

Multisport 452

OPERATING INSTRUCTIONS

CONTROL CONSOLES



Models with or without individual fous

Non-binding pictures

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● GENERALITIES

Scope of delivery	
<p>Main control console</p> <ul style="list-style-type: none"> ✓ The main control console enables to use the main functions in the different modes available (timers, scores, etc...). ✓ Cable transmission model: the control console is powered by the scoreboard. It should only be connected to the STRAMATEL system supplied. 	
<p>Application for Android™ (see the integrated help function)</p> <ul style="list-style-type: none"> ✓ Stramatel has developed a free application for Android™ compatible with the main control console. This application is downloadable on Google Play (with keyword "Stramatel Multisport"). It enables to use the main functions (timers, scores, etc...), to enter text (team names, ...) and to share match results (via sms, email and on social networks...) from a smartphone or a digital tablet. From the control console, some application buttons (main functions: timers, scores, Individual fouls, etc...) can be locked. 	
<p>"Individual fouls/points" control console (only supplied with scoreboards equipped of individual fouls modules – see separate operating instructions)</p> <ul style="list-style-type: none"> ✓ This console enables to enter the individual fouls of the players in basketball. ✓ This console enables to enter the individual points of the players (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal). ✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied. 	
<p>Separate timer control console</p> <ul style="list-style-type: none"> ✓ This console enables to use the timers and the horn separately (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal). ✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied. 	
<p>12V 500mA power supply (radio-controlled model)</p> <ul style="list-style-type: none"> ✓ The power supply enables to recharge the batteries of the main control console. ✓ Use only the power supply supplied by STRAMATEL. 	
<p>2-meter flexible cables</p> <ul style="list-style-type: none"> ✓ The 2-meter flexible cables enable to connect the control consoles to each other (5 pin-sockets on the control consoles). Use only the cables supplied by STRAMATEL. 	
<p>10-meter flexible cable (Cable transmission model or radio controlled model supplied with the cable kit option)</p> <ul style="list-style-type: none"> ✓ The 10-meter flexible cable enables to connect the control console set (5 pin-sockets) to the scoreboard via the wall junction box. Use only the cable supplied by STRAMATEL. 	
Data backup	
<p>The match information is saved in memory in case the control console is switched off. As soon as the control console is turned on again, the match results return automatically. <i>(It is necessary to stop the timers before being able to turn off the control console).</i></p>	
Control console recharge (radio-controlled model)	
<p>The control console is equipped with batteries allowing a battery life of about 16 hours when totally charged. Whilst not in use, the control console must be recharged with the power supply supplied. (Use only the power supply supplied by STRAMATEL).</p> <ul style="list-style-type: none"> ✓ Switch off the control console. Disconnect the other control consoles. ✓ Plug the power supply into the back of the main control console, then plug it into an appropriate mains outlet (the socket should be as close as possible to the control console and must be easily accessible). <p><u>The control console should remain in recharge permanently whilst not in use (Slow charging system does not deteriorate the batteries). Use only the power supply supplied by STRAMATEL.</u></p>	

Functions of the main control console



Keys are numbered from 0 to 28

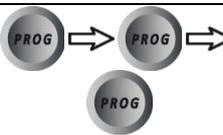
	ON/OFF
	Sport selection / Entering of the numerical data
	Scores / Number of time-outs requested (once the time-out timer is running only)
	Team Fouls
	Penalty timers
	Start / stop of game timer, rest timer, extra-time timer
	Start or stop of time-out timer
	Horn
	Loading of a game period or of an extra-time period
	Backwards
	Loading of a new match
	Correction function (keep the key pressed and press a "score" key or another key)
	Ball possession / Service side
	Inversion of the timer display on the control console / Inversion of the scores (racket sports)
	Validation of the programmed parameters
	Back to parameter programming

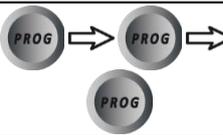
Functions of the separate timer control console



	ON/OFF
	Start or stop of time-out timer
	Start / stop of game timer, rest timer, extra-time timer
	Horn

● SET-UP - PROGRAMMING

Set-up	
Make sure the scoreboard is powered.	
Connect all the control consoles to each other (the control consoles can be connected in any order). To use the "Stramatel Multisport" application for Android™: download the application on Google Play, and connect the smartphone or the tablet into the USB-socket of the main control console. <i>The "individual fouls/points" control console is only supplied with scoreboards equipped of individual fouls modules. The "24 seconds" control console is supplied with ball possession timers (Model SC24).</i> Cable transmission model or radio controlled model supplied with the cable kit option: connect the 10 meters flexible cable between the control consoles and the wall junction box.	
Press the ON/OFF key until the console displays the welcome screen.	
Radio controlled model: the remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the power supply supplied.	
The control console will then enter into the last sport programmed. To change the sport or access to the "general configuration" mode (See. "Various configurations" – Page 8): press key 27 several times.	

Select a sport or a function	
The control console is configured in an undesired sport programme: press key 27 several times (access to the sport menu).	
Then, select the sport or the function needed with the key number indicated on the console screen.	
Change the sport configuration with key 0 (see below "Program the parameters of the sports") or play with the backup configuration with key 9 .	
If you choose to manage the game without Android™ connection, press key 0. If you want to use the Android™ connection, press key 9 (radio-controlled model: the charger must be plugged into the control console).	
<u>Use of Android™ connection:</u> some application buttons (main functions: timers, scores, Individual fouls, etc...) can be locked by pressing key 9 or unlocked by pressing key 0 .	

Programme the parameters of the sports	
Each sport has its own configuration (parameters): length of game periods, length of the extra-time periods, number of sets or number of periods, etc... These parameters are saved in memory in case the control console is switched off or a new sport programmed (what makes the use of the console easier in case of several clubs using it).	
The settings of a sport program (Free mode, Basketball...) can be personalized. The new sport program resulting from this personalization can be saved in the control console under any file name and be used any way you wish (up to 10 files can be saved). For example: "Children Basketball", "Senior Handball", "Korfball", "Pelota", etc...	
Choose a sport: the console screen displays the stored configuration for this sport during a few seconds. Press key 18 to view the data on the console screen longer. Press key 18 again once this data have been read.	
Change the configuration with key 0 (see next page) or play with the stored configuration with key 9 (direct access to the game).	

Programme the parameters of the sports (continued from previous page)

To change configuration: come back to the source configuration of the console in this sport with key **9** or keep the last parameters with key **0** or open a saved file (saved sport programs with personalized settings) with key **1** (if a file has been saved in this sport category).

Configuration: answer the various questions displayed on the console screen. For each question, the control console offers the last stored configuration (the data blinks on the console screen):

- ✓ enter this answer with key **23**.
- ✓ select another answer with keys **0** to **9**.
- ✓ programme lengths of time with keys **0** to **9** and and enter time with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.

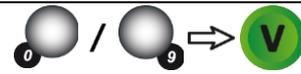
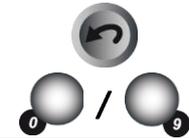
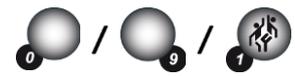
Save the personalized sport program in a saved file (saved sport programs with personalized settings) with key **0** or open directly the saved sport program with key **9**.

Save the personalized sport program: choose one of the saved files with keys **0** and **9** (drop-down list) and enter with key **23**. Bear in mind not to overwrite an existing file.

Enter the name of the file you want to save by using SMS mode:

- ✓ Choose the name by using keys **0** to **9** (14 characters maximum).
- ✓ Change the character previously entered with key **13**.
- ✓ Change mode (Capital letters / Small letters / Numbers) with key **21**.

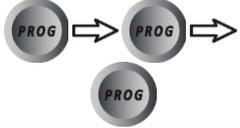
Enter the name of the saved file with key **23**.



● VARIOUS CONFIGURATIONS

Some general parameters are configurable: the control console language, the display time of the clock on the scoreboard, the transmission mode of the control console (standard radio-controlled model), the display of the basketball led strips.

The parameters of the control console can be reset.

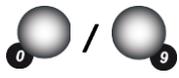
Access to the "General configuration" mode	
The control console is configured in an undesired sport programme: press key 27 several times (access to the sport menu).	
Keep key 27 pressed for 1 second until the console displays the "Configuration Language" screen.	
Choose the parameter you need to change with keys 0 and 9 (drop-down list).	
Access to the configuration of the parameter needed with key 23 .	

Language of the control console	
The control console is programmable in different languages. Access to the configuration of this mode as described previously. Select the language needed with the key number indicated on the console screen.	

Display of the clock on the scoreboard	
The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night. Access to the configuration of this mode as described previously. Programme the extinction and display time-slots of the clock: <ul style="list-style-type: none"> ✓ Programme the hours with keys 0 to 9 and enter the choice with key 23. ✓ Programme the minutes the same way and enter the choice with key 23. 	

Control console transmission mode (standard radio-controlled model)	
The standard radio-controlled console is equipped with 6 different pre-set transmission frequencies (channels) and can also be used in cable transmission mode. Access to the configuration of this mode as described previously. Choose a different radio channel with keys 0 to 5 or choose cable transmission mode with key 9 (the radio transmission mode is off).	

Basketball – Led-strip display at the end of the ball possession time (24 s)	
If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the operation mode of the led strips can be configured on the control console. Access to the configuration of this mode (24s) as described previously. With the key number indicated on the console screen: choose the operation mode of the led strips when the ball possession time expires. <i>In all cases, the red led strips light up to indicate the end of the game periods.</i>	

Basketball – Steady or blinking Led-strip display (Ledstrip)	
If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the display mode of the led strips can be configured on the control console. Access to the configuration of this mode (Ledstrip) as described previously. Choose if the led strips should light-up steady (key 0) or blink (key 9).	

Global reset of the console parameters

The control console can be completely reset (source configuration in all sports).
Access to the configuration of this mode (Global Reset) as described previously.
Reset the parameters (source parameters) with key 9.



In case of new sports rules (USB key)

In case of new sports rules, the programmes of the main control console and of the "individual fouls/points" control console can be updated using a simple USB key.
In this case, a specific instruction for programme update will be provided with the USB key.



● SCOREBOARD CLOCK

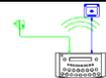
The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night during a programmed time-slot (See. "Display of the clock on the scoreboard" – Page 8).

If the scoreboard is equipped as an option with a DCF or GPS antenna, the day time is reset automatically.

Clock setting

Make sure the scoreboard is powered and turn the main control console on.

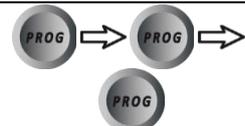
The other control consoles are not used in this mode.



Press the ON/OFF key until the console displays the welcome screen.



The control console is configured in an undesired sport programme: press key 27 several times (access to the sport menu).

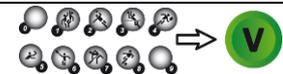


Select the "clock setting" mode with key 18.



Programme the hours with keys 0 to 9 and enter your choice with key 23.

Programme the minutes the same way and enter your choice with key 23.



Turn off the control console by keeping key ON/OFF pressed and plug it in for recharge.

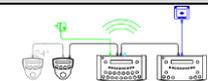
The time is permanently saved in memory in the scoreboard in case of a power failure.



● SAVED FILES – PERSONALIZATION OF SPORT PROGRAM SETTINGS

Open a saved sport program (saved sport programs with personalized settings)

If needed, connect the control consoles to each other (according to the sport discipline).



Press the ON/OFF key until the console displays the welcome screen.



If a sport discipline has not been selected in the control console yet: select the "Saved files" mode with key 17.



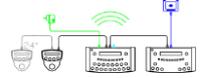
Select the saved file needed with keys 0 and 9 (drop-down list) and enter with key 23. The sport discipline is automatically selected. The console screen displays the stored configuration during a few seconds.



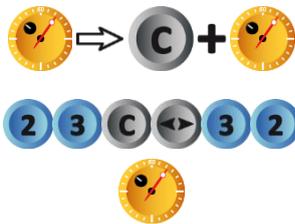
Change the configuration with key 0 or play with the stored configuration with key 9.



● BASKETBALL

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Basketball" mode with key 1 .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, length of the extra-time periods, length of the time-outs. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key 18 .	
On the scoreboard: display the clock instead of the pre-match timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
If needed, stop the pre-match timer to charge the 1 st game period with key 28 .	
Start or stop the game timer with key 18 .	
Display on the console screen the elapsed game time instead of the remaining time and vice versa with key 21 .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key 28 . <ul style="list-style-type: none"> ✓ The number of team fouls goes back to zero (except at extra-time period). ✓ The number of time-out requests only reaches zero at half game time and at extra-time periods. 	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Add 1, 2 or 3 points with keys 10, 12, 14 (Home) or keys 22, 24, 26 (Guests).	
Deduct 1, 2 or 3 points by pressing keys 16 and 10, 12, 14, 22, 24 or 26 simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If an "Individual fouls/points" control console is connected: the team fouls are automatically accumulated on the main control console.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

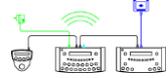
Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

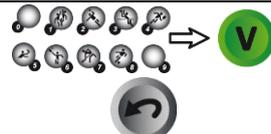
Ball possession	
Invert the ball possession indicator (<i>home / guests / arrows off</i>) with key 20 .	

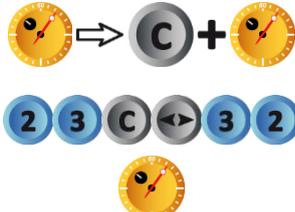
Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● HANDBALL

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Handball" mode with key 2 .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, length of game periods and mode of display of the game timer (count-up or count-down, periods time accumulative or not), length of the extra-time periods, length of the time-outs, display of the number of time-outs or of the number of penalties on the scoreboard (indicators on some models). The following data can also be programmed: reset of time-out requests at the end of each period or only at the end of the match, display or not of the time-out timer and of the rest timer on the scoreboard, obligation or not to stop the game timer before launching a penalty timer. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key 18 .	
On the scoreboard: display the clock instead of the pre-match timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
If needed, stop the pre-match timer to charge the 1 st game period with key 28 .	
Start or stop the game timer with key 18 .	
End of the first game period: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
Stop the rest timer and charge a new game period or an extra-time period with key 28 .	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties	
3 penalty timers of 2 or 4 minutes are available for each team. Stop the game timer with key 18 (if necessary – see Programming). Launch a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). Press the appropriate key once or twice to choose the length of the penalty (2 or 4 minutes). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
The horn can sound automatically or not at the end of a programmed time (Pre-match, game, time-out timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key 19 .	

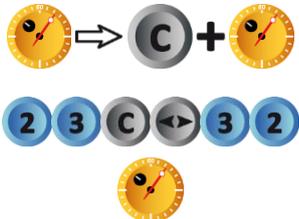
Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● VOLLEYBALL

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Volleyball" mode with key 3 .	
The console screen displays the stored configuration during a few seconds: automatic start of technical time-outs or not, length of the technical time-outs if needed, length of the other time-outs. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Game timer	
Start or stop the game timer with key 18 .	
If needed, stop the game timer with key 18 and reset it (back to 0) with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Validate the sets won with key 23 .	
It is possible to come back to the last operation with key 13 (<i>the last 3 operations can be cancelled</i>). The number of points and sets can be automatically corrected.	
Special case - Euroleague relegation match: at the end of the match, if the results are even after 2 matches, it is possible to play a Golden set in 15 winning points. Press key 28 , then key 9 . The Golden set can start.	

Service side	
Invert the service side with key 20 .	

Substitutions	
Count the substitutions made during the set with key 11 (Home) or key 25 (Guests).	
Correct the substitutions made during the set by pressing keys 16 and 11 or 25 simultaneously.	
The number of substitutions made during the set can be displayed in place of the timer on the scoreboard. Keep key 16 pressed and press key 28 several times ('S' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB, NL, PT, SV: 'S' / DA: 'R' / FI: 'V').	

Standard time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Technical time-outs	
If you have opted for automatic technical time-outs: in the first 4 sets, the technical time-outs start automatically and the horn can sound automatically when the first team scores 8 or 16 points (see "Horn" below).	

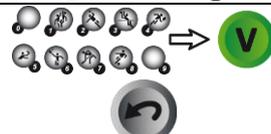
Horn	
If you have opted for automatic technical time-outs: <ul style="list-style-type: none"> ✓ The horn can sound automatically or not at the begin of a technical time-out. ✓ Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's'). 	
Sound the horn manually with key 19 .	

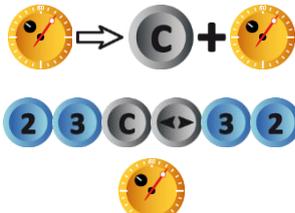
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key 16 pressed and press key 28 several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● TENNIS

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

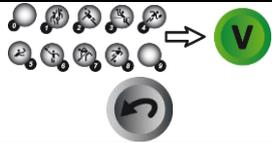
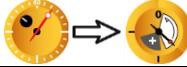
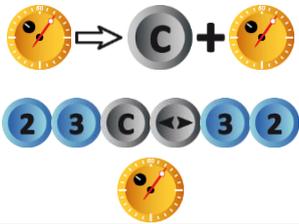
Programming	
Select the "Tennis" mode with key 4.	
The console screen displays the stored configuration during a few seconds: number of sets, number of games to win a set, operation with or without deciding point system (No-Ad – "N-A" on the console screen), operation mode in the last set (set replaced by a tie-break in 7 winning points, by a tie-break in 10 winning points or normal set in x winning games), sets played with or without Tie-Break, final set played with or without Tie-Break ("+TB" on the console screen). Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9.	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9, and enter your answer with key 23. During programming, it is always possible to come back to the previous programming with key 13.	

Game timer	
Start or stop the game timer with key 18.	
If needed, stop the game timer with key 18 and reset the timer (back to 0) with key 28.	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Enter the points with key 10 (Home) or key 26 (Guests). <i>The games and the sets are counted automatically.</i>	
It is possible to come back to the last operation with key 13 (<i>the last 3 operations can be cancelled</i>). The number of points, games and sets can be automatically corrected.	
Correct (only) the points by pressing keys 16 and 10 or 26 simultaneously.	

Service side	
The service side is inverted automatically at each game and during the Tie-Breaks. If needed, invert the service side with key 20 .	
Display side of the scores	
You can change the side of the scores on the control console and on the scoreboard to follow the change of players' side during the match. Invert the display manually with key 21 .	
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key 16 pressed and press key 28 several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● TABLE TENNIS

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	
Programming	
Select the "Table Tennis" mode with key 5.	
The console screen displays the stored configuration during a few seconds: number of sets. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9.	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9, and enter your answer with key 23. During programming, it is always possible to come back to the previous programming with key 13.	
Game timer	
Start or stop the game timer with key 18.	
If needed, stop the game timer with key 18 and reset the timer (back to 0) with key 28.	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	
Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Validate the sets won with key 23.	
It is possible to come back to the last operation with key 13 (the last 3 operations can be cancelled). The number of points and sets can be automatically corrected.	

Service side

The service side is inverted automatically.
If needed, invert the service side with key **20**.



Display side of the scores

You can change the side of the scores on the control console and on the scoreboard to follow the change of players' side during the match.
Invert the display manually with key **21**.



Display of the clock on the scoreboard

The clock can be displayed instead of the timer on the scoreboard.
Keep key **16** pressed and press key **28** several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.

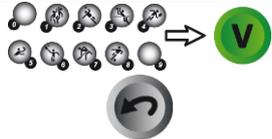


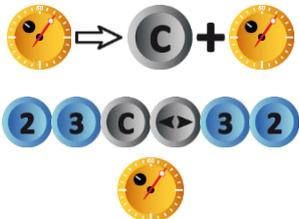
Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



● BADMINTON

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

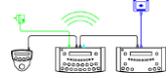
Programming	
Select the "Badminton" mode with key 6 .	
The console screen displays the stored configuration during a few seconds: number of points to win a set - 21 points (30-29 max and 2 winning sets), 15 points (21-20 max and 2 winning sets) or 11 points (11-10 max and 3 winning sets). Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

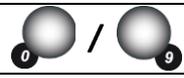
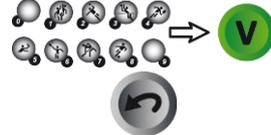
Game timer	
Start or stop the game timer with key 18 .	
If needed, stop the game timer with key 18 and reset the timer (back to 0) with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

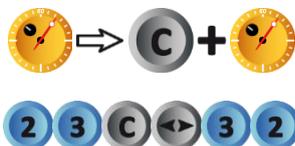
Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Validate the sets won with key 23 .	
It is possible to come back to the last operation with key 13 (<i>the last 3 operations can be cancelled</i>). The number of points and sets can be automatically corrected.	

Service side	
Invert the service side with key 20 .	
Display side of the scores	
You can change the side of the scores on the control console and on the scoreboard to follow the change of players' side during the match. Invert the display manually with key 21 .	
Rest timer	
Start or stop the rest timer with key 17 .	
Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard. Keep key 16 pressed and press key 28 several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● RINK-HOCKEY

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

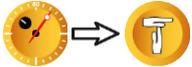
Programming	
Select the "Rink-Hockey" mode with key 7 .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, display of the team fouls or of the penalty timers on the scoreboard, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. The length of each penalty can also be programmed. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key 18 .	
On the scoreboard: display the clock instead of the pre-match timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
If needed, stop the pre-match timer to charge the 1 st game period with key 28 .	
Start or stop the game timer with key 18 .	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key 21 .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key 18 .	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 . This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. Enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	

Penalties (the lengths can be modified during programming)	
3 penalty timers of 2, 4 or 10 minutes are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 4 or 10 minutes). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties (the lengths can be modified during programming)	
3 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). <i>For each team: the shortest penalty is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● ICE-HOCKEY

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Ice-Hockey" mode with key 11 .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. The length of each penalty can also be programmed. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key 18 .	
On the scoreboard: display the clock instead of the pre-match timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
If needed, stop the pre-match timer to charge the 1 st game period with key 28 .	
Start or stop the game timer with key 18 .	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key 21 .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key 18 .	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 . This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. Enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties (the lengths can be modified during programming)	
3 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). <i>For each team: the shortest penalty is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	

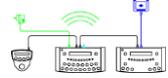
Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

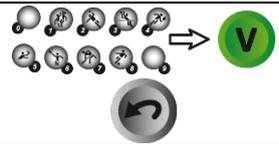
Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

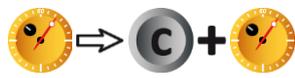
Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

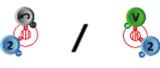
● UNI-HOCKEY / FLOORBALL

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Unihockey / Floorball" mode with key 12 .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods. The length of each penalty can also be programmed. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Pre-match timer / Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the pre-match timer with key 18 .	
On the scoreboard: display the clock instead of the pre-match timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	
If needed, stop the pre-match timer to charge the 1 st game period with key 28 .	
Start or stop the game timer with key 18 .	
Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key 21 .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key 18 .	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 . This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. Enter with key 18. 	 

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Penalties (the lengths can be modified during programming)	
2 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys 12, 13 (Home) or keys 23, 24 (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). <i>For each team: the shortest penalty is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 23 or 24 simultaneously.	

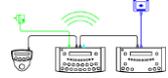
Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

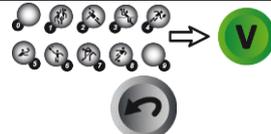
Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

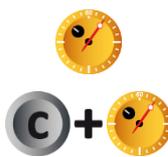
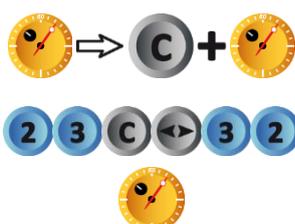
Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● SOCCER / FUTSAL

Set-up	
Connect all the control consoles to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards <i>equipped with individual fouls</i> modules.	
Press the ON/OFF key until the console displays the welcome screen.	

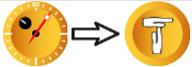
Programming	
Select the "Futsal" mode with key 8 .	
The console screen displays the stored configuration during a few seconds: length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, length of the rest periods between the game periods, mode of display of the rest timer (count-up or count-down). Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Game timer	
Some of the timer features can also be controlled by the separate timer control console (See. "Functions of the separate timer control console" – Page 5).	
Start or stop the game timer with key 18 .	
End of the first game period: <ul style="list-style-type: none"> ✓ Game timer in count-down mode or game timer in count-up mode and "automatic horn" function selected: the rest timer starts automatically. ✓ Game timer in count-up mode and "automatic horn" function cancelled: the game timer stops, but the rest timer does not start automatically to enable the penalty to be shot. Start the rest timer manually with key 18. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
End of the rest period: the next game period is loaded automatically. Start the game timer with key 18 .	
End of the 2 nd game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 . This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Models supplied with an "Individual fouls/points" control console If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	

Penalties	
2 penalty timers of 2 minutes are available for each team. Start a penalty timer with keys 12, 13 (Home) or keys 23, 24 (Guests). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 23 or 24 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
The horn can sound automatically or not at the end of a programmed time (game, time-out timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key 19 .	

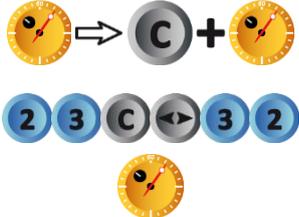
Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● NETBALL

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Netball" mode with key 0 .	
The console screen displays the stored configuration during a few seconds: length of game periods and mode of display of the game timer (count-up or count-down), length of the extra-time periods. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Game timer	
Start or stop the game timer with key 18 .	
End of the first 3 game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key 28 .	
End of the 4 th game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
The horn can sound automatically or not at the end of a programmed time (Game, extra-time timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key 19 .	

Ball possession	
Invert the ball possession indicator (<i>home / guests / arrows off</i>) with key 20 .	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

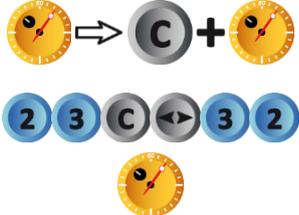
Display of the clock on the scoreboard	
On the scoreboard: display the clock instead of the timer with key 21 ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● BOXING

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Boxing" mode with key 9 .	
The console screen displays the stored configuration during a few seconds: number and length of rounds, mode of display of the round timer (count-up or count-down), length of the rest periods. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

Timer	
Start or stop the round timer with key 18 . End of the rounds: the rest timer starts automatically.	
End of the rest period: the next round is loaded automatically. Start the round timer with key 18 .	
Correction of the round timer: <ul style="list-style-type: none"> ✓ stop the round timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	

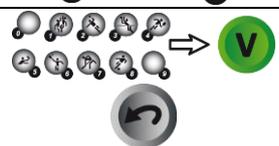
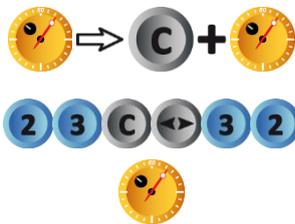
Warnings	
Add 1 warning with key 11 (Home) or key 25 (Guests).	
Deduct 1 warning by pressing keys 16 and 11 or 25 simultaneously.	

Horn	
The horn can sound automatically or not at the end of a programmed time (Round, rest timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's').	
Sound the horn manually with key 19 .	

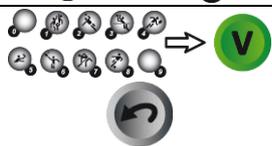
Round number	
If needed, correct the round number by pressing keys 16 and 28 simultaneously.	

End of the fight	
Load a similar type of fight configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of fight configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● TIMER FUNCTION

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	
Programming	
Select the "Timer Function" mode with key 13 .	
The console screen displays the stored configuration during a few seconds: mode of display of the timer (count-up or count-down), length of time (in count-down mode). Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	
Timer	
Start or stop the timer with key 18 .	
In count-down mode: the horn sounds automatically at the end of the programmed time. The timer continues to count on the console screen.	
Correction of the timer: <ul style="list-style-type: none"> ✓ stop the timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	
Horn	
Sound the horn manually with key 19 .	
End of the timing	
Load a similar type of timer configuration by pressing key 28 .	
Load a different type of timer configuration: press key 28 , then enter in programming mode with key 27 .	

● TRAINING TIMER FUNCTION

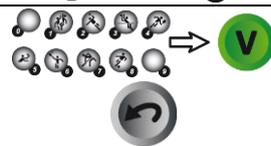
Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	
Programming	
Select the "Training Timer Function" mode with key 14 .	
The console screen displays the stored configuration during a few seconds: length of each exercise period, length of each rest period, number of exercise and rest periods to go. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	
Timer	
Start or stop the timer with key 18 . Exercise and rest periods follow each other automatically on the control console screen.	
Horn	
The horn can sound automatically or not at the end of a programmed time. Cancel or select this function by pressing keys 16 and 19 simultaneously ('HORN' displayed on the console screen = automatic horn - Please note: the text displayed depends on the language programmed: GB, DA: 'HORN' / NL: 'TOETER' / PT: 'BUZINA' / FI: 'S.' / SV: 'TUTA').	
Sound the horn manually with key 19 .	
End of the training	
Load a similar type of training configuration by pressing key 28 .	
Load a different type of training configuration: press key 28 , then enter in programming mode with key 27 .	

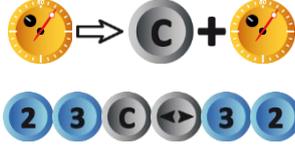
TIMER FUNCTION – TRAINING TIMER

● "FREE" MODE – "PERIODS" MODE

This mode enables to create your own sport programme for any sport played in several periods (mini-basket or wrestling for example).

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Free" mode with key 15 . The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	
The console screen displays the stored configuration during a few seconds: in "periods" mode: number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, mode of display of the side timers (penalty timers in count-down mode or medical timers in count-up mode), length of the penalties, display of the number of time-outs or of the number of penalties on the scoreboard (indicators are available on some models), display of the team fouls or of the penalty timers on the scoreboard. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
To <u>change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	

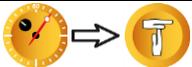
Game timer	
Start or stop the game timer with key 18 .	
Timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key 21 .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key 28 .	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. Enter with key 18. 	

Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
Reset the score (back to 0) by pressing keys 15 and 10 or 26 simultaneously.	

Team fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	
Reset the team fouls (back to 0) by pressing keys 15 and 11 or 25 simultaneously.	

Penalty timers – in count-down mode	
3 penalty timers are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	
Delete all the penalty timers by pressing keys 15 and 12, 13, 14, 22, 23 or 24 simultaneously.	

Medical timers – in count-up mode (for wrestling, for example)	
1 medical timer is available for each team. Start or stop a medical timer with key 13 (Home) or key 23 (Guests).	
Delete 1 medical timer by pressing keys 16 and 13 or 23 simultaneously.	
Delete all the penalty timers by pressing keys 15 and 13 or 23 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	
Reset the number of time-out requests (back to 0) by pressing keys 15 and 17 simultaneously.	

Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Game, time-out timers).</i>	

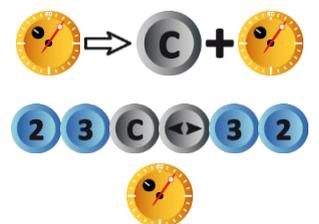
Ball possession	
Invert the ball possession indicator (<i>home / guests / arrows off</i>) with key 20 .	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

● "FREE" MODE – "SETS" MODE

This mode enables to create your own programme for any sport played in one or several sets (racket sport or pelota for example).

Set-up	
The main control console is used alone (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	
Programming	
Select the "Free" mode with key 15 . The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	
The console screen displays the stored configuration during a few seconds: in "sets" mode: number of sets, number of points to win a set, number of points to win the last set, length of the time-outs. Press key 18 to view the data on the console screen longer.	
Change the configuration with key 0 or play with the stored configuration with key 9 .	
To <u>change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 23 . During programming, it is always possible to come back to the previous programming with key 13 .	
Game timer	
Start or stop the game timer with key 18 .	
If needed, stop the game timer with key 18 and reset the timer (back to 0) with key 28 .	
Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ change the timer: -1min with key 12, -10s with key 14, - 1s with key 16, +1s with key 20, +10s with key 22, +1min with key 24. ✓ enter with key 18. 	
Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	
If needed, reset the scores (back to 0) by pressing keys 15 and 10 or 26 simultaneously.	
Once the minimum score per set is reached: enter the set won with key 23 .	
It is possible to come back to the last operation with key 13 (<i>the last 3 operations can be cancelled</i>). The number of points and sets can be automatically corrected.	

Service side

Invert the service side with key 20.



Time-outs

Stop the game timer with key 18, then start the time-out timer with key 17.



Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.



Reset the number of time-out requests (back to 0) by pressing keys 15 and 17 simultaneously.



Horn

Sound the horn manually with key 19.

The horn sounds automatically at the end of a programmed time (time-out timers).



Display of the clock on the scoreboard

The clock can be displayed instead of the timer on the scoreboard.

Keep key 16 pressed and press key 28 several times ('c' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB: 'c' / NL, PT: 'h' / DA, SV: 'K' / FI: 'k').



The winner of the match

Select the winner of the match with key 21: the number of sets of the winner blinks on the console screen.

If the score is equal: select a winner with key 10 (Home) or key 26 (Guests).



End of the match

Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.



Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27.



"FREE" MODE – "SETS" MODE

STRAMATEL

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