OPERATING INSTRUCTIONS

CONTROL CONSOLES

Models with programmable team names

Models with or without individual fouls

Non-binding pictures

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GENERALITIES

Scope of delivery

Main control console

- ✓ The main control console enables to use the main functions in the different modes available (timers, scores, etc…).
- ✓ Cable transmission model: the control console is powered by the scoreboard. It should only be connected to the STRAMATEL system supplied.

Application for Android™ (see the integrated help function)

- ✓ Stramatel has developped a free application for Android™ compatible with the main control console. This application is downloadable on Google Play (with keyword "Stramatel Multisport"). It enables to use the main functions (timers, scores, etc…), to enter text (team names, …) and to share match results (via sms, email and on social networks…) from a smartphone or a digital tablet.

ANDROID APP ON Google play

"Individual fouls/points" control console (only supplied with scoreboards equipped of individual fouls modules – see separate operating instructions)

- ✓ This console enables to enter the individual fouls of the players in basketball.
- ✓ This console enables to enter the individual points of the players (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal).
- ✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied.

Separate timer control console

- ✓ This console enables to use the timers and the horn separately (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal).
- ✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied.

USB-keyboard

- ✓ The USB-keyboard enables to enter text (team names, etc..). *Alternately, the names can be entered directly in SMS mode on the control console.*

12V 500mA power supply (radio-controlled model)

- ✓ The power supply enables to recharge the batteries of the main control console.
- ✓ Use only the power supply supplied by STRAMATEL.

2-meter flexible cables

- ✓ Enable to connect the control consoles to each other (5 pin-sockets on the control consoles).
- ✓ Use only the cables supplied by STRAMATEL.

10-meter cable (Cable transmission or radio controlled model supplied with the cable kit option)

- ✓ The 10-meter flexible cable enables to connect the control console set (5 pin-sockets) to the scoreboard via the wall junction box.
- ✓ Use only the cable supplied by STRAMATEL.

Data backup

The match information is saved in memory in case the control console is switched off.

As soon as the control console is turned on again, the match results return automatically.

(It is necessary to stop the timers before being able to turn off the control console).

Control console recharge (radio-controlled model)

The control console is equipped with batteries allowing a battery life of about 16 hours when totally charged. Whilst not in use, the control console must be recharged with the power supply supplied. (Use only the power supply supplied by STRAMATEL).

- ✓ Switch off the control console. Disconnect the USB-keyboard and the other control consoles.
- ✓ Plug the power supply into the back of the main control console, then into a mains outlet (the socket should be as close as possible to the control console and must be easily accessible).

The control console should remain in recharge permanently whilst not in use (*Slow charging system does not deteriorate the batteries*). Use only the power supply supplied by STRAMATEL.

Functions of the main control console

Keys are numbered from 0 to 28

	ON/OFF
	Sport selection / Entering of the numerical data / Entering text in SMS mode
	Scores / Number of time-outs requested (once the time-out timer is running only)
	Team Fouls
	Penalty timers
	Start / stop of game timer, rest timer, extra-time timer
	Start or stop of time-out timer
	Horn
	Loading of a game period or of an extra-time period
	Backwards
	Loading of a new match
	Correction function (keep the key pressed and press a "score" key or another key)
	Ball possession / Service side
	Inversion of the timer display on the control console / Inversion of the scores (racket sports)
	Validation of the programmed parameters
	Back to parameter programming

Functions of the separate timer control console

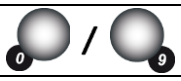
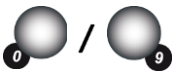
	ON/OFF
	Start or stop of time-out timer
	Start / stop of game timer, rest timer, extra-time timer
	Horn

SET-UP – PROGRAMMING

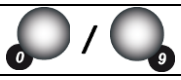
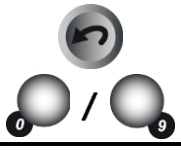
Set-up

Make sure the scoreboard is powered.	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). To use the "Stramatel Multisport" application for Android™: download the application on Google Play, and connect the smartphone or the tablet in place of the USB-Keyboard. *The "individual fouls/points" control console is only supplied with scoreboards equipped of individual fouls modules. The "24 seconds" control console is supplied with ball possession timers (Model SC24).* Cable transmission model or radio controlled model supplied with the cable kit option: connect the 10 meters flexible cable between the control consoles and the wall junction box.	
Press the ON/OFF key until the console displays the welcome screen.	
Radio controlled model: the remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the power supply supplied.	
The control console will then enter into the last sport programmed. To change the sport or access to the "general configuration" mode (See "Various configurations" – Page 8): press key **27** several times.	

Select a sport or a function

The control console is configured in an undesired sport programme: press key **27** several times (access to the sport menu).	
Then, select the sport or the function needed with the key number indicated on the console screen.	
Change the sport configuration with key **0** (see below "Program the parameters of the sports") or play with the backup configuration with key **9**.	
If you choose to manage the game without Android™ connection, press key **0.** If you want to use the Android™ connection, press key **9** (radio-controlled model: the charger must be plugged into the control console).	

Programme the parameters of the sports

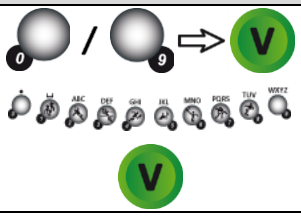
Each sport has its own configuration (parameters): length of game periods, length of the extra-time periods, number of sets or number of periods, etc… These parameters are saved in memory in case the control console is switched off or a new sport programmed (what makes the use of the console easier in case of several clubs using it).	
The settings of a sport program (Free mode, Basketball…) can be personalized. The new sport program resulting from this personalization can be saved in the control console under any file name and be used any way you wish (up to 10 files can be saved). For example: “Children Basketball”, "Senior Handball", "Korfball", "Pelota", etc…	
Choose a sport: the console screen displays the stored configuration for this sport during a few seconds. Press key **18** to view the data on the console screen longer. Press key **18** again once this data have been read.	
Change the configuration with key **0** (see below) or play with the stored configuration with key **9** (direct access to the game).	
<u>To change configuration</u>: come back to the source configuration of the console in this sport with key **9** or keep the last parameters with key **0** or open a saved file (saved sport programs with personalized settings) with key **1** (if a file has been saved in this sport category). <u>Configuration</u>: answer the various questions displayed on the console screen. For each question, the control console offers the last stored configuration (the data blinks on the console screen): ✓ enter this answer with key **23**. ✓ select another answer with keys **0** to **9**. ✓ program lengths of time with keys **0** to **9** and and enter time with key **23**. During programming, it is always possible to come back to the previous programming with key **13**. Save the personalized sport program in a saved file (saved sport programs with personalized settings) with key **0** or open directly the saved sport program with key **9**.	

Programme the parameters of the sports (continued from previous page)

Save the personalized sport program: choose one of the saved files with keys **0** and **9** (drop-down list) and enter with key **23.** Bear in mind not to overwrite an existing file.

Enter the name of the file you want to save by using SMS mode (see "Programming in SMS mode" below).

Enter the name of the saved file with key **23**.



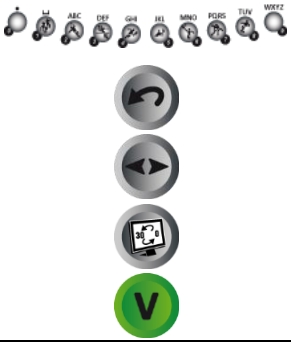
Choose the name of the teams.

Programme the team names

The names can be programmed either directly in SMS mode on the control console, with the USB-keyboard supplied, or with a smartphone or a tablet using the "Stramatel Multisport" Android™ application.

Programming in SMS mode:

- ✓ Choose the name of the Home team by using keys **0** to **9**.
- ✓ Change the character previously entered with key **13**.
- ✓ Change team with key **20**.
- ✓ Change mode (Capital letters / Small letters / Numbers) with key **21**.
- ✓ Enter each name with key **23**.



Programming with the USB-keyboard:

The control console can be connected to 6 different types of keyboards: AZERTY, QWERTY, HEBREW, RUSSIAN, ARABIC QWERTY and ARABIC AZERTY (See "USB-keyboard type" – Page 8). *Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.*

To enter "Latin" letters with HEBREW, RUSSIAN or ARABIC keyboard: configure "QWERTY" or "AZERTY" keyboard on the control console.

- ✓ Enter the name of the Home team on the keyboard.

  In AZERTY or QWERTY configuration, the keyboard supplied enables to enter nearly all existing letters :

  - ➢ To enter a letter with an accent, press the corresponding key between F1 and F11, then enter the letter. Accents available:

    F1 : á, ć, é, ... F2 : à, è, ì, ... F3 : č, ě, ň, ... F4 : â, ê, î, ... F5 : å, ů, ...
    F6 : ä, ë, ü, ... F7 : ã, ñ, õ, ... F8 : ç, ş, ą,... F9 : ā, ē, ū, ... F10 : ő, ű
    F11 : đ, ł, ø, ...

  - ➢ The same way, with the key F12 you can enter specific letters:

    F12+a : æ F12+d : ð F12+e : ə F12+g : ǯ F12+n : ŋ
    F12+o : œ F12+s : ß F12+t : þ F12+z : ʒ

- ✓ Change the letter previously entered with key **(Backspace)**.
- ✓ Change team with key ⇆ **(TAB)**.
- ✓ Change mode (Capital letters - **ABC** on the console screen / Small letters - **abc** on the console screen) with key **Caps Lock**.
- ✓ Enter each name with key ↵ .
- ✓ Leave programming with key **Esc** (or with key **23** on the control console).

VARIOUS CONFIGURATIONS

Some general parameters are configurable: the control console language, the type of USB-keyboard, the display time of the clock on the scoreboard, the transmission mode of the control console (standard radio-controlled model), the display of the basketball led strips.

The parameters of the control console can be reset.

Access to the "General configuration" mode

The control console is configured in an undesired sport programme: press key **27** several times (access to the sport menu).	
Keep key **27** pressed for 1 second until the console displays the "Configuration Language" screen.	
Choose the parameter you need to change with keys **0** and **9** (drop-down list).	
Access to the configuration of the parameter needed with key **23**.	

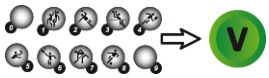
Language of the control console

The control console is programmable in different languages. Access to the configuration of this mode as described previously. Select the language needed with the key number indicated on the console screen.	

USB-keyboard type

The control console can be connected to different types of keyboards (AZERTY, QWERTY, HEBREW, RUSSIAN, ARABIC QWERTY and ARABIC AZERTY). Access to the configuration of this mode as described previously. Select the type of keyboard needed with keys **0** and **9** (drop-down list) and enter the choice with key **23**. Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.	

Display of the clock on the scoreboard

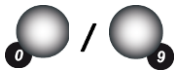
The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night. Access to the configuration of this mode as described previously. Programme the extinction and display time-slots of the clock: ✓ Programme the hours with keys **0** to **9** and enter the choice with key **23**. ✓ Programme the minutes the same way and enter the choice with key **23**.	

Control console transmission mode (standard radio-controlled model)

The standard radio-controlled console is equipped with 6 different pre-set transmission frequencies (channels) and can also be used in cable transmission mode. Access to the configuration of this mode as described previously. Choose a different radio channel with keys **0** to **5** or choose cable transmission mode with key **9** (the radio transmission mode is off).	

Basketball – Led-strip display at the end of the ball possession time (24 s)

If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the operation mode of the led strips can be configured on the control console. Access to the configuration of this mode (24s) as described previously. With the key number indicated on the console screen: choose the operation mode of the led strips when the ball possession time expires. *In all cases, the red led strips light up to indicate the end of the game periods.*	

Basketball – Steady or blinking Led-strip display (Ledstrip)	
If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the display mode of the led strips can be configured on the control console. Access to the configuration of this mode (Ledstrip) as described previously. Choose if the led strips should light-up steady (key **0**) or blink (key **9**).	

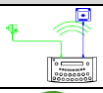
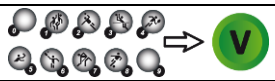
Global reset of the console parameters	
The control console can be completely reset (source configuration in all sports). Access to the configuration of this mode (Global Reset) as described previously. Reset the parameters (source parameters) with key **9**.	

In case of new sports rules (USB key)	
In case of new sports rules, the programmes of the main control console and of the "individual fouls/points" control console can be updated using a simple USB key. In this case, a specific instruction for programme update will be provided with the USB key.	

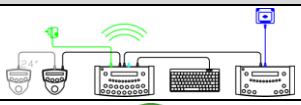
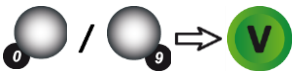
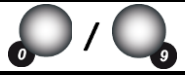
SCOREBOARD CLOCK

The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night during a programmed time-slot (See "Display of the clock on the scoreboard" – Page 8).

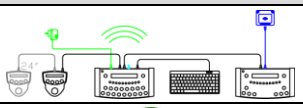
If the scoreboard is equipped as an option with a DCF or GPS antenna, the day time is reset automatically.

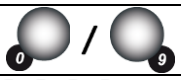
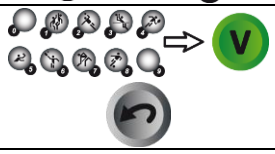
Clock setting	
Make sure the scoreboard is powered and turn the main control console on. *The USB-keyboard and the other control consoles are not used in this mode.*	
Press the ON/OFF key until the console displays the welcome screen.	
The control console is configured in an undesired sport programme: press key **27** several times (access to the sport menu).	
Select the "clock setting" mode with key **18**.	
Programme the hours with keys **0** to **9** and enter your choice with key **23**. Programme the minutes the same way and enter your choice with key **23**.	
Turn off the control console by keeping key ON/OFF pressed and plug it in for recharge. *The time is permanently saved in memory in the scoreboard in case of a power failure.*	

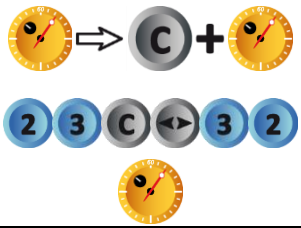
SAVED FILES

Open a saved sport program (saved sport programs with personalized settings)	
If needed, connect the control consoles and the USB-keyboard to each other (according to the sport discipline).	
Press the ON/OFF key until the console displays the welcome screen.	
If a sport discipline has not been selected in the control console yet: select the "Saved files" mode with key **17**.	
Select the saved file needed with keys **0** and **9** (drop-down list) and enter with key **23**. The sport discipline is automatically selected. The console screen displays the stored configuration during a few seconds.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	

BASKETBALL

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Basketball" mode with key **1**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, length of the extra-time periods, length of the time-outs. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
Display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key **28**. ✓ *The number of team fouls goes back to zero (except at extra-time period).* ✓ *The number of time-out requests only reaches zero at half game time and at extra-time periods.*	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores

Add 1, 2 or 3 points with keys **10**, **12**, **14** (Home) or keys **22**, **24**, **26** (Guests).	
Deduct 1, 2 or 3 points by pressing keys **16** and **10**, **12**, **14, 22**, **24** or **26** simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls

Add 1 team foul with key **11** (Home) or key **25** (Guests).	
Deduct 1 team foul by pressing keys **16** and **11** or **25** simultaneously.	
Models supplied with an "Individual fouls/points" control console If an "Individual fouls/points" control console is connected: the team fouls are automatically accumulated on the main control console.	

Time-outs

Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Horn

Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).*	

Ball possession

Invert the ball possession indicator *(home / guests / arrows off)* with key **20**.	

Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

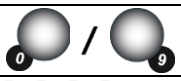
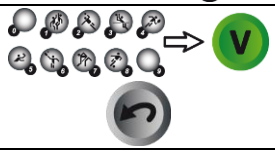
End of the match

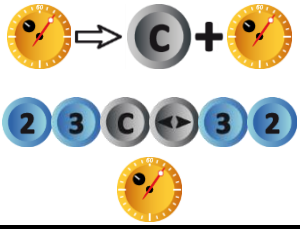
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

BASKETBALL

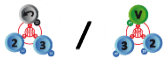
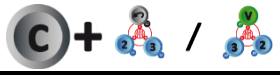
HANDBALL

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Handball" mode with key **2**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, length of game periods and mode of display of the game timer (count-up or count-down, periods time accumulative or not), length of the extra-time periods, length of the time-outs, display of the number of time-outs or of the number of penalties on the scoreboard (indicators on some models). Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
End of the first game period: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
Stop the rest timer and charge a new game period or an extra-time period with key **28**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties	
3 penalty timers of 2 or 4 minutes are available for each team. Launch a penalty timer with keys **12**, **13**, **14** (Home) or keys **22**, **23**, **24** (Guests). Press the appropriate key once or twice to choose the length of the penalty (2 or 4 minutes). *For each team: the shortest penalty timer is displayed on the console screen*.	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

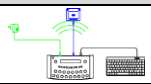
Horn	
The horn can sound automatically or not at the end of a programmed time (Pre-match, game, time-out timers). Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key **19**.	

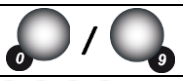
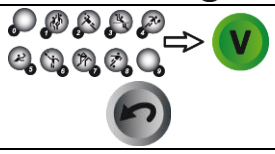
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

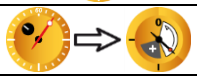
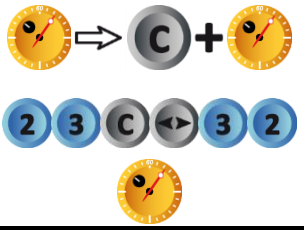
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

HANDBALL

VOLLEYBALL

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Volleyball" mode with key **3**.	
The console screen displays the stored configuration during a few seconds: automatic start of technical time-outs or not, length of the technical time-outs if needed, length of the other time-outs. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
<u>To change configuration</u>: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
If needed, stop the game timer with key **18** and reset it (back to 0) with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
Validate the sets won with key **23**.	
It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.	
Special case - Euroleague relegation match: at the end of the match, if the results are even after 2 matches, it is possible to play a Golden set in 15 winning points. Press key **28**, then key **9**. The Golden set can start.	

Service side	
Invert the service side with key **20**.	

Substitutions	
Count the substitutions made during the set with key **11** (Home) or key **25** (Guests).	
Correct the substitutions made during the set by pressing keys **16** and **11** or **25** simultaneously.	
The number of substitutions made during the set can be displayed in place of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('S' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB, NL, PT, SV: 'S' / DA: 'R' / FI: 'V').	

Standard time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Technical time-outs	
If you have opted for automatic technical time-outs: in the first 4 sets, the technical time-outs start automatically and the horn can sound automatically when the first team scores 8 or 16 points (see "Horn" below).	

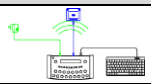
Horn	
If you have opted for automatic technical time-outs: ✓ The horn can sound automatically or not at the begin of a technical time-out. ✓ Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key **19**.	

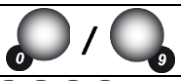
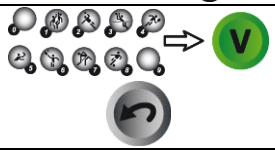
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

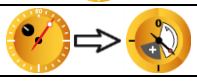
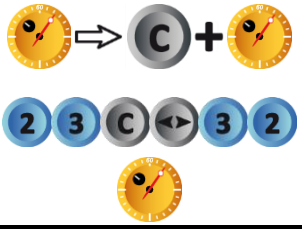
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

VOLLEYBALL

TENNIS

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Tennis" mode with key **4**.	
The console screen displays the stored configuration during a few seconds: number of sets, number of games to win a set, operation mode in the last set (set replaced by a tie-break in 7 winning points, by a tie-break in 10 winning points or normal set in x winning games), sets played with or without Tie-Break, final set played with or without Tie-Break ("+TB" on the console screen). Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Enter the points with key **10** (Home) or key **26** (Guests). *The games and the sets are counted automatically.*	
It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points, games and sets can be automatically corrected.	
Correct (only) the points by pressing keys **16** and **10** or **26** simultaneously.	

Service side	
The service side is inverted automatically at each game and during the Tie-Breaks. If needed, invert the service side with key **20**.	

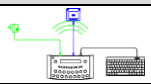
Display side of the teams and side of their scores	
You can change the side of the team names and their scores on the control console and on the scoreboard to follow the change of players' side during the match. Invert the display manually with key **21**.	

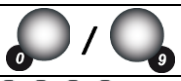
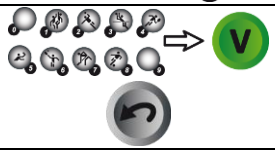
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

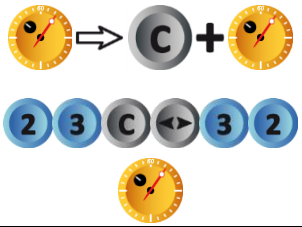
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

TENNIS

TABLE TENNIS

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Table Tennis" mode with key **5**.	
The console screen displays the stored configuration during a few seconds: number of sets. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
<u>To change configuration</u>: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
Validate the sets won with key **23**.	
It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.	

Service side	
The service side is inverted automatically. If needed, invert the service side with key **20**.	

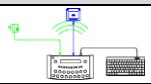
Display side of the teams and side of their scores	
You can change the side of the team names and their scores on the control console and on the scoreboard to follow the change of players' side during the match. Invert the display manually with key **21**.	

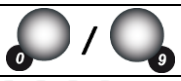
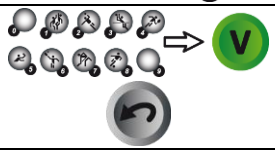
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

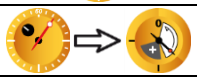
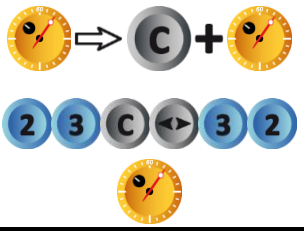
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

TABLE TENNIS

BADMINTON

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Badminton" mode with key **6**.	
The console screen displays the stored configuration during a few seconds: number of points to win a set - 21 points (30-29 max and 2 winning sets), 15 points (21-20 max and 2 winning sets) or 11 points (11-10 max and 3 winning sets). Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
Validate the sets won with key **23**.	
It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.	

Service side	
Invert the service side with key **20**.	

Display side of the teams and side of their scores	
You can change the side of the team names and their scores on the control console and on the scoreboard to follow the change of players' side during the match. Invert the display manually with key **21**.	

Rest timer	
Start or stop the rest timer with key **17**.	

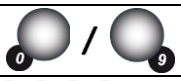
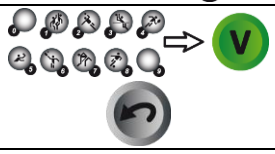
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

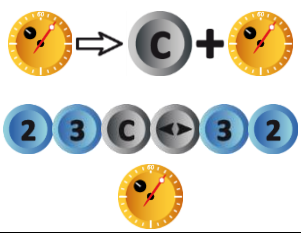
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

BADMINTON

RINK-HOCKEY

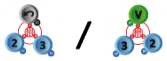
Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Rink-Hockey" mode with key **7**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key **18**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**. This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key **11** (Home) or key **25** (Guests).	
Deduct 1 team foul by pressing keys **16** and **11** or **25** simultaneously.	

Penalties	
3 penalty timers of 2, 4 or 10 minutes are available for each team. Start a penalty timer with keys **12**, **13**, **14** (Home) or keys **22**, **23**, **24** (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 4 or 10 minutes). *For each team: the shortest penalty timer is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Horn	
Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).*	

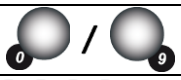
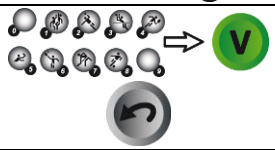
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

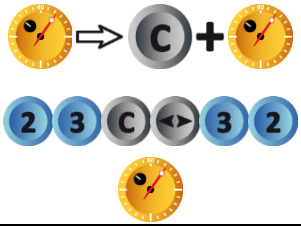
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

RINK-HOCKEY

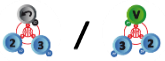
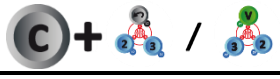
INLINE-HOCKEY

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Inline-Hockey" mode with key **10**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key **18**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**. This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties	
3 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys **12**, **13**, **14** (Home) or keys **22**, **23**, **24** (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). *For each team: the shortest penalty is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Horn	
Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).*	

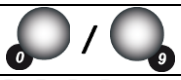
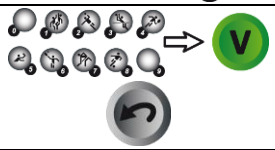
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

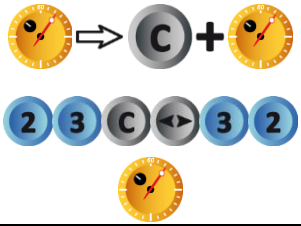
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

INLINE-HOCKEY

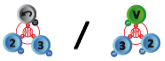
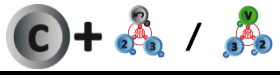
ICE-HOCKEY

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Ice-Hockey" mode with key **11**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key **18**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**. This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties	
3 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys **12**, **13**, **14** (Home) or keys **22**, **23**, **24** (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). *For each team: the shortest penalty is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Horn	
Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).*	

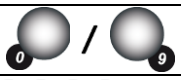
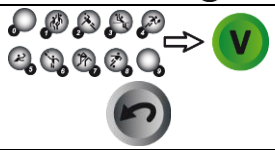
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

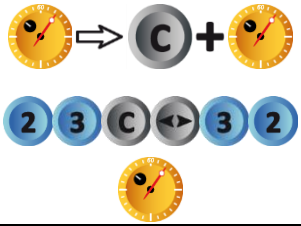
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

ICE-HOCKEY

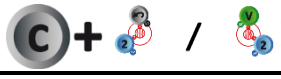
UNI-HOCKEY / FLOORBALL

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Unihockey / Floorball" mode with key **12**.	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key **18**.	
If needed, stop the pre-match timer to charge the 1st game period with key **28**.	
Start or stop the game timer with key **18**.	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key **18**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**. This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties	
2 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys **12**, **13** (Home) or keys **23**, **24** (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). *For each team: the shortest penalty is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

Horn	
Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).*	

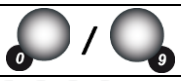
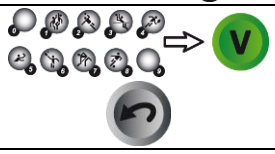
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

UNI-HOCKEY / FLOORBALL

SOCCER / FUTSAL

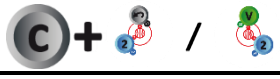
Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards *equipped with individual* fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Futsal" mode with key **8**.	
The console screen displays the stored configuration during a few seconds: length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, length of the rest periods between the game periods, mode of display of the rest timer (count-up or count-down). Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 5).	
Start or stop the game timer with key **18**.	
End of the first game period: ✓ Game timer in count-down mode or game timer in count-up mode and "automatic horn" function selected: the rest timer starts automatically. ✓ Game timer in count-up mode and "automatic horn" function cancelled: the game timer stops, but the rest timer does not start automatically to enable the penalty to be shot. Start the rest timer manually with key **18**. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key **18**.	
End of the 2nd game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**. This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key **11** (Home) or key **25** (Guests).	
Deduct 1 team foul by pressing keys **16** and **11** or **25** simultaneously.	

Penalties	
2 penalty timers of 2 minutes are available for each team. Start a penalty timer with keys **12**, **13** (Home) or keys **23**, **24** (Guests). *For each team: the shortest penalty timer is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **23** or **24** simultaneously.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	

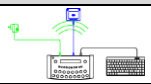
Horn	
The horn can sound automatically or not at the end of a programmed time (game, time-out timers). Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key **19**.	

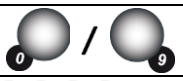
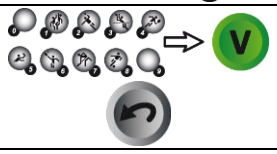
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

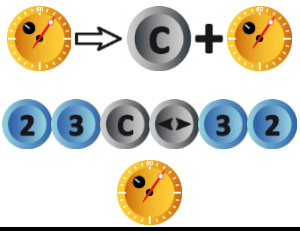
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

SOCCER / FUTSAL

NETBALL

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Netball" mode with key **0**.	
The console screen displays the stored configuration during a few seconds: length of game periods and mode of display of the game timer (count-up or count-down), length of the extra-time periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
<u>To change configuration</u>: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
End of the first 3 game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key **28**.	
End of the 4th game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	

Horn	
The horn can sound automatically or not at the end of a programmed time (Game, extra-time timers). Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key **19**.	

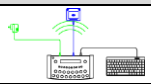
Ball possession	
Invert the ball possession indicator *(home / guests / arrows off)* with key **20**.	

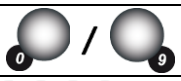
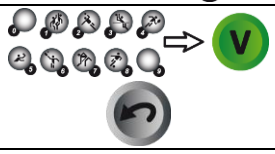
Period number	
If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

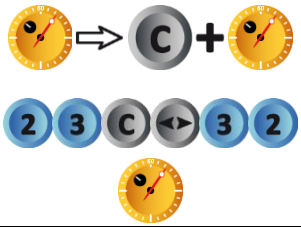
End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

NETBALL

BOXING

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Boxing" mode with key **9**.	
The console screen displays the stored configuration during a few seconds: number and length of rounds, mode of display of the round timer (count-up or count-down), length of the rest periods. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the boxers (See "Programme the team names" – Page 7)	

Timer	
Start or stop the round timer with key **18**. End of the rounds: the rest timer starts automatically.	
End of the rest period: the next round is loaded automatically. Start the round timer with key **18**.	
Correction of the round timer: ✓ stop the round timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

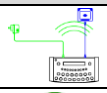
Warnings	
Add 1 warning with key **11** (Home) or key **25** (Guests).	
Deduct 1 warning by pressing keys **16** and **11** or **25** simultaneously.	

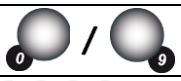
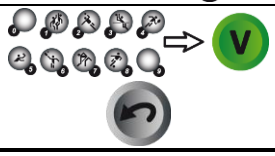
Horn	
The horn can sound automatically or not at the end of a programmed time (Round, rest timers). Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key **19**.	

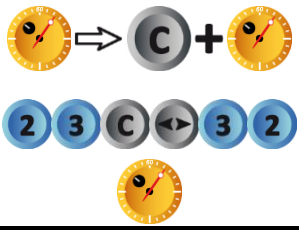
Round number	
If needed, correct the round number by pressing keys **16** and **28** simultaneously.	

End of the fight	
Load a similar type of fight configuration by pressing keys **16** and **15** simultaneously, then choose the name of the boxers.	
Load a different type of fight configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

TIMER FUNCTION

Set-up	
The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

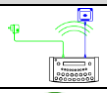
Programming	
Select the "Timer Function" mode with key **13**.	
The console screen displays the stored configuration during a few seconds: mode of display of the timer (count-up or count-down), length of time (in count-down mode). Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
<u>To change configuration</u>: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	

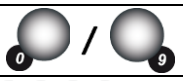
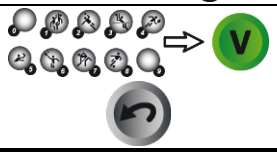
Timer	
Start or stop the timer with key **18**.	
In count-down mode: the horn sounds automatically at the end of the programmed time. The timer continues to count on the console screen.	
Correction of the timer: ✓ stop the timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Horn	
Sound the horn manually with key **19**.	

End of the timing	
Load a similar type of timer configuration by pressing key **28**.	
Load a different type of timer configuration: press key **28**, then enter in programming mode with key **27**.	

TRAINING TIMER FUNCTION

Set-up	
The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Training Timer Function" mode with key **14**.	
The console screen displays the stored configuration during a few seconds: length of each exercise period, length of each rest period, number of exercise and rest periods to go. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
<u>To change configuration</u>: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	

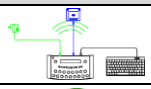
Timer	
Start or stop the timer with key **18**. Exercise and rest periods follow each other automatically on the control console screen.	

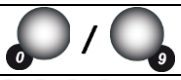
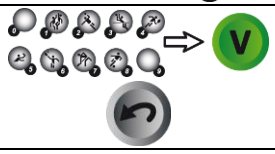
Horn	
The horn can sound automatically or not at the end of a programmed time. Cancel or select this function by pressing keys **16** and **19** simultaneously ('HORN' displayed on the console screen = automatic horn - Please note: the text displayed depends on the language programmed: GB, DA: 'HORN' / NL: 'TOETER' / PT: 'BUZINA' / FI: 'S.' / SV: 'TUTA').	
Sound the horn manually with key **19**.	

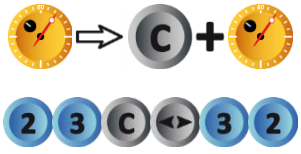
End of the training	
Load a similar type of training configuration by pressing key **28**.	
Load a different type of training configuration: press key **28**, then enter in programming mode with key **27**.	

"FREE" MODE – "PERIODS" MODE

This mode enables to create your own sport programme for any sport played in several periods (mini-basket or wrestling for example).

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Free" mode with key **15**. The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	
The console screen displays the stored configuration during a few seconds: in "periods" mode: number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, mode of display of the side timers (penalty timers in count-down mode or medical timers in count-up mode), length of the penalties, display of the number of time-outs or of the number of penalties on the scoreboard (indicators are available on some models), display of the team fouls or of the penalty timers on the scoreboard. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

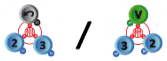
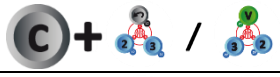
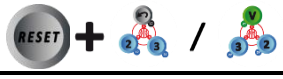
Game timer	
Start or stop the game timer with key **18**.	
Timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key **28**.	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, +1s with key **20**, +10s with key **22**, +1min with key **24**. Enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
Reset the score (back to 0) by pressing keys **15** and **10** or **26** simultaneously.	

Team fouls

Add 1 team foul with key **11** (Home) or key **25** (Guests).	
Deduct 1 team foul by pressing keys **16** and **11** or **25** simultaneously.	
Reset the team fouls (back to 0) by pressing keys **15** and **11** or **25** simultaneously.	

Penalty timers – in count-down mode

3 penalty timers are available for each team. Start a penalty timer with keys **12**, **13**, **14** (Home) or keys **22**, **23**, **24** (Guests). *For each team: the shortest penalty timer is displayed on the console screen.*	
Delete 1 penalty timer by pressing keys **16** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	
Delete all the penalty timers by pressing keys **15** and **12**, **13**, **14, 22**, **23** or **24** simultaneously.	

Medical timers – in count-up mode (for wrestling, for example)

1 medical timer is available for each team. Start or stop a medical timer with key **13** (Home) or key **23** (Guests).	
Delete 1 medical timer by pressing keys **16** and **13** or **23** simultaneously.	
Delete all the penalty timers by pressing keys **15** and **13** or **23** simultaneously.	

Time-outs

Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	
Reset the number of time-out requests (back to 0) by pressing keys **15** and **17** simultaneously.	

Horn

Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (Game, time-out timers).*	

Ball possession

Invert the ball possession indicator *(home / guests / arrows off)* with key **20**.	

Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.	

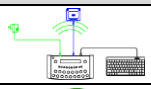
End of the match

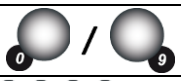
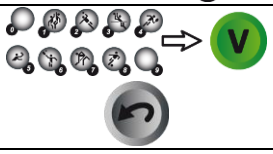
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

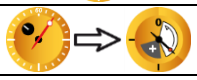
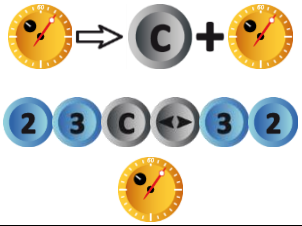
"FREE" MODE – "PERIODS" MODE

"FREE" MODE – "SETS" MODE

This mode enables to create your own programme for any sport played in one or several sets (racket sport or pelota for example).

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Free" mode with key **15**. The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	
The console screen displays the stored configuration during a few seconds: in "sets" mode: number of sets, number of points to win a set, number of points to win the last set, length of the time-outs. Press key **18** to view the data on the console screen longer.	
Change the configuration with key **0** or play with the stored configuration with key **9**.	
To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**. During programming, it is always possible to come back to the previous programming with key **13**.	
Choose the name of the teams (See "Programme the team names" – Page 7)	

Game timer	
Start or stop the game timer with key **18**.	
If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.	
Correction of the game timer: ✓ stop the game timer with key **18,** then enter in timer correction mode by pressing keys **16** and **18** simultaneously. ✓ change the timer: -1min with key **12,** -10s with key **14**, - 1s with key **16**, **+**1s with key **20**, +10s with key **22**, +1min with key **24**. ✓ enter with key **18**.	

Scores	
Add 1 point with key **10** (Home) or key **26** (Guests).	
Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.	
If needed, reset the scores (back to 0) by pressing keys **15** and **10** or **26** simultaneously.	
Once the minimum score per set is reached: enter the set won with key **23**.	
It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.	

Service side	
Invert the service side with key **20**.	

Time-outs	
Stop the game timer with key **18,** then start the time-out timer with key **17**.	
Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.	
Reset the number of time-out requests (back to 0) by pressing keys **15** and **17** simultaneously.	

Horn	
Sound the horn manually with key **19**. *The horn sounds automatically at the end of a programmed time (time-out timers).*	

Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

The winner of the match	
Select the winner of the match with key **21**: the number of sets of the winner blinks on the console screen. If the score is equal: select a winner with key **10** (Home) or key **26** (Guests).	

End of the match	
Load a similar type of match configuration by pressing keys **16** and **15** simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.	

"FREE" MODE – "SETS" MODE

NOTES

NOTES

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