



Division of Trans-Lux Midwest Corporation

A **TRANS-LUX** Company

**MP-69 CONTROL
INSTRUCTION MANUAL**

FAIR-PLAY SCOREBOARDS

DES MOINES, IOWA

INSTRUCTION DRAWING LIST

MODEL MP-69 CONTROL

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ADDENDUM
TO MP-69 CONTROL OPERATING INSTRUCTIONS,
FOR BB-6660 BASKETBALL SCOREBOARD OPERATION USING FOULS / POINTS
MEMORY. For software version 1.06 or above.

This document is provided as an effort to help you understand some of the programmable features of the MP-69 control, primarily regarding the recording in memory of a player's points and fouls. Before attempting to understand this text it is suggested you read the sections for "General Operation" and "Basketball" in the MP-69 operating instructions.

Foul Memory (FM) is a name we use for an operational feature of the MP69 control. When FM is "on" the control will remember how many points and fouls each player has on both teams. FM is enabled in PROGRAM MODE under basketball, the first question you are asked after CONTINUE?. The control can store points/fouls for up to 15 players on each team. On a 6660 scoreboard with FM "off" you will not be using the end panels that display points/fouls and player number, both ends will remain blank.

There is actually two ways to operate FM. We will call these MODE1 & MODE2. In mode 1 you enter player numbers in memory as the game is in progress. In mode 2 you must enter all player numbers for both teams pre-game. To set the control for mode 1 or 2, go into PROGRAM MODE, under SYSTEM. The 2nd question you are asked is "ENTER LINEUP?" if you respond YES you will be using mode 2, if you respond NO you will be using mode 1.

During the game, operationally, both modes are the same. When FM is "on" and you enter a point or foul, using the + keys, you will be asked (on the LCD display) for the players number. If FM where "off" you wouldn't be prompted for the players number. Here is a typical key sequence for entering a foul;

HOME FOULS, +1, 25, ENTER. Start by pressing the H or V team foul key, then +1 to add a foul, then enter the players number (in this case 25), conclude by pressing ENTER. Similarly when entering points; HOME SCORE, +2, 34, ENTER. Here player number 34 made 2 points. The same sequence will work for +1,+2,or +3 points. Notice that you use the TEAM FOULS keys to enter fouls and the TEAM SCORE keys to enter points. It should be noted that the team score increments as you enter points but the displayed team score is not a totaled count of what's in FM. This allows for FM to be wrong without forcing the team score to be wrong also.

With 15 players in memory for each team the control needs to know which players are in the game. The players that are in the game are the ones displayed on each end of the scoreboard. This task has been partially automated for you. As you enter points and fouls as described above, the control assumes these players are in the game. Each player in memory is either flagged as being in or out of the game. More than 5 players can be flagged as being in the game, but only the first 5 players flagged are displayed on the scoreboard**. The key sequence for putting a player in or out of the game is the same. This sequence is; HOME or VISITOR FOULS, +2, PLAYER NUMBER., ENTER. You must start with the appropriate team fouls key, then press +2 (which is also labeled IN/OUT). If the player was IN he goes OUT, if he's OUT he goes IN. Assuming all 5 scoreboard positions are full, and a player displayed is removed from the game, either that position on the board will remain blank or it will be automatically filled if there were more than 5 players flagged as being in the game. As you become more adept at operating the control you can combine adding a foul with putting a player IN or OUT of the game. Here is an example; VISITOR FOUL, +1(adds the foul), +2(puts the player in or out), 21(players number), ENTER. Remember if he wasn't in the game he will be automatically if you give him a foul.

*** The players displayed are found in the order entered. In other words the first player no. entered into memory is the first looked at to see if he is in the game. Conversely the last entered is the last look at to see if he is in the game. You can enhance the operation by using mode 2 and entering players in the order of most-game-time first, least-amount-of-game-time last.*

OVER

In the event of a mass substitution, all players on a team can be removed from the game. Press the appropriate TEAM FOULS key, then press +2, conclude by pressing the CLR key. As time permits enter players back in the game as described above.

You can display what's in FM on the LCD by first pressing the HOME or VISITOR TEAM FOULS key (one only), then press the FOULS-PLAYER# key (to the left of home team fouls key) twice. With that second press the lower line on the LCD will display the first player in foul memory (with his points and fouls totals). Continue to press the FOULS-PLAYER# key to display each player in memory (up to 15). This must be a separate sequence for each team. The players number and fouls will also be displayed on the lower center section of the scoreboard.

To correct foul memory, press the HOME or VISITOR TEAM FOULS key(one only), then press the FOULS-PLAYER# key once. Enter the players number, then press ENTER. Then enter his fouls, press ENTER. Then enter his points, press ENTER. This information will replace what ever was in FM for this player.

There are some ancillary functions performed when FM is "on". The bonus arrows turn on automatically at a preset number of team fouls. Also the team foul totals stop accumulating at a preset number. The number of team fouls required for both are set in program mode under Basketball if you enable FM.

In mode 1 operation, if you enter more than 15 players in memory you will get the message "BUFFER FULL" on the LCD. There is currently no way to delete players from memory. Only a new-game-clear will do that.

As you enter points and fouls to players that are displayed on the scoreboard, the player number and fouls or points will flash for approximately 10 seconds. This is to direct fan attention.

To set the control to operate a model BB-6660 scoreboard, go into PROGRAM MODE under SYSTEM, and respond "YES" to the question "6660 SCBD?".

- HELPFUL POINTERS -

1. Operate your first game with the foul memory off. This will reduce your work load until you get familiar with the controls operation.
2. Use a spotter. A second person to help you spot the events on the floor, track what's displayed on the scoreboard, and handle substitutions. With the speed of Basketball this is almost mandatory.
3. Get a hand-switch for the clock operator. This will free up space in front of the keypad for the score keeper and spotter.
4. Don't feel you must have all 5 players displayed at all times. Deal with that as you can during the game. At the start of the game leave the scoreboard stats area blank. Let them fill automatically.
5. Understand that it will take a while to get familiar with the controls operation. For practice try operation the control while watching a game on TV. Memorize the main key sequences described above. With time and practice it will get better.

ADDENDUM
TO MP-69 CONTROL OPERATING INSTRUCTIONS,
FOR BB-6655 BASKETBALL SCOREBOARD OPERATION USING
FOULS MEMORY. For software version 1.06 or above.

This document is provided as an effort to help you understand the operation of the MP-69 control, primarily regarding the recording in memory of a player's fouls. Before attempting to understand this text it is suggested you read the sections for "General Operation" and "Basketball" in the MP-69 operating instructions.

Foul Memory (FM) is a name we use for one of the programmable features of the MP69 control. When FM is "on" the control will remember how many fouls each player has on both teams. FM is enabled in PROGRAM MODE under BASKETBALL, the first question you are asked after CONTINUE?. The control can store fouls for up to 15 players on each team. On a BB-6655 scoreboard with FM "off" you will not be using the end panels that display fouls, both ends will remain blank.

There is actually two ways to operate FM. We will call these MODE1 & MODE2. In mode 1 you enter player numbers in memory as the game is in progress. In mode 2 you must enter all player numbers for both teams pre-game. To operate a BB-6655 you must use mode 2. To set the control for mode 2, go into PROGRAM MODE, under SYSTEM. The 2nd question you are asked is "ENTER LINEUP? if you respond YES you will be using mode 2. Before the game press the right arrow key, you are asked "NEW GAME?" press YES. You are then asked "ENT. H. LINEUP?" which is asking, do you want to enter the home line up. You do. This is how your scoreboard knows which player is in which vertical position on the lineup panels. Enter the player number for the top position first. press ENTER between each player number. Continue to enter player numbers until you get to the last player at the bottom of the panel (15 players total). You then repeat the same sequence for the visitor team.

During the game, operationally, both modes are the same. When FM is "on" and you enter a foul, using the + 1 key, you will be asked (on the LCD display) for the players number. If FM where "off" you wouldn't be prompted for the players number. Here is a typical key sequence for entering a foul;
HOME FOULS, +1, 25, ENTER. Start by pressing the H or V team foul key, then +1 to add a foul, then enter the players number (in this case 25), conclude by pressing ENTER.

With 15 players in memory for each team the control needs to know which players are in the game. The players that are in the game are the ones displaying the 6th light on each end panel of the scoreboard. This task has been partially automated for you. As you enter fouls as described above, the control assumes these players are in the game. Each player in memory is either flagged as being in or out of the game. More than 5 players can be flagged as being in the game. The key sequence for putting a player in or out of the game is the same. This sequence is; HOME or VISITOR FOULS, +2, PLAYER NUMBER., ENTER. You must start with the appropriate team fouls key, then press +2 (which is also labeled IN/OUT). If the player was IN he goes OUT, if he's OUT he goes IN. As you become more adept at operating the control you can combine adding a foul with putting a player IN or OUT of the game. Here is an example; VISITOR FOUL, +1(adds the foul), +2(puts the player in or out), 21(players number), ENTER. Remember if he wasn't in the game he will be automatically if you give him a foul.

In the event of a mass substitution, all players on a team can be removed from the game. Press the appropriate TEAM FOULS key, then press +2, conclude by pressing the CLR key. As time permits enter players back in the game as described above.

OVER

You can display what's in FM on the LCD by first pressing the HOME or VISITOR TEAM FOULS key(one only), then press the FOULS-PLAYER# key (to the left of home team fouls key) twice. With that second press the lower line on the LCD will display the first player in foul memory (with his fouls total). Continue to press the FOULS-PLAYER# key to display each player in memory (up to 15). This is a separate sequence for each team. The players number and fouls will also be displayed on the lower center section of the scoreboard.

To correct foul memory, press the HOME or VISITOR TEAM FOULS key (one only), then press the FOULS-PLAYER# key once. Enter the players fouls (one digit). You are then prompted for his number. Key in his number, press ENTER. This information will replace what ever was in FM for this player.

There are some ancillary functions performed when FM is "on". The bonus arrows turn on automatically at a preset number of team fouls. Also the team foul totals stop accumulating at a preset number. The number of team fouls required for both actions are set in program mode under Basketball if you enable FM.

- HELPFUL POINTERS -

1. Operate your first game with the foul memory off. This will reduce your work load until you get familiar with the controls operation.
2. Use a spotter. A second person to help you spot the events on the floor, track what's displayed on the scoreboard, and handle substitutions. With the speed of Basketball this is almost mandatory.
3. Get a hand-switch for the clock operator. This will free up space in front of the keypad for the score keeper and spotter.
4. Don't feel you must have all 5 players displayed as in the game at all times. Deal with that as you can during the game.
5. Understand that it will take a while to get familiar with the controls operation. For practice try operation the control while watching a game on TV. Memorize the main key sequences described above. With time and practice it will get better.

**OPERATING INSTRUCTIONS FOR
THE MP-69 SCOREBOARD CONTROL Ver. 1.13**

After you read about general operation, turn to a section for specific instructions on each sport. The sports covered are:

BASKETBALL (BB)	pg.2	WRESTLING (WR)	pg.6
FOOTBALL (FB)	pg.4	SOCCER (SC)	pg.6
ICE HOCKEY (HK)	pg.5	VOLLEYBALL (VB)	pg.7
		TRACK (TK)	pg.7

There are also sections on:

PROGRAM MODE - SPORT SELECTION	pg.9
PROGRAM MODE - SYSTEM	pg.9

In this document the word scoreboard will be abbreviated to "scbd".

- GENERAL OPERATION -

The MP69 has two operating modes, normal operation and program mode. The control will always be in normal operating mode to operate your scbd. Please reference the sections on program mode for more information on this topic.

MENU (RIGHT & LEFT ARROW KEYS) - To the left end of the key pad there are two arrow keys with no text labels. They are used to call up a three selection menu. Do this by pressing either arrow key. Once the menu is active you can exit it by pressing the left arrow key. Pressing the right arrow key will cycle through the three items you can select from. They are; NEW GAME?, SET CLK MODE?, TOD CLOCK?.

1. "NEW GAME? Y/N" If you respond with YES the control will clear memory, and set the control up for a new game; 1st period, clock reset, scores 0, etc. Never press YES to new game, during a game, or all memory of the current game will be lost.

2. "SET CLK MODE? Y/N" By pressing YES in response to this question you will then see one of two questions. Asking either count up, or count down, depending on the current clock mode. Responding YES to either will change the clock mode to the opposite direction of counting.

3. "TOD CLOCK? Y/N" A YES response will put the control in the "time of day clock mode". All but the clock will blank on the scbd, and you will be prompted to set the clock. This is not the game clock and your current game information is still held in memory. Exit TOD mode by pressing an arrow key. Once set, the TOD clock will stay set until the control is turned off.

SCORES & PERIOD - You can change the score in two ways. The first method, the way you will use most often, is to press the SCORE key and then one of the +keys (+1,+2,+3,-1). This adds (or subtracts) that amount to the existing score. You can press these keys repeatedly. This method works for all keys that represent digits on the scbd except the clock and timer. The second method is to press the SCORE key and then use the numeric keys to enter the desired score. Start with the most significant number and conclude the sequence with the ENTER key. An example; [HOME SCORE], [1], [5], [ENTER], sets the home score to 15.

NUMERIC KEYS - If you press the CLR / BLANK key after pressing one or more numeric keys, it will function as the clear key on a calculator. Conclude by pressing the correct numeric keys and then ENTER. If you press it before any numeric keys, as in the example; [PERIOD], [CLR/BLANK], the period digit on the scbd will go blank. Whenever you use the numeric keys (0 to 9) you must conclude by pressing the ENTER key. If you press more than the allowed number of digits the control will beep an error, at that point you must repeat the entire sequence. The 4 or 6 key are also used as a response to questions asked by the control of the operator, such as "COUNT UP? Y/N". Press 4 for YES and 6 for NO.

CLOCK OPERATION - On the right end of the control, a rocker switch labeled TIME IN controls whether the clock is running or stopped. There is also an optional hand switch to perform this function. When the clock is stopped you will see a TO on the top line of the LCD display. The clocks counting direction is indicated by an arrow at the right end on the top line of the LCD display. If it points up the clock counts up, if the arrow points down the clock counts down. To change the counting direction see the section under MENU <>. When you press the CLOCK SET key the display prompts you with the reset time that's in memory. If you continue to press CLOCK SET you will also see times for break and overtime periods. You can accept any of the three times by pressing ENTER. Never enter break & overtime period times for a game period or improper control operation can occur. When timing break & overtime periods you will see either BK or OT at the left end of the top line of the LCD display. During game periods you will see a two letter abbreviation for the current sport. To enter a time other than the pre-programmed time, press CLOCK SET and then the time using the numeric keys starting with minutes tens, conclude by pressing ENTER. This is the method you would use to correct the clock during a game. You can set the clock down to 1/10 of a second if you have selected 1/10 second clock in PROGRAM MODE. See the PROGRAM MODE section for more information on configuring clock operation.

SHOT / FIELD TIMER - You must have a hand switch to operate the shot / field timer. The hand switch has a timer run switch and a reset switch. You can set the time by pressing the SHOT/FIELD TIMER key and then entering a two digit number followed by ENTER. See PROGRAM MODE for more information on changing the timer time held in memory.

TIMEOUT TIMER - To start this timer the game clock must first be stopped. Press either the home or visitor TIMEOUT key and then the -1 key. To stop the timer while counting, press the -1 key again. You can program the timeout timer to display on the scbd, otherwise it will just appear on the LCD display. The amount of seconds it counts is set in PROGRAM MODE. When 15 seconds remain the horn will blow for 1 second and again when the timer reaches 00. The horn will blow only if the timer is being displayed on the scbd.

HORN - The horn can be blown at any time by pressing the HORN switch. The auto horn will toggle on and off when you press the AUTO HORN key. When its on you will see a AH on the top line of the LCD display. When the auto horn is "on" it will blow the horn for five seconds when the clock reaches the end of the period.

LCD DISPLAY - This is a two line, 16 character per line display. The top line is used to show the clock and current settings. The bottom line is used to prompt the operator as keys are pressed, and show information that has been entered.

For your control to function properly, it may be necessary for you to program it for the scbd model you are operating. Stated differently, it is important for the control to know the type of scbd it is running. Normally this procedure is done at the factory, but if you have exchanged your control due to having it serviced, it may be necessary for you to perform it. This procedure is done at the SYSTEM level of PROGRAM MODE. See that section of this text for more information.

- BASKETBALL -

To set the control to Basketball, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Basketball. If you press YES you will be asked a series of questions related to Basketball operation only. Every time you set the control to Basketball these parameters will take effect. What follows is an explanation of these questions in the order they are asked.

1. "FOUL MEMORY? Y/N" If you have a scbd that displays fouls and you wish the control to keep track of how many fouls per player, respond with YES. This is required for the scbd foul section to operate properly if you have a BB-6655 or a BB-6660. This will also activate the points memory for a BB-6730 scbd. If you respond with NO, skip down to question 4. COUNT DN. CLK?. Questions 2 & 3 are only asked if you respond YES to foul memory.

2. "BONUS FLS. 1TO9?" Here you are asked to enter a number from 1 to 9, then press the ENTER key. This represents the number of team fouls needed for BONUS to go into effect.

3. "MAX. T. FOULS? 00" Enter the maximum number of team fouls that you wish to display on the scbd. One or two digits, conclude by pressing ENTER. Normally this is the number of fouls required for the two shot rule to go into effect at the free throw line. If you don't want to limit the number of team fouls displayed, enter 99.

4. "COUNT DN. CLK? Y/N" To select a count down game clock respond with YES. A NO response will give you a count up game clock, and the next question you will be asked is 7. AUTO HORN? below.

5. "1/10 SEC. CLK? Y/N" If you selected a count down clock, you will be asked if you want the type of game clock that displays 1/10 second in the last minute of play. Respond with YES if you desire that type of clock. If you respond NO, the next question will be 7. AUTO HORN? below.

6. "JUMPING CLK? Y/N" Again, if you selected a 1/10 second clock, you will be asked if you want a jumping clock. You want this if your scbd doesn't have a 1/10 second digit. During the last minute of play, seconds will jump left to where the minutes were.

7. "AUTO HORN? Y/N" If you press the YES key, every time you go to Basketball the auto horn will be "on". It can still be turned on or off with the AUTO HORN key.

8. "T.O. TO SCBD? Y/N" If you want the timeout timer to display on the scbd respond with YES. If you press NO, the timeout timer will still work, it just won't be shown on the scbd.

9. "INTERN.RULES? Y/N" A YES response will select international rules. This will cause the game clock to stop if the shot clock reaches 00. Also the basketball goal light will turn on when the shot clock reaches 00 and at the end of a game clock period. 'No' will mean that the goal light will only come on at the end of a game clock period, and that the shot clock, at 00, will not stop the game clock.

10. "HORN@HANDSW? Y/N" In addition to a time in/out switch, you have the option of a horn switch, or a clock reset switch on your optional hand switch. A YES response will select the horn switch instead of a reset switch.

11. "TIMER SET TO? 00" Here the control is asking for the number of seconds you want the shot timer to reset to. Press two digit keys and then ENTER.

12. "CLOCK SET TO? 00" Here we are asking for the number of minutes you want to set the game clock to for each period. 1,2,ENTER, would give you 12 minute periods.

13. "BREAK SET TO? 00" Same idea, but here it's asking for the number of minutes in a break period. (or half time).

14. "O.T. SET TO? 00" Two digits again. This time for the number of minutes in an overtime period.

15. "T.O. TIMER TO? 00" Here the control is asking for the number of seconds in a timeout, for the timeout timer.

16. "# OF TOLS, 1 TO 9? " Asking for 1 digit, the number of timeouts per half. When you clear for a new game they will be entered for you. At half time you will need to set timeouts manually.

17. "QUIT? Y/N" Finally, a YES response will take you out of program mode. You will need to do a NEW GAME clear (from the menu) to implement any changes you have just made. A NO response at QUIT? will take you to the NEW SPORT question, remaining in program mode.

Assuming you responded with YES to the quit question and you have left program mode, there are some commands that only apply to Basketball operation, which we will cover here.

The BONUS and NEXT POSSESSION keys both work similarly, just press them until you get the correct result on the scbd. To blank either, press BLANK after pressing the bonus or nx.poss. key. If foul memory is on, the bonus arrows will come on automatically.

If foul memory is off, the FOULS-PLAYER # key can still be used. Press the FOULS-PLAYER # key, and then enter the number of fouls, followed by the player number, then press ENTER. This will display on the scbd for 12 seconds and then blank. If you are operating a BB-6730 or a BB-6660 you will be prompted for player#, then fouls, and then points. You must press ENTER after each. When foul memory is on, start the above sequence by first pressing the appropriate TEAM FOULS key, then press the fouls-player# key, and continue as described above. This will also serve to correct foul memory if a player has the wrong number of fouls or points. By starting with a team fouls key the control knows which team the player is on.

When FOUL MEMORY is 'on', after you enter a team foul, (by pressing a team foul key and then +1) you will be prompted for the player number. Press 1 or 2 digits for player number, and then press ENTER. This entry will be held in memory and will display on the scbd for 12 seconds. If you are operating a BB-6730 or a BB-6660, as you enter points, (by pressing either score key and then one of the + keys) you will also be asked for the player number.

If LINE-UPS were entered pre-game, and you have either a BB-6655 or a BB-6660 the control also needs to know which players are in the game. When you enter fouls and points, as described under FOUL MEMORY above, the control assumes the player who got the point or foul is in the game. This has the effect of marking that player for display on a BB6660 or turning 'on' the in-the-game light on a BB6655. The in/out feature toggles- if a player was in the game he is taken out, if he was out he goes in. To only add or remove a player from the game use this sequence- Press his team foul key, then the +2 key (IN/OUT), you will be prompted for player number. If he just got a foul and is leaving the game use this sequence- Press a team foul key, then both the +1 key (to add a foul), and the +2 key, (in either order), and conclude by entering the player number. The control will allow you to put more than five players in the game. If you have a mass substitution you can take all players on a team out of the game by- pressing the team foul key, then +2, then the clr-blank key. You then need to put the five players in the game. One at a time as time permits, or allow them to display as they get points or fouls.

A few extra words on the LINE-UP feature. (see program mode - system) The only scbd that requires line-ups to be entered pre-game is a BB-6655. The players need to be entered (pre-game) in the order they appear on the player name panel. If line-ups is off, and foul memory on, the control still remembers player numbers, they are recorded as the game is in progress. It is therefore recommended to enter line-ups pre-game. It might keep you from entering a wrong player number which cannot be erased during a game. The control will remember fouls and points for fifteen players on each team.

If you have a scbd which has a foul section and foul memory is on, you can "roll" team fouls. Start by pressing either team foul key, then press the fouls-player# key, press this key again. With that second press the scbd will display the first player it finds in memory with a foul (or points). Continue to press the fouls-player# key until the scbd player foul area goes blank. With each press another player will display. Repeat the sequence for the opposing team.

If you intend to use FOUL MEMORY it is suggested that you also read EL-1673 for additional information on this subject. If you have a model BB-6655 scbd we suggest you read EL1674 for information on how foul memory is used in the operation of this scbd.

- FOOTBALL -

To set the control to Football, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, press the NO key. The next sport is FOOTBALL?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Football. If you press YES you will be asked a series of questions related to Football operation only. Every time you set the control to Football these parameters will take effect. What follows is an explanation of these questions in the order they are asked.

1. "UPDATE YARD? Y/N" The DISPLAY D,TG,BO key will be deactivated if you press YES. Meaning that when you enter yardage on the down, to-go, ball-on keys it will go directly to the scbd. If you respond NO, you must press the DISPLAY D,TG,BO key to update this information on the scbd.

2. "MT TO CONN2? Y/N" This is asking if you want Minutes tens to go to connector 2 in the scbd. If you respond NO, you will get 1/10 second at connector 2. Most scbds require that you respond with YES. This question is intended primarily for the FB-8118TK scbd. If you have this model respond YES for football and soccer. Respond with NO to operate this scbd for TRACK. This model also requires you to go to the scbd and switch which digit is plugged into connector 2 of the processor. This is because the scbd has 13 digits and the processor can operate 12.

The remaining questions for Football are the same as questions 4 thru 16 described for Basketball. Please skip question 9. Please read about these questions in the Basketball section and then return here for more about Football operation.

Assuming you responded with YES to the quit question, and you have left program mode, there are some commands that only apply to Football operation, which we will cover here.

As all Football boards are outdoor models the BRI-DIM key is activated. It toggles bright to dim and back as you press it.

The TIMEOUT-TOL keys function a little different for football. If you have a scbd with TIMEOUTS LEFT displayed for both teams, as you take a timeout the TOL number will decrement by 1. Press the TOL key followed by the -1 key.

POSSESSION is another key that toggles back and forth from home to visitor and back. To blank both possession indicators, press POSS. and then blank.

The DISPLAY D,TG,BO key works in two ways. For it to function at all you need to respond with NO to DISPLAY YARD? question in program mode. If you first enter down, to-go, (and if your scbd has it- ball on) press the DISPLAY D,TG,BO key to update all three areas. If you press DISPLAY D,TG,BO first, the three areas will blank first, then enter your yardage information and conclude by pressing DISPLAY D,TG,BO to show the yardage on the scbd.

- ICE HOCKEY -

To set the control to Hockey, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, press the NO key. Continue to press NO until you are asked HOCKEY?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Hockey. If you press YES you will be asked a series of questions related to Hockey operation only. Every time you set the control to Hockey these parameters will take effect. What follows is an explanation of these questions in the order they are asked.

1. "OUTDOOR SCBD Y/N" Most of our hockey scbd's are indoor models, requiring a NO response. If you have an HK8249 scbd respond with YES.

2. "ENT.PEN.TIMES Y/N" Asking, "Do you want to enter a different set of penalty times?". The penalty times that are already in memory are shown on the + keys on your control. They are 2:00, 4:00, 5:00, 10:00 minutes. Normally these will be the times that you want. If so respond with NO and continue at item 2 below.

If you want a different set of penalty times to choose from, respond YES. The display will then show "+1 PEN. TO? --:--". It is asking for the penalty time to assign to the +1 key. Enter four digits starting with the minutes tens digit. Conclude by pressing ENTER. You are then asked for the +2 penalty time. Enter four more digits as just described. This continues until you have entered four new penalty times. For more about penalty time operation read the paragraph under PT below.

The remaining questions asked for Hockey are the same as questions 4 thru 16 in Basketball. Please skip question 9. Please read about these questions in the Basketball section and then return here for more about Hockey operation.

Assuming you responded with YES to the quit question, and you have left program mode, there are some commands that only apply to Hockey operation, which we will cover here.

There is one hockey scbd that has SHOTS ON GOAL, a model HK-6705SG. You operate these digits just the same as the team score digits.

PT To enter a penalty, press either PENALTY key (home or visitor) and then either the +1 key for a 2 minute penalty, the +2 key for a 4 minute penalty (two, 2 minute penalties), the +3 key for a 5 minute penalty, or the -1 key for a 10 minute penalty. You are then asked for the player number, press 1 or 2 digits and then ENTER. If the player gets two penalties back to back, such as a 2 minute and a 5 minute, you press the +1 key followed by the +3 key and then enter the player number. This player will have a total of 7 minutes. There are two penalty clocks for each team, and three pending penalty locations in memory for each team. This means you can enter up to five penalties for each team but only the first two of the five will be counting down. As these two penalties expire the remaining penalties will jump into one of the two clocks and also count down. This will happen chronologically (first entered, is first to count). Penalties will only count while the game clock is running (TIMEIN). Penalties will not count if the game clock is counting a break period.

During a game period, if you correct the game clock using the numeric keys, and you have penalty times counting, the control will ask if you also want to correct the penalties. If you respond with YES, you will be prompted with the remaining time of each counting penalty. Enter the corrected time starting with minutes tens (4 digits), then press ENTER. The control will continue to prompt you with penalties until all have been corrected.

To cancel a penalty, or correct an individual penalty, press the home or visitor PENALTY key followed by the CLR key. You are then prompted for the player number. Key in the player number and press ENTER. At this point you can either enter a new time (to correct the penalty) or just press ENTER without pressing any digit keys and the penalty will be cleared.

When you enter a penalty, the penalty arrow for the appropriate team will turn on for 12 seconds and then turn off automatically.

- WRESTLING -

To set the control to Wrestling, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, press the NO key. Continue to press NO until you are asked WRESTLING?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Wrestling. If you press YES you will be asked a series of questions related to Wrestling operation only. Every time you set the control to Wrestling these parameters will take effect. The questions asked for Wrestling are the same as questions 4 thru 16 in Basketball. Please skip question 9. Please read about these questions in the Basketball section and then return here for more about Wrestling operation.

Assuming you responded with YES to the quit question, and you have left program mode, there are some commands that only apply to Wrestling operation, which we will cover here.

The MATCH WEIGHT key uses the fouls-player# area on the scbd. The difference is it won't blank after 12 seconds. Just enter up to a 3 digit number and press ENTER. If you have a BB-6620TA scbd, the match weight key will toggle between the Time-advantage clock and match weight.

To run the time-advantage clock you must use a hand switch. It has a three position switch for time in, either for home or visitor advantage time. It also has a reset switch which will reset the advantage clock to 0:00. You can set the time advantage clock by pressing the TIMER SET key, then enter the time using the numeric keys, and then press ENTER.

- SOCCER -

To set the control to Soccer, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, press the NO key. Continue to press NO until you are asked SOCCER?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Soccer. If you press YES you will be asked a series of questions related to Soccer operation only. Every time you set the control to Soccer these parameters will take effect. The questions asked for Soccer are the same as questions 4 thru 16 in Basketball. Please skip question 9. Please read about these questions in the Basketball section and then return here for more about Soccer operation.

Assuming you responded with YES to the quit question, and you have left program mode, there are some commands that only apply to Soccer operation, which we will cover here.

If you are operating a SC-8120 scbd, you can display shots-on-goal. These digits operate just the same as the score digits described under general operation.

Some people prefer to use a count up game clock for Soccer. This can be done for any sport by changing the clock mode (in the menu) then press the SET CLOCK key. You will be prompted with 0:00 for a time, just press ENTER. The clock will count up to the pre-defined (in program mode) time and stop. If auto-horn is on, it will blow for 5 seconds.

- VOLLEYBALL -

To set the control to Volleyball, press the PROGRAM key while powering on the control. You are asked NEW SPORT?, respond by pressing the YES key. The first sport displayed is BASKETBALL?, press the NO key. Continue to press NO until you are asked VOLLEYBALL?, respond with YES. You are then asked if you wish to CONTINUE?. If you press NO you will exit program mode with the sport set to Volleyball. If you press YES you will be asked a series of questions related to Volleyball operation only. Every time you set the control to Volleyball these parameters will take effect. The questions asked for Volleyball are the same as questions 4 thru 16 in Basketball. Please skip question 9. Please read about these questions in the Basketball section and then return here for more about Volleyball operation.

Assuming you responded with YES to the quit question, and you have left program mode, there are some commands that only apply to Volleyball operation, which we will cover here.

Use the TEAM FOULS keys to enter GAMES WON for Volleyball. SERVICE will toggle back and forth as you press the BONUS key. Display the GAME by pressing MATCH WEIGHT and then entering the game number.

Some people prefer to use a count-up game clock for Volleyball. This can be done for any sport by changing the clock mode (in the menu) then press the SET CLOCK key. You will be prompted with 0:00 for a time, just press ENTER. The clock will count up to the pre-defined (in program mode) time and stop. If auto horn is on it will blow for 5 seconds.

- TRACK -

Some of the football scbds have track capability. They are: FB-8118TK, FB-8120TK, FB-8127TK, & the FB-8132TK. The MP69 control has no sport selection for track. To setup your control for track operation, first set the control to football as described above. next press YES when asked if you wish to continue. When asked "UPDATE YARD?" respond with YES, that deactivates the DISPLAY D,TG,BO key. If you have a FB-8118TK scbd respond with NO to the "MT TO CONN2?" question, otherwise respond with YES. (see explanation under FOOTBALL). You need to answer YES to "COUNT DN CLK?", also respond YES to "1/10 SEC CLK?" Finally respond NO to "JUMPING CLK?" assuming you have a 1/10 second digit on your scbd.

If your scbd has removable track captions here is a list of which football digit is used for track.

FB8118TK DOWN = LANE, TOGO = PLACE, QTR IS NOT USED.

FB8120TK, FB8127TK, FB8132TK

DOWN = PLACE, TOGO = LANE, BALLON = EVENT, QTR = HEAT

Prior to shipment, your control was programmed with either High School or NCAA time periods. If you desire, these times can be changed in program mode.

- PROGRAM MODE, SPORT SELECTION -

A word of caution. Only enter the program mode with these instructions in hand. The questions asked of you by the control are very brief, owing to the size of the display. You need some further explanation of each question that this document hopefully provides.

In program mode you are setting various operational characteristics pertaining to each sport and to the features your scbd model has. These settings are stored in a type of memory called EEPROM. It doesn't rely on a battery to retain its memory. Your settings will stay in memory until you change them. Normally you would never want to enter program mode during a game. All of these settings should be done before starting a game.

To enter program mode press the PROGRAM key, continue pressing this key while powering on the control. Release the key when you see the new sport question on the LCD. There are two questions at the top level in program mode. The first is "NEW SPORT? Y/N", to change the current sport respond with YES. You are now prompted with a list of sports to choose from. Press the NO key until you see the sport you want. Press the YES key to select the sport displayed. Proceed to the section in these instructions covering the sport you selected. The first part of that section covers programming the control for that sport. In the program mode you can use the two arrow keys below the PROGRAM key, to move to the next question. Use the right arrow to move forward one question, the left arrow will take you back to the point where you entered the current level. Remember that if you use the arrow keys instead of answering yes or no, you are not changing what is stored in memory. If you use the left arrow key to back out of a group of questions, any changes you made will not be stored in memory.

- PROGRAM MODE, SYSTEM -

To enter program mode press the PROGRAM key, continue pressing this key while powering on the control. Release the key when you see the new sport question on the LCD. There are two questions at the top level in program mode. The first is "NEW SPORT? Y/N", you need to respond with 'NO'. Next you will see "SYSTEM? Y/N", answer 'YES'. The following procedure was done at the factory for the scbd system you purchased, but if you exchange your control, or use it with another scbd, you may need to go through it. Answering this group of questions tells the control what type of hardware you have. You should know your scbd model before you begin. It is important you answer all these questions with a YES or NO to setup the control properly. The first question is;

1. "PENALTY TIME? Y/N" If you have a Hockey scbd with penalty times, respond by pressing the YES key. Scbds such as; HK-6706, HK-6704, HK-6705SG. Otherwise respond with 'NO'.

2. "ENTER LINEUP? Y/N" This refers to entering the Basketball roster before the game. This feature is needed for one scbd, a BB-6655, and should also be enabled for a BB-6660. It can be used for any Basketball scbd, and helps to eliminate entering wrong player numbers during the game. FOUL MEMORY also needs to be turned on when programming for Basketball.

3. "6730 SCBD? Y/N" If you have a BB-6730 scbd respond with YES. This tells the control it also needs to keep track of points scored per player.
4. "6660 OR 6760? Y/N" If you are running a BB-6660 or BB-6760 scbd respond with YES. These scbds displays the lineup for each team.
5. "SHOTS ON GOAL? Y/N" Two scbd models display shots-on-goal. They are a HK-6705SG for Hockey, and a SC-8120 for Soccer. Respond with YES if you have either model.
6. "CLK. AT TIMER? Y/N" For Basketball, if you have a set of D-600 shot timers, respond YES. These timers also display the game clock.
7. "BB-6620TA? Y/N" If you have a BB-6620TA scbd, respond YES. This scbd has a time advantage clock in its lower section.
8. "DISPLAY TOL? Y/N" Three new scbd models display 'Time Outs Left' in the center of the team foul panel instead of a players number and fouls. They are models BB-6750, BB-6755, BB6760. Respond with YES if you are running any of these models.
9. "24HR TOD CLK?Y/N" If you want a military style 24 hour time-of-day clock, respond YES. A 'NO' will give you a normal 12 hour time-of-day clock.
10. "QUIT? Y/N" A YES here will take you out of PROGRAM MODE. A 'NO' will take you to the NEW SPORT question in PROGRAM MODE. Normally you would respond with 'YES' to quit program mode.



Should a problem develop, such as:

1. Nothing showing on the display; Be sure that the plug is in the 120V outlet, and that you do have power at that outlet.
2. You have been unable to present all of the features on the scoreboard. Example - You have a BB-6730 and are unable to display Player Points. The first thing to do for this, or other similar problems, is to go through the SYSTEM questions in Program Mode, to be sure that all of the questions have been entered correctly.

**CAUTION: TO PREVENT ELECTRIC SHOCK - DO NOT REMOVE THE CONTROL BOTTOM.
ALL SERVICE SHOULD BE DONE BY A QUALIFIED ELECTRONIC TECHNICIAN.**

If further help is needed contact a Fair-Play Service Rep in your Fair-Play Dealer organization or phone the Fair-Play Service Dept. (800) 747-5305 or (515) 265-5305.

To aid you in discussions with our Service Reps, we suggest that you record the following:

Model Number: MP-69 Control and Scoreboard Catalog number. _____

Software Version number; Shown on LCD display as control turns on. _____

Fair-Play Sales Order number: _____
(this number is found in the upper right hand corner of the packing slip and invoice)

Shipping or Receiving Date _____

Warranty: A copy of the LIMITED FIVE YEAR WARRANTY is enclosed.

**FAIR-PLAY SCOREBOARDS
FACTORY ADDRESS -**

**PO BOX 1847
1700 DELAWARE AVE.**

**DES MOINES IOWA 50306
DES MOINES IOWA 50317**

FAIR-PLAY CONTROLLER

PROGRAM	BRF DTR	AUTO HORN	SET CLOCK	SET SHOT/FIELD TIMER	QTR. PERIOD HALF	-1 10:00	9
DOWN	BONUS	IN-POSS. POSS. SERVICE	HOME TIMEOUT T.O.L.	HOME TIMEOUT T.O.L.	VISITOR TIMEOUT T.O.L.	+3 5:00	8
TO GO H. SOG	DISPLAY D.TG.BD	MATCH WEIGHT	FOLLS- PLAYER#	HOME FOULS GAMES-	VISITOR FOULS -VDN	+2 4:00	7
	BALL ON V. SOG	HOME PENALTY	VISITOR PENALTY	HOME SCORE	VISITOR SCORE	+1 2:00	6 NO
							5
							4 YES
							3
							2
							1
							CLR BLANK
							0
							ENTER



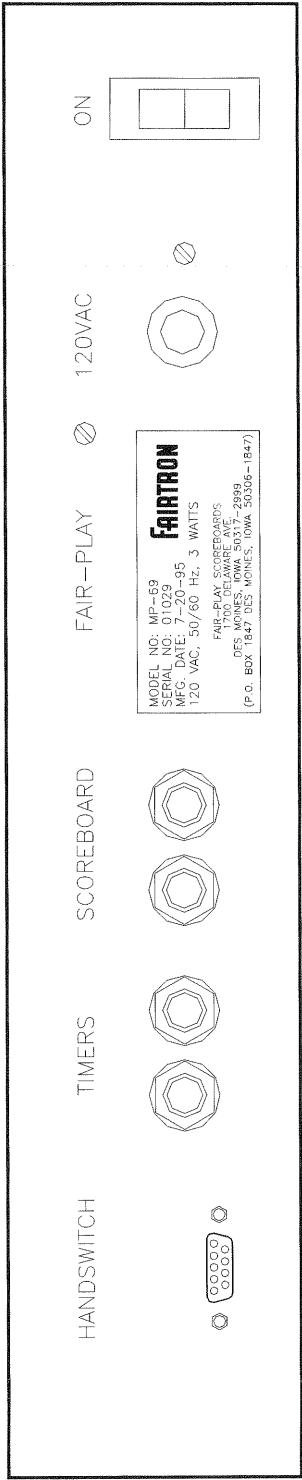
-- CLOCK --

TIME IN

HORN



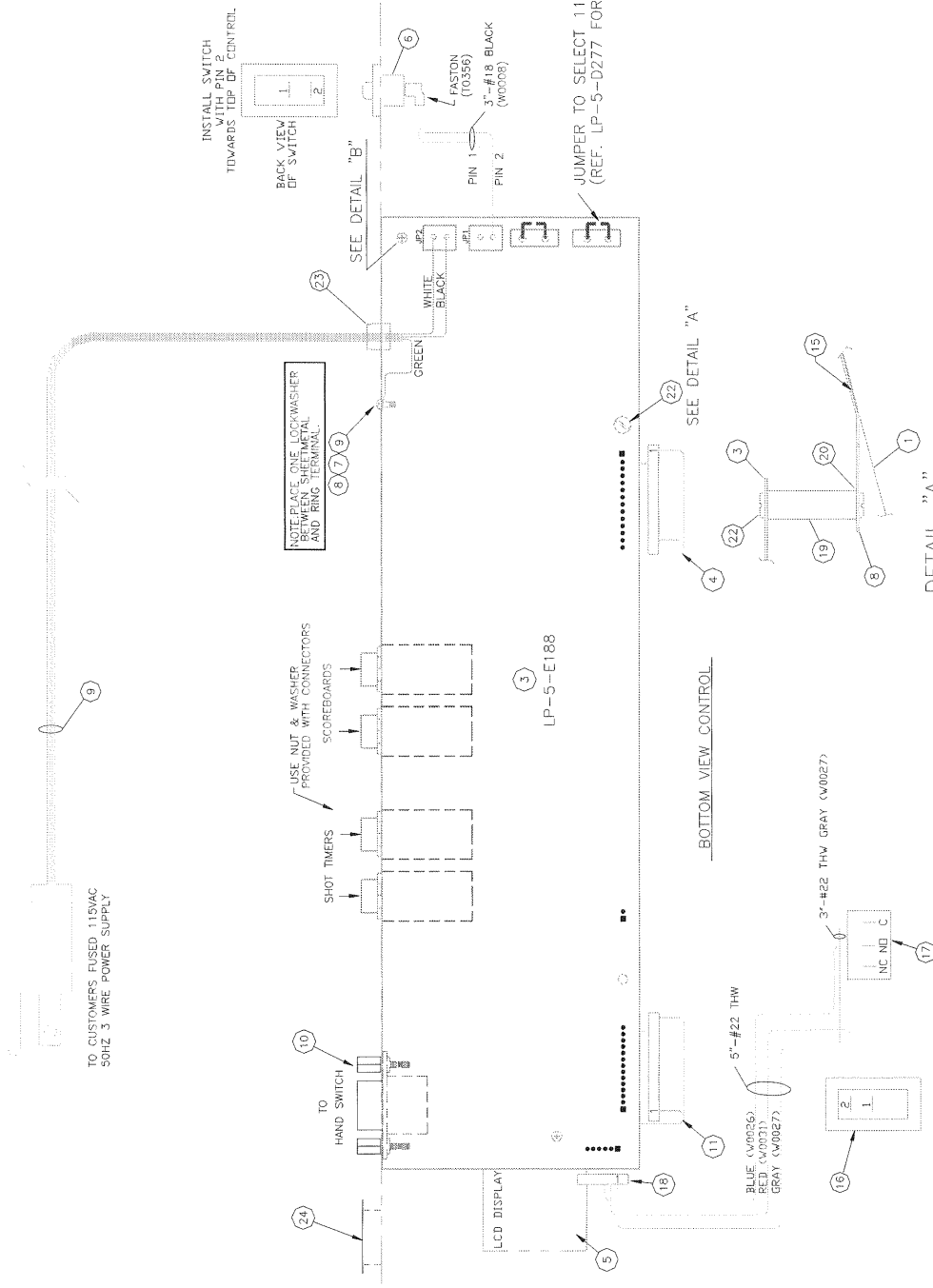
DESIGNED BY FAIRTRON	SCALE 1:1	DATE 12-85	SCALE NONE
APPROVED BY FRANCIS	DATE 12-85	APPROVED BY FRANCIS	DATE 12-85
FAIR-PLAY SCOREBOARDS HW CONTROL		MODEL MP-69	
DES MOINES, IA		DWG. NO. Z-8-E188-4	



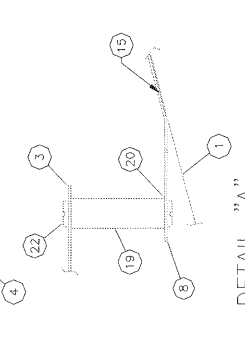
REV. DATE 11-03-95	DES. SCALE, NONE
CONTROL BACK VIEW MODEL MP-69	
DWG. NO. Z-8-E188-5	

PARTS LIST

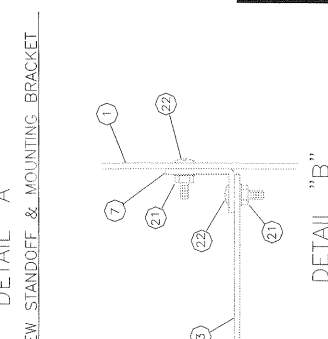
ITEM	QTY	DESCRIPTION	F.P. NO.
1	1	17" WIDE CONTROL SHMTL. TOP	Z-7-E188
2	1	17" WIDE CONTROL SHMTL. BOTTOM	Z-7-E189
3	1	P.C. CARD ASSEMBLY (80008)	LP-6-E188
4	1	CONTROL COVERLAY	Z-8-E188
5	1	LCD DISPLAY DMC 16207	D0063
6	1	SWITCH POWER ON/OFF	S0355
7	1	ALL. MOUNTING BRACKET	Z-7-E188-2
8	1	ALL. MOUNTING BRACKET	Z-7-E188-3
9	1	POWER CORD	C0974
10	1	LONG FEMALE SCREWLOCK KIT	C0911
11	1	LCD RIBBON CABLE	C0879
12	4	RUBBER FEET (SHMTL. BOTTOM)	F0203
13	4	3/32" POP RIVET (FEET MOUNTING)	F0259
14	6	#6 X 3/8" HEX SMS	F0416
15	-	2" OF DOUBLE SIDED TAPE	T0276
16	1	SWITCH TIME IN/OUT	S0362
17	1	MORS SW #810-K2M1Z0.181-22	S0227
18	1	6-PIN CONNECTOR ASSY.	C0786-ASSY
19	1	#4-40 X 1" STANDOFF	F0184
20	2	#4 LOCK WASHERS	F0285
21	3	#4-40 NUT/EX STAR WASH.	F0424
22	5	#4-40 X 3/8" BHMS	F0313
23	1	HEYCO BUSHING	B0172
24	1	F-P ID TAG	L0753



DETAIL "A"



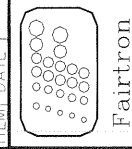
DETAIL "B"



ASSEMBLY INSTRUCTIONS: SEE (EL-1636).

WHEN APPLYING THE FRONT COVERLAY KEEP AIR FROM GETTING TRAPPED UNDER THE COVERLAY. PROPER ALIGNMENT IS VERY IMPORTANT. WHEN YOU MOUNT THE DISPLAY THE METAL BEZEL CANNOT TOUCH THE SHEETMETAL OF THE CONTROL. THE OPENING FOR THE DISPLAY IS LARGE ENOUGH FOR A 1/16 INCH GAP ALL AROUND THE DISPLAY. THE RTV (TYPE 737 ONLY) SHOULD BE ALLOWED TO DRY OVERNIGHT. THE DISPLAYS WILL NOT STAY IN PLACE IF THE CONTROL IS WORKED WITH BEFORE THE RTV DRIES.

MODEL MP-69 (115VAC)
MP-69-334 (230VAC)
MP-69-ST (MODIFIED FOR SPLIT TIME)
CODE: IV94
ERRATA: MP69-0
COVERLAY: Z-8-E188



ITEM	DATE	ADD	BY
1	8-14-95	MP-69-ST	MEB
CHANGE			
DATE	FILE	SCALE	
9-8-94		NONE	
CONTROL WIRING--			
CONTROL MODEL MP-69			
Dwg. No.			
Z-8-E188			

