

Scoreboard Directions

- 1. Turn scoreboard on (red button in the <u>upper left</u> of the controller). Then press <u>RESET</u> to start new game.
- 2. To record Balls, Strikes, and Outs, use the keypad on the far right of the controller.
- To reset the Balls and Strikes for a new batter, use the appropriate GUEST and HOME keypad and press the New Bat/At Bat key. Enter the batters number and press Enter.
- 4. To <u>increase</u> the Home teams score by one, press the +1 key on the HOME score keypad. For Guest score, use the GUEST score keypad.
- 5. To <u>decrease</u> the HOME teams score by one press the -1 key on the HOME score keypad. For Guest score decrease, use the GUEST score keypad.
- 6. To record a Hit for the Home team press the Hit key on the HOME score keypad. For Guest Hit, use the GUEST score keypad.
- 7. To record an Error for the Home team, press the Error key on the HOME score keypad. For Guest Error, use the GUEST keypad.
- 8. At the END of an inning, press the Inning key on the far right keypad this will move it to the next inning.



Make a mistake? No worries, Don't Panic! You can edit:)

Editing

How to edit Hit/Error if you make a mistake:

- Press the Edit key on the Home Score keypad
- Press Hit or Error
- Use the number pad to correct the Hit/Error
- Press Enter

How to edit the Inning:

- Press the Edit key on the Home Score keypad
- Press inning
- Use the up or down arrow to correct the inning
- Press Enter

How to edit the Score in a different inning:

- Press Edit on the Home side
- Press Inning you want to fix
- Hit Enter
- Use +1 or -1 (Home or Guest) to fix the score
- Press edit, select Inning you want to return to, Hit Enter

How to adjust the LED Brightness:

- Press Reset then Option to get into options menu
- The LCD should read Select Game. **Press up arrow 3 times** to get to "Select Brightness".
- Press Enter, then use the down arrow to lower brightness or up arrow to increase brightness. 10 is max. (Note: if you go too low on brightness, it will flicker.)
- Press **Option** to get out of the option menu.

