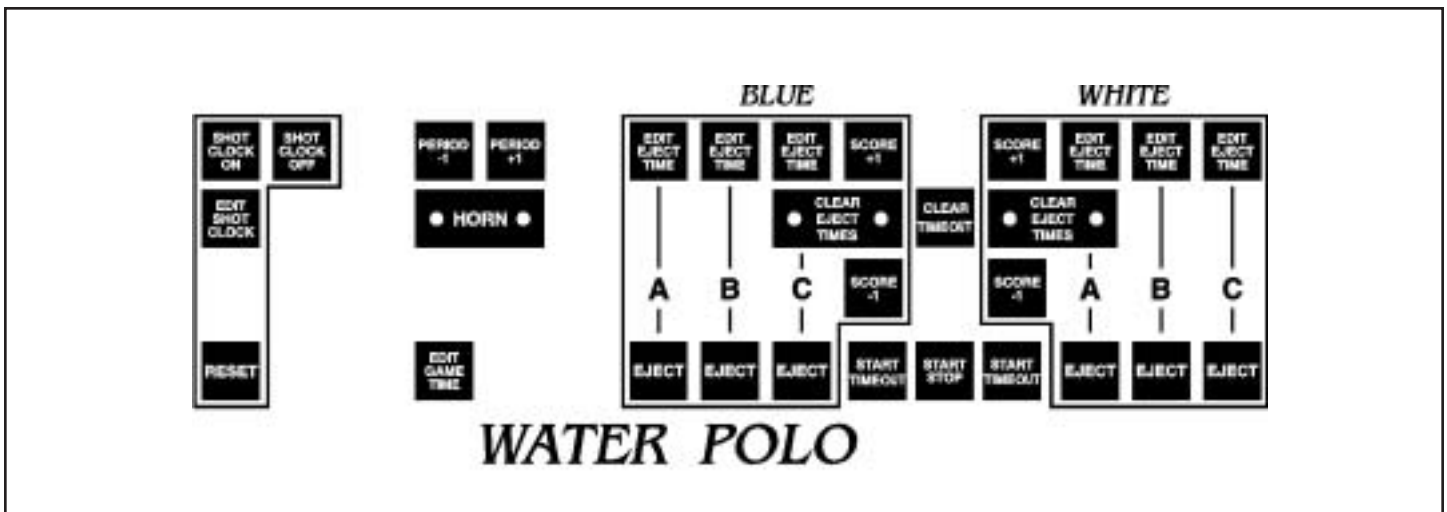


# Water Polo 5



## For the System 5 Sports Timer Software User Guide

F510 Rev. 0400



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# INTRODUCTION

**Dear Customer:**

Colorado Time Systems would like to thank you for purchasing the Water Polo 5 program for your System 5 Sports Timer. Water Polo 5 is a full-featured yet easy to use automatic game timing and scoring program.

You may purchase optional on-deck shot clocks (Model SC) for your Water Polo5 system. The Shot Clock keys on the Water Polo 5 Keyboard control the on-deck shot clocks, each of which includes its own horn. Call Colorado Time Systems' Sales Department at (800) 279-0111 for further information.

The Water Polo 5 program is an integrated part of your total System 5 Sports Timer package. This means that your experience with other programs for the System 5, including Swimming, Diving 5, and many others, makes it easier for you to use Water Polo 5. However, even if you are an experienced user of other System 5 programs, you should read this user guide to ensure that you take full advantage of the many advanced features Water Polo 5 offers.

Colorado Time Systems is committed to provide you with solutions for all your sports timing needs. The addition of Water Polo 5 to the growing family of System 5 programs is another example of our commitment to ensure that your System 5 remains the industry leader in state of the art technology, features, and ease of use.

If you should experience difficulties with any of your Colorado Time Systems' equipment, check with the appropriate user guide for a solution first. If the user guide does not offer a solution to the problem, call Colorado Time Systems' Customer Service Department, ext. 256, toll-free (US and Canada) at (800) 287-0653 or (970) 667-1000 (internationally).

---

# Water Polo 5 Contents

Your Water Polo 5 package contains the following items:

- Water Polo 5 Keyboard Insert
- Water Polo 5 Programs Diskette
- Two Push Buttons
- Water Polo Interface Box and Cable
- Horn for your Scoreboard (Model HWP-110 or other)
- Water Polo Scoreboard Signage Kit, Model WPS-3
- Water Polo 5 User Guide

Immediately upon receiving your Water Polo 5 package, perform the following steps:

- 1) Open all boxes and remove protective packaging. To avoid damage, do not expose any of the parts to heat or direct sunlight.
- 2) Inspect all parts for damage which may have occurred during shipping. **Report any damage to freight carrier immediately.**
- 3) Use the enclosed Packing List to ensure that you received all items ordered. If any parts are missing, contact Colorado Time Systems' Customer Service Department immediately.

---

## Scope of This User Guide

This user guide addresses all issues relating to the normal operation of the Water Polo 5 program on the System 5 Sports Timer. It is written with the beginning timer operation in mind, but also contains detailed information of interest to experienced operators. Use the Table of Contents and Index to locate specific information quickly.

For information on setup, care, and maintenance of your System 5 Sports Timer, refer to your *System 5 Swimming User Guide*. It contains a great deal of general information with which every operator should be familiar.

---

## Contents

**Chapter 1** - Contains introductory and background information on the Water Polo 5 program.

**Chapter 2** - Covers Water Polo 5 hardware and program setup and basic operating instructions, including instructions to help you begin using Water Polo 5 right away.

**Chapter 3** - This is the Reference section which describes in detail the operation of all Water Polo 5 program features. It includes descriptions of all key functions and contains display screen examples. Use this chapter to learn how to use specific features or to refresh your memory on any aspect of Water Polo 5.

**Index** - A complete index provides quick access to specific information. The index is cross-referenced and organized to make finding any information in this user guide fast and easy.

---

# Setup/Operation

The first part of this chapter describes how to set up your Water Polo 5 hardware and program. Setup is easy, but must be done correctly to ensure proper operation of your Water Polo 5 program and System 5 Sports Timer. The second part of this chapter gives you step-by-step instructions for using Water Polo 5 to control a game.

---

## Setup

To set up your Water Polo 5 system, follow these instructions:

- 1) Before you can run Water Polo 5, it must be installed on your System 5 Sports Timer. If it is already installed, **Water Polo** appears in the **Currently Installed** column on the Sports Menu as shown in Figure 2-B. If the program is not installed, follow the installation instructions included with the Water Polo 5 program diskette to install it.
- 2) Make sure your scoreboard cable is properly connected. Water Polo 5 does not use touchpad or backup button inputs, but you may leave the touchpad and backup cables connected to your System 5 if you wish.
- 3) Remove the keyboard insert from your System 5 by sliding it out of the keyboard pocket. Locate the Water Polo 5 keyboard insert and slide it into the keyboard pocket, making sure it is properly aligned.
- 4) If you want to use remote buttons to control the game timer and shot clocks, attach the connectors from the two push buttons included in your Water Polo 5 package to the connectors on the Water Polo Interface Box. See Figure 2-A.

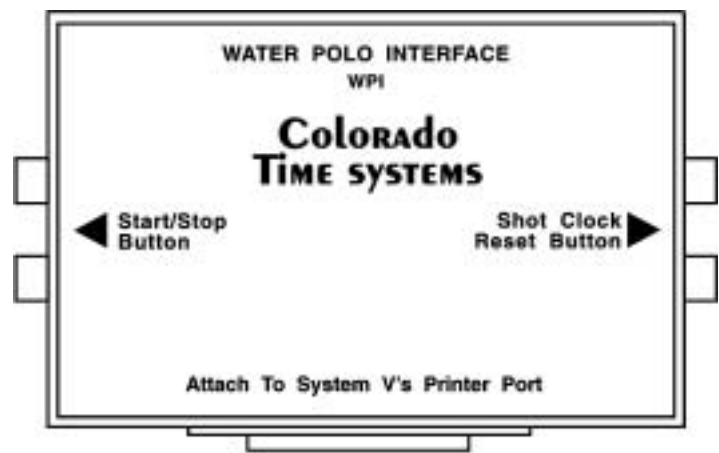


Figure 2-A Water Polo Interface Box

5) Attach the enclosed three-foot interface cable to the Water Polo Interface Box and to your System 5 Printer Port. See Figure 2-B for Printer Port location. Carefully press both cable connectors into the connectors on the interface box and System 5 until both are firmly seated. Finger-tighten the retaining screws on the cable connectors.

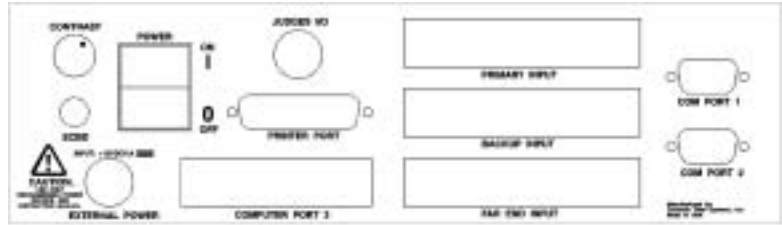


Figure 2-B System 5 I/O Panel

6) Turn on your System 5. After the standard initial checks, the Sports Menu appears.

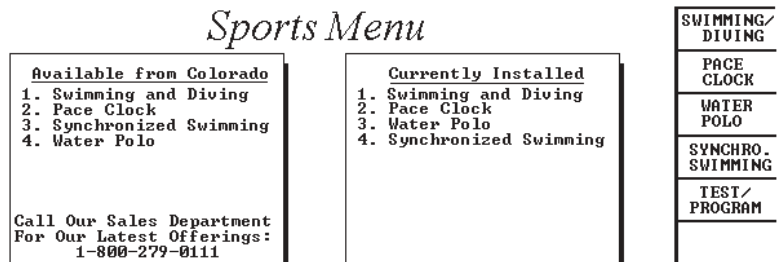


Figure 2-C Sports Menu

7) The Sports Menu displays the sports software available from Colorado Time Systems and the sports programs currently installed on your System 5. Press the Water Polo softkey. Water Polo 5 loads and the Water Polo 5 Main screen appears. The Main screen briefly displays the status of battery power. Note the hours of operation remaining. See Figure 2-D for an example Main screen.

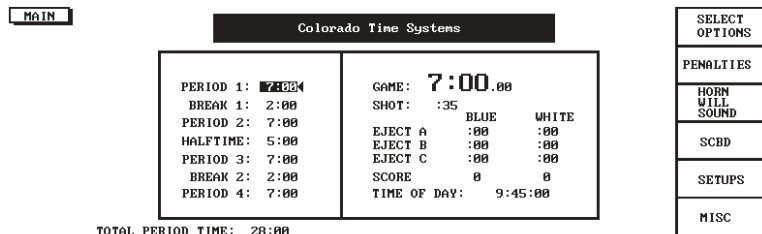


Figure 2-D Water Polo 5 Main Screen



## Installing The Horn Model HWPS-110

Your Water Polo 5 package may include a model HWPS-110 game time horn. The Model HWPS-110 horn should be mounted to any flat wall surface near the scoreboard. The driver cable that attaches to the scoreboard is approximately 15 feet long. The horn works only with the active scoreboard modules defined for module codes 01, 04, 0B, 0C, 0F, and 11.

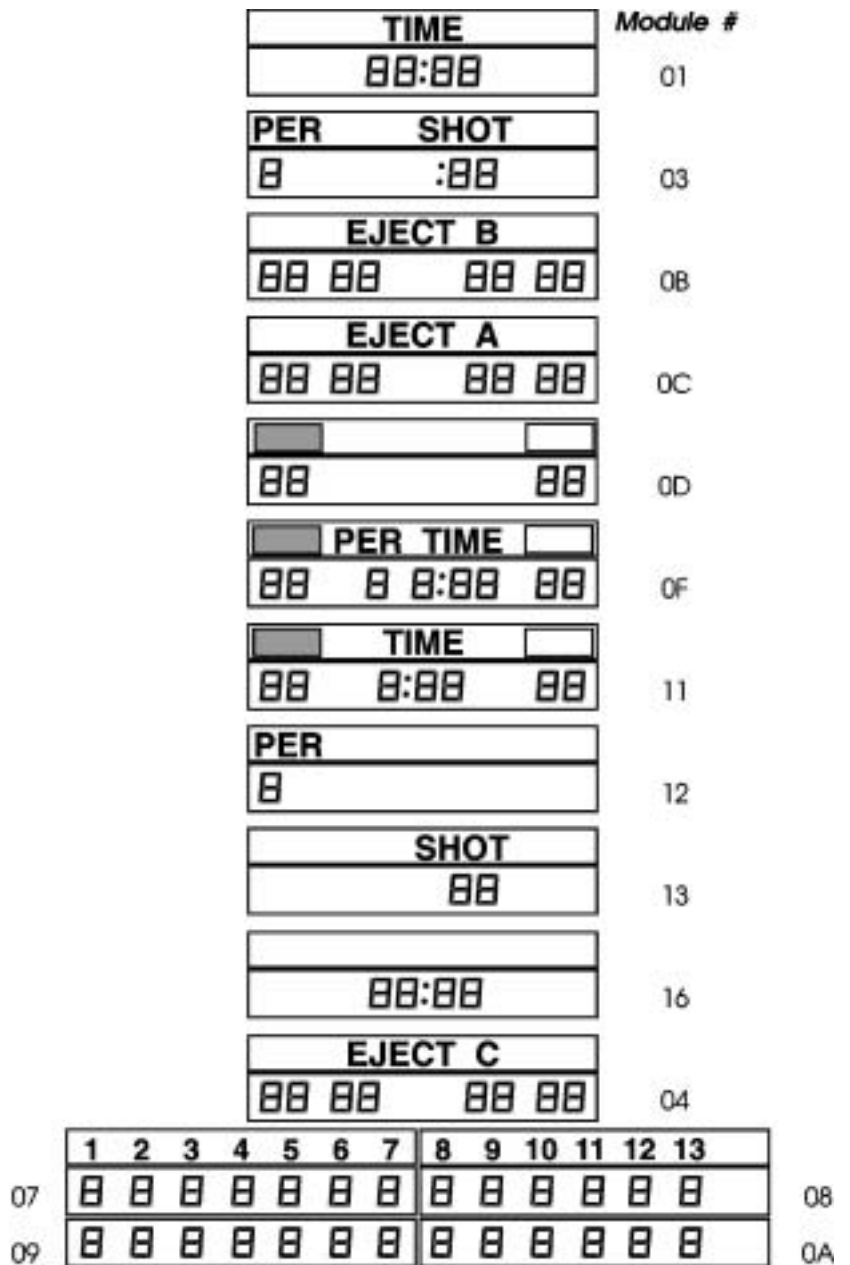


Figure 2-E Scoreboard Modules and Signage

Refer to the scoreboard examples shown in Figures 2-E and 2-H to locate these modules. Make sure the driver cable is long enough to reach from the selected scoreboard module to the horn location you have chosen before proceeding.

**X Note:** If you are currently using a Model H-9 horn with your scoreboard, you may continue to use it.

Two types of mounting hardware are included with the horn: one for concrete or other masonry walls, the other for wood or framed walls. If wall mounting is not convenient, you can mount the horn directly under the scoreboard using the pre-drilled holes in the top of the horn bracket as shown in Figure 2-F.

**X Caution:** Always mount the horn a safe distance from the pool edge. The horn uses A/C power and could cause a serious injury or death if it is dropped into water. Consult your local electrical codes before installing the horn.

**1)** Use the horn bracket as a template to mark the positions of the mounting holes on the wall. For concrete or masonry wall installation, drill holes at the marked locations and insert the provided lag connectors. If you are installing the horn on a wood or framed wall, drill holes for and install the provided self-tapping screws.

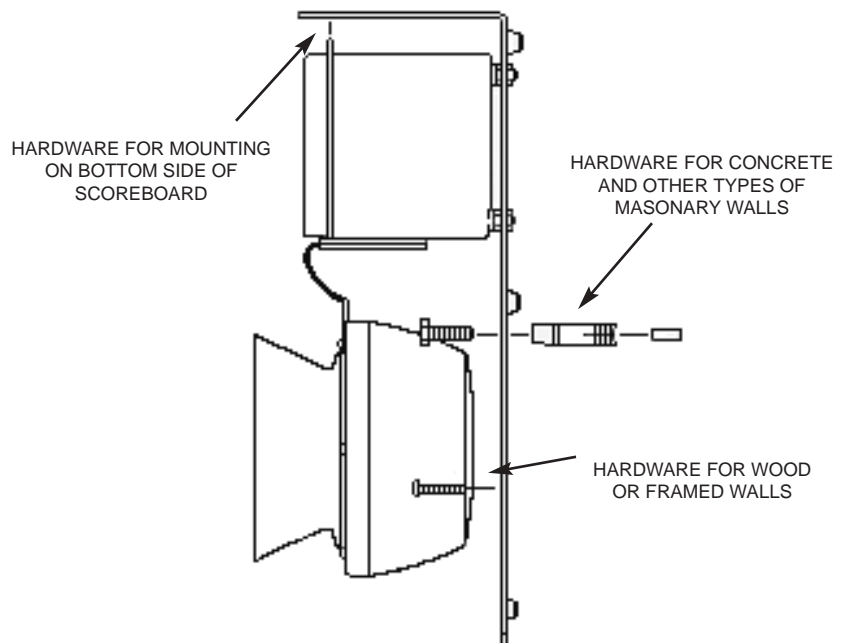


Figure 2-F Model HWPS-110 Horn Mounting Diagram

If you are mounting the horn under your scoreboard, carefully position the horn, mark the hole positions, drill the holes and use the self-tapping screws to secure the horn in place. Refer to Figure 2-F for an example of both types of installations.

**X Caution:** Before attaching the horn driver cable, disconnect power from your scoreboard.

**2)** The horn works only with active scoreboard modules defined for module codes 01, 04, 0B, 0C, 0F, and 11. Refer to the scoreboard examples shown in Figures 2-E and 2-H to locate these modules. Select one of these modules to which to attach the horn driver cable.

**3)** Slide the selected scoreboard module's weather shield to the left, exposing the three digits at the right edge of the module.

**4)** Remove the second digit. Refer to your scoreboard manual for specific digit removal instructions. Turn the digit so that it is facing the third digit and rest it in the cover slot in front of the third digit. **Do not allow the digit to hang by its wiring.**

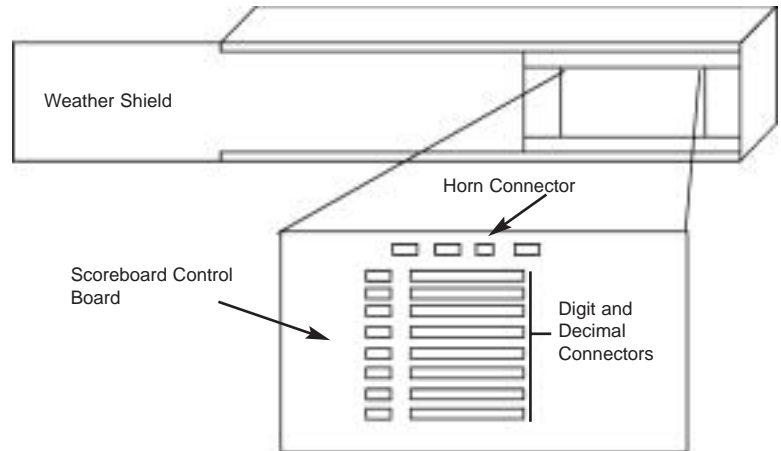


Figure 2-G Horn Cable Connector on Scoreboard Module

**5)** Route the horn driver cable through the rectangular access hole in the back cover of the scoreboard. Attach the horn driver cable connector to the two-pin connector at the top edge of the circuit board as shown in Figure 2-G. Press the cable connector firmly into place.

**6)** Return the second digit and weather shield to their original positions, restore A/C power to your scoreboard and plug the horn power cord into any A/C wall outlet. Your horn is now installed and ready to use.

# Typical Scoreboards

The following diagram shows standard Water Polo scoreboard configurations with module definitions and signage.

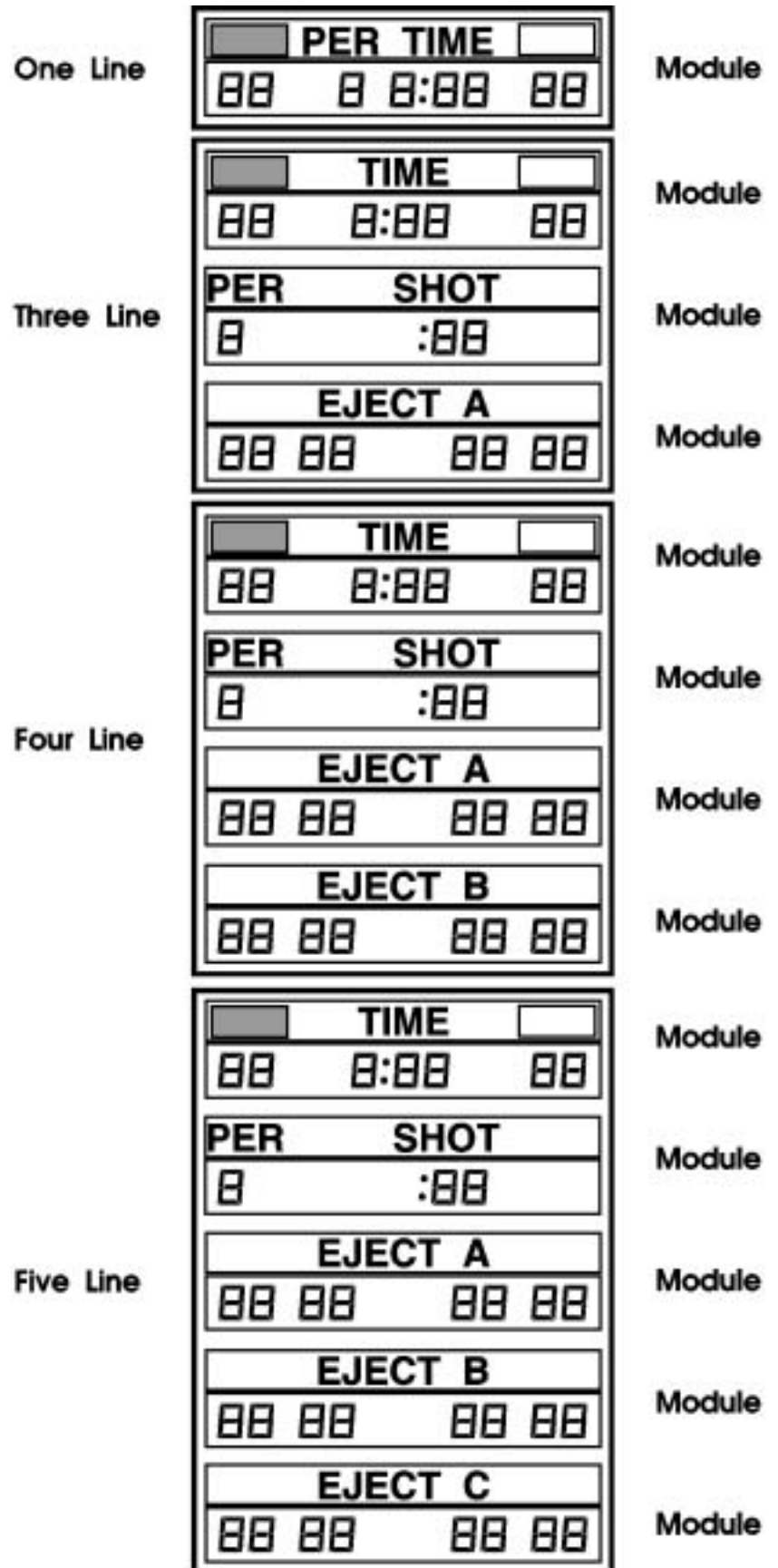


Figure 2-H Standard Scoreboard Configurations

## Installing Water Polo Signage

Your Water Polo 5 package includes a scoreboard signage kit, model WPS-3/WPS-3M. If your water polo scoreboard is also used for swimming or other sports, you may elect to add the water polo signage so that both types of signage are visible. The Water Polo 5 scoreboard displays have been designed to be self-explanatory. If you do choose to install the water polo signage kit, be aware that the installation is permanent. Follow the steps below to install the signage kit.

**X     *Note:***           To install signage, you will need a felt-tip marker or pencil and masking tape. A rubber roller is helpful, but is not necessary.

- 1)** Your signage is delivered sandwiched between a carrier paper on the bottom and a transfer paper on the top. Use a pencil or felt-tip marker to draw a line on the transfer paper at the bottom of the works on the signage.
- 2)** Place the signage in its relative position on the sign panel. Measure from the bottom of the panel to the line at the bottom of the word on the signage. Be sure to allow for the space in the scoreboard frame that the sign panel sits in.
- 3)** When the signage is aligned evenly at the desired height over the desired scoreboard digits, tape the entire right side of the signage to the scoreboard panel with masking tape.
- 4)** Beginning at the left edge and working toward the right, lift the transfer paper and signage away from the bottom carrier paper. When you reach the right edge of the signage, remove the carrier paper entirely, being careful not to lift the tape at the right edge of the signage.
- 5)** Beginning now at the right edge and working toward the left, re-apply the signage and transfer paper evenly to the sign panel using a rubber roller or the heel of your hand.
- 6)** When the signage is applied, go over it again with the roller or your hand with more pressure.
- 7)** When you are satisfied that the signage has adhered to the sign panel, slowly and carefully remove the transfer paper from the signage.
- 8)** Handle the sign panels carefully for a couple of days until the adhesive sets fully, after which the signage is secure.
- 9)** Repeat the process for each remaining piece of signage.

# Operation

## Using Water Polo 5

Water Polo 5 helps you conduct water polo games by keeping track of the time remaining in each period or break, the shot clock time, three player eject times for each team, the score of the game, and player fouls. It also displays this information on your scoreboard. Using the Water Polo Interface box, you can use push buttons to start and stop the main game clock and reset the shot clock instead of pressing keys on the Water Polo 5 keyboard insert.

This section refers to many keyboard keys and softkeys. Display examples are included, but if you are unable to locate a key, refer to Chapter 3 for the locations of all keyboard keys and softkeys in your Water Polo 5 program.

### Starting the Game

When you run the Water Polo 5 program, the Main screen appears. All periods and break times are set to factory default values. If any of the times displayed are not correct for your game, refer to the Setups Softkey section in Chapter 3 for instructions on changing period times. When the period and break times are correct, your are ready to begin the game.

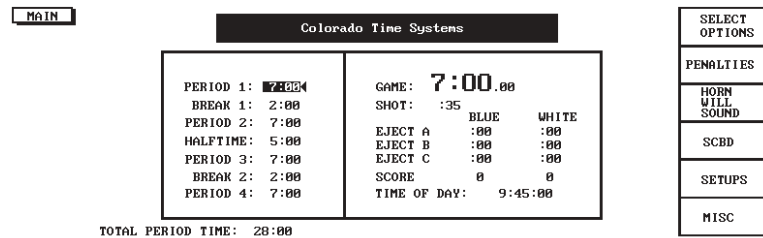


Figure 2-1 Water Polo 5 Main Screen

**X Note:** The Main screen also offers a number of options. Refer to Chapter 3 for complete instructions.

To start the main game timer, press **start stop** or the push button attached to the **Start/Stop Button** connector on the Water Polo Interface box. The game clock and shot clock both start. The high-lighted period or break time indicates the current period.

### Monitoring the Shot Clock Time

The timer operator(s) must keep up with the game, resetting the shot clock each time a shot is taken or a change of possession occurs. If you have purchased the optional on-deck shot clocks, the appropriate shot clock horn sounds when the shot clock time expires. At that point, the timer operator(s) resets the shot clock by pressing **reset** on the keyboard or by pressing the appropriate push button.

### Sounding the Horn

To sound the game time horn manually, press the **horn** key.

### Keeping Score

Keeping score is very simple. When a team scores a goal, simply press **score + 1** on the keyboard for the appropriate team. The current score appears both on the display screen of your System 5 and on the scoreboard. If you press **score + 1** by mistake, press **score - 1** to remove the erroneous goal from the current score displays.

## Player Eject

When a player is ejected, press **eject** for the first open eject line, A, B, or C, for the appropriate team. If you have set the **P. Fouls** (Player Fouls) option under the **Select Option** menu to **on**, the display screen then prompts you to enter the ejected player's number. Type the number and press **enter**. Water Polo 5 then adds one foul to the player number you entered. For more detailed instructions on using the **P. Fouls** option and **Penalties** softkey, refer to pages X-XX - X-XX.

**X Note:** If you do not want to enter a player number, press **quit** to clear the display screen and return the keyboard to normal operation.

The eject time defaults to 20 seconds. To edit an individual eject time during an ejection, you must first stop the game timer and therefore the game, and then press **edit eject time** for the desired player. Type the correct eject time using the numeric keypad and press **enter**. Press **start stop** to re-start the game. When a player's eject time expires, the eject timer displays **00**.

## Overtime

If a game is tied at the end of regulation time, Water Polo 5 asks you if you want to conduct an overtime period. Press the **Yes** softkey to move into overtime, or press the **No** softkey to end the game in a tie. Overtime begins with a break and allows two play periods separated by a break. You can edit the individual period times using the **Setups** softkey as explained in Chapter 3. All other operations are identical to a regular game. The overtime continues, resetting the timer to **Break 2** until there is a winner.

MAIN	Colorado Time Systems	SELECT OPTIONS
BREAK 1: 5:00	GAME: 5:00.00	PENALTIES
PERIOD 1: 3:00	SHOT: :35 BLUE WHITE	HORN WILL SOUND
BREAK 2: 2:00	EJECT A :00 :00	SCBD
PERIOD 2: 3:00	EJECT B :00 :00	SETUPS
	EJECT C :00 :00	MISC
	SCORE 3 3	
	TIME OF DAY: 10:14:00	

Figure 2-J Water Polo 5 Overtime Screen

This section described only the basic features of Water Polo 5. For complete information on all features, turn to Chapter 3.





## Reference

This chapter describes in detail the operation of the Water Polo 5 program, the function of each key on the keyboard, and all softkey functions. Screen display examples appear as appropriate. This chapter is not meant to be read from beginning to end. Instead, use it as a reference to learn about individual features and functions of Water Polo 5. To locate specific information quickly, look up the desired feature in the Index or Table of Contents. For general information about your System 5 Sports Timer, refer to your *System 5 Swimming User Guide*.

### Self Test/Loading Water Polo 5

#### Summary

The Self-Test screen is the first screen you see when you turn on your System 5. After the self test is complete, you can load any of the sports programs installed on your System 5.

#### Operation

When you turn on your System 5, it performs a series of self-tests. If any of these tests fail, the Test/Programming menu is displayed along with an indication of the test which failed. follow the instructions on the screen o conduct further test and troubleshooting. Refer to Appendix B of your *System 5 Swimming User Guide* for complete instructions on using the Test/Programming menu. If a test fails after you have tried all the recommended remedies, call Colorado Time Systems' Customer Service Department at, ext. 256, (800) 287-0653 (US and Canada) or (970) 667-1000 (international).

*Figure 3-A Sports Menu*

<i>Sports Menu</i>		SWIMMING/ DIVING
<p style="text-align: center;"><u>Available from Colorado</u></p> <ol style="list-style-type: none"> <li>1. Swimming and Diving</li> <li>2. Pace Clock</li> <li>3. Synchronized Swimming</li> <li>4. Water Polo</li> </ol> <p style="text-align: center;">Call Our Sales Department For Our Latest Offerings: 1-800-279-0111</p>	<p style="text-align: center;"><u>Currently Installed</u></p> <ol style="list-style-type: none"> <li>1. Swimming and Diving</li> <li>2. Pace Clock</li> <li>3. Water Polo</li> <li>4. Synchronized Swimming</li> </ol>	<p style="text-align: center;">PACE CLOCK</p> <p style="text-align: center;">WATER POLO</p> <p style="text-align: center;">SYNCHRO- SWIMMING</p> <p style="text-align: center;">TEST/ PROGRAM</p>

After the self-tests are completed, the Sports Menu appears. The Sports Menu displays the sports software available from Colorado Time Systems and the sports programs currently installed on your System 5. Press the **Water Polo** softkey to load Water Polo 5. The program is now ready to use.

# Display Screen

## Summary

Water Polo 5 uses the System 5 Sports Timer LCD (Liquid Crystal Display) screen to communicate a wide range of information. The display screen includes a screen identifier which is displayed in the upper-left corner of the screen. As you progress through various display screens using softkeys, a new identifier appears on top of the previous one to indicate the current screen. To return to the Main screen, press **quit** one or more times.

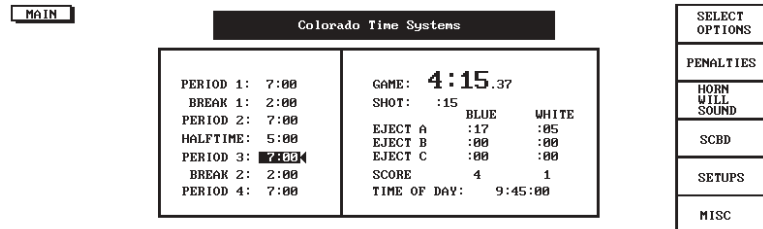


Figure 3-B Water Polo 5 Main Screen

## Operation

Water Polo 5 uses the LCD screen to communicate a wide range of information, including running game time, eject times, game score, and total time of upcoming periods. The locations of these displayed items are shown on the Main screen example, Figure 3-B.

# Keyboard

## Summary

This section describes the function of the keys on the Water Polo 5 keyboard insert. The keys are described in order as they appear from left to right on the keyboard. Refer to the Index to locate a specific key description quickly. References to keyboard keys and softkeys appear in **bold italic** type in this manual.

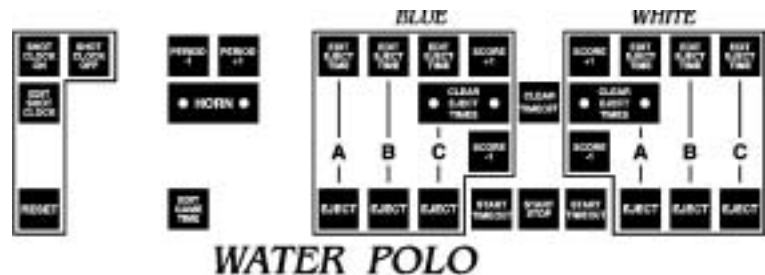


Figure 3-C Water Polo 5 Keyboard Insert

## Shot Clock On/Shot Clock Off



### Function

Blanks/unblanks the shot clock time on the scoreboard or optional on-deck shot clocks. These keys may be pressed while the game timer is running.

### Operation

To turn off the shot clock, press **shot clock off**. To turn the shot clock back on, press **shot clock on**. The current state of the shot clock is displayed on the screen.

## Edit Shot Clock



### Function

Allows you to edit the time remaining on the shot clock. This key is only operational when the game timer is stopped.

### Operation

Press ***edit shot clock***, type the desired shot time using the numeric keypad and press ***enter***. The new shot time is displayed on the screen.

### Reset



### Function

Resets the shot clock to its default value. Refer to the **Setup** softkey section of this chapter for instructions on setting a default shot time.

### Operation

When a shot is taken, possession changes, or the shot clock expires, press this key to reset the shot clock.

## Period-1



### Function

Moves the game timer to the previous timing period. Note that pressing this key resets the timer for the period you were timing.

### Operation

Press this key to select the previous timing period as displayed on the screen. The highlighter bar and arrow indicating the active timing period move to the previous period or break.

## Period + 1



### Function

Moves the game timer to the next timing period. Allows you to select the next timing period manually instead of waiting for the game timer to expire for the current period. Note that pressing this keys resets the timer for the period you were timing.

### Operation

Press this key to select the next timing period as displayed on the screen. The highlight bar and arrow indicating the active timing period move to the next period or break.

## Horn



### Function

Sounds the game time horn. This key is active at all times.

### Operation

Press this key to sound the game time horn. Practice using this key once or twice before the game begins.

## Edit Game Time



### Function

Allows you to edit the time remaining in the current timing period. Refer to the **Setups** softkey section in this chapter for instructions on changing the default time for a period. This key is only active when the game timer is stopped.

### Operation

Pressing this key displays a small window which shows the current game time and prompts you to enter the correct game time. Type the desired time using the numeric keypad and press ***enter***. If you pressed this key by mistake, press ***quit*** to return to the game timing screen without changing the game time.

## Edit Eject Time A, B, C (Blue and White)

Function



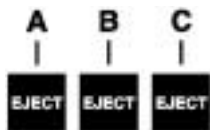
Allows you to edit the eject times for each of the six eject timers individually. These keys are only active when the game timer is stopped.

Operation

Press **edit eject time** for the desired player, type the new eject time using the numeric keypad and press **enter**. The new eject time is displayed on the screen.

## Eject A, B, C (Blue and White)

Function



Sets the eject timer for up to three players per team. Each key is used independently to keep track of the eject times. You may press these keys while the game timer is running.

Operation

When a player is ejected, press **eject** to set the eject timer. When eject times overlap, press A for the first player, B for the second, C for the third. If you have set the **P. Fouls** (Player Fouls) option under the **Select Options** menu to **on**, the display screen then prompts you to enter the ejected player's number. Type the number and press **enter**. Water Polo 5 then adds one foul to the player number you entered. For more detailed instructions on using the **P. Fouls** option and **Penalties** softkey, refer to pages X-XX - X-XX. The default eject time is 20 seconds.

**X Note:** If you do not want to enter a player number, press **quit** to clear the display screen and return the keyboard to normal operation.

## Score + 1 (Blue and White)

Function



Advances the score by one point. This key is active at all times.

Operation

When a team scores a goal, press the appropriate **score + 1** key to advance the score for that team by one point. The current score is displayed on the screen at all times.

## Clear Eject Time (Blue and White)

Function



Clears all three eject (penalty) timers. This key may be used at the beginning of a new period to clear all eject times.

Operation

Press this key to clear all eject times for the appropriate team.

## Score -1 (Blue and White)

Function



Subtracts one point from the score of a team. This key is active at all times.

Operation

To correct a score entered in error, press this key as required to display the correct score.

## Start Stop



### Function

Starts or stops the game timer, shot clock, and penalty clocks. This key is active at all times.

### Operation

To start the timers, press **start stop** once. To stop the timers, press this key again.

## Start Timeout



### Function

Starts a timeout.

### Operation

To start the timers, press **start timeout** once.

## Clear Timeout



### Function

Clears current timeout.

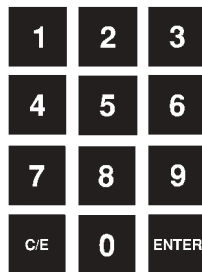
### Operation

To clear timeout, press **start timeout** once.

---

## Numeric Keypad

### KEYPAD



### Function

Enters the numbers in response to a variety of prompts.

### Operation

There are many instances during the operation of Water Polo 5 when it is necessary to enter numbers. Whenever a numeric entry is required, use the keypad to make the desired entry.

## C/E (Clear Entry)



### Function

Allows you to clear an entry made in error. You must press this key before pressing **enter** to clear an entry.

### Operation

Press **C/E** to clear one character at a time from an entry field.

## Enter



### Function

Enters numeric or other keyboard entry into Water Polo 5. This key works exactly like the **enter** key located above the **quit** key on the System 5 console. You may press either **enter** key to accept an entry.

### Operation

After typing numbers or letters, press **enter** to accept the entry.

# Console Keys

The console keys are located to the right of the LCD screen. The console keys are shown in figure 3-D.

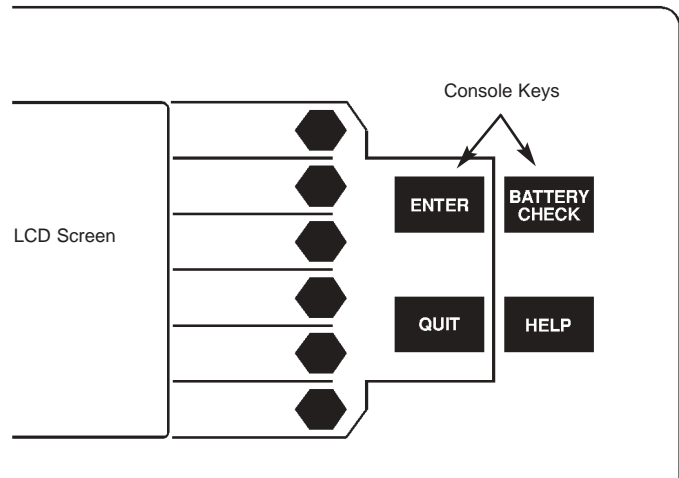


Figure 3-D Console Keys

## Enter



### Function

Enters numeric or other keyboard entry into Water Polo 5. This key works exactly like the **enter** key located on the numeric keypad on the System 5 lower console. You may press either **enter** key to accept any entry.

### Operation

After typing numbers or letters, press **enter** to accept the entry.

## Quit



### Function

Allows you to leave a function without saving data entered, or to exit the current prompt when pressing **enter** does not do so.

### Operation

Press **quit** to exit a prompt after entering data. This key also allows you to cancel an operation that requires an entry without changing the current setting. No information is entered if you press **quit** instead of **enter**.

## Battery Check

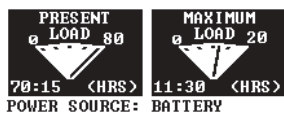


### Function

This key displays the estimated operating time of the batteries in your System 5. The battery-life display is only available on the Main screen. The battery-life gauges are displayed until you press a key.

**X Note:** If the Present Load gauge reads two (2) hours or less, replace the batteries at the first opportunity.

### Operation



Press **battery check** to display the graphic battery-life gauges for the batteries. The power source in use is also displayed. The battery life remaining at Present and Maximum loads is approximate. A low reading on these gauges indicates that the batteries must be replaced. Use only alkaline batteries to obtain the most accurate battery gauge indications.

**X Note:** If you are going to store your System 5 for over 30 days, remove the batteries to prevent possible damage to your System 5.

## Softkeys

### Summary

This section describes the operation of the water Polo 5 softkeys. The softkeys are the column of six unlabeled keys to the immediate right of the display screen. The function of each key varies depending on the operation selected. The screen displays the function currently available directly to the left of each softkey. If no label appears next to a softkey, that key is inactive. See Figure 3-E for an example of the Main softkey menu.

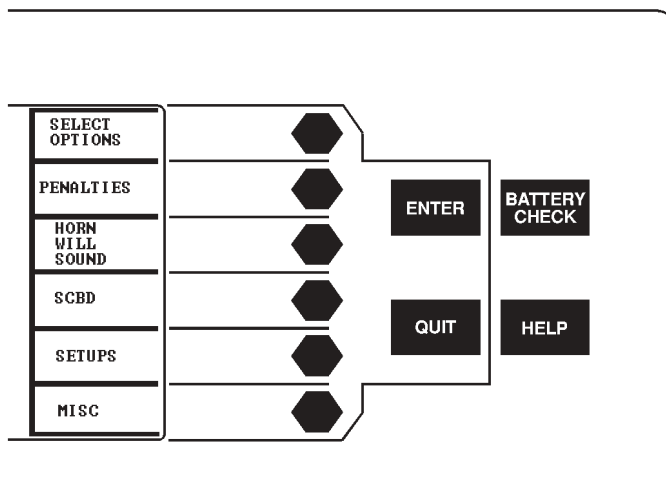


Figure 3-E Water Polo 5 Main Softkey Menu

**X Note:** Only the *Horn* softkey is available while the game timer is running. You should therefore perform all game time programming and other softkey operations before the game begins.

### Operation

Each softkey's functions are organized in layers or levels. The first level consists of the six softkeys displayed when your first turn on Water Polo 5. This is the Main softkey menu. When you press one of these softkeys, a second level offering more specific choices is displayed in most cases. In general, pressing a second level softkey executes an action or prompts you to enter data.

If you press a softkey by mistake, or want to return to the Main screen after using a softkey, press *quit*. If you have not pressed *enter* after typing an entry, pressing *quit* exits without saving that entry.

### Select Options



#### Summary

This softkey allows you to set options controlling handling of eject times, timer counting mode, time of day mode, etc.

#### Operation

Press the *Select Options* softkey to display the Select Options softkey menu.







EJ. ROLL ▷OFF ON	
COUNT UP ▷DOWN	
▷12 24 HOURS	
TIME ▷PERIOD GAME	
▷.01 SEC .10 SEC 1.0 SEC	
P. FOULS OFF ▷ON	

Figure 3-F Select Options Softkey Menu

## EJ. Roll Function

When turned **on**, this option causes the eject times to move up one level when the eject time for a higher level expires. For example, if eject A has 10 seconds remaining and eject B has 20 seconds remaining, when eject A expires, the time remaining on eject B, 10 seconds, moves up to the eject A display line. The roll in eject times is also displayed on the scoreboard. When turned **off**, each eject time remains on its own line until the eject time expires.

## Operation

Press the **Ej. Roll** softkey to move the selection arrow from **off** to **on**. Press again to move the selection arrow back to **off**. Press **quit** and then in response to the **Save These Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session only; when you turn off your System 5 all options will reset to their saved values.

## Count Up/Down Function

Selects the game timer mode, either counting down or up for each period.

## Operation

Press the **Count** softkey to move the selection arrow from **down** to **up**. Press again to move the selection arrow back to **down**. Press **quit** and then in response to the **Save These Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session only; when you turn off your System 5 all options will reset to their saved values.

## 12/24 Hours Function

Selects the mode for the time of day display, either 12- or 24-hour time.

## Operation

Press the **Hours** softkey to move the selection arrow from **12** to **24**. Press this key again to move the selection arrow back to **12**. Press **quit** and then in response to the **Save These Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session only; when you turn off your System 5 all options will reset to their saved values.

## Time Period/Game Function

Selects the main timer mode, either displaying the period or **total** game time on both the display screen and scoreboard.

## Operation

Press this softkey to move the selection arrow between the two options. Press **quit** and then in response to the **Save These**



**.01 Sec/.10 Sec/  
1.0 Sec  
Function**

**Operation**

**Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session only; when you turn off your System 5 all options will reset to their saved values.

Selects the timing resolution of the scoreboard game clock display.

Press this softkey to move the selection arrow to the next option. Press **quit** and then in response to the **Save These Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session only; when you turn off your System 5 all options will reset to their saved values.

**X Note:** Only scoreboard module 01 displays game time at .01 and .10 second resolution and **only** when the game clock is **stopped**.

**P. Fouls (Player  
Fouls)  
Function**

**Operation**

When turned **on**, this option causes Water Polo 5 to keep track of player fouls by player number. When turned **off** player fouls are not tallied.

Press the **P. Fouls** softkey to move the selection arrow from **off** to **on**. Press again to move the selection arrow back to **off**. Press **quit** and then in response to the **Save These Setups?** prompt press the **Yes** softkey to save all displayed setup options in permanent memory and return to the game timing screen. Press the **No** softkey to use the new setup options for the current session; when you turn off your System 5 all options will reset to their saved values.

**Penalties**

**Summary**

**Operation**



Provides access to penalty control features. Water Polo 5 keeps track of player fouls by player number when the **P. Fouls** (Player Fouls) option under the **Select Options** softkey is turned on. See above for more information on the option.

Press the **Penalties** softkey to display the Penalty Tracking screen and softkey menu as shown in Figures 3-G and 3-H. Press **quit** to return to the game timing screen.

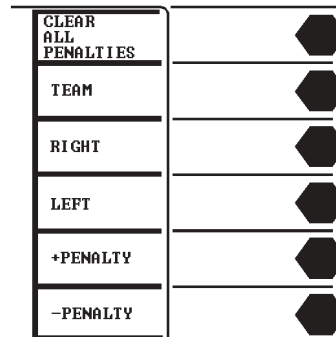


Figure 3-G Penalty Softkey Menu

## Clear All Penalties

### Function

Resets all player penalty tallies to **0** for both teams

### Operation

Press this softkey to reset all player penalty tallies to **0** for both teams.

CLEAR ALL PENALTIES	
TEAM	
RIGHT	
LEFT	
+PENALTY	
-PENALTY	

*Figure 3-H Penalty Tracking Screen*

### Team Function

Selects the Blue or White team for player penalty editing. Moves the highlight bar back and forth between the Blue and White team lines.

### Operation

Press this key to move the highlight bar from the Blue team to White team line. You may then use the other softkeys to edit that team's player penalties.

### Right Function

Moves the highlight bar to the right along the selected team line.

### Operation

Press this softkey to move the highlight bar one player to the right along the selected team line. You may then edit the penalty count for the selected player number using the **+Penalty** or **-Penalty** softkeys.

### Left Function

Moves the highlight bar to the left along the selected team line.

### Operation

Press this softkey to move the highlight one player to the left along the selected team line. You may then edit the penalty count for the selected player number using the **+Penalty** or **-Penalty** softkeys.

### +Penalty Function

Adds one penalty to the total for the selected player up to a maximum of 5.

### Operation

Press this softkey to add one penalty to the selected player. Repeat until the correct number is displayed.

### -Penalty Function

Subtracts one penalty from the total for the selected player.

### Operation

Press this softkey to subtract one penalty from the selected player. Repeat until the correct number is displayed.

## Horn Will/Won't Sound



### Summary

The setting of this softkey determines whether the horn sounds automatically at the end of each period. For example, use this feature for penalty shot in the last few seconds of the game, in which case you do not want the horn to sound during the penalty shot.

### Operation

Press this softkey to toggle between having the horn sound or not sound. The softkey display indicates the current mode.

## Scbd (Scoreboard)



### Summary

Provides access to special scoreboard control and display features.

### Operation

Press the **Scbd** softkey to display the Scoreboard softkey menu as shown in Figure 3-I.

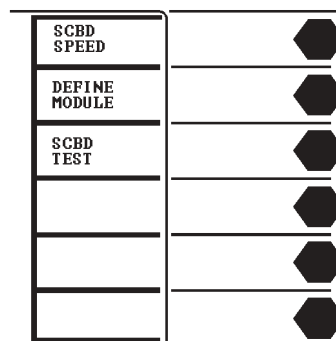


Figure 3-I Scbd Softkey Menu

## Scbd Speed

### Function

Matches the data transmission rate from Water Polo 5 to the communication rate of your scoreboard. Set the scoreboard speed to either high (9600 baud) or low (2400 baud) speed. See your scoreboard manual for the communication rate of your scoreboard.



Figure 3-J Scoreboard Speed Window

### Operation

Press the **Scbd Speed** softkey to display the current data transmission rate. Press the **Change** softkey to select either high or low speed. You may also press **enter** to change the data transmission speed. When the desired speed is selected, press **quit** to accept the entry and return to the previous screen.

## Define Module Function

Allows you to display or change the scoreboard module definitions.

CHANNEL (description)	IS DISPLAYED ON MODULE	
01 GAME TIME	01	
02 PERIOD AND SHOT TIME	03	
03 EJECT B TIMES	0B	
04 EJECT A TIMES	0C	
05 SCORES	0D	
06 SCORES, PERIOD, GAME TIME	0F	
07 SCORES AND GAME TIME	11	
08 PERIOD	12	
09 SHOT	13	
10 TIME OF DAY	16	
11 EJECT C TIMES	04	
12 BLUE PLAYER PENALTIES 1-7	07	
13 BLUE PLAYER PENALTIES 8-13	08	
14 WHITE PLAYER PENALTIES 1-7	09	
15 WHITE PLAYER PENALTIES 8-13	0A	

Figure 3-K Scoreboard Definition Screen

## Operation

Press the **Define Module** softkey to display your current scoreboard module definitions. The left and middle columns on the screen indicate the scoreboard channel and the display description. The right column indicates the scoreboard module on which the information in the other two columns is displayed.

Scoreboard module definition is complex operation which should not be attempted by an inexperienced operator. Before attempting to define scoreboard modules, carefully read the Scoreboard section in Chapter 2 of your *System 5 Swimming User Guide*.

To change a module definition, press the **Up** or **Down** softkey to highlight the desired display module and press **enter**. This display indicates that you are editing the selected module. Use the numeric keypad to enter numbers and either the alphabetic keyboard keys or softkeys to enter letters. When you have entered the desired module definition, press **enter** to accept the entry. If you change the wrong module or enter the wrong information, press **quit** instead of **enter** to clear the erroneous entry. After defining scoreboard modules, press **quit** to return to the previous screen.

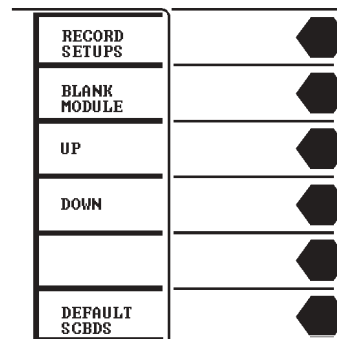


Figure 3-L Define Module Softkey Menu

## Record Function

Stores the currently displayed module definitions in permanent memory. These settings are retained when you turn off your System 5. Remember that you can re-define the scoreboard modules at any time.

## Operation

After defining the scoreboard modules to suit your needs, press the **Record Setups** softkey to store the current definition in permanent memory. Water Polo 5 gives you the option not to record the

current setups in case you pressed this key by mistake. Press **enter** to record the setups, press any other key to cancel. If you change module definitions without pressing the **Record Setups** softkey, the changes only affect the current Water Polo 5 session and are lost when you turn off your System 5.

**Blank Module  
Function**

This softkey allows you to blank a scoreboard module for the entire Water Polo session. If you record a scoreboard setup with blanked module(s), the setup including the blanked module(s) is stored in permanent memory.

**Operation**

Press the **Up** or **Down** softkey to highlight the module you want to blank and press the **Blank Module** softkey. To unblank a module, highlight a blanked module, press **enter** to edit, type the desired module definition, and press **enter**.

**Up/Down  
Function**

Moves the selection highlight bar up or down.

**Operation**

Press the **Up** softkey to move the highlight bar up, or press the **Down** softkey to move the highlight bar down to the desired module.

**Default Scbds  
Function**

Allows you to set all scoreboard module definitions to their default state.

**Operation**

Press the **Default Scbds** softkey to set each module to its default definition. Press **enter** to confirm that you want to reset all scoreboard modules. The default values are shown in the following table:

Channel	Description	Displayed on Module
01	Game Time	01
02	Period and Shot Clock	03
03	Player #/Eject B Times	0B
04	Player #/Eject A Times	0C
05	Scores	0D
06	Scores Period Game Time	0F
07	Scores and Game Time	11
08	Period	12
09	Shot	13
10	Time of Day	16
11	Player #/Eject C Times	04
12	Blue Players 1-7 Penalties	07
13	Blue Players 8-13 Penalties	08
14	White Players 1-7 Penalties	09
15	White Players 8-13 Penalties	0A

**Scbd Test  
Function**

Displays the numeral **8** on all available scoreboard modules. Tests each digit segment for proper operation and each module for proper connection to your System 5.

**Operation**

To initiate a scoreboard test, press the **Scbd Test** softkey. Check your scoreboard for proper operation. The Water Polo 5 screen display mimics what you should see on your scoreboard. If any segments or digits do not operate properly, check all cable connections and run the test again. If your scoreboard still does not work properly, it may need service. Call Colorado Time Systems' Customer Service Department for assistance.

Press any key to end the test.

**Setups  
Summary  
Operation**

Allows you to set the default time for each part of a game.

Press the **Setups** softkey to display the Setups softkey menu. Select the desired setup option from this menu.

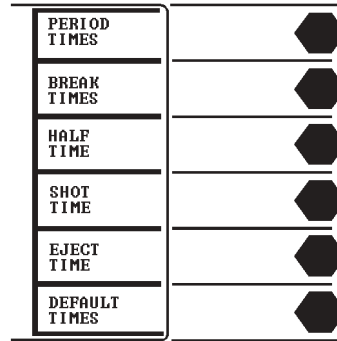


Figure 3-M Setups Softkey Menu

**Period Times  
Function**

Allows you to set the default period time.

**Operation**

Press the **Period Times** softkey. A window on the display screen prompts you to select the period you want to edit from the softkey menu. You may select any one of the four periods, or you can press the **All Periods** softkey to set all four periods to the same default time.

Select the desired period by pressing one of the softkeys, type the new period time using the numeric keypad and press **enter** to accept the entry. The new time is stored in permanent memory and will therefore be retained even when you turn off your System 5.

**Break Times  
Function**

Allows you to set the default break times.

**Operation**

Press the **Break Times** softkey. A window on the display screen prompts you to select the break you want to edit from the softkey menu. You may select either of the two breaks or you can press the **Both Breaks** softkey to set both breaks to the same default time.

Select the desired break by pressing one of the softkeys, type the new break time using the numeric keypad and press **enter** to accept the entry. The new time is stored in permanent memory and will therefore be retained even when you turn off your System 5.

**Halftime  
Function**

Allows you to set the default halftime length.

**Operation**

Press the **Halftime** softkey. A window on the display screen prompts you to enter the new halftime length. Type the new time using the numeric keypad and press **enter** to accept the entry. The new time is stored in permanent memory and will therefore be retained even when you turn off your System 5.

## Shot Time

### Function

Allows you to set the default shot time.

### Operation

Press the **Shot Time** softkey. A window on the display screen prompts you to enter the new shot time. Type the new time using the numeric keypad and press **enter** to accept the entry. The new time is stored in permanent memory and will therefore be retained even when you turn off your System 5.

## Eject Time

### Function

Allows you to set the default eject time.

### Operation

Press the **Eject Time** softkey. A window on the display screen prompts you to enter the new eject time. Type the new time using the numeric keypad and press **enter** to accept the entry. The new time is stored in permanently memory and will therefore be retained even when you turn off your System 5.

## Default Times

### Function

Sets all times to the factory default values. Note that if you use default times, any times you have set up will be erased from memory. The factory default times are shown in the following table:

Period	Time in Minutes
Periods 1-4	7:00
Breaks 1 and 2	2:00
Halftime	5:00
Shot Time	:35
Eject Times	:20

### Operation

Press the **Default Times** softkey to set all times to their factory default values. A window appears on the display screen prompting you to use the default times. Press **enter** to use default times or press **quit** to exit without using default times. The default times are stored in permanent memory and will therefore be retained even when you turn off your System 5.

## Misc

### Summary



This softkey provides access to miscellaneous functions of Water Polo 5.

### Operation

Press the **Misc** softkey to display the miscellaneous softkey menu. Press **quit** to return to the Main screen when you have finished using miscellaneous features.

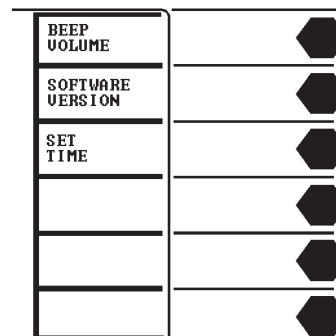


Figure 3-N Misc Softkey Menu

## Beep Volume Function

Allows you to set the volume of the beep which sounds when you press a key or softkey.



*Figure 3-O Set Beep Volume*

## Operation

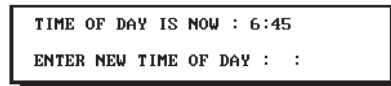
Pressing the **Beep Volume** softkey displays a window indicating the current volume level, which is a number from 0-3. To increase the beep volume, press the **Up** softkey. To decrease the beep volume, press the **Down** softkey. To store the new beep volume, press the **Record** softkey.

## Software Version Function

Displays the version of Water Polo 5 software you are using.

## Set Time Function

Allows you to set your System 5 internal clock.



*Figure 3-P Set Time of Day*

## Operation

Press the **Set Time** softkey to display the current time from your System 5 internal clock. Use the numeric keypad to enter the correct time and press **enter**. To exit without changing the time, press **quit** instead of **enter**.



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