

## Basketball (WTTTC-1 Tabletop Controller)

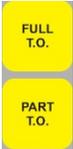
### Easy instructions for running the scoreboard:



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



Indicate possession of the ball with



Start the correct timeout with the timeout keys. (These keys are only active when the clock is stopped.) If pressed while a timeout is running, the timeout will be ended prematurely.

Add points scored with the +1, +2 or +3 keys; subtract

mistakenly added points with the -1 key. If prompted, enter the jersey number of the player who scored and Enter.

To record a foul, press . If prompted, enter the jersey number of the player who committed the foul and Enter.



Press to start and stop the game clock. This can also be done with an RSR; 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.



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.

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



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 any of the 4 keys that modify the home team score (+1, +2, +3 or -1). You can also edit number of fouls and number of full and partial time outs by selecting those keys. Press Edit Mode and then press Run/Stop to edit the game time. Enter the new value with the numeric keypad, and press enter to enact the change.

There are two ways to edit the shot clock time:

- Press , enter the new value with the numeric keypad, and press enter to enact the change.
- Press , then the yellow Reset key. Enter the new value with the numeric keypad, and press enter to enact the change.

If you edit shot time mistakenly, you can use  to resume shot time.

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.



Press to manually increment the bonus indicator. To automatically increment the bonus indicators, adjust the settings (see Stats Options in Game Setup, below)

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**SUBST** The first time you press this in a game, you will enter the 5 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.

**STATS SCREEN** Press to see the game statistics. Set which statistics are kept in the Stats Options, described in Game Setup, below.

**BLANK PLAYER FOUL** When tracking fouls is enabled in the Stats menu (see Game set up, below), the jersey number of the player who committed the most recent foul will display on the scoreboard. Press the Blank Player Foul when ready to stop displaying this on the scoreboard.

**ALT SHOT RESET** 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).

### **Run/Stop/Reset Units (RSR)**

Using run/stop/reset (RSR) units for time keeping (optional):

Optional run-stop-reset units allow a second or third operator to assist in controlling game time and shot time.

When a single button RSR is connected, the keyboard keys Run/Stop and Reset are inactive. 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 inactive. A two button RSR can also reset the shot clock to its alternate time.

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

For the latest version of these instructions, and additional user instructions, go to the customer service section of [www.ColoradoTime.com](http://www.ColoradoTime.com)  
Email: [customerservice@coloradotime.com](mailto:customerservice@coloradotime.com) \* 1-800-287-0653 or +1 970-667-1000

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

Use the **Default Times** section to set number of periods, period length, length of the break between periods, halftime length, overtime length and whether to show tenths of a second on the game clock when the time is below 1:00.

The break length is the time between quarters 1 and 2, and between quarters 3 and 4. It has no effect if the game is set to halves.

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 to show tenths of a second on the shot clock when the shot time is below :10
- set whether the shot clock remains active or blank when shot time is greater than the time remaining in the period

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 and points by player number, and to set the thresholds for bonuses and fouls: 1<sup>st</sup> (1-and-1), 2<sup>nd</sup> (2-shot), and 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 basketball, 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.