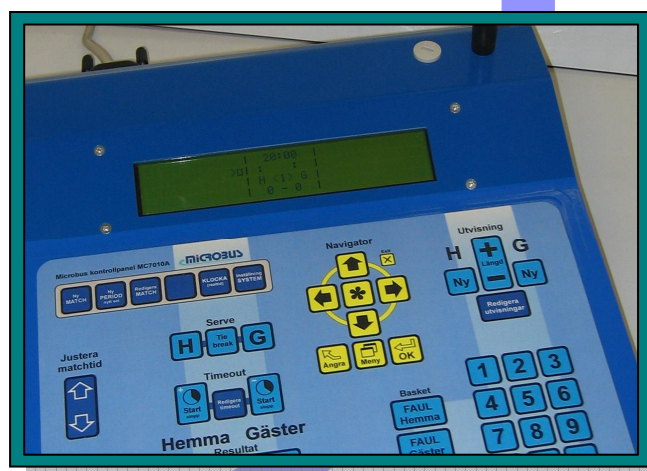
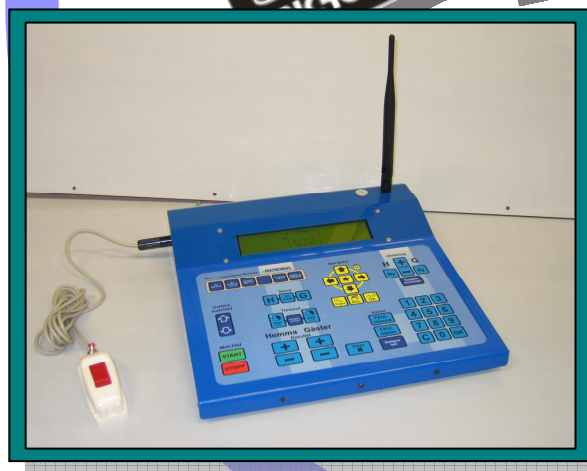
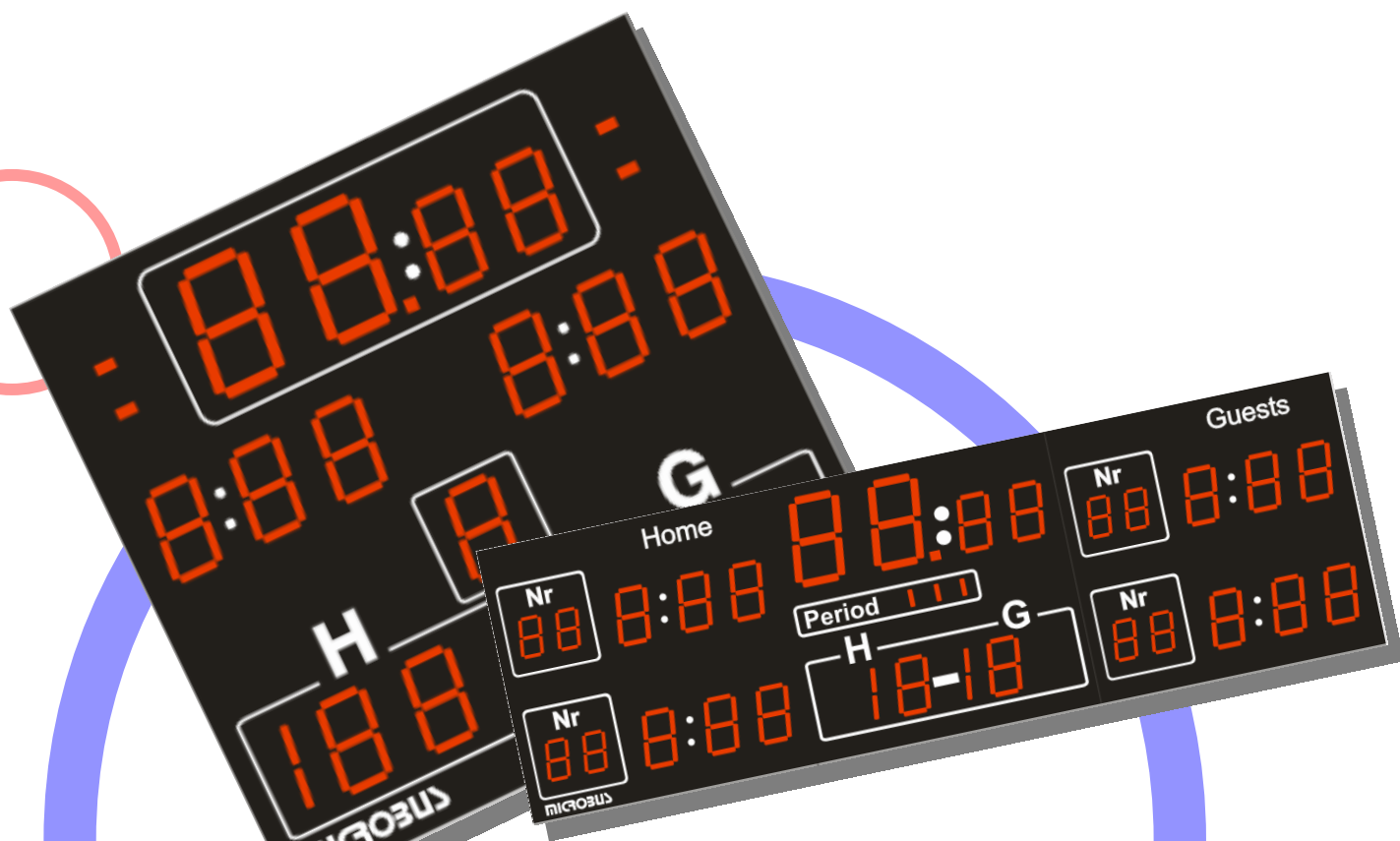


Users manual – Microbus Sport



Version: MC7010C

Manufacturer:



Users manual – Microbus Sport

Congratulations!

This quality product will bring you much joy and will be of much use to you for years to come. As time goes by, and if there is a need for it, you will also be able to add different accessory modules to this model. New accessories are constantly added - check with your distributor to hear about the latest accessories.

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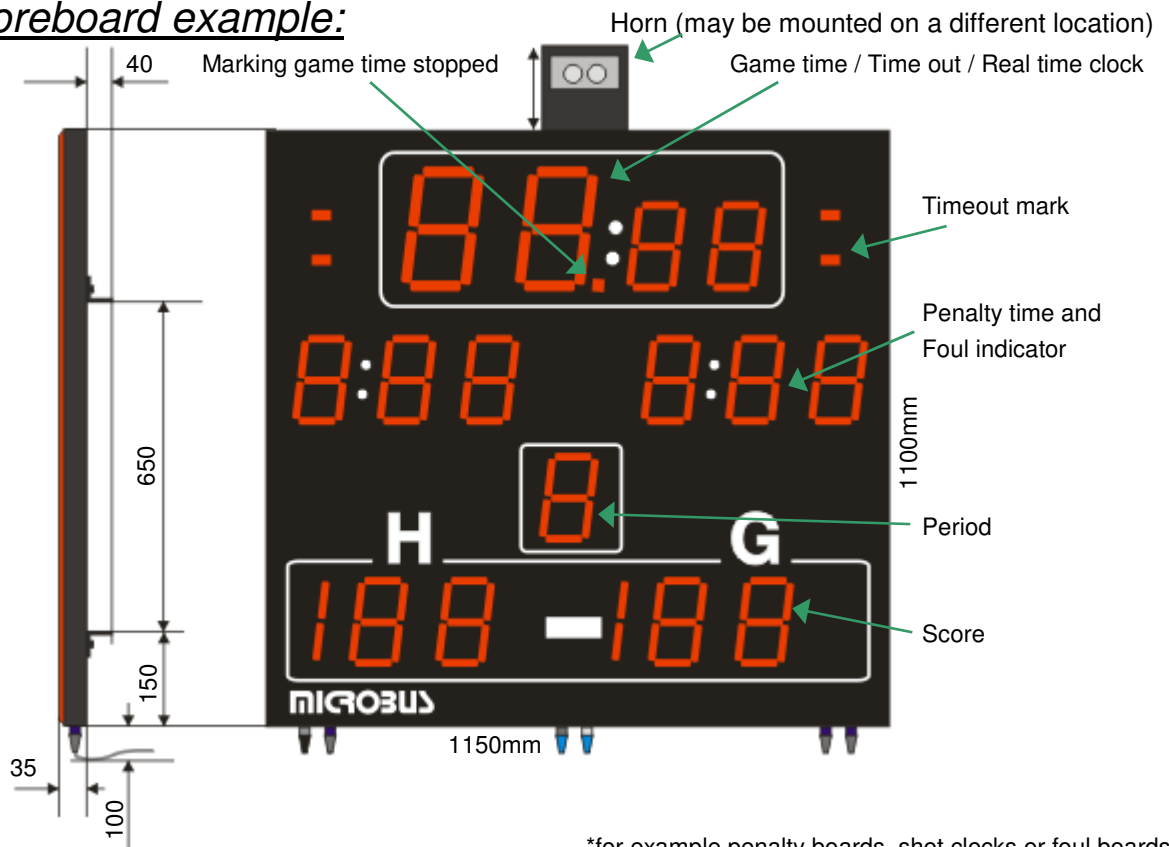
Basic Settings

Sport	Period length	Timeout	Horn	Break	Miscellaneous
Junior Icehockey	0:00-15:00	30s	Auto	15min	Penalties, 90sec interval-signal, editable
Icehockey	0:00-20:00	30s	Auto	18min	Penalties, signalhorn when timeout.
Soccer	0:00-45:00	-	Manual	-	period time summed
Handboll	0:00-30:00	60s	Auto	-	Penalties, period time summed
Indoor hockey	20:00-0:00	30s	Manual	10min	Penalties
Bandy	0:00-45:00	5min	Manual	15min	Penalties, period time summed.
Basket	10:00-0:00	60s	Auto	-	Shot clock, fouls
Badminton	-	-	-	-	Serve-rule
Table tennis	-	-	-	-	-
Volleyball	-	30s	-	-	Serve-rule
Wrestling	0:00-5:00	-	Manual	-	-
Amer.fotboll	15:00-0:00	90s	Manual	-	-
Waterpolo	7:00-0:00	-	Auto	2min	Shot clock
Boxing	3:00-0:00	-	Auto	1min	-

N.B.; some functions are not shown on the display if one does not have the matching display set. For example: penalties are not shown on soccer displays since they are built only to show game time and score.

Overview

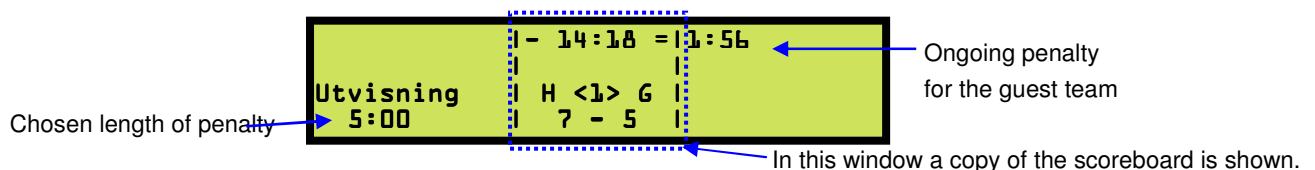
Scoreboard example:



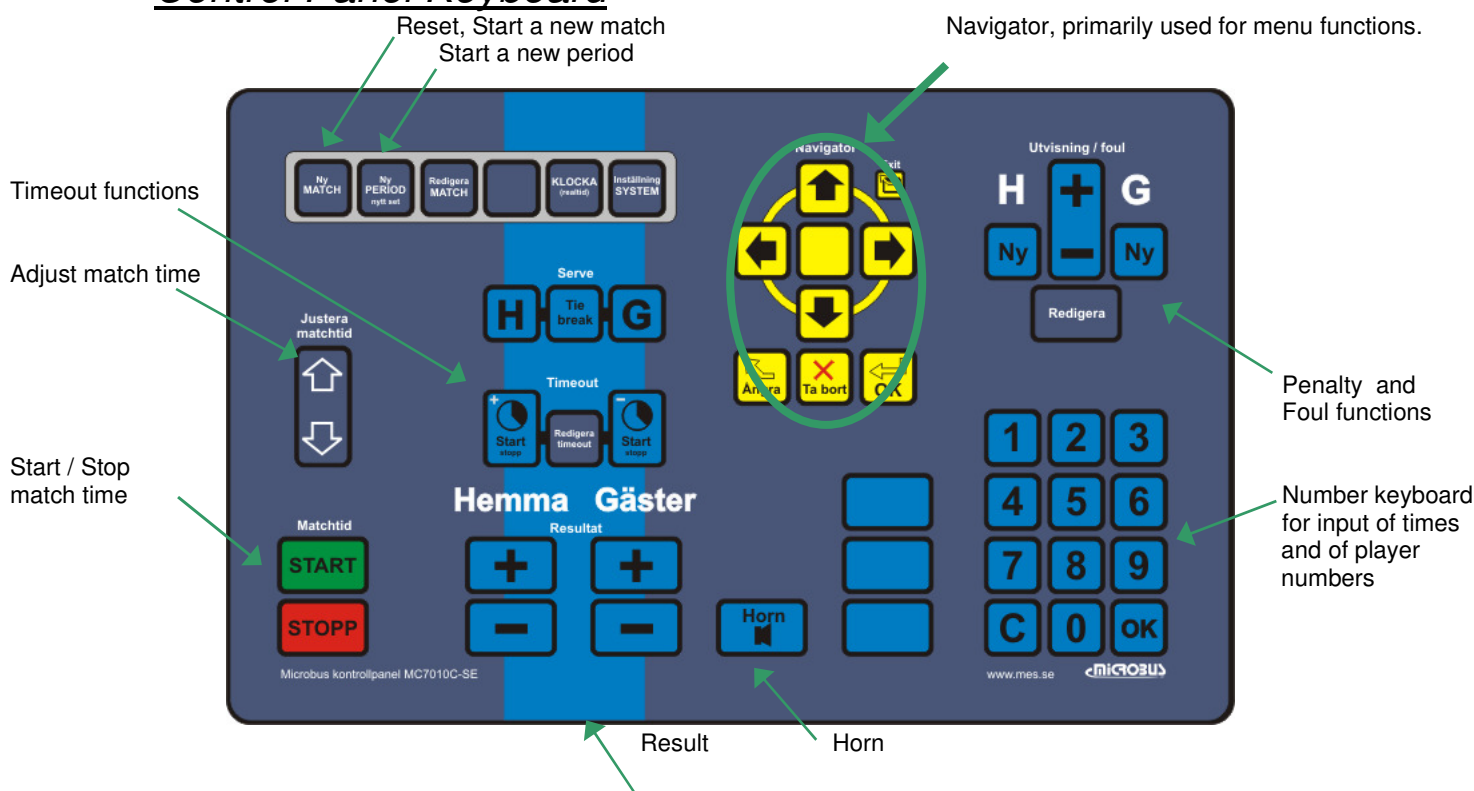
*for example penalty boards, shot clocks or foul boards

**does not apply to wireless sports constructions

Control Panel LCD Display





Control Panel Keyboard




Choosing Sports Event – Start of Game

1. Choosing sport


Choose sport:
Basketball
*Indoor bandy
Hand ball


Scroll through the menu with  and 

Press  when you've found the sporting event that you want to run.

2. Rule Settings

Hand ball Accept Rules?
Period Time Time-out Horn
0-30:00 60s Manual

Press  if you want to go back to the previous menu.

Press  if you're happy with the setting.



Shows the length of possible timeout.

Shows what setting the sound horn is in; manual or automatic.


Shows the length of the period and also if the timer will count from 0:00 to 30:00 or from 30:00 to 0:00.



Change rule settings before game

(in the rule settings screen)

Change timeout length with  and 

Press  in order to switch between manual and automatic horn.

With  the length of the period is changed.

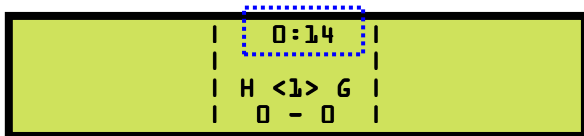
Press  or  to choose if the time of the period should be counted down or up.

N.B.; The rule settings are reset at every new game.
For a summary of the rule settings for each sports event see page 2.

Functions during an ongoing game

1.

Start / Stop Match Time



Adjust Match



Adjustment of match time up / down
(Time must be stopped)

Match time

START

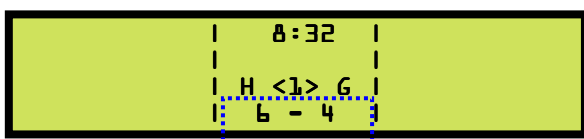
Start time

STOPP

Stop time

2.

Count up / down the result for each team



Home Guests
Result



Count up the result

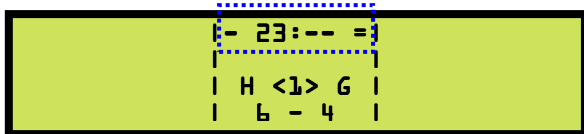


Count down the result

3.

Start of timeout

(game time must have been paused)



Starts timeout and creates a marking for the home team.


Starts timeout and creates a marking for the visiting team.



If one of the buttons are pressed a second time an erroneously started time out is undone and the marking is removed.

4.

Horn

Regardless of if one has chosen a manual or automatic setting for the horn, one can sound the horn at any time by pressing , the horn then sounds until one stops pressing the button or after a maximum of 5 seconds, depending on what happens first.

Functions during an ongoing game

5.

Penalties

(games with penalties enabled)

Penalty	- 14:18 =
Player	H <1> G
0	7 - 5
5:00	

New starts a penalty for the team in question. The chosen penalty time is shown for a short while in the lower border of the LCD display under which the penalty time can be changed with one minute intervals.

With the number keyboard one may put in the player number along with the penalty.

The player numbers are only shown in the control panel unless one also has penalty boards that supports the displaying of player numbers (for example Ice Hockey 3200).

Special rule ice hockey: If there already are two active penalties in the same team and a third penalty is started, then the third penalty isn't started until the shorter of the two previous penalties have ended.



All sports with penalties except ice hockey may have a maximum of two penalties per team ongoing at the same time.

Edit Penalties



(Match time must be stopped)


Edit -button opens side bars containing all penalties.



>1	5:00<	1	1:23
		2	1:56

If both teams are suffering penalties, the marker is moved between each team with  and .

Marked penalty




Move the marker between penalties within the team with  and .

When the desired penalty is marked press  in order to choose the penalty. If there only is one active penalty that one is automatically chosen.

Change the length of the penalty with the number keyboard, to move the input marker use  and .

Click "OK" on the number keyboard or  to accept.

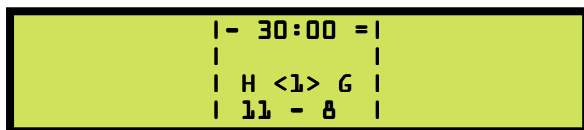
1	2	3
4	5	6
7	8	9
C	0	OK

To remove a penalty press down to  for 3 seconds, the marking then changes from  to .

End of period

1.

End of Period

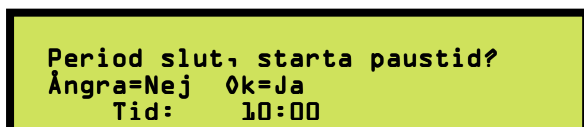


When the period is over the match time stops and the horn sounds automatically (under the condition that one has chosen the automatic horn setting). Afterwards possible pause time commences. (see below).

2.

Commencing Break Time.


(only certain sports)



When the period is over this menu pops up on the sports events that have a break time.

Adjust break time with



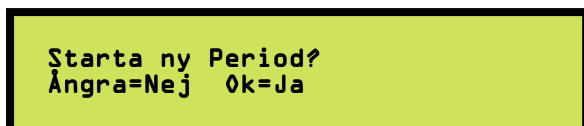
Press  in order to start the break time..

During break time a "B" is shown in the period window.

After the break has ended one is asked if one wants to start a new period (see below).


3.

Manual Starting of a New Period



Press here to start a new period



When the period is over (or earlier) press the "New period" - button. If one presses  the following happens:

1. The match time is stopped and reset at zero.
2. The period number is counted up with one.
3. For period-sports: The result remains.
4. Any penalty times remains.
5. Timeout markerings remains.
6. Foul markerings remains.
7. Team foul markings are removed.

Foul Markings and the Shot Clock

1.

Foul Markings

(applies only to basketball)

4	8	12	1	-	14:18	=	14	8	12
5	9	13	1				15	9	13
6	10	14	1	H	<2>	6	16	10	14
7	11	15	1	57	-	48	17	11	15

Ny



or

1	2	3
4	5	6
7	8	9
C	0	OK

Distribute fouls to each team with **Ny** -buttons, choose players with

The number of the chosen player is marked by a blinking number.

Press **Angra** or **C** again in order to cancel foul.

Press **OK** or **OK** to assign a foul to the player you have chosen.

Press **Ta bort** to remove a foul.

Another alternative is to use **+** to assign or to remove a foul from the selected player.



2.

Shot Clock

(accessory)

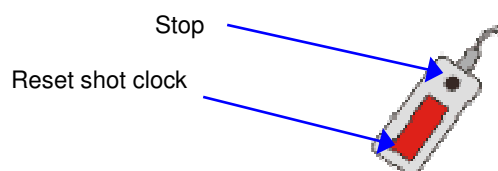
4	8	12	1	-	14:18	=	14	8	12
5	9	13	1				15	9	13
6	10	14	1	H	<2>	6	16	10	14
7	11	15	1	57	-	48	17	11	15

Shot clock



The shot clock is reset to 24/30/35 seconds (depending on the sport) with the big red button on the hand control and counts down towards zero.

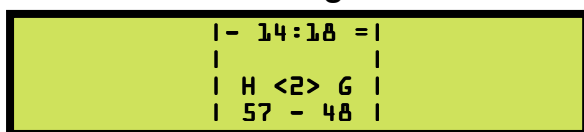
With the little button pressed down the shot clock is stopped without stopping the main clock, otherwise the shot clock follows the starts and stops of the main clock. When the shot clock reaches zero a signal is sounded.



Volleyball, Badminton and Table Tennis

1.

Move Serve Marking After Won Serve



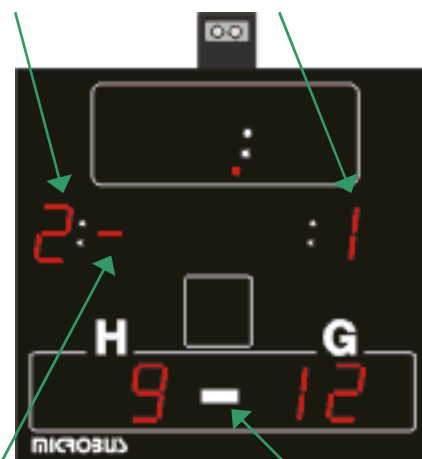
Move serve marking
to home team



Move serve marking
to visiting team

Number of sets won
by the home team

Number of sets won
by the visiting team

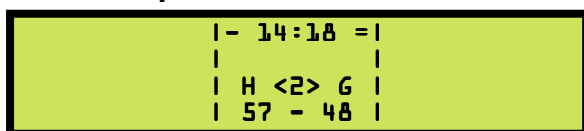


The home team
has the serve

Score

2.

Count Up/Down Points For Each Team

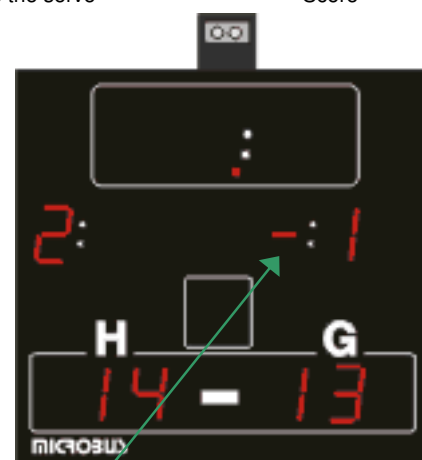


Count up the result



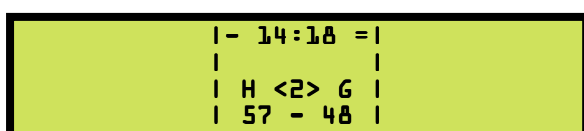
Count down the result

Only the serving team are assigned points (does not apply to table tennis). During the tiebreak both teams can be assigned points.



3.

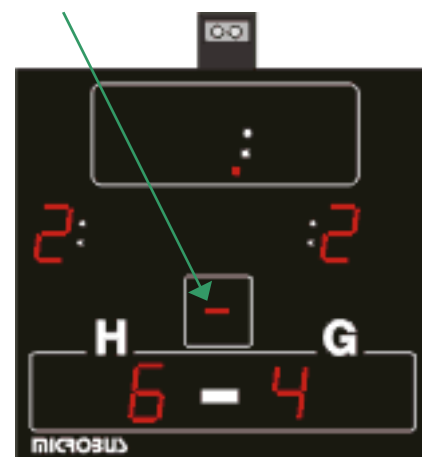
New Set and Tiebreak



To start a new set one of the teams/players must have more points than the other.
Press down "New period/new set" for 3 seconds.



The visiting team has the serve
Tiebreak




Clock Functions and reset.

Time Settings



In system menu choose "set time"

Use the number keyboard to set the time.

Press  to accept the changes.

When the control panel is turned off / disconnected the display will automatically show the current daytime.

System menu




Reset Game and Returning to the Sports Menu

When matchtime is stopped you can start new game by pressing "new match"- button.

Reset control panel



If you press  you are returned to the root menu (select sport / page 4).