



All Sport[®] Junior Portable Scoreboard

Operation Manual

ED 6965

All Sport[®] is a registered trademark of Daktronics, Inc.

ED 6965
Product 1088
Rev. 5 – 16 July 1998

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THROUGH TECHNOLOGY

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Section 1: Introduction

1.1 How To Use This Manual

This manual explains the operation of Daktronics All Sport® Junior portable scoreboard. For questions regarding the safety, installation, operation or service of this system, please refer to the telephone numbers listed on the cover page of this manual.

Important Safeguards:

1. Read and understand these instructions before installing.
2. Do not drop the control console or allow it to get wet.
3. *Disconnect power to the scoreboard when it is not in use.*
4. *Disconnect power when servicing the scoreboard.*
5. Do not modify the scoreboard structure or attach any panels or coverings to the scoreboard without the written consent of Daktronics, Inc.

The box below illustrates Daktronics drawing numbering system. This number is located in the lower-right corner of the drawing. Drawings in the manual are identified by listing the last set of digits and the letter preceding them. In the example below, the drawing would be referred to as **Drawing A-69945**. Referenced drawings are inserted at the *end of the first section that references them*.

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ:	
TITLE:	
DES. BY:	DRAWN BY: DOK
DATE: 04-20-95	
APPR. BY:	7087-P08A-69945
SCALE: 1=80	

1.2 Scoreboard Overview

Reference Drawings: Console, All Sport Junior**Drawing A-54711**
Display, All Sport Junior**Drawing A-54728**

The All Sport Junior is a versatile solution to indoor scoring needs. The compact durable portable scoreboard weighs 20 pounds. It is 18” high, 36” wide and 6” deep. The black case is made of molded polyethylene. The All Sport Junior uses 4” LED digits that have been rated for 50,000 hours of use. The hand-held console is conveniently stored in a compartment in the rear of the scoreboard.

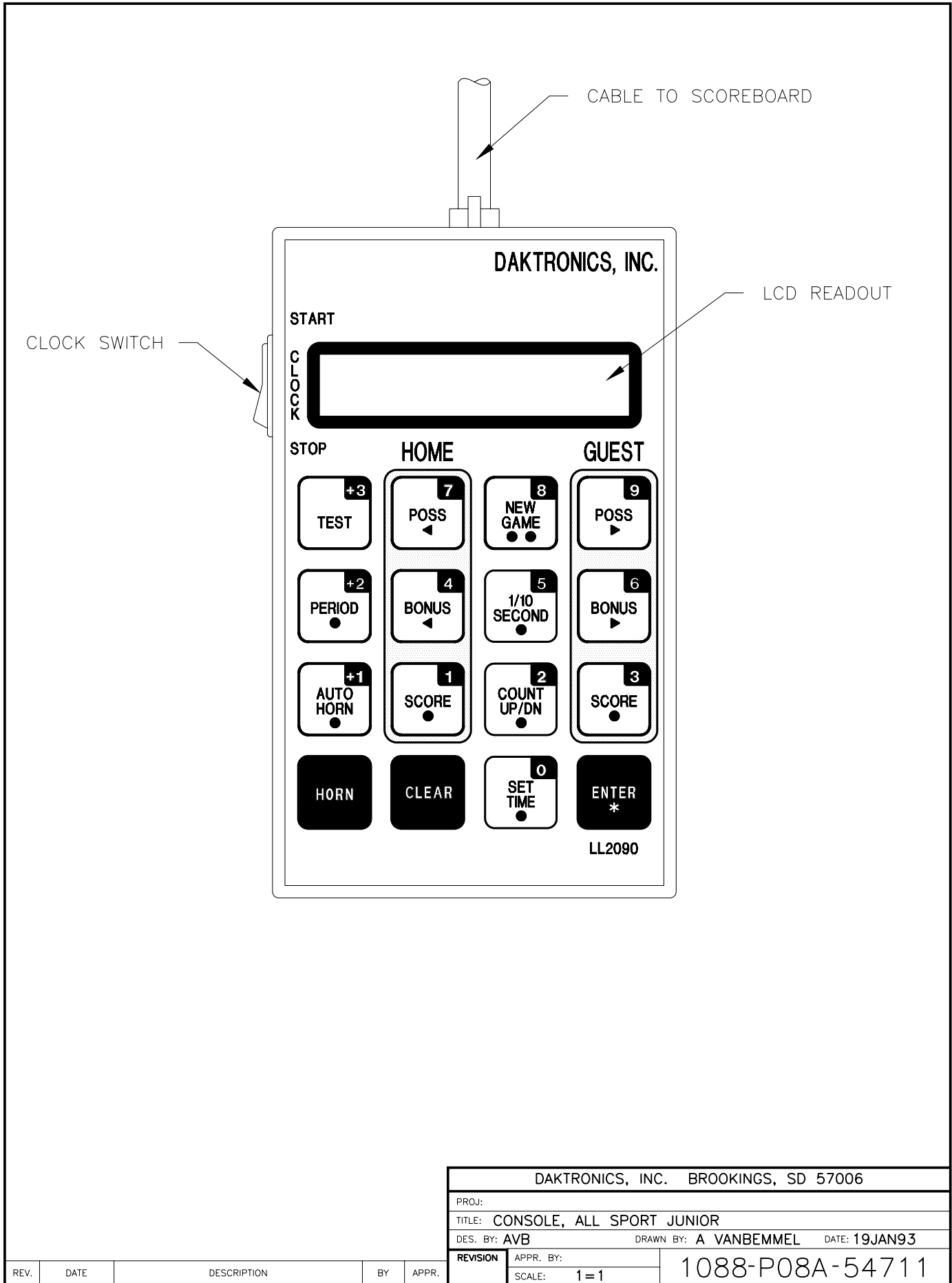
Refer to **Drawings A-54728** and **A-54711** for illustrations of the All Sport Junior display and control console.

1.3 Wall Mounting

Reference Drawing: Wall Mounting **Drawing A-54730**

Refer to **Drawing A-54730** and the following instructions to mount the All Sport Junior display on the wall, using the two brackets provided.

1. Attach the brackets to the holes in the back of the display using the screws provided. *Do not over-tighten screws.*
2. Secure the brackets to the wall with #10 or ¼” hardware (not provided). Be sure to use wall anchors suitable for the material of the wall. The keyhole-shaped openings in the brackets allow the display to be taken down without removing the screws from the wall.
3. Route the power and signal cords out through the grooves in the back when the display is hung on the wall.



DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: CONSOLE, ALL SPORT JUNIOR

DES. BY: AVB

DRAWN BY: A VANBEMMEL

DATE: 19JAN93

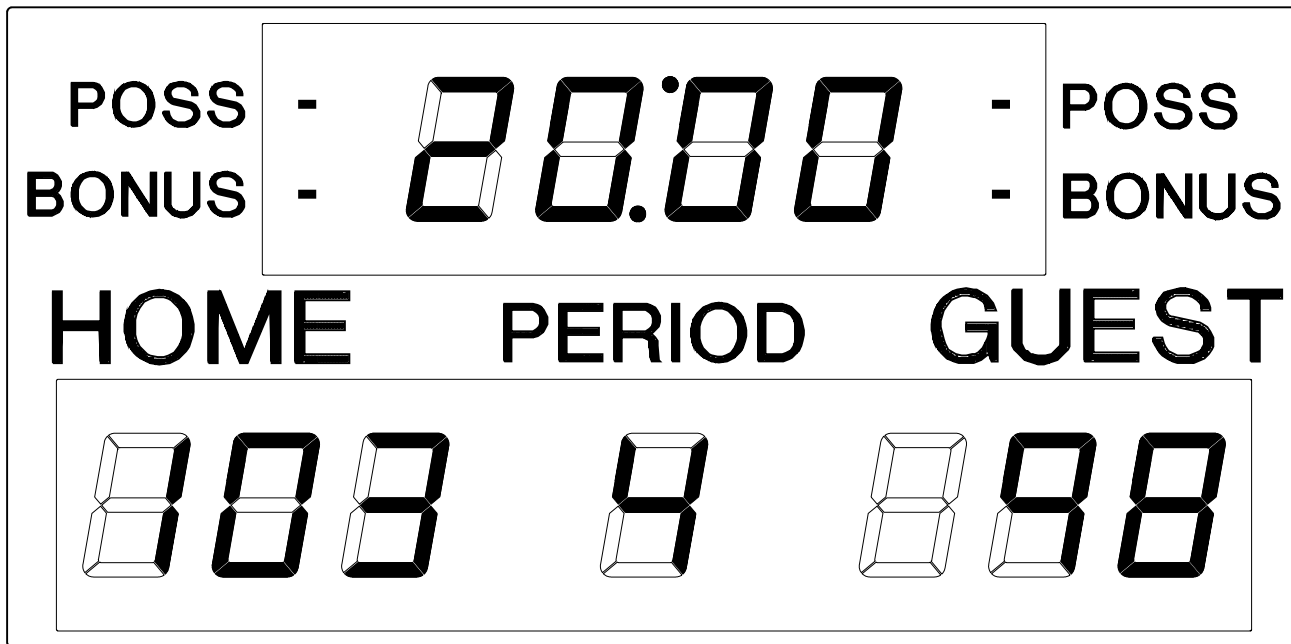
REVISION

APPR. BY:

SCALE: 1=1

1088-P08A-54711

REV.	DATE	DESCRIPTION	BY	APPR.



OVERALL DIMENSIONS:
 18" HIGH, 36" WIDE, 6" DEEP
 APPROXIMATE WEIGHT: 20 LBS.
 DIGITS ARE 4" HIGH
 DISPLAY CABINET IS MOLDED POLYETHYLENE
 CABINET COLOR IS BLACK
 CAPTIONS ARE WHITE
 HOME AND GUEST CAPTIONS ARE 2" HIGH
 PERIOD CAPTION IS 1.6" HIGH
 POSS AND BONUS CAPTIONS ARE 1.2" HIGH.

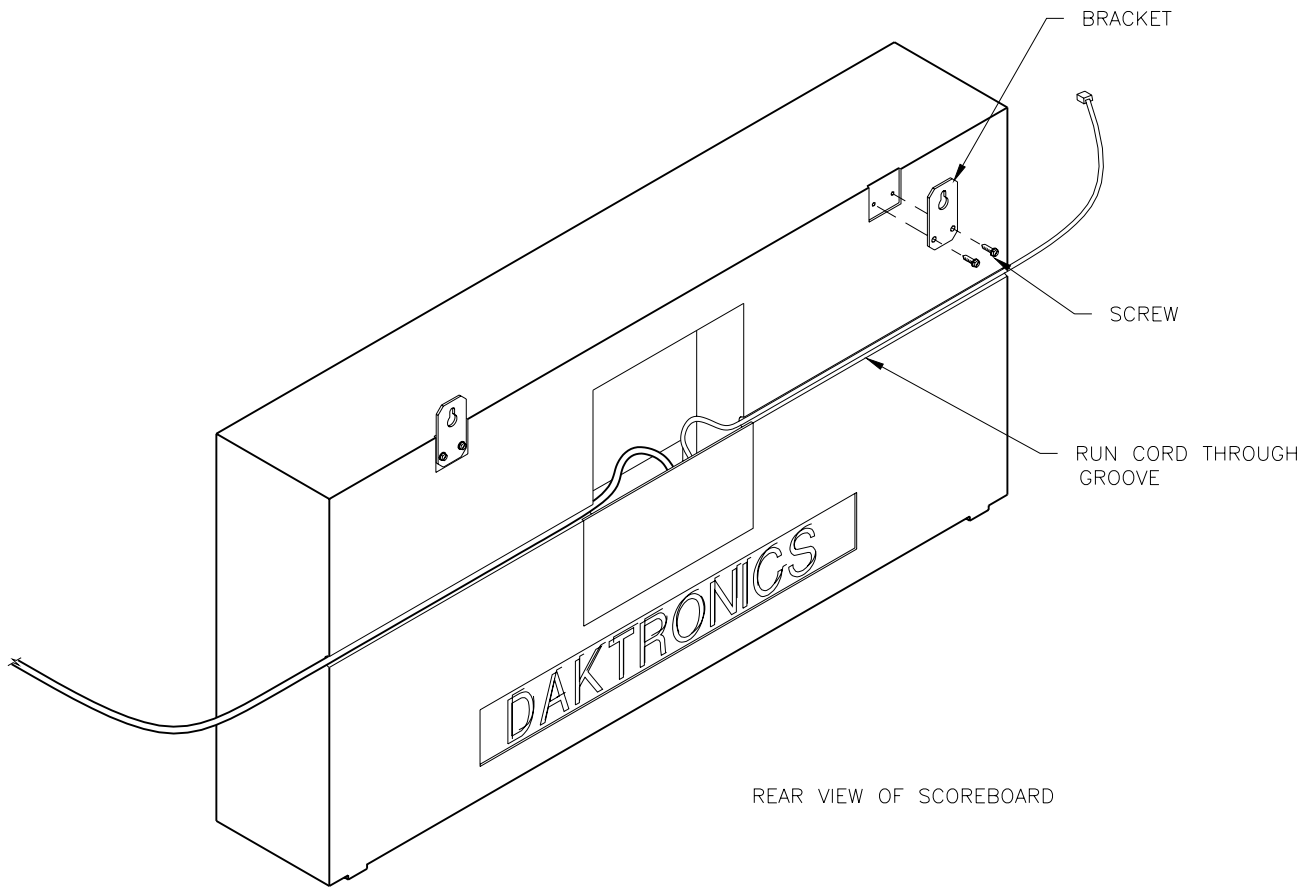
POWER CONSUMPTION: 40 WATTS MAX
 REQUIRES A 120V AC CIRCUIT

CONTROL CONSOLE IS CONNECTED TO THE DISPLAY WITH A 25' CORD.

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: PORTABLE SCOREBOARD	
TITLE: DISPLAY, ALL SPORT JUNIOR	
DES. BY: AVB	DRAWN BY: A VANBEMMEL DATE: 20JAN93
REVISION	APPR. BY:
	SCALE: 1=5
1088-R08A-54728	

1	4 JUNE 98	REVISED DESCRIPTION BLOCK.	HBB	
REV.	DATE	DESCRIPTION	BY	APPR.

1. ATTACH WALL MOUNTING BRACKETS TO THE HOLES IN THE BACK OF THE SCOREBOARD USING THE SCREWS PROVIDED. BE SURE THAT THE PAINTED SIDE IS TO THE FRONT. BE CAREFUL NOT TO OVER-TIGHTEN THE SCREWS.
2. SECURE THE BRACKETS TO THE WALL WITH NO. 10 OR 1/4" HARDWARE.
3. ROUTE THE POWER AND SIGNAL CORDS OUT THROUGH THE GROOVES IN THE BACK WHEN THE SCOREBOARD IS HUNG ON THE WALL.



REAR VIEW OF SCOREBOARD

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: PORTABLE SCOREBOARD	
TITLE: WALL MOUNTING	
DES. BY: AVB	DRAWN BY: A VANBEMMEL DATE: 20JAN93
REVISION	APPR. BY:
	SCALE: 1=8
1088-R10A-54730	

REV.	DATE	DESCRIPTION	BY	APPR.

Section 2: Operation

2.1 Connections

1. Locate the 25-foot signal cord coming out of the back of the All Sport Junior display.
2. Connect the modular plug on the end of the cord to the mating jack in the back of the console.
3. Connect the power cord to a 120V AC outlet. The console will display a few self-test routines on the liquid crystal display (LCD) readout, stopping with the prompt: "TIME 8:00.0DN h". The scoreboard is now ready to operate. The signal cord may be left connected to the console when the scoreboard is not in use.

2.2 The LCD Readout

When the LCD readout is not busy prompting the operator through a keying sequence, it displays the current Clock Time and the status of the Automatic Horn and Count Up/Down feature. An asterisk (*) will appear in the LCD readout when you must press <ENTER> to end the sequence.

2.3 The Keyboard

Review the labels on the control console's keypad. Keys with a dot following the function label require you to press <ENTER> at the end of the keying sequence. An asterisk (*) will appear in the LCD readout when <ENTER> is required to end the sequence. Keys without a dot will immediately perform their functions when pressed.

2.4 Dual Function Keys

Notice that most of the key labels are printed with a scoring or timing function in the center of the label and a numeric function in the upper right corner. These keys perform their primary functions (SCORE, BONUS, etc.) when they are first pressed. If the next required keystroke is numeric, the keys will perform the numeric function. When <ENTER> is pressed, the keys return to their scoring or timing functions.

If, after <SCORE> is pressed, [+1], [+2], or [+3] is pressed, then the sequence is ended, and <ENTER> is no longer required. The <PERIOD> key can be followed by [+1] to advance the Period digit by one.

2.5 Clear

If the <CLEAR> key is pressed once while the console is waiting for a numeric entry, it will remove the existing value for the function, in order to blank the digits for the function.

If pressed a second time, it will cancel the function, and the value for the function will remain as it was before the function was pressed. Pressing <CLEAR> while the clock is stopped will also reset the LCD (refer to **Section 2.6**).

2.6 LCD Reset

If the console is disconnected from the display during operation, the LCD readout will blank, and remain blank if the console is reconnected. The various functions on the console will still operate, but the LCD will not display the information.

To reset the LCD readout, press <CLEAR>. If the LCD remains blank, check to be sure that the clock switch is in the “STOP” position, or unplug the signal cord and plug it in again. Because of this LCD reset function, the LCD will blink off and on again each time that <CLEAR> is pressed during operation. *The clock must be stopped to reset the LCD.*

2.7 Clock Switch

The All Sport Junior’s console is intended to be hand-held and operated with two hands. A rocker switch on the left side controls the clock and can be operated using your left thumb. Press it toward the *top* to *start* the clock. Press it toward the *bottom* to *stop* the clock.

Check to be sure that the clock switch is in the “STOP” position before powering up the display. If the switch is in the “START” position, the clock will begin running immediately.

2.8 A Note About Response Time

If no function has been operated for at least several seconds, the next function will appear on the scoreboard immediately when it is operated on the console. The result of this operation will continue to display on the LCD for about one second before the LCD returns to displaying the clock status. This permits the operator to see the results of each operation on the LCD.

If one function is operated immediately after another, execution of the second function will be delayed until the LCD returns to displaying the clock status.

For instance, if a <BONUS> key is pressed repeatedly, the indicators will go on and off, changing about every two seconds. The console will store up to 16 keystrokes, and each function will be performed in its turn, after the LCD is done displaying the previous one.

2.9 Operation of Functions

2.9.1 Test

This function can be operated only as the first function after connecting the scoreboard to power. After any other function has been used, it will not operate. To use the test function:

1. Press <TEST>.
2. Press <ENTER>. The scoreboard will run through a series of display tests.

2.9.2 Period

To set any number from zero to nine into the Period digit:

1. Press <PERIOD> followed by the desired number from the numeric keypad.
2. Press <ENTER>.

To advance the period digit by one:

- Press <PERIOD> then [+1]. *It is not necessary to press <ENTER> after [+1].*

To blank the Period digit:

1. Press <PERIOD> then <CLEAR>.
2. Press <ENTER>.

2.9.3 Auto Horn

When the scoreboard is first connected to power, the Automatic Horn function is on. To indicate this status, the letter “h” appears in the LCD readout. When Auto Horn is on, the horn will sound for two seconds when the clock counts down to zero. To turn Auto Horn off, press <AUTO HORN> followed by <ENTER>. To turn it back on again, repeat the sequence. The clock must be stopped to change Auto Horn status.

2.9.4 Horn

To sound the horn at any time, press <HORN>. The horn will sound for one second each time the key is pressed.

2.9.5 New Game

The clock must be stopped to perform this function. To reset scores to zero, Period to one, clock to 8:00.0, and to clear Bonus and Possession indicators in order to prepare for another game:

1. Press <NEW GAME>.
2. Press <ENTER>.
3. Press <NEW GAME>.
4. Press <ENTER>.

*This sequence (New Game, Enter) is operated **twice** to safeguard against accidental operation during a game.*

2.9.6 1/10 Second

The clock must be stopped to change this function. When the scoreboard is first powered up, it is in 1/10 Second mode. When less than one minute remains on the clock, the colon will change to a decimal point, seconds will be shown to the left of the decimal, and tenths of a second on the right. This mode is indicated on the LCD by displaying the time to one decimal place.

To change to Whole Seconds mode, press <1/10 SECOND> followed by <ENTER>. To return to 1/10 Second mode, repeat the sequence.

2.9.7 Count UP/DN

The clock must be stopped to change count direction. Initially the clock is in Count Down mode. (It will count down from any time value until it reaches zero.) This mode is indicated in the LCD readout by the letter “DN”.

To cause the clock to count up, press <COUNT UP/DN> followed by <ENTER>. The LCD readout will show “UP” to indicate Count Up mode. In Count Up mode, the clock will count up from any preset value until it reaches 99:59, when it will start over at zero and continue counting.

If the clock is in 1/10 Second mode, it will display to one decimal place until it reaches 0:59.9, when it will advance to 1:00, and display whole seconds on the scoreboard. The LCD will continue to display the decimal.

2.9.8 Set Time

The clock must be stopped to set the time. When first connected to power, the clock will show 8:00.0. To change this value:

1. Press <SET TIME>.
2. Enter the correct number of minutes and seconds (and tenths of a second, if in 1/10 second mode).
3. Press <ENTER>.

The next time this function is operated, the last value entered will appear in the LCD readout. Merely pressing <SET TIME> followed by <ENTER> will reset the time to that value.

To blank the clock digits:

1. Press <SET TIME>.
2. Press <CLEAR>.
3. Press <ENTER>.

2.9.9 Score

Note: All of the keys in the shaded area under “HOME” are for the HOME side of the scoreboard. All of the keys in the shaded area under “GUEST” are for the GUEST side of the scoreboard.

Initially the score values for both teams are zero. To enter any value into the Home score, press <SCORE> in the Home area on the console, followed by the desired numbers, and then press <ENTER>. The Guest score works the same way.

To advance a score by one, two, or three points, press <SCORE> followed by [+1], [+2], or [+3]. <ENTER> is not required.

2.9.10 Possession

To indicate ball Possession by the Home team, press <POSS> in the HOME area on the console, and the POSS indicator on the Home Team's side of the scoreboard will light. Press the key again to turn the indicator off. If the Guest team's <POSS> key is pressed while the Home indicator is lit, the Home indicator will turn off and the Guest indicator will light. Indicators for both teams work in the same manner.

2.9.11 Bonus

To light the BONUS indicator on the Home side of the scoreboard, press <BONUS> in the Home area on the console. Press the key again to turn the indicator off. The Guest Bonus indicator works in the same manner. BONUS indicators for both teams can be lit at the same time.

2.10 Operation Examples

The following examples will illustrate proper operation of some of the functions on the console.

Example no. 1 Home Score is 24. The <SCORE> key for the Home team is pressed in error, but the operator cancels the function. Time is 5:42.8, Count Down Mode, Auto Horn on.

Keying Sequence	LCD Readout	Scoreboard
	TIME 5:42.8 DN h	24 (in Home Digits)
<SCORE>	H SCORE 24 DN*h	24
<CLEAR>	H SCORE 24 DN*h	24
<CLEAR>	TIME 5:42.8 DN h	24

Example no. 2 Advance the Home score from 24 to 26

Keying Sequence	LCD Readout	Scoreboard
<SCORE>	H SCORE 24 DN*h	24 (in Home Digits)
[+2]	H SCORE 26	26

Example no. 3 Clock time is 8:00.0, in 1/10 Second mode. Change to Whole Seconds mode and set time to 10:00.

Keying Sequence	LCD Readout	Scoreboard
Clock Switch Stop	TIME 8:00.0 DN h	8:00 (in Clock Digits)
<1/10 SECOND>	TIME 8:00.0 DN*h	8:00
<ENTER>	TIME 8:00 DN h	8:00
[1]	TIME :1 DN*h	8:00
[0]	TIME :10 DN*h	8:00
[0]	TIME 1:00 DN*h	8:00
[0]	TIME 10:00 DN*h	8:00
<ENTER>	TIME 10:00 DN h	10:00

Example no. 4 The game is over, and the scoreboard is to be reset for the next game.

Keying Sequence	LCD Readout	Scoreboard
	TIME 0:00.0 DN h	0:00 (in Clock Digits)
<NEW GAME>	NEW GAME 1 *	0:00
<ENTER>	NEW GAME	10:00
<NEW GAME>	NEW GAME 2 *	00:00
<ENTER>	TIME 8:00 DN h	8:00

Section 3: Service & Contact Information

Reference Drawing: Schematic, Power & Signal**Drawing A-53337**

This unit is not intended for field service. For dealers and other Daktronics personnel qualified to perform service, a schematic diagram of internal wiring is provided. Do not attempt to open the display or control console without authorization from Daktronics.

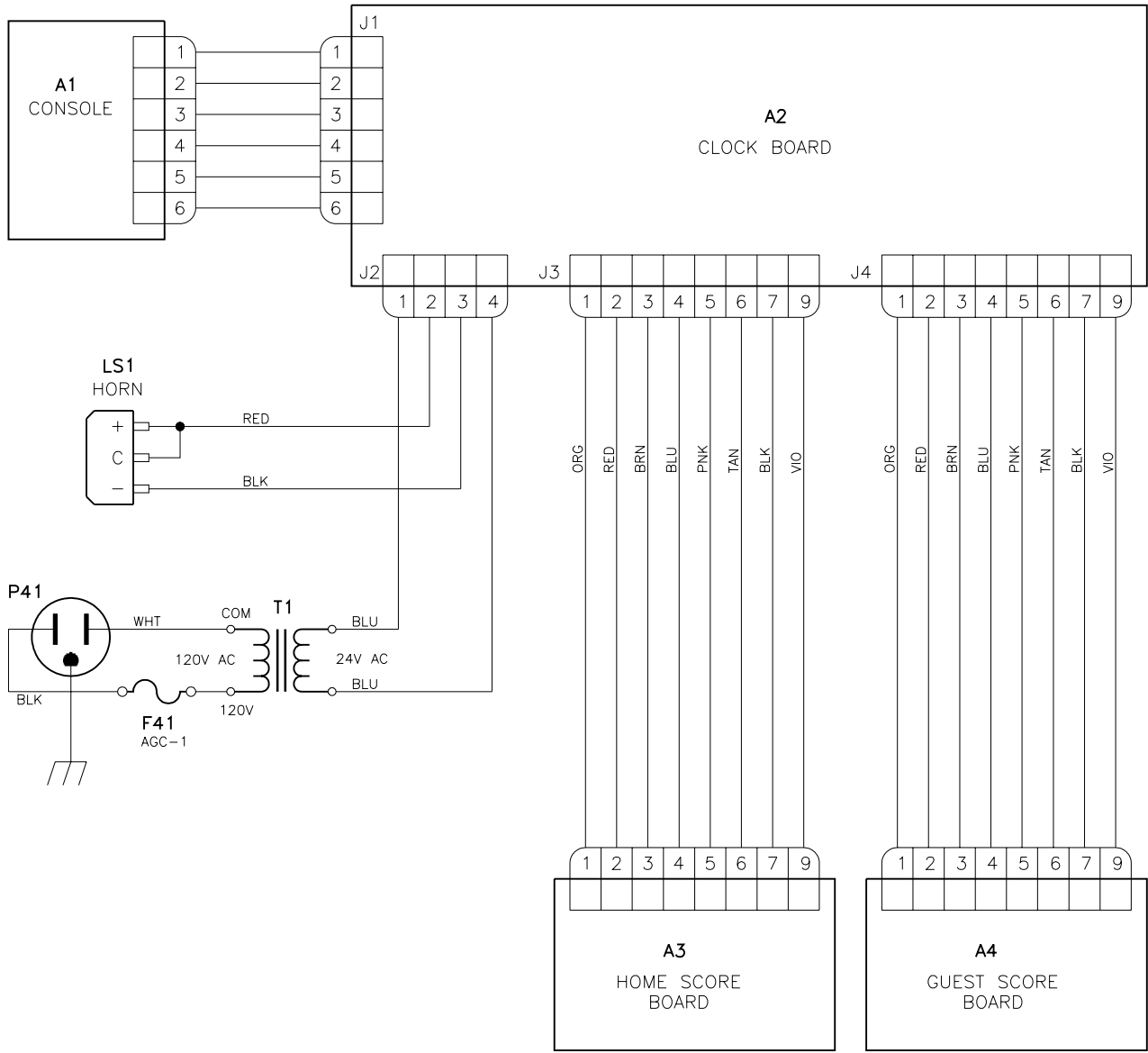
To contact Daktronics Customer Service:

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DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: PORTABLE SCOREBOARD	
TITLE: SCHEMATIC, POWER & SIGNAL	
DES. BY:	DRAWN BY: A VANBEMMEL DATE: 01OCT92
REVISION	APPR. BY:
	SCALE: NONE
1088-R03A-53337	

REV.	DATE	DESCRIPTION	BY	APPR.

