# Lawrence Little League Scoreboard Operation

SCOREBOARD STARTUP

1. Place the power disconnect for the scoreboard in the **ON** position.
2. Plug one end of the 10 ft. extension cable into ¼" stereo jack on the junction box.
3. Plug the other end into the ¼" stereo jack mounted on the control console back plate.
4. Plug the control console power cord into a grounded NEMA 5-15R 120 VAC receptacle.

GAME TIME OPERATION

This scoreboard is operated with a 37-key control console. Figure 12 shows the keypad layout on the control console.
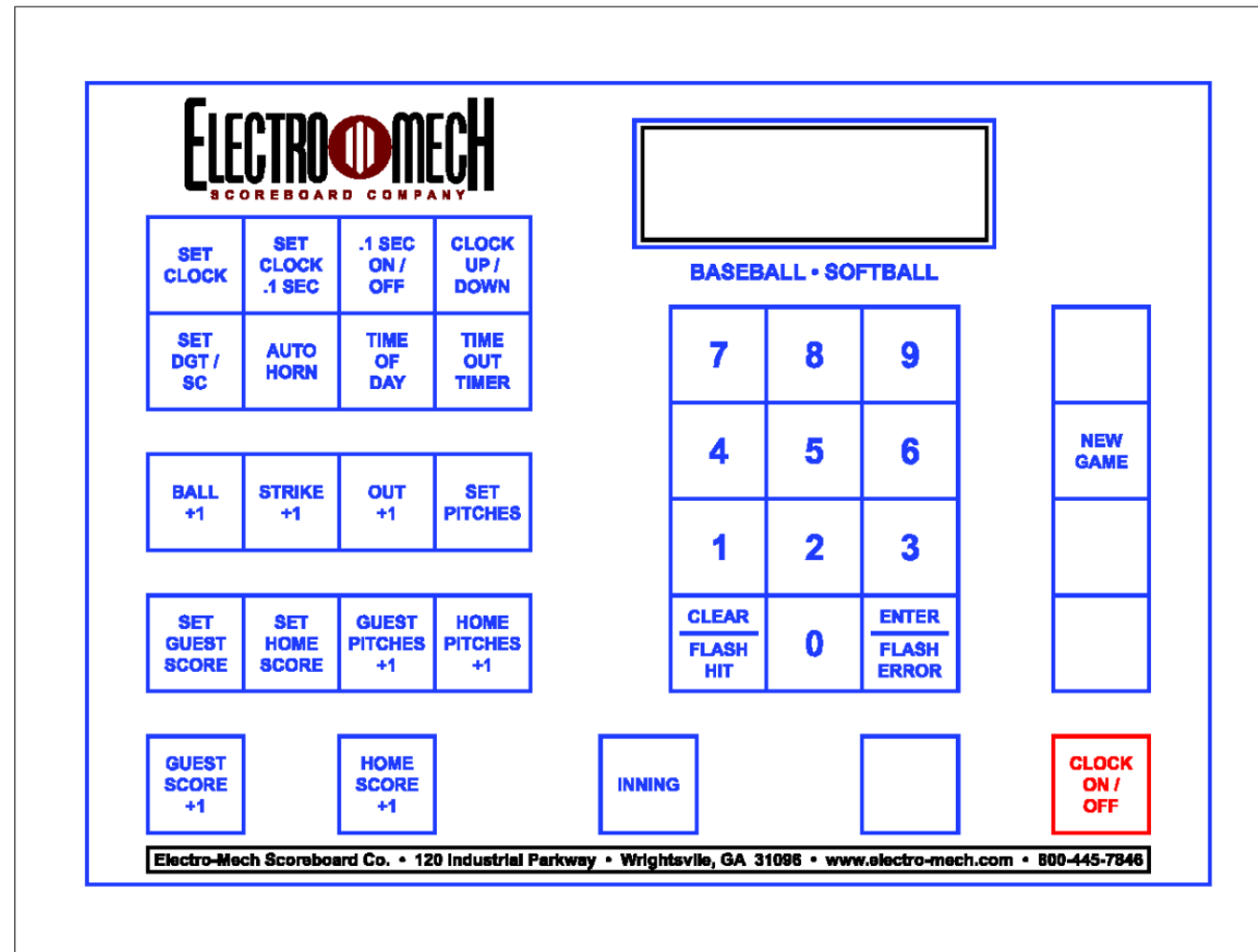
Control Console Key Functions

1. The clock functions (SET CLOCK, etc.) are not displayed on the Model 1160 scoreboard, so they will not be discussed here.

2. **BALLS +1** – This key will increment the Ball Count by 1.

3. **STRIKES +1** – This key will increment the Strike Count by 1.

4. **OUTS +1** – This key will increment the Out Count by 1.

5. **SET PITCHES** - This key allows the operator to set both the Guest and Home Pitch Counts. Press [SET PITCHES] and you will be prompted first to enter the Guest Pitch Count.

```
00   D15:00   00
     GUEST    <00>
```

Press [1] [2] [ENTER] to enter a Guest Pitch Count of 12. Next enter the Home Pitch Count.

```
00   D15:00   00
     HOME     <00>
```

6. **SET GUEST SCORE** – Press [SET GUEST SCORE]. The LCD display will read:

```
00   D15:00   00
   SET GUEST  <00>
```

Press [2][1][ENTER] to set the Guest Scores to 21.

7. **SET HOME SCORE** – Press [SET HOME SCORE]. The LCD display will read:

```
21   D15:00   00
   SET HOME   <00>
```

Press [3][4] [ENTER] to set the Home Score to 34.

8. **GUEST PITCHES +1** – This key will increment the Guest Pitch Count by 1.

9. **HOME PITCHES +1** – This key will increment the Home Pitch Count by 1.

10. **GUEST SCORE +1** – This key will increment the Guest Score by 1.

11. **HOME SCORE +1** – This key will increment the Home Score by 1.

12. **INNING** – This key will increment the Inning by 1.

13. **CLEAR / FLASH HITS** – This key has two purposes. It can be used to clear incorrect keypad entries. It can also be used to flash the Hit indicator (H) on the scoreboard.

14. **ENTER / FLASH ERRORS** – This key has two purposes. It is used when entering game information. It can also be used to flash the Error indicator (E) on the scoreboard.

15. **NEW GAME** – This key is used to reset all the scoreboard functions to their default settings. To reset the scoreboard, press [NEW GAME]. The console LCD display will read:

```
RESET     YES<1>
SCOREBOARD NO<0>
```

Press [1], [ENTER] on the control console. The scoreboard will reset its functions.