GAMECRAFT®

MULTIPLE

TIMER & SCORER

Operating Instructions

Model:1240573

WIRELESS MODULAR

HOME | PERIOD 1 2 3 4 | GUEST

FOULS FOULS
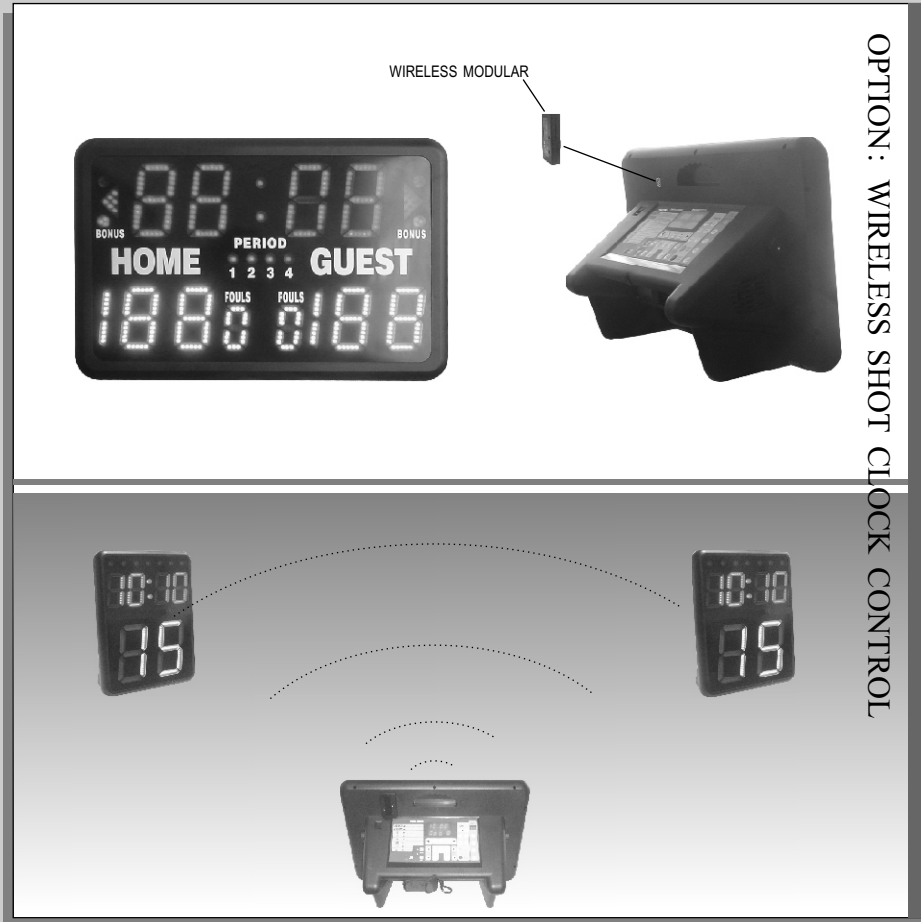
OPTION : WIRELESS SHOT CLOCK CONTROL

10:10 15

10:10 15

CONTROL PANEL

MODEL : 1240573

TIMER & SCORER

1. Timer & Score/shot Clock
   (Basketball, Handball, Karate, Wrestling)
2. Score & Sets
   (Volleyball, Badminton, Table Tennis)
3. Stop Watch
   (Track & Field sports)
4. Match & Pin Timer
   (Judo)
5. Round & Count Down Timer
   (Boxing)
6. Electronic Metronome
7. Program Timer
8. Clock & Alarm

L
S

VOLUME

GAME SELECT

HORN

TIMER

CLEAR   1/10 SEC

M+1   S+1

M-1   S-1

RESET TIMER

START /STOP

SHOT CLOCK

S+1

S-1

RESET SHOT CLOCK

START /STOP

◄   ◄ SET   SET CLR   ► SET   ►
        BONUS   PERIOD   BONUS

-1
(HOME) SCORE
+1

SCORE CLR   CHG SIDE   FOUL CLR

FOUL +1   FOUL +1

-1
(GUEST) SCORE
+1

INDEX

1. GENERAL

The 1240573 timer & scorer is designed as:

- User friendly, plug & play, easy to use.
- Built-in control panel on the back, large display in the front.
  Viewing distance: within 165 Feet(H), Upper Numbers:
  4. 72 Inches(H), Lower numbers: 4. 33 Inches(H)
- Multi-sport
  Provide timing & scoring for various sports such as Basketball, Team handball, Wrestling, Boxing & Judo. Scoring for tennis, Badminton, Table tennis. Stopwatch for running contest.
- Clock & Alarm
  When not used in sports, it can be used as digital clock with alarm function.
- Shot clock control function
  This device can work with model #1171525 shot clock. It can control the shot clock by RF wireless or data cable. Wireless modular #1171549 is sold separately for wireless operation.
- Compact design
  Rugged construction, built-in handles, reliable solid-state electronics.

2. POWER ON SET UP

To supply power to the scoreboard:

1. Plug the appropriate end of the supplied DC wall transformer into the power receptacle on the back of the scoreboard. See Figure 2-1 below.

2. Plug the wall transformer into a standard 120-volt AC outlet. See Figure 2-2 below.

CONNECTOR FOR RF WIRELESS MODULAR
OR DATA CABLE TO SHOT CLOCK
EXT. SPEAKER PORT
ON/OFF SW
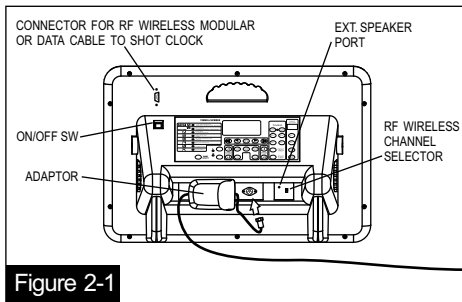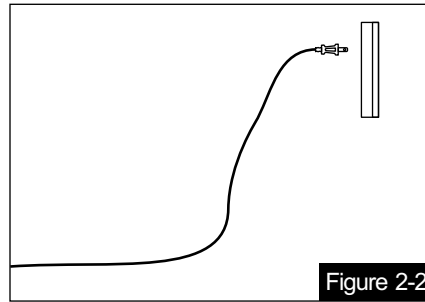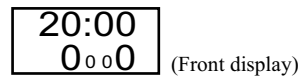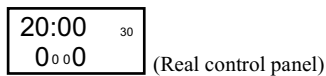ADAPTOR
RF WIRELESS CHANNEL SELECTOR
Figure 2-1

Figure 2-2

Turn on the switch on the rear panel, the display will show factory set up data.
It takes a few second to initiate the data then display

20:00 30
0 0 0   (Real control panel)

20:00
0 0 0   (Front display)

The display data will show last updated information if the game timer memory has been changed.

1. Press "GAME SELECT" button to choose the desired function.

2. The first game can be selected as l and 1A that is for basketball with shot clock. display. Total 8 game types may be selected.

3. When time is up, the whistle will sound loud, soft or silent depending on the "VOLUME" adjusted.

4. Press "HORN" button for loud or soft sound, used as manual whistle.

5. Press "CHG SIDE" button to swap scores.

6. Press "◄ " or " ►" will show the possession arrow.

7. Press the "1/10 SEC" button (when LED lit) to change the final minute to be displayed in second: 1/10 second format for game type 1.

It will show double play possession for game 2 (Score & Set) when lit.

SET UP SHOT CLOCK WITH WIRELESS MODULE

WIRELESS MODULAR (PACKAGE INSIDE SHOT CLOCK)

WIRELESS CONTROL
MAX 300 FEET

Diagram-1
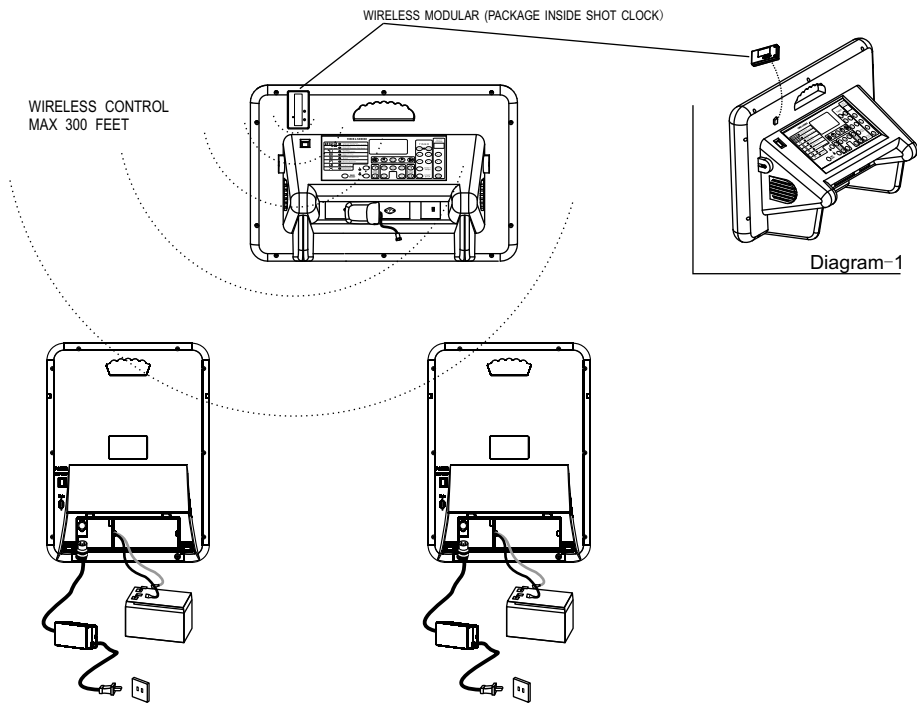
WIRELESS CONNECTION

1. The shot clock with internal wireless modular will automatically operate when the power switch is turned on. The wireless function will be shut down when data cable socket is plugged in and changed to cable connection mode.

2. Refer above diagram-1 plug in the wireless modular into the scoreboard and fasten by screw driver.

3. Select and match the same channel with the shot clock. Be sure to turn off the power when changing channel.

Freq, channel selection	channel	FREQ
O N 1 2	A	915MHz
O N 1 2	B	917MHz
O N 1 2	C	919MHz
O N 1 2	D	921MHz

REMARK：Scoreboard will show the channel frequency（ex：display 15 means the channel freqency is 915MHz）for one second when power turn on.

4. Turn on scoreboard power and the default game time data will be sent to shot clock. This confirms the set up is correct and the shot clock can be operated. There are some games with shot clock function. Please refer to the operation procedures in detail.

5. If there is wireless interference, please turn off both shot clock and scoreboard and select other channel until no interference. If all wireless channels suffers interference please change to connection using data cable.

6. The max control range is 300 feet.

SET UP SHOT CLOCK WITH DATA CABLE CONNECT

Data cable separator

100 Feet "30Meters" data cable
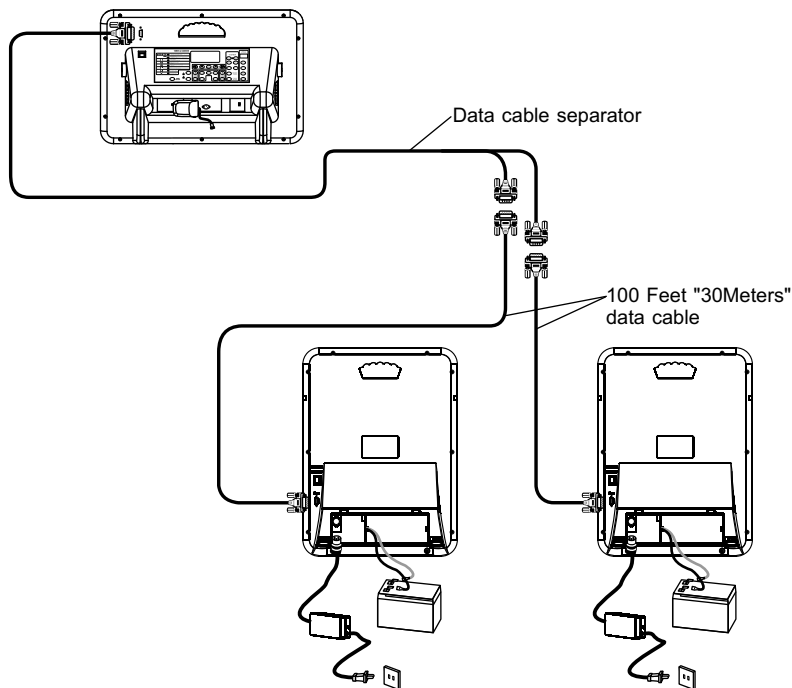
DATA CABLE CONNECTION

1. Turn off the scoreboard.
2. Remove the wireless modular from the scoreboard.
3. Connect the data cable separator into the scoreboard data cable connect position.
4. Connect the 100 Feet data cable into the data cable separator.
5. Turn off shot clock.
6. Connect the data cable into the shot clock data cable connect position.
7. Turn on shot clock.
8. Turn on scoreboard. The default game data will be sent to shot clock when scoreboard is turned on and confirm the data cable connection is correct.

3. OPERATION PROCEDURES

1 GAME TIMER & SCORER

Displays remaining game time & score:
Upper display: Game timer (max=99:59)
Lower display: Scorer (max=199)
The game with wireless shot clock control function

| Basketball |
| Wrestling |
| Karate |
| Team Handball |

Game timer & shot clock (count down)					
Operation	Key Operation		Scoreboard front display	Wireless shot clock display	Buzzer
	Timer	Shot Clock			
1. To select game function	Game Select		0:00 0 0	0:00 0 0	
2. Recall last memory	RESET TIMER	RESET SHOT CLOCK	20:00 0 0	20:00 3 0	
3. Erase previous setting	CLEAR		0:00 0 0	0:00 3 0	
4. Set game timer (ex: 20 minutes)	PRESS M+1 M-1		20:00 0 0	20:00 3 0	
5. Set shot clock		S+1 S-1	20:00 0 0	20:00 3 0	
6. Beginning shot clock time is memoried	START /STOP		19:59 0 0	19:59 2 9	
7. Set period	SET CLR PERIOD		1234 ••••		
8. Shot hits rim		RESET SHOT CLOCK	19:58 0 0	19:58 3 0	
9. Game interrupted	START /STOP		19:50 0 0	19:50 2 2	
10. Restart game & shot clock start simultaneously	START /STOP		19:49 0 0	19:49 2 1	
(1). 30 seconds expires			19:28 0 0	19:28 0	(🔊 buzzer) ALERT FLASH ON SHOT CLOCK
(2). Reset to 30 seconds		RESET SHOT CLOCK	19:28 0 0	19:28 3 0	
(3). Restart game	START /STOP		19:27 0 0	19:27 2 9	
11. Game time expires (🔊 buzzer)			0:00 0 0	0:00 0 6	(🔊 buzzer) ALERT FLASH ON SHOT CLOCK
12. Reset game time	RESET TIMER	RESET SHOT CLOCK	20:00 0 0	20:00 3 0	

Time no change (marked with arrow spanning rows 3–5)

- Game timer stopped too late:
  Use M+1 and S+1 keys to adjust time difference.

- Press (HORN) button for loud or soft sound, used as manual whistle.

Scorer		
Operation	Key Scorer	Display
1.Guest team gains a point	SCORE (+1) GUEST	19:20 0 1
2.Home team gains a point	SCORE (+1) HOME	19:15 1 1
3.Home team gains a point	SCORE (+1) HOME	19:15 2 1
4. Reset to 0 vs. 0	(SCORE CLR)	19:15 0 0

- Point added in error:
- Use score button-1 to adjust.

Foul		
Operation	Key FOUL	Display
1.Guest team commits foul	(FOUL +1)GUEST	19:20 0 1
2.Home team commits foul	(FOUL +1)HOME	19:15 1 1
3.Home team commits foul	(FOUL +1)HOME	19:15 2 1
4.Reset	(FOUL CLR)	19:15 0 0

Press Possession Indicator ARROW ◄► to change between Home or Guest possession.

Press (SET) (SET) For Bonus indication.
Bonus Bonus

TIMER & SCORER

Game Timer (count up)

Game timer display can be changed from displaying
(count down) to the (count up) mode. Maximum setting: 99:59. In this
mode the upper colon between the minutes and seconds blinks.
Shot clock display：count down（max=99seconds）
For games with wireless shot clock control function

Operation	Key Operation		Scoreboard front display	Wireless shot clock display	Buzzer
	Timer	Shot clock			
1. To select game function	**Game Select**		20:00 0 0	20:00 3 0	
2. Erase previous setting	**CLEAR**		0:00 0 0	0:00 3 0	
3. Change display to count up mode	**SET CLR** PERIOD		0˙00 0 0	0˙00 3 0	(◁») chirp)
4. Set game timer (ex: 20 minutes)	**M+1** **M-1**		20˙00 0 0	20˙00 3 0	
5. Recall shot clock memory （**shot clock setting into memory from count down procedure**）	**RESET SHOT CLOCK**		20˙00 0 0	20˙00 3 0	
6. Begin game-time returns to 0:00	**RESET TIMER**		0˙00 0 0	0˙00 3 0	
7. Start game time is entered into memory & shot clock start simultaneously	**START /STOP**		0˙00 0 0	0˙00 2 9	
8. Stop game	**START /STOP**		0˙09 0 0	0˙09 2 1	
9. Reset shot clock		**RESET SHOT CLOCK**		0˙09 3 0	
10. Restart game	**START /STOP**		0˙10 0 0	0˙10 2 9	
11. Stop shot clock display count down		**START /STOP**	0˙19 0 0	0˙19 2 0	
12. Game time expires			20˙00 0 0	20˙00 2 0	(◁» buzzer) ALERT FLASH ON SHOT CLOCK
13. Return time to 0:00	**RESET TIMER**		0˙00 0 0	0˙00 2 0	

Game timer stopped too late:
  Use (M-1) and (S-1) keys to adjust time difference.

Returning to count down display:
  Press the timer (CLEAR) key, and then press the (SET CLR PERIOD) key.

1A GAME TIMER & SHOT CLOCK, SCORES   Basketball

Displays remaining game time and remaining shot clock time:
Upper display: Game timer (max=99:59)
Lower display: shot clock(max=99 seconds)
For games with wireless shot clock control function

Game Timer & Shot Clock display

Operation	Key Operation		Scoreboard front display	Wireless shot clock display	Buzzer
	Timer	Shot Clock			
1. To select game function	**Game select**		0:00 00	0:00 0 0	
2. Recall last memory	**RESET TIMER**	**RESET SHOT CLOCK**	20:00 30	20:00 3 0	
3. Erase previous setting	**CLEAR**		0:00 30	0:00 3 0	
4. Set game timer (ex: 20 minutes)	PRESS **M+1** **M-1**		20:00 30	20:00 3 0	
5. Set shot clock		**S+1** **S-1**	20:00 30	20:00 3 0	
6. Beginning shot clock time is memoried	**START /STOP**		19:59 29	19:59 2 9	
7. Shot hits rim		**RESET SHOT CLOCK**	19:58 30	19:58 3 0	
8. Game interrupted	**START /STOP**		19:50 22	19:50 2 2	
9. Restart game & shot clock start simultaneously	**START /STOP**		19:49 21	19:49 2 1	
(1).30 seconds expires			19:28 00	19:28 0 0	(◻⧉ buzzer) ALERT FLASH ON SHOT CLOCK
(2).Reset to 30 seconds		**RESET SHOT CLOCK**	19:28 30	19:28 3 0	
(3).Restart game	**START /STOP**		19:27 29	19:27 2 9	
10. Game time expires (◻⧉ buzzer)			0:00 06	0:00 0 6	(◻⧉ buzzer) ALERT FLASH ON SHOT CLOCK
11. Reset game time	**RESET TIMER**	**RESET SHOT CLOCK**	20:00 30	20:00 3 0	

(Left margin label spanning operations 3–5: *Time no change*)

- Game timer stopped too late:
  Use (M+1) and (S+1) keys to adjust time difference.
- Press (1/10 SEC) button (when led lit) to change the final minute to be displayed in 1/10 second on scoreboard and 1/100 second on shot clock.
- Press (HORN) button for loud or soft sound, used as manual whistle.

TIMER & SCORER

- Press score keys will change to score display at lower part. May use it as previous page.
- Press shot timer reset keys will change to shot timer display. May use it as above.
- The game select type LED will flash to indicate function for shot clock.

2 SCORE & SETS

Displays sets won and game score.
Upper display: Score(max=99)
Lower display: Sets(max=199)

Volleyball Badminton Table Tennis

Score		
Operation	Key Operation Score	Display
1.Home team gains a point	SCORE (+1) HOME	1 0 0 0
2.Guest team gains a point	SCORE (+1) GUEST	1 1 0 0
3.Guest team gains a point	SCORE (+1) GUEST	1 2 0 0
4.Change courts (if desired)	CHG SIDE	2 1 0 0
5.Reset to 0 vs. 0	SCORE CLR	0 0 0 0

- Extra point added in error.
  Use SCORE-1 to adjust.

Sets		
Operation	Key Operation Sets	Display
1.Home team gains a point	◄ SET HOME	0 0 1 0
2.Guest team gains a point	► SET GUEST	0 0 1 1
3.Guest team gains a point	► SET GUEST	0 0 1 2
4.Change courts (if desired)	CHG SIDE	0 0 2 1
5.Reset to 0 vs. 0	SET CLR	0 0 0 0

- Extra set added in error:
  Press CLEAR SET key and add the correct number of sets.

Serve/Side Out/Possession Indicator		
Operation	Key Operation	Display
	Serve	
1.Home team gets service/side out	◄ HOME	◄ 1 2 3 4
2.Guest team gets service/side out	► GUEST	1 2 ► 3 4
3.Change courts (if desired)	CHG SIDE	◄ 2 1 4 3
4.Reset 0 vs. 0	SCORE CLR + SET CLR	0 0 0 0

- Press 1/10 Sec will change to double play possession indication (After 1/10 sec led light, press ◄ or ► Indicate this status)
- Press 1/10 Sec again will change back.

3 STOPWATCH

Displays split-time stopwatch:
Upper display: Minutes: Seconds (max=59 minutes, 59 seconds)
Lower left display: Hours (max=199 hours)
Lower right display: 1/100 seconds (max=99 1/100 seconds)

Stopwatch		
Operation	Key Operation	Display
	Stopwatch	
1.Start	START /STOP	00:00 01
2.Stop	START /STOP	15:24 2 93
3.Reset to 00:00	RESET TIMER	00:00 00

- When the timer is running, press RESET TIMER will stop display but the timer keeps running internally.
  The lower left display will blink "UP" to indicate this status.
  Press RESET TIMER again will show the running time again.

4 MATCH & PIN TIMER

Judo

Displays remaining match time and elapsed pin time:

Upper display: Match timer (max=99:59)

Lower display: Pin timer (resets to 30 seconds)

Match & Pin Timer			
Operation	Key Operation		Display
	Timer	Shot Clock	
1.Set match time (ex:5 minutes)	HOLD DOWN (M+1)		5:00 30
2.Save pin time into memory		RESET SHOT CLOCK	5:00 0
3.Begin match-time is entered into memory（30 Seconds）	◯ START /STOP		5:00 1
4.If pin does not begin, pause pin time first and press Reset button to reset to 0. Ready to begin pin time.		START /STOP + RESET SHOT CLOCK	4:53 0
5. Pin begins		START /STOP	4:23 1
6.Stop match during pin-pause pin timer Time Start/Stop button timer & pin timer simultaneously	◯ START /STOP		4:35 12
7.Restart match-resume pin timer Time Start/Stop button starts both timer & pin timer simultaneously	◯ START /STOP		4:34 13
8. Pin broken free		START /STOP	4:25 22
(1).Next pin begins		START /STOP	1:31 1
(2).30 seconds elapse (▭ᵈ buzzer) Match time automatically stops			1:00 30
9. Game time expires (▭ᵈ buzzer) Buzzer will not sound if pin is in progress			00:00 22
10. Reset game time	◯ RESET TIMER		5:00 0

- Match stopped too late:

  Use timer S-1 and shot clock S-1 keys to adjust time & pin timer difference.

- Pinned player already has waza ari: (Becomes ippon after 25 seconds)

  Press the shot clock RESET key once during the pin countdown. 25 seconds will appear on the lower left display and buzzer will sound after those 25 seconds run out. Pressing RESET once more during the countdown will cancel the 25 seconds setting.

- Match time reaches 0:00 during a pin:

  The match will continue without sounding a buzzer, so the pin count will not be interrupted. When the pin is broken free, press the START/STOP key on the shot clock panel. The buzzer will ring and the match will end.

- Changing the pin timer to a setting other than 30 seconds:

  Press the CLEAR key and before pressing the timer START/STOP key, set the desired time using S+1 or S-1 key on the shot clock panel and press RESET.

5 ROUND & BREAK COUNTDOWN TIMER

<div style="float:right">Boxing</div>

Sequentially display designated round and remaining time for round and breaks. During breaks the colon between the minutes and seconds blinks. Also display current round number and buzzer will sound every second for downcount:
Upper display: Round timer (max=99:59)
Lower display: Round number (max=99)

Round & Break Countdown Timer				
Operation	Key Operation		Display	Buzzer
	Timer	Shot Clock		
1.Set round time (ex:3 minutes)	Three times (M+1)		3:00 0	
2.Enter round time into memory	◯ RESET TIMER		0:00 0	
3.Set break time (ex: 1 minute)	(M+1)		1:00 0	
4.Enter break time into memory	◯ RESET TIMER		0:00 0	
5.Set number of rounds for match (ex:3 rounds)		3 TIMES (S+1)	0:00 3	
6. Return to round time display	◯ RESET TIMER		3:00 1	
7. Begin match-Round number will appear in the lower left display	◯ START /STOP		2:59 1	(◀)) buzzer)
8. Stop round	◯ START /STOP		1:35 1	
9. Restart round	◯ START /STOP		1:34 1	(◀)) buzzer)
10. Knock-down-(◀)) chirp every second)		START /STOP	0:35 1	
11. Match continues-(◀)) chirp will stop)		START /STOP	0:28 1	
(1).Knocked down again (◀)) chirp every second)		START /STOP	1:20 1	
(2).10 seconds expires. Stop downcount and round timer.	◯ START /STOP	START /STOP	1:10 1	
(3).Sound match-over buzzer (◀)) buzzer)	◯ HORN		1:10 1	
12. First round completed (◀)) buzzer)			0:00 1	
13. Break time is displayed			0:59 1	
14. Break time ends (◀)) buzzer)			0:00 1	

Round & Break Countdown Timer

...... Continued from previous page

15. Next round time is displayed. Round number changes to 2.			3:00 2
16. Designated number of rounds completed (⬜)) buzzer)			0:00 3
17. Begin new match.	◯ RESET TIMER		3:00 1

- Round stopped too late:
  Use timer M+1 and S+1 keys to adjust time. Use shot clock S-1 to adjust round.
- Round time reaches 0:00 during downcount
  The match will continue without sounding the buzzer, so the downcount will not be interrupted.
- Changing round/break times:
  Press CLEAR key and set as needed using steps 1 through 6 on previous page.
- In the final round, the breaktime display will disappear.

6 ELECTRONIC METRONOME:

Upper display: Rhythm times
Lower Left display: How many chirps per minute
Lower Right display: How many total short and long

Electronic Metronome:

Operation	Key Operation Rhythm	Display
One Loud/soft chirps	(M+1)	0:00 120:5
One Loud/soft chirps	Twice (M−1)	0:00 120:3
Chirps/one minute	(S+1)	0:00 121:3
Chirps/one minute	Twice (S−1)	0:00 119:3
Start rhythm (⬜) chirp)	◯ START /STOP	0:01 119:3
Stop rhythm (⬜) chirp)	◯ START /STOP	0:05 119:3
Reset rhythm times	◯ RESET TIMER	0:00 119:3

7 PROGRAM TIMER

Timer may be programmed to consecutively count-down and display a maximum of nine times periods. Use for interval training and division of time for classes and other training.

Upper display: Timer (max=99:59)

Lower left display: Repetitions (max=9 times)

Lower right display: Program number (max=9 programs)

Program Timer		
Operation	Key Operation Program Timer	Display
1. Set program 1 (P1) to desired time. (ex: 5 min)	(M+1) 5TIMES	5:00 0 P1
2. Enter time for program 1 into memory. Change program number to 2.	◯ RESET TIMER	0:00 0 P2
3. Follow steps 1 &2 above for desired number of programs(9 max).		5:00 1 P2
4. Complete program setting. Set the desired number of repetitions using the shot clock`s SEC+1 key (max=99 times) and press timer RESET and START. Current program round is displayed and timer will stop, sounding buzzer.	◯ RESET TIMER	5:00 1 P1
5. Start Program 1 (P1) will start counting down and buzzer will sound when it reaches 0:00 P2 will subsequently start. Completion of all programs is considered one round.	◯ START /STOP	4:59 1 P1 (buzzer) 0:00 1 P2 (buzzer) 3:00 1 P3 (buzzer) 0:00 1 P4 (buzzer) 5:00 1 P5 (buzzer) 4:59 2 P1
6. Stop	◯ START /STOP	2:28 9 P1
7. Return to beginning of program	◯ RESET TIMER	5:00 0 P1

- Changing set times:
  Press timer CLEAR key and set as needed using steps 1 through 4 above.

8 CLOCK, ALARM

Displays time in 12 hour format normally, will change to 24 hours display when stopped for editing.

Upper display: Hours: Minutes
Lower right display: Seconds
This clock function with wireless shot clock control function.

Clock

Operation	Key Operation		Scoreboard front display	Wireless shot clock display
	Clock	Shot Clock		
1.Stop clock to adjust time			0:00 00	0:00 ↑ FLASHING
2.Set hours using M+1 or M-1 key Set minutes using S+1or S-1 key Set seconds using S+1 or S−1 key on shot clock panel	M+1 S+1	S+1	9:35 20	9:35 ↑ NON FLASHING
3.Clock	START /STOP		9:35 21	9:35
4.Alarm	► SET		12:00 AL OFF	9:35
5.Alarm on/off	◄ SET		12:00 AL ON	9:35
6.Alarm time setting.	M+1		13:00 AL ON	9:35
	S+1		13:59 AL ON	9:35
7.Return to clock	► SET		9:36 45	9:36

- When the current clock reaches the Alarm time, A 5 second alarm will be activated.
- Current time and Alarm will not be affected by changing game type, but if power is switched off, current time will be lost.

4. SPECIFICATIONS

* INPUT POWER: AC90V~240V, 50Hz/60Hz.
* CONSUMING POWER:<25 Watts
* VIEWING DISTANCE:>165 Feet
* TIME ACCURACY: Within 0.5 sec per day.
* DIMENSION: 23.6"(Width)* 15.6"(Height)* 10.2"(Depth)
* WEIGHT: 11. 14 Lbs (Approx.)
* FCC TEST APPROVAL
  THIS DEVICE HAS BEEN TESTED AND FOUND TO COMPLY WITH THE
  LIMITS FOR CLASS B DIGITAL DEVICE, PURSUANT TO PART 15 OF THE
  FCC RULE.
* AC 90 TO 240V FULL RANGE POWER INPUT, CONSUMING
  POWER<25 WATTS.

Cautions

- For indoor use only. Avoid outdoor storage.

- Keep away from high temperatures, humidity, dew, water and
  direct sunlight.

- Always disconnect power cord and other cables by holding plug.

- Clean with damp cloth only.