



FUNTRONIX®

SCORE-N-TIME™

PORTABLE WIRELESS
MULTISPORT ELECTRONIC
SCOREBOARD

OPERATING MANUAL

Models:

SNT-130M, SNT-130MP
SNT-230M, SNT-230MP

Revised May 7, 2013

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for children under 3 years.

The contents of the package may contain parts and packing materials that can be hazardous to children under 3 years old. These components must be handled with adult supervision.



While the optional wall-mount power supply is UL approved, care must be taken when plugging the power supply into a standard wall outlet, as this is a source of dangerous high voltage.

ADDITIONAL WARNINGS:

1. Staring directly at the scoreboard display at close range for long periods of time may cause eye strain or eye damage.
2. Close proximity to the horn while it is sounding may cause hearing loss or damage. Make certain everyone maintains a safe distance whenever the horn is sounded.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Reorient or relocate the receiving antenna.
- * Increase the separation between the equipment and receiver.
- * Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- * Consult the dealer or an experienced radio/TV technician for help.

Thank you for purchasing a Funtronix Score-N-Time™ Portable Electronic Scoreboard. At Funtronix, our motto is "Electronic Fun for Everyone". By offering a line of affordable electronic scoreboards, our goal is to add a little fun to your sports and leisure activities.

Before using your new scoreboard, please read the following precautions. Doing so will reward you with many years of enjoyment with your new scoreboard. Failure to follow them may cause bodily harm or may damage the scoreboard beyond the terms of the warranty.

1. *DO NOT* expose the scoreboard or keypad to rain or other condensed moisture.
2. *DO NOT* store the scoreboard or keypad in direct sunlight for extended periods of time.
3. *DO NOT* drop or hit the scoreboard, as this may result in injury and/or void the warranty.
4. *DO NOT* use abrasives or spray cleaning solutions onto the scoreboard or keypad. See **Section 14** for care and maintenance.
5. *DO* read the entire owner's manual so that you will utilize the full potential and versatility of your new scoreboard.

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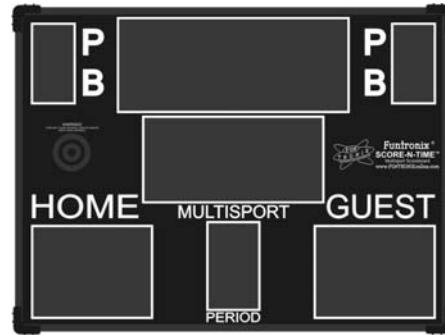
MODEL SNT-130M



MODEL SNT-130MP



MODEL SNT-230M



MODEL SNT-230MP

STANDARD MULTISPORT MODEL SNT-130M & SNT-230M

- Wireless RF remote-controlled keypad operates up to 200 feet from scoreboard*
- Large, easy-to-read displays can be seen up to 100 feet distance for SNT-130 series, and up to 200 feet distance for SNT-230 series scoreboards
- Loud 110 dB internal horn** for end-of-period and other alerts
- Outdoor-readable LED display with multiple brightness settings
- Game clock adjustable from 5 seconds to 99 minutes.
- Up to 9 periods plus adjustable halftime and overtime
- Adjustable Short and Long Timeouts
- Displays team scores up to 199 points
- Team possession arrows and bonus indicators can be disabled if not used
- Stopwatch mode with split time
- Game clock functions as a count-down timer or count-up clock in several play modes
- Fully-configurable Workout Timer
- Tournament mode with sudden-death final round
- Bocce Ball Mode can be configured for timed or untimed matches.
- Save-game feature allows current game data to be saved and recalled at a later time
- Tenth-second game clock resolution when remaining time is less than 1 minute
- Sturdy tabletop swivel-out support legs
- Power save feature turns display off when game has been idle for an extended period of time
- Powered by batteries*** for portability or optional AC adapter (purchased separately)
- Black powder-coated aluminum frame construction

MULTISPORT-PRO MODEL SNT-130MP & SNT-230MP

Includes everything listed in the SNT-130M/230M, plus an extra display used with seven additional operating modes:

- Timed and untimed baseball modes with Balls, Strikes, and Outs display
- Basketball modes with 3 programmable shot clock functions
- Soccer/Hockey/Basketball modes with team fouls display
- Football mode with Downs and Yards-To-First-Down display

* Outdoor open-field environment.

** Horn loudness will vary as the batteries are depleted. Use fresh batteries or AC adapter for best performance.

*** Batteries sold separately. SNT-130 family scoreboards require 6 AA-size alkaline batteries, while the SNT-230 family scoreboards require 8 C-size alkaline batteries.

SECTION 1: SCOREBOARD SETUP

1. If you are using the scoreboard **without** an AC adapter, remove/open the battery cover(s) located on the rear of the scoreboard and install six AA-size alkaline batteries (SNT-130 series) or 8 C-cell alkaline batteries (SNT-230 series). Re-attach/close the battery cover(s).
2. Extend the support stand/legs as shown below:



SNT-130 series support legs




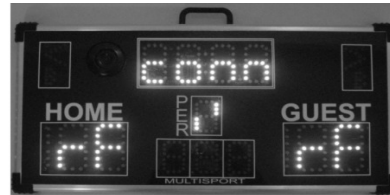
SNT-230 series support stand

3. Install two AAA-size batteries (not included) in the keypad as described in **Section 11**.
4. Use the optional AC adapter if operating the scoreboard near an electrical outlet to conserve batteries.

NOTE: *If you are using the scoreboard outdoors, aim the display away from the sun for best visibility.*


5. Place the scoreboard in a desired location near your playing field. The best location is mid-court on the sidelines. This will provide the best view of the display. It can also be placed in the corner of the playing field, as long as everyone in the opposite corner of the field can view it and is within radio range of the keypad.
6. Turn the scoreboard on using the power switch located on the back of the scoreboard. If the scoreboard is displaying the message shown at

right, press and hold the  button on the keypad for up to 10 seconds to establish communications between the scoreboard and keypad. The keypad will beep twice if the connection is good, or 3 times if the connection failed. Repeat this step if necessary to establish a connection. Proceed to **Step 7** below when the connection is complete.

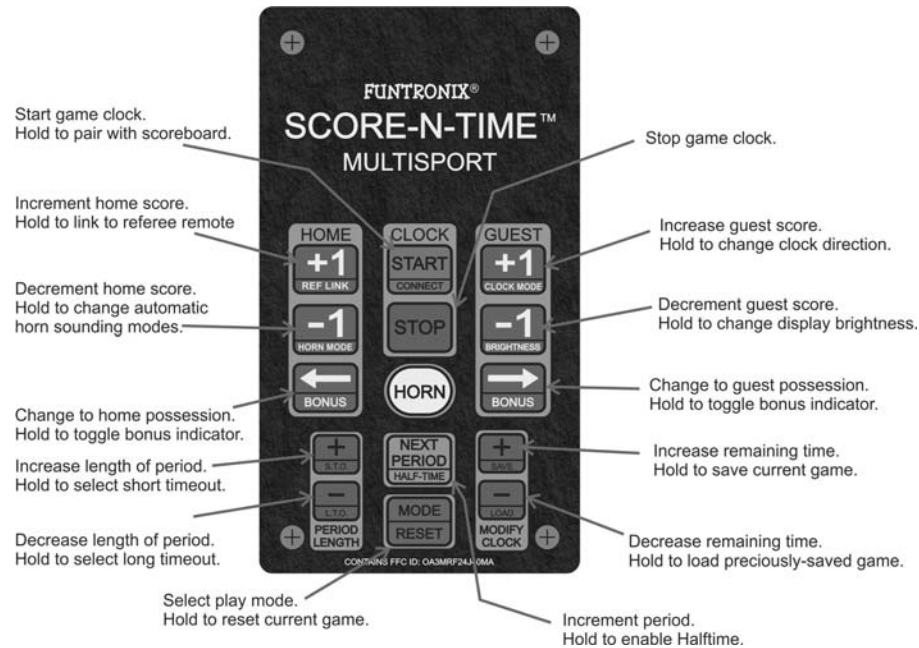


Keypad RF connection Screen


(SNT-130MP SHOWN)

7. Select the display brightness by pressing and holding the  button for approximately 3 seconds. Each press and hold of this button will toggle between the low, mid, and high brightness levels.
8. Test the operation of your scoreboard to verify performance over the distance between the keypad and scoreboard prior to the start of your game. Move the scoreboard closer to the keypad if it does not respond as expected.
9. You are now ready to use your scoreboard. Proceed to **Section 2** for using the various operating modes. Additional modes of the SNT-130MP/230MP scoreboard are detailed in **Section 3**.

SECTION 2: USING THE PLAY MODES COMMON TO BOTH SNT-130M/230M AND SNT-130MP/230MP SCOREBOARD MODELS





LAYOUT OF THE SNT-130M/230M SCOREBOARD KEYPAD

1. Prior to the start of a game, press the  button to select a play mode. Each press of this button will cycle through the different play modes of the scoreboard. If a game is already in progress, hold this button down for 3 seconds to reset the current game. **Changing the play mode is only allowed prior to the start of a game and cannot be changed once a game has begun.** If you are unable to change play modes, make certain the game clock is stopped (if



applicable) and press and hold the  button for 3 seconds to reset the current game and to enable the ability to select a new play mode.

List of available play modes in the SNT-130M/230M scoreboards


Play mode	Name	Uses/Features	Go To
1	Timed mode	Soccer, Hockey, Basketball	Section 2 Step 2
2	Untimed mode	Volleyball, Table Tennis	Section 2 Step 3
3	Tournament mode	2 or more timed rounds plus an untimed sudden death round	Section 4
4	Workout timer	Sparring, exercising. Includes resting round	Section 5
5	Bocce Ball	Timed or untimed play with scores only	Section 6
6	Clock/Timer Only	Use as a count-up timer or count-down clock.	Section 7
7	Stopwatch	Includes split times	Section 8

2. If the game clock is being used, set the desired length of each period with the  and  buttons. The period length can be preset in 5 second intervals up to 1 minute, then 1 minute 30 seconds, and then in 1-minute increments from 2 to 99 minutes. All periods (except overtime and halftime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**

3. The possession arrows can be enabled or disabled at any time before or during a game. If the



possession indicators are disabled, pressing the  or  button will enable the possession indicator for the respective side. Pressing the same button again will disable the possession indicator. Pressing the opposite team's possession button when the arrows are on will simply switch the indicator to that team's indicator.







4. The scoreboard horn can be configured to automatically sound for different conditions (aside from manually sounding it with the 'HORN' button). **The game clock must be enabled for the automatic horn sounding to be enabled:**

Press and hold the  button for 3 seconds to cycle through each of the three modes described below.




HORN MODE	DESCRIPTION OF HORN MODE	INDICATED BY
1	Automatic horn sound disabled – no horn when period expires or when clock started/stopped	Display blinking once when selected
2	Horn sounds when period ends (default)	Horn beeps once
3	Horn sounds when clock starts/stops, and when period ends	Horn beeps twice

NOTE: The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is a sign that the batteries are near the end of their life.

5. To start and stop the game clock, press the  or  buttons, respectively.



6. Use the , , , and  buttons to control the team scores. Use the  and  buttons to control the possession arrows (*i.e.*, indicate who has controlling serve in a game of table tennis, or to indicate who has control of the ball).


7. The SNT-130MP scoreboard has the ability to display fouls for each team when using play mode 1.

Simply press the  and  buttons to increment the Home and Guest team's fouls, respectively. Press and release the  button to clear the fouls display.



8. After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off and the game clock decimal point will blink to indicate the scoreboard is still on and in power save mode. Pressing any button on the remote will re-awaken the scoreboard with the previous status of the game play information intact.

9. To adjust the remaining time in a period during game play (*i.e.*, disputed call requiring adding time

back onto the game clock): stop the game clock and press the  and  buttons to add or subtract time from the game clock, respectively. Game play can resume by pressing the

 button. This adjustment will not affect the length of the remaining periods.

10. If your game goes into overtime, set the period digit to '0' by repeated presses of the 

button and then set the length of the overtime period time using the  and  buttons. See **Section 9** for details on using the halftime and overtime periods.

11. Your scoreboard features a short and long timeout function when using play modes 1 or 2. Refer to **Section 10** for details on using the short and long timeout feature.

SECTION 3: USING THE ADDED MODES OF THE MULTISPORT-PRO SCOREBOARD: MODEL SNT-130MP/230MP



Additional keypad buttons for use with the enhanced features of the SNT-130MP/230MP

- Prior to the start of a game, press the MODE
RESET button to select a play mode. Each press of this button will cycle through the different play modes of the scoreboard. If a game is already in progress, hold this button down for 3 seconds to reset the current game. **Changing the play mode is only allowed prior to the start of a game and cannot be changed once a game has begun. If you are unable to change play modes, make certain the game clock is stopped (if applicable) and press and hold the MODE
RESET button for 3 seconds to reset the current game and to enable the ability to select a new play mode.**

List of available play modes in the SNT-130MP/230MP scoreboards


Play mode	Configuration	Uses/Features	Owner's Manual Section
1	Timed	Soccer, hockey, basketball	Section 2 Step 2
2	Untimed	Volleyball, table tennis	Section 2 Step 3
3	Tournament mode	2 or more timed rounds plus an untimed sudden death round	Section 4
4	Workout timer	Sparring, exercising. Includes resting round	Section 5
5	Bocce Ball	Timed or untimed play with scores only	Section 6
6	Clock/Timer Only	Use as a count-up timer or count-down clock	Section 7
7	Stopwatch	Includes split times	Section 8
8	Untimed Baseball	Shows balls, strikes and outs	Section 3 Step 2
9	Timed Baseball	Timed play with balls, strikes and outs Display	Section 3 Step 2
10	Timed with fouls	Any timed sport needing team fouls display	Section 3 Step 2
11	Basketball w/Shot Clock	Shot clock can be set from 1 to 60 seconds. Expired shot clock stops the game clock. Default setting is 24-second shot clock.	Section 3 Step 2
12	Basketball w/Shot Clock	Shot clock can be set from 1 to 60 seconds. Game clock will continue to run if shot clock expires unless the remaining period time is two minutes or less. Default setting is 30-second shot clock.	Section 3 Step 2
13	Basketball w/Shot Clock	Shot clock can be set from 1 to 60 seconds. Shot clock is self-resetting and causes possession to toggle each time it expires. Default setting is 35-second shot clock.	Section 3 Step 2
14	Football	Timed play with downs and yards-to-first-down display	Section 3 Step 2

Detailed information for each additional play mode in the SNT-130MP/230MP scoreboard is shown below.
(SNT-130MP shown for reference)

Mode 8: Untimed Baseball/Kickball
Mode 9: Timed Baseball/Kickball

Left multisport digit = Balls
Middle multisport digit = Strikes
Right multisport digit = Outs

The possession arrows represent the top and bottom of the inning.


A press and quick release of the  button will reset the Balls and Strikes to zero.



Mode 8:
Untimed Baseball Mode

Mode 10: Timed with Fouls/Penalties Display

Left multisport digit = Home Fouls
Right multisport digit = Guest Fouls

Up to 9 fouls/penalties per team (SNT-130MP), or 19 fouls/penalties per team (SNT-230MP). A press and quick release of the  button will reset both team fouls to zero.



Mode 10:
Soccer with Fouls Mode

Basketball Modes

- Mode 11: Shot clock stops game clock when expired**
- Mode 12: Shot clock stops the game clock if the remaining period time is less than 2:00 minutes**
- Mode 13: Shot clock is self-resetting and toggles team possession each time it expires**

The middle and right multisport digits display the shot clock.

Prior to the start of a game, set the length of the shot clock from 1 to 60 seconds. **The shot clock cannot be programmed once a game has begun.**



Mode 11 Shown:
Basketball
w/24-Second Shot Clock

Mode 14: Football

The Left Multisport Digit indicates Downs, and the Middle & Right Multisport Digit indicate Yards to First Down. For 'X Down and Goal', where X is the current down, Yards to First Down can be set to display '- -'.

A press and quick release of the  button will reset the Downs and Yards-To-First-Down display.








Mode 14:
Football Mode

Refer to the following table for a description of the keypad functions for each Play Mode.

TABLE 1: MULTISPORT BUTTON FUNCTIONS










PLAY MODE	MS1	MS2	MS3
BASEBALL/KICKBALL (Mode 8 & 9)	Increment Balls	Increment Strikes	Increment Outs
SOCCER/HOCKEY/BASKETBALL With Foul/Penalty Display (Mode 10)	Increment Home Team Fouls by 1	Clear Fouls	Increment Guest Team Fouls by 1
BASKETBALL (Modes 11, 12, and 13)	Reset Shot Clock HOLDING THIS BUTTON DOWN WILL KEEP THE SHOT CLOCK AT RESET.	<u>Before Start of Game:</u> Used to set length of shot clock during game. Decrement 1 second <u>Game Clock Stopped:</u> Decrement Shot Clock by 1 Second <u>Game Clock Running:</u> Disable/Enable Shot Clock	<u>Before Start of Game:</u> Used to set length of shot clock during game. Increment 1 second <u>Game Clock Stopped:</u> Increment Shot Clock by 1 Second <u>Game Clock Running:</u> Pause & un-pause Shot Clock
FOOTBALL (Mode 14)	Increment Downs	Decrement Yards to First Down by 1	Increment Yards to First Down by 1

- If the game clock is being used, set the desired length of each period with the  and  buttons. The period length can be preset in 5 second intervals up to 1 minute, then 1 minute 30 seconds, and then in 1-minute increments from 2 to 99 minutes. All periods (except overtime and halftime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**
- The possession arrows can be enabled or disabled at any time before or during a game. If the possession indicators are disabled, pressing the  or  button will enable the possession indicator for the respective side. Pressing the same button again will disable the possession indicator. Pressing the opposite team's possession button when the arrows are on will simply switch the indicator to that team's indicator.
- The scoreboard horn can be configured to automatically sound for different conditions (aside from manually sounding it with the 'HORN' button). **The game clock must be enabled for the automatic horn sounding to be enabled:**







Press and hold the  button for 3 seconds to cycle through each of the three modes described below.

HORN MODE	DESCRIPTION OF HORN MODE	INDICATED BY
1	Automatic horn sound disabled – no horn when period expires or when clock started/stopped	Display blinking once when selected
2	Horn sounds when period ends (default)	Horn beeps once
3	Horn sounds when clock starts/stops, and when period ends	Horn beeps twice

NOTE: *The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is a sign that the batteries are near the end of their life.*

5. To start or stop the game clock, press the  or  buttons, respectively.
6. Use the home  and  buttons or guest  and  buttons to control the team scores. Use the  and  buttons to control the possession arrows (*i.e.* indicate who has controlling serve in a game of table tennis, or to indicate who has control of the ball).
7. When a period ends (game clock is enabled) and horn mode 2 or 3 are selected, the horn will sound for approximately 3 seconds. The horn can also be sounded manually (with the game clock stopped or disabled) by pressing the  button.

NOTE: *The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is an indication that the batteries are near the end of their life.*

8. After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off and a blinking red light will be visible to indicate the scoreboard is still on and in power save mode. Pressing any button on the remote will re-awaken the scoreboard with the previous status of the game play information intact.
9. To adjust the remaining time in a period during game play (*i.e.*, disputed call requiring adding time back onto the game clock): stop the game clock and press the  and  buttons to add or subtract time from the game clock. Game play can resume by pressing the  button. This adjustment will not affect the length of the remaining periods.
10. If your game goes into overtime, set the period digit to '0' by repeated presses of the  button and then set the length of the overtime period time using the  and  buttons. See **Section 9** for details on using the overtime period.
11. Your scoreboard features a short and long timeout function in play modes 1, 2, and 10 through 14. Refer to **Section 10** for details on using the short and long timeout feature.

SECTION 4: USING THE TOURNAMENT MODE

Tournament Mode is great for events where multiple rounds of timed play occur, and a final round is set up as a sudden-death round. Your SNT-130/230 scoreboard can be set up to have any number of timed rounds (up to 9 total) and one sudden-death round. The timed rounds can be set up in two different ways:

Option 1: The first round has a different time than all remaining rounds.



Option 2: All rounds have the same time


The default configuration of the Tournament Mode is as follows:



- Round 1 is a 3-minute timed round
- Round 2 is a 2-minute timed round
- Round 3 is a sudden-death round


To select the Tournament Mode (Mode 3) and to set up the times of the rounds, simply follow these steps:

1. Select play mode 3 of the scoreboard as described in **Section 2**.

2. Set the length of the first round using the  and  buttons.





3. Press the  button to select the second round.

4. Set the length of the second (and all remaining) rounds using the  and  buttons.



5. Press and hold the  button to reset the Tournament Mode to the first round. Setup is complete.



Using The Tournament Mode:

1. To start or stop the clock, press the  and  buttons, respectively.

2. Change the Home and Guest scores using the home  and guest  buttons and  and  buttons.

3. When each round has expired, press the  button to advance to the next round.













4. Each round following round 2 defaults to a sudden death round, but can be changed to a timed round by simply pressing the  button (and then pressing this button again to start the clock), and can be turned back into a sudden-death round by pressing the  button (after first stopping the clock). This allows you to have a different number of timed rounds following a sudden death round for greatest flexibility.

5. If you are using the SNT-130MP scoreboard, each press of the  or  buttons will increment the penalties for the home and guest player, respectively.

SECTION 5: USING THE WORKOUT TIMER

The workout timer is completely configurable for use in a variety of events, including sparing, exercise routines, speech timing and debates. Each workout round can be set to a unique time. The resting period can be set from 15 seconds to 99 minutes. And the total number of rounds can be set from 1 to 10 rounds, or placed in a continuous-cycle mode.

Setting up the Workout Timer:







1. Select play mode 4 of the scoreboard as described in Section 2.
2. Set the length of the workout rounds using the  and  buttons. Each quick press of the  button will select the next workout round. The tenth round is indicated by period "0", and continuous-loop mode is indicated with the period displaying "C".
3. Press and hold the  button for approximately 3 seconds to set the warning time for indicating that your workout round is about to end (indicated by an 'A' on the period display). Use the  and  buttons to set this time. Choices are 10, 20, 30, 40, and 50 seconds, or '-' to indicate no warning sound. The default setting is 30 seconds.
4. Press and hold the  button for approximately 3 seconds to select the resting periods (indicated by an 'r' on the period display). Set the length of the resting period using the  and  buttons.
5. Repeatedly press the  button to select the desired number of rounds. The period digit will display a '0' for round 10 and a 'C' for continuous-cycle mode. Pressing this button once more after displaying a 'C' will cycle back to 1 round.
6. Your workout timer is now set up. Simply press the  button to reset the workout timer and to begin your workout, or press and hold the  button for 3 seconds to reset the workout timer to the first round to get it ready for use.














Example workout timer setup:

Let's say we want a workout routine with the following times:

- Round 1: 2 minute workout
- Round 2: 3 minute workout
- Round 3: 4 minute workout
- A 20-second warning that the round is about to end
- A 1-minute resting round

Follow these steps to setup and run the workout timer:

1. Hold the  button for approximately 3 seconds to reset the current event.
2. Set the Round 1 time using the  and  buttons until "2:00" is displayed on the clock.
3. Press and hold the  button for approximately 3 seconds to select the warning time setup. The period digit will show an "A". Use the  and  buttons to select set the warning time to ":.20" on the display.

4. Press and hold the  button for approximately 3 seconds to select the resting round time. The period digit will show a "r". Use the  and  buttons to select set the resting time to "1:00" on the display.
5. Press and release the  button to select the second workout round. Set the Round 2 workout time using the  and  buttons until "3:00" is displayed.
6. Press and release the  button to select the third workout round. Set the Round 3 workout time using the  and  buttons until "4:00" is displayed.
7. Use the  and  buttons to start and stop the clock. The horn will beep once each time the clock started and stopped.
8. The score digits are normally defaulted to off, but incrementing either the Home or Guest scores will enable them for scoring events with the workout timer.
9. The horn will emit a 2-beep alarm (if enabled) to let you know your workout round is about to end (as described in Step 3 above).
10. The horn will emit 3 beeps when your workout round has expired, at which time the resting period will begin. If only 1 workout round is selected then the workout timer will stop at the end of the first round.
11. At the end of each resting period the horn will beep once to announce the beginning of the next workout round (if set to more than 1 round).
12. Press and hold the  button for 3 seconds to reset the workout timer to the beginning and to enable changes to its settings, or simply press  to reset and start another workout round. The clock must be stopped prior to this action.

SECTION 6: USING YOUR SCOREBOARD FOR BOCCE BALL

The Bocce Ball mode is configurable for different variations of use: the match can be timed or untimed, with timed matches settable from 15 minutes to 99 hours (default is 4 hours). The possession arrows default to disabled but can be enabled to indicate team turns, and the period digit can be used to indicate rounds of play.



Setting Up the Bocce Ball Scoreboard:

1. Select play mode 5 of the scoreboard as described in Section 2.

2. For timed matches, press the  and  buttons to enable and set the match clock. Time is indicated in hours and minutes in this mode.

3. To enable the possession arrows, simply press either  or  buttons.

Using the Bocce Ball Scoreboard:


1. Use the  and  buttons to start and stop the match clock. The colon will blink to indicate when the clock is running.

2. Use the home  and  buttons or guest  and  buttons to control the team scores.

3. Use the  and  buttons to control the possession arrows.


4. Press the  button to increment the period/round.




5. When a match or round is over, you have the option to clear just the score digits (for multiple rounds in a match), or you can reset the entire scoreboard for a new match.

- 5.1 To clear just the scores, press and release the  button quickly.

- 5.2 To reset the entire scoreboard to start a new match, make sure the match clock is stopped

(if used) and then hold the  button for 3 seconds to begin a new match. You will

notice the match clock and arrows will also be disabled. Simply press either  or

 button to re-enable the arrows and press either the  and  button to re-enable the match clock (the time on the clock will be the same as the previous match time).

6. Repeat from Step 1 above to play a new match.



SECTION 7: USING THE STOPWATCH FUNCTION










The stopwatch function offers two ways to time an event: individually-run team time and simultaneous timing with split function. Follow the instructions below to set up and operate the stopwatch.

1. Select play mode 7 of the scoreboard as described in Section 2.







Stopwatch Mode. The main clock display shows the elapsed minutes and seconds, and the guest score display shows the tenths and hundredths of seconds. (SNT-130M shown for reference)

If you are unable to change play modes, hold the   button down for 3 seconds to reset the current game in progress. Remember; you cannot change play modes if the scoreboard is in the middle of a game – you first must reset the current game to allow the mode to be changed.

2. To time a home team race followed by a guest team race (no split times), simply press the  button to start the clock, followed by the  button to stop the clock. You can then change possession to the opposite team and repeat the same start and stop function. Toggling between the home and guest possession will show you the time for each team. Press and hold the   button for 3 seconds to reset the stopwatch.
3. To time both teams simultaneously (using the split function), follow these steps:
 - 3.1 Press the  button to start both team's clocks.
 - 3.2 To stop a team's clock, simply press their respective possession button (either the  or  button).
 - 3.3 Press the second team's possession button to stop its team clock.
 - 3.4 Once both team's clocks have been stopped, toggling between the home and guest possessions will display each team's time.
 - 3.5 Press and hold the   button for 3 seconds to reset the stopwatch.

SECTION 8: USING THE CLOCK/TIMER FUNCTION

In several play modes, the game clock can be configured as a count-down timer or count-up clock. Follow the next few steps to configure the game clock.






1. Select one of the following play modes that support the count up/down clock mode function:
 - Play mode 1 – soccer/hockey/basketball
 - Play mode 6 – clock/timer only
 - Play mode 10 – soccer/hockey/basketball with team fouls/penalties
 - Play mode 14 – Football mode
2. The clock/timer defaults to a count-down clock. To select the count-up timer function, press and hold the  button for approximately 3 seconds. The display will show “.0” indicating a start time of zero seconds.
3. Use the  and  buttons to start and stop the clock/timer. The first minute of the count-up timer or remaining minute of the count-down clock will display seconds and tenth-second time.
4. To reset the clock/timer, press and hold the  button for approximately 3 seconds. The clock/timer must be stopped prior to this action.

SECTION 9: HALFTIME AND OVERTIME PERIODS





The SNT-130M/230M and SNT-130MP/230MP scoreboards feature an adjustable halftime period and overtime period. The halftime period can be inserted between any of the regular periods 1 through 9. It can be adjusted from 5 seconds to 99 minutes, and is independent of regulation period times. The overtime period can be called up when regulation play time has ended and an overtime period is required. It can be set for 5 seconds to 99 minutes and is independent of regulation period times.

NOTE: *The halftime function is not available in play modes where the game clock is configured as a count-up timer.*

To initiate a halftime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the halftime period.
2. Wait until the current period of play comes to an end.
3. Press and hold the  button for 3 seconds. The period digit will change to an 'H'.
4. Use the  and  buttons to adjust the length of the halftime period.
5. Press the  button to start the halftime clock.
6. When halftime is over, press and release the  button to advance to the next regular period.

To initiate an overtime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the overtime period.
2. Wait until the current period of play comes to an end and the end-of-period horn has sounded.
3. Press the  button repeatedly until the period digit shows a 'O'.
4. Use the  and  buttons to adjust the length of the overtime period.
5. Press the  button to start the overtime clock.
6. When the overtime period ends and another overtime period is required, simply repeat Steps 4 and 5 to add time back to the clock and restart it. The game clock must be stopped in order to set the time.

SECTION 10: SHORT AND LONG TIMEOUTS



Your scoreboard features an adjustable short timeout and long timeout function. Follow the steps below to initiate a timeout.

1. Make sure the game clock has been stopped.

2. Press and hold either the  or  button for approximately 3 seconds to initiate a short timeout or a long timeout, respectively. The period digit will blink to indicate you are in a timeout.

3. Adjust the length of your timeout using the same  or  buttons (without holding them down).

4. Press the  button to begin your timeout clock. Press  to stop the timeout clock.

5. You can cancel your timeout by first stopping the timeout clock and then pressing either the  or  button. Pressing either of these buttons during a timeout will not reset your game or change the period.

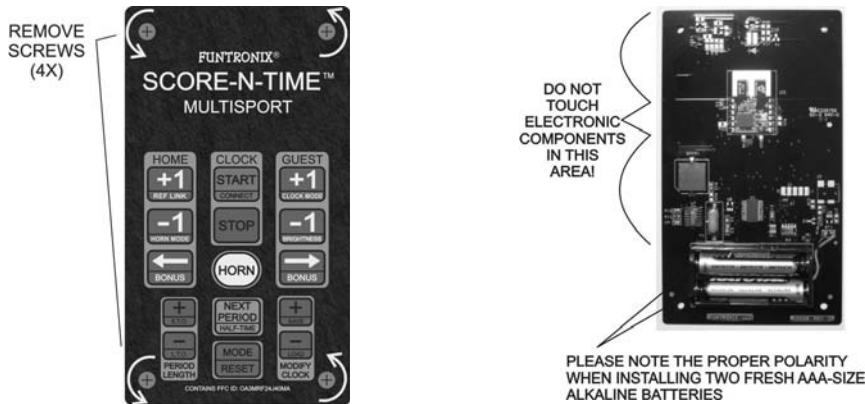
Note: Your timeout settings will be saved in memory for the next time you use them.

SECTION 11: INSTALLING BATTERIES IN THE KEYPAD REMOTE

If the low-battery warning chirp is sounding in the keypad, it is time to replace the batteries. This warning chirp will occur following each press of a keypad button.

1. If you are in the middle of a game and the game clock is being used, make certain the game clock is stopped before proceeding, and that the scoreboard is not in the power-down mode.
2. Remove the four screws using a Philips-head screwdriver. Rotate each screw counter-clockwise to remove.
3. Remove the keypad cover by turning the unit upside-down and gently tapping on the keypad housing.
4. Locate the battery holder near the bottom-area of the circuit board.
5. Insert two new AAA-size alkaline batteries. Make certain the '+' contact is properly oriented.
6. Assemble the keypad housing. Turn the screws clockwise until resistance is felt when tightening.

DO NOT OVERTIGHTEN SCREWS AS THIS WILL DAMAGE THE KEYPAD HOUSING.



NOTE: Always replace both batteries at the same time for best performance.


SECTION 12: PAIRING THE SCOREBOARD AND KEYPAD

1. Cycle the scoreboard power off and on (waiting 3 seconds before each turn-on) until the scoreboard is displaying the keypad RF connection screen shown below at right. Make certain only one scoreboard in the vicinity is showing this display at any given time, otherwise the pairing process will fail.





















Keypad RF connection Screen

(SNT-130MP shown for reference)

2. Press and hold the  button on the keypad for up to 10 seconds (until the keypad emits a beep). The scoreboard will go through a process of reconnecting to the keypad and will respond after a few seconds by displaying the radio channel number. The keypad will beep twice if the connection is good, or 3 times if the connection failed. Repeat this step if necessary to establish a connection.
3. After a couple seconds the scoreboard will show a normal display and is then ready for action.

SECTION 13: DETAILED KEYPAD BUTTON DESCRIPTIONS AND USAGE

Buttons that have multiple functions will have a dividing line through them. Any function below the line on the button requires you to hold the button down to activate that particular function.

BUTTON	FUNCTION
	Start the game clock (if applicable). Holding this button down for up to 10 seconds will initiate a connection to the scoreboard (see Section 12 for details).
	Stop the game clock (if applicable).
	Manually sounds the horn on the scoreboard for approximately 1-2 seconds.
	With the game clock stopped (if applicable), each press of this button increments the period digit by one. Holding this button down for approximately 3 seconds (with game clock stopped) will enable the half-time period. In play mode 4, this button is used in the setup of the workout timer (refer to Section 5).
	Before the start of a game, repeated presses of this button will toggle through the various play modes. In baseball mode (SNT-130MP/230MP) pressing this button will clear the balls and strikes digits. In Football mode (SNT-130MP/230MP) pressing this button will reset the Downs and Yards-To-First-Down display. Pressing and holding this button for 3 seconds (with game clock stopped – if applicable) will reset the current game.
	Increment the home score one point. Pressing and holding this button for approximately 3 seconds will enable the linking process to the wireless referee wrist remote keypad.
	Decrement the home score by one point. Pressing and holding this button for approximately 3 seconds will cycle through the three automatic horn-sounding options. See Section 2 Step 4 for details.
	Selects the Home-Possession arrow. In play mode 1 and 2; holding this button down for approximately 3 seconds after a game has started will toggle the team bonus light on or off. If this team's possession indicator is currently selected, each press and release of this button will cycle through disabling and enabling the possession indicator.
	Prior to starting a game, each press of this button increases the game clock time for each period in the game. This function can only be used when the game clock is enabled and is disabled if a game is in progress. Holding this button down for approximately 3 seconds will initiate a short timeout (in certain modes). Refer to Section 10 for details.
	Prior to starting a game, each press of this button decreases the game clock time for each period in the game. This function can only be used when the game clock is enabled and is disabled if a game is in progress. Holding this button down for approximately 3 seconds will initiate a long timeout (in certain modes). Refer to Section 10 for details.
	Increment the guest score one point. In several play modes, holding this button down for approximately 3 seconds (prior to start of game) will change the clock to a count-up timer. See Section 8 for details.
	Decrement the guest score by one point. Holding this button down for approximately 3 seconds toggles between the different display brightness levels.
	Selects the Guest-Possession arrow. In play mode 1 and 2; holding this button down for approximately 3 seconds after a game has started will toggle the team bonus light on or off. If this team's possession indicator is currently selected, each press and release of this button will cycle through disabling and enabling the possession indicator.
	In play modes using the game clock (with the game clock stopped); each press of this button will increase the time of the current period by one second (if remaining time is greater than 1 minute) or one tenth of a second (if remaining time is less than 1 minute). Holding this button down for approximately 3 seconds will save the current game data for recall at a later date.
	In play modes using the game clock (with the game clock stopped); each press of this button will decrease the time of the current period by one second (if remaining time is greater than 1 minute) or one tenth of a second (if remaining time is less than 1 minute). Holding this button down for approximately 3 seconds will retrieve a previously-saved game.
	Team Fouls: Increments the home team fouls. Basketball Mode: Resets the shot clock – stays at reset while button is held pressed. Baseball Mode: Increments the "balls" digit. Football Mode: Increments the "downs" digit.
	Team Fouls Mode: Clear team fouls. Basketball Mode: Decrements the shot clock by 1 second (game clock stopped) or disables the shot clock (game clock running). Baseball Mode: Increments the "strikes" digit. Football Mode: Decrements the remaining "yards-to-first-down" by 1 yard.
	Team Fouls Mode: Increments the guest team fouls. Basketball Mode: Increments the shot clock by 1 second (when game clock stopped) or pauses the shot clock (when game clock running). Baseball Mode: Increments the "outs" digit. Football Mode: Increments the remaining "yards-to-first-down" by 1 yard.

SECTION 14: CARE AND MAINTENANCE

Keep your scoreboard clean for optimum viewing of the display.

- Never spray cleaning solutions directly onto the scoreboard or keypad.
- Use only ammonia-free window cleaning solution.

To clean your scoreboard, spray the cleaner onto a clean cloth. Lightly wipe the scoreboard or keypad with the damp cloth until clean. To eliminate fine scratches on the front panel – apply a small amount of carnuba car wax on a terry cloth and lightly wipe the front panel.

SECTION 15: TROUBLESHOOTING GUIDE


Symptom: Keypad remote doesn't appear to work or scoreboard fails to connect to keypad.

- Solutions:**
1. Keypad-scoreboard range may be too far. Move the scoreboard closer to the keypad.
 2. Replace the batteries in the keypad remote. See **Section 11** for details.
 3. Re-establish radio connection between scoreboard and keypad as described in **Section 12**.

Symptom: Game clock is not displayed.

Solution: Follow instructions in **Section 2** and/or **Section 3** to select a play mode that uses the game clock.

Symptom: Scoreboard won't turn on or display is dim.

- Solutions:**
1. Screen brightness is on low setting: Press and hold the  button for 3 seconds to change brightness.
 2. Replace the batteries in the scoreboard.

Symptom: Display 'blinks' when a button is pressed on the keypad.

Solution: This is normal.

SECTION 16: PRODUCT SPECIFICATIONS

(Product specifications subject to change without notice)

FUNCTIONAL SPECIFICATIONS:

Score Digit Range: 0 to 199 points
Game Clock Range: 5 seconds to 99 minutes (all modes except Bocce Ball)
1 minute to 99 hours (Bocce Ball mode)
Total Number of Periods: 1 to 9, plus 0 for overtime
Timeout Settings: **Short:** 5 to 55 seconds, in 5-second increments
Long: 1 to 99 minutes
Keypad Operating Range: up to 200 feet (outdoors open-field with fresh batteries installed in the keypad)
Stopwatch resolution/accuracy: .02 second resolution, +/- .001 second accuracy

ELECTRICAL SPECIFICATIONS:

Operating Voltage: SNT-130 series: 9 volts DC
SNT-230 series: 12 Volts DC

BATTERY REQUIREMENTS / LIFE EXPECTANCY

	SNT-130 SERIES	SNT-230 SERIES
Battery Quantity x Type	6 AA-size Alkaline	8 C-size Alkaline
Life: Low- Brightness	Up to 40 hours	Up to 50 hours
Life: Mid-Brightness	Up to 28 hours	Up to 30 hours
Life: High-Brightness	Up to 14 hours	Up to 20 hours

POWER ADAPTER SPECIFICATION:

Output Connector: 2.1mm x 5.5mm barrel, center-positive
Compatible AC Adapters:
SNT-130 series: Funtronix PN PS-9V-1400
SNT-230 series: Funtronix PN PS-12V-3000

MECHANICAL SPECIFICATIONS:

Dimensions:
SNT-130 SERIES: 24 inches wide, 12 inches tall, 2.2 inches deep
SNT-230 SERIES: 32 inches wide, 24 inches tall, 2.5 inches deep

Weight:

SNT-130 SERIES: Approximately 6 pounds
SNT-230 SERIES: Approximately 14 pounds

ENVIRONMENTAL SPECIFICATIONS:

Operating Temperature: 0 C to 50 C
Storage Temperature: -10 C to +55 C
Humidity: 0 to 95% non-condensing

Warranty

1 YEAR LIMITED WARRANTY

Funtronix LLC warrants your product against defects in materials and workmanship for one (1) year from date of shipment to the original purchaser. Should any part of the scoreboard, keypad, or AC adapter be proven defective in material or workmanship within this period, such defect(s) will be repaired or replaced (with new or rebuilt parts) at Funtronix's discretion, without charge for parts or labor directly related to the defect(s).

This Warranty extends only to consumers who purchase the scoreboard in the United States or Canada and is non-transferable or assignable.

This Warranty does not apply to:

- Product subjected to abnormal use or conditions, accident, mishandling, neglect, unauthorized alteration, misuse, improper installation or repair, or improper storage.
- Product in which the serial number has been removed, altered, or defaced.
- Damage from exposure to moisture, humidity, excessive temperatures, or extreme environmental conditions.
- Damage resulting from connection to, or use of any accessory or other product not approved or authorized by Funtronix LLC.
- Defects in appearance (cosmetic, decorative), or structural items such as product housing/enclosure components.
- Product damaged from external causes such as fire, flooding, dirt, sand, weather conditions, battery leakage, theft, or improper usage of any electrical source.

To obtain repairs or replacement within the terms of this Warranty, contact Funtronix to obtain a Return Material Authorization (RMA) number prior to shipping the product. The product should be shipped with proof of Warranty coverage (*e.g.*, dated sales receipt), the consumer's return address, daytime phone number and/or fax number, and complete description of the problem, to Funtronix LLC at the address shown below:

Funtronix LLC
29834 N. Cave Creek Rd
Suite 118-273
Cave Creek, AZ 85331

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Write down your product serial number for your records.

SN: _____

Please visit our website for new products and accessories for your scoreboard:

www.funtronixonline.com



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