FUNTRONIX®

SCORE-N-TIME™

MULTISPORT PORTABLE ELECTRONIC SCOREBOARD

OPERATING MANUAL

Model SNT-120M and SNT-120MP

Revised November 26, 2011

⚠ 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.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

* Reorient or relocate the receiving antenna.
* Increase the separation between the equipment and receiver.
* Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
* Consult the dealer or an experienced radio/TV technician for help.

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 or keypad to rain or other condensed moisture.*
2. *DO **NOT** store the scoreboard or keypad 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 12 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

SECTION	PAGE
Product Features and Highlights	4
Section 1: Scoreboard Setup	5
Section 2: Using the common modes of the SNT-120M and SNT-120MP scoreboards	6
Section 3: Using the added features of the SNT-120MP deluxe multisport scoreboard	9
Section 4: Using the Stopwatch	12
Section 5: Using the Tournament mode	13
Section 6: Using the Workout Timer	15
Section 7: Using your scoreboard for Bocce Ball	17
Section 8: Halftime and Overtime Periods	19
Section 9: Changing the batteries in the keypad remote	20
Section 10: Re-establishing connection between scoreboard and keypad	20
Section 11: Detailed keypad button descriptions and usage	21
Section 12: Care and Maintenance	22
Section 13: Troubleshooting guide	22
Section 14: Product specifications	23
Warranty	24

MULTISPORT SCOREBOARD
MODEL SNT-120M SHOWN WITH KEYPAD

MULTISPORT-PRO SCOREBOARD
MODEL SNT-120MP

STANDARD MULTISPORT MODEL SNT-120M

- 15-channel wireless RF remote-controlled keypad operates up to 200 feet from scoreboard*
- Large 4-inch score digits and 3-inch clock digits
- Loud 110 dB internal horn** for end-of-period and other alerts
- Outdoor-readable LED display with indoor and outdoor brightness settings
- 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
- Stopwatch Mode with split time
- 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
- Collapsible table/floor stand
- 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)

DELUXE MULTISPORT MODEL SNT-120MP

Includes everything listed in the SNT-120M, plus

- Baseball mode with balls, strikes, and outs display
- Basketball mode with selectable 24, 30, and 35-second shot clock or team fouls indicator
- Football mode with downs and yards to first down display

* *Outdoor open-field environment.*

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

*** *Requires 6 AA-size alkaline batteries for the scoreboard and two AAA-size batteries for the keypad.*

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. Install two AAA-size batteries (not included) in the keypad as described in Section 9.

3. Extend the scoreboard tabletop stand as shown and place the scoreboard on a stable surface (floor, table, etc).

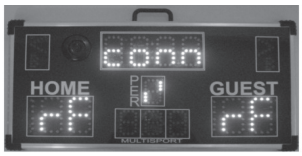
4. Use an AC adapter (sold separately) if operating the scoreboard near an electrical outlet to conserve batteries.

BACK SIDE OF SCOREBOARD SHOWING TABLETOP STAND

NOTE: If you are using the scoreboard outdoors, aim the display away from the sun for best visibility.

5. Place the scoreboard in a desired location near your playing field. The best location is mid-court on the sidelines. This will provide the best view of the display. It can also be placed in the corner of the playing field, as long as everyone in the opposite corner of the field can view it and is within radio range of the keypad.

6. Turn the scoreboard on using the power switch located on the back of the scoreboard. If the scoreboard is displaying the message shown at right, press and hold the START CONNECT button on the keypad for up to 5 seconds to establish communications between the scoreboard and keypad. Otherwise, proceed to Step 7 below.



Keypad RF connection Screen

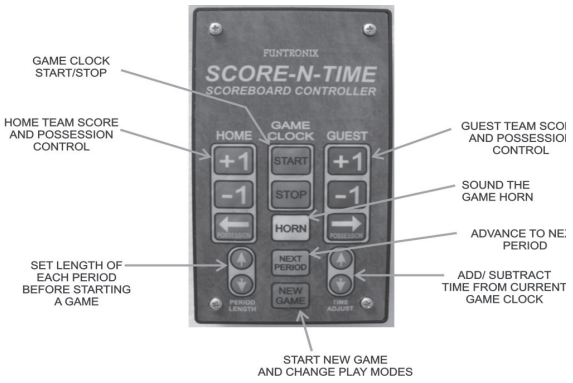
7. Select the display brightness by pressing and holding the -1 BRIGHTNESS button for approximately 3 seconds. Each press and hold of this button will toggle between the high and low brightness settings.

8. If the scoreboard appears to operate erratically, interference from nearby radio sources may be the cause. Press and hold the +1 RF CHANNEL button for approximately 3 seconds to change the operating channel of the scoreboard. Repeat this step to find a channel that does not interfere with the performance of the scoreboard.

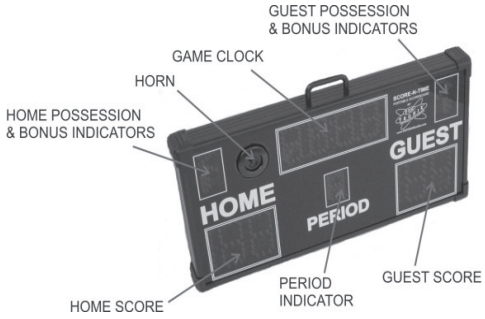
9. Test the operation of your scoreboard to verify performance over the distance between the keypad and scoreboard prior to the start of your game. Move the scoreboard closer to the keypad if it does not respond as expected.

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

SECTION 2: USING THE PLAY MODES COMMON TO BOTH SNT-120M AND SNT-120MP SCOREBOARD MODELS



BASIC OPERATION OF THE SNT-120M SCOREBOARD KEYPAD



FRONT-PANEL DESCRIPTION OF THE SNT-120M 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 on both SNT-120M and SNT-120MP Scoreboards are shown below:

 Mode 1 **Standard Mode** Use for soccer, hockey, and other similarly scored events. Proceed to Step 2 in this section.	 **Mode 2** **No Game Clock Mode** Use for non-timed events, such as volleyball and table tennis. Proceed to Step 3 in this section.	 **Mode 3** **Tournament Mode** Use for events with multiple timed rounds plus a sudden-death non-timed round. Go to Section 5 for details.
 Mode 4 **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 6 for details.	 **Mode 5** **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 7 for details.	 **Mode 6** **Stopwatch Mode** Use to time races and other stopwatch-type activities. The stopwatch can track two sequential races, one for each team, or perform split times. Go to Section 4 for details

2. If the game clock is being used, set the desired length of each period with the [+] and [−] 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. If the game you are playing does not require possession arrows, you can disable them before the start of your game by pressing and holding either the [← BONUS] or [→ BONUS] button for 3 seconds. **Disabling the possession arrows can only be done prior to starting a game.**

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 CONNECT] or [STOP DISCONNECT] buttons, respectively.

6. Use the [+1 RF CHANNEL], [−1 HORN PROMPT], [+1], and [−1 BRIGHTNESS] 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-120MP 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 (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 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 and the game clock decimal point will blink to indicate the scoreboard is still on and in power save mode. Pressing any button on the remote 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

and

buttons to add or subtract time from the game clock, respectively. Game play can resume by pressing the

button. This adjustment will not affect the length of the remaining periods.

11. If the scoreboard display appears to flicker when no buttons are pressed, this may be caused by interference from other nearby radio sources. Press and hold the

button on the keypad for 3 seconds to switch to a different channel. Each press and hold of this button will change to the next channel.

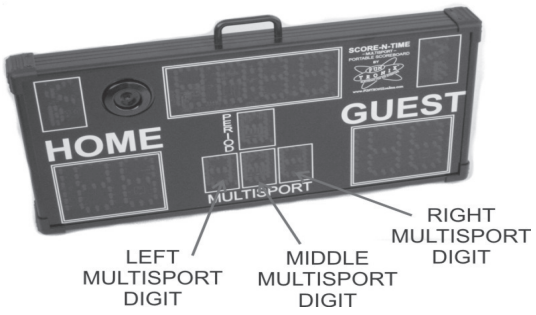
12. If your game goes into overtime, set the period digit to '0' by repeated presses of the

button and then set the length of the overtime period time using the

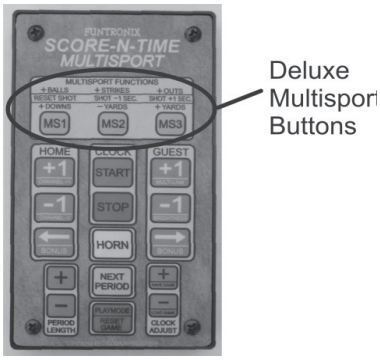
and

buttons. See **Section 8** for details on using the halftime and overtime periods.

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



SNT-120MP 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 six play modes shared with the SNT-120M Scoreboard, the SNT-120MP Multisport-Pro Scoreboard adds four additional play modes (Refer to Table 1 for controlling these modes):

Mode 7: **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 7:
Baseball 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
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.**	Decrement Shot Clock by 1 Second **STOP GAME CLOCK PRIOR TO MAKING CHANGES**	Increment Shot Clock by 1 Second **STOP GAME CLOCK PRIOR TO MAKING CHANGES**
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 + and − 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. If the game you are playing does not require possession arrows, you can disable them before the start of your game by pressing and holding either the BONUS ← or BONUS → button for 3 seconds. **Disabling the possession arrows can only be done prior to starting a game.**

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 CONNECT or STOP DISCONNECT buttons, respectively.

6. Use the home +1 RF CHANNEL and −1 HORN PROMPT buttons or guest +1 and −1 BRIGHTNESS 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 remote 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 CONNECT button. This adjustment will not affect the length of the remaining periods.

10. If the scoreboard display appears to flicker when no buttons are pressed, this may be caused by interference from other nearby radio sources. Press and hold the +1 RF CHANNEL button on the keypad for 3 seconds to switch to a different channel. Each press and hold of the button will change to the next channel.

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 + and − buttons. See Section 8 for details on using the overtime period.

SECTION 4: USING THE STOPWATCH FUNCTION

The stopwatch function offers two ways to time an event: individually-run team time and simultaneous timing with split function. Follow the instructions below to set up and operate the stopwatch.

1. With the scoreboard turned on and functioning, repeatedly press the MODE / RESET button until the stopwatch is selected. The display will look like the screen shown below:

Stopwatch Mode. The main clock display shows the elapsed minutes and seconds, and the guest score display shows the tenths and hundredths of seconds.

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. To time a home team race followed by a guest team race (no split times), simply press the START / CONNECT button to start the clock, followed by the STOP / DISCONNECT button to stop the clock. You can then change possession to the opposite team and repeat the same start and stop function. Toggling between the home and guest possession will show you the time for each team. Press and hold the MODE / RESET button for 3 seconds to reset the stopwatch.

3. To time both teams simultaneously (and using the split function), follow these steps:
   - 3.1 Press the START / CONNECT button to start both team's clocks.
   - 3.2 To stop a team's clock, simply press their respective possession button (either the BONUS or BONUS button).
   - 3.3 The first team to have its clock stopped will cause the scoreboard to toggle the stopwatch display to show the opposite team's still-running clock. Press the second team's possession button to stop its team clock.
   - 3.4 Once both team's clocks have been stopped, toggling between the home and guest possessions will display each team's time.
   - 3.5 Press and hold the MODE / RESET button for 3 seconds to reset the stopwatch.

SECTION 5: 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 + and − 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 + and − 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 / CONNECT and STOP / DISCONNECT buttons, respectively.

3. Change the Home and Guest scores using the home +1 (RF CHANNEL) and −1 (HORN PROMPT) buttons and guest +1 and −1 (BRIGHTNESS) 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 (CONNECT) 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 (DISCONNECT) 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-120MP scoreboard, each press of the MS1 or MS3 buttons will increment the penalties for the home and guest player, respectively.

SECTION 6: 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 + and − 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 + and − 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 + and − 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 / CONNECT 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/CONNECT and STOP/DISCONNECT 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/CONNECT to reset and start another workout round. The clock must be stopped prior to this action.

SECTION 7: 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 + and − 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 / CONNECT and STOP / DISCONNECT buttons to start and stop the match clock. **The colon will blink to indicate when the clock is running.**
2. Use the home +1 RF CHANNEL and −1 HORN PROMPT buttons or guest +1 and −1 BRIGHTNESS 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 + and − 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 8: HALFTIME AND OVERTIME PERIODS

The SNT-120M and SNT-120MP 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 + and − buttons to adjust the length of the halftime period.
5. Press the START / CONNECT 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 + and − buttons to adjust the length of the overtime period.
5. Press the START / CONNECT 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: INSTALLING BATTERIES IN THE KEYPAD REMOTE

If the low-battery warning chirp is sounding in the keypad, it is time to replace the batteries. This warning chirp will occur following each press of a keypad button.

1. If you are in the middle of a game and the game clock is being used, make certain the game clock is stopped before proceeding, and that the scoreboard is not in the power-down mode.
2. Remove the four screws using a Philips-head screwdriver. Rotate each screw counter-clockwise to remove.
3. Remove the keypad cover by turning the unit upside-down and gently tapping on the keypad housing.
4. Locate the battery holder near the bottom-area of the circuit board.
5. Insert two new AAA-size alkaline batteries. Make certain the '+' contact is properly oriented.
6. Assemble the keypad housing. Turn the screws clockwise until resistance is felt when tightening. **DO NOT OVERTIGHTEN SCREWS AS THIS WILL DAMAGE THE KEYPAD HOUSING.**

Figure 9.1 Removing the cover screws

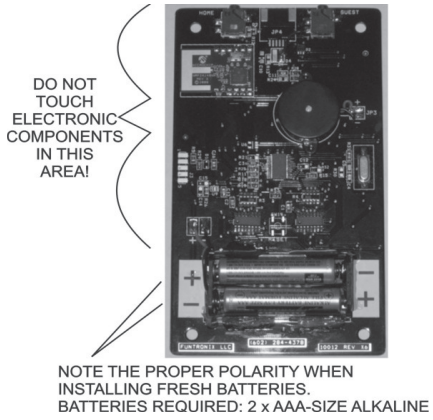


Figure 9.2 Removing and installing new batteries

NOTE: Always replace both batteries at the same time for best performance.

SECTION 10: RE-ESTABLISHING CONNECTION BETWEEN SCOREBOARD AND KEYPAD

1. Cycle the scoreboard power off and on (waiting 3 seconds before each turn-on) until the scoreboard is displaying the keypad RF connection screen shown below at right.

Keypad RF connection Screen

2. Press and hold the START CONNECT button on the keypad for up to 5 seconds (until the keypad emits a beep). The scoreboard will go through a process of reconnecting to the keypad and will respond after a few seconds by displaying the radio channel number. The keypad will emit a double-beep when the connection process is complete.

3. After a couple seconds the scoreboard will show a normal display and is then ready for action.

SECTION 11: 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
	Use to start the game clock (if applicable). Holding this button down for at least 5 seconds will initiate a connection to the scoreboard.
	Use to stop the game clock (if applicable). Holding this button down for at least 5 seconds will cause the scoreboard to delete its connection to the keypad – this function is used in the process for replacing keypads.
	Manually sounds the horn on the scoreboard for approximately 1-2 seconds. This button will only operate when the game clock is not running (if applicable).
	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 6).
	Before the start of a game, repeated presses of this button will toggle through the various play modes. In baseball mode (SNT-120MP) pressing this button will clear the balls and strikes digits. In Football mode (SNT-120MP) 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.
	Increment the home score by one point. Pressing and holding this button for approximately 3 seconds will manually increment the channel used by the radio connection between the keypad and scoreboard.
	Decrement the home 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.
	Selects the Home-Possession arrow. In play modes 1, 2, and 8 through 11; holding this button down for approximately 3 seconds **after a game has started** will toggle the team bonus light on or off. Holding this button down for 3 seconds before the start of a game will disable the possession arrows.
	Prior to starting a game, each press of this button increases the game clock time for each period in the game. This function can only be used when the game clock is enabled and is disabled if a game is in progress.
	Prior to starting a game, each press of this button decreases the game clock time for each period in the game. This function can only be used when the game clock is enabled and is disabled if a game is in progress.
	Increment the guest score by one point.
	Decrement the guest score by one point. Holding this button down for approximately 3 seconds toggles between the high and low display brightness.
	Selects the Guest-Possession arrow. In play modes 1, 2, and 8 through 11; holding this button down for approximately 3 seconds **after a game has started** will toggle the team bonus light on or off. Holding this button down for 3 seconds before the start of a game will disable the possession arrows.
	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.
	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.
	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.
	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.
	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 12: 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 13: TROUBLESHOOTING GUIDE

Symptom: Scoreboard operates erratically. For example, the score increments or decrements without pressing buttons on the keypad, or adding one point to the score results in multiple points being added.

Solution: Radio signals from nearby devices, such as Bluetooth and WiFi, may interfere with the operation of the scoreboard. Changing the radio channel of the scoreboard should solve the problem. Refer to Section 1 Step 8 to perform this change.

Symptom: Keypad remote doesn't appear to work or scoreboard fails to connect to keypad.

Solutions:
1. Keypad-scoreboard range may be too far. Move the scoreboard closer to the keypad.
2. Replace the batteries in the keypad remote. See Section 9 for details.
3. Re-establish radio connection between scoreboard and keypad as described in Section 10.

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

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.

Symptom: Display flickers occasionally when no buttons are pressed on the keypad.

Solution: This may occur if another scoreboard is being setup nearby. If the flicker persists, change the operating channel by pressing and holding the

button on the keypad as described in Section 1 Step 8.

SECTION 14: 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
Keypad Operating Range:	up to 200 feet (outdoors open-field with fresh batteries installed in the keypad)
Stopwatch resolution/accuracy:	.02 second resolution, +/- .001 second accuracy

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

Scoreboard:	6 x AA alkaline batteries Up to 40 hours continuous use - normal brightness mode Up to 10 hours continuous use – high brightness mode
Remote Keypad:	2 x AAA batteries/up to 1 year

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

90 DAY LIMITED WARRANTY

Funtronix LLC warrants your scoreboard against defects in materials and workmanship for ninety (90) days from date of shipment to the original purchaser. Should any part of the scoreboard, keypad, 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

THE EXTENT OF FUNTRONIX LLC's LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL FUNTRONIX LLC's LIABILITY EXCEED THE PURCHASE PRICE PAID BY THE PURCHASER FOR THE PRODUCT.

ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY MUST BE BROUGHT WITHIN A PERIOD OF 120 DAYS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL FUNTRONIX LLC BE LIABLE FOR ANY SPECIAL CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. FUNTRONIX LLC SHALL NOT BE LIABLE FOR ANY DELAY IN RENDERING SERVICE UNDER THIS WARRANTY OR LOSS OF USE DURING THE TIME THE PRODUCT IS BEING REPAIRED OR REPLACED.

No person or representative is authorized to assume for Funtronix LLC any liability other than expressed herein in connection with the sale of this product.

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.
(the keypad serial number is located inside the keypad enclosure)

SCOREBOARD: _____ KEYPAD: _____

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

www.**funtronix**online.com

Funtronix LLC
29834 N. Cave Creek Rd
Suite 118-273
Cave Creek, AZ 85331
email: sales@funtronixonline.com