

BOUTMASTER

WRESTLING SCORE-CLOCK

Operating Instructions

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SCORE-CLOCK QUICK START GUIDE

1. The Score-Clock ON/OFF switch is located next to the power cord connector on the main spectator display. The user console is powered by the main display. Always leave the Score-Clock ON between sessions, but turn OFF after the last session each day.
2. The Boutmaster console is basically 7 timers built into one box. The TIME SELECT area allows you to select which timer to start and stop with the black START/STOP key. The selected timer will have a light on in the corner of the key. The timers can only be changed when the time is stopped.
3. The blue keys in the center under the Official Time display are used to change the time for the current timer selected. If the time is changed prior to the beginning of a period, the system auto-programs that time for future use. If the time is changed after the beginning of a period, it is simply an edit function. The thing to remember is that the blue keys can ALWAYS be used to quickly change the displayed time to the correct value. The clock must be stopped before the blue keys can be used.
4. At the end of each period the clock will automatically stop and display 0:00. The end of period buzzer will also sound if connected. Using the + Match Period key, select the next period. The time programmed for that period will be displayed in the Official Time display.
5. Follow Step 4 for each period of the match or until the match ends.
6. To run Injury times, stop the clock and select the correct Injury timer, red or green. The injury time selected will flash the score on and off to show that injury time is running. Press the START/STOP key to start the injury timer. Press again when the injury time is completed. Press the Match Time key to return to the match timer. Injury times can be programmed to any time value using the blue keys.
7. The * keys are for Blood Time. They work the same way as the Injury timers. The blood timers can be programmed to any time value using the blue keys.
8. At the end of the match, press both END keys together to reset the clock. The total time of the match will be displayed, followed by the time of the day. Then all of the timers will be reset and the clock will be ready for the next match. The END keys MUST be used to reset the clock for the next match!!! Do Not try to reset everything manually!
9. Scores are added or subtracted one point at a time with the Red Score and Green Score keys.
10. The bout number is displayed using the Match Number or Weight Class area. Use the black + and - keys to set the proper bout number for each match.
11. If a clock gets a strong static shock it might not function correctly. If this happens, simply turn the main display OFF and then ON to reset the entire system. Reprogram the console and then continue the match.
12. Do not turn the Riding Time clock on for non-collegiate matches as it will disable the Match Number display.

<u>PREPARATION FOR USE</u>	4
<u>OVERVIEW</u>	4
<u>INITIAL SETUP FOR MATCH</u>	4
<u>BASIC OPERATION</u>	5
<u>SETTING THE MATCH PERIOD TIMES</u>	5
<u>SETTING INJURY, RECOVERY AND BLOOD * TIMES</u>	5
INJURY RED	5
INJURY GREEN	6
RECOVERY RED	6
RECOVERY GREEN	6
BLOOD *RED	6
BLOOD *GREEN	6
<u>SETTING THE TIME OF DAY CLOCK</u>	6
HOW DO I START A MATCH?	7
WHAT IF I MAKE A MISTAKE AND NEED TO FIX THE MATCH TIME?	7
WHAT HAPPENS IF THERE'S A PIN	7
WHAT HAPPENS WHEN THE MATCH IS OVER? OR, HOW DO I END THE MATCH?	7
WHAT HAPPENS IF I ENDED A MATCH AND I SHOULDN'T HAVE?	7
HOW DO I CHANGE THE SCORE?	7
HOW DO I CHANGE THE MATCH NUMBER OR WEIGHT CLASS?	8
WHAT IF I SELECT THE WRONG MATCH PERIOD?	8
HOW DO I RUN RED INJURY TIME?	8
HOW DO I RUN GREEN INJURY TIME?	9
HOW DO I RUN DUAL INJURY TIME (Both Wrestlers Injured)?	9
HOW DO I RUN RED RECOVERY TIME?	10
HOW DO I RUN GREEN RECOVERY TIME?	10
HOW DO I RUN RED *TIME?	11
HOW DO I RUN GREEN *TIME?	11
HOW DOES THE BUZZER WORK?	12
HOW DOES TEAM SCORE WORK?	12
HOW DOES RIDING TIME WORK?	12
WHAT IF I NEED MORE HELP?	12

PREPARATION FOR USE

Refer to the enclosed assembly instructions for all BoutMaster models.

OVERVIEW

BoutMaster Wrestling Score-Clocks have been designed specifically for Amateur Wrestling. All of the timing and scoring functions have been addressed for all levels of wrestling, from youth to International level.

INITIAL SETUP FOR MATCH

The BoutMaster console is easily configured for any wrestling match. On power-up, the front panel will display zero score, and 0:00 for match time. Match time is selected as the current timing mode and both the *Match Number or Weight Class* and the *Riding Time* displays are off.

Any function can be selected at the touch of its corresponding key. However, some functions are restricted at certain times to help the user avoid making timing or scoring errors. Generally, any displayed function can be simply altered by pressing the corresponding keys.

Some functions can be programmed once and will return to their pre-programmed value after each match has ended. These functions are described below.

The BoutMaster Wrestling Score-Clock has been designed for ease of use and very little can be done to truly upset its operation. Anything that is changed incorrectly may easily be changed back. Experimenting a few minutes before using the Score-Clock in an actual match is usually more than sufficient training.

Only one thing is important to remember. The key to understanding the operation of the BoutMaster Score-Clock is simply => ***Whatever function has its lamp on is the current function in use!*** For example, if the lamp is on in the Match Time key, any timing or editing will affect the Match Time. If the Injury Red lamp is on in the Injury Red key, any timing or editing will affect the Injury Red Time, etc.

Please continue on for quick reference of each console function and commonly asked questions.

BASIC OPERATION

Push the main Score-Clock display On-Off switch to the on position. After a couple of seconds, the console and main Score-Clock display will display zero time and zero scores. If there is no display, check the cable connections and power. The main Score-Clock display On-Off switch should be lit when in the “ON” position. If not, verify for correct power being supplied to the Score-Clock.

The main Score-Clock display can either display “MATCH NUMBER or WEIGHT CLASS” or “RIDING TIME” depending upon the type of wrestling match. The selection is made by use of the RIDING TIME On/Off key.

For any type of match other than Collegiate, RIDING TIME should be Off, with the yellow lamp in the RIDING TIME On/Off key dark. To select RIDING TIME, press On/Off key until the lamp in the corner of the key is lit. The RIDING TIME display will also be lit.

For easiest operation make sure all desired timing parameters have been preset as described in the INITIAL SETUP instructions.

SETTING THE MATCH PERIOD TIMES

The first step in using the BoutMaster Wrestling Score-Clock Console is to set the period times of the matches.

NOTE:

Although this can be done as the match progresses, it is more convenient to preset the period times beforehand.

Select MATCH TIME by pressing the MATCH TIME key. The yellow lamp in the corner of the key will light.

Select period 1 if not displayed by pressing the MATCH PERIOD + or – keys. Each press of the + key increases the period by 1 and each press of the – key decreases the period by 1.

Using the blue + and – keys in the OFFICIAL TIME area, change the time to the desired period 1 time. Period times may be set from 00:01 to 99:59.

Select period 2 using the MATCH PERIOD + and – keys.

Using the blue + and – keys in the OFFICIAL TIME area, change the time to the desired period 2 time.

Set each of the remaining period times of the match using the + and – MATCH PERIOD keys and the blue OFFICIAL TIME + and – keys.

SETTING INJURY, RECOVERY AND * TIMES

*NOTE: Injury, Recovery and * Times can not be set unless any running timer is stopped.*

INJURY RED

Select INJURY RED time by pressing the INJURY RED key. **Note:** MATCH TIME must be stopped before Injury Red may be selected. A red lamp will light in the corner of the key and the remaining Injury Red Time will be displayed in the OFFICIAL TIME window. Change the Injury Red time to the desired time by using the blue + and – keys. If the Injury Red Time is changed before the match begins, the time value selected will be stored and used for each new match until changed.

INJURY GREEN

Select INJURY GREEN time by pressing the INJURY GREEN key. **Note:** *MATCH TIME must be stopped before Injury Green may be selected.* A green lamp will light in the corner of the key and the remaining Injury Green Time will be displayed in the OFFICIAL TIME window. Change the Injury Green time to the desired time by using the blue + and – keys. If the Injury Red Time is changed before the match begins, the time value selected will be stored and used for each new match until changed.

RECOVERY RED

Select RECOVERY RED time by pressing the RECOVERY RED key. **Note:** *MATCH TIME must be stopped before Recovery Red may be selected.* A red lamp will light in the corner of the key and the Recovery Time will be displayed in the OFFICIAL TIME window. Change the Recovery Red time to the desired time by using the blue + and – keys. If the Recovery Red Time is changed before the match begins, the time value selected will be stored and used for each new match until changed.

RECOVERY GREEN

Select RECOVERY GREEN time by pressing the RECOVERY GREEN key. **Note:** *MATCH TIME must be stopped before Recovery Green may be selected.* A green lamp will light in the corner of the key and the Recovery Time will be displayed in the OFFICIAL TIME window. Change the Recovery Green time to the desired time by using the blue + and – keys. If the Recovery Green Time is changed before the match begins, the time value selected will be stored and used for each new match until changed.

*** RED(Blood Red Time)**

Select * RED time by pressing the * RED key. **Note:** *MATCH TIME must be stopped before * RED may be selected.* A red lamp will light in the corner of the key and the remaining * Red Time will be displayed in the OFFICIAL TIME window. Change the * Red time to the desired time by using the blue + and – keys. The time value selected will be stored and used for each match until changed.

*** GREEN(Blood Green Time)**

Select * GREEN time by pressing the * GREEN key. **Note:** *MATCH TIME must be stopped before * GREEN may be selected.* A green lamp will light in the corner of the key and the remaining * Green Time will be displayed in the OFFICIAL TIME window. Change the * Green time to the desired time by using the blue + and – keys. The time value selected will be stored and used for each match until changed.

SETTING THE TIME OF DAY CLOCK

Press the TIME OF DAY key and hold it in. The Time of Day will be displayed in the OFFICIAL TIME window. Use the blue + and – keys to set to the correct time. Release the TIME OF DAY key. Press the TIME OF DAY key in to verify the correct time has been set. The Time of Day will be displayed at the end of each match and whenever the TIME OF DAY key is pressed.

HOW DO I START A MATCH?

To begin the match, make sure MATCH TIME is selected. The yellow lamp in the corner of the MATCH TIME key should be lit.

Use the MATCH PERIOD + and – keys to set the correct period of the match.

Press the START/STOP key to start the clock. Press the START/STOP key again to stop the clock when required. Each press of the START/STOP key will either start or stop the clock.

The match time will count down towards zero. At zero (0:00) time, end-of-period buzzer will automatically sound for 1 second and automatically shut off.

After the buzzer has sounded the end of the period, 0:00 time will be displayed.

Select the next period by pressing the MATCH PERIOD + key. The preset time value (if already set) will be displayed in the OFFICIAL TIME window. If the time is incorrect, use the blue + and – keys to enter the correct time.

Continue to operate the match time the same as the previous period, starting and stopping as required.

WHAT IF I MAKE A MISTAKE AND NEED TO FIX THE MATCH TIME?

It's easy to fix any timing errors. Stop the clock (if not already stopped) by pressing the START/STOP key. Use the blue + and – keys in the OFFICIAL TIME area to change the match time to the correct time. You are now ready to continue the match.

WHAT HAPPENS IF THERE'S A PIN?

If a pin or technical fall occurs, press the START/STOP key to stop the match time. Press both END keys at the same time and hold for 1 second. The total time length of the match is displayed for statistical use. The time of day is then displayed for the 45 minute rule. All timing and scoring parameters are then reset for the next match.

WHAT HAPPENS WHEN THE MATCH IS OVER? OR, HOW DO I END THE MATCH?

If the match ends without a pin, press both END keys at the same time and hold for 1 second to reset the Score-Clock for the next match. The total time length of the match is displayed for statistical use. The time of day is then displayed for the 45 minute rule. All timing and scoring parameters are then reset for the next match.

WHAT HAPPENS IF I ENDED A MATCH AND I SHOULDN'T HAVE?

If the next match has not yet begun, simply press the LAST MATCH key. The Score-Clock returns all timing and scoring functions to their values before the END match keys were pressed.

HOW DO I CHANGE THE SCORE?

Use the RED SCORE and GREEN SCORE + and – keys to enter the correct match score. Each press of the + key adds points and each press of the – key subtracts 1 point.

HOW DO I CHANGE THE MATCH NUMBER OR WEIGHT CLASS?

Use the + and – keys in the MATCH NUMBER OR WEIGHT CLASS area to set the correct match number or weight class. Each press of the + key adds 1 to the number above it and each press of the – key subtracts 1 from the number above it. The match number or weight class can be changed at any time during a match.

Note: The Match Number or Weight Class display may be turned off by setting the display to 000.

The Match Number or Weight Class is displayed on the main Score -Clock display unless Riding Time is “ON.” If you do not need RIDING TIME and want to display the Match Number or Weight class, make sure Riding Timing is “OFF.” Press the RIDING TIME On/Off key until the lamp is dark in the corner of the key. This will permit the Match Number or Weight Class to be displayed on the main Score-Clock.

WHAT IF I SELECT THE WRONG MATCH PERIOD?

Simply use the MATCH TIME + or – keys to set the correct period. If the period has already begun, the current displayed time will carry over. If the period has not begun, the preset period time will be displayed.

HOW DO I RUN RED INJURY TIME?

Press the START/STOP key to stop the match time if not already stopped. Press the INJURY RED key to select the red injury timer. A red lamp will light in the corner of the INJURY RED key and the remaining red injury time will be displayed.

If this is the first red injury time run for the match, the time displayed will be the preset time entered before the match began. The Score -Clock default is 2:00. If the injury red time is incorrect, use the blue + and – keys to adjust the time until it is correct.

Injury red time is *cumulative* throughout the match. A fixed period of time is allotted to injury time for each match. The BoutMaster Score-Clock will store and display the remaining injury red time for the match during the entire match.

Press the START/STOP key to start the red injury time clock. The remaining red injury time is displayed as time counts down toward zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The red score continues to flash on and off.

Press the START/STOP key to stop the red injury timer. The remaining red injury time is displayed. If red injury time reaches zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The red score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:---Shortcut!

Another way to stop the red injury timer and automatically return to match time is to press the INJURY RED key while injury red is running.

HOW DO I RUN GREEN INJURY TIME?

Press the START/STOP key to stop the match time if not already stopped. Press the INJURY GREEN key to select the green injury timer. A green lamp will light in the corner of the INJURY GREEN key and the remaining green injury time will be displayed.

If this is the first green injury time run for the match, the time displayed will be the preset time entered before the match began. The Score-Clock default is 2:00. If the injury green time is incorrect, use the blue + and – keys to adjust the time until it is correct.

Injury green time is cumulative throughout the match. A fixed period of time is allotted to injury time for each match. The BoutMaster Score-Clock will store and display the remaining injury green time for the match during the entire match.

Press the START/STOP key to start the green injury time clock. The remaining green injury time is displayed as time counts down towards zero (0:00). The green score flashed on and off as the time counts down to show the coaches and spectators that green injury time is running.

Press the START/STOP key to stop the green injury timer. The remaining green injury time is displayed. If green injury time reaches zero (0:00) time, the buzzer sounds and (0:00) time is displayed. The green score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:-- Shortcut!

Another way to stop the green injury timer and automatically return to match time is to press the INJURY GREEN key while injury green is running.

HOW DO I RUN DUAL INJURY TIME (Both Wrestlers Injured)?

If Injury Red or Injury Green is already running, simply press the other Injury time key. In other words if Injury Red is already running and there is a need to also run Injury Green, simply press the INJURY GREEN key. Both Injury indicators will light and the OFFICIAL TIME display will alternate every other second in displaying Injury Red or Injury Green. The same goes if Injury Green is already running. Simply press the INJURY RED key to start the Injury Red clock.

If neither injury timer is running choose either Red or Green Injury Time, press the START/STOP key to begin the Injury Time the press the other Injury Time key to start it running. You do not need to press the START/STOP again.

You can stop either Injury Time by pressing the appropriate key. If Injury Red is done, simply press the INJURY RED key to stop the clock. Injury Green will continue to run. When Injury Green is done, either press the START/STOP key or the Injury Green key to stop the Injury Green clock.

If either Injury Time elapses to 0:00, the buzzer will sound for 1 second, and the other Injury Time will stop, since the injured wrestler must continue or forfeit. Press the MATCH TIME key to return to Match Time.

HOW DO I RUN RED RECOVERY TIME?

Press the START/STOP key to stop the match time if not already stopped. Press the RECOVERY RED key to select the red recovery timer. A red lamp will light in the corner of the RECOVERY RED key and the red recovery time will be displayed.

If the recovery red time is incorrect, use the blue + and – keys to adjust the time until it is correct.

Recovery red time is non-cumulative throughout the match and will be counted down from its preset time value each time it is run. The Score-Clock default is 2:00.

Press the START/STOP key to start the red recovery time clock. The remaining red recovery time is displayed as time counts down towards zero (0:00). The red score flashes on and off as the time counts down to show the coaches and spectators that red recovery time is running.

Press the START/STOP key to stop the red recovery timer. The remaining red recovery time is displayed. If red recovery time reaches zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The red score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:--- Shortcut

Another way to stop the red recovery timer and automatically return to match time is to press the RECOVERY RED key while recovery red is running.

HOW DO I RUN GREEN RECOVERY TIME?

Press the START/STOP key to stop the match time if not already stopped. Press the RECOVERY GREEN key to select the green recovery timer. A green lamp will light in the corner of the RECOVERY GREEN key and the green recovery time will be displayed.

If the recovery green time is incorrect, use the blue + and – keys to adjust the time until it is correct.

Recovery green time is non-cumulative throughout the match and will be counted down from its preset time value each time it is run. The Score-Clock default is 2:00.

Press the START/STOP key to start the green recovery time clock. The remaining green recovery time is displayed as time counts down towards zero (0:00). The green score flashes on and off as the time counts down to show the coaches and spectators that green recovery time is running.

Press the START/STOP key to stop the green recovery timer. The remaining green recovery time is displayed. If green recovery time reaches zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The green score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:--- Shortcut

Another way to stop the green recovery timer and automatically return to match time is to press the RECOVERY GREEN key while recovery green is running.

HOW DO I RUN RED * TIME? (Red Blood Time)

Press the START/STOP key to stop the match time if not already stopped. Press the * RED key to select the red X timer. A red lamp will light in the corner of the * RED key and the remaining red * time will be displayed.

If this is the first red * time run for the match the time displayed will be the preset time entered before the match began. The Score-Clock default is 5:00. If the * red time is incorrect, use the blue + and – keys to adjust the time until it is correct.

* Red time is cumulative throughout the match. A fixed period of time is allotted to * time for each match. The BoutMaster Score-Clock will store and display the remaining * red time for the match during the entire match.

Press the START/STOP key to start the red * time clock. The remaining red * time is displayed as time counts down towards zero (0:00). The red score flashes on and off as the time counts down to show the coaches and spectators that red * time is running.

Press the START/STOP key to stop the red * timer. The remaining red * time is displayed. If red * time reaches zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The red score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:

Another way to stop the red * timer and automatically return to match time is to press the * RED key while * red is running.

HOW DO I RUN GREEN * TIME? (Green Blood Time)

Press the START/STOP key to stop the match time if not already stopped. Press the * GREEN key to select the green * timer. A green lamp will light in the corner of the * GREEN key and the remaining green * time will be displayed.

If this is the first green * time run for the match, the time displayed will be the preset time entered before the match began. The Score-Clock default is 5:00. If the * green time is incorrect, use the blue + and – keys to adjust the time until it is correct.

* Green time is cumulative throughout the match. A fixed period of time is allotted to * time for each match. The BoutMaster Score-Clock will store and display the remaining * green time for the match during the entire match.

Press the START/STOP key to start the green * time clock. The remaining green * time is displayed as time counts down towards zero (0:00). The green score flashes on and off as the time counts down to show the coaches and spectators that green * time is running.

Press the START/STOP key to stop the green * timer. The remaining green * time is displayed. If green * time reaches zero (0:00) time, the buzzer sounds and 0:00 time is displayed. The green score continues to flash on and off.

Press the MATCH TIME key to return to the match time function. A yellow lamp will light in the corner of the match time key, indicating match time is the selected time function.

NOTE:

Another way to stop the green * timer and automatically return to match time is to press the * GREEN key while * green is running.

HOW DOES THE BUZZER WORK?

The buzzer automatically sounds whenever a time lapses to zero (0:00). The buzzer can be sounded manually by pressing the HORN button. The buzzer will only work if the match time is stopped. This keeps the buzzer from accidentally being sounded. To shut the buzzer off, simply unplug it from the back of the console.

HOW DOES TEAM SCORE WORK?

Team Score is selected by pressing the TEAM SCORE key. A yellow lamp will light in the corner of the TEAM SCORE key. The current team score will be displayed in the red and green score windows. The other displays will be blank on the main Score-Clock display. The team score can be changed by using the red or green + and – keys.

HOW DOES RIDING TIME WORK?

For Collegiate events, there is a bi-directional riding time clock. Riding time is selected by pressing the ON/OFF key in the Riding Time block. A yellow lamp will light in the corner of the ON/OFF key and the riding time will be displayed. When selected, Riding Time will be displayed on the main Score-Clock display. If you want to display the Match Number or Weight Class, press the Riding Time ON/OFF key until the yellow lamp is dark in the corner of the key.

Operation of the riding time clock is very simple. If there is no control, press the NEUTRAL key (this is the initial setting). If Red gains control, press the RED key. The Riding time clock will count riding time for red. If green gains control, press the GREEN key. The riding time clock will count riding time for green. The riding time clock operation is controlled by the match time clock. The riding time clock will automatically start and stop with the match time clock.

The riding time clock is bi-directional because it counts up and down. For example, if red has already posted 1:00 of riding time and green gains control, the riding time is counted down towards zero. If green has control for more than 1:00, the riding time clock will count down through zero and begin counting up.

Advantage time is also indicated on the console and on the main Score-Clock display. On the console, advantage time is indicated by either the red or green advantage lamp being lit. On the main Score-Clock, red or green indicators next to the riding time clock display indicate advantage. As the riding time clock passes back and forth through zero, the correct advantage color is displayed.

WHAT IF I NEED MORE HELP???

Call: 1-800-945-8881

If No Answer call our 24-Hour Tech Support Info Line
1-888-700-8040

