

ALL AMERICAN

SCOREBOARDS

TM



8000 SERIES

SCOREBOARDS

www.AllAmericanScoreboards.com

VOLLEYBALL

SCOREBOARDS



Including Basketball & Segment Timers

Firmware Version 2.** +
rev. 6/27/13

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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.

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.



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.

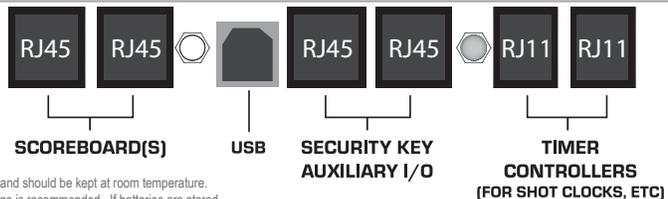
ANTENNA



TIMER PENDANT SWITCH



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.

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 separate 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.

AC Adapter

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



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	DOUBLE	GAME TIME	GUEST
SCORE	BONUS	(t= tenths enabled)	SCORE

56	<B	5:17 t	b>	51
<P	6	2	12	11

HOME TEAM	PERIOD	SHOT	TEAM
POSS. FOULS		CLOCK	FOULS

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.

56	<B	5:17	b>	51
* * * 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 radio is connected.

 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

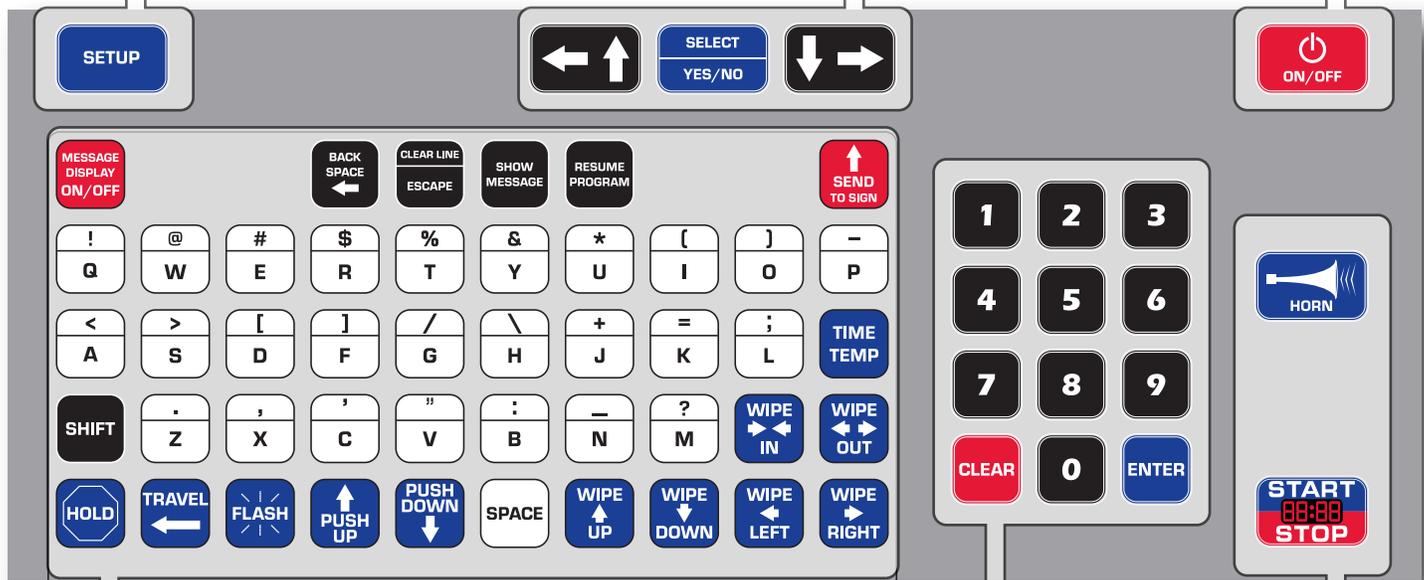
Used in pregame and gametime operations. Set brightness of scoreboard, length of time-out, etc. Press to enter setup mode at any time when clock is stopped.

Select and Arrow Keys

Use the arrow keys to select different options or answers displayed in the LCD. Press Select/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 indication symbol will light up.



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 powerful 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 multiple 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 to change the answer from "Yes" to "No," and then press .

```
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 . If selecting more than one scoreboard, enter the next ID followed again by . When finished selecting boards, press . 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 preparation 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

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 necessarily 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 web-site 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, 8804

Type 600 (Deluxe)

8339

Type 300 (Basic)

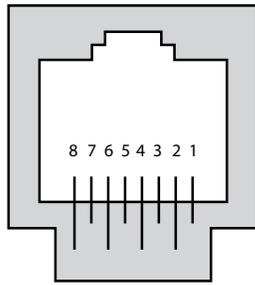
8347 , 8357, 8369, 8389, 8444, 8454, 8468,
8742, 8782

Type 500 (Extended)

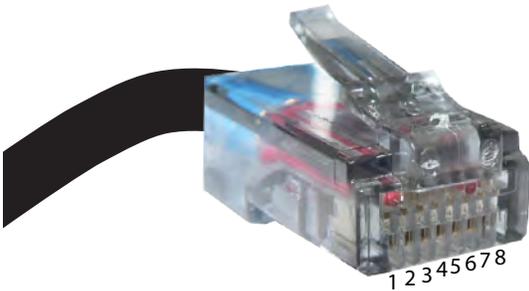
8300, 8302, 8325, 8333, 8327, 8335, 8500,
8502, 8509, 8514, 8518, 8529, 8549, 8599,
8606, 8609, 8614

Type 700 - 8600 Type 800 - 8200, 8201

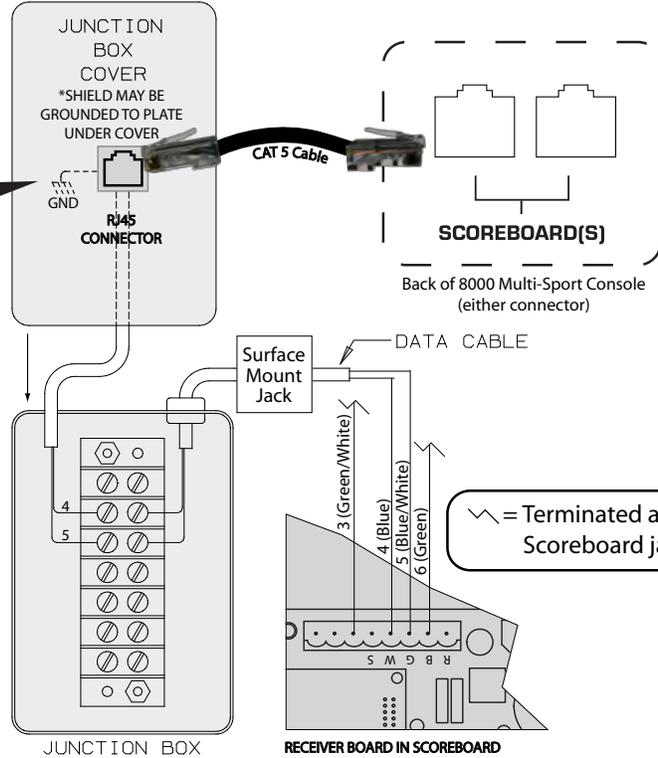
Hardwire Scoreboard Wiring With a Standard Junction Box



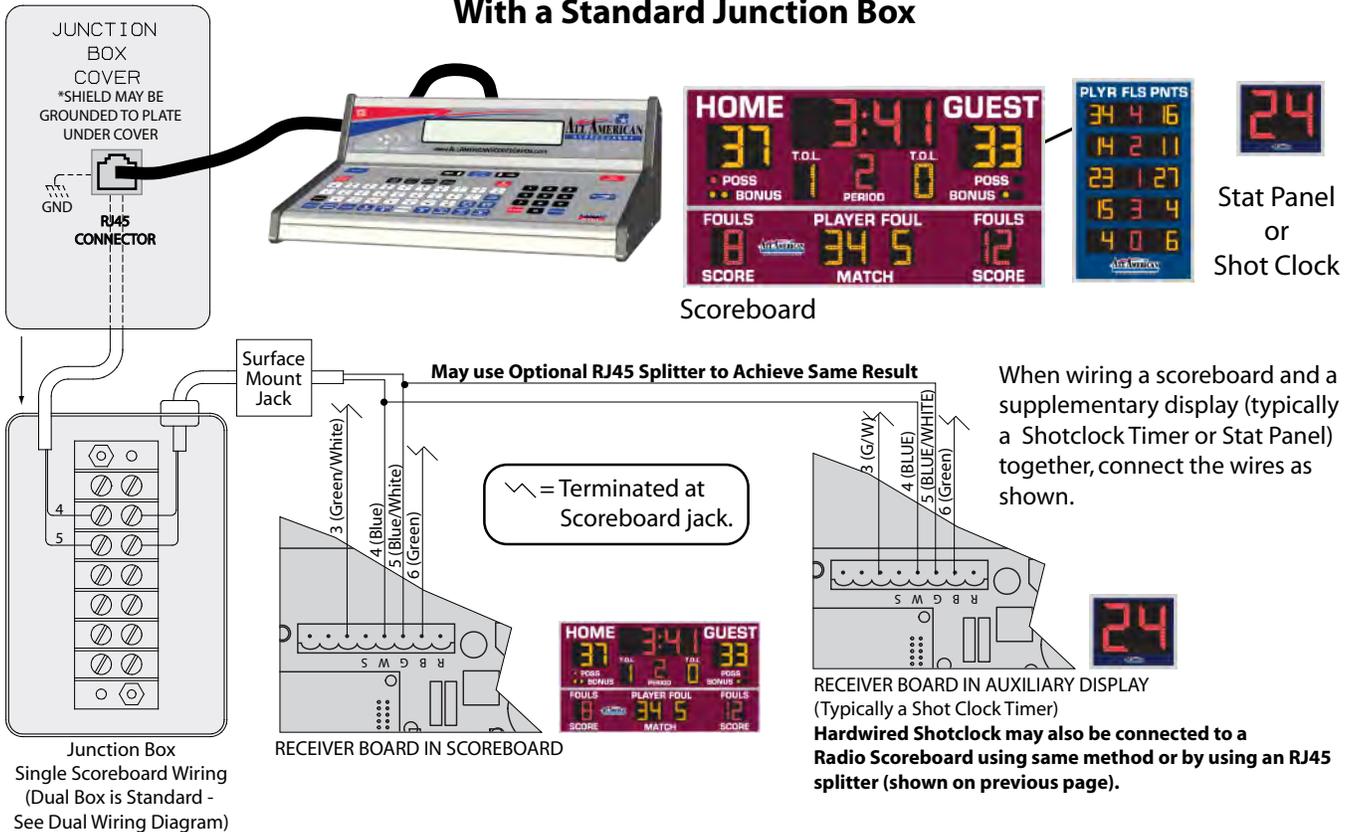
Female RJ45 Connector



Male RJ45 Connector



Wiring a Supplemental Display With a Standard Junction Box

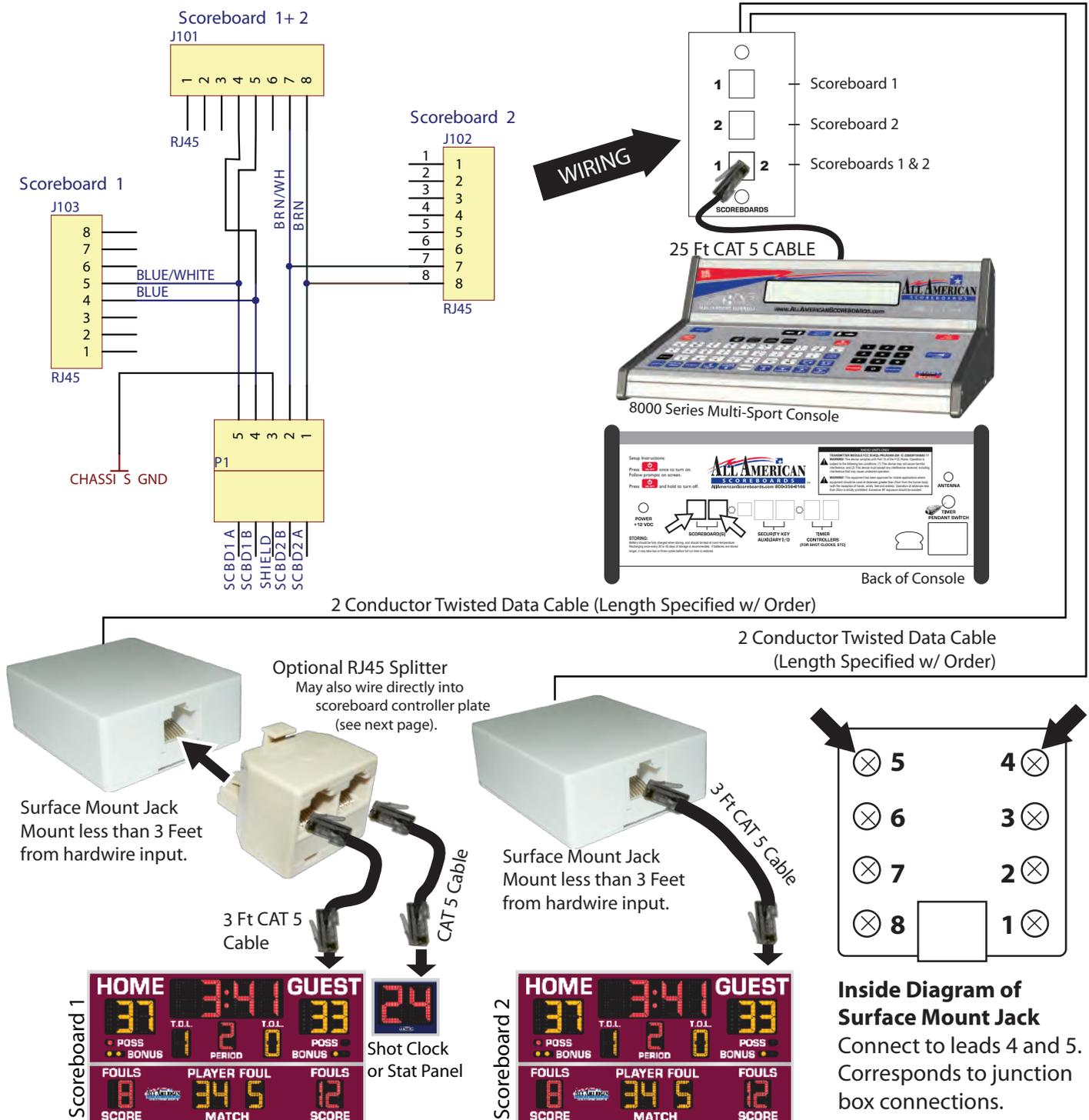


Hard Wire Setup

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.



*Actual scoreboard configurations may differ.

1. Turn on scoreboard.

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.

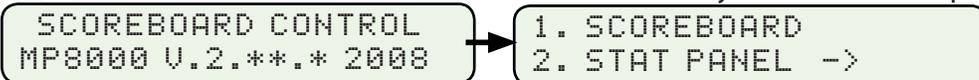
After console is turned on.

Possible display after Voll is selected.

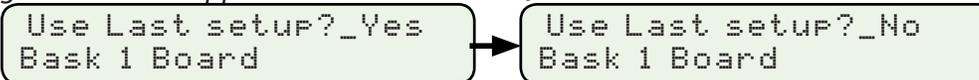


2. Turn on Console. Press and hold until LCD and LEDs light.

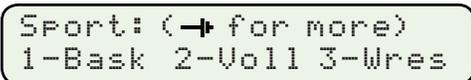
3. Press 1 to select Scoreboard. Use the arrow keys to view more options.



4. 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"**



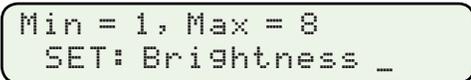
 After initial use, press Enter to accept the answer. This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.



5. Press appropriate number to select Volleyball. (1 will equal last sport played. If Volleyball ("Voll") does not show on screen, use the arrow keys to see additional sports.



6. Select Yes to go into setup. Tip: Use arrow keys to go back to previous questions.



7. Enter the desired brightness and press Enter. Example: . 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. A 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 Periods. This will be the time displayed on the clock when the game is started and when **RESET TIME** is pressed.

USE STAT PANEL?_Yes

9. If using a STAT PANEL, answer "YES". Toggle between Yes and No by pressing **SELECT YES/NO**; select the answer by pressing **ENTER**. Answering YES will change some operations in the console and allow the stat panel to be communicated to while communicating with the scoreboard. Answering NO will blank the stat panel.

GAMES PER MATCH = 5

10. Enter the maximum number of games in a match. Example: **5** **ENTER** for 5 games in a match.

TIMEOUT LENGTH = 200

11. 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

12. 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?
YES

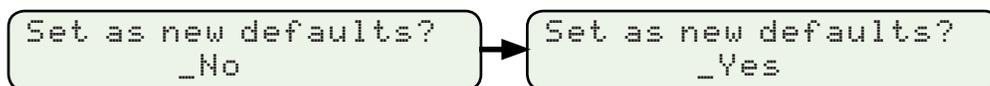
13. Press **SELECT YES/NO** to toggle between Yes and No. This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football, it is recommended not to use autohorn because play can continue after the clock reaches zero.

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. **Press enter to leave time of day unchanged on the scoreboard.**

If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00.

Time of day may be displayed during a Volleyball match. Press **Time of Day**. Time of day will display within 10 seconds.



21. Press  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  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



To Reset a Game (tournament play, etc):

Press  twice (when in setup, press SETUP again). Press  to change prompt to YES, then . All player, team information and default settings will be reset and scoreboard will display the same information as it did upon startup.

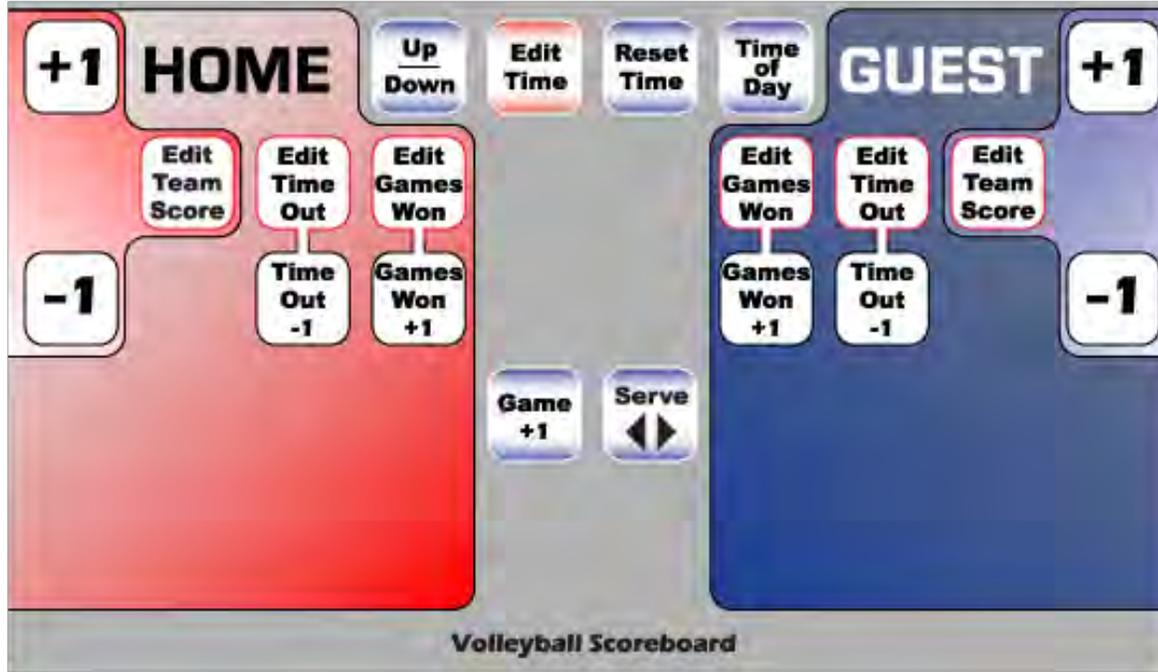
If resetting a game while using 2 consoles and stat panels, reset the game by pressing setup twice on the main console. Setup is disabled on an assisting console.



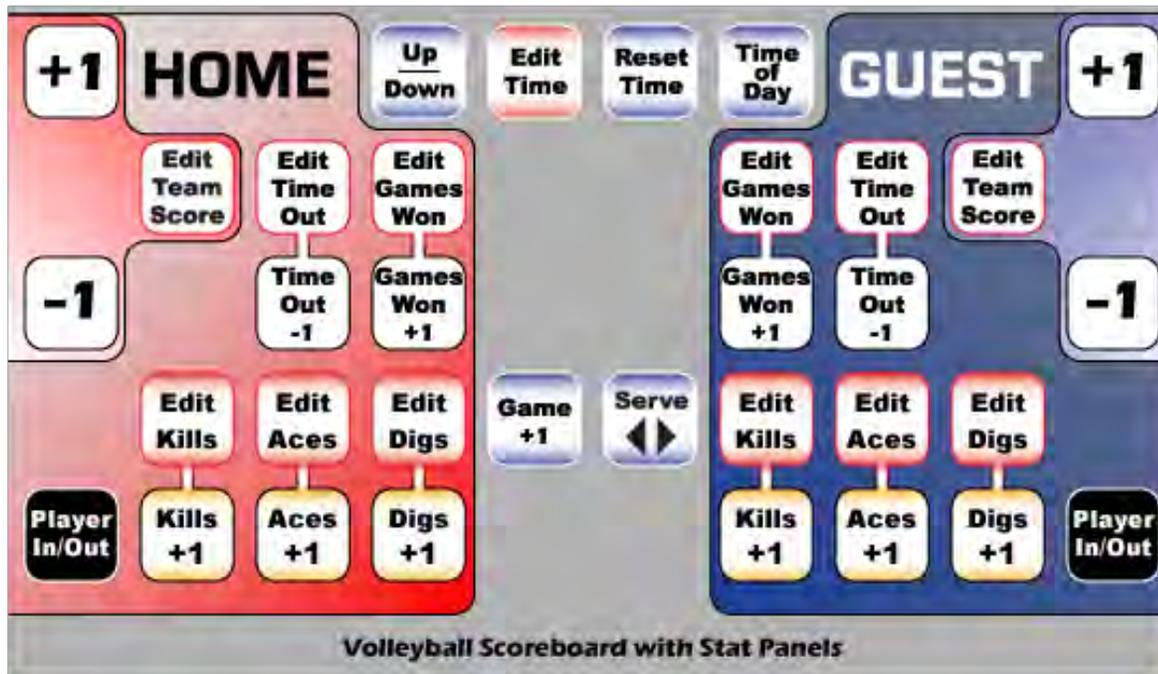
Anytime the clock is stopped, press  to safely change any item in the setup mode (Brightness, etc). Once a sport is selected after the console is initialized, pressing setup will only allow changes to the sport settings.

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

Volleyball Slipsheets



Volleyball Scoreboard Slipsheet. This slipsheet can control all Basketball/Volleyball scoreboards.



Volleyball Scoreboard with Stats Slipsheet (Reverse side of Volleyball Scoreboard Slipsheet). This slipsheet can control all basketball/volleyball scoreboards and can also send stat info to the stat panels (or store the info in the console).

All slipsheets can be downloaded from AllAmericanScoreboards.com

3.2

Timer



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



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.



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

Note: If Last Minute Tenths is enabled, once time is under a minute, keys entered will represent tenths of a second. Example: would display 12.3 seconds when under a minute. To display a 1:23, reset time before editing.



Press this to reset the time to the time that was set in the default.



Time of Day can be displayed while in a match. Press this key to display the current time. Time may be set and adjusted in setup. The console does not display the time of day, but will display a ":". To go back to game time, press again. Time of day is saved in the scoreboard. There may be up to a 10 second delay from when is pressed and time of day is displayed. Time may be blanked by setting a time of "0000."

Serving



Press this key to toggle between which team is serving. On a Basketball board, this will be displayed as the possession indicator.

Games Won



Press "Games Won +1" to increase the number of games won by 1. On a Basketball board, games won will be displayed as player fouls.



Press "Edit Games Won" to edit the number of games won.

Time Outs



Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 time out from the TOL. The console will display the default time. Press to begin the clock on the console or enter a new time and press . 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 will start the game clock and override the time-out timer. Horn will not sound and must be blown manually.

The time out timer may be cleared by pressing or by starting the game clock .



Press this key to change the number of time outs left on the scoreboard. Example:



Officials Time Out. This key operates like a team time-out, but does not subtract a time-out from either team.

Time-out Example: One minute is set in Setup as default time. Press to use default, press [new time using numeral keypad] to change to a different time.

HOME TIMEOUT= 100
PRESS ENTER/NEW TIME



2H Timeouts Left G3
TIME OUT = 0:59

Scoring

Home (Red Background) - Guest (Blue Background)

- +1** Used when a team scores a point.
- 1** Press this to quickly remove an accidental point.
- EDIT SCORE** Press this key followed by the correct score, then enter. Example: **EDIT SCORE** **2** **4** **ENTER**.

Stat Panel Scoring

Putting players in and Taking Players Out (Use stat panel must be selected to activate keys)

Before the start of a game, players must be put in the game. Press **Player In/Out for both HOME and GUEST and enter the starting lineup.** When a player(s) subs in, the console will ask first for the players to put in and then for the players to take out. Pressing **ENTER** after a number is entered adds a comma to allow more player numbers. Pressing **ENTER** again will finish the statement.

Example: Players 12,00,3,23 and 34 are put in before the start of the game.

Note: 00,01,02 (etc) are considered different numbers than 0,1,2 (etc).

Viewing and Editing Player Scoring Stats

Player Scoring Stats will be displayed on the 8000 Series Console LCD Screen. The LCD can display up to 20 players for each team, showing 5 players at a time.

Edit Kills or **Edit Aces** or **Edit Digs** Press any of these keys to display or edit the player number and each player's stat. The LCD will display 5 players at a time; press again to display the next 5 players.

Editing Stats

After pressing **Edit Kills** or **Edit Aces** or **Edit Digs**, stats may be edited by using the arrow keys (**←↑** or **↓→**) to move the selection over the player stat to be edited and pressing **SELECT YES/NO**. Pressing **CLEAR** when over a player stat will give you the option to delete a player.

The "*" refers to a player that is currently in the game, and/or currently displayed on the stat panel.
The "> <" refers to a player that is currently on the bench.

4.1

1. Turn on scoreboard.

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.

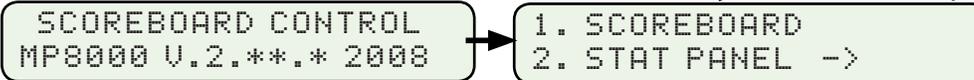
After console is turned on.

Possible display after Bask is selected.

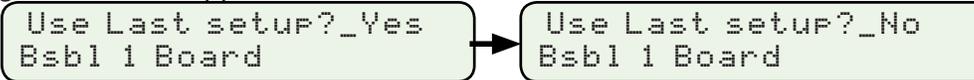


2. Turn on Console. Press and hold until LCD and LEDs light.

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



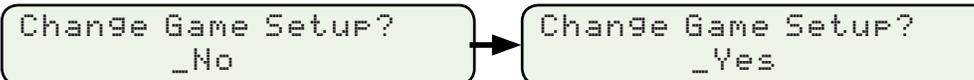
4. For the initial use, press Yes/No to change the answer to no. This will walk you through the set-up process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going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



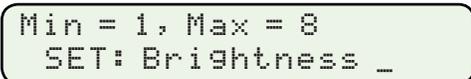
 After initial use, press Enter to accept the answer. This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.



5. Press 1 to select Basketball (1 will equal last sport played. Basketball may be another number). If "Bask" does not show on screen, use the arrow keys to see additional sports.



6. Select Yes to go into setup. Tip: Use arrow keys to go back to previous questions.



7. Enter the desired brightness and press Enter. Example: . 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. A game taking place during sunset may require the brightness to change from a max level to a lower level.

USE STAT PANEL?_Yes

8. If using a STAT PANEL, answer "YES". Toggle between Yes and No by pressing ; select the answer by pressing . Answering YES will change some operations in the console and allow the statpanel to be communicated to while communicating with the scoreboard. Answering NO will blank the stat panel.

PERIOD TIME = _

9. Enter Period Time. Example:  **for 12:00 Quarters.** This will be the time displayed on the clock when the game is started and when  is pressed.

Periods = 4

10. Enter the amount of periods. Example:  **for 4 Periods (default).**

TIMEOUT LENGTH = 200

11. Enter the default Time out Length. Example:  **for 2:00 Time outs.** This will be the time displayed on the console when  is pressed.

TIMEOUTS ALLOWED = 3

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

SHOT TIME = 0

13. Enter the default time for the Shot Clocks. Example  **for 35 Second Shot Time.** This will be the time that the shotclock is reset to when  is pressed. Shot time can be edited during a game by pressing . To turn off shotclock or to turn off shot clock display on the console, set time to "00".

MAX TEAM FOULS = 10

14. Enter the maximum amount of fouls displayed. Example  **for 10 Fouls Displayed.** Many leagues prefer the scoreboard to stop displaying team fouls after 10. This feature allows the scoreboard to display up to any number that a league requires. To display the maximum fouls on your scoreboard, set this number to 19.

USE AUTOMATIC HORN?
YES

15. Press  **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.

4.1

LAST MINUTE TENTHS?
YES

16. Press  **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.

USE AUTOMATIC BONUS?
_YES

17. Press  **to toggle between Yes and No.** This feature will automatically light the Bonus indicator will turn on when the clock is started after the 6th foul. Both indicators will light when the clock is started after 9 fouls. Bonus and Double Bonus values can be changed in the next setup item.

BONUS = 6

18. Enter the amount of fouls that trigger the bonus. Example:  . This item will not appear if "Automatic Bonus" is turned off. This number refers to the amount of team fouls that trigger a bonus free throw. The bonus indicator will not light until time is started, awarding a bonus free throw when the 7th foul is committed.

DOUBLE BONUS = 9

19. Enter the amount of fouls that trigger the double bonus. Example:  . This item will not appear if "Automatic Bonus" is turned off. This number refers to the amount of team fouls that trigger a double bonus free throw. The double bonus indicators will not light until time is started, awarding a double bonus when the 10th foul is committed.

Time of Day = _

20. Enter the time of day. Example:      **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. **Press enter to leave time of day unchanged on the scoreboard.**

Set as new defaults?
_No

Set as new defaults?
_Yes

21. Press  **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  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

NEW GAME? _YES

To Reset a Game (tournament play, etc):

Press **SETUP** twice (when in setup, press SETUP again). Press **SELECT YES/NO** to change prompt to YES, then **ENTER**. All player, team information and default settings will be reset and scoreboard will display the same information as it did upon startup.

If resetting a game while using 2 consoles and stat panels, reset the game by pressing setup twice on the main console. Setup is disabled on an assisting console.

SETUP

Anytime the clock is stopped, press **SETUP** to safely change any item in the setup mode (Brightness, etc). Once a sport is selected after the console is initialized, pressing setup will only allow changes to the sport settings.

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

Basketball Slipsheet



Basketball Scoreboard Slipsheet. This slipsheet can control all basketball scoreboards. For basic boards (8206,8208,8209), the reverse side of slipsheet may be used, eliminating many of the keys shown.

All slipsheets can be downloaded from AllAmericanScoreboards.com

4.2

Timer



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



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.



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

Note: If Last Minute Tenths is enabled, once time is under a minute, keys entered will represent tenths of a second. Example: would display 12.3 seconds when under a minute. To display a 1:23, reset time before editing.



Press this to reset the time to the time that was set in the default.



This key will display the next quarter or half, reset team fouls, and clear the bonus indicators. The console will then ask if the time outs need to be reset and then ask for the intermission time.

Possession



Press this key to toggle between Home and Guest Possession.

Period



Press quarter to change the quarter 1,2,3,4, and 0 (overtime). Press again for 1.

Time Outs



Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 time out from the TOL. The console will display the default time. Press to begin the clock on the console or enter a new time and press . 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 will start the game clock and override the time-out timer. Horn will not sound and must be blown manually.

The time out timer may be cleared by pressing or by starting the game clock.



Press this key to change the number of time outs left on the scoreboard. Example:



Officials Time Out. This key operates like a team time-out, but does not subtract a time-out from either team.

Time-out Example: One minute is set in Setup as default time. Press to use default, press [new time using numeral keypad] to change to a different time.

HOME TIMEOUT= 100
PRESS ENTER/NEW TIME



2H Timeouts Left G3
TIME OUT = 0:59

Bonus/Double Bonus

Bonus and Double Bonus can be automatically lit if enabled in Setup. The Bonus indicator will turn on when the clock is started after the 6th foul. Both indicators will light when the clock is started after 9 fouls. Values can be changed in setup.



Press the bonus key once to manually turn on the bonus indicator for the appropriate team, press again to light the double bonus indicator, press again to turn off.

Scoring

Home (Red Background) - Guest (Blue Background)

- +3** Used when a team scores a 3-pointer.
- +2** Used when a team scores a 2 point basket.
- +1** Used when a team scores a free throw.
- 1** Press this to quickly remove an accidental point.
- Press this key followed by the correct score, then enter. Example: .

Stat Panel Scoring

Putting players in and Taking Players Out

Before the start of a game, players must be put in the game. Press for both HOME and GUEST and enter the starting lineup. When a player(s) subs in, the console will ask first for the players to put in and then for the players to take out. Pressing after a number is entered adds a comma to allow more player numbers. Pressing again will finish the statement.

Example: Players 12,00,3,23 and 34 are put in before the start of the game.

IN=12,00,3,23,34
H PLAYER NUMBER

→

OUT=
H PLAYER NUMBER

Note: 00,01,02 (etc) are considered different numbers than 0,1,2 (etc).

If using stat panels, either the single console or the assist console will ask for a player number when a score (**+3**, **+2**, **+1** or **-1**) is entered (see stat panel setup for more information). **When using 2 consoles (assist mode) only scores entered on the main console will affect the team scores.** The scores (**+3**, **+2**, **+1** or **-1**) on the assist console is intended only to quickly correct player scores and will not affect the team score.

The following is an example of what the screen will show for both a home and guest 2 pointer:

H PLAYER NUMBER=
POINT +2

or

G PLAYER NUMBER=
POINT +2

Using one console: pressing would give 2 points to player number 23.

Using two consoles: pressing on main console, on assist console gives 2 points to player 23.

Viewing and Editing Player Scoring Stats

Player Scoring Stats will be displayed on the 8000 Series Console LCD Screen. The LCD can display up to 20 players for each team, showing 5 players at a time.

or Press this key to display the player number and each player's fouls. The LCD will display 5 players at a time; press again to display the next 5 players.

Editing Stats

Stats may be edited by using the arrow keys (or) to move the selection over the player stat to be edited and pressing . Pressing when over a player stat will give you the option to delete a player.

Player Number
Player Points

22	12	23	34	00
10	*16*	08		3

→

22	12	23	34	00
10	16	>08<		3

Players that are currently in the game are marked with an asterisk (* *).

Players that are currently not in the game are marked with an greater than/less than sign (> <).

4.2

Fouls

 Press this key followed by the player's number who committed the foul, then enter. The console will keep track of individual player fouls for both home and guest. Both the team fouls and the player fouls will be updated.

Using one console: pressing  **2** **3**  would give a foul to player number 23, and also a team foul.

Using two consoles (stats using assist console): pressing  on main console, **2** **3**  on assist console gives a foul to player 23, and also adds a team foul to the appropriate team.

NOTE: For stat panel control using a console in assist mode, the main console must be used to add a player foul. The stat assist console will only change individual stats (fouls and points) and will not change team stats (team points or fouls).

 Press this key followed by the appropriate number, then enter to manually edit the number of team fouls displayed. Individual player foul numbers will not be changed and may need to be adjusted.

Fouls (Continued)

Note: The following 2 keys will only work to edit the last foul or player that was entered.

 The player number that is displayed on the scoreboard can be edited using this key. Only the player number displayed on main scoreboard (last player with called foul) can be changed.

 Use this key to edit the number of player fouls displayed on the scoreboard. Only the player currently displayed can be changed. The console will keep track of whether the player is Home or Guest.

Foul Stats

Foul Stats will be displayed on the 8000 Series Console LCD Screen. The LCD can display up to 20 players and fouls for each team.

 Press this key to display the player number and each player's fouls for the Home team. The LCD will display 5 players at a time; press again to display the next 5 players.

 Press this key to display the player number and each player's fouls for the Guest team. The LCD will display 5 players at a time; press again to display the next 5 players.

Editing Stats

Stats may be edited by using the arrow keys (  or  ) to move the selection over the player stat to be edited and pressing . Pressing  when over a player stat will give you the option to delete a player.

EXAMPLE: STANDARD PLAY

The following shows an example of fouls displayed during standard play. The asterisk (* *) shows who committed the last foul. If edited, this will edit the player who is displayed on the scoreboard. Any foul stat may be edited.

Player Number	22	12	23	34	00		22	12	23	34	00
Foul Number	1	* 2*		3			1	2	>	<	3

EXAMPLE: STAT PANEL PLAY

The following shows an example of fouls displayed during play when a stat panel is used. The asterisk (* *) shows who is in the game (or currently shown on stat panel). A greater than/less than (> <) sign represents players that are currently on the bench. Any foul stat may be edited.

Player Number	22	12	23	34	00		22	12	23	34	00
Foul Number	1	* 2*		3			1	2	>	<	3

Shot Clock

If your facility is equipped with an All American shotclock, it can be controlled by the same console using the following buttons. Shotclocks may also be controlled by remote that plugs into the back of the 8000 Series Console.



Press this key to edit the length of time displayed from the shotclock. Shotclock time MUST be set in setup before resetting. If the time displayed on the game clock is less than the time on the shotclock, the shotclock will blank automatically. A horn will sound and any All American light strips will light when the shotclock reaches 0.



Press this key to reset the shotclock to the time entered in Setup.

Shotclock will run whenever the clock is running.

Shot Clock with Shotclock Pendant

Plug the shotclock pendant (shown below) into the back of the console as shown. Operation of shotclock may now be controlled by the pendant, the console or both the pendant and console.



Press this key to reset the shotclock to the time designated in setup. If the time displayed on the game clock is less than the time on the shotclock, the shotclock will blank automatically. A horn will sound and All American light strips (if installed) will light when the shotclock reaches 0.



This key will blank the shotclock. Shotclock will automatically blank if reset time is greater than game time.

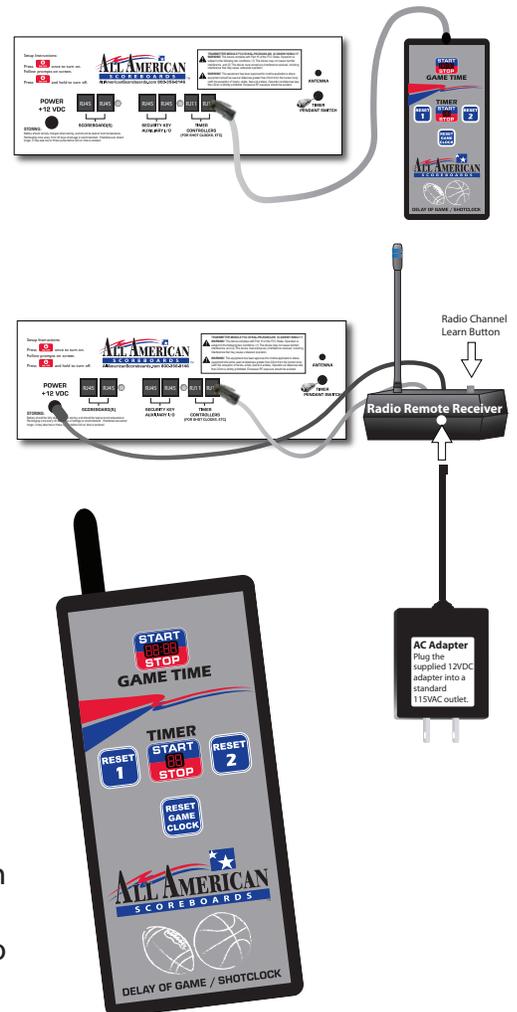
Remotes

Hardwire Remote for Delay of Game Timers Setup Instructions

Plug connector of hardwire remote into either slot labeled "Timer Controller" on the back of the 8000 Console. Scoreboard time and Delay of Game Time may now be controlled by the remote and/or the 8000 Console.

Radio Remote for Delay of Game Timers Setup Instructions

1. Plug data RJ11 connector of radio remote receiver into either slot labeled "Timer Controller" on the back of the 8000 Console.
2. Remove power adapter (if attached) from the 8000 Console.
3. Plug the attached power pass thru cord from the Radio Remote Receiver into the ac power input on the control console. This will pass the DC power from the Receiver to the Console.
4. Plug AC adapter (either supplied with the Console or the Radio Receiver) into the 12VDC input.
5. Press and hold the Radio Channel Learn Button and press any key on the Radio Remote approximately 5 times. Each Radio Remote is hard coded with a radio channel - this procedure will change the Receiver to the correct radio channel. Test remote and repeat if necessary.



4.4

Stat Panel Setup

8200, 8201, 8600ASP, or 8600XSP Required

8200 & 8201 is Basketball only. 8600XSP & 8600ASP can be used for Basketball or Volleyball.

Console connections are the same for both sports.

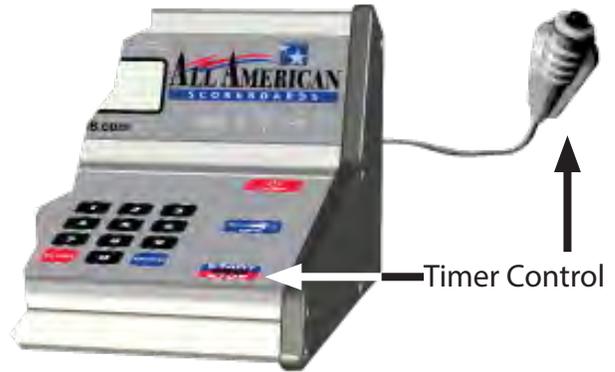
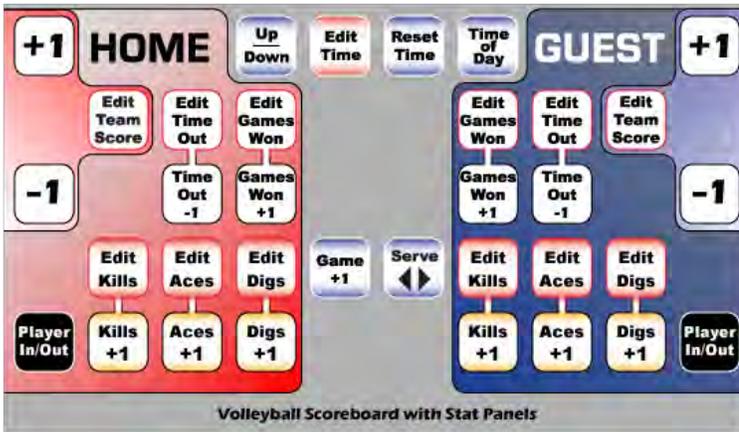
Stat Panel Overview

If your facility is equipped with an All American 8000 Series Stat Panel (volleyball or Basketball), it can be controlled by a single console (Volleyball Scoreboard with Stat Panel Control Slipsheet), or by linking 2 consoles together (Volleyball Scoreboard Slipsheet and Stat Panel Slipsheet). A stat panel can also be controlled independently (Volleyball Stat Panel Slipsheet).

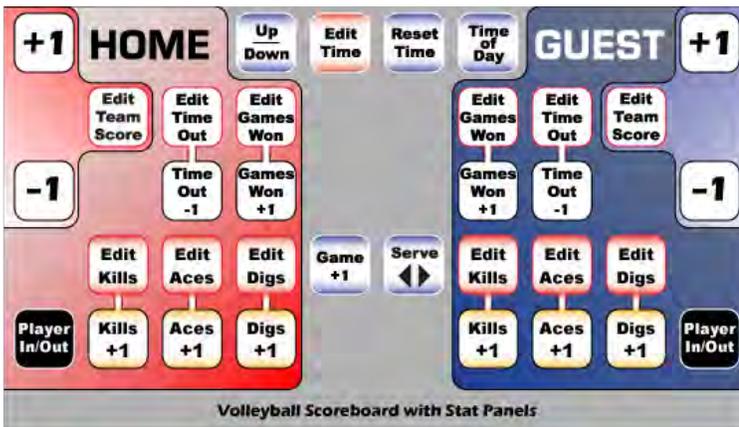
Stat and Scoreboard Control allows a scorekeeper to keep track of a lot of information using a few keystrokes. With an 8000 Console, a typical volleyball game is scored with a single console. Because a scorekeeper typically already keeps track of team and player scores, times, etc., adding a stat panel only adds another few keystrokes to keep track of individual scores. If using one console, the console will ask who scored after +1 is pressed. If using 2 consoles hooked together, one person can keep track of normal operations while another person keeps track of who scored, got the dig, ace or kill. By using a remote (sold separately), you can also designate one person to control time while the other operations are controlled by 1 or 2 people. Here are a few examples:

Single Console Control (Control scoreboard and stat panels with one console.)

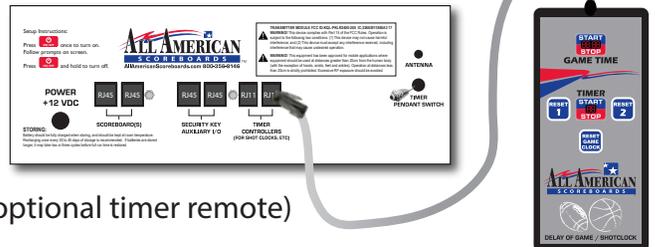
1. Choose Scoreboard and connect to board(s).
2. Choose Volleyball.
3. Answer "YES" to "Use Stat panel?"



OR



Time can be controlled using only the Start/Stop button on the console, the timer pendant (included with console), or by using the Remote Timer handheld control (shown below).



(optional timer remote)

Multiple Console Control (Control scoreboard and stat panels with 2 All American 8000 Series consoles connected together)

The consoles will be connected using either of the AUXILIARY I/O on each console with standard network cable.

On main console (This console will be connected to the scoreboard and stat panel by radio or hardware):
If stat panels are connected via wire from scoreboard, connecting to the scoreboard will also connect to stat panel.

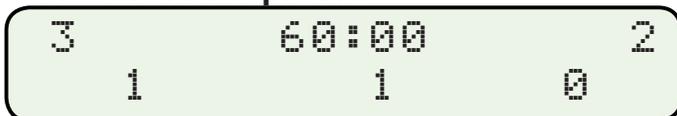
1. Turn on Scoreboard(s).
2. Power up main console. All other console MUST be turned off before selecting the scoreboard.
3. Choose Scoreboard and connect to board(s).
4. Choose Basketball.
5. Answer "YES" to "Use Stat panel?"

On Stat Console

1. Turn on Scoreboard(s).
2. Turn on Stat Console.
3. Plug stat console into the main console using standard network RJ45 cable from the Auxiliary I/O.
(This console will be connected to the main console, and will not directly send any information to the board(s). It is important to plug the consoles together after the console is on - after it is done displaying the firmware version on the LCD.)
4. Choose Stat Panel.
5. Choose "YES" to "Assist Mode?"
6. Choose Volleyball (Vol)



Main Console Slipsheet.



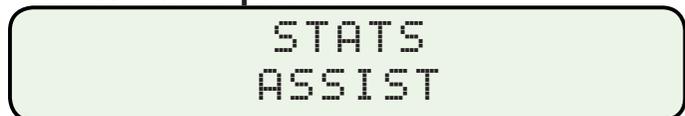
Main Console LCD.

Note: If Main Console and Assist Console displays different information in the player stats, the consoles can be re-synced by:

Main Console Correct, Assist Console Incorrect - Unplug and replug data cable.

Assist Console Correct, Main Console Incorrect - Press **Player In/Out** **ENTER** for both teams on assist console.

Stat Console Slipsheet



Stat Console LCD

Stand Alone Stat Panel Control (Control Stat Panels as Separate Unit)

Use this scenario when operating a stat panel with an older All American or alternate scoreboard. Stat panels must have at least one radio or connected directly to console by hardware to run as separate unit. Stat panels may be connected to each other using standard network cable. All functions will only affect the stat panels. If radio, scoreboard and stat panels must be on different channels.

1. Turn on Scoreboard(s).
2. Turn on Stat Console.
3. Choose Stat Panel.
4. Choose "No" to "Assist Mode?"
5. Choose Volleyball (Vol)

SEGMENT TIMER SETUP

Available only in consoles with Firmware Version 2.14 or above and 3.14 and above.

1. Turn on scoreboard.

2.  Turn on Console. Press and hold until LCD and LEDs light.

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

```
SCOREBOARD CONTROL  
MP8000 U.3.*.* 2009
```

```
1. SCOREBOARD  
2. STAT PANEL ->
```

4.   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"**

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

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

 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.

```
← Select Sport →  
1-Segm 2-Bask 3-Bsbl
```

5.  Press 1 to select Segment Timer. Note: last sport selected will be number 1, 2nd last sport selected will be number 2 and so on

```
Change Game Setup?  
_No
```

```
Change Game Setup?  
_Yes
```

6.   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:  . 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.

```
LAST MINUTE TENTHS?  
YES
```

8. Press  to toggle between Yes and No. Answering YES will show tenths of a second for all times 59.9 seconds and less. When tenths of a second is enabled, times entered must incorporate the tenth of a second. For example, 10 seconds must be entered as 100 and will display 10.0. If tenths of a second is not enabled, 10 seconds will be entered as 10.

Note: For 3 digit timers with a single colon indicator, answer YES.

Time of Day =_

19. Enter the time of day. Example: **1 0 3 0** **ENTER** **for 10:30. This feature will produce unexpected results if used with a 2 or 3 digit timer.** 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. **Press enter to leave time of day unchanged on the scoreboard.**

Set as new defaults?
_No

Set as new defaults?
_Yes

20. 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 and will need to be re-entered the next time the console is used.

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

Remote Settings

Using the remote with the segment timer allows for control of segments and workouts that were programmed from the main console. Remotes are available as wireless or as hardwire. See section 3.3. for more details.



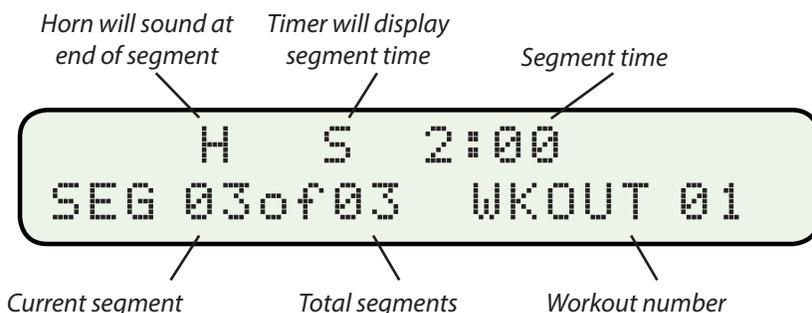
Pressing **Start/Stop** will start the timer if stopped and stop the timer if running.



Pressing **Reset 1** when clock is stopped will reset the workout to the beginning of the first segment.



Pressing **Reset 2** when clock is stopped will reset to the beginning of the current segment.



KEYS DEFINED: WORKOUTS

NEW WORKOUT

A workout consists of a series of segments. 20 unique workouts (Workout #1 through Workout #20) can be stored in the 8000 Series Console. If a workout has never been entered (a new console), workout #1 will already be selected. Pressing NEW WORKOUT will add a workout to the total number of workouts. For example, if 5 workouts are entered in the console, pressing NEW WORKOUT will add Workout #6 to the list and begin the editing process for Workout #6. Workout numbers cannot be deleted, however the information in a workout number may be edited or cleared.

If all 20 workouts have information (total time other than 00:00:00), a workout must be cleared before a new workout is entered. The new workout will be located at the first cleared workout.

EDIT/SELECT WORKOUT

Press this key to select or edit a workout. Once a workout is selected, segments can be added, deleted or edited (see segments) within the workout.

To clear the contents of a Workout, press this key, select workout to be deleted, then enter, then clear and then confirm the deletion.

To use total time in Workout #1, press EDIT/SELECT WORKOUT, select Workout #1 (press 1 on the numeric keypad, then enter) and answer YES to USE TOTAL TIME?

Total Time refers to displaying the total time of all segments on the scoreboard rather than the individual times of the segment. Using total time allows the horn to be able to sound at times other than zero or at the end of a count up segment.



Segment Timer Slipsheet

RESET WORKOUT

Press RESET WORKOUT to reset the time on the console and the scoreboard back to the beginning of the selected workout. RESET WORKOUT will not function if the time is running. Wait until the end of the workout or press START/STOP before resetting the workout.

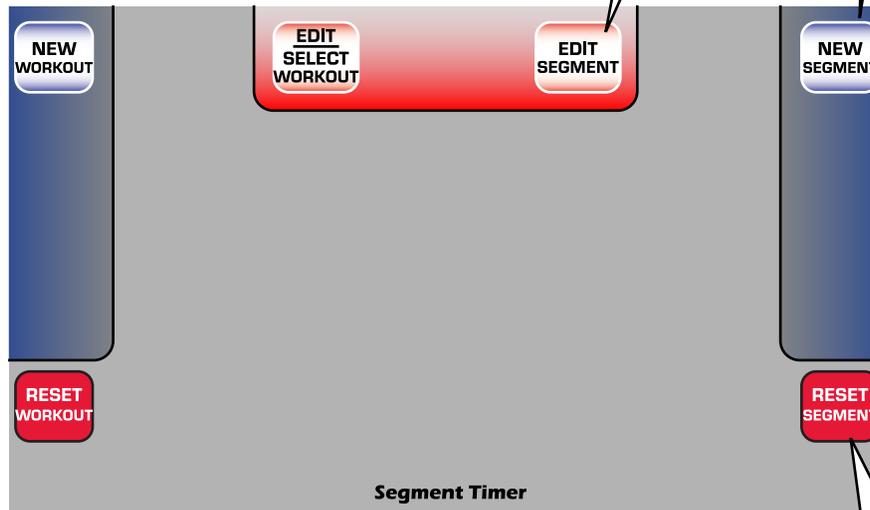
KEYS DEFINED: SEGMENTS

NEW SEGMENT

Press this key to add a new segment to the end of the segment string in a workout. A segment is the individual times that make up a workout. Up to 99 segments can be used for each workout. Segments can count up, count down and can also sound the horn (if installed) when the segment reaches zero or at the end of the count up time. If the scoreboard has a timer and shows home and guest scores, the segment or workout time will be displayed in the timer, the current segment is displayed in the home score and the total segments will be displayed in the guest score. If the scoreboard is a shotclock that also displays game time, the segment number is displayed in the shot time and the timer displays the segment or workout time.

EDIT SEGMENT

Press this key to select or edit a segment. Use the arrow keys to show the individual segments. Select a segment to edit by entering the segment number on the numeric keypad, then press ENTER. Once a segment is selected, the time can be changed, the timer can be set to count up or down and the horn can be set to sound or be silent.



Segment Timer Slipsheet

RESET SEGMENT

Press RESET SEGMENT to reset the time of the current segment. RESET SEGMENT will not function if the time is running. Press START/STOP before resetting the segment.

Scenarios

The segment timer program on the 8000 Series Multi-Sport Console may be used in a number of complex scenarios. For example, to differentiate between different segments, the odd segments could be used for working and the even segments could be used for resting. Perhaps the resting time would count up while the work time would count down. The rest times could be differentiated by the horn blasts - or every segment could have a horn blast. The following examples some of the capabilities for the segment timer program.

Example #1: Setting a Segment Workout

In this example, a basic segment program will be loaded and run. The first segment will be for 1 minute, the 2nd segment will be a 30 second rest segment, the 3rd segment will be a 2 minute work segment. A horn will sound after each segment. For this example, tenths of a second will not be necessary.

1. Press Setup () and answer "NO" to Tenths of a Second.
2. Press New Workout () or Clear an Existing Workout ( + Workout Number +  + )

```
USE TOTAL TIME?_NO  
WORKOUT #1
```

3. Answer "NO" to "USE TOTAL TIME?". (Default, Press )

```
REPEAT WORKOUT?_NO  
WORKOUT #1
```

4. Answer "NO" to "REPEAT WORKOUT?". (Default, Press )
If "YES" is answered, the workout would loop from the end of the last segment to the beginning of the first segment until the timer is stopped.

```
S 0:00  
SEG 01 of 00 WKOUT 01
```

5. Press New Segment ().

```
TIME = _  
SEGMENT # 1
```

6. Enter a time (for example 100+ ).

When Tenths of a Second is disabled, enter seconds as a 1 or 2 digit number, enter minutes and seconds as 3 or 4 digit numbers. Example: 60 will give a time of 60 seconds. 100 will give a time of 1 minute. Both would run for the same amount of time. For entering time with Tenths of a Second enabled, the tenths digit will be the last digit entered (100 would equal 10.0 Seconds). See next scenario for details.

```
HORN WHEN DONE?_NO  
SEGMENT # 1
```



```
HORN WHEN DONE?_YES  
SEGMENT # 1
```



7. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the first segment reaches Zero.

```
COUNT UP?_NO  
SEGMENT # 1
```

8. Answer "NO" to "Count Up?". (Default, Press )

This segment will count down.

```
S 1:00
SEG 01of01 WKOUT 01
```

9. Press New Segment ().

One segment is complete, to continue the example, see next page.

```
TIME = _
SEGMENT # 2
```

10. Enter a time (for example 30+ )

```
HORN WHEN DONE?_NO
SEGMENT # 2
```



```
HORN WHEN DONE?_YES
SEGMENT # 2
```



11. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the second segment reaches 30 (time entered in previous step).

```
COUNT UP?_NO
SEGMENT # 2
```



```
COUNT UP?_YES
SEGMENT # 2
```



12. Answer "YES" to "Count Up?".

This segment will count up from 0 to 30 seconds.

```
S 1:00
SEG 01of02 WKOUT 01
```



```
H S ^0:30
SEG 02of02 WKOUT 01
```

When pressing the arrow keys while the timer is stopped and while in this screen, the segments can be viewed by pressing the arrow keys forward or backwards.

13. Press New Segment ().

```
TIME = _
SEGMENT # 3
```

14. Enter a time (for example 200+ )

```
HORN WHEN DONE?_NO
SEGMENT # 3
```



```
HORN WHEN DONE?_YES
SEGMENT # 3
```



15. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the third segment reaches zero. Since this will be the final segment of the example, the horn will be 4 times as long as the horn in between each segment.

```
COUNT UP?_NO
SEGMENT # 3
```

16. Answer "No" to "Count Up?". (Default, Press )

This segment will count down to zero. Confirm all segments by arrowing through the windows (below).

```
H S 1:00
SEG 01of03 WKOUT 01
```



```
H S ^0:30
SEG 02of03 WKOUT 01
```



```
H S 2:00
SEG 03of03 WKOUT 01
```

17. Arrow to the Segment 1 screen (or press Reset Workout) and then press START/STOP ().

The example workout is now complete and the workout is running through the segments. The scoreboard (or shot-clock or timer) will start at 1 minute, count down to zero and sound a short horn. Segment 2 will begin immediately after segment 1 finishes and will count up from 0 seconds to 30 seconds and sound a short horn. After reaching 30, the time will switch to 2:00 and count down to zero. When zero is reached, a long horn will sound indicating that the segment is complete.

Example #2: Setting a Total Time Workout

In this example, a basic total time program will be loaded and tested. Total time refers to adding up all segment lengths and displaying the total time on the console and scoreboard/timer. In this example, the total time will be 11.5 seconds. The first segment will be for 7 seconds, a horn will sound while the clock continues to count down to zero, sounding a longer horn. For this example, tenths of a second will need to be activated.

1. Press Setup () and answer "YES" to Tenths of a Second.

Once a value is entered, the console will remember the number. If the tenths of a second is later deactivated, the values will display the number rounded down to the nearest whole number. For example, if 102 is entered when tenths of a second is enabled, 10.2 seconds will display in the segment. If tenths of a second is deactivated, the segment will display 10 seconds. Once tenth of a second is reactivated, 10.2 will be displayed.

2. Press New Workout () or Clear an Existing Workout ( + Workout Number +  + )

```
USE TOTAL TIME?_NO
WORKOUT #2
```

```
USE TOTAL TIME?_YES
WORKOUT #2
```

3. Answer "YES" to "USE TOTAL TIME?". (Press )

Answering "YES" will add up all segment times and display the total time on the scoreboard and console. Total time can only count down. If an existing workout is changed from Segment Time to Total Time, all segments will count down regardless of the direction noted in the segment. Horns will still sound after designated segments.

```
REPEAT WORKOUT?_NO
WORKOUT #2
```

4. Answer "NO" to "REPEAT WORKOUT?". (Default, Press )

If "YES" is answered, the workout would loop from the end of the last segment to the beginning of the first segment until the timer is stopped.

```
0:00
SEG 01of00 WKOUT 02
```

5. Press New Segment ().

```
TIME = _
SEGMENT # 2
```

6. Enter a time (for example 70+ ).

When Tenths of a Second is enabled, enter seconds as a 2 or 3 digit number, enter minutes and seconds as 4 or 5 digit numbers. Example: 70 will give a time of 7 seconds. 7 will yield a time of .7 seconds.

```
HORN WHEN DONE?_NO
SEGMENT # 2
```

```
HORN WHEN DONE?_YES
SEGMENT # 2
```

7. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after 7 seconds (entered in step 5) are counted.

```
7.0 t
SEG 01of01 WKOUT 02
```

9. Press New Segment ().

One segment is complete, to continue the example, see next page.

TIME = _
SEGMENT # 2

10. Enter a time (for the example 45+ ).

HORN WHEN DONE?_NO
SEGMENT # 2



HORN WHEN DONE?_YES
SEGMENT # 2



11. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the second segment reaches 0 (the end of the workout).

11.5 t
SEG 01 of 02 WKOUT 02



4.5 t
SEG 02 of 02 WKOUT 02

When pressing the arrow keys while the timer is stopped and while in this screen, the segments can be viewed by pressing the arrow keys forward or backwards. The "t" shows that tenths of a second will be displayed.

12. Arrow to the Segment 1 screen (or press Reset Workout) and then press START/STOP ().

The example workout is now complete and the workout is running through the segments. The scoreboard (or shot-clock or timer) will start at 11.5 seconds and count down to zero. When the time reaches 4.5 (11.5 seconds - the 7 second segment entered in Segment #1) a short horn will sound as the clock continues to run. Upon reaching 0, a long horn will sound indicating that the segment is complete.

These examples illustrate just some of the features and capabilities of the segment timer program. With over 99 segments available per workout, the segment timer can be tailored for just about any fitness or timing need.

Selecting and Editing Segments and Workouts

Edit Workout

1. Press Edit/Select Workout ().

#1 00:03:30.0
#2 00:00:11.5 T



#3 00:45:15.2 R
#4 00:00:00.0

Press the arrow keys to scroll through the workouts. "T" stands for Total Time, "R" stands for repeating. If a workout shows all zeros, it is empty. When NEW WORKOUT () is pressed, the first empty workout will be edited.

2. Using the numerical keypad, enter the number of workout to be edited, then press ENTER. ().

Total or Segment Time can be changed, Repeating can be turned off or on, and segments can be edited.

Edit Segment

1. Press Edit/Select Workout ().

#1 01:00.0 H
#2 00:30.0 ^



#3 02:00.0

Press the arrow keys to scroll through the segments. "H" stands for auto horn at the end of the segment, "^" shows that the segment will count up.

2. Using the numerical keypad, enter the segment number to be edited, then press ENTER. ().

Segments cannot be inserted, only placed at the end of the workout. Segments can be edited by selecting the segment, then pressing clear. To keep the existing time, press enter when display reads "TIME = _".

6.0 Firmware Update

Updating the Console Firmware. (CONSOLE FIRMWARE VERSION 4.00 OR GREATER ONLY)

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.

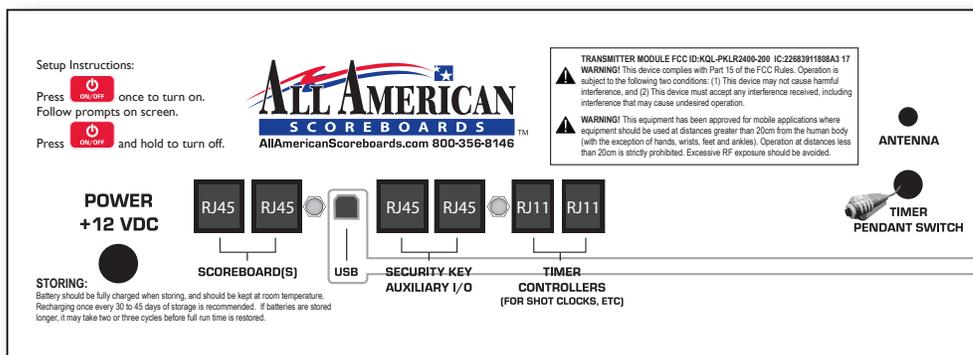
A console firmware may be updated ONLY if the following conditions apply:

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 Firmware. Program can be downloaded in the 8000 Series Support Page. The firmware update program is also 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.



USB Interface Cable

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



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.

Step 4: Turn on console by pressing

Step 5: When screen displays , press and and simultaneously.

Step 6: Enter passcode, press

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 forgotten, contact All American Scoreboards.

Step 7: Arrow over to "PC CONNECTION". Press the appropriate number ().

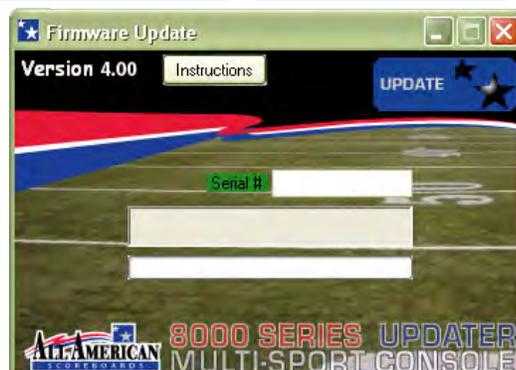


Console will display "WAITING TO CONNECT.."

Step 8: On computer program, enter serial number (located on bottom of console), then press

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"





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.com.

7.0 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.

8.0 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.



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9.0 Technical Support

9.1 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.

9.2 Contact Information

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