

# BODET Scorepad



## User manual - Jujitsu



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

# 1. Jujitsu

1) Select  on the home screen.

2) Select a configuration from the list :

- JUJITSU 1** (Round duration: 1:00 Tatami Sound: 1 Golden score: ON) 
- JUJITSU 2 Youngs** (Round duration: 2:00 Tatami Sound: 1 Golden score: ON) 
- JUJITSU 3 National** (Round duration: 3:00 Tatami Sound: 1 Golden score: ON) 
- JUJITSU 4 International** (Round duration: 5:00 Tatami Sound: 1 Golden score: ON) 


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 JUJITSU 4 International :



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

- 1 edit the length : duration of fight.
- 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 edit the name of the team. After pressing Player 1 or Player 2, 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):



- 4 add or subtract one point.
- 5 grant advantage to one competitor.
- 6 add 1 point.
- 7 add 2 points
- 8 add 3 points.
- 9 add 4 points.
- 10 start a time-out .
- 11 add a Shido.
- 12 edit the configuration settings (see next page for the list of settings).
- 13 launch a message on the display medium.
- 14 selection of the competitor who won the fight.
- 15 manually enter the tournament name and category.
- 16 passage to the Golden Score.
- 17 reversal of the Player 1 - Player 2 display.
- 18 start a new match. **Warning: the match in progress will be lost.**
- 19 display of the points awarded. Possibility to correct the values by clicking on the area.

## 2. Entering 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
<b>Fight</b>			
	Round duration	5:00	0 to 9 minutes in step of 1 1 to 59 secondes in step of 1
	Round mode	Down	Count up (UP) or countdown (Down).
	End round horn	2s	Function enabled using the ON/OFF button 1 to 5 secondes in step of 1
	Tatami sound	1	1 to 12 differents sounds. Test button.
<b>Overtime</b>			
	Golden score	ON	ON/OFF
	Overtime duration	2:00	0 to 9 minutes in step of 1 1 to 59 secondes in step of 1
	Overtime mode	Down	Count up (UP) or countdown (Down).
<b>Penalties</b>			
	Number of penalties	4	Function enabled using the ON/OFF button 1 to 4 penalties in step of 1
	Penalty name	SHIDO	Enter the penalty manually
	Auto Point	ON	ON/OFF
	Timer auto stop	OFF	ON/OFF
<b>Advantage</b>			
	Advantage A	+1	Possibility to manually modify the default name (click on the name)
	Advantage B	+2	Possibility to manually modify the default name (click on the name)
	Advantage C	+3	Possibility to manually modify the default name (click on the name)
	Advantage D	+4	Possibility to manually modify the default name (click on the name)
	Advantage point	ON	ON/OFF
<b>Time-out</b>			
	Horn TO	OFF	Horn before end enabled using the ON/OFF button 1 to 20 secondes in step of 1
		OFF	Horn at end enabled using the ON/OFF button
		OFF	Horn at start enabled using the ON/OFF button
	Duration TO	0:30	Function enabled using the ON/OFF button 0 or 1 minute 0 to 59 secondes in step of 1
<b>HDMI</b>			
	HDMI display	-	Select the HDMI display
	Sponsor logo	OFF	Select the display of partners' logos
	Wallpaper	-	Select a colour or an image for the HDMI display default background
	Logos teams	ON	Function enabled using the ON/OFF button.