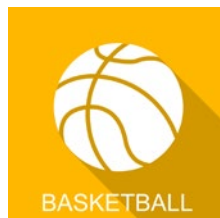


BODET Scorepad



User Manual - Basketball



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Ref.: 607927 C

Ensure on delivery that the product has not been damaged in transport.

1. Basketball

1) Select  on the home screen.

2) Select a configuration from the list:

- BASKETBALL 4x10 min SENIORS 
- BASKETBALL 2x20 min SENIORS
- BASKETBALL 6x4 min JUNIORS
- BASKETBALL 6x4 min JUNIORS
- BASKETBALL 4x10 min FIBA 
- BASKETBALL 4x10 min Euroleague 

Configurations identified by  can only be edited with the club code.


The club Access code is "1234". It can be changed in the "Club access" menu.

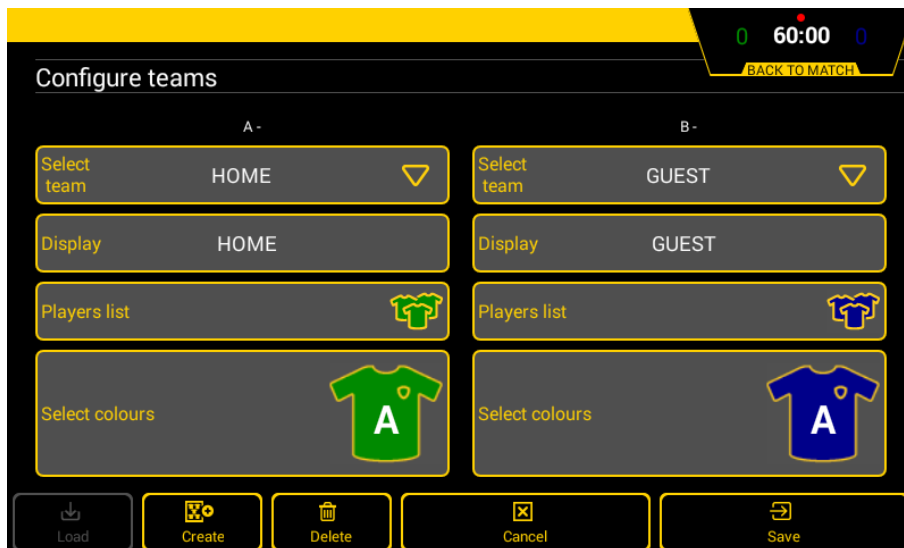
3) Screen in BASKETBALL 4x10 min FIBA match mode:





Pressing a game setting brings up a new window in which you can:

- 1 edit the length : duration of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. A standard colour scheme is provided as well as a palette to set your own colour.
- 3 assign an individual foul to a player. A correction function lets you edit the number of fouls and each team's total points.

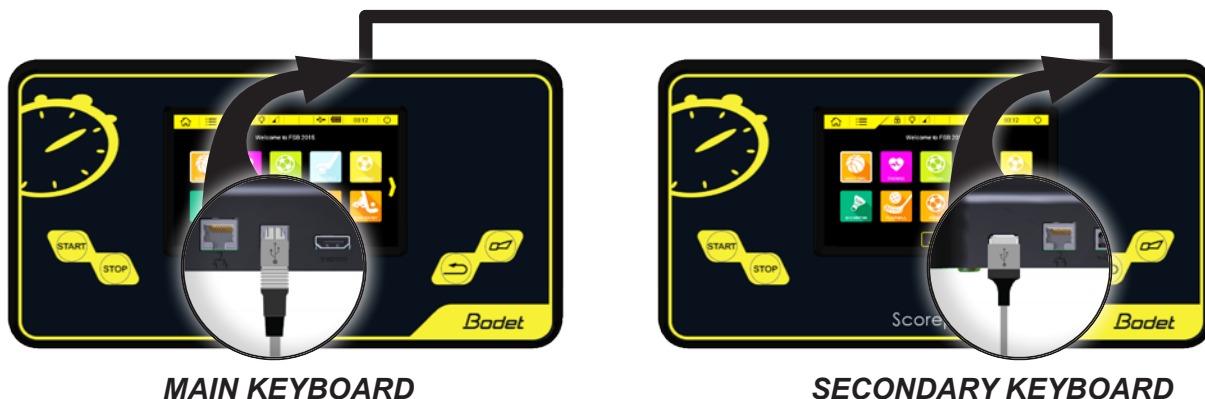
- 4 edit the name of the team. After pressing HOME or VISITORS, press  Team config. to edit the configuration of both teams (switch teams, edit team screen name, activate players, choice of colours, load configuration, create a new configuration or delete this configuration):



- 5 add or delete a team foul.
- 6 call a time-out. To start the countdown, press the **START**  button. Add or delete a time-out by pressing **Correction** .
- 7 add or delete a point.
- 8 add 1, 2 or 3 points. A window opens to assign these points to the player who scored them.
- 9 edit the configuration settings (see next page for the list of settings).
- 10 display message outside game periods.
- 11 starts the match immediately (without waiting for the countdown). The buzzer can be triggered to sound the start of the match at the end of the countdown.
- 12 start a new match. **Warning: the match in progress will be lost.**

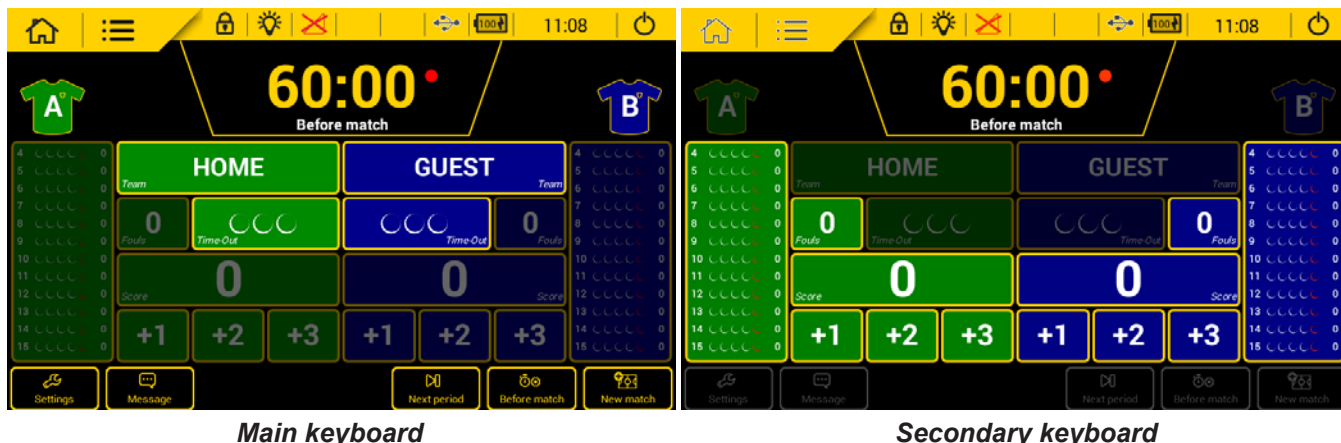
2. Basketball with secondary keyboard

1) Connect the main keyboard to the secondary as illustrated below:



2) Chose the match configuration among the those proposed (See page 2).

3) Screens in mode BASKETBALL 4x10 min FIBA mode:



4) See the previous pages for details on the actions.

5) On each keyboard the highlighted keys are the active keys.

IMPORTANT: The secondary keyboard function with offset of faults and individual points is only available for basketball sports. Any other use with another sport may be caused to malfunction.

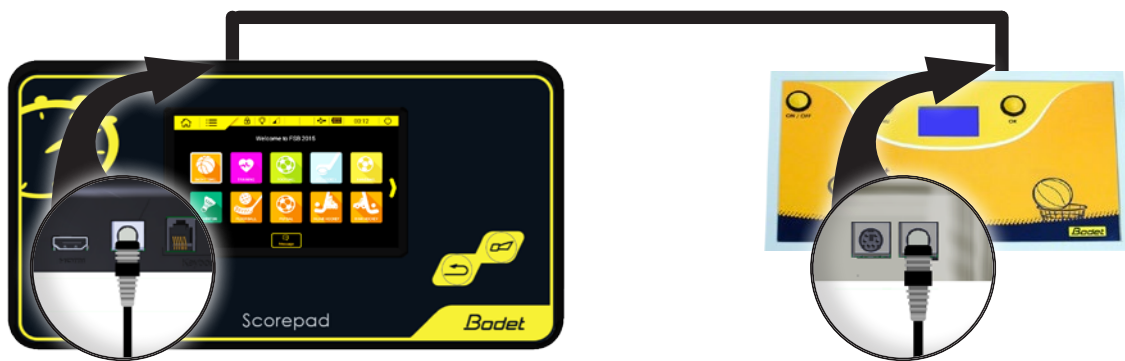
The keyboards must stay connected with the USB cable at all time. In case of broken connection, proceed as follow:

- Press Stop in order to stop the game clock
- Reconnect the cable while the game is stopped
- Wait until both keyboards have reset their configuration before restarting the game. If this is not done automatically press the Reset button located on the back of the secondary keyboard to restart the application and the keyboard, do not reset the main keyboard because the current game could be lost.

The disconnection of the USB cable forces the main keyboard to work on its own. A loose connection of the USB cable on the keyboards connectors may cause very short breaks in the communication: we recommend the use of the Bodet USB cable (ref: 916015) or of a new cable.

3. Use of the whistle controlled system

1) Connect the main keyboard Scorepad and the whistle controlled system keyboard as follow:



The START/STOP of the Scorepad keyboard become inactive. These actions will be performed through the whistle controlled system keyboard.

4. Configuration settings

1) Click  to edit a configuration.

NB: All these settings are accessible from the  **Advanced Settings** menu.

The list of editable settings is given below:

Headings	Settings	Default values	Description	Standard settings
Match				
	Period number	4	1 to 9 periods in steps of 1	√
	Playing time	10	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	End of period buzzer	5	Function enabled using the ON/OFF button 0 to 5 seconds in steps of 1	-
	Before match duration	60	Function enabled using the ON/OFF button 1 to 180 minutes in steps of 1	-
	Buzzer before match	3	Function enabled using the ON/OFF button 1 to 9 minutes in steps of 1	-
Extra time				
	Extra time number	9	Function enabled using the ON/OFF button 1 to 9 periods in steps of 1	√
	Extra time duration	5:00	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Time-out	2:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
Time-out				
	Time-out buzzer	-	Buzzer duration to call a time-out Function enabled using the ON/OFF button 1 to 300 seconds in steps of 1 Buzzer can be triggered for end of time-out	√
	Half-time	15	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Inter-period time (time-out between each game period)	2	Function enabled using the ON/OFF button 1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Time before overtime	2	Function enabled using the ON/OFF button 1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	-
Possession				
	possession time	24	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	√
	Attack time	14	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	√
	Buzzer	3	Buzzer duration to call end of possession or attack time Function enabled using the ON/OFF button 1 to 3 seconds in steps of 1	-
	End timer	OFF	ON/OFF	-
	Display keyboard	OFF	Displays possession time on keyboard	-
	1/10th second	OFF	1/10th second enabled during the last 5 seconds of possession	-
Points and fouls				
	Total team fouls	Period 5	Option to reset fouls for each period or at half-time. Accumulated fouls can be set from 1 to 9 with the option of switching OFF.	√
	Points per player	OFF	Enable points per player (ON/OFF)	√
	Individual fouls	OFF	Function enabled using the ON/OFF button 1 to 9 periods in steps of 1	√

Time-out				
Buzzer	10s		Buzzer duration to call a time-out	
	OFF		Function enabled using the ON/OFF button	√
			0 to 20 seconds in steps of 1	
			Buzzer can be triggered for end of time-out	
Time-out	60s		Function enabled using the ON/OFF button	√
			0 to 120 seconds in steps of 1	
Plot T-O	3		Displays time-out markers	-
	half-time		1 to 6 markers	
Short T-O	OFF		Function enabled using the ON/OFF button	-
			1 to 120 seconds in steps of 1	
LEDs				
Red LED	OFF (end of period)		End of period: Function enabled using the ON/OFF button	-
	/ OFF (end of match)		1 to 9 seconds in steps of 1	
			End of match: Function enabled using the ON/OFF button	
			1 to 10 minutes in steps of 1	
Yellow band	OFF		Enables yellow band at each end of possession	-
			Duration equal of the duration of the buzzer of possession	
Miscellaneous				
Maintain result	20		1 to 90 seconds in steps of 1	-
Inter-period game	OFF		-	-
HDMI				
Load image	ON		Enabling wallpaper image (if OFF = wallpaper black)	-
Function keys				
Alpha message	ON		enable or disable using the club code	-
Next period	ON		enable or disable using the club code	-