

Instruction for Scoreboard and Audio System

Scoreboard

The scoreboard controller is located in the hard case located on the back table of the second floor announcer booth in the press box. The controller in this box is the only one to be used with the current scoreboard. Prior to plugging in the controller the scoreboard power should have been switched on by authorized personnel.

When the board is powered up it will show the team name panels illuminated. These names cannot be changed by the operator. The scoreboard controller is to be placed on the left side of the announcer counter.

There are three things that have to be plugged in to activate operation. The first is the remote clock button which is a gray cord. This plugs into the remote clock port on the rear of the controller. The second cable to be plugged in to the unit is the communication cable with a ¼ pin. This is to be plugged into the far rear right port on the controller. The other end of this plug is to remain plugged into the silver box located under the announcer counter. The last thing to be plugged in is the power cord. This should be routed through the grommet hole in the counter. The plug is not to be plugged in to the wall outlet, but rather the surge strip located behind the center counter support. Once all of these are executed the controller will show data in the control panel on its face, and the scoreboard will show illuminate data. The controller is now ready for operation.

The controller operates by selecting the item to be input, entering the value, then pressing enter. An example would be to set or reset time you would select "set clock," then enter the time. An example would be 1200 for a twelve minute clock, and then press enter. The scoreboard will now read 12:00. To start the clock, press the button on the clock timer remote. Press the same button to restart the clock from that point.

Scores are entered for home or visitor in the same manner. A horn can be sounded manually with the horn button, although a horn will sound automatically when the clock is allowed to run down to zero.

Upon game conclusion the controller should be disconnected in reverse order from its hookup. The controller and clock cable only should be placed back into the hard case on the rear table.

Audio System

The audio system is not a toy and should be operated only by persons trained in its use. Further, this system shall be operated only by an adult. Even supervised minors are not allowed to use this system at any time. There are to be no food or drinks in proximity of the system cabinet.

Enclosed with this document is a diagram of the cabinet for those unfamiliar with the layout.

The system cabinet is locked. The key is found under the announcer counter on the far right side. It is a gold key. The lock for the cabinet is located on the center front of the cabinet door. Once opened the key should remain in the lock until closing. The door of the cabinet hinges down and slides into the base of the cabinet during operation.

The system is comprised of inputs, volume controls, wireless microphone antenna, a pro series CD player and two 4000 watt amplifiers. This is not a toy. The system has been set up in such a manner that the associated speakers cannot be pushed even close to their capacity. There is no way for the user to change these values with any controls found on the exterior of the unit. A computer interface is required for changing master amplification and volume, so don't attempt to try.

The unit should never be turned on or off using the red lit button in the top right corner. This is for administrative use only. The system must be turned on and off with the black sequencer button to the left of the red lit button. This sequencer turns on each system component in a predetermined sequence to limit power spikes in the outputs to the speakers.

There are two buttons on the right of the unit labeled Master Volume. These knobs have no function and are locked out. They are not broken, or stuck. They are set to deter tampering. All user volume controls are arranged from right to left across the top of the unit. They are labeled 1 thru 8 as seen on the diagram. The main volumes to be used in game situations are those for announcer microphone, compact disc, and auxiliary inputs from a laptop or ipod. Only in rare situations should any of these volumes need to go beyond mid line. Higher than mid line will be too loud for typical spring sport crowds. The only time these volumes may increase is introductory music or player introduction.

The volume controls can be manually faded between the inputs to transition from music or voice inputs. Do not start music at a high volume; fade up to your volume. Do not end music by just pressing stop, fade down to end music. Stopping and starting at full volume causes a power spike in the speakers and will make a noticeable and damaging "pop."

The announcer mike is permanently wired to the system and is live whenever the bar on the base of the microphone is depressed. It is a hair trigger and the lightest pressure activates the microphone, be warned.

The CD player allows for finding a specific point in a song to start play. This is achieved by using the forward and reverse search button controls. You can also skip from track to track and hold play in pause until you are ready to play the song. The CD player also has a separate headphone jack allowing the user to preview the music before it goes live over the speakers.

REMEMBER!!!!.....THE VOLUME CONTROLS HAVE A GREEN L.E.D. LIGHT ABOVE EACH KNOB. WHENEVER THERE IS INPUT FROM THAT ITEM THAT LIGHT WILL BE ILLUMINATED AND FLASHING. IF YOU LEAVE THE CD PLAYER RUNNING AND FORGET, YOU MIGHT ACCIDENTALLY TURN UP MUSIC VOLUME IN THE MIDDLE OF THE GAME. YOU ALWAYS NEED TO KEEP VOLUME CONTROLS ON ZERO WHEN NOT IN USE!!!!

When your game is finished the system should be turned off only by the sequencer button. Once off, the cabinet door should be closed and the lock engaged. The key is then to be replaced under the counter until its next use. All cables and accessory wires should be rolled and placed in the tray above the cabinet.

Four final items;

1. If something goes shut down right away with the sequencer.
2. If you don't know exactly how to do something don't even think about figuring it out or attempting it on your own.
3. Things break or malfunction, if something is not working the worst thing you can do is walk away and leave it for someone else!
4. Any questions, any at all, call me immediately...Jeff Stallard 770-318-5384