



OPERATION MANUAL

Football Models

A NOTE ABOUT THIS MANUAL /

This manual is comprehensive for all Varsity Scoreboards baseball models.

The Network Wizard, Home Menu Operation, and the Options Menu will be used no matter what scoreboard you have purchased.

Your model may differ in the individual sport sections, which are not available on all scoreboard models



FAQs

Use your phone camera to activate QR code.

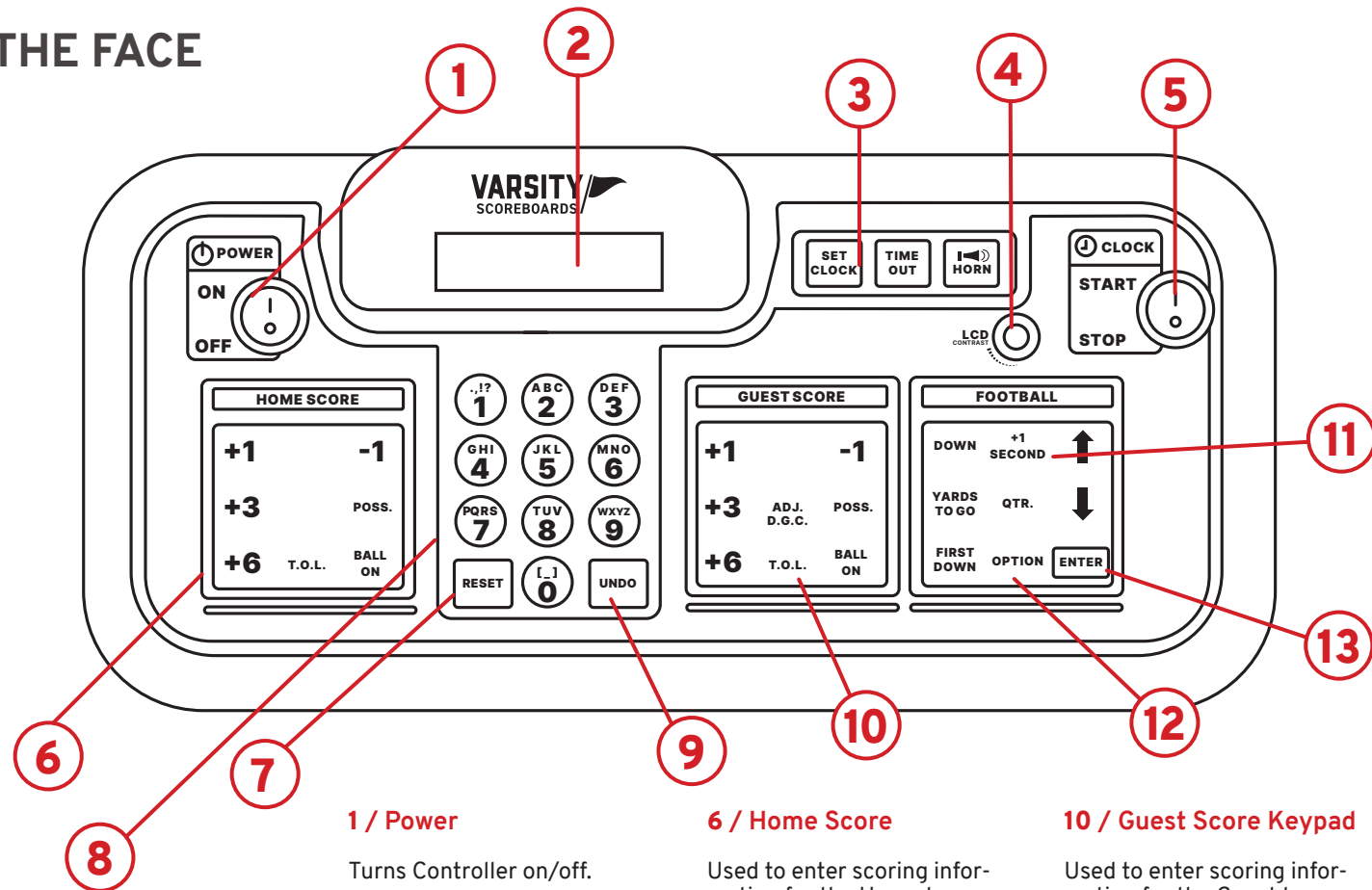
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THE WIRELESS SCOREBOARD CONTROLLER

THE FACE



1 / Power

Turns Controller on/off.

2 / LCD Display

All settings and scoring information will be visible here.

3 / Clock Controls

These are used to set, start, and stop the game and time-out clock. The horn button is also located in this section.

4 / Contrast Knob

This knob is used to change the brightness of the LCD Display.

5 / Start & Stop Switch

This switch is used to start and stop the game clock.

6 / Home Score

Used to enter scoring information for the Home team

7 / Reset Key

Use this key to clear out existing game and reset the scoreboard to default start-up values. Press and hold for 3 seconds to clear all of the scoring info while saving option settings.

8 / Numeric Keypad

Used to enter values when setting options and editing scoring information.

9 / Undo Key

Used to undo the last Controller entry. Press/hold the undo key while turning the keyboard on to access the System Settings menu.

10 / Guest Score Keypad

Used to enter scoring information for the Guest team.

11 / Game Keypad

Used to enter values related to game play.

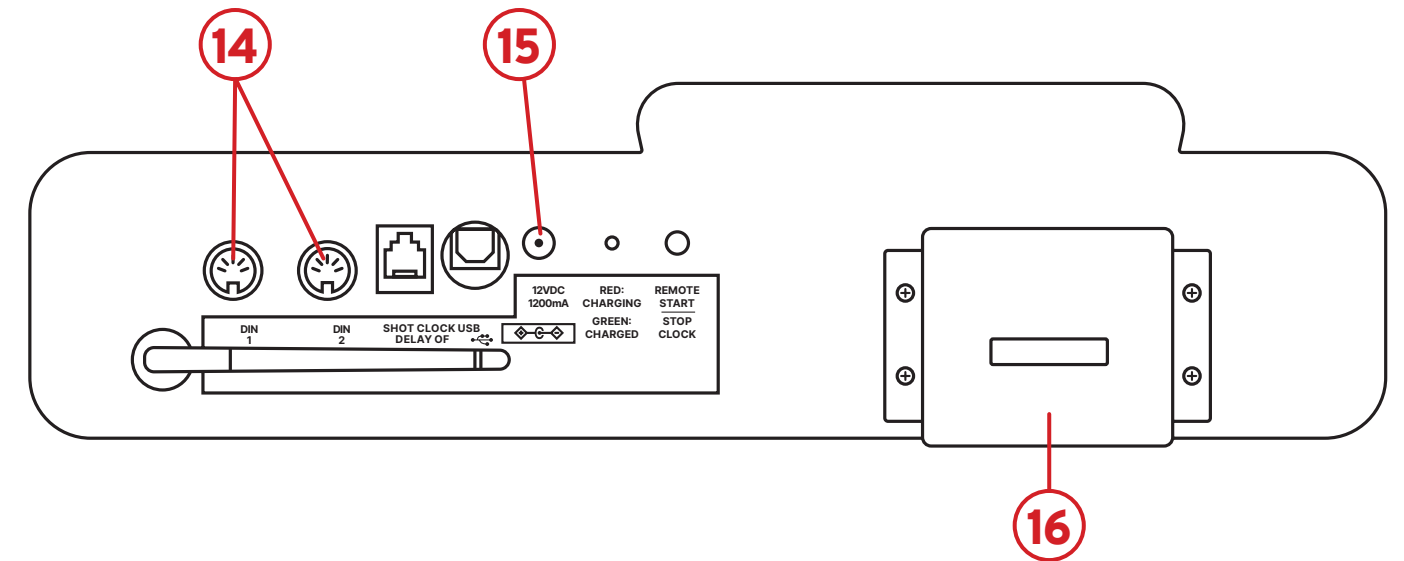
12 / Option Key

To enter the options menu, press and hold Option key for 3 seconds.

13 / Enter Key

Used to accept any entry in the Option menu and to continue last game scored when Controller is first turned On.

THE BACK



14 / DIN Socket

For DIN cables (only used for hard-wired setup).

15 / Power Jack

For AC Adapter. Plug into standard 120V power source.

16 / Card Holder

Holds additional game insert cards.

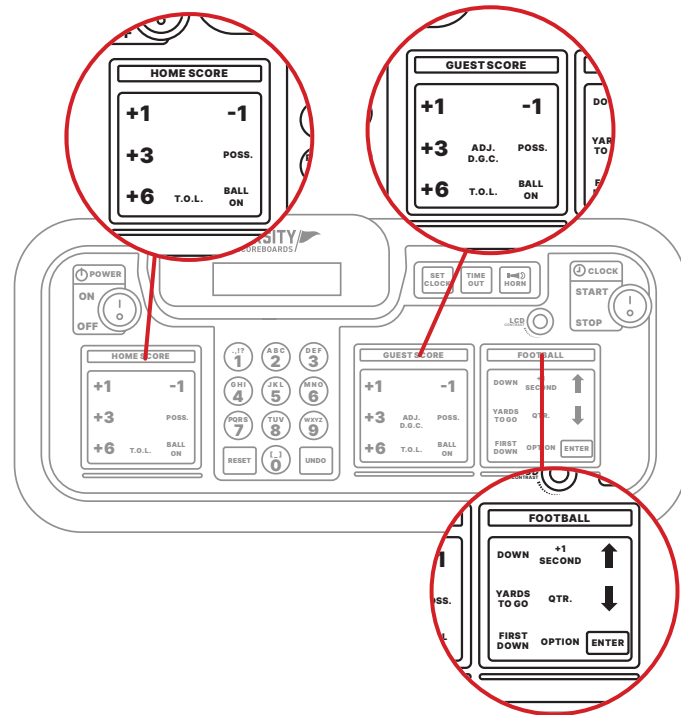
Charging the Controller

While the controller is in the 'Off' position, connect the AC adapter to the **power jack** on the back of the controller and into a standard **120V power source** for charging.

GETTING STARTED

Make sure the Game Inserts that came with your scoreboard are in the proper location on the Wireless Scoreboard Controller (*Controller, for short*).

The **Home Score** goes into the far left slot; the **Guest Score** goes into the slot immediately to the right of the number pad; and the **General Sport** insert goes into the far right slot.



NETWORK WIZARD

Here we'll show you how to set up one or multiple scoreboards and link them to a single Controller, as well as create easy-to-use presets for different sports.

1 /

Make sure **all** scoring and timing equipment such as scoreboards, shot clocks, pitch count, delay of game clocks, locker room clocks, etc. are powered on.

2 /

Turn on your Controller.

3 /

The LCD screen will display the **total number of scoring and timing equipment it detects** and display the following message, where X is the number of devices detected: **End of Discovery - X Devices**.

Note: This should be the same number of scoring equipment you have turned on.

4 /

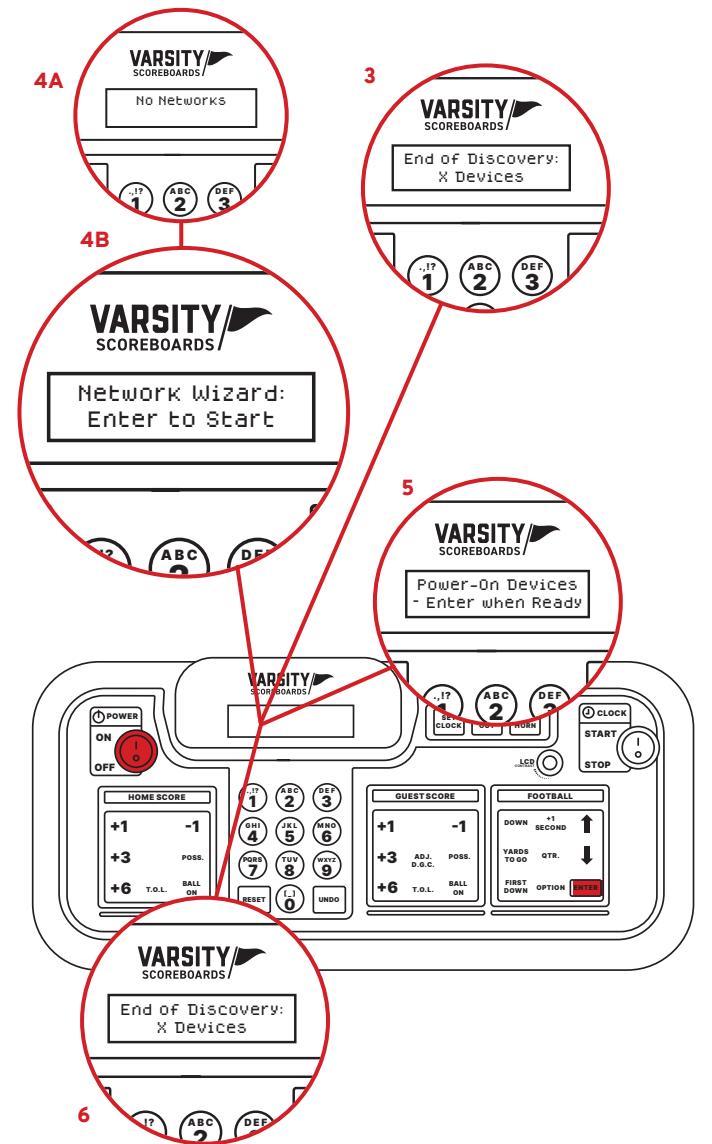
The keyboard Controller will automatically run a startup process and display **No Networks** followed by **Network Wizard - Enter to Start**.

5 /

Press the **Enter** key. The LCD screen will display **Power-On Devices - Enter When Ready**.

6 /

Press the **Enter** key again. The keyboard Controller will verify the number of devices powered on by again displaying **End of Discovery - X Devices** and then automatically proceed to the **Select Sport** screen.



THE SELECT SPORT SCREEN

The sports available on your keyboard Controller will depend on the scoreboard you have purchased. You will have the option to set up other sports after you complete the first.

1 /

Use the **Up** and **Down** arrows to select the sport you would like to set up first and press Enter.

2 /

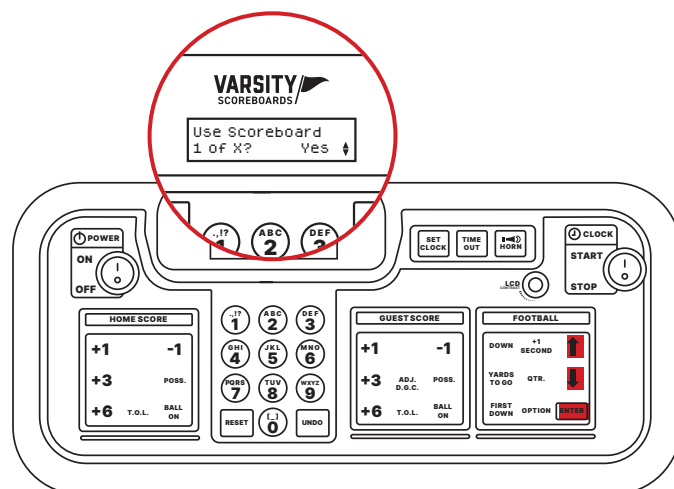
The LCD screen will display **Use Scoreboard 1 of X**, where X is the total number of scoreboards available.

One of the scoreboards available will begin flashing "1s." This is to indicate that it is the scoreboard the Controller is referencing.

If you want this device to be a part of this sport network, press **Enter** to select **Yes**. Otherwise, use the **Up** and **Down** arrows to choose **No**. Press **Enter** to make your selection.

3 /

Repeat this process for all available devices.



SAVING THE NETWORK

1 /

The LCD screen will display **Save Network As:**

Use the **Number Pad** to give the network a name (this could just be the sport or something more specific such as Varsity Basketball or Jr. Varsity Baseball).

Note: Default name will be the sport you chose. Use the **Undo** key to back over existing letters and retype with the Number Pad.

It's recommended that you back over the sport and create a name that's custom and identifiable to you e.g. 'Field 1' or 'North Field'.

2 /

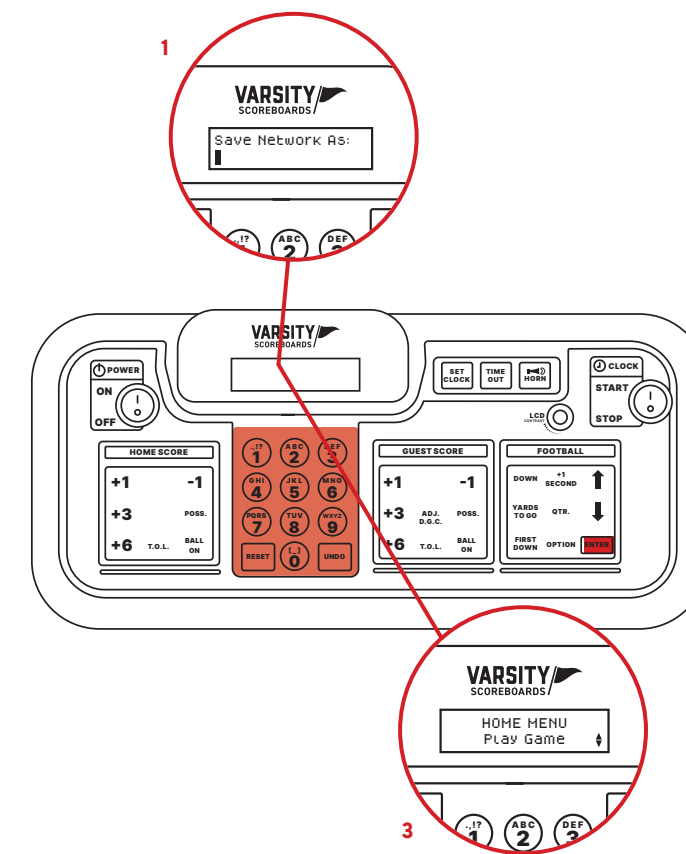
Press **Enter** when you're done.

You will then be given the option to **Add Another Network**. Choose **No** if you only have one sport to set up.

If you choose **Yes** you will be returned to the **Select Sport** screen to repeat the process.

3 /

Whenever you have set up all of your networks, choose **No** and you will be taken to the **Home Menu** screen.



Congratulations!

You've successfully set up your Varsity Scoreboard!



SYSTEM SETTINGS

System Settings is accessed by pressing and holding **Undo** while turning the controller on.

Here, you may **Change Scoreboard Settings** for any individual device, **Add Network**, **Edit Network**, or **Delete Network**.

SCOREBOARD DEFAULT

The first option will display as **Scoreboard Default**.

To change any of the settings on any of your devices, press **Enter**.

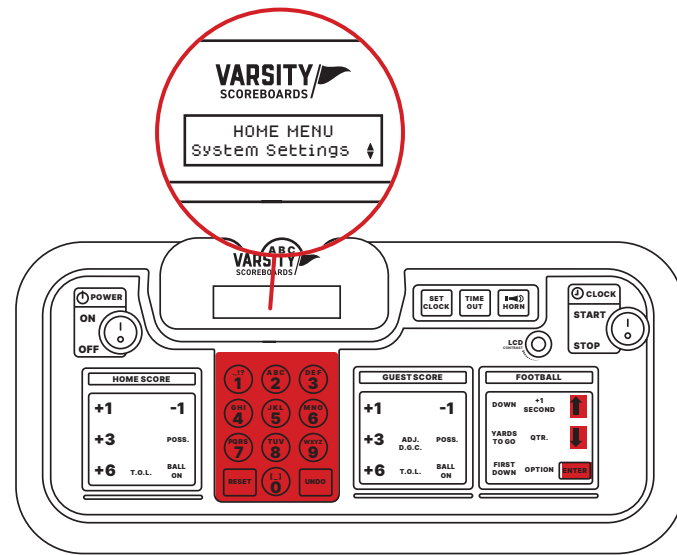
The LCD Screen will display the serial number for one of your powered-on devices, and the matching device will begin flashing “0” to visually indicate that it is the device you will be editing. When you have cycled through to the device you want, press **Enter**.

1 / Out of Network Mode

The first setting changes what the device does when it is **Game Mode** but not in the current network. For example, a wrestling scoreboard during a basketball game. There are three options: **Lights Off**, **Time of Day**, and **Flashing 8s**. Select one and press **Enter**.

2 / Out of Network Mode

Next, you will be prompted to set the **Date**, followed by the **Time of Day**. Once these are set, press **Enter** to leave the **Scoreboard Default** menu.



NETWORK SETUP

The second option will display as **Network Setup**. To change any of the networks on your devices, press **Enter**.

ADD A NEW NETWORK

This option allows you to create a new network. To begin press **Enter** and then refer to **STEP 3** of the **Network Wizard** section of the manual.

EDIT NETWORK

Select **Edit Network** to display the **Device Discover** screen as the LCD wireless Controller looks for all powered-on devices.

Using the **Up** and **Down** arrows, select the network you would like to edit. Press **Enter**. To edit the network, refer to **STEP 3** of the **Network Wizard** section of the manual.

DELETE NETWORK

This option allows you to delete any saved networks.

1 /

Use the **Up** and **Down** arrows to select the network you would like to delete. Press **Enter**.

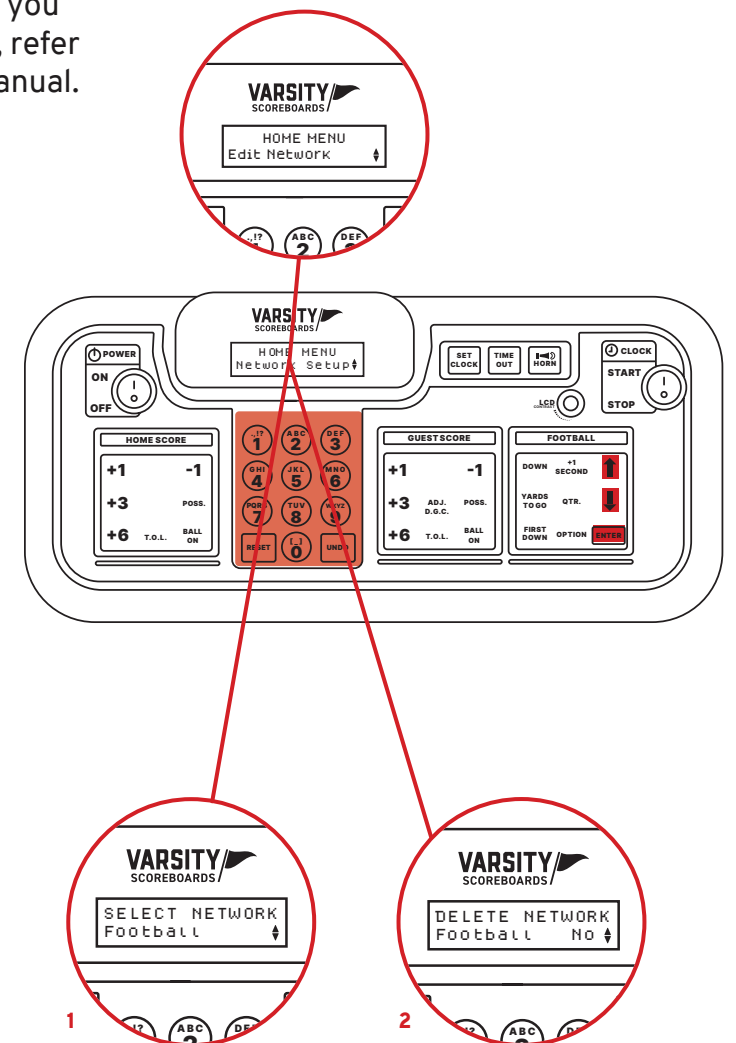
2 /

You will be given a confirmation screen that says **Delete Network** with the option to select **Yes** or **No**.

3 /

Select **No** to return to the previous screen. Select **Yes** to delete the network and return to the previous screen.

If all available networks are deleted, the device will display **No Networks** and automatically prompt you to begin the **Network Wizard** process on **STEP 3**.



OPTIONS MENU

Use this section to make changes to the default settings for the current Network. To access this **Options** menu you will need to be in a network and in Game Mode.

Press and hold the **Option** key to go the **Options Menu**. Options are model specific.

FOOTBALL OPTIONS AND OPERATION

Team Names

Change the electronic team names* on the face of your football scoreboard by using the key fob provided.

***Note:** See electronic team names operation manual for further instructions. Electronic team names are an option that can be purchased at time of ordering.

Set Brightness

Change the brightness of your scoreboard's digits.

Press **Enter**, then use the **Up** and **Down** keys to choose a specific device or choose **All Devices**.

Once a selection is made, use the **Up** and **Down** arrow keys to cycle between **High**, **Medium**, and **Low** brightness. Press **Enter** to set the brightness.

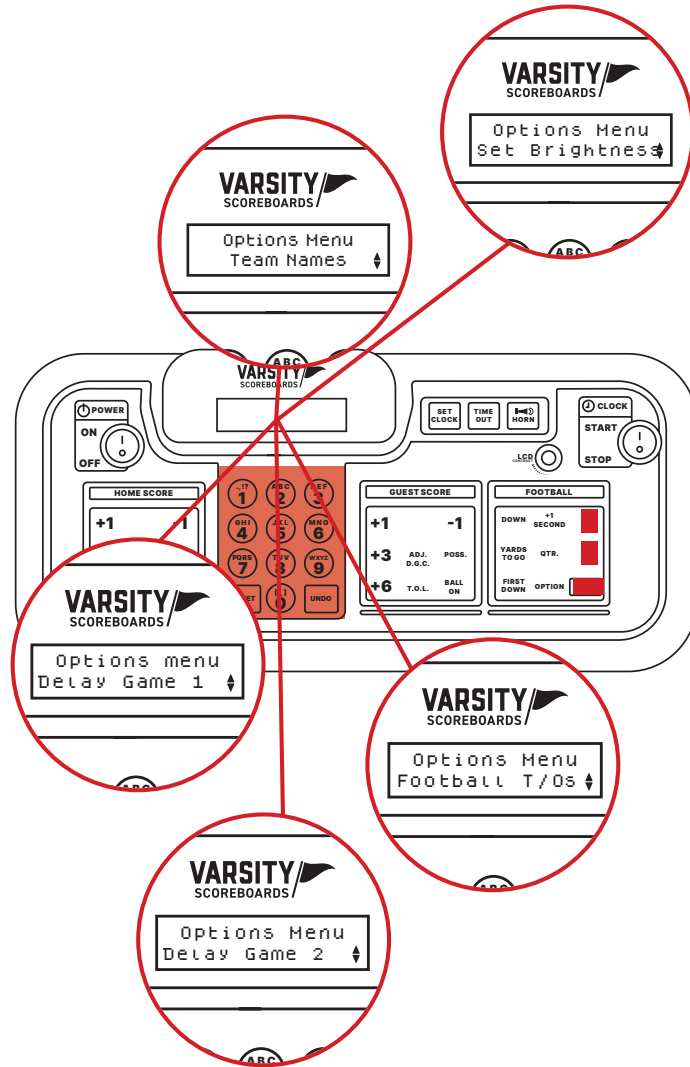
Delay of Game 1

This option allows you to set default time 1 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.

***Note:** Refer to the scoreboard default section on page 10 for directions on how to set time-of-day

Delay of Game 2

This option allows you to set default time 2 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.



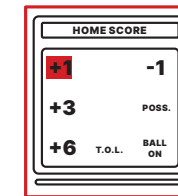
Football T/O's

This option allows you to set the football time outs. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.

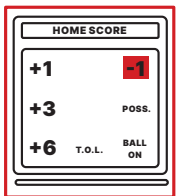
FOOTBALL OPERATION

Explains keypad functions for scoreboard control. Functions are model specific.

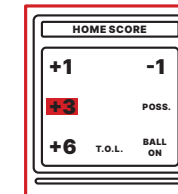
Home Score Keypad



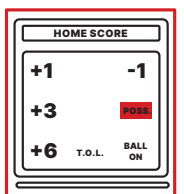
+1
Press this key to add one point to the Home Score



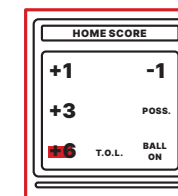
-1
Press this key to subtract one point from the Home Score



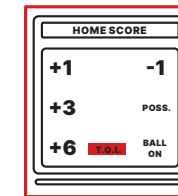
+3
Press this key to add three points to the Home Score



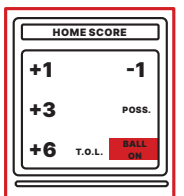
Poss
Press this key to display the Home Score Possession indicator



+6
Press this key to add six points to the Home Score

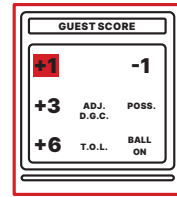


T.O.L.
Press this key to adjust the Home Time Outs. Pressing it will automatically deduct one TOL from the Home Team.

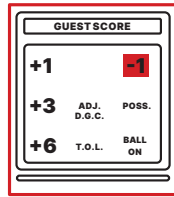


Ball On
Press this key to input the Ball On. You will be prompted with "Ball On" and a flashing cursor. Use the number pad to enter the yard line and then press the **ENTER** key.

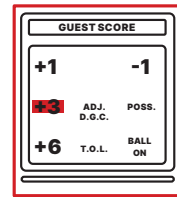
Guest Score Keypad



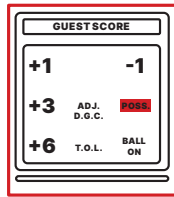
+1
Press this key to add one point to the Guest Score



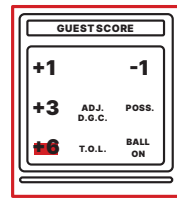
-1
Press this key to subtract one point from the Guest Score



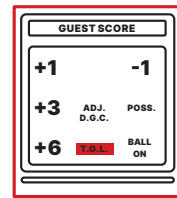
+3
Press this key to add three points to the Guest Score



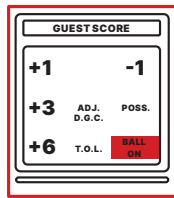
Poss
Press this key to display the Guest Score Possession indicator



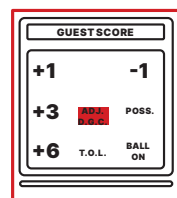
+6
Press this key to add six points to the Guest Score



T.O.L.
Press this key to adjust the Guest Time Outs. Pressing it will automatically deduct one TOL from the Guest Team

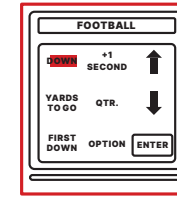


Ball On
Press this key to input the Ball On. You will be prompted with "Ball On" and a flashing cursor. Use the number pad to enter the yard line and then press the ENTER key

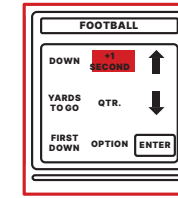


ADJ. D.G.C.
Press this key to input a Delay of Game Clock time. "Select DG Time" will appear on the LCD screen. Using your **ARROW KEYS** you can scroll between "DG Time 1:", "DG Time 2:" and "Enter DG Time". Pressing the **ENTER** key on either "DG Time1" or "DG Time 2" will automatically change the delay of game clocks to the preset times attached to these. Pressing the **ENTER** key on "Enter DG Time" will prompt you to input a manual time. "Enter DG Time" and a flashing cursor will appear. Use the number pad to input the time and then press the **ENTER** key

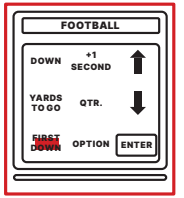
Football Keypad



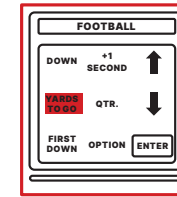
Down
Press this key to advance the Down display on the scoreboard



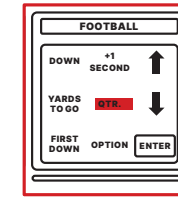
+1 Second
Press this key to add one second to the clock



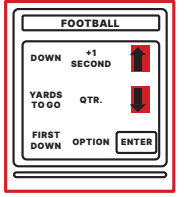
First Down
Press this key to automatically go to a First Down and 10 Yards to Go



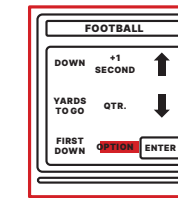
Yards to Go
Press this key to adjust the Yards to Go. "Enter Distance" and a flashing cursor will appear on the LCD screen. Use the number pad to input this distance and then press the **ENTER** key.



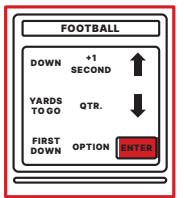
Quarter
Press this key to advance the quarter by one



Up & Down Arrows
Press these keys to scroll between items while in the Options menu



Option
Press and hold this key to access the Options menu (shown above)



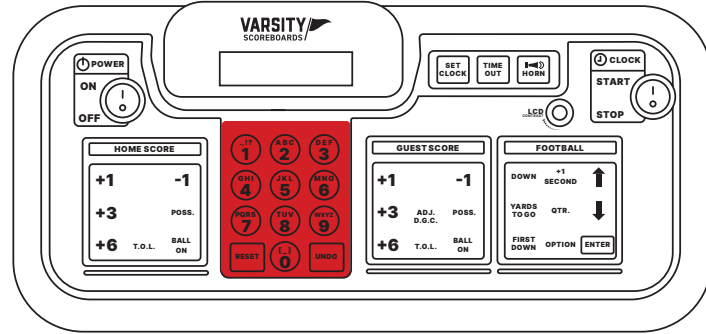
Enter
Press this key to accept selected options

Number Keypad

Numbers / Used when editing input, etc.

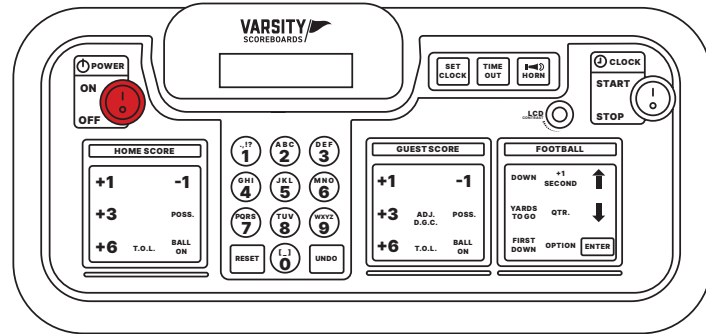
Reset / Press and hold to go back to Home Menu

Undo / Press to undo an option choice and to undo the last command



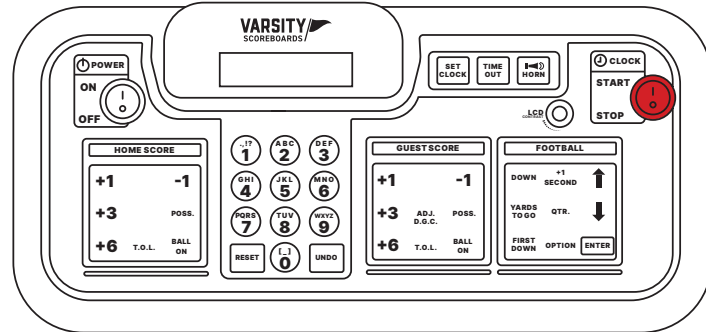
Power Switch

This switch is used to power On and Off the LCD keyboard Controller



Clock Switch

This switch is used to Start and Stop the game clock



Set Clock

Pressing the **Set Clock** key on the keypad will take you to the **Set Clock Menu**. This menu will enable you to manipulate the scoreboard's clock. Use the **Up** and **Down** keys to scroll through several different options, listed below (for scoreboards with clock digits only):

Use Time 1 / Press the **Enter** key on this option to use the Time 1 preset

Use Time 2 / Press the **Enter** key on this option to use the Time 2 preset

Enter Game Time / Press the **Enter** key on this option to insert a one-time only clock setting. Use the number pad to input the time and then press the **Enter** key to accept.

Edit Game Time 1 / Press the **Enter** key on this option to edit the Time 1 preset. Use the number pad to input the time and then press the **Enter** key to accept.

Edit Game Time 2 / Press the **Enter** key on this option to edit the Time 2 preset. Use the number pad to input the time and then press the **Enter** key to accept.

Show Time Of Day / Press the **Enter** key on this option to have your scoreboard display the time of day

To go back to the regular game mode, without making a selection, press the **Reset** key.

Timeout

Pressing this **"TIME OUT"** key on the keypad will automatically take you into a menu titled **"Timeout Menu."** This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

"Start T/O 1:00" / Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)

"Edit T/O Time" / Press the **ENTER** key on this option to edit the default time for the time out. Use the number pad to enter the time and then press the **ENTER** key.

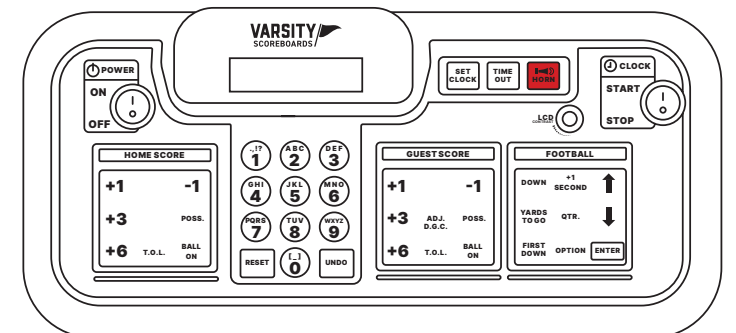
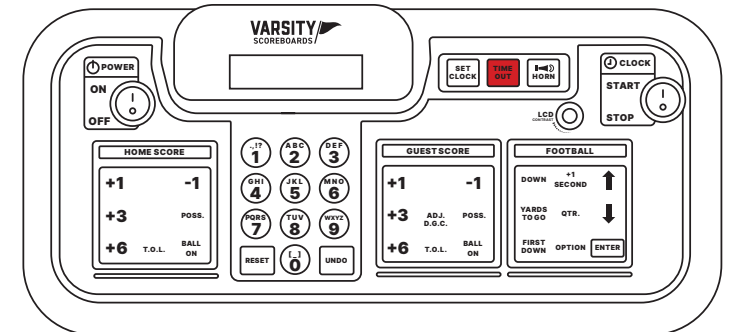
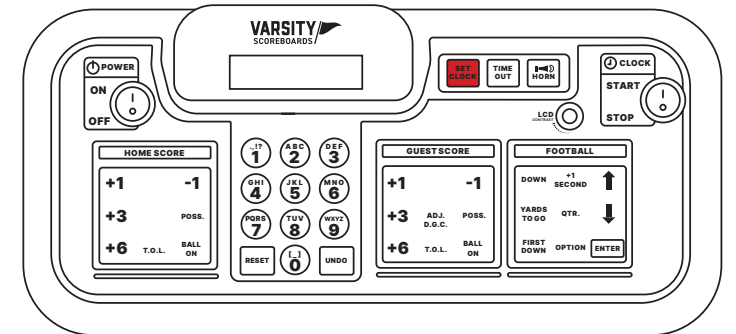
"Timeout Display" / Press the **ENTER** key on this option to choose whether the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

"Timeout Alarm" / Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice. To go back to the regular game mode, without making a selection, press the **RESET** key.

Horn Hold

Pressing the **Horn Key** will make your (optional) scoreboard horn sound

Note: Our outdoor scoreboard horn is an option that can be purchased at any time



SYSTEM SETTINGS

Reset for Another Game

To reset the scoreboard to prepare for another game, press and hold **Reset** 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.

Shut Down

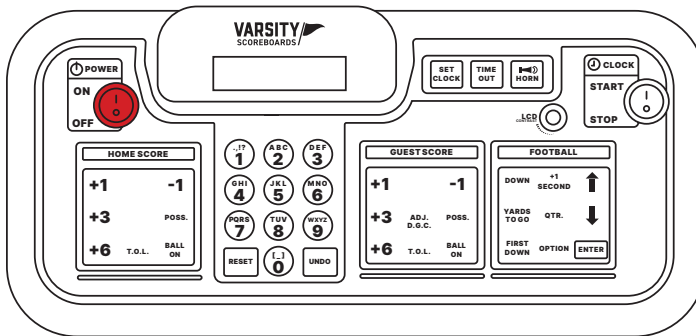
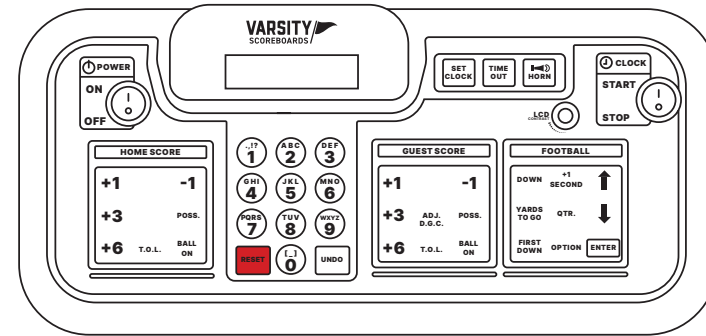
After the last game, turn the Controller's **Power** switch **Off**. All scoring information and option settings will be saved and may be retrieved when the Controller is turned back on by pressing **Enter**.

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.

Store the Controller and all accessories in a secure, dry location after each use.

Battery Maintenance

To maintain the life of the Controller in between games or seasons, store it in a place where you can keep the adapter plugged in year-round to help regulate the battery voltage.



Important Power 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** and **shorten the life of the displays** and other electronic components.

That's it!

Now go play some ball.

VARSDTY / 
SCOREBOARDS /