

### The 8000 Console

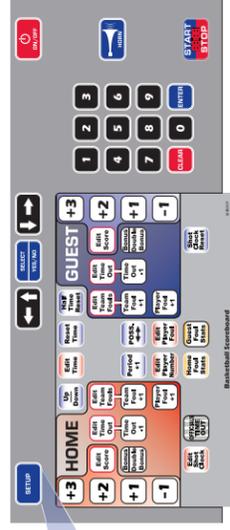
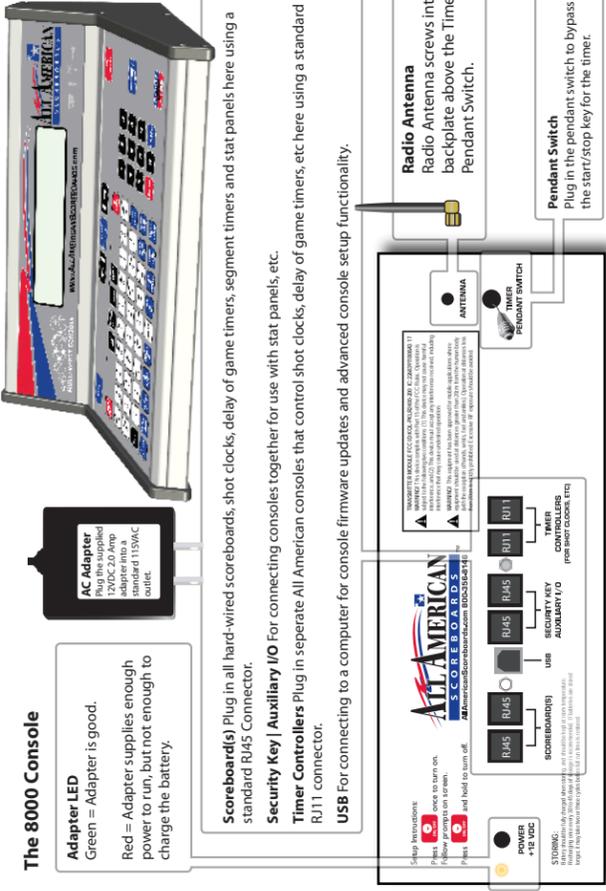
**Adapter LED**  
Green = Adapter is good.  
Red = Adapter supplies enough power to run, but not enough to charge the battery.

**Scoreboard(s)** Plug in all hard-wired scoreboards, shot clocks, delay of game timers, segment timers and stat panels here using a standard RJ45 Connector.

**Security Key | Auxiliary I/O** For connecting consoles together for use with stat panels, etc.

**Timer Controllers** Plug in separate All American consoles that control shot clocks, delay of game timers, etc here using a standard RJ11 connector.

**USB** For connecting to a computer for console firmware updates and advanced console setup functionality.



### SETUP

Anytime the clock is stopped, press **SETUP** to safely change any item in the setup mode (Brightness, Default Times, etc).

Once a sport is selected after the console is initialized, pressing setup will only allow changes to the sport settings.



Setup allows the user to change default settings in the console after the sport and scoreboard(s) were selected. Every sport shares some similar setup items along with a few items that may be unique to a particular sport. Below are some common setup items.

**Brightness of the Scoreboard Digits. Example:** Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on a situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. A game taking place during sunset may require the brightness to change from a max level to a lower level. Indoor facilities are typically set at a brightness of 4.

**USE AUTOMATIC HORN? YES**

**LAST MINUTE TENTHS? YES**

**Time of Day = -- ENTER to skip**

**Turn off Time of Day = 0 0 0 0**

**New Game? \_NO**

**Auto Horn. Press to toggle between YES and NO.** This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football, it is recommended not to use autohorn because play can continue after the clock reaches zero.

**Last Minute Tenths. Press to toggle between Yes and No.** This feature will allow the clock to count tenths of a second during the last minute of play. This is generally used for Hockey and Basketball.

**Time of Day. Example: 1 0 3 0 0 0 for 10:30.** The time of day will be displayed on the scoreboard approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00. Press **ENTER** to leave time of day unchanged on the scoreboard.

**New Game. Press to toggle between Yes and No.** Designed for tournament or league play, this feature allows the console and scoreboard to reset all the values as they are were upon startup. This does not reset any saved Setup values.

**Save Settings. Press to toggle between YES and NO, then Enter.** Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.

Pressing **ENTER** at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored, however defaults will not be saved or changed.

**TIP!** For an expanded list and descriptions of unique setup items, please refer to the complete sports manuals that are available at [AllAmericanScoreboards.com](http://AllAmericanScoreboards.com).

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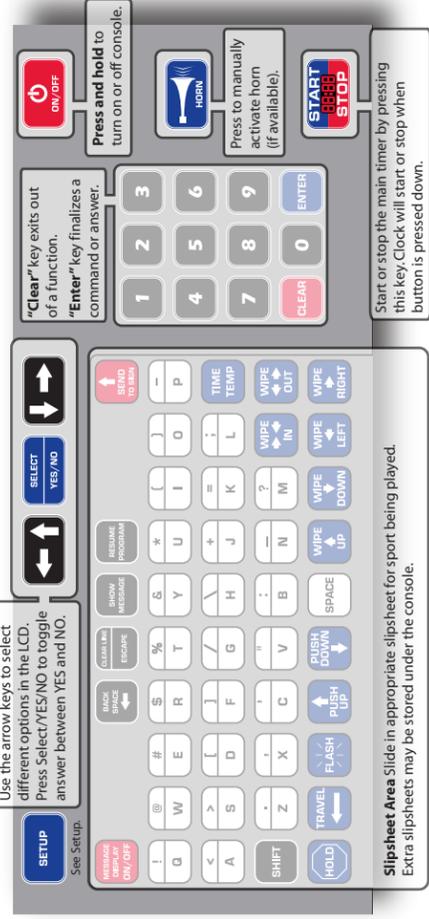
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# OPERATIONS MANUAL 8000 SERIES MULTI-SPORT CONSOLE

[www.AllAmericanScoreboards.com](http://www.AllAmericanScoreboards.com)



**TIP!** Keep this by the scoring station for future reference. Additional information can be found on the slipsheet holder on the bottom of the console.

## HARDWIRED INSTRUCTIONS

If using a hardwired connection, any scoreboard with a physical connection (from either SCOREBOARD(S) outputs on the back of the console) will communicate with the console.

Note: The console will communicate through the radio and hardware outputs simultaneously.

Note: If 2 or more games are being played at once (splitting the gym for multiple matches/games), finish Step 8 before turning on another console and repeating the process with another console.

9. **Select your sport.** Your last sport played will be the first sport displayed.

10. **Play your game.**



Note: In the example above, the following would be entered:

7. **Enter the first board ID.** press enter. If you have more boards you want to connect to, enter another id and press enter again. When done selecting boards, press enter twice.

Typical console display during ID request.



This scoreboard's ID is 1.



This shotclock's ID is 3.



This shotclock's ID is 2.

4. Find the number pad, **press the number 1** (SCOREBOARDS), blue key between the arrow keys at the top of the console. Press ENTER when LCD says NO.

5. **Answer "NO"** to USE LAST SETUP. You can toggle between YES and NO by pressing the

6. **Look up at Your scoreboard(s).** Each scoreboard will have a number in the timer and/or the guest score (timer will display "id" before the number). This number is the board ID.



NOTE: If you have multiple consoles, grab one and ignore the others (for now).

3. **Turn on the console.**

Typical display after console is turned on. Scoreboard will display zeros, indicating connectivity.

SCOREBOARD CONTROL  
HP 8000 V.6.0.0.0 \* 2012

1. SCOREBOARD  
2. START PANEL ->



1. **Turn on the scoreboard(s)** that you want to use by applying the correct AC voltage.

2. **Grab a console.** It doesn't matter which one, as long as it looks like this:

# ALL AMERICAN SCOREBOARDS

TM



**TIP!** Expanded manuals, specialty manuals and much more can be found at [AllAmericanScoreboards.com](http://AllAmericanScoreboards.com)

## Startup Display

When the scoreboard is initially turned on, All LEDs will run through a series of brightness levels and self tests. When a sport is selected, your scoreboard should reflect what the console screen displays after setup.

## Timer

**START DOG STOP** Press this key to start and stop the Timer. Note: Some keys will not respond when the timer is running.

**UP DOWN** When clock is stopped press this to reverse direction (count down or count up). An up arrow will appear on the LCD display to the left of the clock when clock is counting up.

**EDIT TIME** To edit the timer, press this key followed by the correct time to be displayed, then **ENTER**.

Press **ENTER** or **CLEAR** to leave the time unchanged.

Note: If Last Minute Tenths is enabled, once time is under a minute, keys entered will represent tenths of a second.

Example: **1 2 3** would display 12.3 seconds when under a minute. To display a 1:23, reset time before editing.

**RESET TIME** Press this to reset the time to the default time that is set in Setup.

**TIP!** In sports that use a half time timer, press the **RESET TIME** key to return to game time.

## Possession

**POSS. ←** Press this key to toggle between Home and Guest possession.

## Period/Quarter/Inning

**Period +1** Press to change the quarter 1,2,3,4, and 0 (overtime). Press again for 1.

**Next Half Inning** Press to go to the bottom or top half of the Inning. Console will clear Balls/Strikes/Outs, etc.

## Time Outs

**TIME OUT -1** Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 from the Time Outs Left (TOL).

The console will display the default time. Press **ENTER** to begin the timer out clock on the console or enter a new time and press **ENTER**. Time will begin counting down on the console for the length of time designated in Setup. If play resumes before the time out expires, pressing **START DOG STOP** will start the game clock and override the time-out timer. The horn will not sound automatically.

**EDIT TIME OUT** Press this key to change the number of time outs left on the scoreboard. Example: **EDIT TIME OUT 2**

**ENTER** **OFFICIALS TIME OUT** Officials Time Out. This key operates like a team time-out, but does not subtract a time-out from either team.

## Scoring Home (Red Background) - Guest (Blue Background)

Different sports will have unique scoring numbers. The following are shown for example.

**+3** Used when a team scores a field goal or 3-pointer.

**-1** Removes a point.

**EDIT SCORE** Press this key followed by the correct score, then **ENTER**. Example: **EDIT SCORE 2 4 ENTER**

**TIP!** The **+1** or **-1** keys in BASEBALL will only work for the team that is currently batting.

## Baseball Lineup

The lineup can be entered by going into setup and choosing "YES" to use line up. Enter players in by using a similar method as adding players in basketball.

### TIP!

NOTE: When using AUTO LINEUP, the next inning will start with whatever batter the last inning ended with. This is done so that a runner that is picked off of a base would not disrupt the order of the Auto Lineup. In order for the correct batter to be displayed at the beginning of an inning, press **Next Batter** before pressing **Next Half Inning**.

Note: If using Automatic Pitch Count, a pitcher MUST be placed in the lineup before any pitched can be tallied.

**Next Batter** The Next Batter key confirms the end of a play. **This is one of the most important keys in Baseball.** It will clear the count, add an out (if a strikeout) and advance to the next batter.

## Basketball Fouls

**Player Foul +1** Press the Player Foul +1 key followed by the player's number who committed the foul, then **ENTER**.

The console will keep track of individual player fouls for both home and guest, plus add a foul to the team stats.

Note: **Edit Player Number** and **Edit Player Foul** keys generally will not be used. These only change the values on the Player Foul area of the main scoreboard.

## Shot Clocks and Delay of Game (DOG) Timers

If your facility is equipped with an All American shot clock or DOG timer, it can be controlled by the same console using the following buttons. These auxiliary timers may also be controlled by remote that plugs into the back of the 8000 Series Console.

**Edit Shot Clock** **EDIT D.O.G.** Press this key to edit the length of time displayed from the timer. This does not change the reset time.

**Shot Clock Reset** **D.O.G. Reset 1** **D.O.G. Reset 2** These keys to reset the timers to the time entered in Setup.

### TIP!

NOTE: Shot clock will run when the clock is running. A second reset time can be achieved by using an optional Shot Clock/DOG Remote.

If the time displayed on the game clock is less than the time on the shot clock, the shot clock will blank automatically.

A horn will sound and any All American light strips will light when the shot clock reaches 0.

## Basketball Stats

Before the start of a game, players must be put in the game. Press **Player In/Out** for both HOME and GUEST and **ENTER** the starting lineup. When a player(s) subs in, the console will ask first for the players to put in and then for the players to take out. Pressing **ENTER** after a number is entered adds a comma to allow more player numbers. Pressing **ENTER** again will finish the statement and update the scoreboard.

Example: Players 12,00,3,23,34 are put in before the start of the game.

**Player In/Out** IN=12,00,3,23,34 **ENTER** **ENTER** OUT= **H** PLAYER NUMBER **ENTER**

Foul Stats will be displayed on the 8000 Series Console LCD Screen.

**Home Foul Stats** **Guest Foul Stats** Press either of these keys to display the player number and each player's fouls for the Home or Guest team. The LCD will display 5 players at a time; press again to display the next 5 players.

Stats may be edited by using the arrow keys (**←** **↑** or **↓** **→**) to move the selection over the

player stat to be edited and pressing **SELECT YES/NO**. Pressing **CLEAR** when over a player stat will give you the option to delete a player.

Player Number **22 12 23 34 00** **22 12 23 34 00**  
 Foul Number **1 \* 2\*** **3** **1 2 > < 3**

The asterisk (\* \*) shows who committed the last foul. If edited, this will edit the player who is displayed on the scoreboard. Any foul stat may be edited.

## Football gameplay

**START DOG STOP** DOG timers are independent to the game time, and can operate whether or not the game clock is running.

**DOWN** Changes the downs from 1,2,3 and 4. Press again for 1.

**FIRST DOWN** Change the downs to 1 and the yards to go to 10.

**YARDS TO GO** Enables the keypad to change the of yards to go. Example: **YARDS TO GO 7 ENTER** would display 7 yards to go.

**BALL ON** Display what yardline the football is on. Example: **BALL ON 4 3 ENTER** = 43 yardline.

## Hockey Penalties

**Penalty** Enables the keypad for penalty input. The LCD will then ask for the jersey number.

**H** PLAYER NUMBER=\_ **Player Number** **1** or **2**  
 1. Minor(M) = 200  
 2. Major(M) = 500

**Edit** Press to edit the player number and/or time of penalty. Major penalties are indicated with a capital "M", minor penalties are indicated with a lower case "m". The major and minor penalties are indicated only for reference - there is no automation with penalties after power play goals.

1. #77-2:00m **1** or **2** to select the penalty to edit.  
 2. #34-5:00M -> Use the arrow keys to see more penalties.

Major and minor default times may be changed in setup.

**Delete** Press to delete a penalty. Use the method above to navigate to the correct penalty. A screen will appear to confirm the penalty deletion.

NOTE: The Penalty Timers will run automatically by default.

**START DOG STOP** Enables or disables the penalty timer. A "P" will be displayed on the console when enabled.

## ELECTRONIC TEAM NAMES and SPORT CAPTIONS (Available option on select boards)

1. Turn on scoreboard.
2. **ON/OFF** Turn on console. Press and hold until console turns on.  
 1. SCOREBOARD **→** 3. MESSAGE CENTER <-  
 2. STAT PANEL -> 4. LED CAPTIONS
3. **4** Press 4 to access Team Names and Captions. If in Sport Mode, console will load the message program.  
 NOTE: The console can only load the Scoring or the Messaging Program (team names) at any given time. The console will always turn on with the last used program loaded. After loading, Press SETUP to change the caption configurations (advanced).  
 - Home Team Name **NAME** **ENTER** - Guest Team Name **NAME** **ENTER**
4. Using keyboard (under sport slipsheet) enter the team names, when finished press **ENTER**.
5. When finished entering the team names, the console will reset. Press **1** to select scoreboards and select sport.

## Advanced Console Setup Utilities

Ask your sales representative for free access to download our PC software utility package.

## Firmware Update

Stay up to date with new league rules! Any 8000 Series Console with a firmware version of 4.00 or greater may be updated to the latest version using the firmware updater.

## Live Connection

Get live XML data from the console for use in Flash or virtually any interactive applications. Receive stat information with our Stat Crew interface to update stat panels automatically!

## Console Setup

Unlock advanced sport and system setup options, including multiple user defaults, 24-hour clock and calendar options, enabling/disabling keys, etc. Also includes emc interface, auto messaging capabilities via sports key press and much, much more!

