ALL SPORT® 100
CONTROL CONSOLE

OPERATION MANUAL

P1196

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DAKTRONICS®

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1 Introduction

This manual explains the operation of the All Sport® 100 control console and the RC-50 wireless radio controller for segment timing functions. For additional information regarding the safety, installation, operation, or service of this system, refer to the telephone numbers listed in **Daktronics Exchange and Repair & Return Programs (p. 2)**.

Important Safeguards

- **Read and understand all instructions, both general and for specific sports.**
- **Do not drop the control console or allow it to get wet.**
- **This device shall not be exposed to dripping or splashing, and no objects filled with liquid shall be placed upon it.**

  WARNING! To reduce the risk of fire or electric shock, do not expose this device to rain or moisture.
- **Never yank the power cord to pull the plug from the outlet. Grasp the plug and pull to disconnect.**
- **Do not let the power cord touch hot surfaces or hang over the edge of a table that would damage or cut the cord.**
- **If an extension cord is necessary, use a three-pronged, polarized cord. Arrange the cord with care so that it will not be tripped over or pulled out.**
- **Before using an extension cord, inspect the cable thoroughly and verify its compliance with the local electric codes.**
- **Do not disassemble control equipment or electronic controls of the display; failure to follow this safeguard will make the warranty null and void.**
- **Inspect console for shipping damage such as rattles and dents, and verify that all equipment is included as itemized on the packing slip. Immediately report any problems to Daktronics; save all packing materials if exchange is necessary.**

All Sport 100 control consoles receive external power from a wallpack power adapter or through a 20' (6.1 m) long cable plugged directly into a portable scoreboard. The same cable (part # 0A-1196-0095) also provides signal from the controller to the scoreboard.

RC-50 wireless handheld controllers receive power via an internal 3V lithium battery.

Specifications Label

Serial and model number information can be found on an ID label on the device. Refer to **Figure 1**.

When calling Daktronics customer service, please have the model number, serial number, and the date the device became operational available to ensure the request is serviced as quickly as possible.

Figure 1: *Specifications Label*

Resources

Figure 2 illustrates a Daktronics drawing label. This manual refers to drawings by listing the last set of digits. In the example, the drawing would be referred to as **DWG-1007804**. All references to drawing numbers, appendices, figures, or other manuals are presented in bold typeface. Any drawings referenced in a particular section are listed at the beginning of it as shown below:

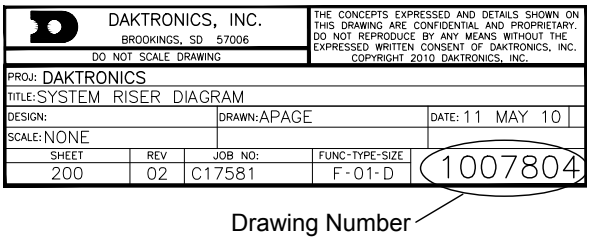


Figure 2: *Drawing Label*

Reference Drawing:

System Riser Diagram **DWG-1007804**

Daktronics identifies manuals by the DD or ED number located on the cover page.

Console Revision History

For a complete history of revisions to the console firmware, refer to **All Sport & OmniSport Revision Histories (DD3679410)**, available online at www.daktronics.com/manuals.

Daktronics Exchange and Repair & Return Programs

Exchange Program

The Daktronics Exchange Program is a service for quickly replacing key components in need of repair. If a component fails, Daktronics sends a replacement part to the customer who, in turn, returns the failed component to Daktronics. This decreases equipment downtime. Customers who follow the program guidelines explained below will receive this service.

Before contacting Daktronics, identify these important numbers:

Assembly Number: _____

Job/Contract Number: _____

Date Manufactured/Installed: _____

Daktronics Customer ID Number: _____

To participate in the Exchange Program, follow these steps:

1. **Call Daktronics Customer Service.**

Market Description	Customer Service Number
Schools (including community/junior colleges), religious organizations, municipal clubs, and community centers	877-605-1115 Fax: 605-697-4444
Universities and professional sporting events, live events for auditoriums, and arenas	866-343-6018 Fax: 605-697-4444

2. **When the new exchange part is received, mail the old part to Daktronics.**

   If the replacement part fixes the problem, send in the problem part being replaced.

a. Package the old part in the same shipping materials in which the replacement part arrived.

b. Fill out and attach the enclosed UPS shipping document.

c. Ship the part to Daktronics.

3. **The defective or unused parts must be returned to Daktronics within 5 weeks of initial order shipment.**

   If any part is not returned within five (5) weeks, a non-refundable invoice will be presented to the customer for the costs of replenishing the exchange parts inventory with a new part. Daktronics reserves the right to refuse parts that have been damaged due to acts of nature or causes other than normal wear and tear.

Repair & Return Program

For items not subject to exchange, Daktronics offers a Repair & Return Program. To send a part for repair, follow these steps:

1. **Call or fax Daktronics Customer Service.**

   Refer to the appropriate number in the chart on the previous page.

2. **Receive a case number before shipping.**

   This expedites repair of the part.

3. **Package and pad the item carefully to prevent damage during shipment.**

   Electronic components, such as printed circuit boards, should be placed in an antistatic bag before boxing. Daktronics does not recommend using packing peanuts when shipping.

4. **Enclose:**

   - name
   - address
   - phone number
   - the case number
   - a clear description of symptoms

5. **Ship to:**

   Daktronics Customer Service

   [Case #]

   201 Daktronics Drive, Dock E

   Brookings, SD 57006

Daktronics Warranty & Limitation of Liability

The Daktronics Warranty & Limitation of Liability is located at the end of this manual. The Warranty is independent of Extended Service agreements and is the authority in matters of service, repair, and display operation.

2 Basic Operation

Console Operation

The console face consists of a 2-line by 16-character liquid crystal display (LCD) and an area for a sport-specific insert. Refer to **Figure 3**.

The standard keys and functions common to all sports are explained in **Standard Keys (p. 5)**. All of the keys that pertain to a specific sport code insert are explained in detail in their respective sport section.

Throughout this manual, the names or letters of keys on the keypad are enclosed in angle brackets (such as **<ENTER*>**).

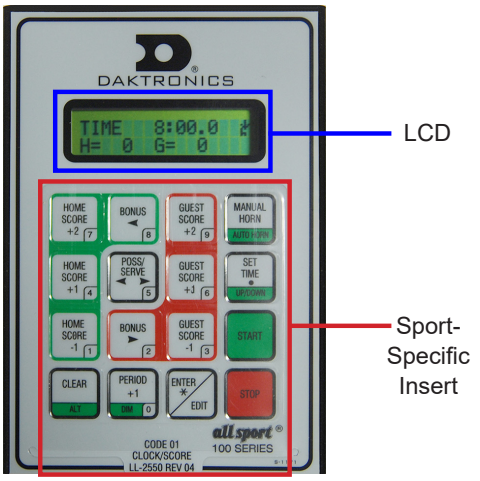


Figure 3: *All Sport 100*

Sport Inserts

Sport inserts allow one console to control multiple sports. To use an insert, slide it into the opening on the bottom of the console until it stops. To remove a sport insert, pull on the tab that extends from the bottom of the console.

If an insert is lost or damaged, a printed copy of the insert drawing from **Appendix A** may be used until a replacement can be ordered.

A sport insert identifies the keys required for normal operation of a specific sport. In most cases, pressing a key immediately changes the scoreboard. Keys that require entry of additional information are marked by a dot (such as **<SET TIME •>**). This additional information is usually a number followed by the **<ENTER*>** key.

Some keys are labeled **+1** or **+2**. By pressing one of these keys once, the corresponding field on the scoreboard (such as score or period) "increments", or increases, by one. A key with **-1** "decrements", or decreases, by one.

On most inserts, certain keys have been grouped together in green (Home) or red (Guest). These keys are **team** keys and work the same for both teams. They affect the statistics only for that one team. Keys not under one of these color groups are **game** keys. They are general keys for the progress of the game (such as period or quarter).

Keys with arrows activate an indicator (possession, bonus, etc.) on the scoreboard. The direction of the arrow selects the appropriate team (left for home, right for guest).

Start Up

Use the switch on the back of the console to turn it on, then follow the LCD screens:

Display	Action
ALL SPORT 100 ED-13375 VER 1.7	The console turns on as soon as external power is applied. The console performs a self-test when it is powered on. During the self-test, a message displays the version of the standard software loaded in the console. VER = version number and revision number ED = standard software number

Display	Action
ENTER CODE 01 CLOCK/SCORE ENTER CODE 03 BASEBALL ENTER CODE 06 SEGMENT TIMER	When the self-test completes, a prompt displays the code entered into the console. • To resume the previous code, simply press **<ENTER*>**. • To enter a new code, press **<CLEAR>** to remove the previous code, use the number keys to enter the new two-digit code from the available choices shown at left, and then press **<ENTER*>**. In order to change sport codes again, external power must be removed then reapplied.

Standard Keys

Start

Press **<START>** to start the main clock.

Stop

Press **<STOP>** to stop the main clock.

Enter/Edit

The **<ENTER*>/<EDIT>** key has two main functions. When editing game data, pressing this key will accept the new data and exit the edit mode. If not in **Edit** mode, this key allows selection of the item to be edited, such as team score. After pressing the **<EDIT>** key, the operator then presses another key to edit the desired field on the scoreboard. The operator enters the new value to display using the number keys and then presses **<ENTER*>** to accept.

Clear/Alt

The **<CLEAR>/<ALT>** key has two main functions. When editing game data, pressing this key will clear the data being edited or, if pressed twice, will exit the edit mode. When not in **Edit** mode, pressing this key followed by a key with an alternate function will initiate the secondary function.

Set Time

Display	Action
TIME EDIT SET CURR MM:SS.T*	After the main clock has been stopped, press **<SET TIME •>** to display the current time of the main clock. To change the time, enter the desired value using the number keys, and then press **<ENTER*>**. Press **<CLEAR>** twice to clear changes and return to the game.
MM:SS.T = minutes, seconds, tenths of a second	

Display	Action
MAIN CLOCK -EDIT PERIOD MM:SS * MM:SS = minutes, seconds	Press **<SET TIME •>** two times to display the configured time for the main clock period length. To set the period length as the new main clock time, press **<ENTER*>**. To decline the selection of the period length, press **<CLEAR>**. To change the period length *and* set the main clock, enter the new time in minutes and seconds using the number keys, and then press **<ENTER*>**. Press **<CLEAR>** twice to clear changes and return to the game.

Up/Down (Alt. Function)

Display	Action
MAIN CLOCK-DOWN↓ 1-UP 2-DOWN	After the main clock has been stopped, the direction of the clock can be set. Press **<ALT>** followed by **<SET TIME •>** and then press **<1>** or **<2>** to select UP or DOWN (default). **Note:** The current direction of the main clock is shown by the arrow on the top line of the LCD. The **<UP/DOWN>** alternate function is disabled while the clock is already running.

Manual Horn

Press **<MANUAL HORN>** to sound the main horn. The horn sounds as long as the key is pressed. This key is not available for baseball mode.

Auto Horn (Alt. Function)

Display	Action
AUTO HORN- ON 1-ON, 2-OFF	Press **<ALT>** followed by **<MANUAL HORN>** and then press **<1>** or **<2>** to select ON (default) or OFF. **Note:** A lowercase "h" is shown on the top line of the LCD to indicate auto horn is enabled. This key is not available for baseball mode.

Dim (Alt. Function)

Display	Action
SELECT DIMMING 1-AUTO 2-MANUAL	Press **<ALT>** followed by **<DIM>** to access the scoreboard dimming menu. • If the display is equipped with a light sensor, press **<1>** to select automatic dimming. • If the display is not equipped with a light sensor, press **<2>** to select manual dimming.

Display	Action
MAX INTENSITY LEVEL(0-3): NONE DIMMING LEVEL(0-3): NONE **<0>** = none (bright) **<1>** = 2/3 (dim) **<2>** = 1/2 (dimmer) **<3>** = 1/3 (dimmest)	With automatic dimming enabled, press **<0>**, **<1>**, **<2>**, or **<3>** to select the maximum intensity for the digits on the scoreboard. The brightness will never exceed this level, regardless of ambient lighting conditions. Press **<ENTER*>** to accept the dimming level. With manual dimming enabled, press **<0>**, **<1>**, **<2>**, or **<3>** to set the intensity for the digits on the scoreboard. If ambient lighting conditions change, it may be necessary to adjust this setting. Press **<ENTER*>** to accept the dimming level. In general, the scoreboard digits do not need to be as bright at night as during the day in direct sunlight.

3 Clock/Score Operation

Sport Insert: LL-2550 – Code 01

The Sport Insert drawing is located in **Appendix A**.

Reference Drawings:

Insert; LL-2550 A/S 100, Clock/Score Code-01 ..... **DWG-167854**

Refer to **Section 2: Basic Operation (p. 4)** for information on how to start up the console and use the sport insert. If an insert is lost or damaged, a copy of the insert drawing can be used until a replacement arrives.

Clock/Score Keys

Score (+2/+1/-1)

Display	Action
HOME SCORE + 2 NNN NNN = current setting	Press the appropriate score key to increment or decrement the score for the home or guest team. The LCD shows which key was pressed and the new value for the team score of the corresponding team.
HOME SCORE EDIT NNN* NNN = current setting	Press **<EDIT>** followed by any score key to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

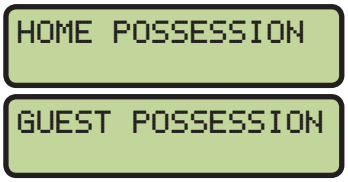
Period +1

Display	Action
PERIOD N N = current setting	Press **<PERIOD +1>** to increment the current period. The new period number displays briefly.
PERIOD EDIT N* N = current setting	Press **<EDIT>** followed by **<PERIOD +1>** to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

Bonus

Display	Action
HOME BONUS ON HOME BONUS OFF	Press a **<BONUS>** key to toggle the bonus indicator ON or OFF for the selected team. The selected team's bonus status displays briefly.

Possession/Serve

Display	Action
	Press **<POSS/SERVE>** to toggle the possession indicator to HOME or GUEST. The possession status displays briefly. **Note:** This key would also be used to illuminate a serve indicator for volleyball or tennis.

4 Baseball Operation

Sport Insert: LL-2572 – Code 03

The Sport Insert drawing is located in **Appendix A**.

Reference Drawings:

Insert; LL-2572 A/S 100, Baseball..... **DWG-184219**

Refer to **Section 2: Basic Operation (p. 4)** for information on how to start up the console and use the sport insert. If an insert is lost or damaged, a copy of the insert drawing can be used until a replacement arrives.

Baseball Keys

Score (+1/-1)

Display	Action
HOME SCORE + 1 NN NN = current setting	Press the home/guest **<SCORE +1>** key to increase the team score, or press the **<SCORE -1>** key to decrease the team score. The LCD shows which key was pressed and the new value.
HOME SCORE EDIT NN* NN = current setting	Press **<EDIT>** followed by any score key to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

Hit

Display	Action
HIT ON HIT OFF	Press **<HIT>** to turn on the hit indicator or digits. Press **<HIT>** again to turn off the hit indicator or digits. The hit status displays briefly. **Note:** When hit is already on, pressing **<ERROR>** will turn it off.

Error

Display	Action
ERROR ON ERROR OFF	Press **<ERROR>** to turn on the error indicator or digits. Press **<ERROR>** again to turn off the error indicator or digits. The error status displays briefly. **Note:** When error is already on, pressing **<HIT>** will turn it off.

Ball +1, Strike +1, Clear Ball/Strike

Press **<BALL +1>** or **<STRIKE +1>** to increment the pitch types. Press **<CLEAR BALL & STRIKE>** to immediately reset both values to 0.

Note: If the ball value is 4 when **<BALL +1>** is pressed, the value is blanked out.
If the strike value is 3 when **<STRIKE +1>** is pressed, the value is blanked out.

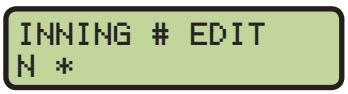
Out +1

Press **<OUT +1>** to increment the current number of outs. The new out number appears immediately on the LCD.

Display	Action
 N = current setting	Press **<EDIT>** followed by **<OUT +1>** to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

Inning +1

Press **<INNING +1>** to increment the current inning number. The new inning number appears immediately on the LCD.

Display	Action
 N = current setting	Press **<EDIT>** followed by **<INNING +1>** to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

5 Segment Timer Operation

Sport Insert: LL-2648 – Code 06

The Sport Insert drawing is located in **Appendix A**.

Reference Drawings:

Insert; LL-2648 Segment Timer Code 06 ..... **DWG-274996**

Refer to **Section 2: Basic Operation (p. 4)** for information on how to start up the console and use the sport insert. If an insert is lost or damaged, a copy of the insert drawing can be used until a replacement arrives.

Segment Timer Information

The segment timer is used to time events such as practice sessions. Operation of the segment timer is determined by 40 segments of pre-programmed length. The segment timer will count down starting at the segment number that is set as **First Segment**. When the first segment is completed, the timer will count the preset **Interval Time** and move on to the next segment. The timer will continue counting segments until the segment number that is set as **Last Segment** is complete. It then will reset to the segment saved as the **First Segment** and will either begin counting down or wait for the **<START>** key to be pressed, depending on the **<AUTO STOP>** setting. Refer to **Auto Stop (p. 14)** to set the segment-stopping feature.

The **First Segment** and **Last Segment** values can be used to set up specific practice sessions. For example, the practice session for one sport could be programmed for 5-minute segments on segments 1–10, while another might use 10-minute segments on segments 11–20. Set the **First Segment** and **Last Segment** values to the desired segment numbers for the session, and the console will count down each of the segments in order. It may also be set to either stop on the last segment or loop back to the first segment segments, again based on the **<AUTO STOP>** setting.

The segment values will be saved when the console is turned off.

Segment Timer Keys

Segment Number & Time

Display	Action
SEGMENT: NN * TIME EDIT NN = current setting	Press **<SEG NO • TIME •>** to set individual segment times. Enter the segment to be edited using the number keys, and then press **<ENTER*>**.
SEGMENT: NN TIME EDIT MM:SS* NN = current setting MM:SS = minutes, seconds	Enter the time for the segment using the number keys. Press **<ENTER*>** to move to the next segment time. Press **<ENTER*>** again to exit the function.

First/Last Segment

Display	Action
FIRST SEG XX* LAST SEG YY XX = current first segment value YY = current last segment value	Press **<FIRST/LAST SEG>**, use the number keys to enter the segment to be set as the first segment, and then press **<ENTER*>**. Use the number keys to enter the segment to be set as the last segment, and then press **<ENTER*>**. The console will be reset to the segment selected here when the **<RESET TO 1ST SEG>** key is pressed. After the segment set as the last segment is completed, the console will automatically reset to the segment saved as the first segment.

Interval Time

The interval time is the time between each segment. The interval time can be displayed on the scoreboard using the Display Interval function.

Note: If **Auto Stop at Each Segment** is set to **YES**, the interval time and display interval settings will be ignored; the next segment begins whenever the operator presses **<START>**.

Display	Action
INTERVAL TIME MM:SS* MM:SS = minutes, seconds	Press **<INTERVAL TIME •>** to display the current value of interval time. Edit the value of the interval time using the number keys, and then press **<ENTER*>**. If the interval time is set to 00:00, no interval time will be counted, and the menu will be exited.
DISPLAY INTERVAL 1*YES 2-NO * = current setting	If the interval time entered is greater than 0, the Display Interval function will appear. This setting determines whether the interval count will be displayed on the scoreboard. Press **<1>** to display the interval time on the scoreboard. Press **<2>** to disable the interval time display. The interval time will be displayed only on the console. **Note 1:** Regardless of this setting, the value saved in interval time will be counted down between segments. **Note 2:** When the interval time is being displayed, the segment number on the scoreboard flashes to indicate that the time displayed is interval time.

Current Segment +1

Press **<CURRENT SEGMENT +1>** to move to the next segment. The new segment number appears immediately on the top line of the LCD.

Display	Action
CURRENT SEGMENT: EDIT NN* NN = current setting	Press **<EDIT>** followed by **<CURRENT SEGMENT +1>** to display the current setting. Enter the correct value using the number keys, and then press **<ENTER*>**.

Reset Current Segment

Press **<RESET CURRENT SEG>** to reset the segment time to the value specified by the current segment. The segment number will remain at the current value.

Reset to 1st Segment

Press **<RESET TO 1ST SEG>** to return to the first segment. This may not necessarily be segment "1" if the first/last segment settings were changed.

> **Note:** This function is disabled while the clock is running.

Warning Time

Display	Action
WARNING TIME MM:SS*	When the warning time is reached, the segment number flashes until the main clock reaches zero. Press **<WARNING TIME •>**, enter the time in minutes and seconds using the number keys, and then press **<ENTER*>**. Enter 00:00 for no warning time (default).
MM:SS = minutes, seconds	

Copy Range

This key sets a range of segments to a specific value.

Display	Action
COPY: MM:SS * SEG XX TO YY	Press **<COPY RANGE •>** and enter the time desired. Press **<ENTER*>** to move to the next field. Enter the first and last segments that will have this time. When the last segment in the copy range is set, the menu will be exited. Once completed, all segments from XX to YY (inclusive) will be set to the specified value.
MM:SS = minutes, seconds XX = starting segment value YY = ending segment value	

Auto Stop

> **Note:** To set the console to stop after the last segment in the series is completed, the auto stop at each segment setting must be set to **NO**.

Display	Action
STOP AT EACH SEG 1-YES 2*NO	Press **<AUTO STOP>** to enter this menu. • Press **<1>** to set the console to stop after each segment is completed. • Press **<2>** to set the console to automatically begin the next segment when each segment is completed.
STOP AT LAST SEG 1-YES 2*NO	If Stop at Each Segment is set to **NO**, the console will then prompt for the Stop at Last Segment setting. • Press **<1>** to set the console to stop when the last segment has been completed. • Press **<2>** to set the console to start over at the first segment when the last segment is completed.

Set Program

The segment timer mode includes 7 programs as described below. Program information is saved when the All Sport 100 is powered down.

- **Programs 1-5** allow a unique program for each weekday (Monday through Friday).
- **Program 6** is a dedicated Play Clock.
- **Program 7** is a dedicated Two-Minute Drill.

Display	Action
CURRENT PROG N* SELECT 1-7 N = current setting	Press **<SET PROGRAM •>** use the number keys to select the desired program, and then press **<ENTER*>** to accept. Once completed, all segments from XX to YY (inclusive) will be set to the specified value.

TI-2025 & TI-2026 Segment Timers

The TI-2025 and TI-2026 portable timing displays (**Figure 4**) are controllable by an All Sport 100 as well as a wireless handheld RC-50 controller. However, before these displays may be controlled with the RC-50, they must first be programmed with the All Sport 100. Connect the All Sport 100 to the display using the provided power/signal cable (part # 0A-1196-0095).

For more information about these displays, refer to the **TI-2025 & TI-2026 Segment Timers Display Manual (ED-16738)**, available online at www.daktronics.com/manuals.

Figure 4: *TI-2025/TI-2026*

Sending Program Information to the Display

Display	Action
TRANSFERING DATA PLEASE WAIT	First ensure the All Sport 100 is properly connected to the TI display, and then enter the information for programs 1 to 7. When ready to load the program information into the display, press **<ALT>** followed by **<SEND>**.
TRANSFER COMPLETE	Wait approximately 5 seconds for the program data to transfer. The TI display digits will show "PPPP" if the program data was successfully received and stored into the display's memory. The All Sport 100 must then be unplugged to allow the RC-50 to control the display remotely.

Play Clock (Program 6)

Program 6 is a dedicated two-digit play clock. The play clock can be set up to 99 seconds using the **<SET TIME •>** key.

Display	Action
CURRENT PROG 6* SELECT 1-7	On the All Sport 100, press **<SET PROGRAM •>** followed by **<6>** to set the console to the play clock Program 6. Press **<ENTER*>** to accept.
SET PLAY CLOCK 0:SS* SS = seconds	Press the **<SET TIME •>** key. Enter a time using the number keys and press enter to accept the changes.
PLAY CLOCK ↓ TIME: 0:25 P6	Press **<START>** to start the play clock. Press **<STOP>** to stop AND reset the play clock.

Two-Minute Drill (Program 7)

Program 7 is a dedicated two-minute drill clock. This program consists of two different clocks: a 2-minute game clock and a 25-second play clock. **Times are not adjustable.**

Display	Action
CURRENT PROG 7* SELECT 1-7	On the All Sport 100, press **<SET PROGRAM •>** followed by **<7>** to set the console to the two-minute drill Program 7. Press **<ENTER*>** to accept.
PLAY: 0:25 ↓ MAIN: 2:00 P7	Press **<START>** to start the main clock. Press **<STOP>** to stop the main clock. Press **<CURRENT SEGMENT +1>** to start the play clock. Press **<CURRENT SEGMENT +1>** a second time to stop *and* reset the play clock.

RC-50 Controls

Some buttons on the RC-50 (**Figure 5**) vary depending on the selected program.

Note: The All Sport 100 must be disconnected from the display before the RC-50 will control it.

Segment Timer (Programs 1-5)

- **<START>** – Starts the segment timer
- **<STOP>** – Stops the segment timer
- **<RESET PROGRAM>** – Resets the current program
- **<PROGRAM + >** – Increments the program number
- **<RESET SEGMENT>** – Resets the current segment time
- **<SEGMENT + >** – Increments the current segment number
- **<SEGMENT – >** – Decrements the current segment number
- **<HORN>** – Manually sounds the horn

Figure 5: *RC-50*

Play Clock (Program 6)

- **<START>** – Starts the play clock
- **<STOP>** – Stops AND resets the play clock
- **<RESET PROGRAM>** – Resets the current program
- **<PROGRAM + >** – Increments the program number
- **<RESET SEGMENT>** – Stops AND resets the play clock
- **<SEGMENT + >** – (Not used)
- **<SEGMENT – >** – (Not used)
- **<HORN>** – Manually sounds the horn.

Two-Minute Drill (Program 7)

- **<START>** – Starts the game clock
- **<STOP>** – Stops the game clock
- **<RESET PROGRAM>** – Resets the current program
- **<PROGRAM + >** – Increments the program number
- **<RESET SEGMENT>** – Stops AND resets both clocks.
- **<SEGMENT + >** – Starts the play clock.
- **<SEGMENT – >** – Stops AND resets the play clock
- **<HORN>** – Manually sounds the horn

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A Sport Inserts

Refer to **Resources (p. 2)** for information regarding how to read the drawing number. Any contract-specific drawings take precedence over the general drawings.

Reference Drawings:

Insert; LL-2550 A/S 100, Clock/Score Code-01 ..... **DWG-167854**
Insert; LL-2572 A/S 100, Baseball..... **DWG-184219**
Insert; LL-2648 Segment Timer Code 06 ..... **DWG-274996**

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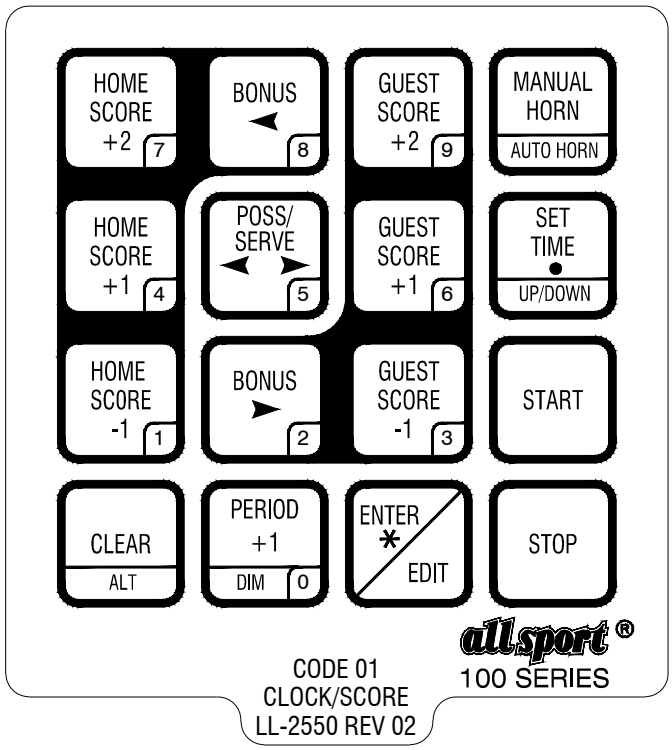

REV	DATE:	CHANGED "POSS" TO "POSS/SERVE"	BY:
01	31 DEC 02		CJB

DAKTRONICS, INC.
BROOKINGS, SD 57006
DO NOT SCALE DRAWING

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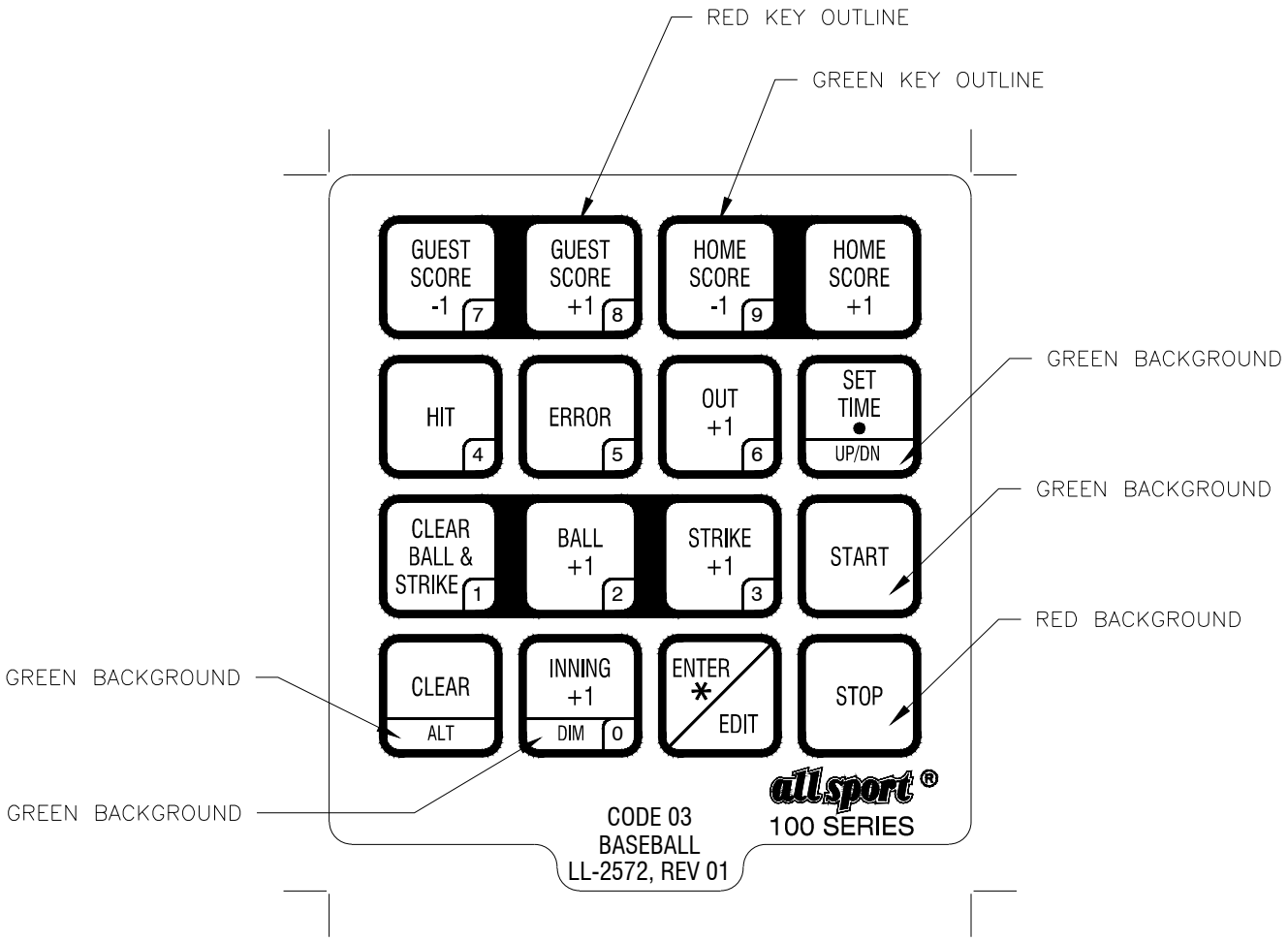
PROJ: ALL SPORT 5000			
TITLE: INSERT; LL-2550 A/S 100, CLOCK/SCORE CODE-01			
DESIGN: EBRAVEK	DRAWN: EBRAVEK	DATE: 28 MAY 02	
SCALE: 1=1			

SHEET	REV	JOB NO:	FUNC-TYPE-SIZE	
	01	P1196	E-07-A	167854



1. DAKTRONICS PART NUMBER IS LL-2572
2. ALL TEXT IS BLACK
3. KEY OUTLINES ARE BLACK EXCEPT GUEST KEYS ARE RED AND HOME KEYS ARE GREEN.
4. ALL GREEN TO MATCH PMS# 355
5. ALL RED TO MATCH PMS# 179
6. ALT KEY BACKGROUNDS ARE GREEN AS SHOWN
7. STOP KEY BACKGROUND IS RED
8. START KEY BACKGROUND IS GREEN
9. INSERT BACKGROUND TO BE GRAY TO MATCH PMS# 429
10. OUTLINE IS DIE CUT PER DRAWING 1196-V07A-139763.

REV	DATE:		BY:
01	29 JUN 10	UPDATED GRAY TO MATCH PMS NO. 429	CRD

DAKTRONICS, INC.
BROOKINGS, SD 57006
DO NOT SCALE DRAWING

PROJ: ALL SPORT 5000
TITLE: INSERT; LL-2572 A/S 100, BASEBALL
DESIGN:
DRAWN: JSANTIA
DATE: 27 FEB 03
SCALE: 1=1

SHEET	REV	JOB NO:	FUNC-TYPE-SIZE
	01	P1196	E-07-A

184219

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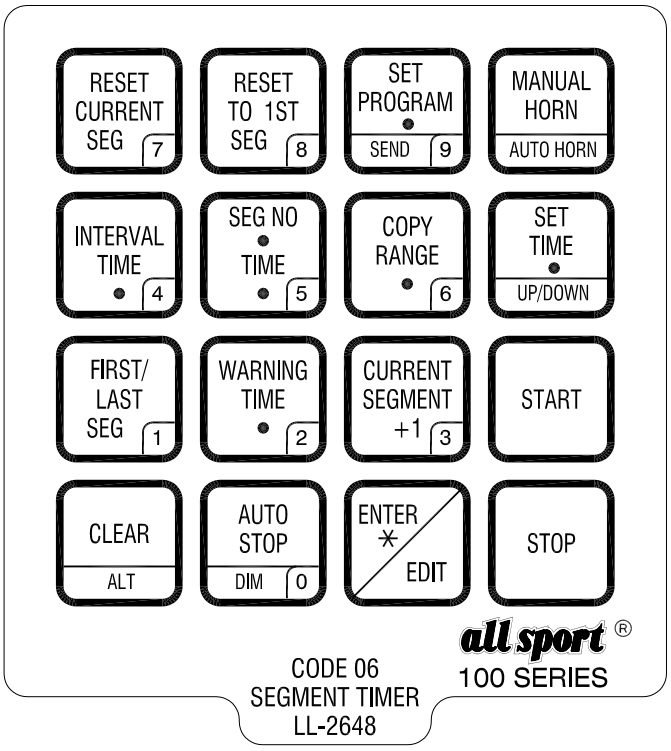

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DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: INSERT; LL-2648 SEGMENT TIMER CODE 06

DES. BY: DRAWN BY: DULSCHM DATE: 06 JUL 06

REVISION 00 | APPR. BY: | SCALE: 1 = 1 | 1196-E07A-274996

REV.	DATE	DESCRIPTION	BY	APPR.

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B Daktronics Warranty and Limitation of Liability

This section includes the Daktronics Warranty & Limitation of Liability statement (SL-02374).

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DAKTRONICS WARRANTY & LIMITATION OF LIABILITY

This Warranty and Limitation of Liability (the "Warranty") sets forth the warranty provided by Daktronics with respect to the Equipment. By accepting delivery of the Equipment, Purchaser and End User agree to be bound by and accept these terms and conditions. Unless otherwise defined herein, all terms within the Warranty shall have the same meaning and definition as provided elsewhere in the Agreement.

DAKTRONICS WILL ONLY BE OBLIGATED TO HONOR THE WARRANTY SET FORTH IN THESE TERMS AND CONDITIONS UPON RECEIPT OF FULL PAYMENT FOR THE EQUIPMENT.

1. **Warranty Coverage**

A. Daktronics warrants to the original end user (the "End User") that the Equipment will be free from Defects (as defined below) in materials and workmanship for a period of one (1) year (the "Warranty Period"). The Warranty Period shall commence on the earlier of: (i) four weeks from the date that the Equipment leaves Daktronics' facility; or (ii) Substantial Completion as defined herein. The Warranty Period shall expire on the first anniversary of the commencement date.

"Substantial Completion" means the operational availability of the Equipment to the End User in accordance with the Equipment's specifications, without regard to punch-list items, or other non-substantial items which do not affect the operation of the Equipment.

B. Daktronics' obligation under this Warranty is limited to, at Daktronics' option, replacing or repairing, any Equipment or part thereof that is found by Daktronics not to conform to the Equipment's specifications. Unless otherwise directed by Daktronics, any defective part or component shall be returned to Daktronics for repair or replacement. This Warranty does not include on-site labor charges to remove or install these components. Daktronics may, at its option, provide on-site warranty service. Daktronics shall have a reasonable period of time to make such replacements or repairs and all labor associated therewith shall be performed during regular working hours. Regular working hours are Monday through Friday between 8:00 a.m. and 5:00 p.m. at the location where labor is performed, excluding any holidays observed by Daktronics.

C. Daktronics shall pay ground transportation charges for the return of any defective component of the Equipment. All such items shall be shipped by End User DDP Daktronics designated facility. If returned Equipment is repaired or replaced under the terms of this Warranty, Daktronics will prepay ground transportation charges back to End USer and shall ship such items DDP End User's designated facility; otherwise, End User shall pay transportation charges to return the Equipment back to the End User and such Equipment shall be shipped Ex Works Daktronics designated facility. All returns must be pre-approved by Daktronics before shipment. Daktronics shall not be obligated to pay freight for any unapproved return. End User shall pay any upgraded or expedited transportation charges.

D. Any replacement parts or Equipment will be new or serviceably used, comparable in function and performance to the original part or Equipment, and warranted for the remainder of the Warranty Period. Purchasing additional parts or Equipment from the Seller does not extend the Warranty Period.

E. Defects shall be defined as follows. With regard to the Equipment (excepting LEDs), a "Defect" shall refer to a material variance from the design specifications that prohibit the Equipment from operating for its intended use. With respect to LEDs, "Defects" are defined as LED pixels that cease to emit light. Unless otherwise expressly provided, this Warranty does not impose any duty or liability upon Daktronics for partial LED pixel degradation. Notwithstanding the foregoing, in no event does this Warranty include LED pixel degradation caused by UV light. This Warranty does not provide for the replacement or installation of communication methods including but not limited to, wire, fiber optic cable, conduit, trenching, or for the purpose of overcoming local site interference radio equipment substitutions.

EXCEPT AS OTHERWISE EXPRESSLY SET FORTH IN THIS WARRANTY, TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, DAKTRONICS DISCLAIMS ANY AND ALL OTHER PROMISES, REPRESENTATIONS AND WARRANTIES APPLICABLE TO THE EQUIPMENT AND REPLACES ALL OTHER WARRANTIES OR CONDITIONS, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR ACCURACY OR QUALITY OF DATA. OTHER ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY DAKTRONICS, ITS AGENTS OR EMPLOYEES, SHALL NOT CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY.

THIS LIMITED WARRANTY IS NOT TRANSFERABLE.

2. Exclusion from Warranty Coverage

This Warranty does not impose any duty or liability upon Daktronics for any:

A. damage occurring at any time, during shipment of Equipment unless otherwise provided for in the Agreement. When returning Equipment to Daktronics for repair or replacement, End User assumes all risk of loss or damage, agrees to use any shipping containers that might be provided by Daktronics, and to ship the Equipment in the manner prescribed by Daktronics;

B. damage caused by: (i)the improper handling, installation, adjustment, use, repair, or service of the Equipment,or (ii) any physical damage which includes, but is not limited to, missing, broken, or cracked components resulting from non-electrical causes; altered, scratched, or fractured electronic traces; missing or gauged solder pads; cuts or clipped wires; crushed, cracked, punctured, or bent circuit boards; or tampering with any electronic connections, provided that such damage is not caused by personnel of Daktronics or its authorized repair agents;

C. damage caused by the failure to provide a continuously suitable environment, including, but not limited to: (i) neglect or misuse; (ii) improper power including, without limitation, a failure or sudden surge of electrical power; (iii) improper air conditioning, humidity control, or other environmental conditions outside of the Equipment's technical specifications such as extreme temperatures, corrosives and metallic pollutants; or (iv) any other cause other than ordinary use;

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D. damage caused by fire, flood, earthquake, water, wind, lightning or other natural disaster, strike, inability to obtain materials or utilities, war, terrorism, civil disturbance, or any other cause beyond Daktronics' reasonable control;

E. failure to adjust, repair or replace any item of Equipment if it would be impractical for Daktronics personnel to do so because of connection of the Equipment by mechanical or electrical means to another device not supplied by Daktronics, or the existence of general environmental conditions at the site that pose a danger to Daktronics personnel;

F. statements made about the product by any salesperson, dealer, distributor or agent, unless such statements are in a written document signed by an officer of Daktronics. Such statements as are not included in a signed writing do not constitute warranties, shall not be relied upon by End User and are not part of the contract of sale;

G. damage arising from the use of Daktronics products in any application other than the commercial and industrial applications for which they are intended, unless, upon request, such use is specifically approved in writing by Daktronics;

H. replenishment of spare parts. In the event the Equipment was purchased with a spare parts package, the parties acknowledge and agree that the spare parts package is designed to exhaust over the life of the Equipment, and as such, the replenishment of the spare parts package is not included in the scope of this Warranty;

I. security or functionality of the End User's network or systems, or anti-virus software updates;

J. performance of preventive maintenance;

K. third-party systems and other ancillary equipment, including without limitation front-end video control systems, audio systems, video processors and players, HVAC equipment, batteries and LCD screens;

L. incorporation of accessories, attachments, software or other devices not furnished by Daktronics; or

M. paint or refinishing the Equipment or furnishing material for this purpose.

3. Limitation of Liability

Daktronics shall be under no obligation to furnish continued service under this Warranty if alterations are made to the Equipment without the prior written approval of Daktronics.

It is specifically agreed that the price of the Equipment is based upon the following limitation of liability. In no event shall Daktronics (including its subsidiaries, affiliates, officers, directors, employees, or agents) be liable for any claims asserting or based on (a) loss of use of the facility or equipment; lost business, revenues, or profits; loss of goodwill; failure or increased cost of operations; loss, damage or corruption of data; loss resulting from system or service failure, malfunction, incompatibility, or breaches in system security; or (b) any special, consequential, incidental or exemplary damages arising out of or in any way connected with the Equipment or otherwise, including but not limited to damages for lost profits, cost of substitute or replacement equipment, down time, injury to property or any damages or sums paid to third parties, even if Daktronics has been advised of the possibility of such damages. The foregoing limitation of liability shall apply whether any claim is based upon principles of contract, tort or statutory duty, principles of indemnity or contribution, or otherwise.

In no event shall Daktronics be liable for loss, damage, or injury of any kind or nature arising out of or in connection with this Warranty in excess of the Purchase Price of the Equipment. The End User's remedy in any dispute under this Warranty shall be ultimately limited to the Purchase Price of the Equipment to the extent the Purchase Price has been paid.

4. Assignment of Rights

The Warranty contained herein extends only to the End User (which may be the Purchaser) of the Equipment and no attempt to extend the Warranty to any subsequent user-transferee of the Equipment shall be valid or enforceable without the express written consent of Daktronics.

5. Governing Law

The rights and obligations of the parties under this Warranty shall not be governed by the provisions of the United Nations Convention on Contracts for the International Sales of Goods of 1980. The parties consent to the application of the laws of the State of South Dakota to govern, interpret, and enforce each of the parties' rights, duties, and obligations arising from, or relating in any manner to, the subject matter of this Warranty, without regard to conflict of law principles.

6. Availability of Extended Service Agreement

For End User's protection, in addition to that afforded by the warranties set forth herein, End User may purchase extended warranty services to cover the Equipment. The Extended Service Agreement, available from Daktronics, provides for electronic parts repair and/or on-site labor for an extended period from the date of expiration of this warranty. Alternatively, an Extended Service Agreement may be purchased in conjunction with this Warranty for extended additional services. For further information, contact Daktronics Customer Service at 1-800-DAKTRONics (1-800-325-8766).

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