APPENDIX L
Scoreboard Operation

A. FORMS / WEAPONS (3, 5 or 7)

1. **INSERT CARD** - Insert "FORMS/WEAPONS" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "5", if five Judges are to be used, or press "3", if three Judges will be used or press "7" , if seven Judges will be used. [The number 1 should appear indicating the first player. The game number "5" ("3" or "7") should appear for two seconds also], (See **NOTE** at bottom).
3. **START / STOP TIME CLOCK** - Press "2" (START/STOP CLOCK) to start time clock. Press "2" to stop clock. Start time when player crosses the boundary line into the ring area or when the player's music starts, which ever is first. End time (stop clock) when player finishes his/her form and stands at attention in front of the Judges.
4. **SCORING** - Upon completion of the player's form and stopping of the time clock, each of the Judge's scores must be entered into the scoreboard. Starting with the Center Referee and rotating clockwise, all the Judges' 3 digit scores must be recorded. Record the first score (Center Referee) by first pressing "4" (SCORE). The time will now disappear and the player number will again appear followed by a J1 indicating readiness to enter the first Judge's score. Press in the three digits indicating the first (Center Referee) Judge's score. The score will appear. (Any zeros must be entered to equal a three digit score (i.e. 9.2 must be recorded as 9.20). A score of 10.00 should be recorded as 100 and will display and total properly as a 10.00). To continue on to the second Judge's score, press "+" (5) and then enter the second Judge's three digit score. Repeat process for all Judges' scores. After the fifth Judge's score (or third, if only three Judges were used or seventh if seven Judges were used), press "TOTAL" (9) to get the total score (No corrections can be made to the scoreboard after the final "TOTAL" key is pressed). If five or seven Judges were used then the scoreboard automatically drops the high and low score and displays a total of the other three or five scores. (IMPORTANT - All scores, totals and crossing out of the highest and lowest score, must also be recorded onto the player's card at the same time you enter them into the scoreboard. It MUST match the scoreboard's final score or else you must re-tally the card until it matches).
5. **SCORING ERROR** - Any time you have pressed an incorrect number key during a Judge's score, you can completely reset only that Judge's score by pressing the "RESET SCORE" key (as long as you haven't pressed "+" yet). Then simply reenter the Judge's score. If you want or need to reenter all the Judges' scores for that player, press "RESET", quickly followed by "RESET SCORE" (This must be done before pressing "TOTAL" after the last Judge's score).
6. **RESETTING FOR NEXT PLAYER** - (DO NOT TURN SWITCH OFF and back on again) Press "COUNT DOWN" (0) quickly followed by the "RE-SET" key (The number 2 will appear indicating the second player). Follow the same procedures as before to time and score each successive player.
7. **TOP EIGHT WINNERS** - When all players have competed and scores entered, you can recall the top eight winners. (Or less if there weren't that many players). Press "COUNT DOWN" (0) quickly followed by the "RESET" key. Then press "TOP 8 PLACES" (7), quickly followed by pressing "8" to give the eighth highest score. Then press "TOP 8 PLACES" quickly followed by "7" for seventh highest score, etc - down to first place. (**IMPORTANT** - Make sure you mark the top 8 winners on the players' cards and keep cards in placement order with the highest scoring player on top).
8. **TIES** - You must look at the players' cards to see if there are any ties. You can break ties (if it is necessary according to the rules) by using the scoreboard. For each player that is tied, first you have to press "COUNT DOWN" quickly followed by the "RESET" key after the last player competed. Second, you **MUST** press "RESET SCORE", quickly followed by "TIE BREAK-ER" (6) before entering **EACH** player's scores. A "C1" will appear indicating the player's number. Scoring is done the same as number 4 (of these instructions). (Using the tie breaker and "C" mode prevents these scores from being entered in as a separate player in the top 8 places so make sure you press the tie breaker and get the C mode before entering any Judge's tie scores.). (**IMPORTANT** - Make sure you record tied scores in the second row of boxes on the players' cards also). Return back to displaying the top eight places by pressing "COUNT DOWN" (0) quickly followed by the "RESET" key and then "TOP 8 PLACES" quickly followed by "8" to give the eighth highest score, etc. All initially tied scores (before any run-offs) will still come up as tied scores in the top eight places. You can only tell who won between the tied players by what you record on the players' cards.
9. **NEXT DIVISION** - To reset entire scoreboard for the next division turn the scoreboard switch off and back on again.

B. POINT SPARRING (8)

1. **INSERT CARD** - Insert "POINT SPARRING" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "8" (2 minute time clock with 0-0 score should appear. The game number "8" will appear for two seconds also), (See **NOTE** at bottom).
3. **START / STOP TIME CLOCK** - Press the "2" (START / STOP CLOCK) key to start time clock for two minute count down. Press "2" anytime to stop clock. All successive pressing of the "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. **ADJUSTING TIME** - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. **END OF TIME / HORN** - At the end of two minute's time the horn will sound. The horn can also be sounded anytime by pressing the horn insignia.
6. **SCORING** - At anytime, with or without the clock running, a score (or penalty point) can be entered for either player. For the player on your left to receive a point press "4" (LEFT SCORE), for the player on your right, press "6" (RIGHT SCORE). Hold score key or press repeatedly to add additional points for either player (IMPORTANT - All scores, wins and opponent's initials must also be recorded onto the player's cards as well as the scoreboard).
7. **SCORING ERROR** - First stop time by pressing "2". Anytime you have an incorrect score, you can completely reset the score back to zero by pressing "RESET SCORE", then "LEFT SCORE" or "RIGHT SCORE" depending upon which score you want to adjust. Pressing the "LEFT" or "RIGHT SCORE" key will eliminate the entire score for that side. Then simply reenter the entire correct score.
8. **WINNER** - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
9. **RESET** - To reset for next match either turn scoreboard switch off and back on or press "0" (COUNT DOWN), quickly followed by the "RESET" key.

C. CONTINUOUS SPARRING (9)

1. **INSERT CARD** - Insert "CONTINUOUS SPARRING" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "9" (1 minute time clock with 0-0 score should appear. The number "9" will appear for two seconds also, (See **NOTE** at bottom).
3. **START / STOP TIME CLOCK** - Press "2" (START/STOP CLOCK) key to start the time clock for one minute count down. Press "2" any time to stop clock. All successive pressing of "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. **ADJUSTING TIME** - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. **END OF TIME / HORN** - At the end of one minute's time the horn will sound. The horn can be sounded any time by pressing the horn insignia.
6. **SCORING PENALTY POINTS** - First stop time by pressing "2". To enter a penalty point press "8" (PENALTY POINT) key followed by the "4" (LEFT SCORE) or "6" (RIGHT SCORE) for which ever side is to receive the penalty point.
7. **PENALTY POINTS SCORING ERROR** - If too many penalty points were entered, first stop time (if time wasn't already stopped) by pressing "2" . Anytime you have too many penalty points entered, you can completely reset that player's score by pressing "RESET SCORE", then quickly pressing "PENALTY POINT" and then quickly pressing "LEFT" or "RIGHT SCORE" depending upon which score you want to reset. Then simply reenter the correct total penalty point score.
8. **SCORING** - After time has expired press the "4" or "6" key for the left or right side player you are scoring. Enter the two digit score of the first Judge (If score is under 10 points, press "0" and then the number). Follow up by pressing the "+" and then the score of the second Judge. Complete that player's score total by pressing "9" (TOTAL). This will give you that player's total score. Use the same procedure to obtain the other player's score. The scoreboard automatically tallies in any penalties that were entered during play.
9. **SCORING ERROR** - After time has expired, anytime you have pressed an incorrect number key (or score), you can change a single digit error by pressing "RESET SCORE". Or you can completely reset the entire score after two digits have been entered, by pressing "RESET SCORE", then "RIGHT SCORE" or "LEFT SCORE" depending upon which score you want to adjust. Pressing the "RIGHT" or "LEFT SCORE" score key will eliminate the entire score for that side excepting any penalty points. Then simply re-enter the scores of both Judges for the correct total score.
10. **WINNER** - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
11. **RESET** - To reset for next match, either turn scoreboard switch off and back on again or press "0" (COUNT DOWN) quickly followed by the "RESET" key.

NOTE: If the wrong numbers appear when you program for forms, point sparring or continuous sparring after pressing reset, horn and game number; then press reset quickly followed by 2 and then punch in
    (a.)   0100 for forms
or   (b.)   0200 for point sparring
or   (c.)   0100 for continuous sparring.