

# Bespoke Scoreboards

## Operating Instructions Handheld Cricket Controller



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### Introduction

The handheld cricket controller is the smallest in the Bespoke Scoreboard range. It is capable of adjusting the Total, Wickets, Overs and Last Innings. It is only available as a wireless controller.

### Switching on, off and reset

To switch the controller on, slide the ON/OFF switch to the left, towards the green power LED. The green LED illuminated to show that the controller is turned on

To switch the controller off, Slide the ON/OFF switch to the right, away from the power LED. The green LED will turn off.

The controller saves a copy of the score to its internal memory every time the score changes in case of a power failure or accidental switch off. Therefore, at switch on the controller displays the last score entered from the previous match.

To reset the score back to zero for the start of a new match, turn the controller off then press and hold down the blue **Reset** button while turning the controller back on again. This will reset the controller for the start of a new match by wiping clear the score from the previous match. Once reset, Total, Wickets and Overs will display a zero while Last Innings will remain blank.

### Operation

#### Total

To add runs to the total score, press and hold down the Blue **Total** button, then press the red **Plus (+)** button. One run will be added to the Total. To add more than one run, press and hold down the blue Total button, then press the red Plus (+) button more than once.

To remove a run from the Total score, press and hold down the blue **Total** button then press the red **Minus (-)** button and a run will be removed.

#### Wickets and Overs

Wickets and Overs are recorded in the same way as described above for Total. To add, press and hold down the blue **Wickets** or the blue **Overs** button, then press the red **Plus (+)** button. Again, Wickets and Overs can be subtracted by pressing and holding down the blue **Wickets** or **Overs** button and pressing the red **Minus (-)** button.

## **Last Innings**

To reset the score for the next innings press and hold down the blue **Last Innings** button, then press the blue **Reset** button.

This moves the Total score to Last Innings and resets the Total, Wickets and Overs to Zero.

The close of innings operation can be undone by pressing and holding down the blue **Total** button, then pressing the blue **Reset** button. This will return the scoreboard back to the previous innings score. You can undo the 'close of innings' up until a wicket falls, at which point the previous innings score is deleted from the controller.

If it is needed the Last Innings score can also be adjusted in the same way as Total, Wickets and Overs by pressing down and holding the blue Last Innings button and the red Plus (+) button or the red Minus (-) button. This can be useful if you wish to display a target score.

## **Umpires Light**

To acknowledge the umpires signal, pressing the **reset** button by itself will flash the umpires light on the scoreboard.

## **Junior Pairs**

The controller can be preset to display 200 runs at the start of each innings for use in Junior Pairs Cricket. To set up the controller to operate in this way, switch the controller off then press and hold down the **Total** button while switching the controller on. When the first innings is closed, 200 runs will be displayed again for the Total.

To return to normal operation, press and hold down the Reset button while switching the controller on.

## **Wireless Transmitter**

There is a delay of approximately two seconds, following the controller being switched on, before data is transmitted from the control panel to the scoreboard.

The maximum range of the handheld controllers wireless signal is typically a maximum of 100 metres in open space. This range will be reduced by obstructions such as walls. The height of the transmitter and receiver aerials above the ground will also effect the operating range. Having the controller sat on the ground will significantly reduce the signal strength when compared to raising the controller to table height. This is due to the ground absorbing much of the transmitted output signal.

Data is continuously transmitted from the controller to the receiver in the scoreboard. If there is a break in the signal to the receiver, the data on the scoreboard will not update until the signal is restored. There are 3 green LED on the scoreboard, the bottom LED blinks when it received data from the controller. The most common causes of not receiving data are that the batteries are about too, or have already gone flat, or that the scoreboard is too far away from the controller to receive a signal.

## Recharging the Batteries

The handheld controllers have an internal rechargeable NiMH battery fitted.

To recharge the controller, use a cable with a USB type-B mini connector (one is supplied with the handheld controller). Connect this to any 5 volt USB output (such as your phone charger) and allow 24 hours to fully charge the controller from flat.

If the handheld controller has not been charged, it is okay to power the controller from a USB power bank while still using the controller.

The internal battery should last around 12 hours on a full charge.



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