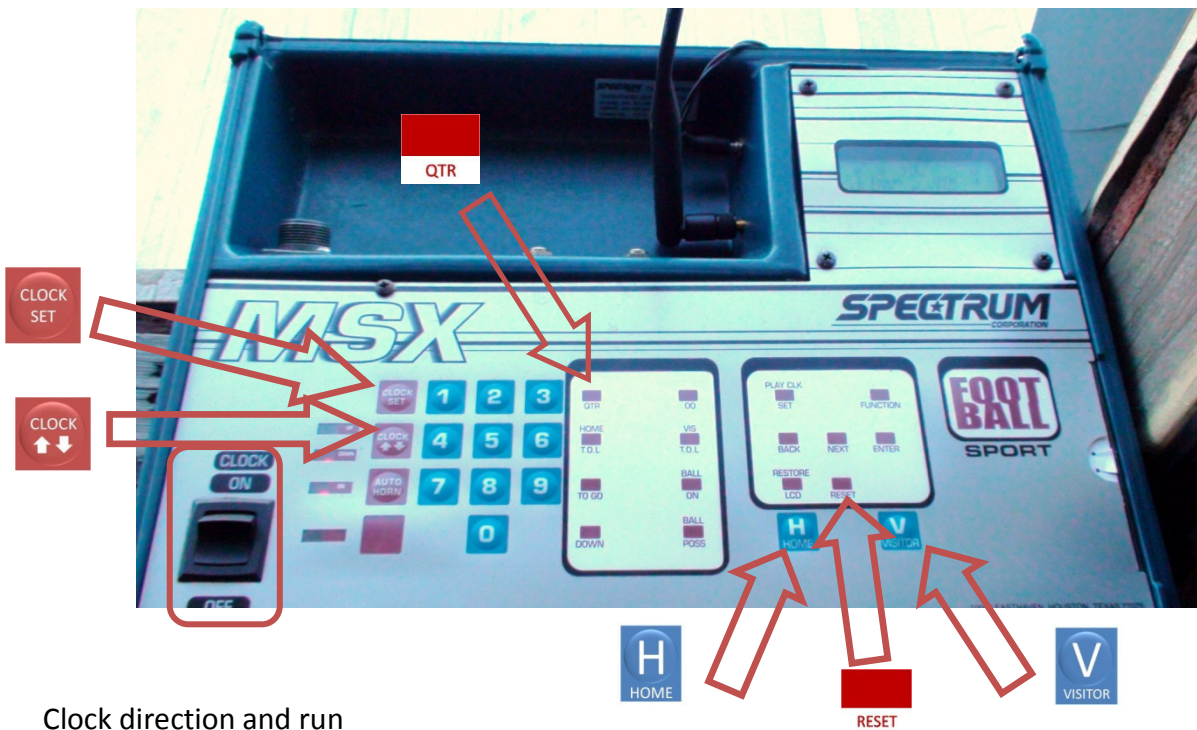



# SCFL SCOREBOARD CONTROLLER


## OPERATION








### Clock direction and run

1. Press the clock direction  button to toggle the direction until the **down** light is on.
2. **Start** the clock by toggling the on/off switch to **on**.
3. **Stop** the clock by toggling the on/off switch to **off**.

### Clock time set

1. Enter the time (for example 3 minutes and 24 seconds – press the number [3], then the number [2], then the number [4]), then press the clock set  button.
2. If the clock goes to 0, toggle the clock on/off switch to on, then off again, then back to step 1.

### Scoring

1. Enter the number of points to add to the score (for example, 6 for a touchdown or 1 for an extra point), then press the team [H]  or [V] .
2. \*NOTE\*: This only adds points to the current score to make the total score (it is not the total score except for an initial score of 0). If a mistake is made, reset the score by pressing the reset button , then press the team [H]  or [V]  button (score to clear), then go back to step 1. (Always start the game with a score of '0', i.e. enter [0] then team, to inform the field.)

### Quarters

1. If the quarters need to be reset, press the [QTR]  button until the correct quarter light is on the scoreboard.

### Horn

1. Always make sure the [Auto Horn] light is on so that the horn buzzes at the end of a quarter.