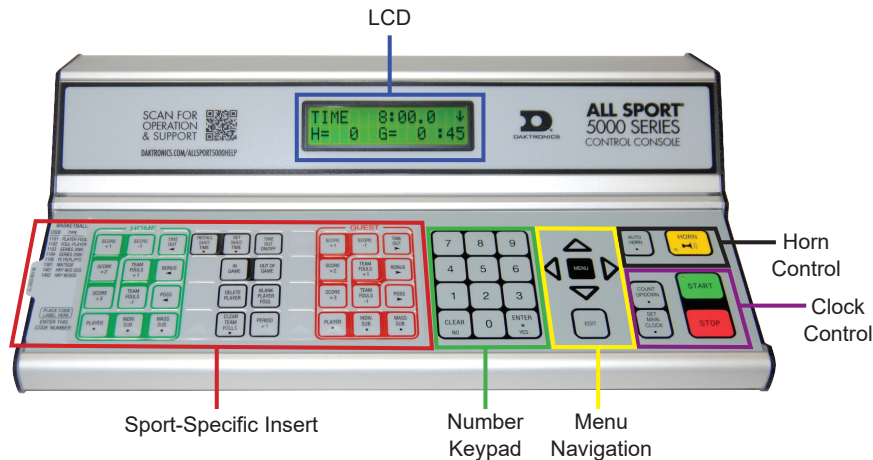


This guide will assist with starting up and operating an All Sport 5000 series scoreboard controller. For more detailed console configuration, refer to the **All Sport 5000 Series Control Console Operations Manual (ED-11976)**, available online at [www.daktronics.com/allspportsupport](http://www.daktronics.com/allspportsupport).



## LCD

This screen displays current game information and menu choices.

## Number Keypad

- **0-9** – Use these keys to enter scoring and statistical values.
- **ENTER \* YES** – This key has two functions:
  - Press to complete an action.
  - Press to answer “**YES**” for input prompts (Y).
- **CLEAR / NO** – This key has two functions:
  - Press to clear the LCD of numerical information.
  - Press to answer “**NO**” for input prompts (N).

## Menu Navigation

- **MENU** – Press to select general and sport-specific options.
  - Use ▲ and ▼ to scroll through the menus.
  - Use ◀ and ▶ to enter and exit submenu lists.

Refer to the Operations Manual for the menu settings of each sport.

- **EDIT** – Press this key followed by one of the sport-specific scoring keys to modify the current value. Simply enter the new value using the number keypad and then press **ENTER**.

## Clock Control

- **START** – Press to start the main clock. A green LED on the key illuminates while the main clock is running.
- **STOP** – Press to stop the main clock.
- **SET MAIN CLOCK** – After the main clock has been stopped, press this key to display the current time of the main clock.
  - Enter the desired time using the number keypad and then press **ENTER** to set the clock.
  - Press **CLEAR** twice to cancel and return to the game.
- **COUNT UP/DOWN** – After the main clock has been stopped, press this key to set the direction of the clock.
  - Press **1** or **2** to select UP or DOWN (default).
  - The current direction of the main clock is shown on the top line of the LCD with an ↓ or ↑.

## Horn Control

- **AUTO HORN** – Press this key to enable/disable the automatic horn.
  - Press **1** or **2** to select ON (default) or OFF. An amber LED on the **HORN** key illuminates when the Auto Horn is enabled.
  - If the Auto Horn LED is ON, the horn will automatically go off when the clock reaches “00:00”.
- **HORN** – Press to sound the main horn, if the scoreboard is equipped with one. The horn sounds as long as the key is held.

## Sport-Specific Insert

This shows keys specific to a sport. See **Page 3** for more information.

## Start Up

1. Plug power cord into standard wall outlet or battery pack.
2. Connect all signal cables to their appropriate jacks, if they are not already connected. Wireless radio systems may not require these signal connections. Refer to scoreboard installation manuals and/or site-specific Riser Diagrams for more information.
3. Slide a sport insert into the sleeve over the keypad (see **Page 3**).
4. Flip the **POWER** switch on rear of console to the **ON** position.
5. The console will perform a self-test when it is powered on. During the self-test, a message will display the version of the standard software loaded in the console.

```
AS-5000 UX.X.X
ED-11544
```

**V = version and revision number**  
**ED = standard software number**

6. When the self-test completes, a prompt displays the code number for the last game played. This is useful when power to the console is lost during a game.

- Press **YES** to resume the last game stored in memory. The console is now ready for game operation.

```
PREV CODE NNNN
RESUME GAME?
```

**NNNN = last code selected**

- Press **NO** to start a new game or change sports. The console will prompt for a new code number as shown below.

```
SELECT CODE
CODE NNNN
```

**NNNN = current code entered**

Use the number keypad to enter the new sport code, and then press **ENTER**. Sport codes can be found on the sport-specific insert and in the Operations Manual. Refer also to **Page 3**.

## Radio Settings

If the radio option is installed, the console will also prompt for the radio settings after changing the sport code. Press **ENTER** to accept the current settings or press **CLEAR** to modify them.

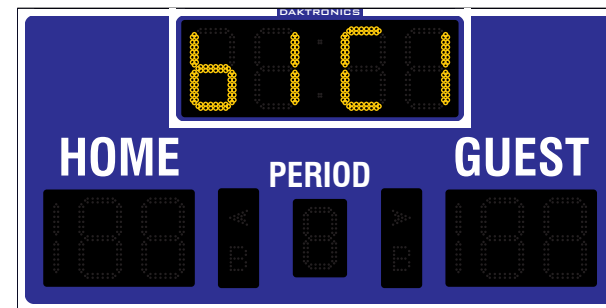
```
RADIO SETTINGS
BCAST X CHAN YY
```

**X = current broadcast group**  
**YY = current radio channel**

The radio settings in the console (transmitter) must match the scoreboard (receiver) radio. By default, both are set to **Broadcast Group 1, Channel 01**.

To determine the settings of a scoreboard, first power it down and shut off any radio-equipped consoles in the area. Next, power the scoreboard back up and watch for the radio settings. The settings will appear as "bX CY" where X is the current broadcast group and Y is the current channel:

### Radio Settings in Clock Digits



The settings are typically displayed in the clock digits or Home and Guest score digits, depending on the scoreboard model.

Refer to the Operations Manual for more radio settings.

## Sport Codes & Sport Inserts

- The **Sport Code** is used to set the console's scoring mode.
- The **Sport Insert** is an interchangeable keypad overlay that identifies the keys required for operation of a specific sport.

Each sport insert has a list of applicable sport codes on the left side.

### Sport Codes

BASKETBALL	
CODE	TYPE
1101	PLAYER-FOUL
1102	FOUL-PLAYER
1103	SERIES 3000
1104	SERIES 2500
1105	PLYR/FL/PTS
1301	MATSIDE
1401	HKY W/O SOG
1402	HKY W/SOG

### Sport Insert



PLACE CODE LABEL HERE  
ENTER THIS CODE NUMBER

SPORT INSERT CODE IDENTIFICATION LABELS

BASKETBALL	HOCKEY	SOCCER	FOOTBALL	BASEBALL	WRESTLING	TRACK	VOLEYBALL
0103	0271	0351	0461	0531	0620	0765	8601
0104	0273	0352	0400	0532	0622	0766	8602
0111		0353	4101	0533	0625	0767	8603
0112	2101	0354	4102	0535			8604
	2103		4104	0537	0600		8607
1000	2104	3101	4105	0544	0603	7601	8608
1101	2105	3102	4401		0604	7604	8610
1102	2111	3103	4402		0605	7611	8611
1103		3104	4601	0531	0402	7701	8620
1104	2301	3105	4603	0532		7711	8633
1105	2401	3304	4701	0533			8601
1301	2402		4703	0535			8604
1401		3401		0537			8601
1402	2101	3402	4101	0544	0612	7601	8602
	2103		4103			7604	8603
1101	2104	3101	4104			7611	8604
1102	2105	3102	4105	5501	8604	7701	8500
1103	2111	3103	4401	5601	8611	7711	8598
1104		3104	4402	5602	8612		8599
1105		3105	4601				8599
		3304					8599
9100	9200		9400	9501			8699
9102	9202	9300	9402	9501	9602		
9105	9205	9302	9405	9602	9605		8000

### Code Sheet Label

Use the label sheet (part # LL-2458) provided with the console to affix the correct sport code for a particular scoreboard onto the sport insert at the suggested location.

**Appendix B** of the Operations Manual contains scale drawings of every sport insert. If an insert is lost or damaged, you can print the drawing on 8.5" x 11" paper, and cut out the insert to use until a replacement arrives.

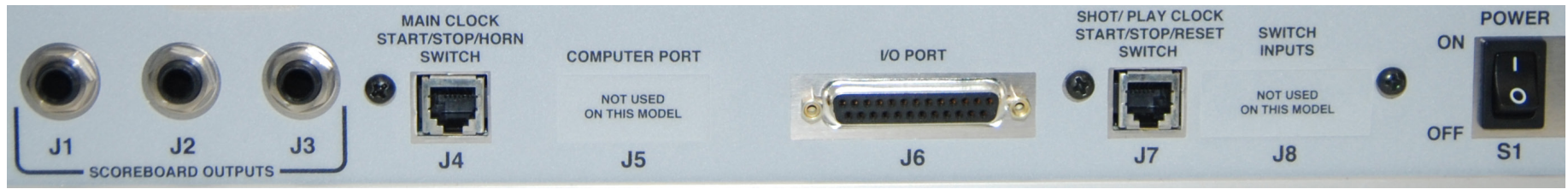
Below is a table of the most common codes for each sport, along with the sport insert used to score it:

Sport	Sport Code(s)	Sport Insert (Drawing #)
Baseball	5501	LL-2438 (DWG-125061)
Basketball	1101 (PLY/FLS) 1105 (PLY/FL/PTS)	LL-2433 (DWG-120121)
Football	6601	LL-2437 (DWG-122652)
Hockey/Handball/ Lacrosse	4401 (without SOG) 4402 (with SOG)	LL-2436 (DWG-124218)
Pitch & Speed	5500	LL-2438* (DWG-130895)
Soccer	7701	LL-2440 (DWG-125215)
Track	8601 (manual timing)	LL-2439 (DWG-125094)
Volleyball	2101	LL-2434 (DWG-125055)
Wrestling	3101	LL-2435 (DWG-124701)

\*Pitch & Speed insert is printed on back of Baseball insert.

Note that many scoreboards are capable of scoring multiple sports. Refer to **Appendix C** of the Operations Manual for a complete listing of sport codes for each scoreboard model.

When ordering replacement inserts for any of the sports shown above, you will receive the All Sport 5000 Insert Kit (part # LL-2776). Inserts for sports not shown above may be ordered individually.



## Jacks & Switches

- **J1, J2, J3 (SCOREBOARD OUTPUTS)** – These 1/4" stereo jacks connect directly to fixed-digit scoreboards, clocks, and statistic displays. All 3 jacks send out the same scoreboard control signal.

**Note:** These jacks may not be needed for wireless systems. Wireless consoles sold *after May 2016* feature a radio antenna in a protective shell on the side of the console. Wireless consoles sold *before May 2016* have a radio antenna connected to the rear of the console; **ensure antenna is pointed straight up during operation.**

- **J4 (MAIN CLOCK START/STOP/HORN SWITCH)** – Connect a main clock handheld start/stop switch here. **J4** may also be used for external Precision Time console (for basketball).
- **J5 (COMPUTER PORT)** – *Not used on this model*
- **J6 (I/O PORT)** – This jack is the main input and output port used to send data to multiple displays (scoreboard, play clock, and locker room clocks), communicate with other All Sport consoles, and send Real-Time Data (RTD) to Daktronics display controllers.
- **J7 (PLAY CLOCK START/STOP/RESET SWITCH)** – Connect a play clock handheld start/stop/reset switch here.
- **J8 (SWITCH INPUTS)** – *Not used on this model*
- **S1 (POWER)** – Power the console ON/OFF.

## Important Safeguards

- Always turn off and/or unplug the control equipment when it is not in use. Never yank the power cord to pull the plug from the outlet. Grasp the plug and pull to disconnect.
- Do not drop the control console or allow it to get wet.
- Do not let the power cord touch hot surfaces or hang over the edge of a table that would damage or cut the cord.
- If an extension cord is necessary, use a three-pronged, polarized cord. Arrange the cord with care so that it will not be tripped over or pulled out.
- Before using an extension cord, inspect the cable thoroughly and verify its compliance with local electric codes.
- Do not disassemble control equipment or electronic controls of the display; failure to follow this safeguard will make the warranty null and void.
- Inspect console for shipping damage such as rattles and dents, and verify that all equipment is included as itemized on the packing slip. Immediately report any problems to Daktronics; save all packing materials if exchange is necessary.