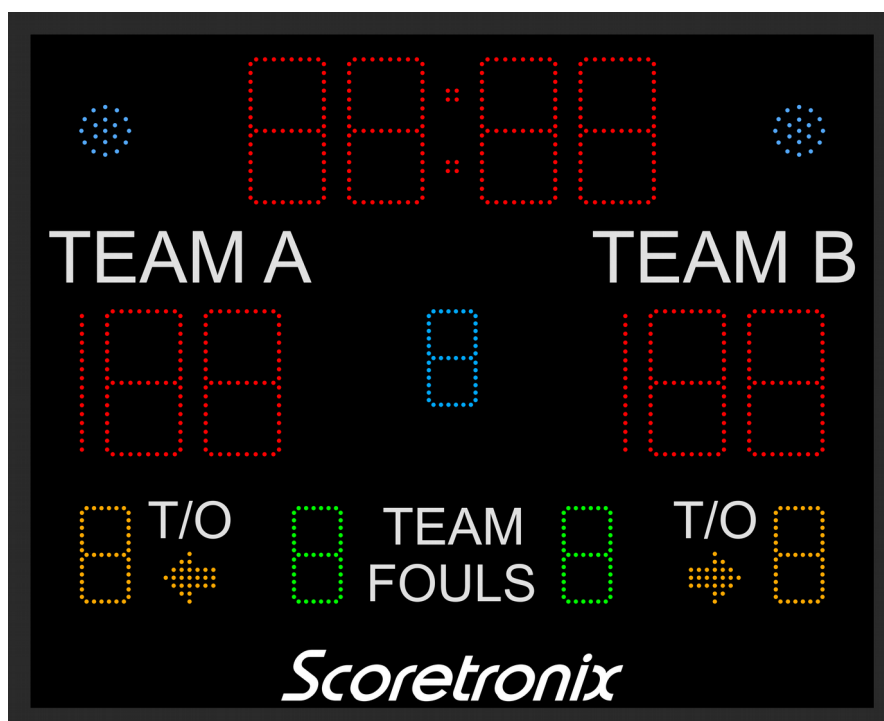


# SB155 Basketball Scoreboard

## Installation and Connection Instructions

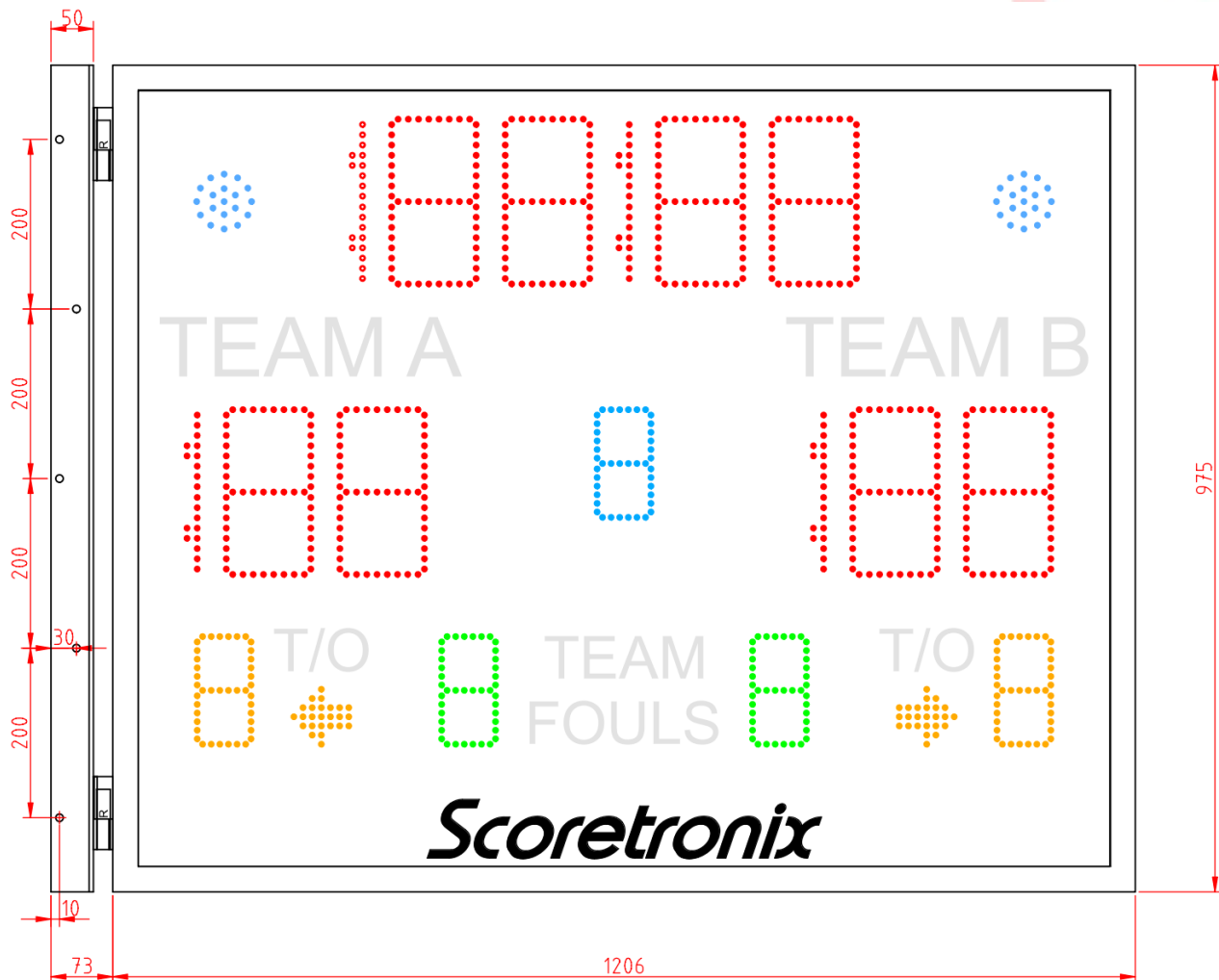


**Scoretronix**  
QUALITY SCOREBOARD EQUIPMENT

## Scoreboard Mounting

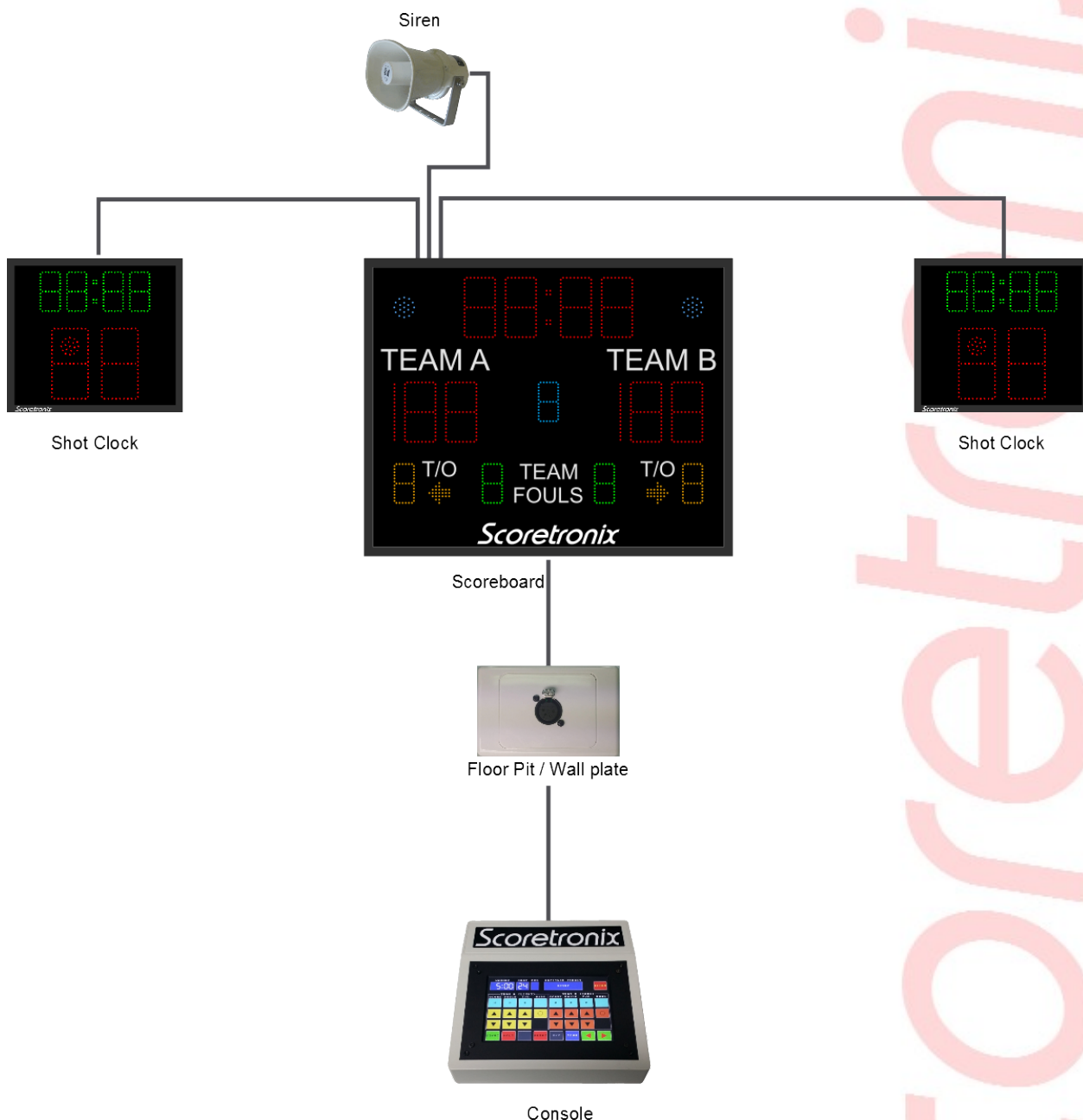
The scoreboard mounting bracket enables easy fixing to many surface types and wall structures while still allowing easy access to the rear of the scoreboard. The bracket is fixed vertically in the desired position and the scoreboard is then lowered onto the bracket hinges.

The figure below outlines the default hole pattern and spacing of the bracket in relation to the scoreboard.



## Connection Overview

Typically, the console connects to the scoreboard via a floor pit or wall plate. The peripherals (shot clocks and siren) are then connected to the main control board in the scoreboard as pictured below.



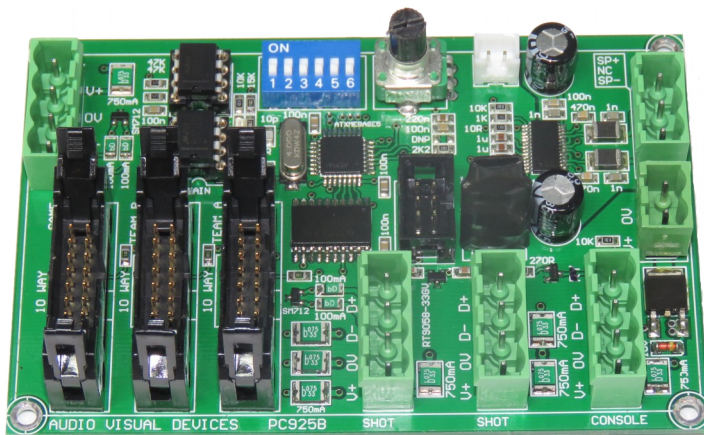
## Wiring to the Score board

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 longer cable runs.

The cable is terminated into 4-pin Phoenix plugs. The pin-out for the 4-pin connectors are the same throughout the Scoretronix system.

| Pin Number | Pin Function | Nominal Wire Colour |
|------------|--------------|---------------------|
| 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.



Main control PCB in the scoreboard.

The main scoreboard control PCB is where all of the wiring for the system connects. The control board is clearly labelled with both the pin-out of each connector and its function.

## Wall plate/Floor Pit

A wall plate with 4-pin XLR socket is mounted in a floor pit or on a wall near the scorer's location. The wall plate is connected to the socket marked "CONSOLE" on the main control board in the scoreboard using 6-core security cable (14/.20mm) and terminated with the 4-pin Phoenix connector as shown above.

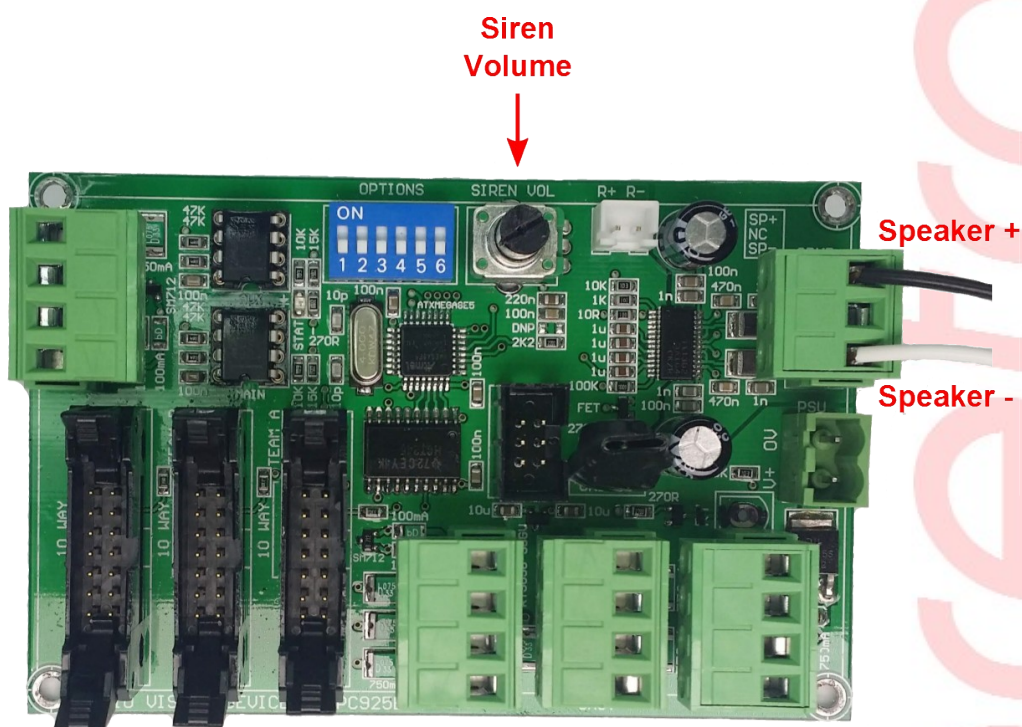


## Game Siren

The Scoretronix scoreboard system is supplied with a Toa SC-610 horn speaker to be used for the game siren. The siren is connected to the 3-pin Phoenix connector marked “SPKR” on the Main Control PCB in the scoreboard. The pin-out for the speaker connection is shown below.

| Pin Number | Pin Function | Nominal Wire Colour |
|------------|--------------|---------------------|
| 1          | Speaker -    | White               |
| 2          | No Contact   |                     |
| 3          | Speaker +    | Black               |

Table 2: Speaker connector pin-out.



## Siren Volume

The output volume of the siren can be adjusted with the volume control “SIREN VOL” on the main control board in the scoreboard.

## Options

A number of options for the Scoretronix scoreboard are settable via the Scoretronix console. If the Scoretronix scoreboard is to be used in a system other than Scoretronix, some of the options can be set via the 6-way “OPTIONS” DIP switch on the main control board in the scoreboard. The options available via the DIP switch allow for the display brightness to be set to 25%, 50%, 75% or 100%; and for the game time to be blanked out when the game time reaches zero. See the table below for switch positions.

| Options |                   |       | Switch Number |   |   |   |   |   |
|---------|-------------------|-------|---------------|---|---|---|---|---|
|         |                   |       | 1             | 2 | 3 | 4 | 5 | 6 |
|         | Brightness        | 100%  | 0             | 0 |   |   |   |   |
|         |                   | 75%   | 1             | 0 |   |   |   |   |
|         |                   | 50%   | 0             | 1 |   |   |   |   |
|         |                   | 25%   | 1             | 1 |   |   |   |   |
|         | Game Time at Zero | Show  |               |   | 0 |   |   |   |
|         |                   | Blank |               |   | 1 |   |   |   |

Switch position  
0 = OFF      1 = ON