

FLAG FOOTBALL - FIELD 1

SCOREBOARD INSTRUCTIONS

SET-UP

- 1) Press ON/OFF to turn on the control – it may take 30 seconds to establish communications. Note: The main screen on the control shows the **Timer Status** and the **Scores**. You must use this screen if you want to change the Scores. Press INNING/SCORE any time to return to this screen. The *cursor* indicates the currently selected function.
- 2) Clear Scoreboard: Press OPTIONS then “+” to clear scoreboard data.
- 3) **Set Inning to 10** - Press INNING/SCORE (*cursor* should be on Inning), then use “+” or “-” keys to set the inning to ten.

SETTING THE TIME

- 1) Press AT BAT/TIME twice to get to Set Time function.
- 2) Use the “+” and “-” keys to enter the minutes. Press AT BAT/TIME to advance cursor to seconds, use the “+” and “-” keys to enter the seconds.
- 3) Press AT BAT/TIME to advance to Timer Direction – Confirm Time Direction is set to (-) DOWN. If not: use the “-” key to change timer direction to down.
- 4) Press AT BAT/TIME to advance to Auto Horn – Auto Horn should be set to On. Use the “+” key to enable the horn.
- 5) Press AT BAT/TIME to return to first timer screen.
- 6) Press INNING/SCORE to return to Main Menu.

STARTING/STOPPING TIMER

The AT BAT/TIME key is used to stop the timer when it is running. If the timer is already stopped, it will prompt you to press “+” to start the time running.

Stop the Clock by pressing AT BAT/TIME

Start the Clock by pressing AT BAT/TIME then **+**

NOTE: The scoreboard timer has two digits so only the minutes will display until the time goes below one minute and then seconds will display. When the timer is stopped, the scoreboard will alternate display of minutes and seconds.

TEAM SCORES

Press INNING/SCORE then Home or Guests to bring cursor to appropriate place. Use the “+” or “-” keys to add or subtract points.

OTHER FUNCTIONS

Use can use the BALL function to help keep track of downs. The BALL keys are additive (adds one with each press of the key). Press and hold the BALL key to reset the Balls.