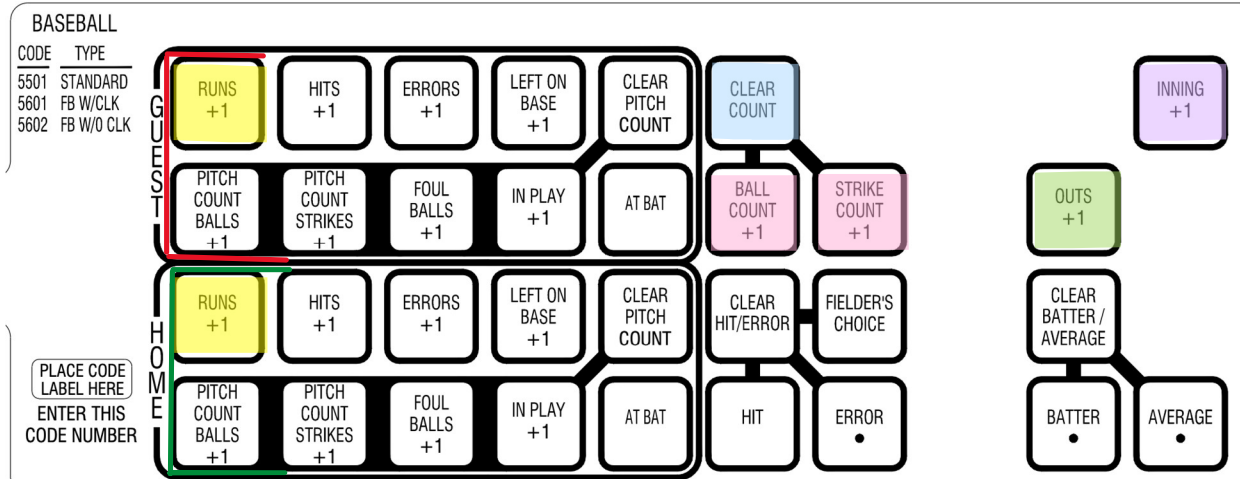




Thanks for keeping score at a DPYB Game! You only need a few buttons to operate the scoreboard and we explain those below and how to fix an error if you need to!



- During an at bat. Keep the pitch count, Same for both teams
  - [BALL COUNT +1] or [STRIKE COUNT +1]
  - Balls will never get higher than 4 and strikes not higher than 3. The next button press goes blank. The next press goes to zero. Something wrong? You can go around back to one or clear it.
- Use [CLEAR COUNT] when needed to reset balls and strikes
- Use [OUTS +1] when an out is made. Note that this will put a zero on the inning the first time it is pressed
- After three outs, the inning will auto increment. If it does not, press [INNING +1]
- When a run scores, find the correct team
  - (Guest is red/on top, Home is green/on bottom)
- Press [RUNS +1] to increment the score one at a time
- PRESS [INNING +1] to increment the inning half an inning at a time
- If you make a mistake that you cannot easily fix, USE THE **EDIT** BUTTON (under the menu navigation arrows) and follow the prompts on the screen. It will ask what you want to edit, and press the relevant button (home team runs, guest team runs, inning or outs). Follow the prompts on the screen. Use the arrow buttons to navigate to the runs in the correct inning if needed. Enter the correct value using the number keypad.

