FAQ's

Can signs be intercepted?

No, signs are completely secure! The information is encrypted to ensure communication only goes to your team.

How far can they transmit?

Let's just say a great deal farther than the size of a baseball or softball field! We'll let you have fun trying that out if interested.

Does the device send letters?

No, we only send digits to keep the system fast and simple. The system allows you to send up to 6 digits.

How long does a fully charged battery last?

A charged device lasts about 8 hours. You can charge a dead battery in about 1 hour. Charging is done via a micro-usb charging cable.

Can the receivers transmit back to the coach?

No, the communication is one way. Keypads send digits to the receivers and there is no communication in the other direction.

How do I get Game Day Signals?

We are currently only offering Game Day Signals at the collegiate level. Use the Contact Us page on our website https://GameDaySignals.com to inquire about product availability.

Contact Us

Blackhawk Enterprise Inc.

P.O. Box 1204

Waynesboro, VA 22980

Email: support@GameDaySignals.com

Twitter: @GameDaySignals

Office: (540) 212-4148

GAME DAY
SIGNALS

Simple. Fast. Secure.

Getting Started

Initializing New Player Units

- The coaching unit comes with a unique coaching key (pin number)
- Send the key by pressing **********# (10 *s) while the player unit is within 1 foot
- Example: **********#

Create New Coaching Key (optional)

- This changes the coaching key that links player units to the coaching unit
- You must be within 1 foot of the player unit to link
- The command is *** {7 digits} #
- Example: ***1234567#

Charging

- About 1 hour is required to fully charge the battery
- The battery lasts about 8 hours
- A red or blue light indicates the battery is charging

Sleep Mode

- The coaching and player units go into sleep mode after being idle for 10 minutes
- The coaching unit can be activated by pressing any key
- The player units can be activated by flipping them upside down

Commands

Sending Signals

- Signals are digits sent to players communicating activities for the upcoming play
- You can enter up to 6 digits and submit the information by pressing #
- Example: to send 123456, you would type *123456#*

Clear Display

- This will clear the last signal on the player unit
- Example: *#

Set Auto Send Sign Length

- If your signs are always the same length, use this feature instead of the # to send
- The command is **0 {digits}
- Example: **02# (This will cause the sign to send when the second digit is entered)
- *Example: **00# (Disables feature, now # is required to send signs)*

Toggle Vibration Mode

- This will toggle the vibration setting for player units
- If the toggle is on, a vibration will be sent to the player units for each signal
- Example: **1#

Show Current Coaching Key

- This will show you the active coaching key identifier
- Example: **2#

Show Radio Strength

- This will display a number that reflects the radio strength of player units
- Example: **3#

Show Unit Information

- This will display the serial number and version of the unit
- Example: **9#

Resend Coaching Key

- This will resend the last coaching key to a player unit
- The coaching unit must be within 1 foot of a player unit to link
- Example: **********#

Signal Timeout

- This will set a timer for how long a play call remains on the player unit
- This setting can be activated by sending * {digit}#
- You can set the timeout to be 1 to 9 seconds.
- Example: *5# (this will set the timer to 5 seconds)
- Example: *0# (this deactivates the timeout feature)

Clearing Errors

- If you make a mistake or change your mind, you can clear a call before sending it
- By entering over 6 digits, you will see ##-##-##
- Once you see this, press the # key and the display will clear for new signs