



# OPERATING INSTRUCTIONS FOR

<b>BALL</b> 3	<b>STRIKE</b> 0	<b>OUT</b> 2								
<b>VARSLTY</b> <b>SCOREBOARDS</b>	1	2	3	4	5	6	7	8	9	<b>TOTAL</b>
<b>GUEST</b>	0	0	1	0	0	0				01
<b>HOME</b>	0	0	4	0	1					05

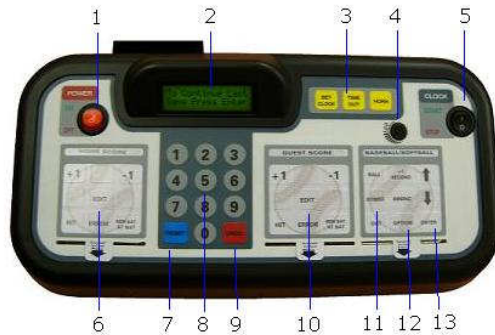
**MODEL VSBX-320**

**[www.varsityscoreboards.com](http://www.varsityscoreboards.com)**

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# CONTROLLER DEFINITIONS



Before continuing, take a few moments and familiarize yourself with the following terms as they apply to the controller. They are referenced frequently throughout this manual.

**1. POWER Switch:**

The POWER switch is used to turn the controller ON and OFF.

**2. LCD Display:**

The controller's LCD displays all scoring information and option settings. Even though your scoreboard may not be equipped to display all scoring information discussed in this manual, all of this information will appear on the controller's LCD.

**3. CLOCK Controls:**

The CLOCK controls are used to set, start, and stop both the game clock and timeout clock. The horn button is also located in this section of the controller's keypad.

**4. CONTRAST Knob:**

The CONTRAST knob is used to change the brightness of the text in the LCD Display.

**5. CLOCK Start/Stop Switch:**

The CLOCK Start/Stop Switch is used to start and stop the game clock.

**6. HOME SCORE Keypad:**

The HOME SCORE keypad is used to enter scoring information for the HOME team.

**7. RESET Key:**

The RESET key is used to begin a new game. Using this key will clear out the status of an existing game and reset the scoreboard to the default startup values. When pressed and held for three seconds, the RESET key clears all scoring information while saving all option settings. This key is also used in combination with the OPTION key to enter the option menu.

**8. NUMERIC Keypad:**

The NUMERIC keypad is used to enter values when setting options and editing scoring information. The Numeric keypad section contains the RESET and UNDO keys.

**9. UNDO Key:**

The UNDO key is used to undo the last controller entry.

**10. GUEST SCORE Keypad:**

The GUEST SCORE keypad is used to enter scoring information for the GUEST team.

**11. GAME Keypad:**

The GAME keypad is used to enter values related to game play.

**12. OPTION Key:**

Pressing RESET, quickly followed by the OPTION key enters the option menu.

**13. ENTER Key:**

The ENTER key is used to accept any entry while in the option menu and to continue the last game scored when the controller is first turned ON.

# COMMUNICATION CABLES

## Connecting a Hard Wired Cable

1. Using the supplied 20-ft. DIN cable, connect one end to either of the DIN sockets on back of the controller and the other end to the junction box receptacle.
2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



Cable Connection

## Connecting a Wireless Transmitter

1. Connect the transmitter to the controller by plugging one end of the transmitter's attached interface cable into the transmitter and the other end to *either* of the controller's DIN sockets on back of the controller. Place the transmitter into the supplied clip on back of the controller.
2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



Wireless Connection

## GETTING STARTED

Begin by making sure the Game Inserts that came with your scoreboard are in the proper location on

the controller, as in the image below.



### A Note about the LCD Display:

The LCD display provides the scorer with any information that the scoreboard will display. Some features are not automatically displayed and must be enabled. Take a look at your scoreboard and determine which features you want to use and which you do not. Example: Your scoreboard has an AT BAT feature, which can be disabled without changing the ability of the scoreboard to function. If it is disabled, the information will not show on the LCD display, and you will not go through the steps required to use the feature. However; if it is enabled, a few simple keystrokes are all that is required to use the feature.

The Up/ Down Arrows on the GAME Keypad are used to scroll the information on the LCD Display. There are two lines of text. Pressing either arrow will cycle those lines of text.

When the **POWER** switch is turned *ON* the controller's LCD will show the following:

**Scorecomm**

Keyboard V12.XXX

Then the sport will be displayed with the scoreboard number under it briefly.

**To Continue Last Game Press ENTER, To Start New Game Press RESET**

Pressing **ENTER** will recall information from the last game that was played and display it on the controller and scoreboard. At this time game play can resume.

Pressing **RESET** will begin a new game. The scoreboard and controller will display the default start up information with zeros in BALL, STRIKE, OUT, HOME/GUEST 1<sup>st</sup> INNING scores, TOTAL RUNS, TOTAL HITS, H/E.

## Using the LCD controller to score Baseball

1. Make sure the baseball inserts are in the controller. The sport is displayed when the

controller is turned on. If it does not display baseball, refer to the **USING THE OPTIONS MENU/CHANGING SPORT CONFIGURATIONS** in the using the options menu.

2. To increase *BALL* by one press the **BALL** key.
3. To increase *STRIKE* by one press the **STRIKE** key.
4. To increase *OUT* by one press the **OUT** key.
5. To clear all balls and strikes for the next batters press the **NEW BAT/AT BAT** key. The controller will ask display the players jersey number or just press the enter key.
6. To increase the *INNING* by one (1) press the **INNING** key.
7. To increase the *HOME* score by one press the + key on the **HOME SCORE** keypad. To decrease the *HOME* score by one press the -1 key on the **HOME SCORE** keypad.
8. To increase the *GUEST* score by one press the +1 key on the **GUEST SCORE** keypad. To decrease the *GUEST* score by one press the -1 key on the **GUEST SCORE** keypad.
9. To register a *HIT* for the *HOME* team press the **HIT** key on the **HOME SCORE** keypad.
10. To register an *ERROR* for the *HOME* team press the **ERROR** key on the **HOME SCORE** keypad.
11. To register a *HIT* for the *GUEST* team press the **HIT** key on the **GUEST SCORE** keypad.
12. To register an *ERROR* for the *GUEST* team press the **ERROR** key on the **GUEST SCORE** keypad.
13. To correct a hit/error or inning entry error press the **EDIT** key quickly followed by the appropriate key: **HIT** or **ERROR** on the appropriate score keypad or the **INNING** key.
14. At the prompt use the numeric key pad to enter the correct inning or the correct number of hits or errors the press **ENTER**. To review the total hits and errors for both teams simply press either the up or down key while in scoring mode.
15. The total hits and errors screen is automatically updated each time a hit or error is entered for either team. Even though your scoreboard will not display this information, this function may still be used as a convenient and accurate way to track these statistics.

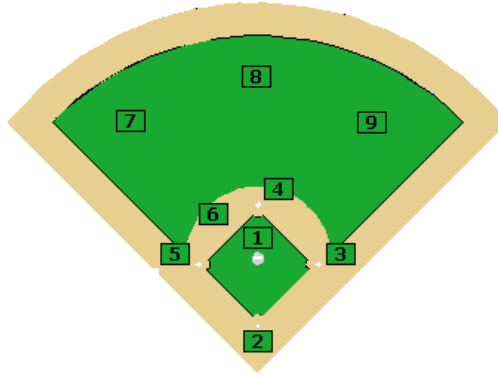
## GAMEPLAY

### OVERVIEW:

Scoring a game with the 3328LED scoreboard and the LCD controller begins with the first batter's number being entered if AT BAT scoring is enabled. Press the NEW BAT/AT BAT key on the appropriate team's keypad and notice that the LCD display has a flashing cursor. At this time, enter the player's number on the numeric keypad and press ENTER. The batter's number should show on the scoreboard and beside AB on the bottom line of the LCD display.

### HOME KEYPAD:

1. To increase the *HOME* score by one press the +1 key on the **HOME SCORE** keypad. To decrease the *HOME* score by one press the -1 key on the **HOME SCORE** keypad.
2. **HIT:** Use this key to reflect a HIT by the HOME team on the LDC display.
3. **ERROR:** Use this key to reflect an ERROR by a fielder on the GUEST team on the LCD display.



a. Field Positions for recording ERRORS.

4. **NEW BAT/AT BAT:** Use this key to clear balls and strikes for a new batter. (The **AT BAT** feature is not enabled by default.)
5. **EDIT:** To edit an entry, such as Hits or Errors, press the **EDIT** key followed by the item you wish to edit, on the numeric keypad key in the proper value, and press **ENTER** on the game keypad.

### GUEST KEYPAD:

1. To increase the *GUEST* score by one press the **+1** key on the **GUEST SCORE** keypad. To decrease the *GUEST* score by one press the **-1** key on the **GUEST SCORE** keypad.
2. **HIT:** Use this key to reflect a HIT by the GUEST team on the LDC display.
3. **ERROR:** Use this key to reflect an ERROR by a fielder on the HOME team on the LCD display. (See image above for field error positions)
4. **NEW BAT/AT BAT:** Use this key to clear balls and strikes for a new batter (The **AT BAT** feature is not enabled by default.)
5. **EDIT:** To edit an entry, such as Hits or Errors, press the **EDIT** key followed by the item you wish to edit, on the numeric keypad key in the proper value, and press **ENTER** on the game keypad.

### GAME KEYPAD:

1. **INNING:** To increase *INNING* by one press the **INNING** key
2. **BALL:** To increase *BALL* by one press the **BALL** key
3. **STRIKE:** To increase *STRIKE* by one press the **STRIKE** key
4. **OUT:** To increase *OUT* by one press the **OUT** key

# END OF GAME/STARTING A NEW GAME

If at the end of a game the scoreboard is to be used to score another game press and hold the **RESET** key for three seconds. All scoring information on both the controller's LCD and the scoreboard will be cleared, while all option settings will be saved.

After the last game simply turn the controller's **POWER** switch *OFF*. All scoring information and option settings will be saved and may be retrieved when the controller is turned back on by pressing **ENTER**.

Shortly after the controller is turned off the *QUARTER* digit on the scoreboard will begin to flash and will continue to do so until power to the scoreboard has been shut off at the scoreboard's power disconnect switch or circuit breaker.

**NOTE:** After each use the controller and all accessories should be stored in a secure, dry location.

## USING THE OPTIONS MENU

### CHANGING GAME AND SPORT CONFIGURATIONS:

Access the option menu by pressing **RESET** quickly followed by **OPTION**. Once you have placed the controller in the Options Menu, the controller's LCD should display **SELECT OPTION** on the top line and **<SELECT GAME>** on the second line. For this scoreboard, football, soccer, baseball, and track are the available sport configurations.

- Use either the up or down arrow key to select the sport mode you wish to score then press **ENTER**.

**NOTE:** Selecting a sport that your scoreboard model is not intended to score may cause unpredictable results.

### CHANGING GAME SETTINGS (Overview):

Access the option menu by pressing **RESET** quickly followed by **OPTION**. Notice the bottom line of text on the LCD Display. Make sure the controller is in the sport that you wish to set options for.

1. At the **<SELECT GAME>** prompt, press **ENTER**.
2. Use either the up or down arrow key to select the options that are available.
3. Now, the bottom line on the LCD displays the current sport mode. If the settings for the current sport configurations are what you want to edit, press **ENTER**.
4. If you are changing sports, scroll to the sport configurations of choice and press **ENTER**.

The options that are available for the selected sports are shown on the bottom line of text of the LCD display.

1. By using the up or down arrows, scroll to the setting you want to change and press **ENTER**.
2. If the option you are adjusting is time related; such as the game clock, enter the new time with a four digit entry. Here are two examples;
  - i. Eight minutes – 0800
  - ii. Twelve minutes – 1200
3. Other than time related options, to adjust the selected option or to turn on or off the selected function, use the up and down arrow keys and then press **ENTER**.
4. To select and set other options follow the steps above until all desired options have been set, then press **OPTION** to exit the option menu.

### **SETTING THE GAME CLOCK:**

To set the game clock so that the entered time **WILL NOT** be stored in memory as the default game clock time:

1. Stop the game clock by moving the **CLOCK** switch to the *STOP* position.
2. Press the **SET CLOCK** key
3. At the prompt, enter the desired time using the numeric keypad then press **ENTER**.
  - a. Example: To enter a time of 12 minutes, press 1, 2, 0, 0, then **ENTER**. To enter a time of 8 minutes press 0, 8, 0, 0, then **ENTER**.

### **CHANGING THE DEFAULT CLOCK SETTINGS:**

To set the game clock so that the entered time **WILL BE** stored in memory as the default game clock time, do the following:

Make sure that the controller is in the proper sport configuration. The game sport is displayed after the controller is turned on and either the **RESET** or **ENTER** button is pressed. If it is not in the proper sport refer to the **USING THE OPTIONS MENU/CHANGING SPORT CONFIGURATIONS** section of this manual.

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<SET GAME CLOCK>** then press **ENTER**.

At the prompt, use the numeric keypad to enter the desired time and press **ENTER**.

  - i. Example: To enter a time of 90 minutes, press 9, 0, 0, 0, then **ENTER**. To enter a time of 8 minutes, press 0, 8, 0, 0, then **ENTER**.
3. To exit the option menu press **OPTION**.

4. To start the clock, flip the **CLOCK** switch to the *START* position.
5. To stop the clock, flip the **CLOCK** switch to the *STOP* position.
6. To add time to the game clock, press the **+1 SECOND** key, or to make a larger adjustment stop the clock and press the **SET CLOCK** key. At the prompt, enter the correct time and press **ENTER**.

### **TIMEOUT CLOCK:**

When the **TIMEOUT** key is pressed the operator will have the choice of using **TIMEOUT 1** or **TIMEOUT 2**. The length for **TIMEOUT 1** and **TIMEOUT 2** are preset by the operator in the option menu using the procedure below.

To set the length of a timeout; do the following:

1. Enter the option menu by pressing **RESET** followed by **OPTION**.
2. At the **<SELECT GAME>** prompt use the up or down arrow key to select **<TIMEOUT CLOCK>** or **<TIMEOUT 2 CLOCK>** and press **ENTER**.
3. At the prompt, enter the desired length of the timeout using the number keys then press **ENTER**. Example: To enter a time of 2 minutes, press 0, 2, 0, 0, then **ENTER**.
4. To exit the option menu press **OPTION**.
5. To start the timeout clock you must stop the game clock and press the **TIMEOUT** key. When prompted to "Select Timeout," press **ENTER** to use **TIMEOUT 1** or use the up or down arrow key to select **TIMEOUT 2** and press **ENTER** to use the preset time for **TIMEOUT 2**.
6. To stop the timeout clock before it expires, press the **TIMEOUT** key.
7. To display the time remaining in a timeout on the scoreboard's game clock:
8. Enter the option menu by pressing **RESET** followed by **OPTION**.
9. Use the up and down arrow keys to select **<TIMEOUT DISP>** and press **ENTER**.
10. Press the up or down arrow key once to turn the function *ON*.
11. To exit the option menu, press **OPTION**.

### **TIME OF DAY Function (T.O.D.):**

The **<TIME OF DAY>** function in the **FOOTBALL** option menu will display the time of day on the controller's LCD and the scoreboard clock but disables all scoring functions. To set the time of day using the **<TIME OF DAY>** function do the following:

Make sure the controller is in **FOOTBALL** configuration. If it is not, to the **USING THE OPTIONS MENU/CHANGING GAME CONFIGURATION** section of this manual.

1. Enter the option menu by pressing **RESET** quickly followed by **OPTION**.
2. At the **<SELECT GAME>** prompt, use either the up or down arrow key to select **<TIME OF DAY>** and press **ENTER**.
3. At the prompt, use the numeric keypad to enter the time of day, in a 4-digit format; then press **ENTER**.
  - i. Example, to enter 8:03, press 0, 8, 0, 3, then press **ENTER**. To enter 11:52, press 1, 1, 5, 2, then press **ENTER**.

If at the end of a game the scoreboard is to be used to score another game, press and hold the **RESET** key for three seconds. All scoring information on both the controller's LCD and the

scoreboard will be cleared, while all option settings will be saved. After the last game simply turn the controller's **POWER** switch *OFF*. All scoring information and option settings will be saved and may be retrieved when the controller is turned back on by pressing **ENTER**.

## **ADDITIONAL INFORMATION**

If at the end of a game the scoreboard is to be used to score another game press and hold the **RESET** key for three seconds. All scoring information on both the controller's LCD and the scoreboard will be cleared, while all option settings will be saved.

After the last game simply turn the controller's **POWER** switch *OFF*. All scoring information and option settings will be saved and may be retrieved when the controller is turned back on by pressing **ENTER**.

Shortly after the controller is turned off the, **PERIOD/INNING** digit on the scoreboard will begin to flash and will continue to do so until power to the scoreboard has been shut off at the scoreboard's power disconnect switch or circuit breaker.

After each use the controller and all accessories should be stored in a secure, dry location.

**NOTE: AFTER EACH USE POWER TO THE SCOREBOARD MUST BE TURNED OFF AT THE SCOREBOARD'S POWER DISCONNECT SWITCH OR CIRCUIT BREAKER. FAILURE TO DO SO WILL RESULT IN UNNECESSARY POWER CONSUMPTION, SHORTEN THE LIFE OF THE DISPLAYS AND OTHER ELECTRONIC COMPONENTS.**

**NOTICE:** 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 the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their expense.