# OPERATING INSTRUCTIONS FOR



LED-4
MULTI-SPORT TABLETOP
SCOREBOARD

## **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.

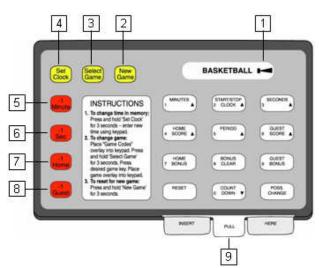
## **GETTING STARTED**

**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/3AMP AC wall transformer, as in the image below. To turn the unit OFF, simply unplug the scoreboard's wall transformer.

#### To supply power to the scoreboard:

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

# **CONTROLLER DEFINITIONS**



Before continuing, take a few moments and familiarize yourself with the following terms as they apply to the controller. Some buttons on the keypad do not apply to all scoreboards.

#### 1. HORN

Press this key while in any game mode 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 to select a different game to score. See "CHANGING GAME MODES" below for more information.

#### 4. SET CLOCK

Press and hold this key for three seconds to set the game clock.

#### 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

# **CHANGING GAME MODES**

- 1. Insert the **GAME CODES** keypad insert into the keypad.
- Press and hold the SELECT GAME key for three seconds (or until the scoreboards display clears.)
- 3. Press the appropriate key for the game mode you wish to select. The corresponding keypad number for the game mode you selected will appear briefly in the **HOME SCORE**.
- 4. Remove the **GAME CODE** keypad insert and insert the appropriate keypad insert for the game mode you selected.

# **CLOCK OPERATION**

#### To Set Game Clock:

- 1. Press and hold the SET CLOCK key for three seconds (or until the clock display clears.)
- 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, 6, 0, 0. To enter a time of 12:00, press 1, 2, 0, 0.
- 3. Press **SET CLOCK** key to save entered time.

#### **Clock Operation:**

- To start the clock, press the START/STOP CLOCK key.
- To stop the clock, press the START/STOP CLOCK key.
- To add minutes to the clock, stop the clock then press the MINUTES key once for each minute you wish to add.
- To add seconds to the clock, stop the clock then press the SECONDS key once for each second you wish to add.
- To subtract minutes from the clock, stop the clock then press the **-1 MINUTE** key once for each minute you wish to subtract.
- To subtract seconds from the clock, stop the clock then press the -1 SECOND key once for each minute you wish to subtract.

# **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" 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 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.

**NOTE:** In BASKETBALL mode, the LED-4 has a function that makes the scores displayed on the back of the unit parallel with the scores displayed on the front of the unit. The *HOME* score on the back will be displayed as the *GUEST* score on the front and the *GUEST* score on the back will be displayed as the *HOME* score on the front. The HOME and GUEST *BONUS* indicators and *POSSESSION* arrows will also trade places. All of the keypad functions remain the same.

To flip-flop the scores, bonus dots, and possession arrows:

Press the **RESET** key quickly followed by the **POSS. CHANGE** key.

To return the unit to normal display mode:

Press the RESET key quickly followed by the POSS. CHANGE

# **VOLLEYBALL**

**NOTE:** Ensure that the **VOLLEYBALL** keypad insert is inserted into the keypad and that the unit is in **VOLLEYBALL** mode.

- 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 HOME GAMES WON by 1, press the HOME GAMES WON key.

- To increase 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.

# **WRESTLING**

**NOTE:** Ensure that the **WRESTLING** keypad insert is inserted into the keypad and that the unit is in **WRESTLING** mode.

- 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 PERIOD, press the PERIOD key.

**NOTE:** In WRESTLING mode, the LED-4 has a function that makes the scores displayed on the back of the unit parallel with the scores displayed on the front of the unit. The *HOME* score on the back will be displayed as the *GUEST* score on the front and the *GUEST* score on the back will be displayed as the *HOME* score on the front. All of the keypad functions remain the same.

To flip-flop the scores:

Press the **RESET** key quickly followed by the **BOTTOM RIGHT** (blank) key.

#### 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.

#### SERVICE

### Technical Support is available 24 hours a day, 7 days a week

An access panel on the back of the scoreboard allows easy access to the electronic module, (the only working part of the scoreboard), for ease of replacement/servicing. These universal, plug-in electronic modules are used in all of the manufacturer's scoreboards using LED displays, and are 100% interchangeable between any of the manufacturer's, permanent LED scoreboards.

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

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

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

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