FUNTRONIX®

SCORE-N-TIME™

PORTABLE INDOOR
MULTISPORT SCOREBOARD
WITH REAR-MOUNTED
KEYPAD & LCD DISPLAY

OPERATING MANUAL

Model SNT-120CM and SNT-120CMP

Revised May 7, 2013

⚠ WARNING:

CHOKING HAZARD - Small Parts.
Not for children under 3 years.

The contents of the package may contain parts and packing materials that can be hazardous to children under 3 years old. These components must be handled with adult supervision.

While the optional wall-mount power supply is UL approved, care must be taken when plugging the power supply into a standard wall outlet, as this is a source of dangerous high voltage.

ADDITIONAL WARNINGS:

1. Staring directly at the scoreboard display at close range for long periods of time may cause eye strain or eye damage.

2. Close proximity to the horn while it is sounding may cause hearing damage. Make certain everyone maintains a safe distance whenever the horn is sounded.

Thank you for purchasing a Funtronix Score-N-Time™ Portable Electronic Scoreboard. At Funtronix, our motto is "Electronic Fun for Everyone". By offering a line of affordable electronic scoreboards, our goal is to add a little fun to your sports and leisure activities.

Before using your new scoreboard, please read the following precautions. Doing so will reward you with many years of enjoyment with your new scoreboard. Failure to follow them may cause bodily harm or may damage the scoreboard beyond the terms of the warranty.

1. *DO **NOT** expose the scoreboard to rain or other condensed moisture.*
2. *DO **NOT** store the scoreboard in direct sunlight for extended periods of time.*
3. *DO **NOT** drop or hit the scoreboard, as this may result in injury and/or void the warranty.*
4. *Do **NOT** use abrasives or spray cleaning solutions onto the scoreboard or keypad. See Section 10 for care and maintenance.*
5. ***DO** read the entire owner's manual so that you will utilize the full potential and versatility of your new scoreboard.*

TABLE OF CONTENTS

MULTISPORT MODEL SNT-120CM

- Control-from-behind fold-out keypad with backlit LCD display.
- Large 4-inch score digits and 3-inch clock digits
- Loud 110 dB internal horn* for end-of-period and other alerts
- Bright LED display for long life and excellent indoor visibility
- Game clock adjustable from 15 seconds to 99 minutes
- Up to 9 periods plus adjustable halftime and overtime
- Displays team scores up to 199 points
- Team possession arrows and bonus indicators
- Adjustable short and long time outs

- Fully-configurable Workout Timer
- Tournament mode with sudden-death final round
- Bocce Ball Mode can be configured for timed or untimed matches.
- Save-game feature allows current game data to be saved and recalled at a later time
- Tenths-second game clock resolution when remaining time is less than 1 minute
- Power save feature turns display off when game has been idle for an extended time
- Powered by batteries** for portability or optional AC adapter (purchased separately)
- Thin-profile design allows for easy storage
- Scoreboard dimensions are 24″ x 12″ x 3″

MULTISPORT-PRO MODEL SNT-120CMP

Includes everything listed in the SNT-120CM, plus

- Baseball mode with balls, strikes, and outs display
- Basketball mode with selectable 24, 30, and 35-second shot clock or team fouls display

- Football mode with downs and yards to first down display

*   Horn loudness will vary as the batteries are depleted. Use fresh batteries or AC adapter for best performance.

**   Requires 6 AA-size alkaline batteries

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SECTION 1:   SCOREBOARD SETUP

1. If you are using the scoreboard **without** an AC adapter, remove the battery cover located on the rear of the scoreboard and install six AA-size alkaline batteries (not included). Re-attach the battery cover. **Make sure the cover snaps in place**.

2. Rotate the swivel feet located on the bottom of the scoreboard as shown.

Rotate Swivel feet as shown

3. Extend the scoreboard keypad as shown and set your scoreboard onto a table.

Back of scoreboard showing keypad extended

4. Use the optional AC adapter if operating the scoreboard near an electrical outlet to conserve batteries. Plug the adapter into the power jack located on the back-side of the scoreboard (below the power switch).

5. Turn the scoreboard on using the power switch located on the back of the scoreboard.

6. Select the display brightness by pressing and holding the ⬚ button for approximately 3 seconds. Each press and hold of this button will toggle between the high and low brightness settings.

7. You are now ready to use your scoreboard. Proceed to **Section 2** for using the basic operating modes. Additional modes for the SNT-120CMP scoreboard are detailed in **Section 3**.

8. Refer to **Section 9** for a complete description of the keypad button functionality.

SECTION 2: USING THE FEATURES COMMON TO BOTH SNT-120CM
## AND SNT-120CMP SCOREBOARD MODELS
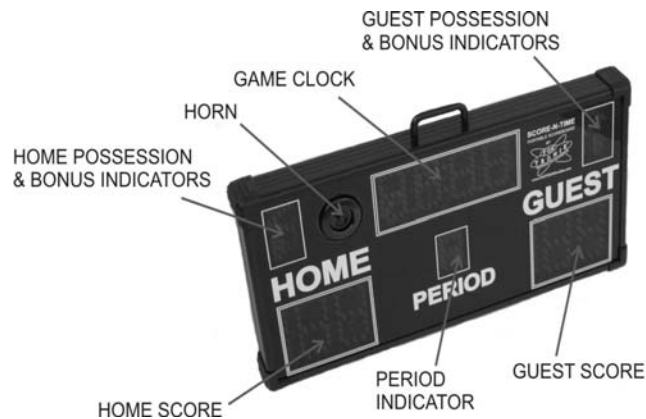
FRONT-PANEL DESCRIPTION OF THE SNT-120CM SCOREBOARD

1.   Prior to the start of a game, press the MODE/RESET button to select a play mode. If a game is already in progress, hold this button down for 3 seconds to reset the current game. **Changing the play mode is only allowed before the start of a game and cannot be changed once a game has begun. If you are unable to change play modes, make certain the game clock is stopped (if applicable) and**

press and hold the MODE/RESET **button for 3 seconds to reset the current game and to enable the ability to select a new play mode.**

Available play modes common to both SNT-120CM and SNT-120CMP scoreboards are shown below:

Mode 1	Mode 2	Mode 3
Standard Mode Use for soccer, hockey, and other similarly scored events. Proceed to Step 2 in this section.	**No Game Clock Mode** Use for non-timed events, such as volleyball and table tennis. Proceed to Step 3 in this section.	**Tournament Mode** Use for events with multiple timed rounds plus a sudden-death non-timed round. Go to **Section 4** for details.

| Mode 4	Mode 5
Workout Timer Fully-configurable workout timer. Can be set for 1 to 10 rounds, or continuous mode. Workout and Resting round times settable from 15 seconds to 99 minutes. Go to **Section 5** for details.	**Bocce Ball Mode** Fully-configurable to allow timed matches from 15 minutes to 99 hours, or untimed matches with no clock. The possession arrows can be enabled or disabled as desired. Go to **Section 6** for details.

2. If the game clock is being used, set the desired length of each period with the ⊞(S.T.O.) and ⊟(L.T.O.) buttons. The period length can be preset as follows: 15 seconds, 30 seconds, 45 seconds, 1 minute, 1 minute 30 seconds, and then in 1-minute increments from 2 minutes to 99 minutes. All periods (except overtime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**

3. The possession arrows can be enabled or disabled at any time before or during a game. If the possession indicators are disabled, pressing the ⬅(BONUS) or ➡(BONUS) button will enable the possession indicator for the respective side. Pressing the same button again will disable the possession indicator. Pressing the opposite team's possession button when the arrows are on will simply switch the indicator to that team's indicator.

4. The scoreboard horn can be configured to automatically sound for different conditions (aside from pressing the 'HORN' button):

   Horn mode 1. No beep when the clock is started or stopped, nor at the end of the periods – auto horn sound disabled.
   Horn Mode 2. Beep only at the end of the period but not when the clock is started or stopped.
   Horn Mode 3. Beep when the game clock is started and stopped and when the period ends.

   Press and hold the (-1)(HORN PROMPT) button for 3 seconds to cycle through each of the three modes described above. The display will blink once to indicate the first option, the horn will beep once for the second option, and the horn will beep twice for the third option.

5. To start and stop the game clock, press the [START] or [STOP] buttons, respectively.

6. Use the Home (+1) and (-1)(BRIGHTNESS) buttons and Guest (+1) and (-1)(HORN PROMPT) buttons to control the team scores. Use the ⬅(BONUS) and ➡(BONUS) buttons to control the possession arrows (*i.e.,* indicate who has controlling serve in a game of table tennis, or to indicate who has control of the ball).

7. The SNT-120CMP scoreboard has the ability to display fouls for each team when using play mode 1. Simply press the [MS1] and [MS3] buttons to increment the Home and Guest team's fouls, respectively. Press and release the [MODE RESET] button to clear the fouls display.

8 When a period ends (game clock is enabled) the horn will sound for approximately 3 seconds. The horn can also be sounded manually by pressing the [HORN] button.

   NOTE: The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is a sign that the batteries are near the end of their life.

9. After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off, the game clock decimal point will blink, and the backlight on the LCD will turn off to indicate the scoreboard is still on and in power save mode. Pressing any button on the keypad will re-awaken the scoreboard with the previous status of the game play information intact.

10. To adjust the remaining time in a period during game play (*i.e.,* disputed call requiring adding time back onto the game clock): stop the game clock and press the [+ SAVE GAME] and [− LOAD GAME] buttons to add or subtract time from the game clock, respectively. Game play can resume by pressing the [START] button. This adjustment will not affect the length of the remaining periods.

11. To initiate a short or long timeout, press and hold either the [+ S.T.O.] and [− L.T.O.] button for approximately 3 seconds. Refer to **Section 9** for details on setting up and using timeouts.

12. If your game goes into overtime, set the period digit to '0' by repeated presses of the [NEXT PERIOD / HALF TIME] button and then set the length of the overtime period time using the [+ S.T.O.] and [− L.T.O.] buttons. See **Section 8** for details on using halftime and overtime periods.

SECTION 3: USING THE ADDED FEATURES OF THE MULTISPORT-PRO SCOREBOARD: MODEL SNT-120CMP
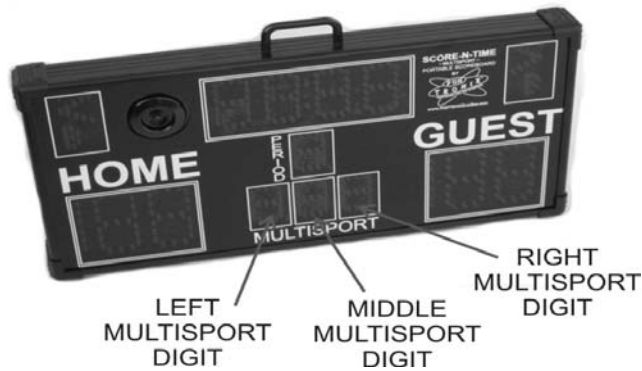
SNT-120CMP SCOREBOARD DISPLAY

1. Prior to the start of a game, press the [MODE RESET] button to select a play mode. If a game is already in progress, hold this button down for 3 seconds to reset the current game. **Changing the play mode is only allowed before the start of a game and cannot be changed once a game is started. If you are unable to change play modes press and hold this button for 3 to reset the current game and to enable the ability to select a new play mode.**

   Along with the five play modes shared with the SNT-120CM Scoreboard, the SNT-120CMP Multisport-Pro Scoreboard adds six additional play modes (Refer to Table 1 for controlling these modes):

   Mode 6: Baseball/Kickball:
   Left multisport digit = Balls
   Middle multisport digit = Strikes
   Right multisport digit = Outs

   The possession arrows represent the top or bottom of the inning.

   A press and quick release of the [MODE RESET] button will reset the Balls and Strikes to zero.

Mode 6:
Baseball Mode

   Mode 7: Soccer/Hockey with Fouls/Penalties Display
   Left multisport digit = Home Fouls
   Middle multisport digit = not used
   Right multisport digit = Guest Fouls

   Up to 19 fouls/penalties per team

   A press and quick release of the [MODE RESET] button will reset both team fouls to zero.

Mode 7:
Soccer w/Fouls Mode

Mode 8: **Basketball w/24-second shot clock**
Mode 9: **Basketball w/30-second shot clock**
Mode 10: Basketball w/35-second shot clock

The middle and right multisport digits are used for the shot clock.

Team Bonus Light:

In Basketball mode, pressing and holding either ⬅BONUS or

➡BONUS button for 3 seconds while a game is in progress will cause that team's bonus light to turn on. The bonus light will reset when the period is advanced or if these buttons are pressed for another 3 seconds. The bonus light will only function after a game has been started.

Mode 8 Shown:
Basketball
w/24-Second Shot Clock

Mode 11: Football

The Left Multisport Digit indicates Downs, and the Middle & Right Multisport Digit indicate Yards to First Down. For 'X Down and Goal', where X is the current down, Yards to First Down can be set to display '- -'.

Mode 11:
Football Mode

A press and quick release of the MODE/RESET button will reset the Downs and Yards-To-First-Down display.

Refer to the following table for a description of the keypad functions for each Play Mode.

TABLE 1: MULTISPORT BUTTON FUNCTIONS

PLAY MODE	MS1	MS2	MS3
SOCCER/HOCKEY/BASKETBALL With Foul/Penalty Display (Mode 6) MODE/RESET clears Balls and Strikes	Increment Home Team Fouls by 1	Not Used	Increment Guest Team Fouls by 1
BASEBALL/KICKBALL (Mode 7) MODE/RESET clears Balls and Strikes	Increment Balls	Increment Strikes	Increment Outs
BASKETBALL (Modes 8, 9, and 10)	Reset Shot Clock **HOLDING THIS BUTTON DOWN WILL KEEP THE SHOT CLOCK AT RESET.**	**Game Clock Stopped:** Decrement Shot Clock by 1 Second **Game Clock Running:** Disable/Enable Shot Clock	**Game Clock Stopped:** Increment Shot Clock by 1 Second **Game Clock Running:** Pause/unpause Shot Clock
FOOTBALL (Mode 11) MODE/RESET resets downs and yards	Increment Downs	Decrement Yards to First Down by 1	Increment Yards to First Down by 1

2. If the game clock is being used, set the desired length of each period with the +S.T.O. and −L.T.O. buttons. The period length can be preset to 15 seconds, 30 seconds, 45 seconds, 1 minute, 1 minute 30 seconds, and then in 1-minute increments from 2 minutes to 99 minutes. All periods (except

overtime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**

3.   The possession arrows can be enabled or disabled at any time before or during a game. If the possession indicators are disabled, pressing the [←BONUS] or [→BONUS] button will enable the possession indicator for the respective side. Pressing the same button again will disable the possession indicator. Pressing the opposite team's possession button when the arrows are on will simply switch the indicator to that team's indicator.

4.   The scoreboard horn can be configured to automatically sound for different conditions (aside from pressing the 'HORN' button):

   Horn mode 1.   No beep when the clock is started or stopped, nor at the end of the periods – auto horn sound disabled.
   Horn Mode 2.   Beep only at the end of the period but not when the clock is started or stopped.
   Horn Mode 3.   Beep when the game clock is started and stopped and when the period ends.

   Press and hold the [−1 HORN PROMPT] button for 3 seconds to cycle through each of the three modes described above. The display will blink once to indicate the first option, the horn will beep once for the second option, and the horn will beep twice for the third option.

5.   To start or stop the game clock, press the [START] or [STOP] buttons, respectively.

6.   Use the Home [+1] and [−1 BRIGHTNESS] buttons and Guest [+1] and [−1 HORN PROMPT] buttons to control the team scores. Use the [←BONUS] and [→BONUS] buttons to control the possession arrows (*i.e.* indicate who has controlling serve in a game of table tennis, or to indicate who has control of the ball).

7.   When a period ends (game clock is enabled) the horn will sound for approximately 3 seconds. The horn can also be sounded manually (with the game clock stopped or disabled) by pressing the [HORN] button.

   NOTE: The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is an indication that the batteries are near the end of their life.

8.   After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off and a blinking red light will be visible to indicate the scoreboard is still on and in power save mode. Pressing any button on the keypad will re-awaken the scoreboard with the previous status of the game play information intact.

9.   To adjust the remaining time in a period during game play (*i.e.,* disputed call requiring adding time back onto the game clock): stop the game clock and press the [+ SAVE GAME] and [− LOAD GAME] buttons to add or subtract time from the game clock. Game play can resume by pressing the [START] button. This adjustment will not affect the length of the remaining periods.

10.   To initiate a short or long timeout, press and hold either the [+ S.T.O.] and [− L.T.O.] button for approximately 3 seconds. Refer to **Section 9** for details on setting up and using timeouts.

11.   If your game goes into overtime, set the period digit to '0' by repeated presses of the [NEXT PERIOD HALF TIME] button and then set the length of the overtime period time using the [+ S.T.O.] and [− L.T.O.] buttons. See **Section 8** for details on using an overtime period.

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SECTION 4: USING THE TOURNAMENT MODE

Tournament Mode is great for events where multiple rounds of timed play occur, and a final round is set up as a sudden-death round. Your SNT-120 scoreboard can be set up to have any number of timed rounds (up to 9 total) and one sudden-death round. The timed rounds can be set up in two different ways:

> Option 1: The first round has a different time than all remaining rounds.
> Option 2: All rounds have the same time

The default configuration of the Tournament Mode is as follows:

- Round 1 is a 3-minute timed round
- Round 2 is a 2-minute timed round
- Round 3 is a sudden-death round

To select the Tournament Mode (Mode 3) and to set up the times of the rounds, simply follow these steps:

1. Select Mode 3 of the scoreboard by repeatedly pressing the [MODE/RESET] button until the following screen appears:

Tournament Mode: Clock, Period, and Score Digits are enabled (no possession arrows)

If you are unable to change play modes, hold the [MODE/RESET] button down for 3 seconds to reset the current game in progress. Remember; you cannot change play modes if the scoreboard is in the middle of a game – you first must reset the current game to allow the mode to be changed.

2. Set the length of the first round using the [+ S.T.O.] and [− L.T.O.] buttons.

3. Press the [NEXT PERIOD/HALF TIME] button to select the second round.

4. Set the length of the second (and all remaining) rounds using the [+ S.T.O.] and [− L.T.O.] buttons.

5. Press and hold the [MODE/RESET] button to reset the Tournament Mode to the first round. Setup is complete.

Using The Tournament Mode:

1. The scoreboard horn can be configured to automatically sound for different conditions (aside from pressing the 'HORN' button):

> Horn mode 1.   No beep when the clock is started or stopped, nor at the end of the periods – auto horn sound disabled.
> Horn Mode 2.   Beep only at the end of the period but not when the clock is started or stopped.
> Horn Mode 3.   Beep when the game clock is started and stopped and when the period ends.

Press and hold the [−1 HORN PROMPT] button for 3 seconds to cycle through each of the three modes described above. The display will blink once to indicate the first option, the horn will beep once for the second option, and the horn will beep twice for the third option.

2.   To start or stop the clock, press the [START] and [STOP] buttons, respectively.

3.   Change the Home and Guest scores using the Home [+1] and [−1 BRIGHTNESS] buttons and Guest [+1] and [−1 HORN PROMPT] buttons.

4.   When each round has expired, press the [NEXT PERIOD HALF TIME] button to advance to the next round.

5.   Each round following round 2 defaults to a sudden death round, but can be changed to a timed round by simply pressing the [START] button (and then pressing this button again to start the clock), and can be turned back into a sudden-death round by pressing the [STOP] button (after first stopping the clock). This allows you to have a different number of timed rounds following a sudden death round for greatest flexibility.

6.   If you are using the SNT-120CMP scoreboard, each press of the [MS1] or [MS3] buttons will increment the penalties for the home and guest player, respectively.

# SECTION 5: USING THE WORKOUT TIMER

The workout timer is completely configurable for use in a variety of events, including sparing, exercise routines, speech timing and debates.   Both the workout round and resting period can be independently set from 15 seconds to 99 minutes, and the total number of rounds can be set from 1 to 10 rounds, or placed in a continuous-cycle mode.

Setting up the Workout Timer:

1. Select Mode 4 of the scoreboard by repeatedly pressing the [MODE / RESET] button until the following screen appears:

Workout Timer Mode: Score digits can also be enabled with this Mode

If you are unable to change play modes, hold the [MODE / RESET] button down for 3 seconds to reset the current game in progress. Remember; you cannot change play modes if the scoreboard is in the middle of a game – you first must reset the current game to allow the mode to be changed.

2. Set the length of the workout rounds using the [+ / S.T.O.] and [– / L.T.O.] buttons.

3. Press and hold the [NEXT PERIOD / HALF TIME] button for approximately 3 seconds to set the alarm time for indicating that your workout round is about to end (indicated by an '**A**' on the period display). Use the [+ / S.T.O.] and [– / L.T.O.] buttons to set this time. Choices are 10, 20, 30, 40, and 50 seconds, or '- -' to indicate no warning sound. The default setting is 30 seconds.

4. Press and hold the [NEXT PERIOD / HALF TIME] button for approximately 3 seconds to select the resting periods (indicated by an '**r**' on the period display).   Set the length of the resting period using the [+ / S.T.O.] and [– / L.T.O.] buttons.

5. Repeatedly press the [NEXT PERIOD / HALF TIME] button to select the desired number of rounds. The period digit will display a '0' for round 10 and a 'C' for continuous-cycle mode. Pressing this button once more after displaying a 'C' will cycle back to 1 round.

6. Your workout timer is now set up. Simply press the [START] button to reset the workout timer and to begin your workout, or press and hold the [MODE / RESET] button for 3 seconds to reset the workout timer to the first round to get it ready for use.

Using the Workout Timer:

NOTE: Once the workout timer has started you cannot change the period or the length of the rounds. You must first reset the workout timer in order to change its settings.

1. Use the START and STOP buttons to start and stop the clock. The horn will beep once each time the clock started and stopped.

2. The score digits are normally defaulted to off, but incrementing either the Home or Guest scores will enable them for scoring events with the workout timer.

3. The horn will emit a 2-beep alarm (if enabled) to let you know your workout round is about to end (as described in Step 3 above).

4. The horn will emit 3 beeps when your workout round has expired, at which time the resting period will begin. If only 1 workout round is selected then the workout timer will stop at the end of the first round.

5. At the end of each resting period the horn will beep once to announce the beginning of the next workout round (if set to more than 1 round).

6. Press and hold the MODE RESET button for 3 seconds to reset the workout timer to the beginning and to enable changes to its settings, or simply press START to reset and start another workout round. The clock must be stopped prior to this action.

SECTION 6: USING YOUR SCOREBOARD FOR BOCCE BALL

The Bocce Ball mode is configurable for different variations of use: the match can be timed or untimed, with timed matches settable from 15 minutes to 99 hours (default is 4 hours). The possession arrows default to disabled but can be enabled to indicate team turns, and the period digit can be used to indicate rounds of play.

Setting Up the Bocce Ball Scoreboard:

1. Select Mode 5 of the scoreboard by repeatedly pressing the [MODE RESET] button until the following screen appears:

Bocce Ball Mode: Score digits can also be enabled with this Mode

If you are unable to change play modes, hold the [MODE RESET] **button down for 3 seconds to reset the current game in progress. Remember; you cannot change play modes if the scoreboard is in the middle of a game – you first must reset the current game to allow the mode to be changed.**

2. For timed matches, press the [+ S.T.O.] and [– L.T.O.] buttons to enable and set the match clock. **Time is indicated in hours and minutes in this mode**.

3. The scoreboard horn can be configured to automatically sound for different conditions (aside from pressing the 'HORN' button):

   Horn mode 1.   No beep when the clock is started or stopped, nor at the end of the periods – auto horn sound disabled.
   Horn Mode 2.   Beep only at the end of the period but not when the clock is started or stopped.
   Horn Mode 3.   Beep when the game clock is started and stopped and when the period ends.

   Press and hold the [–1 HORN PROMPT] button for 3 seconds to cycle through each of the three modes described above. The display will blink once to indicate the first option, the horn will beep once for the second option, and the horn will beep twice for the third option.

4. To enable the possession arrows, simply press either [← BONUS] or [→ BONUS] buttons.

Using the Bocce Ball Scoreboard:

1. Use the [START] and [STOP] buttons to start and stop the match clock. **The colon will blink to indicate when the clock is running.**

2. Use the Home [+1] and [–1 BRIGHTNESS] buttons and Guest [+1] and [–1 HORN PROMPT] buttons to control the team scores.

3. Use the [← BONUS] and [→ BONUS] buttons to control the possession arrows.

4. Press the [NEXT PERIOD HALF TIME] button to increment the period/round.

5. When a match or round is over, you have the option to clear just the score digits (for multiple rounds in a match), or you can reset the entire scoreboard for a new match.

   5.1 To clear just the scores, press and release the [MODE/RESET] button quickly.

   5.2 To reset the entire scoreboard to start a new match, make sure the match clock is stopped (if used) and then hold the [MODE/RESET] button for 3 seconds to begin a new match. You will notice the match clock and arrows will also be disabled. Simply press either [← BONUS] or [→ BONUS] button to re-enable the arrows and press either the [+ S.T.O.] and [− L.T.O.] button to re-enable the match clock (the time on the clock will be the same as the previous match time).

6. Repeat from Step 1 above to play a new match.

SECTION 7: SHORT AND LONG TIMEOUTS

Your scoreboard features an adjustable short timeout and long timeout function. Follow the steps below to initiate a timeout.

1. Make sure the game clock has been stopped.

2. Press and hold either the [+ S.T.O.] or [− L.T.O.] button for approximately 3 seconds to initiate a short timeout or a long timeout, respectively. The period digit will blink to indicate you are in a timeout.

3. Adjust the length of your timeout using the same [+ S.T.O.] or [− L.T.O.] buttons (without holding them down).

4. Press the [START] button to begin your timeout clock. Press [STOP] to stop the timeout clock.

5. You can cancel your timeout by first stopping the timeout clock and then pressing either the [MODE/RESET] or [NEXT PERIOD/HALF TIME] button. Pressing either of these buttons during a timeout will not reset your game or change the period.

   Note: Your timeout settings will be saved in memory for the next time you use them.

SECTION 8: HALFTIME AND OVERTIME PERIODS

The SNT-120CM and SNT-120CMP scoreboards feature an adjustable halftime period and overtime period. The halftime period can be inserted between any of the regular periods 1 through 9. It can be adjusted from 15 seconds to 99 minutes, and is independent of regulation period times. The overtime period can be called up when regulation play time has ended and an overtime period is required. It can be set for 15 seconds to 99 minutes and is independent of regulation period times.

To initiate a halftime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the halftime period.

2. Wait until the current period of play comes to an end and the end-of-period horn has sounded.

3. Press and hold the [NEXT PERIOD / HALF TIME] button for 3 seconds. The period digit will change to an 'H'.

4. Use the [+ S.T.O.] and [− L.T.O.] buttons to adjust the length of the halftime period.

5. Press the [START] button to start the halftime clock.

6. When halftime is over, press the [NEXT PERIOD / HALF TIME] button to advance to the next regular period.

To initiate an overtime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the overtime period.

2. Wait until the current period of play comes to an end and the end-of-period horn has sounded.

3. Press the [NEXT PERIOD / HALF TIME] button repeatedly until the period digit shows a 'O'.

4. Use the [+ S.T.O.] and [− L.T.O.] buttons to adjust the length of the overtime period.

5. Press the [START] button to start the overtime clock.

6. When the overtime period ends and another overtime period is required, simply repeat Steps 4 and 5 to add time back to the clock and restart it. The game clock must be stopped in order to set the time.

SECTION 9: DETAILED KEYPAD BUTTON DESCRIPTIONS AND USAGE

Buttons that have multiple functions will have a dividing line through them. Any function below the line on the buttons require you to hold the button down for at least 3 seconds to activate that particular function.

BUTTON	FUNCTION
START	Use to start the game clock (if applicable).
STOP	Use to stop the game clock (if applicable). .
HORN	Manually sounds the horn on the scoreboard for approximately 1-2 seconds.
NEXT PERIOD / HALF TIME	With the game clock stopped (if applicable), each press of this button increments the period digit by one. Holding this button down for approximately 3 seconds (with game clock stopped) will enable the half-time period. In play mode 4, this button is used in the setup of the workout timer (refer to **Section 5**).
MODE / RESET	Before the start of a game, repeated presses of this button will toggle through the various play modes. In baseball mode (SNT-120CMP) pressing this button will clear the balls and strikes digits. In Football mode (SNT-120CMP) pressing this button will reset the Downs and Yards-To-First-Down display. Pressing and holding this button for 3 seconds (with game clock stopped – if applicable) will reset the current game.
+1	Increment the home score by one point. .
−1 / BRIGHTNESS	Decrement the home score by one point. Holding this button down for approximately 3 seconds toggles between the high and low display brightness.
← / BONUS	Selects the Home-Possession arrow. Holding this button for approximately 3 seconds after a game has begun will toggle the team bonus indicator. Also, if this team's possession indicator is currently selected, each press and release of this button will cycle through disabling and enabling the possession indicator.
+ / S.T.O.	Prior to starting a game, each press of this button increases the game clock time for each period in the game. Press and hold this button for approximately 3 seconds to issue a short time out.
− / L.T.O.	Prior to starting a game, each press of this button decreases the game clock time for each period in the game. Press and hold this button for approximately 3 seconds to issue a long time out.
+1	Increment the guest score by one point.
−1 / HORN PROMPT	Decrement the guest score by one point. Pressing and holding this button for approximately 3 seconds will cycle through the three automatic horn-sounding options. See **Section** 2 Step 4 for details.
→ / BONUS	Selects the Guest-Possession arrow. Holding this button for approximately 3 seconds after a game has begun will toggle the team bonus indicator. Also, if this team's possession indicator is currently selected, each press and release of this button will cycle through disabling and enabling the possession indicator.
+ / SAVE GAME	In play modes using the game clock (with the game clock stopped); each press of this button will increase the time of the current period by one second (if remaining time is greater than 1 minute) or one tenth of a second (if remaining time is less than 1 minute). Holding this button down for approximately 3 seconds will save the current game data for recall at a later date.
− / LOAD GAME	In play modes using the game clock (with the game clock stopped); each press of this button will decrease the time of the current period by one second (if remaining time is greater than 1 minute) or one tenth of a second (if remaining time is less than 1 minute). Holding this button down for approximately 3 seconds will retrieve a previously-saved game.
MS1	In Basketball Mode pressing this button resets the shot clock – holding the button keeps the shot clock at reset. If using team fouls display; this button increments the HOME TEAM FOULS. In Baseball Mode this button increments the BALLS digit. In Football Mode this button increments the DOWNS digit.
MS2	In Basketball Mode (with the game clock stopped), pressing this button decrements the shot clock by 1 second. In Baseball Mode this button increments the STRIKES digit. In Football Mode this button decrements the remaining YARDS-TO-FIRST-DOWN by 1 yard.
MS3	In Basketball Mode (with the game clock stopped), pressing this button increments the shot clock by 1 second. If using team fouls display; this button increments the GUEST TEAM FOULS. In Baseball Mode this button increments the OUTS digit. In Football Mode this button increments the remaining YARDS-TO-FIRST-DOWN by 1 yard.

SECTION 10: CARE AND MAINTENANCE

Keep your scoreboard clean for optimum viewing of the display.

- Never spray cleaning solutions directly onto the scoreboard or keypad.
- Use only ammonia-free window cleaning solution.

To clean your scoreboard, spray the cleaner onto a clean cloth. Lightly wipe the scoreboard or keypad with the damp cloth until clean. To eliminate fine scratches on the front panel – apply a small amount of carnuba car wax on a terry cloth and lightly wipe the front panel.

SECTION 11: TROUBLESHOOTING GUIDE

Symptom: Game clock is not displayed.

Solution: Follow instructions in **Section** 2 and/or **Section** 3 to select a play mode that uses the game clock.

Symptom: Scoreboard won't turn on or display is dim.

Solutions: 1. Screen brightness is on low setting: Press and hold the [−1 BRIGHTNESS] button for 3 seconds to change brightness.
2. Replace the batteries in the scoreboard.

Symptom: Display 'blinks' when a button is pressed on the keypad.

Solution: This is normal.

SECTION 12: PRODUCT SPECIFICATIONS

(*Product specifications subject to change without notice*)

FUNCTIONAL SPECIFICATIONS:

Score Digit Range:	0 to 199 points
Game Clock Range:	15 seconds to 99 minutes (all modes except Bocce Ball)
	1 minute to 99 hours (Bocce Ball mode)
Total Number of Periods:	1 to 9, plus 0 for overtime

ELECTRICAL SPECIFICATIONS:

Operating Voltage:	+9 volts DC
Operating Current:	50 mA Nominal (normal brightness), 200 mA Nominal (high-brightness),
	1.4 Amps while horn is sounding

BATTERY REQUIREMENTS / LIFE EXPECTANCY

6 x AA alkaline batteries
Up to 40 hours continuous use - normal brightness mode
Up to 10 hours continuous use – high brightness mode

POWER ADAPTER SPECIFICATION:

Use Only Funtronix AC adapter	120VAC input, 9V 1.4 A DC output.
Part Number: PS-9V-1400:	5.5mm x 2.1mm barrel connector, center-positive.

MECHANICAL SPECIFICATIONS:

Dimensions:	23.75″ X 11.75 X 2.2″
Weight:	approximately 6 pounds

ENVIRONMENTAL SPECIFICATIONS:

Operating Temperature:	0 C to 50 C
Storage Temperature:	-10 C to +55 C
Humidity:	0 to 95% non-condensing

Warranty

1 YEAR LIMITED WARRANTY

Funtronix LLC warrants your scoreboard against defects in materials and workmanship for one (1) year from date of shipment to the original purchaser. Should any part of the scoreboard or AC adapter be proven defective in material or workmanship within this period, such defect(s) will be repaired or replaced (with new or rebuilt parts) at Funtronix's discretion, without charge for parts or labor directly related to the defect(s).

This Warranty extends only to consumers who purchase the scoreboard in the United States or Canada and is non-transferable or assignable.

This Warranty does not apply to:
- Product subjected to abnormal use or conditions, accident, mishandling, neglect, unauthorized alteration, misuse, improper installation or repair, or improper storage.
- Product in which the serial number has been removed, altered, or defaced.
- Damage from exposure to moisture, humidity, excessive temperatures, or extreme environmental conditions.
- Damage resulting from connection to, or use of any accessory or other product not approved or authorized by Funtronix LLC.
- Defects in appearance (cosmetic, decorative), or structural items such as product housing/enclosure components.
- Product damaged from external causes such as fire, flooding, dirt, sand, weather conditions, battery leakage, theft, or improper usage of any electrical source.

To obtain repairs or replacement within the terms of this Warranty, contact Funtronix to obtain a Return Material Authorization (RMA) number prior to shipping the product. The product should be shipped with proof of Warranty coverage (*e.g.*, dated sales receipt), the consumer's return address, daytime phone number and/or fax number, and complete description of the problem, to Funtronix LLC at the address shown below:

Funtronix LLC
29834 N. Cave Creek Rd
Suite 118-273
Cave Creek, AZ 85331

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Some states or provinces do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitation or exclusions may not apply to you. This Warranty gives you specific legal rights and you may have other rights, which vary from state to state or province to province.

Write down your product serial number for your records.

S/N: _____

Please visit our website for new products and accessories for your scoreboard:

www.**Funtronix**online.com

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