Westerstrands Sport System
Manual

Dokument: 4303en02.docx
Förf.: CF
Datum: 2020-10-01
Sida: 1 av 40

Sport Manuals

For BASIC LED190/250/300

Basketball, Handball, Volleyball, Futsal, Floorball, Ice Hockey, Youth Ice Hockey, Tennis, Badminton, Table Tennis, Indoor Football, Korfball and Mini Football

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General

This document describes the use of the Westerstrand remote control for BASIC LED Scoreboards. There are two variants of the remote control, one wired and one wireless.

The remote control has a TFT display and a number of buttons. Some buttons have specific functions, for example [Start], [Stop] and the numeric buttons. The ten buttons surrounding the TFT-display will change behaviour depending what is shown on the display. The buttons below the display can for example be used to increase and decrease the score when a match is running but also be used to step through menus.

When the remote control is started, all available sports are shown. If the remote control has more than 8 sports, press [Next] to show more sports. Start a sport by pressing the corresponding button.

In this manual, all text within brackets, [ ], refers to a button. For example, when [Stop] is mentioned, it refers to the "Stop"-button.

Radio Remote Control

The radio remote control controls the scoreboard via 2,4 GHz radio. It has an internal rechargeable lithium-ion battery which can be charged with the included charger. When the battery is being charged, a red LED is lit next to the power switch. When the battery is fully charged the LED will instead be green.
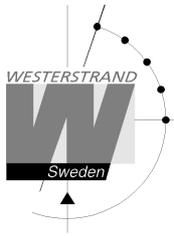
The remote control can be turned on and off with a switch on the back of the remote. Before the remote control is turned on, the scoreboard must be started. Then start the remote by setting the switch in the "ON" position.

If the scoreboard is not on when the remote is started the following error message will be shown: "Error: Radio out of range". In this case, turn the remote control off, power up the scoreboard and then turn the remote control on again.

When the battery has been discharged below a certain level, it will automatically be turned off. To start the remote control again, the charger must be connected. In some cases, it can be possible to start the remote control again without the charger being connected. In this case, it will automatically be turned off again in a few minutes. If this happens repeatedly, the battery charge may become so low that the remote will not start even when the charger is connected. In this case, it may have to charge for up to 30 minutes before it can be started again. In this case, both the green and the red LED:s on the back of the remote might be lit for some time.

Hardwired Remote Control

The hardwired remote control is powered from the scoreboard. It doesn't have switch. To turn it off, it must be disconnected from the connection box.

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Main Settings

By selecting [Menu] from the start screen, a number of settings can be changed.

Select Extra Modules
If there are extra modules to show penalties, fouls or player scores, they must be activated in the remote control. This is normally set at delivery. Select [Modules] to activate or inactivate a module. The following modules exist:

- Penalty Module – Module for showing individual penalties.
- Foul Module – Module for showing individual fouls.
- Player Stats Module – Boards for showing player score in basketball and handball. If player score shall only be shown in basketball, the module can be inactivated in the sport settings for handball by selecting [Menu] → [Sport Settings] → [Handball] → [Player Stats Module].

Depending on which modules are activated, different functions are available in the remote control.

Under the modules settings, the system type, "Basic LED190/250" or "Basic LED300", can be set. This is set at delivery and should not be changed.

Change Language
To change the language, press [Change Language] and then select the correct language.

Button Sound
Normally, the remote control will make a sound each time a button is pressed. This sound can be turned off or on with the [Button Beep] button. Next to the button label the current status is shown: "On" if the button sound is on and "Off" is the sound is off.
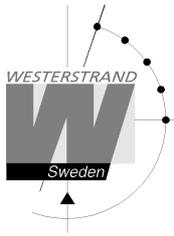
Change the Light Intensity for the Remote Control
The light intensity for the remote control display can be changed by selecting [Display Brightness] The intensity can be set from 5-95%. Enter a value and press [Ok] to accept or [Cancel] to go back without saving the changes. Changing the light intensity will affect the battery time.

Segment Test
A segment test can be used to check that the scoreboards work. During the test, all digits on the scoreboards will count up from 0 to 9 and then start over from 0. To start the test, select [Segment Test] and then [On]. Press [Off] to stop the test. The test must be stopped with the [Off] button before the board can be used normally again.

Sport Settings
A number of settings for each sport can be changed permanently by selecting [Sport Settings] and then selecting the sport. Then select the setting to change. The settings will be saved and remain even after the remote control has been restarted. To temporarily change a setting, first start a match and then use the [Sport Settings] menu from there. The settings will then be restored when the sport is exited.

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Real-Time

Press the [Real-Time] button to change the settings for real-time. The following choices are shown:

- Set Real-Time: Press to set the real-time.
- Show: Show the real-time on the scoreboard.
- Hide: Remove the real-time from the scoreboard.
- Automatic display on: The real-time will automatically be shown on the scoreboard 8 seconds after the remote control has been turned off or unplugged.
- Automatic display off: Inactivates the automatic display of real-time.

Change the Light Intensity of the Scoreboard

Change the light intensity of the scoreboard by selecting [Board Brightness]. The value "50%" is always shown, as the remote control does not know the current intensity of the scoreboard. The intensity can be set from 1 to 100%. Enter the value with the numeric buttons and press [Ok] to accept.

Version

To see the software version in the remote control, select [Version] This information is important when contacting Westerstrands regarding any questions or problems.

Radio Address (Only Radio Versions)

When more than one radio remote control is used, they must be set to different ID:s. Press [Radio Address] to change the ID:s. The digits shown on the screen are the scoreboard ID:s that the remote control will send data to. Five different ID:s can be selected. Activate or deactivate an ID by pressing the corresponding numeric button.

Example:
The radio remote control should send data to scoreboards with ID1 and ID2, but shows "12345". Deactivate ID 3, 4 and 5 by pressing the [3], [4] and [5] buttons. Now only "12" will be shown on the display.

How to set the ID:s in the scoreboards is described in the scoreboard manual.

Battery Information (Only Radio Versions)

Detailed information about the battery status can be shown by selecting [Battery Information].

Advanced Settings

The advanced settings are password protected changes that can't be changed by the user.

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Common for All Sports

Set Team Names

If the scoreboard can show team names, these can be entered in the remote control when a sport has been selected. To set the names, first stop the match clock and then press [Change] followed by [Team Names]. If any team names have already been entered, they will be shown on the screen. Select the team name to change by pressing [Home] or [Guest]. The team name can now be entered with the alphanumeric keyboard. For example, "HOME" is entered by pressing [4] twice, [6] three times, [6] one time and [3] twice. To erase letters, press [Erase]. Save by pressing [Ok] or abort with [Cancel].

Note that the team names shown in the remote control display will still be "Home" and "Guest". The entered team names will only be shown on the scoreboard.

When a new match is started, the names will remain on the scoreboard. When the sport is ended with [Quit Game], the team names will disappear.

Sport Settings

When a sport has been selected, temporary settings such as period time, timeout length and shot clock times can temporarily be changed. This is done by selecting [New Period/Exit] and then [Sport Settings]. When a setting has been changed, the game must be restarted. The changes will remain until the sport is exited with [Quit Game].

Other Settings

Some settings that can be changed from the main menu can also be changed when a sport is started. These settings include the display brightness, scoreboard brightness, real-time and button sound. To change these settings, stop the match, select [New Period/Exit] and then [Settings]. The settings can then be changed in the same way as described in the "Main Settings" chapter.

Manual Signal

To manually sound the match signal, press the button with the siren symbol.
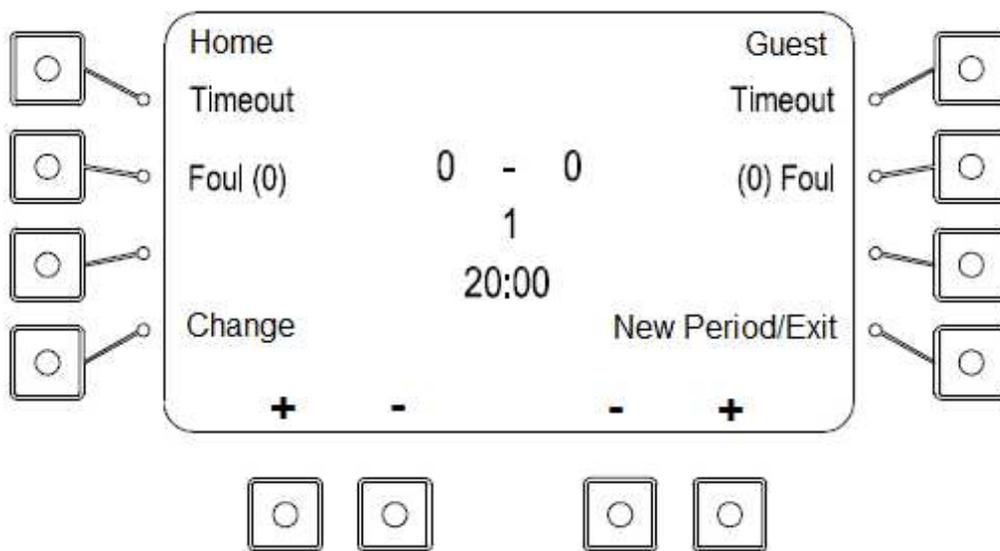
What Happens at Power Down

The remote control is continuously saving all information in an internal memory. When it is turned off or unplugged, the data is saved and can be restored when the remote is restarted. If a match was running when the remote was turned off, the question "Restore Data?" will be shown at startup. Press [Yes] to restore the match or [No] to go to the start menu.

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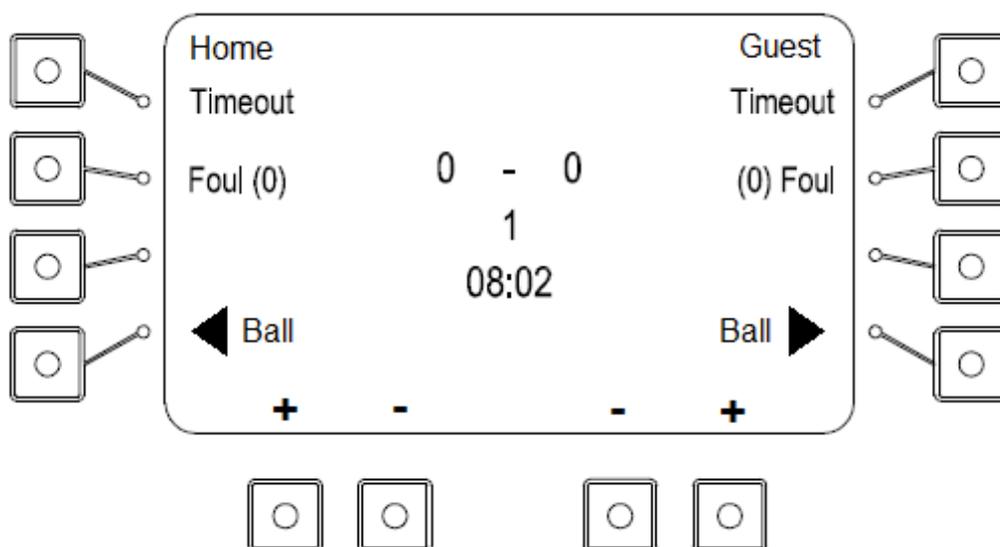Datum: 2020-10-01
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Basketball – Without Player Stats Module

When basketball is played using only the scoreboard or both scoreboard and foul modules, the remote will show the screen below when a match is started. The display will show different information depending on whether the game clock is started or stopped.

Display when the clock is stopped:

Display when the clock is started:

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically.

Timeout

Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Fouls

Add a foul by pressing the [Foul] button. All player numbers for the selected team and their fouls will be shown on the display. Enter a player number and press [Ok] to add a foul for that player. The player number and the number of fouls for that player will blink on the scoreboard. The team fouls will increase automatically. If no player number shall be entered, just press [Ok] to add a team foul.

To change a player foul, press [Foul], enter the player number and then press [Change]. The number of fouls for that player can now be changed with the [+] and [-] buttons.

The number of team fouls is shown next to the [Foul] text. To decrease the number of fouls for a team without changing a player foul, the game must first be stopped with the [Stop] button. Press [Change] followed by [Change Team Fouls]. The number of team fouls can then be changed with the [+] and [-] buttons.

Ball Possession

Change the ball possession with the [Ball ►] buttons.

Adjust the Match or Shot Clock times

The match time or shot clock time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the shot clock time will be shown. Enter the time and accept with [Ok].

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The number of fouls each player has will be indicated by dots.

Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be in use. To remove a player, enter the number followed by [Ok]. When the question "New Player Number" is shown, only press [Ok] without entering a new player number.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.

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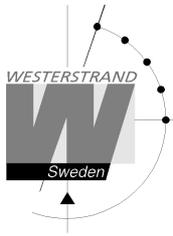Datum: 2020-10-01
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New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time to 10 minutes or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.
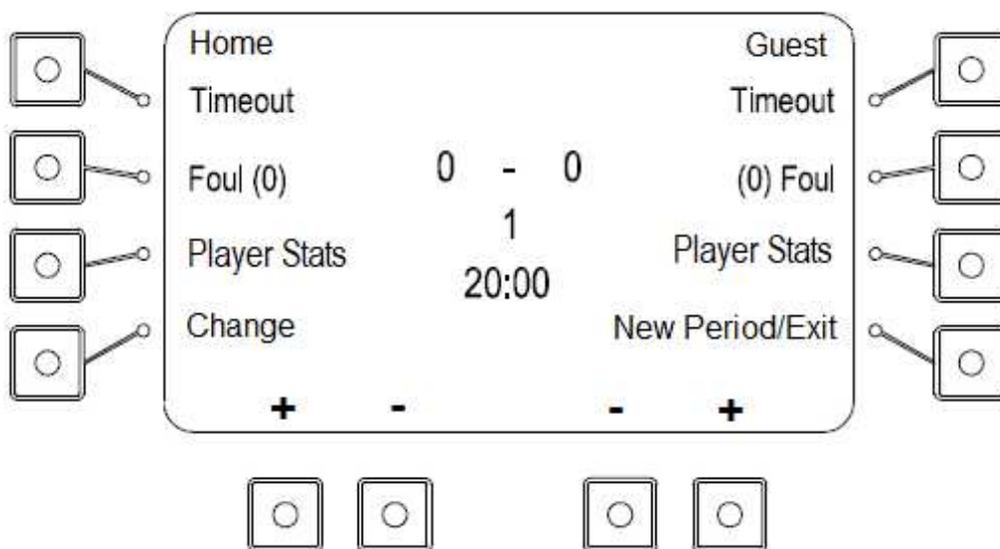
Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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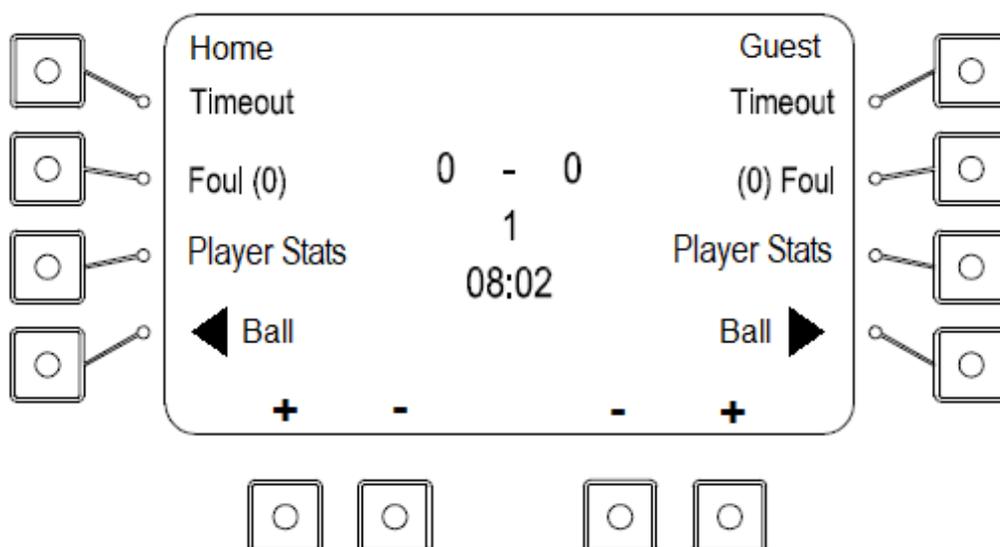Datum: 2020-10-01
Sida: 10 av 40
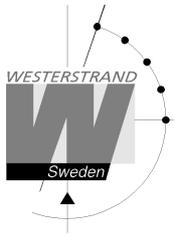
Basketball with Individual Score

When modules for showing player score are used, the screen below will be shown when the game starts. This requires that the "Player Stats" module is activated, see chapter "Menu Settings". The display will show different information depending on whether the game clock is started or stopped.

Display when the clock is stopped:

Home		Guest
Timeout		Timeout
Foul (0)	0 - 0	(0) Foul
Player Stats	1	Player Stats
Change	20:00	New Period/Exit
+	-	- +

Display when the clock is started:

Home		Guest
Timeout		Timeout
Foul (0)	0 - 0	(0) Foul
Player Stats	1	Player Stats
◄ Ball	08:02	Ball ►
+	-	- +

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Score

Add or remove points with the $[+]$ and $[-]$ buttons under the display. Player points can be entered with the "Quickscore" function or by choosing [Player stats].
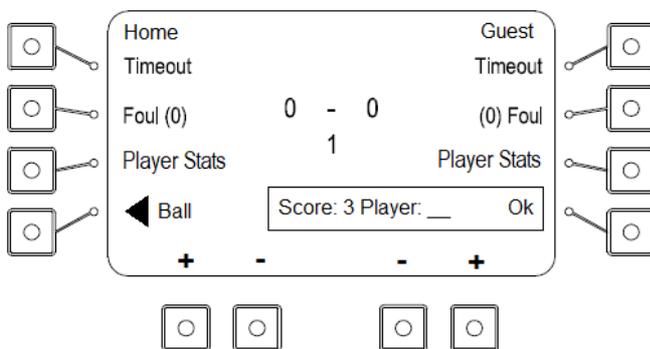
Assign Points to a Player Number with Player Stats

First add the points to one of the teams, then select [Player Stats] for the team and enter the player number. The buttons [Assign Points], [Score +] and [Score -] are shown on the left side of the display. Next to [Assign Points], the score that have not yet been assigned to a player are shown.

Points can now be assigned to a player with the [Score +] button or be removed by [Score -]. To assign all available points to the player, press [Assign Points].

Assign Score with "Quickscore"

To quickly assign points to a player, the function "Quickscore" can be used. To activate or inactivate quickscore, choose [New Period/Exit] and then [Sport Settings]. Press [Next] until the [Quickscore] button is shown and press it to toggle between (On) and (Off).

When points are added, the text "Score: 1 Player:__" will be shown on the display. The score can be increased by pressing repeatedly on the [+] button. In the picture below, 3 points have been added by pressing the [+] for the guest team three times.

Enter the player number with the numeric buttons and press [Ok] to add the score to a player. If no player number is to be entered, just press [Ok]. If a two-digit player number is added, for example '12', the [Ok] button is not needed.

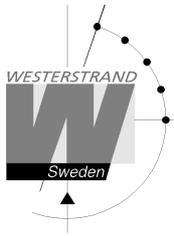Quickscore can also be used to decrease the score in the same way by pressing the [-] button.

When the score has been changed with [+] and [-], and the quickscore function is shown on the display, all other buttons are locked. [Ok] must be pressed to exit the function before the other functions are available.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically.

Timeout

Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

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Ball Possession

Change the ball possession with the [Ball ►] buttons.

Fouls

Add a foul by pressing the [Foul] button. All player numbers for the selected team and their fouls will be shown on the display. Enter a player number and press [Ok] to add a foul for that player. The player number and the number of fouls for that player will blink on the scoreboard. The team fouls will increase automatically. If no player number shall be entered, just press [Ok] to add a team foul.

To change a player foul, press [Foul], enter the player number and then press [Change]. The number of fouls for that player can now be changed with the [+] and [-] buttons.

The number of team fouls is shown next to the [Foul] text. To decrease the number of fouls for a team without changing a player foul, the game must first be stopped with the [Stop] button. Press [Change] followed by [Change Team Fouls]. The number of team fouls can then be changed with the [+] and [-] buttons.

Adjust the Match or Shot clock times

The match time or shot clock time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the shot clock time will be shown. Enter the time and accept with [Ok].

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The number of fouls each player has will be indicated by dots. Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be in use.

To remove a player, enter the number followed by [Ok]. When the question "New Player Number" is shown, only press [Ok] without entering a new player number.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.

Player Information

To see the number of points or fouls for each player, press [Player Stats]. All player numbers will be listed. The fouls are shown as dots and the points with digits next to each player number.

New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time to 10 minutes or [No] to keep the current time.

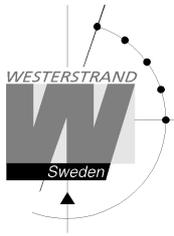**Westerstrand Sportsystem**
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Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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Basketball – Shot Clock

The shot clock is controlled by a separate remote control handle. Connect the handle to the connector marked "24/35 sec" on the back of the remote control.

Function During the Game

During the game, the [STOP/START] switch should normally be in the START position. This forces the shot clock to follow the game clock. When the match clock is running, the shot clock will count down and when the game clock is stopped, the shot clock will also stop. It will then resume counting when the game clock is started again.

Resetting the Shot Clock Time

When the [14] button is pressed, the shot clock is reset to 14 seconds. When the [24] button is pressed, the shot clock will be reset to 24 seconds. If the [STOP/START] switch is in the "START" position, the clock will immediately start to count down regardless of whether the game clock is started or stopped. When the time reaches zero (0), the clock will stop and a signal will sound.

If the [STOP/START] switch is in the "STOP" position when the [14] or [24] button is pressed, the clock will be reset to the selected time but will not start the countdown until the switch is set in the "START" position.

If the remaining match time is less than 24 seconds, the shot clock can't be reset to 24 seconds. If the remaining match time is less than 14 seconds, the shot clock can't be reset to 14 seconds.
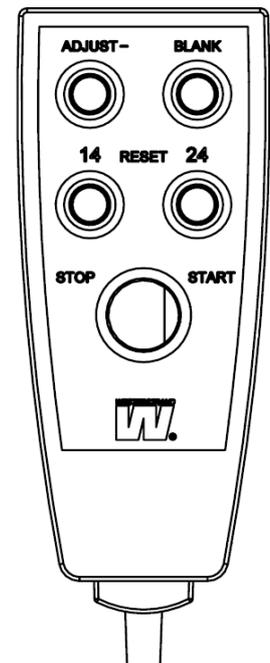
Adjusting the Shot Clock

If the shot clock time needs to be corrected, the match clock needs to be stopped and the [STOP/START] switch must be in the "STOP" position. Press [ADJUST] to decrease the time by one second at a time. The shot clock will start the countdown when the [STOP/START] switch is set in the "START" position, regardless of the status of the match clock.

Blank the Shot Clock

When the [STOP/START]-switch is in the "STOP" position, the shot clock can be blanked by pressing [BLANK]. The current time will remain and be shown when [BLANK] is pressed again.

Manually Starting the Shot Clock

The [STOP/START] switch can be used to start the shot clock manually. First set the switch in the "STOP" position and then back to the "START" position. The clock will now start to count down regardless of the match clock status.

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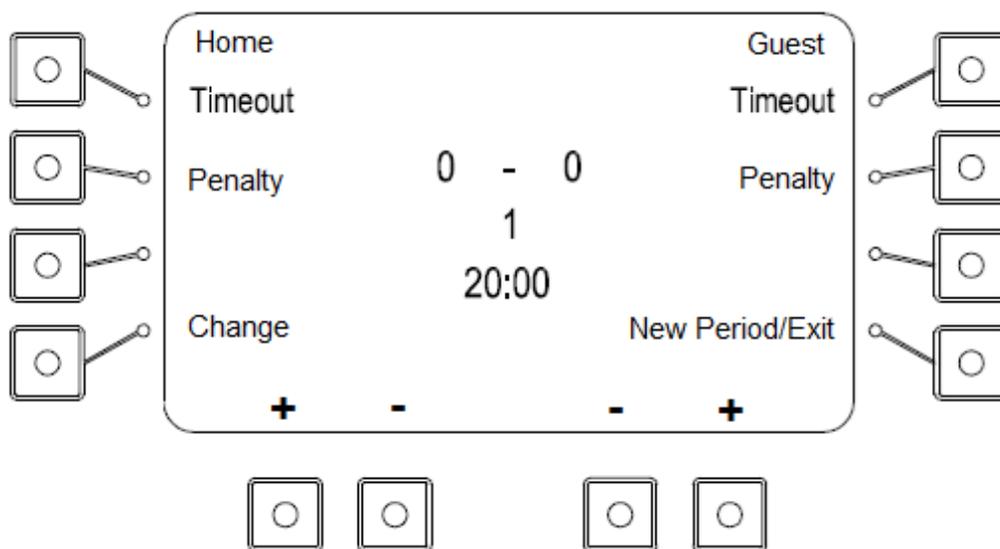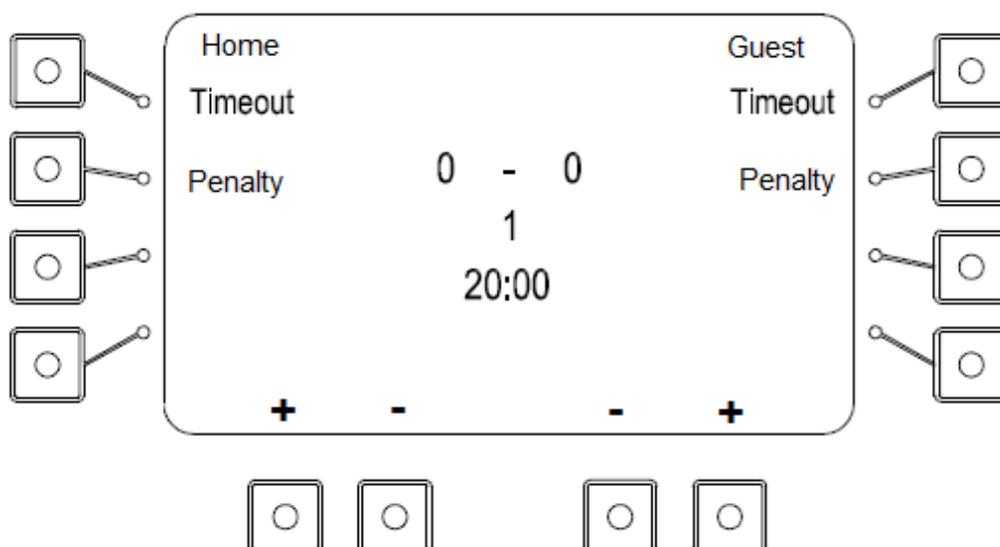Datum: 2020-10-01
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Handball

When handball is started, the pause time must be selected. The preselected time is 10 minutes. Press [Ok] to accept this time or enter another time with the numeric buttons. If there is no pause countdown, select [None].
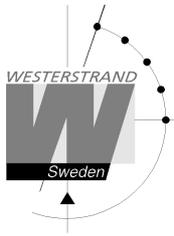
The display for handball looks differently depending on whether the game clock is started or stopped.

Display when the clock is stopped:

Display when the clock is started:

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically. After 10 seconds, the pause countdown will start. When the countdown is finished or the [Stop] button is pressed, the remote control will automatically change to the next period.

Timeout

Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Add Penalties – When Only the Scoreboard is Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. The preselected time is 2 minutes. Press [Ok] to accept or select another time with the numeric buttons and then press [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control.

Add Penalties – When Penalty Modules are Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. All player numbers and player penalties will be listed. If a player has more than one penalty, "+" will be shown after the first penalty time.

Enter the player number and press [Ok] to add a player penalty. The suggested time is 2 minutes. Press [Ok] to accept or enter another time followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control
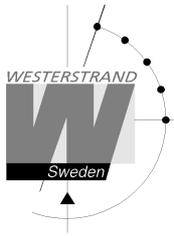
Remove Penalties

To remove penalties, press [Change] and then [Remove Penalties]. The text "Remove" followed by the team, player number and penalty time will be shown for each penalty. Press [Yes] to remove the shown penalty or [No] to keep it. When [Yes] or [No] has been pressed, the next penalty will be shown.

Adjust the Match or Penalty Times

The match time or penalty times can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the penalties will be shown, one at a time. Both the player number and the time can be changed. To automatically adjust the penalty times according to the change of the match time, just press [Ok] to step through the penalties without changing them.

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

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Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The penalties each player has will be shown next to the player numbers.

Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be used. If no new player number is entered before the [Ok] button, the player will be removed.

To add a new player, press [New] and enter the new number. Up to 16 players can be entered.

New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.
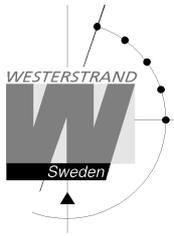
Handball - Timeout buttons

As an option, two external buttons can be used to start timeouts, one for the home team and one for the guest team. The buttons are connected to a box that connects to the "Start/Stop" connector on the back of the remote control.

When the timeout button for one of the teams is pressed, a question will be shown on the display: "Start a timeout for the home/guest team?" If the button [Yes] is pressed, the timeout will start. If [No] is pressed, the timeout will be canceled.

The buttons can be used together with a Start/Stop handle by connecting handle to the corresponding connector on the box.

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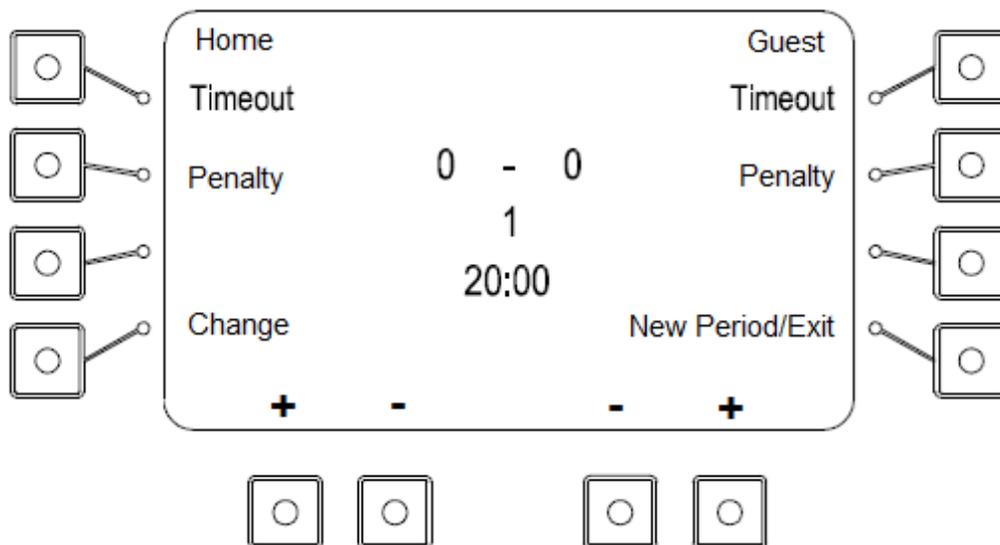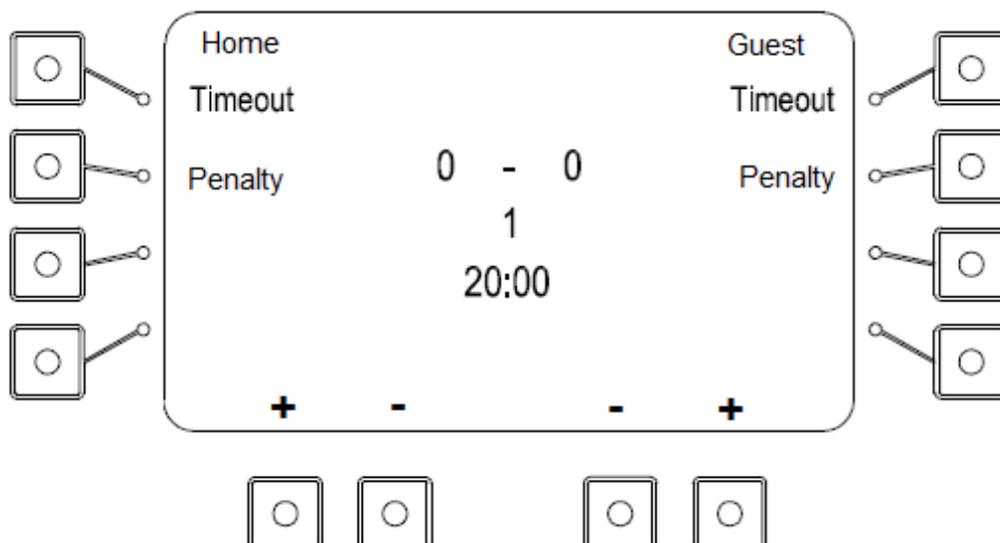Datum: 2020-10-01
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Floorball

When floorball is started, the pause time must be selected. The preselected time is 10 minutes. Press [Ok] to accept this time or enter another time with the numeric buttons. To not have any pause countdown, select [None].
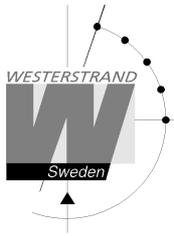
The display for floorball looks differently depending on if the game clock is started or stopped.

Display when the clock is stopped:

Display when the clock is started:

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically. After 10 seconds, the pause countdown will start. When the countdown is finished or the [Stop] button is pressed, the remote control will automatically change to the next period.

Timeout

Add a 30-second timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Add Penalties – When Only the Scoreboard is Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. The preselected time is 2 minutes but other choices are shown:

- 2 + 2 minutes
- 10 minutes
- 2 + 10 minutes
- 5 minutes

Press [Ok] to accept the preselected time of 2 minutes or select one of the times above by pressing the corresponding button. A different time can also be entered with the numeric buttons, followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control.

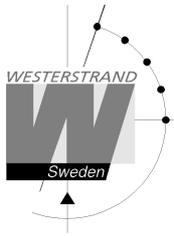## Add Penalties – When Penalty Modules are Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. All player numbers and player penalties will be listed. If a player has more than one penalty, "+" will be shown after the first penalty time.

Enter a player number and press [Ok]. The preselected time is 2 minutes but other choices are shown:

- 2 + 2 minutes
- 10 minutes
- 2 + 10 minutes
- 5 minutes

Press [Ok] to accept the preselected time of 2 minutes or select one of the times above by pressing the corresponding button. A different time can also be entered with the numeric buttons, followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control.

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Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The penalties each player has will be shown next to the player numbers.

Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number must not already be in use. If no new player number is entered before the [Ok] button, the player will be removed.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.

Adjust the Match or Penalty Times

The match time or penalty times can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the penalties will be shown, one at a time. Both the player number and the time can be changed. To automatically adjust the penalty times according to the change of the match time, just press [Ok] to step through the penalties without changing them.

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Remove Penalties

To remove penalties, press [Change] and then [Remove Penalties]. The text "Remove" followed by the team, player number and penalty time will be shown for each penalty. Press [Yes] to remove the shown penalty or [No] to keep it. When [Yes] or [No] has been pressed, the next penalty will be shown.
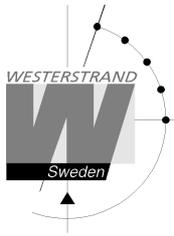
New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.
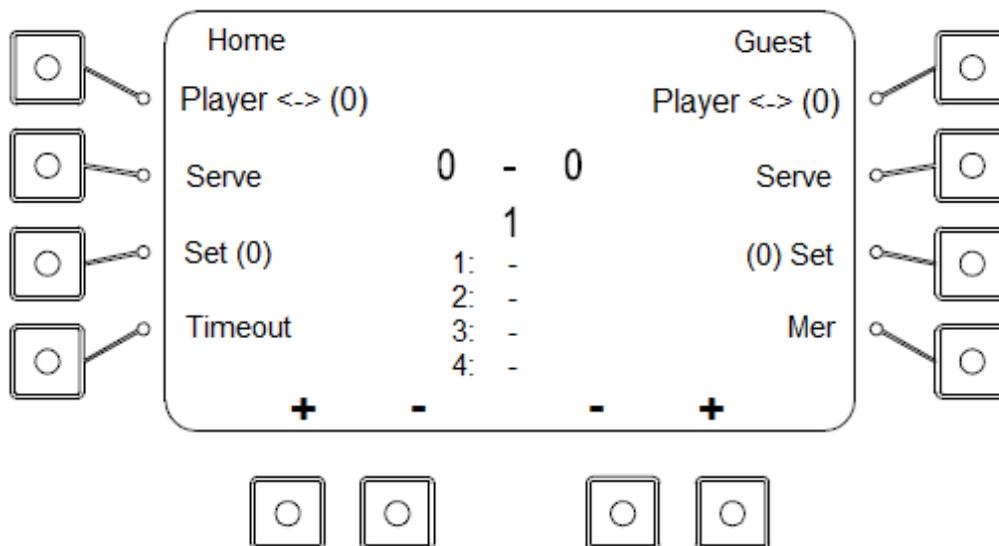
Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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Volleyball

When Volleyball is started, two choices are shown: [Standard] and [International]. In international volleyball, timeouts will automatically start when the leading team reaches the 8:th and 16:th points. This is not the case in standard volleyball. Choose the type by pressing the corresponding button.

When volleyball is played, the following is shown on the display:

Score
Add or remove score with the [+] and [−] buttons under the display.

Set
Add a set by pressing the [Set] button for the team. The number of won sets are shown in parentheses next to the [Set] text. The result from the previous four sets are shown in the lower half of the display.

Player Change
Increase the number of player changes for a team by pressing [Player ←→]. The number or player changes is shown in parentheses next to the buttons.

Serve
Move the serve indicator by pressing the [Serve] button.

Timeout
Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].
In international volleyball, timeouts will also start automatically when the leading team reaches 8 and 16 points.

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Change the Number of Sets

Press [More] followed by [Adjust Sets] to change the number of won sets for the teams. Adjust the number with the [+] and [-] buttons and accept with [Ok].

Change the Number of Player Changes

Press [More] followed by [Adjust Player Changes] to change the number of player changes. Adjust the value with the [+] and [-] buttons and accept with [Ok].

Change the Result of Previous Sets

To change the result of previous played sets, press [More] followed by [Adjust Set Score]. Select the set to change with one of the buttons on the left side of the display. Adjust the value with the [+] and [-] buttons and accept with [Ok].

Start a New Match

To finish and start a new match, press [More] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [More] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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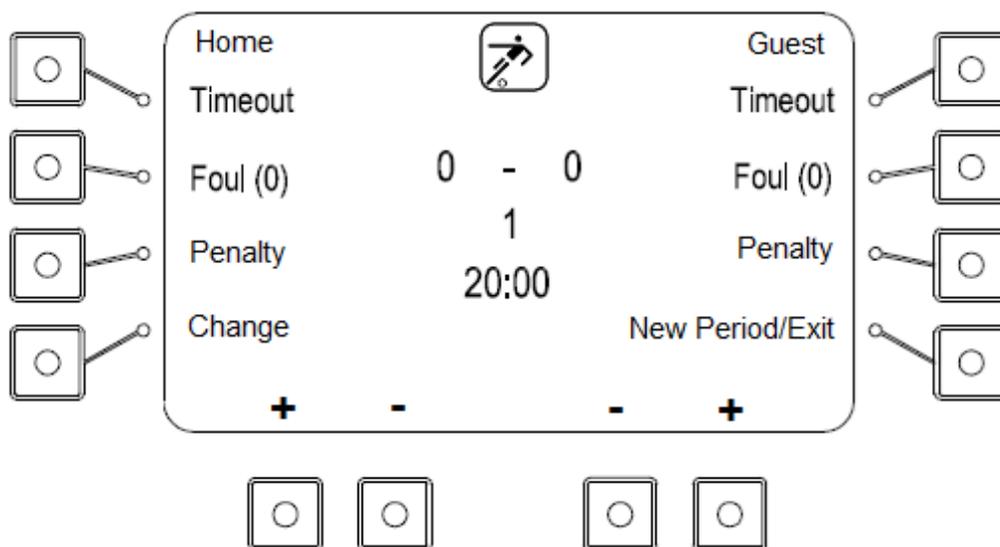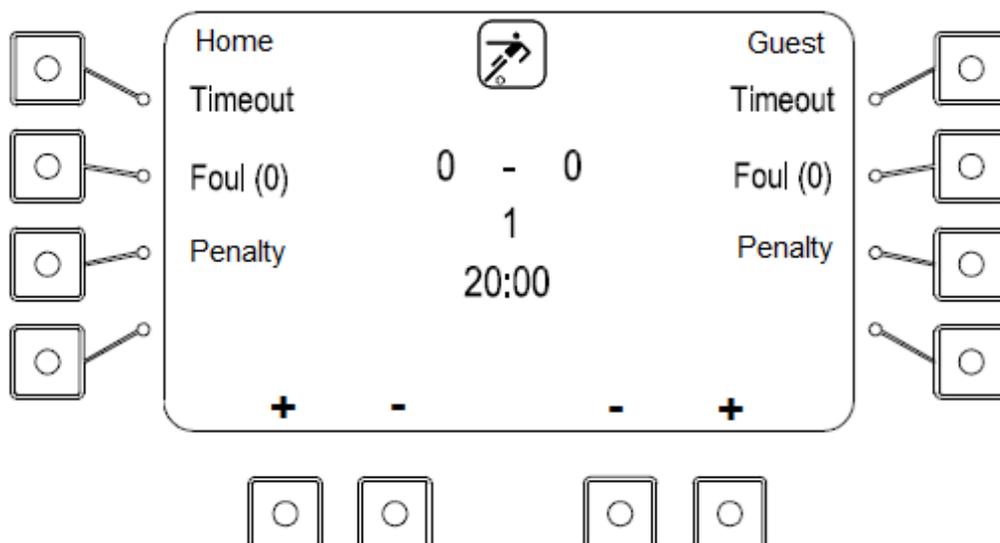Datum: 2020-10-01
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Futsal

When futsal is started, the pause time must be selected. The preselected time is 15 minutes. Press [Ok] to accept this time or enter another time with the numeric buttons. To not have any pause countdown, select [None].

The display for futsal looks differently depending on if the game clock is started or stopped.

Display when the game is started:

Home		Guest
Timeout		Timeout
Foul (0)	0 - 0	Foul (0)
Penalty	1	Penalty
Change	20:00	New Period/Exit
+	- -	+

Display when the game is stopped:

Home		Guest
Timeout		Timeout
Foul (0)	0 - 0	Foul (0)
Penalty	1	Penalty
	20:00	
+	- -	+

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically. After 10 seconds, the pause countdown will start. When the countdown is finished or the [Stop] button is pressed, the remote control will automatically change to the next period.

Timeout

Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Fouls

Add a foul by pressing the [Foul] button. The number of team fouls for each team is shown next to the [Foul] text. To decrease the number of fouls for a team, the game must first be stopped with the [Stop] button. Press [Change] followed by [Change Team Fouls]. The number of fouls can then be changed with the [+] and [-] buttons.

Add Penalties – When Only the Scoreboard is Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. The preselected time is 2 minutes. Press [Ok] to accept or select another time with the numeric buttons and then press [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control

Add Penalties – When Penalty Modules are Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. All player numbers and player penalties will be listed. If a player has more than one penalty, "+" will be shown after the first penalty time.

Enter the player number and press [Ok] to add a player penalty. The suggested time is 2 minutes. Press [Ok] to accept or enter another time followed by [Ok].
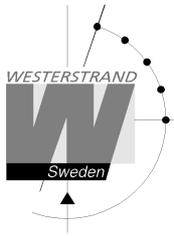
New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control

Remove Penalties

To remove penalties, press [Change] and then [Remove Penalties]. The text "Remove" followed by the team, player number and penalty time will be shown for each penalty. Press [Yes] to remove the shown penalty or [No] to keep it. When [Yes] or [No] has been pressed, the next penalty will be shown.

Adjust the Match or Penalty Times

The match time or penalty times can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the penalties will be shown, one at a time. Both the player number and the time can be changed. To automatically adjust the penalty times according to the change of the match time, just press [Ok] to step through the penalties without changing them.

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Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The number of fouls each player has will be indicated by dots. Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be in use.

To remove a player, enter the number followed by [Ok]. When the question "New Player Number" is shown, only press [Ok] without entering a new player number.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.
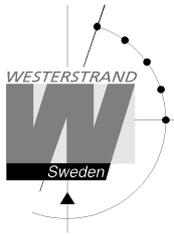
New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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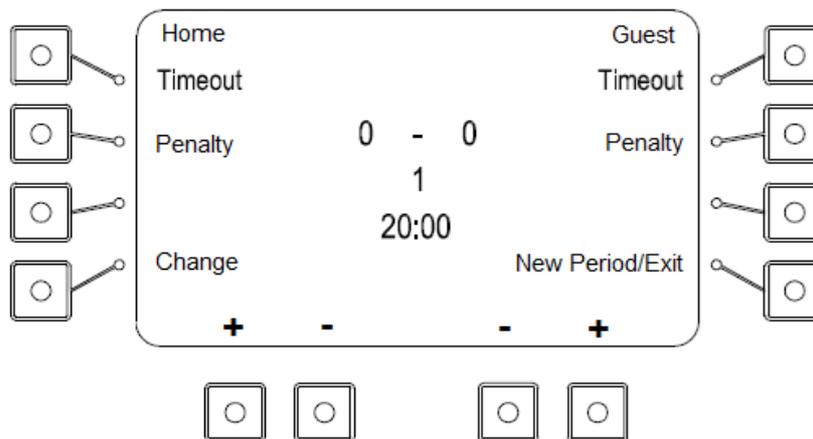Datum: 2020-10-01
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Ice Hockey and Youth Ice Hockey

When ice hockey is started, the pause time must be selected. The preselected time is 15 minutes. Press [Ok] to accept this time or enter another time with the numeric buttons. To not have any pause countdown, select [None].
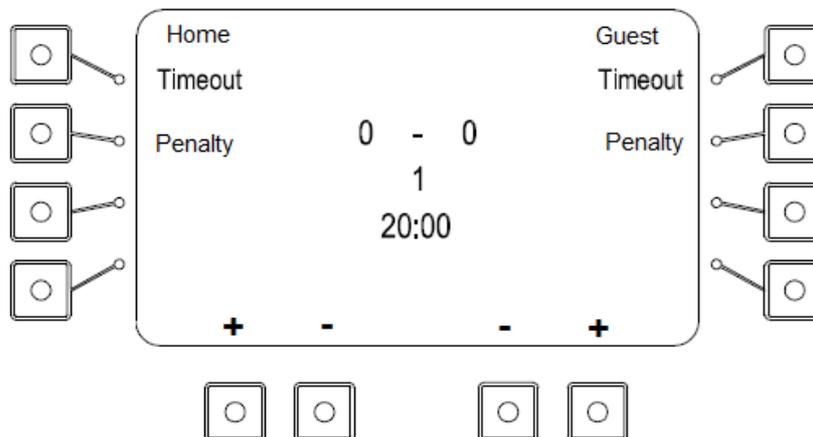
Next, the text "Start Countdown" is shown. This is the countdown before the match starts. The preselected time is 60 minutes. Press [Ok] to accept this time or enter another time followed by [Ok]. To not have any start countdown, press [None]. When the start countdown has been started, it can be stopped at any time by pressing [STOP].

The display for ice hockey looks differently depending on whether the game clock is started or stopped.

Display when the clock is stopped:

Display when the clock is started:

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically. After 10 seconds, the pause countdown will start. When the countdown is finished or the [Stop] button is pressed, the remote control will automatically change to the next period.

Timeout

Add a 30-second timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Add Penalties – When Only the Scoreboard is Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. The preselected time is 2 minutes but other choices are shown:

- 2 + 2 minutes
- 10 minutes
- 2 + 10 minutes
- 5 minutes

Press [Ok] to accept the preselected time of 2 minutes or select one of the times above by pressing the corresponding button. A different time can also be entered with the numeric buttons, followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control.

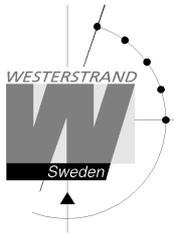## Add Penalties – When Penalty Modules are Used

Press [Penalty] for one of the teams to add a penalty. The text "New Penalty" will be shown. All player numbers and player penalties will be listed. If a player has more than one penalty, "+" will be shown after the first penalty time.

Enter a player number and press [Ok]. The preselected time is 2 minutes but other choices are shown:

- 2 + 2 minutes
- 10 minutes
- 2 + 10 minutes
- 5 minutes

Press [Ok] to accept the preselected time of 2 minutes or select one of the times above by pressing the corresponding button. A different time can also be entered with the numeric buttons, followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control.

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Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The number of fouls each player has will be indicated by dots. Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be in use.

To remove a player, enter the number followed by [Ok]. When the question "New Player Number" is shown, only press [Ok] without entering a new player number.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.

Adjust the Match or Penalty Times

The match time or penalty times can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok].

Now the penalties will be shown, one at a time. Both the player number and the time can be changed. To automatically adjust the penalty times according to the change of the match time, just press [Ok] to step through the penalties without changing them.

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Remove Penalties

To remove penalties, press [Change] and then [Remove Penalties]. The text "Remove" followed by the team, player number and penalty time will be shown for each penalty. Press [Yes] to remove the shown penalty or [No] to keep it. When [Yes] or [No] has been pressed, the next penalty will be shown.
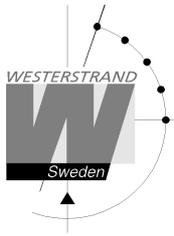
New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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Youth Ice Hockey

Youth Ice Hockey is similar to ice hockey, but has an interval clock that counts down during the game. At the end of each interval, the match signal will sound. When the match is started, the interval length, automatic stop, match time and count direction must be set.
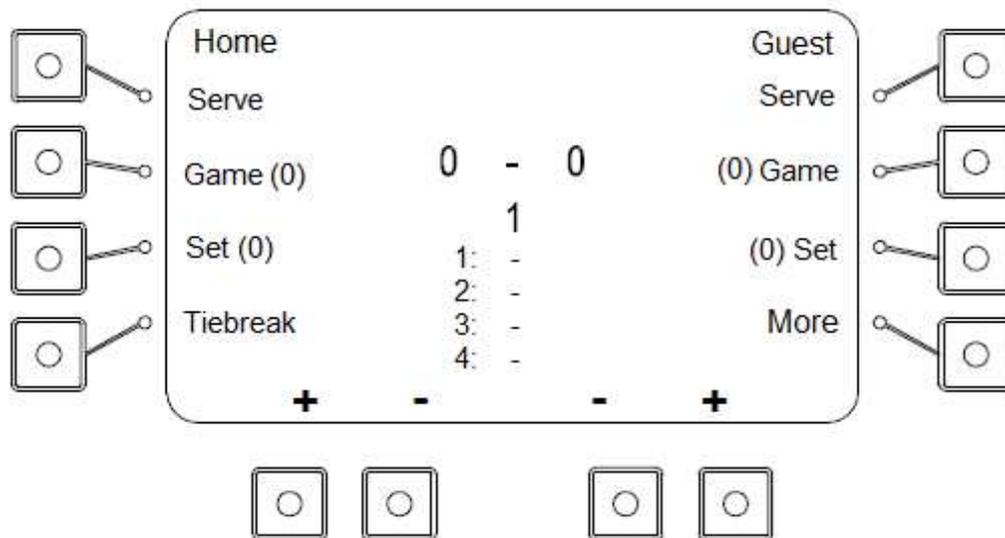
If automatic stop is selected, both the match clock and the interval clock will stop when the interval clock reaches zero. If automatic stop is not used, the match clock will keep counting at the end of the interval and the interval clock will be reset and start the countdown again.

The match clock can be set to either count up or down. The interval clock always counts down.

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Tennis

The picture below shows the display when tennis is played.

Score
Add or remove score with the [+] and [−] buttons under the display.

Set
Add a set by pressing the [Set] button for the player. The number of won sets are shown in parentheses next to the [Set] text. The result from the previous four sets are shown in the lower half of the display.

Game
Add a game by pressing [Game] for one of the players. The number of won games are shown next to the [Game] text.

Serve
Move the serve indicator by pressing the [Serve] button.

Timeout
Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].

Change the Number of Sets
Press [More] followed by [Adjust Sets] to change the number of won sets for the teams. Adjust the number with the [+] and [-] buttons and accept with [Ok].

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Change the Number of Games

Press [More] followed by [Adjust Sets] to change the number of won games for the teams. Adjust the number with the [+] and [-] buttons and accept with [Ok].

Change the Result of Previous Sets

To change the result of previous played sets, press [More] followed by [Adjust Set Score]. Select the set to change with one of the buttons on the left side of the display. Adjust the value with the [+] and [-] buttons and accept with [Ok].

Start a New Match

To finish and start a new match, press [More] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [More] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.
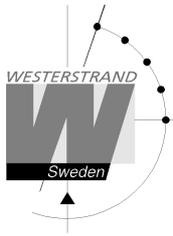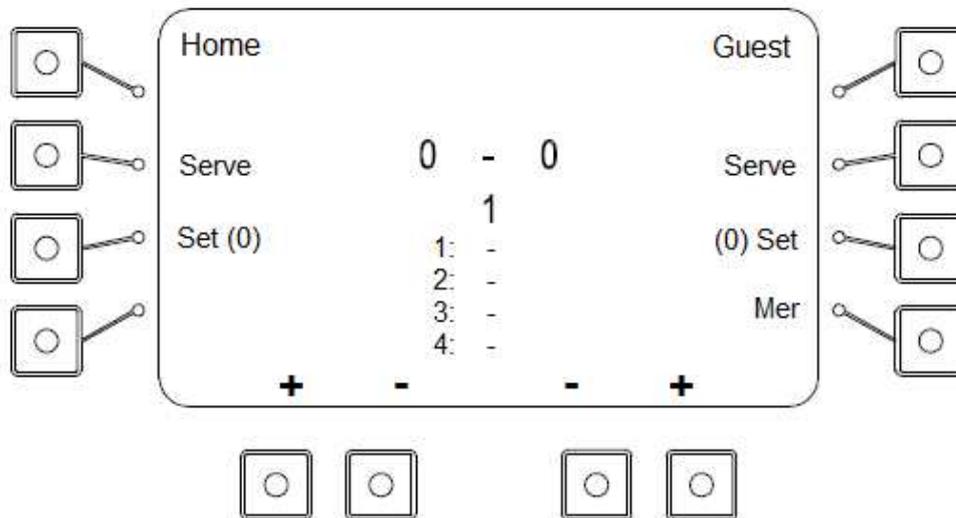
Westerstrand Sportsystem
BASIC LED190/250/300

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Förf.: CF
Datum: 2020-10-01
Sida: 32 av 40

Table Tennis and Badminton

The picture below shows the display when badminton is played.

Score
Add or remove score with the [+] and [−] buttons under the display.

Set
Add a set by pressing the [Set] button for the team. The number of won sets are shown in parentheses next to the [Set] text. The result from the previous four sets are shown in the lower half of the display.

Serve
Move the serve indicator by pressing the [Serve] button.

Change the Number of Sets
Press [More] followed by [Adjust Sets] to change the number of won sets for the teams. Adjust the number with the [+] and [-] buttons and accept with [Ok].
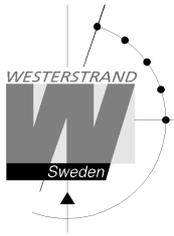
Change the Result of Previous Sets
To change the result of previous played sets, press [More] followed by [Adjust Set Score]. Select the set to change with one of the buttons on the left side of the display. Adjust the value with the [+] and [-] buttons and accept with [Ok].

Start a New Match
To finish and start a new match, press [More] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport
To exit the sport and go back to the start screen, press [More] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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Indoor Football

The display for indoor football looks differently depending on if the game clock is started or stopped.

Display when the clock is stopped:

Home		Guest
Timeout		Timeout
Penalty	0 - 0	Penalty
	1	
	20:00	
Change		New Period/Exit
+	-	- +

Display when the clock is started:

Home		Guest
Timeout		Timeout
Penalty	0 - 0	Penalty
	1	
	20:00	
+	-	- +

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically.

Add Penalties – When Only the Scoreboard is Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. The preselected time is 2 minutes. Press [Ok] to accept or select another time with the numeric buttons and then press [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control

Add Penalties – When Penalty Modules are Used

Press [Penalty] for the team to add a penalty. The text "New Penalty" will be shown. All player numbers and player penalties will be listed. If a player has more than one penalty, "+" will be shown after the first penalty time.

Enter the player number and press [Ok] to add a player penalty. The suggested time is 2 minutes. Press [Ok] to accept or enter another time followed by [Ok].

New penalties will not be started until the [START] button is pressed, regardless of the status of the match clock. The active penalties are shown in the top of the remote control display. Up to five penalties can be entered for each team but only two can be shown in the display of the remote control

Remove Penalties

To remove penalties, press [Change] and then [Remove Penalties]. The text "Remove" followed by the team, player number and penalty time will be shown for each penalty. Press [Yes] to remove the shown penalty or [No] to keep it. When [Yes] or [No] has been pressed, the next penalty will be shown.

Adjust the Match or Penalty Times

The match time or penalty times can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the penalties will be shown, one at a time. Both the player number and the time can be changed. To automatically adjust the penalty times according to the change of the match time, just press [Ok] to step through the penalties without changing them.

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

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Change Player Numbers

To change the player numbers, press the [Change] button followed by [Player Numbers]. Select the [Home] or [Guest] team. All player numbers for the team will be shown. The number of fouls each player has will be indicated by dots. Enter the player number that shall be changed and press [Ok]. Enter the new number and accept with [Ok]. The new number can't already be in use.

To remove a player, enter the number followed by [Ok]. When the question "New Player Number" is shown, only press [Ok] without entering a new player number.

To add a new player, press [New] and enter the new number. Up to 12 players can be entered.
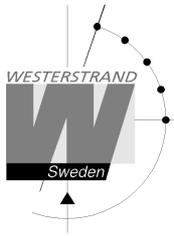
New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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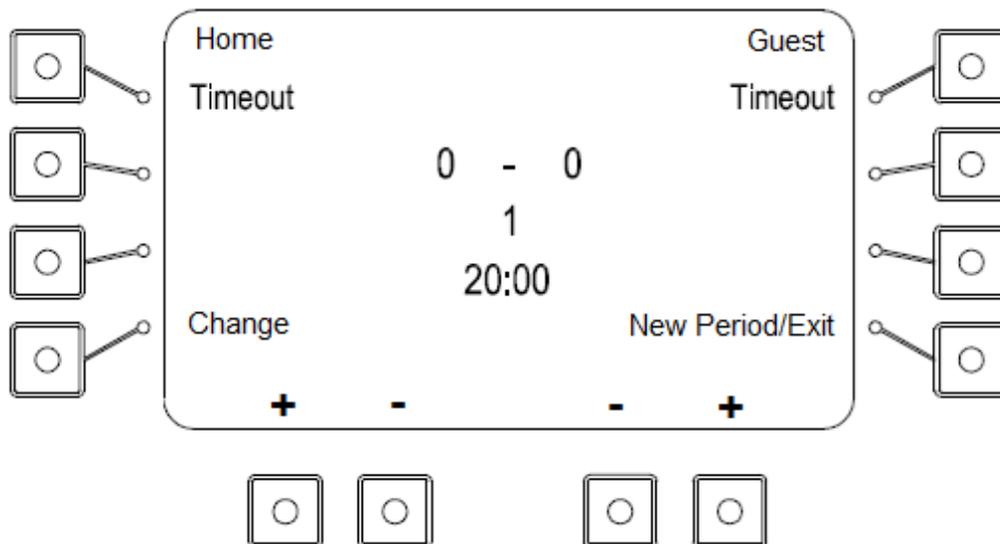Förf.: CF
Datum: 2020-10-01
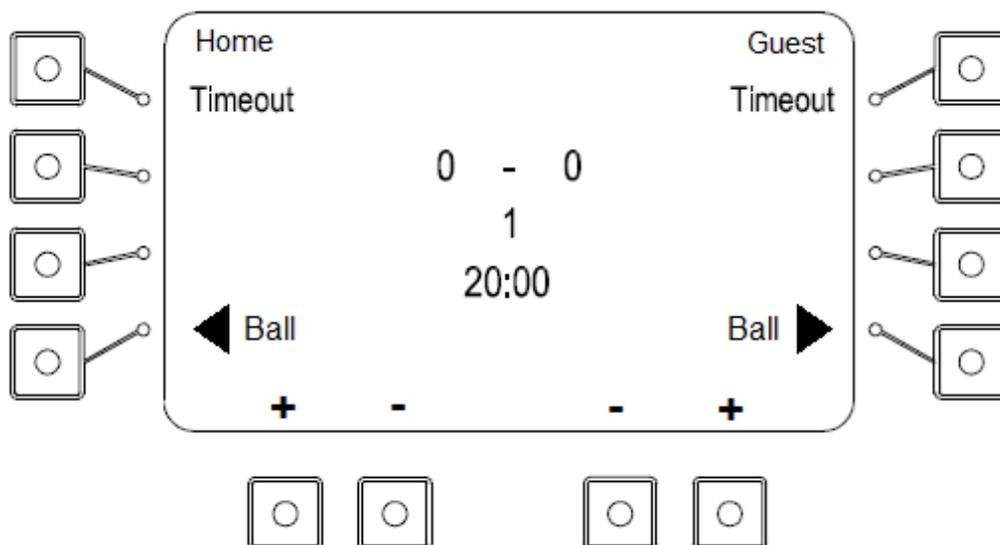Sida: 36 av 40

Korfball

When korfball is started, the pause time must be selected. The preselected time is 10 minutes. Press [Ok] to accept this time or enter another time with the numeric buttons. If there is no pause countdown, select [None].
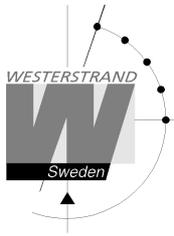
The display for korfball looks differently depending on if the game clock is started or stopped.

Display when the clock is stopped:

```
Home                    Guest
Timeout                 Timeout

          0  -  0
             1
           20:00

Change            New Period/Exit

     +    -        -    +
```

Display when the clock is started:

```
Home                    Guest
Timeout                 Timeout

          0  -  0
             1
           20:00

◄ Ball              Ball ►

     +    -        -    +
```

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically. After 10 seconds, the pause countdown will start. When the countdown is finished or the [Stop] button is pressed, the remote control will automatically change to the next period.

Timeout

Add a 1-minute timeout by pressing the [Timeout] button for one of the teams. For each timeout, a dot will be shown next to the sport icon at the top of the display. The countdown can be stopped by pressing [Stop].
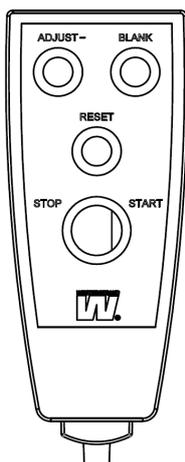
Adjust the Match or Shot clock times

The match time or shot clock time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. First, the match time will be shown. Enter the correct time with the numeric buttons and press [Ok]. Now the shot clock time will be shown. Enter the time and accept with [Ok].

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

Shot Clock

The shot clock is controlled by a separate remote control handle. Connect the handle to the connector marked "24/35 sec" on the back of the remote control.

RESET: Resets the shot clock to 25 seconds. If the [START/STOP] switch is in the START position it will start to count down. The clock can't be reset if there is less than 25 seconds left of the period time.

START/STOP: The shot clock counts down when the switch is in the START position and is stopped when the switch is in the STOP position.

ADJUST-: Pressing [ADJUST] decreases the shot clock time by one second. This can only be used when both the shot clock and match clock are stopped.

BLANK: Blanks the shot clock. The next time the button is pressed, the shot clock will light up and show the same time as before it was blanked. This can only be done when both the shot clock and the match clock are stopped.

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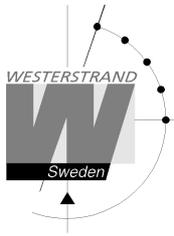Sida: 38 av 40

New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.
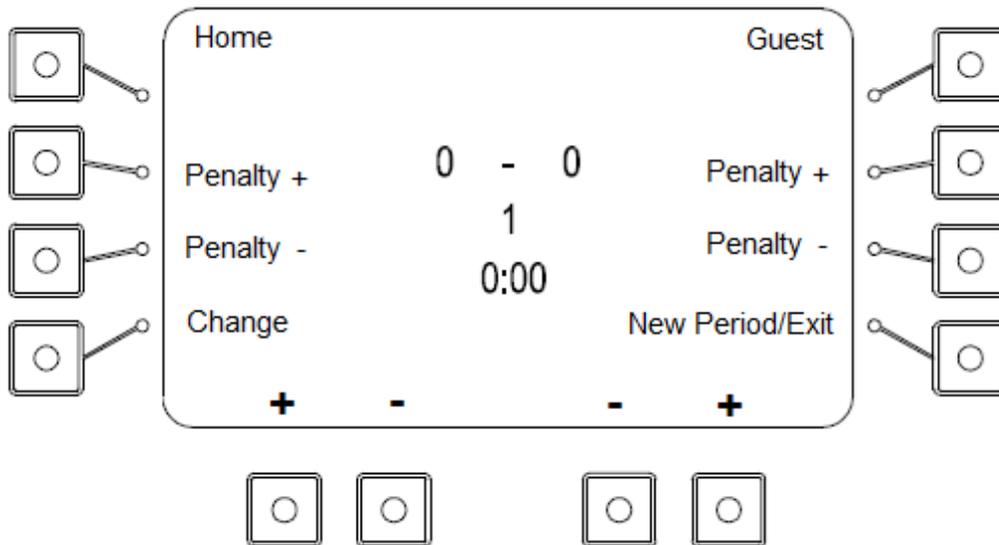
Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.

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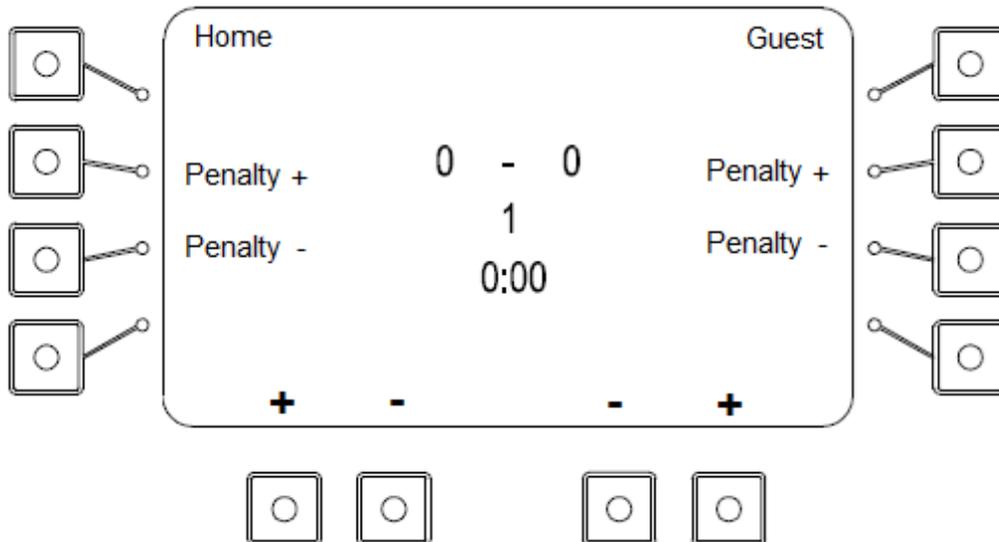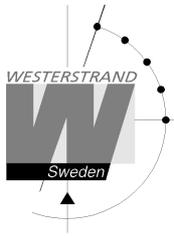Datum: 2020-10-01
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Mini Football

The display for mini football looks differently depending on if the game clock is started or stopped.

Display when the clock is stopped:

Display when the clock is started:

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Score

Add or remove score with the [+] and [−] buttons under the display.

Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the period, the clock is stopped automatically.

Add a Penalty

Press [Penalty +] for a team to add a penalty. The number of penalties are indicated with dots on the scoreboard and in the remote control display.

Remove a Penalty

Press [Penalty -] to remove a penalty.

Adjust the Match Time

The match time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. Enter the correct time with the numeric buttons and accept with [Ok].

Change the Period Time

To change the period time, press [New Period/Exit] and then [Sport Settings]. Select [Period Time] and enter the new time in minutes. Accept with [Ok]. When the period time has been changed, the match will be restarted. The period time will be restored to default when the sport is exited with [Exit Sport].

New Period

To start a new period, press [New Period/Exit] and then [New Period]. The remote control will suggest a period number. Press [Ok] to accept or enter another period number with the numeric keys, followed by [Ok]. The question "Reset Time" is shown. Press [Yes] to restore the time or [No] to keep the current time.

Start a New Match

To finish and start a new match, press [New Period/Exit] and then [New Match]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Period/Exit] and then [Quit Game]. The question "Are you sure you want to end the game" will be shown. Press [Yes] to exit.