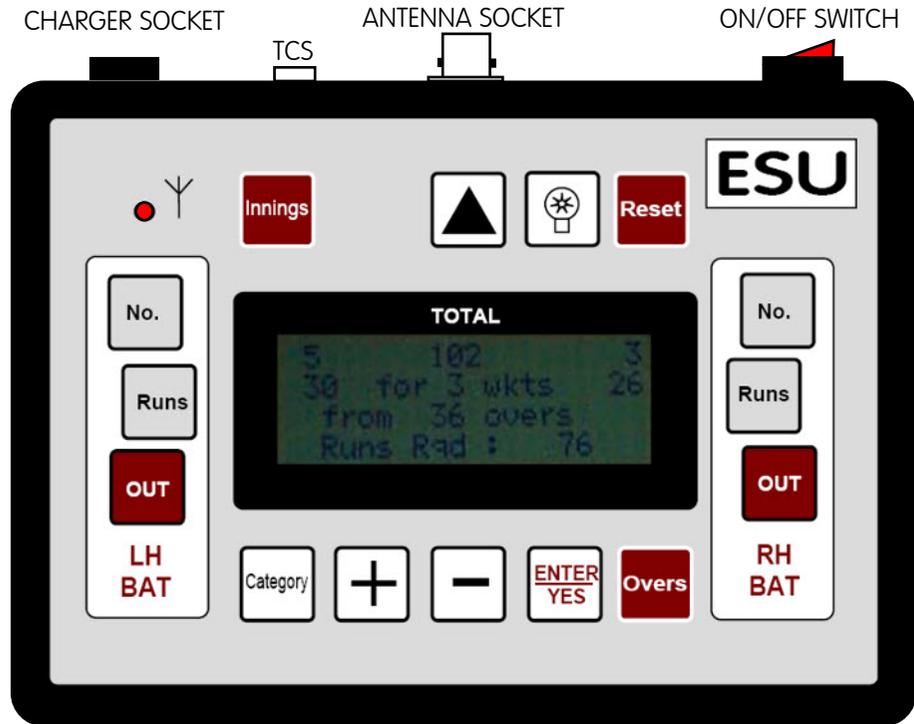


## Cricket Scoreboard Console



The console is powered by an integral rechargeable battery pack and the charger supplied plugs in to the socket at the rear of the console. The charging and operating time will vary depending on use, but typically an overnight charge will power the console for around 8 hours. Should the batteries go flat during use, simply connect the charger and continue to use whilst charging. On models fitted with a backlit display, this will illuminate when the charger is connected.

Connect the antenna to the central socket on the console, the power is turned on via the switch at the rear, the red light flashes to show data is being transmitted to the scoreboard and the LCD display shows the main information. The controller remembers the data shown when it was turned off, so you may need to reset the scores first..

**Reset**

Press the reset key. The prompt **Blank Scoreboard ?** appears on the bottom line of the display. Press the **ENTER/YES** key to reset the console - any other key will cancel the reset. The data in the console is cleared and the scoreboard blanked. If you count overs down you should use the category key to select the Overs category and +/- keys to set the number of overs you require.

**No.**

The numbers of the incoming batsmen are set using the **No.** Keys. They count 1 -19 and blank, the batsman numbers may be altered **ONLY** by using these keys.

**Runs**

As each batsman scores runs press the appropriate **Runs** key once per run scored. The runs are added to the individual batsman scores, and automatically added to the total.

**▲**

Extras are given using the key directly above the Total category, press once for each run awarded.

**Overs**

Press at the end of each over - overs will be incremented (or decremented if counting down) and if in use the overs left category will be decremented. Bowler numbers may be set with **+/-** if desired.

**Out**

When a batsman is dismissed press the appropriate **Out** key. The prompt **Man Out ?** appears on the bottom line of the display - press the **ENTER/YES** key to confirm, or any other key to cancel. The batsman's number and score will be cleared, the wickets incremented and last man and last wicket updated.

**Innings**

When pressed the prompt **End Innings ?** appears - press **ENTER/YES** to end the innings. The total scored will be transferred to 1st Innings, and the total +1 to runs required. The rest of the categories are blanked on the console and scoreboard, ready for the other side to bat. You may set overs left if required.

**Category**

To correct any errors press the **Category** key repeatedly until the desired category is shown on the bottom line of the display. Use the **+** and **-** keys to adjust and press **ENTER/YES** to confirm.

**Light Icon**

Press this key to signal the umpire if lamp option fitted to scoreboard.

**Category**

To control the brightness of an LED scoreboard press and hold the **Category** key until the prompt **Brightness = ■** is shown. Use the **+** and **-** keys to adjust and press **ENTER/YES** to exit.

**!**

At the end of the match you may either leave the scores displayed or reset the console and scoreboard. In either case switch off the console **AND THE POWER TO THE SCOREBOARD.**