

PongTrac Score Keeper User Guide

Keeps track of game score
Identifies which side is serving
Shows number of games (up to 9) won by each player
Games to 11, and adjustments for deuce games
Beeps whenever a score is entered
Multiple beeps when game is concluded
Fits any table tennis table
Score is visible at 50 feet
Functions for both Singles & Doubles
Makes corrections easily
Uses the same technology as your TV remote

What's in the Box
Scoreboard
Two Transmitters
Two 3-V Panasonic CR2032 batteries
AC power cord
Hook and loop pads

INSTALLATION:

- Place a hook and loop pad underneath the table corner edge closest to where the scoreboard will be located.
- Place the other hook and loop pad underneath the other end of the table corner edge closest to where the scoreboard will be located. Thus, both sets of pads will be on different ends but on the same side of the table.
- The two transmitters come with cell batteries pre-installed. Red battery protector inserts must be removed before use.
- Secure the transmitters to the hook and loop pads on the undersides of the table, so that the infrared eyes are pointing towards the display unit.
- Be sure that the placement of each transmitter corresponds to the right and left side of the scoreboard. If scores show up on the wrong side, merely reverse transmitters.
- For best results, hang the scoreboard on a wall, or set it on any flat surface keeping it at table height or below.
- Plug the scoreboard into a convenient wall socket.

HOW TO USE PONGTRAC:

To start:

The player to serve first activates the scoreboard by placing a hand or paddle approximately 1"- 2" under the transmitter on his side of the table for one (1) second. The scoreboard will beep once, the score will show 0 – 0, and the Serve Indicator Light on the bottom section of the scoreboard will illuminate on the side of the player to serve first.

To add a point to the score:

The player winning the point places his hand or paddle approximately 1"- 2" under the transmitter on his side of the table for one (1) second. A beep is heard and the scoreboard unit records the new score.

To undo the last score:

To undo the last score, the player who needs to change the score places AND KEEPS his hand under the transmitter for three (3) seconds. One beep is heard, the score temporarily advances one point and then two more beeps are heard, and the last score is undone.

At the end of a game:

The scoreboard will beep five (5) times, the game will be credited to the winning player and the players change ends for the next game.

To start a new game:

Either player can place a hand or paddle under the transmitter on his side of the table for one (1) second and the scores will return to zeros. The Serve Indicator Light now shows who is to serve next.

To start a new match:

To start a new match and reset all scores back to 0 – 0, either player places AND KEEPS his hand or paddle under transmitter for eight (8) seconds. Several beeps are heard and a new match is ready to be played.

TROUBLE SHOOTING

Issue: My score comes up on my opponent's side of the scoreboard.

Solution: Move transmitters to opposite ends of table.

Issue: The scoreboard is not reliably showing the results.

Solution: Try moving the location of the scoreboard or the transmitters so that there is a more direct line between transmitters and the scoreboard.

Issue: The scoreboard is acting weirdly and not giving consistent scores.

Solution: Try new batteries.

Issue: Batteries replaced and result are still not good.

Solution: Confirm that the battery positive side (+) of each transmitter is facing the hook and loop side of the transmitter.