

Bespoke Scoreboards

Operating and set up
instructions v4

Portable Cricket Scoreboard



Bespoke Scoreboards

Portable Scoreboard Operating Instructions

Introduction

The portable scoreboard controller is the smallest in the Bespoke Scoreboard range. It is capable of adjusting the Total, Wickets, Overs and Last Innings. It is available in a wired, or wireless version.

Switch on, off and reset

To switch the controller on, connect it to the scoreboard using the data lead supplied and press the power button on the face of the controller. Wireless controllers come with an internal battery, so as long as this is charged, just press the power button to turn it on.

To switch the controller off, press down the power button for a couple of seconds before releasing it.

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

At the close of the Innings, allow time for the audience to see the scoreboard before preparing it for the next 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 entered 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.

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.

Blanking the Scoreboard display

You can put the scoreboard into a low power state by blanking the displays. With the controller turned off, hold down the **Wickets** button while switching the controller on. After a short delay the scoreboards displays will blank and the controller will power itself off.

Please note that the scoreboard is still powered on, just in a low power state. This is therefore not a suitable way to 'turn off' your scoreboard if it is powered from a battery, without a solar panel.

Wireless Transmitter

To use the wireless transmitter, ensure the aerial is connected to the wireless transmitter output socket (BNC) and rotated to be in a vertical position. There will be a delay of approximately two seconds, following the controller being switch on, before data is transmitted from the control panel to the scoreboard.

Failure to connect the aerial to the output socket will seriously effect the signal being transmitted and will result in poor performance of the scoreboard. It is important that you use the aerial supplied which is tuned to the correct radio frequency for the best performance. Using a different aerial will affect the performance of the wireless transmitter and will reduce the operating range.

The range of the wireless signal is typically over 200 metres in optimal conditions. 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 transmitter in 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.

Wireless controllers can also be operated in the normal wired mode by directly connecting the controller to the scoreboard using the supplied data cable. This will switch a relay in the scoreboard, bypassing the wireless circuits. It will also charge the internal battery in the controller. The data cable has a 4 pin XLR connector on each end, with the female connector attaching to the controller and the male connector attaching to the scoreboard.

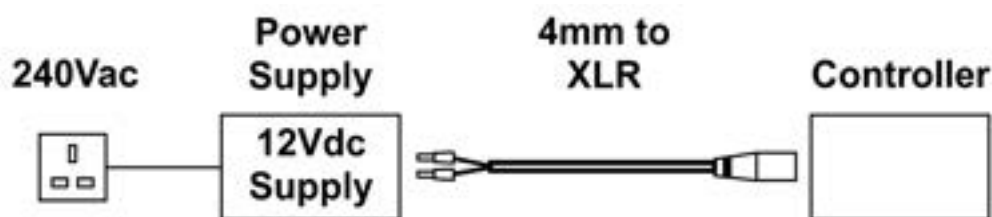
Recharging the Batteries

Controller Recharging

Controllers which have the optional wireless transmitter for remote operation will also have an internal rechargeable NiMH battery fitted for remote working.

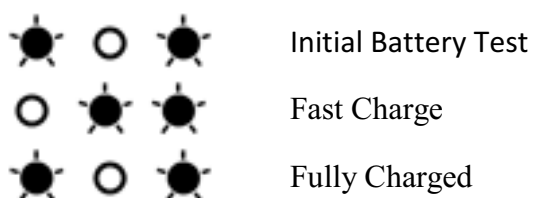
To recharge the controller, connect the controller to the supplied power supply with the supplied cable as in the diagram below. Alternatively the controller could be connected to the leisure battery, or charged from the data cable connected to the scoreboard.

The battery charging circuit within the controller operates automatically whenever power is connected to the controller. The controller does not need to be switched on for the battery to be charged. The battery charger uses three LED's to display it's current operation. When power is connected to the controller, the battery charger briefly illuminates the two outer LED's while it tests the battery, then switches to a fast charge if no faults are detected.



Once the battery is fully charged, the charger will then trickle charge the battery and the two outer LED's will be illuminated and remain lit until power is disconnected from the control panel. The charger will not over charge the batteries if power is left connected after the fast charge cycle has completed.

LED Sequence



When the batteries have been very heavily discharged, it may take much longer for the fast charge to start. If the battery charger detects that a battery is faulty, then the charge will stay at the battery test stage until the fault is corrected. The period of time to fully charge the batteries will vary depending on how the scoreboard controller has been used, however a full charge will take no longer than five hours.

How long the fully charged battery in the controller lasts depends on a number of factors. However, if all the digits were to show 8's, then a fully charged battery will last approximately 8.5 hours. Therefore in normal operation, this time should be significantly longer.

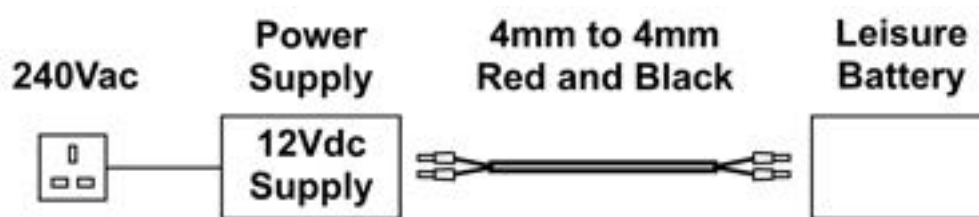
Leisure Battery Recharging

To recharge the leisure battery, connect it to the supplied power supply using the supplied red and black wires with 4mm plugs connected to each end.

To avoid possible short circuits, connect the leads in the following order.

1. Red plug to Red (+) socket on power supply
2. Red plug to Red (+) terminal on the battery
3. Black plug to Black (-) terminal on the battery
4. Black plug to Black (-) socket on the power supply

Lead acid batteries take a large amount of current when first put on charge. This current drops steadily as the battery becomes more charged, until it is reduced to a trickle as the battery becomes fully charged. This means that you do not need to be concerned if the leisure battery is left on charge for several days.



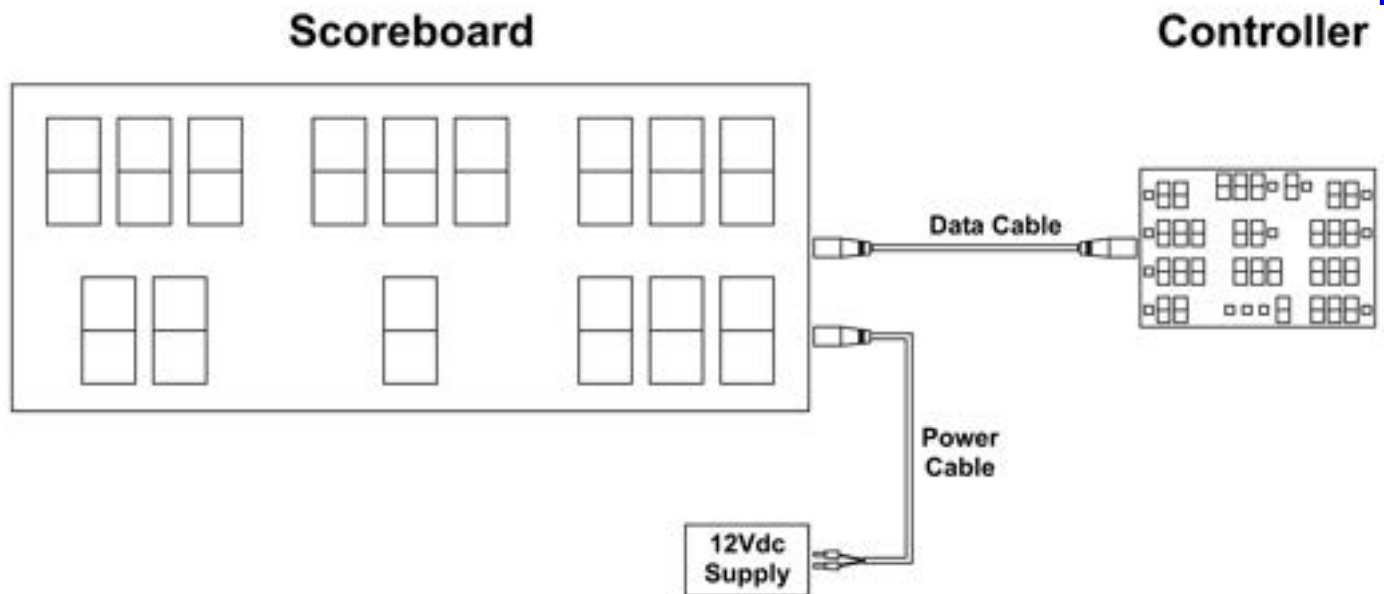
After a days cricket, the leisure battery will require recharging. Leaving it to charge overnight will typically charge the battery sufficiently for another days play.



Scoreboard Setup

Connect the scoreboard and controller as shown below. The power lead has the two 4mm plugs which are connected to the power supply or the leisure battery. The other end of the power lead with a 4 pin female XLR connector plugs into the scoreboard.

The data cable has a 4 pin XLR connector on each end. The male end connects to the scoreboard while the female end connects to the controller



Scoreboard Status LED's

A feature added at the end of 2014 to the scoreboard facia, is the addition of 3 small LED's to indicate the statue of the scoreboard.

-  Receiver Power
-  Data Input Power
-  Data

The receiver power LED indicates there is power on the Receiver PCB inside the scoreboard. The data input LED indicates there is power on the Data Input PCB inside the scoreboard.

The data LED will flash each time the scoreboard receives data from the controller. If the Data LED stops flashing then it is no longer receiving data.

The most common causes of not receiving data are:

- The aerial is not connected to the controller
- The batteries are about to, or have already run flat on the controller

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