

# **OPERATING INSTRUCTIONS**

352MS3000 / 352MS3020

352MS7000 / 352MS7020

352MB3000 / 352MB3020

352MB7000 / 352MB7020

352MB3003 / 352MB3023

352MF7000 / 352MF7020

352MF3003 / 352MF3023

Radio controlled transmission

Cable transmission

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## ***BEFORE A MATCH...***

Turn on the scoreboard if necessary.

### RADIO CONTROLLED TRANSMISSION MODEL

Press the ON/OFF key on the control console for several seconds: an introductory message will appear. The remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the 12Vdc transformer/battery charger supplied.

### CABLE TRANSMISSION MODEL

Connect the transmission cable between the control console and the small wall junction box. Press the ON/OFF key on the control console for several seconds: an introductory message will appear.

The control console will then enter into the last sport programmed (see the different sports – following pages).

To change the sport, press key **27** several times.

Select the desired sport by pressing its key number, then program it by following the instructions on the LCD readout.

N.B. : This programming must be completed before the match can start.

## ***IN CASE THE CONTROL CONSOLE IS SWITCHED OFF BY MISTAKE***

The match information is safeguarded in memory in the control console.

As soon as the control console is turned on again, the match results return automatically.

N.B. : It is necessary to stop the timers before being able to turn off the control console.

## ***AFTER A MATCH...***

### RADIO CONTROLLED TRANSMISSION MODEL

The control console is equipped with batteries allowing a minimum autonomy of 20 hours when totally charged.

When not being used for a match or training, switch off the main control console, disconnect the other control consoles, and plug in the 12Vdc transformer/battery charger supplied.

The control console should remain in recharge permanently whilst not in use.

*(Slow charging system does not deteriorate the batteries).*

### CABLE TRANSMISSION MODEL

Disconnect the liaison cable and put it away in the carrying case with the control console.

## ***STANDARD TIME SETTING***

This scoreboard is equipped with a clock which indicates the time as long as a sport has not been programmed on the control console.

Setting the time on the clock :

Turn on the control console as previously indicated (ON/OFF key).

Select the clock time setting by pressing key **18**.

Program the hours by pressing keys **0** to **9**, and enter your choice on key **23**.

Program the minutes in the same way and enter your choice on key **23**.

Turn off the control console (ON/OFF key), and plug it in for recharge.

N.B. : The time is permanently safeguarded in memory in case of a power failure.

## ***RADIO CONTROLLED / CABLE TRANSMISSION***

### STANDARD RADIO CONTROLLED MODEL

This scoreboard is equipped with 6 different preset transmission frequencies and can also be used in cable transmission mode. To change the channel or the transmission mode, press key **27** several times to access to sport selection. Then press key **27** for 1 second and :

Choose cable transmission mode by pressing key **0** : the radio transmission mode is off.

Or choose a different radio channel by pressing keys **1** to **6**.

## **BASKETBALL**

In basket-ball mode, different separate control consoles are supplied : the timer can be controlled either by the main control console or the separate timer one (see "TIMER CONTROL CONSOLE" – following page).

Connect all the control consoles together using the short liaison control cables supplied.

Turn on the control console by pressing the ON/OFF key for several seconds.

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Basket-ball by pressing the key number indicated on the LCD readout.

Choose if the match will be played in 2 or 4 periods :

2 PERIODS : key **0**      4 PERIODS : key **9**.

Choose the time remaining before the match starts :

Program the minutes by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

The same way, choose the length of the play periods, the length of the time-outs, the length of the extra-time periods and the length of the main rest period (other rest periods : 2 minutes).

### MATCH OPERATION :

Start the pre-match timer by pressing key **18**. The horn will sound automatically at the end of the programmed time. It is also possible to charge the 1st playing period by pressing key **28**.

Then, start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

During a play period it is possible to visualise count-up time on the control console's LCD readout by pressing key **21**. To return to countdown mode, repress key **21**.

At the end of the play period the horn will sound automatically. The rest period timer is activated automatically. At the end of the rest period the horn will also sound automatically. The next playing period time is charged automatically. The number of team fouls are returned to zero (except at extra-time period). The number of time-out requests only reach zero at half game time and at extra-time periods. Start the timer by pressing key **18**.

Note 1 : at the end of the 4<sup>th</sup> quarter and at the end of each extra-time, the rest timer does not start automatically : press key **18** if you want to start a rest period.

Note 2 : in case of the timer has not been stopped enough quickly in the last remaining seconds of a period (rest time in progress), return to the play period timer by pressing simultaneously keys **16** and **18**.

When a time-out is requested, first press key **18** to stop the game timer, then press key **17**. The number of time-outs requested by each team can be increased by pressing either keys **10** or **26** depending on the side. The horn will sound automatically at the end of the time-out.

Team points : if "Individual fouls/points" control console is connected and individual points function is used : the team points are automatically accumulated on the main control console. Otherwise, the team points are counted by pressing keys **10**, **12**, **14**, **22**, **24** or **26** depending on the scoring side and the number of points.

Team fouls : if "Individual fouls/points" control console is connected : the team fouls are automatically accumulated on the main control console. Otherwise, the team fouls are counted by pressing keys **11** or **25** depending on the side.

Modify the ball position indicator by pressing key **20**.

Sound the horn manually by pressing key **19**.

To carry out a correction, keep key **16** pressed and :

Reduce the points by pressing keys **10, 12, 14, 22, 24** or **26**, depending on the side.

Reduce the team fouls by pressing keys **11** or **25** ("Individual fouls/points" control console not connected).

Correct the period number by pressing key **28**.

Correct the timer (once stopped) by pressing key **18**.

#### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify programmed times press key **27**, after having pressed simultaneously keys **16** and **15**.

## ***BASKETBALL / HANDBALL / HOCKEY / FUTSAL TIMER CONTROL CONSOLE***

**IMPORTANT : connect the control consoles together, switch on the main control console and program it in basket-ball, handball, hockey or futsal mode before switching on the timer control console.**

Turn on the control console by pressing the ON/OFF key for several seconds : an introductory message will appear on the LCD readout.

The control console is ready to run the timer.

To start/stop the timer or the time-out and to sound the horn manually, use the same keys as the main control console keys.

## **HANDBALL**

In Handball mode, different separate control consoles are supplied : the timer can be controlled either by the main control console or the separate timer one (see "TIMER CONTROL CONSOLE" – page 4).

Connect the control consoles together using the short liaison control cables supplied.

Turn on the control console by pressing the ON/OFF key for several seconds.

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Handball by pressing the key number indicated on the LCD readout.

Choose the timing mode of the play periods :

"Count-up timer" press key **0** or "Count-down timer" press key **9**.

Choose the mode of display of the game timer :

" Period time" press key **0** or " Total time" press key **9**.

Choose the time remaining before the match starts :

Program the minutes by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

The same way, choose the length of the play periods, the length of the time-outs and the length of the extra-time periods.

Choose the timing mode of the main rest period :

"Count-up timer" press key **0** or "Count-down timer" press key **9**.

Choose the length of the main rest period.

### MATCH OPERATION :

During a match, select or cancel the automatic horn function at the end of the playing period by pressing keys **16** and **19** simultaneously. (The horn function is indicated by an "b" on the console's LCD readout).

Start the pre-match timer by pressing key **18**. The horn will sound automatically at the end of the programmed time (if selected). It is also possible to charge the 1st playing period by pressing key **28**.

Then, start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

At the end of the play period the horn will sound automatically (if selected). The rest period timer is activated automatically. At the end of the main rest period the horn will also sound automatically (if selected). The next playing period time is charged automatically. Start the timer by pressing key **18**.

Note : in case of the timer has not been stopped enough quickly in the last remaining seconds of a period (rest time in progress), return to the play period timer by pressing simultaneously keys **16** and **18**.

At the end of the last play period and at the end of each extra-time, the rest timer does not start automatically : press key **18** if you want to start a rest period (not limited to the programmed time). Recharge an extra-time period by pressing key **28**.

When a time-out is requested, first press key **18** to stop the game timer, then press key **17**. The number of time-outs requested by each team can be increased by pressing either keys **10** or **26** depending on the side. The horn will sound automatically at the end of the time-out (if selected).

Activate an exclusion timer by pressing keys **12**, **13**, **14**, **22**, **23** or **24**, depending on the side (maximum of 3 exclusions per team) : press the appropriate key once for a 2 minute exclusion and twice for a 4 minute exclusion.

The points are counted by pressing keys **10** or **26**, depending on the side.

Sound the horn manually by pressing key **19**.

To carry out a correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Suppress the exclusion timers by pressing keys **12**, **13**, **14**, **22**, **23** or **24**, depending on the side.

Correct the period number by pressing key **28**.

Correct the timer (once stopped) by pressing key **18**.

### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify programmed times press key **27**, after having pressed simultaneously keys **16** and **15**.

## ***VOLLEYBALL***

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

### **MATCH PROGRAMMING :**

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Volleyball by pressing the key number indicated on the LCD readout.

Do you want to have automatic technical time-outs or not:

NO : key **0**      YES : key **9**.

If you decided to have automatic technical time-outs :

choose the length of the technical time-outs by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

The same way, choose the length of the other time-outs.

### **MATCH OPERATION :**

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

Return the timer to zero if necessary by pressing key **28**.

When a standard time-out is requested, press key **17**. The number of standard time-outs requested by each team is increased either by pressing keys **10** or **26**, depending on the side.

If you decided to have automatic technical time-outs : in the first 4 sets, the technical time-outs start automatically and the horn sounds automatically (if selected) when the first team scores 8 or 16 points.

The horn will sound automatically at the end of the time-outs.

Note : select or cancel the automatic horn function at the begin of the technical time-outs by pressing keys **16** and **19** simultaneously. (The horn function is indicated by an "h" on the console's LCD readout).

The points are counted by pressing keys **10** or **26**, depending on the side.

Inverse the service side by pressing key **20**.

Enter the sets won by pressing key **23**.

Sound the horn manually by pressing key **19**.

Manipulation errors can be corrected by pressing key **13** (the 3 last manipulation are taken into account).

To carry out another correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Correct the timer (once stopped) by pressing key **18**.

To display the clock instead of the game timer on the scoreboard (or vice-versa) press keys **16** and **28** simultaneously.

### **THE MATCH END :**

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify programmed times press key **27**, after having pressed simultaneously keys **16** and **15**.

# TENNIS

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

## MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Tennis by pressing the key number indicated on the LCD readout.

Choose if the match will be played in best of 3 or best of 5 sets :

3 SETS : key **0**

5 SETS : key **9**.

Choose if the match is to be played with or without "Tie-Break" :

WITHOUT : key **0**

WITH : key **9**.

If the match is to be played with "Tie-Break", choose if the last set is to be played with or without "Tie-Break" as well:

WITHOUT: key **0**

WITH: key **9**.

## MATCH OPERATION :

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

Return the timer to zero if necessary by pressing key **28**.

The points are counted by pressing keys **10** or **26**, depending on the side ; the games and sets won will be added automatically.

The service side is inversed automatically at each game and during the Tie-Breaks. However, if necessary the service side can be inversed manually by pressing key **20**.

The display can be manually inversed during a match by pressing key **21**.

Manipulation errors can be corrected by pressing key **13** (the 3 last manipulation are taken into account).

To carry out another correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Correct the timer (once stopped) by pressing key **18**.

To display the clock instead of the game timer on the scoreboard (or vice-versa) press keys **16** and **28** simultaneously.

## THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify the program press key **27**, after having pressed simultaneously keys **16** and **15**.



## **TABLE TENNIS**

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Table Tennis by pressing the key number indicated on the LCD readout.

Choose if the match will be played in best of 5 or best of 7 sets :

5 SETS : key **0**

7 SETS : key **9**.

### MATCH OPERATION :

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

Return the timer to zero if necessary by pressing key **28**.

The points are counted by pressing keys **10** or **26**, depending on the side.

Enter the sets won by pressing key **23**.

The service side is inversed automatically. However, if necessary the service side can be inversed manually by pressing key **20**.

The display can be manually inversed during a match by pressing key **21**.

Manipulation errors can be corrected by pressing key **13** (the 3 last manipulation are taken into account).

To carry out another correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Correct the timer (once stopped) by pressing key **18**.

To display the clock instead of the game timer on the scoreboard (or vice-versa) press keys **16** and **28** simultaneously.

### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify the program press key **27**, after having pressed simultaneously keys **16** and **15**.

## **BADMINTON**

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Badminton by pressing the key number indicated on the LCD readout.

Choose if the sets are to be played in 21 points (rules 2006) or in 15/11 points (previous rules) :

21 POINTS : key **0**.      15/11 POINTS : key **9**.

In 15/11 points rules only (previous rules) :

Choose between WOMEN : key **0** and      MEN : key **9**

Choose between SINGLES : key **0** and      DOUBLES : key **9**

### MATCH OPERATION :

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

Start or stop a rest timer by pressing key **17**.

Return the timer to zero if necessary by pressing key **28**.

The points are counted by pressing keys **10** or **26**, depending on the side.

Change the serving side by pressing key **20**.

Enter the sets won by pressing key **23**.

Enter into prolongation by pressing key **28** (in 15/11 points rules only).

The display can be manually inversed during a match by pressing key **21**.

Manipulation errors can be corrected by pressing key **13** (the 3 last manipulation are taken into account).

To carry out another correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Correct the timer (once stopped) by pressing key **18**.

To display the clock instead of the game timer on the scoreboard (or vice-versa) press keys **16** and **28** simultaneously.

### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify the program press key **27**, after having pressed simultaneously keys **16** and **15**.

## **HOCKEY**

In Hockey mode, different separate control consoles are supplied : the timer can be controlled either by the main control console or the separate timer one (see "TIMER CONTROL CONSOLE" – page 4).

Connect the control consoles together using the short liaison control cables supplied.

Turn on the control console by pressing the ON/OFF key for several seconds.

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Hockey by pressing the key number indicated on the LCD readout.

Choose the timing mode :

"Count-up timer" press key **0** or "Count-down timer" press key **9**.

Choose if the match will be played in 2, 3 or 4 periods :

2 PERIODS : key **2**      3 PERIODS : key **3**      4 PERIODS : key **4**.

Choose the time remaining before the match starts :

Program the minutes by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

The same way, choose the length of the play periods, the length of the time-outs, the length of the extra-time periods and the length of the rest periods.

### MATCH OPERATION :

Start the pre-match timer by pressing key **18**. The horn will sound automatically at the end of the programmed time. It is also possible to charge the 1st playing period by pressing key **28**.

Then, start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

At the end of the play period the horn will sound automatically. The rest period timer is activated automatically. At the end of the rest period the horn will also sound automatically. The next playing period time is charged automatically.

Start the timer by pressing key **18**.

Note : in case of the timer has not been stopped enough quickly in the last remaining seconds of a period (rest time in progress), return to the play period timer by pressing simultaneously keys **16** and **18**.

At the end of the last play period and at the end of each extra-time, the rest timer does not start automatically : press key **18** if you want to start a rest period (not limited to the programmed time). Recharge an extra-time period by pressing key **28**.

When a time-out is requested, first press key **18** to stop the game timer, then press key **17**. The number of time-outs requested by each team can be increased by pressing either keys **10** or **26** depending on the side. The horn will sound automatically at the end of the time-out.

Activate an exclusion timer by pressing keys **12**, **13**, **14**, **22**, **23** or **24**, depending on the side (maximum of 3 exclusions per team) : press the appropriate key once for a 2 minute exclusion, twice for a 5 minute exclusion and 3 times for a 10 minute exclusion.

The points are counted by pressing keys **10** or **26**, depending on the side.

Sound the horn manually by pressing key **19**.

To carry out a correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Suppress the exclusion timers by pressing keys **12**, **13**, **14**, **22**, **23** or **24**, depending on the side.

Correct the period number by pressing key **28**.

Correct the timer (once stopped) by pressing key **18**.

### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify programmed times press key **27**, after having pressed simultaneously keys **16** and **15**.

## **FUTSAL**

In Futsal mode, different separate control consoles are supplied : the timer can be controlled either by the main control console or the separate timer one (see "TIMER CONTROL CONSOLE" – page 4).

Connect the control consoles together using the short liaison control cables supplied.

Turn on the control console by pressing the ON/OFF key for several seconds.

### MATCH PROGRAMMING :

If the control console was used previously for this sport, either :

Press key **27** to be able to program it.

Press keys **16** and **15** simultaneously in order to be able to start a new match, without modifying the program.

If the control console was not used previously for this sport, press key **27** twice to access to sport selection, then choose Futsal by pressing the key number indicated on the LCD readout.

Choose the timing mode of the play periods :

"Count-up timer" press key **0** or "Count-down timer" press key **9**.

Choose the length of the play periods :

Program the minutes by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

The same way, choose the length of the time-outs and the length of the extra-time periods.

Choose the timing mode of the main rest period :

"Count-up timer" press key **0** or "Count-down timer" press key **9**.

Choose the length of the main rest period.

### MATCH OPERATION :

During a match, select or cancel the automatic horn function at the end of the playing period by pressing keys **16** and **19** simultaneously. (The horn function is indicated by an "b" on the console's LCD readout).

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

If "automatic horn function" is selected : the horn will sound automatically at the end of the playing period. The rest period timer is activated automatically.

If "automatic horn function" is cancelled : the timer stops automatically at the end of the playing period. The rest timer does not start automatically to enable a penalty kick to be taken : press key **18** to start the rest period.

At the end of the main rest period the horn will also sound automatically (if selected). The next playing period time is charged automatically. Start the timer by pressing key **18**.

At the end of the last play period and at the end of each extra-time : press key **18** if you want to start a rest period (not limited to the programmed time). Recharge an extra-time period by pressing key **28**.

When a time-out is requested, first press key **18** to stop the game timer, then press key **17** (except during the extra-time periods). The number of time-outs requested by each team can be increased by pressing either keys **10** or **26** depending on the side. The horn will sound automatically at the end of the time-out (if selected).

Activate an 2mn-exclusion timer by pressing keys **12**, **13**, **23** or **24**, depending on the side (maximum of 2 exclusions per team).

The points are counted by pressing keys **10** or **26**, depending on the side.

The team fouls are counted on buttons **11** or **25**, depending on the side.

Sound the horn manually by pressing key **19**.

To carry out a correction, keep key **16** pressed and :

Reduce the points by pressing keys **10** or **26**, depending on the side.

Reduce the team fouls by pressing keys **11** or **25**, depending on the side.

Suppress the exclusion timers by pressing keys **12**, **13**, **23** or **24**, depending on the side.

Correct the period number by pressing key **28**.

Correct the timer (once stopped) by pressing key **18**.

### THE MATCH END :

To start a new match, press simultaneously on keys **16** and **15** (return to zero procedure).

To modify programmed times press key **27**, after having pressed simultaneously keys **16** and **15**.

## **TIMER FUNCTION**

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

### TIMER PROGRAMMING :

If the control console was used previously in this function, either :

Press key **27** to be able to program it.

Press key **28** to start a new timer with the same programmed times.

If the control console was not used previously for this function, press key **27** twice to access to sport/function selection, then choose the Timer function by pressing the key number indicated on the LCD readout.

Choose the timing mode :

"Count-up" by pressing key **0** or "Count-down" by pressing key **9**.

In the count-down mode, select the length of time desired, by pressing keys **0** to **9**. Enter your choice by pressing key **23**.

### TIMING :

Start the timer by pressing key **18**. Each time key **18** is pressed, the timer starts and stops alternatively.

In count-down mode, the horn will sound automatically at the end of the programmed time. The timer will continue in count-up mode on the control console's LCD readout.

Sound the horn manually by pressing key **19**.

### THE TIMER ENDED :

To recharge the initial time, press key **28**.

To modify programmed times, press key **28**, then key **27**.

## ***TRAINING FUNCTION***

Turn on the control console by pressing the ON/OFF key for several seconds (the other control consoles are not used in this mode).

### **TRAINING PROGRAMMATION :**

If the control console was used previously in this function, either :

Press key **27** to be able to program it.

Press key **28** to start a new training period with the same programmed times.

If the control console was not used previously for this function, press key **27** twice to access to sport/function selection, then choose the Timer function by pressing the key number indicated on the LCD readout.

Choose the length of the workout periods :

Program the minutes by pressing keys **0** to **9**, and enter your choice on key **23**.

Program the seconds in the same way and enter your choice on key **23**.

Choose the length of the rest periods in the same way as with the workout periods.

Choose the number of workout/rest period cycles to be undertaken by pressing keys **0** to **9**, and enter your choice on key **23**.

### **TRAINING :**

Start the timer by pressing key **18**. The workout and rest periods run through automatically, without having to manipulate the control console.

Select or cancel the automatic horn function at the end of each period by pressing keys **16** and **19** simultaneously. (The horn function is indicated by an "HORN" on the console's LCD readout).

Sound the horn manually by pressing key **19**.

### **THE TRAINING ENDED :**

To recharge a new training period, press key **28**.

To modify programmed times, press key **28**, then key **27**.

## TECHNICAL DATA

### SCOREBOARD PANEL :

MODEL	DIMENSIONS (mm) L x H x D	WEIGHT (without cables)	POWER SUPPLY	POWER CONSUMED (max.)	PROTECTION (5x20 mm external fuses)
352MS3000, 352MS7000	1500x1000x90	24 kg	230V / 50-60Hz 0,6A	140VA	1,6A (under scoreboard)
352MS3020, 352MS7020	2704x1000x90	54 kg (24+2x15)	230V / 50-60Hz 0,8A	180VA	1,6A (under scoreboard)
352MB3000, 352MB7000	1900x1150x90	32 kg	230V / 50-60Hz 0,6A	140VA	1,6A (under scoreboard)
352MB3020, 352MB7020	3104x1150x90	64 kg (32+2x16)	230V / 50-60Hz 0,8A	180VA	1,6A (under scoreboard)
352MB3003	1900x1600x90	45 kg (28+17)	230V / 50-60Hz 0,9A	210VA	1,6A (on to scoreboard) 1,6A (under scoreboard)
352MB3023	3104x1600x90	85 kg (28+17+2x20)	230V / 50-60Hz 1,1A	250VA	1,6A (on to scoreboard) 1,6A (under scoreboard)
352MF7000	2600x1800x90	72 kg (35+33+4)	230V / 50-60Hz 1A	230VA	1,6A (on to scoreboard)
352MF7020	4304x1800x90	120 kg (35+33+4+2x24)	230V / 50-60Hz 1,3A	300VA	3x1,6A (on to scoreboard)
352MF3003	2600x2200x90	87 kg (35+48+4)	230V / 50-60Hz 1,4A	330VA	1,6A (on to scoreboard) 1,6A (under scoreboard)
352MF3023	4304x2200x90	145 kg (35+48+4 +2x29)	230V / 50-60Hz 1,6A	370VA	3x1,6A (on to scoreboard) 1,6A (under scoreboard)

### NOTE - 110V models :

The current consumption specified above should be doubled.

### TIMER CONTROL CONSOLE :

Dimensions : 145 x 150 x 40 mm

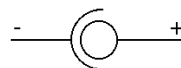
Weight : 150 g

### MAIN CONTROL CONSOLE :

Dimensions : 340 x 175 x 60 mm

Weight : 650 g

### RADIO CONTROLLED MODEL



Mains adapter : 230V (or 110V if specified) 50/60 Hz / 12 VDC 300 mA (min)

Control console batteries : NIMH 5x1,2 V 750 mAh (20 hours autonomy minimum).

Transmit frequency : 869,7-870,0MHz.

### CONTROL CONSOLE RECHARGE :

Turn off the control console. Disconnect the control consoles.

Plug the mains adapter into the back of the main control console, then plug it into an appropriate mains outlet (230V or 110V).

**Leave the main control console under constant recharge when not in use**

### 352MB.. - HORN LOUDNESS :

The horn is not equipped with the possibility to adjust the loudness of its sound.

However, it is possible to dampen down the sound by replacing the grill in front of the horn by a closed plate of the same dimension (180x160mm).

### ENVIRONMENT AND RECYCLING :

Please help us to protect the environment by disposing of the packaging in accordance with the national regulations for waste processing.



#### Recycling of obsolete appliances :

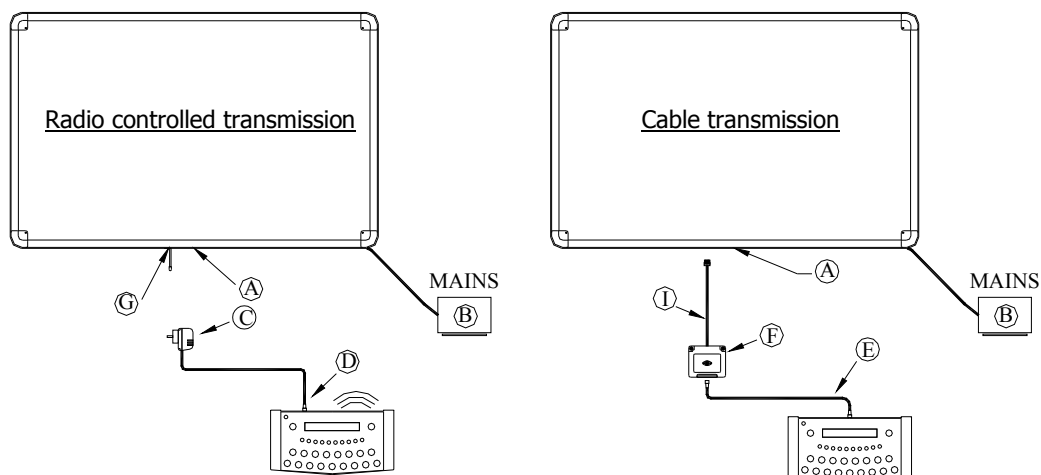
Appliances with this label must not be disposed off with the general waste. They must be collected separately and disposed off according to local regulations.

## TECHNICAL HELP

This form describes the procedure, if dysfunctions occur (see diagrams on this page).

dysfunction	Checking	Solutions
The scoreboard does not display day time (the control console is off).	<ol style="list-style-type: none"> <li>1. Check the fuse or the circuit breaker in the electrical cupboard in the hall (B).</li> <li>2. Check the fuse (A) of the scoreboard.</li> </ol>	<p>Replace the fuse 4A or reload the circuit breaker.</p> <p>If necessary, replace the fuse.</p>
<u>Radio controlled transmission</u> The control console can not be switched on.	<ol style="list-style-type: none"> <li>1. Check the external state of charger (C) and its plug (D).</li> <li>2. Check if the plug (on which the charger is plugged), is supplied with 230V (or 110V).</li> <li>3. Put the control console in charge during 24 hours.</li> </ol>	<p>If necessary : contact our After-Sale-Service to get a new charger.</p> <p>Plug the charger in another plug.</p>
<u>Cable transmission</u> The control console can not be switched on.	<ol style="list-style-type: none"> <li>1. Check the external state of the different cables (E and I), of the wall-mounted box (F) and of its connector.</li> </ol>	<p>If necessary : contact our After-Sale-Service to get some new spare parts.</p>
<u>Radio controlled transmission</u> The control console displays the timer, the score, but the information are not displayed on the scoreboard (the scoreboard displays day time).	<ol style="list-style-type: none"> <li>1. Check the antenna (G) of the scoreboard. Check if it has been get out properly and if it is not damaged.</li> <li>2. Switch off the control console. Cut off the power from electrical cupboard in the hall (B). Wait for 5 minutes, then put the power back on and switch on the control console.</li> </ol>	<p>If necessary : get correctly the antenna out.</p> <p>If necessary : contact our After-Sale-Service to replace an antenna.</p>
<u>Cable transmission</u> The control console displays the timer, the score, but the information are not displayed on the scoreboard (the scoreboard displays day time).	<ol style="list-style-type: none"> <li>1. Check the external state of the different cables (E and I), of the wall-mounted box (F) and of its connector.</li> <li>2. Switch off the control console. Cut off the power from electrical cupboard in the hall (B). Wait for 5 minutes, then put the power back on and switch on the control console.</li> </ol>	<p>If necessary : contact our After-Sale-Service to get some new spare parts.</p>

If dysfunctions persist or if these dysfunctions are different from those mentioned above, please contact our After-Sale-Service in indicating the model and serial number of the scoreboards installed in the hall. The pattern cards are located under the control consoles and under the scoreboards.





**Note : 352MF & 352MB30x3 : the antenna and the fuses are located on the top of the scoreboard.**



# STRAMATEL

Zone Industrielle de Bel Air  
F-44850 LE CELLIER / FRANCE

 France : 02-40-25-46-90

 International : ++33 240-25-46-90

**Fax** : 02-40-25-30-63 **Fax international** : ++33 240-25-30-63

 [stramatel@stramatel.fr](mailto:stramatel@stramatel.fr)