

Volleyball (WTTC-1 Tabletop Controller)

Easy instructions for running the scoreboard:



In all cases, operations for the home team use the yellow keys; those for the guest team use the red keys.



If timing the match, press to start and stop the match clock. If required to change the game time, see Edit Mode in the advanced section, below.



Add points scored with the +1 key; subtract mistakenly added points with the -1 key.

When you add a point, serve possession is automatically assigned to the team that scored.



If needed, press to indicate which side is serving.



Press to start a timeout. If pressed while a timeout is running, the timeout will be ended prematurely.



Press to advance to the next set (or break, if in standard rather than timed mode). This will automatically increment the sets won for the correct team.



Press if you need to independently increment the sets won.



Press the HORN button to sound the horn manually. It will not sound automatically.

More advanced options:

Starting a new match, editing game time, score, set number, sets won, set scores, number of time outs remaining



To start a new match, press , and select NEW MATCH. This cannot be undone, so you'll be prompted to confirm this action.



Press the appropriate key to record an ace or kill. When prompted, enter the jersey number of the player who made the ace or kill. These can be displayed on scoreboards which have space for this.



For the latest version of these instructions, and additional user instructions, go to the customer service section of www.ColoradoTime.com
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Press to activate Edit Mode. Next, press the key corresponding to the value you want to edit. Enter the new value with the numeric keypad and press Enter to enact the change. Press Clear to exit Edit Mode without making a change.

For example, to edit the home team score for the current set, press Edit Mode and then press either of the keys that modify the home team score (+1 or -1). You can also edit number of time outs, set number, and sets won by selecting those keys.



To edit scores for sets other than the current one, press Edit Mode and then press Set Scores.

To edit the game time, while game time is stopped, press Edit Mode and then press Run/Stop. Enter the new value with the numeric keypad, and press enter to enact the change.

When the numeric keypad is active for editing a data field, the battery icon is replaced by "123". When the entire keyboard is active for alphanumeric input, the battery icon is replaced by "ABC". Slide the keyboard insert out and flip it over for alphabetic entry.



The first time you press this in a game, you will enter the 6 numbers for the starting players. Enter the number and press enter to move to the next field. On subsequent times you press this key, you will enter one player number going in to the game and one coming out.



Press  to see the game statistics (Aces and Kills). These can be displayed on scoreboards which have space for this. To edit statistics for a player, enter the stats screen. Use the arrow keys to highlight the number to edit, press Enter, type the new number, and press Enter again. Press Clear to exit the stats screen.

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Game setup (lengths of periods, lengths of time outs, horn tones, etc):



Press to set up your game with the two main sub-menus: Default Times, and Time Out options.

Use the **Default Times** section to set match type (Enter toggles between Match and Time). Match Length is only available if Timed is selected. Breaks (between set 1 and 2, and 3 and 4) and intermission (between set 2 and 3) are only available if Match is selected. You can also set whether to show tenths of a second on the match clock when the time is below 1:00. If you make changes, you must save them and then start a new match before they will take effect.

Use the **Time Out** options to set time out details, including number and length of time outs a team receives at the beginning of each match.

Set **Horn** tones in the Horn Options section of the Hardware Options menu, as described in the Tabletop Quick Reference Guide. For volleyball, Horn 1 is the horn that will sound when the Horn button is pressed.

You can also choose Hardware Options to set the global settings for all sports on this console. This menu is described on the Tabletop Quick Reference guide, and includes brightening and dimming your scoreboard, horn tones, backlight setting on the console, and other scoreboard configurations.