

DMS OVERHEAD SCOREBOARD OPERATION

December 2014

1. Make sure when you turn it on that it is set to basketball, which is code 001. If not, then the board will not operate as expected and you will have issues.
2. Directions are on the right hand side of the scoreboard control panel.
3. To set the clock you hit "Set Time", enter the amount of time you want and then hit "Enter".
4. Scores can be added by one, two or three points and there is a point subtraction button.
5. Values can be reset by hitting "Enter", the item you want to reset (like home score for example), the value you want to enter (zero to reset) and then hit "Enter" again.
6. The only tricky one is the fouls button. For these, you have the option of specifying the player number if you want to get fancy and display the player fouls on the scoreboard. If you don't want to get to that level of detail you just hit the appropriate "Team Fouls +1" button, either home or guest, and then hit "Enter". This will bump the team fouls number by one.
7. If you want to display the player's number and the number of fouls that they have then hit the "Team Fouls +1" button, wait a second or two and the scoreboard will prompt you to enter the player number. If this is that player's first foul the scoreboard will ask you if you want to add that player's number and you just hit "Enter" and you will be good to go. If you make a mistake or you miss the timing of the prompt for the player number then you can manually enter the players foul number by hitting the appropriate "Player" button (again either home or away) and then manually entering the number of fouls that player has and then hitting "Enter".