

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.

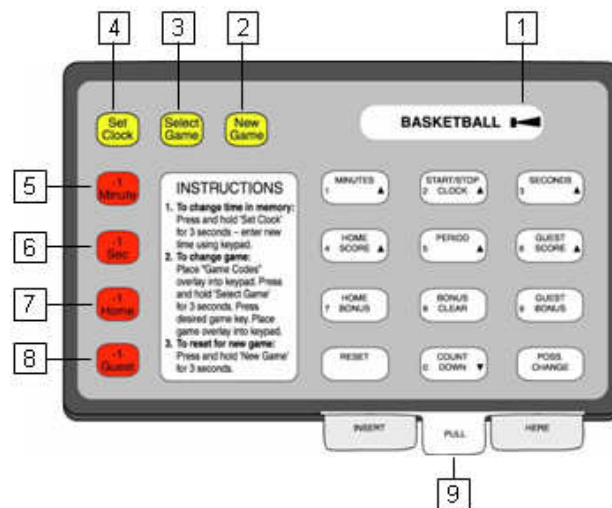
GETTING STARTED

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.
2. 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.