

CONTROLLER OPERATION INSTRUCTIONS

WRESTLING

WRESTLING WREST_j12_ver1.0_2019-04-02 LB021S	OFF	GAME TIME		PERIOD	HOME SCORE	HOME TEAM POINTS	GUEST SCORE	GUEST TEAM POINTS	
	SETUP	INT MODE		MATCH	HOME SCORE +1	HOME TIMES	GUEST SCORE +1	GUEST TIMES	
	TEAM NAME	SAVED TIME		STOP ADV		START HOME ADV		START GUEST ADV	
	STATUS			STOP INJ		START HOME INJ		START GUEST INJ	

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period once GAME TIME is pressed, if the timer was allowed to reach zero. PERIOD will automatically increment by 1.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SAVED TIME: to automatically set the GAME TIME to the last entered game time, press SAVED TIME, with the GAME TIME stopped.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.
- Pressing HOME SCORE twice or GUEST SCORE twice, will also increment either score by 1.

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MATCH

Maximum value is 999:

- Press MATCH
- Enter number on keypad, press ENTER

ADVANTAGE

Maximum advantage minutes is 99, maximum advantage seconds is 59.

To edit advantage:

- Press HOME TIMES or GUEST TIMES until the cursor reaches ADV
- Enter values of the penalty minutes and seconds on the keypad and press ENTER after each

NOTE: ENSURE CURSER IS OFF BEFORE STARTING TIME OR ADVANTAGE WILL NOT OPERATE PROPERLY.

To start a team's advantage timer:

- Press START HOME ADV or START GUEST ADV, and the time will begin to count up. (*note: GAME TIME must be running*)

To stop a team's advantage timer:

- Press STOP ADV

To clear an advantage time, highlight the advantage time by pressing HOME or GUEST TIMES twice, and press CLEAR twice

INJURY

Maximum injury minutes is 99, maximum injury seconds is 59.

To edit advantage:

- Press HOME TIMES or GUEST TIMES until the cursor reaches INJ
- Enter values of the injury minutes and seconds on the keypad and press ENTER after each

NOTE: ENSURE CURSER IS OFF BEFORE STARTING TIME OR ADVANTAGE WILL NOT OPERATE PROPERLY.

To start a team's injury timer:

- Press START HOME INJ or START GUEST INJ, and injury time will count down (*note: GAME TIME must be stopped*)

To stop a team's injury timer:

- Press STOP INJ

TEAM POINTS

Maximum team point's value is 99, to set a team's points:

- Press either HOME TEAM POINTS or GUEST TEAM POINTS.
- Enter value on numeric keypad, press ENTER.

To increment a team's Points:

- Press either HOME TEAM POINTS or GUEST TEAM POINTS twice.

NOTES: Reference controller manual for password.

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BASEBALL

BASEBALL BASEBALL_j12_ver1.0_2019-04-02 LB021E	OFF	TIME	BALL	AT BAT	HOME SCORE	HOME HITS	GUEST SCORE	GUEST HITS	
	SETUP	INNING	STRIKE	PITCHER	HOME SCORE +1	HOME HITS +1	GUEST SCORE +1	GUEST HITS +1	→
	TEAM NAME	TEAM AT BAT	OUT	PITCH COUNT +1	PITCH TIMER	HOME ERRS	PITCH TIMER RUN	GUEST ERRS	→
	STATUS	LAST PLAY	CLEAR COUNT	PITCH SPEED	PITCH TIMER SET	HOME ERRS +1	PITCH TIMER STOP	GUEST ERRS +1	→

TIME

Time on the scoreboard display will show hh:mm:ss (hours, minutes and seconds).

- **All timers must be stopped**
- Press TIME
- Enter hours on keypad, press ENTER
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER

INNING

Maximum value is 40, to set inning:

- Press INNING
- Enter a value on the numeric keypad, press ENTER

To increment inning to next half inning:

- Press INNING twice

To toggle between top/bottom of inning (does not change inning numeric value), or press TEAM AT BAT

SCORES

Maximum value is 99 per inning and total, to set a team's score for the current inning:

- Press HOME SCORE or GUEST SCORE
- Enter value on numeric keypad, press ENTER

To increase a team's score for the current inning (only works for a team at bat):

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score by 1

To edit a team's score for any previous inning:

- Press HOME SCORE or GUEST SCORE repeatedly until on desired inning
- Enter value on numeric keypad, press ENTER

HITS

Maximum value is 99, to set a team's hits:

- Press HOME HITS or GUEST HITS
- Enter value on numeric keypad, press ENTER

To increase a team's hits: (only works for a team at bat):

- Press desired teams increment hits button. For example HOME HITS +1 will increase home hits by 1

CONTROLLER OPERATION INSTRUCTIONS

ERRORS

Maximum value is 9, to set a team's errors:

- Press HOME ERRS or GUEST ERRS
- Enter a value on the numeric keypad, press ENTER

To increase a team's errors:

- Press desired teams increment errors button. For example HOME ERRS +1 will increase home errors by 1.

BALLS, STRIKES AND OUTS

Maximum value is 3 for balls, 2 for strikes and 2 for outs:

- To toggle a counts value press desired count button

BATTER

Maximum value is 99, to set a batter's value:

- Press AT BAT, enter batters number on numeric keypad and press ENTER
- Enter the batter's batting average on the numeric keypad (0 is automatically entered) and press ENTER

LAST PLAY

To set last play:

- Press LAST PLAY repeatedly until desired value, H or E displays and press ENTER
- If error selected, cursor will highlight error position. Press ENTER and cursor moves to position
 - Enter position value on numeric keypad and press ENTER

CLEAR COUNT

To clear count (set ball & strikes to 0, clear batter number and clears last play):

- Press CLEAR COUNT

PITCHER

Maximum value is 99 for pitcher number & 99 for pitch count (values will be saved in memory when going between half innings) to set a pitcher's value:

- Press PITCHER, enter the pitcher's number on the numeric keypad and press ENTER
- Enter the pitcher's pitch count on the numeric keypad and press ENTER

To increment a pitcher's pitch count:

- Press PITCH COUNT +1

PITCH SPEED

Maximum value is 199 (normally entered from an external pitch speed gun attached to controller) to manually set a pitch speed:

- Press PITCH SPEED, enter the pitch speed on the numeric keypad then press ENTER

PITCH TIMER

Maximum value is 250, preset pitch timer speeds in game settings (see full manual for details).

To set pitch timer:

- Press PITCH TIMER, type in a numeric value on the keypad and press ENTER

To select preset pitch timer settings, press PITCH TIMER SET to scroll through set 1, set 2 and set 3 settings.

- Toggle pitcher timer on and off by pressing PITCH TIMER RUN and PITCH TIMER STOP

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

BASKETBALL

BASKETBALL Basketb_J12_ver1.0_2019-04-02 LB021F	OFF	GAME TIME	SHOT CLOCK SET	PERIOD	HOME SCORE	HOME FOULS	GUEST SCORE	GUEST FOULS	
	SETUP	INT MODE	SHOT CLOCK SELECT	POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	SHOT CLOCK RESET	PLAYER STAT	HOME SCORE +2		GUEST SCORE +2		→
	STATUS	SHIFT		PLAYER STAT CLEAR	HOME SCORE +3	HOME PLAYER FOUL	GUEST SCORE +3	GUEST PLAYER FOUL	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score by 1. +2, +3 will increase home score by those amounts.

PERIOD

To set period:

Press PERIOD, enter number on keypad, press ENTER. Alternatively, if the GAME TIME button is pressed after time reaches zero, the last game time is automatically displayed and the period increments by 1.

FOULS

Maximum value is double bonus setting in game settings. (See full manual) To set a team's fouls:

- Press either HOME FOULS or GUEST FOUL
- Enter value on keypad, press ENTER

To increase a team's Fouls by 1:

- Press either HOME FOULS or GUEST FOULS twice. This will bring up the "PLAYER – FOULS" Display. Enter the player number and press ENTER. Enter the number of fouls, and press ENTER.

CONTROLLER OPERATION INSTRUCTIONS

BONUS

Automatically displays per opponent team fouls. To modify values, go to the game settings.

POSSESSION (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

SHOT CLOCK

Play Timer run, stop and reset functions can be controlled by a hand-held remote connected to REMOTE 2 port on the back of the ISC9000 controller, or from the keypad of the ISC9000 controller, depending on your setup. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press SHOT CLOCK SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the tertiary reset value
 - The time in the box is the current time on the shot clock and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

SHOT CLOCK SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

TIME OUTS LEFT (TOL)

For standard protocol, an indicator on the scoreboard will illuminate for the time set in game settings under sport configuration. For pro protocol, the indicators are displayed per the program in the scoreboard and not controller by the time set in game settings. Maximum value of first TOL: 9

To set a team's first TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER twice

To set a team's second TOL value:

- Press either HOME TOL or GUEST TOL
- Press ENTER to highlight the second TOL value. Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice

To decrement a team's second TOL value:

- Press either HOME TOL or GUEST TOL, press ENTER
- Press the same HOME TOL or GUEST TOL again

PLAYER FOULS

To set either home player fouls, or guest player fouls:

- Press either HOME PLAYER FOUL or GUEST PLAYER FOULS
- Enter the player number, and press ENTER
- Enter the fouls for that player, and press ENTER

NOTE: The Player number and their respective fouls, are maintained in the memory of the ISC9000 controller. A maximum of 20 player stats are maintained per team. When pressing either HOME PLAYER FOUL or GUEST PLAYER FOULS and entering the player number, that player's last foul amount is recalled. When first plugging in the ISC9000 to power, pressing the "CLEAR" button will clear the game time, scores and game stats. The player stats will remain in memory however.

In STD mode, the PLAYER STAT button will recall the last entered player and fouls. (In PRO mode, this button is disabled.) Pressing the PLAYER STAT CLEAR button will blank this display on the scoreboard.

NOTES: Reference controller manual for password and changing the mode from STD to PRO.

CONTROLLER OPERATION INSTRUCTIONS

CRICKET

CRICKET	OFF	OVERS	WICKETS	D/L	TOTAL	1ST INNING	BATSMAN 1 INFO	OVERS REMAINING	
	SETUP	OVERS +1	ACTIVE BOWLER	TOTAL INDICATOR	TOTAL +1	1ST INNING +1	BATSMAN 2 INFO	BATSMAN SCORE +1	→
	TEAM NAME	OVERS -1	BOWLER 1 INFO	BOWLER 2 INFO	BOWLER 3 INFO	BOWLER 4 INFO	BATSMAN 1 ACTIVE	BATSMAN SCORE +4	→
	STATUS	LAST BATSMAN	BOWLER 5 INFO	BOWLER 6 INFO	BOWLER 7 INFO	RUNS REQUIRED	BATSMAN 2 ACTIVE	BATSMAN SCORE +6	→

OVERS

- The number of overs played so far.
- Press OVERS +1 to add an OVER, OVERS -1 to remove an over.
- Press OVERS, then type on the keypad and press ENTER to manually adjust the OVERS amount.

OVERS REMAINING

- The number of overs remaining in the inning.
- Press OVERS REMAINING and, on the keypad, manually adjust the overs by reducing the total by 1.

WICKETS

- The number of wickets that have been taken from the batting team.
- Double click WICKETS to increase the value by 1.
- Press WICKETS and then type on the keypad and press ENTER to manually adjust the WICKETS.

BOWLER

- ACTIVE BOWLER is the number of the player that is currently bowling the ball. Press ACTIVE BOWLER and enter the value manually on the keypad, and press ENTER.
- BOWLER INFO 1-7; the first number is the Bowlers player number, the second is how many overs have they bowled. Press BOWLER INFO # then use the keypad to manually type in the player number, then press ENTER. Followed by the number of OVERS they bowled, then press ENTER again.

BATSMAN

- BATSMAN # ACTIVE is which BATSMAN is currently batting, on the display you will see an arrow pointing to the current active BATSMAN. Press BATSMAN SCORE +1, +4 or +6 to increase the score of the BATSMAN.
- BATSMAN # INFO is the information of the two BATSMANS currently in play. Press BATSMAN # INFO, then enter the BATSMANS number on the keypad and press ENTER. Followed by the BATSMANS runs they have scored, and press ENTER.

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LAST BATSMAN

- The number of runs the last BATSMAN made before they got out.
- Press LAST BATSMAN and use the keypad to manually adjust the amount of runs and press ENTER.

1ST INNING

- Batting team's score at the end of the first inning.
- Press 1ST INNING and use the keypad to manually adjust the runs total of the 1ST INNING and press ENTER.

TOTAL

- The total number of runs in the current inning.
- Press TOTAL and use the keypad to manually adjust the total runs in the current inning and press ENTER.

TOTAL INDICATOR

- When pressed, lights up the indicator next to the TOTAL value. When game is running, indicator should be ON. When game is not running, indicator should be OFF.

RUNS REQUIRED.

- This is the number of runs required for the batting team to win the game.
- Press the RUNS REQUIRED button and use the keypad to manually adjust the RUNS REQUIRED, then press ENTER.

D/L

- Duckworth-Lewis-Stern calculation, based off Teams A runs and wickets vs team Bs overs and wickets for a limited-overs game.
- Press D/L on and type in the value of the DLS in the keypad, and press ENTER.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

CURLING

CURLING Curling_j12_ver1.0_2019-04-02 LB021H	OFF		END	HOME SCORE	HOME TIME	GUEST SCORE	GUEST TIME	
	SETUP	INT MODE	POSS	HOME SCORE +1		GUEST SCORE +1		
	TEAM NAME							
	STATUS							

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

END

To set end:

- Press END, enter number on keypad, press ENTER

POSSESSION (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

FOOTBALL

FOOTBALL Football_j12_ver1.0_2019-04-02 LB0211	OFF	GAME TIME	PLAY TIMER SET	PERIOD	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE	PLAY TIMER SELECT	POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME	PLAY TIMER RESET	FIELD	HOME SCORE +3		GUEST SCORE +3		
	STATUS	SHIFT / SEG	BLANK FIELD	AUTO FIELD	HOME SCORE +6		GUEST SCORE +6		

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds). If desired, the game time can show seconds and tenths of a second with less than 1 minute left. This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set time:

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - If this is okay, press ENTER twice
 - If not okay:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode
- If a horn is present on your football scoreboard, it will sound when the intermission timer reaches 00.0.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1, +3, +6 will increase home score by those amounts.

CONTROLLER OPERATION INSTRUCTIONS

PERIOD

To set period:

- Press PERIOD, enter number on keypad, press ENTER

PLAY TIMER

Play Timer run, stop and reset functions are controlled by the remote that is connect to REMOTE 2 port on the back of the ISC9000 controller. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press PLAY TIMER SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the bonus reset value, to be used if necessary
 - The time in the box is the current time on the shot clock, and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

PLAY TIMER SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

FIELD

Field values – DOWN and YARDS TO GO maximum value is 99.

Before entering field data, possession must be set.

To set field values:

- Press the FIELD button
- Enter value for down (DN) on numeric keypad, press ENTER
- Enter value for yards to go (YTG) on number keypad, press ENTER
- Select side of the field that the ball is on. Toggle home/guest with the CLEAR button and ENTER to accept
- Enter value yard position on numeric keypad, and press ENTER

Auto field can be used to update field data. This will automatically calculate DOWN and YARDS TO GO based on the ball on field position. Both possession and field data must be set.

To set auto field values:

- Press the AUTO FIELD button
- Select side of the field the ball is on. Toggle home/guest with the CLEAR button and ENTER to accept
- Enter value yard position on numeric keypad, press ENTER

NOTE: for a turnover, the possessions and field values will need to be set.

POSSESSION (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

TIME OUTS LEFT (TOL)

Maximum value of first TOL: 9

To set a team's TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

HOCKEY

HOCKEY Hockey_j12_ver1.0_2019-04-01 LB021J	OFF	GAME TIME		PERIOD	HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP	INT MODE			HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	GOAL LIGHT ←	GOAL LIGHT →	HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	→
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero, the last game time is automatically displayed and the period increments by 1.

CONTROLLER OPERATION INSTRUCTIONS

PENALTIES

The controller allows input of four penalty times per team. Only the penalty times 1&2 are active when the game time is running. Penalty times 3&4 will become active and shift up into penalties 1&2 when the active penalties expire.

- The maximum player number is 99
- The maximum minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time entered is 12:00, only 2:00 will display

The maximum penalty seconds is 59, to enter a penalty:

- Press either HOME PENALTY or GUEST PENALTY. The first key pressed will put the cursor on the first empty penalty location
- When the same button is pressed repeatedly, the controller advances between the 4 penalties
- For each penalty enter values of the player number, penalty minutes and seconds on the numeric keypad and then press ENTER after each

NOTE: ENSURE CURSOR IS OFF BEFORE STARTING GAME TIME OR PENALTY WILL NOT OPERATE PROPERLY

To clear a penalty:

- While on any value of the penalty to be deleted, press the CLEAR button. This will clear the entire penalty and shift any lower penalties upward

Hold penalty feature:

- Needs to be enabled in sport configuration (see full manual)
- If this is activated from the keypad during normal operation, any penalties entered in penalty 3&4 will not shift upward when either or both penalties 1&2 expire
- To toggle on/off, press HOLD PENALTY. A small hold box appears beside both team's penalties 3&4 when penalty hold is enabled

Penalty stop/run feature:

- Need to be enabled in sport configuration (see full manual)
- Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run
- To toggle stop/run, press PENALTY STOP/RUN. A small STP box will appear beside both team's penalty 1&2 when penalty is stopped

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either HOME SHOTS or GUEST SHOTS
- Enter a numeric value on the keypad, press ENTER

To increment a team's SOG

- Press either HOME SHOTS or GUEST SHOTS twice

OR

- Press either HOME SHOTS +1 or GUEST SHOTS +1

TIME OUTS LEFT (TOL)

Maximum value of first TOL: 9

To set a team's first TOL value:

- Press either HOME TOL or GUEST TOL. Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice.

GOAL LIGHT

To operate goal light, press and hold LEFT GOAL LIGHT or RIGHT GOAL LIGHT. Once released, the goal light will shut off.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

LACROSSE

LACROSSE LACROSSE_J12_ver1.0_2019-04-02 LB021K	OFF	GAME TIME	PLAY TIMER SET	PERIOD	HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP	INT MODE	PLAY TIMER SELECT		HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	PLAY TIMER RESET		HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	→
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice. If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PLAY TIMER

Play Timer run, stop and reset functions can be controlled by a hand-held remote connected to REMOTE 2 port on the back of the ISC9000 controller, or from the keypad of the ISC9000 controller, depending on your setup. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press PLAY TIMER SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the tertiary reset value.
 - The time in the box is the current time on the shot clock and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

PLAY TIMER SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

CONTROLLER OPERATION INSTRUCTIONS

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero. The last game time is automatically displayed and the period increments by 1.

PENALTIES

The controller allows input of four penalty times per team. Only the penalty times 1&2 are active when the game time is running. Penalty times 3&4 will become active and shift up into penalties 1&2 when the active penalties expire.

- The maximum player number is 99
- The maximum minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time entered is 12:00, only 2:00 will display

The maximum penalty seconds is 59, to enter a penalty:

- Press either HOME PENALTY or GUEST PENALTY. The first key pressed will put the cursor on the first empty penalty location
- When the same button is pressed repeatedly, the controller advances between the 4 penalties
- For each penalty enter values of the player number, penalty minutes and seconds on the numeric keypad and then press ENTER after each

NOTE: ENSURE CURSOR IS OFF BEFORE STARTING GAME TIME OR PENALTY WILL NOT OPERATE PROPERLY

To clear a penalty:

- While on any value of the penalty to be deleted, press the CLEAR button. This will clear the entire penalty and shift any lower penalties upward

Hold penalty feature:

- Needs to be enabled in sport configuration (see full manual)
- If this is activated from the keypad during normal operation, any penalties entered in penalty 3&4 will not shift upward when either or both penalties 1&2 expire
- To toggle on/off, press HOLD PENALTY. A small hold box appears beside both team's penalties 3&4 when penalty hold is enabled

Penalty stop/run feature:

- Need to be enabled in sport configuration (see full manual)
- Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run
- To toggle stop/run, press PENALTY STOP/RUN. A small STP box will appear beside both team's penalty 1&2 when penalty is stopped

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either HOME SHOTS or GUEST SHOTS
- Enter a numeric value on the keypad, press ENTER

To increment a team's SOG

- Press either HOME SHOTS or GUEST SHOTS twice

OR

- Press either HOME SHOTS +1 or GUEST SHOTS +1

TOL

Maximum value of TOL is 9; to set a team's TOL value:

- Press either HOME TOL or GUEST TOL, enter a numeric value of the keypad, press ENTER
- To decrement a team's TOL, press either HOME TOL or GUEST TOL twice.

If automatic auto timeout timer is selected in *Configuration Option #0 – Time Outs* the time out time will begin to run as soon as the TOL is decremented.

SAVED TIME

This function is used to recall times from the last game time stoppage. Game time and if applicable, shot clock and penalties times are recalled.

To recall saved times:

- Press and hold SAVED TIME until saved times appear

SHIFT

Maximum value is: 9 minutes and 59 seconds.

The Shift Set value is the value the shift time is reset to once it expires.

To set either Shift Set or Shift value:

- Press SHIFT until cursor appears on desired value.
- Enter Minute value on numeric keypad, press ENTER.
- Enter Seconds value on numeric keypad, press ENTER
- To modify current shift time, press SHIFT twice and modify time.
- Shift timer will operate when game time is running.
- To disable Shift Time, set Shift Set to 0:00.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

BASEBALL

BASEBALL BASEBALL_j12_ver1.0_2019-04-02 LB021E	OFF	TIME	BALL	AT BAT	HOME SCORE	HOME HITS	GUEST SCORE	GUEST HITS	
	SETUP	INNING	STRIKE	PITCHER	HOME SCORE +1	HOME HITS +1	GUEST SCORE +1	GUEST HITS +1	→
	TEAM NAME	TEAM AT BAT	OUT	PITCH COUNT +1	PITCH TIMER	HOME ERRS	PITCH TIMER RUN	GUEST ERRS	→
	STATUS	LAST PLAY	CLEAR COUNT	PITCH SPEED	PITCH TIMER SET	HOME ERRS +1	PITCH TIMER STOP	GUEST ERRS +1	→

TIME

Time on the scoreboard display will show hh:mm:ss (hours, minutes and seconds).

- **All timers must be stopped**
- Press TIME
- Enter hours on keypad, press ENTER
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER

INNING

Maximum value is 40, to set inning:

- Press INNING
- Enter a value on the numeric keypad, press ENTER

To increment inning to next half inning:

- Press INNING twice

To toggle between top/bottom of inning (does not change inning numeric value), or press TEAM AT BAT

SCORES

Maximum value is 99 per inning and total, to set a team's score for the current inning:

- Press HOME SCORE or GUEST SCORE
- Enter value on numeric keypad, press ENTER

To increase a team's score for the current inning (only works for a team at bat):

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score by 1

To edit a team's score for any previous inning:

- Press HOME SCORE or GUEST SCORE repeatedly until on desired inning
- Enter value on numeric keypad, press ENTER

HITS

Maximum value is 99, to set a team's hits:

- Press HOME HITS or GUEST HITS
- Enter value on numeric keypad, press ENTER

To increase a team's hits: (only works for a team at bat):

- Press desired teams increment hits button. For example HOME HITS +1 will increase home hits by 1

CONTROLLER OPERATION INSTRUCTIONS

ERRORS

Maximum value is 9, to set a team's errors:

- Press HOME ERRS or GUEST ERRS
- Enter a value on the numeric keypad, press ENTER

To increase a team's errors:

- Press desired teams increment errors button. For example HOME ERRS +1 will increase home errors by 1.

BALLS, STRIKES AND OUTS

Maximum value is 3 for balls, 2 for strikes and 2 for outs:

- To toggle a counts value press desired count button

BATTER

Maximum value is 99, to set a batter's value:

- Press AT BAT, enter batters number on numeric keypad and press ENTER
- Enter the batter's batting average on the numeric keypad (0 is automatically entered) and press ENTER

LAST PLAY

To set last play:

- Press LAST PLAY repeatedly until desired value, H or E displays and press ENTER
- If error selected, cursor will highlight error position. Press ENTER and cursor moves to position
 - Enter position value on numeric keypad and press ENTER

CLEAR COUNT

To clear count (set ball & strikes to 0, clear batter number and clears last play):

- Press CLEAR COUNT

PITCHER

Maximum value is 99 for pitcher number & 99 for pitch count (values will be saved in memory when going between half innings) to set a pitcher's value:

- Press PITCHER, enter the pitcher's number on the numeric keypad and press ENTER
- Enter the pitcher's pitch count on the numeric keypad and press ENTER

To increment a pitcher's pitch count:

- Press PITCH COUNT +1

PITCH SPEED

Maximum value is 199 (normally entered from an external pitch speed gun attached to controller) to manually set a pitch speed:

- Press PITCH SPEED, enter the pitch speed on the numeric keypad then press ENTER

PITCH TIMER

Maximum value is 250, preset pitch timer speeds in game settings (see full manual for details).

To set pitch timer:

- Press PITCH TIMER, type in a numeric value on the keypad and press ENTER

To select preset pitch timer settings, press PITCH TIMER SET to scroll through set 1, set 2 and set 3 settings.

- Toggle pitcher timer on and off by pressing PITCH TIMER RUN and PITCH TIMER STOP

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

BASKETBALL

BASKETBALL Basketb_J12_ver1.0_2019-04-02 LB021F	OFF	GAME TIME	SHOT CLOCK SET	PERIOD	HOME SCORE	HOME FOULS	GUEST SCORE	GUEST FOULS	
	SETUP	INT MODE	SHOT CLOCK SELECT	POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	SHOT CLOCK RESET	PLAYER STAT	HOME SCORE +2		GUEST SCORE +2		→
	STATUS	SHIFT		PLAYER STAT CLEAR	HOME SCORE +3	HOME PLAYER FOUL	GUEST SCORE +3	GUEST PLAYER FOUL	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score by 1. +2, +3 will increase home score by those amounts.

PERIOD

To set period:

Press PERIOD, enter number on keypad, press ENTER. Alternatively, if the GAME TIME button is pressed after time reaches zero, the last game time is automatically displayed and the period increments by 1.

FOULS

Maximum value is double bonus setting in game settings. (See full manual) To set a team's fouls:

- Press either HOME FOULS or GUEST FOUL
- Enter value on keypad, press ENTER

To increase a team's Fouls by 1:

- Press either HOME FOULS or GUEST FOULS twice. This will bring up the "PLAYER – FOULS" Display. Enter the player number and press ENTER. Enter the number of fouls, and press ENTER.

CONTROLLER OPERATION INSTRUCTIONS

BONUS

Automatically displays per opponent team fouls. To modify values, go to the game settings.

POSSESSION (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

SHOT CLOCK

Play Timer run, stop and reset functions can be controlled by a hand-held remote connected to REMOTE 2 port on the back of the ISC9000 controller, or from the keypad of the ISC9000 controller, depending on your setup. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press SHOT CLOCK SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the tertiary reset value
 - The time in the box is the current time on the shot clock and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

SHOT CLOCK SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

TIME OUTS LEFT (TOL)

For standard protocol, an indicator on the scoreboard will illuminate for the time set in game settings under sport configuration. For pro protocol, the indicators are displayed per the program in the scoreboard and not controller by the time set in game settings. Maximum value of first TOL: 9

To set a team's first TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER twice

To set a team's second TOL value:

- Press either HOME TOL or GUEST TOL
- Press ENTER to highlight the second TOL value. Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice

To decrement a team's second TOL value:

- Press either HOME TOL or GUEST TOL, press ENTER
- Press the same HOME TOL or GUEST TOL again

PLAYER FOULS

To set either home player fouls, or guest player fouls:

- Press either HOME PLAYER FOUL or GUEST PLAYER FOULS
- Enter the player number, and press ENTER
- Enter the fouls for that player, and press ENTER

NOTE: The Player number and their respective fouls, are maintained in the memory of the ISC9000 controller. A maximum of 20 player stats are maintained per team. When pressing either HOME PLAYER FOUL or GUEST PLAYER FOULS and entering the player number, that player's last foul amount is recalled. When first plugging in the ISC9000 to power, pressing the "CLEAR" button will clear the game time, scores and game stats. The player stats will remain in memory however.

In STD mode, the PLAYER STAT button will recall the last entered player and fouls. (In PRO mode, this button is disabled.) Pressing the PLAYER STAT CLEAR button will blank this display on the scoreboard.

NOTES: Reference controller manual for password and changing the mode from STD to PRO.

CONTROLLER OPERATION INSTRUCTIONS

FOOTBALL

FOOTBALL Football_j12_ver1.0_2019-04-02 LB0211	OFF	GAME TIME	PLAY TIMER SET	PERIOD	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE	PLAY TIMER SELECT	POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME	PLAY TIMER RESET	FIELD	HOME SCORE +3		GUEST SCORE +3		
	STATUS	SHIFT / SEG	BLANK FIELD	AUTO FIELD	HOME SCORE +6		GUEST SCORE +6		

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds). If desired, the game time can show seconds and tenths of a second with less than 1 minute left. This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set time:

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - If this is okay, press ENTER twice
 - If not okay:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode
- If a horn is present on your football scoreboard, it will sound when the intermission timer reaches 00.0.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1, +3, +6 will increase home score by those amounts.

CONTROLLER OPERATION INSTRUCTIONS

PERIOD

To set period:

- Press PERIOD, enter number on keypad, press ENTER

PLAY TIMER

Play Timer run, stop and reset functions are controlled by the remote that is connect to REMOTE 2 port on the back of the ISC9000 controller. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press PLAY TIMER SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the bonus reset value, to be used if necessary
 - The time in the box is the current time on the shot clock, and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

PLAY TIMER SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

FIELD

Field values – DOWN and YARDS TO GO maximum value is 99.

Before entering field data, possession must be set.

To set field values:

- Press the FIELD button
- Enter value for down (DN) on numeric keypad, press ENTER
- Enter value for yards to go (YTG) on number keypad, press ENTER
- Select side of the field that the ball is on. Toggle home/guest with the CLEAR button and ENTER to accept
- Enter value yard position on numeric keypad, and press ENTER

Auto field can be used to update field data. This will automatically calculate DOWN and YARDS TO GO based on the ball on field position. Both possession and field data must be set.

To set auto field values:

- Press the AUTO FIELD button
- Select side of the field the ball is on. Toggle home/guest with the CLEAR button and ENTER to accept
- Enter value yard position on numeric keypad, press ENTER

NOTE: for a turnover, the possessions and field values will need to be set.

POSSESSION (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

TIME OUTS LEFT (TOL)

Maximum value of first TOL: 9

To set a team's TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

HOCKEY

HOCKEY Hockey_j12_ver1.0_2019-04-01 LB021J	OFF	GAME TIME		PERIOD	HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP	INT MODE			HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	GOAL LIGHT ←	GOAL LIGHT →	HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	→
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero, the last game time is automatically displayed and the period increments by 1.

CONTROLLER OPERATION INSTRUCTIONS

PENALTIES

The controller allows input of four penalty times per team. Only the penalty times 1&2 are active when the game time is running. Penalty times 3&4 will become active and shift up into penalties 1&2 when the active penalties expire.

- The maximum player number is 99
- The maximum minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time entered is 12:00, only 2:00 will display

The maximum penalty seconds is 59, to enter a penalty:

- Press either HOME PENALTY or GUEST PENALTY. The first key pressed will put the cursor on the first empty penalty location
- When the same button is pressed repeatedly, the controller advances between the 4 penalties
- For each penalty enter values of the player number, penalty minutes and seconds on the numeric keypad and then press ENTER after each

NOTE: ENSURE CURSOR IS OFF BEFORE STARTING GAME TIME OR PENALTY WILL NOT OPERATE PROPERLY

To clear a penalty:

- While on any value of the penalty to be deleted, press the CLEAR button. This will clear the entire penalty and shift any lower penalties upward

Hold penalty feature:

- Needs to be enabled in sport configuration (see full manual)
- If this is activated from the keypad during normal operation, any penalties entered in penalty 3&4 will not shift upward when either or both penalties 1&2 expire
- To toggle on/off, press HOLD PENALTY. A small hold box appears beside both team's penalties 3&4 when penalty hold is enabled

Penalty stop/run feature:

- Need to be enabled in sport configuration (see full manual)
- Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run
- To toggle stop/run, press PENALTY STOP/RUN. A small STP box will appear beside both team's penalty 1&2 when penalty is stopped

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either HOME SHOTS or GUEST SHOTS
- Enter a numeric value on the keypad, press ENTER

To increment a team's SOG

- Press either HOME SHOTS or GUEST SHOTS twice

OR

- Press either HOME SHOTS +1 or GUEST SHOTS +1

TIME OUTS LEFT (TOL)

Maximum value of first TOL: 9

To set a team's first TOL value:

- Press either HOME TOL or GUEST TOL. Enter value on numeric keypad, press ENTER

To decrement a team's first TOL value:

- Press either HOME TOL or GUEST TOL twice.

GOAL LIGHT

To operate goal light, press and hold LEFT GOAL LIGHT or RIGHT GOAL LIGHT. Once released, the goal light will shut off.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

SOCCKER

SOCCER Soccer_j12_ver1.0_2019-04-01 LB021L	OFF	GAME TIME		PERIOD	HOME SCORE	HOME FOULS	GUEST SCORE	GUEST FOULS	
	SETUP	INT MODE			HOME SCORE +1	HOME C.K.	GUEST SCORE +1	GUEST C.K.	
	TEAM NAME	SAVED TIME			HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	
	STATUS				HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	

GAME TIME

If your controller has been changed to SOCCER from another sport, the timer direction is likely DOWN. If you would like GAME TIME to count UP, this must be done by accessing a hidden menu with a password. This information is in the full controller manual.

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss:tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

CONTROLLER OPERATION INSTRUCTIONS

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero. The last game time is automatically displayed and the period increments by 1.

SHOTS

To set shots:

- Press HOME SHOTS or GUEST SHOTS
- Enter value on numeric keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SHOTS +1 will increase home shots by 1.

SAVES

Saves can be calculated automatically or manually entered. See "Sport Games Setting" setting in the setup menu to select Auto save ON or OFF. Instructions to access this password protected menu are in the full controller manual.

For manual save entry:

- Press HOME SAVES or GUEST SAVES
- Enter value on numeric keypad, press ENTER

FOULS

- Maximum value is: 99, to set a team's Penalty:
- Press either HOME FOULS or GUEST FOULS.
- Enter value on numeric keypad, press ENTER.

To increment a team's Penalty:

- Press either HOME FOULS or GUEST FOULS twice

CORNER KICK

- Maximum value is: 99, to set a team's Corner Kicks:
- Press either HOME C.K. or GUEST C.K.
- Enter value on numeric keypad, press ENTER

To increment a team's corner kicks:

- Press either HOME C.K. or GUEST C.K. twice

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

TENNIS

TENNIS Tennis_j12_ver1.0_2019-04-02 LB021M	OFF				HOME SCORE		GUEST SCORE		
	SETUP			POSS	HOME SCORE +1		GUEST SCORE +1		→
	TEAM NAME	SETS -1	SETS +1	SETS EDIT					→
	STATUS		TIE-BREAK WON	TIE BREAK					→

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score. Score will increase from 0 to 15, then to 30 and then to 40. Once increased past 40, the corresponding team set score will increase by one.

SERVING (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

SETS

To select current set:

- Press SETS +1 or SETS -1 to toggle between the 5 sets

To edit sets:

- Press SET
- Use the ENTER button toggle between the sets, and home and guest
- Enter numeric value on keypad, press ENTER

TIE BREAK

Press TIE BREAK to toggle on/off. When in tie break mode, the scores will only increase by one. Once tie breakers is complete, press TIE-BREAK WON and a set point will be added to the team with the highest score.

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

TRACK

TRACK TRACK_j12_ver1.0_2019-04-02 LB021N	OFF	GAME TIME		EVENT	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE		HEAT	HOME SCORE +1		GUEST SCORE +1		
	TEAM NAME			LANE					
	STATUS		BLANK	PLACE					

GAME TIME

If your controller has been changed to TRACK from another sport, the timer direction is likely DOWN. For TRACK, this must be changed to UP. This must be done by accessing a hidden menu with a password. This information is in the full controller manual.

Time on the controller display will show MM:SS:ss (minutes, seconds and hundredths of a second). Your scoreboard may also have hundredths of a second display. Hundredths will be tracked by the controller, regardless of the display your scoreboard may have.

- To zero the game time, press GAME TIME, and the press CLEAR on the keypad 3 times.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

EVENT

Maximum value is 99, to set event:

- Press EVENT
- Enter a numeric value on the keypad, press ENTER

HEAT

Maximum value is 99, to set heat:

- Press HEAT
- Enter numeric value on the keypad, press ENTER

LANE

Maximum value is 99, to set lane:

- Press LANE
- Enter a numeric value on the keypad, press ENTER

PLACE

Maximum value is 99, to set place

- Press PLACE
- Enter a numeric value on the keypad, press ENTER

BLANK

To clear EVENT, HEAT, LANE, PLACE, and TIME, press the BLANK button.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

VOLLEYBALL

VOLLEYBALL Volleyball_j12_ver1.0_2019-04-02 LB021P	OFF	GAME TIME		PERIOD	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE		POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME		SETS					
	STATUS	SHIFT							

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value. Exiting INT mode will return the game time to its original time.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode. The previous game time will be recalled.

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

SERVING (POSS)

- Press the POSS to toggle between HOME and GUEST team as serving
- Press and hold POSS to clear possession

SET SCORES

Set scores will automatically be recorded when the period is incremented, by pressing PERIOD twice. To manually adjust the set scores:

- Press SETS to highlight the first set's scores
- Press Enter to toggle to different sets
- Enter a numeric value on the keypad, press ENTER

TIME OUTS LEFT (TOL)

For standard protocol, an indicator on the scoreboard will illuminate for the time set in game settings under sport configuration. For pro protocol, the indicators are displayed per the program in the scoreboard and not controller by the time set in game settings. Maximum value of first TOL: 9. *To change the protocol from standard to pro, you must enter the setup menu. Instructions on how to do this are found in the full manual.*

To set a team's TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER

To decrement a team's TOL value:

- Press either HOME TOL or GUEST TOL twice

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

WRESTLING

WRESTLING WREST_j12_ver1.0_2019-04-02 LB021S	OFF	GAME TIME		PERIOD	HOME SCORE	HOME TEAM POINTS	GUEST SCORE	GUEST TEAM POINTS	
	SETUP	INT MODE		MATCH	HOME SCORE +1	HOME TIMES	GUEST SCORE +1	GUEST TIMES	
	TEAM NAME	SAVED TIME		STOP ADV		START HOME ADV		START GUEST ADV	
	STATUS			STOP INJ		START HOME INJ		START GUEST INJ	

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER. Alternatively, you can press CLEAR when the tenths are highlighted. This will enter a value of 00 with a single key press.

The last game time entered will automatically appear for the next period once GAME TIME is pressed, if the timer was allowed to reach zero. PERIOD will automatically increment by 1.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SAVED TIME: to automatically set the GAME TIME to the last entered game time, press SAVED TIME, with the GAME TIME stopped.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.
- Pressing HOME SCORE twice or GUEST SCORE twice, will also increment either score by 1.

CONTROLLER OPERATION INSTRUCTIONS

MATCH

Maximum value is 999:

- Press MATCH
- Enter number on keypad, press ENTER

ADVANTAGE

Maximum advantage minutes is 99, maximum advantage seconds is 59.

To edit advantage:

- Press HOME TIMES or GUEST TIMES until the cursor reaches ADV
- Enter values of the penalty minutes and seconds on the keypad and press ENTER after each

NOTE: ENSURE CURSER IS OFF BEFORE STARTING TIME OR ADVANTAGE WILL NOT OPERATE PROPERLY.

To start a team's advantage timer:

- Press START HOME ADV or START GUEST ADV, and the time will begin to count up. (*note: GAME TIME must be running*)

To stop a team's advantage timer:

- Press STOP ADV

To clear an advantage time, highlight the advantage time by pressing HOME or GUEST TIMES twice, and press CLEAR twice

INJURY

Maximum injury minutes is 99, maximum injury seconds is 59.

To edit advantage:

- Press HOME TIMES or GUEST TIMES until the cursor reaches INJ
- Enter values of the injury minutes and seconds on the keypad and press ENTER after each

NOTE: ENSURE CURSER IS OFF BEFORE STARTING TIME OR ADVANTAGE WILL NOT OPERATE PROPERLY.

To start a team's injury timer:

- Press START HOME INJ or START GUEST INJ, and injury time will count down (*note: GAME TIME must be stopped*)

To stop a team's injury timer:

- Press STOP INJ

TEAM POINTS

Maximum team point's value is 99, to set a team's points:

- Press either HOME TEAM POINTS or GUEST TEAM POINTS.
- Enter value on numeric keypad, press ENTER.

To increment a team's Points:

- Press either HOME TEAM POINTS or GUEST TEAM POINTS twice.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

LACROSSE

LACROSSE LACROSSE_J12_ver1.0_2019-04-02 LB021K	OFF	GAME TIME	PLAY TIMER SET	PERIOD	HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP	INT MODE	PLAY TIMER SELECT		HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	→
	TEAM NAME	SAVED TIME	PLAY TIMER RESET		HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	→
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	→

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice. If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PLAY TIMER

Play Timer run, stop and reset functions can be controlled by a hand-held remote connected to REMOTE 2 port on the back of the ISC9000 controller, or from the keypad of the ISC9000 controller, depending on your setup. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press PLAY TIMER SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the tertiary reset value.
 - The time in the box is the current time on the shot clock and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

PLAY TIMER SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

CONTROLLER OPERATION INSTRUCTIONS

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero. The last game time is automatically displayed and the period increments by 1.

PENALTIES

The controller allows input of four penalty times per team. Only the penalty times 1&2 are active when the game time is running. Penalty times 3&4 will become active and shift up into penalties 1&2 when the active penalties expire.

- The maximum player number is 99
- The maximum minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time entered is 12:00, only 2:00 will display

The maximum penalty seconds is 59, to enter a penalty:

- Press either HOME PENALTY or GUEST PENALTY. The first key pressed will put the cursor on the first empty penalty location
- When the same button is pressed repeatedly, the controller advances between the 4 penalties
- For each penalty enter values of the player number, penalty minutes and seconds on the numeric keypad and then press ENTER after each

NOTE: ENSURE CURSOR IS OFF BEFORE STARTING GAME TIME OR PENALTY WILL NOT OPERATE PROPERLY

To clear a penalty:

- While on any value of the penalty to be deleted, press the CLEAR button. This will clear the entire penalty and shift any lower penalties upward

Hold penalty feature:

- Needs to be enabled in sport configuration (see full manual)
- If this is activated from the keypad during normal operation, any penalties entered in penalty 3&4 will not shift upward when either or both penalties 1&2 expire
- To toggle on/off, press HOLD PENALTY. A small hold box appears beside both team's penalties 3&4 when penalty hold is enabled

Penalty stop/run feature:

- Need to be enabled in sport configuration (see full manual)
- Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run
- To toggle stop/run, press PENALTY STOP/RUN. A small STP box will appear beside both team's penalty 1&2 when penalty is stopped

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either HOME SHOTS or GUEST SHOTS
- Enter a numeric value on the keypad, press ENTER

To increment a team's SOG

- Press either HOME SHOTS or GUEST SHOTS twice

OR

- Press either HOME SHOTS +1 or GUEST SHOTS +1

TOL

Maximum value of TOL is 9; to set a team's TOL value:

- Press either HOME TOL or GUEST TOL, enter a numeric value of the keypad, press ENTER
- To decrement a team's TOL, press either HOME TOL or GUEST TOL twice.

If automatic auto timeout timer is selected in *Configuration Option #0 – Time Outs* the time out time will begin to run as soon as the TOL is decremented.

SAVED TIME

This function is used to recall times from the last game time stoppage. Game time and if applicable, shot clock and penalties times are recalled.

To recall saved times:

- Press and hold SAVED TIME until saved times appear

SHIFT

Maximum value is: 9 minutes and 59 seconds.

The Shift Set value is the value the shift time is reset to once it expires.

To set either Shift Set or Shift value:

- Press SHIFT until cursor appears on desired value.
- Enter Minute value on numeric keypad, press ENTER.
- Enter Seconds value on numeric keypad, press ENTER
- To modify current shift time, press SHIFT twice and modify time.
- Shift timer will operate when game time is running.
- To disable Shift Time, set Shift Set to 0:00.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

CRICKET

CRICKET	OFF	OVERS	WICKETS	D/L	TOTAL	1ST INNING	BATSMAN 1 INFO	OVERS REMAINING	
	SETUP	OVERS +1	ACTIVE BOWLER	TOTAL INDICATOR	TOTAL +1	1ST INNING +1	BATSMAN 2 INFO	BATSMAN SCORE +1	→
	TEAM NAME	OVERS -1	BOWLER 1 INFO	BOWLER 2 INFO	BOWLER 3 INFO	BOWLER 4 INFO	BATSMAN 1 ACTIVE	BATSMAN SCORE +4	→
	STATUS	LAST BATSMAN	BOWLER 5 INFO	BOWLER 6 INFO	BOWLER 7 INFO	RUNS REQUIRED	BATSMAN 2 ACTIVE	BATSMAN SCORE +6	→

OVERS

- The number of overs played so far.
- Press OVERS +1 to add an OVER, OVERS -1 to remove an over.
- Press OVERS, then type on the keypad and press ENTER to manually adjust the OVERS amount.

OVERS REMAINING

- The number of overs remaining in the inning.
- Press OVERS REMAINING and, on the keypad, manually adjust the overs by reducing the total by 1.

WICKETS

- The number of wickets that have been taken from the batting team.
- Double click WICKETS to increase the value by 1.
- Press WICKETS and then type on the keypad and press ENTER to manually adjust the WICKETS.

BOWLER

- ACTIVE BOWLER is the number of the player that is currently bowling the ball. Press ACTIVE BOWLER and enter the value manually on the keypad, and press ENTER.
- BOWLER INFO 1-7; the first number is the Bowlers player number, the second is how many overs have they bowled. Press BOWLER INFO # then use the keypad to manually type in the player number, then press ENTER. Followed by the number of OVERS they bowled, then press ENTER again.

BATSMAN

- BATSMAN # ACTIVE is which BATSMAN is currently batting, on the display you will see an arrow pointing to the current active BATSMAN. Press BATSMAN SCORE +1, +4 or +6 to increase the score of the BATSMAN.
- BATSMAN # INFO is the information of the two BATSMANS currently in play. Press BATSMAN # INFO, then enter the BATSMANS number on the keypad and press ENTER. Followed by the BATSMANS runs they have scored, and press ENTER.

CONTROLLER OPERATION INSTRUCTIONS

LAST BATSMAN

- The number of runs the last BATSMAN made before they got out.
- Press LAST BATSMAN and use the keypad to manually adjust the amount of runs and press ENTER.

1ST INNING

- Batting team's score at the end of the first inning.
- Press 1ST INNING and use the keypad to manually adjust the runs total of the 1ST INNING and press ENTER.

TOTAL

- The total number of runs in the current inning.
- Press TOTAL and use the keypad to manually adjust the total runs in the current inning and press ENTER.

TOTAL INDICATOR

- When pressed, lights up the indicator next to the TOTAL value. When game is running, indicator should be ON. When game is not running, indicator should be OFF.

RUNS REQUIRED.

- This is the number of runs required for the batting team to win the game.
- Press the RUNS REQUIRED button and use the keypad to manually adjust the RUNS REQUIRED, then press ENTER.

D/L

- Duckworth-Lewis-Stern calculation, based off Teams A runs and wickets vs team Bs overs and wickets for a limited-overs game.
- Press D/L on and type in the value of the DLS in the keypad, and press ENTER.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

CURLING

CURLING Curling_j12_ver1.0_2019-04-02 LB021H	OFF		END	HOME SCORE	HOME TIME	GUEST SCORE	GUEST TIME	
	SETUP	INT MODE	POSS	HOME SCORE +1		GUEST SCORE +1		
	TEAM NAME							
	STATUS							

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

END

To set end:

- Press END, enter number on keypad, press ENTER

POSSESSION (POSS)

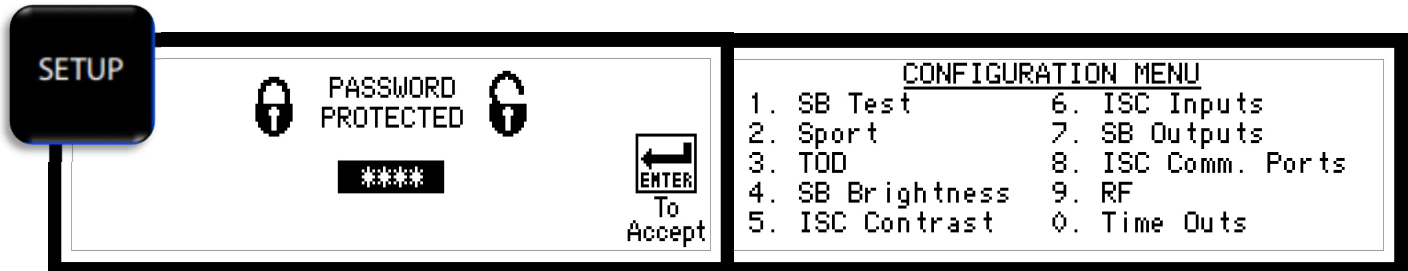
- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

CHANGING RADIO CHANNELS FOR CONTROLLER

In order to change the radio channel of your controller or your scoreboard, begin by holding down the setup button until it prompts you for a password. The password is "5833".



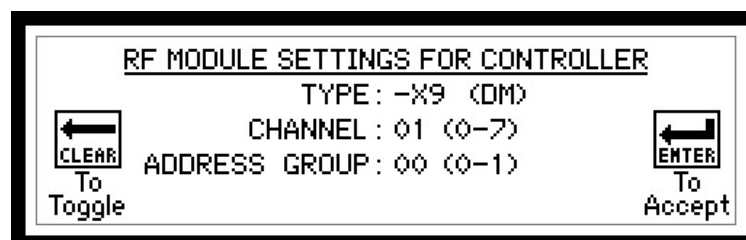
Select option 9, RF (Radio Frequency Channels). Your default settings can be located on the serial number label of the scoreboard. ****ENSURE ALL OTHER CONTROLLERS ARE POWERED OFF BEFORE PROCEEDING****

- Select option 1 to adjust controller and scoreboard radio channel.



Set the desired radio channel for the controller, followed by setting the desired radio group.

- Press CLEAR to toggle between the options and ENTER to accept and move onto the next option. To set a radio channel of 3.1, your CHANNEL would be 3 and your ADDRESS GROUP would be 1.



CONTROLLER OPERATION INSTRUCTIONS

CHANGING RADIO CHANNELS FOR SCOREBOARDS

RF SYSTEM SETTINGS FOR SCOREBOARDS				CH	ADD	CH	ADD
MODIFY? : YES				A : 1	0	E : 0	0
THIS CONTROLLER CH: 1 ADD: 0				B : 6	1	F : 0	0
				C : 0	0	G : 0	0
				D : 0	0	H : 0	0

The controller's current radio channel will be shown on the bottom left and cannot be changed from this menu. Use the CLEAR button to toggle modify from NO to YES. Select YES if you wish to change the radio channel of the scoreboard so they can either be controlled together or individually with the corresponding controller of the same channel. Each scoreboard will have factory assigned system groups; these groups will be shown on a sticker near the channel sticker on the scoreboard and will range from System A – H. **NOTE: SCOREBOARDS SET TO SYSTEM A CANNOT BE CHANGED TO A DIFFERENT CHANNEL THAN WHAT THEY CURRENTLY ARE SET TO.**

RF SYSTEM SETTINGS FOR SCOREBOARDS				CH	ADD	CH	ADD
MODIFY? : YES				A : 1	0	E : 0	0
THIS CONTROLLER CH: 1 ADD: 0				B : 6	1	F : 0	0
				C : 0	0	G : 0	0
				D : 0	0	H : 0	0

For example, with this picture, the controller is set to Channel 1.0. The customer has two scoreboards in the gym on Channel 1.0 and Channel 6.1. Currently the scoreboards will operate separately, in order for the two scoreboards to **link together and operate from a single controller**. You must change the System B scoreboard to Channel 1.0. You press ENTER to highlight the next section; use the NUM PAD to type in the CH and ADD for each System selection. ****ONLY CHANGE THE CHANNELS OF THE SCOREBOARDS WITH CORRESPONDING SYSTEMS YOU WISH TO CHANGE****



Once all options are selected and you go through the full menu by pressing ENTER. Your controller will begin to update all System channels. Once completed, you will return to the game menu and your Scoreboard's channel will be changed successfully.

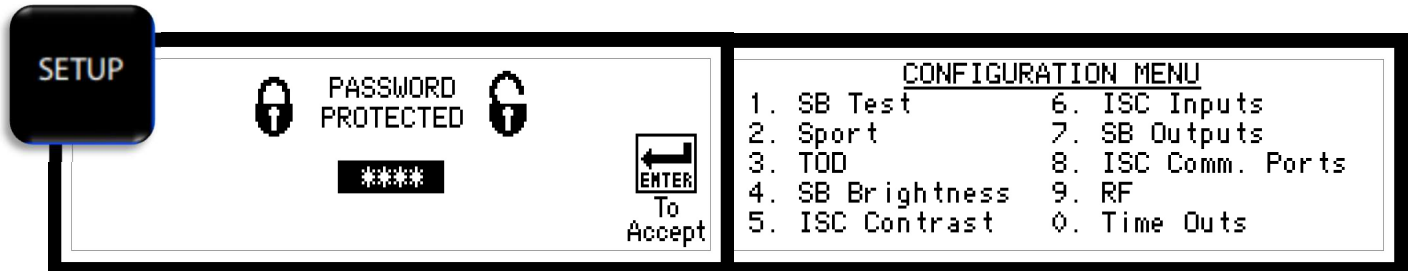
To make the scoreboard run separately again, simply repeat the process and change SYSTEM B back from Channel 1.0 to Channel 6.1.

NOTES: Reference controller manual for further information.

CONTROLLER OPERATION INSTRUCTIONS

CHANGING RADIO CHANNELS FOR CONTROLLER

In order to change the radio channel of your controller or your scoreboard, begin by holding down the setup button until it prompts you for a password. The password is "5833".



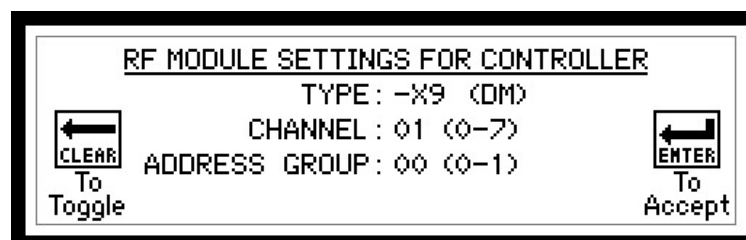
Select option 9, RF (Radio Frequency Channels). Your default settings can be located on the serial number label of the scoreboard. ****ENSURE ALL OTHER CONTROLLERS ARE POWERED OFF BEFORE PROCEEDING****

- Select option 1 to adjust controller and scoreboard radio channel.



Set the desired radio channel for the controller, followed by setting the desired radio group.

- Press CLEAR to toggle between the options and ENTER to accept and move onto the next option. To set a radio channel of 3.1, your CHANNEL would be 3 and your ADDRESS GROUP would be 1.



CONTROLLER OPERATION INSTRUCTIONS

CHANGING RADIO CHANNELS FOR SCOREBOARDS

RF SYSTEM SETTINGS FOR SCOREBOARDS				CH	ADD	CH	ADD
MODIFY? : YES				A : 1	0	E : 0	0
THIS CONTROLLER CH: 1 ADD: 0				B : 6	1	F : 0	0
				C : 0	0	G : 0	0
				D : 0	0	H : 0	0

The controller's current radio channel will be shown on the bottom left and cannot be changed from this menu. Use the CLEAR button to toggle modify from NO to YES. Select YES if you wish to change the radio channel of the scoreboard so they can either be controlled together or individually with the corresponding controller of the same channel. Each scoreboard will have factory assigned system groups; these groups will be shown on a sticker near the channel sticker on the scoreboard and will range from System A – H. **NOTE: SCOREBOARDS SET TO SYSTEM A CANNOT BE CHANGED TO A DIFFERENT CHANNEL THAN WHAT THEY CURRENTLY ARE SET TO.**

RF SYSTEM SETTINGS FOR SCOREBOARDS				CH	ADD	CH	ADD
MODIFY? : YES				A : 1	0	E : 0	0
THIS CONTROLLER CH: 1 ADD: 0				B : 6	1	F : 0	0
				C : 0	0	G : 0	0
				D : 0	0	H : 0	0

For example, with this picture, the controller is set to Channel 1.0. The customer has two scoreboards in the gym on Channel 1.0 and Channel 6.1. Currently the scoreboards will operate separately, in order for the two scoreboards to **link together and operate from a single controller**. You must change the System B scoreboard to Channel 1.0. You press ENTER to highlight the next section; use the NUM PAD to type in the CH and ADD for each System selection. ****ONLY CHANGE THE CHANNELS OF THE SCOREBOARDS WITH CORRESPONDING SYSTEMS YOU WISH TO CHANGE****



Once all options are selected and you go through the full menu by pressing ENTER. Your controller will begin to update all System channels. Once completed, you will return to the game menu and your Scoreboard's channel will be changed successfully.

To make the scoreboard run separately again, simply repeat the process and change SYSTEM B back from Channel 1.0 to Channel 6.1.

NOTES: Reference controller manual for further information.

CONTROLLER OPERATION INSTRUCTIONS

SOCCKER

SOCCER Soccer_j12_ver1.0_2019-04-01 LB021L	OFF	GAME TIME		PERIOD	HOME SCORE	HOME FOULS	GUEST SCORE	GUEST FOULS	
	SETUP	INT MODE			HOME SCORE +1	HOME C.K.	GUEST SCORE +1	GUEST C.K.	
	TEAM NAME	SAVED TIME			HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	
	STATUS				HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	

GAME TIME

If your controller has been changed to SOCCER from another sport, the timer direction is likely DOWN. If you would like GAME TIME to count UP, this must be done by accessing a hidden menu with a password. This information is in the full controller manual.

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss:tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

CONTROLLER OPERATION INSTRUCTIONS

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero. The last game time is automatically displayed and the period increments by 1.

SHOTS

To set shots:

- Press HOME SHOTS or GUEST SHOTS
- Enter value on numeric keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SHOTS +1 will increase home shots by 1.

SAVES

Saves can be calculated automatically or manually entered. See "Sport Games Setting" setting in the setup menu to select Auto save ON or OFF. Instructions to access this password protected menu are in the full controller manual.

For manual save entry:

- Press HOME SAVES or GUEST SAVES
- Enter value on numeric keypad, press ENTER

FOULS

- Maximum value is: 99, to set a team's Penalty:
- Press either HOME FOULS or GUEST FOULS.
- Enter value on numeric keypad, press ENTER.

To increment a team's Penalty:

- Press either HOME FOULS or GUEST FOULS twice

CORNER KICK

- Maximum value is: 99, to set a team's Corner Kicks:
- Press either HOME C.K. or GUEST C.K.
- Enter value on numeric keypad, press ENTER

To increment a team's corner kicks:

- Press either HOME C.K. or GUEST C.K. twice

NOTES: *Reference controller manual for password.*

CONTROLLER OPERATION INSTRUCTIONS

TENNIS

TENNIS Tennis_j12_ver1.0_2019-04-02 LB021M	OFF				HOME SCORE		GUEST SCORE		
	SETUP			POSS	HOME SCORE +1		GUEST SCORE +1		→
	TEAM NAME	SETS -1	SETS +1	SETS EDIT					→
	STATUS		TIE-BREAK WON	TIE BREAK					→

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score. Score will increase from 0 to 15, then to 30 and then to 40. Once increased past 40, the corresponding team set score will increase by one.

SERVING (POSS)

- Press the POSS to toggle between HOME and GUEST
- Press and hold POSS to clear possession

SETS

To select current set:

- Press SETS +1 or SETS -1 to toggle between the 5 sets

To edit sets:

- Press SET
- Use the ENTER button toggle between the sets, and home and guest
- Enter numeric value on keypad, press ENTER

TIE BREAK

Press TIE BREAK to toggle on/off. When in tie break mode, the scores will only increase by one. Once tie breakers is complete, press TIE-BREAK WON and a set point will be added to the team with the highest score.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

TRACK

TRACK TRACK_j12_ver1.0_2019-04-02 LB021N	OFF	GAME TIME		EVENT	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE		HEAT	HOME SCORE +1		GUEST SCORE +1		
	TEAM NAME			LANE					
	STATUS		BLANK	PLACE					

GAME TIME

If your controller has been changed to TRACK from another sport, the timer direction is likely DOWN. For TRACK, this must be changed to UP. This must be done by accessing a hidden menu with a password. This information is in the full controller manual.

Time on the controller display will show MM:SS:ss (minutes, seconds and hundredths of a second). Your scoreboard may also have hundredths of a second display. Hundredths will be tracked by the controller, regardless of the display your scoreboard may have.

- To zero the game time, press GAME TIME, and the press CLEAR on the keypad 3 times.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

EVENT

Maximum value is 99, to set event:

- Press EVENT
- Enter a numeric value on the keypad, press ENTER

HEAT

Maximum value is 99, to set heat:

- Press HEAT
- Enter numeric value on the keypad, press ENTER

LANE

Maximum value is 99, to set lane:

- Press LANE
- Enter a numeric value on the keypad, press ENTER

PLACE

Maximum value is 99, to set place

- Press PLACE
- Enter a numeric value on the keypad, press ENTER

BLANK

To clear EVENT, HEAT, LANE, PLACE, and TIME, press the BLANK button.

NOTES: Reference controller manual for password.

CONTROLLER OPERATION INSTRUCTIONS

VOLLEYBALL

VOLLEYBALL Volleyball_j12_ver1.0_2019-04-02 LB021P	OFF	GAME TIME		PERIOD	HOME SCORE		GUEST SCORE		
	SETUP	INT MODE		POSS	HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME		SETS					
	STATUS	SHIFT							

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value. Exiting INT mode will return the game time to its original time.

Maximum value is 99 minutes and 59 seconds. To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice
 - If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode. The previous game time will be recalled.

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

CONTROLLER OPERATION INSTRUCTIONS

SERVING (POSS)

- Press the POSS to toggle between HOME and GUEST team as serving
- Press and hold POSS to clear possession

SET SCORES

Set scores will automatically be recorded when the period is incremented, by pressing PERIOD twice. To manually adjust the set scores:

- Press SETS to highlight the first set's scores
- Press Enter to toggle to different sets
- Enter a numeric value on the keypad, press ENTER

TIME OUTS LEFT (TOL)

For standard protocol, an indicator on the scoreboard will illuminate for the time set in game settings under sport configuration. For pro protocol, the indicators are displayed per the program in the scoreboard and not controller by the time set in game settings. Maximum value of first TOL: 9. *To change the protocol from standard to pro, you must enter the setup menu. Instructions on how to do this are found in the full manual.*

To set a team's TOL value:

- Press either HOME TOL or GUEST TOL
- Enter value on numeric keypad, press ENTER

To decrement a team's TOL value:

- Press either HOME TOL or GUEST TOL twice

NOTES: *Reference controller manual for password.*