand side score display: L₀ and game time stops)

6. Set up scoreboard display with wireless module



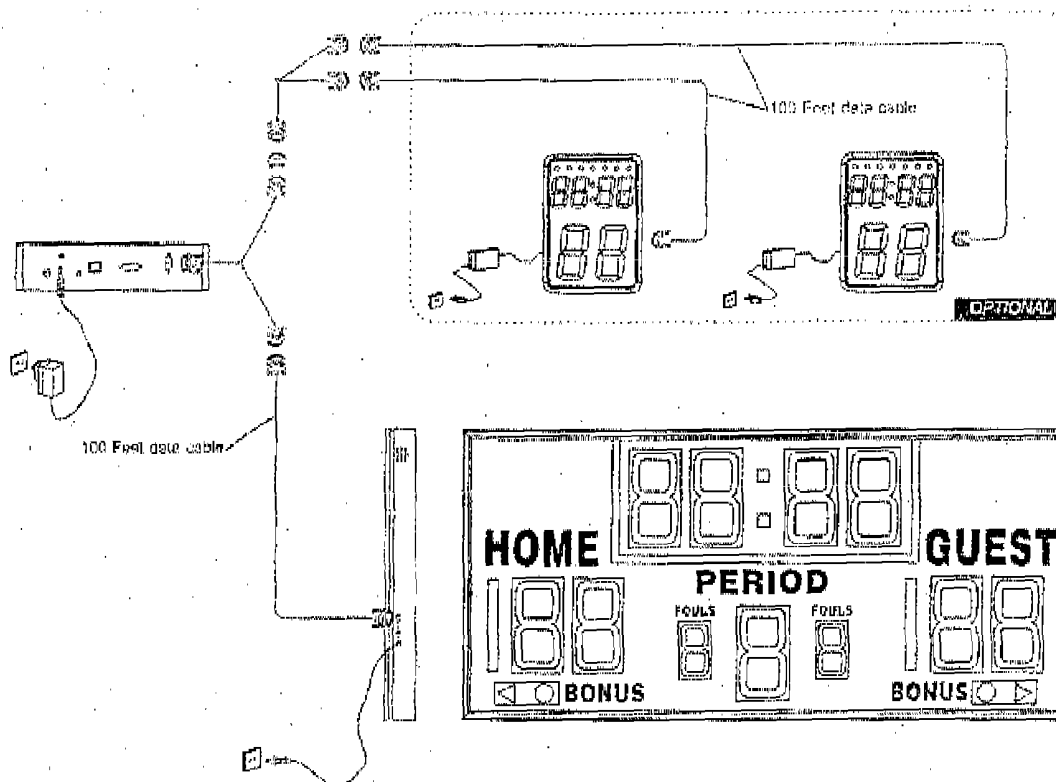
WIRELESS CONNECTION

1. The scoreboard display with internal wireless module will automatically operate when the power switch is turned on. The wireless function will be shut down and changed to cable connection mode when data cable socket is plugged in.
2. Plug in the wireless module into the remote control and fasten by screw driver.
(See diagram-1)
3. Select and match the same channel with scoreboard display. Be sure to turn off the power when changing channel.

Freq. channel selection	channel	FREQ
<input type="radio"/> N <input type="checkbox"/> 1 <input type="checkbox"/> 2	A	915MHz
<input type="radio"/> N <input type="checkbox"/> 1 <input type="checkbox"/> 2	B	917MHz
<input type="radio"/> N <input type="checkbox"/> 1 <input type="checkbox"/> 2	C	919MHz
<input type="radio"/> N <input type="checkbox"/> 1 <input type="checkbox"/> 2	D	921MHz

4. Turn on control box power and the default game time data will be sent to scoreboard display. This confirms the set up is correct and the scoreboard display can be operated.
5. If there is wireless interference, please turn off both scoreboard display and remote control and select other channel until no interference. If all wireless channels receive interference change to cable connection.

7. Set up scoreboard display with data cable connect



DATA CABLE CONNECTION

1. Turn off the remote control.
2. Remove the wireless module from the remote control box.
3. Connect the data cable separator into the remote control data cable connect position.
4. Connect the 100 Feet data cable into the data cable separator.
5. Turn off scoreboard display.
6. Connect the data cable into the scoreboard display data cable connect position.
7. Turn on scoreboard display.
8. Turn on remote control box. The default game data will be sent to scoreboard display to confirm correct data cable connection.

8. Power on set up

20:00
0000

20:00
0000

1. Press "GAME SELECT" button to choose the desired function used.
2. The first game can be selected as 1 and 1A that is for basketball with 30-sec. display. Total 8 game types may be selected.
3. When time is up, the whistle will sound loud, soft or silent depends on the "VOLUME" adjusted.
4. Press "CALL" button for loud sound, used as manual whistle.
5. Press "CHG SIDE" button to swap scores.
6. Press "◀" or "▶" will show the possession arrow.
7. Press the "1/10 SEC" button (when LED lit) will change the final minute to be displayed in second: 1/10 second format for game type 1.
8. Press "VOLUME" button to turn off sound, then press "HORN" button for 5 seconds to enter sleep mode. All the display LED will be turned off except "VOLUME-S" is flashing during the sleep mode. To recall from sleep mode just press any button on the remote control.

9. Operation procedures

GAME TIMER & SCORER

Displays remaining game time & score:

Upper display: Game timer (max=99:59)

Lower display: Scorer (max=199)

To turn off Shot Clock function, press S-1 until 0 is reached, then use only RED Start/Stop button.


Basketball
Wrestling
Karate
Team Handball


Game Timer (count down)		
Operation	Key Operation	Display
	Timer	
1. Set game timer (ex: 20 minutes)	HOLD DOWN M+I	20:00 0 0
2. Set period	PERIOD	-
3. Begin game-time is entered into memory	START STOP	19:59 0 0
4. Stop game	START STOP	19:59 0 0
5. Restart game	START STOP	19:58 0 0
6. Game time expires (□) chip)		0:00 25 36
7. Reset game time-clock returns to set time	RESET TIMER	20:00 25:36

- Game timer stopped too late:
Use M+I and S+I keys to adjust time difference.
- Changing game time:
Press CLEAR key then set as needed using steps 1 and 2 noted above.
- Change count down timer to count up timer:
Press CLEAR then SET CLR button, the upper colon LED will be flashing (indicating count-up function).
Press M+I, S-1 to desire stop time.
Press RESET TIMER then START/STOP button, the display will run up to desire stop time.

Scorer		
Operation	Key	Display
	Scorer	
1. Guest team gains a point	SCORE +1 GUEST	19:20 0 1
2. Home team gains a point	SCORE +1 HOME	19:15 1 1
3. Home team gains a point	SCORE +1 HOME	19:15 2 1
4. Reset to 0 vs. 0	SCORE CLR	19:15 0 0











- Point added in error:
 - Use score button-1 to adjust.

Press  to change period from 1 to 4

Press  to clear period indication

Game Timer (count up)

Game timer display can be changed from displaying the remaining game time (count down) to the elapsed time (count up). Maximum setting: 99:59. In this mode the upper colon between the minutes and seconds blinks.

Operation	Key Operation	Display
	Timer	
1. Erase previous setting		0:00 0 0
2. Change display to count up mode ( buzzer)		0:00 0 0
3. Set game timer (ex: 20 minutes)	HOLD DOWN 	20:00 0 0
4. Begin game-time returns to 0:00 & start Game time is entered into memory	 + 	0 0 0 0
5. Stop game		0 09 0 0
6. Restart game		0:10 0 0
7. Game time expires ( chirp)		20:00 0 0
8. Return time to 0:00		0 00 0 0

Game timer stopped too late:

Use M-1 and S-1 keys to adjust time difference.

Changing game time:

Press CLEAR key and set as needed using steps 3 and 4 noted above.

Returning to count down display:

Press the timer's CLEAR key, and then press the SET CLR key (chirp). Set game timer according to game time using the steps shown on the previous page.

GAME TIMER & SHOT CLOCK, SCORES















Basketball

Flashing Game Select LED not for normal use, practice clock.

Displays remaining game time and remaining shot clock time:

Upper display: Game timer (max=99:59)

Lower display: 30 sec timer/shot clock(resets at 30 seconds or user setting)

Game Timer & Shot Clock or Score display			
Operation	Key Operation		Display
	Timer	Shot Clock	
1. Set game timer (ex: 20 minutes)	HOLD DOWN 		20:00 30
2. Set shot clock		 	20:00 30
3. Beginning shot clock time is set in memory			19:59 29
4. Shot hits rim			19:58 30
5. Game interrupted			19:50 22
6. Restart game & shot clock start simultaneously			19:49 21
↓			
(1).30 seconds expires ( buzzer)			19:28 0
(2).Reset to 30 seconds			19:28 30
(3).Restart game			19:27 29
↓			
7. Game time expires ( buzzer)			00:00 06
8. Reset game time			20:00 30

- Game timer stopped too late:
Use M+1 and S+1 keys to adjust time difference.
- Changing game time: Press CLEAR key and set as needed using steps 1 and 2 noted above.
- Changing shot clock to a setting other than 30 seconds:
Press CLEAR key and before pressing START/STOP key, set as needed using the S+1 key or S-1 key (At the SHOT CLOCK section of the control panel).
The set time will be entered into memory.
- Press score keys to change the score display, see instructions page 8.
- Press shot clock timer keys to change the shot clock timer display in the Guest score location. Press Game Select to return to #1. May use it as above.
- The game select type LED will flash to indicate function for shot clock.

2 SCORE & SETS

Displays sets won and game score.
 Upper display: Sets(max=99)
 Lower display: Score(max=199)

Volleyball
 Badminton
 Table Tennis

Score		
Operation	Key Operation	Display
	Score	
1. Home team gains a point	SCORE ⊕ HOME	0 0 1 0
2. Guest team gains a point	SCORE ⊕ GUEST	0 0 1 1
3. Guest team gains a point	SCORE ⊕ GUEST	0 0 1 2
4. Change courts (if desired)	CHG SIDE	0 0 2 1
5. Reset to 0 vs. 0	SCORE CLR	0 0 0 0

- Extra point added in error.
 Use SCORE-1 to adjust.

Sets		
Operation	Key Operation	Display
	Sets	
1. Home team gains a point	SET BONUS HOME	1 0 0 0
2. Guest team gains a point	SET BONUS GUEST	1 1 0 0
3. Guest team gains a point	SET BONUS GUEST	1 2 0 0
4. Change courts (if desired)	CHG SIDE	2 1 0 0
5. Reset to 0 vs. 0	CLR BONUS	0 0 0 0

- Extra set added in error:
 Press SET CLR key and add the correct number of sets.

Serve/Side Out/Possession Indicator		
Operation	Key Operation	Display
	Serve	
1. Home team gets service/side out	◀ HOME	◀ 1 2 3 4
2. Guest team gets service/side out	▶ GUEST	1 2 ▶ 3 4
3. Change courts (if desired)	CHG SIDE	◀ 2 1 4 3
4. Reset 0 vs. 0	CLR BONUS	0 0 0 0

3 STOPWATCH

Displays split-time stopwatch:

Upper display: Minutes: Seconds (max=59 minutes, 59 seconds)

Lower left display: Hours (max=199 hours)

Lower right display: 1/100 seconds (max=99 1/100 seconds)

Stopwatch		
Operation	Key Operation	Display
	Stopwatch	
1. Start	<input type="radio"/> START <input type="radio"/> STOP	00:00 01
2. Stop	<input type="radio"/> START <input type="radio"/> STOP	15:24 2 93
3. Reset to 00:00	<input type="radio"/> RESET <input type="radio"/> TIMER	00:00 00

- When the timer is running, press RESET TIMER will stop display but the timer keeps running internally.
The lower left display will blink "UP" to indicate this status.
Press RESET TIMER again will show the running time again.

4 MATCH & PIN TIMER

Judo

Displays remaining match time and elapsed pin time:

Upper display: Match timer (max=99:59)

Lower display: Pin timer (resets to 30 seconds)

Match & Pin Timer			
Operation	Key Operation		Display
	Timer	Shot Clock	
1. Set match time (ex: 7 minutes)	HOLD DOWN (M)		7:00 0
2. Begin match-time is entered into memory	START STOP	(S+I)	7:00 0
3. Pin begins		START STOP	3:23 1
4. Stop match during pin-pause pin timer Time Start/Stop button timer & pin timer simultaneously	START STOP		3:35 12
5. Restart match-resume pin timer Time Start/Stop button starts both timer & pin timer simultaneously	START STOP		3:34 12
6. Pin broken free		START STOP	3:25 22
↓			
(1). Next pin begins		START STOP	1:31 1
(2). 30 seconds elapse (buzzer) Match time automatically stops			1:00 30
7. Game time expires (buzzer) Buzzer will not sound if pin is in progress			00:00 22
8. Reset game time	RESET TIMER		7:00 0

- Match stopped too late:
Use timer S-1 and shot clock S-1 keys to adjust time & pin timer difference.
- Pinned player already has waza ari: (Becomes ippon after 25 seconds)
Press the shot clock RESET key once during the pin countdown. 25 seconds will appear on the lower left display and buzzer will sound after those 25 seconds run out. Pressing RESET once more during the countdown will cancel the 25 seconds setting.
- Match time reaches 0:00 during a pin:
The match will continue without sounding a buzzer, so the pin count will not be interrupted. When the pin is broken free, press the START/STOP key on the shot clock panel. The buzzer will ring and the match will end.
- Changing the pin timer to a setting other than 30 seconds:
Press the CLEAR key and before pressing the timer START/STOP key, set the desired time using S+1 or S-1 key on the shot clock panel and press RESET.

5 ROUND & BREAK COUNTDOWN TIMER

Boxing

Sequentially display designated round and remaining time for round and breaks. During breaks the colon between the minutes and seconds blinks. Also display current round number and buzzer will sound every second for downcount:

Upper display: Round timer (max=99:59)



Lower display: Round number (max=99)

Round & Break Countdown Timer				
Operation	Key Operation		Display	
	Timer	Shot Clock		
1. Set round time (ex:3 minutes)	Time timer (M+)		3:00 0	
2. Enter round time into memory	○ RESET TIMER		0:00 0	
3. Set break time (ex: 1 minute)	(M+)		1:00 0	
4. Enter break time into memory	○ RESET TIMER		0:00 0	
5. Set number of rounds for match (ex:3 rounds)		Shot Clock (S+)	0:00 3	
6. Return to round time display	○ RESET TIMER		3:00 1	
7. Begin match-Round number will appear in the lower left display	○ START STOP		2:59 1	
8. Stop round	○ START STOP		1:35 1	
9. Restart round			1:34 1	
10. Knock-down-(chirp) every second		(START STOP)	:35	
11. Match continues-(chirp) will stop		(START STOP)	:28	
↓	(1).Knocked down again (chirp) every second	(START STOP)	1:20 1	
	(2).10 seconds expires. Stop downcount and round timer.	○ START STOP	(START STOP)	1:10 1
	(3).Sound match-over buzzer (buzzer)	○ BUZZER		1:10 1
12. First round completed (buzzer)			0:00 1	
13. Break time is displayed			:50 1	
14. Break time ends (buzzer)			0:00 1	

Chart continues next page.....

Round & Break Countdown Timer

..... Continued from previous page

15. Next round time is displayed. Round number changes to 2.			3:00 2
16. Designated number of rounds completed ( buzzer)			0:00 3
17. Begin new match.		RESET TIMER	3:00 1










- Round stopped too late:
Use timer M+1 and S+1 keys to adjust time. Use shot clock S-1 to adjust round.
- Round time reaches 0:00 during downcount
The match will continue without sounding the buzzer, so the downcount will not be interrupted.
- Changing round/break times:
Press CLEAR key and set as needed using steps 1 through 6 on previous page.
- In the final round, the breaktime display will disappear.

ELECTRONIC METRONOME:

Upper display: Rhythm times

Lower Left display: How many chirps per minute

Lower Right display: How many total soft and loud chirps. Soft chirps are always followed by one loud chirp.

Electronic Metronome:		
Operation	Key Operation	
	Rhythm	
One Loud/soft chirps		0:00 120:5
One Loud/soft chirps	Twice 	0:00 120:3
Chirps/one minute		0:00 121:3
Chirps/one minute	Twice 	0:00 119:3
Start rhythm ( chirp)		0:01 119:3
Stop rhythm ( chirp)		0:05 119:3
Reset rhythm times		0:00 119:3












7 PROGRAM TIMER

Timer may be programmed to consecutively count-down and display a maximum of nine time periods. Use for interval training and division of time for classes and other training.

Upper display: Timer (max=99:59)

Lower left display: Repetitions (max=99 times)

Lower right display: Program number (max=9 programs)

Program Timer		
Operation	Key Operation	Display
	Program Timer	
1. Set program 1 (P1) to desired time. (ex: 5 min)	 M+ / TIMES	5:00 0 P1
2. Enter time for program 1 into memory. Change program number to 2.	 RESET TIMER	0:00 0 P2
3. Follow steps 1 & 2 above for desired number of programs(9 max).		5:00 1 P2
4. Complete program setting. Set the desired number of repetitions using the shot clock's SEC+1 key (max=99 times) and press timer RESET and START. Current program round is displayed and timer will stop, sounding buzzer.	 RESET TIMER	5:00 1 P1
5. Start Program 1 (P1) will start counting down and buzzer will sound when it reaches 0:00 P2 will subsequently start. Completion of all programs is considered one round.	 START STOP	4:59 ( buzzer) 1 P1 0:00 ( buzzer) 1 P2 3:00 ( buzzer) 1 P2 0:00 ( buzzer) 1 P2 5:00 ( buzzer) 2 P2
6. Stop	 START STOP	7:28 11 P1
7. Return to beginning of program	 RESET TIMER	5:00 0 P1

- Changing set times:
Press timer CLEAR key and set as needed using steps 1 through 4 above.

8. CLOCK, ALARM

Displays time in 12 hour format normally, will change to 24 hours display when stopped for editing.

Upper display: Hours: Minutes

Lower right display: Seconds

Operation	Key Operation		Display
	Clock	Shot Clock	
1. Set hours using M+1 or M-1 key Set minutes using S+1 or S-1 key Set seconds using S-1 key on shot clock panel	(M+1) (S+1)	(S+1)	9:35 20
2. Start	START STOP		9:35 21
3. Alarm	(SET) GUEST BONUS		12:00 AL OFF
4. Alarm on/off	(SET) HOME BONUS		12:00 AL ON
5. Alarm time setting.	(M+1)		13:00 AL ON
	(S+1)		13:59 AL OFF
6. Return to clock	(SET) GUEST BONUS		9:26 45

- When the current clock reaches the Alarm time, A 5 second alarm will be activated.
- Current time and Alarm will not be affected by changing game type, but if power is switched off, current time will be lost.

10. Specifications

INPUT POWER: AC100V-240V, 50Hz/60Hz.

CONSUMING POWER OF SCORE BOARD DISPLAY: <120 Watts

CONSUMING POWER OF WIRELESS REMOTE CONTROL: <20Watt

VIEWING DISTANCE: >330 feet (100 meters)

WIRELESS CONTROL DISTANCE: max 330 feet (100 meters).

TIME ACCURACY: Within 0.5 sec per day.

DIMENSION: 78 inches (197cm) Width x 36 inches (92cm) Height x 4 inches (9.6cm) Depth

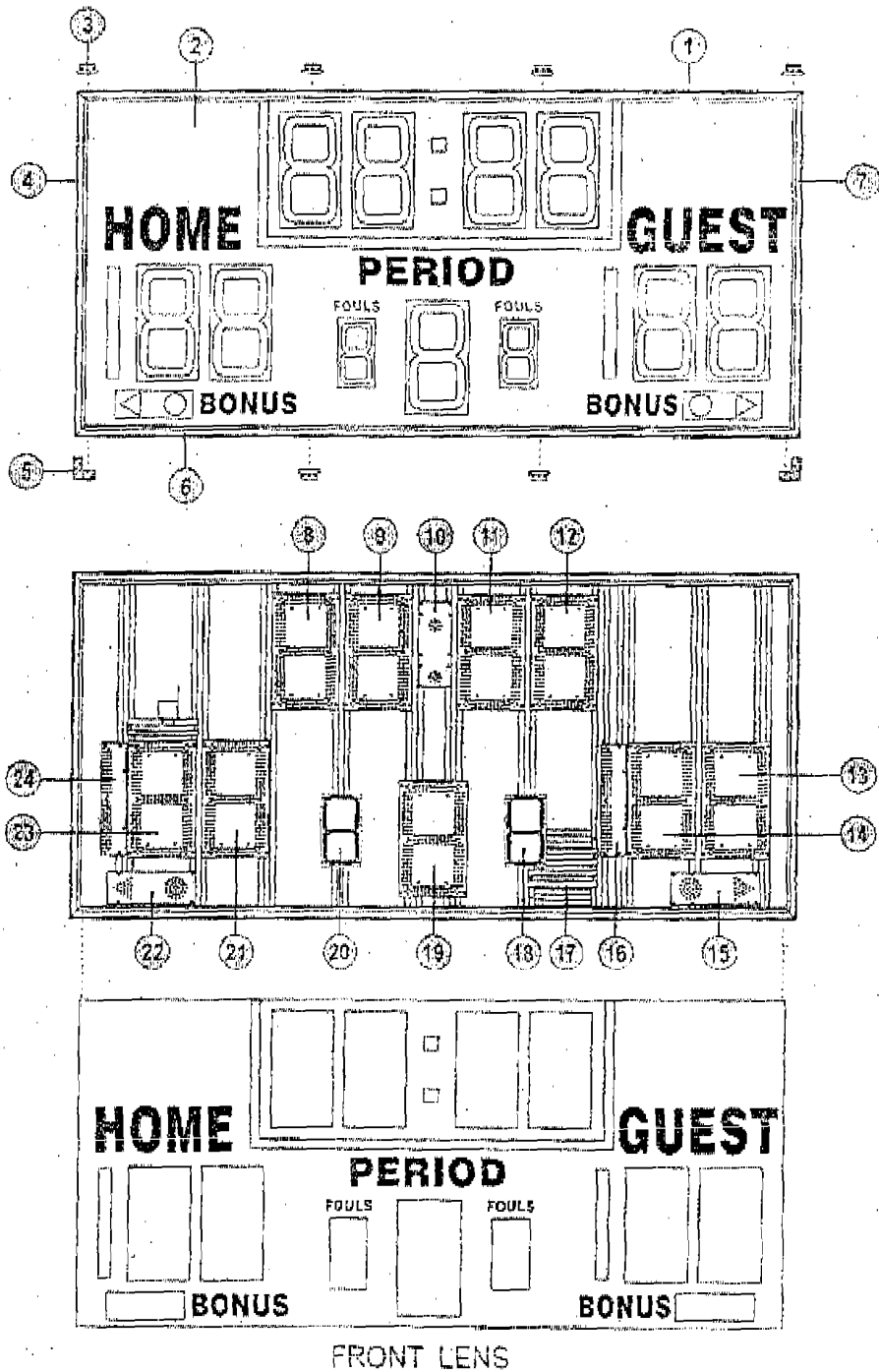
WEIGHT: 54 lb (24.5kgs) Approx.

Cautions

- For indoor use only. Avoid outdoor storage.
- Keep away from high temperatures, humidity, dew, water and direct sunlight.
- Always disconnect power cord and other cables by holding plug.
- Clean with damp cloth only.

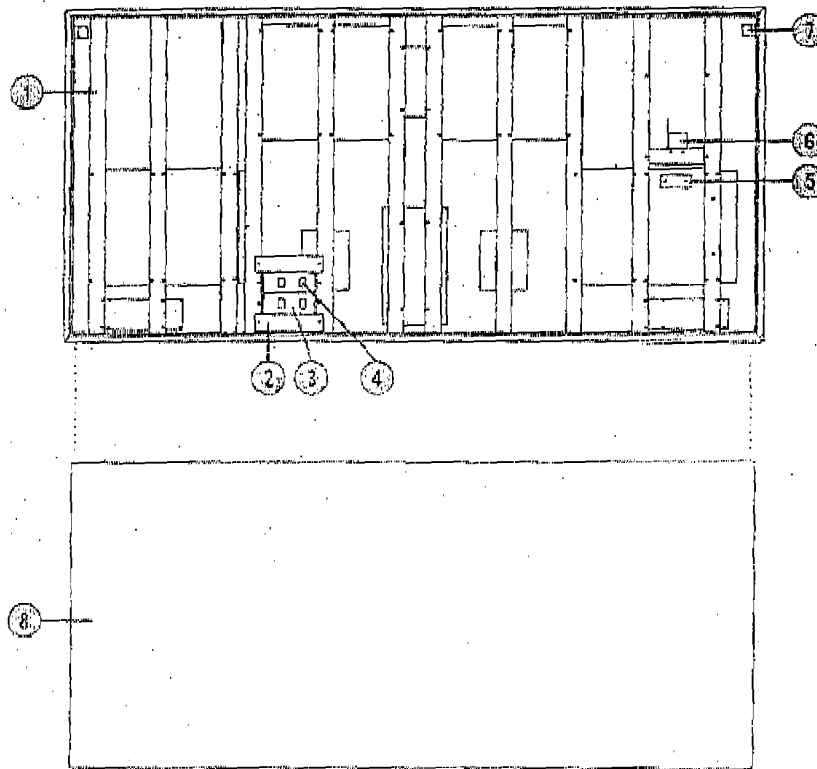
NOTE: This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to Part 15 of the FCC Rules.

11. Scoreboard display component part description list



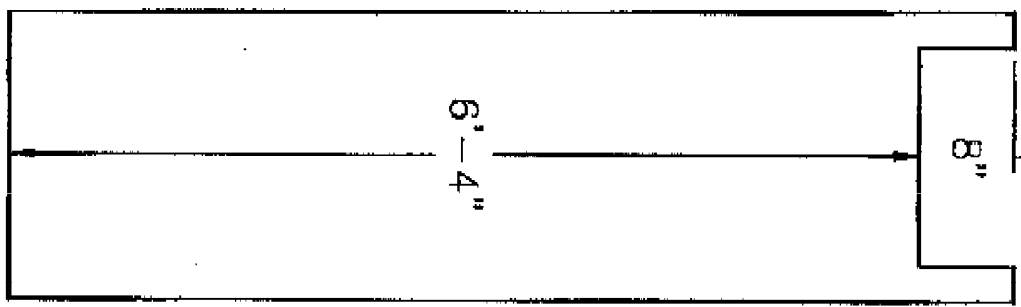
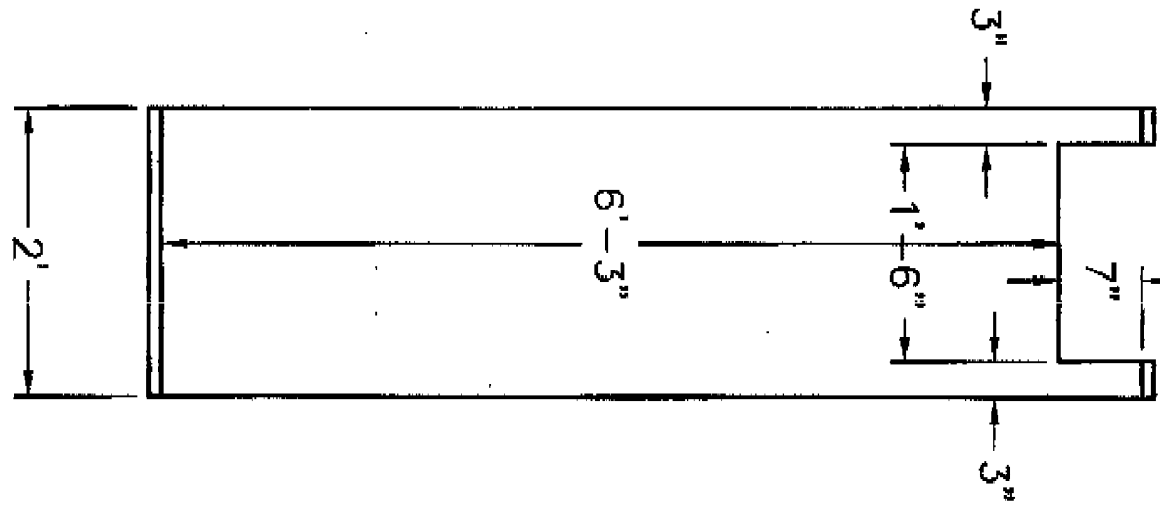
ITEM	DESCRIPTION	QTY	PART NUMBER
①	Upper horizontal aluminum	1	NB031400700
②	Front lens	1	E0031400000
③	Top mounted	6	NB041650120
④	Vertical aluminum	1	NB031401000

⑤	Angle mounted	2	NB041650100
⑥	Lower horizontal aluminum	1	NB031400900
⑦	Vertical aluminum	1	NB031400800
⑧	Red 8 digit board	1	BP031400300
⑨	Red 8 digit board	1	BP031400300
⑩	Red dot board	1	BP031400200
⑪	Red 8 digit board	1	BP031400300
⑫	Red 8 digit board	1	BP031400300
⑬	Amber 8 digit board	1	BP031400300
⑭	Amber 8 digit board	1	BP031400300
⑮	Red arrow board	1	BP031400100
⑯	Amber 1 digit board	1	BP031400400
⑰	Short alum. lath for linking 03140	2	NB031400400
⑱	Green 8 digit board	1	BP031400600
⑲	Amber 8 digit board	1	BP031400300
⑳	Green 8 digit board	1	BP031400600
㉑	Amber 8 digit board	1	BP031400300
㉒	Red arrow board	1	BP031400100
㉓	Amber 8 digit board	1	BP031400300
㉔	Amber 1 digit board	1	BP031400400

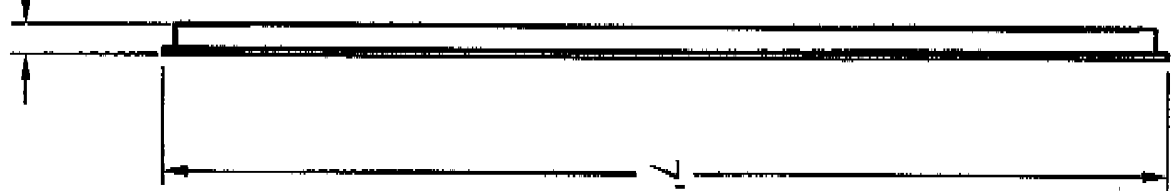


ITEM	DESCRIPTION	QTY	PART NUMBER
①	Alum. for linking 03140	11	NB031400300
②	Short alum. latch for linking 03140	4	NB031400400
③	Sw. power adaptor 0179 12V5A	2	AM017900300
④	Rubber mat 25X17	4	FX0025017BK
⑤	CPU board	1	PB031400500
⑥	Hi-Frequency module(No need frame)	1	BP04167VC00
⑦	Buzzer	2	SX0PS620Q12
⑧	Back aluminum cover	1	NB031400500

NOTE: 1" LIP ON TOP AND BOTTOM
 NOTE: COLOR IS BEIGE



2 7/16"
 2" FOAM



FRONT

BACK

SIDE
 LINE 10
 QTY. 1
 LABEL 1

TO	7	51740916/10	NSPLAWALLX	WALL PADS
ITEM	EA.	ORDER NUMBER	MATERIAL CODE	DESCRIPTION
DRAWN Deidra Cromer 01/23/07				
CUSTOMER APPROVAL				
SALES PERSON APPROVAL				
SALES NUMBER: 1742916				
SCALE: NONE	CUSTOMER: FAIR HAVEN B.O.E.			PAGE 1 OF 1