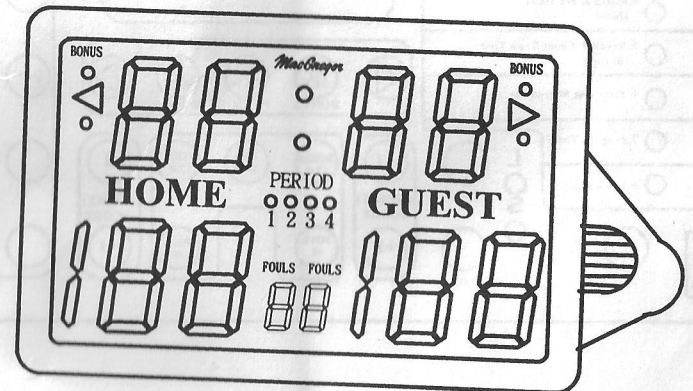


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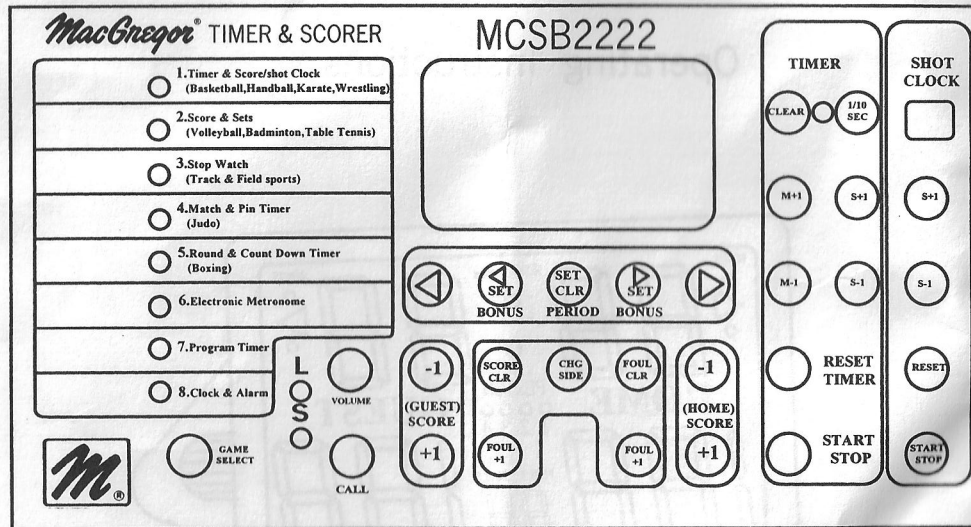
MULTIPLE TIMER & SCORER

Model: MCSB2222

Operating Instructions



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1. General

The MCSB2222 timer & scorer is designed as:

- * User friendly, plug & play, easy to use.
- * Built-in operator on the back, large display in the front.
Viewing distance: within 50 meters,
Upper Numbers: 12cm(H), Lower numbers: 11cm(H)
- * Multi-sport
Provide timing & scoring for various sports such as basketball, team handball, Wrestling, boxing & judo.
Scoring for tennis, badminton, table tennis. Stopwatch for running contest.
- * Clock & Alarm
When not used in sports, it can be used as digital clock with alarm function.
- * Compact design
Rugged construction, built-in handles, reliable solid-state electronics.
Dimension: 23.6"(Width) × 15.6" (Height)× 10.2" (Depth)
Weight: 6kgs. Shipping weight: 9kgs.
Optional stands available.
- * FCC test approval
This device has been tested and found to comply with the limits for class A digital device, pursuant to part 15 of the FCC rule.
- * Wide range power input
AC 90 to 240V full range power input, consuming power < 25 Watts
This device can be used in any country in the world without any change.

2. Power on set up

Turn on the switch on the real panel, the display will show:

20 : 00 30
0 0 0 0

(Real control panel)

20 : 00
0 0 0 0

(Front display)

1. Press "GAME SELECT" button to choose the desired function used.
2. The first game can be selected as 1 and 1A that is for basketball with 30-sec. display. Total 8 game types maybe selected.
3. When time is up, the whistle will be sound loud, soft or silent depends on the "VOLUME" adjusted.
4. Press "CALL" button always is loud sound, used as manual whistle.
5. Press "CHG SIDE" button will swap scores.
6. Press "◀" or "▶" will show the possession arrow.
7. Press the "1/10 SEC" button (when LED lit) will change the final minute to be displayed in second:1/10 second format for game type 1.
It will show double play possession for game 2 (Score & Set) when lit.

3. Operation 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: 20 minutes)	HOLD DOWN (M+1)	20:00 0 0
2. Set period	(SET CLR) PERIOD	1234 ●○○○
3. Begin game - time is entered into memory	○ START STOP	19:59 0 0
4. Stop game	○ START STOP	19:59 0 0
5. Restart game	○ START STOP	19:58 0 0
6. Game time expires (🔊) chirp		0:00 25 36
7. Reset game time - clock returns to set time	○ RESET TIMER	20:00 25 36

- Game timer stopped too late:
 Use M+1 and S+1 keys to adjust time difference.
- Changing game time:
 Press CLEAR key then set as needed using steps 1 and 2 noted above.
- Change count down timer to count up timer:
 Press CLEAR then SET CLR button, the upper colon LED will be flashing (indicating count -up function).
 Press M+1, S+1 to desire stop time.
 Press RESET TIMER then START/STOP button, the display will run up to desire stop time.

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

- Point added in error:
 Use score button -1 to adjust.

FOUL		
Operation	Key	Display
	FOUL	
1. Guest team commits foul	(FOUL +1) GUEST	19:20 1 0
2. Home team commits foul	(FOUL +1) HOME	19:15 1 1
3. Home team commits foul	(FOUL +1) HOME	19:15 1 2
4. Reset	(FOUL CLR)	19:15 0 0

Press Possession Indicator ARROW ◀▶ to change between Home or Guest possession.

Press (SET Bonus) (SET Bonus) For Bonus indication.

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
2. Change display to count up mode (buzzer)		0 00 0 0
3. Set game timer (ex: 20 minutes)	HOLD DOWN 	20 00 0 0
4. Begin game - time returns to 0:00 & start Game time is entered into memory)	+	0 0 0 0
5. Stop game		0 09 0 0
6. Restart game		0 10 0 0
7. Game time expires (buzzer)		20 00 0 0
8. Return time to 0:00		0 00 0 0

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

Basketball

1A GAME TIMER & SHOT CLOCK, SCORES

Displays remaining game time and remaining shot clock time:
Upper display: Game timer (max=99:59)
Lower display: 30 sec timer/shot clock (resets at 30 seconds)

Game Timer & Shot Clock or Score display

Operation	Key Operation		Display
	Timer	Shot Clock	
1. Set game timer (ex: 20 minutes)	HOLD DOWN 		20:00 30
2. Set shot clock			20:00 30
3. Beginning shot clock time is memoried			19:59 29
4. Shot hits rim			19:58 30
5. Game interrupted			19:50 22
6. Restart game & shot clock start simultaneously			19:49 21
			19:28 0
(1). 30 seconds expires (buzzer)			
(2). Reset to 30 seconds			19:28 30
(3). Restart game			19:27 29
7. Game time expires (buzzer)			0:00 06
8. Reset game time			20:00 30

- Game timer stopped too late:
Use M+1 and S +1 keys to adjust time difference.
- Changing game time: Press CLEAR key and set as needed using steps 1 and 2 noted above.
- Changing shot clock to a setting other than 30 seconds:
Press CLEAR key and before pressing START/STOP key, set as needed using the S+1 key or S-1 key (At the SHOT CLOCK section of the control panel). The set time will be entered into memory.
- Press score keys will change to score display at lower part. May use it as previous page.
- Press shot timer keys will change to shot timer display . May use it as above.
- The game select type LED will flash to indicate the function for shot clock.

Volleyball
Badminton
Table Tennis

2 SCORE & SETS

Displays sets won and game score.

Upper display: Score (max=99)

Lower display: Sets (max=199)

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

- Extra point added in error:
Use SCORE -1 to adjust.

Sets		
Operation	Key Operation	Display
	Sets	
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)	CHG SIDE	0 0 1 2
5. Reset to 0 vs. 0	SCORE CLR	0 0 0 0

- Extra set added in error:
Press CLEAR SET key and add the correct number of sets.

Serve/Side Out/Possession Indicator

Operation	Key Operation	Display
	serve	
1. Home team gets service/side out	▶ HOME	1 2 ▶ 3 4
2. Guest team gets service/side out	◀ GUEST	◀ 1 2 3 4
3. Change courts (if desired)	CHG SIDE	2 1 4 3
4. Reset 0 vs. 0	SCORE CLR	0 0 0 0

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

3 STOPWATCH

Displays split - time stopwatch:

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

Lower left display: Hours (max=199 hours)

Lower right display: 1/100 seconds (max = 99 1/100 seconds)

Stopwatch		
Operation	Key Operation	Display
	Stopwatch	
1. Start	START STOP	00:00 01
2. Stop	START STOP	15:24 2 93
3. Reset to 00:00	RESET TIMER	00:00 00

- When the timer is running, press RESET TIMER will stop display but the timer keeps running internally. The lower left display will blink "UP" to indicate this status. Press RESET TIMER again will show the running time again.

4 MATCH & PIN TIMER

Judo

Displays remaining match time and elapsed pin time:

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

Lower display: Pin timer (resets to 30 seconds)

Match & Pin Timer			
Operation	Key Operation		Display
	Timer	Shot Clock	
1. Set match time (ex: 7 minutes)	HOLD DOWN M+1		7:00 0
2. Begin match - time is entered into memory	START STOP	S+1	7:00 0
3. Pin begins		START STOP	3:23 1
4. Stop match during pin - pause pin timer Time Start/Stop button timer & pin timer simultaneously	START STOP		3:35 12
5. Restart match - resume pin timer Timer Start/stop button starts both timer & pin timer simultaneously	START STOP		3:34 13
6. Pin broken free		START STOP	3:25 22
(1). Next pin begins		START STOP	1:31 1
(2). 30 seconds elapse (🔔 buzzer) Match time automatically stops			1:00 30
7. Game time expires (🔔 buzzer) Buzzer will not sound if pin is progress			0:00 22
8. Reset game time	RESET TIMER		7:00 0

- Match stopped too late:
Use timer S-1 and shot clock S-1 keys to adjust time & pin timer difference.
- Pinned player already has waza ari: (Becomes ippon after 25 seconds)
Press the shot clock RESET key once during the pin countdown. 25 seconds will appear on the lower left display and buzzer will sound after those 25 seconds run out. Pressing RESET once more during the countdown will cancel the 25 second setting.
- 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, press the START/STOP key on the shot clock panel. The buzzer will ring and the match will end.
- Changing the pin timer to a setting other than 30 seconds:
Press the CLEAR key and before pressing the timer START/STOP key, set the desired time using S+1 or S-1 key on the shot clock panel and press RESET.

5 ROUND & BREAK COUNTDOWN TIMER

Boxing

Sequentially display designated round and remaining time 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 downcount:

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)	Three times M+1		3:00 0
2. Enter round time into memory	RESET TIMER		0:00 0
3. Set break time (ex: 1 minute)	M+1		1:00 0
4. Enter break time into memory	RESET TIMER		0:00 0
5. Set number of rounds for match (ex:3 rounds)		3 TIMES S+1	0:00 3
6. Return to round time display	RESET TIMER		3:00 1
7. Begin match - Round number will appear in the lower left display	START STOP		2:59 1
8. Stop round	START STOP		1:35 1
9. Restart round	START STOP		1:34 1
10. Knock-down- (chirp) every second		START STOP	:35 1
11. Match continues - (chirp) will stop		START STOP	:28 1
(1). Knocked down again (chirp) every second		START STOP	1:20 1
(2). 10 seconds expires. Stop downcount and round timer.	START STOP	START STOP	1:10 1
(3). Sound match - over buzzer (buzzer)	BUZZER		1:10 1
12. First round completed (buzzer)			0:00 1
13. Break time is displayed			:59 1
14. Break time ends (buzzer)			0:00 1

chart continues next page.....

Round & Break Countdown Timer

..... continued from previous page

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.	RESET TIMER		3:00 1

- Round stopped too late:
Use timer M +1 and S +1 keys to adjust time. Use shot clock S -1 to adjust round.
- Round time reaches 0:00 during downcount:
The match will continue without sounding the buzzer, so the downcount 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 breaktime display will disappear.

6 Electronic Metronome:

Upper display: Rhythm times

Lower Left display: How many chirps per minute

Lower Right display: How many soft chirps followed by one loud chirp

Electronic Metronome:		
Operation	Key Operation	Display
	Rhythm	
One Loud/soft chirps	<input type="radio"/> M+1	0:00
		120: 5
One Loud/soft chirps	Twice	0:00
	<input type="radio"/> M-1	120: 3
Chirps/one minute	<input type="radio"/> S+1	0:00
		121: 3
Chirps/one minute	Twice	0:00
	<input type="radio"/> S-1	119: 3
Start rhythm (☉ chirp)	<input type="radio"/> START	0:01
	<input type="radio"/> STOP	119: 3
Stop rhythm (☉ chirp)	<input type="radio"/> START	0:05
	<input type="radio"/> STOP	119: 3
Reset rhythm times	<input type="radio"/> RESET	0:00
	<input type="radio"/> TIMER	119: 3

7 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 time for 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)	<input type="radio"/> M+1 5 TIMES	5:00 0 P1
2. Enter time for program 1 into memory. Change program number to 2.	<input type="radio"/> RESET TIMER	0:00 0 P2
3. Follow steps 1 & 2 above for desired number of programs (9 max).		5:00 1 P2
4. Complete program setting. Set the desired number of repetitions using the shot clock's SEC +1 key (max = 99 times) and press timer RESET and START. Current program round is displayed and timer will stop, sounding buzzer.	<input type="radio"/> RESET TIMER	5:00 1 P1
5. Start 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.	<input type="radio"/> START STOP	4:59 (☉ buzzer) 1 P1 0:00 (☉ buzzer) 1 P2 3:00 (☉ buzzer) 1 P2 0:00 (☉ buzzer) 1 P2 5:00 (☉ buzzer) 2 P2
6. Stop	<input type="radio"/> START STOP	2:28 11 P1
7. Return to beginning of program	<input type="radio"/> RESET TIMER	5:00 0 P1

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

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

Clock			
Operation	Key Operation		Display
	Clock	Shot Clock	
1. Set hours using M +1 or M-1 key Set minutes using S + or S-1 key Set seconds using S +1 key on shot clock panel			9:35
			20
2. Start			9:35 21
3. Alarm			12:00 AL OFF
4. Alarm on/off			12:00 AL ON
5. Alarm time setting.			13:00 AL ON
			13:59 AL OFF
6. Return to clock			9:36 45

- When the current clock reaches the Alarm time, A 5 second alarm will be activated.
- Current time and Alarm will not be affected by changing game type, but if power is switched off, current time will be lost.

4. Specifications

INPUT POWER: AC90V~240V,50Hz/60Hz.

CONSUMING POWER: < 25 Watts

VIEWING DISTANCE: > 40 Meters

TIME ACCURACY: Within 0.5 sec per day.

DIMENSION: 23.6" (Width)* 15.6" (Height)* 10.2" (Depth)

WEIGHT: 6kg (Approx.)

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.

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.