

# BODET Scorepad



## User manual - Handball



[www.bodet-sport.com](http://www.bodet-sport.com)

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100% papier recyclé



Ref.: 607951 B

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

# 1. Handball

1) Select



2) Select a configuration from the list:

- HANDBALL 2x30 min SENIORS
- HANDBALL 2x25 min JUNIORS
- HANDBALL 2x20 min JUNIORS

Configurations identified by can only be edited with the club access code. The club Access code is "1234". It can be changed in the "Club access" menu.



3) Screen in HANDBALL 2x30 min SENIORS match mode:



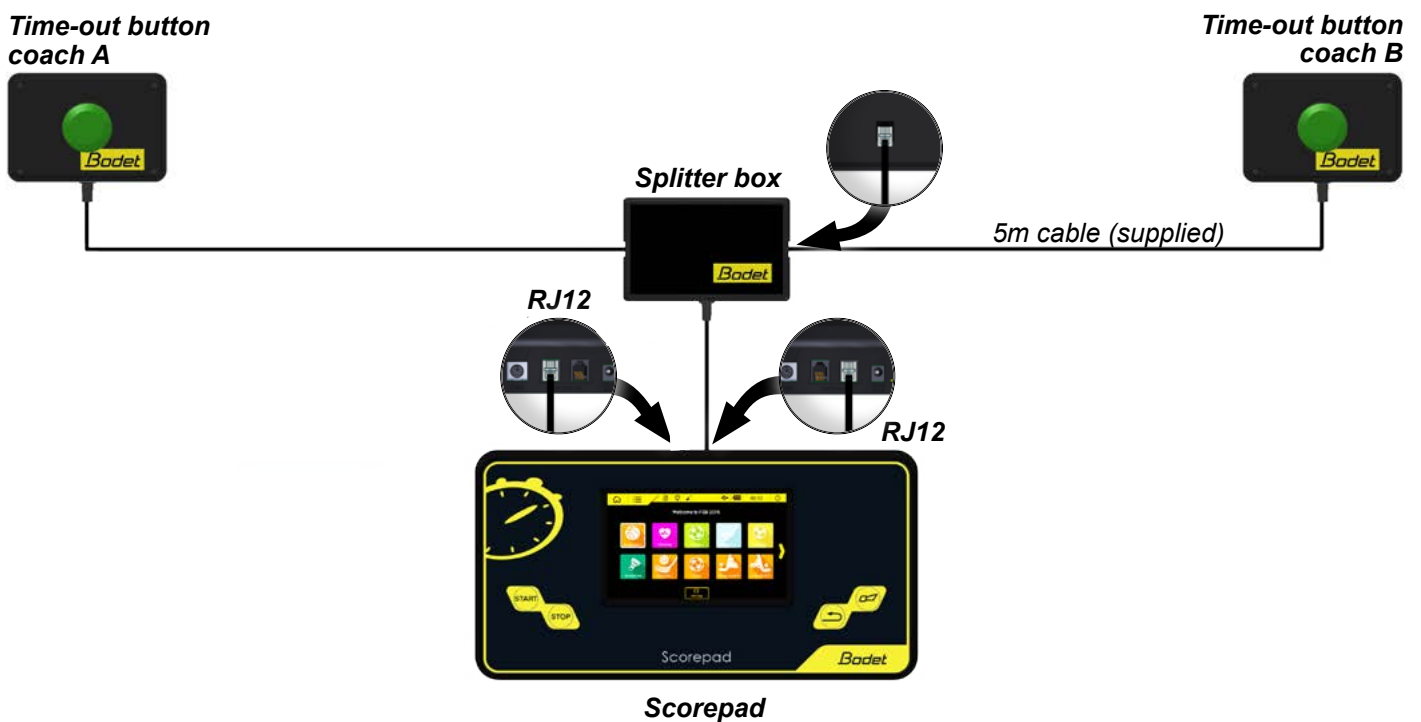
Pressing a game setting brings up a new window in which you can:

- 1 edit the length of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. Standard colours are provided plus a palette to select each team's colours.
- 3 edit the name of the team. After pressing LOCALS or VISITORS, press Config. team to edit the configuration of the teams (edit team screen name, activate players, choice of colours, load a team, create a new team or delete a team):



- 4 assign a 2-minute penalty to a player. The penalty is displayed in the “Penalty No.” box (7).
- 5 call a time-out. To start the countdown, press the **START**  button. Add or delete a time-out by pressing **Correct** .
- 6 add or delete a point from the team score.
- 7 display/modify/delete one or more penalties in progress.
- 8 add a goal. A window opens to assign this goal to the player who scored it.
- 9 edit the configuration settings (see next page for the list of settings).
- 10 go to the next period.
- 11 start a new match. **Caution: the match in progress will be lost.**


### > Time-out Remote Control System



- > This equipment enables the coach of each team to call a time-out during the match.
- > The remote control system operates in parallel with the Scorepad keyboard: the activation of the time-out can be done from the time-out buttons or directly on the Scorepad keyboard.

## > ENTERING CONFIGURATION SETTINGS

1) Click  to edit a configuration.

**Note:** All these settings are accessible from the  **Advanced Settings** menu.

The list of editable settings is given below:

Headings	Settings	Default values	Description	Standard settings
<b>Match</b>				
	Period number	2	1 to 9 periods in steps of 1	√
	Playing time	30	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Period mode	UP	Count-up or countdown	-
	End of period buzzer	OFF	Function enabled using the ON/OFF button 0 to 9 seconds in steps of 1	-
	Period reset	OFF	Function enabled using the ON/OFF button	-
<b>Extra time</b>				
	Extra time number	2	Function enabled using the ON/OFF button 1 to 9 periods in steps of 1	√
	Extra time duration	5:00	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Time-out	1:00	Function enabled using the ON/OFF button 1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
<b>Time-out</b>				
	Time-out buzzer	OFF OFF	Activation of horn before end of countdown 1 to 180 seconds in steps of 1	√
	Half time duration	10:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Time before overtime	2:00	Function enabled using the ON/OFF button 0 to 10 minutes in steps of 1 0 to 59 seconds in steps of 1	-
<b>Points and Penalties</b>				
	Penalty duration	2m	1 to 9 minutes	√
	Display player no.	OFF	Function enabled using the ON/OFF button	√
	End of penalty buzzer duration	OFF	Function enabled using the ON/OFF button 1 to 5 seconds in steps of 1	-
	Points per player	OFF	Function enabled using the ON/OFF button	√
<b>Time-out</b>				
	Buzzer	10s ON	Pre-time-out buzzer duration: Function enabled using the ON/OFF button 1 to 20 seconds in steps of 1 Time-out end buzzer marker: Function enabled using the ON/OFF button	√
	Nb of time-out markers	3	1 to 3 time-out markers	-
	Time-out	60s	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	√
<b>Miscellaneous</b>				
	Maintain result	20s	1 to 99 seconds in steps of 1	-
<b>HDMI</b>				
	Load image	ON	Enabling wallpaper image (if OFF = wallpaper black)	-
<b>Function keys</b>				
	Alpha message	OFF	Function enabled using the ON/OFF button	-
	Next period	ON	Function enabled using the ON/OFF button	-