

4009 and LED Scoreboard Configuration

F867 Rev 1003



Colorado Time Systems

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To configure your swimming scoreboards (4009SB and LED scoreboards), follow these steps.

- 1. Determine what you would like a given scoreboard line to display. See page 2 for sample displays and the channel (or code) numbers to produce those displays.**
- 2. See page 3 to determine the location of the module code switch to set the channel (or code) number.**
- 3. See page 4 for code switch settings.**

Please refer to your scoreboard manual for more extensive information about your scoreboard.

LN	PL	TIME	Channel Number		EVENT	HEAT
1	0	00:00.00	01/11*	0C	000	000
2	0	00:00.00	02		HOME	GUEST GUEST
3	0	00:00.00	03	0D/11*	000	00 000
4	0	00:00.00	04		1 2 3 4 5 6 7 8	
5	0	00:00.00	05	0E	0 0 0 0 0 0 0 0	
6	0	00:00.00	06			
7	0	00:00.00	07	12**	0 0 00:00.00	
8	0	00:00.00	08		HOME	G1 G2 G3
9	0	00:00.00	09	13	00 00 00 00	
A	0	00:00.00	0A		HOME	GUEST 1
b	0	00:00.00	17	14	0000	0000
C	0	00:00.00	18		GUEST 2	GUEST 3
				15	0000	0000
LENGTHS		RECORD		16		00:00
00		00:00.00	0B			

The figure above shows sample scoreboard module displays and the corresponding channel selections to produce them. Set the switches inside each scoreboard module to agree with the channel number listed beside it as shown in the figure above.

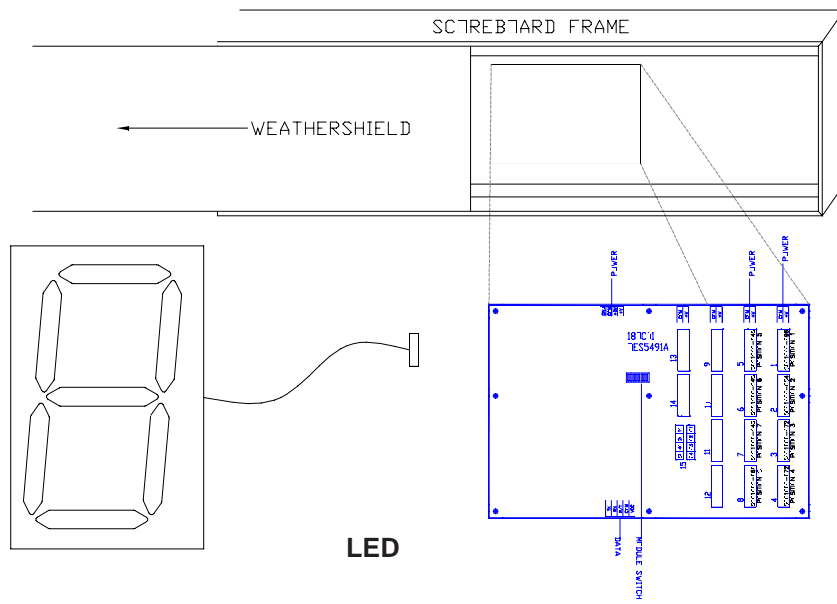
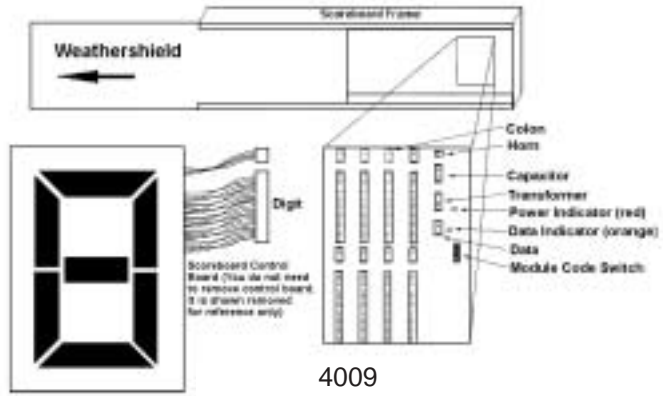
The sports timer Swimming software uses the channels to transmit specific race information. For example, channel 01 sends the place and time information for Lane 1, channel 0C sends the event and heat information for the current race. To function properly, the switches in each scoreboard module must be set to receive the proper information. Refer to your timer manual for more details.

A few special settings:

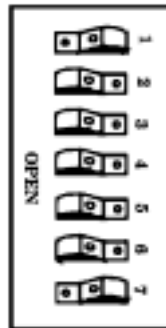
Channel 03 also displays the time of day when you press the **Scoreboard Blank** softkey on the Scoreboard softkey menu.

*Channel 11 is a multi-purpose channel that displays time and place information for lane 1 (channel 01) during the race. Following **reset**, team scores (channel 0D) are automatically displayed on the same scoreboard module.

**Channel 12 is a special purpose channel which is very useful for televised broadcasts. It displays the running time, lead split time and winning finish time. Unlike channel 0E, this channel does not cycle through all finish times, but displays only winning time until it is reset.



Scoreboard Control Boards



Module Code Switch

0066 - 4100 CIRCUIT BOARD MODULE CODE SWITCH SETTINGS

Code	Switch	Setting	Code	Switch	Setting	Code	Switch	Setting
00	1	*See below	09	1	*See below	12	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Closed		5	Closed		5	Closed
	6	Closed		6	Closed		6	Open
	7	Closed		7	Open		7	Closed
01	1	*See below	0A	1	*See below	13	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Closed		5	Closed		5	Closed
	6	Closed		6	Open		6	Open
	7	Open		7	Closed		7	Open
02	1	*See below	0B	1	*See below	14	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Closed		5	Closed		5	Open
	6	Open		6	Open		6	Closed
	7	Closed		7	Open		7	Closed
03	1	*See below	0C	1	*See below	15	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Closed		5	Open		5	Open
	6	Open		6	Closed		6	Closed
	7	Open		7	Closed		7	Open
04	1	*See below	0D	1	*See below	16	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Open		5	Open		5	Open
	6	Closed		6	Closed		6	Open
	7	Closed		7	Open		7	Closed
05	1	*See below	0E	1	*See below	17	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Closed
	5	Open		5	Open		5	Open
	6	Closed		6	Open		6	Open
	7	Open		7	Closed		7	Open
06	1	*See below	0F	1	*See below	18	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Closed		3	Open
	4	Closed		4	Open		4	Open
	5	Open		5	Open		5	Closed
	6	Open		6	Open		6	Closed
	7	Closed		7	Open		7	Closed
07	1	*See below	10	1	*See below	19	1	*See below
	2	Closed		2	Closed		2	Closed
	3	Closed		3	Open		3	Open
	4	Closed		4	Closed		4	Open
	5	Open		5	Closed		5	Closed
	6	Open		6	Closed		6	Closed
	7	Open		7	Closed		7	Open
08	1	*See below	11	1	*See below	*Switch 1 Data Communication Speed High Speed Open Low Speed Closed Note: Switch 1 speed setting must match your timer's data communication speed. Refer to your timer user guide for more information Switch 8, if present, is not used.		
	2	Closed		2	Closed			
	3	Closed		3	Open			
	4	Open		4	Closed			
	5	Closed		5	Closed			
	6	Closed		6	Closed			
	7	Closed		7	Open			