This guide will assist setting up the All Sport 5000 console to operate shot clocks at the high school level.

Power On & Code Selection

1. Flip the **POWER** switch on rear of console to the **ON** position.

2. After a brief self-test, a prompt displays the code number for the last game played. For basketball operation, common codes include "1101" and "1105".

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

   - Press **<NO>** to start a new game or change sports. The console will prompt for a new code number. Use the number pad to enter the new sport code, and then press **<ENTER>**.

3. If the wireless 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.

```
PREV CODE 1101
RESUME GAME?
```

```
SELECT CODE
CODE 1101
```

```
RADIO SETTINGS
BCAST 1   CHAN 01
```

Shot Clock Settings

1. Press **<MENU>**, press the down arrow key 6 times to select EDIT SETTINGS, and then press **<ENTER>**.

2. Press the down arrow key 5 times to select SHOT CLOCK-MODE, and then press **<NO>** to disable 1/10th second mode. This mode is typically only offered on shot clock models used at higher levels of play.

3. For the Reset 1 time, press **<3><5>** on the number pad. This sets the RESET 1 button on the handheld switch to 35 seconds.

   > **Note:** Pressing **<0>** before **<3><5>** will change how the time below 10 seconds is displayed ("09", "08" instead of "9", "8").

4. Press **<0>** on the number pad followed by **<CLEAR>** and then **<ENTER>**. This sets the RESET 2 button on the handheld switch to blank the clocks.

5. Press **<YES>** to synchronize the shot clock with the main clock. If **<STOP>** for the main clock is pressed while the main and shot clocks are running, the shot clock also stops. The shot clock restarts when **<START>** is pressed for the main clock.

6. Press **<YES>** to blank the shot clock time when the shot clock time is greater than or equal to the main clock time. The shot clock is reset and stopped when the display is blanked to eliminate inadvertent sounding of shot clock horn.

```
MENU- MAIN
EDIT SETTINGS?
```

```
SHOT CLOCK-MODE
TENTH SECOND? N
```

```
SHOT CLOCK-TIME
RESET 1   00:35*
```

```
SHOT CLOCK-TIME
RESET 2   ··:··
```

```
SHOT CLOCK-MODE
SYNC W/ MAIN? Y
```

```
SHOT CLOCK-MODE
AUTO BLANK? Y
```

Shot Clock Edit

To edit the shot clock time during an event:

1. Press **<SET SHOT TIME •>** to display the current shot clock time.

2. Use the number pad to enter the new shot time, and then press **<ENTER>**.

> **Note:** To discard the edited time, press **<CLEAR>** twice to clear the changes and return to the game.

```
SHOT CLOCK-EDIT
CURR     00:35*
```

Recall Shot Time

Press **<RECALL SHOT TIME •>** followed by **<YES>** to recall the shot time that was remaining before the last shot clock reset was pressed. To cancel the recall, press **<NO>**.
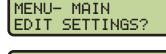
```
SHOT CLOCK-MODE
RECALL Y/N
```

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