FSL
Scoreboards

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Sponsor space

Single Sided

Substitution Board

GENERAL INFORMATION

This guide describes the main features and modes of use of the electronic substitution boards

Main features

The electronic boards allow displaying, at distance, the numbers of players entering and exiting and the final recovery time.

The green digits display the number of the entering player; the red digits display the number of the exiting player.

For an easy transportation, a sturdy carrying case can be purchased as an option.

Technical features

Size: 55.5x36x4cm.

Weight: INOUT-4: 2.8 kg, INOUT-8: 3.2 kg.

Digits height: 23.5cm.

Typical brightness: 6000cd/sq.m.

Readability distance: 100m.

Typical battery lifespan: about 80 displays of 20 seconds each

Battery recharging time: 5-6 hours from a completely drained battery.

Fuse: F 6.3A L 250V, Φ5x20mm

Temperature operating /storage: -10°C~+50°C.

Technical features of battery charger:

- input: 100~240Vac, 50/60Hz, 0.6A.
- output: 14.4Vdc, current limit 0.5A

INSTRUCTIONS

Turning on and off

To turn on the **SUBBOARD**, press the **[ON/OFF]** key or any other key.
To turn off the **SUBBOARD**, press the **[ON/OFF]** key; deactivation will nonetheless occur automatically 30 seconds after the last key has been pressed.

Substitution of a player

To set the number of the player who is about to enter, press the **[IN]** key followed by the desired number (keys from **[0]** to **[9]**).
To set the number of the player who is about to exit, press the **[OUT]** key followed by the desired number (keys **[0]** to **[9]**).
To display the programmed numbers, press and hold down the **[SHOW]** key.

Recovery time

To set the recovery time press the **[F1]** key followed by the keys from **[0]** to **[9]**.
The recovery time is displayed on the red digits by default. Press the **[F1]** key several times to select whether to display the recovery time on the red digits or on the green digits.

Pre-programming of substitutions

You can pre-program up to 6 player substitutions so that you can then quickly recall them using the keys from 1 to 6.

To store a player substitution, enter the incoming and outgoing players numbers as and then keep pressed for 3 seconds the number corresponding to the desired memory location, from 1 to 6.

To recall a stored player substitution just press the wanted number, from 1 to 6. If you want to reset all 6 memories, keep pressed the "zero" key for 3 seconds.