ALL AMERICAN SCOREBOARDS ™

OPERATIONS MANUAL

MULTI-SPORT CONSOLE

www.AllAmericanScoreboards.com

8000 SERIES SCOREBOARDS

www.AllAmericanScoreboards.com

BASEBALL SCOREBOARDS

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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-2510100 IC:2268C-2510100
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
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.

● ANTENNA

● TIMER PENDANT SWITCH

POWER +12 VDC

RJ45 RJ45 ⬡ [USB] RJ45 RJ45 ⬡ RJ11 RJ11

SCOREBOARD(S)   USB   SECURITY KEY AUXILIARY I/O   TIMER CONTROLLERS (FOR SHOT CLOCKS, ETC)

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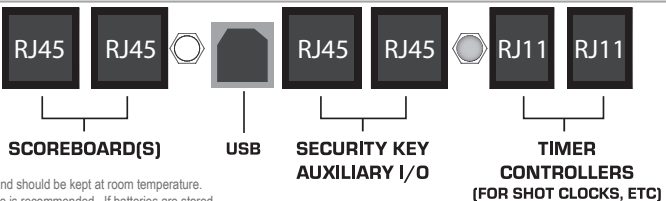
Pendant Switch
Plug in the pendant switch to bypass the start/stop key for the timer.

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
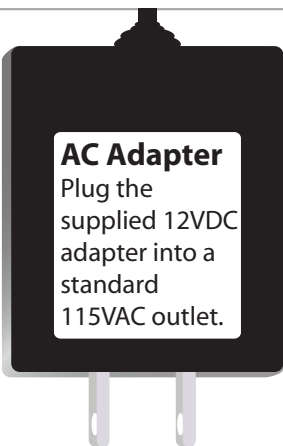Used to connect consoles together for use with stat panels, etc.

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

USB (Console V4.00+ Only)
Connect to a computer to update console version and advanced console setup functionality.

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 Baseball)

GUEST	Team	GAME TIME		HOME
SCORE	At Bat	Time of Day only displayed on Board)		SCORE

```
 2  <B          75:17          3
 B3  S2  02        Inn 9        H
```

BALL	STRIKE	OUT	INNING	H=Hit
				E=Error

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.

```
 2  <B          75:17          3
    * * * 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.
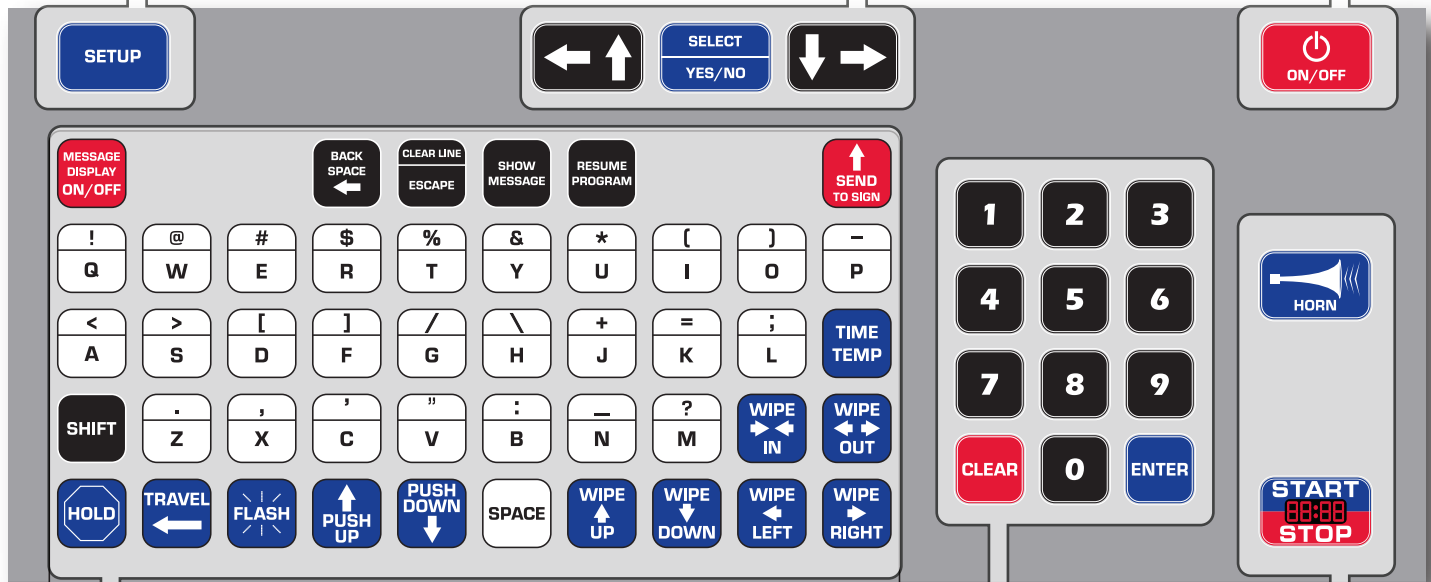
Slipsheet Window and Message Center Keys
Our console is designed to run any 8000 Series Scoreboard. Simply insert the correct slipsheet under the window and tell the console what sport you are scoring and what scoreboard you are using.

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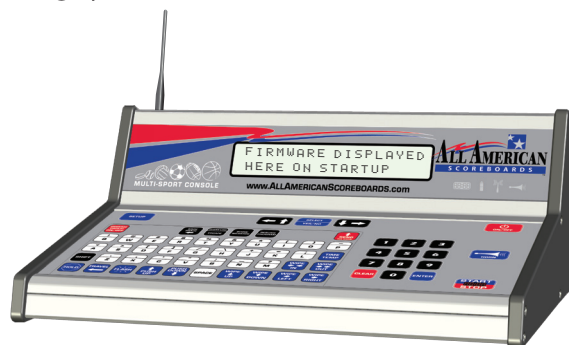
```
Use Last setup? _Yes        Use Last setup? _No
Bask  1 Board               Bask  1 Board
```

SELECT YES/NO

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

```
Enter Scoreboard IDs        ID=1,
ENTER when done _           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 300 (Basic)** 8347 , 8357, 8369, 8389, 8444, 8454, 8468, 8742, 8782
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, 8804	**Type 500 (Extended)** 8300, 8302, 8325, 8333, 8327, 8335, 8500, 8502, 8509, 8514, 8518, 8529, 8549, 8599, 8606, 8609, 8614
Type 600 (Deluxe) 8339	**Type 700** - 8600 **Type 800** - 8200, 8201

1. Turn on scoreboard.

2. ⏻ **ON/OFF** **Turn on Console. Press and hold until LCD and LEDs light.** *If your console is V.1.**, please download the Firmware version 1.0->1.7 manual from AllAmericanScoreboards.com.*

```
SCOREBOARD CONTROL        1. SCOREBOARD
MP8000 V.6.** 2011        2. STAT PANEL ->
```

2. [1] **Press 1 to select Scoreboard.**

```
Use Last setup?_Yes       Use Last setup?_No
Bsbl 1 Board              Bsbl 1 Board
```

3. **SELECT YES/NO** **ENTER** **For the initial use, press Yes/No to change the answer to no.** *This will walk you through the setup 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"***

```
Sport: (-÷ for more)
1-Bsbl  2-Ftbl 3-Bask
```

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.***

4. [1] **Press 1 to select Baseball.**

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

5. **SELECT YES/NO** **ENTER** **Select Yes to go into setup.**

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

6. 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.*

```
GAME TIME = _
```

7. Enter Game Time. Example: [6] [0] **ENTER** **for 60 minutes.** *This will be the time the clock (some models) will count down from when the game is started and when* **RESET TIME** *is pressed.* **Press** **START 88:88 STOP** **to start the clock.**

```
Convert Board? =_No
'Swap Home & Guest'
```

8. Convert Board. *If the scoreboard being used is a dedicated baseball board, answer "NO". If the scoreboard being used is normally used for other sports (football, soccer, etc), then answer "YES". This will swap the Home and Guest scores on the scoreboard while leaving the baseball slipsheet to operate as normal. Because the home team bats first, baseball is the only sport with Guest on the left and Home on the right.*

```
Auto Show Hit? _NO
```

9. Auto Hit Indicator. *If the scoreboard shows a hit or error indicator, the scoreboard will either ask to display hit indicator everytime HIT is pressed (HIT will also add a hit to the team stats) or, if Show Auto Hit is YES, the idicator will automatically light when a hit is added.*

Balls= 4	Strikes= 3	Outs= 3

10. Balls, Strikes and Outs. *Enter the correct amount of balls, strikes and outs. Edit these values when playing softball or in leagues with different rules.*

USE LINEUP? YES 'Plyr # Recall'	Batters= 9	Enter Line Up Next

11. Batter Lineup. *The console will remember the player number in relation to the batting order. If "USE LINEUP?" is answered "YES", the console will ask for the number of batters (default is 9), and then the jersey numbers for lineup . The next screen asks to enter the lineup, press ENTER.*

G1 G2 G3 G4 G5 * *	G1 G2 G3 G4 G5 10 16 7 9 >14<	G6 G7 G8 G9 GP 31 12 34 3 *15*

Using the number keys, enter the jersey number of the first batter followed by the enter key. Repeat for the remainder of the lineup and then the pithcer number. Repeat process for the Home Team.

"*##*" indicates the current player At Bat or the current pitcher (HP or GP). ">##<" indicates that a batter who is not At Bat is selected.

Batter numbers can also be changed or added for the team at bat by pressing [Batter] *and entering the correct player number. The new player number will be changed amd remembered.*

If no player number is entered, the console will ask for the number when [Next Batter] *is pressed.*

Lineup will not be saved when a new game is started.

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 or Baseball, it is recommended not to use autohorn because play can continue after the clock reaches zero.*

Auto Pitch Count=Yes	➤	Home Pitcher= _

13. Automatic Pitch Count. *A pitcher number must be entered before any pitches are calculated.*

Answer No: *Pitch count can be manually counted by pressing* [Pitch Count +1] *or* [Pitch Count +1].

Answer Yes: *Pitch count can be automatically counted for balls, strikes, and other keys. Pitches can also be manually entered as above to correct any count. Any key with a dashed border will have multiple functions, including adding a pitch to the count. The console will then ask for the Home Pitcher number. In the top of the 2nd inning, the console will ask for the Guest Pitcher.*

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 scoreboard 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.* **On sports that allow time of day in timer in sport mode, there will be a slight delay from game time to time of day time.**

Set as new defaults?
        _No
	➤	Set as new defaults?
		            _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.*
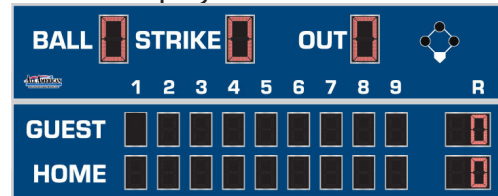
Pressing [CLEAR] at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored.

Gameplay

After console is turned on.

BALL ☐ STRIKE ☐ OUT ☐

1 2 3 4 5 6 7 8 9 R

GUEST ☐☐☐☐☐☐☐☐☐ 0

HOME ☐☐☐☐☐☐☐☐☐ 0
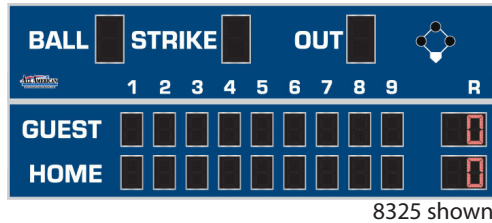
8325 shown.

Possible display after Bsbl is selected.

BALL ☐ STRIKE ☐ OUT ☐

1 2 3 4 5 6 7 8 9 R

GUEST ☐☐☐☐☐☐☐☐☐ 0

HOME ☐☐☐☐☐☐☐☐☐ 0

8325 shown.

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 *(Not displayed on all scoreboards)*

START STOP **Press this key to start and stop the Timer.**

UP DOWN **When clock is stopped press this to reverse direction (count down or count up).**

RESET TIME **Press this to reset to the time to the time set in setup.**

EDIT TIME **To edit the timer, press this key followed by the correct time to be displayed, then enter.**

Game Time **Press this toggle the display between game time and Time of Day.**

Note: Timer may also be used as a Segment Timer (see Segment Timer Manual).

Time of Day *(select boards - Timer Required)*

Time of day is stored in the sign and is updated and sent to the digits every 10 seconds, therefor **when Time of Day is pressed, there may be up to a 10 second delay before time of day is displayed.**

Scoring

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

-1 **Press this to quickly remove a run.**

> *TIP!*
> *The* **+1** *or* **-1** *keys will only work for the team that is currenlty batting.*

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

Inning

Next Half Inning **Press this key to advance to the next inning half.**

> *TIP!*
> When using AUTO LINEUP, the next inning will start with whatever batter the last inning ended with. This is done so that a runner that is picked off of a base would not disrupt the order of the Auto Lineup. In order for the correct batter to be displayed at the beginning of an inning, press **Next Batter** before pressing **Next Half Inning**.

Edit Inning **Press this key to edit the score of a previous inning.** Example: **Edit Inning** **5** **ENTER** , then **+1** or **-1** **Next Half Inning** **Next Half Inning** .

Pitching

NOTE: Pitcher number must be entered before any pitch count can be counted.

PITCHER Press the **Pitcher** key followed by the player's jersey number, then enter to change or add a player's number to the console and/or scoreboard. Pitch count (if enabled) will be calculated for the specific home or guest pitcher. If Auto Pitch Count is enabled, the console will automatically ask for the pitcher number during setup and at the top of the 1st inning.

> *TIP!*
> **Pitcher number must be entered before any pitch count can be counted.**

Manual Pitch Count *(Auto Pitch Count is turned on or off in setup)*

Pitch Count +1 (Home or Guest)

Edit Pitch Count (Home or Guest)

Example: **Edit Pitch Count** **2** **8** **ENTER**

Automatic Pitch Count Keys **(Keys with dotted outline)**

(Auto Pitch Count must be activated / pitcher number must be set before start of game)

Next Batter The **Next Batter** key confirms the end of a play. ***This is one of the most important keys.*** It will clear the count, add an out (if a strikeout) and advance to the next batter.

Ball The **Ball** key will add 1 to the pitch count and also add a ball to the count.

Strike The **Strike** key will add 1 to the pitch count and also add a strike to the count. Press **Next Batter** after 3 strikes to automatically talley an out.

Foul The Foul key will add 1 to the pitch count and may also add a strike to the count. After two strikes, only the pitch count will be changed (total number of strikes set in setup will determine thefoul rules).

Hit The **Hit** key will add 1 to the pitch count, add a hit to the stats and also ask to light up the HIT indicator. If lit, indicator will stay lit until another key is pressed. The Hit Indicator will automatically

Fly / Ground Out The **Fly/Ground Out** key will add 1 to the pitch count, and also add an out.

Reach on Error The **Reach on Error** key will add 1 to the pitch count, add an error to the stats and also light the error indicator.The LCD will also prompt for a player position number for boards that display a player in the errors. Press enter to bypass or enter correct player position (1-9), then enter. **Pitch Count +1**

Edit Pitch Count Pitch count can be **manually edited** at any time by pressing **Pitch Count +1** or **Pitch Count +1** or by (Example) **Edit Pitch Count** **2** **8** **ENTER**

Batting

Ball **Ball: The Ball key will add a ball to the count.**

Strike **Strike: The Strike key will a strike to the count.** Press **Next Batter** after 3 strikes to automatically talley an out.

Out **Out: The Out key will charge an out to the batting team.**

Next Batter **Next Batter: The Next Batter key will clear the count for the next batter.**
This is one of the most important keys for all baseball scoreboards. It will clear a count and advance to the next batter.

TIP!

NOTE: When using AUTO LINEUP, the next inning will start with whatever batter the last inning ended with. This is done so that a runner that is picked off of a base would not disrupt the order of the Auto Lineup. In order for the correct batter to be displayed at the beginning of an inning, press **Next Batter** before pressing **Next Half Inning**.

Batter **Pinch Hitter/LIneup Change: Press the Batter key to change or add a player's number to the console and/or scoreboard (At Bat).**
If Auto Lineup is selected, the console will remember batter number the next time the batter is at bat. (See setup item #11)

Hit and Error *(select boards)*

Hit The **Hit** key will add a hit to the stats and also ask to light the hit indicator. The light indicator may automatically light when pressed if Auto Hit Indicator is selected in SETUP.

Error The **Error** key will add an error to the stats and also light the error indicator until another key is pressed. The LCD will also prompt a player position number for boards that display a player in the errors. Press enter to bypass or key in the correct player position (1-9), then enter.

Edditing Hits, Runs and Errors

EDIT SCORE Press the **Edit Score** key followed by the correct score, then enter. Example: **EDIT SCORE** **2** **ENTER** = 2 runs.

Edit Hits Press the **Edit Hits** key followed by the correct amount of hits, then enter.

Edit Errors Press the **Edit Errors** key followed by the correct amount of errors, then enter.

13

On Base Indicators *(select boards)*

(1st Base) (2nd Base) (3rd Base) Press any of these keys once to turn on and again to turn off.

SETUP

At any time, press [SETUP] to safely change any item in the setup mode (Brightness, etc).
Once a sport is selected, pressing setup will only allow changes to the sport settings.

If a different sport desired, the console must be powered down and restarted. Wait until the scoreboard blanks or time of day is displayed on the scoreboard (approximently 30 seconds - after the radio resets) before attempting to reconnect to the scoreboard.

Resetting a Game

During tounrament play or double-headers, the console can be reset by pressing [SETUP] twice or following the prompts after pressing setup.

    NEW GAME? _YES
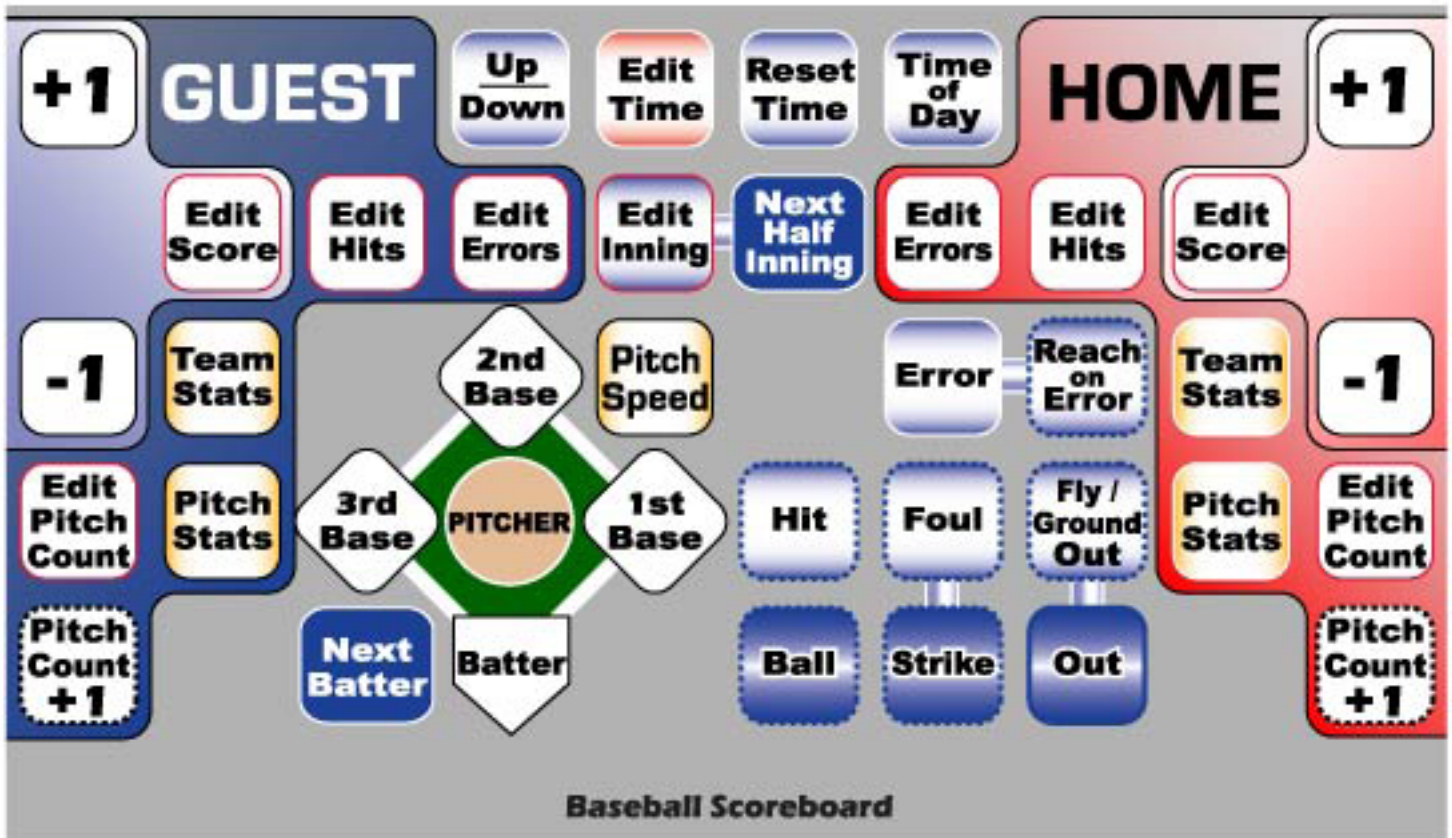
Baseball Slipsheet with full capabilities.

3.4 ELECTRONIC TEAM NAMES and Sport Captions

(Available option on select boards)

1. Turn on scoreboard.

2. [ON/OFF] **Turn on Console. Press and hold until console turns on.**

Version 6.03+

```
1. SCOREBOARD
2. STAT PANEL ->
```
[⟲]
```
3.MESSAGE CENTER  <-
4.TEAM NAMES
```
or
```
3.MESSAGE CENTER  <-
4.LED CAPTIONS
```

3. [4] **Press 4 to access Team Names and Captions. If in Sport Mode, console will load the message program.**
NOTE: The console can only load the Scoring or the Messaging Program (team names) at any given time. The console will always turn on with the last used program loaded.

```
¯
  Home Team Name
```
NAME [ENTER]
```
¯
  Guest Team Name
```
NAME [ENTER]
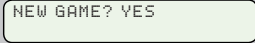
4. Using keyboard (under sport slipsheet) enter the team names, when finished press enter.
After guest is entered, names will display on the board. Because different sized team names can be used, **names can be centered by adding spaces before the the team name.** *Once team names are sent, repeat steps 3 and 4 for corrections and proper alignment. The Team Names will be stored in the scoreboard until new teams are sent.*

5. When finished entering the team names, the console will reset (but is still in Message Mode for Team Names). Press [1] **to select scoreboards. Console will load scoring program.**
For tournament play, console must be turned off between games and scoreboard must be allowed to reset (Scores will clear and time of day may be displayed). After the board resets, turn on power and repeat team names.

TIP!
Once in game mode, a game can be reset without changing team names by pressing [SETUP] *and answering "YES" to "New Game?" (* `NEW GAME? YES` *). Once a game is reset, there is an option to flip the Team Names (HOME will be GUEST and GUEST will be HOME) by following the promps.*

EDITING CAPTIONS AND TEAM NAME SETUP

Perform steps 1-3 above. Press [SETUP] **to enter Caption Setup Mode.**

```
¯
  Home Team Name
```
[SETUP]
```
Enter Scoreboard IDs
ENTER when done
```
[7] [ENTER]
EXAMPLE
```
# of Board
Captions(1-10): 7
```
[7] [ENTER]
EXAMPLE

4. Console version 6.06+ Only - Enter the scoreboard IDs of the board(s) that are to be setup. *If all boards have the same size captions, more than 1 board may be selected. If boards have different sizes, boards must be setup 1 at a time.*
5. Enter the number of LED Caption Areas that the scoreboard contains (including team names).
The total number of caption areas can be counted on the scoreboard (including team names) and entered here. This is set at the factory and will likely not be needed to change. For example, if your board displays HOME, GUEST, AT BAT, BALL, STRIKE, INNING, OUT, and H/E, the total number of captions would be 7. If you only have team names, your total would be 2.

```
Hide Captions Except
Home & Guest? _NO
```
[SELECT YES/NO] [ENTER]

6. If captions other than HOME or GUEST need to be changed, answer NO to "Hide Captions".
When entering team names, all other captions will be locked and "hidden" in the console. Since these captions will likely never change, the board captions (examples: BALL, STRIKE, BALL ON, DOWN, etc) will be untouched by the common scorekeeper. After captions are set, this prompt should be changed back to YES.

```
Are Caption Heights
All the Same? YES
```
[SELECT YES/NO] [ENTER]
```
Caption Height (1-3):
          1
```
[1] [ENTER]

7. In most cases, answer YES to "Are Caption Heights All the Same?".
Some boards have team name areas that are larger than other fields. If this is the case, you will need to know the height of all areas. **Most captions are at a height of 1** *- which is either 6" (typical indoor) or 9" (typical outdoor) depending on board type. Double high team names would typically be a height of 2 (18" or 12"). A height of 3 would be 27" or 18". Refer to the scoreboard specification sheet for proper heights.*

The console will now reset. Repeat steps 1 through 3 and enter in the team names and captions. When done editing Board Captions, it is recommended to go into EDIT CAPTIONS MODE again and answer YES to "Hide Captions Except Home & Guest?" to prevent the Board Captions from changing.

4.0 8000 Series Updater

Periodically, an update to the console firmware is released from All American Scoreboards. These releases may contain improvements to the existing sport operations, changes in the menu, additional sport programs or other improvements. If satisfied with the operation of your scoreboard, an update may not be necessary. Each firmware release will be explained at AllAmericanScoreboards.com.

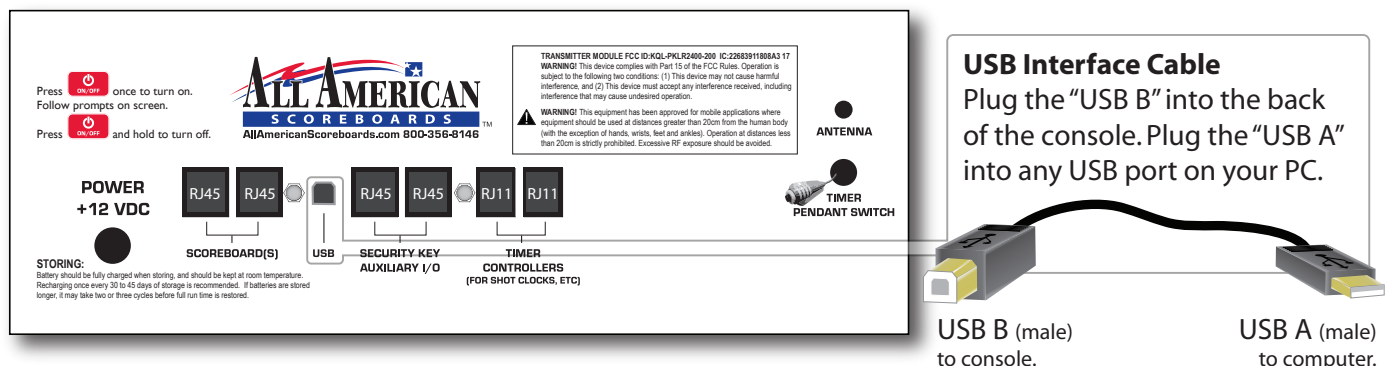> **A console firmware may be updated ONLY if the following conditions apply:**
> **1. The console has firmware version 4.00 or greater.**
> **2. A PC is available with a USB port and an internet connection.Requires Windows XP Home Edition, Windows XP Professional, Windows Server 2003, or Windows Vista with the latest service pack updates.**
> **3. A "USB A" (male) to "USB B" (male) cord is available.Cord is available from many electronics retailers or directly from All American Scoreboards.**

Instructions for Updating the Console Firmware.

STEP 1: Download the most recent program from AllAmericanScoreboards.com and follow installation instructions. Launch program - located in Program Files\All American Scoreboard\Update The firmware update program is available by contacting tech support and supplying an email address.

Step 2: On the back of the 8000 Series Console, plug in the USB B into the USB connection.

Step 3: Plug in the USB A into the computer. All American Scoreboards recommends using a USB 2.0 port from the PC. Using a standard USB port will work, however the time to update will be more than doubled.

USB Interface Cable
Plug the "USB B" into the back of the console. Plug the "USB A" into any USB port on your PC.

USB B (male) to console.   USB A (male) to computer.

Step 4: Turn on console by pressing [ON/OFF] .

Step 5: When screen displays `1. SCOREBOARD / 2. STAT PANEL ->` , press [←⇧] and [⇩→] simultaneously.

Step 6: Enter passcode, press [ENTER] .When the console is sent out from All American Scoreboards, the Passcode is 12345. If passcode has been changed, enter new passcode. If passcode is lost or forgotten, contact All American Scoreboards.

**Step 7:** Arrow ([⇩→])over to "PC CONNECTION". Press the appropriate number ([ENTER]).

`1. SCOREBOARD / 2. STAT PANEL ->` [⇩→] `3. MESSAGE CENTER / 4. TEAM NAMES ->` [⇩→] `5.CHANGE PASSWORD / 6.BOARD IDS ->` [⇩→] `7. PC CONNECTION / 8. BOARD TYPE ->` [7] `WAITING TO CONNECT..`

Console will display " WAITING TO CONNECT.."

Step 8: In the computer program, press [UPDATE ★] .The program will run for 2 to 5 minutes (may be longer depending on computer speed and data connection). The console will erase the necessary existing information and load the new information. If an update fails (power outage, cord is pulled, etc), try again by powering off and on and restarting computer program. Do not disconnect until updater says "OK to Unplug USB". Console will automatically restart.

8000 Series Updater ...continued

UPDATER WINDOW
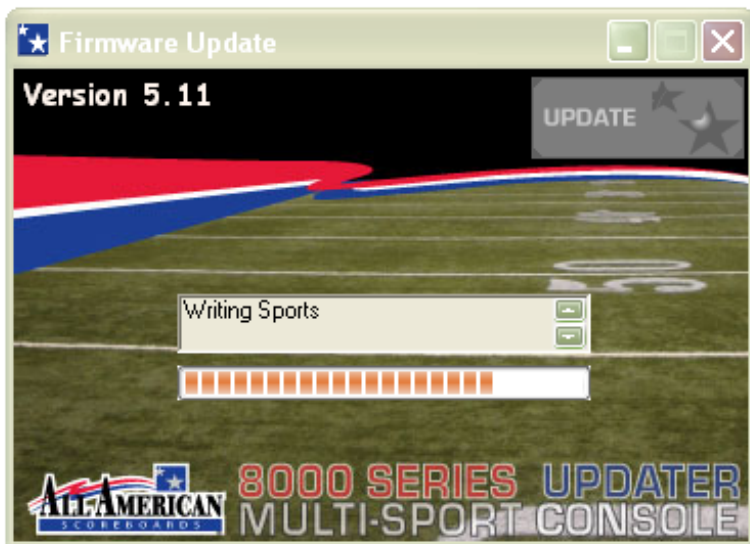
The Updater Program will report the number of errors that occurred during the update. If the error count is anything but zero, the bootloader MUST be run again. If error count is 0 and console fails to restart (or console displays [WAITING TO CONNECT..]), turn off console ([ON/OFF]) and then turn on by pressing [ON/OFF] and [SETUP] at the same time until console turns on.

> **NOTE:**
> After the update is complete, the sports program may be forced to load upon startup by pressing [>S] & [ON/OFF] at the same time.
>
> After the update is complete, the message program may be forced to load upon startup by pressing [?M] & [ON/OFF] at the same time.

Why update your All American Scoreboards console?

In most cases, your console is doing everything that you want it to do. If you are comfortable with how everything is operating, then you probably don't need to update your console. Here is a sample of some of the improvements that have taken place in the past:

- Improved stat panel control.
- Shot clock light strips and end of game light strips control.
- Ability to find "sweet spot" for radio control (requires V2 Radio).
- Improved functionality in various sports - for example; in baseball added option for "Auto Hit Indicator."
- Ability to control horn length for both end of period and shotclocks.
- Ability to back up console settings and segments.
- Improved Team Names functionality.
- Ability to control Everbrite Message Center and load and backup messages and programs.

For more Help and Information, open the USER GUIDE provided with the installer file.

5.0 CONNECTING TO A RADAR GUN

Console Version 6.17+ and Scoreboard version Version 210E

MANUAL PITCH SPEED BUTTON

Use the Console Setup Utilities to add a button to allow Speed Pitch to be entered manually. Contact All American Scorebaords to obtain this free download.

HARDWIRE CONNECTION

Hardware needed: RJ45 to DB9 Connector from All American Scoreboards
                     CAT5 cable
                     8000 Multi-Sport Console with Version 6.17 or greater installed.
                     Stalker Sport 2, Stalker Pro II, or Jugs Pro-Sports Radar Gun

1. Plug adapter into DB9 Connector on Radar Gun.
NOTE: the Stalker Pro II will require an additional adapter sold by Stalker.

2. Connect Gun (from adapter) to Console (either "Scoreboard" input) via CAT5 cable.

3. Turn on Radar Gun and check settings. The following settings must be set to communicate between radar gun and console.

   Baud Rate = 9600 (may be displayed as "96" on Radar Gun)
   Termination = Cr or CrLF
   Serial Port Format = AP or A (peak)
   Leading Zero = Space or Zero
   Peak Message Type = Single or Continous (Single is recommended)

   NOTE: Most radar guns can be set to only operate when triggered, or can be set to automatically scan for movement. Most radar guns also have a minimum value that should be set to help alleviate faulty readings.

4. Connect Console to Scoreboard as usual.

5. Test Radar Gun and Scoreboard. When the Console receives a data packet from the Radar Gun, a ⬚ is displayed in the lower right hand corner of the LCD screen.

NOTE: The speed and ⬚ will dislay by default for 5 seconds, then blank. This value can be changed to display until another speed is calculated (0) or for up to 9 Seconds. In order to change the default, the console must be changed using the Console Setup Utilities. Contact All American Scorebaords to obtain this free download.

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.

6.0 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.

7.0 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. Radios and Batteries carry the original manufacturer's one year warranty.

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.

8.0 Technical Support

8.1 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.

8.2 Contact Information

All American Scoreboards
401 S. Main Street
Pardeeville, WI 53954
PHONE: 1 800-356-8146
FAX: 1 608-429 -9216

www.allamericanscoreboards.com