Instructions For Scoreboard Control

DOUBLE(") QUOTATION MARKS ARE WHAT THE BOARD WILL ASK YOU. SINGLE(') QUOTATION MARKS ARE WHAT YOU ENTER INTO THE CONTROL.

INITIAL SETUP

Turn the controller on by turning the switch ON.
"START WHERE TURNED OFF LAST? PRESS 'YES' OR 'NO'"   Press 'Yes'.
If you press "No", follow the instructions below.
> "I AM YOUR NEVCO ...... PLEASE ENTER YOUR MODEL CODE."
> Press '134'.
> DO YOU WANT TO OPERATE WIRELESS? PRESS 'YES' OR 'NO'"
> Press 'YES'
> "SELECT A GROUP. BOTH SCOREBOARDS"
> Press 'YES'"

BEFORE EACH GAME:

To set time
> Press 'SET', 'TIME'
> "SET   MM:SS.s".
> For example, to set 5 minutes on the clock for the first period,
> Press 'O', '5', '0', '0', '0', 'YES'
> "PERIOD 0"   Press '1'

To reset scores to '0'
> Press 'HOME SCORE', '0'
> Press 'GUEST SCORE', '0'

To set Time Out timer (one minute)
> Press 'SET', 'TIME OUT TIMER START'.
> "TIMER # (0-9)?" Press '1'
> "SET   MM:SS"   Press '0','1','0','0', 'YES'
> "DO YOU WANT TO USE TIME OUT WARNING HORN? PRESS 'YES' OR 'NO'"
> Press 'YES'
> "SET   MM:SS" Press '0','0','1','5', 'YES'
> "DISPLAY TIME OUT ON SCOREBOARD? PRESS 'YES' OR 'NO'"
> Press 'YES'

You can setup 30 second timeout timer by following the above steps. Just pick a number between 2-9, and so on.

To start the time, just Press 'TIME OUT TIMER START', '1/2' (for one minute TO and 2 for 30 second TO in our example). The timer will start and turn off on it's own.

IF YOU WOULD LIKE TO STOP EARLY PRESS 'TIME OUT TIMER CLEAR'.
TIME OUT TIMER WILL NOT WORK WHILE GAME CLOCK IS WORKING.

DURING GAME:

TO **ADD SCORE** TO HOME TEAM, PRESS 'HOME SCORE', '#' OF POINTS EARNED. 1 FOR FREE THROWS; 2 FOR FIELD GOALS, 3-POINTERS ARE ONLY COUNTED IN 6, 7, & 8 GRADE GAMES.

TO **ADD SCORE** TO GUEST TEAM, PRESS 'GUEST SCORE', '#' OF POINTS EARNED. 1 FOR FREE THROWS; 2 FOR FIELD GOALS, 3-POINTERS ARE ONLY COUNTED IN 6, 7, & 8 GRADE GAMES.

IF YOU NEED TO CORRECT ANYTHING THAT YOU HAVE ENTERED, PRESS 'SET' & THEN CHANGE WHAT YOU WANT TO CHANGE. WHEN YOU DO THIS, THE NUMBER YOU ENTER WILL BE WHAT THE SCOREBOARD READS; IT WILL NOT ADD TO WHAT IS ALREADY SHOWING.

THE TIME RUNS BY THE HANDHELD CONTROLLER. PRESS BUTTON TO THE RIGHT TO TURN CLOCK ON. PRESS BUTTON TO THE LEFT TO TURN TIME OFF. THE SMALL SQUARE BUTTON IS TO GET THE ATTENTION OF THE REFEREE FOR SUBSTITUTIONS. THE BUZZER WILL STOP AUTOMATICALLY. IF THE HANDHELD CONTROLLER IS BEEPING, THE BUTTON NEEDS TO BE PUSHED TO THE LEFT TO STOP IT.

JUMP BALL POSSESION IS TO BE SHOWN ON THE TABLE. PRESS THE ARROW OF THE BASKET THAT DID NOT EARN THE BALL ON THE JUMP. REMEMBER TO SWITCH AFTER EACH JUMP BALL. AT HALF TIME, SWITCH ARROWS BECAUSE TEAMS SWITCH BASKETS.

AFTER THE LAST GAME:

SET CHRONOMETER: TURN CONTROLLER OFF By using the switch. Let the boards go blank.

Unplug, replace in the box along with the Prayer & Basketball rules sheets.