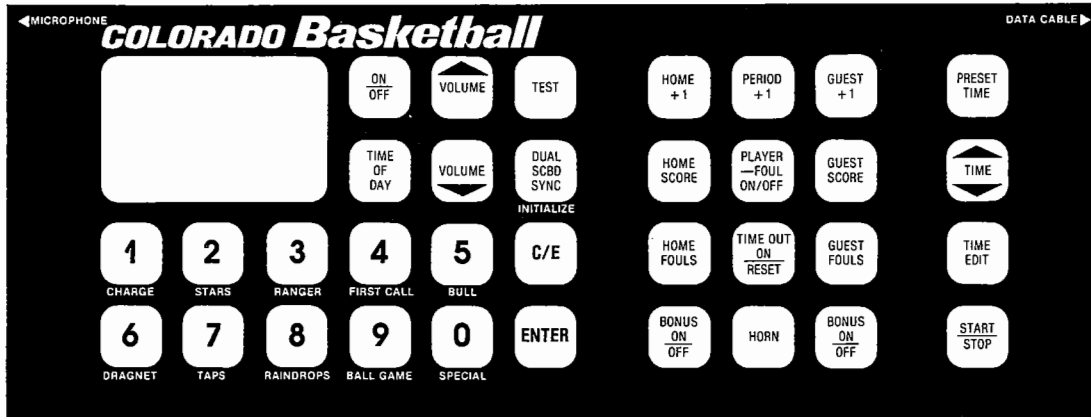


## Console Operating Instructions



### PRESET TIME

Apply power to the scoreboard. Refer to your SCOREBOARD INSTALLATION MANUAL (# F290). Initially, the scoreboard displays a **preprogrammed** Preset Time of 15:00 (in count time **down** mode).

If you require a Preset Time other than 15:00, follow these steps:

- (1) Press the PRESET TIME key once.
- (2) Using the numeric keys on the console, enter the desired Preset Time. The console LCD display indicates the time you've entered.
- (3) Press the ENTER key once to display the new Preset Time.

**NOTE:** To restore the Preset Time once the clock has counted down to 0:00, press the TIME COUNT UP/DOWN key **twice**. The Preset Time will have to be reprogrammed after each time electrical power is removed from the system.

### TIME COUNT UP/DOWN

This key is used to set the clock to count time **down** from the preset time to 0:00 ; **OR**, to count time **up** from 0:00 to the preset time.

Press the key once. If "**dn**" (down) appears in the console LCD window, when the START key is pressed, the clock starts at the preset time and counts time down to 0:00. The horn sounds automatically at 0:00.

Press the key once. If "**UP**" appears in the console LCD window, when the START key is pressed, the clock starts at 0:00 and counts time up to the preset time. Upon reaching the preset time, the clock automatically stops and the horn sounds.

### TIME EDIT

This key is used to edit the time displayed. With the clock stopped, first select the Count Time Up or Count Down mode. Then, press TIME EDIT once. Next, using the numeric keys on the console, enter the time desired. The console LCD display indicates the time entered. Finally, press the ENTER key once. The time immediately changes on the scoreboard to the time entered.

## **START/STOP**

Press this key once to start the clock. Press the key again to stop the clock.

**NOTE:** All time editing, score editing, and count UP/DOWN functions must be performed with the clock in the "stop" mode.

## **HOME +1 (GUEST +1)**

Press to increase HOME (GUEST) score by **one**.

## **HOME SCORE (GUEST SCORE)**

This key is used to edit or to change the HOME (GUEST) score. To edit the score, follow these steps:

- (1) Press the HOME SCORE EDIT (GUEST SCORE EDIT) key once.
- (2) Using the numeric keys on the console, enter the appropriate score. The console LCD display indicates what information is entered.
- (3) Press the ENTER key once. The HOME (GUEST) score display changes immediately to the score that you entered.

## **HOME FOULS (GUEST FOULS)**

Press this once. The console LCD display indicates "HF" (for "Home Fouls") (or "GF" for "Guest Fouls"). Using the numeric keys on the console, enter the applicable number of team fouls. (The LCD display indicates what number has been entered.) Press the ENTER key once. The HOME (GUEST) team fouls immediately display on the scoreboard.

**NOTE:** This keyboard function operates only if you have purchased Model BB-2 or Model BB-3 (second line Player-Foul display).

## **BONUS ON/OFF (NEXT POSSESSION)**

This key is used to display the red indicator (red flip dot) for Home/Guest.

If you purchased Model BB-1 single-line scoreboard, you can dedicate this red indicator dot to display which team is in the "bonus" foul situation, **or** you may dedicate this red indicator dot to display "NEXT POSSESSION" (your choice).

If you purchased Model BB-1 with the PLAYER FOUL panel, either Model BB-2 or Model BB-3, you can dedicate the red indicator dot for displaying **NEXT POSSESSION** since the PLAYER FOUL panel already indicates which team is in the bonus situation.

## **PERIOD +1**

Press once to increment PERIOD by **one**.

## **PLAYER-FOUL ON/OFF**

Press this key once. The console LCD display indicates "P" (for player). Using the numeric keys on the console, enter the "**Player Number**". Press the ENTER key once. The console LCD display then indicates "F" (for fouls).

Using the numeric keys again, enter the appropriate "Number of Fouls". Press the ENTER key once. Player number/number of fouls displays on the scoreboard and remains displayed until the PLAYER-FOUL ON/OFF key is pressed clear the display.

**NOTE:** This keyboard function operates only if you have purchased Model BB-2 or Model BB-3 (second line Player-Foul Basketball display).

### **TIME OUT ON/RESET**

Press the key once. The LCD console display indicates running time (0 to 99 seconds) of the time out. The display will continue to indicate running time until: (1) the HORN key is pressed, or (2) the TIME OUT ON/RESET key is pressed to reset the time, or (3) game time is restarted.

**NOTE:** The console operator must observe the LCD console display to sound the game horn manually (using the HORN key) at the end of regulation time out.

### **HORN**

Press to sound game horn manually. Volume of the horn is preset at the factory. **NOTE:** The horn sounds automatically when the clock reaches 0:00.

### **ON/OFF**

Press to blank scoreboard display. Press again to turn scoreboard display ON. This key controls only the display. Electrical power remains on at the scoreboard and is unaffected by this key.

### **TIME OF DAY**

To enter Time-of-Day on the scoreboard display, follow these steps:

- (1) Press the TIME OF DAY key once.
- (2) Enter the current time-of-day in hours and minutes (HH:MM) using the numeric keys on the console. (The LCD display indicates the time you have entered.)
- (3) Press the ENTER key once to store the information.

Time-of-Day displays each time you turn the scoreboard display OFF using the SCBD ON/OFF key. You may unplug the console and store it.

**NOTE:** To display Time-of-Day, electrical power to the scoreboard must remain on and the console must be turned OFF.

### **VOLUME**

The two volume keys adjust the PA volume up or down. Each time you press the key, the LCD console display indicates the relative power level of the PA. (Setting "1" is the lowest level and "16" is the highest level.)

Press the ARROW UP key to raise the volume level.  
Press the ARROW DOWN key to lower volume level.

When held down, the level steps up (or down) until maximum (or minimum) level is attained.

**NOTE:** The volume keys do not adjust the volume of the horn.

## TEST

Press the TEST key to check or test the scoreboard. The scoreboard sequentially displays "8's" until all digits have turned on. Several seconds later, the scoreboard display returns with the same data displayed originally. The console LCD displays "88:88" throughout the test.

## DUAL SCBD SYNC

[Dual Scoreboard Synchronization] This key is used when you are operating two or more scoreboard displays from the same operator's console. After all scoreboard connections have been made and electrical power applied to the scoreboards, press this key once. The scoreboards will now be synchronized.

## ENTER

Press after manually entering (via the numeric keys) a Home Score, Guest Score, Time Edit, or Time-of-Day.

## C/E

[Clear Entry] Press to clear an entry at the console prior to pressing the ENTER key. If you press ENTER prior to clearing an entry, you will have to perform the original operation over again. The C/E key also terminates a sport tune.

## SPORTS TUNES

The numeric keys are used for manually entering or editing times and/or scores as previously explained.

The numeric keys have a secondary function of sport tunes selection. Press the corresponding numeric key to play a particular sport tune. For example, to play "CHARGE", press the "1"; to play "FIRST CALL", press the "4".

**NOTE:** You have the option of **enabling or disabling** the sports tunes by adjusting selector switch #5 (the selector switch is located on the scoreboard's control board). Refer to your "SCOREBOARD INSTALLATION MANUAL" #F290, page 3-2 for a complete explanation.

# PA Operation

Every COLORADO scoreboard system includes a built-in public address amplifier, 40-watt weatherproof speaker, and a hand-held microphone. The microphone plugs into the jack on the **left-hand** side of the operator's console. Volume is controlled by the VOLUME UP/VOLUME DOWN keys.

To announce over the PA system, hold the microphone close to your mouth, depress the button on the microphone, and speak clearly into the microphone.

Optional Music Adapter: If you purchased the optional music adapter, Model MA-1 (tape cassette interface cable), plug the 1/4-inch plug into the microphone jack located on the console, and plug the 1/8-inch phone plug into the headphone jack on your tape recorder. Adjust the volume on your tape recorder to prevent distortion over the PA. This optional adapter allows you to amplify over the PA songs such as "The Star Spangled Banner" :



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