ALL AMERICAN

SCOREBOARDS ™

MP-7452 Multi-Sport
Scoreboard with MP5000 Console
Football, Baseball & Soccer

Everbrite ®
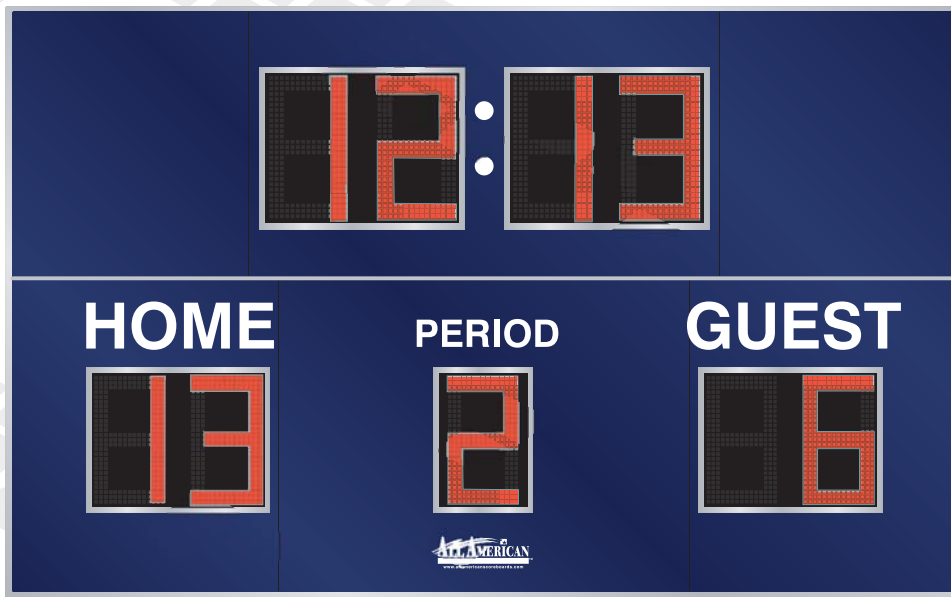
Operator's Manual

Volume VII
Rev. 11/07/07

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Manual Overview

This manual is intended for the use of the All American Scoreboard owners and users. Read this manual carefully before starting the equipment.

This manual contains important information for operation and maintenance of the equipment. It also contains important instructions to prevent accidents, personal injury and/or serious damage prior to or during operation of the equipment.

Familiarize yourself thoroughly with the function and operation of this equipment and strictly observe the directions given. If you have any questions or need further details on specific aspects related to the AAS system, please do not hesitate to contact us.

In this manual you will find three levels of flagged notes or warnings.

WARNING! THE WARNING MESSAGE IS USED WHEN A LIFE THREATENING SITUATION MAY ARISE OR PERSONAL INJURY CAN RESULT.

CAUTION! The caution message is used when there is a danger of damage to the equipment, materials, or other important information; such as Warranty issues.

NOTE: The Note message is used to give operational information and useful tips.

1.0 Keypad Console

The Keybpad Console has a touch sensitive keypad that allows the operator to enter all pertinent information, It then sends the information to the Controller Assembly within the sign by way of radio signal or hard-wire. A LCD screen displays Time, Home and Guest scores, Period and depending on the model Time outs left and Auto Horn Enable. The Keypad you have will depend on the model of Scoreboard and interface system you have.

! CAUTION: To protect the console from damage, it is advisable to disconnect the control and store in a dry secure area when not in use.
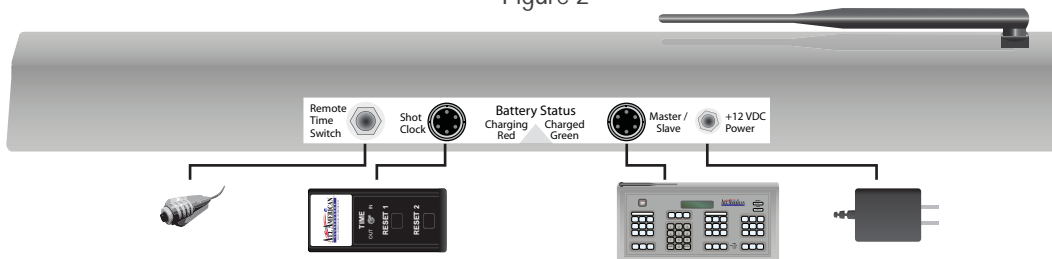

Figure 2

Figure 2B

NOTE: To operate dual signs with a radio unit, a second console must be turned on and connected to the MASTER/SLAVE output via a dual radio console cable (item # 151733). The second console will only be used to transmit information.
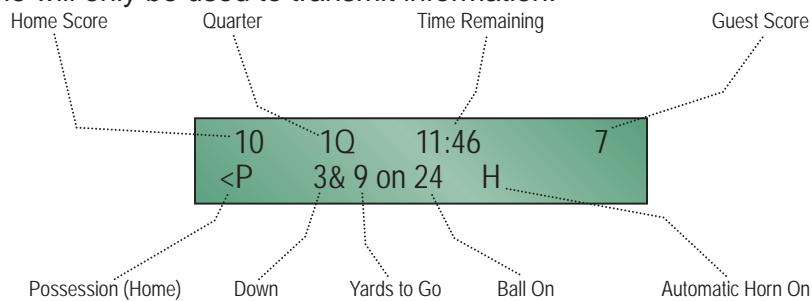

Figure 3. Typical Game-Time LCD Game Display & Definitions

2.0 Keypad Console Functions

Turn On the Keypad console press [ON OFF] once to turn on and again to turn off.

When the Keypad is turned on, the LCD screen should become active.

2.1 Initializing the System at every Start-up.

Locate the Code label on the Keypad console (located upper right corner in Figure 2); the code 61 is used for illustration. Press [CODE] the code [6] [1] then [ENTER]. The LCD should change.

2.2 Setup Fuctions

Press [SETUP] key to step through options listed on the display screen. Once all options are run through, the screen will return to the main screen (see figure 3).

The LCD will display **SET: Brightness Min = 1, Max = 4**, with 4 being the brightest. Press [4] (1-4) then [ENTER].

The LCD will display **PERIOD LENGTH =**, enter the correct length. Example, press [1] [2] [0] [0] then [ENTER] for 12:00.

The LCD will display **TIMEOUT LENGTH = 100**, enter the correct length. Example, press [1] [0] [0] then [ENTER] for 1:00 (default).

The LCD will display **TIMEOUTS ALLOWED = 3**, enter the correct length. Example, press [3] then [ENTER] for 3 timouts (default).

The LCD will display **USE AUTOMATIC HORN? YES,** press [YES NO] to toggle between yes and no. Press [ENTER] to select.

The LCD will display **LAST MINUTE TENTHS? NO** Press [YES NO] to toggle between yes and no. Press [ENTER] to select. **NOTE:** This function is not available in Football Code 61.

The LCD will display **Time of Day** =, enter the correct time. Example, press [2] [4] [5] then [ENTER] for 2:45. The scoreboard will display the time of day after game time use, if desired. Accurate time will be kept without power to the scoreboard for up to 2 months.

2.3 Gametime Operations

To set the correct **quarter**. press [QTR] for 1st quarter. Press again for 2nd quarter, etc.

To set the correct **down**, press [DOWN] for 1st down. Press again for 2nd down, etc.

To change the possession, press [BALL POSS.] (not displayed on scoreboard).

To start the game clock, either move the time switch to **ouт TIME IN** , and switch to **ouт TIME IN** to stop the game clock.

If using the pendant ( ), switch time to **ouт TIME IN** . Press once to start the game clock, and once again to stop the game clock.

To manually change the game clock to 2:00 (for example), stop the clock and press [TIME SET] then [2] [0] [0] then [ENTER].

To reset the clock to the original period length, press [TIME RESET].

To change the time period directional mode for counting up or down; Push [UP DOWN] (Down is default). When in the UP mode, an arrow up symbol is displayed next to the time on the LCD display. If in the DOWN mode, there is no arrow displayed.

To charge a **timeout**, stop the gameclock and press press [TIME OUT] under the appropriate team. To cancel a timeout, press [TIME OUT TIMER] then [CLEAR]. Time Outs Left may need to be adjusted.

To change **time outs left** to 3 (for example), press [T.O.L] then [3] then [ENTER]. The scoreboard will display the number of Time Outs Left under "T.O.L" of the respective team.The maximum number of timeouts allowed is 9.

SCORES

The **Home and Guest Scores** can be changed in four ways.

1. Press [+6] under either Home or Guest Scores to increase the score by 6.

2. Press [+3] under either Home or Guest Scores to increase the score by 3.

3. Press [+1] under either Home or Guest Scores to increase the score by 1.

4. To enter or change a score using the numeric keypad under Home or Guest press

[SCORE]. Enter the score ([2] [7] will change the score to 27) then press [ENTER].
To Clear a score, under Home or Guest press [SCORE] then [CLEAR] .

Horn (Optional)

The horn will blow for 1/2 second each time [HORN] is pressed.

The horn will blow automatically at the end of each period for 2 seconds.

An 'H' is displayed on the LCD when this function is enabled.
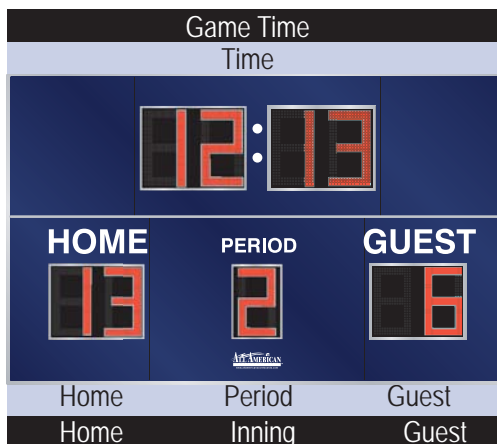
Figure 4. Secondary Programs Sign Configurations

2.4 Soccer Operation

For Soccer operation, use Code 16 and the appropriate slipsheets in your console. **All slipsheets can be downloaded at www.allamericanscoreboards.com/slipsheets. The solid black text will be displayed on both the console and the scoreboard. The gray text will only be** displayed on the console.

Use the [SETUP] button to set the Brightness settings, Half (Period) Lenth, Timeout Length, Timeouts Allowed, Automatic Horn, Last Minute Tenths (disabled), and Time of Day .

To add to a **score**, press [+1] under the appropriate team for each run scored, or manually change by pressing [SCORE] then the appropriate numbers, then [ENTER].

To add a **shot on goal**, press [S.o.G. +1] under the appropriate team for each S.O.G., or manually change by pressing [Shots on Goal] then the appropriate numbers, then [ENTER].

Your console may have additional features that are not displayed on the scoreboard. For example, pressing [KICKS +1] will add a corner kick to the appropriate team. The console will beep. You will not see any confirmation on the console LCD. To see the talley of the number of hits, press [Corner Kicks]. The number of hits will be displayed and can manually be changed. Press [ENTER] to return to the main screen. This also applies to Saves. NOTE: Pressing [CLEAR] instead of [ENTER] will cause the clock to stop timing. Pressing [ENTER] should show start the clock again without losing count of the time.

2.5 Baseball Operation

For baseball operation, use Code 11 and the appropriate slipsheets in your console.

The [SETUP] button only applies to the brightness settings.

To add to a **score**, press [+1] under the appropriate team for each run scored, or manually change by pressing [SCORE] then the appropriate numbers, then [ENTER].

Pressing [BALL], [STRIKE] or [OUT] will increase the number of each item by 1. To reset to zero, press each key until a number does not appear next to "B", "S" or "O" on the console.

Pressing [AT BAT] toggles between which team is at bat (on console).

Press [INNING] then key in the number, then [ENTER] to set the Inning.

Your console may have additional features that are not displayed on the scoreboard. For example, pressing [HIT +1] will add a hit to the appropriate team. The console will beep. You will not see any confirmation on the console LCD. To see the talley of the number of hits, press [HITS]. The number of hits will be displayed and can manually be changed. Press [ENTER] to return to the main screen.

3.0 Maintenance & Troubleshooting

For cleaning, use a window type product with a soft cotton cloth.

> **!** CAUTION: Do not use a power washer, solvent product or abrasive materials for cleaning board faces.

3.1 Table I: Quick Reference Problem/Cause

> **!** WARNING! USE A LOCK OUT/TAG OUT ON CIRCUIT BREAKERS OR "POWER ON/OFF" SWITCHES WHEN PERFORMING INSTALLATION, REPAIRS OR MAINTENANCE.

PROBLEM	POSSIBLE CAUSE	SOLUTION
Scoreboard doesn't light and Console doesn't work	No power to the Scoreboard	Check that the main circuit breaker is on.
		Check to make sure the controller and scoreboard are plugged into an outlet.
Scoreboard Digits don't light (Console Works)	No power out of the controller assembly to the board	Check to make sure the scoreboard is plugged into an outlet.
		Check to make sure a circuit breaker did not get blown.
Digits light, Console works, but, no control of the Scoreboard	No data signal established	Turn off the Scoreboard and the Console and turn the Scoreboard on then the Console. Retry coding Console.
	Low battery (Wireless Consoles)	Be sure the battery is charged (if so equipped), or try the wall transformer to power the Console.
	No RF signal established (Wireless Consoles)	Take Console 10 to 25 feet from the Scoreboard and test again. Check antenna connections and tighten if necessary, both in the Scoreboard and in the Console. CAUTION: the antenna connection at the radio can be easily broken. Push or pull the connector STRAIGHT on or off!
Scoreboard works, but some lights stay on all the time	Short in Digit circuit	Call technical support
The Scoreboard works, but some lights do not come on or blink	Bad Connection	Call technical support
	Bad Driver or Digit Board	Call technical support

> **WARNING!** OPERATION OF THE UNIT WITH THE ELECTRICAL EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

NOTE: For Advanced Trouble Shooting, Service Manuals and Replacement Part Information go to www.allamericanscoreboards.

4.0 Safety Information

The owner of the All American Scoreboard (AAS) is responsible for safe operation and repair. He therefore is obliged to familiarize operating personnel with the contents of this manual and make them aware of all possible hazards.

> **NOTE:** When using this equipment, always follow the manufacturer's instructions for safe operation. In case of emergency, please telephone Technical Support or a qualified service technician.

Do not operate the sign until it is completely assembled and installed per the instructions supplied by AAS.

AAS recommends that your main power be installed by a licensed electrician in accordance with the local building and electrical codes.

All equipment must be grounded in accordance with the local building and electrical codes. AAS recommends Earth Link Ground.

If any part of the Scoreboard equipment is malfunctioning or has been damaged, cease operation and consult with AAS Technical Support or qualified service technician before further use.

Use only AAS specified or recommended replacements parts.

> **WARNING!** USE A LOCK OUT/TAG OUT ON CIRCUIT BREAKERS OR "POWER ON/OFF" SWITCHES WHEN PERFORMING INSTALLATION, REPAIRS OR MAINTENANCE.

When performing repairs be mindful of the weather and work area conditions. Avoid the unit's exposure to the elements, water and debris, or anything that may be dangerous or cause damage to the equipment.

> **WARNING!** OPERATION OF THE UNIT WITH THE ELECTRICAL CIRCUITRY EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

> CAUTION: Use of solvent cleaners or a power washer on your Scoreboard may cause permanent damage.

5.0 Warranty

Five Year Limited Warranty

Non-compliance with procedures of Installation, Safety, Operation and/or Maintenance practices defined in this manual may result in a Warranty issue.

This warranty extends to and is enforceable by only the original consumer purchaser and only for the period (during the applicable term) which the product remains in the possession of the original consumer purchaser. "Original consumer purchaser" means the person who first purchased the product covered by this warranty other than for purpose of resale. This warranty does not apply if it is found that at *any time* the equipment has not been used for its intended purpose.

NOTE: Please ask your dealer, distributor or sales representative for details.

! **CAUTION!** Any unauthorized changes or modifications to this unit without our prior written approval will void the user's warranty and will transfer health and safety obligations to the user

! **CAUTION!** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

NOTE: This equipment has been tested and found to comply with the limits for a class "A" Digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with Owner's Manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area can cause harmful interference in which case the user will be required to correct the interference at their expense.

6.0 Technical Support

6.1 Customer Service

Customer satisfaction is the top priority at AAS. Our skilled, experienced Account Management teams are dedicated to providing highly responsive service through all phases of our client's programs.

These teams are computer-linked to each of our manufacturing facilities to provide "on-line" updates on the status of customer orders. Furthermore, AAS's EDI capabilities allow electronic interchange to efficiently process customer orders.

6.2 Contact Information

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