

**FUNTRONIX**

**SCORE-N-TIME™**

**MID-SIZED**

**PORTABLE WIRELESS MULTISPORT  
ELECTRONIC SCOREBOARD**

**OPERATING MANUAL  
Model SNT-344M**

Revised December 17, 2021



## **WARNING:** CHOKING HAZARD - Small Parts. Not for children under 3 years.

The contents of the package may contain parts and packing materials that can be hazardous to children under 3 years old. These components must be handled with adult supervision.



While the optional wall-mount power supply is UL approved, care must be taken when plugging the power supply into a standard wall outlet, as this is a source of dangerous high voltage.

### **ADDITIONAL WARNINGS:**

1. Staring directly at the scoreboard display at close range for long periods of time may cause eye strain or eye damage.
2. Close proximity to the horn while it is sounding may cause hearing loss or damage. Make certain everyone maintains a safe distance whenever the horn is sounded.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- \* Reorient or relocate the receiving antenna.
- \* Increase the separation between the equipment and receiver.
- \* Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- \* Consult the dealer or an experienced radio/TV technician for help.

Thank you for purchasing a Funtronix Score-N-Time™ Portable Electronic Scoreboard. At Funtronix, our motto is "Electronic Fun for Everyone". By offering a line of affordable electronic scoreboards, our goal is to add a little fun to your sports and leisure activities.

Before using your new scoreboard, please read the following precautions. Doing so will reward you with many years of enjoyment with your new scoreboard. Failure to follow them may cause bodily harm or may damage the scoreboard beyond the terms of the warranty.

1. *DO NOT* expose the scoreboard or keypad to rain or other condensed moisture.
2. *DO NOT* store the scoreboard or keypad in direct sunlight for extended periods of time.
3. *DO NOT* drop or hit the scoreboard, as this may result in injury and/or void the warranty.
4. *Do NOT* use abrasives or spray cleaning solutions onto the scoreboard or keypad. See Section 11 for care and maintenance.
5. *DO* read the entire owner's manual so that you will utilize the full potential and versatility of your new scoreboard.

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## PRODUCT FEATURES

- Wireless RF remote-controlled keypad operates up to 200 feet from scoreboard\*
- Large 6-inch score digits and 4-inch clock digits
- Loud 110 dB internal horn\*\* for end-of-period and other alerts
- Outdoor-readable LED display with three brightness settings
- Game clock adjustable from 15 seconds to 99 minutes.
- Up to 9 periods plus adjustable halftime and overtime
- Adjustable Short and Long Timeouts
- Displays team scores up to 199 points
- Team possession arrows and bonus indicators can be disabled if not used
- Team fouls display
- Up/Down Timer/Clock Mode
- Stopwatch Mode with split time
- Fully-configurable Workout Timer
- Tournament mode with sudden-death final round
- Bocce Ball Mode can be configured for timed or untimed matches.
- Save-game feature allows current game data to be saved and recalled at a later time
- Tenth-second game clock resolution when remaining time is less than 1 minute
- Sturdy tabletop swivel-out support legs
- Power save feature turns display off when game has been idle for an extended time
- Powered by batteries\*\*\* for portability or optional AC adapter (purchased separately)

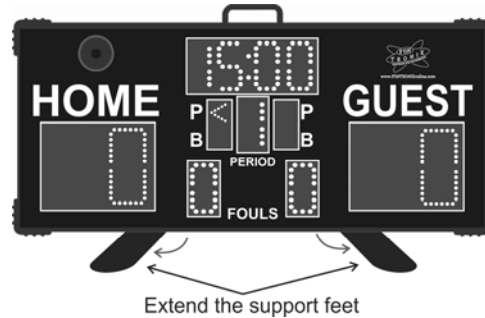
\* *Outdoor open-field environment.*

\*\* *Horn loudness will vary as the batteries are depleted. Use fresh batteries or AC adapter for best performance.*

\*\*\* *Requires 8 C-size alkaline batteries.*

## SECTION 1: SCOREBOARD SETUP

1. If you are using the scoreboard **without** an AC adapter, open the two battery covers located on the back-side of the scoreboard and install 8 C-size alkaline batteries (not included). Close the battery covers.
2. The wireless keypad requires AAA-size alkaline batteries (included). To install or replace these batteries follow the instructions in **Section 9**.
3. Use the optional AC adapter if operating the scoreboard near an electrical outlet to conserve batteries.



4. Extend the fold-out leg and lock in place. Place scoreboard on stable table or floor.
5. Place the scoreboard in a desired location near your playing field. The best location is mid-court on the sidelines. This will provide the best view of the display. It can also be placed in the corner of the playing field, as long as everyone in the opposite corner of the field can view it and is within radio range of the keypad.

6. Follow the next steps when connecting your keypad to the scoreboard:


### 6.1 For scoreboard operation using a corded sit-behind keypad, follow the next three steps:

- Make sure scoreboard is turned off before connecting keypad.
- Connect your CK-300M corded keypad to the connector found on the back-side of the scoreboard.
- Turn the scoreboard on using the power switch located on the back of the scoreboard. Proceed to **Step 7**.



Keypad connector found on the back-side of the scoreboard

**NOTE:** The scoreboard power must be off when attaching the corded sit-behind LCD keypad.

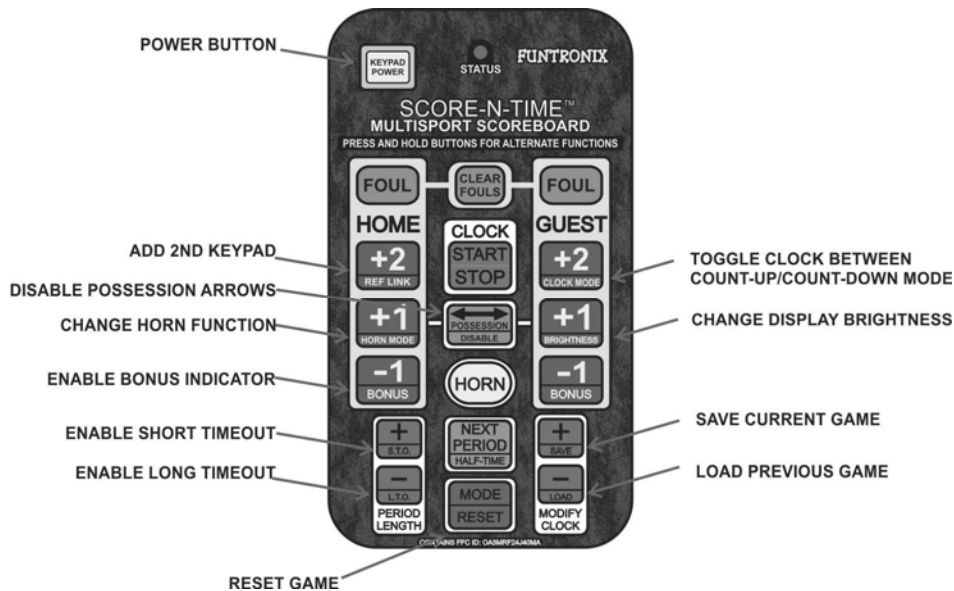
7. Select the display brightness by pressing and holding the GUEST  button for approximately 3 seconds. Each press and hold of this button will toggle between the low, mid, and high brightness levels.

You are now ready to use your scoreboard. Proceed to **Section 2** for instructions on using your scoreboard.




## SECTION 2: USING YOUR SCOREBOARD

This section describes how to configure your scoreboard for your particular sport. You can configure the automatic horn sounding function, clock/timer direction, possession arrow usage, and much more.

Keypad Layout: Shown below is a description of the keypad buttons and their functions, for reference.



### ALTERNATE FUNCTIONS ON THE SNT-344M WIRELESS KEYPAD Hold these buttons down for several seconds to select the alternate function.


1. Turn the wireless keypad on by pressing and holding its  button until the green status indicator lights up. The keypad will automatically go back to sleep approximately 1 hour of non-use. You can also turn the keypad off manually by holding this button down again until the status light is illuminated again.
2. Prior to the start of a game, press and hold the  button until the scoreboard clock flashes a "PL X" message. The "PL" indicates the play mode the scoreboard is currently in. See the table below for the list of play modes in your scoreboard.
3. While the "PL" message is flashing, you will be able to change the play mode with each press of the  button. Once you have selected the play mode you want, simply wait until the "PL" message disappears to begin playing your game.



**NOTE:** Changing the play mode is only allowed prior to the start of a game and cannot be changed once a game has begun.


List of available play modes in the SNT-340M scoreboard

Play mode	Name	Uses/Features	Go To
1	Timed mode	Soccer, Hockey, Basketball	Section 2 Step 3
2	Untimed mode	Volleyball, Table Tennis	Section 2 Step 5
3	Tournament mode	2 or more timed rounds plus an untimed sudden death round	Section 3
4	Workout timer	Sparring, exercising. Includes resting round	Section 4
5	Bocce Ball	Timed or untimed play with scores only	Section 5

6	Clock/Timer	Use as a count-up timer or count-down clock	Section 6
7	Timed with fouls	Soccer, Hockey, Basketball	Section 2


4. In play modes 1, 6, and 7, you can set the direction of the clock (count-up or count-down) by holding the  button for approximately 3 seconds. If the clock is set up as a count-down clock the time to count down from will be shown. If the clock is set as a count-up clock, then the game clock will show a 0.0 time.

5. If the game clock is being used and is in count-down mode, set the desired length of each period with the  and  buttons. The period length can be preset as follows: 15 seconds, 30 seconds, 45 seconds, 1 minute, 1 minute 30 seconds, and then in 1-minute increments from 2 minutes to 99 minutes. All periods (except overtime and halftime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**

6. The possession arrows can be enabled or disabled at any time before or during a game. Hold the  button for approximately 3 seconds to disable the possession arrows. Press this button any time to re-enable them. With the arrows enabled, each press of this button will toggle the possession arrows.


7. Hold the HOME or GUEST  buttons down for 3 seconds to toggle team bonus indicators.







8. The scoreboard horn can be configured to automatically sound for different conditions (aside from manually sounding it with the 'HORN' button). **The game clock must be enabled for the automatic horn sounding to be enabled:**


Press and hold the  button for 3 seconds to cycle through each of the three modes described below.


HORN MODE	DESCRIPTION OF HORN MODE	INDICATED BY
1	Automatic horn sound disabled – no horn when period expires or when clock started/stopped	Display blinking once when selected
2	Horn sounds when period ends (default)	Horn beeps once
3	Horn sounds when clock starts/stops, and when period ends	Horn beeps twice







**NOTE:** *The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is a sign that the batteries are near the end of their life.*

9. To start and stop the game clock, press the  button.

10. Use the HOME , , , and GUEST , , and  buttons to control the team scores.

11. Team fouls can be enabled in play mode 1, 2, and 3. They are always enabled in play mode 7. Simply press the home and guest  buttons to increment the Home and Guest team's fouls.

12. Press the  button to clear the team fouls, as needed.

13. After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off and the game clock decimal point will blink to indicate the scoreboard is still on and in power save mode. Pressing any button on the remote will re-awaken the scoreboard with the previous status of the game play information intact.
14. To adjust the remaining time in a period during game play (*i.e.*, disputed call requiring adding time back onto the game clock): stop the game clock and press the  and  buttons to add or subtract time from the game clock, respectively. Game play can resume by pressing the  button. This adjustment will not affect the length of the remaining periods.
15. If your game goes into overtime, set the period digit to '0' by repeated presses of the  button and then set the length of the overtime period time using the  and  buttons. See **Section 7** for details on using the halftime and overtime periods.
15. Your scoreboard features a short and long timeout function that can be used in various play modes. Refer to **Section 8** for details on using the short and long timeout feature.









### SECTION 3: TOURNAMENT MODE

Tournament Mode is great for events where multiple rounds of timed play occur, and a final round is set up as a sudden-death round. Your scoreboard can be set up to have any number of timed rounds (up to 9 total) and one sudden-death round. The timed rounds can be set up in two different ways:












- Option 1: The first round has a different time than all remaining rounds.
- Option 2: All rounds have the same time

The default configuration of the Tournament Mode is as follows:

- Round 1 is a 3-minute timed round
- Round 2 is a 2-minute timed round
- Round 3 is a sudden-death round

1. Select scoreboard play mode 3 (Tournament Mode) as described in **Section 2**.
2. Set the length of the first round using the  and  buttons.
3. Press the  button to select the second round.
4. Set the length of the second (and all remaining) rounds using the  and  buttons.
5. Press and hold the  button to reset the Tournament Mode to the first round. Setup is complete.













#### Using The Tournament Mode:

1. Configure the automatic horn sound as described in **Step 6 of Section 2**.
2. To start or stop the clock, press the  button.
3. Use the HOME , , , and GUEST , , and  buttons to control the team scores.
4. When each round has expired, press the  button to advance to the next round.
5. Each round following round 2 defaults to a sudden death round, but can be changed to a timed round by simply pressing the  button (and then pressing this button again to start the clock). This allows you to have a different number of timed rounds following a sudden death round for greatest flexibility.
6. Press the home and guest  buttons to increment the fouls/penalties for the home and guest player, respectively.
7. Press the  button to clear the team fouls, as needed.

## SECTION 4: WORKOUT TIMER

The workout timer is completely configurable for use in a variety of events, including sparing, exercise routines, speech timing and debates. Each workout round can be set to a unique time. The resting period can be set from 15 seconds to 99 minutes. And the total number of rounds can be set from 1 to 10 rounds, or placed in a continuous-cycle mode.

### Setting up the Workout Timer:







1. Select scoreboard play mode 4 (Workout Timer) as described in Section 2.
2. Set the length of the workout rounds using the  and  buttons. Each quick press of the  button will select the next workout round. The tenth round is indicated by period "0", and continuous-loop mode is indicated with the period displaying "C".
3. Press and hold the  button for approximately 3 seconds to set the warning time for indicating that your workout round is about to end (indicated by an 'A' on the period display). Use the  and  buttons to set this time. Choices are 10, 20, 30, 40, and 50 seconds, or '-' to indicate no warning sound. The default setting is 30 seconds.
4. Press and hold the  button for approximately 3 seconds to select the resting periods (indicated by an 'r' on the period display). Set the length of the resting period using the  and  buttons.
5. Repeatedly press the  button to select the desired number of rounds. The period digit will display a '0' for round 10 and a 'C' for continuous-cycle mode. Pressing this button once more after displaying a 'C' will cycle back to 1 round.
6. Your workout timer is now set up. Simply press the  button to reset the workout timer and to begin your workout, or press and hold the  button for 3 seconds to reset the workout timer to the first round to get it ready for use.













Example workout timer setup:

Let's say we want a workout routine with the following times:

- Round 1: 2 minute workout
- Round 2: 3 minute workout
- Round 3: 4 minute workout
- A 20-second warning that the workout rounds are about to end
- A 1-minute resting round

Follow these steps to setup and run the workout timer:

1. Hold the  button for approximately 3 seconds to reset the current event.
2. Set the Round 1 time using the  and  buttons until "2:00" is displayed on the clock.
3. Press and hold the  button for approximately 3 seconds to select the warning time setup. The period digit will show an "A". Use the  and  buttons to select set the warning time to ":20" on the display.

4. Press and hold the  button for approximately 3 seconds to select the resting round time. The period digit will show a "r". Use the  and  buttons to select set the resting time to "1:00" on the display.
5. Press and release the  button to select the second workout round. Set the Round 2 workout time using the  and  buttons until "3:00" is displayed.
6. Press and release the  button to select the third workout round. Set the Round 3 workout time using the  and  buttons until "4:00" is displayed.
7. Use the  start and stop the clock. The horn will beep once each time the clock started and stopped.
8. The score digits are normally defaulted to off, but incrementing either the Home or Guest scores will enable them for scoring events with the workout timer.
9. The horn will emit a 2-beep alarm (if enabled) to let you know your workout round is about to end (as described in **Step 3** above).
10. The horn will emit 3 beeps when your workout round has expired, at which time the resting period will begin. If only 1 workout round is selected then the workout timer will stop at the end of the first round.
11. At the end of each resting period the horn will beep once to announce the beginning of the next workout round (if set to more than 1 round).
12. Press and hold the  button for 3 seconds to reset the workout timer to the beginning and to enable changes to its settings, or simply press  to reset and start another workout round. The clock must be stopped prior to this action.


## SECTION 5: BOCCE BALL

The Bocce Ball mode is configurable for different variations of use: the match can be timed or untimed, with timed matches settable from 15 minutes to 99 hours (default is 4 hours). The possession arrows default to disabled but can be enabled to indicate team turns, and the period digit can be used to indicate rounds of play.


### Setting up the scoreboard for Bocce Ball:

1. Select play mode 5 (Bocce Ball) as described in Section 2.


2. For timed matches, press the  and  buttons to enable and set the match clock. Time is indicated in hours and minutes in this mode.


3. Use the  button to enable the possession arrows.

### Using the Bocce Ball mode:


1. Use the  button to start and stop the match clock (if enabled). The colon will blink to indicate when the clock is running.


2. Use the HOME   , and GUEST   and  buttons to control the team scores.


3. Use the  button to enable the possession arrows.

4. Press the  button to increment the period/round.

5. When a match or round is over, you have the option to clear just the score digits (for multiple rounds in a match), or you can reset the entire scoreboard for a new match.

- 5.1 To clear just the scores, press and release the  button quickly.

- 5.2 To reset the entire scoreboard to start a new match, make sure the match clock is stopped (if used) and then hold the  button for 3 seconds to begin a new match. You will notice the




match clock and arrows will also be disabled. Simply press the  button to re-enable

the arrows and press either the  and  button to re-enable the match clock (the time on the clock will be the same as the previous match time).

6. Repeat from **Step 1** above to play a new match.

## SECTION 6: CLOCK/TIMER-ONLY MODE






Your scoreboard features a Clock/Timer-only mode, which can be set up as a count-down clock or count-up timer.

1. Select play mode 6 (Clock/Timer-Only mode) as described in **Section 2**.
2. The clock/timer defaults to a count-down clock. To select the count-up timer function, press and hold the  button for approximately 3 seconds. The display will show ".0" indicating a start time of zero seconds.
3. Use the  button to start and stop the clock/timer. The first minute of the count-up timer and remaining minute of the count-down clock will display seconds and tenth-second time.
4. To reset the clock/timer, press the  button for approximately 3 seconds. The clock/timer must be stopped prior to this action.





## SECTION 7: HALFTIME AND OVERTIME PERIODS

Your scoreboard features an adjustable halftime period and overtime period. The halftime period can be inserted between any of the regular periods 1 through 9. It can be adjusted from 15 seconds to 99 minutes, and is independent of regulation period times. The overtime period can be called up when regulation play time has ended and an overtime period is required. It can be set for 15 seconds to 99 minutes and is independent of regulation period times.

To initiate a halftime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the halftime period.
2. Wait until the current period of play comes to an end and the end-of-period horn has sounded (if enabled).
3. Press and hold the  button for 3 seconds. The period digit will change to an 'H'.
4. Use the  and  buttons to adjust the length of the halftime period.
5. Press the  button to start the halftime clock.
6. When halftime is over, press the  button to advance to the next regular period.

To initiate an overtime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the overtime period.
2. Wait until the current period of play comes to an end and the end-of-period horn has sounded (if enabled).
3. Press the  button repeatedly until the period digit shows a 'O'.
4. Use the  and  buttons to adjust the length of the overtime period.
5. Press the  button to start the overtime clock.
6. When the overtime period ends and another overtime period is required, simply repeat Steps 4 and 5 to add time back to the clock and restart it. The game clock must be stopped in order to set the time.

## SECTION 8: SHORT AND LONG TIMEOUTS



Your scoreboard features an adjustable short timeout and long timeout function. Follow the steps below to initiate a timeout.

1. Make sure the game clock has been stopped.

2. Press and hold either the  or  button for approximately 3 seconds to initiate a short timeout or long timeout, respectively. The period digit will blink to indicate you are in a timeout.

3. Adjust the length of your timeout using the same  or  buttons (without holding them down).

4. Press the  button to start and stop your timeout clock.

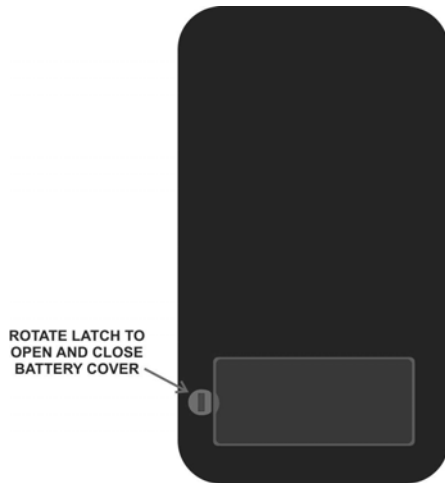
5. You can cancel your timeout by first stopping the timeout clock and then pressing either the  or  button. Pressing either of these buttons during a timeout will return the period and game clock to their last values.

**Note:** Your timeout time settings will be saved in memory for the next time you use them.

## SECTION 9: REPLACING THE BATTERIES IN THE WIRELESS KEYPAD

The wireless keypad requires 2 AAA-size alkaline batteries. The status indicator will blink green if the batteries are good, and will blink red if the batteries need to be replaced. Make sure you only use **alkaline** batteries in your keypad.


*NOTE: If your scoreboard/keypad is not going to be used for an extended period of time (multiple months between use), we recommend removing the keypad batteries to prevent the chance of old batteries leaking and corroding the battery contacts.*

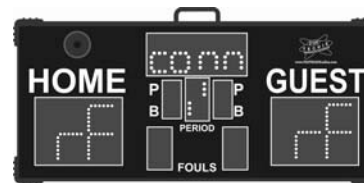


Remove the battery cover and install 2 AAA batteries. Use Alkaline-type only.

## SECTION 10: PAIRING THE SCOREBOARD AND KEYPAD

1. If you are operating your scoreboard with the CK-300M corded sit-behind keypad and a wireless keypad, you must first unplug the corded sit-behind keypad before proceeding.
2. Cycle power on the scoreboard repeatedly until the message shown on the right is displayed.

3. Press and hold the  button on the wireless keypad (until the keypad emits a single beep) to establish communications between the scoreboard and keypad. The keypad will beep twice if the connection is good, or 3 times if the connection is good, or 3 times if the connection failed. Repeat this step if necessary to establish a connection.



### **NOTE:**

*If the wireless keypad was previously paired to a scoreboard, you must first clear the keypad of any previous scoreboard connection data to allow it to connect to the scoreboard again. To*

*clear the keypad's previous connection information, press and hold the*



*buttons simultaneously until the keypad status light blinks 5 times.*

4. Test the operation of your scoreboard to verify performance over the distance between the keypad and scoreboard prior to the start of your game. Move the scoreboard closer to the keypad if it does not respond as expected.
5. Re-attach the corded sit-behind keypad (if applicable).



## SECTION 11: CARE AND MAINTENANCE

Keep your scoreboard clean for optimum viewing of the display.

- Never spray cleaning solutions directly onto the scoreboard or keypad.
- Use only ammonia-free window cleaning solution.

To clean your scoreboard, spray the cleaner onto a clean cloth. Lightly wipe the scoreboard or keypad with the damp cloth until clean. To eliminate fine scratches on the front panel – apply a small amount of carnuba car wax on a terry cloth and lightly wipe the front panel.

## SECTION 12: TROUBLESHOOTING GUIDE

**Symptom:** Keypad remote doesn't appear to work or scoreboard fails to connect to keypad.

**Solutions:**


1. Keypad-scoreboard range may be too far. Move the scoreboard closer to the keypad.
2. Change the batteries in the keypad. See **Section 9** for details.
3. Re-establish radio connection between scoreboard and keypad as described in **Section 10**.

**Symptom:** Game clock is not displayed.

**Solution:** Follow instructions in **Section 2** to select a play mode that uses the game clock.

**Symptom:** Scoreboard won't turn on or display is dim.

**Solutions:**

1. Screen brightness is on low setting: Press and hold the  button for 3 seconds to change brightness.
2. Replace the batteries in the scoreboard.

**Symptom:** Display 'blinks' when a button is pressed on the keypad.

**Solution:** This is normal.

**Symptom:** Corded sit-behind LCD keypad display is blank.

**Solution:** Scoreboard power must be turned off prior to attaching the corded keypad. Cycle the power on the scoreboard to initialize the keypad LCD.

## **SECTION 13: PRODUCT SPECIFICATIONS**

*(Product specifications subject to change without notice)*

### **FUNCTIONAL SPECIFICATIONS:**

Score Digit Range: 0 to 199 points  
Game Clock Range: 15 seconds to 99 minutes (all modes except Bocce Ball)  
1 minute to 99 hours (Bocce Ball mode)  
Total Number of Periods: 1 to 9, plus 0 for overtime  
Timeout Settings: Short: 1 to 59 seconds, with course settings of 15, 30, and 45 seconds  
Long: 1 to 99 minutes  
Keypad Operating Range: up to 200 feet (outdoor open-field tested)  
Stopwatch resolution/accuracy: .02 second resolution, +/- .001 second accuracy

### **ELECTRICAL SPECIFICATIONS:**

Operating Voltage: +12 volts DC

### **BATTERY REQUIREMENTS / LIFE EXPECTANCY**

Scoreboard: 8 x C-size alkaline batteries  
Up to 55 hours continuous use - low brightness level  
Up to 24 hours continuous use - mid brightness level  
Up to 15 hours continuous use - high brightness level

Keypad: 2 AAA-size alkaline batteries

### **POWER ADAPTER SPECIFICATION:**

Use Only Funtronix AC adapter 120 VAC input, 12 VDC 2 A output.  
Part Number: PS-9V-1400: 5.5mm x 2.1mm barrel connector, center-positive.

### **MECHANICAL SPECIFICATIONS:**

Dimensions: 36 inches wide, 15 inches tall, 2 ¼ inches deep  
Weight: approximately 12 pounds

### **ENVIRONMENTAL SPECIFICATIONS:**

Operating Temperature: 0 C to 50 C  
Storage Temperature: -10 C to +55 C  
Humidity: 0 to 95% non-condensing

Write down your product serial number for your records.

SN: \_\_\_\_\_

Please visit our website for new products and accessories for your scoreboard:

[www.funtronixonline.com](http://www.funtronixonline.com)



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