

# FAIR-PLAY

## MP-80 SERIES SCOREBOARD CONTROLLER USER GUIDE



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# CONTENTS

## OVERVIEW

Introduction .....	7
Installation Of Hardware .....	7
Conventions Used In This Guide .....	7
Important Precautions .....	7

## MAJOR COMPONENTS

Diagrams .....	8
----------------	---

## COMMON FUNCTIONS

Horn .....	9
Home Key .....	9
Operating The Clock .....	10
Updating The Period, Inning, Or Quarter .....	10
Updating The Score .....	10
Entering A Team Name .....	11

## MENU SETUP - 1

Starting A New Game .....	12
Changing Sports .....	12
Checking The Battery Status .....	12
Firmware Version .....	12
Setting The Scoreboard Brightness .....	13
More .....	13

## MENU SETUP - 2

Locating Your Service Provider .....	13
Setting The Scoreboard Digit Display .....	13
Info .....	14

## MENU SETUP - 3

Screen Settings .....	14
Firmware .....	15
Sport Specific Initial Setup .....	15
Team Name .....	15
Field/Court ID# .....	15
More .....	15

## MENU SETUP - 3 - WIRELESS

Wireless Controller Setup .....	16
Wireless Scoreboard Setup .....	16
Wireless Handswitch Setup .....	17
Wireless Radio .....	17
Sideline Controller Setup .....	17

## MENU SETUP - 4

Password Setup .....	17
Service Contact Edit .....	18

M  
P  
-  
8  
0

# CONTENTS

M  
P  
-  
8  
0

## **MENU SETUP - 5**

Factory Reset .....	18
---------------------	----

## **BASEBALL - INITIAL SETUP 1 & 2**

Setting The Clock Mode .....	19
Setting The Inning Type .....	19
Indicating The Player At Bat .....	19
Displaying The Hit Totals .....	19
Displaying The Pitch Count .....	19
Errors Totals .....	20

## **BASEBALL - SPORT SPECIFIC**

Tracking The Pitch Count .....	21
Tracking The Errors .....	21
Single Press Balls, Strikes, Outs .....	21
Setting The Inning .....	22
Indicating Player At Bat .....	22
Updating The Hits .....	22

## **BASKETBALL - MODES**

Main Mode .....	23
Main Mode With Link To SC .....	23
Stat Controller(SC) Mode .....	23

## **BASKETBALL - INITIAL SETUP**

Setting Player Stats .....	24
Setting Player Fouls .....	24
Setting Player Points .....	24
Setting The Shot Timer .....	24
Team Name Setup .....	24
Time Outs To Scoreboard .....	24

## **BASKETBALL - SPORT SPECIFIC**

Shot Clock Timer .....	25
Setting The Period.....	25
Tracking Fouls .....	25
Indicating Possession .....	25
Stopping A Time Out .....	25
Time Outs Left .....	26
Setting Up Bonus Points .....	26
Indicating If A Player Is In/Out .....	26
Editing Player Stats .....	26

## **FOOTBALL - SPORT SPECIFIC**

Setting The Timer .....	27
Starting A Time Out And TOL .....	27
Indicating Possession .....	27
Stopping A Time Out .....	27
Tracking Yardage .....	28

# CONTENTS

MP-80

## **HOCKEY - INITIAL SETUP**

Penalty Timers .....	29
Interval Timer .....	29

## **HOCKEY - SPORT SPECIFIC**

Goal Off .....	30
Shots .....	30
Interval Timer .....	30
Penalty .....	30

## **LACROSSE - SPORT SPECIFIC**

Timer .....	31
Penalty .....	31

## **SOCCER - SPORT SPECIFIC**

Shots On Goal .....	32
Corner Kicks .....	32
Saves .....	32

## **TENNIS - MODES**

Single Court .....	33
Multiple Court - Multiple MP-80's .....	33
Multiple Court - One MP-80 .....	33
Team Score Dedicated .....	33

## **TENNIS - INITIAL SETUP**

Court .....	34
In-Game Scoring.....	34
Team Scores .....	34
Max Sets .....	34

## **TENNIS - SPORT SPECIFIC**

Court .....	35
Tie Breaker .....	35
Score.....	35
Edit Points.....	35
Game Won.....	35
Team Score.....	36
Serve .....	36

## **TRACK - INITIAL SETUP**

Penalty Timers .....	37
Interval Timer .....	37

## **TRACK - SPORT SPECIFIC**

Clock .....	38
-------------	----

# CONTENTS

M  
P  
-  
8  
0

## **VOLLEYBALL - MODES**

Main Mode .....	39
Main Mode With Link To SC .....	39
SC Mode.....	39

## **VOLLEYBALL - SPORT SPECIFIC**

Sets Won .....	40
Time Outs Left .....	40
Indicating If A Player Is In/Out .....	40
Editing Player Stats .....	40
Kill .....	41
Dig .....	41
Stopping A Time Out .....	41

## **WRESTLING - SPORT SPECIFIC**

Weight Class .....	42
Time Advantage Timer .....	42
Team Points .....	42
Setting Injury, Blood & Recovery Timers .....	43
Editing Previous Matches .....	43

## **TROUBLESHOOTING**

Nothing Appears On Scoreboard .....	44
Scoreboard Does Not Respond .....	44
Handswitch Is Not Syncing .....	44

# OVERVIEW

This User Guide will acquaint you with the MP-80 scoreboard controller. It outlines the most Common Functions, Initial Setup with Specific Sport Controls and includes a Quick Guide for fast reference.

## INTRODUCTION

The MP-80 comes preloaded with multiple sports with easy to follow key functions on a LCD display. It can interface with any model of Fair-Play scoreboard wirelessly. The MP-80 charges through an USB connector from a wall charger or computer. A full charge should last at least 30 hours. The MP-80 also interfaces with a handswitch for timer and game clock control.

## INSTALLATION OF HARDWARE

It is important to correctly connect the scoreboard, handswitch and other devices to the MP-80. Improperly connected equipment will not work. Refer to MENU - SETUP 3 - WIRELESS to set up the connections to the controller, scoreboard, handswitch, sideline controller and radio.

## CONVENTION USED IN THIS GUIDE

The following convention is used throughout this guide to help you identify actions or keys.

- **ALL CAPITALIZED BOLD TEXT** indicates a key that you must press to complete an action.

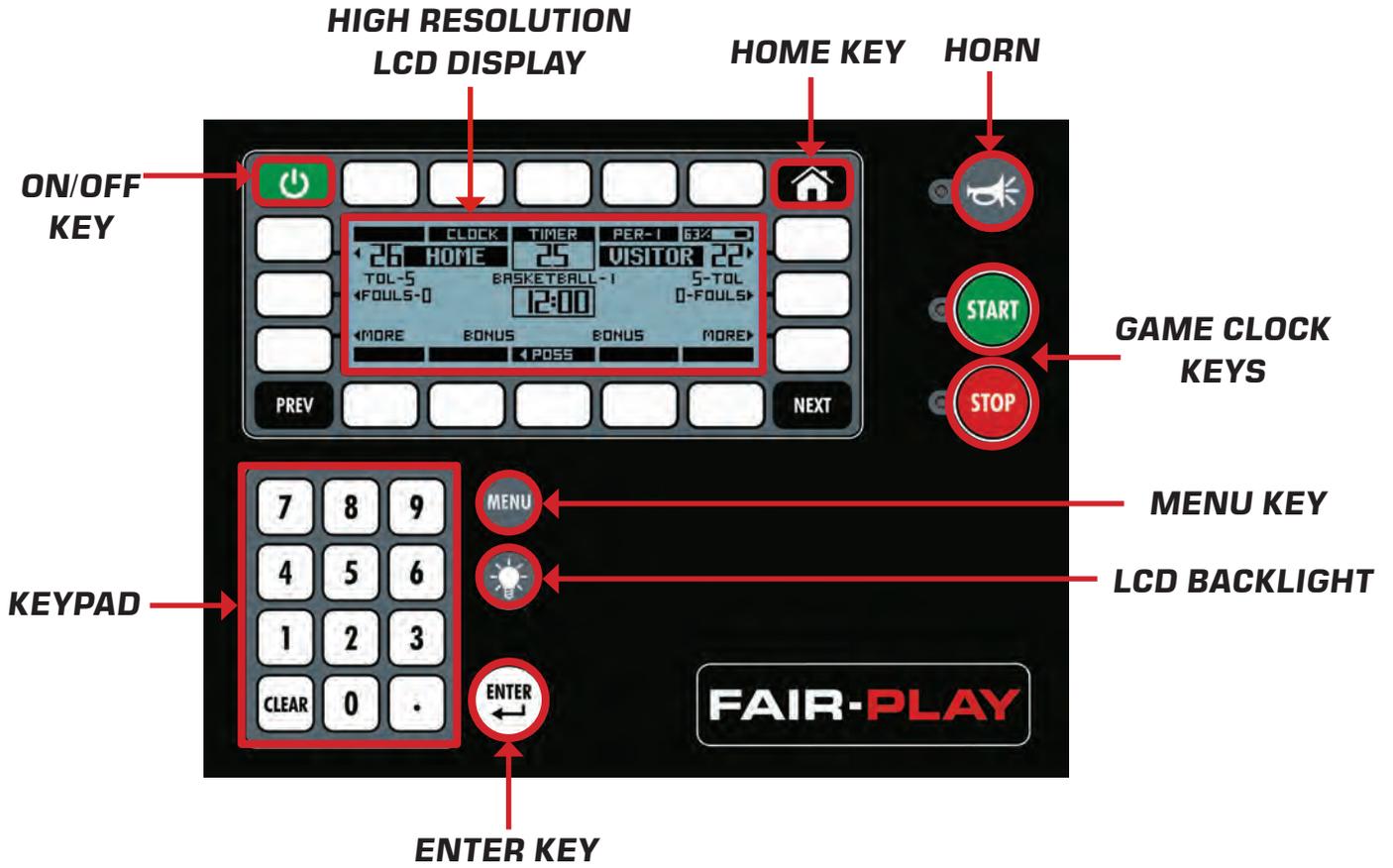
**Example:** To set the Game Clock press the **CLOCK** key on the LCD display. Choose a preset time or enter a time with the keypad and press **ENTER**. To run the Game Clock-press the **START** or **STOP** key.

## IMPORTANT PRECAUTIONS

- Read this manual thoroughly before setting up or operating the MP-80.
- Turn off the MP-80 when not in use.
- Do not expose the MP-80 to direct sunlight or extreme temperatures for extended periods.
- The MP-80 contains no user-serviceable parts. To avoid personal injury or damage to the MP-80's components, do not disassemble the controller. Refer any repairs to a qualified technician.
- Do not drop the MP-80 and avoid exposing it to liquids or moisture.

# MAJOR COMPONENTS

The figure below acquaints you with the major components of the MP-80 and handswitch.



# MP-80 QUICK GUIDE

## TURNING THE CONTROLLER ON/OFF

**ON:** Press the green **ON/OFF** key in the top left corner to power the controller on.

**OFF:** Hold the **ON/OFF** key for 3 seconds to power the controller off.

*The LCD will display a power down message.*

## UPDATING THE SCORE

Press the key next to the score in the upper left or right corner of the LCD display. Press one of the preset scores or enter a score with the keypad and press **ENTER**.

## SELECTING A SPORT

Press the **MENU** key and then the **CHANGE SPORT** key on the left of the LCD display. To see more sports - press the **MORE** key.

## SELECTING A PERIOD OR INNING

Press the key above the corresponding LCD display.

Press one of the preset keys or enter a number with the keypad and press **ENTER**.

## HOME KEY

Press the **HOME** key at anytime to take you to the sport **HOME** page.

## OPERATING THE CLOCK

To set the Game Clock press the **CLOCK** key on the LCD display.

Choose a preset time or enter a time with the keypad and press **ENTER**.

To run the Game Clock-press the **START** or **STOP** key.

## CHARGING THE MP-80

Connect the USB-B to the wall charger or to a computer.

The battery status is located in the top right corner of the LCD display.

**Note:**A full charge should last at least 30 hours.



MP-80 REV 1.0

## COMMON FUNCTIONS

### HORN

Press the **HORN** key to sound the horn at anytime.

You can also set it to the **AUTO HORN** mode. In this mode the horn will sound for two seconds at the end of each period.



### HOME KEY

Press the **HOME** key at anytime during a game or initial setup to take you to the selected sport's main page.



# COMMON FUNCTIONS

Certain functions of the MP-80 are common to all sports. Refer to the following pages for initial setup and sport specific operation of the controller.



## 1 OPERATING THE CLOCK

Press the **CLOCK** key on the LCD display to set the Game Clock. Choose a preset time or enter a time with the keypad and press **ENTER**. To run the Game Clock, press the **START** or **STOP** key.

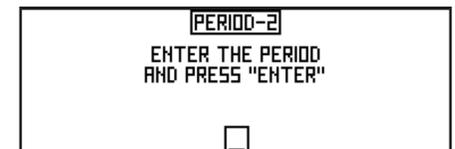
You can also start and stop the clock and timer with the handswitch that is set for clock or timer.



## 2 UPDATING A PERIOD, INNING, OR QUARTER

To select a period, inning, set, quarter or half, press the corresponding key and then select a preset key.

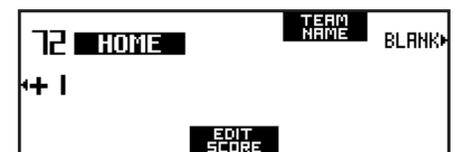
To edit a period, inning, set, quarter or half press the **EDIT** key. Enter the number on the keypad and then press **ENTER**.



## 3 UPDATING THE SCORE

To update the score, press the key next to the home or visitor score to update the score. Press a preset score or enter a score by pressing the **EDIT SCORE** key.

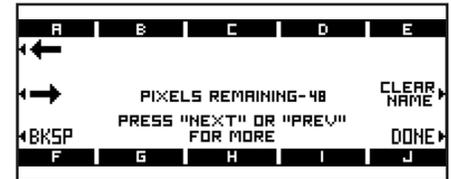
Enter the score with the keypad and press **ENTER**.



### 3 ENTERING A TEAM NAME

Press the score key and then the **TEAM NAME** key. Choose to default to HOME or VISITOR by pressing the **DEFAULT-HOME/DEFAULT-VISITOR** key.

Press the **EDIT** key to enter the team name. Press the **NEXT** key to toggle to more of the letters, numbers and special characters. Choose a normal or wide font by pressing the **NORMAL FONT** key to toggle between the options. Press **BKSP** (backspace) or arrow keys to correct a mistake or navigate on the name field. Press **DONE** to return to the main screen. Press **CLEAR NAME** to clear the text.



# MENU - SETUP 1

The figure below acquaints you with starting a new game, changing sports, checking the battery status of all the controllers and setting up the scoreboard brightness. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



## 1 STARTING A NEW GAME

Press the **NEW GAME** key to start a new game. If YES is pressed, all game data will be cleared.

**DONE** returns to the selected sport.



## 2 CHANGING SPORTS

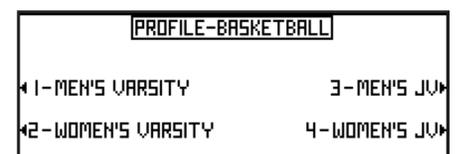
Press the **CHANGE SPORT** key to change sports.

Press the **MORE** key to see more sports.

Press the corresponding key of the sport and then choose the level.

For TENNIS, select single or multiple courts with connection to one or more controllers and then select the level.

**DONE** returns to the selected sport.



## 3 CHECKING THE BATTERY STATUS

Press the **BATTERY** key to check the battery status of the clock handswitch, controller and timer handswitch.



## 4 FIRMWARE VERSION

Press the **VERSION #** key to see what version of firmware is being used.



## 5 **SETTING THE SCOREBOARD BRIGHTNESS**

Press the **BRIGHT/DIM** key to brighten or dim the scoreboard.



## 6 **MORE**

Press the **MORE** key to go to MENU-SETUP 2: SERVICE, SCOREBOARD DIGITS and INFO.



# MENU - SETUP 2

The figure below acquaints you with locating the service provider, setting the scoreboard display, viewing the group and field/court ID, radio status and displaying the software version and model of the scoreboard. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



## 1 **LOCATING YOUR SERVICE PROVIDER**

Press the **SERVICE** key to see the contact information for service provider of the controller.



## 2 **SETTING THE SCOREBOARD DIGIT DISPLAY**

Press the **SCOREBOARD DIGITS** key to test or blank the scoreboard.

To test the scoreboard, press the corresponding key for the required test. Press **DONE** to return to the previous screen.

To **BLANK SCOREBOARD** - Press the corresponding key to blank, blank and delete data or resume with the current information saved.



### 3 INFO

Press the **INFO** key to see GROUP, FIELD/COURT ID, RADIO STATUS and FIRMWARE VERSION.

Press the **DISPLAY VERSION** key to display the version of firmware loaded on a scoreboard.

To display the model of the scoreboard press the **DISPLAY MODEL** key.

Press **DONE** to return to the selected sport.

```
GROUP - 35      [INFO]      MFR DATE:
FIELD/        43/207
COURT ID - 61
RADIO -
VERSION - 99.999      DISPLAY VERSION▶
                        DISPLAY MODEL▶
                        [DONE]
```

```
[SCOREBOARD WIRELESS VERSION]
THE SCOREBOARD IS NOW DISPLAYING
THE VERSION OF FIRMWARE LOADED
ON THAT SCOREBOARD
```

```
[SCOREBOARD WIRELESS MODEL]
THE SCOREBOARD IS NOW DISPLAYING
THE MODEL OF THE SCOREBOARD
```

## MENU - SETUP 3

The figure below acquaints you with screen settings, firmware version, initial setup of all sports, and an entering a field or court number. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1. For WIRELESS SETUP, see **MENU - SETUP 3 - WIRELESS** on page 16.

```
1 ◀ WIRELESS      [MENU-SETUP 3]      INITIAL SETUP ▶ 4
2 ◀ SCREEN SETTINGS      FIELD / COURT ID # ▶ 5
3 ◀ FIRMWARE      MORE ▶ 6
                        [DONE]
```

### 2 SCREEN SETTINGS

To set the backlight and contrast of the LCD screen, press the **SCREEN SETTINGS** key.

Select a preset time for the LCD backlight to remain on and press **ENTER**.

To set the **LCD SCREEN CONTRAST**, press the **LIGHTER** or **DARKER** key to increase or decrease the contrast and then press **DONE**.

```
◀ BACKLIGHT      [LCD SCREEN SETTINGS]
◀ CONTRAST
                        [DONE]
```

```
◀ 0:30      [LCD BACKLIGHT DELAY]      5:00 ▶
◀ 1:00      SELECT TIME FOR LCD BACKLIGHT TO REMAIN ON
AND PRESS "ENTER"      10:00 ▶
◀ 2:00
                        [DONE]
```

```
[LCD SCREEN CONTRAST]
◀ LIGHTER      [8]
◀ DARKER
                        [DONE]
```

### 3 **FIRMWARE**

Press the **FIRMWARE** key to view the current firmware version or to load new firmware. Press the **VERSION #** key to see the firmware version that is currently loaded. The USB needs the following files to update: control.hex, pages.txt, and version.txt. Press **LOAD NEW CONTROLLER FIRMWARE** to update the firmware, insert the updated USB drive into the USB port and press **START**. The current and new firmware versions will display. Press **BEGIN LOADING FIRMWARE** to start the update.

```
VERSION #      FIRMWARE
LOAD NEW CONTROLLER FIRMWARE
DONE
```

```
FIRMWARE VERSION #
99.999
DONE
```

```
LOAD NEW FIRMWARE
CURRENT CONTROLLER VERSION-99.999
USB STICK CONTROLLER VERSION-LOADING...
```

### 4 **SPORT SPECIFIC INITIAL SETUP**

Press the **INITIAL SETUP** key to set up **SPORT SPECIFIC SETTINGS** and **TEAM NAME SETUP**. See sport specific INITIAL SETUPS on the following pages.

#### **TEAM NAME**

Press the **TEAM NAME** key to set up the width of the team name on the scoreboard by choosing a preset width and then press **DONE**.

```
INITIAL SETUP
BASEBALL I    HITS TOTALS
CLOCK MODE
INNING TYPE    PITCH COUNT
AT BAT        MORE
DONE
```

```
TEAM NAME SETUP
48 PIXELS WIDE    82 PIXELS WIDE
40 PIXELS WIDE
DONE
```

### 5 **FIELD/COURT ID#**

Press the **FIELD/COURT ID #** key to set a field or court number. Enter the field or court number on the keypad and press **ENTER**.

```
FIELD/COURT ID #-7
ENTER THE FIELD OR COURT ID #
FOR THIS CONTROLLER
AND PRESS "ENTER"

```

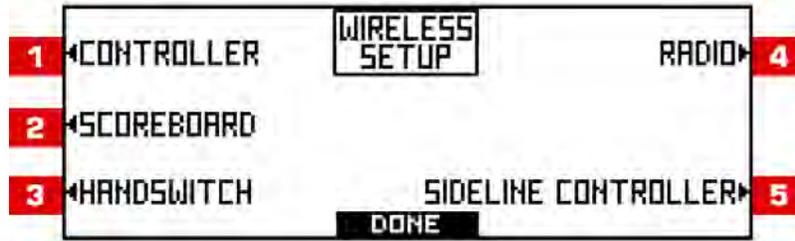
### 6 **MORE**

Press the **MORE** key to go to MENU-SETUP 4: PASSWORD SETUP and SERVICE CONTACT EDIT.

```
MENU-SETUP 4    AUTO SHUTOFF
PASSWORD SETUP
SERVICE CONTACT EDIT
MORE
DONE
```

# MENU - SETUP 3 - WIRELESS

The figure below acquaints you with setting up the wireless connections to the controller, scoreboard, handswitch, sideline controller and radio. Unless otherwise indicated, **DONE** or **SET** returns to the wireless setup screen.



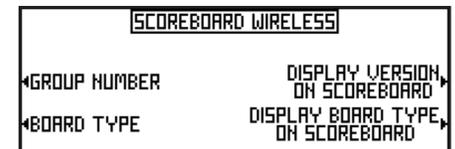
## 1 WIRELESS CONTROLLER SETUP

Press the **CONTROLLER** key to set up the group number of the controller. Enter the new group number on the keypad for the wireless controller and then press **ENTER**.



## 2 WIRELESS SCOREBOARD SETUP

Press the **SCOREBOARD** key to setup the group number, board type or to display the Group # or firmware version on the scoreboard.



### GROUP NUMBER

To change the group # of the scoreboard, enter the new group for the scoreboard on the keypad and press **ENTER**. Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER**.



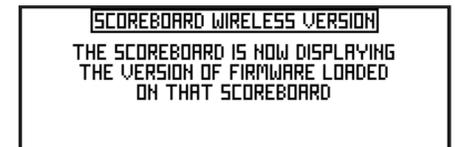
### BOARD TYPE

To change the board type of the scoreboard, enter the new board type on the keypad and press **ENTER**. Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER**.



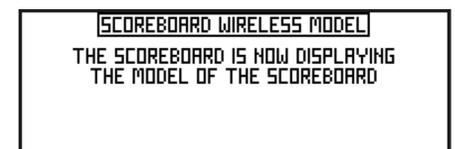
### DISPLAY VERSION

Press the **DISPLAY VERSION ON SCOREBOARD** key to display the version of firmware on the scoreboard.



### DISPLAY BOARD TYPE

Press the **DISPLAY BOARD TYPE ON SCOREBOARD** key to display the model of the scoreboard.



Press **DONE** to return to the selected sport.

### 3 WIRELESS HANDSWITCH SETUP

To sync the handswitch to the same group as controller, remove the battery from the handswitch. Press and hold the **Reset 1** key and then put the battery back in. Release the key when the LEDs start to flash and press **SET** on the MP-80 controller.



### 4 WIRELESS RADIO

Press the **RADIO** key to turn the wireless radio on or off.  
Press **DONE** to return to the previous menu.



### 5 SIDELINE CONTROLLER SETUP

Press the **SIDELINE CONTROLLER** key to sync the sideline controller to the MP-80. Press and hold the **BATT** button on the sideline controller, then press and release the **START** button. Press **SET** on the MP-80 controller.



## MENU - SETUP 4

The figure below acquaints you with setting up a password and editing service contact information. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



### 1 PASSWORD SETUP

Password protection can be enabled to protect system critical areas. When turned on a password must be entered to get past Menu 2. Press the **PASSWORD SETUP** key to setup a password for the controller. Enter up to a seven digit password on the keypad and press **ENTER** to set. OR choose **NO PASSWORD** by pressing the **NO PASSWORD** key.

For a password protected controller - Enter the password on the **PASSWORD ENTRY** screen that pops up on Menu-Setup 3.



## 2 SERVICE CONTACT EDIT

Press the **SERVICE CONTACT EDIT** key to edit the Service Contact for this controller. Edit a contact.txt file on a computer and save on a blank USB drive with up to 5 lines of data and then insert the USB drive into the controller and press the **START IMPORT** key.

## MENU - SETUP 5

The figure below acquaints you with resetting the MP-80 to the factory defaults.



## 1 FACTORY RESET

Press the **FACTORY RESET** key to reset the MP-80. All data will be cleared and all settings will reset to the factory settings.



# BASEBALL - INITIAL SETUP 1

The figure below acquaints you with the initial setup of a baseball game. Refer to the following pages for sport specific operation of the controller.



## 1 SETTING THE CLOCK MODE

Press the **CLOCK MODE** key to set the clock display. Select a 2 or 4 digit display or turn the display OFF.



## 2 SETTING THE INNING TYPE

Press the **INNING TYPE** key to set the type of inning. Select a 7, 9 or 10 inning game.



## 3 INDICATING THE PLAYER AT BAT

To indicate what player is at bat, press the **AT BAT** key to turn ON or OFF.



## 4 DISPLAYING THE HIT TOTALS

Press the **HITS TOTALS** key to turn ON or OFF displaying the total hits on the scoreboard.



## 5 DISPLAYING THE PITCH COUNT

Press the **PITCH COUNT** key to turn ON or OFF displaying the pitch count on the scoreboard.

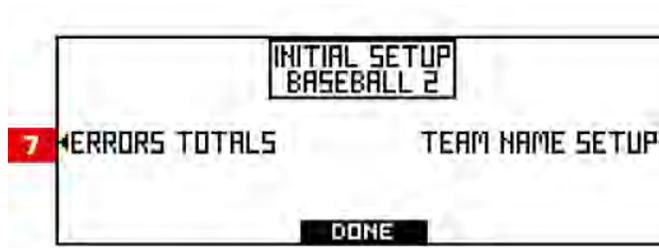


## 6 MORE

Press the **MORE** key to go to ERRORS TOTALS and TEAM NAME SETUP.



# BASEBALL - INITIAL SETUP 2



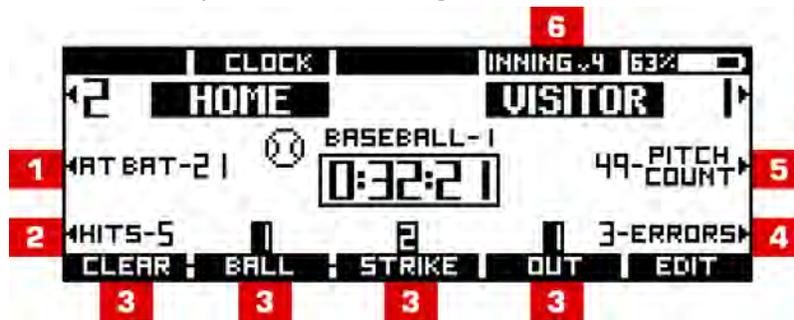
## 7 **ERRORS TOTALS**

Press the **ERRORS TOTALS** key to turn ON or OFF displaying the total errors on the scoreboard.



# BASEBALL - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a baseball game. Refer to the previous page for the initial setup of a baseball game.



## 1 INDICATING PLAYER AT BAT

Press the **AT BAT** key to indicate the player at bat. On the keypad enter the player's number and then press **ENTER**.



## 2 UPDATING THE HITS

To update the hits, press the **HITS** key then press the **+1** key OR the **EDIT HITS** key.

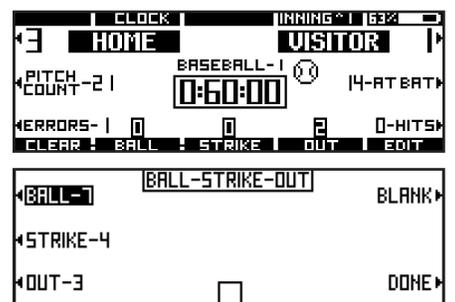
Enter the hits on the keypad and then press **ENTER**.



## 3 SINGLE PRESS BALLS, STRIKES, OUTS

To increase the ball, strike and out values, press the corresponding key. To clear the balls and strikes, press the **CLEAR** key.

To enter BALL, STRIKES, AND OUTS with the keypad, press **EDIT** and then the corresponding BALL, STRIKE, OUT key. Enter a value on the keypad and press **ENTER** and **DONE**.



**4****TRACKING THE ERRORS**

To track the errors, press the **ERRORS** key and then the **+1** key. If the tracking error memory is on the prompt to enter the position number appears.

To enter errors with the keypad press **EDIT ERRORS**. Enter the new error count and then press **ENTER**.

**5****TRACKING THE PITCH COUNT**

Press the **PITCH COUNT** key and then the **+1** key. OR enter the pitch count with the keypad by pressing the **EDIT PITCH CT** key. Enter the count and then press **ENTER**. You can also leave the display blank by pressing the **BLANK** key. Press the **RESET TO ZERO** key to reset the count.

**6****SETTING THE INNING**

Press the **INNING** key to set the inning. Press the **+1** key to advance to the next inning or on the keypad enter the new inning number and then press **ENTER**.

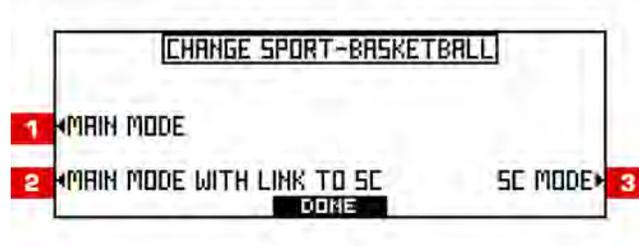
**INDICATING TOP/BOTTOM**

Press the **TOP** or **BOTTOM** key corresponding to the team up to bat.



# BASKETBALL - MODES

The figure below acquaints you with the initial setup of a basketball game's mode of controlling output to other controllers.



## 1 MAIN MODE

All of the data is handled with one controller in this mode.

## 2 MAIN MODE WITH LINK TO SC

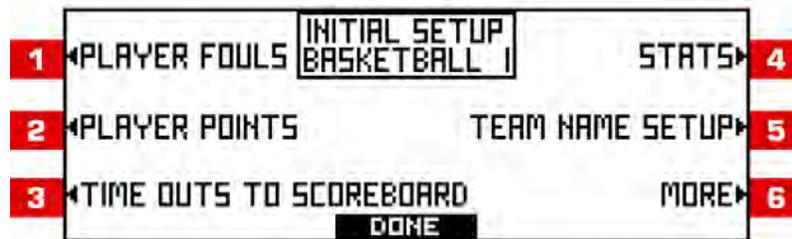
In this mode the MP-80 will be the main controller to run the game data. It communicates with another MP-80 that is set to SC MODE, that handles all the stat information.

## 3 STAT CONTROLLER (SC) MODE

In this mode the controller only keeps up with the stat data. A main controller (in MAIN MODE WITH LINK TO SC mode on and on the same group #) will send data to this controller in the SC mode. This controller in the SC mode will handle the stat information.

# BASKETBALL - INITIAL SETUP

The figure below acquaints you with the initial setup of a basketball game. Refer to the following pages for sport specific operation of the controller.



## 1 SETTING PLAYER FOULS

Press the **PLAYER FOULS** key to turn ON or OFF displaying a player's fouls on the scoreboard. .



## 2 SETTING PLAYER POINTS

If a scoreboard displays points, press the **PLAYER POINTS** key to turn ON or OFF.



## 3 TIME OUTS TO SCOREBOARD

Press the **TIME OUTS TO SCOREBOARD** key to display the time outs on the scoreboard.



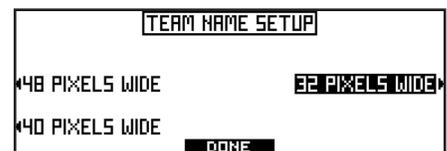
## 4 SETTING PLAYER STATS

Press the **PLAYER STATS** key to turn ON or OFF displaying a player's stats on the scoreboard.



## 5 TEAM NAME SETUP

Press the **TEAM NAME** key to set up the appearance of the team name on the scoreboard. Choose a preset width and then press **DONE**.



## 6 MORE

Press the **MORE** key to go to the next page of setups.

# BASKETBALL - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a basketball game. Refer to the previous page for initial setup of a basketball game.



## 1 SHOT CLOCK TIMER

To set the shot clock time, enter the time and press **ENTER** or press the **BLANK** key for no timer.

To set defaults, press the **DEFAULT** key and then **TIMER RESET 1 or 2**. Enter the new default time and press **ENTER** to set.

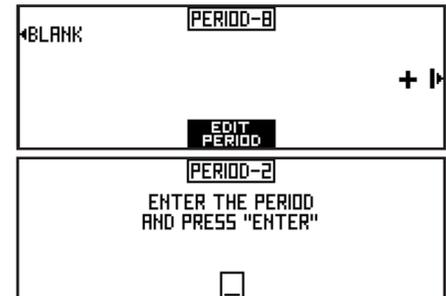
**NOTE:** To operate the timer - use the handswitch.



## 2 SETTING THE PERIOD

To set the period, press the **+1** key to advance to the next period or press **BLANK** to blank the period display.

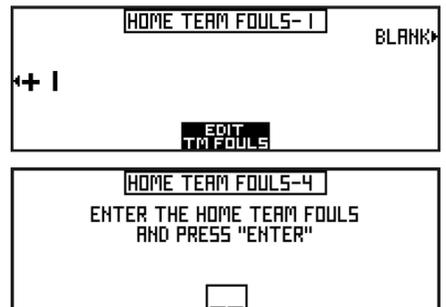
To enter the period, press the **EDIT PERIOD** key. Enter the period on the keypad and press **ENTER**.



## 3 FOULS

To track fouls press the **FOULS** key and then the **+1** key. If foul memory is on, the prompt to enter a player number appears.

To enter errors, press the **EDIT TM FOULS** key. Enter the fouls on the keypad and press **ENTER**.



## 4 INDICATING POSSESSION

Press the **POSS** key to alternate possession between the home and visiting team.

## 5 STOPPING A TIME OUT

Press the **STOP T.O.** key to stop a time out.

## TIME OUTS LEFT

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

**-1 & NO TIMER** - This timer will subtract a time out from **TOL** without starting the clock.

**-1 & START T.O. TIMER 1** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

**-1 & START T.O. TIMER 2** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL press the **EDIT TOL** key.

Enter the period on the keypad and press **ENTER**.

To set default times, press the **DEFAULT** key and then **TIMER 1 or 2**. Enter the new default timeout time and then press **ENTER**.

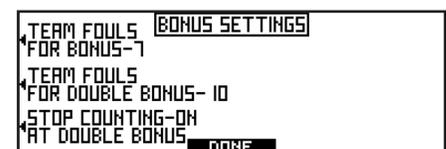
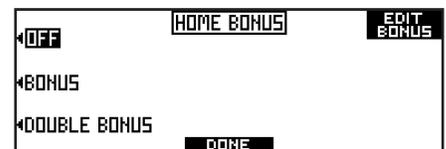


## SETTING UP BONUS POINTS

Press the **MORE** key and then the **BONUS** key to set up bonus points. Choose single or double bonus with preset values.

To change the values, press the **EDIT BONUS** key and then select a single or double bonus. Enter the number of team fouls needed to initiate a bonus situation and then press **ENTER**.

To stop counting bonuses once the bonus limit has been reached - Set **STOP COUNTING AT DOUBLE FOULS** to **ON**. In the **OFF** mode, the fouls will continue to add up.



## TAKING PLAYERS IN AND OUT OF THE GAME

To put a **PLAYER IN** - select either a player to be replaced or an empty position. Enter the player # and **APPLY** to put the player in immediately or **DONE** to put the player in when the clock starts again.

To take a **PLAYER OUT** - select the player and press **OUT**. Press **ALL OUT** to remove all players.

## EDITING PLAYER STATS

Press the **PLAYER STATS** key to edit a player, fouls or points. Press **EDIT-ADD PLAYER** to edit a player's number. Press **EDIT FOULS** to edit the highlighted player's fouls.



# FOOTBALL - SPORT SPECIFIC

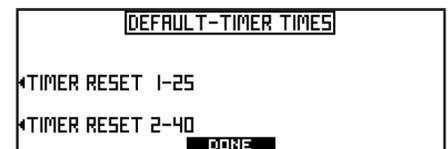
The figure below acquaints you with operating the controller for a football game.



## 1 SETTING THE TIMER

Press the **TIMER** key to set the timer. Enter the time on the keypad and press **ENTER** or press the **BLANK** key for no timer.

To set the defaults, press the **DEFAULT** key and then **TIMER RESET 1 or 2**. Enter the new default time and press **ENTER**.



## 2 TRACKING YARDAGE

Press the **YARDAGE** key to update the yardage. Press the **DOWN** key to update the down. Enter the new down on the keypad and then press **ENTER**.

Press the **TO GO** key to update the yards to go. Enter the new yardage number on the keypad and then press **ENTER**.

Press the **BALL ON** key to update the yard the ball is on. Enter the new yard on the keypad and then press **ENTER**.

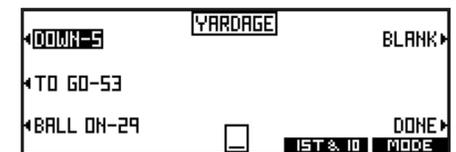
To indicate 1<sup>st</sup> and 10 - press the **1<sup>st</sup> & 10** key and then **DONE**.

Press the **MODE** key to set the **YARDAGE MODE**. Select one of the following values and then press **DONE** to set:

**STATS ARE UPDATED AFTER FINAL ENTRY** - to keep current data on the scoreboard until all the yardage data is entered.

**STATS BLANK & UPDATE AFTER FINAL ENTRY** - to blank scoreboard yardage immediately and update after final entry of the yardage.

**STATS BLANK & UPDATE AFTER EACH ENTRY** - to blank scoreboard yardage immediately and update after each entry of the yardage.



### 3 **STARTING A TIME OUT AND TOL**

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

**-1 & NO TIMER** - This timer will subtract a time out from **TOL** without starting the clock.

**-1 & START T.O. TIMER 1** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

**-1 & START T.O. TIMER 2** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL press the **EDIT TOL** key. Enter the time outs left on the keypad and press **ENTER**.

To set default times, press the **DEFAULT** key and then **TIMER 1 or 2**. Enter the new default timeout time and then press **ENTER**.



### 4 **STOPPING A TIME OUT**

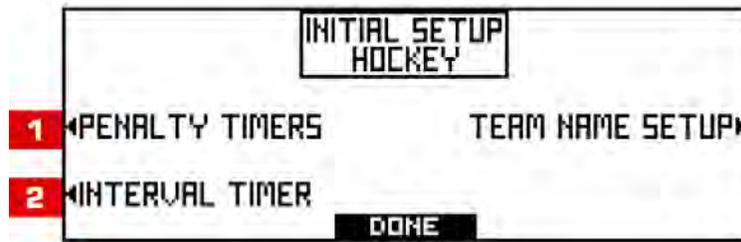
Press the **STOP T.O.** key to stop a time out.

### 5 **INDICATING POSSESSION**

Press the **POSS** key to alternate possession between the home and visiting team.

# HOCKEY - INITIAL SETUP

The figure below acquaints you with the initial setup of a hockey game. Refer to the following pages for sport specific operation of the controller:



## 1 **PENALTY TIMERS**

To display the penalty timers, press the **PENALTY TIMERS** key to turn **ON** or **OFF**. Press **DONE** to return to the setup menu.

## 2 **INTERVAL TIMER**

To display the interval timer, press the **INTERVAL TIMER** key to turn **ON** or **OFF**. Press **DONE** to return to the setup menu.

# HOCKEY - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a hockey game.



## 1 GOAL OFF

Press the **GOAL OFF** key to turn OFF the goal light.

## 2 SHOTS

Press the **SHOTS** key and then the **+1** key or enter shots with the keypad by pressing the **EDIT SHOTS** key.

Enter the shots on goal on the keypad and then press **ENTER**.



## 3 INTERVAL TIMER

Press the **INT. TIMER** key and then enter the interval timer time on the keypad. Press **ENTER** to set. The horn will sound at the end of the interval.

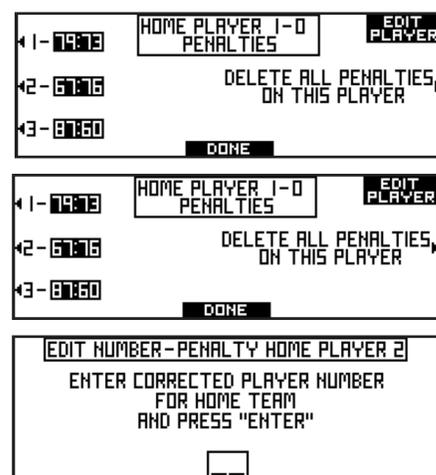


## 4 PENALTY

Press the **PENALTY** key and then choose a player to edit. Enter the player number and press **ENTER**.

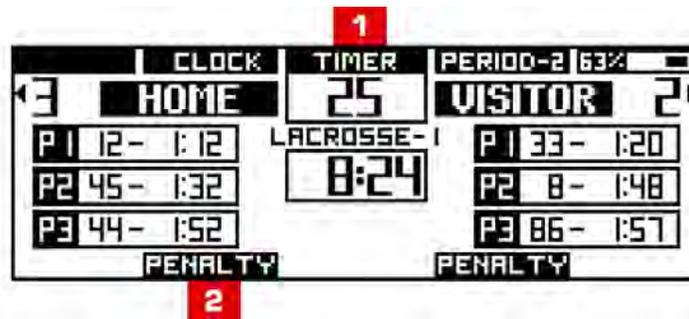
Then select a penalty time OR enter the time on the keypad and press **ENTER**.

Press the **EDIT PLAYER** key to edit the player number. Enter the corrected player number on the keypad and then press **ENTER**.



# LACROSSE - SPORT SPECIFIC

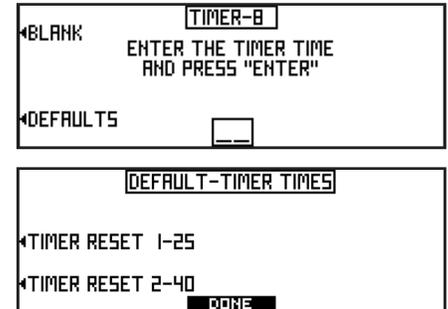
The figure below acquaints you with operating the controller for a lacrosse game.



## 1 TIMER

Press the **TIMER** key and then enter the time on the keypad. Press **ENTER** to set. OR press the **BLANK** key for no timer.

To set the defaults - press the **DEFAULT** key and then **TIMER RESET 1** or **TIMER RESET 2**. Enter the new default time on the keypad and then press **ENTER**.



## 2 PENALTY

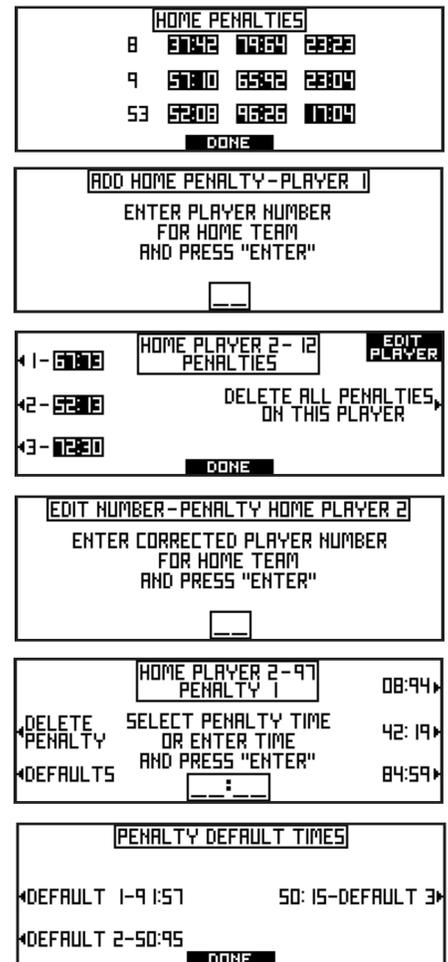
Press the **PENALTY** key and then select a player to edit.

Enter the player number on the keypad and then press **ENTER**.

Select a penalty time or delete all penalties.

To edit a player number - press the **EDIT PLAYER** key and then enter the correct player number on the keypad. Press **ENTER** to set.

Press the **DEFAULT** key and then **DEFAULT 1**, **DEFAULT 2** or **DEFAULT 3** to set the defaults. Enter the default penalty time on the keypad and press **ENTER**.



# SOCCER - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a soccer game.



## 1 SHOTS ON GOAL

Press the **SHOTS** key to increase shots on goal.

Then press the **+1** key or **EDIT SHOTS** on the keypad and press **ENTER** to set.



## 2 CORNER KICKS

Press the **C.KICKS** key to increase corner kicks.

Press the **+1** key **OR** press the **EDIT C.KICKS** key and enter the number of kicks with the keypad and press **ENTER**.



## 3 SAVES

Press the **SAVES** key and then press the **+1** key to increase the saves.

To set the saves, Press the **EDIT SAVES** key and enter the number of saves with the keypad and press **ENTER**.



# TENNIS - MODES

The figure below acquaints you with the initial setup of the different modes the tennis controller can be set in.



## 1 SINGLE COURT

One court will be controlled. In-game scoring is available in this mode.

## 2 MULTIPLE COURT - MULTIPLE MP-80'S

Multiple controllers can be used at the same time to control a multiple court scoreboard. In-game scoring is available in this mode.

## 3 MULTIPLE COURT - ONE MP-80

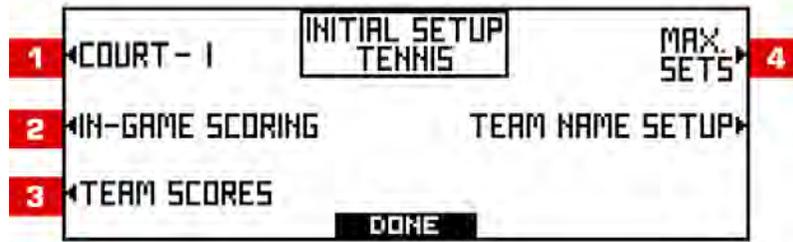
One controller will control up to 8 courts at one time on a multiple court scoreboard. In-game scoring is not available in this mode.

## 4 TEAM SCORE DEDICATED

The controller only controls the TEAM SCORES on a multiple court scoreboard.

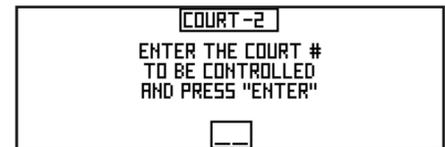
# TENNIS - INITIAL SETUP

The figure below acquaints you with the initial setup of a tennis game. Refer to the following pages for sport specific operation of the controller.



## 1 COURT

Press the **COURT** key to display the court number. Choose the court number and then press **DONE** to set.



## 2 IN-GAME SCORING

Press the **IN-GAME SCORING** key to display the in-game score mode. Press the **ON** or **OFF** key.

Press the **SCORING MODE** key to display the advantage mode. Press the **ADVANTAGE** or **NO ADVANTAGE** key.



## 3 TEAM SCORES

To turn on team scores functionality for this MP-80 to display the team's score on a scoreboard, press the **ON** key, otherwise press the **OFF** key. With "MULTIPLE COURT - MULTIPLE MP-80'S" mode, only Court #1 controller can control Team Scores.



## 4 MAX SETS

Press the **MAX SETS** key to set the max number of sets to be played.



# TENNIS - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a tennis game.



## 1 COURT

The current court number is displayed here. In multi court - single controller mode, this will allow you to switch the court that you are controlling.



## 2 TIE BREAKER

When a tie occurs this display will indicate that this set is in tie breaker. Press this key to turn off TIE BREAKER mode.

## 3 SCORE

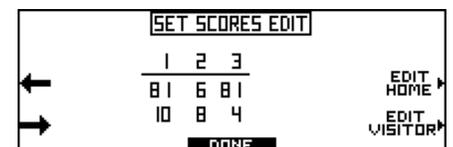
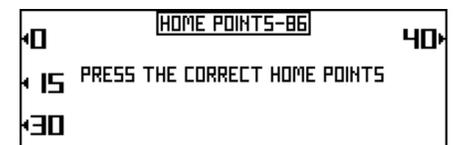
Press the key next to the home or visitor score to update the score.

## 4 EDIT POINTS

Press the home or visitor **EDIT POINTS** key. Add a point by pressing the **ADD POINT** key.

To edit the points, press the **EDIT POINTS** key and enter the correct points.

Press the **EDIT ALL SETS** key to edit all the sets. Choose **EDIT HOME** or **EDIT VISITOR** and then enter the score on the keypad. Press **DONE** to set. Press the arrow keys to toggle between sets. To leave the score blank press the **BLANK** key.



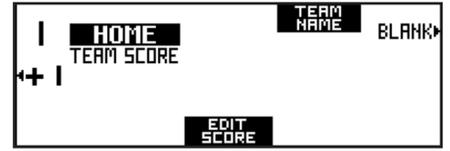
## 5 GAME WON

Press the **SET** key and then a preset key to select a set.

6

## TEAM SCORE

Press the **TEAM SCORE** key to change the team's score. Press **+1** key or press the **EDIT SCORE** key to edit the score.



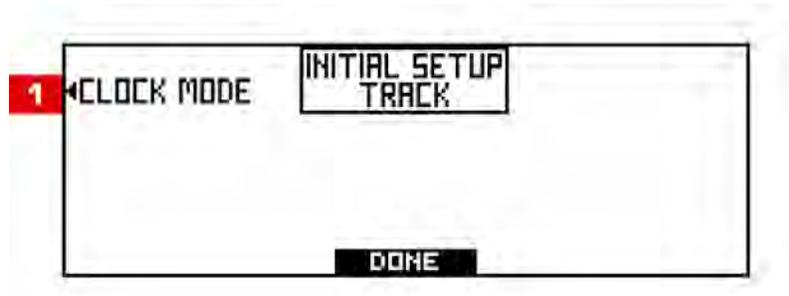
7

## SERVE

Press the **SERVE** key to toggle the serve between home and visitor.

# TRACK - INITIAL SETUP

The figure below acquaints you with the initial setup of a track game. Refer to the following pages for sport specific operation of the controller:



## 1 CLOCK MODE

Press the **CLOCK MODE** key to set the clock.  
Select a **4 DIGIT**, **5 DIGIT**, or a **6 DIGIT** clock to be displayed.





# TRACK - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a track event.

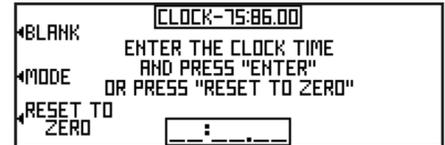


1

## CLOCK

Press the **CLOCK** key on the LCD display to set the Game Clock. Choose a preset time or enter a time on the keypad and then press **ENTER**. To run the Game Clock - press the **START** or **STOP** key.

NOTE: You can also start and stop the timer and clock with the handswitch.



# VOLLEYBALL - MODES

The figure below acquaints you with the initial setup of a volleyball game's mode of controlling output to other controllers.



## 1 MAIN MODE

All of the data is handled with one controller in this mode.

## 2 MAIN MODE WITH LINK TO SC

In this mode the MP-80 will be the main controller to run the game data. It communicates with another MP-80 that is set to SC MODE, that handles all the stat information.

## 3 STAT CONTROLLER (SC) MODE

In this mode the controller only keeps up with the stat data. A main controller (in MAIN MODE WITH LINK TO SC mode on and on the same group #) will send data to this controller in the SC mode. This controller in the SC mode will handle

# VOLLEYBALL - SPORT SPECIFIC

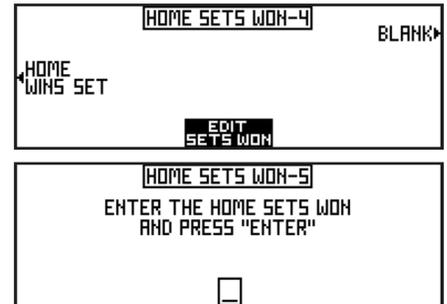
The figure below acquaints you with operating the controller for a volleyball game.



## 1 SETS WON

Press the **SETS WON** key and then the **HOME WINS SET** or **VISITOR WINS SET**.

To enter sets, press the **EDIT SETS WON** key. Enter the sets won on the keypad and press **ENTER**.



## 2 MORE

### TIME OUTS LEFT

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

**-1 & NO TIMER** - This timer will subtract a time out from **TOL** without starting the clock.

**-1 & START T.O. TIMER 1** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

**-1 & START T.O. TIMER 2** - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL, press the **EDIT TOL** key. Enter the period on the keypad and press **ENTER**.

To set the default times - press the **DEFAULT** key and then **TIMER 1** or **TIMER 2**. Enter the new default timeout time and then press **ENTER**.



### INDICATING IF A PLAYER IS IN/OUT

Press the **MORE** key and then the **PLAYER IN/OUT** key. Select the player to replace and then enter the new player number on the keypad. Press **ENTER** to set.



**3**

**KILL**

Press the **KILL** key and then enter the player number for the current kill on the keypad. Press **ENTER** to set.

HOME PLAYER NUMBER-KILL  
ENTER THE HOME PLAYER NUMBER  
FOR THE CURRENT KILL  
AND PRESS "ENTER"  


**4**

**DIG**

Press the **DIG** key and then enter the player number for the current dig on the keypad. Press **ENTER** to set.

HOME PLAYER NUMBER-DIG  
ENTER THE HOME PLAYER NUMBER  
FOR THE CURRENT DIG  
AND PRESS "ENTER"  

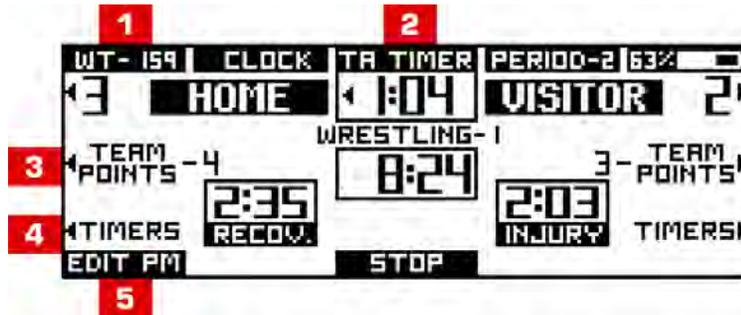

**5**

**STOPPING A TIME OUT**

Press the **STOP T.O.** key to stop a time out.

# WRESTLING - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a wrestling game.



**1 WEIGHT CLASS**

Press the **WT** key and then enter the weight class on the keypad. Press **ENTER** to set.

[WEIGHT CLASS-162]

ENTER THE WEIGHT CLASS AND PRESS "ENTER"

\_ \_

**2 TIME ADVANTAGE TIMER**

Press the **TA TIMER** key and then enter the corrected time advantage time. Press **ENTER** to set.

[TIME ADVANTAGE TIMER-8:63]

\*BLANK ENTER THE CORRECTED TIME ADVANTAGE TIME AND PRESS "ENTER"

: \_ \_

**3 TEAM POINTS**

Press the **TEAM POINTS** key and choose from the preset points.

**OR** enter points on the keypad by pressing the **EDIT TM PTS** key and then press **ENTER**.

+1	[HOME TEAM POINTS-2]	BLANK
+3		+5
+4	[EDIT TM PTS]	+6

[HOME TEAM POINTS-3]

ENTER THE HOME TEAM POINTS AND PRESS "ENTER"

\_ \_

## 4

### SETTING INJURY, BLOOD & RECOVERY TIMERS

Press the **TIMERS** key and then press the corresponding key to start or stop a timer.

To set the timer, press the **EDIT TIMER** key for the corresponding timer and enter the time on the keypad. Press **ENTER** to set.

To enter the default injury time, press the **DEFAULT** key and then enter the time on the keypad. Press **ENTER** to set.

```

INJURY - 0:00 HOME TIMERS
BLOOD - 0:20
RECOVERY - 0:14
DONE
    
```

```

HOME INJURY TIMER - 0:46
START
STOP
DONE EDIT
TIMER
    
```

```

HOME INJURY TIMER EDIT - 2:37
ENTER THE HOME INJURY TIMER
AND PRESS "ENTER"
DEFAULT :
    
```

```

DEFAULT - INJURY TIMER - 7:6
ENTER THE DEFAULT INJURY TIMER
AND PRESS "ENTER"
:
    
```

## 5

### EDITING PREVIOUS MATCHES

Press the **EDIT PM** key and then the **ADD MATCH**, **EDIT H/V PTS** or **EDIT WEIGHT** key. Enter the new value on the keypad and press **ENTER**.

```

DELETE PREVIOUS MATCHES EDIT ADD
MATCH MATCH H/V WEIGHT MATCH
↑ EDIT
↓ H/V PTS
EDIT
WEIGHT
DONE
    
```

# **TROUBLESHOOTING**

Try the solutions suggested below to troubleshoot the MP-80. If you need additional help, press the **SERVICE** key on Menu-2 on the MP-80 for the service contact information.

## **NOTHING APPEARS ON THE SCOREBOARD**

Verify the following:

- The MP-80 is correctly synced with the scoreboard as instructed on the MENU - SETUP 3 - WIRELESS instructions page.
- There is not another controller within range that is interfering with the signal.

## **SCOREBOARD DOES NOT RESPOND**

Verify the following:

- The proper scoreboard group and board number are selected as instructed on the MENU - SETUP 3 - WIRELESS instructions page.

## **HANDSWITCH IS NOT SYNCING**

Verify the following:

- The batteries are charged.
  - The handswitch is ON and within range of the controller.
-





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