

VARSITY **SCOREBOARDS**

SPORTABLE **SCOREBOARDS®**

OPERATING INSTRUCTIONS **FOR**



MODEL LED4 **MULTI-SPORT TABLETOP** **SCOREBOARD**

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1-YEAR LIMITED WARRANTY

The LED-4 portable tabletop scoreboard is warranted for a period of one (1) year from the date of invoice against defects in materials and workmanship. This warranty covers the cost of labor and parts when returned prepaid to a factory-authorized service center. Shipping back to the Buyer will be surface postage prepaid, except if air or special method of return is specified, then shipping will be freight collect. The manufacturer will pay no charges for time and materials used by others in making repairs or corrections.

Warranty shall be void if any alteration or service is performed without the manufacturer's authorization; or if the equipment has been connected to incorrect power, is damaged by electrical fluctuations or is improperly grounded or improperly installed. Equipment which is subjected to accident, neglect, abuse, misuse, shipping damage, installation damage, or other natural disasters, including, but not limited to: fire, wind, lightning, and flood are not covered by this warranty.

The manufacturer neither makes nor authorizes any agent or representative to make any other warranty of fitness, or of merchantability, guarantee, or representation, express or implied, concerning its products. Critical and unforeseen factors, beyond the control of the manufacture, prevent it from eliminating all risks in connection with the use of the products. Such risks occur even though the products are reasonably fit for their intended use. The Buyer and user acknowledge and assume all risks and liability resulting from the handling, storage, and use of these products, including all consequential damages resulting there from, except those expressly stated hereon.

THERE ARE NO OTHER WARRANTIES FOR THE MANUFACTURER'S SCOREBOARD PRODUCTS AND NONE THAT EXTEND BEYOND THE DESCRIPTION ON THIS DOCUMENT.

INSTRUCTIONS FOR REPORTING SHIPPING DAMAGE

Shipping damage must be noted at the time of delivery. The shipper is not responsible for the shipments that are not signed for as damaged upon arrival. Please contact the manufacturer immediately at 1-800-411-3136 to report. The shipper is responsible for filing the claim, unless shipped 3rd party.

If damage is discovered after delivery, call the delivery company to report the concealed damage and please call the manufacturer immediately to report. Concealed damage must be reported within 5 days after the delivery date. If the damages are found after this time, the manufacturer will not be responsible.

Thank you for purchasing an LED-4, the most versatile tabletop scoreboard available.

It is our goal to ensure your complete satisfaction with our products and services.

Most, if not all, of the answers to your questions about the operation of your LED-4 may be found in this manual. If you still have questions after reading this manual thoroughly, please call our Technical Support Department at (800) 411-3136.

OVERVIEW

The LED-4 is a portable tabletop scoreboard that employs LED (Light Emitting Diode) display technology, offering tens of thousands of hours of maintenance free use. The LED-4 is intended for indoor use. With three-digit **HOME** and **GUEST** scores capable of scoring 0-199; a **PERIOD** display; a four-digit **CLOCK** display which will count up or down; and **BONUS** and **POSSESSION** indicators, the LED-4 is ideally suited for scoring **BASKETBALL**, **VOLLEYBALL**, and **WRESTLING**, and can be used to score virtually any other sport. The LED-4 also has **TRACK**, **TIMED WORKOUT**, and **TIME OF DAY** modes making it the most versatile portable scoreboard available.

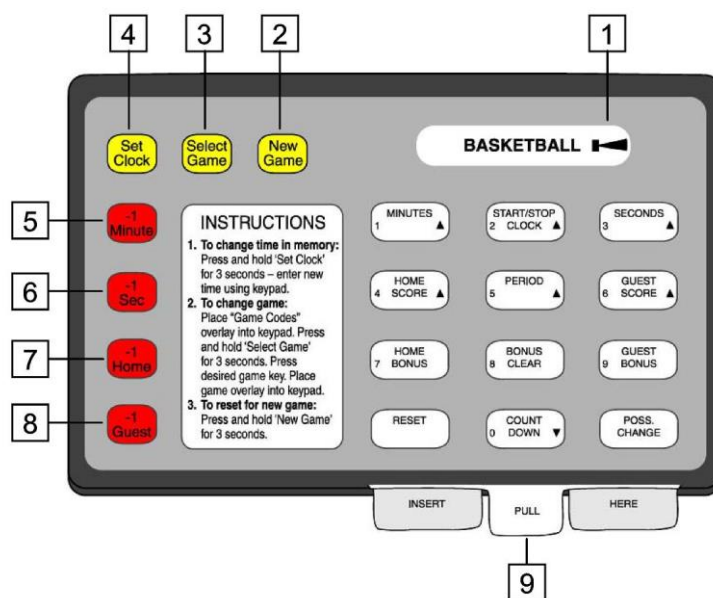
GETTING STARTED

NOTE: For convenience and ease of operation, the unit does not have an *ON/OFF* switch. To turn the unit ON, supply power to the scoreboard using the included 10-volt wall transformer. To turn the unit OFF, simply unplug the scoreboards' wall transformer.

To Supply power to the scoreboard:

1. Plug the appropriate end of the supplied wall transformer into the power receptacle on the back of the scoreboard.
2. Plug the wall transformer into a standard 120-volt AC wall outlet.

KEY FUNCTIONS



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

1. **HORN:**
Press this key while in any sport to manually sound the horn.
2. **NEW GAME:**
Press and hold this key for three seconds to reset the scoreboard for a new game.
3. **SELECT GAME:**
Press and hold this key for three seconds until the unit's display clears. Using the GAME CODES insert in the keypad, press the number for the sport you wish to score.
4. **SET CLOCK:**
To set the clock, hold down the set clock key for 3 sec. When the display clears enter

the desired period time in a four-digit format using the numbers on the keypad. For example 8 minutes would be entered as 0, 8, 0, 0.

5. **-1 MINUTE:**
With the game clock stopped, press this key to subtract one minute from the clock.
6. **-1 SECOND:**
With the game clock stopped, press this key to subtract one second from the clock.
7. **-1 HOME:**
Press this key to subtract one from the HOME score.
8. **-1 GUEST:**
Press this key to subtract one from the GUEST score.
9. **KEYPAD INSERT:**
The keypad insert used for this model is the BASKETBALL insert.

CLOCK OPERATION

Setting the clock

1. Press and hold the **SET CLOCK** key for three seconds until the clock display blanks out.
2. Use the numeric keypad to enter the desired game clock time in minutes and seconds in a four-digit format. For example, to enter a time of 6:00, press 0, 6, 0, 0. To enter a time of 12:00, press 1, 2, 0, 0.

NOTE: This time will remain in memory until it is changed using the same procedure.

Operating the Clock

1. To start the clock, press the **START/STOP CLOCK** key.
2. To stop the clock, press the **START/STOP CLOCK** key.

NOTE: When the clock expires, the horn will automatically sound and the clock will reset to the user-preset time.

Sounding the Horn

1. The horn will automatically sound whenever the clock expires.
2. To sound the horn manually at any time, press the **HORN** key (located at the top of the keypad).

Resetting the scoreboard for a new game

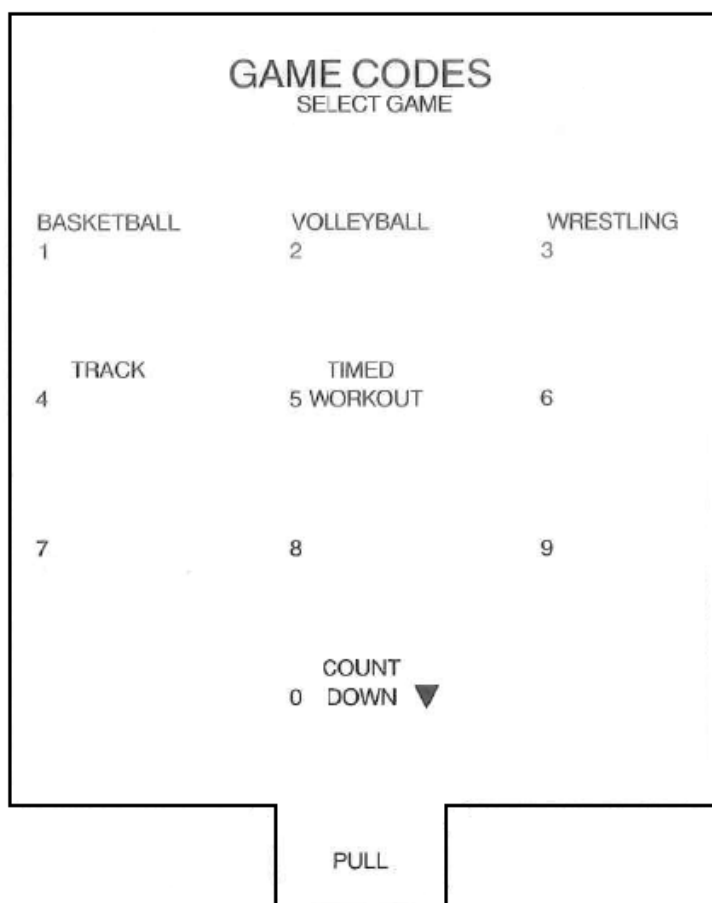
1. To reset the scoreboard for a new game, press and hold the **NEW GAME** key for three seconds. This will clear the scores from the home and Guest displays and reset the period to 1 also reset the clock to the preset time.

CHANGING GAME MODES

Since the keyboard is designed to score several different sports that display various information and require different keypad entries, this is accomplished by the use of the corresponding sport keypad insert. When a sport is selected from the game code keypad insert remove an replace with the corresponding keypad insert which assists the operator identify which keys to press for each function for that sport. When the scoreboard is first turned *ON*, a number appears briefly in the **HOME** score display. This number tells the operator what sport the scoreboard is ready to score. The number that appears corresponds directly to the sport's number as appears on the **GAME CODES** keypad insert.

To change sports:

1. Insert the GAME CODES insert into the keypad
2. Press and hold the SELECT GAME key for three seconds
3. When the unit's display blanks out, press the key for the sport you wish to score. The corresponding number for the sport selected will appear briefly in the scoreboard's HOME score display. When the HOME score display returns to "0" the unit is ready to score the selected sport. The number corresponding to the sport on the GAME CODES is illustrated below.



BASKETBALL

NOTE: Ensure that the **BASKETBALL** keypad insert is inserted into the keypad and that the unit is in **BASKETBALL** mode. See “CHANGING GAME MODES” on page 7 for more information.

- To increase the *HOME* score by 1, press the **HOME SCORE**
- To increase the *GUEST* score by 1, press the **GUEST SCORE**
- To decrease the *HOME* score by 1, press the **-1 HOME** key
- To decrease the *GUEST* score by 1, press the **-1 GUEST** key
- To increase the *PERIOD*, press the **PERIOD** key
- To indicate a Home *BONUS*, press the **HOME BONUS** key
- To indicate a Guest *BONUS*, press the **GUEST BONUS** key
- To clear both the Home and Guest *BONUS* displays, press the **BONUS CLEAR** key
- To change the *POSSESSION* arrow from the Home team to the Guest team or vice versa, press the **POSS CHANGE** key
- To sound the *HORN* at any time, press the **HORN** key located at the top of the keypad
- To reset the scoreboard for a new game, press and hold the **NEW GAME** key for three seconds

VOLLEYBALL

NOTE: Ensure that the **VOLLEYBALL** keypad insert is inserted into the keypad and that the unit is in **VOLLEYBALL** mode. See “CHANGING GAME MODES” on page 7 for more information.

- To increase the *HOME* score by 1, press the **HOME SCORE** key
- To increase the *GUEST* score by 1, press the **GUEST SCORE** key
- To decrease the *HOME* score by 1, press the **-1 HOME** key
- To decrease the *GUEST* score by 1, press the **-1 GUEST** key
- To increase the *HOME GAMES WON* by 1, press the **HOME GAMES WON** key
- To increase the *GUEST GAMES WON* by 1, press the **GUEST GAMES WON** key
- To decrease the *HOME GAMES WON* by 1, press the **-1 MINUTE** key
- To decrease the *GUEST GAMES WON* by 1, press the **-1 SECOND** key
- To change the *SERVER* arrow, press the **SERVER** key

TRACK (COUNT UP)

NOTE: Ensure that the **TRACK** keypad insert is inserted into the keypad and that the unit is in **TRACK** mode. See CHANGING GAME MODES on page 7 for more information.

- To start the clock, press the **START/STOP CLOCK** key
- To stop the clock, press the **START/STOP CLOCK** key
- To reset the clock to "0" and immediately begin counting up again, press the **START/STOP CLOCK** key again
- To display the LAP TIME, press the **START/STOP LAP** key – Pressing this key will display the clock time as of the instant the **START/STOP LAP** key was pushed, but the clock is still counting up internally. To revert back to the counting clock time, simply press the **START/STOP LAP** key again
- To increase the laps, press the **LAPS** key

WRESTLING

NOTE: Ensure that the **WRESTLING** keypad insert is inserted into the keypad and that the unit is in **WRESTLING** mode. See "CHANGING GAME MODES" on page 7 for more information.

- To increase the *HOME MATCH SCORE* by 1, press the **HOME MATCH SCORE** key
- To increase the *GUEST MATCH SCORE* by 1, press the **GUEST MATCH SCORE** key
- To decrease the *HOME MATCH SCORE* by 1, press the **-1 HOME** key
- To decrease the *GUEST MATCH SCORE* by 1, press the **-1 GUEST** key
- To increase the *PERIOD*, press the **PERIOD** key
- To Initiate the *Home Blood Time, Recovery Time, or Injury Time*, press the

NOTE: With the clock stopped, the time may be adjusted to match the official time by adding or subtracting minutes and seconds as described in "CLOCK OPERATION" on page 6. 1/100 of a second may also be added by first stopping the clock then pressing the 1/100 TIME key. To subtract 1/100 of a second press the -1 HOME key

- **BL/Rec/Inj Time** key on the Home side. Press it until you get a "b" for Blood; "In" for Injury; or "r" for Recovery. Once selected press the **Start/Stop** key to the right of the **BL/Rec/Inj Time** key to start the clock
- To Initiate the *Guest Blood Time, Recovery Time, or Injury Time*, press the **BL/Rec/Inj Time** key on the Guest side. Press it until you get a "b" for Blood; "In" for Injury; or "r" for Recovery. Once selected, press the **Start/Stop** key to the left of the **BL/Rec/Inj Time** key to start the clock.

TIMED WORKOUT

NOTE: Ensure that the **TIMED WORKOUT** keypad insert is inserted into the keypad and that the unit is in **TIMED WORKOUT** mode. See “CHANGING GAME MODES” on page 7 for more information.

NOTE: In **TIMED WORKOUT MODE** the unit will count up by default. To make the clock count down for each period, stop the clock by pressing the **START/STOP CLOCK**. Press the **COUNTDOWN** key quickly followed by the **START/STOP CLOCK** key and the unit will begin counting down from the user-preset time. To make the clock count up again, simply stop the clock by pressing the **START/STOP CLOCK** key then restart it by pressing the **START/STOP CLOCK** key again. Each time the unit is powered up in **TIMED WORKOUT** mode or the **NEW GAME** key is pressed and held for three seconds while **TIMED WORKOUT** mode, the unit will default to count up mode

In **TIMED WORKOUT** mode, the clock will count up to or down from a user-preset time, the **HORN** will sound, the **PERIOD** will Increment by 1, and the clock will begin counting the next period.

- To enter the desired period time, press and hold the **SET CLOCK** key for three seconds. When the display clears, use the numeric keypad to enter the desired period time in a four-digit format. For example, to enter a time of 6:00, press 0, 6, 0, 0. To enter a time of 12:00, press 1, 2, 0, 0
- To start the clock counting press the **START/STOP CLOCK** key
- To stop the clock counting press the **START/STOP CLOCK** key again

TIME OF DAY

NOTE: To exit **TIME OF DAY** mode and return to regular scoring mode, press the **COUNTDOWN** key quickly followed by the **POSS CHANGE** key

To use the LED-4 as a time of day display:

1. Put the unit in **BASKETBALL** mode. See “CHANGING GAME MODES” on page 7 for more information.
2. Enter the **TIME OF DAY** by pressing and holding the **SET CLOCK** key. When the clock display clears, use the numeric keypad to enter the time of day in a 12-hour, four-digit clock format. For example, to enter 8:30, press 0, 8, 3, 0. To enter 10:15, press 1, 0, 1, 5.
3. To start the clock, press the **COUNTDOWN** key quickly followed by the **POSS CHANGE** key. Only the clock digits will be displayed.