Operating this scoreboard is complicated (and it's expensive); therefore, it MUST be operated by an adult, or operated by kids with _vigilant_ adult supervision.

Make sure the scoreboard is powered on. The switch is in the Snack Shack.

NEW GAME
New Game clears all entries to begin a new game. To begin a new game:
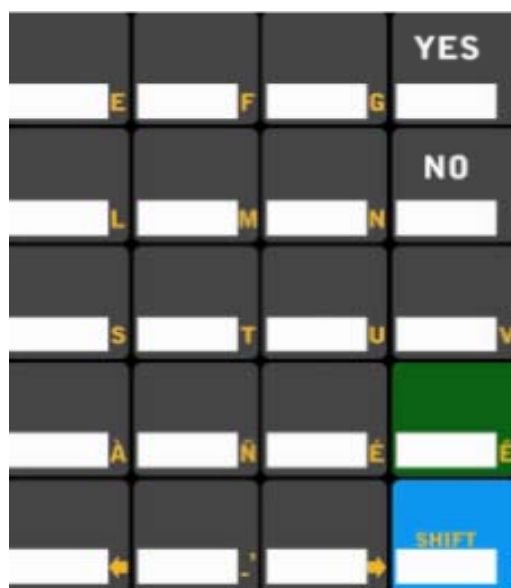
 Press NEW GAME OR SPORT, and control will display

```
New Game?
```

 Press YES and the control will display

```
Baseball
```

      (it takes about 5 seconds for the scoreboard to reset)

TEAM NAMES
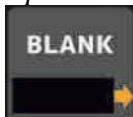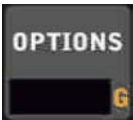The Team Name letters are marked in orange color

Backspace

    The ⬅ key is used as a backspace button while entering team names

Space

    The ➡ key is used as a space button while entering team names

Changing Team Names

OPTIONS   Press OPTIONS until display reads   `Team Names >>`

YES   Press to enter Team Names Menu, display reads   `Home Team Name`

Note:

1. During entry of a team name **NO / CANCEL** can be pressed to cancel changes and move to another selection
2. Team names can be up to 10 characters

Guests Team Name

Guests Team Name is the default entry point to the team names menu   `Guest Team Name`

1. Press **YES** to modify guest team name   `GUEST            ▲`
   a. This enters the Guests team name editing screen
2. Enter the team name using the letters (upper and lower case),
   numbers, backspaces, and spaces as required.   `ATHLETICS        ▲`
3. Press **YES** to confirm the team name entry   `Home Team Name`
   a. Menu will then go to the Home team name option

Home Team Name

Home Team Name is automatically the option after modifying the guest team name.

1. Press **YES** to modify home team name   `HOME             ▲`
   a. This enters the Home team name editing screen
2. Enter the team name using the letters (upper and lower case),
   numbers, backspaces, and spaces as required.   `GIANTS           ▲`
3. Press **YES** to confirm the team name entry   `Guest Team Name`
   a. Menu will then go to the Guest team name option
   b. Press YES if there is a correction required if not;

4. Press **NO / CANCEL** to return to the main OPTIONS menu

PITCH COUNT

PITCH COUNT HOME   Press HOME PITCH COUNT to operate the left-side pitch counter

The control will display | **+**Pitches |

PITCH COUNT GUESTS   Press GUEST PITCH COUNT to operate the right-side pitch counter

The control will display | Pitches**+** |

Adding to Pitch Count

1. Press **PITCH COUNT HOME** or **PITCH COUNT GUESTS**

2. The control will display | ## **+**Pitches   ## | or | ##   Pitches**+**   ## |

3. Enter any value 0-9, and it will added to the value with the "+".
   Note: You cannot subtract from the value. To correct a mistake, refer to **Setting Pitch Count**

Settting Pitch Count (Used to reset for new pitcher, or correct the pitch count)

1. Press **SET** then **PITCH COUNT HOME** or **PITCH COUNT GUESTS**
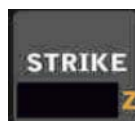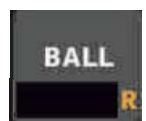
2. The control will display | ##◄   Pitches | or | Pitches   ►## |

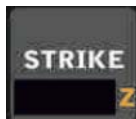3. Enter any value 00-99

BALL, STRIKE, AND OUT COUNT

1. Press **BALL** or **STRIKE** or **OUT**

2. The control will display | B: S: O: |

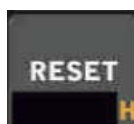3. While in B/S/O display, press **BALL** or **STRIKE** or **OUT**   Each time pressed, it will add 1 to total
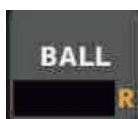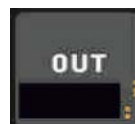
4. To clear the count for a new batter, press **RESET**

SCORING

There is a possibility of entering scoring information two ways: by Adding and Setting.

 Press HOME SCORE to enter the home score ADD mode.

The control will display `I: #  H: #+  Tot: #`

 Press GUEST SCORE to enter the guest score ADD mode.

The control will display `I: #  G: #+  Tot: #`

Adding to Score

1. Press [HOME SCORE] or [GUEST SCORE]   *Make sure you are in the right inning.*
   use SET, INNING to change the current inning.

2. The control will display `I: #  H: #+ Tot: #`   or   `I: #  G: #+ Tot: #`

3. Enter any value 0-9, and it will add that value to the value with the "+". It will automatically add the amount to the total score also.
   a. To add more runs, start from step 1

   Note: You cannot subtract from the value. To correct a mistake, refer to Setting Score

Settting Score

1. Press [SET] then [HOME SCORE] or [GUEST SCORE]

2. The control will display `I: #◄ H: #  Tot: #`   or   `I: #◄ G: #  Tot: #`

3. Enter the Inning number you want to change. "01" for the first inning, "02" for the second inning, etc.

4. The control will display `I: #  H: #◄ Tot: #`   or   `I: #  G: #◄ Tot: #`

5. Enter the score for the <u>inning</u>, and press YES. The total score will automatically be updated.

6. to clear an inning, press [SET] then [HOME SCORE] or [GUEST SCORE] then enter the inning, then [BLANK]

FREQUENTLY ASKED QUESTIONS:

Q: Using the pitch counter is complicated. It's hard enough to keep track of balls and strikes. What is the easiest way to manage both the batter's count and the pitch count?

A: There are many different ways to record the game information. The following method works best for me. Feel free to send feedback, improvements, and/or suggestions to handling pitch counts on the scoreboard.

1. Place the screen on Pitch Count ready mode by pressing the left (HOME) or right (GUEST) Pitch Count button. (the "+" tells you which pitch count side you are controlling)

```
00  +Pitches   00         00   Pitches+  00
```
or

2. As soon as the pitcher makes the pitch, press "1".

3. Enter the result: a) ball: press "BALL" twice (once for ready mode; second to enter result);
   b) strike: press "STRIKE" twice;
   c) foul ball on strike two: go back to Step 1 (as the + is gone when you pressed "1");
   d) ball in play, walk, or strikeout: press "RESET" to clear the count; record any outs and/or runs when finished, go to Step 1 - Pitch Count ready mode for the next pitch

Q: Can the pitch count be added to automatically when we enter balls and strikes?

A: At this time, no. We are still testing this scoreboard function. For some reason, this function only works on one pitch counter. We have contacted the manufacturer for assistance. We will update this guide when it is ready.

Feedback, improvements, and/or suggestions on this guide can be sent to:
Will Wong, SFLL Website Coordinator, WilDThrill@aol.com