

# **SB300 Scoreboard Controller**

Version 2.06 Instruction Manual

*Scoretronix*

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# 1 Introduction



Figure 1: Main Operating Screen

## 1.1 Features

The SB300 scoreboard control console has many advanced features which allow you to take complete control over your scoreboard system.

Some of the many features of the SB300 are:

- 24 second and 14 second shot times
- Intuitive touchscreen interface
- 20 user programmable presets for different events or sports
- 10 team names can be stored for frequent use
- 10 programmable siren tones
- Link with the SB334 4 button Shot Clock Controller

## 1.2 About This Manual

The SB300 has been designed to be intuitive and easy to use. Most functions will be self evident without referencing this user manual, however, the manual can be a useful reference for the more advanced functions.

Buttons on the scoreboard controller are represented by *Italics* in this manual.

## 2 Operating Screen

The main operating screen is the operator interface to the scoreboard. Below is a description of the three sections of the screen.

The three sections are:

- 2.1 Status Bar
- 2.2 Scoring Controls
- 2.3 Function Buttons

### 2.1 Status Bar



Figure 2: Status Bar

#### 2.1.1 Game Time Display

The game time display shows the time left for the current period, break, or warm up. The text above the game time display shows what part of the game you are in. In a typical game the text will cycle through the following:

- WARMUP
- PER TIME
- QTR BREAK
- PER TIME
- HALF BREAK
- PER TIME
- QTR BREAK
- PER TIME

#### 2.1.2 Shot Time Display

The shot time display (SHOT) shows the current time left on the shot clock.

#### 2.1.3 Period Display

The period display (PER) shows what period the game is in.

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### 2.1.4 Setup Button

- The *SETUP* button allows access to the preset, team names and global menus.
- The *SETUP* button is not available while the game is in progress. You must reset the game to enter the *SETUP* menu.
- Above the *SETUP* button is the name of the currently selected preset.

See section 3 Setup Menu on how to edit Presets, Team Names and Global settings

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### 2.1.5 Siren Button

- Press the *SIREN* button to sound the siren.
- The siren duration, tone and volume can be adjusted in the Global menu. See section 3.3.2.1 Manual Siren

## 2.2 Scoring Controls

The scoring controls are located in the centre of the operating screen. The controls for team A and Team B function identically. The controls for Team A are described below.

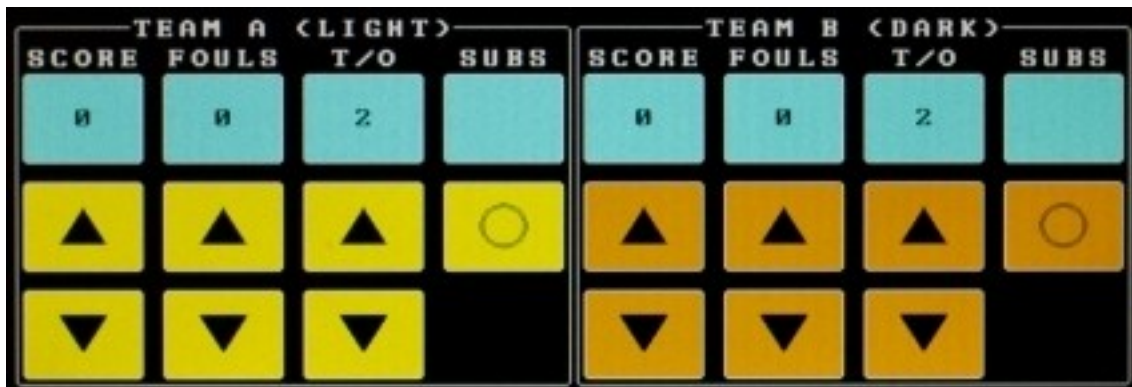


Figure 3: Scoring Controls

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### 2.2.1 Score

- The blue section displays the score for Team A
- The score can be adjusted using the yellow UP/DOWN buttons.

---

### 2.2.2 Fouls

- The blue section displays the number of fouls for Team A.
- The fouls can be adjusted using the yellow UP/DOWN buttons.

When the fouls indicators are enabled (See 3.1.2.7 Indicators), The fouls up button can be used to turn the scoreboard/score bench fouls indicators on. The fouls indicators will turn on one button press before the Max Team Fouls limit is reached, as set in the preset, (section 3.1.2.4 Team Fouls).

eg. If Max Team Fouls is set to 5, and the Fouls Ind Enabled is set to ON, then the fouls indicator will turn on one button press after the fourth team foul has been recorded.

---

### 2.2.3 T/O (Time Out)

- The blue section displays the number time outs for Team A.
- The time outs can be adjusted using the yellow UP/DOWN buttons.

---

### 2.2.4 Subs

- The blue section shows whether the subs indicator is ON or OFF.
- The subs indicator can be turned ON or OFF by using the yellow button

## 2.3 Function Buttons

The function buttons are located along the bottom of the operating screen.



Figure 4: Function Buttons

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### 2.3.1 Start Button

The green *START* button starts the game clock.

---

### 2.3.2 Halt Button

The red *HALT* button stops the game clock.

---

### 2.3.3 Reset Button

Pressing the *RESET* button will bring up a screen to select different reset options. The options are listed below. **The reset button is only available when the game clock is halted.**

**Reset Game**

Resets the complete game. Clears all scores and fouls and resets the game time.

**Reset Fouls**

Resets the fouls only.

**Reset Timeouts**

Resets the timeouts only.

**Reset Time**

Resets the time of the current period or break.

---

**2.3.4 Extra Time Button**

- The Extra Time (*EXT*) button can only be activated at the end of the final period.
- Pressing the *EXT* button will load the predetermined Extra Time Interval onto the game clock and wait for the operator to start the clock.
- Press *START* to start the Extra Time Interval clock.
- At the end of the Extra Time Interval, the predetermined Extra Time Period will be loaded onto the game clock and wait for the operator to start the clock.
- Press *START* to start the Extra Time Period clock.
- If another period of extra time is needed at the end of the Extra Time Period, the Extra Time (*EXT*) button can be pressed again to run the above sequence as many times as needed.

See section 3.1.2.5. Extra Time to find out how to adjust the extra time.

---

**2.3.5 Time Adjust Button**

The time adjust button (*TIME*) allows you to adjust the game time on the fly. The *TIME* button is only available when the game clock is stopped. Game time is adjustable in minute, second and 1/10<sup>th</sup> second increments.

During a Period:

- Press the *TIME* button.
- Use the keypad to adjust the game clock.
- Press *OK* to accept the changes, or *CANCEL* to return to the operating screen without making any changes.

After a period has ended:

If the game clock of the period you were in has expired, and you have entered a break time or the end of the game, you are able to return to the previous period and adjust the game time clock.

- If the clock is running press *HALT*.
- Press the *TIME* button.
- Press the *JUMP TO PERIOD* button.
- Adjust the period time.
- Press *OK* to accept the changes. The unit will return to the operating screen and revert to the previous period with the time you have selected.

---

### 2.3.6 Possession Indicator

To be used with the possession indicators on a score bench

- The two arrow buttons at the bottom right of the screen are the possession indicator buttons.
- When the game is reset both indicators will be on. Press either indicator button to turn only that indicator on.
- The indicator that is on will be shown by a red arrow on the button.
- Press the indicator button that is not on (grey arrow) to change direction of the possession indicator.
- Press the indicator button that is on (red arrow) to turn both indicators off.

## 3 Setup Menu

The SETUP menu contains options for setting up various parameters. The three main areas within the SETUP menu are:

- 3.1 Presets
- 3.2 Team Name Selection
- 3.3 Global Setup

These are outlined below.

### 3.1 Presets

The SB300 contains 20 presets that can be programmed to suit different sports and activities. Settings such as period time, number of periods etc. can be adjusted from the preset edit menu.

Here is the list of settable options in the order in which they appear.

---

#### 3.1.1 Selecting a Preset

- From the operating screen press the blue *SETUP* button. To prevent settings being changed mid game, this button is only available when the game has been reset, or on power up.
- Press the *PRESET* button. The page for presets 1-10 will be displayed. To select a preset from 11-20 press the *P11-20* button at the bottom right of the screen. The current preset will be highlighted yellow.
- Press the button for the desired preset to select it and then press *OK*. This will return you to the SETUP OPTIONS page.
- Press *DONE* to return to the operating screen.



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### 3.1.2 Editing a Preset

- From the operating screen press the blue *SETUP* button.
- Press the *PRESET* button. The page for presets 1-10 will be displayed. To edit a preset from 11-20 press the *P11-20* button at the bottom right of the screen. The current preset will be highlighted yellow.
- Press the button for the preset that you want to edit.
- Press the *EDIT* button.
- If the preset you want to edit has been assigned a PIN you will need to enter the PIN. When you have entered the pin press the enter button.
- If you don't know the PIN you will not be able to edit the preset. Press the *BACK* button to go back to the preset selection screen. You can then press *VIEW* to view the settings for the selected preset.

Use the *PREV* and *NEXT* buttons to navigate through the screens.

Here is the list of settable options in the order in which they appear.

---

#### 3.1.2.1 Period Times

##### Warm Up Time

The pre game warm up time can be adjusted from 0 to 90 minutes.

##### Period Time

The period time can be adjusted from 1 to 90 minutes.

##### # Of Periods

The number of periods can be adjusted to 1, 2, or 4. If 2 periods is selected the quarter break time is not used and will be greyed out on the display. If 1 period is selected both the quarter break and half break time are not used and are greyed out.

##### Qtr Break Time

The quarter break time can be adjusted from 0 to 30 minutes. If 0 is selected there will be no quarter time break between periods.

##### Half Break Time

The half break time can be adjusted from 0 to 30 minutes. If 0 is selected there will be no half time break between the periods.

---

#### 3.1.2.2 Warning Times

There are two pre period warning siren times that can be set independently. This allows you to have, for example, a 30 second and 10 second warning before the beginning of each period. The pre period sirens can be enabled or disabled for each period.

##### Warning 1 Time

The pre period warning 1 time can be adjusted from 10 to 180 seconds. The siren will sound the selected number of seconds before the start of period.

**Warning 1 Per 1**

Enable the pre period 1 warning 1 signal: YES / NO.

**Warning 1 Per 2**

Enable the pre period 2 warning 1 signal: YES / NO.

**Warning 1 Per 3**

Enable the pre period 3 warning 1 signal: YES / NO.

**Warning 1 Per 4**

Enable the pre period 4 warning 1 signal: YES / NO.

**Warning 2 Time**

The pre period warning 2 time can be adjusted from 10 to 180 seconds. The siren will sound the selected number of seconds before the start of period.

**Warning 2 Per 1**

Enable the pre period 1 warning 2 signal: YES / NO.

**Warning 2 Per 2**

Enable the pre period 2 warning 2 signal: YES / NO.

**Warning 2 Per 3**

Enable the pre period 3 warning 2 signal: YES / NO.

**Warning 2 Per 4**

Enable the pre period 4 warning 2 signal: YES / NO.

---

**3.1.2.3 Game Repeat**

The Game Repeat function allows for continuous operation without any operator intervention required for the game clock operation. At the end of each game the following events will occur in this order automatically:

- End of game
- Game repeat time (1 minute minimum)
- Clear scoreboard
- Pre game warmup time
- Start of next game

**Game Repeat**

With game repeat on, the game will repeat continuously, until the operator presses the *HALT* button.

**Game Repeat Time**

The time at the end of each game, before the scoreboard is cleared, can be adjusted from 1 to 10 minutes. After this, the warmup time will begin counting down automatically.

**Auto Per Start**

- With “Auto Per Start” set to “YES”, the periods will start automatically without the operator pressing start.
- With “Auto Per Start” set to “NO”, the controller will wait for the operator to press start before each period.

### **S/Siren Per End**

- With “S/Siren Per End” set to “YES”, the shot clock sirens will also sound at the end of the period.
- With “S/Siren Per End” set to “NO”, the shot clock sirens will only sound at the end of the shot time.

**\*In most cases, this option would be left in the “NO” position.\***

---

### **3.1.2.4 Team Fouls**

#### **Max Team Fouls**

The maximum number of team fouls displayed can be adjusted from 1 to 9.

#### **Reset Fouls**

The fouls can be automatically reset to zero at the start of every quarter, every half, or never.

---

### **3.1.2.5. Extra Time**

The duration of the extra time interval and the extra time period can be adjusted. Extra time is only available when game repeat is set to NO. The extra time interval will be followed by the extra time period and wait for the operator to start the clock in both instances.

#### **Extra Time**

The extra time period can be adjusted from 1 to 15 minutes.

#### **Extra Interval**

The interval between extra periods can be adjusted from 0 minutes to 10 minutes.

---

### **3.1.2.6 General Settings**

#### **Auto Clear Subs**

- YES: The subs indicators will be cleared whenever the START button is pressed.
- NO: The subs indicator will have to be cleared manually. This is ideal if you are using it as a general purpose indicator.

#### **Timeout Stops Game**

- YES: The game clock will stop when timeouts are added.
- NO: The game clock will not stop when timeouts are added.

#### **Timeout Direction**

- UP: Timeouts count up from zero to the maximum number of timeouts.
- DOWN: Timeouts count down from the maximum number of timeouts to zero.

#### **Auto Reset Timeouts**

- YES: Timeouts will reset automatically at the end of the first half.
- NO: The operator will have to reset the timeouts manually.

#### **Stop Shot on Game Stop**

- YES: The shot clock will stop automatically when the game clock is halted.
- NO: The shot clock will have to be stopped manually.

### Shot Warning Time

- Enable a warning siren to sound a predetermined amount of time (0 to 5 seconds) before the end of the shot period.
- When set to 0 seconds, no warning siren will sound.

### Shot Times

- **Shot Time 1** and **Shot Time 2** can each be adjusted separately from 5 to 30 seconds. These are used to change the time that the shot clocks are reset to when using the SB332 4 Button Shot Controller

### Sirens Enabled

- YES: The main siren will sound at the end of each period, period break and warm-up time.
- NO: The main siren will not sound at any time unless manually triggered by the **SIREN** button on the Operating Screen.

### Blank Zero Game Time

- YES: When the game time reaches zero, the game clock will be blanked.
- NO: When the game time reaches zero, the game clock will show "0"

---

## 3.1.2.7 Indicators

### Fouls Ind Enabled

- YES: The fouls indicators will be enabled and will activate one button press before the Max Team Fouls number is reached. **\*\*\*Select this option if you do have score bench indicators.**
- NO: No indicator will display and the team fouls digit on the scoreboard will increment sequentially. **\*\*\*Select this option if you do not have score bench indicators.**

### Time Out Ind Enabled

- YES: The timeout request indicators on the scoreboard and/or score bench (if fitted) will display preceding the increment/decrement of the timeout digit. (Depending on the direction of the timeouts set.) **\*\*\*Select this option if you do have score bench indicators.**
- NO: No timeout indicator will display and the timeout digit increment/decrement sequentially with each timeout button press. **\*\*\*Select this option if you do not have score bench indicators.**

### Poss Ind Auto Blank

- With "Poss Ind Auto Blank" is set to "YES", all possession indicators on the scoreboard and/or score benches will be blanked while the game time is running.
- When "Poss Ind Auto Blank" is set to "NO", the possession indicators function without any regard to the game clock.

### Blank Zero Shot Time

- With "Blank Zero Shot Time" is set to "YES", the shot time on each shot clock will be blanked when the shot time reaches zero.

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### 3.1.2.8 Preset Identity

#### Preset PIN - EDIT

The PIN for the preset that is being edited can be changed.

- Press the *EDIT* button.
- Enter a 4 digit PIN using the keypad.
- To disable the PIN for the current preset enter 0000.
- The button in the bottom right corner will display the entered PIN. Press this button to save the PIN.
- Press *BACK* to exit without changing the PIN

#### Preset Name – EDIT

- Press *EDIT* to change the preset name.
- Press *CLEAR* to clear the text.
- Use the keyboard to change the preset name.
- Press enter to save the preset name.
- Press *CANCEL* to exit without changing the preset name.

---

### 3.1.2.9 Preset Edit Exit Screen

- Press *PREV* to go back to the previous screen.
- Press *OK* to save changes and exit.
- Press *CANCEL* to discard all changes and exit.
- Press *RESET* to load default settings.

---

## 3.2 Team Name Selection

The team names can be selected for each team.

- From the operating screen, press *SETUP* to enter the SETUP OPTIONS page.
- Press **Team A** to select the Team A team name, or **Team B** to select the Team B team name.
- Select a team name from the list.
- If you'd like a different name without adding it to the list, press *CUSTOM*. You can then enter a name manually using the keyboard.
- To add or change team names see section 3.3.1 Team Names Edit.

---

## 3.3 Global Setup

The Global Setup contains settings that relate to general operation of the controller. These may be protected by a global PIN so they cannot be adjusted by the end user.

- From the main screen press *SETUP* to enter the SETUP OPTIONS page.
- Press the *Global* button.

Use the *PREV* and *NEXT* buttons to navigate through the screens.

Here is the list of settable options in the order in which they appear.

---

### 3.3.1 Team Names Edit

If your scoreboard supports team names they will be displayed on the scoreboard, otherwise they will only be displayed on the SB300.

- Press the team name you would like to edit. A keyboard will appear.
- Press *CLEAR* to clear the existing text.
- Enter the team name using the keyboard
- Press *ENTER* when you are finished.
- You may repeat the process to enter more team names.

---

### 3.3.2 Sirens

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#### 3.3.2.1 Manual Siren

##### **Siren Duration**

The siren duration can be adjusted from 0.5 to 3 seconds in 0.1 second increments.

##### **Siren Type**

Select a siren tone from 1 to 10.

##### **Siren Volume**

Used to adjust the volume from 1 to 10 (NB. This feature is not available at the moment.)

---

#### 3.3.2.2 End of Period Siren

##### **Siren Duration**

The siren duration can be adjusted from 0.5 to 3 seconds in 0.1 second increments.

##### **Siren Type**

Select a siren tone from 1 to 10.

##### **Siren Volume**

Used to adjust the volume from 1 to 10 (NB. This feature is not available at the moment.)

---

#### 3.3.2.3 End of Shot Siren

##### **Siren Duration**

The siren duration can be adjusted from 0.5 to 3 seconds in 0.1 second increments.

##### **Siren Type**

Select a siren tone from 1 to 10.

##### **Siren Volume**

Used to adjust the volume from 1 to 10 (NB. This feature is not available at the moment.)

---

### 3.3.2.4 Shot Warning Siren

#### Siren Duration

The siren duration can be adjusted from 0.5 to 3 seconds in 0.1 second increments.

#### Siren Type

Select a siren tone from 1 to 10.

#### Siren Volume

Used to adjust the volume from 1 to 10 (NB. This feature is not available at the moment.)

---

### 3.3.2.5 Period Warning Siren

#### Siren Duration

The siren duration can be adjusted from 0.5 to 3 seconds in 0.1 second increments.

#### Siren Type

Select a siren tone from 1 to 10.

#### Siren Volume

Used to adjust the volume from 1 to 10 (NB. This feature is not available at the moment.)

---

## 3.3.3 Display Brightness

#### Scoreboard

Brightness level can be set from 1 to 10. (10% to 100%)

#### Shot Clock

Brightness level can be set from 1 to 10. (10% to 100%)

#### Score Bench

Brightness level can be set from 1 to 10. (10% to 100%)

---

## 3.3.4 Global PIN

- Press *EDIT* to set or edit the global pin.
- Enter a 4 digit PIN using the keypad.
- Set the pin to 0000 to disable the global PIN
- The button in the bottom right corner will display the entered PIN. Press this button to save the PIN.

---

## 3.3.5 Global Setup Exit Screen

- Press *PREV* to go back to the previous screen.
- Press *OK* to save changes and exit.
- Press *CANCEL* to discard all changes and exit.
- Press *RESET* to load default settings.