Bear River Little League
Scoreboard Operation

PRE GAME:

1. Turn the power on to the scoreboard by flipping the disconnect on the left post upward.
2. Turn the power on to the controller by selecting "On" via the upper left hand switch.

3. The controller will begin starting up, going through "device discovery" while the controller connects wirelessly to the scoreboard.
4. Once connected, the screen will display "Startup Menu". You can hit enter and select "Continue Game" or scroll down and select "New Game".

POST GAME:

5. Turn the power off to the scoreboard by flipping the disconnect on the left post downward.
6. Turn off the scoreboard controller by flipping the power switch in the upper left corner to OFF.

GAME SCORING:

Home Score & Guest Score Keypad:

a. Changing the Score:
   i. Press Score +1 button to increase score on either guest or home team.
   ii. If the score is inadvertently added to the wrong team, it can be fixed by pressing SCORE -1 button or by selecting "Edit" under the particular team, then hitting the Home Score +1 key, and entering the correct numeric value and then pressing enter. This forces the score to the value entered.

b. Pitch Count:
   i. Pitch count is very important, for each pitch thrown by a pitcher (practice / warmup throws NOT included) the board value should be increased.
   ii. Press the PC+1 key shall be used to add to the player pitch count. The PC-1 can be used to subtract, and "PC RESET" should clear the count to zero when a new pitcher is put into the game.

Baseball Keypad:

c. Changing the Inning:
   i. Press Inning button to increase the inning by 1.
   ii. If the inning is incorrect, it can be fixed by pressing Inning button and entering the correct numeric value and then pressing enter. This forces the score to the value entered.

d. Balls & Strikes:
   i. Use the Ball and Strike buttons to change the count. If a mistake is made, continue to press the button until the correct number is displayed on the scoreboard.
   ii. To clear the value of Balls/Strikes, press the "NEW AT. AT BAT" button under the particular team.

e. Other functions:
   i. Functions "HIT", "ERROR", "SET CLOCK", "TIME OUT", "HORN", "OPTION" & "+1 SECOND" do not perform any function and can be ignored. The CLOCK switch is also of no use.