[02] CLOCK AND POWER SUPPLY

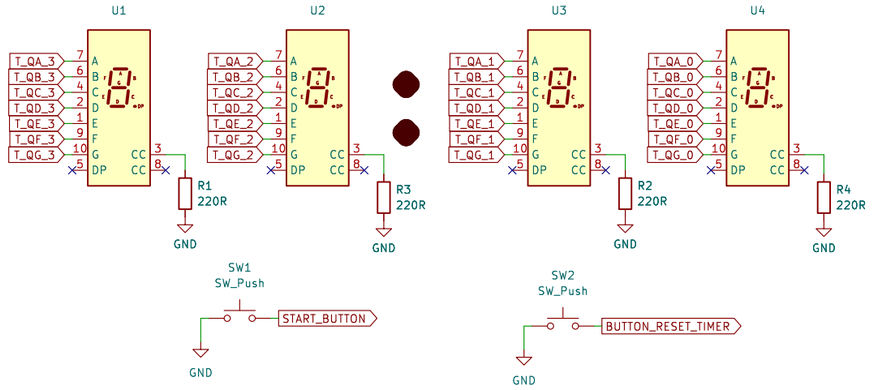
File: clock_and_power.kicad_sch

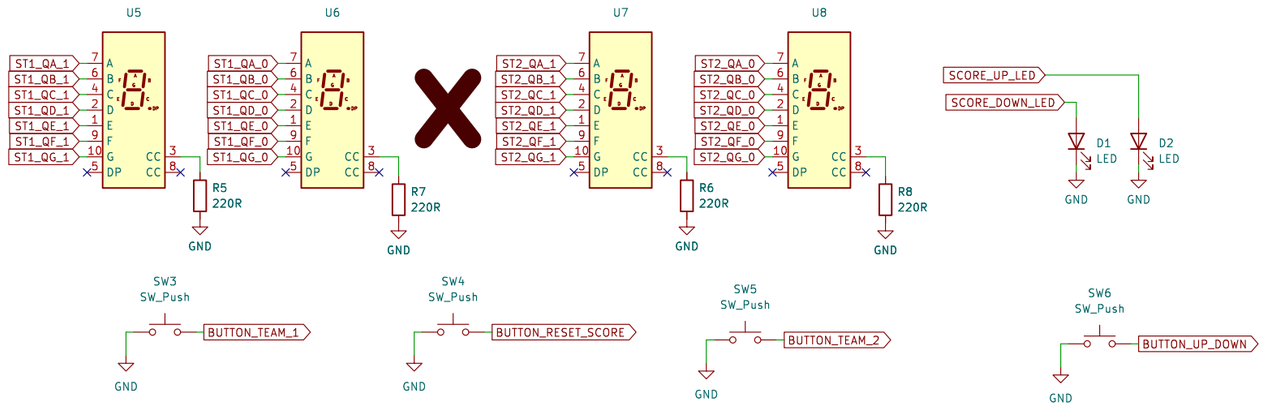
[03] TIMER

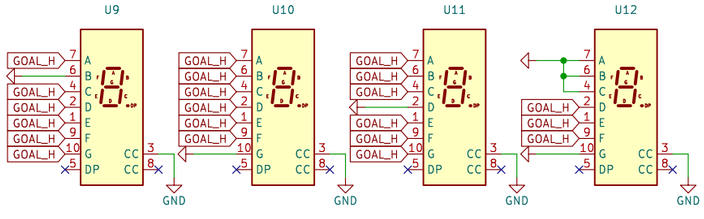
File: timer.kicad_sch

[04] SCORE

File: score.kicad_sch







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Sheet: /

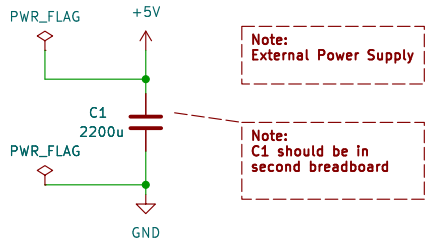
File: Digital_Scoreboard.kicad_sch

Title: Scoreboard

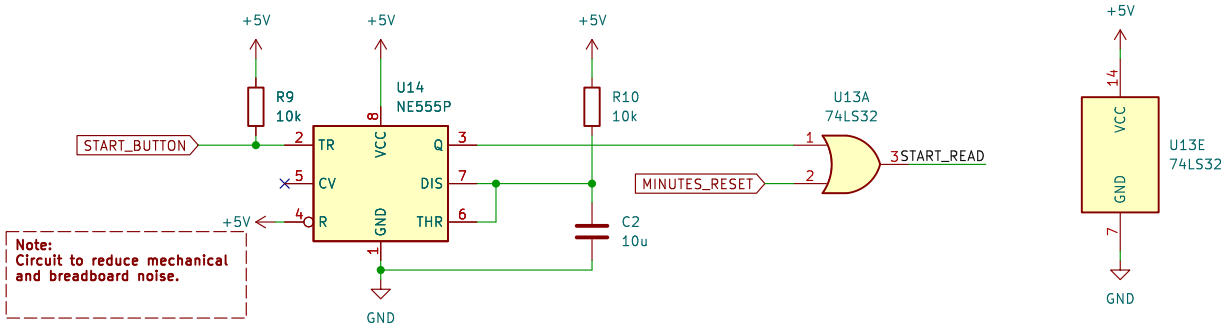
Size: A3	Date:	Rev: 1.0
KiCad E.D.A. kicad 7.0.5		Id: 1/4

[02] CLOCK AND POWER SUPPLY

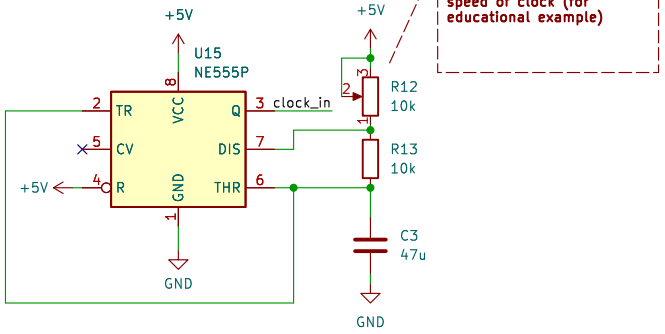
Power Supply



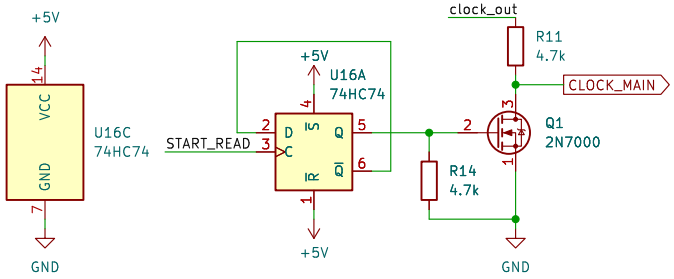
Clock – Read Button



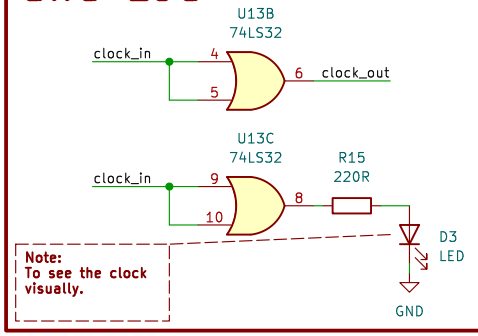
Clock



Clock – Start/Stop



Clock – Buffer and Led



Not used

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Sheet: /[02] CLOCK AND POWER SUPPLY/
File: clock_and_power.kicad_sch

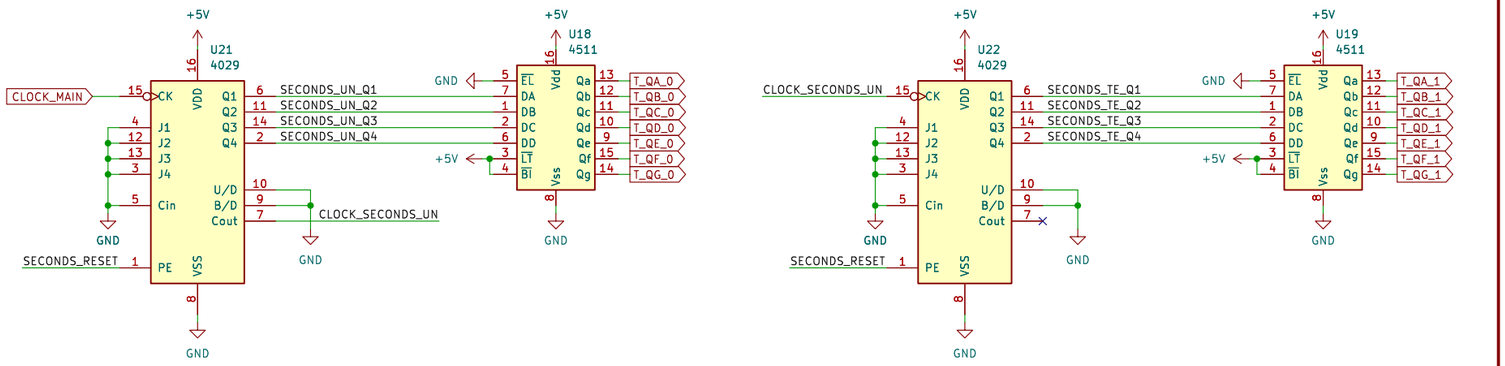
Title: Scoreboard

Size: A4	Date:	**Rev: 1.0**
KiCad E.D.A. kicad 7.0.5		Id: 2/4

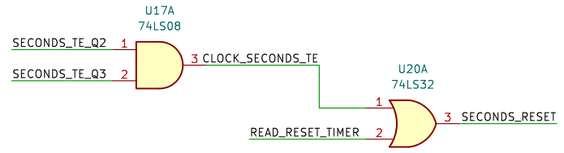
[03] TIMER

Timer – Seconds

Note:
T = Timer
UN = Units
TE = Tens

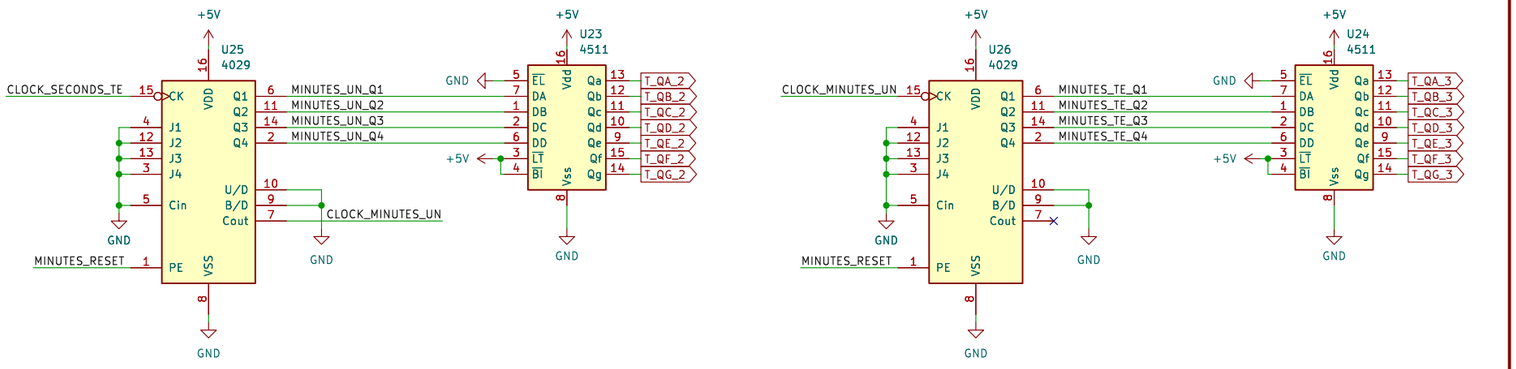


Timer – Seconds Reset

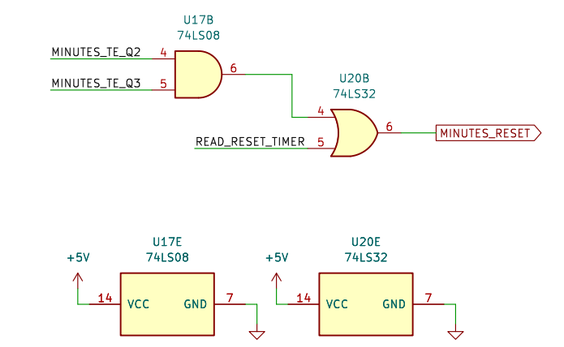


Note:
Reset in bit 0110 -> number 6 (to counts from 0 to 59). And can be reset manually too.

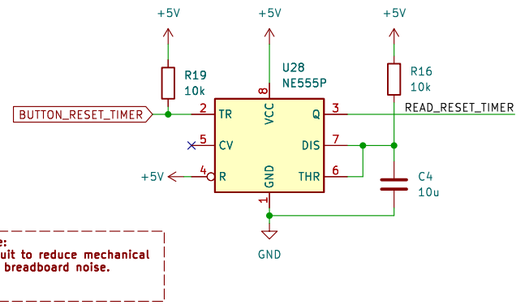
Timer – Minutes



Timer – Minutes Reset

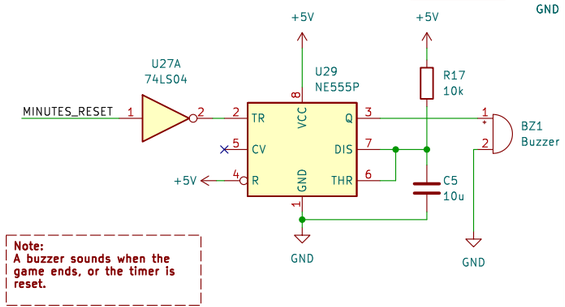


Timer – Read Reset Button



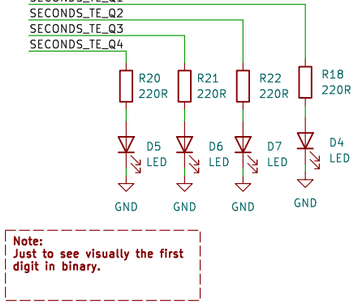
Note:
Circuit to reduce mechanical and breadboard noise.

Timer – Buzzer



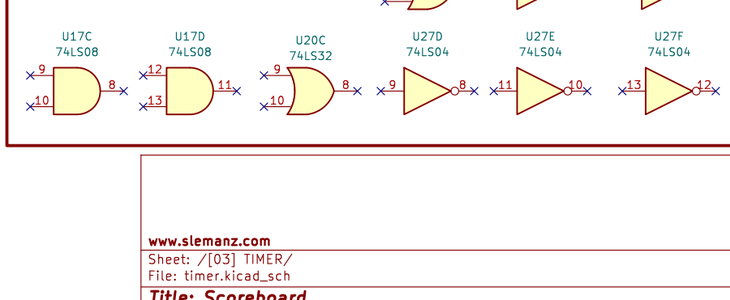
Note:
A buzzer sounds when the game ends, or the timer is reset.

Timer – Leds



Note:
Just to see visually the first digit in binary.

Timer – Not Used



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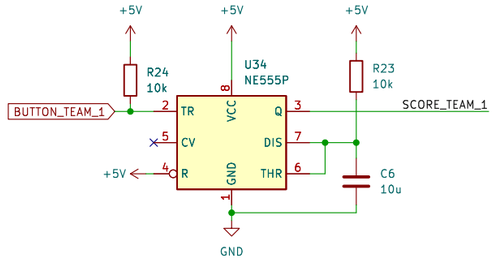
Sheet: /[03] TIMER/
File: timer.kicad_sch

Title: Scoreboard

Size: A3	Date:	**Rev: 1.0**
KiCad E.D.A. kicad 7.0.5		Id: 3/4

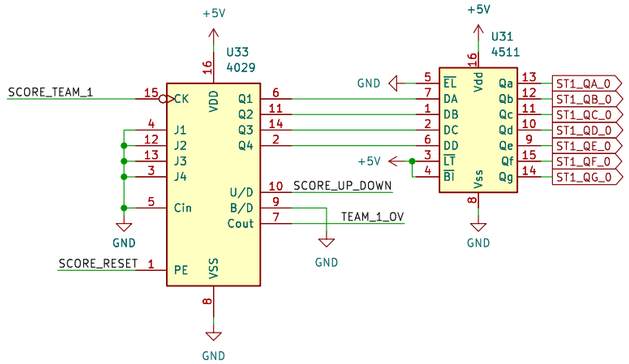
[03] SCORE

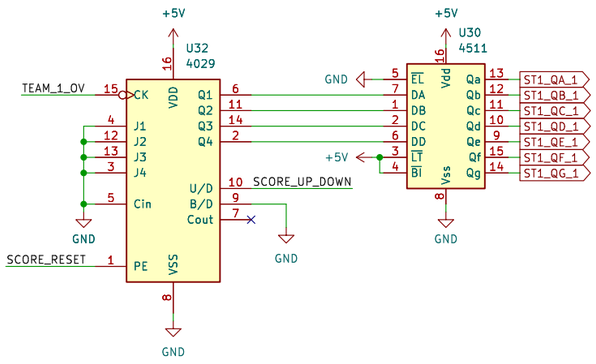
Score – Read Button Team 1



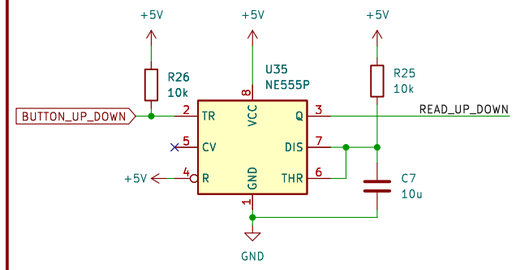
Note:
Circuit to reduce mechanical and breadboard noise.

Score – Team 1

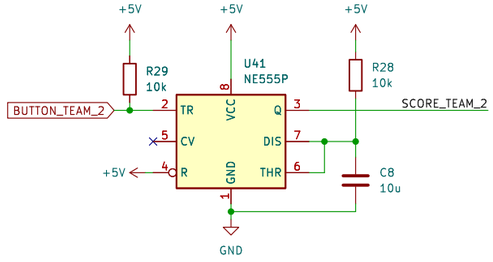




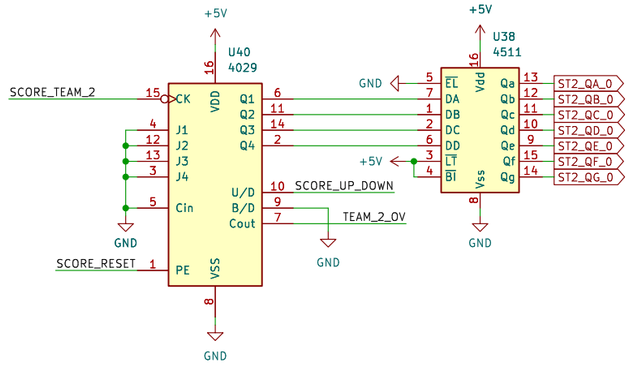
Score – Read Button Up/Down

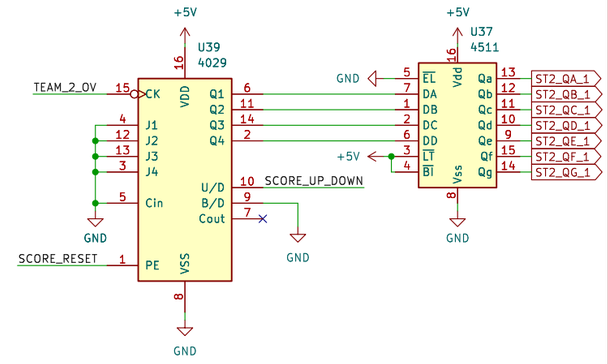


Score – Read Button Team 2

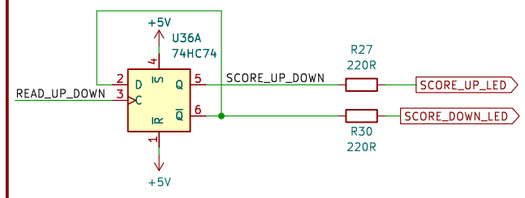


Score – Team 2

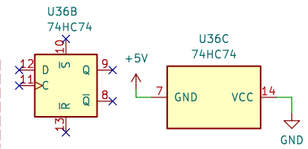




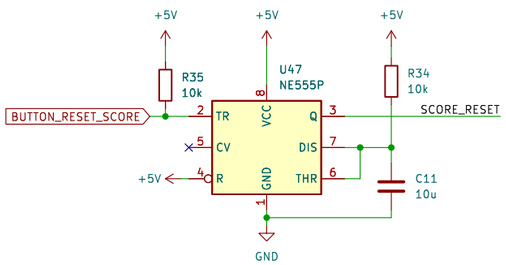
Score – Up/Down Logic



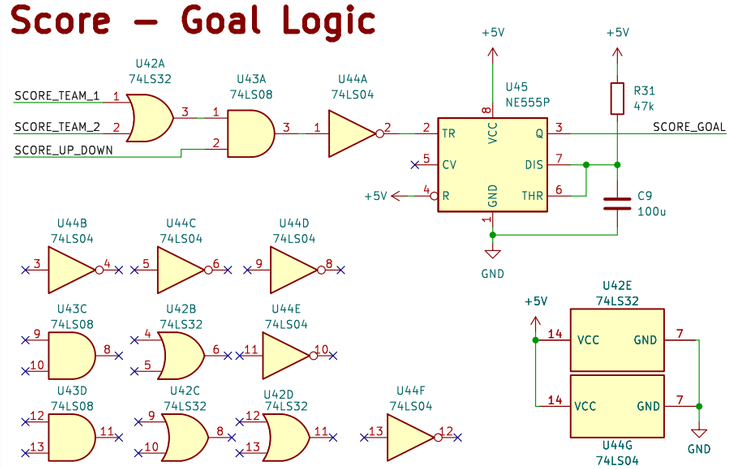
Note:
The score counts can count up or down by selecting here.
Green led = Up count
Red Led = Down Count



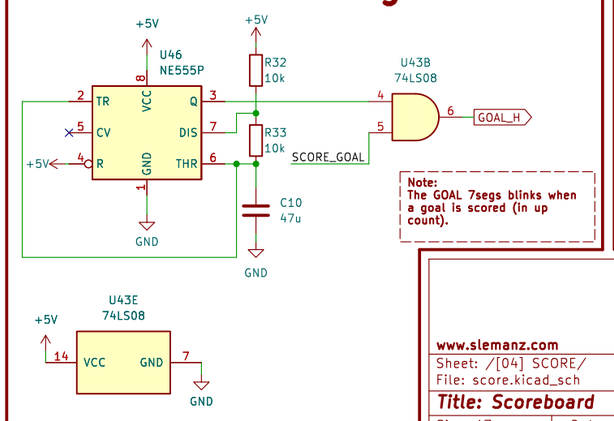
Score – Read Button Reset



Score – Goal Logic

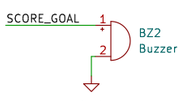


Score – Goal 7 Seg



Note:
The GOAL 7segs blinks when a goal is scored (in up count).

Score – Buzzer



Note:
A buzzer sounds when a goal is scored.

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Sheet: /[04] SCORE/
File: score.kicad_sch

Title: Scoreboard

Size: A3	Date:	Rev: 1.0
KiCad E.D.A. kicad 7.0.5		Id: 4/4