



# OPERATING INSTRUCTIONS CONTROL CONSOLES



Models with programmable team names Models with programmable numbers and names of the players Models with individual fouls Models with or without individual points

Non-binding pictures



# SUMMARY

Pages 3-5	Generalities					
3	✓ Scope of delivery					
3	✓ Data backup					
3	✓ Control console recharge (radio-controlled model)					
4	✓ Functions of the main control console					
5	✓ Functions of separate timer control console					
Pages 6-7	Set-up and Programming					
6	✓ Set-up					
6	✓ Select a sport or a function					
6	<ul> <li>Programme the parameters of the sports</li> </ul>					
7	<ul> <li>Programme the team names, the number and the name of the players</li> </ul>					
Pages 8-9	Various configurations					
8	✓ Access to the "General configuration" mode					
8	✓ Language of the control console					
8	✓ USB-keyboard type					
8	<ul> <li>Display of the clock on the scoreboard</li> </ul>					
8	✓ Control console transmission mode (standard radio-controlled model)					
9	✓ Basketball - Led-strip display at the end of the ball possession time (24s.)					
9	<ul> <li>Basketball – Steady or blinking led-strip display</li> </ul>					
9	✓ Global reset of the console parameters					
9	✓ In case of new sports rules (USB key)					
Pages 9-41	Sports and functions					
9	✓ Clock					
10-11	✓ Basketball					
12-13	✓ Handball					
14-15	✓ Volleyball					
16-17	✓ Tennis					
18-19	✓ Table Tennis					
20-21	✓ Badminton					
22-23	✓ Rink-Hockey					
24-25	✓ Inline-Hockey					
26-27	✓ Ice-Hockey					
28-29	✓ Uni-Hockey / Floorball					
30-31	✓ Soccer / Futsal					
32-33	✓ Netball					
34-35	✓ Boxing					
36	✓ Timer Function					
37	✓ Training Timer Function					
38-39	✓ "Free" mode – "Periods" mode					
	✓ "Free" mode – "Sets" mode					

ZI de Bel Air 44850 LE CELLIER FRANCE stramatel@stramatel.com Tél. +33 (0)2 40 25 46 90

UA452MXX12X-123\_B - Control console 452M alpha & players.docx





# GENERALITIES

Scope of delivery				
Main control console				
$\checkmark$	The main control console enables to use the main functions in the different modes available (timers, scores, etc).	0		
✓	Cable transmission model: the control console is powered by the scoreboard. It should only be connected to the STRAMATEL system supplied.	4 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		
"Individ	ual fouls/points" control console (see separate operating instructions)			
✓	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.	af 97 97 '9 '8 '8)		
Separat	e timer control console			
✓	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.	v		
USB-key	yboard			
√	The USB-keyboard enables to enter text (team names, player names, etc) and the player numbers. The team names (only) can also be entered directly in SMS mode on the control console.			
12V 500	mA power supply (radio-controlled model)			
$\checkmark$	The power supply enables to recharge the batteries of the main control console.	897 / A		
$\checkmark$	Use only the power supply supplied by STRAMATEL.	7		
2-meter	r flexible cables			
√	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.	2 2		
	er flexible cable (Cable transmission model or radio controlled model supplied with the cable			
kit optio				
$\checkmark$	The 10-meter flexible cable enables to connect the control console set (5 pin-sockets) to the scoreboard via the wall junction box.			
$\checkmark$	Use only the cable supplied by STRAMATEL.			

Data backup	
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.	
(It is necessary to stop the timers before being able to turn off the control console).	

Control console recharge (radio-controlled model)				
charged	trol console is equipped with batteries allowing a battery life of about 16 hours when totally I. Whilst not in use, the control console must be recharged with the power supply supplied. (Use power supply supplied by STRAMATEL).			
✓	$\checkmark$ Switch off the control console.			
✓	Disconnect the USB-keyboard and 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).			
	ntrol console should remain in recharge permanently whilst not in use ( <i>Slow charging</i> a does not deteriorate the batteries). Use only the power supply supplied by IATEL.			



Eunctions of the main co	Functions of the main control concele					
Functions of the main co	Functions of the main control console					
	<image/> <image/>					
	ON/OFF					
ڬۿۿۿۄۜۊۄۜۊۄۊ	Sport selection / Entering of the numerical data / Entering of the team names in SMS mode					
123	Scores / Number of time-outs requested (once the time-out timer is running only)					
	Team Fouls					
2,3,3,2	Penalty timers					
٠	Start / stop of game timer, rest timer, extra-time timer					
T	Start or stop of time-out timer					
( <sup>e</sup> )	Horn					
	Loading of a game period or of an extra-time period					
Ó	Backwards					
C+ RESET	Loading of a new match					
С	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)					
V	Validation of the programmed parameters					
PROG	Back to parameter programming					



Functions of the sepa	Functions of the separate timer control console				
U	ON/OFF				
6	Start or stop of time-out timer				
•	Start / stop of game timer, rest timer, extra-time timer				
( <sup>6</sup> )	Horn				





# **SET-UP - PROGRAMMING**

Set-up	
Make sure the scoreboard is powered.	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).	Ē Ē
Note: the "24 seconds" control console is supplied with ball possession timers (Model SC24).	
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 <b>27</b> several times.	PROG PROG PROG

Select a sport or a function	
Press key <b>27</b> several times (access to the sport menu).	PROG PROG PROG
Then, select the sport or the function needed with the key number indicated on the console screen.	۪ ؆ ۿۿۿۿۿۿۿۿۿۿۿۿۿ
Change the sport configuration with key <b>0</b> or play with the backup configuration with key <b>9</b> .	<b>,</b> / <b>,</b>

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).	
Choose a sport: the console screen displays the stored configuration for this sport during a few seconds.	
Press key <b>18</b> to view the data on the console screen longer.	•
Press key <b>18</b> again once this data have been read.	V L L V
Change the configuration with key <b>0</b> (see below) or play with the stored configuration with key <b>9</b> (direct access to the game).	
<u>To change configuration</u> : come back to the source configuration of the console in this sport with key $9$ or keep the last parameters with key $0$ .	
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.	& C,
✓ 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 <b>13</b> .	
Choose the name of the teams, the number and the name of the players.	
Sports with pre-match timer: the pre-match timer can be started immediately (without	
waiting for the programming of the teams) by pressing key 3 on the separate timer control	
<u>console.</u>	





Programme the team na	mes, the num	ber and the na	ame of the play	yers		
The name of the teams, the number and the name of the players can be programmed with the USB- keyboard supplied.						
The name of the players (only)	can also be prog	ammed directly i	n SMS mode on th	ne control console.	٩ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ	
Programming in SMS mode (na	ame of the players	s only):				
✓ Choose the name of	the Home team b	y using keys <b>0</b> to	9.		۪ ڰؚۿۿۿۿۿۿۿۿۿۿۿۿۿۿ	
✓ Change the character	r previously enter	ed with key <b>13</b> .			$\sim$	
✓ Change team with keep team wit	Change team with key <b>20</b> .					
✓ Change mode (Capit	al letters / Small l	etters / Numbers)	) with key <b>21</b> .			
✓ Enter each name wit	h key <b>23</b> .				V	
Programming with the USB-ke	yboard:					
The control console can be con RUSSIAN and ARABIC (See "US systematically compatible with	B-keyboard type"	– Page 8). Bewar	e, the scoreboard			
✓ Enter the name of the second se	e Home team on	the keyboard.				
In AZERTY or QWERT letters :	Y configuration, t	he keyboard supp	plied enables to er	nter nearly all existing		
<ul> <li>To enter a letter w enter the letter. A</li> </ul>		ess the correspond	ding key between	F1 and F11, then		
		F3 : č, ě, ň,	F4 : â, ê, î,	F5 : å, ů,		
			F9 : ā, ē, ū,			
F11 : đ, ł, ø,						
The same way, wi	th the key F12 you	ı can enter specifi	ic letters:			
F12+a : æ	F12+d : ð	F12+e : ə	F12+g : ǯ	F12+n : ŋ		
F12+o : œ	F12+s : ß	F12+t : þ	F12+z : 3			
✓ Change the letter pr	✓ Change the letter previously entered with key (Backspace).					
<ul> <li>✓ Programme an other name in the same team by using keys ↓ (or ← ) and ↑.</li> </ul>						
✓ Change team with keep of the second se	Change team with key 🖛 (TAB).					
	Change mode (Capital letters - ABC on the console screen / Small letters - abc on the console screen) with key Caps Lock.					
✓ Leave programming	Leave programming with key Esc (or with key 23 on the control console).					





# VARIOUS CONFIGURATIONS

Some general parameters are configurable: the control console language, the language of the text displayed on the scoreboard ("match event messages" option), the type of USB-keyboard, 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	
Press key <b>27</b> several times (access to the sport menu).	
Keep key <b>27</b> pressed for 1 second until the console displays the "Configuration Language" screen.	PROG
Choose the parameter you need to change with keys <b>0</b> and <b>9</b> (drop-down list).	<b>,</b> / <b>,</b>
Access to the configuration of the parameter needed with key <b>23</b> .	V

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

Language of the text displayed on the scoreboard ("match event messages" option)	
The messages can be displayed in different languages.	
Access to the configuration of this mode as described previously.	٩ ۿؚۿۣۿۣۿۣۿۄۜۿؚۿۜۿ
Select the language needed with the key number indicated on the console screen.	

USB-keyboard type	
The control console can be connected to different types of keyboards (AZERTY, QWERTY, HEBREW, RUSSIAN and ARABIC).	
Access to the configuration of this mode as described previously.	٢ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥
Select the type of keyboard needed with the key number indicated on the console screen.	
Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.	

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:	<i>ୄ</i> ୢୖ୶ୡୡୡୣୣୖୖୖ
<ul> <li>Programme the hours with keys 0 to 9 and enter the choice with key 23.</li> </ul>	
<ul> <li>Programme the minutes the same way and enter the choice with key 23.</li> </ul>	

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.	۪ ؆ ۿۿۿۿۿۿ؋؋ۿۿ؋
Choose a different radio channel with keys <b>0</b> to <b>5</b> or choose cable transmission mode with key <b>9</b> (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.	$\cap$
Choose if the led strips should light-up when the ball possession time expires (NO with key <b>0</b> – YES with key <b>9</b> ).	
In both cases, the led strips light up to indicate the end of the game periods.	

#### 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.	0.0
Access to the configuration of this mode (Ledstrip) as described previously.	<b>,</b> / <b>,</b>
Choose if the led strips should light-up steady (key <b>0</b> ) or blink (key <b>9</b> ).	

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.	9

in case of new sports rules (OSB 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 USB-keyboard and the other control consoles are not used in this mode.	
Press the ON/OFF key until the console displays the welcome screen.	
Press key <b>27</b> several times (access to the sport menu).	PROS PROS PROS
Select the "clock setting" mode with key <b>18</b> .	<b>?</b>
Programme the hours with keys <b>0</b> to <b>9</b> and enter your choice with key <b>23</b> .	₽₽₽₽ <u></u> <b>_</b>
Programme the minutes the same way and enter your choice with key 23.	ୟର୍ ର୍ ର୍ ୦, <sup>-&gt;</sup> 🔍
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.	





# BASKETBALL

#### Set-up

Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). If a radio whistle system "Precision time" is used: connect it at the back of the main control console (8 pin-sockets on the control console – specific cable supplied on request).



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

# Check of the "Precision time" and of the basketball led strips If a radio whistle system "Precision time" is used: the link between "Precision time" and main control console can be checked during pre-match and rest periods. During the 5 last minutes of the pre-match period and during the rest periods, "SPT" is displayed on the console screen to indicate that the "Precision time" is in START configuration: stop the "Precision time" before the end of the pre-match period or before the end of the rest period. If the scoreboard is used with ball possession timers (Model SC24) and led-strips: the horns of the display units SC24 and the led-strips can be checked during the pre-match period by pressing key 23 on the main control console.

#### Programming

Select the "Basketball" mode with key <b>1</b> .	<b>A</b>
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 (the length of the TV time-outs is also programmable, but it is not displayed on the console screen), length of the half-time interval of play, length of the others intervals of play (between 1 <sup>st</sup> and 2 <sup>nd</sup> quarter time / between 3 <sup>rd</sup> and 4 <sup>th</sup> quarter time)and length of the rest time before extra-time period.	۲
Press key 18 to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b>
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽₽₽₽₽ ₹₹₹₹₹
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7). <u>Note: the pre-match timer can be started</u> <u>immediately (without waiting for the programming of the teams) by pressing key 3 on the separate timer control console.</u>	

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 <b>18</b> (key disable – except during the 5 last minutes of the pre- match period - if the "Precision time" is used).	<b>V</b>
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	
Start or stop the game timer with key 18 (key disable if the "Precision time" is used).	
Display on the console screen the elapsed game time instead of the remaining time and vice versa with key <b>21</b> .	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>



Pre-match timer / Game timer (suite)	
Stop the rest timer and load a new game period or an extra-time period with key 28.	
$\checkmark$ The number of team fouls goes back to zero (except at extra-time period).	
$\checkmark$ 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 <b>18</b> .	Ŷ
Correction of the game timer:	
<ul> <li>✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>ॐ⇔©+</b>
✓ 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.	230032
✓ enter with key <b>18</b> .	?

#### Scores

Add 1, 2 or 3 points with keys <b>10</b> , <b>12</b> , <b>14</b> (Home) or keys <b>22</b> , <b>24</b> , <b>26</b> (Guests).	123
Deduct 1, 2 or 3 points by pressing keys 16 and 10, 12, 14, 22, 24 or 26 simultaneously.	C+123
If the "Individual fouls/points" control console is connected and the individual points function is used: the team points are automatically accumulated on the main control console.	
Team Fouls	
	-
The Individual fouls are entered on the "Individual fouls/points" control console: the team fouls are automatically accumulated on the main control console.	
Time-outs	
Stop the game timer with key <b>18</b> , then start the time-out timer with key <b>17</b> .	
Euroleague: press key <b>17</b> twice to start a TV time-out timer.	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	1
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1

Horn Sound the horn manually with key 19. 0. The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).

**Ball possession** Invert the ball possession indicator (home / guests / arrows off) 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 <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C + RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	

ZI de Bel Air 44850 LE CELLIER FRANCE stramatel@stramatel.com Tél. +33 (0)2 40 25 46 90



# • HANDBALL

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

Select the "Handball" mode with key <b>2</b> .	<b>S</b>
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. Press key <b>18</b> to view the data on the console screen longer.	•
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team	
names, the number and the name of the players" – Page 7). Note: the pre-match timer can be started	
immediately (without waiting for the programming of the teams) by pressing key 3 on the separate	
timer control console.	

Pre-ma	atch timer / Game timer	
	the timer features can also be controlled by the separate timer control console (See "Functions eparate timer control console" – Page 5).	Ţ
Start or	stop the pre-match timer with key <b>18</b> .	•
If neede	d, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	<b>\$</b>
Start or	stop the game timer with key <b>18</b> .	<b>e</b>
End of t	he first game period: the rest timer starts automatically in count-up mode.	
-	me timer was not stopped quick enough at the end of the period: come back to the game timer ing keys <b>16</b> and <b>18</b> simultaneously.	<b>C</b> + <del>V</del>
Stop the	e rest timer and charge a new game period or an extra-time period with key 28.	
	he last game period and end of each extra-time period: the rest timer does not start tically. If needed, press key <b>18</b> .	•
Correcti	on of the game timer:	
~	stop the game timer with key <b>18,</b> then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>%</b> ⇔ <b>©+</b> %
√	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , +1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> .	230032
$\checkmark$	enter with key <b>18</b> .	<b>(</b>



# Scores Add 1 point with key 10 (Home) or key 26 (Guests). 1 Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously. Image: Comparison of the comp

#### **Penalties**

r

r challes	
3 penalty timers of 2 or 4 minutes are available for each team.	
To give a penalty to a player:	ALC DEF GH IN MND PURS THY WATZ
$\checkmark$ choose the player number with keys <b>0</b> to <b>9</b> .	۪ <i>ڣ</i> ۿۿۿۣۿۿۜۿۊۜڟۜۄ
<ul> <li>launch a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests).</li> </ul>	🧟 , 😤
Press the appropriate key once or twice to choose the length of the penalty (2 or 4 minutes).	2 3 / 3 2
For each team: the shortest penalty timer is displayed on the console screen.	
To change the number of the excluded player:	<b>(C)+</b> 💑 / 💑
press keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	
$\checkmark$ choose the new player number with keys <b>0</b> to <b>9</b> .	٩ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ ۿ
✓ validate the new player number with keys <b>12</b> , <b>13</b> , <b>14</b> (Home) or keys <b>22</b> , <b>23</b> , <b>24</b> (Guests).	🖧 / 💑
To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 14, 22, 23 or 24 twice.	<b>C</b> + 🖧 / 🍰

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

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 <b>16</b> and <b>19</b> 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').	<b>(c)</b> +(+)
Sound the horn manually with key <b>19</b> .	<b>(</b> )

Period number	
If needed, correct the period number by pressing keys <b>16</b> and <b>28</b> simultaneously.	<b>C</b> +🚯

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C + RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	C+ RESET => PROG



# • VOLLEYBALL

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

riogramming	
Select the "Volleyball" mode with key <b>3</b> .	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.	<b>1</b>
Press key <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	ୄ୶ୡୡୡୣ ୡୢୡୡୡୣ
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7).	
Choose the 12 players on the court at the beginning of the match:	
<ul> <li>choose each player number with keys 0 and 9 (drop-down list).</li> </ul>	
$\checkmark$ validate each number with key <b>23</b> or come back to the previous player with key 13.	V / 🔊

#### Game timer

Start or	stop the game timer with key <b>18</b> .	<b>?</b>
If neede	d, stop the game timer with key <b>18</b> and reset it (back to 0) with key <b>28</b> .	
Correcti	on of the game timer:	
~	stop the game timer with key <b>18,</b> then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>%⇒©+%</b>
~	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , +1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> .	230032
✓	enter with key <b>18</b> .	<b>Y</b>

Scores		
Add 1 point with key <b>10</b> (Home) or key <b>26</b> (Guests).	1	
Deduct 1 point by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1	
Validate the sets won with key <b>23</b> .	V	
It is possible to come back to the last operation with key <b>13</b> ( <i>the last 3 operations can be cancelled</i> ). The number of points and sets can be automatically corrected.	$\sim$	
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 <b>28</b> , then key <b>9</b> . The Golden set can start.	✐⇒Ѻ	





1

Se	rvi	ce	si	d	e
JC		CC	31	u	c

Invert the service side with key **20**.

# Substitutions Enter in "Substitutions" mode with key 21. Choose the number of the player substituted, then the number of the player who enters the game with keys 0 to 9. Correct the last number entered with key 13. Move from the number of the player substituted to the number of the player who enters the game with key 23. Validate the substitution with key 10 (Home) or key 26 (Guests).

#### Number of substitutions

Count the substitutions made during the set with key <b>11</b> (Home) or key <b>25</b> (Guests).	
Correct the substitutions made during the set by pressing keys <b>16</b> and <b>11</b> or <b>25</b> simultaneously.	<b>(C)+</b>
The number of substitutions made during the set can be displayed in place of the timer on the scoreboard. Keep key <b>16</b> pressed and press key <b>28</b> 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').	<b>C</b> +🚯

Standard time-outs	
Stop the game timer with key <b>18</b> , then start the time-out timer with key <b>17</b> .	<b>?</b> ⇒ <b>7</b>
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	1
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1
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:

$\checkmark$	The horn can sound automatically or not at the begin of a technical time-out.	
✓	Cancel or select this function by pressing keys <b>16</b> and <b>19</b> 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 <b>16</b> pressed and press key <b>28</b> 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').	<b>C</b> +📀
End of the match	

Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.		C + RESET	
	Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .		C + RESET => PROG
	71 de Bel Air 44850 LE CELLIER ERANCE stramatel@stramatel.com	Tél +	-33 (0)2 40 25 46 90

0>>



### TENNIS

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

r rogi di initia g	
Select the "Tennis" mode with key <b>4</b> .	<b>S</b>
The console screen displays the stored configuration during a few seconds: number of sets, number of games to win a set, 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 <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽₽₽₽₽ ₽₽₽₽₽
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams (See "Programme the team names, the number and the name of the players" – Page 7)	

#### Game timer

Start or	stop the game timer with key 18.	<b>?</b>
If neede	ed, stop the game timer with key <b>18</b> and reset the timer (back to 0) with key <b>28</b> .	✐⇒
Correct	ion of the game timer:	
√	stop the game timer with key <b>18</b> , then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>%⇒©+%</b>
✓	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , <b>+</b> 1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> .	230032
$\checkmark$	enter with key <b>18</b> .	<b>(</b>

Scores	
Enter the points with key 10 (Home) or key 26 (Guests).	
The games and the sets are counted automatically.	
It is possible to come back to the last operation with key <b>13</b> ( <i>the last 3 operations can be cancelled</i> ). The number of points, games and sets can be automatically corrected.	$\sim$
Correct (only) the points by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1



The service side is inverted automatically at each game and during the Tie-Breaks.	Service side	
If needed invert the service side with key <b>20</b>	The service side is inverted automatically at each game and during the Tie-Breaks.	
	If needed, invert the service side with key <b>20</b> .	

Display side of the teams and side of their scores	
You can change the side of the team names and their 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 <b>21</b> .	

Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard.	
Keep key <b>16</b> pressed and press key <b>28</b> 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').	<b>C</b> +🚯

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams.	C + RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	

1AT

CTRONIC SCOREBOARDS

EL







# • TABLE TENNIS

Set-up	
Connect the USB-keyboard with the main control console (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 <b>5</b> .	R
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.	A LAND
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams (See "Programme the team names, the number and the name of the players" – Page 7)	

#### Game timer

dame umer	
Start or stop the game timer with key <b>18</b> .	<b>?</b>
If needed, stop the game timer with key <b>18</b> and reset the timer (back to 0) with key <b>28</b> .	✐⇔�
Correction of the game timer:	
<ul> <li>stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>%⇒©+%</b>
<ul> <li>✓ 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.</li> </ul>	230032
✓ enter with key 18.	<b>?</b>

Scores	
Add 1 point with key <b>10</b> (Home) or key <b>26</b> (Guests).	1
Deduct 1 point by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1
Validate the sets won with key 23.	V
It is possible to come back to the last operation with key <b>13</b> ( <i>the last 3 operations can be cancelled</i> ). 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 teams and side of their scores	
You can change the side of the team names and their 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 <b>21</b> .	

Display of the clock on the scoreboard	
The clock can be displayed instead of the timer on the scoreboard.	
Keep key <b>16</b> pressed and press key <b>28</b> several times ('c' is displayed on the console screen – Please note:	<b>(C)+</b>
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 name of the teams.	by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the	C+RESET	
Load a different type of match configuration programming mode with key <b>27</b> .	n: press keys 16 and 15 simultaneously, then enter in		Ζ







# BADMINTON

Set-up	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

i rogramming	
Select the "Badminton" mode with key <b>6</b> .	
The console screen displays the stored configuration during a few seconds: number of points to win a set - 21 points (30-29 max) or 15 points (21-20 max). Press key <b>18</b> to view the data on the console screen longer.	<b>v</b>
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽₽₽₽₽ QQQ₽₽ <b>V</b>
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams (See "Programme the team names, the number and the name of the players" – Page 7)	

#### Game timer

Game timer	
Start or stop the game timer with key <b>18</b> .	•
If needed, stop the game timer with key <b>18</b> and reset the timer (back to 0) with key <b>28</b> .	♥⇔�
Correction of the game timer:	
<ul> <li>stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>%+</b> \$
<ul> <li>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.</li> </ul>	230032
✓ enter with key <b>18</b> .	<b>(</b>

#### Scores

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





T

#### Service side

Invert the service side with key 20.

Display side of the teams and side of their scores	
You can change the side of the team names and their 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 <b>21</b> .	

#### **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 <b>16</b> pressed and press key <b>28</b> 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').	<b>(C)</b> +
End of the match	
End of the match Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams.	C+RESET







# RINK-HOCKEY

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	

Programming	
Select the "Rink-Hockey" mode with key <b>7</b> .	
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.	<b>%</b>
Press key <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	孕₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽₽
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7). <u>Note: the pre-match timer can be started</u> <u>immediately (without waiting for the programming of the teams) by pressing key 3 on the separate</u> <u>timer control console.</u>	

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 <b>18</b> .	
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	
Start or stop the game timer with key <b>18</b> .	
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 <b>21</b> .	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>
End of the rest period: the next game period is loaded automatically.	
Start the game timer with key 18.	A STATE
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	
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 <b>28</b> .	
Correction of the game timer:	
<ul> <li>✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>%⇒C+%</b>
<ul> <li>✓ 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.</li> </ul>	230032
✓ enter with key 18.	<b>(</b>



Scores	
Add 1 point with key <b>10</b> (Home) or key <b>26</b> (Guests).	
Deduct 1 point by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>(C)</b> + <b>(1)</b>
If the "Individual fouls/points" control console is connected and 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 <b>11</b> (Home) or key <b>25</b> (Guests).	
Deduct 1 team foul by pressing keys <b>16</b> and <b>11</b> or <b>25</b> simultaneously.	<b>C</b> + <b>(</b> )
Penalties	
3 penalty timers of 2, 4 or 10 minutes are available for each team.	
To give a penalty to a player:	ALC DEF CH IN MIND PORS THY WYCTZ
$\checkmark$ choose the player number with keys <b>0</b> to <b>9</b> .	<i>٩</i> ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥ ٥
<ul><li>launch a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests).</li></ul>	
Press the appropriate key once, twice or three times to choose the length of the penalty (2, 4 or 10 minutes).	💑 / 💑
For each team: the shortest penalty timer is displayed on the console screen.	l l
To change the number of the excluded player:	
press keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	C+ 🚓 / 🎰
$\checkmark$ choose the new player number with keys <b>0</b> to <b>9</b> .	ڮؘۿۿ؋؋ۿڟڟۄ؆
✓ validate the new player number with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests).	🆧 / 🍰
To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 14, 22, 23 or 24 twice.	C+ 🖧 / 🍰
Time-outs	
Stop the game timer with key <b>18</b> , then start the time-out timer with key <b>17</b> .	<b>⊘</b> ⇒ <b>(</b>
Once the time-out timer is running: add 1 time-out request with key <b>10</b> (Home) or key <b>26</b> (Guests).	1
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> + <b>1</b>
Horn	
Sound the horn manually with key 19.	05
The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).	
Period number	
If needed, correct the period number by pressing keys <b>16</b> and <b>28</b> simultaneously.	<b>C</b> +
End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C+ RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	



# INLINE-HOCKEY

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

Select the "Inline-Hockey" mode with key <b>10</b> .	1,
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.	•
Press key <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7). <u>Note: the pre-match timer can be started</u> <u>immediately (without waiting for the programming of the teams) by pressing key 3 on the separate timer control console.</u>	

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 <b>18</b> .	
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	
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 <b>21</b> .	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>
End of the rest period: the next game period is loaded automatically.	
Start the game timer with key <b>18</b> .	and the second sec
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	•
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 <b>28</b> .	
Correction of the game timer:	
<ul> <li>stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>℃+℃</b>
<ul> <li>✓ 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.</li> </ul>	230032



#### **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 the "Individual fouls/points" control console is connected and the individual points function is used: the team points are automatically accumulated on the main control console. **Penalties** 3 penalty timers of 2, 5 or 10 minutes are available for each team. To give a penalty to a player: ڮؘۿۿۿۿۿۿۿۿۿۿۿ choose the player number with keys 0 to 9. √ ✓ launch 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). For each team: the shortest penalty timer is displayed on the console screen. To change the number of the excluded player: 1 press keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously. choose the new player number with keys 0 to 9. validate the new player number with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 14, 22, 23 or 24 twice. **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. **0**>> The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers). **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, then choose the name of the teams, the number and the name of the players. 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 and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	

#### Programming

Select the "Ice-Hockey" mode with key <b>11</b> .	
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. Press key <b>18</b> to view the data on the console screen longer.	•
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7). <u>Note: the pre-match timer can be started</u> <u>immediately (without waiting for the programming of the teams) by pressing key 3 on the separate</u> <u>timer control console.</u>	

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.	
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	
Start or stop the game timer with key <b>18</b> .	<b>?</b>
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 <b>21</b> .	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>
End of the rest period: the next game period is loaded automatically.	
Start the game timer with key <b>18</b> .	a sub
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	<b>?</b>
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 <b>28</b> .	
Correction of the game timer:	
<ul> <li>✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>ॐ⇔©+</b> ॐ
✓ 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.	230032



#### **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 the "Individual fouls/points" control console is connected and the individual points function is used: the team points are automatically accumulated on the main control console. **Penalties** 3 penalty timers of 2, 5 or 10 minutes are available for each team. To give a penalty to a player: ؋ۿۿۿۿۅڞۊۿۿ choose the player number with keys 0 to 9. √ ✓ launch 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). For each team: the shortest penalty timer is displayed on the console screen. To change the number of the excluded player: 1 press keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously. $\dot{\rho}$ $\ddot{\rho}$ $\dot{\rho}$ $\ddot{\rho}$ $\ddot{\rho}$ $\ddot{\rho}$ $\dot{\rho}$ $\dot{\rho}$ $\ddot{\rho}$ $\dot{\rho}$ choose the new player number with keys 0 to 9. validate the new player number with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 14, 22, 23 or 24 twice. **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.	
The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).	

**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, then choose the name of the teams, the number and the name of the players.

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 and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	Θ

#### Programming

Select the "Unihockey / Floorball" mode with key <b>12</b> .	2,
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. Press key <b>18</b> to view the data on the console screen longer.	•
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7). <u>Note: the pre-match timer can be started</u> immediately (without waiting for the programming of the teams) by pressing key 3 on the separate timer control console.	

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).	Ţ
Start or stop the pre-match timer with key <b>18</b> .	0
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	<b>\$</b>
Start or stop the game timer with key <b>18</b> .	•
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 <b>21</b> .	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)</b> + <b>(</b> )
End of the rest period: the next game period is loaded automatically.	
Start the game timer with key 18.	A LUNG
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	•
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 <b>28</b> .	
Correction of the game timer:	
<ul> <li>stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>ॐ⇔©+</b> %
<ul> <li>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.</li> </ul>	230032



ڮؘۿۿۿۿۿۿۿۿۿۿ

**0**>>

ð, 8, 8, 8, 0, Q

# 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 the "Individual fouls/points" control console is connected and the individual points function is used: the team points are automatically accumulated on the main control console.

#### **Penalties**

To give a penalty to a player:

- ✓ choose the player number with keys **0** to **9**.
- ✓ launch 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).

For each team: the shortest penalty timer is displayed on the console screen.

To change the number of the excluded player:

- ✓ press keys 16 and 12, 13, 23 or 24 simultaneously.
- $\checkmark$  choose the new player number with keys **0** to **9**.
- ✓ validate the new player number with keys 12, 13 (Home) or keys 23, 24 (Guests).

To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 23 or 24 twice.

# 

Sound the horn manually with key **19**.

**Period number** 

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

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 <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C+RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	C+ RESET => PROG





# SOCCER / FUTSAL

Set-up	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).	
Press the ON/OFF key until the console displays the welcome screen.	0

#### Programming

Select the "Futsal" mode with key <b>8</b> .	R.
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 <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys 0 to 9,	₽₽₽₽₽
and enter your answer with key 23.	ୟନ୍ତ୍ <b>କୃ</b> ଣ୍ଟ ଦୁ 🔽 🔍
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7).	

# 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**.

**Game timer** 

Start of stop the game timer with key 18.	
End of the first game period:	
<ul> <li>Game timer in count-down mode or game timer in count-up mode and "automatic horn" function selected: the rest timer starts automatically.</li> </ul>	
✓ 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.	<b></b>
If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>C</b> + <u></u>
End of the rest period: the next game period is loaded automatically.	
Start the game timer with key 18.	A LAND
End of the 2 <sup>nd</sup> game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	•
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 <b>28</b> .	
Correction of the game timer:	
<ul> <li>✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>♥⇒C+</b> ♥
✓ 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.	230032
✓ enter with key 18.	<b>*</b>



1

#### 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 the "Individual fouls/points" control console is connected and 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 <b>11</b> (Home) or key <b>25</b> (Guests).	
Deduct 1 team foul by pressing keys <b>16</b> and <b>11</b> or <b>25</b> simultaneously.	<b>C</b> + <b>(</b> )

Penalties	
2 penalty timers of 2 minutes are available for each team.	
To give a penalty to a player:	ALC DEF GH IEL MIND POISS TUY WATZ
$\checkmark$ choose the player number with keys <b>0</b> to <b>9</b> .	<i>ଦ ଭ ଁ</i> ଛଁ ଛୁଁ ଛଁ ଭୁଁ ଭିଁ ଭିଁ ଭିଁ ଭି
<ul> <li>launch a penalty timer with keys 12, 13 (Home) or keys 23, 24 (Guests).</li> </ul>	🙊 🧳 🙊
For each team: the shortest penalty timer is displayed on the console screen.	
To change the number of the excluded player:	
<ul><li>press keys 16 and 12, 13, 23 or 24 simultaneously.</li></ul>	
$\checkmark$ choose the new player number with keys <b>0</b> to <b>9</b> .	¢ ¢ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
✓ validate the new player number with keys <b>12</b> , <b>13</b> (Home) or keys <b>23</b> , <b>24</b> (Guests).	i 🐉 / 🗞
To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 23 or 24 twice.	C+ 👌 / 🗞
Time-outs	

Stop the game timer with key <b>18</b> , then start the time-out timer with key <b>17</b> .	✐⇒
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	1
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1

 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.

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C+RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	C+ RESET => PROG





## • NETBALL

Set-up	
Connect the USB-keyboard with the main control console (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 <b>0</b> .	
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 <b>18</b> to view the data on the console screen longer.	<b>%</b>
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽\$\$\$\$\$ \$\$\$\$\$\$\$ \$\$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7).	

Game timer		
Start or stop the game timer with key <b>18</b> .	<b>2</b>	
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 <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>	
Stop the rest timer and load a new game period or an extra-time period with key <b>28</b> .		
End of the 4 <sup>th</sup> game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	<b>?</b>	
Correction of the game timer:		
<ul> <li>✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>∛⇔©+</b> ♥	
✓ 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.	230032	
✓ enter with key 18.	<b>(</b>	





1

С

1

#### 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 <b>16</b> and <b>19</b> 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').	<b>C</b> + <u></u>
Sound the horn manually with key <b>19</b> .	<u>(97)</u>

 Ball possession

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

#### **Period number**

If needed.	correct the period	number by pressing	keys 16 and 28	simultaneously.
in necucu,	concet the period	number by pressing	Reys Io and Lo	sinnancousiy.

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	<b>C</b> + <b>RES</b>

ROG







## BOXING

Set-up	
Connect the USB-keyboard with the main control console (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 <b>9</b> .	
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 <b>18</b> to view the data on the console screen longer.	<b>%</b>
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	€\$\$\$\$\$ €\$\$\$\$\$ \$\$\$\$\$\$ \$\$
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\mathbf{r}$
Choose the name of the boxers (See "Programme the team names, the number and the name of the players" – Page 7)	

Timer	
Start or stop the round timer with key 18.	
End of the rounds: the rest timer starts automatically.	C. set
End of the rest period: the next round is loaded automatically.	
Start the round timer with key 18.	A LAND
Correction of the round timer:	
<ul> <li>stop the round timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously.</li> </ul>	<b>ジ⇔©+</b> ♥
<ul> <li>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.</li> </ul>	230032
✓ enter with key 18.	<b>V</b>





#### Warnings

Add 1 warning with key **11** (Home) or key **25** (Guests).

Deduct 1 warning by pressing keys 16 and 11 or 25 simultaneously.

<b>C</b> + <b>(</b> )	

# 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.



End of the fight	
Load a similar type of fight configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the boxers.	C+RESET
Load a different type of fight configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	





# TIMER FUNCTION

Set-up	
The main control console is used alone (the USB-keyboard and 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 <b>13</b> .	©,
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 <b>0</b> or play with the stored configuration with key <b>9</b> .	<b>,</b> / <b>,</b>
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽₽₽₽₽ QQQ₽ <mark>₽</mark> ₽₽₽
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	

Timer		
Start or	stop the timer with key <b>18</b> .	•
	-down mode: the horn sounds automatically at the end of the programmed time. The timer es to count on the console screen.	
Correcti	on of the timer:	
~	stop the timer with key <b>18,</b> then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>%⇒©+%</b>
~	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , +1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> .	230032
✓	enter with key <b>18</b> .	<b>e</b>

Horn	
Sound the horn manually with key <b>19</b> .	<b>(</b>

End of the timing	
Load a similar type of timer configuration by pressing key <b>28</b> .	<b>\$</b>
Load a different type of timer configuration: press key <b>28</b> , then enter in programming mode with key <b>27</b> .	





# **TRAINING TIMER FUNCTION**

Set-up	
The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	C
Programming	
Select the "Training Timer Function" mode with key <b>14</b> .	3.
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.	<b>%</b>
Press key <b>18</b> to view the data on the console screen longer. Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
To change configuration: answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	<i>₽₽₽₽₽</i> &&&2
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Timer	
Start or stop the timer with key <b>18</b> . 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 <b>16</b> and <b>19</b> 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').	<b>(C)+</b>
Sound the horn manually with key <b>19</b> .	<b>(</b>
End of the training	
Load a similar type of training configuration by pressing key <b>28</b> .	->>
Load a different type of training configuration: press key <b>28</b> , then enter in programming mode with key <b>27</b> .	





### "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	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	J

#### Programming

Select the "Free" mode with key <b>15</b> . The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	RESET
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.	<b>?</b>
Press key <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7).	

# Game timer

Start or	stop the game timer with key <b>18</b> .	<b>*</b>
	count-down mode: display on the console screen the elapsed game time instead of the ng time and vice versa with key <b>21</b> .	
End of t	he first game periods: the rest timer starts automatically in count-up mode.	
•	me timer was not stopped quick enough at the end of the period: come back to the game timer ing keys <b>16</b> and <b>18</b> simultaneously.	<b>(C)+</b>
Stop the	e rest timer and load a new game period or an extra-time period with key 28.	
	he last game period and end of each extra-time period: the rest timer does not start tically. If needed, press key <b>18</b> .	<b>(</b>
Correcti	on of the game timer:	
√	stop the game timer with key <b>18,</b> then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>♥⇒©+♥</b>
~	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , +1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> . Enter with key <b>18</b> .	230032

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



**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: ؋ۿۿۿۿۅڞۊۿڰ choose the player number with keys 0 to 9. launch a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). √ 🔏 / 💑 For each team: the shortest penalty timer is displayed on the console screen. To change the number of the excluded player: press keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously. choose the new player number with keys 0 to 9. validate the new player number with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). To delete 1 penalty timer: keep key 16 pressed and press keys 12, 13, 14, 22, 23 or 24 twice. 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. **Time-outs** Stop the game timer with key 18, then start the time-out timer with key 17. T 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. 0>> The horn sounds automatically at the end of a programmed time (Game, time-out timers). IY **Ball possession** Invert the ball possession indicator (home / guests / arrows off) with key 20. End of the match Load a similar type of match configuration by pressing keys 16 and 15 simultaneously, then choose the name of the teams, the number and the name of the players. Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in ROG programming mode with key 27. ZI de Bel Air 44850 LE CELLIER FRANCE stramatel@stramatel.com Tél. +33 (0)2 40 25 46 90



### "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	
Connect the USB-keyboard with the main control console (the other control consoles are not used in this mode).	
Press the ON/OFF key until the console displays the welcome screen.	0

Programming	
Select the "Free" mode with key <b>15</b> . The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).	(LESET) C
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 <b>18</b> to view the data on the console screen longer.	<b>?</b>
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .	₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽
During programming, it is always possible to come back to the previous programming with key 13.	$\sim$
Choose the name of the teams, the number and the name of the players (See "Programme the team names, the number and the name of the players" – Page 7).	

Game timer		
Start or	stop the game timer with key 18.	<b>%</b>
If neede	ed, stop the game timer with key <b>18</b> and reset the timer (back to 0) with key <b>28</b> .	♥⇒�
Correcti	ion of the game timer:	
✓	stop the game timer with key <b>18,</b> then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.	<b>℃+℃</b>
✓	change the timer: -1min with key <b>12,</b> -10s with key <b>14</b> , - 1s with key <b>16</b> , <b>+</b> 1s with key <b>20</b> , +10s with key <b>22</b> , +1min with key <b>24</b> .	230032
$\checkmark$	enter with key <b>18</b> .	<b>1</b>

Scores	
Add 1 point with key <b>10</b> (Home) or key <b>26</b> (Guests).	1
Deduct 1 point by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1
If needed, reset the scores (back to 0) by pressing keys <b>15</b> and <b>10</b> or <b>26</b> simultaneously.	<b>RESET</b> + 1
Once the minimum score per set is reached: enter the set won with key <b>23</b> .	V
It is possible to come back to the last operation with key <b>13</b> ( <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 <b>18</b> , then start the time-out timer with key <b>17</b> .	v⇔7
Once the time-out timer is running: add 1 time-out request with key <b>10</b> (Home) or key <b>26</b> (Guests).	1
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	<b>C</b> +1
Reset the number of time-out requests (back to 0) by pressing keys <b>15</b> and <b>17</b> simultaneously.	RESET + 🕝
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 <b>16</b> pressed and press key <b>28</b> 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').	<b>C</b> +

The winner of the match	
Select the winner of the match with key 21: the number of sets of the winner blinks on the conso	le 😱 .
screen.	
If the score is equal: select a winner with key <b>10</b> (Home) or key <b>26</b> (Guests).	

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams, the number and the name of the players.	C + RESET
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	



	ELECTRONIC SCOREBOARDS
• NOTES	



	ELECTRONIC SCOREBOARDS
• NOTES	





ZI de Bel Air 44850 LE CELLIER FRANCE ☎ : +33 (0)2 40 25 46 90 Fax : +33 (0)2 40 25 30 63 ⊠ stramatel@stramatel.com www.stramatel.com