


Water Polo (WTTTC-1 Tabletop Controller)

Easy instructions for running the scoreboard:



Press to start and stop the game clock. This can also be done with an RSR-1; see RSR in the advanced section, below.



Press to reset the shot clock. If you press this key mistakenly, you can use  to resume shot time.

The shot time can also be reset with an RSR-1; see RSR in the advanced section, below.

If required to change the game or shot time, see Edit Mode in the advanced section, below.



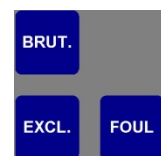
Operations for the home team use the keys on the left; those for the guest team use the keys on the right.



Add points scored with the +1 key; subtract mistakenly added points with the -1 key. If prompted, enter the cap number of the player who scored and Enter.



Start the correct timeout with the timeout keys. If pressed while a timeout is running, the timeout will end prematurely.




Use these keys to record fouls, including exclusions and brutalities. If prompted, enter the cap number of the player who committed the foul and Enter.



Press these keys to clear exclusions.




Press  to advance to the next period or break between periods. (This key is only active while the clock is stopped.) Press Run/Stop to start the clock.




Press the HORN button to sound the horn manually. It will sound automatically at the end of a period, break/halftime and game, and optionally at the end of a time out and as a time out warning if set in the game set up menu.

More advanced options:

Starting a new game, editing game time, shot time, score, number of fouls, number of time outs remaining

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

 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, 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 full and partial time outs by selecting those keys.

Editing game time & shot time: Press Edit Mode and then press Run/Stop to edit the game time, or press the yellow Reset key to edit the shot time. Enter the new value with the numeric keypad, and press enter to enact the change. Times can only be edited while the clock is stopped.

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.



When enabled through the "Shot Can Stop" option under the Shot Clock menu, the Shot Clock can be stopped (and started) without stopping the Game Clock. The run/stop state of the shot clock is indicated on the screen of the WTTTC with a play/pause icon adjacent to the shot time.



When enabled through the "Alt Shot Reset" option under the Shot Clock menu, this key resets the shot clock to a length different than the main shot clock time. Set the length with the "Alt Shot" option in the menu.
NOTE If using an RSR-1, set the "Shot Length" to the time you want to control by RSR (Shot or Alt Shot).

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Run/Stop/Reset Units (RSR)


Using run/stop/reset (RSR) units for time keeping: Optional run-stop-reset units allow a second or third operator to assist in controlling game time and main shot time.



When a single button RSR is connected, the keyboard keys Run/Stop and Reset are inactive; Alt Shot Reset is still active.


When a two button RSR is connected, the Alt Shot Reset keyboard key is also inactive.

One RSR: Connect to either round phone plug input on the back. The black rocker switch starts and stops the game time, and the blue reset button resets the shot clock to its default time. A two button RSR can also reset the shot clock to its alternate time.


Two RSRs: The one connected to Input 1 controls the game time with the rocker switch; the reset button(s) is inactive. The one connected to Input 2 controls resetting the shot clock with the reset button; the rocker switch is active to start and stop the shot time **only** if the “Shot Can Stop” option is set to Yes. A two button RSR can also reset the shot clock to its alternate time.

 The first time you press this in a game, you will enter the 6 numbers for the starting players (except the goalie). 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. These can be displayed on scoreboards which have space for this. Set which statistics are kept in the Stats Options, described in Game Setup, below. 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.

 When tracking fouls is enabled in the Stats menu (see Game set up, below), the cap number of the player who committed the most recent foul will display on scoreboards which have space for this. Press the Blank Player Foul when ready to stop displaying this on the scoreboard.

Game setup (horn tones, statistics tracking, and lengths of periods, time outs, exclusions, brutalities):

 Press to set up your game with the five main sub-menus: Default Times, Shot Clock settings, Exclusion Options, Time Out options and Statistics options.

Use the **Default Times** section to set period length, length of the break between periods, halftime length, and overtime length.

Use the **Shot Clock** section to:

- toggle the shot clock on or completely off
- set the default reset value for the shot clock
- set whether the shot clock remains active or blank when shot time is greater than the time remaining in the period

Use the **Exclusion** options to set the length of exclusions and brutalities.

Use the **Time Out** options to set the full and partial time outs details, including number of each time out a team receives at the beginning of each half, length, and horn details. Use Full or Part TO Horn to toggle whether the game horn sounds automatically at the end of a timeout. Use Full or Part TO Warn to set the amount of time before the end of the timeout that a warning horn will sound. Set to 0 for no warning horn.

Use the **Stats** options to set whether to track fouls (including exclusions and brutalities) and points by player number, and to set the number of fouls at which a player fouls out of the game.

Set **Horn** tones in the Horn Options section of the Hardware Options menu, as described in the Tabletop Quick Reference Guide. For water polo, Horn 1 is the game horn, and Horn 2 is the shot clock horn.

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.