

Portable Water Polo Scoreboard



Introduction

To set-up the scoreboard system, first fold out the main scoreboard stand. Connect the power to the scoreboard. It is important to supply this from a RCD protected power outlet. Plug one set of shot-clocks into the rear of the main scoreboard using RJ45 patch cables. Plug the second set of shot-clocks into the first set of shot-clocks. Plug the bench controller into the socket on the rear of the main scoreboard.

Once turned on the board is ready to use. To restart a game, ensure the clock has been stopped and press **RESET** three times. To display the time of day press the button with a clock icon on it (ensure game clock is not counting first).

Playing a Game:

The **RUN/STOP** button starts the main clock & shot-clock countdown.

To **adjust scores** use the SCORE up/down arrows for BLUE team or White team.

The **Time Out Counter** starts off at '2' for each team. Pressing the WHITE/BLUE TIMEOUT up/down buttons modify the counters for the respective teams. The numbers are only reset back to '2' if the board is reset (press RESET GAME 3 times) or power cycled. If the display is '0' and TIMEOUT down is pressed it blanks the display, useful for games where the timeout counter is not used.

To load the **Time Out Timer** press LOAD TIMEOUT TIMER and a 'T.O' will be displayed on the period clock and the time out timer will start counting down automatically. Pressing this button again resumes the game. This time can be edited in the edit menu (described later)

To **Reset the Shotclocks** back to 30 seconds press the RESET SHOT button. If the game clock is less than 30 seconds then they will display the remaining seconds.

To **Blank the Shotclock** displays press the HIDE SHOT button.

To **Adjust the Shotclocks** (the game clock must be stopped) use the SHOTCLOCK ADJUST up/down arrows.

To **Adjust the Game Clock** while stopped, use the MAIN CLOCK ADJUST up/down arrows.

To **Sound the Horn** at any time press the HORN button.

To manually advance to the **Next Period** display press the NEXT PERIOD button to change the period number displayed. The display will indicate 'P1', 'P10', etc. Note this does not relate to or modify any times, they are changed separately.
During an interval the display will indicate 'Int1', 'Int2', etc.

Press LOAD **PERIOD TIMER** to load a pre-configured period timer. Eg press once loads the first pre-set period time, tap again to cycle through a number of pre-set period timers. The pre-set period times are set in the edit menu (described later).

Press LOAD **INTERVAL TIMER** to load a pre-configured interval timer. This works the same as the period timers.

Game Operation

Period Game Timer

Five pre-configured period times are provided.

The horn shall sound automatically when:

- The game time reaches zero
- The shot-clocks reach zero
- The horn button is pressed on the controller

During a game the shot-clocks shall never show a greater time than the remaining time on the game clock.

The shot-clocks only count when the game-timer is running. The shot-clocks are reset to 30 every time the "Reset-shot" button is pressed. There is no ability to independently start or stop the shot-clocks

Time-outs Timer

Time-outs are only operational during a game period (not required during and interval).

If the time-out button is pressed while the game time is running, the game time is paused, and the time-out automatically starts counting down from a preconfigured time. A horn shall sound when 15 seconds are remaining, and again when zero is reached.

Interval Timer

Five pre-configured interval times are provided. A horn shall sound when 30 seconds are remaining, and again when zero is reached.

Edit Menu

To enter the Edit Menu, reset the board by pressing RESET three times (while the clock is not counting down) and then immediately press edit. Then pushing the EDIT button will cycle through the following options. The defaults are in brackets.

Edit	Action
Team Name	Select the team names from a pre-configured list. Use the Timeout buttons for each team to scroll through a selection of Team Name colours.
Pd 1	Period Timer Pre-set 1. Adjust time with MAIN CLOCK ADJUST buttons (8 min)
Pd 2	Period Timer Pre-set 2. Adjust time with MAIN CLOCK ADJUST buttons (5 min)
Pd 3	Period Timer Pre-set 3. Adjust time with MAIN CLOCK ADJUST buttons (4 min)
Pd 4	Period Timer Pre-set 4. Adjust time with MAIN CLOCK ADJUST buttons (7 min)
Pd 5	Period Timer Pre-set 5. Adjust time with MAIN CLOCK ADJUST buttons (6 min)
In 1	Interval Timer Pre-set 1. Adjust time with MAIN CLOCK ADJUST buttons (2 min)
In 2	Interval Timer Pre-set 2. Adjust time with MAIN CLOCK ADJUST buttons (5 min)
In 3	Interval Timer Pre-set 3. Adjust time with MAIN CLOCK ADJUST buttons (4 min)
In 4	Interval Timer Pre-set 4. Adjust time with MAIN CLOCK ADJUST buttons (3 min)
In 5	Interval Timer Pre-set 5. Adjust time with MAIN CLOCK ADJUST buttons (1 min)
T.O Time	Adjust Time Out Timer (0 - 60 sec) with MAIN CLOCK ADJUST buttons (60 sec)
Brightness	Adjust display brightness with HOME Score buttons (10% change) and AWAY Score buttons (1% change)
Shot Time	Adjust Shotclock Timer (0 - 30 sec) with MAIN CLOCK ADJUST buttons (30 sec)
12/24 Hour	Clock Display – 12 / 24 hour. Use SCORE up/down to change (12)
Time	Set The Time. Use the MAIN CLOCK ADJUST buttons to adjust.
	Exit
Edit Team Names	Edit the list of team names

To edit team names, select "Edit Team Names" as above.

1. Press EDIT
2. Press number keys to select memory location to change (0 – 99)
3. Press BACK/CLEAR to shift cursor to beginning
4. Type new name using keypad (press same key several times to select required character)
5. Press ENTER – this takes you back to step 1) so you can add next name
6. When finished adding names press ENTER twice to escape.

To select team names from the memorised list, press RESET 3 times. The first item that appears will be Team Name. Use the score arrow buttons for each team to select name from memory bank.

Maintenance

Clean digit covers with a soft cloth and water/detergent.

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