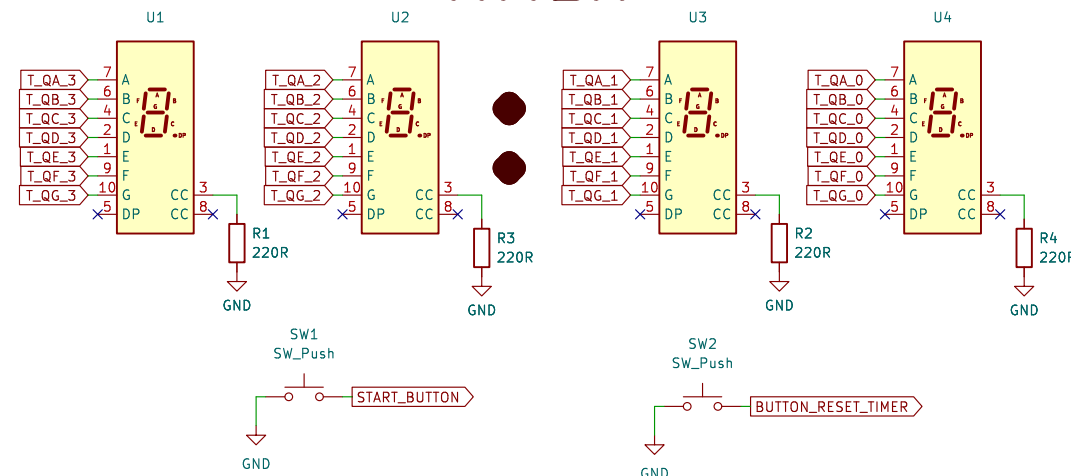


# SUMMARY

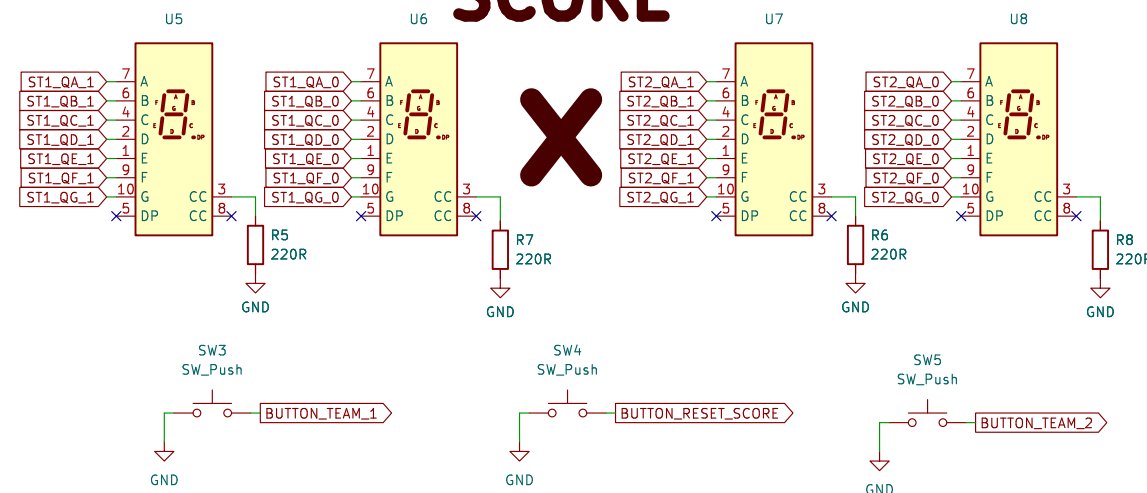
PAGE #	INDEX
1	COVER PAGE
2	CLOCK
2	POWER SUPPLY
3	TIMER
4	SCORE

# DIGITAL SCOREBOARD (WITHOUT uC)

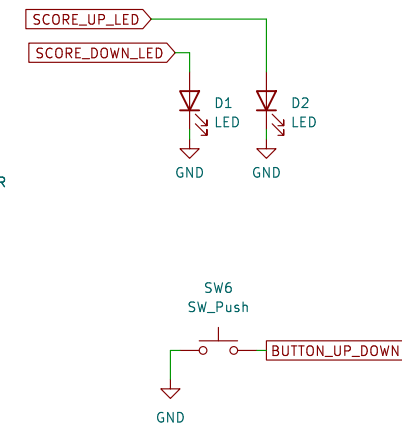
## TIMER



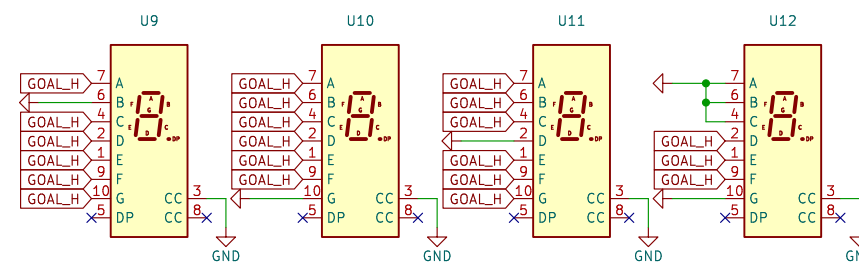
## SCORE



## UP/DOWN



## GOAL DISPLAY

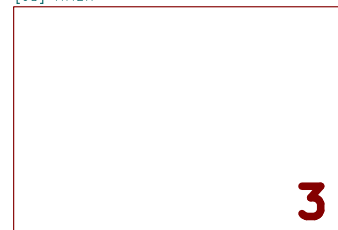


[02] CLOCK AND POWER SUPPLY



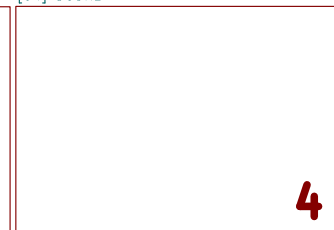
File: clock\_and\_power.kicad\_sch

[03] TIMER



File: timer.kicad\_sch

[04] SCORE



File: score.kicad\_sch

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Sheet: /

File: DigitalScoreboard.kicad\_sch

Title: Scoreboard

Size: A3

Date:

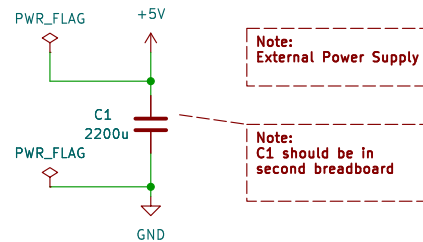
Rev: 1.0

KiCad E.D.A. kicad 7.0.5

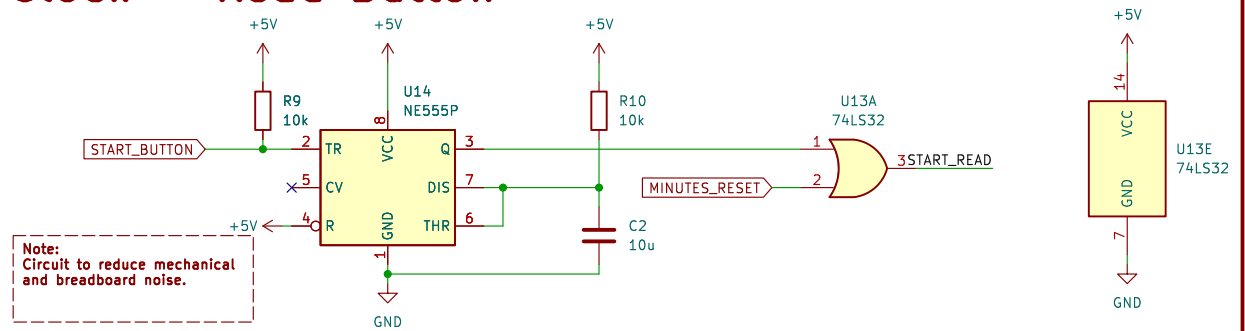
Id: 1/4

# [02] CLOCK AND POWER SUPPLY

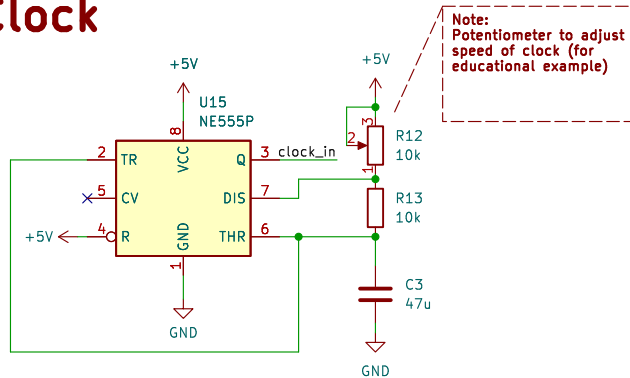
## Power Supply



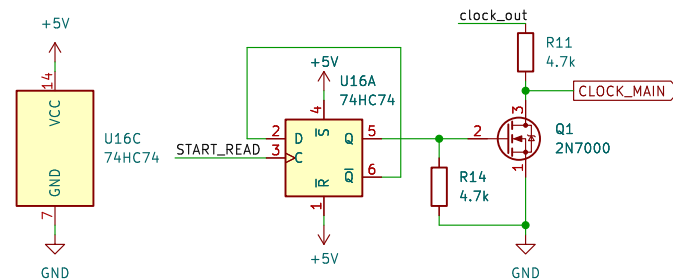
## Clock – Read Button



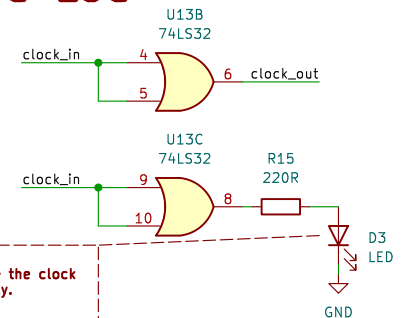
## Clock



## 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: DIGITAL SCOREBOARD**

Size: A4

Date:

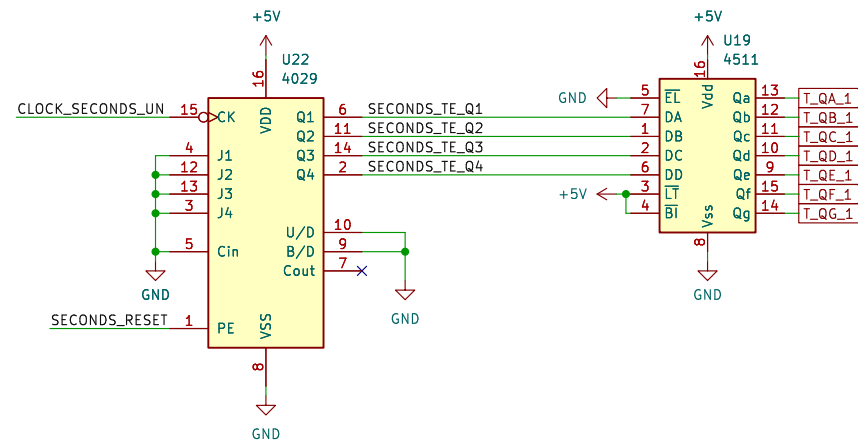
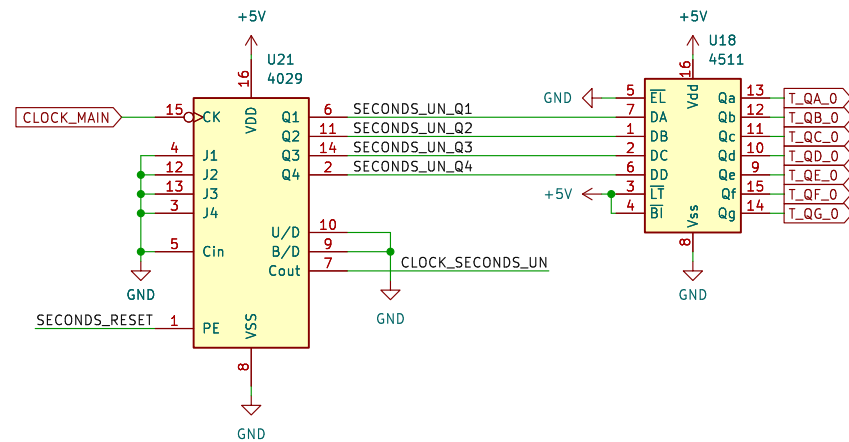
KiCad E.D.A. kicad 7.0.5

**Rev: 1.0**

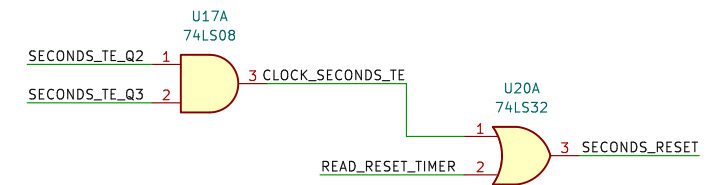
Id: 2/4

# [03] TIMER

## Timer – Seconds

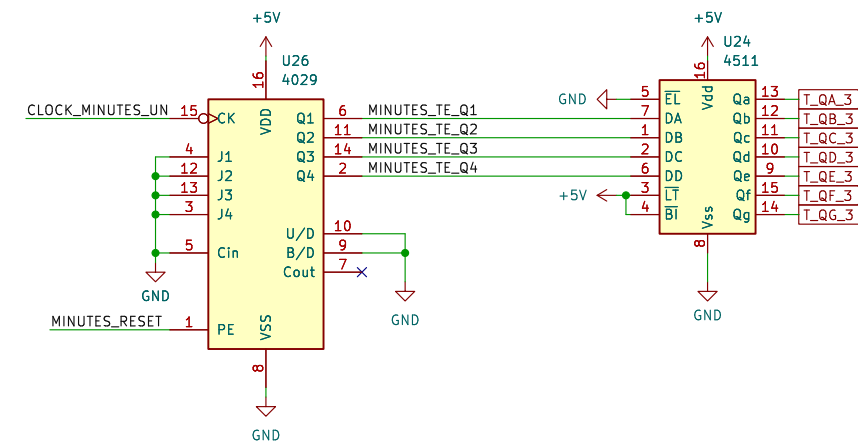
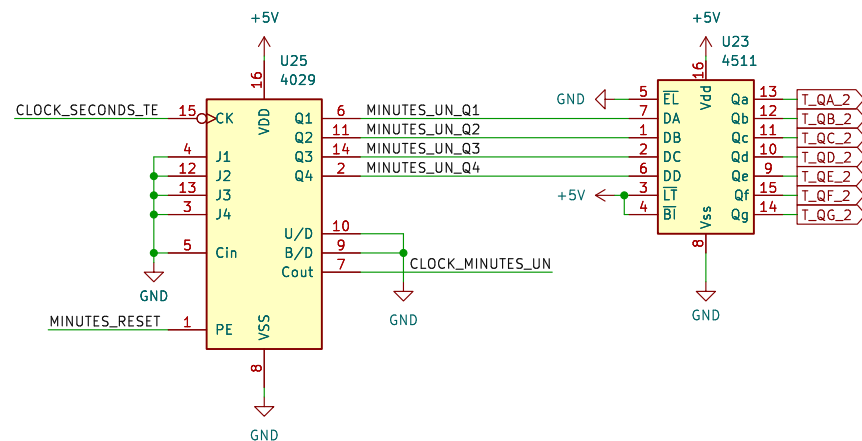


## Timer – Seconds Reset

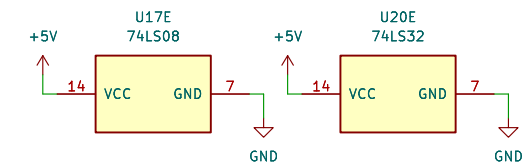
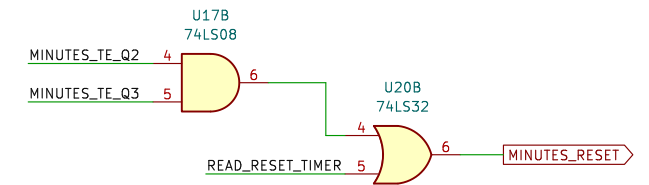


Note:  
Reset in bit 0110 -> number 6 (to counts from 0 to 59). And can be reset manually too.

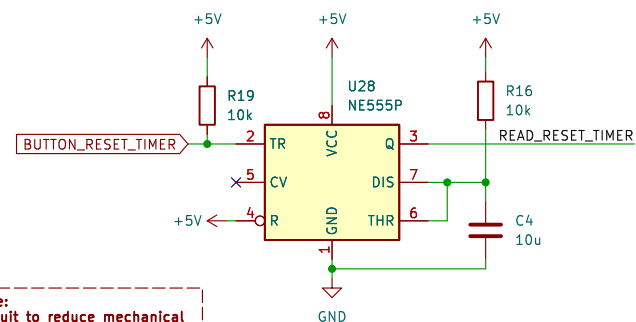
## Timer – Minutes



## Timer – Minutes Reset

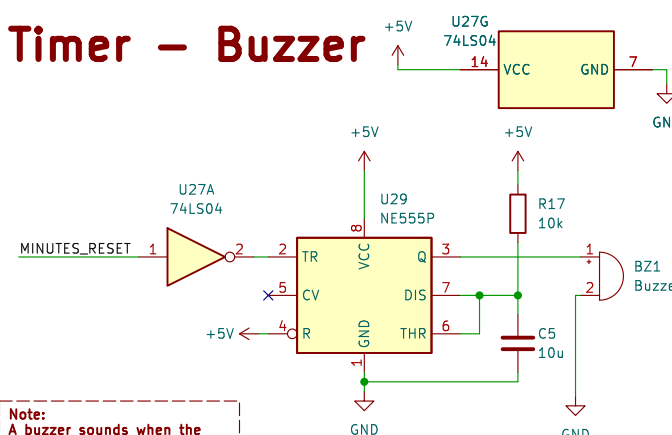


## Timer – Read Reset Button



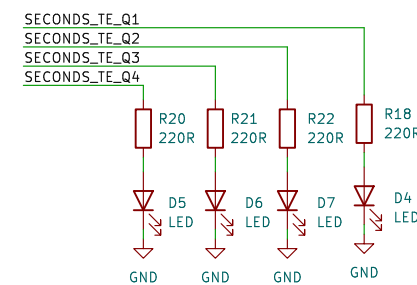
Note:  
Circuit to reduce mechanical and breadboard noise.

## Timer – Buzzer



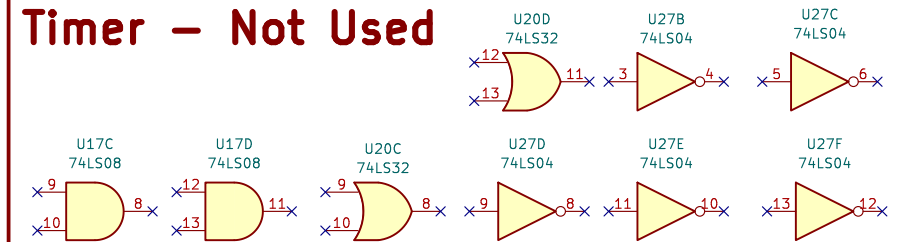
Note:  
A buzzer sounds when the game ends, or the timer is reset.

## 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: DIGITAL SCOREBOARD

Size: A3  
KiCad E.D.A. kicad 7.0.5

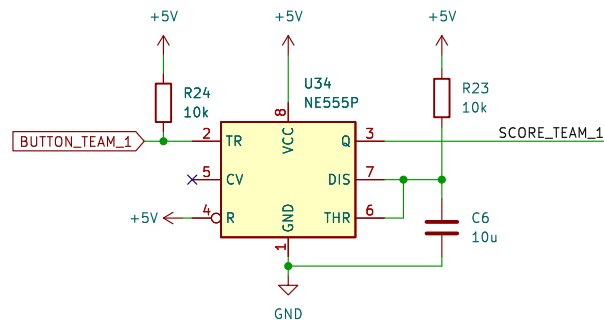
Date:

Rev: 1.0

Id: 3/4

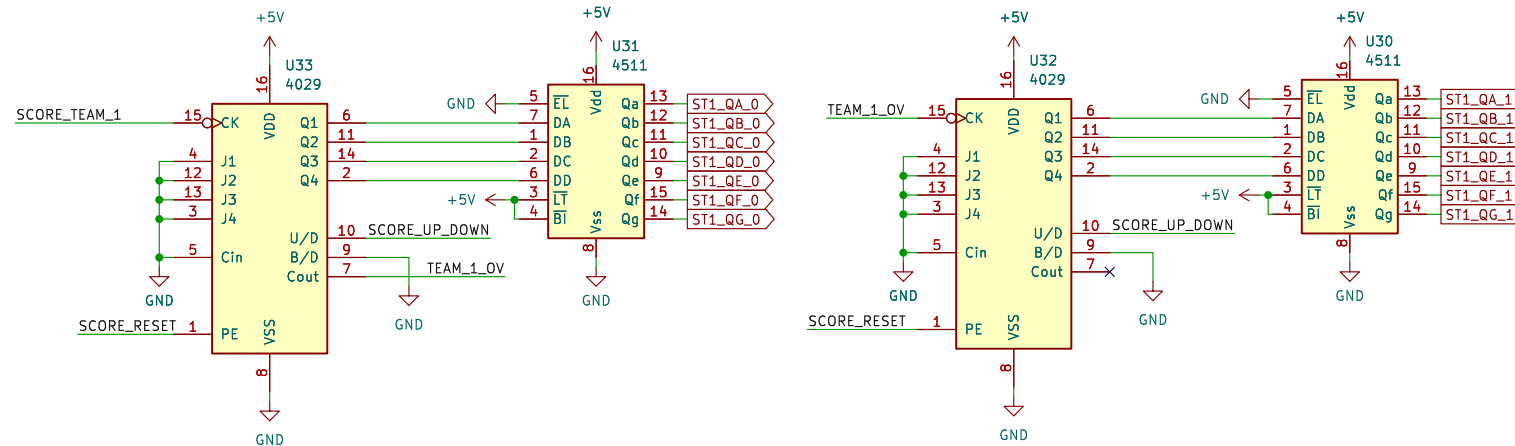
# [03] SCORE

## Score – Read Button Team 1

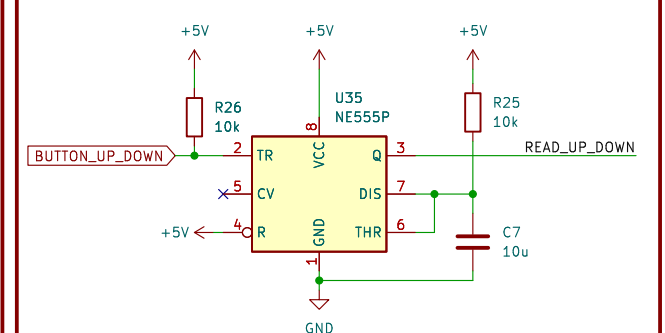


Note:  
Circuit to reduce mechanical  
and breadboard noise.

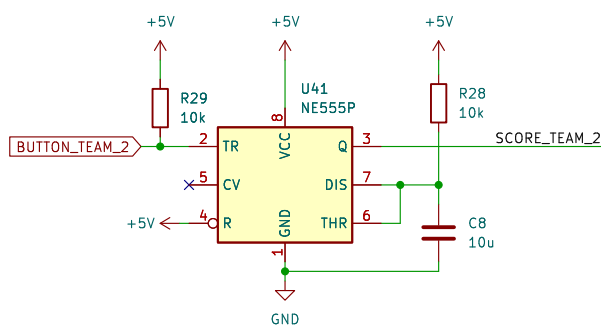
## Score – Team 1



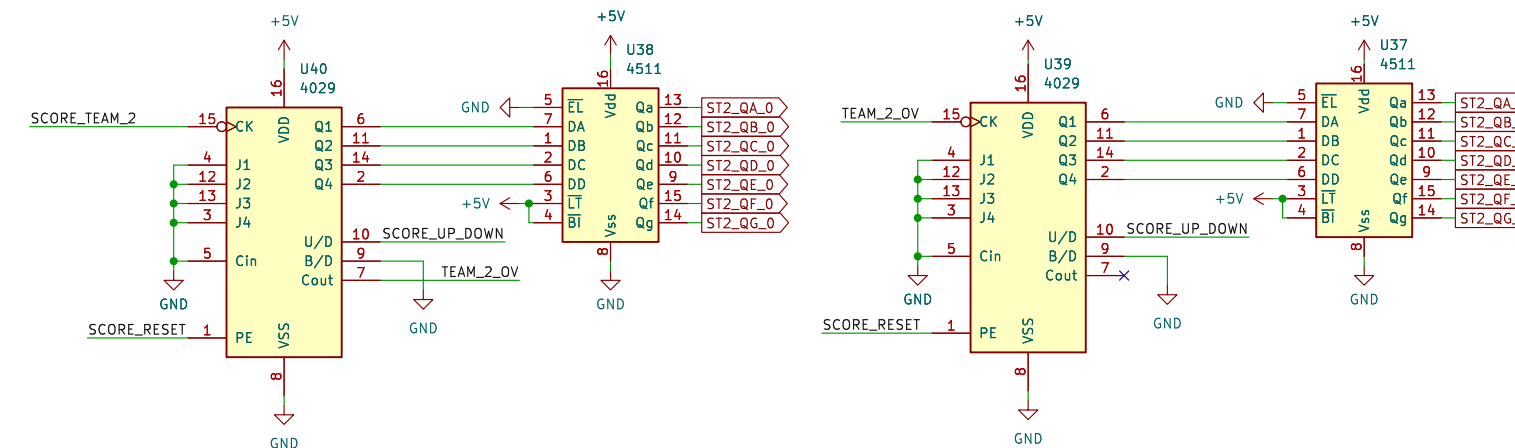
## Score – Read Button Up/Down



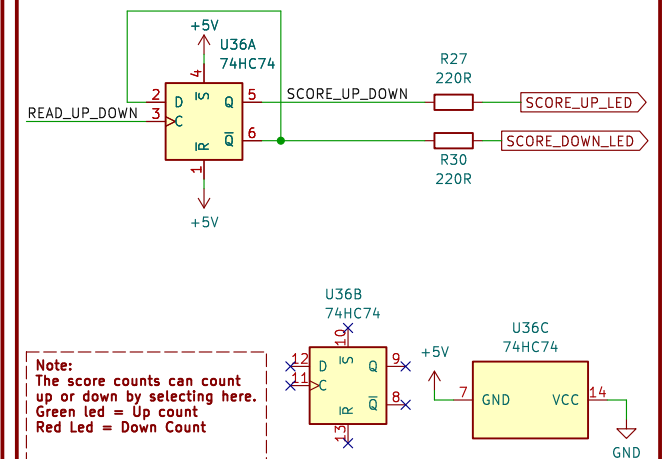
## Score – Read Button Team 2



## Score – Team 2

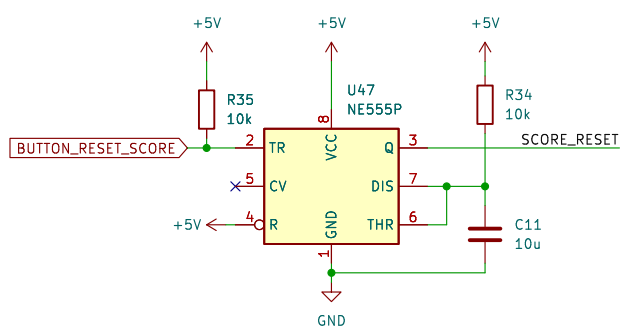


## Score – Up/Down Logic

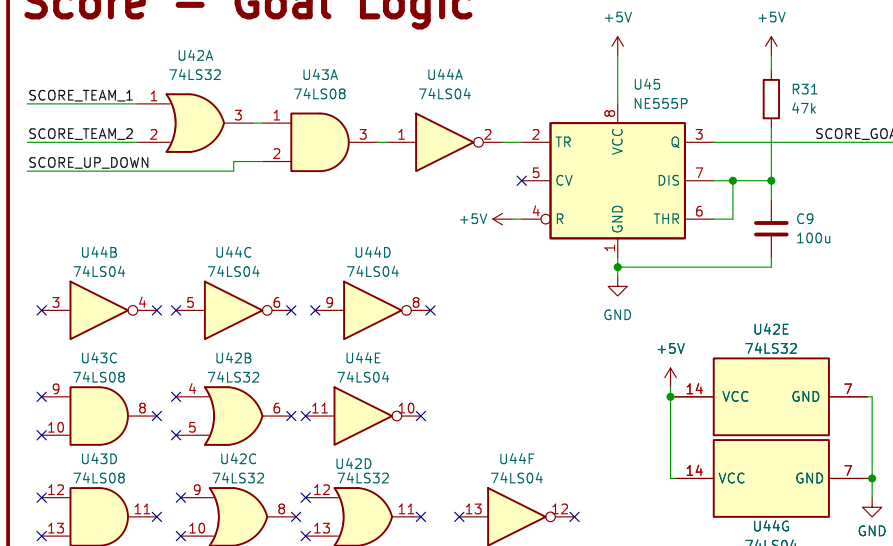


Note:  
The score counts can count  
up or down by selecting here.  
Green led = Up count  
Red led = Down Count

## Score – Read Button Reset



## Score – Goal Logic



## Score – Goal 7 Seg

