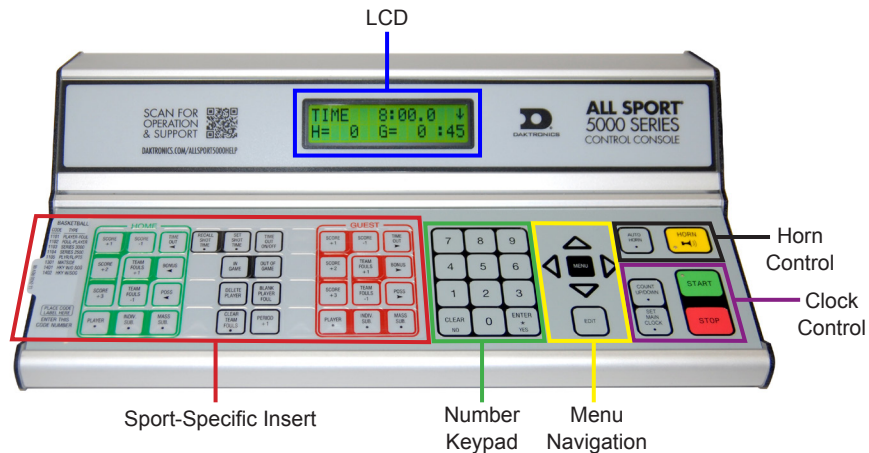This guide will assist with starting up and operating an All Sport 5000 series scoreboard controller. For more detailed console operation and configuration, refer to the **All Sport 5000 Series Control Console Operations Manual (ED-11976)**, available online at www.daktronics.com/allsportsupport.

Sport-Specific Insert   Number Keypad   Menu Navigation

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 from a list of standard 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 the changes and return to the game.
  - Refer to **Section 2.5** of the Operations Manual for more information.
- **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 is **ON** (the 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. Refer to Page 3 for more information.

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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 System 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  VX.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.
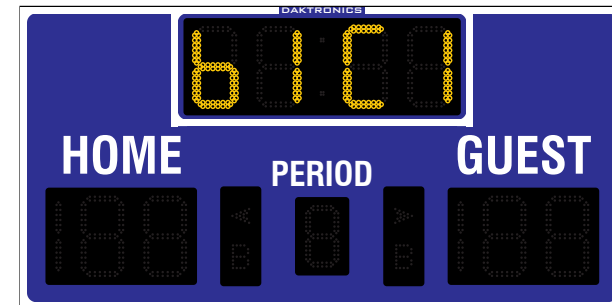
Radio Settings

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

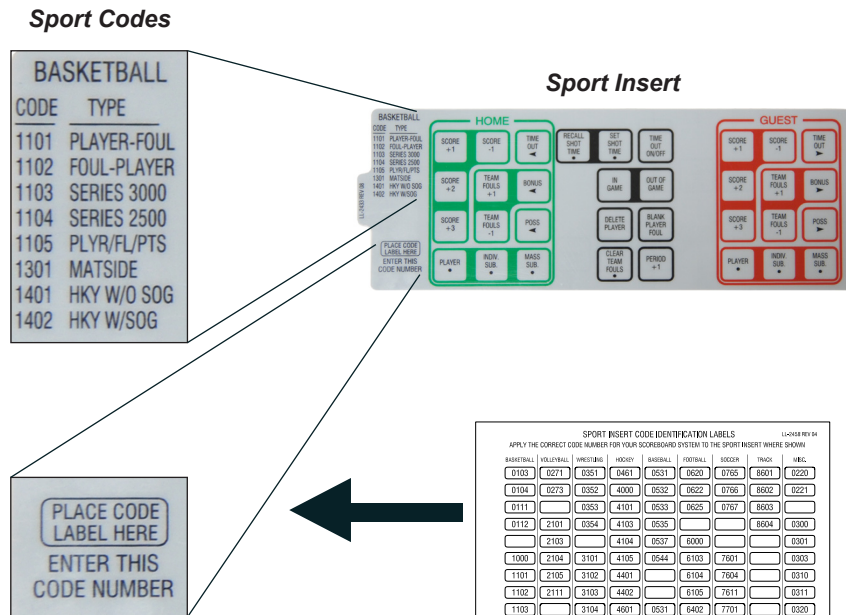The settings are typically displayed in the clock digits or Home and Guest score digits, depending on the scoreboard model.

Refer to **Section 2.4** of the Operations Manual for more information about radio settings.

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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-hand 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

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.

SPORT INSERT CODE IDENTIFICATION LABELS
APPLY THE CORRECT CODE NUMBER FOR YOUR SCOREBOARD SYSTEM TO THE SPORT INSERT WHERE SHOWN

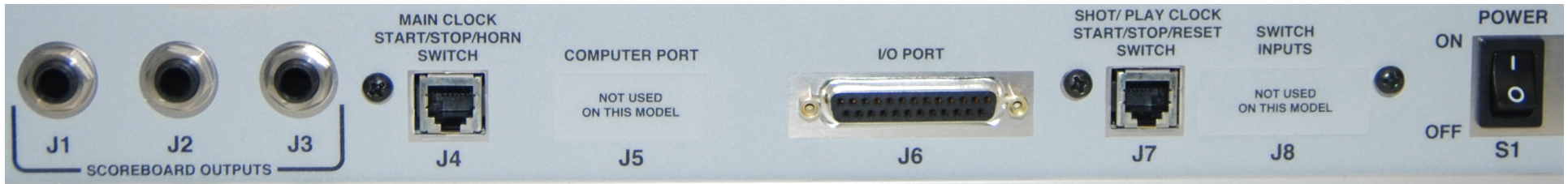| BASKETBALL	VOLLEYBALL	WRESTLING	HOCKEY	BASEBALL	FOOTBALL	SOCCER	TRACK	MISC.
0103	0271	0351	0461	0531	0620	0765	8601	0220
0104	0273	0352	4000	0532	0622	0766	8602	0221
0111		0353	4103	0533	0625	0767	8603	
0112	2101	0354	4104	0535			8604	0300
	2103		4104	0537	6000			0301
1000	2104	3101	4105	0544	6103	7601		0303
1101	2105	3102	4401		6104	7604		0310
1102	2111	3103	4402		6105	7611		0311
1103		3104	4601	0531	6402	7701		0320
1104	2301	3105	4603	0532		7711		0333
1105	2401	3304	4701	0533	6601			0401
1301	2402		4703	0535	6604			0401
1401		3401		0537	6611		8601	0433
1402	2101	3402	4101	0544	6612	7601	8602	
	2103		4103			7604	8603	0995
1101	2104	3101	4104		6601	7611	8604	
1102	2105	3102	4105	5501	6604	7701		5500
1103	2111	3103	4401	5601	6611	7711		5598
1104		3104	4402	5602	6612			5599
1105		3105	4601					5699
		3304						
9100	9200	9400	5501					6699
9102	9202	9300	9402	5601	9602			
9105	9205	9302	9405	5602	9605			8000

Code Sheet Label

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	Common Code(s)	Insert Part / Drawing #
Baseball	5501	LL-2438 / 125061
Basketball	1101 (PLY/FLS) 1105 (PLY/FL/PTS)	LL-2433 / 120121
Football	6601	LL-2437 / 122652
Hockey/ Lacrosse	4401 (without SOG) 4402 (with SOG)	LL-2436 / 124218
Pitch & Speed	5500	LL-2482 / 130895
Soccer	7701	LL-2440 / 125215
Track	8601 (manual timing)	LL-2439 / 125094
Volleyball	2101	LL-2434 / 125055
Wrestling	3101	LL-2435 / 124701

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.

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Jacks & Switches

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

  Note: For wireless systems, these jacks may not be needed. Wireless consoles sold **after May 2016** feature a radio antenna encased 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 that it is pointed straight up during operation for best results.

- **J4 (MAIN CLOCK START/STOP/HORN SWITCH)** – This jack is used for a main clock handheld start/stop switch. 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. J6 is 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)** – This jack is used for a play clock handheld start/stop/reset switch.

- **J8 (SWITCH INPUTS)** – Not used on this model

- **S1 (POWER)** – This switch is used to power the console ON and OFF.

Important Safeguards

1. Do not drop the control console or allow it to get wet.

2. To avoid electrical shock, do not disassemble the control equipment or electronic controls of the display; failure to follow this safeguard will also make the warranty null and void.

3. 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.

4. Do not let any power cord touch hot surfaces or hang over the edge of a table that would damage or cut the cord.

5. If an extension cord is necessary, a three-pronged, polarized cord should be used. Arrange the cord with care so that it will not be tripped over or pulled out.

6. After receiving a new or replacement console, inspect 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.

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