

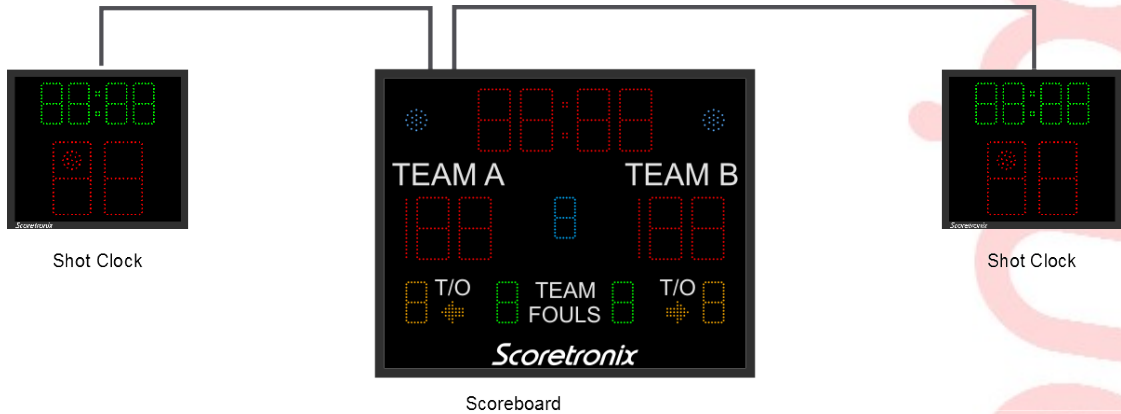
Basketball Shot Clock

Installation and Connection Instructions



Scoretronix
QUALITY SCOREBOARD EQUIPMENT

Connection



Each shot clock requires a data connection back to the main score board. This can be done by wiring each shot clock individually to the scoreboard as pictured above, or by daisy chaining the shot clocks and running a single wire to the scoreboard.

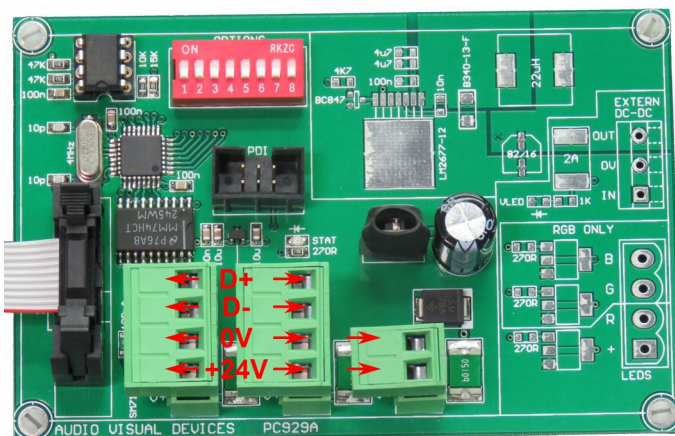
Wiring to the Shot Clocks

It is recommended to connect the components of the Scoretronix scoreboard system using 6-core security cable (14/.20mm). The red and yellow wires can be twisted together and used for V+ with the black and green wires twisted together and used for 0V as seen in the image below. This will transmit the power and data throughout the system with less voltage drop in the power wires over long cable runs.

The cable is terminated into 4-pin Phoenix plugs. The pin-out for the 4-pin connectors is the same across the entire Scoretronix range. All of the data and power connectors are in parallel.

Pin Number	Pin Function	Nominal Wire Colours
1	V+ (24VDC)	Red and Yellow
2	V- (0VDC)	Black and Green
3	D- Data -	Blue
4	D+ Data +	White

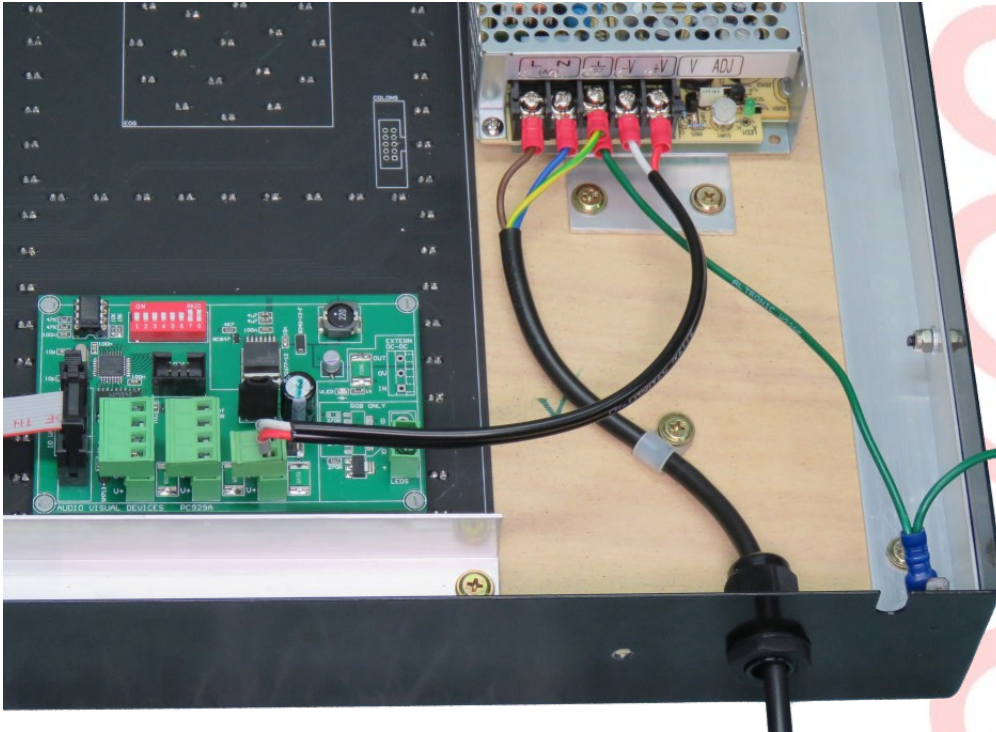
Table 1: Scoretronix power and data pin-out.



240VAC Shot Clock Power

The shot clock is powered by 24VDC which can be supplied by the scoreboard or a local 24VDC power supply.

If the shot clock is to be powered from 240VAC, the shot clock is fitted with an optional internal 24VDC Power Supply Unit (PSU). The mains cable is secured through the cable gland and strain-relief. Connect the mains cable to the appropriate screw terminals on the PSU.



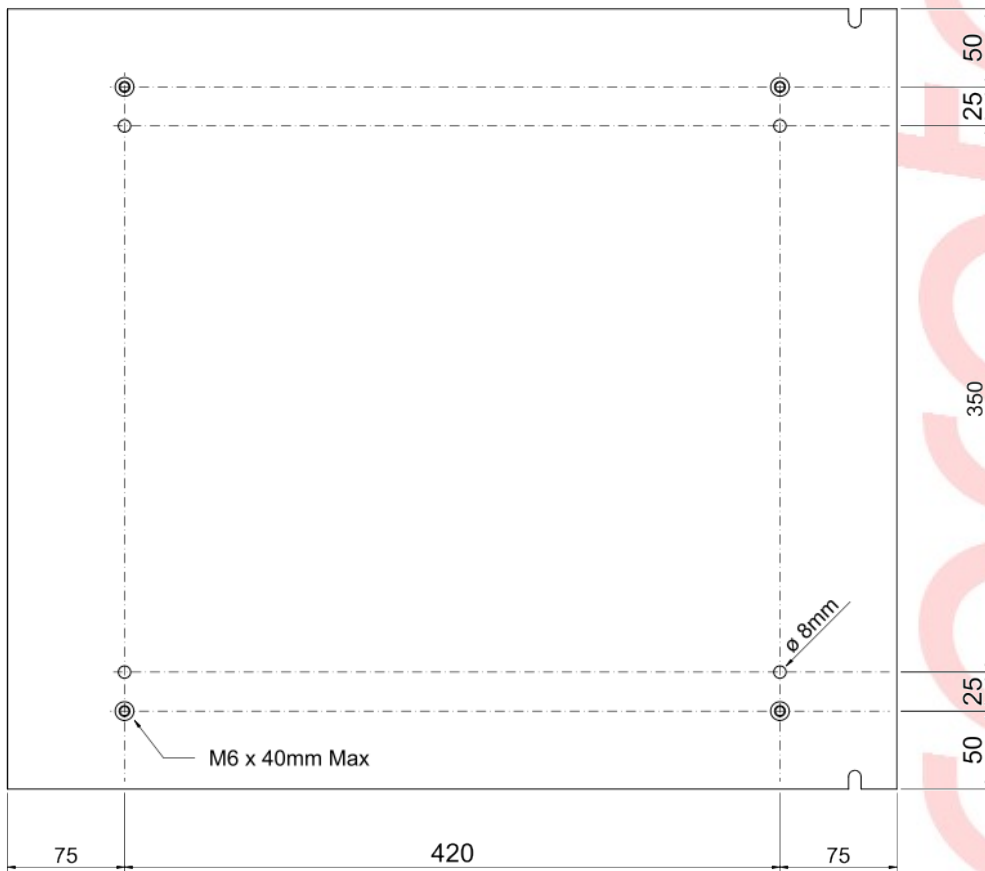
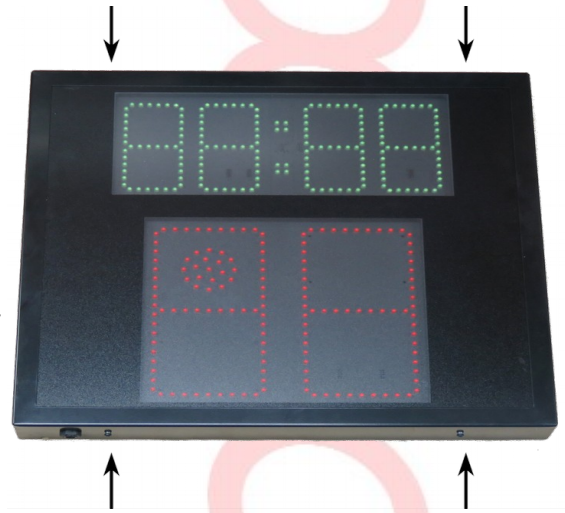
Shot Clock Mounting

The shot clock is built into a two-piece enclosure. The rear panel and the front surround. The front surround houses the display and electronics while the rear panel is used to mount the shot clock.

The shot clock is opened by removing the four M4 bolts (two on the top and two on the bottom) holding the enclosure together. DO NOT remove the side screws.

There are provisions to both screw/bolt the rear panel to a wall or surface from the inside or, bolt through a bracket/fixture into the nutserts in the back of the shot clock.

The mounting pattern is symmetrical with the shot clock and the measurements are illustrated below.



Rear Panel Mounting Pattern
Rear View

Display Options

A number of options for the display of the shot clock and optional back board lights can be set using the 8-way DIP switch on the control board inside the shot clock.

- Switches 1 and 2 adjust the display brightness.
- Switch 3 sets the option to show or not show the leading zero when the game time is below 1 second.
- Switch 4 NOT USED
- Switches 5 and 6 control the flash rate of the back board lights.
- Switches 7 and 8 set the duration for the back board lights.

NOTE: If the shot clocks are part of a Scoretronix system, the brightness is controlled via the scoring console and switches 1 and 2 have no effect.

Options			Switch Number							
			1	2	3	4	5	6	7	8
	Brightness	100%	0	0						
		75%	1	0						
		50%	0	1						
		25%	1	1						
	Leading Zero	Show			0					
		Blank			1					
Back Board Lights	Flash Rate	Steady					0	0		
		100 ms					1	0		
		200 ms					0	1		
		300 ms					1	1		
	Duration	2 sec							0	0
		4 sec							1	0
		6 sec							0	1
		8 sec							1	1

Switch position
0 = OFF 1 = ON