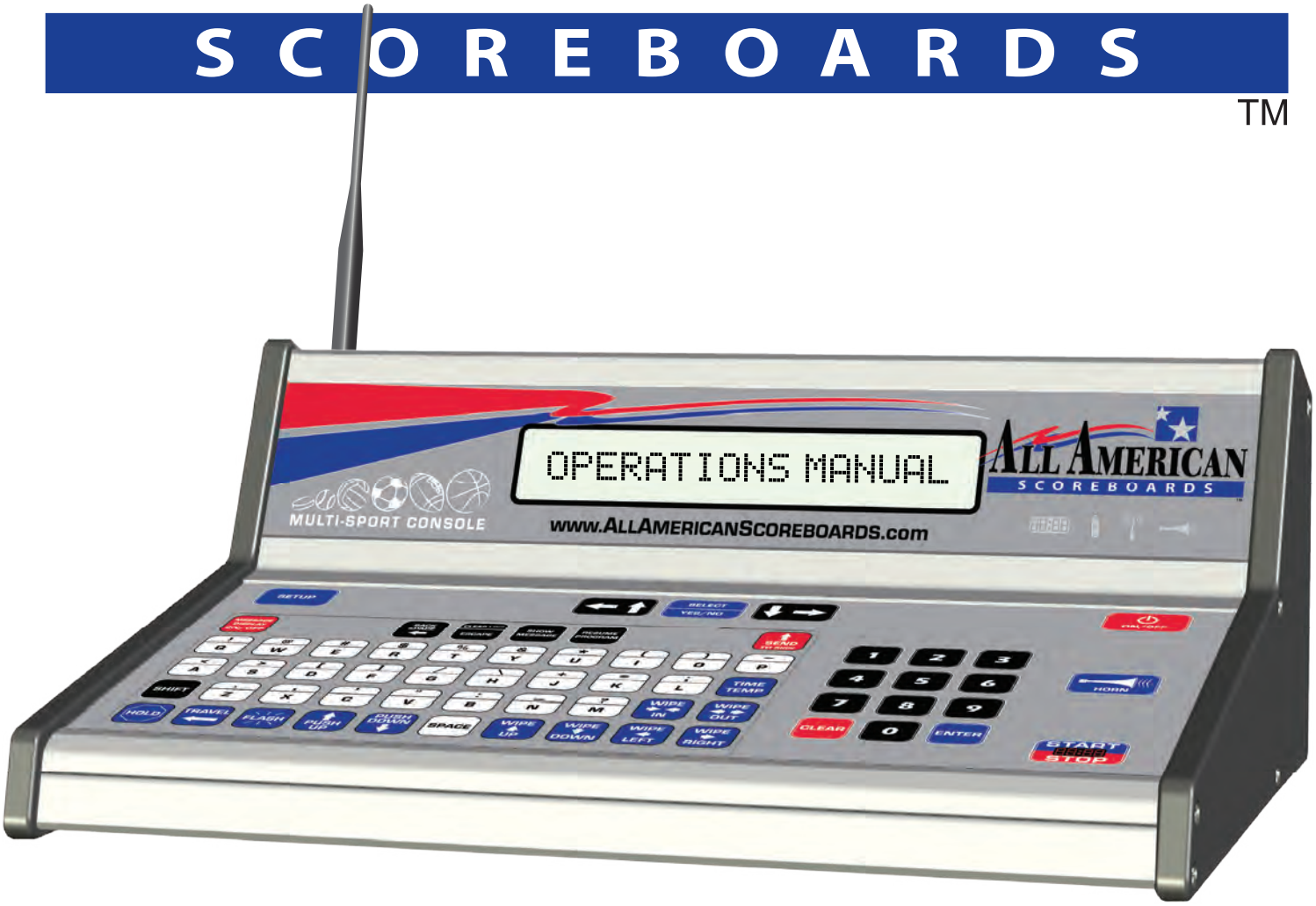
ALL AMERICAN SCOREBOARDS

TM



8000 SERIES SCOREBOARDS

www.AllAmericanScoreboards.com

SOCCER SCOREBOARDS

Firmware Version 2.**
rev. 8/19/09

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Manual Overview

This manual is intended for the use of the All American Scoreboard owners and users. Read this manual carefully before starting the equipment.

This manual contains important information for operation and maintenance of the equipment. It also contains important instructions to prevent accidents, personal injury and/or serious damage prior to or during operation of the equipment.

Familiarize yourself thoroughly with the function and operation of this equipment and strictly observe the directions given. If you have any questions or need further details on specific aspects related to the AAS system, please do not hesitate to contact us.

In this manual you will find three levels of flagged notes or warnings.

WARNING! THE WARNING MESSAGE IS USED WHEN A LIFE THREATENING SITUATION MAY ARISE OR PERSONAL INJURY CAN RESULT.

CAUTION! The caution message is used when there is a danger of damage to the equipment, materials, or other important information; such as Warranty issues.

NOTE: The Note message is used to give operational information and useful tips.

The 8000 Console Backplate.

Adapter LED
Orange = Adapter is good.

Red = Adapter supplies enough power to run, but not enough to charge the battery.

Radio Controlled Units Only

TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING! This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.

Radio Antenna
Radio Antenna screws into the backplate above the Timer Pendant Switch.
For best results, aim antenna straight up to the ceiling or sky - do not aim directly at scoreboard.

Setup Instructions:

Press ON/OFF once to turn on.
Follow prompts on screen.

Press ON/OFF and hold to turn off.

ALL AMERICAN SCOREBOARDS™
AllAmericanScoreboards.com 800-356-8146

TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
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ANTENNA

POWER
+12 VDC

RJ45 RJ45 — SCOREBOARD(S)

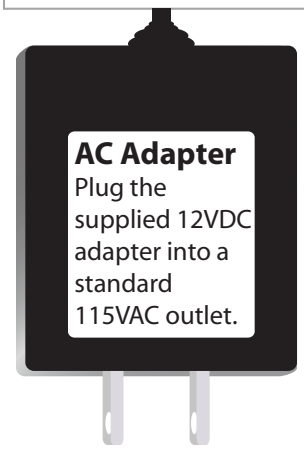
RJ45 RJ45 — SECURITY KEY AUXILIARY I/O

RJ45 RJ45 RJ11 RJ11 — TIMER CONTROLLERS (FOR SHOT CLOCKS, ETC)

TIMER PENDANT SWITCH

STORING:
Battery should be fully charged when storing, and should be kept at room temperature. Recharging once every 30 to 45 days of storage is recommended. If batteries are stored longer, it may take two or three cycles before full run time is restored.

Pendant Switch
Plug in the pendant switch to bypass the start/stop key for the timer.



AC Adapter
Plug the supplied 12VDC adapter into a standard 115VAC outlet.

Scoreboards
For hard-wired models only, plug the scoreboard(s) into the console using an RJ45 connector. Plug in all hard-wired scoreboards, shot clocks, delay of game timers, segment timers and stat panels here.

Security Key | Auxiliary I/O
The security key (used for advanced setup and message center functions) and message centers controlled by the 8000 Console plug in here via an RJ45 connector.

Timer Controllers
Plug in seperate All American consoles that control shot clocks, etc here using an RJ11 connector.

The 8000 Console.

LCD Window

Displays game information in a convenient and easy to read 2x20 character matrix.
Also displays game stats and setup information.

Typical Gameplay Display

HOME SCORE	HALF	GAME TIME ("t" = 1/10 sec enabled)	GUEST SCORE
4	2H	10:54t	1
5			7
HOME SOG			GUEST SOG

Low Battery Display

Low battery message will flash in the lower part of display when battery time is below 15 minutes. Plug the console in using the 12VDC plug as soon as possible.
A low battery may require multiple charges before operating at 100% capacity.
The RADIO will be the first component to stop working when battery is low.

```
4    2H      10:54t          1
  * * * LOW BATTERY * * *
```

LED Windows

Displays crucial troubleshooting and functional information at a glance.

Power.

Stars turn **white** when console is turned on.

Clock.

Clock symbol lights up **green** when clock timer is running. Turns off when clock is stopped.

Battery.

Battery symbol displays a constant **red** when charging a battery. Battery symbol turns green or turns off when charged for 3 hours.

Wireless.

Wireless symbol will light **blue** when a the battery is connected. Light will flash if antenna is disconnected.

Horn.

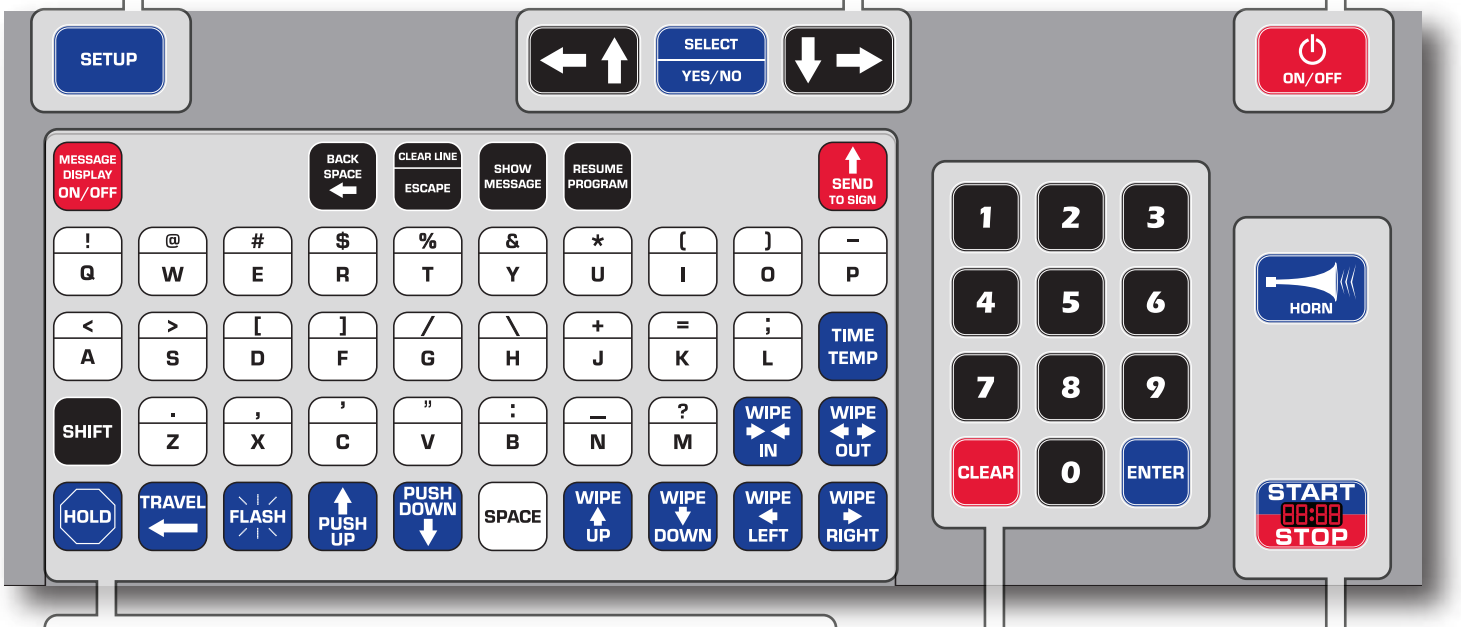
If autohorn is selected in setup, the horn symbol will light up in an **amber** color.
If autohorn is not activated, the symbol will only light when horn is pressed.

The 8000 Console Keypad.

Setup.
Used in pregame and gametime operations. Set brightness of scoreboard, length of time-out, etc. Press to enter setup mode at any time when clock is stopped.

Select and Arrow Keys.
Use the arrow keys to select different options or answers displayed in the LCD. Press YES/NO to toggle answer between Yes and No.

On/Off.
Press once to turn on.
Press and hold to turn off.



Slipsheet Window and Message Center Keys
Our console is designed to run any 8000 Series Scoreboard. Simply insert the correct slipsheet under the window and tell the console what sport you are scoring and what scoreboard you are using.

Each slipsheet also has an instruction sheet to help get you started; simply pull out the slipsheet, unfold and insert with the instructions hanging from the bottom. Tactile keys give instant feedback and help eliminate double presses.

Below the slipsheet window is a fully functioning standard keyboard style keypad, perfect for running a message center or for entering electronic team names to display on your scoreboard (select models only).

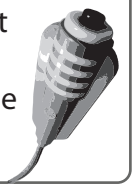
Number Keypad.
Used in pregame and gametime operations. Use these to enter in player jersey numbers, change scoreboard information, and to edit scores, time, etc.

Use the "clear" key to exit out of a function.

Use the "enter" key to finalize a command.

Horn.
Press this button to sound the horn (if scoreboard is equipped with a horn). The horn will sound, the console will beep, and the LED symbol will light (see previous page).

Timer Start/Stop *(embossed)*.
Press this once to start the clock and again to stop the clock. If a pendant switch is used, the clock can be started and stopped by pressing the button on the pendant switch.



Selecting Scoreboards (Radio Units Only). FIRMWARE VERSION 2.00 AND ABOVE.

The 8000 Series Console is a powerfull and intelligent scoring machine. A single console, for example, can keep score for football in the fall, basketball in the winter and baseball in the spring. This machine can also select any 8000 scoreboard or message center you have in your facility.
Each time you order a scoreboard, it will be issued an identification number. If you have multiple 8000 series scoreboards, the ID number will be an important part of your scoring system.

STEP 1: Turn on Scoreboard(s).
Turn on your scoreboard(s) by simply supplying power.
For most facilities, this will simply be a switch or multple switches in a circuit breaker box.

Step 2: Turn on your console.

```
1. SCOREBOARD
2. STATPANEL  ->
```

Step 3: Press 1 for scoreboard operation.

```
Use Last setup? _Yes
Bask  1 Board
```

SELECT YES/NO →

```
Use Last setup? _No
Bask  1 Board
```

Step 4: Press SELECT YES/NO to change the answer from "Yes" to "No", and then press ENTER.

```
Enter Scoreboard IDs
ENTER when done _
```

→

```
ID=1,
ENTER when done
```

Step 5: Enter Scoreboard IDs (read below).
The screen above will appear when "Use last setup?" is answered "No." Every 8000 Scoreboard that was turned on and **not currently in use** will display the scoreboard ID in the seconds place and/or the guest score of the scoreboard (home score for baseball). **If your scoreboard displays both time and scores, the ID will be displayed in both locations.** Any other information displayed can be ignored.
Enter the ID code displayed on the desired scoreboard and press ENTER. If selecting more than one scoreboard, enter the next ID followed again by ENTER. When finished selecting boards, press ENTER. Next, select the sport to be played (see setup).

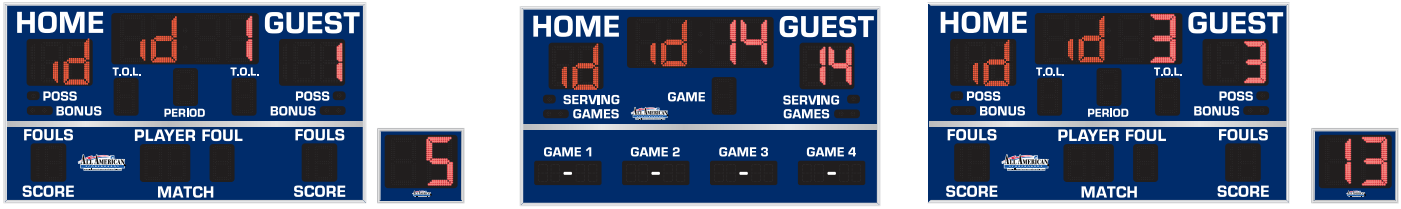
ADDITIONAL INFORMATION:
Once the boards have been selected, the console and all selected scoreboards will switch from their default channel to another channel. The ability to switch channels allows the unselected scoreboards to be selected by another console - making it easy to run multiple sporting events at the same time. If a scoreboard is not chosen, it will either display time of day or appear to be off (see setup).

IMPORTANT: SELECT BOARDS WITH ONLY ONE CONSOLE AT A TIME.
If multiple consoles will be used, select boards with one console before turning on second (third, fourth, etc.) console. Since each console will start on the same default channel, the signal from the consoles will fight each other, and will likely result in failure and interference. Once the selection process is completed and a sport is selected, another console can be turned on. Scoreboards that are in use will not display their IDs and will not respond to any requests by other consoles.

For detailed examples and information regarding changing IDs, see next page.

ADDITIONAL RADIO ID INFORMATION:

EXAMPLE: The following boards were turned on in preperation of a basketball game. When "No" was answered for "Use last setup?" the following was displayed on your 8000 scoreboards.



To select the basketball boards, the IDs would be entered by pressing 1 ENTER 5 ENTER 3 ENTER 1 3 ENTER
To finish selecting, press ENTER again.

NOTE: ID 14 was not entered, because this is a volleyball scoreboard. Once selections are complete, the non-selected boards will either blank or display the time of day. If a volleyball match is played in the same facility at the same time, another console can ask for the ID and the process can be continued. Once a board is selected, another console cannot ask for the ID of a scoreboard in use.

All IDs will range from 1-19. **To use the same boards next game, simply answer "Yes" to "Use last setup?"**

All scoreboards selected will now be on the same radio frequency, allowing all boards to be controlled by a single console. **It is extremely important to properly select the proper scoreboard - if more than one consoles are attempting to connect to the same board, the signals will interfere with each other.**

Changing the Scoreboard ID. (Radio Units Only - Console Firmware 2.00 and Higher)

All American Scoreboards assigns each scoreboard an ID number that can range from 1 to 19. Because our scoreboards can be purchased at different times or through various vendors, we cannot be certain that your scoreboards will not have the same ID number. If two or more scoreboards have the same ID, the boards will always run in dual mode (more than one scoreboard controlled by one console) unless the circuit breaker to one of the scoreboards is turned off.

NOTE: YOU WILL LIKELY NEVER NEED TO SET YOUR SCOREBOARD ID. DO NOT CONTINUE WITHOUT READING AND UNDERSTANDING THE FOLLOWING INSTRUCTIONS.

STEP 1: Turn on the scoreboard to be changed by simply supplying power.
For most facilities, this will be a switch in a circuit breaker box. **If more than one scoreboard is connected to one circuit, any scoreboard that is connected to the circuit and not in use will be set to the same ID, making running the scoreboard individually impossible.** *AAS recommends changing the ID before installation of a scoreboard to a circuit where multiple 8000 series scoreboards are connected. If it is not possible to turn off power to one of the scoreboards, see Advanced ID Changing Scenarios.*

Step 2: After the firmware version is displayed (must be 2.00 or above), press both arrow keys simultaneously (in console mode selection screens). *Because it is difficult to press 2 keys at the exact same time, multiple attempts may be required.*

Step 3: Enter Passcode. **Default passcode is 12345.** AAS recommends that the passcode be changed to prevent the scoreboard from being altered accidentally. If the passcode is forgotten, call 1-800-356-8146.

Step 4: Once a passcode is entered correctly, additional options will be available. Press arrow keys to see additional options.

Step 5: Press the number 6 to change IDs.

Step 6: Set a scoreboard ID (from 1->19) and press enter. Unless the scoreboards will **always** be run in dual mode, make sure that the ID is unique to all other scoreboards. The scoreboard will restart itself. *Wait for scoreboard to run through startup sequence before continuing to scoreboard type.*

Step 7: When asked for scoreboard type, press enter. This will leave the type unchanged. If type needs to be changed (not common), refer to Scoreboard Type on next page. Enter 3 digit type number and press enter.

Advanced ID Changing Scenarios (Radio Units Only)

In most cases, IDs can be set by following the methods described in Changing the Scoreboard ID. The following text describes some methods to change an individual scoreboard ID in circumstances where multiple scoreboards are hooked up to the same circuit breaker.

Changing an ID to an Individual Board while while Multiple Scoreboards are On

-Using multiple Consoles (easy method).
Once a scoreboard is connected to a console and a sport, the ID cannot be changed until radio connection is reset. The radio is connected until 30 seconds after the console connected to it is turned off. If the scoreboard displays only time of day or blanks (time of day is turned off by setting the time to "0000" in setup), then no radio connection is established and a scoreboard is ready to be linked.
1. Turn on circuit breaker to scoreboards.
2. Power up one console and select all the boards ***except*** for the one that requires an ID change. Select a sport and ensure that all the scoreboards selected are properly functioning.
3. Power up a second console and follow directions for changing IDs (steps 2-6)
If more than 1 scoreboard is selected, the ID numbers will be the same. Scoreboards that have the same ID number can ONLY be run in dual mode!

-Using 1 Console (difficult method).
Once a scoreboard is connected to a console and a sport, the ID cannot be changed until radio connection is reset. The radio is connected until 30 seconds after the console connected to it is turned off. If the scoreboard displays only time of day or blanks (time of day is turned off by setting the time to "0000" in setup), then no radio connection is established and a scoreboard is ready to be linked.
Because of this 30 second delay from the time the console is turned off, there is a short window of time to set or change IDs to boards not currently selected.

1. Turn on circuit breaker to scoreboards.
2. Power up the console and select all the boards ***except*** for the one that requires an ID change. Select a sport and ensure that all the scoreboards selected are properly functioning.
3. Turn off the console.
4. Turn on the console and quickly follow directions for changing IDs (steps 2-6). IDs must be set before the 30 seconds expire and the previously selected boards go to time of day or blank. The newly ID'd boards will go through the startup cycle.
If more than 1 scoreboard is selected, the ID numbers will be the same when changed. Scoreboards that have the same ID number can ONLY be run in dual mode! If all boards are set to the same ID, there is no way to change ID numbers without disconnecting power to individual boards.

Advanced Scoreboard Type Settings (Radio and Hardwire Scoreboards)

If all boards that are selected are the same scoreboard type, it is possible to set the scoreboard type for the entire group. Scoreboard type can be set without changing the ID by simply pressing enter rather than an ID number (See Steps 1-7 in Changing Scoreboard ID). If the scoreboard is working properly, AAS recommends leaving the scoreboard type unchanged by simply pressing enter instead of the 3 digit scoreboard type.

Scoreboard Type and Additional ID Information

In previous versions of All American Scoreboards, driver boards were needed to sort through the information from the the console and direct it to the proper digits on the scoreboard. This system worked well, but each driver board required a different program chip that would interpret the same information differently.

We've simplified the process and standardized each board. Inside each All American Scoreboard is a single controller plate that holds the receiver board (gets the data sent from the console), a controller/decoder board (splits the information from the receiver board and sends to digits), and an indicator driver board (distributes data and power to boards that use indicators). The same program chip can be used for our entire line of scoreboards.

Although the insides of each scoreboard is made from identical parts (with the exception of boards that do not use indicators), the information displayed is unique from board to board. Before using an All American Scoreboard correctly, each scoreboard must be told what kind of scoreboard it is.

Scoreboards are separated into classes, or types. Classes do not neccessarily refer to a sport, but rather how the information is displayed (usually by digits or indicators).

Before leaving the All American Scoreboard Facility, each scoreboard is properly set to the right scoreboard type and given an ID number. ID numbers can easlity be changed (see previous page), but should only be changed in special circumstances. Changing the IDs will likely result in the console and scoreboard changing to a different radio frequency after being selected, which could be a solution if the facility is having interference on a certain channel. If running in dual mode, the scoreboards and console will switch to a channel determined by the lowest ID number - if interference is occuring after scoreboard selection, try changing the lowest ID number. After changing the scoreboard ID, the scoreboard type can be changed.

Possible reasons for changing the scoreboard type:

- *Scoreboard type was accidentally changed. Prevent this by changing the password. Password must be 5 digit number.*
- *A new program chip or receiver board was installed.*

To change scoreboard type, select 6 after entering password (see previous page). If not changing ID, press enter. If changing IDs, wait for scoreboard to reboot. When screen displays "Set Scoreboard Type", enter the appropriate 3 digit scoreboard type (displayed below). If scoreboard is not in the list below, refer to our website or call 1(800) 356-8146.

Type 100 (Accessory)
8298, 8299,8497,8499

Type 400 (Standard) *DEFAULT
8003, 8203, 8206, 8208, 8209, 8212, 8214, 8218, 8318, 8321, 8414, 8418, 8420, 8424, 8430, 8433, 8436, 8440, 8450, 8718, 8780

Type 600 (Deluxe)
8339

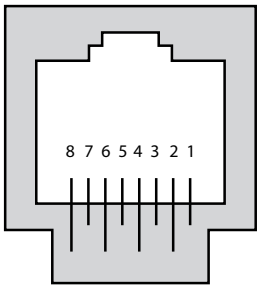
Type 300 (Basic)
8347 , 8357, 8369, 8389, 8444, 8454, 8468, 8742, 8782

Type 500 (Extended)
8300, 8302, 8325, 8333, 8327, 8335, 8500, 8502, 8509, 8514, 8518, 8529, 8549, 8599, 8606, 8609, 8614

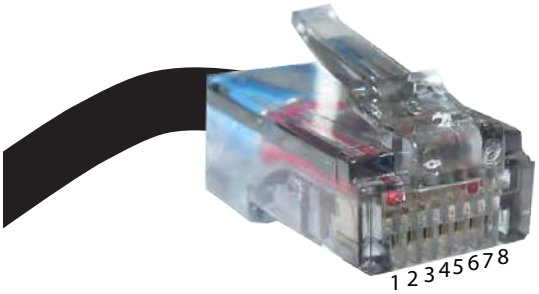
Type 700 - 8600 **Type 800** - 8200, 8201

Hardwire Scoreboard Wiring

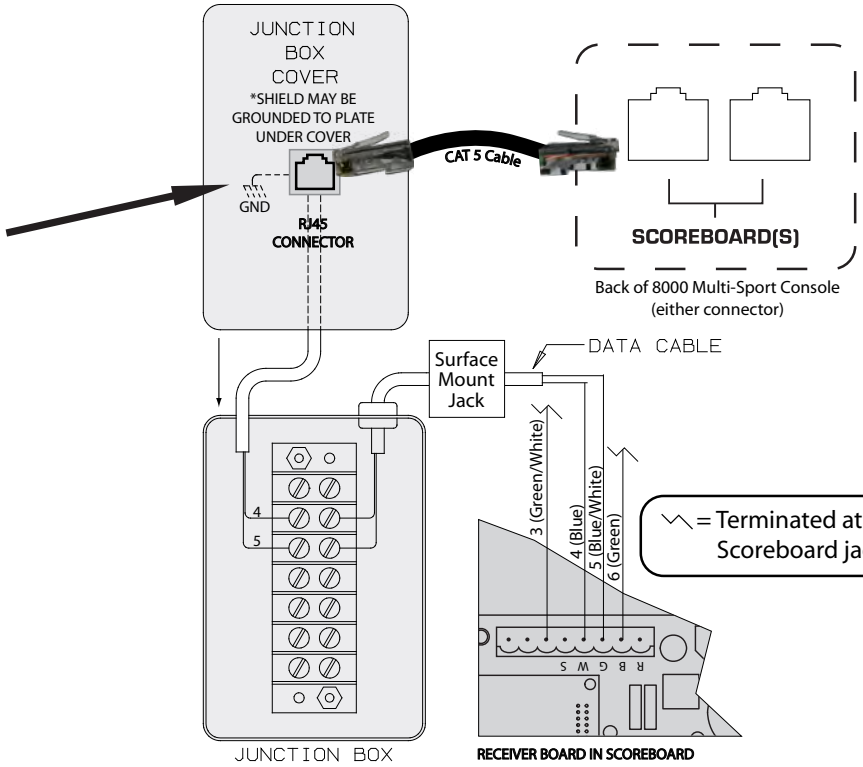
With a Standard Junction Box



Female RJ45 Connector

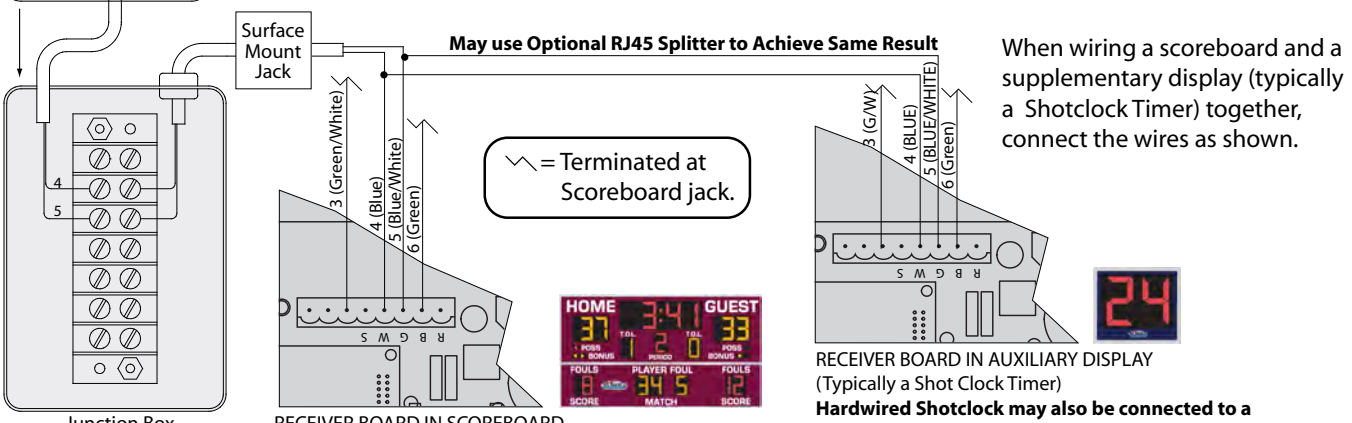


Male RJ45 Connector



Wiring a Supplemental Display

With a Standard Junction Box



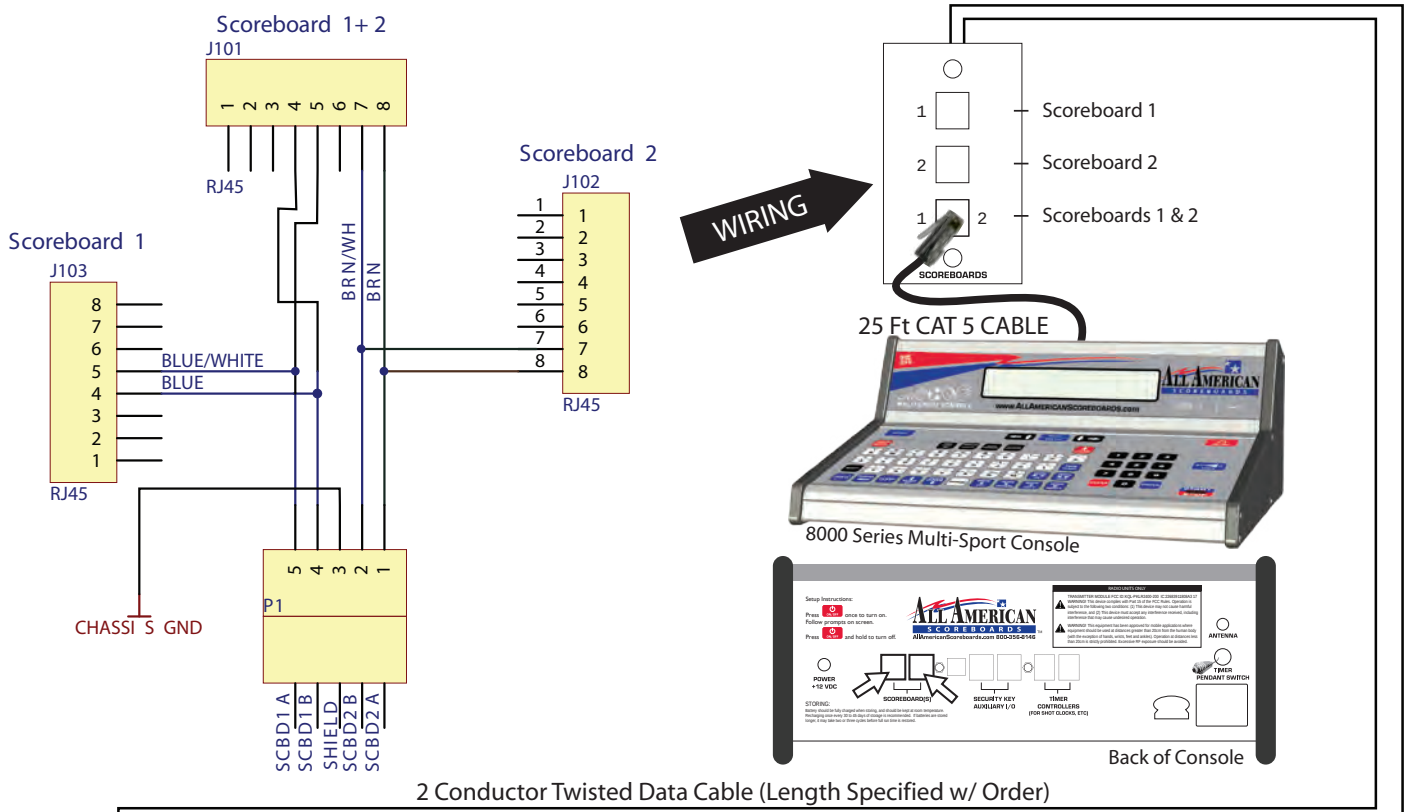
When wiring a scoreboard and a supplementary display (typically a Shotclock Timer) together, connect the wires as shown.

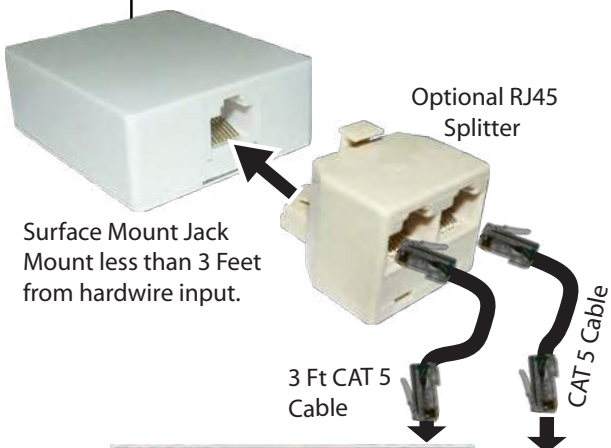
Hard Wire Setup

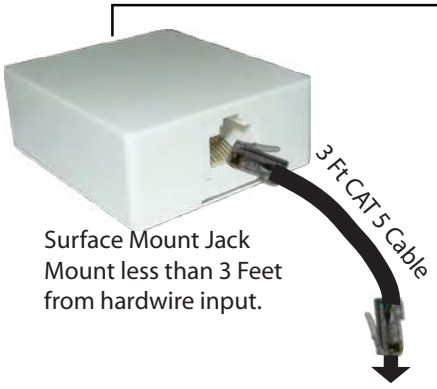
Using a Dual Capable Junction Box and Optional RJ45 Splitters

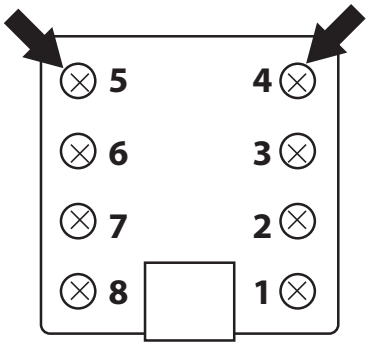
All scoreboards (radio and hardwire) come equipped with hardwire backup RJ45 Connection located at the top of the scoreboard that can be connected to directly from the console. **Radio will need to be removed from the scoreboard to connect via hard wire.** The 8000 Series Console can plug directly into the scoreboard via a standard CAT5 cable and RJ45 connections. All American Scoreboards recommends using a junction box (either a standard single or a dual capable). Type of junction box and splitters will be determined at point of sale. Cable length from junction box to surface mount jack and from splitter to shot clock will vary by location.

Outdoor boards will require a water tight junction box. Data connections will be directly connected to the receiver board in scoreboard and will not use the surface mount jack. Data connection and AC power cannot run in came conduit.









Inside Diagram of Surface Mount Jack
Connect to leads 4 and 5. Corresponds to junction box connections.

*Actual scoreboard configurations may differ.

SETUP

1. Turn on scoreboard.

2. ON/OFF **Turn on Console. Press and hold until LCD and LEDs light.**

3. 1 **Press 1 to select Scoreboard.** Use the arrow keys to view more options.

```
 SCOREBOARD CONTROL
MP8000 V.2.**.* 2008
```
→
```
1. SCOREBOARD
2. STAT PANEL  ->
```

4. SELECT YES/NO ENTER **For the initial use, press Yes/No to change the answer to no.** *This will walk you through the set-up process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going into the setup mode when game time is stopped.* ***RADIO CONSOLES, PLEASE SEE PREVIOUS SECTION "SCOREBOARD IDENTIFICATION"***

```
 Use Last setup?_Yes
Ftbl 1 Board
```
→
```
 Use Last setup?_No
Ftbl 1 Board
```

ENTER **After initial use, press Enter to accept the answer.** *This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.*

```
Sport: (→ for more)
1-Socs  2-Bask 3-Bsbl
```

5. 1 **Press 1 to select Soccer. Note: The last sport played will be option number 1.**

```
Change Game Setup?
        _No
```
→
```
Change Game Setup?
        _Yes
```

6. SELECT YES/NO ENTER **Select Yes to go into setup.** *Tip: Use arrow keys to go back to previous questions.*

```
Min = 1, Max = 8
 SET: Brightness _
```

7. Enter the desired brightness and press Enter. Example: 4 ENTER**.** *Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. An game taking place during sunset may require the brightness to change from a max level to a lower level.*

```
PERIOD TIME = _
```

8. Enter Period Time. Example: 1 2 0 0 ENTER **for 12:00 Halves.** *Soccer generally counts up from 0. The time entered here be the time that the clock will stop on. If the possibility of playing over the designated time, then your time entered here must account for the maximum time allowed. This will also be the time displayed on the clock when* HALF RESET *is pressed (the up down arrow must be pressed - time can be edited). To count down, edit time and press the up down keys before each half.*

```
Periods = 2
```

9. Enter the amount of periods. Example: 2 ENTER **for 2 Periods (default).**

```
TIMEOUT LENGTH = 200
```

10. Enter the default Time out Length. Example: 2 0 0 ENTER for 2:00 Time outs. *This will be the time displayed on the console when TIME OUT -1 is pressed.*

```
TIMEOUTS ALLOWED = 3
```

11. Enter the default for Time outs Allowed. Example 3 ENTER for 3 Time outs. *Time outs will apply to both Home and Guest teams.*

```
USE AUTOMATIC HORN?
      _N0
```

12. Press SELECT YES/NO to toggle between Yes and No. *This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football, it is recommended not to use autohorn because play can continue after the clock reaches zero.*

```
LAST MINUTE TENTHS?
      _N0
```

13. Press SELECT YES/NO to toggle between Yes and No. *This feature will allow the clock to count tenths of a second when under the last minute of play. This is generally used for Hockey and Basketball.*

```
Time of Day =_
```

14. Enter the time of day. Example: 1 0 3 0 ENTER for 10:30. *The time of day will be displayed on the score-board approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00.* ***Press enter to leave time of day unchanged on the score-***

```
Set as new defaults?      Set as new defaults?
      _No                       _Yes
```

15. Press SELECT YES/NO to toggle between Yes and No. To save the settings as defaults, select Yes, then Enter. *Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.*

Pressing CLEAR at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored, however defaults will not be saved or changed.

Resetting a Game:

When clock is stopped, p**ress SETUP twice.**
Press SELECT YES/NO to change prompt to YES, then ENTER.

```
NEW GAME? _YES
```

Gameplay

After console is turned on.

Possible display after Socr is selected.

Startup Display

When the scoreboard is initially turned on, All LEDs will run through a series of brightness levels and self tests. When a sport is selected, your scoreboard should reflect what the console screen displays after setup.

Timer

START STOP **Press this key to start and stop the Timer.** *Note: Some keys will not respond when the timer is running.*

UP DOWN **When clock is stopped press this to reverse direction (count down or count up).** *An up arrow will appear on the LCD display to the left of the clock when clock is counting up.*

EDIT TIME **To edit the timer, press this key followed by the correct time to be displayed, then enter.** *Press* ENTER *or* CLEAR *to leave the time unchanged.*

RESET TIME **Press this to reset the time to 0.**

HALF RESET **This key will go to the next period and display the intermission time. Timer must be changed from up to down for halftime. Change timer back to up after the intermission is over.**

Scoring

Home *(Red Background)* - **Guest** *(Blue Background)*

+1 **Used when the appropriate team scores a point.**

EDIT SCORE **Press this key followed by the correct score, then enter. Example:** EDIT SCORE 2 ENTER.

Gameplay

Console can keep track of information regardless of whether or not a scoreboard can display the information.

Shots on Goal - displayed on 8718 and 8782

Shots on Goal +1 **Press this key to add 1 to shots on goal for appropiate team.**

Edit S.O.G. **Press this key to edit shots on goal. Example:** Edit S.O.G. 7 ENTER **would display 7 shots on goal.**

Corner Kicks - displayed on 8782

Corner Kicks +1 **Press this key to add 1 to shots on goal for appropiate team.**

Edit Corner Kicks **Press this key to edit shots on goal.Example:** Edit Corner Kicks 4 ENTER **= 43 yardline.**

Half (Period)

QTR **Press Half to change the half from 1,2, 0(overtime). Press again for 1.**

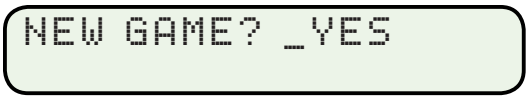
Time Outs *Console can keep track of information regardless of whether or not a scoreboard can display the information.*

Home *(Red Background)* - **Guest** *(Blue Background)*

TIME OUT -1 **Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 timeout from the TOL.** *Time will begin counting down on the console for the length of time designated in Setup. If play resumes before the time out expires, pressing* START STOP *will start the game clock and override the timeout timer. The time out timer may be cleared by pressing* CLEAR.

EDIT TIME OUT **Press this key to change the number of time outs left on the scoreboard. Example:** EDIT TIME OUT 2 ENTER

Anytime the clock is stopped, press SETUP **to safely change any item in the setup mode (Brightness, etc).**



To Reset a Game (tournament play, etc):

Press SETUP **twice. Press** SELECT YES/NO **to change prompt to YES, then** ENTER.

WARNING! OPERATION OF THE UNIT WITH THE ELECTRICAL EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

NOTE: For Advanced Trouble Shooting, Service Manuals and Replacement Part Information go to www.allamericanscoreboards.

3.0 Safety Information

The owner of the All American Scoreboard (AAS) is responsible for safe operation and repair. He therefore is obliged to familiarize operating personnel with the contents of this manual and make them aware of all possible hazards.

NOTE: When using this equipment, always follow the manufacturer's instructions for safe operation. In case of emergency, please telephone Technical Support or a qualified service technician.

Do not operate the sign until it is completely assembled and installed per the instructions supplied by AAS.

AAS recommends that your main power be installed by a licensed electrician in accordance with the local building and electrical codes.

All equipment must be grounded in accordance with the local building and electrical codes. AAS recommends Earth Link Ground.

If any part of the Scoreboard equipment is malfunctioning or has been damaged, cease operation and consult with AAS Technical Support or qualified service technician before further use.

Use only AAS specified or recommended replacements parts.

WARNING! USE A LOCK OUT/TAG OUT ON CIRCUIT BREAKERS OR "POWER ON/OFF" SWITCHES WHEN PERFORMING INSTALLATION, REPAIRS OR MAINTENANCE.

When performing repairs be mindful of the weather and work area conditions. Avoid the unit's exposure to the elements, water and debris, or anything that may be dangerous or cause damage to the equipment.

WARNING! OPERATION OF THE UNIT WITH THE ELECTRICAL CIRCUITRY EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

CAUTION: Use of solvent cleaners or a power washer on your Scoreboard may cause permanent damage.

4.0 Warranty

Five Year Limited Warranty

Non-compliance with procedures of Installation, Safety, Operation and/or Maintenance practices defined in this manual may result in a Warranty issue.

This warranty extends to and is enforceable by only the original consumer purchaser and only for the period (during the applicable term) which the product remains in the possession of the original consumer purchaser. "Original consumer purchaser" means the person who first purchased the product covered by this warranty other than for purpose of resale. This warranty does not apply if it is found that at ***any time*** the equipment has not been used for its intended purpose.

NOTE: Please ask your dealer, distributor or sales representative for details.

CAUTION! Any unauthorized changes or modifications to this unit without our prior written approval will void the user's warranty and will transfer health and safety obligations to the user

CAUTION! Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

NOTE: This equipment has been tested and found to comply with the limits for a class "A" Digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with Owner's Manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area can cause harmful interference in which case the user will be required to correct the interference at their expense.

ALL AMERICAN SCOREBOARDS™

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5.0 Technical Support

5.1 Customer Service

Customer satisfaction is the top priority at AAS. Our skilled, experienced Account Management teams are dedicated to providing highly responsive service through all phases of our client's programs.

These teams are computer-linked to each of our manufacturing facilities to provide "on-line" updates on the status of customer orders. Furthermore, AAS's EDI capabilities allow electronic interchange to efficiently process customer orders.

5.2 Contact Information

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