

MTS-288/MTS-288B Multi-sports Timer & Scorer Scoreboard

Operating Instructions Manual



MTS-288 Display board



MTS-288 Back control panel



(1) Buzzer Volume Switch

Use the VOLUME key to adjust whistle (loud/small/off).

(2) Call Buzzer

Buzzer will sound as long as the BUZZER key is pressed. Use in place of a manual whistle to call for time – outs or gartering players.

(3) Game Selection

Press the GAME SELECT key and choose the desired function. (The game type display shows 1 to 8)

- ✓ **The GAME SELECT key will register at all time. If pressed while a function is in progress, all current data will be lost – use caution.**

(4) Timer 1/10 second Display

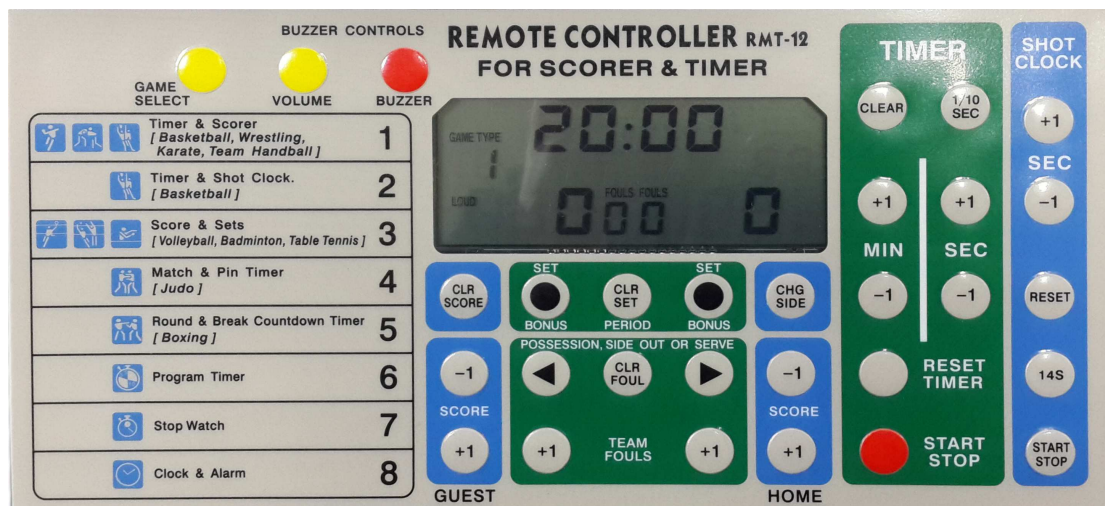
When using the GAME timer function, press the 1/10SEC key. Pressing this key will cause the format to change in the final minute of the game.

Remaining time will be displayed as (seconds: 1/10 second) instead of (minutes: seconds) Pressing the key again will return it to the (minutes: seconds) display format.

(5) Transmission

Plugging in wire cable from shot clock or large display to the scoreboard, the shot clock or large display will display the same data as the scoreboard.

Transmission cable length is 40meters (130 ft). Wireless can be optional ordered, long haul (150 meters) or short haul (10 meters) at 2.4GHz.



Operating Procedures

1






GAME TIMER & SCORER



Displays remaining game time & score:

Upper display: Game timer (max=99:59)

Lower display: Scorer (max=199)









**Basketball
Wrestling
Karate
Team Handball**




Game Timer (count down)		
Operation	Key Operation	Display
	Timer	
1.Set game timer (ex: 10 minutes)	Hold Down  MIN	10:00 0 0 24 0 0
2. Begin game-time is entered into memory		9:59 0 0 24 0 0
3.Stop game		9:59 0 0 24 0 0
4.Restart game		9:58 0 0 24 0 0
5. Game time expires(chirp)		0:00 0 25 24 36 0
6.Reset game time – clock returns to set time		10:00 0 25 24 36 0







- Game timer stopped too late:
Use MIN  and SEC  keys to adjust difference.
- Changing game time:
Press CLEAR key and set as needed using steps 1 and 2 noted above.
- Change count down timer to count up timer:
Press CLEAR SET button.





Game Timer (count up)


Game timer display can be changed from displaying the remaining game time (count down) to the elapsed time (count up). Maximum setting: 99:59. In this mode the upper colon between the minutes and seconds blinks.





Operation	Key Operation	Display
	Timer	
1.Erase previous setting		0:00 0 0 24 0 0
2.Change display to count up mode (buzzer)		0:00 0 0 24 0 0
3.Set game timer (ex: 20 minutes)	Hold Down  MIN	20: 00 0 0 24 0 0
4. Rest time to 0:00		0:00 0 0 24 0 0
5. Begin game time Game time is entered into memory		0:01 0 0 24 0 0
5.Stop game		0:09 0 0 24 0 0
6.Restart game		0:10 0 0 24 0 0
7.Game time expires(buzzer)		20:00 0 0 24 0 0
8.Return time to 0:0		0:00 0 0 24 0 0



- Game timer stopped too late:
Use MIN – 1 keys to adjust difference.
- Changing game time:
Press  key and set as needed using steps 3 and 4 noted above.
- Returning to count down display:
Press the timer's  key, and then press the  key. Set game timer according to game using the steps shown on the previous page.

Using possession arrows:  
Press Possession Indicator   to change between HOME or GUEST possession.
PERIOD INDICATORS: Press  button to sequentially turn on the period indicators.
BONUS INDICATORS:(shown under the possession arrows) Press the bonus  button to turn the bonus indicators on or off for each team.

Scorer		
Operation	Key	Display
	Scorer	
1. Guest team gains a point	SCORE  GUEST	19:20 0 1 24 0 0
2. Home team gains a point	SCORE  HOME	19:15 0 1 24 1 0
3. Home team gains a point	SCORE  HOME	19:15 0 1 24 2 0
4.Reset to 0 vs. 0		19:15 0 0 24 0 0

- Point added in error : Use score button  to adjust.

Fouls		
Operation	Key	Display
	TEAM FOULS	
1. Guest team commit fouls	 GUEST	19:20 0 0 24 0 1
2. Home team commit fouls	 HOME	19:15 1 0 24 0 1
3. Home team commit fouls	 HOME	19:15 2 0 24 0 1
4.Reset to 0 vs. 0		19:15 0 0 24 0 0

- Point added in error : Use score button  or  to adjust.

2 GAME TIMER , SHOT CLOCK & SCORER









Basketball

Displays remaining game and remaining time for shot clock:



Upper display: Game timer (max=99:59)



Lower display: Scorer (max=199)

Lower middle display: 24 sec timer/shot clock (resets at 24 seconds)



Game Timer & Shot Clock or Score display			
Operation	Key Operation		Display
	Timer	Shot Clock	
1.Set game timer (ex: 20 minutes)	Hold Down   MIN		20:00 00 24 00
2.Set shot clock		 	20:00 00 24 00
3.Begin game - time is entered into memory			19:59 00 23 00
4.Shot hits rim			19:58 00 24 00
5.Game interrupted			19:56 00 22 00
6.Restart game & shot clock start simultaneously			19:55 00 21 00




(1). 35 seconds expires(buzzer)			19:31 00 0 00
(2). Reset to 35 seconds			19:31 00 24 00
(3). Restart game			19:30 00 23 00

7.Game time expires(buzzer)			0:00 00 23 00
8.Reset game time			20:00 00 24 00

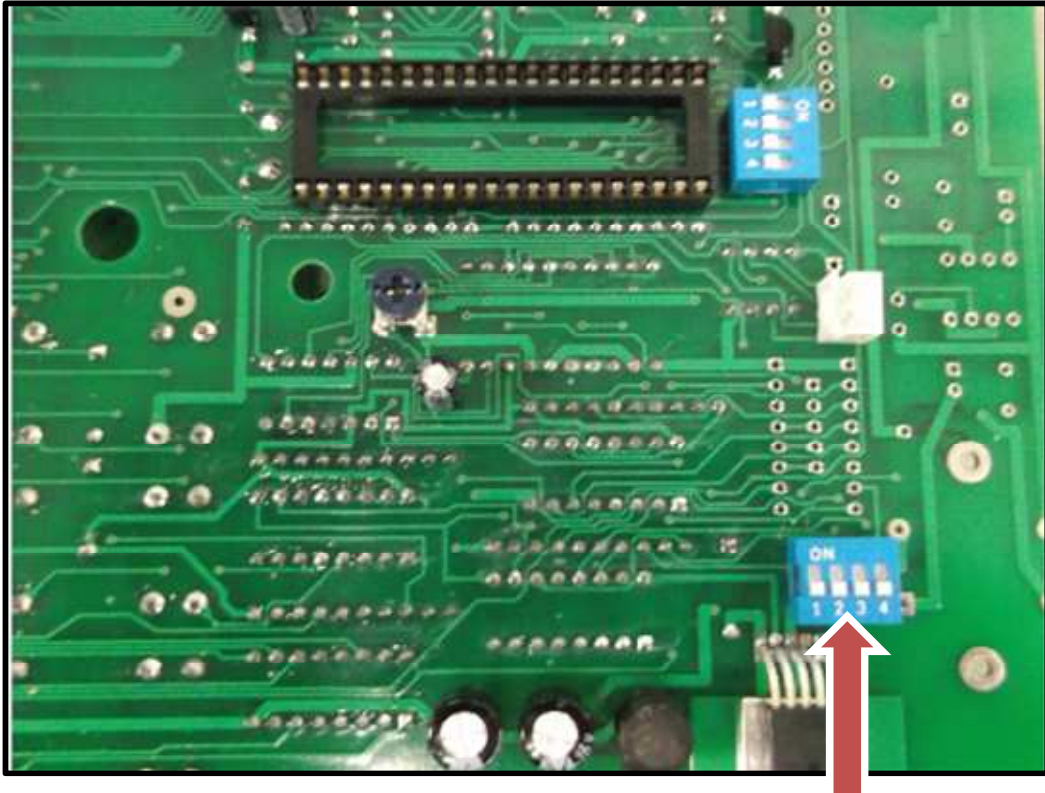
- Game timer stopped too late:
Use MIN +1 and SEC +1 keys to adjust difference.
- Changing game time:
Press CLEAR key and set as needed using steps 1 and 2 noted above.
- Changing shot clock to setting other than 24 seconds:

Press CLEAR key and before pressing START/STOP key, set as needed using the  or  key (in the SHOT CLOCK section of the control panel). The set time will be entered into

memory when first time you press .

- Quick return to 14 seconds: press 14S key (this key is optional)

- For some game conditions, it has to let Shot clock and Game timer run independently.
Or let the lower-mid display show "fouls", please follow the instructions below:
- 1.open the front display board.
 - 2.find a dip switch as the photo below.



	ON	OFF
Pin2	Shot clock and Game timer run independently	Shot clock and Game timer sync. (default)
Pin3	Lower-mid display shows fouls	Lower-mid display shows Shot clock (default)

Refer to the previous page for instructions on Scores, Fouls, Period, Bonus, & Possession Indicators






3 SCORE & SETS






Displays points and sets for both teams and service/side out:

Upper display: Sets (max=19)






Lower display: Score (max=199)

Volleyball
Badminton
Table Tennis

Score		
Operation	Key Operation	Display
	Score	
1.Home team gains a point	 HOME	0 0 0 1
2.Guest team gains a point	 GUEST	0 0 1 1
3.Guest team gains a point	 GUEST	0 0 2 1
4.Change courts (if desired)		0 0 1 2
5.Reset to O vs. O		0 0 0 0

Sets		
Operation	Key Operation	Display
	Sets	
1.Home team gains a point	 HOME	0 1 0 0
2.Guest team gains a point	 GUEST	1 1 0 0
3.Guest team gains a point	 GUEST	2 1 0 0
4.Change courts (if desired)		1 2 0 0
5.Reset to O vs. O		0 0 0 0

Extra set add in error: Press  key and add the correct number of sets.

Serve/Side Out/Possession Indicator		
Operation	Key Operation	Display
	Service/side out	
1.Home team gets service/side out	 HOME	◀ 1 2 3 4
2.Guest team gets service/side out t	 GUEST	1 2 ▶ 3 4
3.Change courts (if desired)		2 1 4 3
4.Reset to O vs. O	 + 	0 0 0 0










- Press 1/10 Sec will change to double play indication. Press 1/10 Sec again will change back.

MATH & PIN TIMER

Displays remaining match time and elapsed pin time:

Upper display: Match timer (max = 99:59)

Lower display: Pin timer (resets to 25 seconds)

















Math & Timer			
Operation	Key Operation		Display
	Timer	Shot Clock	
1.Set match time (ex: 7 minutes)	Hold Down  MIN		7:00 0
2.Begin match – time is entered into memory			6:59 0
3.Pin begins			3:25 1
4.Stop match during pin — pause pin timer Time Start/Stop button stop both timer & pin timer simultaneously.			3:14 12
5.Restart match-resume pin timer Time Start/Stop button starts both timer & pin timer simultaneously.			3:13 13
6.Pin broken free			3:09 17
			
(1).Next pin beings			1:31 1
(2).25 seconds elapse (buzzer) Match time automatically stops			1:07 20
7.Game time expires (buzzer) Buzzer will not sound if pin is progress			0:00 19
8.Reset game time			7:00 0

- Match stopped too late:
Use timer SEC-1 and shot clock SEC-1 keys to adjust time & pin timer difference.
- Pinned player already has waza ari: (Becomes ippon after 20 seconds)
Press the shot clock RESET key once during the pin countdown. 15 seconds will appear on the lower left display and buzzer will sound after those 15 seconds run out. Pressing RESET once more during the countdown will return from 20 seconds.
- Match time reaches 0:00 during a pin:
The match will continue without sounding a buzzer, so the pin count will not be interrupted.
When the pin is broken free the START/STOP key on the shot clock panel. The buzzer will ring and the match will end.

Sequentially display designated round and remaining timer for round and breaks. During breaks the colon between the minutes and seconds blinks. Also display current round number and buzzer will sound every second for down count:

Upper display: Round timer (max = 99:59)

Lower display: Round number (max=99)

Round & Break Countdown Timer			
Operation	Key Operation		Display
	Timer	Shot Clock	
1.Set round time (ex: 3 minutes)	Hold Down  MIN		3:00 0
2.Enter round time into memory			0:00 0
3.Set break time (ex: 1 minute)	Hold Down  MIN		1:00 0
4.Enter break time into memory			0:00 0
5.Set number of rounds for match (ex: 3 rounds)			0:00 3
6.Return round time display			3:00 1
7.Begin match-Round number will appear in the lower left display.(chirp)			2:59 1
8.Stop round			1:35 1
9.Restart round			1:34 1
10.Knock-down-(chirp) every second			:35 1
11.Match continues –(chirp) will stop			:28 1
↓	(1). Knocked down again (chirp) every second		 1:20 1
	(2). 10 seconds expires. Stop down count and round timer.		 1:10 1
	(3).Sound match – over (buzzer)		1:10 1
12.First round completed (buzzer)			0:00 1
13.Break time is displayed			0:59 1
14.Break time ends (buzzer)			0:00 1
15.Next round time is displayed. Round number changes to 2.			3:00 2
16.Designated number of rounds completed (buzzer)			0:00 3
17.Begin new match			3:00 1

- Round stopped too late:
Use timer MIN+1 and SEC+1 keys to adjust time.
- Round time reaches 0:00 during down count:
The match will continue without sounding the buzzer, so the down count will not be interrupted.
- Changing round/break times:
Press CLEAR key and set as needed using steps 1 through 6 on previous page.
- In the final round, the break time display will disappear.








6 PROGRAM TIMER

Timer may be programmed to consecutively count-down and display a maximum of nine time periods. Use for interval training and division of classes and other training.

Upper display: Timer (max = 99:59)

Lower left display: Repetitions (max = 99 times)

Lower right display: Program number (max =9 programs)

Program Timer		
Operation	Key Operation	Display
	Program Timer	
1.Set program 1 (P1) to desired time (ex: 5 min)	5 TIMES  MIN	5:00 0 P1
2.Enter time for program 1 into memory. Change program number to 2.		0:00 0 P2
3.Follow steps 1& 2 above for desired number of programs (9 max).		5:00 1 P1
4.Complete program setting. Set the desired number of repetitions using the shot clock's SEC+1key (max =99 times) and press REST TIMER. Current program round is displayed and timer will stop.	SHOT CLOCK  SEC 	5:00 1 P1
5.Start (chirp) Program 1(P1) will start counting down and buzzer will sound when it reaches 0:00 P2 will subsequently start. Completion of all programs is considered one round.		4:59 1 P1 0:00 1 P2 3:00 1 P2 0:00 1 P2 5:00 2 P2
6.Stop		2:28 11 P1
7.Return to beginning of program		5:00 0 P1

- changing set times:
Press timer CLEAR key and set as needed using steps 1 through 4 above.




7

STOPWATCH

Displays split – time stopwatch:

Upper display: Minutes: Seconds (max=59 minutes, 59 seconds)

Lower left display: Hours (max=199 1/100 seconds)

Stopwatch		
Operation	Key Operation	Display
	Stopwatch	
1.Start		0:00 01
2.Stop.		15:24 2 93
3.Reset to 00:00		00:00 00






• Split times:

Split times may be recorded by using the RESET key on the timer panel. The first time the button is pressed, the split time will be shown. The second will show the continuation of the timer and the split time will be erased. These steps may be repeated for additional split times.

• Measuring first and second place finishes:

Use of the RESET and Stop button on the timer panel to record first and second place finishers.

Press the RESET button to capture the first place time (which will be shown on the display). Press the STOP button to capture the second place finisher and stop the clock. The first place time will be displayed until the RESET key is re-pressed at which time, the second place time will be displayed.

1. Start		0:00 01
2. RESET timer “UP” blink at left lower display, the display now shows the first finisher, while internal counter is still counting up for second finisher.		15:24 up 93
3. Stop : stop the timer of the second finisher “UP” remains at left lower display		15:24 up 93
4. Reset to see the time of the second finisher “UP” disappear and the time of the second finisher appears.		16:19 38
5. Reset to 00:00		00:00 00












8

CLOCK, ALARM

Displays time in 12 hour format normally, will change to 24 hours display when stopped for editing.

Upper display: Hours: Minutes

Lower right display: Seconds

Stopwatch			
Operation	Key Operation		Display
	TIMER	SHOT CLOCK	
1. When clock is stopped Set hours using MIN +1 Set minutes using SEC +1 Set seconds using SEC +1 key on shot clock panel.	 MIN 	 SEC	9:35 20
2.Start.			9:35 21
3.Alarm check: Press right side of “SET”, the lower part will show alarm on or off			12:00 AL OF
4.Alarm time on/off: use left side of “SET”, to set alarm on or off			12:00 AL ON
5.Alarm time setting: Set alarm hours using MIN +1, MIN-1 Set alarm minutes using SEC +1, SEC-1	 MIN 		13:00 AL ON
	 SEC 		13:59 AL ON
6.Return to clock: Press right side of “SET” to return to clock			9:36 45

- When clock reaches alarm time, a 5 second alarm will be activated.
- Current time and Alarm will not be affected by GAME SELECT, but if power is cut off, current time & alarm time be lost.

Specifications

Input Power: AC90V~240V, 50Hz/60Hz.

Consuming Power: <25 Watts

Cautions

- For indoor use only. Avoid outdoor storage.
- Keep away from high temperatures, humidity, dew, water and direct sunlight
- Always disconnect power cord and other cables by holding plug.
- Clean with damp cloth only.
- Do not open case without explicit instructions from manufacturer.

NOTE:

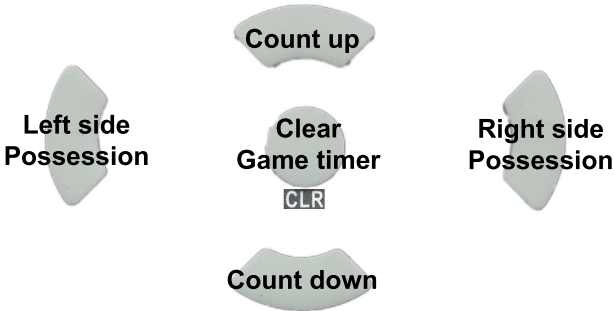
This equipment has been tested and found to comply with the limits for Class A digital device, pursuant to Part 15 of the FCC Rules. Complied to CE EMI/EMC requirement as well.

Appendix I




Operation of Remote keypads



CLR Set Period	Game select	Buzzer
Reset To 24 sec.	Reset To 14 sec.	Start/Stop Shot clk



+1 Home score	Reset Game timer	+1 Guest score
-1 Home score	Start/Stop Game timer	-1 Guest score

*To change count-up or count-down mode : press  ,then  or  .



**24 Sec.
Reset**

**14Sec.
Reset**

**Start/
Stop**

Appendix II

Varies of sports timer

Large size multi-sport scorer & timer

Model: MTS-1000, Model: MTS-1000A

Features:

High visibility: Ideal for in-door large area.

Digits size: 25cm(10" timer & score) & 15cm(6" Fouls)

Case Size: 90cm(H) X 140cm(W) x 4cm(D), weight: 24kg

Two mounting way: Wall mountable & stand with roller optional

Display: Timer, team, name, score, period, possession, bonus & fouls.

Transmission: Cable linkage or wireless RF linkage equipped from console to display.



Model: MTS-1000



MTS-1000A

Console

Model: RMT-02

Size : 20 cm (Height) X 35cm (Width) X 9cm (Deep)

Weight : 2.5Kg (with handler , battery , work for 5hours)

Transmission : Wired or wireless(Optional)

Display : 7 segment , LCD



Medium size multi-sport scorer & timer

Model: MTS-500

Size : 74 cm (Height) X 102cm (Width) X 6cm (Deep)

Weight : 10Kg

Transmission : Wired or wireless(Optional)

Mounting : Wall mounting or stand(with handler)

Display character : 5 X 7 dot-matrix , digit height 16cm ,In-door use

Buzzer : External equipped



Console

Model: RMT-02

Size : 20 cm (Height) X 35cm (Width) X 9cm (Deep)

Weight : 2.5Kg (with handler , battery , work for 5hours)

Transmission : Wired or wireless(Optional)

Display : 7 segment , LCD



Small size multi-sport scorer & timer

Model: MTS-288, MTS-288B & MTS-388

Size : 41cm (Height) X 62cm (Width) X 26cm (Deep)

Weight : 7Kg

Display : 7 segment , 12 & 11cm digit height

Digit Color : Amber , Red or Green

Buzzer : Internal equipped

Front display



MTS-288

Team fouls



MTS-288B

Team fouls

Shot clock



MTS-388

Team fouls

Shot clock

Model: MTS-30LED (without timer)

Model: STM-24 (with timer)

Size : 61cm (Height) X 39cm (Width) X 8cm (Deep)

Weight : 4.5Kg

Transmission : Wired or wireless (Option)

Mounting : Wall mount or stand (Optional)

Display : 7 segment , Shot clock digit size 24cm , game time digit size 12cm

Digit Color : Amber or Red

Buzzer : External equipped

Controller : Console, RMT-02 or MTS288B or individual small console



With optional stand



RMT-02



Individual small console