

LED-4

MULTI-SPORT TABLETOP SCOREBOARD

OWNER'S MANUAL



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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 and maintenance 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 270-759-0062.

The LED-4 is manufactured and distributed by:

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SCOREBOARDS®**

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TECHNICAL SUPPORT

It is our goal to ensure your complete satisfaction with our products and services. Our commitment to excellent, quick, low-cost service is our highest priority.

If you still have questions after reading this manual please contact Scoreboard Service Company at the number below.

ALL QUESTIONS REGARDING THE OPERATION AND MAINTENANCE OF YOUR LED-4 SHOULD BE DIRECTED TO:

**SCOREBOARD SERVICE COMPANY
270-759-0062**

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 manufacturer, 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 therefrom, 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.

TIME OF DAY MODE

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

1. Put the unit in **BASKETBALL** mode. See “CHANGING GAME MODES” on page 4 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.

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

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 DC wall transformer, as illustrated 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. See Figure 2-1 below.
2. Plug the wall transformer into a standard 120-volt AC outlet. See Figure 2-2 below.

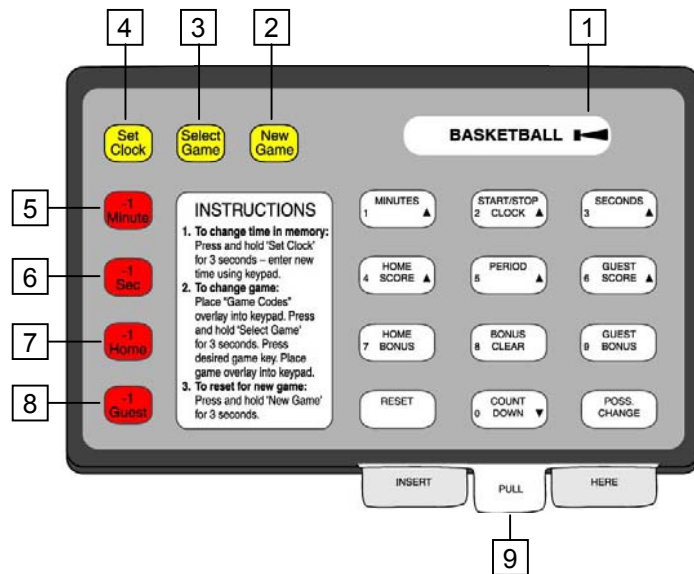


Figure 2-1



Figure 2-2

KEY FUNCTIONS



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. See "CLOCK OPERATION" on page 4 for more information.
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**
There are six keypad inserts:

GAME CODES	BASKETBALL	VOLLEYBALL
WRESTLING	TRACK	TIMED WORKOUT

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 4 for more information.

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.

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** 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 in **TIMED WORKOUT** mode, the unit will default to count up mode.

TRACK

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 4 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.

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 4. 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.

CHANGING GAME MODES

To change 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 scoreboard's 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 CODES** keypad insert and insert the appropriate keypad insert for the game mode you selected.

CLOCK OPERATION

To set the 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, 0, 0. To enter a time of 12:00, press 1, 2, 0, 0.

NOTE: The clock must be stopped in order to set the game clock or to add or subtract minutes or seconds. If the clock is running, press the **START/STOP CLOCK** key to stop the clock before pressing the **SET CLOCK** key.

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" on page 4 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** key.

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 4 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 *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. See "CHANGING GAME MODES" on page 4 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.

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.

To return the unit to normal display mode: