SCOREBOARD CONTROLLER INSTRUCTIONS
(AS OF 11/5/23)

SCOREBOARD CONTROLLER TIPS

- The Controller sends out changes to the scoreboard by wifi, not by a hard line running from the tower to the scoreboard. The data you are entering is not stored in the Controller but out in the 'Big Board's'/Scoreboard circuit boards. You will hear a beep whenever you touch a button on the Controller. Occasionally, when you add a score, you will hear a beep, but it might take a full second to actually see the change on the Scoreboard. So be patient.
- The Controller Keyboard Window: The top line shows the clock, the bottom line is the last thing you told it to do. This window comes into play when you are entering the team names, balls, strikes, outs, and scoring.
- Team names: If you have a problem, ask for help. Don't worry about changing them. The important task is paying attention to the game and getting the game's data (balls, strikes, outs, runs) out to the 'Big Board'/Scoreboard. THE NAMES CAN BE ENTERED IN BETWEEN 1/2 INNINGS.
- There is always someone in the stands that can give you a hand. Ask a teammate/experienced scorekeeper to sit with you the first few times.

FIRST GAME OF THE DAY

1. Remove Scoreboard Controller from the Black Box located below the cement countertop and place it on top of the counter. The power cord to the Controller should already be plugged into the power strip located in the Black Box.
2. Turn on the power to the Controller using the black toggle switch located on the back of the Controller. It takes a few minutes for the Scoreboard to boot up.
3. Turn on the power to the Gray Box located in the Black Box.

HOW TO CHANGE GAME CLOCK TIME (if required; the default is 60). DO NOT PRESS THE SHIFT KEY FOR THIS STEP.

1. Press CLOCK SET.
2. Press 055 (for a 55 minute game).
3. Press ENTER key.

TO START A NEW GAME

1. Make sure the black toggle CLOCK/ON-OFF switch located on the lower right side of the Controller Keyboard for the Game Clock is in the OFF position.

2. Press and hold the SHIFT key, then press Inning Period/New Game key. The Controller keyboard window will display "New Game Y/N"?

3. Press YES (#4) on the keyboard. This action will reset the game clock to 60, clears all the scores in the innings, and resets the balls, strikes, and outs to zero. Also, the Scoreboard is now in the FIRST INNING.

TEAM NAMES

The Scoreboard limits the team names to 8 characters. You will find the approved team name abbreviations under the Tab for each League schedule located in the Tower Scorekeeper Binder.

HOW TO ENTER VISITOR TEAM NAME

1. Press and hold the SHIFT key, then press Visitor Score/VTN (Visitor Team Name). The Letters A thru P will appear on the Controller Keyboard Window with the cursor under the letter I.

2. Press the #4 key to move the cursor to the left and the #6 key to move the cursor to the right to move through the alphabet display. As you move to the right using the #6 key the letters will drop off on the left as you get closer to the letter P and the remaining alphabet will appear. When you find the letter you want, Press the #5 key to select the letter above the cursor. Use the CLR key if you selected an incorrect letter. Continue this process until you have the name spelled out on the Controller Keyboard Window. The Team name will only appear on the Scoreboard Controller Keyboard Window but not on the Scoreboard until you Press ENTER. The Team Name you just selected should now appear on the Scoreboard.

HOW TO ENTER HOME TEAM NAME

1. Press and hold the SHIFT key, then press Home Score/HTN (Home Team Name). The Letters A thru P will appear on the Controller Keyboard Window with the cursor under the letter I.   Select the letters for the name using the same process you used for the Visitor Team Name.

2. Press the #4 key to move the cursor to the left and the #6 key to move the cursor to the right to move through the alphabet display. As you move to the right using the #6 key the letters will drop off on the left as you get closer to the letter P and the remaining alphabet will appear. When you find the letter you want, Press the #5 key to select the letter above the cursor. Use the CLR key if you selected an incorrect letter.   Continue this process until you have the name spelled out on the Controller Keyboard Window. The Team name will only appear on the Scoreboard Controller Keyboard Window but not on the Scoreboard until you Press ENTER. The Team Name you just selected should now appear on the Scoreboard.

GAME

Now you are ready to start the game. Ask the Home Plate Umpire when the GAME clock should be started by pushing the black toggle
 CLOCK/ON-OFF switch located on the lower right side of the Controller Keyboard to the ON position. Make sure you have set the Balls and Strikes for the ONE AND ONE COUNT.

BALLS, STRIKES and OUTS

1. Press the appropriate BALL or STRIKE keys based on the umpire calls.

2. When the batter gets a hit or an out: Press the CLEAR BALL/STRIKE key. Press the BALL KEY once and the STRIKE KEY once to achieve the ONE and ONE COUNT. When you press the STRIKE key for "Strike 3" an OUT is automatically recorded.

3. Press the Out key when appropriate (be careful you haven't already posted an out using the Strike key.

4. Clear the outs for the next half of the inning by pressing the OUT key until the OUTS read zero.   Press the BALL and STRIKE key to set up for the ONE and ONE count.

SCORE A RUN

1. Press the VISITOR SCORE/VTN or the HOME SCORE/HTN key followed by the +1 key to record a run for that team. **TIP:** The first time you enter a score a zero (0) will appear. Hit the +1 key as many times as needed to get the correct number of runs to appear on the scoreboard. The total number of runs will increment/tally automatically. There is a slight delay between pressing the buttons and the number appearing on the scoreboard. Be patient.

If NO runs are scored then a ZERO needs to be entered for the Team that just batted.

DO NOT PUT A ZERO IN THE CURRENT INNING UNTIL THAT HALF INNING IS OVER. It is too confusing for the umpire, players and fans since they will think you have moved on to the next inning.

NEW INNING

Press the INNING PERIOD key and then the +1 key to move from inning to inning.

If you happen to forget to change the inning after the home team has had their 'ups', correct the score in the inning that you are in, then change the inning to the one that you want by following the step above. You can always go back into an inning to make a correction.

Alternate Method: Press the INNING PERIOD key, the number for the inning you want and then press ENTER.

STORING SCOREBOARD CONTROLLER

1. CLEAR THE SCOREBOARD AS IF YOU WERE SETTING IT UP FOR A NEW GAME. SEE START A NEW GAME (Names not necessary).
2. Turn off the power to the Controller using the black toggle power switch located on the back of the Controller.
3. Place the Controller back in the Black Box located under the cement countertop.
4. Turn off power to Gray Box located in the Black Box.
5. DO NOT UNPLUG ANY CORDS TO POWER STRIP LOCATED IN THE BLACK BOX.
6. Communicate with the Home Team manager to secure the Tower before you leave.

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