

Bespoke Scoreboards



Operating and set up Instructions

Version 8 software

Bespoke Scoreboards

Operating Instructions

Introduction

The information displayed on your Scoreboard is changed using the Scoreboard controller. This Controller is suitable for use with all of our scoreboards which can display any, or all of the following information:

- Total
- Wickets
- Overs
- Batsman's Score
- Batsman's Number
- Facing Batsman Indication
- Extras
- Last Innings
- Umpires Light
- Duckworth Lewis
- Bowler's Numbers
- Last Man
- Partnership
- Last Wicket
- Static Overs
- Runs Required
- 75% (Par Score)
- 2/3rd's Score
- Run Rate

Switch on

To switch the controller on, connect it to the power supply using the supplied lead, then press the power button on the face of the controller. Wireless controllers come with an internal battery, so as long as this is charged, just press the power button to turn it on.

At switch on the controller displays the last score entered from the previous match. To reset the controller turn it off using the power button, then press and hold down the green **Reset** button while turning the power back on again. This will reset the controller for the start of a new match and wipe clear the score from the previous match. The controller saves a copy of the score to its internal memory after every event (change of information) in case of a power failure or accidental switch off.

The scores for Total, Wickets, Overs, Batsman's scores and Extras will display a 0. The Left hand side Batsman Number will display a 1 and the right hand side Batsman's number will display a 2. Both the Facing Batsman Indicators will be illuminated The Last Innings score, Last Man, Partnership and Last Wicket will remain blank.

Operation

Set the Facing Batsman's indicator on the scoreboard by pressing the appropriate Batsman's button

Batsman Number 1 scores

To add runs to Batsman Number 1's score, press and hold down the Green button next to the left hand side **Batsman's** Score (Batsman Number 1), press the red **Plus (+)** button. One run will be added to Batsman Number 1's score. One run will automatically be added to the Total score and to the Partnership score.

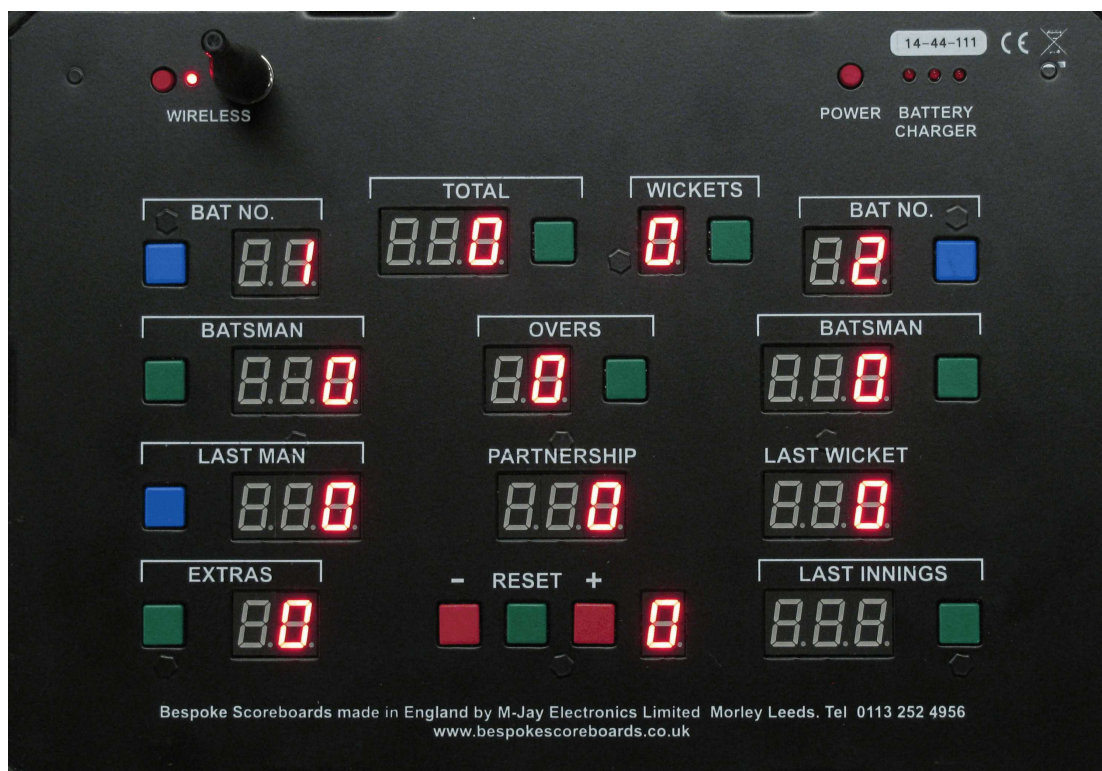
To add more than one run, press and hold down the Green **Batsman** Number 1's Score button and press the **Plus** button more than once. The Total and Partnership scores will automatically change too.

To remove a run from Batsman Number 1's score, press and hold down the Green **Batsman** button, then press the Red **Minus (-)** button and a run will be removed. Again the Total score and the Partnership score will automatically be changed.

Batsman Number 2 scores

To add runs to Batsman Number 2's score press and hold down the Green button next to the Right hand side **Batsman's** Score (Batsman Number 2) and add runs by pressing the **Plus** button. To take runs away press and hold the green **Batsman** Number 2 button and press the **Minus** button.

On the Control Panel there is a number displayed to the right of the Plus button. This number displays how many runs have been added or subtracted during the last operation and is useful for checking that you have entered the correct information to the scoreboard.



Extras scored

Press and hold down the Green **Extras** button and press the **Plus** button the required number of times. The Extras digits will now show how many Extras have been scored and the Total and Partnership score will automatically change too.

Overs

To add an Over to the scoreboard, press and hold down the Green **Overs** button while pressing the **Plus** button.

If your Cricket League counts down the Overs remaining, press and hold down the **Overs** button and repeatedly press the **Plus** button until the number of Overs being played in your match is displayed. After an Over is bowled, this time press and hold down the **Overs** button, but press the **Minus** button once and the Overs will count down by 1.

Fall of a wicket - Batsman is out

Press and hold down the **Batsman** button, of the batsman who is out. Press the **Wickets** button once and the Wickets display will go up by one. At the same time the Bat No. will change, the Batsman's score will be reset to Zero, the Partnership will reset to Zero. The Last Man will display the score of the Batsman who has just been declared out and the Last Wicket will display the Total score at the fall of the last wicket.

If a mistake has been made and the last batsman was not out, then the fall of the wicket can be undone. Whilst holding down the **Wickets** button press the **Reset** button. This will restore the scoreboard back to how it was before the fall of the wicket. If runs have been added after the fall of the wicket then these will be deleted when the scoreboard is restored and will need to be added to the score again. It is possible to return to the previous Batsman's score until another Wicket falls or a Batsman Retires.

It is recommend that the Batsman's score is left on display for people to see until the batsman has returned to the pavilion.

Batsman Retires

To retire a Batsman, press and hold the **Batsman's** score button and press the **Reset** button. This will change the Bat No., Batsman's score, Partnership, Last Man and Last Wicket. It will not change the Wickets display.

A Retirement can be undone by pressing and holding down the **Wickets** button then pressing the **Reset** button. It is possible to return to the previous Batsman's score until another Wicket falls or a Batsman Retires.

Close of innings

When the last innings is closed (all out, declared or all the overs have been bowled) the scoreboard will need to be reset for the next innings. Press and hold down the **Last Innings** button then the **Reset** button. This will move the Total score from the previous innings to the Last Innings score, reset the Batsman's Numbers to one and two and reset all the other displays to Zero.

The Close of Innings can also be undone by holding down the **Total** button and pressing the **Reset** button. This will restore the scoreboard back to how it was before closing the innings. It is possible to return to the previous Innings score up until the fall of the first wicket or until a batsman retires.

It is recommend that the previous innings score is left on display for people to see until the next innings starts.

Umpires Light

To acknowledge the umpire, the umpires light on the scoreboard is lit by pressing the **Reset** button. The light will stay lit until the button is released.

Additional features

Runs Required

Runs required are automatically calculated by the controller and will be displayed on the scoreboard if you have this facility when the last innings is closed. At the close of the last innings a one is added to the score and displayed. This display then counts down as each run is scored in the second innings. Runs required are not displayed on the controller.

75%

Some leagues require 75% of the last innings score to be displayed following the close of the innings. This is automatically calculated and the result is rounded up to the next whole number following the close of the first innings. This information is not displayed on the controller but will be displayed on the scoreboard if you have this facility.

To save space on the controller, these following features are not displayed all the time.

Bowlers numbers

To change the Bowlers Numbers requires three buttons to be pressed at the same time.

Press and hold down one of the blue **Batsman's Numbers** and the **Reset** button. The display will show the bowlers numbers in place of the batsman's numbers on the controller. Then while still pressing and holding down the two buttons press either **Plus** or **Minus** to change the bowler's number on the side which has the batsman's button pressed. When you release the buttons the control panel display will revert to showing the batsman's numbers and the scoreboard will show the new bowler's number if you have this facility.

Static Overs

Some leagues require the total number of overs being played to be displayed unchanged throughout the match. We've called this Static Overs.

To change the Static Overs requires three buttons to be pressed at the same time. Press and hold down both **Overs** and **Reset**. The Static Overs value will appear on the controller, temporarily replacing the

Overs display. While still holding down Overs and Reset, press either the **Plus** or **Minus** button to set the value.

On releasing the Overs and Reset buttons, the controller will return to displaying Overs, but your scoreboard will continue to display static overs if you have this facility.

Duckworth Lewis

The controller can display Duckworth Lewis (DL), but can not calculate it. You will need to calculate the DL score yourself using either tables or an app.

When the last innings is closed, a copy of the last innings score is automatically displayed on DL. The DL score can then be adjusted to your calculation. To change the DL score requires three buttons to be pressed at the same time.

Press and hold down both **Last Innings** and **Batsman** number 2. The last innings display on the controller will now display the DL score, temporarily replacing the Last Innings display. While still holding down last innings and batsman, press either the **Plus** or **Minus** button to set the value.

On releasing last innings and batsman, the control panel display will revert back to displaying last innings while the scoreboard continues to display DL if you have this facility.



Hampsthwaite Cricket Club, North Yorkshire

Junior Pairs Cricket Instructions

The controller can be preset to display 200 runs at the start of each innings for use in Junior Pairs Cricket. Before switching on, press and hold down the **Total** button then switch the **Power on** to enter Junior Pairs mode.

Runs

To add runs to the batsman's score, press and hold down one of the two **Batsman's** buttons while pressing the **Plus** button for the number of runs required. To add extras, press and hold down the **Extras** button and press the **Plus** button for the number of extras required. The total score will automatically be calculated from the scores of both batsmen and extras.

Overs

To add to the number of overs bowled, press and hold down the **Overs** button, then press the **Plus** button for the number of overs required.

Fall of a Wicket

Press and hold down the **Wickets** button, and press the **Plus** button. Then to reduce the total, press and hold down the **Total** button while pressing the **Minus** button for the number of runs required.

The next Pair of Batsmen

When the batsmen have had their overs and the next pair come in to bat, press and hold the **Batsman's Number** button, then press the **Plus** button (probably twice) to move to the desired Batsman's Number. This will automatically clear the batsman's score for the next batsman. You will need to do this for both batsmen.

End of Innings

To close the innings, press and hold down the **Last Innings** button while pressing the **Reset** button. This will move the total score to the last innings and reset the scoreboard ready for the next innings.

To Undo Mistakes

Mistakes are easy to correct. If you have put too many runs on a batsman, press and hold down that **Batsman's** button and press the **Minus** button for the required number of runs needed. Errors can be corrected in the same way for Overs, Extras, Wickets, Total and Batsman's Numbers.

If the innings are closed by mistake, they can be restored by holding down the **Total** button while pressing **Reset**.

Umpires Light

To acknowledge the umpire, the umpires light on the scoreboard is lit by pressing the **Reset** button. The light will stay lit until the button is released.

Last Man, Partnership and Last Wicket

Last Man, Partnership and Last Wicket are not used when in Junior Pairs mode and are intentionally left blank.

To return to normal operation, turn the power off. Press and hold down the **Reset** button while switching the **Power** on.



Murton Cricket Club, Co. Durham

Wireless Transmitter

To use the wireless transmitter, connect the aerial (located inside the lid) to the transmitter output socket, then after switching the power on, switch the transmitter on with the button located next to the aerial. The adjacent red LED will light.

After a delay of approximately two seconds, data is then transmitted from the control panel to the scoreboard. Failure to connect the aerial to the output socket will effect the signal being transmitted and will result in poor performance of the scoreboard. It is important that you use the aerial supplied which is tuned to the correct radio frequency for the best performance, using a different aerial will affect the performance of the wireless transmitter and will reduce the operating range.

The scoreboard is continuously updated during the match. If there is a break in the signal to the receiver then the data will be updated as soon as the signal is restored.

The range of the wireless signal is typically over 200 metres and may be much further depending on the location of the transmitter and receiver aerials and any obstructions which are in between them. If the controller is placed on the ground, this can significantly reduce the operational range as the ground absorbs a lot of the signal.

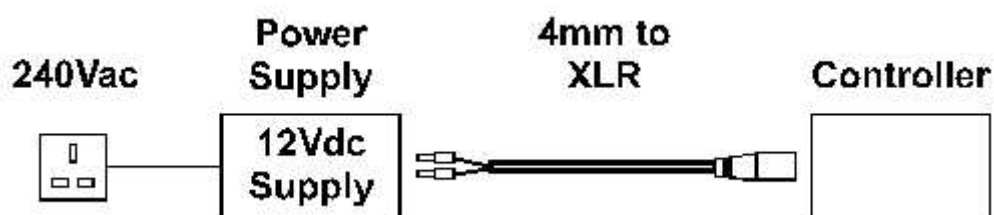
Wireless controllers can also be operated in the normal wired mode using the data cable supplied without switching the wireless transmitter on.

Recharging the Batteries

Controller Recharging

Controllers which have the optional wireless transmitter for remote operation will also have internal rechargeable NiMH batteries fitted for remote working.

To recharge the controller, connect the controller to the supplied Power Supply with the supplied cable



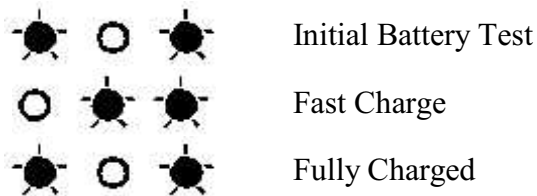
as in the diagram above. Alternatively the controller could be connected to the leisure battery, or charged from the data cable connected to the scoreboard.

The battery charger in the controller operates automatically whenever power is connected to the controller. The controller does not need to be switched on for the battery to be charged. The battery charger uses three LED's to display it's current operation. When power is connected to the controller, the battery charger briefly illuminates the two outer LED's while it tests the battery, then switches to a fast charge if no faults are detected.

Once the battery is fully charged, the charger will then trickle charge the battery and the two outer

LED's will be illuminated and remain lit until power is disconnected from the control panel. The charger will not over charge the batteries if power is left connected after the fast charge cycle has completed.

LED sequence



When the batteries have been very heavily discharged, it may take much longer for the fast charge to start. If the battery charger detects that a battery is faulty, then the charger will stay at the battery test stage until the fault is corrected.

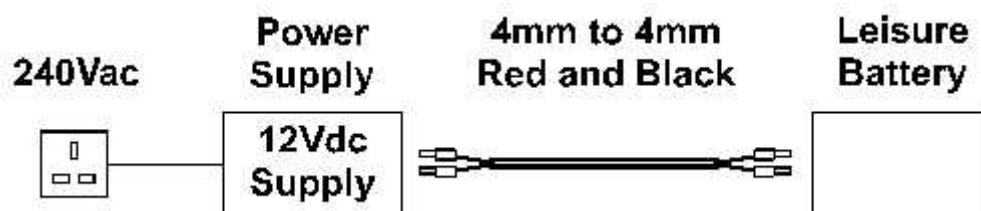
The period of time to fully charge the batteries will vary depending on how the scoreboard controller has been used, however a full charge will take no longer than five hours.

How long the battery lasts in the controller depends on the number of digits illuminated. If all the digits are showing "8" then a fully charged battery will last approximately 8.5 hours, so in normal operation, this should be significantly longer.

Leisure Battery Recharging

To recharge the leisure battery, connect it to the supplied Power Supply using the supplied Red and Black wires with 4mm plugs connected to each end.

To avoid possible short circuits, connect the leads in the following order.



- Red plug to Red (+) socket on power supply
- Red plug to Red (+) terminal on the battery
- Black plug to Black (-) terminal on the battery
- Black plug to Black (-) socket on the power supply

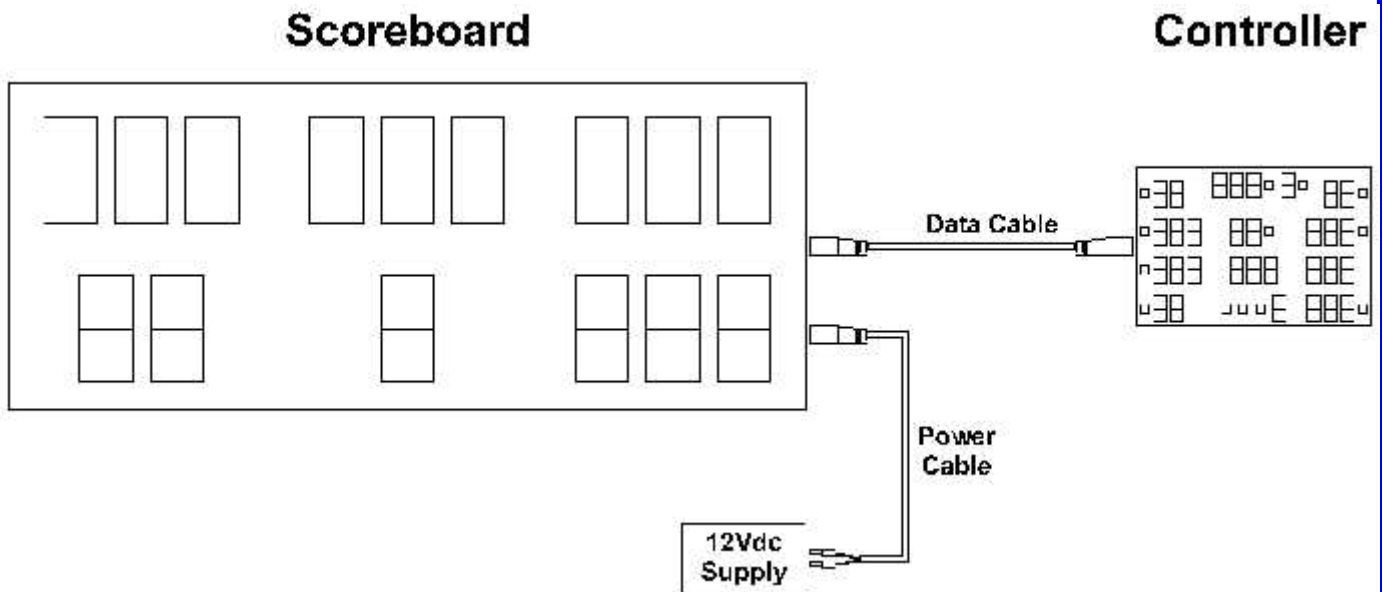
Lead acid batteries take a large amount of current when first put on charge. This current drops steadily as the battery becomes more charged, until it is reduced to a trickle as the battery becomes fully charged. This means that you do not need to be concerned if the leisure battery is left on charge for several days.

After a days cricket, the leisure battery will require recharging. Leaving it to charge overnight will typically charge the battery sufficiently for another days play.

Scoreboard Setup

Connect the scoreboard and controller as shown below with the two 4mm plugs of the power lead connecting to the power supply or the leisure battery. The other end of the power lead with a 4 pin female XLR connector plugs into the scoreboard.

The data cable has an XLR connector on each end. The 4 pin Male end connects to the scoreboard while the 4 pin female end connects to the controller.



Scoreboard Status LED's

A new feature added at the end of 2014 to the scoreboard facia, is the addition of 3 small LED's to indicate the status of the scoreboard.

- Receiver Power
- Data Input Power
- Data

One indicates power on the Receiver, one indicates power on the Data Input PCB and the other indicates that uncorrupted data is being received by the scoreboard when the LED flashes. If the Data LED stops flashing, then it is no longer receiving data.

The most common causes of not receiving data are:

- The wireless switch on the controller is not switched on.
- The aerial is not connected to the controller.
- The batteries are about to, or have run flat on the controller.

Additional features

Run Rate (version 7)

Run rate is calculated automatically by the controller and updated every over. During the first innings, run rate displays the mean number of runs scored per over. During the second innings, run rate displays the mean number of runs required per remaining over to win.

In the first innings the run rate display will remain blank until the first over is complete. The run rate will be updated every time the overs are updated.

At the start of the second innings, the number of overs to be played needs to be displayed. On counting the overs down, the run rate will be updated when the overs are changed.

Facing Batsman Indication (version 8)

Servicing

All our products come with a 12 month back to base warranty as standard, so please contact us if you have any issues during that time and we will get them resolved asap. We are proud to provide scoreboards that work.

We designed, manufactured and probably installed your scoreboard and controller, so should anything go wrong in the future, we will be able to fix it. Please call and discuss any issues you may have with your scoreboard. We will be able to guide you to test and diagnose any faults with your system.

Spares and prices are available on our website.

How to Care for your Battery

Maintaining your Warranty

This information has been published on the website to help you get the maximum service life and performance from your battery. This information will help our customers get the most from their battery and keep it in optimum health. By following the guide below, the only way your battery will fail is from old age, a manufacturing fault or from physical damage.

Best Practice

1. Never leave your battery in a discharged state

When a battery has been fully charged it can quite happily be stored away for 2-3 months. However when a battery is flat, storing it for this period would almost certainly damage it beyond repair. The reason behind this is a chemical process called sulphation. When a battery is charged this chemical process cannot take place. However, when the battery's voltage falls below 12.4V this process begins. The process causes sulphur crystals to form on the lead plates inside the battery, which in turn increases the battery's electrical resistance. The longer this process is allowed to continue the worse the effect. Eventually the battery will become so electrically resistant, that you will be unable to charge the battery, let alone draw power from it. If this process is caught early you may be able to salvage the battery using a battery charger with a pulse charge function. This will partially break down the sulphur crystals but the battery will never reach its full capacity again. Remember that if your battery fails due to sulphation it will not be covered under warranty. This kind of failure is classed as damage caused by the user through neglect.

2. Never overcharge your battery

Although you must always keep your battery as charged as possible when not in use, you must never overcharge it. Overcharging will cause the battery to heat up and its electrolyte will start to evaporate. In turn this will cause the battery's plates to break down, severely reducing the battery's ability to yield power. Overcharging can be caused by a faulty regulator on a vehicle's charging system or by a manual charger being left on continuously at a high charging rate. Fortunately, most chargers these days are now automatic and will turn themselves off once the battery has reached the end of a charging cycle. This type of damage is also not covered under warranty, as the battery is clearly not at fault.

3. Avoid deep discharging when possible

Everybody knows that all batteries will deteriorate over time, and will eventually have to be replaced. Every time you use your battery then recharge it, its performance is ever so slightly decreased. This cannot be avoided. However, the severity of this decrement can be limited. The way to achieve this is to not discharge your battery too deeply. Deep discharging causes the performance decrement to be more severe. Therefore once you have used the battery for the day, it is best to recharge rather than use it until it becomes flat. Obviously, in the real world this is not always possible as the battery may be fully drained with one days use. But when you can, recharge the battery before it's fully discharged.

Preparation Checks

Before you plan to use your battery, you should always follow the steps below to make sure it's ready for use.

1. Give your battery a top-up charge

As we know from above, you should have stored your battery in a charged state to avoid sulphation. However, even though the battery will be charged you should always perform a top up charge before the start of the season. This will ensure the battery is in peak condition.

2. Check the electrolyte levels in your battery

Most batteries these days are the sealed, maintenance-free type, but there are still a few open vent batteries on the market. If you have one of these you should always check the battery levels before the start of the season. The level of the electrolyte should be just above the battery plates, ensuring the whole plate is submerged. Any part of the plate, which is not submerged, is prone to break down. This in turn will decrease the performance of the battery. If you need to top up the battery levels, make sure you only use de-ionised water. Using tap water will cause mineral build up on the plates and reduce the performance of the battery. For those of you with sealed, maintenance-free batteries this is not a concern, as they are designed to retain their electrolyte under normal conditions. The only way these batteries will have low electrolyte levels is if the battery is overcharged or a particular cell becomes faulty, causing over heating.

NiMH battery packs

Although these batteries are more robust than the leisure batteries the same principles apply. Do not leave the battery in a discharged state as this will shorten the battery life. We have found that you can recover the battery by cycling it a number of times.

Place the battery on charge whilst it is inside the control panel and connect the power pack to it using the lead supplied. A full charge will take about 4 hours then it will automatically switch over to take a trickle charge. You can leave the battery on charge overnight as a trickle charge will not affect the battery or over charge it.

Discharge the battery by switching the control panel on and leave it operating from the battery only until the battery is discharged (the numbers will go dim and the control panel fails to respond to key presses), this may take up to 14 hours for a battery in good condition. If the battery only lasts for a short time note how long the time is and the repeat until the battery lasts for over 10 hours. Charging the battery after every game will improve its condition.

We hope that you were able to follow this tutorial without any problems. Please send us feedback whether positive or negative by contacting us.

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