

SHADY SIDE MELLON SCOREBOARD AND CONTROLLER OPERATION

*Plug both RCA jacks into back of controller, and into the floor jacks on the left as you face the wall.
Ask Security to turn both scoreboards on: #1 under hoop inside padded room, 2nd switch by the pool*

After you read about general operation, turn to a section for specific instructions on each sport. The sports covered are:

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There are also sections on:

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PROGRAM MODE - SYSTEM pg.9

In this document the word scoreboard will be abbreviated to "scbd".

- GENERAL OPERATION -

The MP69 has two operating modes, normal operation and program mode. The control will always be in normal operating mode to operate your scbd. Please reference the sections on program mode for more information on this topic.

MENU (RIGHT & LEFT ARROW KEYS) - To the left end of the key pad there are two arrow keys with no text labels. They are used to call up a three selection menu. Do this by pressing either arrow key. Once the menu is active you can exit it by pressing the left arrow key. Pressing the right arrow key will cycle through the three items you can select from. They are; NEW GAME?, SET CLK MODE?, TOD CLOCK?.

1. "NEW GAME? Y/N" If you respond with YES the control will clear memory, and set the control up for a new game; 1st period, clock reset, scores 0, etc. Never press YES to new game, during a game, or all memory of the current game will be lost.

2. "SET CLK MODE? Y/N" By pressing YES in response to this question you will then see one of two questions. Asking either count up, or count down, depending on the current clock mode. Responding YES to either will change the clock mode to the opposite direction of counting.

3. "TOD CLOCK? Y/N" A YES response will put the control in the "time of day clock mode". All but the clock will blank on the scbd, and you will be prompted to set the clock. This is not the game clock and your current game information is still held in memory. Exit TOD mode by pressing an arrow key. Once set, the TOD clock will stay set until the control is turned off.

SCORES & PERIOD - You can change the score in two ways. The first method, the way you will use most often, is to press the SCORE key and then one of the +keys (+1,+2,+3,-1). This adds (or subtracts) that amount to the existing score. You can press these keys repeatedly. This method works for all keys that represent digits on the scbd except the clock and timer. The second method is to press the SCORE key and then use the numeric keys to enter the desired score. Start with the most significant number and conclude the sequence with the ENTER key. An example; [HOME SCORE], [1], [5], [ENTER], sets the home score to 15.

NUMERIC KEYS - If you press the CLR / BLANK key after pressing one or more numeric keys, it will function as the clear key on a calculator. Conclude by pressing the correct numeric keys and then ENTER. If you press it before any numeric keys, as in the example; [PERIOD], [CLR/BLANK], the period digit on the scbd will go blank. Whenever you use the numeric keys (0 to 9) you must conclude by pressing the ENTER key. If you press more than the allowed number of digits the control will beep an error, at that point you must repeat the entire sequence. The 4 or 6 key are also used as a response to questions asked by the control of the operator, such as "COUNT UP? Y/N". Press 4 for YES and 6 for NO.

CLOCK OPERATION - On the right end of the control, a rocker switch labeled TIME IN controls whether the clock is running or stopped. There is also an optional hand switch to perform this function. When the clock is stopped you will see a TO on the top line of the LCD display. The clocks counting direction is indicated by an arrow at the right end on the top line of the LCD display. If it points up the clock counts up, if the arrow points down the clock counts down. To change the counting direction see the section under MENU <>. When you press the CLOCK SET key the display prompts you with the reset time that's in memory. If you continue to press CLOCK SET you will also see times for break and overtime periods. You can accept any of the three times by pressing ENTER. Never enter break & overtime period times for a game period or improper control operation can occur. When timing break & overtime periods you will see either BK or OT at the left end of the top line of the LCD display. During game periods you will see a two letter abbreviation for the current sport. To enter a time other than the pre-programmed time, press CLOCK SET and then the time using the numeric keys starting with minutes tens, conclude by pressing ENTER. This is the method you would use to correct the clock during a game. You can set the clock down to 1/10 of a second if you have selected 1/10 second clock in PROGRAM MODE. See the PROGRAM MODE section for more information on configuring clock operation.

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TIMEOUT TIMER - To start this timer the game clock must first be stopped. Press either the home or visitor TIMEOUT key and then the -1 key. To stop the timer while counting, press the -1 key again. You can program the timeout timer to display on the scbd, otherwise it will just appear on the LCD display. The amount of seconds it counts is set in PROGRAM MODE. When 15 seconds remain the horn will blow for 1 second and again when the timer reaches 00. The horn will blow only if the timer is being displayed on the scbd.

HORN - The horn can be blown at any time by pressing the HORN switch. The auto horn will toggle on and off when you press the AUTO HORN key. When its on you will see a AH on the top line of the LCD display. When the auto horn is "on" it will blow the horn for five seconds when the clock reaches the end of the period.

LCD DISPLAY - This is a two line, 16 character per line display. The top line is used to show the clock and current settings. The bottom line is used to prompt the operator as keys are pressed, and show information that has been entered.

For your control to function properly, it may be necessary for you to program it for the scbd model you are operating. Stated differently, it is important for the control to know the type of scbd it is running. Normally this procedure is done at the factory, but if you have exchanged your control due to having it serviced, it may be necessary for you to perform it. This procedure is done at the SYSTEM level of PROGRAM MODE. See that section of this text for more information.

- BASKETBALL -

To set the control to Basketball, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Basketball. If you press YES you will be asked a series of questions related to Basketball operation only. Every time you set the control to Basketball these parameters will take effect. What follows is an explanation of these questions in the order they are asked.

1. "FOUL MEMORY? Y/N" If you have a scbd that displays fouls and you wish the control to keep track of how many fouls per player, respond with YES. This is required for the scbd foul section to operate properly if you have a BB-6655 or a BB-6660. This will also activate the points memory for a BB-6730 scbd. If you respond with NO, skip down to question 4. COUNT DN. CLK?. Questions 2 & 3 are only asked if you respond YES to foul memory.

2. "BONUS FLS. 1TO9?" Here you are asked to enter a number from 1 to 9, then press the ENTER key. This represents the number of team fouls needed for BONUS to go into effect.

3. "MAX. T. FOULS? 00" Enter the maximum number of team fouls that you wish to display on the scbd. One or two digits, conclude by pressing ENTER. Normally this is the number of fouls required for the two shot rule to go into effect at the free throw line. If you don't want to limit the number of team fouls displayed, enter 99.

4. "COUNT DN. CLK? Y/N" To select a count down game clock respond with YES. A NO response will give you a count up game clock, and the next question you will be asked is 7. AUTO HORN? below.

5. "1/10 SEC. CLK? Y/N" If you selected a count down clock, you will be asked if you want the type of game clock that displays 1/10 second in the last minute of play. Respond with YES if you desire that type of clock. If you respond NO, the next question will be 7. AUTO HORN? below.

6. "JUMPING CLK? Y/N" Again, if you selected a 1/10 second clock, you will be asked if you want a jumping clock. You want this if your scbd doesn't have a 1/10 second digit. During the last minute of play, seconds will jump left to where the minutes were.

7. "AUTO HORN? Y/N" If you press the YES key, every time you go to Basketball the auto horn will be "on". It can still be turned on or off with the AUTO HORN key.

8. "T.O. TO SCBD? Y/N" If you want the timeout timer to display on the scbd respond with YES. If you press NO, the timeout timer will still work, it just won't be shown on the scbd.

9. "INTERN.RULES? Y/N" A YES response will select international rules. This will cause the game clock to stop if the shot clock reaches 00. Also the basketball goal light will turn on when the shot clock reaches 00 and at the end of a game clock period. 'No' will mean that the goal light will only come on at the end of a game clock period, and that the shot clock, at 00, will not stop the game clock.

10. "HORN@HANDSW? Y/N" In addition to a time in/out switch, you have the option of a horn switch, or a clock reset switch on your optional hand switch. A YES response will select the horn switch instead of a reset switch.

11. "TIMER SET TO? 00" Here the control is asking for the number of seconds you want the shot timer to reset to. Press two digit keys and then ENTER.

12. "CLOCK SET TO? 00" Here we are asking for the number of minutes you want to set the game clock to for each period. 1,2,ENTER, would give you 12 minute periods.

13. "BREAK SET TO? 00" Same idea, but here it's asking for the number of minutes in a break period. (or half time).

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17. "QUIT? Y/N" Finally, a YES response will take you out of program mode. You will need to do a NEW GAME clear (from the menu) to implement any changes you have just made. A NO response at QUIT? will take you to the NEW SPORT question, remaining in program mode.

Assuming you responded with YES to the quit question and you have left program mode, there are some commands that only apply to Basketball operation, which we will cover here.

The BONUS and NEXT POSSESSION keys both work similarly, just press them until you get the correct result on the scbd. To blank either, press BLANK after pressing the bonus or nx.poss. key. If foul memory is on, the bonus arrows will come on automatically.

If foul memory is off, the FOULS-PLAYER # key can still be used. Press the FOULS-PLAYER # key, and then enter the number of fouls, followed by the player number, then press ENTER. This will display on the scbd for 12 seconds and then blank. If you are operating a BB-6730 or a BB-6660 you will be prompted for player#, then fouls, and then points. You must press ENTER after each. When foul memory is on, start the above sequence by first pressing the appropriate TEAM FOULS key, then press the fouls-player# key, and continue as described above. This will also serve to correct foul memory if a player has the wrong number of fouls or points. By starting with a team fouls key the control knows which team the player is on.

When FOUL MEMORY is 'on', after you enter a team foul, (by pressing a team foul key and then +1) you will be prompted for the player number. Press 1 or 2 digits for player number, and then press ENTER. This entry will be held in memory and will display on the scbd for 12 seconds. If you are operating a BB-6730 or a BB-6660, as you enter points, (by pressing either score key and then one of the + keys) you will also be asked for the player number.

If LINE-UPS were entered pre-game, and you have either a BB-6655 or a BB-6660 the control also needs to know which players are in the game. When you enter fouls and points, as described under FOUL MEMORY above, the control assumes the player who got the point or foul is in the game. This has the effect of marking that player for display on a BB6660 or turning 'on' the in-the-game light on a BB6655. The in/out feature toggles- if a player was in the game he is taken out, if he was out he goes in. To only add or remove a player from the game use this sequence- Press his team foul key, then the +2 key (IN/OUT), you will be prompted for player number. If he just got a foul and is leaving the game use this sequence- Press a team foul key, then both the +1 key (to add a foul), and the +2 key, (in either order), and conclude by entering the player number. The control will allow you to put more than five players in the game. If you have a mass substitution you can take all players on a team out of the game by- pressing the team foul key, then +2, then the clr-blank key. You then need to put the five players in the game. One at a time as time permits, or allow them to display as they get points or fouls.

A few extra words on the LINE-UP feature. (see program mode - system) The only scbd that requires line-ups to be entered pre-game is a BB-6655. The players need to be entered (pre-game) in the order they appear on the player name panel. If line-ups is off, and foul memory on, the control still remembers player numbers, they are recorded as the game is in progress. It is therefore recommended to enter line-ups pre-game. It might keep you from entering a wrong player number which cannot be erased during a game. The control will remember fouls and points for fifteen players on each team.

If you have a scbd which has a foul section and foul memory is on, you can "roll" team fouls. Start by pressing either team foul key, then press the fouls-player# key, press this key again. With that second press the scbd will display the first player it finds in memory with a foul (or points). Continue to press the fouls-player# key until the scbd player foul area goes blank. With each press another player will display. Repeat the sequence for the opposing team.

If you intend to use FOUL MEMORY it is suggested that you also read EL-1673 for additional information on this subject. If you have a model BB-6655 scbd we suggest you read EL1674 for information on how foul memory is used in the operation of this scbd.