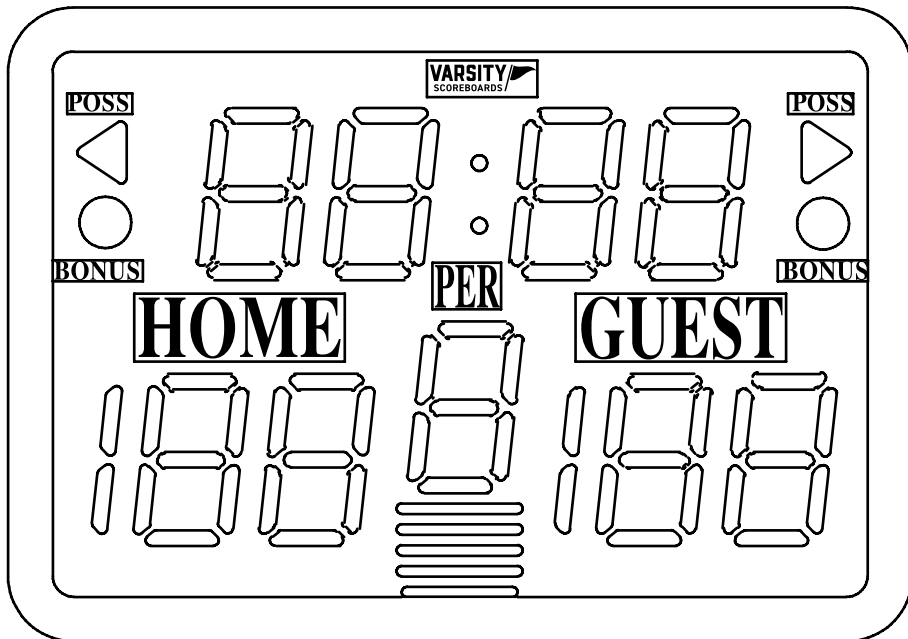# VARSITY
SCOREBOARDS

MODEL LED-4

Installation & Operation Manual

MODEL LED-4 INSTALLATION

WARRANTY

This product is warrantied against defects in materials and workmanship for the period specified in the warranty from the date of invoice.
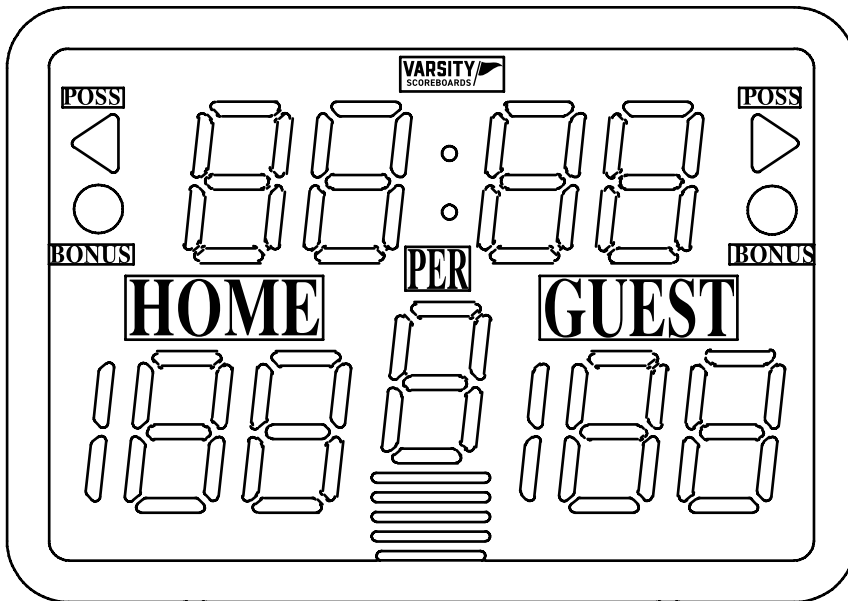
SERVICE

Technical support is available 24 hours a day, 7 days a week.
1-800-411-3136

https://www.varsityscoreboards.com/support/contact-support.html
(link to fill out support request on website)

A NOTE TO INSTALLERS

If you are installing this scoreboard for a client, please return the manual to the individual in charge of the scoreboard upon completion of installation.

SCOREBOARD DIMENSIONS

22" wide x 15" tall x 8" deep

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MODEL LED-4 INSTALLATION

The LED-4 is a portable tabletop LED scoreboard intended for indoor use. With three-digit "HOME" and "GUEST" scores, capable of scoring 0-199; a "PERIOD" display; a four-digit "CLOCK" display, which will count up or down; "BONUS" indicators; and "POSSESSION" indicators. The LED-4 is ideally suited for scoring Basketball, Volleyball, and Wrestling. The LED-4 also has Track, Timed Workout, and Time of Day modes.

ITEMS IN
LARGE PACKAGE(S)
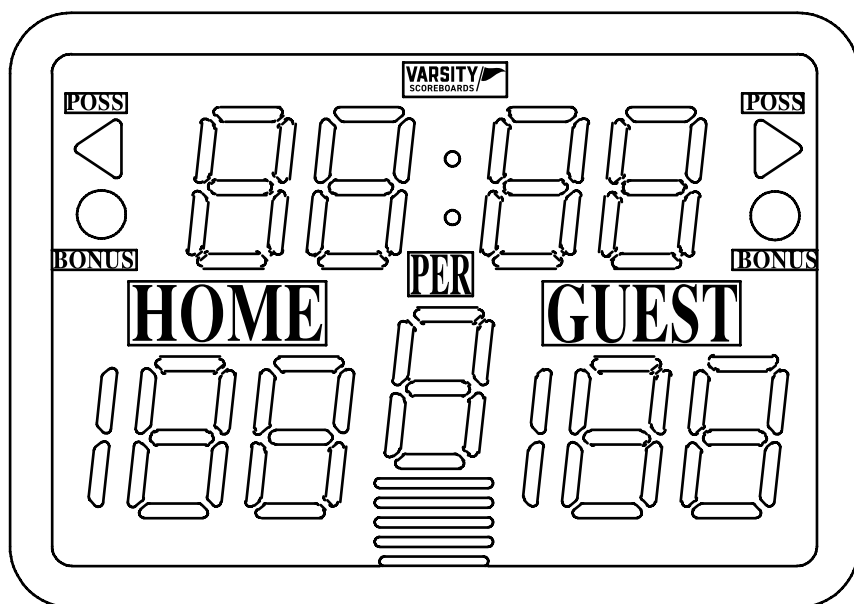
(1) 22" x 15" x 8" Multisport Scoreboard

Shipped in (1) section

ITEMS IN
ACCESSORY BAG

(1) 10vAC/3A wall transformer

(1) Keypad insert set

(1) 5-Pin DIN Cable

(1) Leg assembly

NOTE: The controller for the LED-4 is located on the back of the tabletop scoreboard.

INSTRUCTIONS FOR
REPORTING SHIPPING DAMAGE

1 /

Note "DAMAGED" on the Delivery Receipt Form, including details of the type of damage to the freight and packaging.

2 /

Ask the delivery driver to call the local terminal and report immediately.

3 /

Contact Varsity Scoreboards immediately while the delivery driver is still present to report the damage

A. Phone number
B. Email

Shipping damage **must** be noted at the time of delivery. The shipper is **not responsible** for shipments that aren't sighted for as damaged upon arrival. The shipper is responsible for filing a claim, unless shipped 3rd party.

INSTALLATION OVERVIEW

BEFORE OPERATING

This manual will walk you through the installation of the scoreboard. While care has been taken to consider the many scenarios for installation, some general information applies to all. Follow this guide as closely as possible to ensure proper installation.

1 /

Review the product specifications below to determine your specific installation hardware.

2 /

Mount scoreboard to leg assembly

3 /

Run and connect electrical service to the scoreboard.

4 /

Test the installed system.

PRODUCT SPECIFICATIONS

OVERALL DIMENSIONS

52" W x 38" H x 8" D - shipped in one (1) section

WEIGHT

Hanging weight = approximately 10 lbs

INSTALLATION RECOMMENDATIONS

Check local code for requirements. Anchors, bolts, chains, cables and related hardware must meet minimum weight requirements.

POWER REQUIREMENTS

The scoreboard is equipped to operate on a 110-volt external AC power, using the supplied 10-volt wall transformer.

The handheld controller is powered from the scoreboard when connected directly to it.

POWERING THE LED-4

1 /

NOTE: For convenience and ease of operation, the LED-4 does not have an "ON/OFF" switch. To turn the unit "ON," supply power to the scoreboard using the included 10-Volt wall transformer. To turn the unit "OFF," simply unplug the scoreboard's wall transformer.

First, plug the appropriate end of the supplied wall transformer into the power receptacle on the back of the scoreboard.

WARNING: The 10-volt wall transformer can NOT be plugged into the handheld controller. The provided 10-Volt wall transformer is meant for use with the Scoreboard ONLY.

2 /

Plug the wall transformer into a standard 120-Volt AC wall outlet.

GETTING STARTED

CHANGING GAME MODES

Since this scoreboard is designed to score several different sports, it has several different modes, one for each sport that it is capable of scoring. Each game mode also has a corresponding keypad insert that helps the operator identify which keys to press for which function. When the scoreboard is first turned ON, a number appears briefly in the "HOME" score display. This number tells the operator what game mode the scoreboard is in. The number that appears corresponds directly to the sport's number as appears on the "GAME CODES" keypad insert. To change game modes:

1 /

Insert the "GAME CODES" insert into the handheld controller keypad.

2 /

Press and hold the "SELECT GAME" key for three seconds.

3 /

When the unit's display clears, press the key for the sport you want to score. The corresponding number for the sport you selected will appear briefly in the scoreboard's "HOME" score display. When the "HOME" score display returns to "0," the unit is ready to score the selected sport.

BASIC KEYPAD FUNCTIONS

SETTING THE CLOCK

1 /

Press and hold the "SET CLOCK" key for three seconds.

2 /

After the clock's display clears, use the number keys to enter the desired period time in a four-digit format. Example: to enter a period time of 8:00, press "0, 8, 0, 0." To enter a period time of 12:00, press "1, 2, 0, 0."

NOTE: This time will remain in the scoreboard's memory until it is changed using the same procedure.

OPERATING THE CLOCK

Press the "START/STOP CLOCK" key to start the clock, press the "START/STOP CLOCK" key again to stop the clock.

NOTE: When the clock expires, the horn will automatically sound and the clock will reset to the user-preset time.

SOUNDING THE HORN

The horn will sound automatically whenever the clock expires. To sound the horn manually at any time, press the "HORN" key (located at the top of the keypad).

RESETTING THE SCOREBOARD (NEW GAME)

To reset the scoreboard for a new game, press and hold the "NEW GAME" key for three seconds.

BASKETBALL OPERATION

GETTING STARTED

Put the scoreboard into "BASKETBALL" mode. Make sure the "BASKETBALL" keypad insert is in the controller.

HOME AND GUEST SCORING

HOME SCORE

To add one to "HOME," press the "HOME SCORE" key once. To subtract one from "HOME," press the "-1 HOME" key once.

GUEST SCORE

To add one to "GUEST," press the "GUEST SCORE" key once. To subtract one from "GUEST," press the "-1 GUEST" key once.

PERIOD, BONUSES, POSSESSION, FOULS

PERIOD

The "PERIOD" will automatically increase when the clock expires at the end of each period. To manually increase the "PERIOD" at any time, press the "PERIOD" key. To decrease the "PERIOD" at any time, press the "COUNT DOWN" key quickly followed by the "PERIOD" key.

POSSESSION

To change the "POSSESSION," press the "POSS. CHANGE" key once.

BONUS

To display the "HOME" bonus, press the "HOME BONUS" key. To display the "GUEST" bonus, press the "GUEST BONUS" key. To clear both the "HOME" and "GUEST" bonus, press the "BONUS CLEAR" key.

CLOCK OPERATION

To add minutes to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "MINUTES" key once for each minute you want to add to the clock. To subtract one minute from the clock, press the "-1 MIN" key once for each minute you want to subtract from the clock.

To add seconds to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "SECONDS" key once for each second you want to add to the clock. To subtract one second from the clock, press the "-1 SEC" key once for each second you want to subtract from the clock.

VOLLEYBALL OPERATION

GETTING STARTED

Put the scoreboard into "VOLLEYBALL" mode. Make sure the "VOLLEYBALL" keypad insert is in the controller.

HOME AND GUEST SCORING

HOME SCORE

To add one to "HOME," press the "HOME SCORE" key once. To subtract one from "HOME," press the "-1 HOME" key once.

GUEST SCORE

To add one to "GUEST," press the "GUEST SCORE" key once. To subtract one from "GUEST," press the "-1 GUEST" key once.

GAMES WON, GAME, POSS/SERVER, GAME SCORE, MATCH SCORE

GAMES WON

To add one to "HOME GAMES WON," press the "HOME GAMES WON" key once. To subtract one from the "HOME GAMES WON," press the "COUNT DOWN" key quickly followed by the "HOME GAMES WON" key.

To add one to the "GUEST GAMES WON," press the "GUEST GAMES WON" key once. To subtract one from the "GUEST GAMES WON," press the "COUNT DOWN" key quickly followed by the "GUEST GAMES WON" key.

GAME

To add one to "GAME," press the "GAME" key. To subtract one from "GAME," press the "COUNT DOWN" key quickly followed by the "GAME" key.

POSSESSION/SERVER

To change the "POSSESSION/SERVER," press the "POSS. CHANGE" key once.

CLOCK OPERATION

To add minutes to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "MINUTES" key once for each minute you want to add to the clock. To subtract one minute from the clock, press the "-1 MIN" key once for each minute you want to subtract from the clock.

To add seconds to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "SECONDS" key once for each second you want to add to the clock. To subtract one second from the clock, press the "-1 SEC" key once for each second you want to subtract from the clock.

WRESTLING OPERATION

GETTING STARTED

Put the scoreboard into "WRESTLING" mode. Make sure the "WRESTLING" keypad insert is in the controller.

HOME AND GUEST MATCH SCORING

HOME MATCH SCORE

To add one to "HOME MATCH SCORE," press the "HOME MATCH SCORE" key once. To subtract one from "HOME MATCH SCORE," press the "COUNT DOWN" key quickly followed by the "HOME MATCH SCORE" key.

GUEST MATCH SCORE

To add one to "GUEST MATCH SCORE," press the "GUEST MATCH SCORE" key once. To subtract one from "GUEST," press the press the "COUNT DOWN" key quickly followed by the "GUEST MATCH SCORE" key.

MATCH SCORE RESET

To clear the "HOME MATCH SCORE" and "GUEST MATCH SCORE," press the "CLEAR" key.

PERIOD, MATCH RESET

PERIOD

The "PERIOD" will automatically increase when the clock expires at the end of each period. To manually increase the "PERIOD" at any time, press the "PERIOD" key.

MATCH RESET

To reset for a new match, press the "COUNT DOWN" key quickly followed by the "CLEAR" key.

CLOCK OPERATION

To add minutes to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "MINUTES" key once for each minute you want to add to the clock. To subtract one minute from the clock, press the "-1 MIN" key once for each minute you want to subtract from the clock.

To add seconds to the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "SECONDS" key once for each second you want to add to the clock. To subtract one second from the clock, press the "-1 SEC" key once for each second you want to subtract from the clock.

TRACK / COUNT-UP OPERATION

GETTING STARTED

Put the scoreboard into "TRACK" mode. Make sure the "TRACK" keypad insert is in the controller.

NOTE: In "TRACK (COUNT UP)" mode, when the clock is started the time will be display in minutes and seconds. The 1/10's and 1/100's of a second will be blanked out until the clock is stopped, at which time the 1/10's and 1/100's of a second will be display in the "GUEST SCORE" display.

TRACK CLOCK OPERATION

STARTING / STOPPING THE CLOCK

To start the clock, press the "START/STOP CLOCK" key. To stop the clock, press the "START/STOP CLOCK" key.

LAPS / LAP TIME

To view the "LAP TIME" while allowing the clock to continue counting internally, press the "START/STOP LAP" key. To return the clock to counting, press the "START/STOP LAP" key again.

To increase the "LAP" indicators, press the "LAPS" key.

OFFICIAL TIME / TIME ADJUSTMENT

With the clock stopped, the "1/100" key may be used to adjust the clock in order to display the official time. The clock will be increased by 1/100 of a second each time the "1/100 TIME" key is pressed.

To subtract 1/100 of a second from the clock, stop the clock by pressing the "START/STOP CLOCK" key, then press the "COUNT DOWN" key quickly followed by the "1/100" key.

TIMED WORKOUT OPERATION

GETTING STARTED

Put the scoreboard into "TRACK" mode. Make sure the "TRACK" keypad insert is in the controller.

NOTE: In "TIMED WORKOUT" mode, the clock will count up to or down from a user-preset time while displaying the current cycle number (up to 8 cycles). When the clock expires, the horn will sound, the cycle indicator will increase by one, and the clock will reset and immediately begin counting again.

WORKOUT CLOCK OPERATION

COUNTING UP / COUNTING DOWN

To start the clock "COUNTING UP," press the "START/STOP CLOCK" key. The clock will count up from "00:00" to the user-preset time.

To start the clock "COUNTING DOWN," press the "COUNT DOWN" key quickly followed by the "START/STOP CLOCK" key. The clock will count down from the user-preset time to "00:00."

To make the clock count up again, stop the clock by pressing the "START/STOP CLOCK" key and then start the clock again by pressing the "START/STOP CLOCK" key.

START/STOP THE CLOCK

To stop the clock, press the "START/STOP CLOCK" key.

CLOCK RESET

To reset the clock, press the "COUNT DOWN" key quickly followed by the "RESET" key.

TIME OF DAY OPERATION

GETTING STARTED

In "TIME OF DAY" mode, the scoreboard's clock displays the time of day in hours and minutes. The scoreboard can be placed in "TIME OF DAY" mode from any other game mode as long as the clock is stopped.

SETTING THE CLOCK

1 /

Press "COUNTDOWN" quickly followed by the "HORN" key (located at the top of the keypad). Enter the "TIME OF DAY" by pressing and holding the "SET CLOCK" key.

2 /

When the clock display clears, use the numeric keypad to enter the time of day in a 12-hour, four digit clock format. For example, to enter "8:30," press "0, 8, 3, 0." To enter "10:15," press "1, 0, 1, 5."

STARTING THE CLOCK

1 /

To start the clock in "TIME OF DAY" mode, press the "COUNT DOWN" key quickly followed by the key to its right (the lower right-hand corner of the keypad).

2 /

To return to game mode, press the "COUNT DOWN" key quickly followed by the key to its left (the lower left-hand corner of the keypad).

LED-4 STORAGE

POWER AND STORAGE

Disconnect the cable controllers from the scoreboard and store in a dry place.

VARSITY/
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