

ARCHITECTS SPECIFICATIONS BASKETBALL BACKBOARD LIGHT STRIPS

INDOOR SCOREBOARD	
Backboard	
LED Light Strips /	
End of Game Lights	
Basketball	
Segment Timer	
OVERALL DIMENSION	Varying sizes.
	Sizes vary depending on specific backboard and preferences.
	Standard size is 36"x72", sold in 5 strips.
INFORMATION DISPLAYED	Lights when shotclock reaches zero or when game time reaches zero or at both instances.
	Control of LEDs is configured in the setup options in the 8000 console and can easily be
	changed from end of game lights to shot clock strips without needing to go up to the
	backboard (when using the strips with the 8000 Console and 8000 Shotclocks) Strips will
	also light on final segment time when counting down to zero
	Strips require 10 5VDC and can be configured for any scoring system
L EDe	Bright Bed LEDs 16 LEDs per foot 4-Sided lights have 252 LEDs (standard size and
	configuration)
CONSTRUCTION	String made from folded poly carbonate Surface mounted LEDs mounted on ps board
	100% solid state microprocessor controlled system
	Front access for once of convicing. Diver in modulos for once of replacement
	Front access for ease of servicing. Plug in modules for ease of replacement.
	Extruded Aluminum, high impact low profile microprocessor control console, latest state
CONSOLE	of the art, user friendly. Size: 13.25" wide x 5" high x 9" deep. Weight: 6 lbs. Microprocessor
A CONTRACT ON ADDRESS OF THE OWNER	to be supplied with 25 feet of cable (hardwire). Microprocessor control console with
	membrane keyboard provides for direct entry of all information. Radio Control is
	available.
DATA CABLE	Twisted pair; data connects directly to any 5000 or 8000 shotclock using horn outputs on
	existing receiver board. Lightstrip ready shotclocks are simply plug and play.
POWER REQUIREMENTS	120VAC (to power power supply), one 20A circuit is recommended. 5A 10.5VDC Power
	supply required. Power supply may mount inside or existing shotclock. Shotclocks
	ordered with lightstrips will come equipped with sufficient power and data connections
	and will be plug and play.
INSTALLATION	May be mounted directly to most regulation backboards using a strong adhesive
	(included). Simply peel off the protective layer and adhere to backboard. Strips connect
	to each other by 2 wires.
WEIGHT	Net 20 lbs / Shipping 25 lbs.
WARRANTY	Five year guarantee against defects in materials and workmanship. Factory repair service
	for parts in warranty. Union label.



Specifications subject to change without notice.



Lightstrip Hanging instructions



Light Strip Segment 3/4"x3" 4 LEDs per segment.

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Installation Guide 6"x3/8"x3/8"

Step By Step Instructions:

1. Carefully measure dimensions of backboard.

- **2. Layout the lightstrips to better plan out installation.** Test all LEDs by plugging them directly into the power supply or by plugging them into a lightstrip-ready board and setting the game time or shot time to zero. Lightstrips will not light if shotclock blanks.
- **3. Compare layout to backboard measurements.** Lightstrips will adhere to backboard behind the white perimeter, allowing the LEDs segments to fit inside the white perimeter. If measurements of strips are larger than the space available on the backboard (inside of white outer perimeter), then the wrong size was ordered or the lightstrips will need to be mounted differently (example: behind white perimeter).

4. Clean backside of backboard.



5. On the backside of the backboard, measure from edge of glass to edge of white perimeter.



The light strips should be mounted so the edge of the LED circuit boards touches the edge of the painted perimeter. Use the supplied installation guides to help obtain a consistant edge that is parallel of the perimeter (see next pages for details).





(1) 63" Light Strip (top)
(2) 36" Light Strips (sides)
(2) 27" Light Strips (bottom)
(12) Installation Guides
(1) Y-Adapter for DC Input
(1) 10' DC Power Cable
(5) Zip Ties

Items Needed for Install:



6. Locate the Installation Guides from the lightstrip kit. Each lightstrip contains 10 guides. The guides are intended to be temporarily mounted on the glass along the edge of the metal frame. Actual placement of the strips will depend upon backboard manufacturer, backboard style and personal preference. Guides may be unnecessary if perimeter is thin or personal preference is to have the LEDs light up behind the perimeter strip. All American recommends using 4 of the guides along the top edge, and 2 guides for each of the remaining strips. See illustration below reference.

7. Remove adhesive on one Installation Guide and place along the top edge of the glass approximately 12" from the metal edge on either side of the backboard (see illustration below).



8. Locate the longest Light Strip. KEEPING THE PROTECTIVE STRIP ATTACHED TO THE LIGHT STRIP, temporarily hold Light Strip below Installation Guide with protective strip against the glass, and plastic edge of Light Strip touching the side of the Installation Guide. The white PC board should be completely visible under the edge of the painted perimeter (see below).



9. If Light Strip appears to be correctly positioned, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth Installation Guides are about the same distance away from the sides).

If Light Strip needs to be moved down, move Installation Guide down the distance needed and repeat steps 7 and 8. When satisfied with position, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth-Installation Guides are about the same distance away from the sides). Use a level to ensure that the guides are **straight. If Light Strip needs to be moved up**, do not use Installation Guides. Lightstrips will need to be installed using other guide (not supplied), the metal frame, or by lightly marking the backside of board to ensure the Lightstrips are installed straight.

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10. Repeat steps 5 through 9 on both sides of the backboard, using 2 guides per strip. Do not rely on measurements found with the initial strip, as It is possible that all four perimeters are not equal.

11. Install Installation guides on lower portion of backboard. Install the guides evenly from the edge of the rim frame to the outer frame. The Light Strips are intended to dead-end behind the rim.



12. When finished installing the Guides, use masking tape to temporarily install the Light Strips around all four sides. The adhesive on the lightstrip is strong; this step allows the installer to doublecheck the placement of all Light Strips and make any adjustments that may be required. There may be a gap in the corners between the horizontal and vertical sides; this is normal. It is recommended that the gaps at the top should mirror the gaps on the bottom.





Front of Strip (will attach to back of backboard)

13. Plug in all connectors to test lights and check for position. The power connector can be plugged into any corner.



14. Remove top strip and masking tape. Peel off protective adhesive strip and install light strip to backboard. The adhesive will not slide on the board; use the guides to help line up the lightstrips. Continue to install all other sides.

Hook up power supply to any corner using the supplied Y-Adapter and a 10.5VDC to 15VDC Power Supply (NOT SUPPLIED).

 Hook up lightstrips to scoreboard via External Shotclock Harness amd Y-Adapter to any cor	me



Lightstrip Hanging instructions



Installation Guide 6"x3/8"x3/8"

Step By Step Instructions:

1. Carefully measure dimensions of backboard.

- **2. Layout the lightstrips to better plan out installation.** Test all LEDs by plugging them directly into the power supply or by plugging them into a lightstrip-ready board and setting the game time or shot time to zero. Lightstrips will not light if shotclock blanks.
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4. Clean backside of backboard.



5. On the backside of the backboard, measure from edge of glass to edge of white perimeter.



The light strips should be mounted so the edge of the LED circuit boards touches the edge of the painted perimeter. Use the supplied installation guides to help obtain a consistant edge that is parallel of the perimeter (see next pages for details).





(1) 63" Light Strip (top)
(2) 36" Light Strips (sides)
(2) 27" Light Strips (bottom)
(12) Installation Guides
(1) 10.5VDC Power Supply
(4) Power Supply Mounting Screws
(1) Y-Adapter for DC Input
(5) Zip Ties

Items Needed for Install:



6. Locate the Installation Guides from the lightstrip kit. Each lightstrip contains 10 guides. The guides are intended to be temporarily mounted on the glass along the edge of the metal frame. Actual placement of the strips will depend upon backboard manufacturer, backboard style and personal preference. Guides may be unnecessary if perimeter is thin or personal preference is to have the LEDs light up behind the perimeter strip. All American recommends using 4 of the guides along the top edge, and 2 guides for each of the remaining strips. See illustration below reference.

7. Remove adhesive on one Installation Guide and place along the top edge of the glass approximately 12" from the metal edge on either side of the backboard (see illustration below).



8. Locate the longest Light Strip. KEEPING THE PROTECTIVE STRIP ATTACHED TO THE LIGHT STRIP, temporarily hold Light Strip below Installation Guide with protective strip against the glass, and plastic edge of Light Strip touching the side of the Installation Guide. The white PC board should be completely visible under the edge of the painted perimeter (see below).



9. If Light Strip appears to be correctly positioned, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth Installation Guides are about the same distance away from the sides).

If Light Strip needs to be moved down, move Installation Guide down the distance needed and repeat steps 7 and 8. When satisfied with position, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth-Installation Guides are about the same distance away from the sides). Use a level to ensure that the guides are **straight. If Light Strip needs to be moved up**, do not use Installation Guides. Lightstrips will need to be installed using other guide (not supplied), the metal frame, or by lightly marking the backside of board to ensure the Lightstrips are installed straight.

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10. Repeat steps 5 through 9 on both sides of the backboard, using 2 guides per strip. Do not rely on measurements found with the initial strip, as It is possible that all four perimeters are not equal.

11. Install Installation guides on lower portion of backboard. Install the guides evenly from the edge of the rim frame to the outer frame. The Light Strips are intended to dead-end behind the rim.



12. When finished installing the Guides, use masking tape to temporarily install the Light Strips around all four sides. The adhesive on the lightstrip is strong; this step allows the installer to doublecheck the placement of all Light Strips and make any adjustments that may be required. There may be a gap in the corners between the horizontal and vertical sides; this is normal. It is recommended that the gaps at the top should mirror the gaps on the bottom.





Front of Strip (will attach to back of backboard)

13. Plug in all connectors to test lights and check for position. The power connector can be plugged into any corner.



14. Remove top strip and masking tape. Peel off protective adhesive strip and install light strip to backboard. The adhesive will not slide on the board; use the guides to help line up the lightstrips. Continue to install all other sides.

Hook up power to any corner using the supplied Y-Adapter and connect cord from Shotclock.

Test by setting time to 0 or by running shotclock down to 0. Remove installation guides.

Continue with other scoreboard.

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Retrofit Wiring Instructions for 5298, 5299, 7298 or 7299

Basic Installation Overview Section 1.

Existing 5298, 5299, 7298, or 7299 shotclock will need to be opened to access and replace the receiver board.

A 13/16" hole will need to be drilled in the extrusion or back of the shotcklock. 4 additional mounting holes will also need to be drilled.

A new wiring harness will need to be connected to the new receiver board inside the scoreboard.

A power supply will need to mount externally to shotclock (within 15" of connector input).

Section 2.

Strips need to be hung, strung together via connectors and hooked into external wiring harness.

Strips must be tested (turns on when shotclock reaches 0 and at end of game).

Step By Step Wiring Instructions:

1. Disconnect power from the shotclock.

Wiring Kit Includes (per backboard):

- (1) 8000 Receiver with 57Xv1.22+ Program
- (1) Shotclock Internal Wiring Harness
- (1) Lightstrip External Wiring Harness
- (4) Black Connector Mounting Screws
- (1) External Power Supply
- (4) 3/8" Self Tapping Screws
- (1) Y-Adapter for DC Input

Items Needed for Wiring Install:

AAS MP5298,5299, 7298 or 7299 Shotclock* Drill with 13/16 Bit, 9/64 Bit and 3/8 Hex Nut Lift System (ladder is not recommended)

See Section 2 for additional items supplied and items needed for hanging the Light Strips. *Lightstrips may be controlled by either the shotclock controller or by the scoreboard controller. In either case, the receiver board will need to be replaced.

- 2. Access the controller plate area inside your shotclock. The controller plate assembly will either behind the digits or along the bottom extrusion. Be carefull not to stress any of the digits or existing wires.
- **3. Examine the controller plate take a photo or sketch of the existing wiring for reference.** Disconnect the power connector, horn connection, hardwire connector (if applicable) and ribbon cable(s) from the receiver board (see red arrows).
- **4. If existing board has a radio, carefully pull antenna straight cable out from radio (see green arrow).** Connection MUST be pulled straight out **WITHOUT BENDING** the connection point on radio. **RADIO CONNECTION CAN BREAK VERY EASILY!**

5. Remove receiver board by diconnecting it from the standoffs (see yellow arrows).



- **6. RADIO UNITS ONLY. If using the existing radio, turn over receiver board.** Remove existing radio by using a needle-nose pliers, squeeze and push each standoff from the backside of the receiver board. Radio should be removed with original standoffs in place. Extra standoffs are provided in case the radio standoffs are damaged or an older receiver board which used a daughter board for the radio was existing. **Install existing radio into new receiver board** by carefully lining up all pins and standoffs and pressing into place.
- **7. Install new receiver board.** Receiver board should be installed on existing standoffs in the same orientation as the one that was removed. New receiver board should have a wiring harness attached. Attach the DC power and horn to the harness. Re-attach any ribbon cables, hardwire cables (if applicable). Older receiver boards may have the hardwire cables connected direcly to the receiver board. These older models will need to be cut, stripped and installed in provided green 8-pin connector. Wire colors are marked on receiver board.
- 8. Snap antenna cable (see green arrow) into radio. **Connection MUST be** snapped into place WITHOUT BENDING the connection point on radio. RADIO CONNECTION CAN BREAK VERY EASILY!



Step By Step Wiring Instructions (continued):

9. Using a 13/16 Drill Bit, Drill a hole in either the extrusion (preferred) or the back of the shotclock. Be careful not to drill any components.

10. Temporarily place the amp connector in the 13/16 hole and using the connector as a template, drill (4) 9/64 holes. (See example below)



11. Install the amp connector from the inside of the scoreboard. Use the (4) black screws provided to screw from the outside of the extrusion. Outer extrusion should look like picture below.



- 12. Using (4) of the self tapping screws provided, mount power supply with DC connector no more than 15" away from connector on shotclock.
- 13. Reassemble scoreboard.
- 14. Connect external wiring harness from the scoreboard to power supply and also to the lightstrips (see section 2 for hanging instructions). Use the supplied Y-Adapter to connect to both ends of lightstrips in any corner.
- 15. Once strips are hung and connected, test by powering up the scoreboard and console, selecting basketball (or entering code) and letting either the shotclocks or the time expire.



Lightstrip Hanging instructions



Light Strip Segment 3/4"x3" 4 LEDs per segment.

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Installation Guide 6"x3/8"x3/8"

Step By Step Instructions:

1. Carefully measure dimensions of backboard.

- **2. Layout the lightstrips to better plan out installation.** Test all LEDs by plugging them directly into the power supply or by plugging them into a lightstrip-ready board and setting the game time or shot time to zero. Lightstrips will not light if shotclock blanks.
- **3. Compare layout to backboard measurements.** Lightstrips will adhere to backboard behind the white perimeter, allowing the LEDs segments to fit inside the white perimeter. If measurements of strips are larger than the space available on the backboard (inside of white outer perimeter), then the wrong size was ordered or the lightstrips will need to be mounted differently (example: behind white perimeter).

4. Clean backside of backboard.



5. On the backside of the backboard, measure from edge of glass to edge of white perimeter.



The light strips should be mounted so the edge of the LED circuit boards touches the edge of the painted perimeter. Use the supplied installation guides to help obtain a consistant edge that is parallel of the perimeter (see next pages for details).





(1) 63" Light Strip (top)
(2) 36" Light Strips (sides)
(2) 27" Light Strips (bottom)
(12) Installation Guides
(1) Y-Adapter for DC Input
(5) Zip Ties

Items Needed for Install:



6. Locate the Installation Guides from the lightstrip kit. Each lightstrip contains 10 guides. The guides are intended to be temporarily mounted on the glass along the edge of the metal frame. Actual placement of the strips will depend upon backboard manufacturer, backboard style and personal preference. Guides may be unnecessary if perimeter is thin or personal preference is to have the LEDs light up behind the perimeter strip. All American recommends using 4 of the guides along the top edge, and 2 guides for each of the remaining strips. See illustration below reference.

7. Remove adhesive on one Installation Guide and place along the top edge of the glass approximately 12" from the metal edge on either side of the backboard (see illustration below).



8. Locate the longest Light Strip. KEEPING THE PROTECTIVE STRIP ATTACHED TO THE LIGHT STRIP, temporarily hold Light Strip below Installation Guide with protective strip against the glass, and plastic edge of Light Strip touching the side of the Installation Guide. The white PC board should be completely visible under the edge of the painted perimeter (see below).



9. If Light Strip appears to be correctly positioned, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth Installation Guides are about the same distance away from the sides).

If Light Strip needs to be moved down, move Installation Guide down the distance needed and repeat steps 7 and 8. When satisfied with position, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth+Installation Guides are about the same distance away from the sides). Use a level to ensure that the guides are **straight**. If Light Strip needs to be moved up, do not use Installation Guides. Lightstrips will need to be installed using other guide (not supplied), the metal frame, or by lightly marking the backside of board to ensure the Lightstrips are installed straight.

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10. Repeat steps 5 through 9 on both sides of the backboard, using 2 guides per strip. Do not rely on measurements found with the initial strip, as It is possible that all four perimeters are not equal.

11. Install Installation guides on lower portion of backboard. Install the guides evenly from the edge of the rim frame to the outer frame. The Light Strips are intended to dead-end behind the rim.



12. When finished installing the Guides, use masking tape to temporarily install the Light Strips around all four sides. The adhesive on the lightstrip is strong; this step allows the installer to doublecheck the placement of all Light Strips and make any adjustments that may be required. There may be a gap in the corners between the horizontal and vertical sides; this is normal. It is recommended that the gaps at the top should mirror the gaps on the bottom.





Front of Strip (will attach to back of backboard)

13. Plug in all connectors to test lights and check for position. The power connector can be plugged into any corner.



14. Remove top strip and masking tape. Peel off protective adhesive strip and install light strip to backboard. The adhesive will not slide on the board; use the guides to help line up the lightstrips. Continue to install all other sides.

Hook up power to any corner using the supplied Y-Adapter and connect cord from Shotclock.

Test by setting time to 0 or by running shotclock down to 0. Remove installation guides.

Continue with other scoreboard.

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Retrofit Wiring Instructions for 8298 or 8299

Basic Installation Overview Section 1.

Existing 8298 or 8299 shotclock will need to be opened to access and replace the receiver board.

A 13/16" hole will need to be drilled in the extrusion or back of the shotcklock. 4 additional mounting holes will also need to be drilled.

A new wiring harness will need to be connected to the new receiver board inside the scoreboard.

A power supply will need to mount externally to shotclock (within 15" of connector input).

Section 2.

Strips need to be hung, strung together via connectors and hooked into external wiring harness.

Strips must be tested (turns on when shotclock reaches 0 and at end of game).

Step By Step Wiring Instructions: 1. Disconnect power from the shotclock.

Wiring Kit Includes (per backboard):

- (1) 8000 Receiver with 57Xv1.22+ Program
- (1) Shotclock Internal Wiring Harness
- (1) Lightstrip External Wiring Harness
- (4) Black Connector Mounting Screws
- (1) External Power Supply
- (4) 3/8" Self Tapping Screws
- (1) Y-Adapter for DC Input

Items Needed for Wiring Install:

AAS MP5298,5299, 7298 or 7299 Shotclock* Drill with 13/16 Bit, 9/64 Bit and 3/8 Hex Nut Lift System (ladder is not recommended)

See Section 2 for additional items supplied and items needed for hanging the Light Strips. *Lightstrips may be controlled by either the shotclock controller or by the scoreboard controller. In either case, the receiver board will need to be replaced.

- 2. Access the controller plate area inside your shotclock. The controller plate assembly will be behind the digits. Remove side angle, slide face out and open hinged digit to access controller plate. Be carefull not to stress any of the digits or existing wires.
- 3. Examine the controller plate take a photo or sketch of the existing wiring for reference. Disconnect the power connector, horn connection, hardwire connector (if applicable) and ribbon cable(s) from the receiver board (see red arrows).
- 4. If existing board has a radio and new board does not, carefully remove radio to be used on new board. USE CAUTION WHEN UNINSTALLING AND INSTALLING A RADIO - RADIO CONNECTION CAN BREAK VERY EASILY!

5. Remove receiver board by diconnecting it from the standoffs (see yellow arrows).



- 6. RADIO UNITS ONLY. If using the existing radio, turn over receiver board. Remove existing radio by using a needle-nose pliers, squeeze and push each standoff from the backside of the receiver board. Radio should be removed with original standoffs in place. Extra standoffs are provided in case the radio standoffs are damaged or an older receiver board which used a daughter board for the radio was existing. Install existing radio into new **receiver board** by carefully lining up all pins and standoffs and pressing into place. NOTE: Standoffs were replaced with a plastic screw and nut system in 2011.
- 7. Install new receiver board. Receiver board should be installed on existing standoffs in the same orientation as the one that was removed. New receiver board should have a wiring harness attached. Attach the DC power and horn to the harness. Re-attach any ribbon cables, hardwire cables (if applicable).
- 8. On scoreboards purchased before 2010 (with an "R1" or 4424 radio) snap antenna cable (see green arrow) into radio. **Connection MUST be snapped** into place WITHOUT BENDING the connection point on radio. RADIO **CONNECTION CAN BREAK VERY EASILY!** Make use antenna cable is attached to radio.

Existng wires plug into new adapter, which is connected to the new receiver board at J6.

SHOTCLOCK / LIGHT STRIP RETROFIT CABLE





Step By Step Wiring Instructions (continued):

9. Using a 13/16 Drill Bit, Drill a hole in either the extrusion (preferred) or the back of the shotclock. Be careful not to drill any components.

10. Temporarily place the amp connector in the 13/16 hole and using the connector as a template, drill (4) 9/64 holes. (See example below)



11. Install the amp connector from the inside of the scoreboard. Use the (4) black screws provided to screw from the outside of the extrusion. Outer extrusion should look like picture below.



- 12. Using (4) of the self tapping screws provided, mount power supply with DC connector no more than 15" away from connector on shotclock.
- 13. Reassemble scoreboard.
- 14. Connect external wiring harness from the scoreboard to power supply and also to the lightstrips (see section 2 for hanging instructions). Use the supplied Y-Adapter to connect to both ends of lightstrips in any corner.
- 15. Once strips are hung and connected, test by powering up the scoreboard and console, selecting basketball (or entering code) and letting either the shotclocks or the time expire.



Lightstrip Hanging instructions



Light Strip Segment 3/4"x3" 4 LEDs per segment.

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Installation Guide 6"x3/8"x3/8"

Step By Step Instructions:

1. Carefully measure dimensions of backboard.

- **2. Layout the lightstrips to better plan out installation.** Test all LEDs by plugging them directly into the power supply or by plugging them into a lightstrip-ready board and setting the game time or shot time to zero. Lightstrips will not light if shotclock blanks.
- **3. Compare layout to backboard measurements.** Lightstrips will adhere to backboard behind the white perimeter, allowing the LEDs segments to fit inside the white perimeter. If measurements of strips are larger than the space available on the backboard (inside of white outer perimeter), then the wrong size was ordered or the lightstrips will need to be mounted differently (example: behind white perimeter).

4. Clean backside of backboard.



5. On the backside of the backboard, measure from edge of glass to edge of white perimeter.



The light strips should be mounted so the edge of the LED circuit boards touches the edge of the painted perimeter. Use the supplied installation guides to help obtain a consistant edge that is parallel of the perimeter (see next pages for details).





(1) 63" Light Strip (top)
(2) 36" Light Strips (sides)
(2) 27" Light Strips (bottom)
(12) Installation Guides
(1) Y-Adapter for DC Input
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Items Needed for Install:



6. Locate the Installation Guides from the lightstrip kit. Each lightstrip contains 10 guides. The guides are intended to be temporarily mounted on the glass along the edge of the metal frame. Actual placement of the strips will depend upon backboard manufacturer, backboard style and personal preference. Guides may be unnecessary if perimeter is thin or personal preference is to have the LEDs light up behind the perimeter strip. All American recommends using 4 of the guides along the top edge, and 2 guides for each of the remaining strips. See illustration below reference.

7. Remove adhesive on one Installation Guide and place along the top edge of the glass approximately 12" from the metal edge on either side of the backboard (see illustration below).



8. Locate the longest Light Strip. KEEPING THE PROTECTIVE STRIP ATTACHED TO THE LIGHT STRIP, temporarily hold Light Strip below Installation Guide with protective strip against the glass, and plastic edge of Light Strip touching the side of the Installation Guide. The white PC board should be completely visible under the edge of the painted perimeter (see below).



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11. Install Installation guides on lower portion of backboard. Install the guides evenly from the edge of the rim frame to the outer frame. The Light Strips are intended to dead-end behind the rim.



12. When finished installing the Guides, use masking tape to temporarily install the Light Strips around all four sides. The adhesive on the lightstrip is strong; this step allows the installer to doublecheck the placement of all Light Strips and make any adjustments that may be required. There may be a gap in the corners between the horizontal and vertical sides; this is normal. It is recommended that the gaps at the top should mirror the gaps on the bottom.





Front of Strip (will attach to back of backboard)

13. Plug in all connectors to test lights and check for position. The power connector can be plugged into any corner.



14. Remove top strip and masking tape. Peel off protective adhesive strip and install light strip to backboard. The adhesive will not slide on the board; use the guides to help line up the lightstrips. Continue to install all other sides.

Hook up power to any corner using the supplied Y-Adapter and connect cord from Shotclock.

Test by setting time to 0 or by running shotclock down to 0. Remove installation guides.

Continue with other scoreboard.

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Lightstrip Hanging instructions to 8000 Lightstrip Ready Shotclock



Installation Guide 6"x3/8"x3/8"

Step By Step Instructions:

1. Carefully measure dimensions of backboard.

- **2. Layout the lightstrips to better plan out installation.** Test all LEDs by plugging them directly into the power supply or by plugging them into a lightstrip-ready board and setting the game time or shot time to zero. Lightstrips will not light if shotclock blanks.
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4. Clean backside of backboard.



5. On the backside of the backboard, measure from edge of glass to edge of white perimeter.



The light strips should be mounted so the edge of the LED circuit boards touches the edge of the painted perimeter. Use the supplied installation guides to help obtain a consistant edge that is parallel of the perimeter (see next pages for details).





(1) 63" Light Strip (top)
(2) 36" Light Strips (sides)
(1) 27" Light Strips (bottom right)
(1) 27" Light Strips (bottom left)
(12) Installation Guides
(1) Y-Adapter for DC Input
(1) External Wiring Harness
(1) Zip Ties

Items Needed for Install:



6. Locate the Installation Guides from the lightstrip kit. Each lightstrip contains 10 guides. The guides are intended to be temporarily mounted on the glass along the edge of the metal frame. Actual placement of the strips will depend upon backboard manufacturer, backboard style and personal preference. Guides may be unnecessary if perimeter is thin or personal preference is to have the LEDs light up behind the perimeter strip. All American recommends using 4 of the guides along the top edge, and 2 guides for each of the remaining strips. See illustration below reference.

7. Remove adhesive on one Installation Guide and place along the top edge of the glass approximately 12" from the metal edge on either side of the backboard (see illustration below).



8. Locate the longest Light Strip. KEEPING THE PROTECTIVE STRIP ATTACHED TO THE LIGHT STRIP, temporarily hold Light Strip below Installation Guide with protective strip against the glass, and plastic edge of Light Strip touching the side of the Installation Guide. The white PC board should be completely visible under the edge of the painted perimeter (see below).



9. If Light Strip appears to be correctly positioned, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth Installation Guides are about the same distance away from the sides).

If Light Strip needs to be moved down, move Installation Guide down the distance needed and repeat steps 7 and 8. When satisfied with position, install 3 additional Installation Guides along the top edge at roughly the same spacing (so that the first and fourth-Installation Guides are about the same distance away from the sides). Use a level to ensure that the guides are **straight. If Light Strip needs to be moved up**, do not use Installation Guides. Lightstrips will need to be installed using other guide (not supplied), the metal frame, or by lightly marking the backside of board to ensure the Lightstrips are installed straight.

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10. Repeat steps 5 through 9 on both sides of the backboard, using 2 guides per strip. Do not rely on measurements found with the initial strip, as It is possible that all four perimeters are not equal.

11. Install Installation guides on lower portion of backboard. Install the guides evenly from the edge of the rim frame to the outer frame. The Light Strips are intended to dead-end behind the rim.



12. When finished installing the Guides, use masking tape to temporarily install the Light Strips around all four sides. The adhesive on the lightstrip is strong; this step allows the installer to doublecheck the placement of all Light Strips and make any adjustments that may be required. There may be a gap in the corners between the horizontal and vertical sides; this is normal. It is recommended that the gaps at the top should mirror the gaps on the bottom.





Front of Strip (will attach to back of backboard)

13. Plug in all connectors to test lights and check for position. The power connector can be plugged into any corner.



14. Remove top strip and masking tape. Peel off protective adhesive strip and install light strip to backboard. The adhesive will not slide on the board; use the guides to help line up the lightstrips. Continue to install all other sides.

Hook up power to any corner using the supplied Y-Adapter and connect cord from Shotclock.

Test by setting time to 0 or by running shotclock down to 0. Remove installation guides.

Continue with other scoreboard.

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