Daktronics Tennis Scoreboard Users Guide

Produced for Colorado Tennis Umpires Association

Introduction

University of Colorado, University of Wyoming, and many other facilities outside of Colorado utilize the Daktronics scoreboard system at their tennis facility. All CTUA chair officials working ITA matches at these facilities must be capable of operating the scoreboard system in conjunction with all other responsibilities in the chair.

This users guide is intended to provide a basic overview of the common operations for this scoreboard system. There are additional functions that are not used by the chair umpire and therefore not covered in this document to keep it short and simple. If you need to perform a function that is not covered by this document, request assistance from the facility coordinator. After reviewing this document, a little practice with the controller prior to a match is necessary for the first time user to be proficient.

While the scoreboard is a valuable asset for the match spectators, it is important to recognize that its operation is lower priority than other chair umpire responsibilities for thorough match management.

If you have questions on the content of this document or suggestions for improvement, please contact Joel Larner at larnertennis@outlook.com or 970-215-8659.

System Overview

The Daktronics controller is designed to enable input to the scoreboard for all functions necessary for a tennis match. While it is a bit complex at first, once learned it is effective to quickly manage along with a paper scorecard.

Figure 1

The keypad (Figure 1) is setup such that all functions for the Home team score management are on the top row (labeled as TOP in Figure 1) and the Visiting team on the second row (labeled as BOTTOM in Figure 1). Some keys have only one function, such as POINT. Other keys have two functions as shown by two labels on the key with a horizontal dividing line such as RESET GAME / RESET MATCH. For the two function keys, the top label is the primary function, the bottom label is active if pressed after pressing the ALT key.

The controller display (Figure 2) above the keypad provides a condensed overview of the content being displayed on the scoreboard (Figure 3).
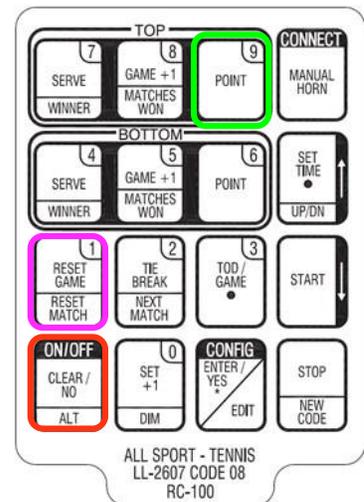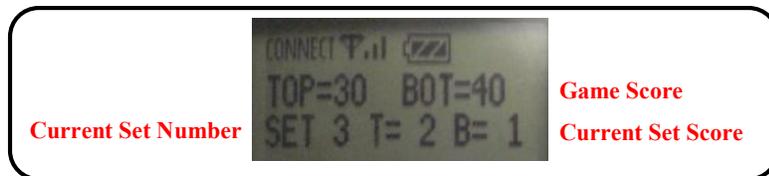
Current Set Number — **Game Score** — **Current Set Score**

Figure 2

Serve Indicator — **Game Score** — **Set Scores**

Figure 3

Serve Indicator

The scoreboard serve indicator is controlled by the SERVE keys. To illuminate the serve indicator for the home team, press the top SERVE key. To illuminate the serve indicator for the visitor team, press the bottom SERVE key.

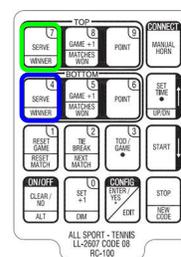Pressing a SERVE key a second time will turn off all serve indicators until another SERVE key is pressed.

Figure 4

Game Score

The game score is controlled by the POINT keys. Pressing the top POINT key will increment the home team's game score by one point. Pressing the bottom POINT key will increment the visitor team's game score by one point.

The game score can only increment, there is no way to undo a POINT increment or to decrement the game score. If the wrong POINT key is accidentally pressed to increment the game score for the wrong team, there are 3 ways to correct the error:
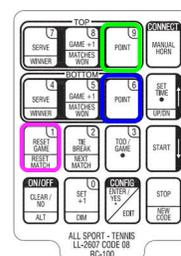
Figure 5

1. If the game score has reached deuce such that pressing the wrong POINT key causes the scoreboard to display 'Ad' for the wrong team, simply press the other POINT key once to return to deuce and a second time to apply the point to the correct team.
2. If the game score has not reached deuce, you can reset the game score then press the appropriate number of POINT keys to obtain the correct score. To reset the game score, press the RESET GAME key.
3. Leave the scoreboard as it is and let another point go by. If the opposing team wins the point you can easily even up the score correctly. If the same team won the point as the previous point, you'll likely have to resort to #2 above.

Note: having to reset the game score can be take the chair umpire's focus away from the court. If the players are ready to begin the next point, disregard the scoreboard and focus attention to play on court. Your scorecard is the formal score record. Manage the match as appropriate for the players and deal with the scoreboard during a gap in play on court.

End Of Game

The set score is controlled by the GAME +1 keys. Pressing the top GAME +1 key will increment the home team's game score by one point. Pressing the bottom GAME +1 key will increment the visitor team's game score by one point.

The set score can only increment, there is no way to undo a GAME +1 increment or to decrement the set score. If the wrong GAME +1 key is accidentally pressed to increment the game score for the wrong team it is much easier to correct than the game score. The set score counts to 9 then rolls back to 0. Simply press the GAME +1 that was accidentally pressed 9 more times and it will roll over to 0 then to the score it was previously at. Then increment the correct team's set score by pressing the correct GAME +1 key.
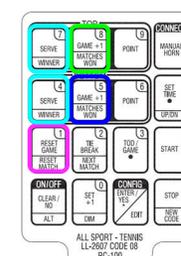
Figure 6

The game score should be reset for the beginning of the next game and the serve indicator should be changed. A convenient sequence for end of game is:

1. Press the appropriate GAME +1 key for the team that won the game
2. Reset the game score by pressing RESET GAME
3. Press the appropriate SERVE key to illuminate the necessary serve indicator

Tiebreak Management

At the beginning of a tiebreak, press the TIE BREAK key to instruct the scoreboard to use tiebreak scoring. For the remainder of the game the game score will increment by 1 for each press of a POINT key instead of normal game scoring.

At the end of the tiebreak follow the End of Set instructions below. Pressing the RESET GAME key takes the scoreboard out of tiebreak mode for the next regular game.

The tiebreak game score can only increment, there is no way to undo a POINT increment or to decrement the tiebreak game score. If the wrong POINT key is accidentally pressed to increment the game score for the wrong team, there are 2 ways to consider dealing with it:

1. If the tiebreak is at the beginning, you could consider pressing RESET GAME key, the TIE BREAK key, then the correct number of POINT keys for each team to return to the correct score. However this can take some focus on the controller which may not be appropriate during the tiebreak.
2. Leave it and let the score potentially catch up over the next few points. The scoreboard may be off for a few points but this may be more desirable than taking the chair umpire's focus away from the court.
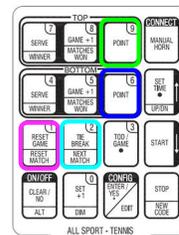

Figure 7

End Of Set

At the end of a set, follow the **End of Game** procedure to increment the set score for the set just completed. Then advance to the next set by pressing the SET +1 button.

It is important to ensure you increment the set score for the current set before advancing the scoreboard to the next set. Once you have advanced to the next set, you can't go back to the previous set.
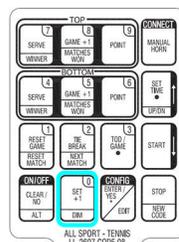

Figure 8

End Of Match

At the end of the match it is nice to advance the set score to show the final score and leave it on the scoreboard until the next match comes onto the court. Simply use the **End of Game** procedure.

Reset For A New Match

To reset the scoreboard before the start of another match, press the ALT key, followed by the RESET MATCH key, then the ENTER / YES key.
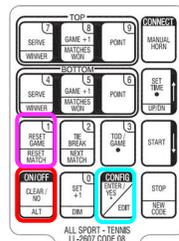

Figure 9