

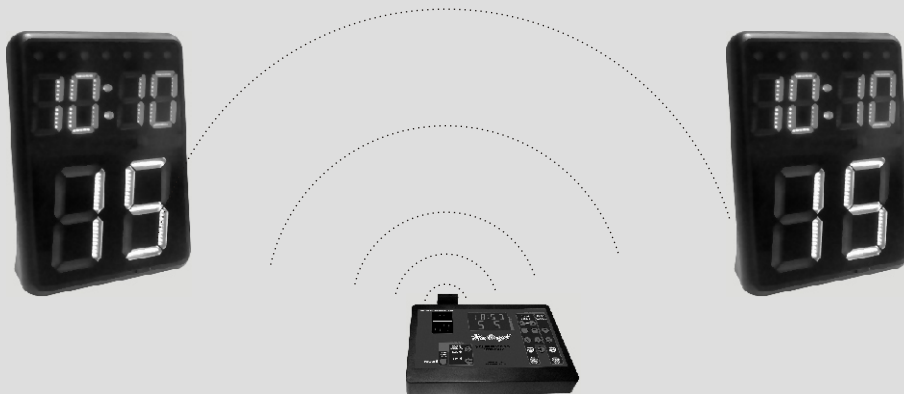
MacGregor®

Indoor Shot clock Operating Instructions

Model #1171525

Thank you for choosing the
MacGregor shot clock.
Before attempting to use your
Shot clock,
please read through the
instructions carefully.

900 MHz
wireless



04167(MacGregor)说明书

材料：80克双胶纸, 双面印刷, 共10页.

颜色：如打印稿件.

规格：148x210mm.

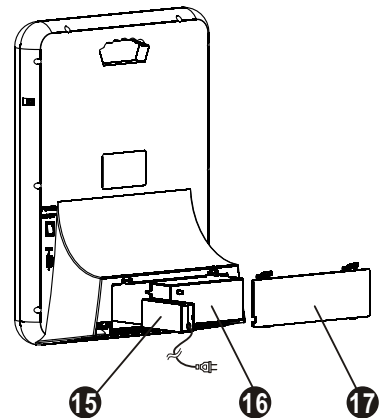
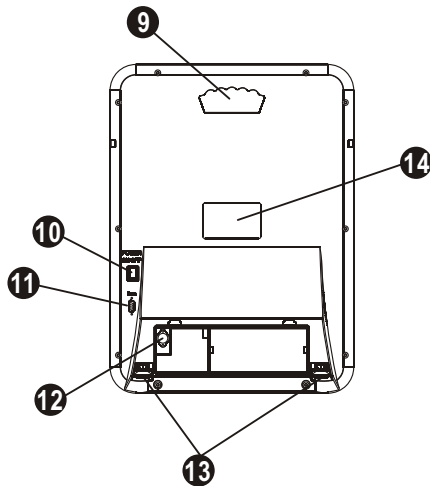
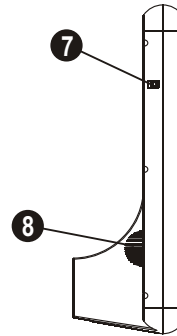
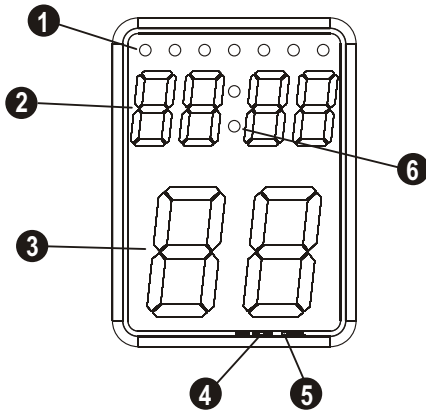
编号：

GENERAL

The optional shot clock is designed as:

- * User friendly, plug & play, easy to use.
- * Built-in wireless module.
- * Large display in the front.
Viewing distance: within 330 Feet,
Upper Numbers: 4.7 Inches(H), Lower numbers: 7.9 Inches(H)
- * Wireless: control range within 330 Feet
- * Data cable connect: Two 100 feet data cable for connecting shot clock to remote control box if the wireless connection is affected by serious wireless interference.
- * Multi-sport
Provide timing for various sports such as basketball, team handball
Wrestling, boxing & judo.,
- * Clock
When not used in sports, it can be used as digital clock.
- * Compact design
Rugged construction, built-in handles, reliable solid-state electronics.
- * Low battery indication (shot clock display: Lo and game time stop)

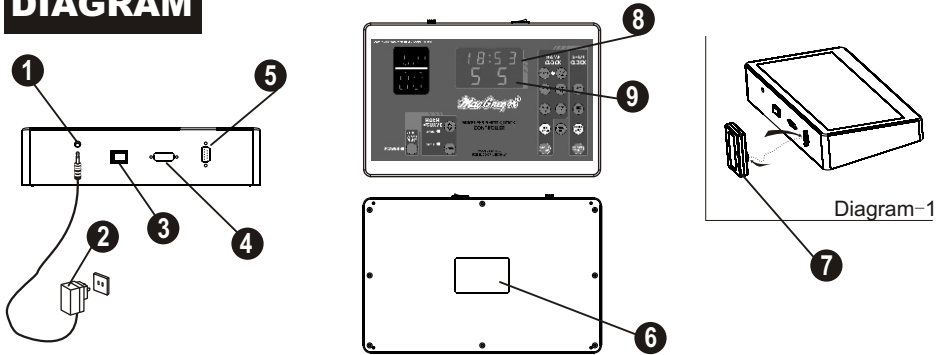
WIRELESS SHOT CLOCK FEATURE DIAGRAM



- ① Alert flashing light
- ② Game time/Clock display
- ③ Shot clock display
- ④ Buzzer On/Off Switch
- ⑤ Freq. channel selection switch
- ⑥ Time Colon
- ⑦ Stand mounting socket
- ⑧ Alarm Horn
- ⑨ Handle

- ⑩ Power On/Off Switch
- ⑪ Data cable connect
- ⑫ Power adaptor DC input
- ⑬ Stand angle adjust
- ⑭ Model label
- ⑮ AC to DC power adaptor
- ⑯ Rechargeable battery
- ⑰ Battery door

WIRELESS REMOTE CONTROL FEATURE DIAGRAM

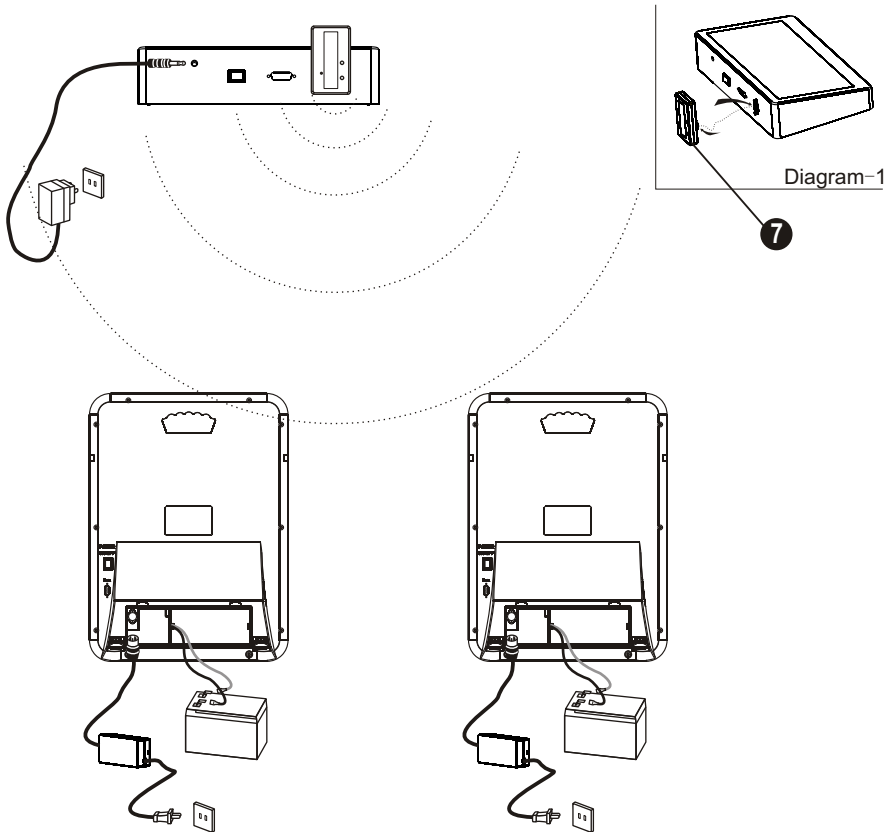


- ① Power adaptor DC input
- ② AC to DC power adaptor
- ③ Power On/Off Switch
- ④ Freq. channel selection switch
- ⑤ Wireless module connect/data cable connect
- ⑥ Model label
- ⑦ Wireless module
- ⑧ Game time/clock display
- ⑨ Shot clock display



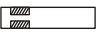
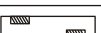
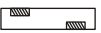
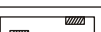
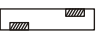
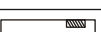
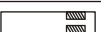
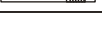
- * This control box with an internal rechargeable battery can operate for 6 hours after fully charged.
- * The rechargeable battery will automatically charge when plugged into DC power. It takes 20 hours to fully charge a new battery.
- * Low battery indication (shot clock display: L0 and game time stop)

SET UP SHOT CLOCK WITH WIRELESS MODULE



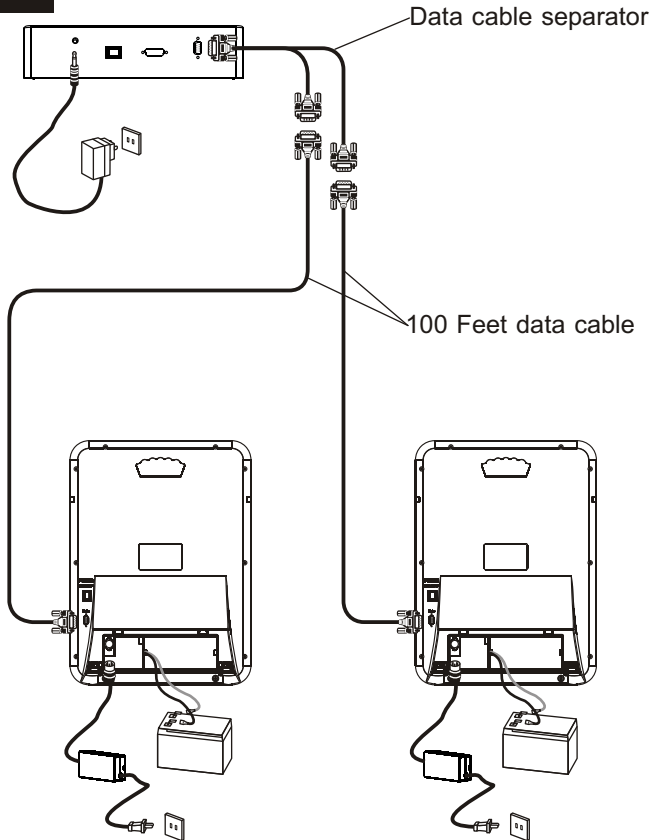
WIRELESS CONNECTION

1. The shot clock with an internal wireless module will automatically operate when the power switch is turned on. The wireless function will be shut down when data cable socket is plugged in and changed to cable connection mode.
2. Plug the wireless module into the remote control and fasten by screw driver. (See diagram-1)
3. Select and match the same channel with shot clock. Be sure to turn off the power when changing channel.

Freq, channel selection	channel	FREQ
O  1 N  2	A	915MHz
O  1 N  2	B	917MHz
O  1 N  2	C	919MHz
O  1 N  2	D	921MHz

4. Turn on control box power and the default game time data will be sent to shot clock. This confirms the set up is correct and the shot clock can be operated.
5. If encountering wireless interference, please turn off both shot clock and remote control and select another channel until no interference. If all wireless channels receive interference, change to cable connection.

SET UP SHOT CLOCK WITH DATA CABLE CONNECT



DATA CABLE CONNECTION

1. Turn off the remote control.
2. Remove the wireless module from the remote control box.
3. Connect the data cable separator into the remote control data cable connect position.
4. Connect the 100 Feet data cable into the data cable separator.
5. Turn off shot clock.
6. Connect the data cable into the shot clock data cable connect position.
7. Turn on shot clock.
8. Turn on remote control box. The default game data will be sent to shot clock to confirm correct data cable connection.

1. GAME TIMER & SHOT CLOCK (COUNT DOWN)

Basketball

Displays remaining game time and remaining shot clock time:

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

Lower display: shot clock(max=99 seconds)

It will automatically keep the last time setting into memory

Game Timer & Shot Clock display					
Operation	Key Operation		Display	Buzzer	
	Timer	Shot Clock			
1. To select game function			0:00 0 0		
2. Recall last memory			20:00 3 0		
<div style="display: flex; align-items: center;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg); font-weight: bold; margin-right: 5px;">Time no changes</div> <div style="border-left: 2px solid black; height: 100px; margin-left: 5px;"></div> </div>	3. Erase previous setting		0:00 3 0		
	4. Set game timer (ex: 20 minutes)	PRESS 	20:00 3 0		
	5. Set shot clock		20:00 3 0		
6. Beginning shot clock time is recalled			19:59 2 9		
7. Shot hits rim			19:58 3 0		
8. Game interrupted			19:50 2 2		
9. Restart game & shot clock start simultaneously			19:49 2 1		
<div style="display: flex; align-items: center;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg); font-weight: bold; margin-right: 5px;">Time no changes</div> <div style="border-left: 2px solid black; height: 100px; margin-left: 5px;"></div> </div>	(1).30 seconds expires		19:28 0	buzzer ALERT FLASH ON SHOT CLOCK	
	(2).Reset to 30 seconds			19:28 3 0	
	(3).Restart game			19:27 2 9	
10. Game time expires (buzzer)			0:00 0 6	buzzer ALERT FLASH ON SHOT CLOCK	
11. Reset game time			20:00 3 0		

- Game timer stopped too late:
Use and keys to adjust time difference.
- Press button (when led lit) will change the final minute to be displayed 1/10 second on control panel and 1/100 second on shot clock.
- Press button for loud or soft sound, used as manual whistle.

2. GAME TIMER (COUNT UP)
















Follow instruction 1 to 8 in count down mode before switching to count up game timer.

Be sure to have same shot clock time in both count down and count up mode.



Game timer display can be changed from displaying (count down) to the (count up) mode.

Maximum setting: 99:59. In this mode the upper colon between the minutes and seconds blinks.



Lower display : count down (max=99seconds)

Operation	Key Operation		Display	Buzzer
	Timer	Shot clock		
1. To select game function			20:00 3 0	
2. Erase previous setting			0:00 3 0	
3. Change display to count up mode			00:00 3 0	 chirp)
4. Set game timer (ex: 20 minutes)	 		20:00 3 0	
5. Set lower display count down		 	20:00 3 0	
6. Begin game-time returns to 0:00			0:00 3 0	
7. Start game time is entered into memory			0:00 3 0	
8. Stop game			0:09 2 1	
9. Restart game			0:10 2 0	
10. Stop low display count down			0:10 2 0	
11. Game time expires			20:00 2 0	 chirp) ALERT FLASH ON SHOT CLOCK
12. Return time to 0:00			0:00 2 0	

Game timer stopped too late:











Use  and  keys to adjust time difference.

Returning to count down display:

Press the timer  key, and then press the  key.








3. RUN SHOT CLOCK ONLY

Basketball

Operation	Key Operation		Display	Buzzer
	Timer	Shot Clock		
1. To select game function			0:00 0 0	
2. Recall last memory			20:00 3 0	
3. Erase previous setting			0:00 3 0	
4. Change game timer (to 0:00)	 		0:00 3 0	
5. Set shot clock		 	0:00 1 0	
6. Beginning shot clock time is recalled			0:00 9	
7. Shot hits rim			0:00 1 0	

4. CLOCK

Adjust time in 24 hour format.
Displays time in 12 hour format.
Upper display: Hours: Minutes

Clock			
Operation	Key Operation		Display
	Timer		
1. To select clock function			00:00 ↑ Flashing
2. Stop clock to adjust time			00:00 ↑ Non flash
3. Set hours using M+1 or M-1 key Set minutes using S+1 or S-1 key	   		9:35 ↑ Non flash
4. Start clock			9:35 ↑ Flashing

- If power is switched off, current time will be lost.

5. SPECIFICATIONS

- * INPUT POWER: AC90V~240V, 50Hz/60Hz.
- * CONSUMING POWER:<25 Watts
- * VIEWING DISTANCE:>165 Feet
- * TIME ACCURACY: Within 0.5 sec per day.
- * DIMENSION: 14.8"(Width)x20.1" (Height)x6.7"(Depth)
- * WEIGHT: 19.85 LBS.
- * FCC TEST APPROVAL

THIS DEVICE HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR CLASS B DIGITAL DEVICE, PURSUANT TO PART 15 OF THE FCC RULE.

- * AC 90 TO 240V FULL RANGE POWER INPUT, CONSUMING POWER<25 WATTS.

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.