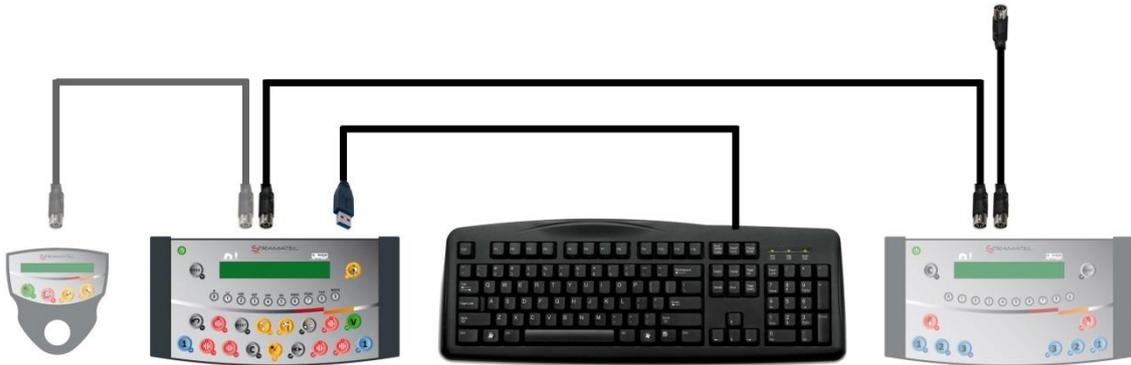


OPERATING INSTRUCTIONS

CONTROL CONSOLE



Models with programmable team names

Models with or without individual fouls

Non-binding pictures

● SUMMARY

| | |
|---------------------|---|
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● GENERALITIES

| Scope of delivery | |
|--|---|
| Caution: the USB-keyboard, the control consoles and the power supply should be protected against bad weather conditions (during the operation but also when the equipment is not in use). | |
| Main control console <ul style="list-style-type: none"> ✓ The main control console enables to use the main functions in the different modes available (timers, scores, etc...). ✓ Cable transmission model: the control console is powered by the scoreboard. It should only be connected to the STRAMATEL system supplied. |  |
| "Individual fouls" control console (only supplied with scoreboards equipped of individual fouls modules – see separate operating instructions) <ul style="list-style-type: none"> ✓ This console enables to enter the individual fouls of the players in water polo. ✓ This console enables to enter the team points in water polo. ✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied. |  |
| USB-keyboard <ul style="list-style-type: none"> ✓ The USB-keyboard enables to enter text (team names). <i>Alternately, the names can be entered directly in SMS mode on the control console.</i> |  |
| 12V 500mA power supply (radio-controlled model) <ul style="list-style-type: none"> ✓ The power supply enables to recharge the batteries of the main control console. ✓ Use only the power supply supplied by STRAMATEL. |  |
| 2-meter flexible cable <ul style="list-style-type: none"> ✓ The 2-meter flexible cable enable to connect the control consoles to each other (5 pin-sockets on the control consoles). ✓ Use only the cable supplied by STRAMATEL. |  |
| 10-meter flexible cable (Cable transmission model or radio controlled model supplied with the cable kit option) <ul style="list-style-type: none"> ✓ The 10-meter flexible cable enables to connect the control console set (5 pin-sockets) to the scoreboard via the wall junction box. ✓ Use only the cable supplied by STRAMATEL. |  |

| Data backup | |
|--|--|
| <p>The match information is saved in memory in case the control console is switched off.</p> <p>As soon as the control console is turned on again, the match results return automatically.</p> <p><i>(It is necessary to stop the timers before being able to turn off the control console).</i></p> | |

| Control console recharge (radio-controlled model) | |
|--|--|
| <p>The control console is equipped with batteries allowing a battery life of about 16 hours when totally charged. Whilst not in use, the control console must be recharged with the power supply supplied. (Use only the power supply supplied by STRAMATEL).</p> <ul style="list-style-type: none"> ✓ Switch off the control console. ✓ Disconnect the USB-keyboard and the other control consoles. ✓ Place the control console and the power supply at least 2,5 meters far from the pool edge. ✓ Plug the power supply into the back of the main control console, then plug it into an appropriate mains outlet (the socket should be as close as possible to the control console and must be easily accessible). <p><u>The control console should remain in recharge permanently whilst not in use (Slow charging system does not deteriorate the batteries). Use only the power supply supplied by STRAMATEL.</u></p> | |

Functions of the main control console



Keys are numbered from 0 to 28

| | |
|---|---|
|  | ON/OFF |
|  | Sport selection / Entering of the numerical data / Entering text in SMS mode |
|  | Scores / Number of time-outs requested (once the time-out timer is running only) |
|  | Penalty timers |
|  | Start / stop of game timer, rest timer, extra-time timer |
|  | Start or stop of time-out timer |
|  | Horn |
|  | Loading of a game period or of an extra-time period |
|  | Backwards |
|  | Loading of a new match |
|  | Correction function (keep the key pressed and press a "score" key or another key) |
|  | Validation of the programmed parameters |
|  | Back to parameter programming |
|  | Not used |

● SET-UP - PROGRAMMING

| Set-up | |
|--|--|
| Make sure the scoreboard is powered. | |
| <p>Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order).</p> <p>The "individual fouls" control console is only supplied with scoreboards equipped of individual fouls modules. The "30 seconds" control console is supplied with ball possession timers (Model SC30).</p> <p>Cable transmission model or radio controlled model supplied with the cable kit option: connect the 10 meters flexible cable between the control consoles and the wall junction box.</p> |  |
| Press the ON/OFF key until the console displays the welcome screen. |  |
| <p>Radio controlled model: 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 power supply supplied.</p> <p>Caution: for security reasons, the control consoles and the power supply should be used at least 2,5 meters far from the pool edge.</p> |  |
| The control console will then enter into the last sport programmed. To change the sport or access to the "general configuration" mode (See. "Various configurations" – Page 8): press key 27 several times. |  |
| Select a sport or a function | |
| Press key 27 several times (access to the sport menu). |  |
| Then, select the sport or the function needed with the key number indicated on the console screen. |  |
| Change the sport configuration with key 0 or play with the backup configuration with key 9 . |  |
| Programme the parameters of the sports | |
| Each sport has its own configuration (parameters): length of game periods, length of the extra-time periods, etc... These parameters are saved in memory in case the control console is switched off or a new sport programmed (what makes the use of the console easier in case of several clubs using it). | |
| <p>Choose a sport: the console screen displays the stored configuration for this sport during a few seconds.</p> <p>Press key 18 to view the data on the console screen longer.</p> <p>Press key 18 again once this data have been read.</p> |  |
| Change the configuration with key 0 (see below) or play with the stored configuration with key 9 (direct access to the game). |  |
| <p><u>To change configuration</u>: come back to the source configuration of the console in this sport with key 9 or keep the last parameters with key 0.</p> <p>Answer the various questions displayed on the console screen. For each question, the control console offers the last stored configuration (the data blinks on the console screen):</p> <ul style="list-style-type: none"> ✓ enter this answer with key 25. ✓ select another answer with keys 0 to 9. ✓ programme lengths of time with keys 0 to 9 and and enter time with key 25. <p>During programming, it is always possible to come back to the previous programming with key 11.</p> |   |
| Choose the name of the teams. | |

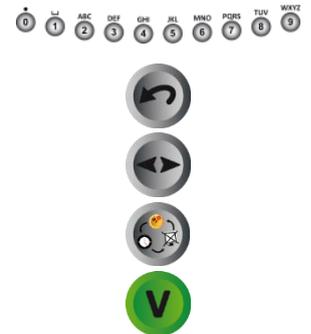
Programme the team names

The names can be programmed directly in SMS mode on the control console, or with the USB-keyboard supplied.



Programming in SMS mode:

- ✓ Choose the name of the white team by using keys **0** to **9**.
- ✓ Change the character previously entered with key **11**.
- ✓ Change team with key **20**.
- ✓ Change mode (Capital letters / Small letters / Numbers) with key **21**.
- ✓ Enter each name with key **25**.



Programming with the USB-keyboard:

The control console can be connected to 5 different types of keyboards: AZERTY, QWERTY, HEBREW, RUSSIAN and ARABIC (See "USB-keyboard type" – Page 8). *Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.*

- ✓ Enter the name of the white team on the keyboard.
In AZERTY or QWERTY configuration, the keyboard supplied enables to enter nearly all existing letters :
- To enter a letter with an accent, press the corresponding key between F1 and F11, then enter the letter. Accents available:

| | | | | |
|--------------------|-------------------|-------------------|-------------------|----------------|
| F1 : á, ć, é, ... | F2 : à, è, ì, ... | F3 : č, ě, ñ, ... | F4 : â, ê, î, ... | F5 : â, û, ... |
| F6 : ä, ë, ü, ... | F7 : ã, ñ, õ, ... | F8 : ç, ș, ą, ... | F9 : ā, ē, ū, ... | F10 : ő, ú |
| F11 : đ, ł, ø, ... | | | | |
- The same way, with the key F12 you can enter specific letters:

| | | | | |
|-----------|-----------|-----------|-----------|-----------|
| F12+a : æ | F12+d : đ | F12+e : ə | F12+g : ž | F12+n : ŋ |
| F12+o : œ | F12+s : ß | F12+t : þ | F12+z : ž | |
- ✓ Change the letter previously entered with key **(Backspace)**.
- ✓ Change team with key **⇄ (TAB)**.
- ✓ Change mode (Capital letters - **ABC** on the console screen / Small letters - **abc** on the console screen) with key **Caps Lock**.
- ✓ Enter each name with key **↵**.
- ✓ Leave programming with key **Esc** (or with key **25** on the control console).



● VARIOUS CONFIGURATIONS

Some general parameters are configurable: the control console language, the type of USB-keyboard, the display time of the clock on the scoreboard, the transmission mode of the control console (standard radio-controlled model).

The parameters of the control console can be reset.

Access to the "General configuration" mode

Press key **27** several times (access to the sport menu).



Keep key **27** pressed for 1 second until the console displays the "Configuration Language" screen.



Choose the parameter you need to change with keys **0** and **9** (drop-down list).



Access to the configuration of the parameter needed with key **25**.



Language of the control console

The control console is programmable in different languages.

Access to the configuration of this mode as described previously.

Select the language needed with the key number indicated on the console screen.



USB-keyboard type

The control console can be connected to different types of keyboards (AZERTY, QWERTY, HEBREW, RUSSIAN and ARABIC).

Access to the configuration of this mode as described previously.

Select the type of keyboard needed with the key number indicated on the console screen.

Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.



Display of the clock on the scoreboard

The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night.

Access to the configuration of this mode as described previously.

Programme the extinction and display time-slots of the clock:

- ✓ Programme the hours with keys **0** to **9** and enter the choice with key **25**.
- ✓ Programme the minutes the same way and enter the choice with key **25**.



Control console transmission mode (standard radio-controlled model)

The standard radio-controlled console is equipped with 6 different pre-set transmission frequencies (channels) and can also be used in cable transmission mode.

Access to the configuration of this mode as described previously.

Choose a different radio channel with keys **0** to **5** or choose cable transmission mode with key **9** (the radio transmission mode is off).



| Global reset of the console parameters | |
|---|---|
| <p>The control console can be completely reset (source configuration in all sports). Access to the configuration of this mode (Global Reset) as described previously. Reset the parameters (source parameters) with key 9.</p> |  |

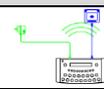
| In case of new sports rules (USB key) | |
|---|---|
| <p>In case of new sports rules, the programmes of the main control console and of the "individual fouls" control console can be updated using a simple USB key. In this case, a specific instruction for programme update will be provided with the USB key.</p> |  |

● SCOREBOARD CLOCK

Caution: even if the scoreboard is not used, keep it plugged in AC power.

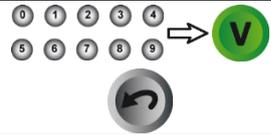
The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night during a programmed time-slot (See. "Display of the clock on the scoreboard" – Page 8).

If the scoreboard is equipped as an option with a DCF or GPS antenna, the day time is reset automatically.

| Clock setting | |
|--|---|
| <p>Make sure the scoreboard is powered and turn the main control console on. <i>The USB-keyboard and the other control consoles are not used in this mode.</i></p> |  |
| <p>Press the ON/OFF key until the console displays the welcome screen.</p> |  |
| <p>Press key 27 several times (access to the sport menu).</p> |  |
| <p>Select the "clock setting" mode with key 18.</p> |  |
| <p>Programme the hours with keys 0 to 9 and enter your choice with key 25. Programme the minutes the same way and enter your choice with key 25.</p> |  |
| <p>Turn off the control console by keeping key ON/OFF pressed and plug it in for recharge. <i>The time is permanently saved in memory in the scoreboard in case of a power failure.</i></p> |  |

● WATER POLO

| Set-up | |
|--|---|
| Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls" control console is only supplied with scoreboards equipped with individual fouls modules. |  |
| Press the ON/OFF key until the console displays the welcome screen. |  |

| Programming | |
|---|--|
| Select the "Water Polo" mode with key 1 . |  |
| The console screen displays the stored configuration during a few seconds: number of game periods, length of game periods and mode of display of the game timer (count-up or count-down, periods time accumulative or not), length of the extra-time periods, length of the time-outs, length of the half-time interval of play (between 2 nd and 3 rd period), length of the others intervals of play (between 1 st and 2 nd period / between 3 rd and 4 th period). Press key 18 to view the data on the console screen longer. |  |
| Change the configuration with key 0 or play with the stored configuration with key 9 . |  |
| To change configuration: answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 25 . During programming, it is always possible to come back to the previous programming with key 11 . |  |
| Choose the name of the teams (See "Programme the team names " – Page 7) | |

| Game timer | |
|--|--|
| Start or stop the game timer with key 18 . |  |
| End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys 16 and 18 simultaneously. |  |
| End of the rest period: the next game period is loaded automatically. Start the game timer with key 18 . |  |
| End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key 18 . This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key 28 . |  |
| Correction of the game timer: <ul style="list-style-type: none"> ✓ stop the game timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ shorten the game time with key 16 or increase it with key 20. Enter with key 18. |   |

| Scores | |
|--|---|
| Add 1 point with key 10 (White Team) or key 26 (Blue Team). |  |
| Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously. |  +  |

| Penalties | |
|---|---|
| 3 penalty timers of 20 seconds are available for each team. Launch a penalty timer with keys 12, 13, 14 (White Team) or keys 22, 23, 24 (Blue Team). |  |
| Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously. |  +  |

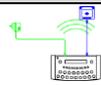
| Time-outs | |
|---|---|
| Stop the game timer with key 18 , then start the time-out timer with key 17 . |  →  |
| Once the time-out timer is running: add 1 time-out request with key 10 (White Team) or key 26 (Blue Team). |  |
| Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously. |  +  |

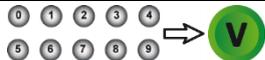
| Horn | |
|--|---|
| The horn can sound automatically or not at the end of a programmed time (Game, time-out timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA, SV: 'h' / NL: 't' / PT: 'b' / FI: 's' / PL: 'k'). |  +  |
| Sound the horn manually with key 19 . |  |

| Period number | |
|---|---|
| If needed, correct the period number by pressing keys 16 and 28 simultaneously. |  +  |

| End of the match | |
|--|---|
| Load a similar type of match configuration by pressing keys 16 and 15 simultaneously, then choose the name of the teams. |  +  |
| Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 . |  +  →  |

● SWIMMING TRAINING

| Set-up | |
|---|---|
| The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode). |  |
| Press the ON/OFF key until the console displays the welcome screen. |  |

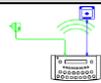
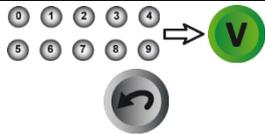
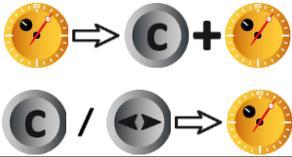
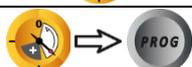
| Programming | |
|---|---|
| Select the "Swimming Training" mode with key 3 . |  |
| The console screen displays the stored configuration during a few seconds: length of time. Press key 18 to view the data on the console screen longer. |  |
| Change the configuration with key 0 or play with the stored configuration with key 9 . |  |
| To <u>change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 25 . |  |
| During programming, it is always possible to come back to the previous programming with key 11 . |  |

| Timer | |
|--|--|
| Start or stop the timer with key 18 . |  |
| When the programmed time is over: the timer goes back to zero. | |
| <i>The horn doesn't sound automatically at the end of the programmed time.</i> | |

| End of the training | |
|--|---|
| Load a similar type of training configuration by pressing key 28 . |  |
| Load a different type of training configuration: press key 28 , then enter in programming mode with key 27 . |  |

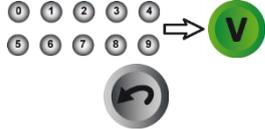
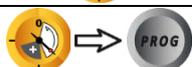
SWIMMING TRAINING

● TIMER FUNCTION

| Set-up | |
|---|---|
| The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode). |  |
| Press the ON/OFF key until the console displays the welcome screen. |  |
| Programming | |
| Select the "Timer Function" mode with key 2 . |  |
| The console screen displays the stored configuration during a few seconds: mode of display of the timer (count-up or count-down), length of time (in count-down mode). Press key 18 to view the data on the console screen longer. |  |
| Change the configuration with key 0 or play with the stored configuration with key 9 . |  |
| <u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 25 . During programming, it is always possible to come back to the previous programming with key 11 . |  |
| Timer | |
| Start or stop the timer with key 18 . |  |
| In count-down mode: the horn sounds automatically at the end of the programmed time. The timer continues to count on the console screen. | |
| Correction of the timer: <ul style="list-style-type: none"> ✓ stop the timer with key 18, then enter in timer correction mode by pressing keys 16 and 18 simultaneously. ✓ shorten the game time with key 16 or increase it with key 20. Enter with key 18. |  |
| Horn | |
| Sound the horn manually with key 19 . |  |
| End of the timing | |
| Load a similar type of timer configuration by pressing key 28 . |  |
| Load a different type of timer configuration: press key 28 , then enter in programming mode with key 27 . |  |

● TRAINING TIMER FUNCTION

TIMER FUNCTION – TRAINING TIMER

| Set-up | |
|---|---|
| The main control console is used alone (the USB-keyboard and the other control consoles are not used in this mode). |  |
| Press the ON/OFF key until the console displays the welcome screen. |  |
| Programming | |
| Select the "Training Timer Function" mode with key 4 . |  |
| The console screen displays the stored configuration during a few seconds: length of each exercise period, length of each rest period, number of exercise and rest periods to go. Press key 18 to view the data on the console screen longer. |  |
| Change the configuration with key 0 or play with the stored configuration with key 9 . |  |
| <u>To change configuration</u> : answer the various questions displayed on the console screen with keys 0 to 9 , and enter your answer with key 25 . During programming, it is always possible to come back to the previous programming with key 11 . |  |
| Timer | |
| Start or stop the timer with key 18 . Exercise and rest periods follow each other automatically on the control console screen. |  |
| Horn | |
| The horn can sound automatically or not at the end of a programmed time. Cancel or select this function by pressing keys 16 and 19 simultaneously ('HORN' displayed on the console screen = automatic horn - Please note: the text displayed depends on the language programmed: GB, DA: 'HORN' / NL: 'TOETER' / PT: 'BUZINA' / FI: 'S.' / PL: 'KLAXON' / SV: 'TUTA'). |  |
| Sound the horn manually with key 19 . |  |
| End of the training | |
| Load a similar type of training configuration by pressing key 28 . |  |
| Load a different type of training configuration: press key 28 , then enter in programming mode with key 27 . |  |

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