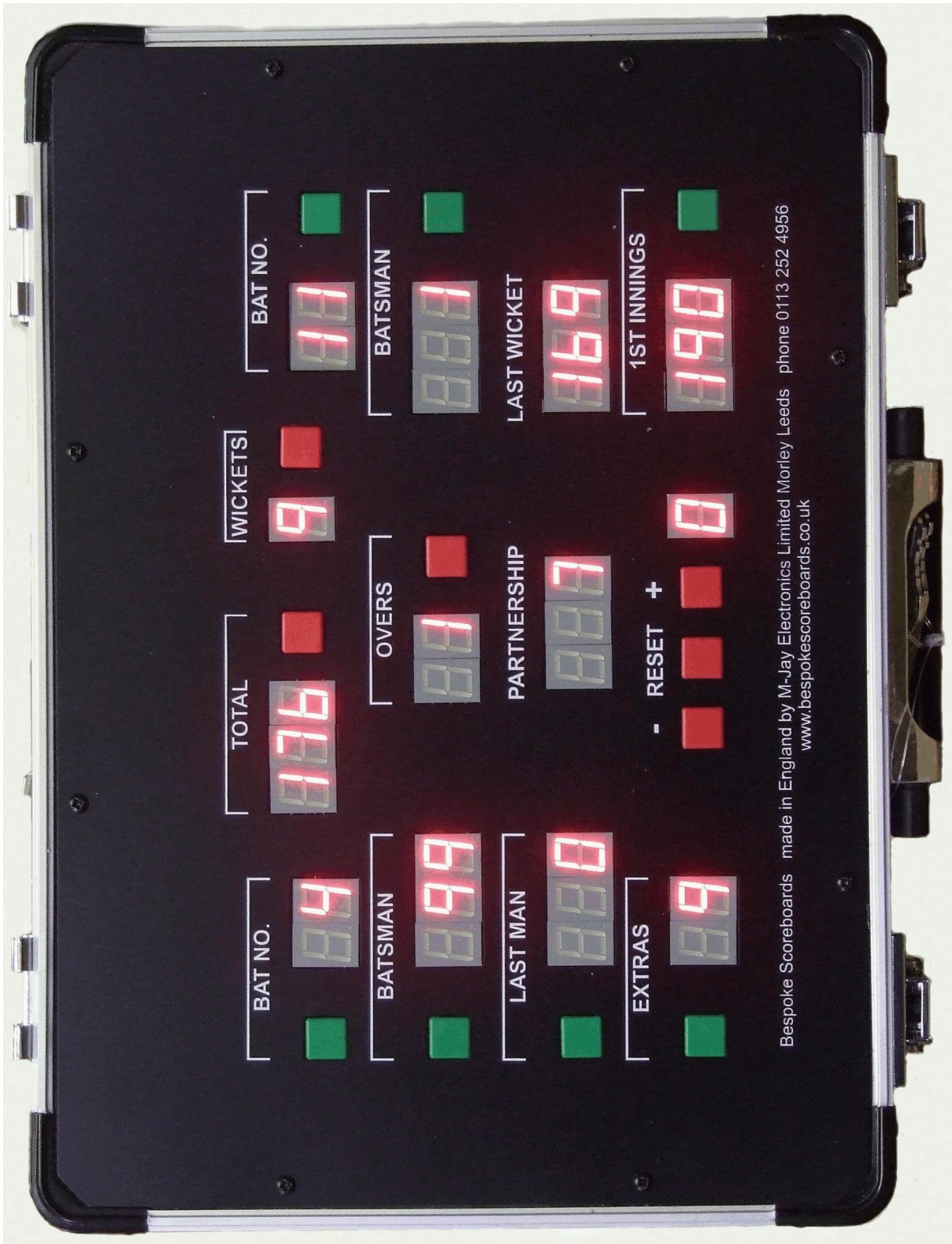


Bespoke Scoreboards



Operating Instructions



Bespoke Scoreboards made in England by M-Jay Electronics Limited Morley Leeds phone 0113 252 4956
www.bespokescoreboards.co.uk

Bespoke Scoreboards

Operating Instructions

Introduction

The Bespoke Scoreboard is a 32 digit electronic cricket scoreboard system. The system is fully modular and can be installed with all or only a few of the digits on the main display depending on the application. If the full complement of digits is not initially installed they can be added to the system at a future date without changing the existing installation.

Connecting the control panel.

Do not switch the power on until the control panel has been connected.

The main external display will already be wired to the power supply so only the power and data leads will need to be connected to the control panel. The power lead has a 4 pin XLR type connector on each end and this will require to be plugged into the socket on the control panel and the interface box on the main display. The data lead has 3 pin XLR type connectors on each end and should be plugged into the 3 pin sockets on the control panel and the interface box. The leads have one male and one female connector on each end so you should not be able to connect them incorrectly.

Switch on

For mains powered scoreboards you should switch the power on after the control panel is connected. Following switch on part of display on the control panel will be illuminated and the corresponding digits on the main display will also be illuminated. The digits which are not illuminated are those where leading zero suppression has switched them off to conserve power and make the display more easily read.

After Switch On

The Batters numbers will be set to 1 and 2 and the increment display will be showing 8 which will clear to zero when the first function button is pressed. All operations require two buttons to be operated at the same time so that scores are not changed accidentally. The operation is completed on the release of the increment or wicket button when the display will change.

Batter 1 scores one run

Press the button adjacent to the batsman one's score (the increment display will clear to show 0) and whilst holding it down press the increment button once. When the increment button is released the increment digit will change to show a 1, the total will change to 1 and the partnership will also change to 1.

Batter 1 scores a six

Press the button adjacent to the batsman one's score (the increment display will clear to show 0) and whilst holding it down press the increment button six times. The increment digit will change each time the increment button is pressed and released to show how many runs have been added to the batsman's score. The total and the partnership will also change each time the increment button is pressed and released to show the number of runs added. After six operations of the increment button the batter's score will show 6, the total will show 6 and the partnership will also show 6.

Batter 2 scores two runs

Press the button adjacent to the batsman two's score (the increment display will clear to show 0) and whilst holding it down press and release the increment button twice. The increment digit will change to show a 2, the total will change to 8 and the partnership will also change to 8.

Extras - Two byes are scored

Press the button adjacent to the extras (the increment display will clear to show 0) and whilst holding it down press and release the increment button twice. The increment digit will change to show a 2, the total will change to 10 and the partnership will also change to 10.

The scoreboard now shows that batter one has a score of 6, batter 2 has scored 2, the extras are 2, the total is 10 and the partnership is 10.

Fall of a wicket - Batter one is out

Press the button adjacent to Batsman one's score (the increment display will clear to show 0) and whilst holding it down press and release the wickets button. When the wickets button is released the number of wickets fallen will increase to 1, the batsman one's score will be changed to 0, The last man will display the score for batsman one (6) who was out, the last wicket will change to the present score (10), the partnership will change to 0 and the batsman's number will change to 3.

Overs

To increment the number of overs press the overs button and then press and release the increment button. The overs will increase to 1. This is repeated after each over. Some leagues set the number of overs to play and decrease the overs to show the overs remaining. This is easily done by setting the overs to play at the start of the innings to say 45 then decreasing the overs at the end of each over by pressing and releasing the decrement button instead of the increment button.

Close of innings

When the first innings is closed (all out, declared or all the overs have been bowled) the score board will require to be reset for the next innings. Press the first innings button then the reset button. When the reset button is released the total will be transferred to the first innings, the batsman's numbers will be reset to 1 and 2 and all the other numbers will be reset to 0.

You can now continue with the second innings in the same way as the first innings scores were entered.

Tip

Allow the score to be shown when a batsman is out until he returns to the pavilion so that the audience can look at the score board. Similarly allow time for the audience to see the scoreboard at the close of the innings before resetting it for the second innings.

Correcting mistakes

Runs

If you make a mistake when adding runs this can easily be corrected by pressing the function (batsman, extras etc) and the decrement button to reduce the score. For example, if you add 3 runs to the wrong batsman, decrement his score and then add it to the correct batsman. The total and partnership will reduce as you take runs off and then increase as you add them on again. This process is the same for correcting the extras.

Batsman is out

Should you give the wrong batsman out then you can reset the scoreboard to the status it was in just before you pressed the wickets button.

If you have given batsman one out and it should have been batsman two then press the wickets button and then whilst holding down the wickets button press the reset button. When the reset button is released the display will revert to show what was on the scoreboard immediately before the wicket fell including the partnership, last man and last wicket. You can now give batsman two out and then proceed with the scoring. The data for the display for the previous wicket is stored in memory until the next wicket falls or the innings is closed.

If you have added runs after the fall of the wicket then these will be cancelled when the scoreboard is reset. You will have to update the scoreboard for any runs which you have missed since you made the mistake.

Close of Innings

When all the batsmen are out or the innings is closed the scorers and umpires will compare the scorebooks and agree the totals. If there is a discrepancy this should be fixed before the close of innings button is pressed so the scoreboard shows the correct information. If you have transferred the score to show the 1st innings total and it is incorrect then you can undo this action by pressing the total button and whilst holding the total button down press the reset button. When the reset button is released the display will revert to what was showing before the innings was closed. The data is stored until the next wicket falls so you can transfer the information after the second innings commenced but you will have to reenter the second innings scores again. You can also change the 1st innings display by pressing the first innings button and whilst holding it down press the increment or decrement buttons.

You may leave the scoreboard displaying the totals at the end of the innings until the next innings is ready to start so the audience can see the totals during the break.

Umpires Light

To acknowledge the umpires signal press the reset button which will flash the umpires light on the scoreboard.



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