



# Soccer Scoreboard and Goal

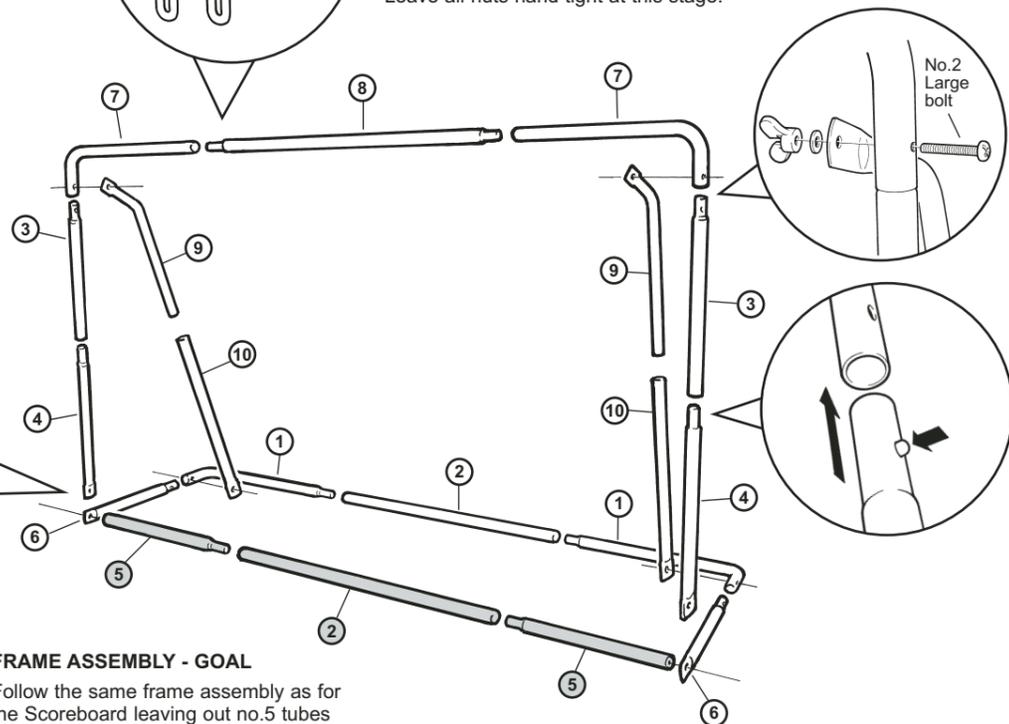
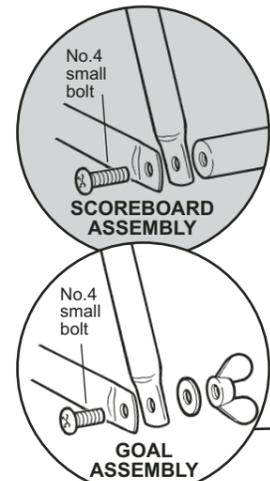
## FRAME ASSEMBLY - SCOREBOARD

Check all contents are included before assembly.

Before assembling the frame it is necessary to slide the scoreboard hooks over the frame tubes. You will need to slide 8 hooks over no.8 top tube and 5 hooks over each no.4 side tubes.

Assemble the frame as illustrated, being careful to select the appropriately numbered tubes.

Leave all nuts hand tight at this stage.

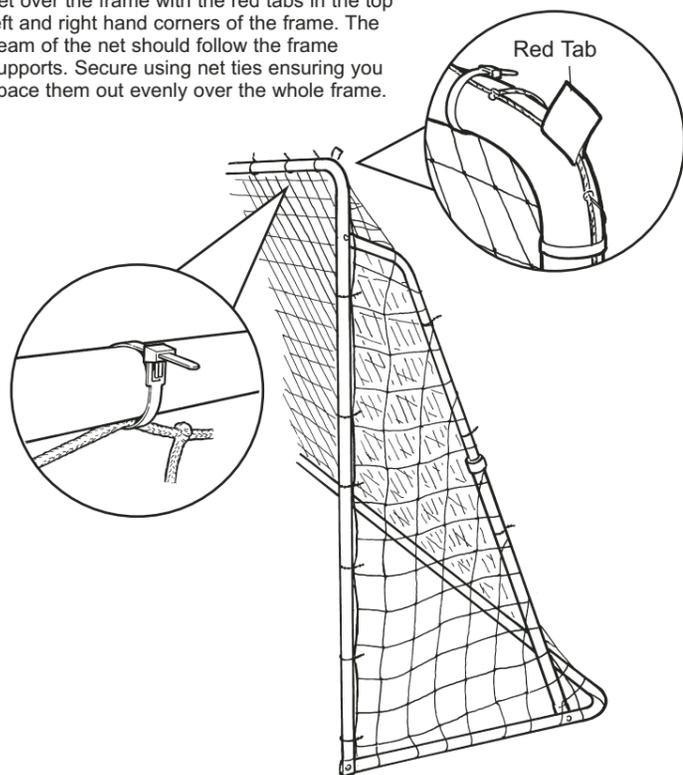


## FRAME ASSEMBLY - GOAL

Follow the same frame assembly as for the Scoreboard leaving out no.5 tubes (x2) and no.2 tube.

## NET ASSEMBLY

Spread net out, locate the two red tabs. Put the net over the frame with the red tabs in the top left and right hand corners of the frame. The seam of the net should follow the frame supports. Secure using net ties ensuring you space them out evenly over the whole frame.



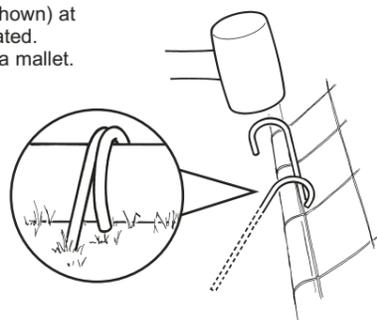
## SECURING THE FRAME

Position the assembled frame and fix to the ground using 12 pegs. Position around the frame base as illustrated.

**NOTE:** To secure frame firmly to ground always anchor two pegs together (as shown) at anchor points indicated. Secure using a mallet.

**CAUTION:** Check regularly that pegs are secure. Loose pegs may cause injury.

Care should be taken when using a mallet as misuse may cause injury.



## CONTENTS:

- Tube no.1 (x2) Tube no.1
- Tube no.2 (x2) Tube no.2
- Tube no.3 (x2) Tube no.3
- Tube no.4 (x2) Tube no.4
- Tube no.5 (x2) Tube no.5
- Tube no.6 (x2) Tube no.6
- Tube no.7 (x2) Tube no.7
- Tube no.8 (x1) Tube no.8
- Tube no.9 (x2) Tube no.9
- Tube no.10 (x2) Tube no.10

- 1 Scoreboard hook (x18)
- 2 Bolt (large x2)
- 4 Bolt (small x4)
- 5 Washer (x4)
- 6 Wingnut (x4)
- 7 Net ties (x30)
- 8 Scoreboard
- 9 Net
- 10 Frame peg (x12)
- 11 Target disc (x5)
- 12 Connecting cables (x5)
- 13 Cable clips (x8)
- 14 Transmitter
- 15 Stop watch

## SCOREBOARD ASSEMBLY

Undo tubes 5 and 6 and thread the bottom tube into the material loop on the cover.

Space out the scoreboard hooks to match the eyelets at the edges. Hook into position.

**CAUTION:** When assembled the scoreboard is under tension. Extreme care must be taken when disassembling.

## FITTING THE TARGET DISCS

Unzip the 5 pockets on the front of the scoreboard.

On each pocket, push the spade end of a connecting cable through the hole in the bottom back face of each pocket.

**NOTE:** Each cable is marked with 500, 400, etc on its plug. Ensure the cables are fitted into the corresponding pockets. Failure to do so will mean incorrect scoring.

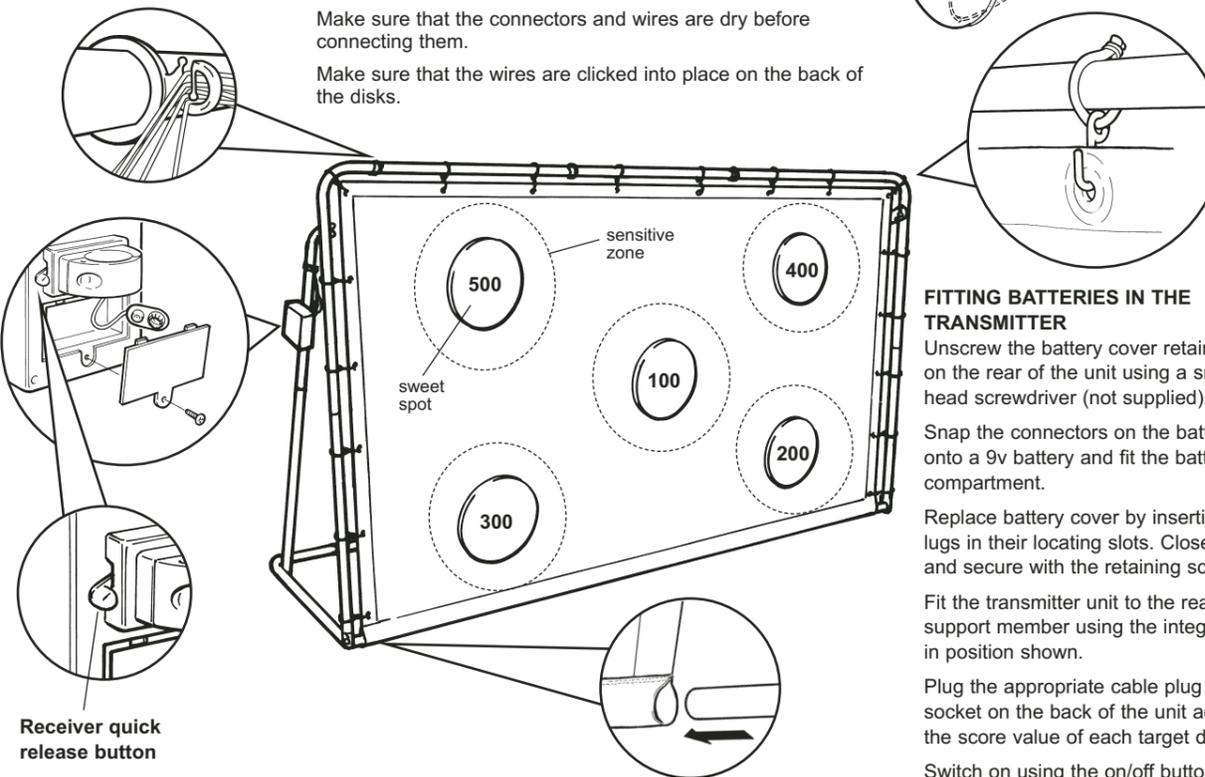
Fit the spade end connector into the clip on the back of a target disc and slide each disc into its pockets, pulling the loose cable back through its hole.

Zip up the pocket.

Clip the 5 wires to frame members, taking the cables to the fixing position of the transmitter unit on the rear support tube.

Make sure that the connectors and wires are dry before connecting them.

Make sure that the wires are clicked into place on the back of the disks.



## FITTING BATTERIES IN THE TRANSMITTER

Unscrew the battery cover retaining screw on the rear of the unit using a small cross head screwdriver (not supplied).

Snap the connectors on the battery lead onto a 9v battery and fit the battery into its compartment.

Replace battery cover by inserting the two lugs in their locating slots. Close the cover and secure with the retaining screw.

Fit the transmitter unit to the rear frame support member using the integral clamp in position shown.

Plug the appropriate cable plug into each socket on the back of the unit according to the score value of each target disc.

Switch on using the on/off button. The LED light will illuminate. Ensure the unit is switch off when not in use.

**NOTE:** Use the quick release button on the receiver to remove from the frame when not in use.

## WARNINGS

To be assembled & dismantled by an adult.  
To be used on a flat surface.

Check all wing nuts are firmly tight and the frame assembly is securely located before use.

Ensure frame is securely pegged to ground before use.

Do not leave outdoors in adverse weather conditions.

Do not climb or hang from cross bar.

Check regularly for wear and tear. Discontinue use if any breakage is found. Failure to do this may result in injury.

Keep away from fire.

Keep away from heat sources.

This product would not perform normally under a strong electrostatic discharge.

THIS PRODUCT IS NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS

Please retain this leaflet for reference to the manufacturer

Carefully made in China to European Safety Standard



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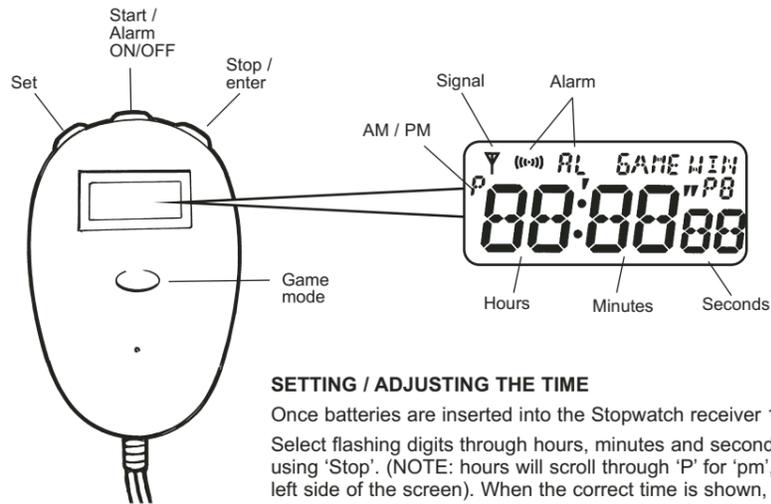
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## CUSTOMER HELPLINE

We make every effort to ensure that this product reaches you in satisfactory condition.

However if you have any queries, need assistance, or find this product defective, please call our Customer Helpline:

0870 8404255 (UK ONLY)



#### SETTING / ADJUSTING THE TIME

Once batteries are inserted into the Stopwatch receiver 12:00 will appear on the screen.

Select flashing digits through hours, minutes and seconds by pressing 'Set'. Advance the digits using 'Stop'. (NOTE: hours will scroll through 'P' for 'pm', no prefix for 'am' and will show on the left side of the screen). When the correct time is shown, press 'Set'.

#### ALARM MODE

Press button 'Game mode' and AL 12:00:00 will show on the screen. Select flashing digits through hours, minutes and seconds by pressing 'Set'. Advance the digits using 'Stop'. After finished setting the alarm time press 'Set' again to confirm correct alarm time. Press 'Alarm' once and ((+)) will display to show alarm is on, press again to turn off

When time reaches the set alarm time the alarm will sound for one minute – It can be stopped during this time by pressing 'Stop' button.

#### MANUAL STOPWATCH MODE

The watch features a manual stopwatch function.

To activate the manual stopwatch feature press 'Mode' button twice. Press 'Start' button to start counting. Press 'Stop' button to stop counting. Press 'Start' button to clear the stopwatch time. Press 'Mode' button twice to return to the clock function.

#### INSERTING / REPLACING THE BATTERIES IN THE STOPWATCH

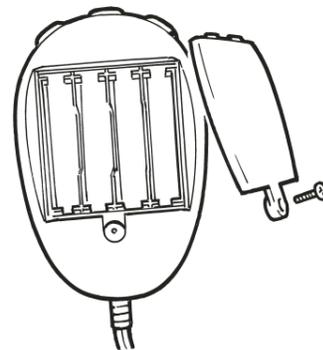
If the LCD on the stopwatch is dim, replace the batteries as follows.

Remove the access panel on the rear of the unit by unscrewing the small screw at the bottom of the access door using a small cross head screwdriver (not supplied).

Fit 4 new AAA batteries in the battery spaces ensuring the correct polarity (see engraving inside the battery box).

Replace the access door by locating the 2 lugs at the top into the corresponding slots on the back of the unit, locate the screw and tighten (do not over tighten).

When you have replaced the batteries, press the reset button at the back of the stopwatch.



#### BATTERY CARE INFORMATION

The batteries must be installed / replaced by an adult only.

Rechargeable batteries are to be removed from the product before being charged.

Rechargeable batteries are only to be charged under adult supervision.

Different types of batteries or new and used batteries are not to be mixed.

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the unit.

The supply terminals are not to be short-circuited.

Do not attempt to recharge non-rechargeable batteries.

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#### TROUBLE SHOOTING

- Check the cables are properly plugged in the disk and transmitter.
- Check the transmitter is switched on.
- Check the battery. If the LED on the transmitter is dim or the LCD on the stopwatch is dim, replace the battery.
- Check the stopwatch is in game mode. It should have an antenna on the top left corner of the LCD on the stopwatch. If not, press the game mode for 3 seconds.
- Call MV hotline

#### PLAYING GUIDELINES

Players must stand 6 feet away from the goal before taking a shot.

The receiver will beep when a score is recorded, occasionally a score may record when the ball is kicked very hard close to the target.

#### SENSITIVITY

Any direct hit on the disk (sweet spot) will register a score. There is also a sensitive zone around each disk which may occasionally register a score (see diagram overleaf).

#### GAME OVERVIEW

##### Game 1 Speed Score

The player who gets the highest score wins. The game can be played over 30 seconds, 1 minute, 2 minutes or 3 minutes. Can be played with 1-4 players.

##### Game 2 Precision Shootout

A series of random scores will flash on the receiver, players select a random score and then have to get to zero in the fewest number of kicks. Can be played with 1-4 players.

##### Game 3 Around the Clock

Players have to hit the targets in the correct order (500, 400, 300, 200, 100). Players cannot move onto the next target until they have successfully hit the previous target. Can be played with 1-4 players.

#### How to play

In time display, press MODE and hold 3 second to start playing, the LCD will show an antenna on the top left hand corner and GAME 1, to switch between games press the Game Mode button.

During the game status, if there is no action more than 30 minutes, the system will return to time display automatically. Alternately, hold MODE for 3 seconds to quite the game and return to the stopwatch function.

PLEASE NOTE: Only positive kicks will be registered. If the kick is too soft, it may not be registered.

#### BEFORE PLAYING

Always switch on the transmitter before starting a game. The LED will light up when the transmitter is on. If the LED is dim, replace the battery. After playing, switch off the transmitter to preserve the battery.

##### 1. Game 1 Speed Score

In the game status, press Game Mode to select GAME 1.

→ press ENTER to go into game time set up.

→ press SET to select 30 secs, 1min, 2mins, 3mins option, LCD displays 30", 1', 2', 3'.

→ press ENTER to confirm game time and go into number of game players set up.

→ press SET to select number of game players (1 player, 2 players, 3 players, 4 players), LCD displays "1P~4P".

→ press ENTER to confirm the game setting up, LCD shows "00 00 00".

→ press START to start the game with LCD shows flashing "00 00 00".

→ LCD shows points scored but does not show time remaining

Player 1 takes their turn, player 1 tries to get the highest score they can within the selected time, taking as many shots as he/she can. If a target is hit then a beep will sound and the score will show on the receiver. The receiver will beep three times to alert players the time is up. Player 2 then presses START, LCD shows P2 and 000 00 00, player 2 can get ready. Press START again, the score will flash and player 2 can start playing. After finishing the game, it will display WIN and P2, P2, P3 or P4 whoever is the winner.

If players want to continue the game, press MODE to get back to main game menu.

##### 2. Game 2 Precision Shootout

In game status, press MODE to select GAME 2.

→ press ENTER the LCD will display random scores between 1000~5000.

→ press ENTER to select a random number (the random number chosen is not shown until the start of the game).

→ press SET to select number of game players (1 player, 2 players, 3 players, 4 players), LCD displays "1P~4P".

→ press ENTER to confirm number of players, the LCD will show the target score and P1.

→ press START to start the game.

Player 1 takes 1 shot, if he/she scores the score will be transmitted to the receiver and the receiver will beep. The next player then presses START and takes a shot and so forth, if there is only one player enter will not need to be pressed in between shots. Players must get down to zero, for example if a player has 300 points left on the receiver and they score 500, then that score will be invalid, players will need to get either 300 or 200 and 100. The first player to get to zero wins. After finishing the game, it will display WIN and P2, P2, P3 or P4 whoever is the winner.

##### 3. Game 3 Around the Clock

In game status, press MODE to select GAME 3.

→ press ENTER to go into game players set up.

→ press SET to select the number of game players, 1 player, 2 players, 3 players, 4 players, LCD shows "1P~4P".

→ press ENTER to confirm players and setting, LCD shows "0500"

→ press START to begin the game and the target score will flash.

Player 1 takes their shot, if they hit 500 then the receiver will beep, press START then player 2 takes their turn and so forth until all the players have taken a turn. On the 2nd round players that successfully hit 500 will have to get 400, so 400 will be flashing on the LCD, players that didn't get 500 on the 1st round will still have 500 flashing. This carries on until a player has made it 'around the clock'. After finishing the game, it will display WIN and P2, P2, P3 or P4 whoever is the winner.

**When not in use please remove all wires and electronic items and store indoors.**