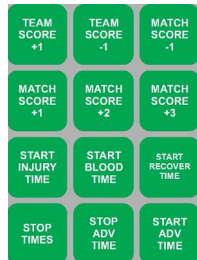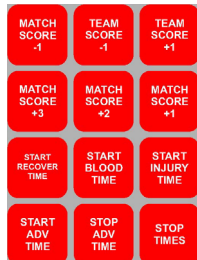# Wrestling (WTTC-1 Tabletop Controller)

Easy instructions for running the scoreboard:

In dual meets, operations for the home team use the green keys; those for the guest team use the red keys. For a tournament use the key color that corresponds to the individual wrestler.
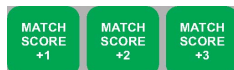
Press the weight class key and use the numeric keypad to enter the current weight class. Press Enter to enact the change.

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

Add match points scored with the +1, +2 and +3 keys; subtract mistakenly added match points with the -1 key.

Press **PERIOD +1** 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 match clock. Break clock starts automatically.

Press the appropriate key to start the injury, blood or recovery clock. Stop any of these clocks with the Stop Times key.

Press to start and stop Advantage time.

To start the next match, press **MENU**, and select NEW MATCH. This cannot be undone, so you'll be prompted to confirm this action.

Add team points with the +1 key; subtract mistakenly added points with the -1 key. Team scores will only be displayed on scoreboards with this capability, and only when Team Scores is set to ON in the Menu (see Menu in the Event Setup section, below).

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

The Reset key is inactive in Wrestling.

More advanced options:

Editing match time, score, period, number of recovery time outs remaining, and injury, blood or advantage times.

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 match score for the red wrestler, press Edit Mode and then press any of the keys that modify the red match score (Match Score -1 or +1, +2 or +3), enter the correct score with the numeric keypad and press Enter. You can also edit the period number, the number of recovery timeouts remaining or the team score by selecting those keys. Edit the injury, blood or advantage times by selecting the corresponding Start key.

To edit the match time, 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.

Wrestling (WTTC-1 Tabletop Controller)

Event setup (lengths of periods, breaks and other clocks, team score display, horn tones, etc):

MENU Press to set up your event with the three main sub-menus: Default Times, Stats Options and Time Out Options.

Use the **Default Times** section to set period length, break length, and overtime length. Note: if your rules require overtime periods of different lengths (for example, first OT is 1:00, followed by :30 overtime periods), you can set the default overtime length to the most-used length and then edit the one(s) that need to be different with the Edit Mode and Run/Stop keys.

Use the **Time Out** options to set other clock details, including number and length of recovery time outs, and length of injury and blood times.

Use **Stats Options** to determine if team scores will be displayed.

Set **Horn** tones in the Horn Options section of the Hardware Options menu, as described in the Tabletop Quick Reference Guide. For wrestling, Horn 1 is the only 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.