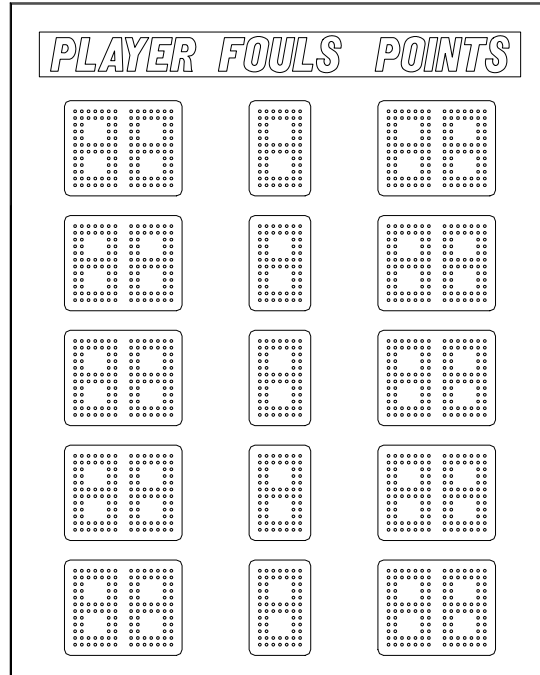

ELECTRO-MECH SCOREBOARD CO.



MODEL 2057 PLAYER STATISTICS PANEL SET

OWNER'S HANDBOOK

Thank you for choosing an Electro-Mech Scoreboard Company product for your athletic complex. We are confident that your new scoreboard will give many years of reliable service.

Rev. 1 Revised: 10/04/2006

TABLE OF CONTENTS

SPECIFICATIONS	3
INSTALLATION.....	4
MECHANICAL INSTALLATION	5
Mounting the Player Statistics Panel	5
ELECTRICAL INSTALLATION.....	6
Power Connection	6
ScoreLink 200.....	6
Control Cable Installation.....	7
Control Console Connections	8
Control Console Safety Warning.....	9
OPERATION	9
STARTUP	9
GAME TIME OPERATION.....	10
2057 Control Console Key Functions.....	11
SHUTDOWN	14
SERVICING THE MODEL 2057	14
COMPONENT REPLACEMENT	14
LED Digits Replacement	14
LED Driver Module Replacement.....	19
LED Power Supply Module Replacement	20
LED Power Interface Board Replacement	20
LED Extra Digit Interface Board Replacement.....	20
WARRANTY	21

SPECIFICATIONS

GENERAL: Customers normally purchase a set of two player statistics panels. This ETL listed product includes the two player statistics panels, mounting hardware, two control consoles, two 10 ft. extension cables, and two junction boxes.

DIMENSIONS: 4' L x 5' H x 6" D

WEIGHT: 70 lbs

CONSTRUCTION: The outer frame is made from extruded aluminum. Internal structural parts may be extruded aluminum or formed from aluminum sheet. The face and back are made from aluminum sheet. The face is finished with enamel paint. Black is the standard face color. The captions are white on a gray background.

DISPLAY: The 2057 player statistics panel displays player number 0 to 99, fouls 0 to 9, and points 0 to 99 for the five players currently in the game.

DIGITS AND SYMBOLS: Light emitting diodes mounted on printed circuit boards form the digits and symbols. The player numbers use 6" red digits, the player fouls use 6" green digits, and the player points use 6" yellow digits.

POWER REQUIREMENTS: **Model 2057** - 120 VAC, 0.3 A, 60 Hz. The model 2057 has an attached 6 ft. power cord. **Control Consoles** - 120 VAC, 0.5 A, 60 Hz each

ELECTRONICS: 100% solid state fully enclosed.

CONTROL CONSOLE: The control console features a microprocessor, 37 key sealed membrane keypad, a LCD display, and an attached 6 foot power cord. The console housing consists of ABS plastic base and top pieces with a steel back plate.

CONTROL CABLE: The cable has two 22 AWG stranded copper conductors with semi-rigid PVC insulation. It also has a braided shield and a foil shield. The polyethylene jacket is rated at 300 volts. The cable is direct burial rated and measures approximately ¼" in diameter. This item is sold separately from the scoreboard.

JUNCTION BOX AND EXTENSION CABLE: A 4 ¼" x 2 ¼" x 2" junction box with a ¼" stereo jack mounted on the face plate is attached to the control cable at the point of operation. A 10 ft. extension cable connects the control console to the junction box.

SCORELINK 200 RF MODEM SYSTEM: This accessory can be used in place of control cables and junction boxes for this scoreboard without internal modifications to the model 2057 or the control consoles. Two sets of transmitters and receivers are needed for installation. Refer to the SCORELINK 200 RF MODEM SYSTEM OWNER'S HANDBOOK for more information.

WARRANTY: Five year limited warranty.

INSTALLATION

This part of the manual describes the mechanical and electrical installation of the model 2057 player statistics panel. Figure 1 shows a typical installation in a gym.

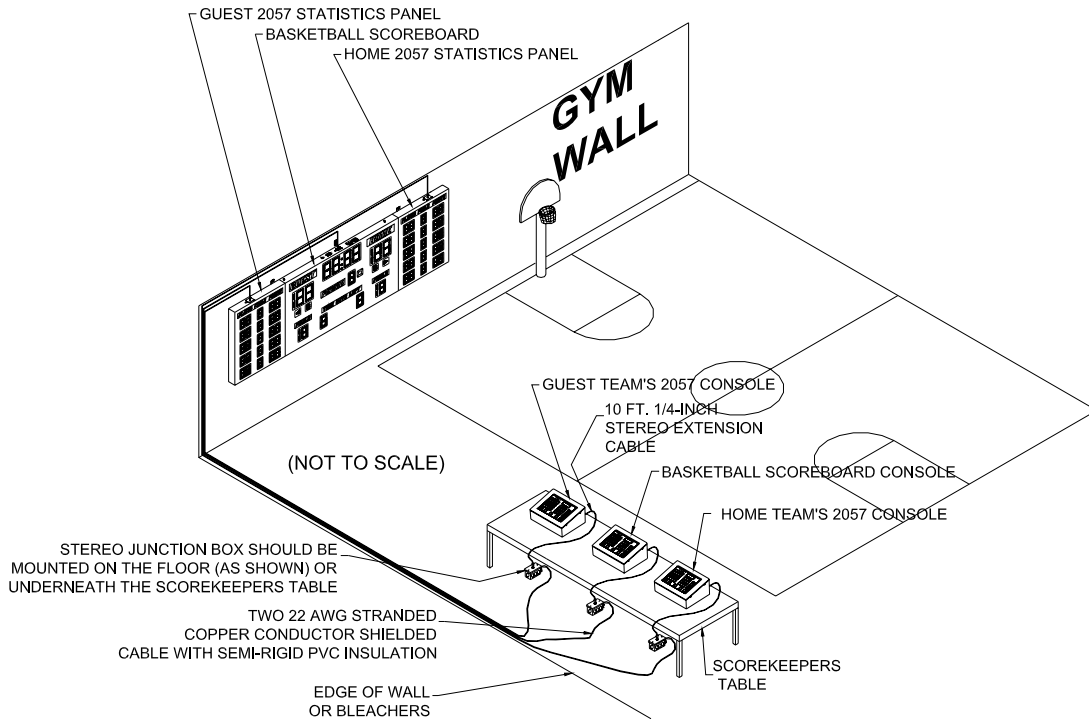


Figure 1 Typical Installation

A typical installation consists of a set of two model 2057 player statistics panels installed on a wall around a basketball scoreboard, as seen in figure 1. Since the model 2057 player statistics panels operate independently of the basketball scoreboard, it is not mandatory to install them in this manner. One of the items listed below must be purchased in order to complete the installation of the model 2057 player statistics panels:

- Control cable (length dependent upon installation site layout, but not to exceed 1000 feet between a console and a player statistics panel)
- ScoreLink 200 RF Modem System (2 sets required on separate channels)

Items not provided by Electro-Mech Scoreboard Company that are necessary for installation:

- Wall fasteners
- Grounded NEMA 5-15R 120 VAC receptacles for the 2 control consoles at the scorekeeper's table.

Installation requirements for the basketball scoreboard are described in the owner's manual for that product. Electro-Mech Scoreboard Company performs installations in some areas. In other areas, we can help you contact an independent installer. In areas in which installation service is not available from Electro-Mech Scoreboard Company, we will make every effort to answer your installation questions. Qualified personnel should perform the scoreboard installation. Consult national and local codes before installation.

MECHANICAL INSTALLATION

The mechanical installation consists of mounting the model 2057 player statistics panels on the wall.

Mounting the Player Statistics Panel

The following steps describe how to mount the model 2057 player statistics panel on the wall:

1. There are two hanger brackets attached to the model 2057 player statistics panel near the top of the cabinet on the rear side. They may have been rotated down to facilitate shipping. Rotate the hanger brackets so that they protrude past the top of the scoreboard and tighten the bolts.
2. Lift the model 2057 player statistics panel to the desired location. There are two eyebolts mounted at the top of the cabinet that can be used to lift it into place. **Be sure to mount the center of the cabinet close enough to the wall receptacle so that you can plug in the 6 ft. power cord.**
3. Insert lag bolts or other suitable fasteners through the hanger brackets and fasten the model 2057 player statistics panel to the wall. Figure 2 shows the mounting point locations on the cabinet.

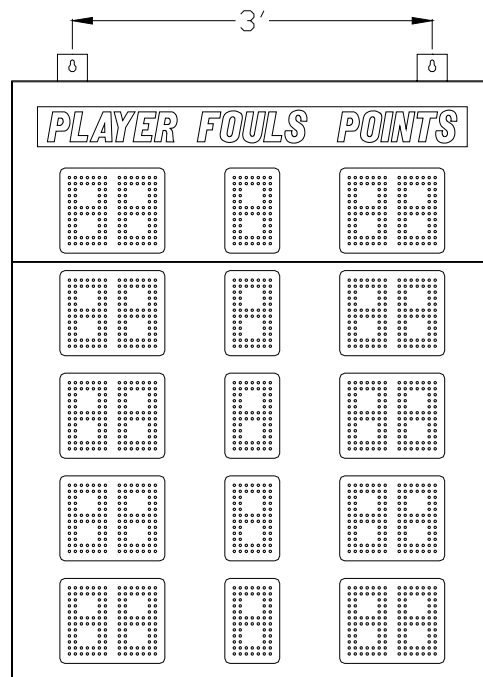


Figure 2 Model 2057 Player Statistics Panel Mounting Points

ELECTRICAL INSTALLATION

We recommend a qualified electrician perform the needed electrical connections to ensure proper operation of the model 2057 player statistics panel. These connections include connecting the model 2057 player statistics panel to a power source, installing the ScoreLink 200 sets or the control cables, and connecting the control consoles.

Power Connection

The model 2057 player statistics panel requires 120 VAC service at the wall receptacle to operate properly. **Maximum power consumption: 36 Watts.** The model 2057 player statistics panel has a 6 ft. attached power cord located at the top of the cabinet. Plug the power cord into a grounded NEMA 5-15R receptacle. The receptacle should be controlled by a separate circuit breaker so that the model 2057 player statistics panel can be turned off without turning off other electrical devices in the facility, such as lighting. Figure 3 shows the electrical connection points on the model 2057 player statistics panel.

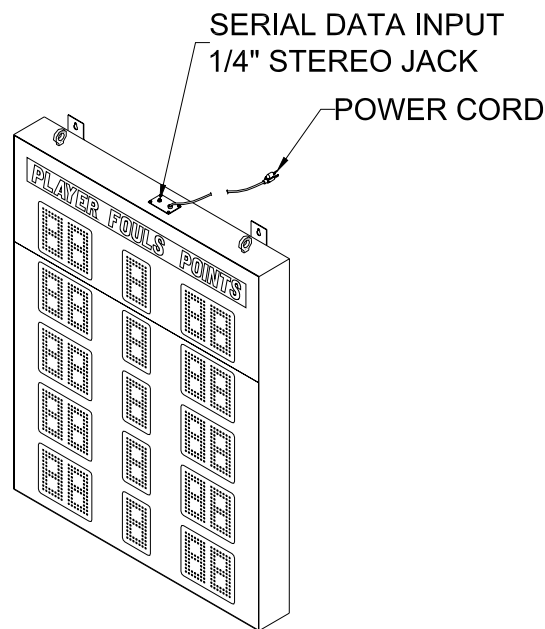


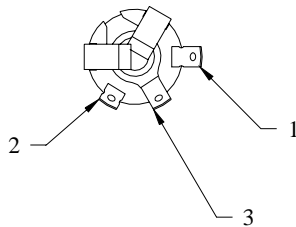
Figure 3 Electrical Connection Points

ScoreLink 200

The SCORELINK 200 RF MODEM SYSTEM is intended to eliminate the control cable between the model 2057 player statistics panel and the control console. If you have purchased this accessory, disregard the section of this manual titled **Control Cable Installation**. Two sets of transmitters and receivers programmed on different channels are required for a set of model 2057 player statistics panels. The basketball scoreboard and shot timers should be on a different ScoreLink 200 channel than either model 2057 player statistics panel. Refer to the SCORELINK 200 RF MODEM SYSTEM OWNER'S HANDBOOK for installation instructions.

Control Cable Installation

A control cable must be installed for each model 2057 player statistics panel. These cables must not be connected together at any point. No cable lengths should exceed 1000 feet. The control cables allow data to be transmitted from the control consoles to the model 2057 player statistics panels. Each control cable has a ¼" stereo plug attached at the model 2057 player statistics panel end and a small junction box with a ¼" stereo jack mounted on the face plate at the control console end. The junction box should be securely mounted within ten feet of the rear of the control console. Most customers order the control cables with the junction boxes attached. Some customers prefer to attach the junction boxes after the cables are installed. Those customers must solder the control cables to the ¼" stereo jacks. Figure 4 shows the control cable wire connection points on the rear of the ¼" stereo jack.



PIN 1 - BLACK WIRE
PIN 2 - RED WIRE
PIN 3 - SHIELD WIRE

Figure 4 ¼" Stereo Jack Wiring Diagram

The ¼" stereo plug is inserted into the ¼" stereo jack mounted on top of the model 2057 player statistics panel. Most customers order the control cables with the ¼" stereo plugs attached. Some customers prefer to attach them after the cables are installed. Those customers must solder the ¼" stereo plugs to the cables according to the figure 5. Unscrew the stereo plug cover from the plug body to expose the contact pins.

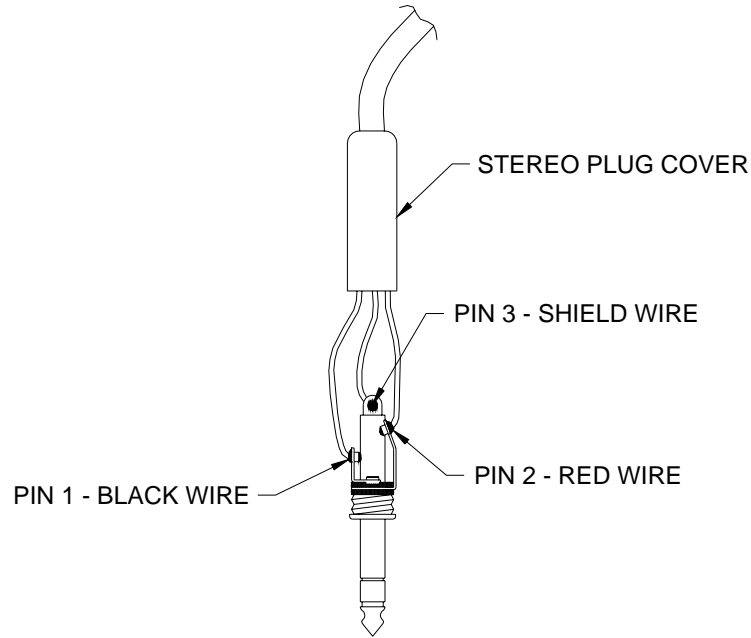


Figure 5 1/4" Stereo Plug Wiring Diagram

Control Console Connections

Each 10 ft. extension cable has two molded 1/4" stereo plugs attached to it. Three cables are provided to connect the control consoles to the junction boxes. The following steps describe how to connect the control consoles:

1. Plug one end of an extension cable into the 1/4" stereo jack on the junction box connected to the control cable for the guest team's model 2057 player statistics panel or its ScoreLink 200 Transmitter, if purchased.
2. Plug the other end into one of the 1/4" stereo jacks mounted on the guest team's 2057 control console back plate.
3. Plug the guest team's 2057 control console power cord into a grounded NEMA 5-15R 120 VAC receptacle.
4. If a ScoreLink 200 RF MODEM SYSTEM is installed, plug a wall mount DC power supply into a grounded NEMA 5-15R 120 VAC receptacle and the male plug on the end of the attached cable into the Power jack on the Transmitter.
5. Plug one end of another extension cable into the 1/4" stereo jack on the junction box connected to the control cable for the home team's model 2057 player statistics panel or its ScoreLink 200 Transmitter, if purchased.
6. Plug the other end into one of the 1/4" stereo jacks mounted on the home team's 2057 control console back plate.
7. Plug the home team's 2057 control console power cord into a grounded NEMA 5-15R 120 VAC receptacle.
8. If a ScoreLink 200 RF MODEM SYSTEM is installed, plug a wall mount DC power supply into a grounded NEMA 5-15R 120 VAC receptacle and the male plug on the end of the attached cable into the Power jack on the Transmitter.

Control Console Safety Warning

This product is equipped with a 3-wire grounding type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact a qualified electrician to replace your obsolete outlet. Do not defeat the purpose of the grounding-type plug.

OPERATION

STARTUP

1. Place the circuit breaker for the model 2057 player statistics panels in the **ON** position.
2. Plug one end of an extension cable into the ¼" stereo jack on the junction box connected to the control cable for the guest team's model 2057 player statistics panel or its ScoreLink 200 Transmitter, if purchased.
3. Plug the other end into one of the ¼" stereo jacks mounted on the guest team's 2057 control console back plate.
4. Plug the guest team's 2057 control console power cord into a grounded NEMA 5-15R 120 VAC receptacle.
5. If a ScoreLink 200 RF MODEM SYSTEM is installed, plug a wall mount DC power supply into a grounded NEMA 5-15R 120 VAC receptacle and the male plug on the end of the attached cable into the Power jack on the Transmitter.
6. Plug one end of another extension cable into the ¼" stereo jack on the junction box connected to the control cable for the home team's model 2057 player statistics panel or its ScoreLink 200 Transmitter, if purchased.
7. Plug the other end into one of the ¼" stereo jacks mounted on the guest team's 2057 control console back plate.
8. Plug the guest team's 2057 control console power cord into a grounded NEMA 5-15R 120 VAC receptacle.
9. If a ScoreLink 200 RF MODEM SYSTEM is installed, plug a wall mount DC power supply into a grounded NEMA 5-15R 120 VAC receptacle and the male plug on the end of the attached cable into the Power jack on the Transmitter.
10. Plug one end of an extension cable into the ¼" stereo jack on the junction box connected to the control cable for the HOME STAT PANEL section of the scoreboard or the ScoreLink 200 Transmitter for that section, if purchased.

GAME TIME OPERATION

The model 2057 control consoles that operate the home and guest model 2057 player statistics panels are identical. They operate independently from each other and any basketball scoreboard installed at the same location. Figure 6 shows the keypad layout on the 2057 control console.

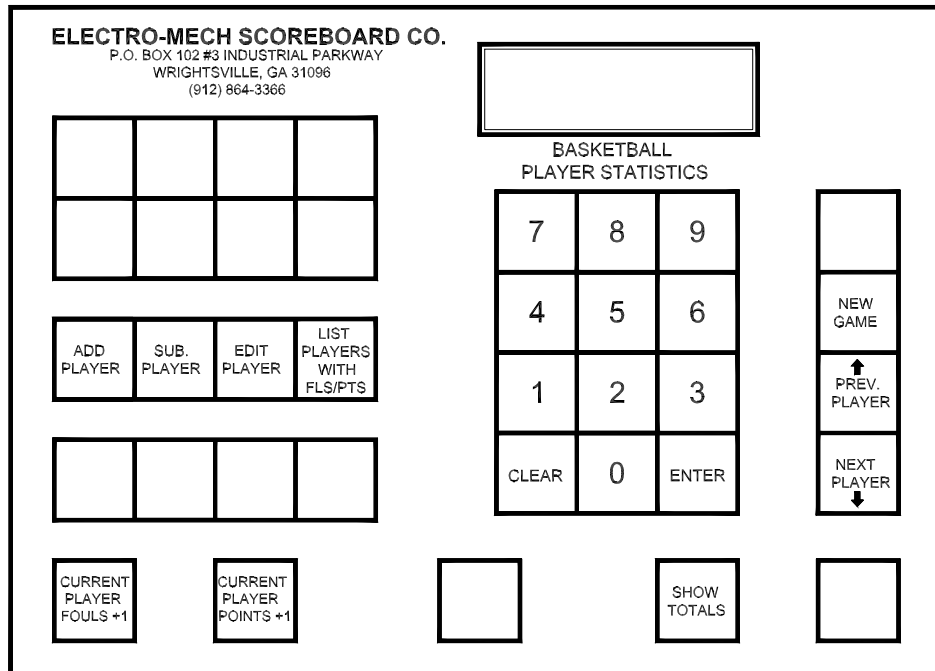


Figure 6 2057 Keypad Layout

Immediately after the control console power cord is plugged into a 120 VAC source, the console LCD display will read:

```
= Electro-Mech =
PROGRAM ST50
```

After a few seconds the display will read:

```
ADD PLAYER
ENTER NUMBER: __
```

No digits on the model 2057 player statistics panel are illuminated at this time. The operator must enter the starting players' numbers into the control console. All other function keys are disabled until at least one player has been entered. The console will continue to prompt the operator to enter player numbers until five players have been entered, or the [ENTER] key is pressed without entering a player number, or waiting for approximately 20 seconds without pressing any keys. To enter a player's number, press the keypad numbers for the player, [ENTER]. After the five starting players have been entered, the control console LCD display will read:

```
CURRENT PLAYER
#nn FLS 0 PTS 00
```

'nn' represents the current player number.

2057 Control Console Key Functions

1. **CURRENT PLAYER FOULS +1** – This key is used to increment the number of fouls committed by the player currently shown on the console LCD display (CURRENT PLAYER).
2. **CURRENT PLAYER POINTS +1** – This key is used to increment the number of points scored by the player currently shown on the console LCD display (CURRENT PLAYER).
3. **NEXT PLAYER** – This key is used to select a new CURRENT PLAYER. Each time this key is pressed, the next player currently in the game is shown on the control console LCD display. This key can also be used with the LIST PLAYERS WITH FLS/PTS function to scroll down the list of players who have committed fouls and / or scored points. Note: This list may include players not currently in the game.
4. **PREV. PLAYER** – This key can also be used to select a new CURRENT PLAYER. Each time this key is pressed, the previous player in the game is shown on the control console LCD display. This key can also be used with the LIST PLAYERS WITH FL/PT function to scroll up the list of players who have committed fouls and / or scored points. Note: This list may include players not currently in the game.
5. **SUB. PLAYER** – This key is used to substitute a player currently in the game. To substitute a player, press [SUB. PLAYER]. The console LCD display will read:

```
SUBSTITUTE
PLAYER IN #__
```

Press the keypad numbers for the player entering the game, [ENTER]. The LCD display will then read:

```
#nn COMING IN
PLAYER OUT #__
```

Press the keypad numbers for the player leaving the game, [ENTER]. Note: 'nn' represents the number of the player coming into the game.

6. **EDIT PLAYER** – This key allows the operator to correct the statistics for a player. Press [EDIT PLAYER]. The console LCD display will read:

```
EDIT PLAYER
ENTER NUMBER: __
```

Press the keypad numbers for the player, [ENTER]. The console LCD display will then read:

```
PLAYER#nn FLS=0
ENTER FOULS: 0
```

Press the keypad number for the number of fouls committed, [ENTER]. The console LCD display will then read:

```
PLAYER#nn PTS=00
ENTER POINTS: 00
```

Press the keypad number for the number of points scored, [ENTER]. The console LCD display will then read:

```
REMOVE #nn?
1 <YES> 0 <NO>
```

Press [1], [ENTER] to remove a player from the model 2057 player statistics panel and the current player list. Press [0], [ENTER] to leave the player in the current player list and on the scoreboard. If the player is not in the current player list and on the model 2057 player statistics panel, pressing [1] or [0] has no effect on his status. This function can be used to remove a player number entered by mistake from the model 2057 player statistics panel. When removing an incorrect player number, be sure to enter 0 fouls and 0 points, so that the TOTAL FOULS, TOTAL POINTS, and the list of players with fouls and / or points are not adversely affected. This function can also be used remove a current player who has fouled out of the game, but no substitute is available. It is still possible to edit a player who has been removed. Note: 'nn' represents the player number being edited.

7. **ADD PLAYER** – If there are less than five current players, this function can be used to add players. Press [ADD PLAYER]. The console LCD display will read:

```
ADD PLAYER
ENTER NUMBER: __
```

Press the keypad numbers for the player, [ENTER]. The player will be displayed on the model 2057 player statistics panel and added to the current player list.

8. **LIST PLAYERS WITH FLS/PTS** – This function lists the players who have committed fouls and / or scored points on the control console LCD display. The console LCD display will read:

```
#nn FLS 0 PTS 10
NEXT/PREV. /CLEAR
```

The operator can use the [NEXT PLAYER] and [PREV. PLAYER] keys to view the players on this list. Press [CLEAR] to exit this function. Note: the control console will automatically exit from this function after 5 seconds of inactivity from the operator. Note: ‘nn’ represents the player number.

9. **SHOW TOTALS** – To view the total number of fouls and points for the team on the control console LCD display, press [SHOW TOTALS]. The console LCD display will read:

```
TOTAL FOULS: ff
TOTAL POINTS: ppp
```

Note: The control console will automatically exit from this function after displaying the information for 5 seconds. ‘ff’ represents the total team fouls. ‘ppp’ represents the total team points.

10. **NEW GAME** – This key is used to remove all players from the model 2057 player statistics panel and the control console memory. To perform this function, press [NEW GAME]. The console LCD display will read:

```
CLEAR STATS ?
1 <YES> 0 <NO>
```

Press [1], [ENTER] on the control console. The control console LCD display will then read:

```
ARE YOU SURE ?
1 <YES> 0 <NO>
```

Press [1], [ENTER] on the control console. If the operator presses [0] at either step, the control console and the model 2057 player statistics panel will retain the current game information.

11. **CLEAR** – This key clears the information being entered into the control console. You should reset the control console each time that it is turned on. Test out all the functions to ensure that the model 2057 player statistics panel is operating properly.

SHUTDOWN

1. Place the power disconnect for the model 2057 player statistics panel in the **OFF** position.
2. Unplug the control consoles power cords.
3. Unplug the extension cables.
4. If a ScoreLink 200 RF MODEM SYSTEM is installed, unplug the Transmitters' wall mount power supplies.
5. Store the control consoles and ScoreLink 200 Transmitters in a dry location. These units are not waterproof.

Proper shutdown will help protect the model 2057 player statistics panel and control console from power surges and lightning strikes.

SERVICING THE MODEL 2057

While the model 2057 player statistics panel was designed for years of trouble-free operation, some problems may occasionally occur. Electro-Mech Scoreboard Company offers onsite service in some areas. In other areas, we can help you contact an independent service technician. In areas in which service is not available from Electro-Mech Scoreboard Company, we will make every effort to answer your questions. Our trained personnel at Electro-Mech Scoreboard Company are ready to answer your questions from Monday to Friday during the hours of 8 AM to 5 PM Eastern Standard Time. Be sure to know your model number when calling. Replacement parts are always available. Damaged parts can usually be repaired at a significant cost savings. Our convenient toll free number is listed at the bottom of every page in this manual.

COMPONENT REPLACEMENT

LED Digits Replacement

The LEDs that form digits are soldered on circuit boards mounted behind metal masks. Do not attempt to replace individual LEDs. In case of a malfunction, the entire LED circuit board must be removed. **To avoid damage to the LED driver module, always turn off the power to the scoreboard when removing or replacing LED digits.** Figure 7 shows the components of a LED digit assembly.

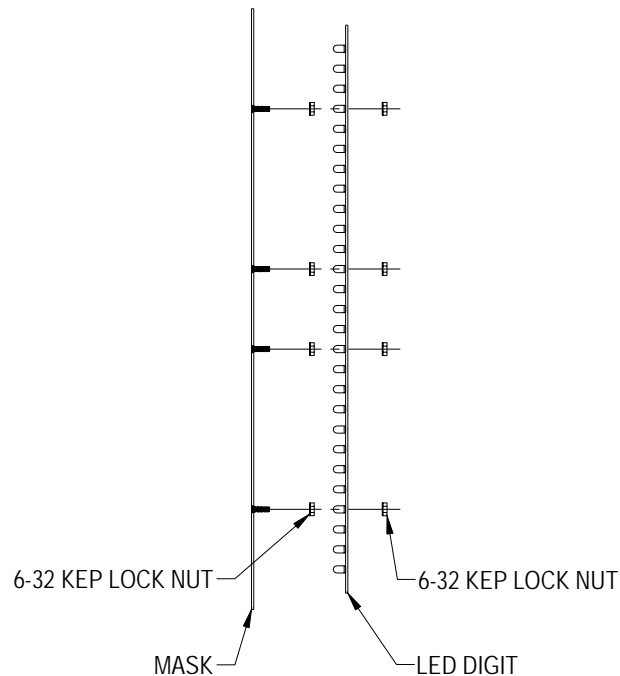
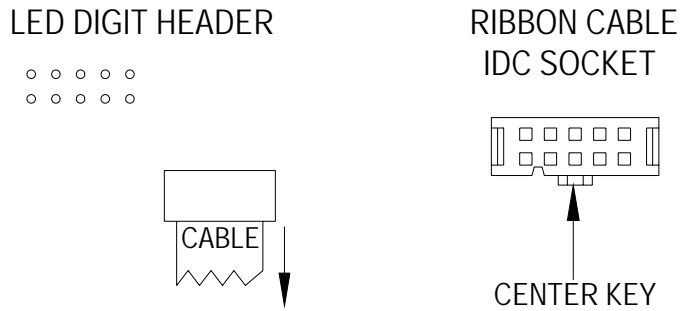


Figure 7 LED Digit Assembly

1. Remove the machine screws that fasten the mask to the face of the model 2057 player statistics panel. **Caution: Support the mask before removing the last screw. The ribbon cable that connects to the rear of the circuit board is not designed to support the weight of the assembly.**
2. Lift the assembly out of the cabinet and disconnect the ribbon cable from the rear of the circuit board. **Caution: Do not let the cable hang outside of the cabinet. It is easily cut by sharp metal edges. Damage to the ribbon cable may create short circuit paths that will damage the LED driver module.**
3. Place the assembly on a flat surface and remove the 6-32 kep lock nuts that hold the circuit board in place.
4. Remove the circuit board.
5. Align the mounting holes in the circuit board with the threaded studs on the mask and install the replacement digit on the mask.
6. Plug the ribbon cable onto the header on the back of the circuit board. Refer to figure 8 in order to plug the ribbon cable IDC connector onto the circuit board in the proper orientation.



CENTER KEY ON RIBBON CABLE IDC SOCKET
MUST POINT IN THE SAME DIRECTION AS THE
ARROW ON THE REAR OF THE LED DIGIT.

Figure 8 LED Digit Ribbon Cable Connection Diagram

All other components are located behind the PLAYER FOULS POINTS panel. The LED digit assemblies for the first player number, fouls, and points must be removed before removing the panel. The following steps describe how to remove the PLAYER FOULS POINTS panel:

1. Remove the machine screws that fasten the PLAYER NUMBER mask to the panel.
Caution: Support the assembly before removing the last screw of the mask. The ribbon cables that connect to the rear of the assembly are not designed to support the weight of the assembly.
2. Disconnect the ribbon cables from the rear of the assembly. **Caution: Do not let the cables hang outside of the scoreboard. They are easily cut by sharp metal edges. Damage to the ribbon cable may create short circuit paths that will damage the LED driver modules.**
3. Repeat Steps 1 and 2 for the FOULS and POINTS assemblies.
4. Remove the sheet metal screws that hold the panel on the scoreboard. Figure 9 shows the components behind the panel.

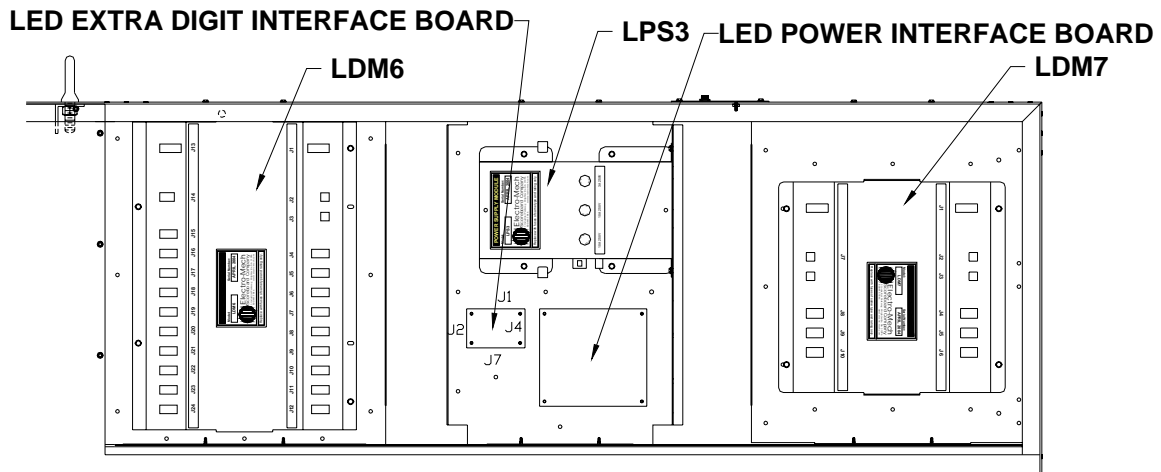


Figure 9 Electronic Components Locations

LDM6 LED DRIVER MODULE FUNCTIONS

DRIVER MODULE JACK	FUNCTION #1
J1	DRIVER MODULE DC POWER INPUT #1
J2	SERIAL DATA INPUT
J3	SERIAL DATA OUTPUT
J4	PLAYER 1 NUMBER UNITS
J5	PLAYER 1 NUMBER TENS
J6	PLAYER 1 POINTS UNITS
J7	PLAYER 3 NUMBER UNITS
J8	PLAYER 3 NUMBER TENS
J9	PLAYER 3 POINTS UNITS
J10	PLAYER 4 NUMBER UNITS
J11	PLAYER 4 NUMBER TENS
J12	PLAYER 4 POINTS UNITS
J13	DRIVER MODULE DC POWER INPUT #2
J14	LED EXTRA DIGIT INTERFACE BOARD J1
J15	LED EXTRA DIGIT INTERFACE BOARD J2
J16	PLAYER 1 FOULS
J17	PLAYER 1 POINTS TENS
J18	PLAYER 5 NUMBER UNITS
J19	PLAYER 3 FOULS
J20	PLAYER 3 POINTS TENS
J21	PLAYER 5 POINTS UNITS
J22	PLAYER 4 FOULS
J23	PLAYER 4 POINTS TENS
J24	PLAYER 5 POINTS TENS

LDM7 LED DRIVER MODULE FUNCTIONS

DRIVER MODULE JACK	FUNCTION
J1	DRIVER MODULE DC POWER INPUT
J2	SERIAL DATA INPUT
J3	SERIAL DATA OUTPUT
J4	PLAYER 2 NUMBER UNITS
J5	PLAYER 2 NUMBER TENS
J6	PLAYER 2 POINTS UNITS
J7	LED EXTRA DIGIT INTERFACE BOARD J3
J8	PLAYER 2 FOULS
J9	PLAYER 2 POINTS TENS
J10	PLAYER 5 NUMBER TENS

LED Driver Module Replacement

Electrical connections to a LED DRIVER MODULE are made with ribbon cable polarized IDC sockets and locking ramp crimp terminal housings that mate with jacks on the module. The module is secured inside the scoreboard with four machine screws.

1. Unplug the electrical connections from the module. Do not cut the plastic tie wraps around the ribbon cables.
2. Remove the four screws.
3. Remove the module from the scoreboard.
4. Insert the replacement module in the scoreboard.
5. Secure the module with the four screws.
6. Insert the plugs into the jacks on the module.

To avoid damage to the module, always turn off the power to the model 2057 player statistics panel when removing or replacing a LED Driver Module.

LPS3 LED POWER SUPPLY MODULE FUNCTIONS

JACK	FUNCTION
J1	120 VAC INPUT
J2	16 VDC OUTPUT TO LED POWER INTERFACE BOARD

Figure 10 shows the location of the LPS3 Power Supply Module fuses and jack pins. The table following the figure lists the fuse ratings, functions, and part numbers.

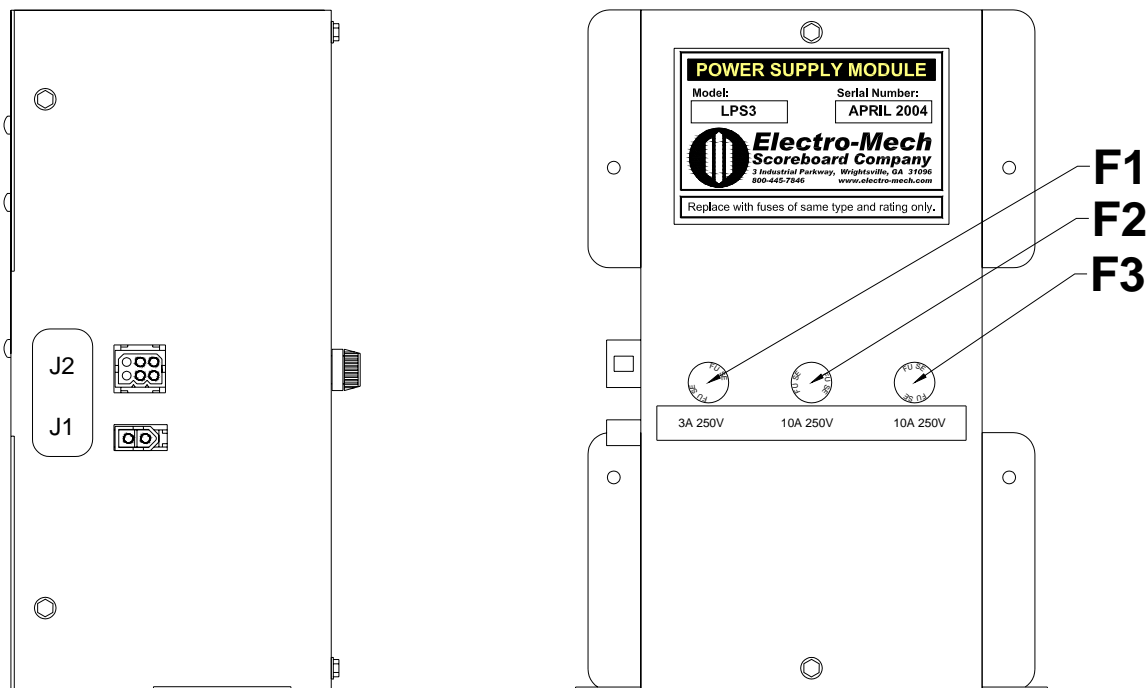


Figure 10 LPS3 Fuse Locations

LPS3 FUSES

FUSE	RATING	FUNCTION	BUSSMAN PART #
F1	3A 250V	MAIN AC POWER	AGC-3
F2	10A 250V	DC VOLTAGE OUTPUT #1	AGC-10
F3	10A 250V	DC VOLTAGE OUTPUT #2	AGC-10

Note: Other manufacturer's fuses may be substituted for the Bussmann fuses.

LED Power Supply Module Replacement

Electrical connections to the LPS3 LED POWER SUPPLY MODULE are made with keyed plugs that mate with jacks on the side of the module. The module is secured inside the cabinet with two machine screws.

1. Disconnect the plugs from the jacks on the module.
2. Remove the two machine screws.
3. Remove the module from the cabinet.
4. Insert the replacement module in the cabinet.
5. Secure the module with the four screws.
6. Insert the plugs into the jacks on the side of the module.

To avoid damage to the module, always turn off the power to the model 2057 player statistics panel when removing or replacing a LED Driver Module.

The LED Power Interface board distributes the output from the LPS3 power supply module to the LDM6 and LDM7 LED driver modules.

LED Power Interface Board Replacement

1. Unplug the wire assemblies from the jacks on the circuit board.
2. The circuit board is mounted on snap-in standoffs. Unseat the circuit board from the standoffs.
3. Press the replacement circuit board in place on the standoffs.
4. Plug the wire assemblies in the correct jacks on the circuit board. Each wire assembly is labeled to indicate the correct jack connection.

The LED EXTRA DIGIT INTERFACE BOARD takes inputs from the LDM6 and LDM7 and outputs to the position #5 fouls digit.

LED Extra Digit Interface Board Replacement

1. Unplug the wire and cable assemblies from the jacks on the circuit board.
2. The circuit board is mounted on snap-in standoffs. Unseat the circuit board from the standoffs.
3. Press the replacement circuit board in place on the standoffs.
4. Plug the wire and cable assemblies in the correct jacks on the circuit board. Each wire assembly is labeled to indicate the correct jack connection.

ELECTRO-MECH SCOREBOARD CO. FIVE YEAR LIMITED WARRANTY

THE ELECTRICAL COMPONENTS OF ALL ELECTRO-MECH SCOREBOARDS ARE GUARANTEED FOR A PERIOD OF FIVE (5) YEARS FROM THE DATE OF INVOICE AGAINST DEFECTS IN WORKMANSHIP OR MATERIAL AND WILL BE REPLACED OR REPAIRED WITHOUT COST TO THE OWNER PROVIDED THE EQUIPMENT OR PARTS ARE RETURNED POSTAGE-PAID TO THE FACTORY IN WRIGHTSVILLE, GA. SHIPPING BACK TO THE OWNER WILL BE VIA UPS GROUND SERVICE EXCEPT WHEN AIR OR SPECIAL METHOD OF RETURN IS SPECIFIED BY THE OWNER, IN WHICH CASE SHIPPING WILL BE FREIGHT COLLECT.

EXCLUDED FROM THIS WARRANTY ARE FUSES.

THIS WARRANTY DOES NOT INCLUDE LABOR CHARGES INCURRED IN THE REMOVAL OF COMPONENT PARTS, SERVICE CALLS, OR DAMAGES RESULTING FROM IMPROPER INSTALLATION, IMPROPER OPERATION, OR PROBLEMS CAUSED BY ANY REPAIR, ALTERATION OR MODIFICATION OF THE SCOREBOARD NOT PERFORMED BY ELECTRO-MECH.

EQUIPMENT WHICH IS SUBJECTED TO ACCIDENT, NEGLIGENCE, ABUSE, MISUSE OR OTHER NATURAL DISASTERS, INCLUDING BUT NOT LIMITED TO FIRE, WIND, LIGHTNING, OR FLOOD, IS NOT COVERED BY THIS GUARANTEE.