

GAME MANAGEMENT INSTRUCTIONS

INSTALLING BATTERIES:

- INSTALL 3-VOLT LITHIUM BATTERY IN EACH PRECISION TIME SYSTEM BELT PACK. (BATTERY HOLDER IS LOCATED UNDER THE BELT CLIP) USE A SMALL PHILLIPS HEAD SCREWDRIVER TO OPEN THE BELT PACK.
- REMOVE THE BELT CLIP
- INSTALL A 3-VOLT LITHIUM BATTERY
(+) SIDE HAS BEEN HIGHLIGHTED IN YELLOW ON THE SIDE OF THE CASE. IF THE BATTERIES ARE INSTALLED INCORRECTLY, IT MAY CAUSE DAMAGE TO THE BELT PACKS).
- REPLACE THE BELT CLIP.
- TIGHTEN BOTH SCREWS SNUGGLY.

CAUTION: DO NOT OVER TIGHTEN BELT CLIP SCREWS

TURNING THE SYSTEM ON:

- SLIDING THE RECESSED SLIDE SWITCH TURNS ON THE BELT PACKS. (THIS WILL REQUIRE A SMALL FLAT HEAD SCREWDRIVER).

TESTING THE SYSTEM:

- ALL SYSTEMS MUST BE TESTED AT THE BASE STATION.
- PLUG IN THE BASE STATION TO THE GAME CLOCK CONTROLLER.

NOTE: THE *PRECISION TIME SYSTEMS*® BASE STATION POWER SWITCH MUST BE IN THE OFF POSTION BEFORE COMMENCING WITH ANY CABLE OR POWER TRANSFORMER CONNECTION. *PRECISION TIME SYSTEMS*® RECOMMENDS PLUGGING THE POWER TRANSFORMER INTO A U.P.S. BACK UP SYSTEM. IF THIS IS NOT ADHERED TO, THE SYSTEM COULD BE DAMAGED.

- START AND STOP THE GAME CLOCK SEVERAL TIMES WITH EACH UNIT.
- AFTER ALL UNITS ARE OPERATING CORRECTLY, BRING THE BELT PACKS TO THE OFFICIALS IN THE LOCKER ROOM.

BATTERY LIFE:

- BATTERY LIFE IS 6 TO 7 HOURS.
- USE A "FRESH SET" OF BATTERIES FOR EVERY GAME. (EXCEPTION: IF TWO GAMES ARE TO BE PLAYED BACK TO BACK ON THE SAME NIGHT, THE SAME SET OF BATTERIES MAY BE USED).
- DISCARD USED BATTERIES SO THAT THEY DO NOT GET MIXED IN WITH THE NEW BATTERIES.

GAME CONCLUSION:

- BATTERIES ARE TO BE REMOVED FROM THE BELT PACKS ONCE THE GAME IS OVER.
- BE SURE TO STORE ALL *PRECISION TIME SYSTEMS®* EQUIPMENT IN A SAFE AND SECURE PLACE.

GAME CLOCK OPERATION

STOPPING AND STARTING THE CLOCK

NCAA:

IT IS VERY IMORTATNT TO START AND STOP THE GAME CLOCK JUST AS YOU HAVE DONE IN THE PAST. YOU ARE ASSISTING THE GAME OFFICIALS ON THE FLOOR.
REMEMBER: YOU (THE GAME CLOCK OPERATOR) ARE THE BACK UP TO THE SYSTEM IN CASE THE BELT PACK FAILS TO HEAR THE WHISTLE.

DO NOT FORGET TO STOP THE GAME CLOCK IN THE LAST MINUTE OF THE SECOND HALF AFTER EVERY MADE FIELD GOAL, OR THE LAST MINUTE OF EACH AND EVERY OVERTIME PERIOD AFTER EVERY MADE FIELD GOAL.

NBA:

IT IS VERY IMORTATNT TO START AND STOP THE GAME CLOCK JUST AS YOU HAVE DONE IN THE PAST. YOU ARE ASSISTING THE GAME OFFICIALS ON THE FLOOR.
REMEMBER: YOU (THE GAME CLOSK OPERATOR) ARE THE BACK UP TO THE SYSTEM IN CASE THE BELT PACK FAILS TO HEAR THE WHISTLE.

DO NOT FORGET TO STOP THE GAME CLOCK IN THE LAST MINUTE OF PERIODS 1, 2 & 3 AFTER EVERY MADE FIELD GOAL. YOU MUST ALSO STOP THE GAME CLOCK IN THE LAST (2) TWO MINUTES OF THE FORTH PERIOD OR ANY OVERTIME PERIOD AFTER EVERY MADE FIELD GOAL.

RESETTING THE GAME CLOCK

IT IS IMPORTANT TO PUT THE *PRECISION TIME SYSTEMS®* BASE STATION IN THE STOP MODE BEFORE THE TIMEKEEPER RESETS THE CLOCK. FAILURE TO DO THIS WILL CAUSE THE GAME CLOCK NOT TO START.

OFFICIALS INSTRUCTIONS

YOUR PRECISION TIME SYSTEMS BELT PACKS ARE NOW ON! DO NOT BLOW YOUR WHISTLES TOO CLOSE TO THE MICROPHONES IN THE LOCKER ROOM BECAUSE YOU WILL STOP THE GAME CLOCK IN THE AREANA.

CLEAN TEST YOUR WHISTLES AWAY FROM THE MICROPHONES!

ATTACHING THE BELT PACKS/MICROPHONES:

- CHOOSE A LOCATION ON YOUR WAIST WHERE YOU WOULD LIKE TO WEAR YOUR *PRECISION TIME SYSTEMS®* BELT PACK.

NOTE: (WE RECOMMEND YOU CHOOSE YOUR LEFT OR RIGHT REAR, DEPENDING ON WHICH HAND YOU PREFER TO USE WHEN STARTING THE GAME CLOCK.

- PUT THE *PRECISION TIME SYSTEMS®* BELT PACK ON YOUR HIP.
- RUN THE MICROPHONE CORD UP THE INSIDE OF YOUR SHIRT.
- PULL ENOUGH CORD TO MATCH THE LENGTH OF YOUR LANYARD.
- ATTACH THE MICROPHONE TO THE MICROPHONE HOLDER ON YOUR LANYARD.

NOTE: THIS LANYARD IS AVAILABLE THROUGH *PRECISION TIME SYSTEMS INC.®* AND FOX 40.

- YOU ARE READY TO GO.

WHISTLE COMPATABILITY:

CAUTION:

THE *PRECISION TIME SYSTEMS®* TIME SWITCHING SYSTEM IS PROGRAMMED TO THE FOX 40 CLASSIC WHISTLE ONLY. OTHER WHISLTES WILL NOT WORK PROPERLY. THE SYSTEM WILL BE COMPROMISED IF ANOTHER WHISTLE IS USED. THE FOX 40 CLASSIC IS THE OFFICIAL WHISTLE OF THE *PRECICION TIME SYSTEM®*.

<p>OPERATION FOR THE OFFICIAL IS EASY. A SHARP BLAST ON THE WHISTLE --- STOPS THE GAME CLOCK!</p>
--

STARTING THE GAME CLOCK:

- THE START BUTTON IS ON THE BOTTOM OF YOUR *PRECISION TIME SYSTEMS®* BELT PACK. (IT IS EASILY IDENTIFIED BY THE "RAISED DIMPLES" -- THAT IDENTIFIES ITS LOCATION.)
- PRESS THE BUTTON FIRMLY.
- WATCH THE GAME CLOCK START THEN RELEASE BUTTON.

COMMUNICATION:

THERE IS NO EXCUSE NOT TO COMMUNICATE WITH YOUR PARTNERS FOR ALL CLOCK START SITUATIONS.

NOTE: THERE SHOULD BE ONLY ONE FLOOR OFFICIAL STARTING THE GAME CLOCK ALONG WITH THE TIMEKEEPER AT THE SCORER'S TABLE. THE START BUTTON SHOULD BE PRESSED ONLY WHEN THE BALL IS LEGALLY TOUCHED. THE CLOCK STARTING OFFICIAL SHOULD BE DESIGNATED PRIOR TO THE START OF THE GAME.

CAUTION:

IF MORE THAN ONE FLOOR OFFICIAL STARTS THE GAME CLOCK, YOU MAY HAVE A CANCELLATION OF A STOP WHISTLE SIGNAL.

WHY DOES THIS HAPPEN?

IF THE OTHER FLOOR OFFICIALS HIT THEIR START BUTTONS WHILE ONE OF THE FLOOR OFFICIALS BLOWS THEIR WHISTLE, THEY MAY CAUSE A CANCELLATION OF THE STOP SIGNAL AND THE CLOCK WILL CONTINUE TO RUN. (EXAMPLE: START CLOCK – STOP CLOCK – START CLOCK).

THE PERSON, WHO WILL BACK UP THE OFFICIALS, WILL BE THE TIMER AT THE SCORER'S TABLE. YOU WILL LOSE SOME TIME. THIS HAPPENS DUE TO THEIR REACTION TIME FROM WHEN THEY SEE THE BALL LEGALLY TOUCHED AND THE WHISTLE BEING BLOWN (TIME OUT, QUICK FOUL ETC.). SO IF YOU HAVE DEFINATE KNOWLEDGE OF THE TIME ON THE GAME CLOCK, SINCE THE BALL WAS DEAD, YOU CAN RESET THE CLOCK WITHOUT GUESSING.

THE MANUFACTURER HIGHLY RECCOMMEDNDS THAT ONLY ONE FLOOR OFFICIAL STARTS THE GAME CLOCK. THIS OFFICIAL SHOULD BE DESIGNATED THE RESPONSIBILITY BEFORE THE GAME.

NBA - - THE OFFICIAL CONTROLLING THE THROW IN SHOULD BE DESINATED THE RESPONSIBILITY TO START THE CLOCK.

IF THIS BECOMES A PROBLEM, WE AT *PRECISION TIME SYSTEMS INC.®* CAN DISABLE THE OTHER BELT PACKS SO THAT ONLY ONE WILL WORK FROM THE FLOOR/FIELD. THE BELT PACKS WILL ALSO BE MARKED AS TO WHICH ONE WILL START THE GAME CLOCK.

THESE ARE JUST SOME SIMPLE GUIDELINES. AS OFFICIALS BECOME MORE CONFORTABLE WITH THE SYSTEM, STARTING THE GAME CLOCK WILL BECOME AN AUTOMATIC REFLEX!
--

SOFTWARE/COPYRIGHTS/REGISTRATIONS

THE PRECISION TIME SYSTEM USES THE FOX 40 CLASSIC WHISTLE ONLY!

IT IS THE ONLY WHISTLE THAT WILL WORK WITH THE *PRECISION TIME SYSTEM*®. OTHER WHISTLES WILL NOT WORK PROPERLY AND THE SYSTEM WILL BE COMPROMISED IF ANOTHER SYSTEM IS USED.

THE FOX 40 CLASSIC IS THE OFFICIAL WHISTLE OF THE PRECISION TIME SYSTEM.

ALL SOFTWARE AND PROGRAMS ARE PROTECTED BY U S AND INTERNATIONAL COPYRIGHT LAWS. THE *PRECISION TIME SYSTEM*® IS ALSO PROTECTED BY U S AND INTERNATIONAL PATENTS PENDING.

TROUBLESHOOTING

LOW BATTERY LIGHT INDICATOR:

IF ONE OF THE LOW BATTERY LIGHT INDICATOR LIGHTS COME ON YOU SHOULD:

- INFORM THE FLOOR OFFICIAL WHOSE NUMBER ON THE BELT PACK COINCIDES WITH THE NUMBER ON THE BASE STATION. (IF POSSIBLE, THIS SHOULD BE DONE DURING A DEAD BALL SITUATION)
- EACH LOW-BATTERY LIGHT HAS A NUMBER ON THE BASE STATION, EACH BELT PACK ALSO HAS A NUMBER THAT COINCIDE WITH THOSE NUMBERS ON THE BASE STATION.
- ONCE THE LOW-BATTERY LIGHT INDICATOR ILLUMINATES, THE BELT PACK WILL STILL FUNCTION FOR APPROXIMATELY ONE (1) HOUR.
- WHEN TIME PERMITS (END OF A QUARTER OR AT HALF TIME), REPLACE THE 3-VOLT LITHIUM BATTERY (SEE "INSTALLING THE BATTERIES – PAGE 1).
- ONCE THE BATTERY HAS BEEN REPLACED, YOU MUST RE-SET THE BASE STATION BY TURNING IT OFF FOR FIVE (5) SECONDS, AND THEN TURNING IT BACK ON. THIS WILL RE-BOOT THE SYSTEM AFTER THE BATTERY CHANGE.

NOTE: YOU SHOULD ALWAYS USE NEW BATTERIES FOR EVERY GAME.

RE-BOOTING THE PRECISION TIME BASE STATION:

IF DURING THE GAME YOU SEE THAT THE *PRECISION TIME SYSTEM*® IS NOT STARTING THE CLOCK FROM THE BELT PACKS, OR STOPPING THE CLOCK WHEN THE WHISTLE HAS SOUNDED, THE COMPUTER MAY NEED TO BE "RE-BOOTED". TO RE-BOOT THE SYSTEM YOU SHOULD:

TURN THE POWER SWITCH **OFF** THEN IMMEDIATELY TURN IT BACK **ON**. THIS WILL RE-SET THE MICROPROCESSOR IN THE SYSTEM. YOU MAY WANT TO DO THIS DURING A DEAD BALL.

IF YOU RE-BOOT THE SYSTEM WHILE THE GAME IS IN PROGRESS, MAKE SURE THAT YOU QUICKLY PRESS THE START BUTTON ON THE BASE STATION. THIS PROCEDURE SHOULD ONLY TAKE ABOUT A SECOND. **BEFORE THE START OF A GAME OR THE START OF THE SECOND HALF OR OVERTIME, YOU SHOULD TURN THE PRECISION TIME BASE STATION OFF THEN BACK ON.**

WITH DAKTRONICS OR NEVCO EQUIPMENT, YOU NEED TO RE-BOOT THE SYSTEM WHILE THE GAME CLOCK IS "RUNNING". TO RE-BOOT THE SYSTEM YOU SHOULD:

- QUICKLY TURN THE PRECISION TIME BASE STATION OFF THEN BACK ON.
- THEN QUICKLY PRESS THE START BUTTON ON THE BASE STATION.

IF YOU HAVE ANY QUESTIONS OR ARE NOT SURE HOW TO COMPLETE THIS PROCEDURE -- PLEASE CALL *PRECISION TIME SYSTEMS INC.*® AT:

TELEPHONE (919) 732-9418 FAX/MESSAGE (919) 732-5424.

PRECISION TIME SYSTEMS CORPORATION®

P.O BOX 1445 HILLSBOROUGH, NC 27278

TELEPHONE: (919) 732-9418

FAX: (919) 732-5424

LIMITED WARRANTY ON THE PRECISION TIME SYSTEM®

HOW LONG IS THE WARRANTY?

This warranty will remain in effect for two (2) years from the date of purchase by the original purchaser. One (1) year parts and labor

Two (2) years parts.

WHO IS PROTECTED?

This warranty is enforceable only by the original purchaser.

WHAT IS COVERED AND WHAT IS NOT COVERED?

Except as specified below, this warranty covers all defects in material and workmanship in the *Precision Time Systems*.® The following are NOT covered by the warranty:

- Accident, misuse, abuse, neglect, unauthorized product modifications or failure to follow instructions contained in owner's manual.
- Water or other elements.
- Repair or attempted repair by anyone not authorized by *Precision Time Systems*.
- Installation of parts or accessories that do not conform to the quality or specifications of the original parts or accessories.
- Installation of the product in, or removal of the product from school or arena.
- Damage or loss occurring during shipment of the product. (All shipping claims must be presented to the carrier).
- Any system which is not new when sold to the first end user or upon which the serial number has been defaced, modified, or removed.

WHAT *PRECISION TIME SYSTEMS INC.*® WILL PAY FOR

WHAT THE CUSTOMER WILL PAY FOR:

Precision Time Systems Inc.® will pay all labor and material expenses for items covered by this warranty. If it is necessary to ship the product for warranty service, the customer will pay for the initial shipping charges, and *Precision Time Systems Inc.*® will pay for the return shipping costs if the product is repaired or replaced under warranty.

Customer will be responsible for any charges incurred in removing the product from the school or arena and for reinstallation of the repaired or replaced product.

HOW TO OBTAIN WARRANTY SERVICE:

You must call ***Precision Time Systems Inc.***®
(919) 732-9418 Fax/Message (919) 732-5424

LIMITATION OF IMPLIED WARRANTIES:

All implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty.

EXCLUSION OF DAMAGES:

Precision Time Systems Inc.® liability is limited to repair or replacement of any defective product. ***Precision Time Systems Inc.***® shall NOT be liable for any damages, whether incidental, consequential or otherwise, because of any defective Precision Time product. This exclusion is applicable even if ***Precision Time Systems Inc.***® has been advised of the possibility of such damages.

Some state do not allow limitations on how long an implied warranty lasts and/or does not allow the exclusion of incidental or consequential damages. If this is the case in you particular state, the above may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights, which vary, from state to state.

This warranty is enforceable only if the product has been purchased in the United States of America. Warranty service must be obtained in the United States of America.