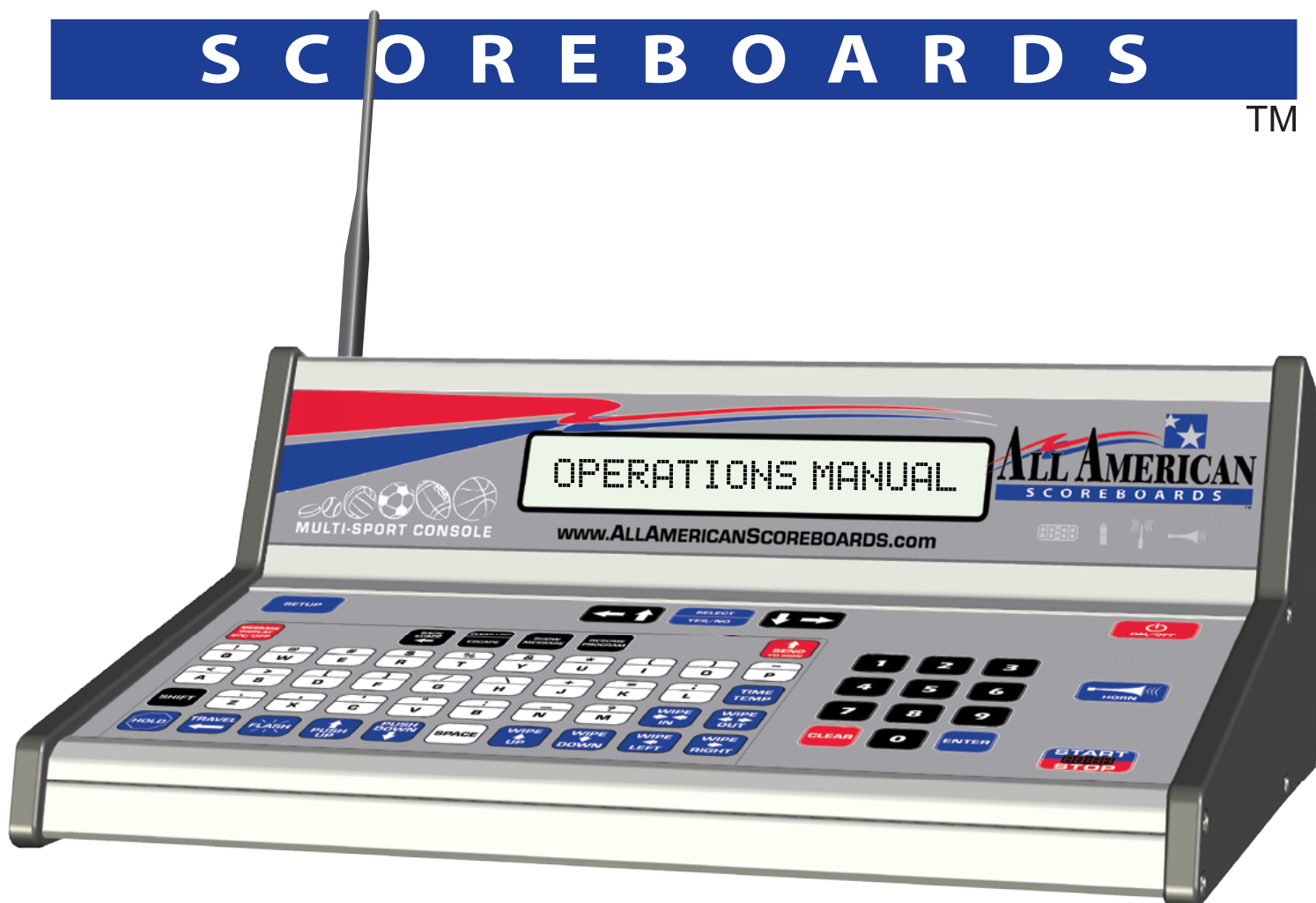


ALL AMERICAN

SCOREBOARDS

TM



8000 SERIES
SCOREBOARDS

www.AllAmericanScoreboards.com

FOOTBALL

SCOREBOARDS

with BASEBALL CONVERSION and Segment Timer Instructions Firmware Version 2.**+ rev. 3/3/2015



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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.

The 8000 Console Backplate.



Adapter LED

Orange = Adapter is good.

Red = Adapter supplies enough power to run, but not enough to charge the battery.

Radio Controlled Units Only

TRANSMITTER MODULE FCC ID:KQL-2510100 IC:2268C-2510100

WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING! This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.

Radio Antenna

Radio Antenna screws into the backplate above the Timer Pendant Switch. For best results, aim antenna straight up to the ceiling or sky - do not aim directly at scoreboard.



Setup Instructions:

Press  ON/OFF once to turn on. Follow prompts on screen.

Press  ON/OFF and hold to turn off.



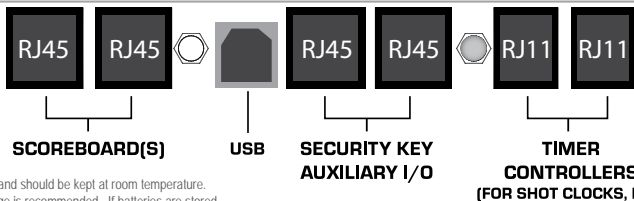
TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING! This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.

ANTENNA

POWER
+12 VDC

STORING:
Battery should be fully charged when storing, and should be kept at room temperature. Recharging once every 30 to 45 days of storage is recommended. If batteries are stored longer, it may take two or three cycles before full run time is restored.



TIMER
PENDANT SWITCH

Pendant Switch

Plug in the pendant switch to bypass the start/stop key for the timer.

Scoreboards

For hard-wired models only, plug the scoreboard(s) into the console using an RJ45 connector. Plug in all hard-wired scoreboards, shot clocks, delay of game timers, segment timers and stat panels here.

Security Key | Auxiliary I/O

Used to connect consoles together for use with stat panels, etc.

Timer Controllers

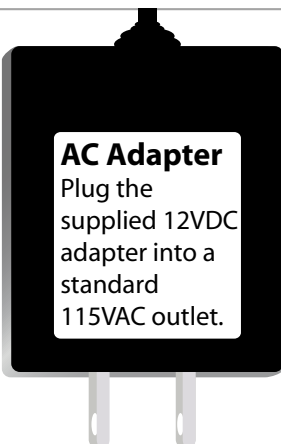
Plug in separate All American consoles that control shot clocks, delay of game timers, etc here using an RJ11 connector.

USB (Console V4.00+ Only)

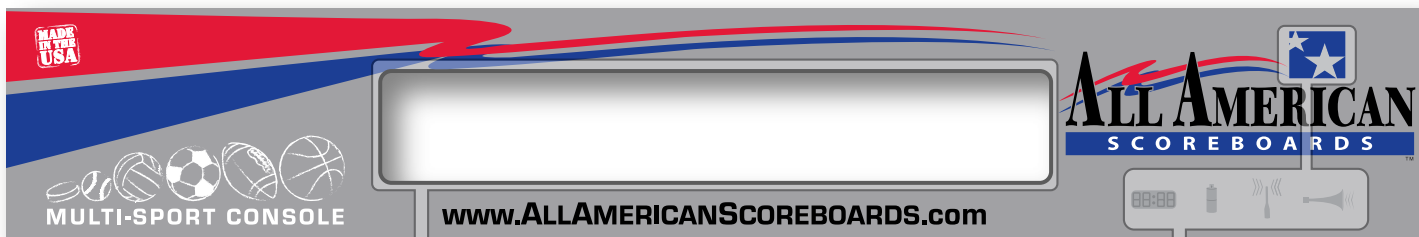
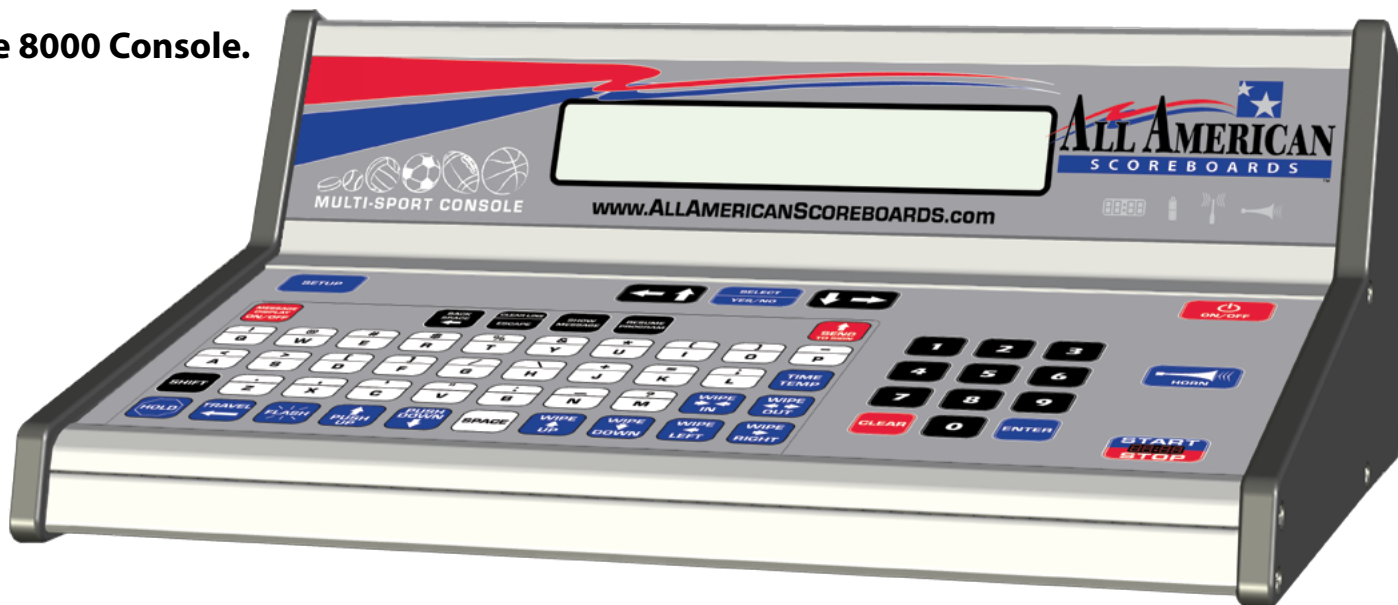
Connect to a computer to update console version and advanced console setup functionality.

AC Adapter

Plug the supplied 12VDC adapter into a standard 115VAC outlet.



The 8000 Console.



LCD Window

Displays game information in a convenient and easy to read 2x20 character matrix.

Also displays game stats and setup information.

Typical Gameplay Display

HOME SCORE	QUARTER	GAME TIME	GUEST SCORE
14	20	10:54	10
<P 2& 6 on37			

HOME	DOWN	YARDS	BALL
POSS.	TO GO	ON	

Low Battery Display

Low battery message will flash in the lower part of display when battery time is below 15 minutes. Plug the console in using the 12VDC plug as soon as possible.

A low battery may require multiple charges before operating at 100% capacity.

The RADIO will be the first component to stop working when battery is low.

14	20	10:54	10
* * * LOW BATTERY * * *			

LED Windows

Displays crucial troubleshooting and functional information at a glance.

 Power.

Stars turn **white** when console is turned on.

 Clock.

Clock symbol lights up **green** when clock timer is running. Turns off when clock is stopped.

 Battery.

Battery symbol displays a constant **red** when charging a battery. Battery symbol turns green or turns off when charged for 3 hours.

 Wireless.

Wireless symbol will light **blue** when a the battery is connected. Light will flash if antenna is disconnected.

 Horn.

If autohorn is selected in setup, the horn symbol will light up in an **amber** color. If autohorn is not activated, the symbol will only light when horn is pressed.

The 8000 Console Keypad.

Setup

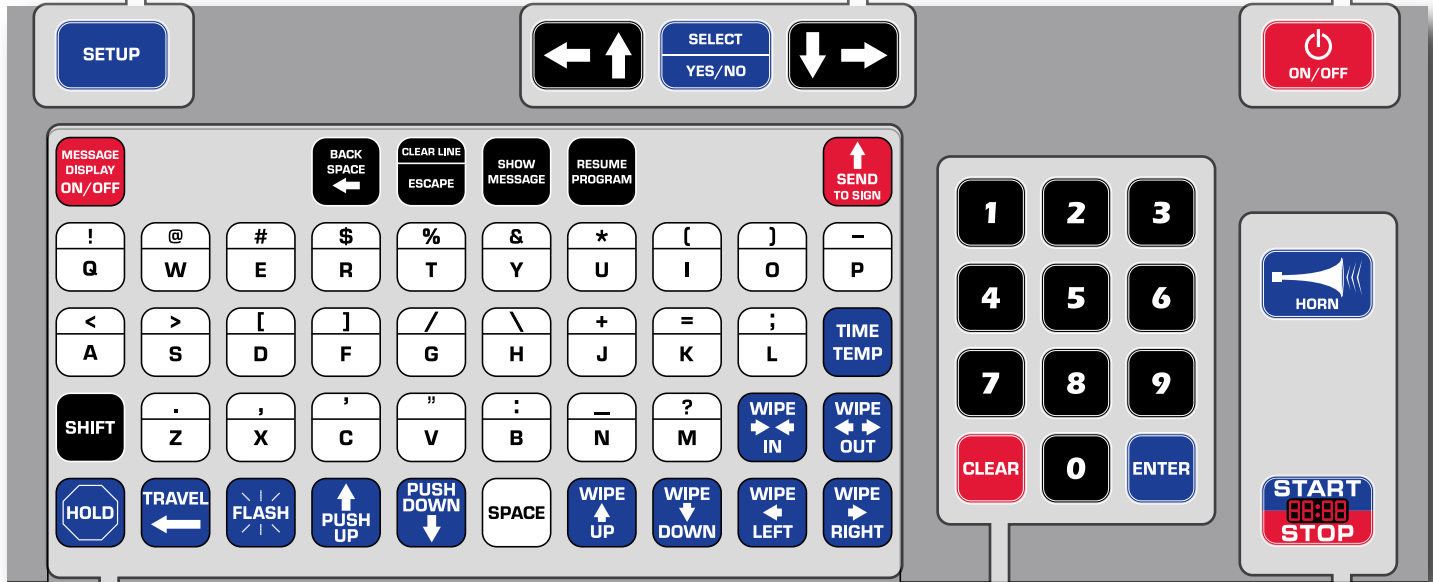
Used in pregame and gametime operations. Set brightness of scoreboard, length of time-out, etc. Press to enter setup mode at any time when clock is stopped.

Select and Arrow Keys

Use the arrow keys to select different options or answers displayed in the LCD. Press Select/YES/NO to toggle answer between YES and NO.

On/Off

Press once to turn on.
Press and hold to turn off.



Slipsheet Window and Message Center Keys

Our console is designed to run any 8000 Series Scoreboard. Simply insert the correct slipsheet under the window and tell the console what sport you are scoring and what scoreboard you are using.

Each slipsheet also has an instruction sheet to help get you started; simply pull out the slipsheet, unfold and insert with the instructions hanging from the bottom. Tactile keys give instant feedback and help eliminate double presses.

Below the slipsheet window is a fully functioning standard keyboard style keypad, perfect for running a message center or for entering electronic team names to display on your scoreboard (select models only).

Number Keypad

Used in pregame and gametime operations. Use these to enter in player jersey numbers, change scoreboard information, and to edit scores, time, etc.

Use the "clear" key to exit out of a function.

Use the "enter" key to finalize a command.



Horn

Press this button to sound the horn (if scoreboard is equipped with a horn). The horn will sound, the console will beep, and the indication symbol will light up.



Timer Start/Stop (embossed)

Press this once to start the clock and again to stop the clock. If a pendant switch is used, the clock can be started and stopped by pressing the button on the pendant switch.



Selecting Scoreboards (Radio Units Only). FIRMWARE VERSION 2.00 AND ABOVE.

The 8000 Series Console is a powerful and intelligent scoring machine. A single console, for example, can keep score for football in the fall, basketball in the winter and baseball in the spring. This machine can also select any 8000 scoreboard or message center you have in your facility.

Each time you order a scoreboard, it will be issued an identification number. If you have multiple 8000 series scoreboards, the ID number will be an important part of your scoring system.

STEP 1: Turn on Scoreboard(s).

Turn on your scoreboard(s) by simply supplying power. For most facilities, this will simply be a switch or multiple switches in a circuit breaker box.

Step 2: Turn on your console.

```
1. SCOREBOARD
2. STATPANEL ->
```

Step 3: Press 1 for scoreboard operation.

```
Use Last setup? _Yes
Bask 1 Board
```

SELECT
YES/NO

```
Use Last setup? _No
Bask 1 Board
```




Step 4: Press to change the answer from "Yes" to "No," and then press .

```
Enter Scoreboard IDs
ENTER when done _
```

```
ID=1,
ENTER when done
```

Step 5: Enter Scoreboard IDs (read below).

The screen above will appear when "Use last setup?" is answered "No." Every 8000 Scoreboard that was turned on and **not currently in use** will display the scoreboard ID in the seconds place and/or the guest score of the scoreboard (home score for baseball). **If your scoreboard displays both time and scores, the ID will be displayed in both locations.** Any other information displayed can be ignored.

Enter the ID code displayed on the desired scoreboard and press . If selecting more than one scoreboard, enter the next ID followed again by . When finished selecting boards, press . Next, select the sport to be played (see setup).

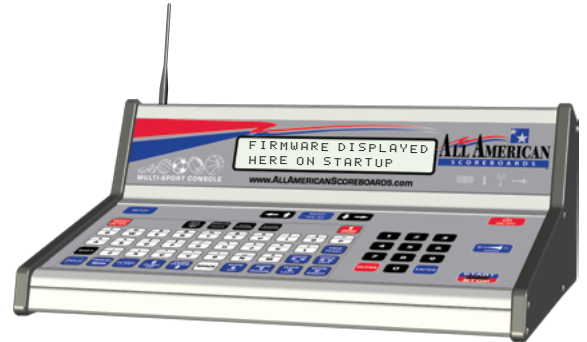
ADDITIONAL INFORMATION:

Once the boards have been selected, the console and all selected scoreboards will switch from their default channel to another channel. The ability to switch channels allows the unselected scoreboards to be selected by another console - making it easy to run multiple sporting events at the same time. If a scoreboard is not chosen, it will either display time of day or appear to be off (see setup).

IMPORTANT: SELECT BOARDS WITH ONLY ONE CONSOLE AT A TIME.

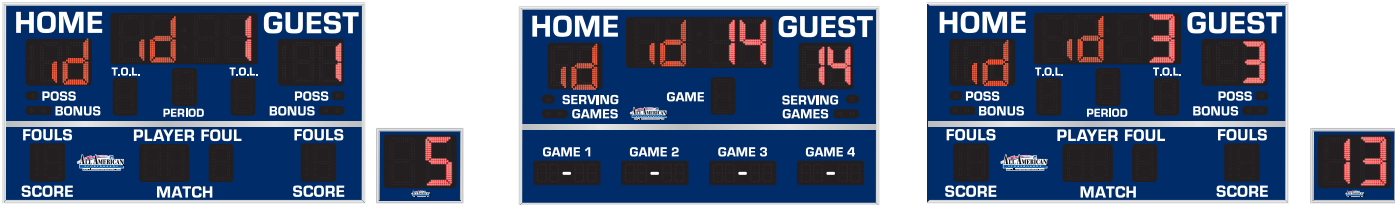
If multiple consoles will be used, select boards with one console before turning on second (third, fourth, etc.) console. Since each console will start on the same default channel, the signal from the consoles will fight each other, and will likely result in failure and interference. Once the selection process is completed and a sport is selected, another console can be turned on. Scoreboards that are in use will not display their IDs and will not respond to any requests by other consoles.

For detailed examples and information regarding changing IDs, see next page.



ADDITIONAL RADIO ID INFORMATION:

EXAMPLE: The following boards were turned on in preparation of a basketball game. When “No” was answered for “Use last setup?” the following was displayed on your 8000 scoreboards.



To select the basketball boards, the IDs would be entered by pressing



To finish selecting, press **ENTER** again.

NOTE: ID 14 was not entered, because this is a volleyball scoreboard. Once selections are complete, the non-selected boards will either blank or display the time of day. If a volleyball match is played in the same facility at the same time, another console can ask for the ID and the process can be continued. Once a board is selected, another console cannot ask for the ID of a scoreboard in use.

All IDs will range from 1-19. **To use the same boards next game, simply answer “Yes” to “Use last setup?”**

All scoreboards selected will now be on the same radio frequency, allowing all boards to be controlled by a single console. **It is extremely important to properly select the proper scoreboard - if more than one consoles are attempting to connect to the same board, the signals will interfere with each other.**

Changing the Scoreboard ID. (Radio Units Only - Console Firmware 2.00 and Higher)

All American Scoreboards assigns each scoreboard an ID number that can range from 1 to 19. Because our scoreboards can be purchased at different times or through various vendors, we cannot be certain that your scoreboards will not have the same ID number. If two or more scoreboards have the same ID, the boards will always run in dual mode (more than one scoreboard controlled by one console) unless the circuit breaker to one of the scoreboards is turned off.

NOTE: YOU WILL LIKELY NEVER NEED TO SET YOUR SCOREBOARD ID. DO NOT CONTINUE WITHOUT READING AND UNDERSTANDING THE FOLLOWING INSTRUCTIONS.

STEP 1: Turn on the scoreboard to be changed by simply supplying power.

*For most facilities, this will be a switch in a circuit breaker box. **If more than one scoreboard is connected to one circuit, any scoreboard that is connected to the circuit and not in use will be set to the same ID, making running the scoreboard individually impossible.** AAS recommends changing the ID before installation of a scoreboard to a circuit where multiple 8000 series scoreboards are connected. If it is not possible to turn off power to one of the scoreboards, see Advanced ID Changing Scenarios.*

Step 2: After the firmware version is displayed (must be 2.00 or above), press both arrow keys simultaneously (in console mode selection screens). *Because it is difficult to press 2 keys at the exact same time, multiple attempts may be required.*

Step 3: Enter Passcode. **Default passcode is 12345.** AAS recommends that the passcode be changed to prevent the scoreboard from being altered accidentally. If the passcode is forgotten, call 1-800-356-8146.

Step 4: Once a passcode is entered correctly, additional options will be available. Press arrow keys to see additional options.

Step 5: Press the number 6 to change IDs.

Step 6: Set a scoreboard ID (from 1->19) and press enter. Unless the scoreboards will **always** be run in dual mode, make sure that the ID is unique to all other scoreboards. The scoreboard will restart itself. *Wait for scoreboard to run through startup sequence before continuing to scoreboard type.*

Step 7: When asked for scoreboard type, press enter. This will leave the type unchanged. If type needs to be changed (not common), refer to Scoreboard Type on next page. Enter 3 digit type number and press enter.

Advanced ID Changing Scenarios (Radio Units Only)

In most cases, IDs can be set by following the methods described in Changing the Scoreboard ID. The following text describes some methods to change an individual scoreboard ID in circumstances where multiple scoreboards are hooked up to the same circuit breaker.

Changing an ID to an Individual Board while while Multiple Scoreboards are On

-Using multiple Consoles (easy method).

Once a scoreboard is connected to a console and a sport, the ID cannot be changed until radio connection is reset. The radio is connected until 30 seconds after the console connected to it is turned off. If the scoreboard displays only time of day or blanks (time of day is turned off by setting the time to "0000" in setup), then no radio connection is established and a scoreboard is ready to be linked.

1. Turn on circuit breaker to scoreboards.

2. Power up one console and select all the boards **except** for the one that requires an ID change. Select a sport and ensure that all the scoreboards selected are properly functioning.

3. Power up a second console and follow directions for changing IDs (steps 2-6)

If more than 1 scoreboard is selected, the ID numbers will be the same. Scoreboards that have the same ID number can ONLY be run in dual mode!

-Using 1 Console (difficult method).

Once a scoreboard is connected to a console and a sport, the ID cannot be changed until radio connection is reset. The radio is connected until 30 seconds after the console connected to it is turned off. If the scoreboard displays only time of day or blanks (time of day is turned off by setting the time to "0000" in setup), then no radio connection is established and a scoreboard is ready to be linked.

Because of this 30 second delay from the time the console is turned off, there is a short window of time to set or change IDs to boards not currently selected.

1. Turn on circuit breaker to scoreboards.

2. Power up the console and select all the boards **except** for the one that requires an ID change. Select a sport and ensure that all the scoreboards selected are properly functioning.

3. Turn off the console.

4. Turn on the console and quickly follow directions for changing IDs (steps 2-6). IDs must be set before the 30 seconds expire and the previously selected boards go to time of day or blank. The newly ID'd boards will go through the startup cycle.

If more than 1 scoreboard is selected, the ID numbers will be the same when changed. Scoreboards that have the same ID number can ONLY be run in dual mode! If all boards are set to the same ID, there is no way to change ID numbers without disconnecting power to individual boards.

Advanced Scoreboard Type Settings (Radio and Hardwire Scoreboards)

If all boards that are selected are the same scoreboard type, it is possible to set the scoreboard type for the entire group. Scoreboard type can be set without changing the ID by simply pressing enter rather than an ID number (See Steps 1-7 in Changing Scoreboard ID). If the scoreboard is working properly, AAS recommends leaving the scoreboard type unchanged by simply pressing enter instead of the 3 digit scoreboard type.

Scoreboard Type and Additional ID Information

In previous versions of All American Scoreboards, driver boards were needed to sort through the information from the the console and direct it to the proper digits on the scoreboard. This system worked well, but each driver board required a different program chip that would interpret the same information differently.

We've simplified the process and standardized each board. Inside each All American Scoreboard is a single controller plate that holds the receiver board (gets the data sent from the console), a controller/decoder board (splits the information from the receiver board and sends to digits), and an indicator driver board (distributes data and power to boards that use indicators). The same program chip can be used for our entire line of scoreboards.

Although the insides of each scoreboard is made from identical parts (with the exception of boards that do not use indicators), the information displayed is unique from board to board. Before using an All American Scoreboard correctly, each scoreboard must be told what kind of scoreboard it is.

Scoreboards are separated into classes, or types. Classes do not necessarily refer to a sport, but rather how the information is displayed (usually by digits or indicators).

Before leaving the All American Scoreboard Facility, each scoreboard is properly set to the right scoreboard type and given an ID number. ID numbers can easlity be changed (see previous page), but should only be changed in special circumstances. Changing the IDs will likely result in the console and scoreboard changing to a different radio frequency after being selected, which could be a solution if the facility is having interference on a certain channel. If running in dual mode, the scoreboards and console will switch to a channel determined by the lowest ID number - if interference is occuring after scoreboard selection, try changing the lowest ID number. After changing the scoreboard ID, the scoreboard type can be changed.

Possible reasons for changing the scoreboard type:

- Scoreboard type was accidentally changed. Prevent this by changing the password. Password must be 5 digit number.
- A new program chip or receiver board was installed.

To change scoreboard type, select 6 after entering password (see previous page). If not changing ID, press enter. If changing IDs, wait for scoreboard to reboot. When screen displays "Set Scoreboard Type", enter the appropriate 3 digit scoreboard type (displayed below). If scoreboard is not in the list below, refer to our web-site or call 1(800) 356-8146.

Type 100 (Accessory)

8298, 8299, 8497, 8499

Type 400 (Standard) *DEFAULT

8003, 8203, 8206, 8208, 8209, 8212, 8214,
8218, 8318, 8321, 8414, 8418, 8420, 8424,
8430, 8433, 8436, 8440, 8450, 8718, 8780, 8804

Type 600 (Deluxe)

8339

Type 300 (Basic)

8347 , 8357, 8369, 8389, 8444, 8454, 8468,
8742, 8782

Type 500 (Extended)

8300, 8302, 8325, 8333, 8327, 8335, 8500,
8502, 8509, 8514, 8518, 8529, 8549, 8599,
8606, 8609, 8614

Type 700 - 8600 Type 800 - 8200, 8201

3.1

1. Turn on scoreboard.



2.  Turn on Console. Press and hold until LCD and LEDs light.

3. **1** Press 1 to select Scoreboard. Use the arrow keys to view more options.

```
SCOREBOARD CONTROL  
MP8000 U.2.**.* 2008
```

→


```
1. SCOREBOARD  
2. STAT PANEL ->
```

4.   For the initial use, press Yes/No to change the answer to no. This will walk you through the setup process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going into the setup mode when game time is stopped. **RADIO CONSOLES, PLEASE SEE PREVIOUS SECTION "SCOREBOARD IDENTIFICATION"**

```
Use Last setup?_Yes  
Ftbl 1 Board
```

→

```
Use Last setup?_No  
Ftbl 1 Board
```

 After initial use, press Enter to accept the answer. This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.

```
Sport: (-/+ for more)  
1-Ftbl 2-Bask 3-Bsbl
```

5. **1** Press 1 to select Football.

```
Change Game Setup?  
_No
```

→

```
Change Game Setup?  
_Yes
```

6.   Select Yes to go into setup. Tip: Use arrow keys to go back to previous questions.


```
NEW GAME? _YES
```

7. Resetting the game to to the customer defaults; press  to toggle between Yes and No.



The first option in SETUP is to reset a game. This is an easy way to reset the scores to zero, the timer to the default value, the period to 1, etc. This essentially is a way to restart the game without needing to restart the console.

TIP: Answering YES to New Game also re-sends the command to display team names. If the board starts up without displaying the LED team names, select NEW GAME for the team names to appear.

```
Min = 1, Max = 8  
SET: Brightness _
```

8. Enter the desired brightness and press Enter. Example: **4** . Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. An game taking place during sunset may require the brightness to change from a max level to a lower level.

```
PERIOD TIME = _
```

9. Enter Period Time. Example: **1 2 0 0**  for 12:00 Quarters. This will be the time displayed on the clock when the game is started and when  is pressed.

```
Periods = 4
```

10. Enter the amount of periods. Example: **4**  for 4 Periods (default).

Delay of Game 1= 45

Delay of Game 2= 25

11. Enter the default time for both Delay of Game reset timers. Example: **4 0** **ENTER** for 40 Seconds. Repeat with 2nd Reset. This will be the time that the DOG boards and console will display when **D.O.G. Reset 1** or **D.O.G. Reset 1** is pressed.

TIMEOUT LENGTH = 200

12. Enter the default Time out Length. Example: **2 0 0** **ENTER** for 2:00 Time outs. This will be the time displayed on the console when **TIME OUT -1** is pressed.

TIMEOUTS ALLOWED = 3

13. Enter the default for Time outs Allowed. Example **3** **ENTER** for 3 Time outs. Time outs will apply to both Home and Guest teams.

USE AUTOMATIC HORN?
_NO

14. Press **SELECT YES/NO** to toggle between Yes and No. This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football, it is recommended not to use autohorn because play can continue after the clock reaches zero.

LAST MINUTE TENTHS?
_NO

15. Press **SELECT YES/NO** to toggle between Yes and No. This feature will allow the clock to count tenths of a second when under the last minute of play. This is generally used for Hockey and Basketball.

Show Time of Day =_No * Available in console firmware version 6.11 or greater.

16. Press **SELECT YES/NO** to toggle between Yes and No. Time of day may be displayed at any time by answering YES to "Show Time of Day" while in setup. Time of day will be displayed in the main game clock and any locker room monitors. To display the game time, answer NO or press **RESET TIME**.

Time of Day =_

17. Enter the time of day. Example: **1 0 3 0** **ENTER** for 10:30. The time of day will be displayed on the scoreboard approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00. **Press enter to leave time of day unchanged on the scoreboard.**

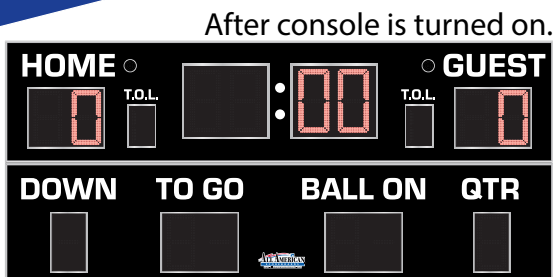
Set as new defaults?
_No

Set as new defaults?
_Yes

18. Press **SELECT YES/NO** to toggle between Yes and No. To save the settings as defaults, select Yes, then Enter. Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.

Pressing **CLEAR** at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored, however defaults will not be saved or changed.

3.2



Startup Display

When the scoreboard is initially turned on, All LEDs will run through a series of brightness levels and self tests. When a sport is selected, your scoreboard should reflect what the console screen displays after setup.

Timer

Press this key to start and stop the Timer. Note: Some keys will not respond when the timer is running.

When clock is stopped press this to reverse direction (count down or count up). An up arrow will appear on the LCD display to the left of the clock when clock is counting up.

To edit the timer, press this key followed by the correct time to be displayed, then enter. Press or to leave the time unchanged.

Press this to reset the time to the time that was set in the default.

This key will set the quarter to 3, and reset the downs, ball on and yards to go.

Scoring

Home (Red Background) - Guest (Blue Background)

Used when the appropriate team scores a touchdown.

Used when the appropriate team scores a field goal.

Used when the appropriate team scores an extra point or to add points at any time.

Press this key followed by the correct score, then enter. Example: .

Gameplay

Down

Press this key to change the downs from 1,2,3 and 4. Press again for 1.

Press this key to change the downs to 1 and the yards to go to 10.

Yards to Go

Press this key followed by the appropriate number of yards to go before reaching a fistdown (or a touchdown on down and goal situations) Example: would display 7 yards to go.

Ball On

Use this key to display what yardline the football is on. Example: = 43 yardline.

Gameplay Continued...

Quarter



Press quarter to change the quarter 1,2,3,4, and 0 (overtime). Press again for 1.



Press this key to toggle between Home and Guest Possession.

Delay of Game (D.O.G.) Timer *(may use console or remote timer switch)*



Press the Start/Stop key to start or stop the DOG Timer.



Press the D.O.G. Reset 1 key to reset to the value set in setup.



Press the D.O.G. Reset 2 key to reset to the value set in setup.



Press the Edit D.O.G. key to edit the time displayed. This will not change the default time.



Time Outs

Home (Red Background) - **Guest** (Blue Background)



Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 timeout from the TOL. Time will begin counting down on the console for the length of time designated in Setup. If play resumes before the time out expires, pressing will start the game clock and override the timeout timer.

The time out timer may be cleared by pressing .



Press this key to change the number of time outs left on the scoreboard. Example: **2**

Anytime the clock is stopped, press to safely change any item in the setup mode (Brightness, etc).

To Reset a Game (tournament play, etc):

Press twice. Press to change prompt to YES, then .



**Control your scoreboard from anywhere
with a sleek handheld radio remote!**



**Get the most out of your athletes
- and the most out of your 8000 Console!**




**Great for practice, drills, scrimmages and games!
Available for Football, Basketball, Baseball and Segment Timing!**

Available only in consoles with Firmware Version 5.11 and above.

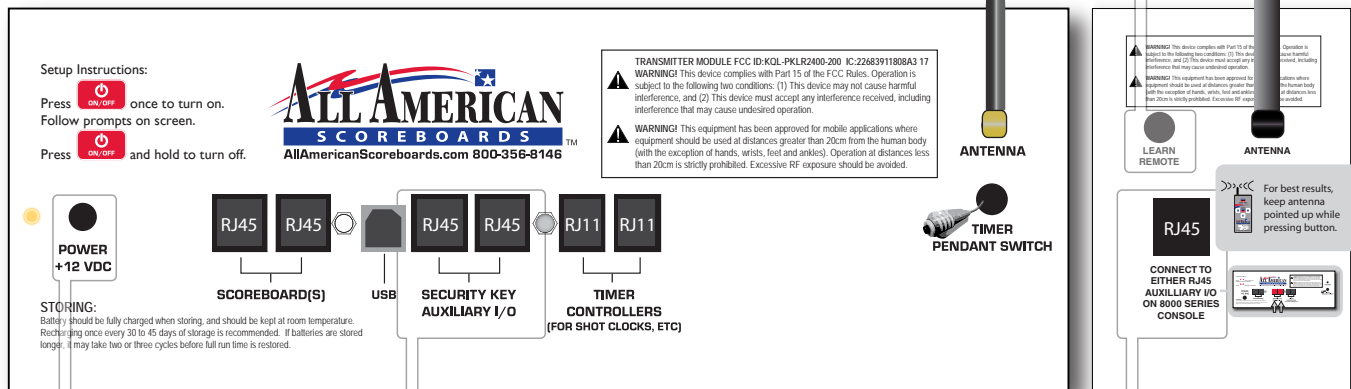
Connecting the Receiver to the 8000 Console



Learn Remote Button

After connecting to and turning on the console, press the LEARN REMOTE button and press the  key on the remote 3 times. Release the LEARN REMOTE button.

NOTE: To learn a remote, the remote must be within 5 feet of receiver. Once a remote is learned, the learn remote function will not need to be repeated for future games. If a remote and receiver were ordered and shipped together, the remote will likely not need to be learned with the receiver.



AC Adapter
 Plug the supplied 12VDC adapter into a standard 115VAC outlet.

Connect Remote Receiver








Connect Remote Receiver to either Auxiliary I/O connectors on the 8000 console. For best results, do not exceed 3' of CAT5 cable (supplied) between console and Receiver.

Receiver will get power from the console.

Note: Although it is not necessary for the 8000 console to be plugged in, All American recommends charging the console while the receiver is in use. The receiver will cause the battery inside the console to drain more rapidly.

4.2

Quick Overview

The Remote Radio Control emulates key presses on the 8000 console. **All keys on the 8000 Console will still be active.** Some keys have multiple functionality. When a red and white key (     ) is initially pressed, the remote will go into Numeric Keypad Mode and will remain in Numeric Keypad Mode until  is pressed. This allows for 30 different functions to be available with only 20 keys.

TIP: Always keep antenna pointed up while pressing a key.

Game Timer









Press this key to start and/or stop the Game Timer.

Note: Some keys on the 8000 Console will not respond when the timer is running.



Press to turn remote into Numeric Keypad Mode and edit the game timer.

Example: To change the timer to 7:45, press     .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a new time to display. After pressing the edit key, enter the number (in this example, enter a time of 745) and then ENTER. **The timer will not change until  is pressed.** To cancel editing the timer, press the clear key or any other non-multi-function key.*

Note: Game timer cannot be edited while game time is running.

Scoring







Press to increment the home score by 6 (when the home team scores a touchdown).







Press to increment the home score by 1.



Press to turn remote into Numeric Keypad Mode and change the home score.

Example: To change the home score to 24, press    .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a new score to display. After pressing the edit key, enter the number (in this example, enter a score of 24) and then ENTER. **The score will not change until  is pressed.** To cancel editing the score, press the clear key or any other non-multi-function key.*

TIP: For Field Goals, press   .



Press to increment the guest score by 6 (when the guest team scores a touchdown).



Press to increment the guest score by 1.



Press to turn remote into Numeric Keypad Mode and change the guest score.

Example: To change the home score to 7, press   .

Gameplay

LED Brightness on Scoreboard



Press this key toggle between the 8 available brightness levels for the scoreboard(s).

Note: After the brightest setting (8), the scoreboard will display the lowest setting (a brightness of 1).

Down



Press this key to toggle through downs 1,2,3,4 and blank.

Yards To Go



Press to turn remote into Numeric Keypad Mode to edit the yards to go.

Example: To change the yards to go to 10, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, how many yards to go to display. After pressing the edit key, enter the number (in this example, enter a value of 10) and then ENTER. **The yards to go will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*

Ball On



Press to turn remote into Numeric Keypad Mode and to edit the yardline that the ball is on.

Example: To change the ball on to 20, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, what yardline the ball is on. After pressing the edit key, enter the number (in this example, enter a value of 20) and then ENTER. **The scoreboard will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*

Quarter



Press this key to toggle through the quarters as defined in SETUP, usually 1,2,3,4 and 0 for overtime.

Possession



Press this key to toggle the possession between home and guest.

Horn



Press this key to activate the horn (if installed).

Delay of Game Timer



Press this key to start and/or stop the Delay of Game (DOG) Timer.



Press to turn remote into Numeric Keypad Mode to edit the DOG timer.

Example: To change the DOG timer to 25, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a time for the DOG timer to display. After pressing the edit key, enter the number (in this example, enter a value of 25) and then ENTER. **The DOG timer will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*




Press this key to reset the DOG timer to the first reset as defined in Setup.



Press this key to reset the DOG timer to the second reset as defined in Setup.

1. Turn on scoreboard.

2.  **Turn on Console. Press and hold until LCD and LEDs light.** If your console is V.1.**, please download the Firmware version 1.0->1.7 manual from AllAmericanScoreboards.com.



SCOREBOARD CONTROL
MP8000 V.2.** 2009

1. SCOREBOARD
2. STAT PANEL ->


2. Press 1 to select Scoreboard.

Use Last setup?_Yes
Bsbl 1 Board

Use Last setup?_No
Bsbl 1 Board

3.   **For the initial use, press Yes/No to change the answer to no.** This will walk you through the setup process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going into the setup mode when game time is stopped. **RADIO CONSOLES, PLEASE SEE PREVIOUS SECTION "SCOREBOARD IDENTIFICATION"**

Sport: (← for more)
1-Bsbl 2-Ftbl 3-Bask

4.  **After initial use, press Enter to accept the answer.** This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. **Defaults may be changed at any time by going into the setup mode when game time is stopped.**



4. Press 1 to select Baseball.

Change Game Setup?
_No

Change Game Setup?
_Yes

5.   **Select Yes to go into setup.**

Min = 1, Max = 8
SET: Brightness _

6. **Enter the desired brightness and press Enter. Example:**  . Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. An game taking place during sunset may require the brightness to change from a max level to a lower level.

GAME TIME = _

7. **Enter Game Time. Example:**    **for 60 minutes.** This will be the time the clock (some models) will count down from when the game is started and when  is pressed. Press  **to start the clock.**

Convert Board? =_No
'Swap Home & Guest'

HOME	4	8:54	GUEST	3			
BALL	1	STRIKE	0	INNING	1	OUT	2

8. **Convert Board.** If the scoreboard being used is a dedicated baseball board, answer "NO". If the scoreboard being used is normally used for other sports (football, soccer, etc), then answer "YES". This will swap the Home and Guest scores on the scoreboard while leaving the baseball slipsheet to operate as normal. Because the home team bats first, baseball is the only sport with Guest on the left and Home on the right.

Auto Show Hit? _NO

9. Auto Hit Indicator. If the scoreboard shows a hit or error indicator, the scoreboard will either ask to display hit indicator everytime HIT is pressed (HIT will also add a hit to the team stats) or, if Show Auto Hit is YES, the indicator will automatically light when a hit is added.

Balls= 4

Strikes= 3



Outs= 3

10. Balls, Strikes and Outs. Enter the correct amount of balls, strikes and outs. Edit these values when playing softball or in leagues with different rules.


USE LINEUP? YES
'Plyr # Recall'

Batters= 9

1st Guest Batter=_

11. Auto Lineup. The console will remember the player number in relation to the batting order. If "USE LINEUP?" is answered "YES", the console will ask for the number of batters (default is 9) and then the jersey number of the first guest batter. If the player number is not known at setup, or if a pinch hitter or substitution occurs, batter number can be changed by pressing  and entering the correct player number. The new player number will be remembered. The console will ask for the first Home Batter after  is pressed. **Lineup will not be saved when a new game is started.**



USE AUTOMATIC HORN?
_NO

12. Press  **to toggle between Yes and No.** This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football or Baseball, it is recommended not to use autohorn because play can continue after the clock reaches zero.

Auto Pitch
Count=Yes






Home Pitcher= _

13. Automatic Pitch Count. A pitcher number must be entered before any pitches are calculated.

Answer No: Pitch count can be manually counted by pressing  or .


Answer Yes: Pitch count can be automatically counted for balls, strikes, and other keys. Pitches can also be manually entered as above to correct any count. Any key with a dashed border will have multiple functions, including adding a pitch to the count. The console will then ask for the Home Pitcher number. In the top of the 2nd inning, the console will ask for the Guest Pitcher.

Time of Day =_

14. Enter the time of day. Example:      **for 10:30.** The time of day will be displayed on the scoreboard approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00. **On sports that allow time of day in timer in sport mode, there will be a slight delay from game time to time of day time.**

Set as new defaults?
_No

Set as new defaults?
_Yes

15. Press  **to toggle between Yes and No. To save the settings as defaults, select Yes, then Enter.** Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.

Pressing  at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored.

GAMEPLAY



Example of Football to Baseball Conversion:

Startup Display

When the scoreboard is initially turned on, All LEDs will run through a series of brightness levels and self tests. When a sport is selected, your scoreboard should reflect what the console screen displays after setup.

Timer (Not displayed on all scoreboards)



Press this key to start and stop the Timer.



When clock is stopped press this to reverse direction (count down or count up). An up arrow will appear on the LCD display to the left of the clock when clock is counting up. Timer will count in minutes and hours during baseball operations.



Press this to reset to the time to the time set in setup.



To edit the timer, press this key followed by the correct time to be displayed, then enter. Press or to leave the time unchanged.



Press this toggle the display between game time and Time of Day. There may be a slight delay from Game Time to Time of Day display. Time of Day is set in Setup and stored in the scoreboard's memory. Time must be running to toggle back to game time.

Scoring

Home (Red Background) - Guest (Blue Background)

Used when the appropriate team scores a run.

Press this to quickly remove a run.

NOTE: The or keys will only work for the team that is currently batting.



Press this key followed by the correct score, then enter. Example: .

Inning



Press this key to advance to the next inning half.

Inning number will advance after home team; Inning will advance from top to bottom after guest team. Balls, Strikes and Outs will be reset to 0, Pitcher number will switch and on-base indicators will clear.




Press this key to edit the score of a previous inning. Example: .

Once an inning is entered, the console will display top of the inning to be edited. Use the and to change the score of the Guest team or press to edit the Home team scores for that inning. Press until back in the current inning. If using a line score scoreboard, scores will disappear when going back to another inning and reappear when next inning is pressed. This key is mainly used for Line Scores, but can also be useful to check stats.

Pitching and Automatic and Manual Pitch Count

Pitch count can be calculated manually or automatically as depicted in Setup. Automatic pitch count cannot be calculated retroactively - if pitch count function is changed during game play, automatic pitch count will add to the number of pitches manually entered. All keys that have a dashed border will add a pitch to the pitch count.

Pitcher - Pitcher number must be entered before any pitch count can be registered.

 Press the **Pitcher** key followed by the player's jersey number, then enter to change or add a player's number to the console and/or scoreboard. Pitch count (if enabled) will be calculated for the specific home or guest pitcher. If Pitch Auto Pitch Count is enabled, the console will automatically ask for the pitcher number during setup and at the top of the 1st inning.

Manual Pitch Count (Auto Pitch Count is turned on or off in setup)

 **(Home or Guest)**


Press the appropriate team's pitch count key to add a pitch with every pitch thrown.


 **(Home or Guest)**



Pitch counts may be edited by pressing the appropriate keys, followed by the correct number.


Example:  **2**  **8**  will change the pitch count for the home team's pitcher to 28.


Automatic Pitch Count Keys (Pitch count must be set to auto in setup and pitcher number must be set)


 The **Next Batter** key confirms the end of a play. **This is one of the most important keys.** It will clear the count, add an out (if a strikeout) and advance to the next batter.


 The **Ball** key will add 1 to the pitch count and also add a ball to the count.


 The **Strike** key will add 1 to the pitch count and also add a strike to the count. Press  after 3 strikes to automatically tally an out.


 The **Foul** key will add 1 to the pitch count and may also add a strike to the count. After two strikes, only the pitch count will be changed (total number of strikes set in setup will determine the foul rules).




 The **Hit** key will add 1 to the pitch count, add a hit to the stats and also ask to light up the HIT indicator. If lit, indicator will stay lit until another key is pressed.

 The **Fly/Ground Out** key will add 1 to the pitch count, and also add an out.

 The **Reach on Error** key will add 1 to the pitch count, add an error to the stats and also light the error indicator. The LCD will also prompt for a player position number for boards that display a player in the errors. Press enter to bypass or enter correct player position (1-9), then enter.


 Press the appropriate team's pitch count key to manually add a pitch with every pitch thrown.

 Pitch counts may be edited by pressing the appropriate keys, followed by the correct number.

Example:  **2**  **8**  will change the pitch count for the pitching team's pitcher to 28.


Batting


For automatic pitch count operations, see above for additional information.

 The **Ball** key will add a ball to the count.

 The **Strike** key will add a strike to the count. Press  after 3 strikes to automatically tally an out.

 The **Out** key will charge an out to the batting team.


 The **Next Batter** key will clear the count for the next batter. **This is one of the most important keys.** It will clear a count and advance to the next batter.

 Press the **Batter** key to change or add a player's number to the console and/or scoreboard (At Bat). If Auto Lineup is selected, console will remember batter number the next time the batter is at bat.

Hit and Error (select boards)

See Automatic and Manual Pitch Count section for additional information.


 The **Hit** key will add a hit to the stats and also ask to light the hit indicator.


 The **Error** key will add an error to the stats and also light the error indicator until another key is pressed. The LCD will also prompt a player position number for boards that display a player in the errors. Press enter to bypass or key in the correct player position (1-9), then enter.

Editing Hits, Runs and Errors

See Inning section for information on how to edit runs in previous innings.




 Press the **Edit Score** key followed by the correct score, then enter. Example:  **2**  = 2 runs.

 Press the **Edit Hits** key followed by the correct amount of hits, then enter.





 Press the **Edit Errors** key followed by the correct amount of errors, then enter.

On Base Indicators (select boards)

These indicators show runners on first, second and/or third.

   Press any of these keys once to turn on and again to turn off. Indicators will automatically blank when the next half inning button is pressed.


Time of Day (select boards)

Boards with a timer can be set to display the Time of Day by pressing . Time is stored in the scoreboard and must be set in setup (SEE SETUP). **Time of day is updated and sent to the digits every 10 seconds, therefore when  is pressed, there may be up to a 10 second delay before time of day is displayed.** To return to game time, press  again. **Game time will not display again until  is pressed.**

At any time, press  to safely change any item in the setup mode (Brightness, etc). Once a sport is selected after the console is initialized, pressing setup will only allow changes to the sport settings.

If a different scoreboard combination is desired, the console must be powered down and restarted. Wait until the scoreboard blanks or time of day is displayed on the scoreboard (approximately 30 seconds - after the radio resets) before attempting to reconnect to the scoreboard.

Resetting a Game

During tournament play, the console can be reset by pressing  twice.

NEW GAME? _YES

Secondary Sport Configurations

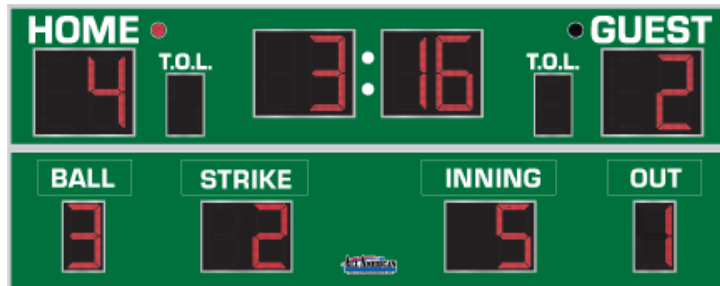
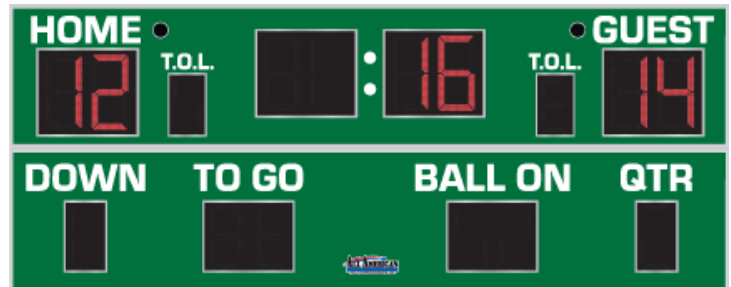
A standard football scoreboard (shown below) can be used to play multiple sports. Placards are available upon ordering. Talk to your sales person for more information. The following are the locations of placards and where the information will be displayed.

Slipsheets and manuals can be downloaded from www.AllAmericanScoreboards.com.



Soccer Conversion

(Soccer will count up by default. To count down, press the UP/DOWN button after selecting the sport and going through setup. Whether counting up or down, the timer will stop at the end of the designated period time.)



Baseball Conversion

(Answer "YES" to convert board in Setup)

Segment Conversion
(Home shows current segment number, guest shows total segments.)



LaCrosse/Field Hockey Conversion

(Use Soccer slipsheet and program. Change timer direction from Up to Down - Saves will be referred to as C.Kicks on LCD)

Track Conversion
(1/10 of a second will ONLY display for Track. All other sports shift 2 digit places to show last minute tenths when enabled.)

6.1

SEGMENT TIMER SETUP

Available only in consoles with Firmware Version 2.14 or above and 3.14 and above.



1. Turn on scoreboard.

2.  Turn on Console. Press and hold until LCD and LEDs light.

3.  Press 1 to select Scoreboard. Use the arrow keys to view more options.


```
SCOREBOARD CONTROL  
MP8000 U.3.*.* 2009
```

```
1. SCOREBOARD  
2. STAT PANEL ->
```

4.   For the initial use, press Yes/No to change the answer to no. This will walk you through the setup process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going into the setup mode when game time is stopped. **RADIO CONSOLES, PLEASE SEE PREVIOUS SECTION "SCOREBOARD IDENTIFICATION"**

```
Use Last setup?_Yes  
Segm 1 Board
```

```
Use Last setup?_No  
Segm 1 Board
```



 After initial use, press Enter to accept the answer. This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.

```
← Select Sport →  
1-Segm 2-Bask 3-Bsbl
```



5.  Press 1 to select Segment Timer. Note: last sport selected will be number 1, 2nd last sport selected will be number 2 and so on

```
Change Game Setup?  
_No
```


```
Change Game Setup?  
_Yes
```

6.   Select Yes to go into setup. Tip: Use arrow keys to go back to previous questions.

```
Min = 1, Max = 8  
SET: Brightness _
```

7. Enter the desired brightness and press Enter. Example:  . Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. An game taking place during sunset may require the brightness to change from a max level to a lower level.

```
LAST MINUTE TENTHS?  
YES
```

8. Press  to toggle between Yes and No. Answering YES will show tenths of a second for all times 59.9 seconds and less. When tenths of a second is enabled, times entered must incorporate the tenth of a second. For example, 10 seconds must be entered as 100 and will display 10.0. If tenths of a second is not enabled, 10 seconds will be entered as 10.

Note: For 3 digit timers with a single colon indicator, answer YES.

Time of Day =_

19. Enter the time of day. Example: **1 0 3 0** **ENTER** **for 10:30. This feature will produce unexpected results if used with a 2 or 3 digit timer.** The time of day will be displayed on the scoreboard approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00. **Press enter to leave time of day unchanged on the scoreboard.**

Set as new defaults?
_No

Set as new defaults?
_Yes

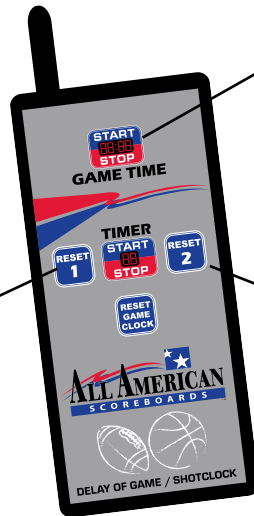
20. Press **SELECT** **YES/NO** **to toggle between Yes and No. To save the settings as defaults, select Yes, then Enter.** Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.

Pressing **CLEAR** at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored, however defaults will not be saved or changed and will need to be re-entered the next time the console is used.

Anytime the clock is stopped, press **SETUP** **to safely change any item in the setup mode (Brightness, etc).**

Remote Settings

Using the remote with the segment timer allows for control of segments and workouts that were programmed from the main console. Remotes are available as wireless or as hardwire. See section 3.3. for more details.



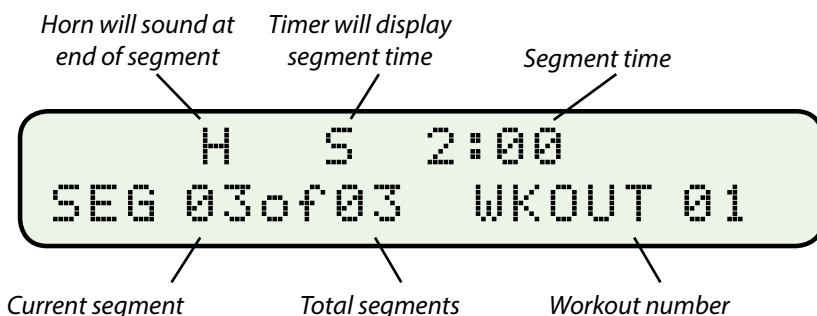
Pressing **Start/Stop** will start the timer if stopped and stop the timer if running.



Pressing **Reset 1** when clock is stopped will reset the workout to the beginning of the first segment.



Pressing **Reset 2** when clock is stopped will reset to the beginning of the current segment.



KEYS DEFINED: WORKOUTS

NEW WORKOUT

A workout consists of a series of segments. 20 unique workouts (Workout #1 through Workout #20) can be stored in the 8000 Series Console. If a workout has never been entered (a new console), workout #1 will already be selected. Pressing NEW WORKOUT will add a workout to the total number of workouts. For example, if 5 workouts are entered in the console, pressing NEW WORKOUT will add Workout #6 to the list and begin the editing process for Workout #6. Workout numbers cannot be deleted, however the information in a workout number may be edited or cleared.

If all 20 workouts have information (total time other than 00:00:00), a workout must be cleared before a new workout is entered. The new workout will be located at the first cleared workout.

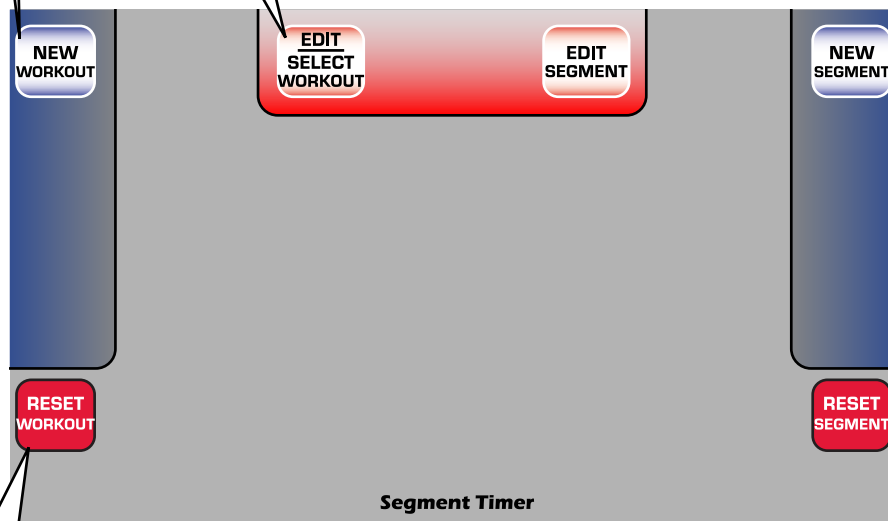
EDIT/SELECT WORKOUT

Press this key to select or edit a workout. Once a workout is selected, segments can be added, deleted or edited (see segments) within the workout.

To clear the contents of a Workout, press this key, select workout to be deleted, then enter, then clear and then confirm the deletion.

To use total time in Workout #1, press EDIT/SELECT WORKOUT, select Workout #1 (press 1 on the numeric keypad, then enter) and answer YES to USE TOTAL TIME?

Total Time refers to displaying the total time of all segments on the scoreboard rather than the individual times of the segment. Using total time allows the horn to be able to sound at times other than zero or at the end of a count up segment.



Segment Timer Slipsheet

RESET WORKOUT

Press RESET WORKOUT to reset the time on the console and the scoreboard back to the beginning of the selected workout. RESET WORKOUT will not function if the time is running. Wait until the end of the workout or press START/STOP before resetting the workout.

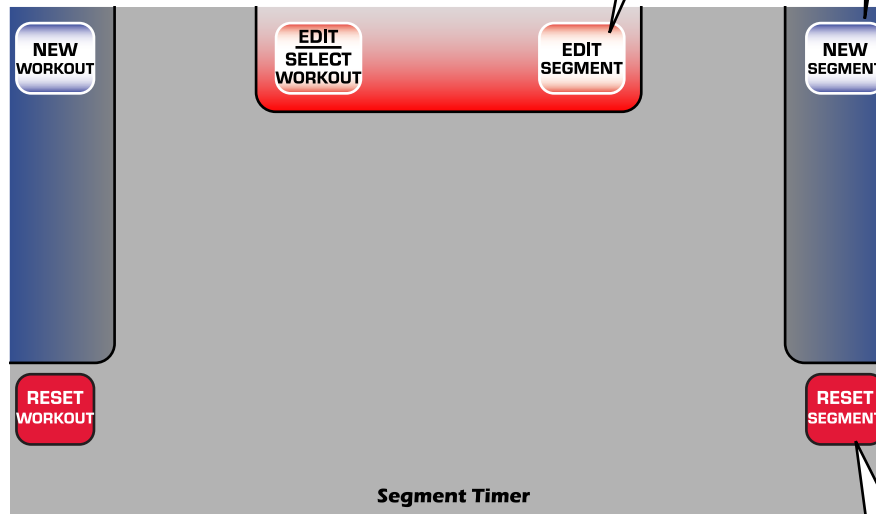
KEYS DEFINED: SEGMENTS

NEW SEGMENT

Press this key to add a new segment to the end of the segment string in a workout. A segment is the individual times that make up a workout. Up to 99 segments can be used for each workout. Segments can count up, count down and can also sound the horn (if installed) when the segment reaches zero or at the end of the count up time. If the scoreboard has a timer and shows home and guest scores, the segment or workout time will be displayed in the timer, the current segment is displayed in the home score and the total segments will be displayed in the guest score. If the scoreboard is a shotclock that also displays game time, the segment number is displayed in the shot time and the timer displays the segment or workout time.

EDIT SEGMENT

Press this key to select or edit a segment. Use the arrow keys to show the individual segments. Select a segment to edit by entering the segment number on the numeric keypad, then press ENTER. Once a segment is selected, the time can be changed, the timer can be set to count up or down and the horn can be set to sound or be silent.



Segment Timer Slipsheet

RESET SEGMENT






Press RESET SEGMENT to reset the time of the current segment. RESET SEGMENT will not function if the time is running. Press START/STOP before resetting the segment.

Scenarios

The segment timer program on the 8000 Series Multi-Sport Console may be used in a number of complex scenarios. For example, to differentiate between different segments, the odd segments could be used for working and the even segments could be used for resting. Perhaps the resting time would count up while the work time would count down. The rest times could be differentiated by the horn blasts - or every segment could have a horn blast. The following examples some of the capabilities for the segment timer program.

Example #1: Setting a Segment Workout

In this example, a basic segment program will be loaded and run. The first segment will be for 1 minute, the 2nd segment will be a 30 second rest segment, the 3rd segment will be a 2 minute work segment. A horn will sound after each segment. For this example, tenths of a second will not be necessary.

1. Press Setup () and answer "NO" to Tenths of a Second.
2. Press New Workout () or Clear an Existing Workout ( + Workout Number +  + )

```
USE TOTAL TIME?_NO  
WORKOUT #1
```

3. Answer "NO" to "USE TOTAL TIME?". (Default, Press )

```
REPEAT WORKOUT?_NO  
WORKOUT #1
```


4. Answer "NO" to "REPEAT WORKOUT?". (Default, Press )

If "YES" is answered, the workout would loop from the end of the last segment to the beginning of the first segment until the timer is stopped.

```
S 0:00  
SEG 01of00 WKOUT 01
```

5. Press New Segment ().

```
TIME = _  
SEGMENT # 1
```

6. Enter a time (for example 100+ ).

When Tenths of a Second is disabled, enter seconds as a 1 or 2 digit number, enter minutes and seconds as 3 or 4 digit numbers. Example: 60 will give a time of 60 seconds. 100 will give a time of 1 minute. Both would run for the same amount of time. For entering time with Tenths of a Second enabled, the tenths digit will be the last digit entered (100 would equal 10.0 Seconds). See next scenario for details.

```
HORN WHEN DONE?_NO  
SEGMENT # 1
```




```
HORN WHEN DONE?_YES  
SEGMENT # 1
```



7. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the first segment reaches Zero.

```
COUNT UP?_NO  
SEGMENT # 1
```

8. Answer "NO" to "Count Up?". (Default, Press )


This segment will count down.

```
S 1:00
SEG 01of01 WKOUT 01
```

9. Press New Segment ().

One segment is complete, to continue the example, see next page.

```
TIME = _
SEGMENT # 2
```

10. Enter a time (for example 30+ )

```
HORN WHEN DONE?_NO
SEGMENT # 2
```

```
HORN WHEN DONE?_YES
SEGMENT # 2
```



11. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the second segment reaches 30 (time entered in previous step).

```
COUNT UP?_NO
SEGMENT # 2
```

```
COUNT UP?_YES
SEGMENT # 2
```



12. Answer "YES" to "Count Up?".


This segment will count up from 0 to 30 seconds.

```
S 1:00
SEG 01of02 WKOUT 01
```




```
H S ^0:30
SEG 02of02 WKOUT 01
```

When pressing the arrow keys while the timer is stopped and while in this screen, the segments can be viewed by pressing the arrow keys forward or backwards.

13. Press New Segment ().

```
TIME = _
SEGMENT # 3
```

14. Enter a time (for example 200+ )

```
HORN WHEN DONE?_NO
SEGMENT # 3
```

```
HORN WHEN DONE?_YES
SEGMENT # 3
```



15. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the third segment reaches zero. Since this will be the final segment of the example, the horn will be 4 times as long as the horn in between each segment.

```
COUNT UP?_NO
SEGMENT # 3
```

16. Answer "No" to "Count Up?". (Default, Press )

This segment will count down to zero. Confirm all segments by arrowing through the windows (below).

```
H S 1:00
SEG 01of03 WKOUT 01
```



```
H S ^0:30
SEG 02of03 WKOUT 01
```



```
H S 2:00
SEG 03of03 WKOUT 01
```

17. Arrow to the Segment 1 screen (or press Reset Workout) and then press START/STOP ().

The example workout is now complete and the workout is running through the segments. The scoreboard (or shot-clock or timer) will start at 1 minute, count down to zero and sound a short horn. Segment 2 will begin immediately after segment 1 finishes and will count up from 0 seconds to 30 seconds and sound a short horn. After reaching 30, the time will switch to 2:00 and count down to zero. When zero is reached, a long horn will sound indicating that the segment is complete.

Example #2: Setting a Total Time Workout

In this example, a basic total time program will be loaded and tested. Total time refers to adding up all segment lengths and displaying the total time on the console and scoreboard/timer. In this example, the total time will be 11.5 seconds. The first segment will be for 7 seconds, a horn will sound while the clock continues to count down to zero, sounding a longer horn. For this example, tenths of a second will need to be activated.

1. Press Setup () and answer "YES" to Tenths of a Second.

Once a value is entered, the console will remember the number. If the tenths of a second is later deactivated, the values will display the number rounded down to the nearest whole number. For example, if 102 is entered when tenths of a second is enabled, 10.2 seconds will display in the segment. If tenths of a second is deactivated, the segment will display 10 seconds. Once tenth of a second is reactivated, 10.2 will be displayed.

2. Press New Workout () or Clear an Existing Workout ( + Workout Number +  + )

```
USE TOTAL TIME?_NO  
WORKOUT #2
```

```
USE TOTAL TIME?_YES  
WORKOUT #2
```

3. Answer "YES" to "USE TOTAL TIME?". (Press )

Answering "YES" will add up all segment times and display the total time on the scoreboard and console. Total time can only count down. If an existing workout is changed from Segment Time to Total Time, all segments will count down regardless of the direction noted in the segment. Horns will still sound after designated segments.

```
REPEAT WORKOUT?_NO  
WORKOUT #2
```


4. Answer "NO" to "REPEAT WORKOUT?". (Default, Press )

If "YES" is answered, the workout would loop from the end of the last segment to the beginning of the first segment until the timer is stopped.

```
0:00  
SEG 01of00 WKOUT 02
```

5. Press New Segment ().

```
TIME = _  
SEGMENT # 2
```

6. Enter a time (for example 70+ ).

When Tenths of a Second is enabled, enter seconds as a 2 or 3 digit number, enter minutes and seconds as 4 or 5 digit numbers. Example: 70 will give a time of 7 seconds. 7 will yield a time of .7 seconds.

```
HORN WHEN DONE?_NO  
SEGMENT # 2
```

```
HORN WHEN DONE?_YES  
SEGMENT # 2
```

7. Answer "Yes" to "HORN WHEN DONE?".


This will sound a horn after 7 seconds (entered in step 5) are counted.

```
7.0 t  
SEG 01of01 WKOUT 02
```

9. Press New Segment ().

One segment is complete, to continue the example, see next page.

TIME = _
SEGMENT # 2

10. Enter a time (for the example 45+ ).

HORN WHEN DONE?_NO
SEGMENT # 2



HORN WHEN DONE?_YES
SEGMENT # 2



11. Answer "Yes" to "HORN WHEN DONE?".

This will sound a horn after the second segment reaches 0 (the end of the workout).

11.5 t
SEG 01 of 02 WKOUT 02



4.5 t
SEG 02 of 02 WKOUT 02

When pressing the arrow keys while the timer is stopped and while in this screen, the segments can be viewed by pressing the arrow keys forward or backwards. The "t" shows that tenths of a second will be displayed.

12. Arrow to the Segment 1 screen (or press Reset Workout) and then press START/STOP ().

The example workout is now complete and the workout is running through the segments. The scoreboard (or shot-clock or timer) will start at 11.5 seconds and count down to zero. When the time reaches 4.5 (11.5 seconds - the 7 second segment entered in Segment #1) a short horn will sound as the clock continues to run. Upon reaching 0, a long horn will sound indicating that the segment is complete.

These examples illustrate just some of the features and capabilities of the segment timer program. With over 99 segments available per workout, the segment timer can be tailored for just about any fitness or timing need.

Selecting and Editing Segments and Workouts


Edit Workout


1. Press Edit/Select Workout ().

#1 00:03:30.0
#2 00:00:11.5 T



#3 00:45:15.2 R
#4 00:00:00.0

Press the arrow keys to scroll through the workouts. "T" stands for Total Time, "R" stands for repeating. If a workout shows all zeros, it is empty. When NEW WORKOUT () is pressed, the first empty workout will be edited.

2. Using the numerical keypad, enter the number of workout to be edited, then press ENTER. ().

Total or Segment Time can be changed, Repeating can be turned off or on, and segments can be edited.

Edit Segment

1. Press Edit/Select Workout ().

#1 01:00.0 H
#2 00:30.0 ^



#3 02:00.0

Press the arrow keys to scroll through the segments. "H" stands for auto horn at the end of the segment, "^" shows that the segment will count up.

2. Using the numerical keypad, enter the segment number to be edited, then press ENTER. ().

Segments cannot be inserted, only placed at the end of the workout. Segments can be edited by selecting the segment, then pressing clear. To keep the existing time, press enter when display reads "TIME = _".

7.0 ELECTRONIC TEAM NAMES and Sport Captions

(Available option on select boards)

1. Turn on scoreboard.
2.  Turn on Console. Press and hold until console turns on.


1. SCOREBOARD
 2. STAT PANEL ->

➔

3. MESSAGE CENTER <-
 4. TEAM NAMES

or

Version 6.03+
 3. MESSAGE CENTER <-
 4. LED CAPTIONS

3.  Press 4 to access Team Names and Captions. If in Sport Mode, console will load the message program.
 NOTE: The console can only load the Scoring or the Messaging Program (team names) at any given time. The console will always turn on with the last used program loaded.


_ Home Team Name

NAME 


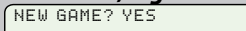
_ Guest Team Name

NAME 

4. Using keyboard (under sport slipsheet) enter the team names, when finished press enter.
 After guest is entered, names will display on the board. Because different sized team names can be used, names can be centered by adding spaces before the team name. Once team names are sent, repeat steps 3 and 4 for corrections and proper alignment. The Team Names will be stored in the scoreboard until new teams are sent.

5. When finished entering the team names, the console will reset (but is still in Message Mode for Team Names). Press  to select scoreboards. Console will load scoring program.
 For tournament play, console must be turned off between games and scoreboard must be allowed to reset (Scores will clear and time of day may be displayed). After the board resets, turn on power and repeat team names.

TIP!

Once in game mode, a game can be reset without changing team names by pressing  and answering "YES" to "New Game?" (). Once a game is reset, there is an option to flip the Team Names (HOME will be GUEST and GUEST will be HOME) by following the prompts.

EDITING CAPTIONS AND TEAM NAME SETUP

Perform steps 1-3 above. Press  to enter Caption Setup Mode.

_ Home Team Name



Enter Scoreboard IDs
 ENTER when done

of Board
 Captions(1-10): 7

4. Console version 6.06+ Only - Enter the scoreboard IDs of the board(s) that are to be setup. If all boards have the same size captions, more than 1 board may be selected. If boards have different sizes, boards must be setup 1 at a time.

5. Enter the number of LED Caption Areas that the scoreboard contains (including team names).
 The total number of caption areas can be counted on the scoreboard (including team names) and entered here. This is set at the factory and will likely not be needed to change. For example, if your board displays HOME, GUEST, AT BAT, BALL, STRIKE, INNING, OUT, and H/E, the total number of captions would be 7. If you only have team names, your total would be 2.

Hide Captions Except Home & Guest? _NO

6. If captions other than HOME or GUEST need to be changed, answer NO to "Hide Captions".
 When entering team names, all other captions will be locked and "hidden" in the console. Since these captions will likely never change, the board captions (examples: BALL, STRIKE, BALL ON, DOWN, etc) will be untouched by the common scorekeeper. After captions are set, this prompt should be changed back to YES.

Are Caption Heights All the Same? YES

Caption Height (1-3):
 1

7. In most cases, answer YES to "Are Caption Heights All the Same?".
 Some boards have team name areas that are larger than other fields. If this is the case, you will need to know the height of all areas. **Most captions are at a height of 1** - which is either 6" (typical indoor) or 9" (typical outdoor) depending on board type. Double high team names would typically be a height of 2 (18" or 12"). A height of 3 would be 27" or 18". Refer to the scoreboard specification sheet for proper heights.
The console will now reset. Repeat steps 1 through 3 and enter in the team names and captions. When done editing Board Captions, it is recommended to go into EDIT CAPTIONS MODE again and answer YES to "Hide Captions Except Home & Guest?" to prevent the Board Captions from changing.

8.0 8000 Series Updater

Periodically, an update to the console firmware is released from All American Scoreboards. These releases may contain improvements to the existing sport operations, changes in the menu, additional sport programs or other improvements. If satisfied with the operation of your scoreboard, an update may not be necessary. Each firmware release will be explained at AllAmericanScoreboards.com.

A console firmware may be updated ONLY if the following conditions apply:

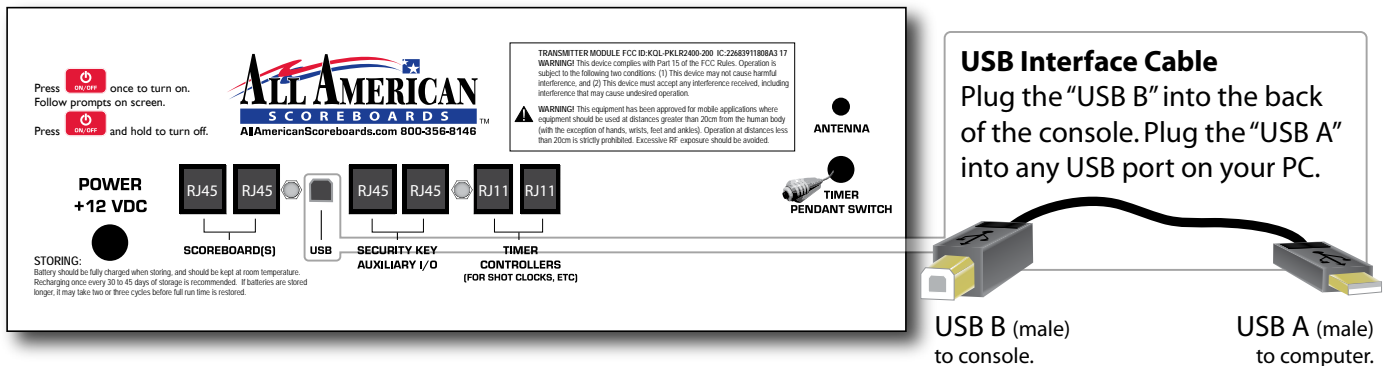
- 1. The console has firmware version 4.00 or greater.**
- 2. A PC is available with a USB port and an internet connection. Requires Windows XP Home Edition, Windows XP Professional, Windows Server 2003, or Windows Vista with the latest service pack updates.**
- 3. A "USB A" (male) to "USB B" (male) cord is available. Cord is available from many electronics retailers or directly from All American Scoreboards.**

Instructions for Updating the Console Firmware.

STEP 1: Download the most recent program from AllAmericanScoreboards.com and follow installation instructions. Launch program - located in Program Files\All American Scoreboard\Update The firmware update program is available by contacting tech support and supplying an email address.

Step 2: On the back of the 8000 Series Console, plug in the USB B into the USB connection.

Step 3: Plug in the USB A into the computer. All American Scoreboards recommends using a USB 2.0 port from the PC. Using a standard USB port will work, however the time to update will be more than doubled.

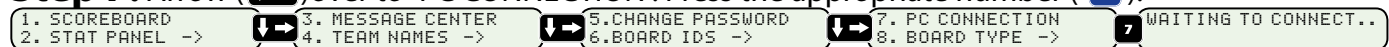


Step 4: Turn on console by pressing .

Step 5: When screen displays , press and simultaneously.

Step 6: Enter passcode, press . When the console is sent out from All American Scoreboards, the Passcode is 12345. If passcode has been changed, enter new passcode. If passcode is lost or forgotten, contact All American Scoreboards.

Step 7: Arrow () over to "PC CONNECTION". Press the appropriate number ().



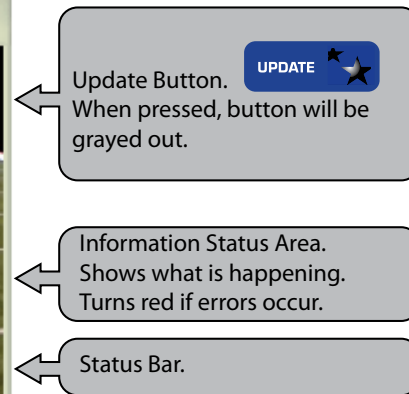
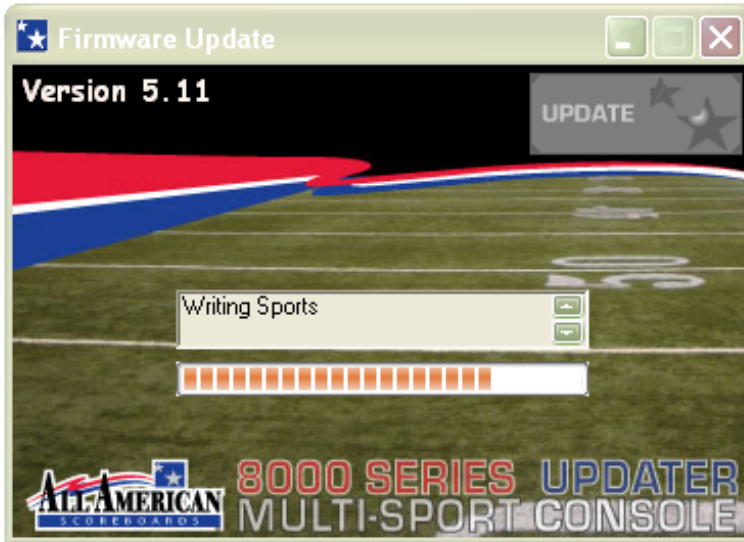
Console will display "WAITING TO CONNECT.."




Step 8: In the computer program, press . The program will run for 2 to 5 minutes (may be longer depending on computer speed and data connection). The console will erase the necessary existing information and load the new information. If an update fails (power outage, cord is pulled, etc), try again by powering off and on and restarting computer program. Do not disconnect until updater says "OK to Unplug USB". Console will automatically restart.

(continued on next page...)



8000 Series Updater ...continued



UPDATER WINDOW



The Updater Program will report the number of errors that occurred during the update. If the error count is anything but zero, the bootloader **MUST** be run again. If error count is 0 and console fails to restart (or console displays `WAITING TO CONNECT..`), turn off console () and then turn on by pressing  and  at the same time until console turns on.

NOTE:

After the update is complete, the sports program may be forced to load upon startup by pressing  &  at the same time.

After the update is complete, the message program may be forced to load upon startup by pressing  &  at the same time.

Why update your All American Scoreboards console?

In most cases, your console is doing everything that you want it to do. If you are comfortable with how everything is operating, then you probably don't need to update your console. Here is a sample of some of the improvements that have taken place in the past:

- Improved stat panel control.
- Shot clock light strips and end of game light strips control.
- Ability to find "sweet spot" for radio control (requires V2 Radio).
- Improved functionality in various sports - for example; in baseball added option for "Auto Hit Indicator"
- Ability to control horn length for both end of period and shotclocks.
- Ability to back up console settings and segments.
- Improved Team Names functionality.
- Ability to control Everbrite Message Center and load and backup messages and programs.

(continued on next page...)

Why update your All American Scoreboards console? (...continued)

Updating your console will likely provide better functionality for your console and scoreboard. If your console firmware is 5.05 or lower (see below), then all segment programs and sport settings that have been saved (scoreboard brightness, fouls, period length, etc) will be overwritten with the defaults set in the upgrade package. Version 5.06 and above allows the sport settings, segments and messages to be backed up and loaded into any console.

Updating your console firmware will bring your console to the same version that is being shipped out with a new scoreboard. **All consoles with a firmware version of 4.0 or above are compatible with console upgrades**, however, it is not recommended to load a previous version (downgrade) unless instructed to do so by tech support. For example, a radio component was changed at version 5.0. A console may be upgraded from a version 4.XX to a version 5.XX, but a version 5.XX with the new V2 Radio cannot be downgraded from a version 5.XX to 4.XX.

If your console is v3.24 or lower, a new backplate must be installed in your console to have the ability to upgrade. It is recommended that you understand what improvements have been made before deciding to replace the internal components of your console.

7.1 CHANGING THE HORN LENGTH (VERSION 5.01+)

Download and install Console Version 5.01 or greater. Call All American Scoreboards for details. Installing a newer version of All American Software will automatically remove previously installed versions from your computer.

Repeat Steps 1-7 on previous page. Console will read .

8. Click on Start Icon on your computer. Hover over "ALL PROGRAMS" and then over "ALL AMERICAN SCOREBOARDS." Select "CONSOLE SETUP OPTIONS."

9. Click on GET SETTINGS. Loaded values from console will display on computer window. Horn lengths are displayed as tenths of a second - the lowest value is 1 (1/10 of a second) and the highest value is 99 (9.9 seconds). The default horn lengths are set to 15 (1.5 seconds). Change the values and click on PROGRAM.

7.2 BACKING UP CONSOLE TO A COMPUTER (VERSION 5.06+)

Download and install Console Version 5.06 or greater. Installing a newer version of All American Software will automatically remove previously installed versions from your computer.

Repeat Steps 1-7 on previous page. Console will read .

8. Click on Start Icon on your computer. Hover over "ALL PROGRAMS" and then over "ALL AMERICAN SCOREBOARDS." Select "CONSOLE SETUP OPTIONS."

9. Click on BACKUP CONSOLE. The computer will store EMC Sign Information, EMC Messages, EMC Programs, Segment Timing and Sport Setup Information. This file can be loaded back into any console with version 5.06+. by clicking on "Restore Console." The file can be named and saved using traditional operating system rules.



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.com.

9.0 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.

10.0 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.



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11.0 Technical Support

11.1 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.

11.2 Contact Information

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401 S. Main Street
Pardeeville, WI 53954
PHONE: 1 800-356-8146
FAX: 1 608-429 -9216

www.allamericanscoreboards.com