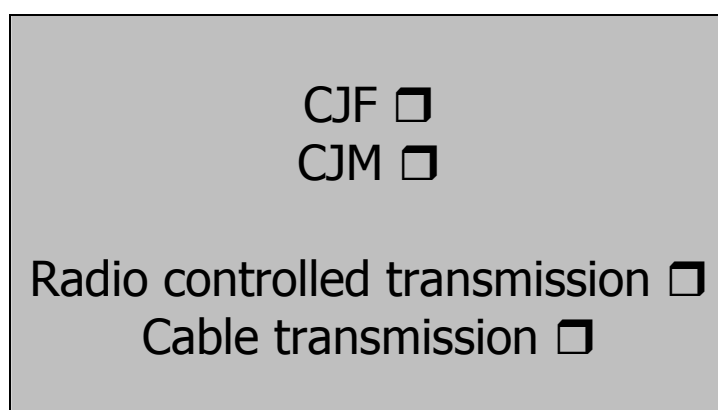


# **OPERATING INSTRUCTIONS**



## ***SUMMARY***

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## **INSTALLATION (see general views – pages 8 and 9)**

**NOTE 1: In no circumstances does installation require the scoreboard casing to be opened.**

**NOTE 2: The scoreboard must not be switched on at the mains source before installation has been fully completed.**

**Please note: in the following instructions, L means the contestant situated on the Left hand side of the judge table and R means the contestant situated on the Right hand side of the judge table.**

Depending on the position around the tatami where the scoreboard is to be installed:

- Select the side on the front face where the blue and white plates must be fixed, and screw them into place.
- Choose on which side of the display the "L" and "R" scores & penalties must be shown:
  - "L" scores on the left = press the switch on the bottom of the scoreboard towards "O".
  - "R" scores on the left = press the switch on the bottom of the scoreboard towards "I".

### CJM delivered with wheeled stand's option - CJF

Unfold the 2 bars of the wheeled stand (note: the 2 bars are not facing each other (axed) to allow the folding of the wheeled stand). Slot the scoreboard onto its wheeled stand.

Plug the scoreboard into a 230Vac (or 110V if specified) + Earth mains outlet (the socket should be as close as possible to the scoreboard).

### CJM installed on a wall

Trace the emplacement of the mounting points indicated onto the wall (see diagram).

Drill the necessary holes for Ø 6 mm screws.

Unscrew and slide out the plastic corner shields on the scoreboard.

Position the scoreboard into place on the wall, and screw in Ø 6 mm screws.

Run the mains cable to a mains outlet, making sure that it is connected through a bipolar 4A circuit breaker (not supplied).

Slide back and screw in each of the corner plastic shields.

## **BEFORE THE CONTEST**

Connect the 2 control consoles together, using the 2 meters liaison transmission cable.

### RADIO CONTROLLED TRANSMISSION MODEL

If several scoreboards are being used in the same dojo: each "scoreboard – control consoles" set uses a specific transmission frequency. It is imperative that the control console's serial numbers match that of the scoreboard.

Press the ON/OFF keys on the control consoles for several seconds: an introductory message will appear.

The remaining battery charge level is indicated next on the "TIMER" control console. If the battery charge is insufficient for the contest, power can be supplied by plugging in the 12Vdc transformer/battery charger supplied.

### CABLE TRANSMISSION MODEL

Connect the transmission cable between the "TIMER" control console and the scoreboard.

Press the ON/OFF keys on the control consoles for several seconds: an introductory message will appear. If not, press the reset button at the back of the "TIMER" control console.

The control consoles will then enter into the last function programmed (see the different functions – following pages).

To change the function, press key **19** twice on the "TIMER" control console.

Select the desired function on the "TIMER" control console by pressing its key number, then program it by following the instructions on the LCD readout.

N.B.: This programming must be completed before the contest can start.

## **IN CASE THE CONTROL CONSOLES ARE SWITCHED OFF BY MISTAKE**

The contest information is safeguarded in memory in the control consoles.

As soon as the control consoles are turned on again, the contest information will return automatically.

N.B.: It is necessary to stop the timers before being able to turn off the control consoles.

## **LANGUAGE SELECTION**

The control consoles are programmable in 5 different languages (French, English, German, Spanish and Polish).

"TIMER" control console: to change the language, press key **19** several times to access to function selection.

Press key **19** for 1 second and then, select "language" by pressing key **0**.

Choose the language by pressing the key number indicated on the LCD readout.

"SCORES & PENALTIES" control console: to change the language, switch off the "TIMER" control console.

Connect the 2 control consoles together, using the 2 meters liaison transmission cable.

Press key **17** for 1 second and then, choose the language by pressing the key number indicated on the LCD readout.

## **AFTER THE CONTEST...**

### RADIO CONTROLLED TRANSMISSION MODEL

The "TIMER" control console is equipped with batteries allowing a minimum autonomy of 20 hours when totally charged.

When not being used for a contest or training, switch off the "TIMER" control console, disconnect the "SCORES & PENALTIES" control console, and plug in the 12Vdc transformer/battery charger supplied.

The control console should remain in recharge permanently whilst not in use.

*(Slow charging system does not deteriorate the batteries).*

### CABLE TRANSMISSION MODEL

Disconnect the liaison cables and put them away in the carrying cases with the control consoles.

## **RADIO CONTROLLED / CABLE TRANSMISSION**

### RADIO CONTROLLED MODEL

This scoreboard can also be used in cable transmission mode. To change the transmission mode, press key **19** several times on the "TIMER" control console to access to function selection. Then press key **19** for 1 second and:

Choose cable transmission mode by pressing key **9**: the radio transmission mode is off.

Or choose radio controlled transmission mode by pressing key **0**.

## **JUDO – "TIMER" CONTROL CONSOLE**

Turn on the control consoles by pressing the ON/OFF keys for several seconds.

### JUDO NEW 2013 RULES:

The International Judo Federation has decided to amend its rules from 2013 on (SHIDO penalties do not give any points to the opponent any longer, new Osaekomi-times, "golden point" in count-up mode and not limited in time). This scoreboard integrates these new rules (2013 Rules), but still holds the previous rules (Rules prior to 2013) to meet the needs of national championships.

### PROGRAMMING A CONTEST:

If the control console was used previously for this function, either:

Press key **20** twice, then key **23** once to be able to program it.

Press key **20** twice in order to be able to start a new contest, without modifying the program.

If the control console was not used previously for this function, press key **19** twice to access to function selection, then choose Judo by pressing the key number indicated on the LCD readout.

Choose the length of the contest by pressing keys **0** to **9**. Enter your choice by pressing key **16**.

Choose the rules needed:

Rules prior to 2013 by pressing key **13**; 2013 Rules by pressing key **15**.

Rules prior to 2013: choose the length of the « golden point » contest by pressing keys **0** to **9** (or come back to the previous programming pressing key **20**). Enter your choice by pressing key **16**.

Choose the weight category:

Contest category +60Kg (for example) with key **13** ; Contest category -60Kg with key **14** ; "OPEN" contest with key **15**.

To programme a contest category +...Kg and -...Kg, choose the weight by pressing keys **0** to **9**.

Enter your choice by pressing key **16**.

Choose display configuration of points (the digit indicating KOKA can be displayed when the score is not 0):

KOKA not displayed (100.): key **13**

KOKA displayed (1000): key **15**.

CJF only: choose the names and the country codes of the contestants by using keys **0** to **9** (SMS);

press key **15** to modify the previous entered character.

press key **14** to change mode (Capital letters / Small letters).

press key **16** to valid the name and the country code of the contestant.

press key **13** to change contestant.

press key **16** to valid the name and the country code of the contestant.

Note: the main Latin and Polish letters can be programmed with the SMS system.

### CONTEST OPERATION:

**Please note: in the following instructions, L means the contestant situated on the Left hand side of the judge table and R means the contestant situated on the Right hand side of the judge table.**

Start the timer by pressing key **14**. Each time key **14** is pressed, the timer starts and stops alternatively.

The horn will sound automatically at the end of the programmed contest time (unless an Osaekomi is in progress).

Activate an Osaekomi timer by pressing key **10** (L), or key **18** (R). Each time the same key is repressed the Osaekomi timer is stopped or restarted again.

When the main contest timer is stopped, the Osaekomi timer is stopped automatically, then starts up again when the contest timer is restarted.

If, by mistake, the wrong Osaekomi timer has been activated, it can be inversed automatically to the other colour by pressing key **13**, without the loss of any time.

If the Osaekomi advantage changes rapidly from one contestant to the other, press the appropriate key (**10** ~ L, or **18** ~ R) to restart the timer from zero for that contestant. Any points gained during the first Osaekomi will be automatically awarded to the other contestant's score on the "SCORES & PENALTIES" control console.

At the end of the Osaekomi, the timer will stop and the horn will sound automatically at the appropriate time (25 seconds, or 20 seconds if a Waza-ari has already been scored).

Validate the Osaekomi by pressing key **11** (L) or key **17** (R). Any points gained will be awarded automatically on the "SCORES & PENALTIES" control console.

It is possible to cancel an Osaekomi timer at any moment by pressing key **15**.



To sound the horn manually, press key **12**.

At the end of the prescribed time, if the contestants have the same number of points, press key **20** to launch the « golden point » contest. Start the timer by pressing key **14**.

#### CONTEST END:

To start a new contest with the same program, press key **20**. Choose the country codes and the names of the contestants (CJF only).

To modify the programmed time, press key **20**, then press key **19**.

## ***JUDO – "SCORES & PENALTIES" CONTROL CONSOLE***

Turn on the control consoles by pressing the ON/OFF keys for several seconds.

#### PROGRAMMING A CONTEST:

All programming is undertaken on the "TIMER" control console.

#### CONTEST OPERATION:

To award points to the L contestant:

- Select and press the appropriate key: **1** - IPPON, **3** - WAZA-ARI or **5** - YUKO.  
Note: key **7** (KOKA) is no longer active.
- Cancel your choice if necessary by pressing key **9**.

To award points to the R contestant:

- Select and press the appropriate key: **10** - IPPON, **12** - WAZA-ARI or **14** - YUKO.  
Note: key **16** (KOKA) is no longer active.
- Cancel your choice if necessary by pressing key **9**.

« Golden point » contest: the contestant, who will score the first point, will be automatically designated winner.

To give penalties to the L contestant:

- Select and press the appropriate key: **2** - HANSOKU MAKE or **4** - SHIDO.
- Cancel your choice if necessary by pressing key **9**.

To give penalties to the R contestant:

- Select and press the appropriate key: **11** - HANSOKU MAKE or **13** - SHIDO.
- Cancel your choice if necessary by pressing key **9**.

#### Rules prior to 2013:

The points corresponding to a penalty are awarded automatically to the opponent. These points are cancelled automatically if the penalty is cancelled.

Note: the first SHIDO is a free warning: no point is awarded to the opponent.

#### 2013 Rules:

SHIDO penalties give no points to the opponent.

« Golden point » contest: 1<sup>st</sup> SHIDO (warning) given to a contestant: the opponent is automatically designated winner.

To indicate a medical intervention:

- Enter your choice on either key **6** (L) or **15** (R).
- Cancel your choice if necessary by pressing key **9**.

To designate a winner at the end of a contest:

- Enter your choice on either key **17** (L) or **18** (R). The winner's score will flash on and off on the scoreboard.
- Cancel your choice if necessary by pressing key **9**.

To reset the scores, the penalties and the medical intervention timers:

- Press key **8**.
- Cancel your choice if necessary by pressing key **9**.



## ***RANDORI ("TIMER" CONTROL CONSOLE)***

The "SCORES & PENALTIES" control console is not used in this mode.  
Turn on the "TIMER" control console by pressing the ON/OFF key for several seconds.

### **PROGRAMMING RANDORI:**

If the control console was used previously in this function, either:

Press key **19** to be able to program it.

Press key **20** to start a new Randori sequence with the same programmed times.

If the control console was not used previously for this function, press key **20** twice, then key **19** twice to access to function selection, then choose Randori by pressing the key number indicated on the LCD readout.

Choose the length of the workout periods by pressing keys **0** to **9**, and enter your choice on key **16**.

Choose the length of the rest periods in the same way as with the workout periods (or come back to the previous programming pressing key **20**).

Choose the number of workout/rest period cycles to be undertaken by pressing keys **0** to **9**, and enter your choice on key **16**.

### **RANDORI OPERATION:**

Start the timer by pressing key **14**. The workout and rest periods run through automatically, without having to manipulate the control console.

At the end of each period the horn will sound automatically.

Sound the horn manually by pressing key **12**.

### **RANDORI END:**

To start a new Randori sequence with the same program, press key **20**.

To modify programmed times, press key **20**, then key **19**.

## TECHNICAL DATA

### SCOREBOARD PANEL:

MODEL	DIMENSIONS (mm) L x H x D	WEIGHT (without cables)	POWER SUPPLY	POWER CONSUMED (max.)	PROTECTION (5x20 mm fuses)
CJM	1500x600x90	17 kg	230V / 50-60Hz 0,2A	50VA	1,6A external (on the side of the scoreboard)
CJF	2000x1000x90	34 kg	230V / 50-60Hz 1A	230VA	1,6A external (on the side of the scoreboard) – digital 4A internal (on the side of the scoreboard) – alpha

### NOTE - 110V models:

The current consumption specified above should be doubled.

### CONTROL CONSOLES:

Dimensions: 340 x 175 x 60 mm

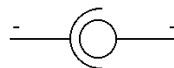
Weight: 650 g

### RADIO CONTROLLED MODEL

Mains adapter: 230V (or 110V if specified) 50/60 Hz / 12 VDC 300 mA (min)

Control console batteries: NIMH 5x1,2 V 750 mAh (20 hours autonomy minimum).

Transmit frequency: 869,7-870,0MHz.



### CONTROL CONSOLE RECHARGE:

Turn off the control consoles. Disconnect the "SCORES & PENALTIES" control console.

Plug the mains adapter into the back of the "TIMER" control console, then plug it into an appropriate mains outlet (230V or 110V).

**Leave the control console under constant recharge when not in use**

### ENVIRONMENT AND RECYCLING:

Please help us to protect the environment by disposing of the packaging in accordance with the national regulations for waste processing.

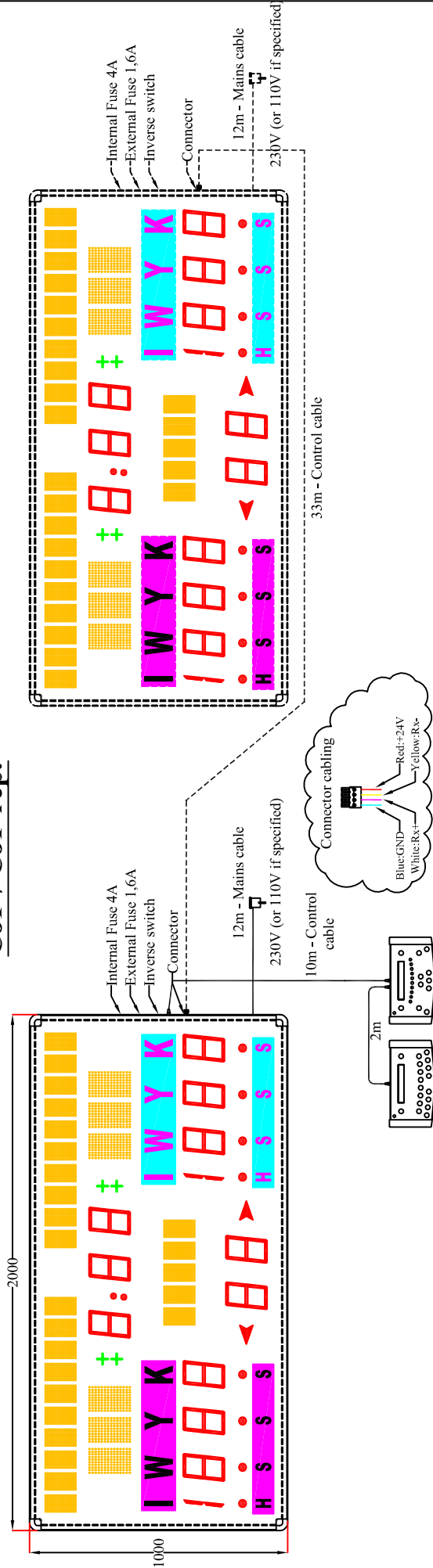


#### Recycling of obsolete appliances:

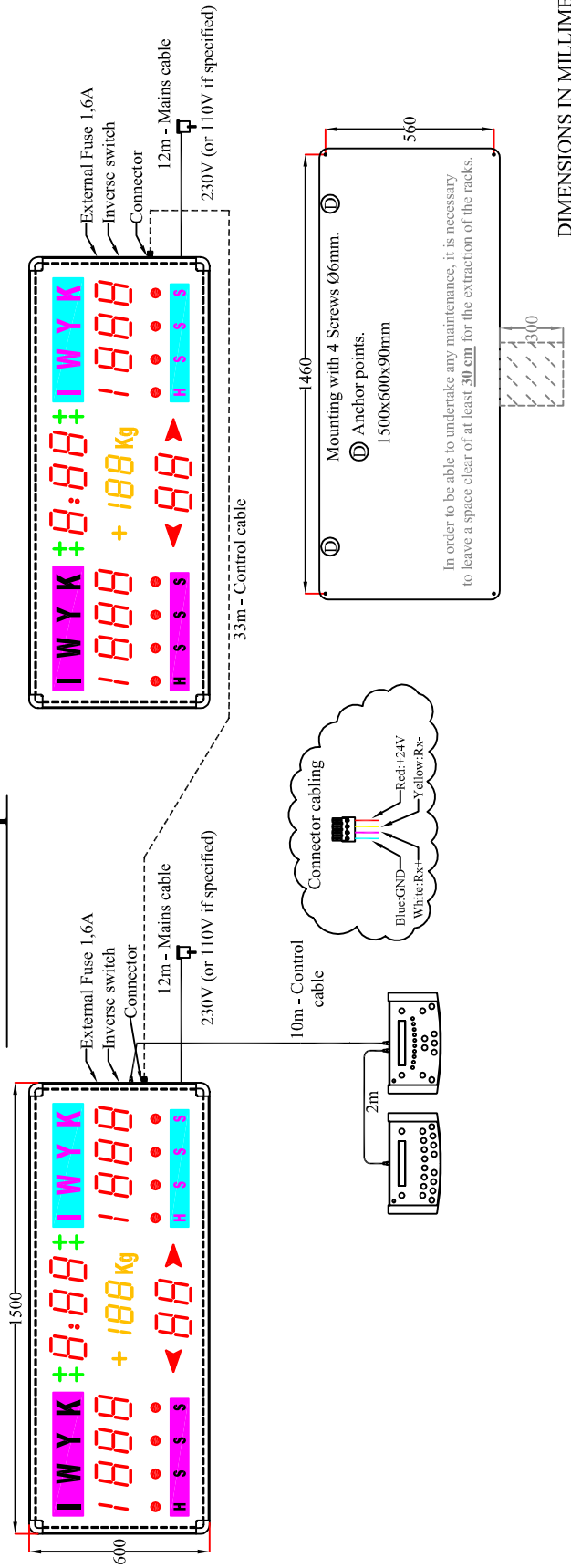
Appliances with this label must not be disposed off with the general waste. They must be collected separately and disposed off according to local regulations.

# GENERAL VIEW

Cable transmission models  
**CJF / CJF rep.**



# CJM / CJM rep.



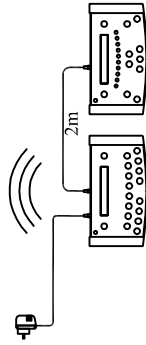
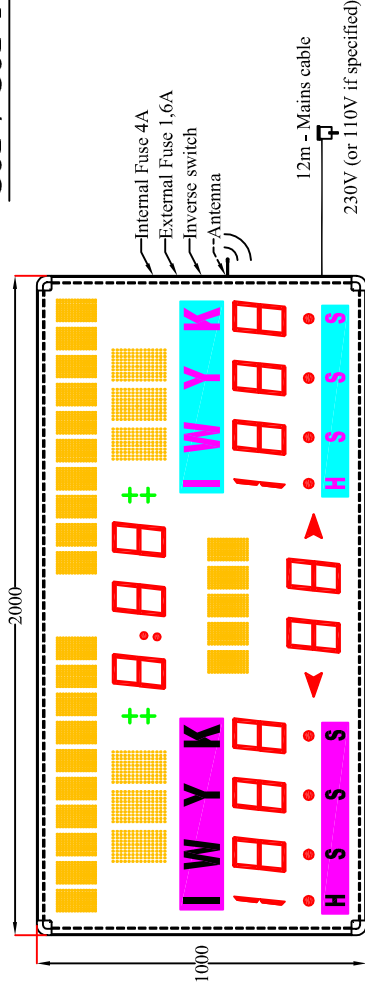
DIMENSIONS IN MILLIMETERS



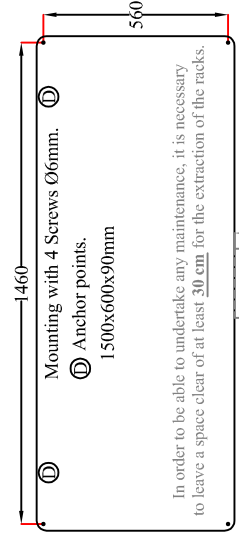
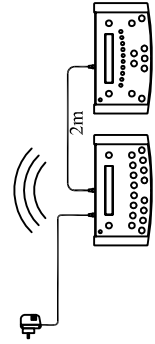
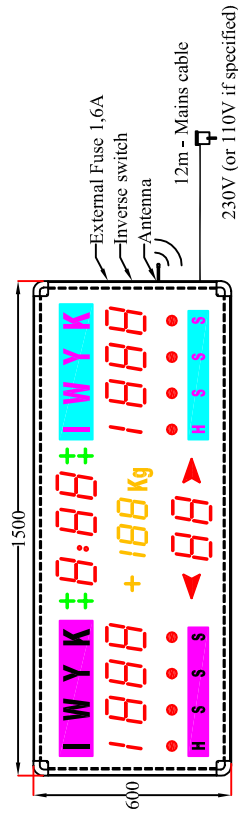
# GENERAL VIEW

Radio controlled transmission models

## CJF / CJF rep.



## CJM / CJM rep.



DIMENSIONS IN MILLIMETERS