

Snooker Scorer.

Digital snooker score board.

Operator & Reference  
Handbook

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Welcome

Thank-you for choosing the snooker scorer.  
We know the product will bring you many  
years of satisfaction.

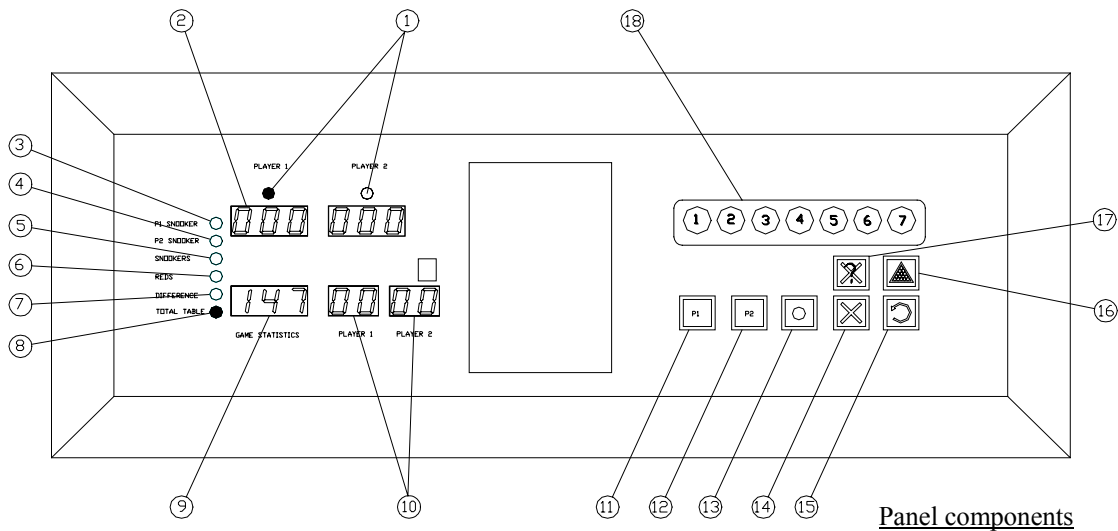
The snooker scorer is a feature packed  
microprocessor controlled digital snooker  
score board, made easy and fun to use.

The scorer is designed to be wall mounted.  
A fixing kit is supplied for this purpose.

Complete with a remote control and  
includes the batteries.

The design for the hardware and software contained in the snooker scorer are protected by copyright. It is an offence to copy any part of this system or its documentation without prior consent of the designer and manufacturer. The snooker scorer contains no user serviceable parts and the firmware is locked against copying.

## Panel description



Panel components

| ITEM | DESCRIPTION   |
|------|---|
| 1    | Indicates the score being updated or the player on. Flashes when a coloured ball is expected. |
| 2    | Player score displays. Shows current break if required.                                       |
| 3    | Player 1 needs snooker's when flashing.   |
| 4    | Player 2 needs snooker's when flashing.   |
| 5    | Shows the statistics display is displaying the number of snooker's required.                  |
| 6    | Shows the statistics display is displaying the number of reds on the table.                   |
| 7    | Shows the statistics display is displaying the player difference in score.                    |
| 8    | Shows the statistics display is displaying the total points left on the table.                |
| 9    | Game statistics display shows various game statistics during play.                            |
| 10   | Match status displays. Increment for the winning player of each frame. 0-99 frames.           |
| 11   | Select player 1 is on.  |
| 12   | Select player 2 is on.  |
| 13   | Cue ball. Used for fouls on the cue ball. (foul 4).   |
| 14   | Foul button.  |
| 15   | Undo button. Go back up to 5 pots. (Will not undo fouls).                                     |
| 16   | Re-Rack button. For new frames or new matches.  |
| 17   | Free ball button.   |
| 18   | Ball point buttons. Pressed for each pot.   |

## Cleaning the board

### **IMPORTANT**

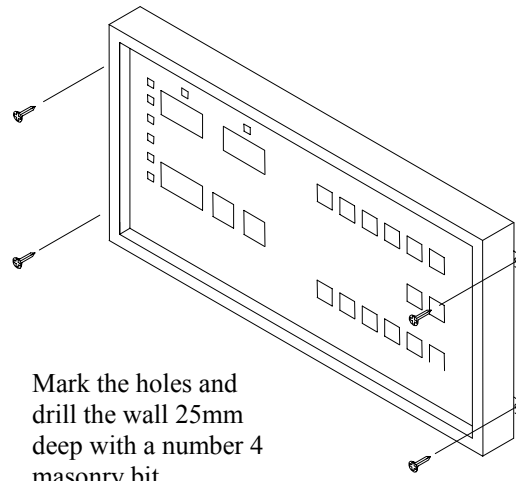
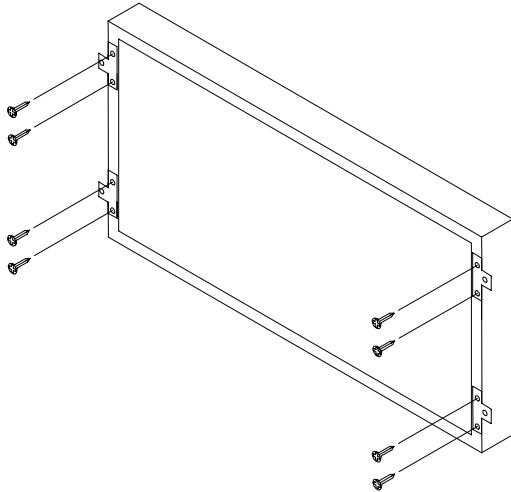
***Do not use any kind of chemical cleaners or scouring agents on the snooker scorer.***

The scorer can be cleaned with a dry linen cloth or duster gently wiped on the wooden surround and the polyester front panel.

Never open the snooker scorer, no user serviceable parts are inside.

## Installation

Fix the four brass mounts to the rear of the score board with the eight screws provided.



Mark the holes and drill the wall 25mm deep with a number 4 masonry bit.

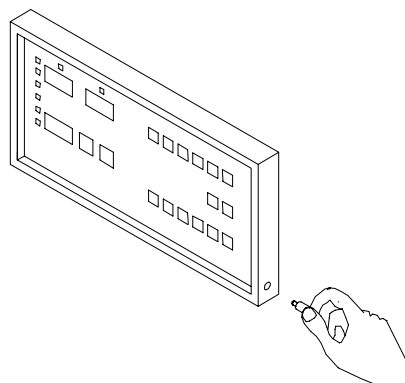
Fix the four brass mounts to the rear side of the board in the locations of the pilot holes with eight of the screws provided.

The snooker score board should be located on a clean flat wall at easy to reach height near to a 13A domestic power outlet. It is recommended to use a switched type outlet.

Do not mount the board over any heat source such as a radiator or fire. Keep the board away from direct sun light and artificial light sources. Check that the display can be clearly seen and if using the remote control, that the board is in range.

If in doubt with the location check the operation before drilling the mounting holes.

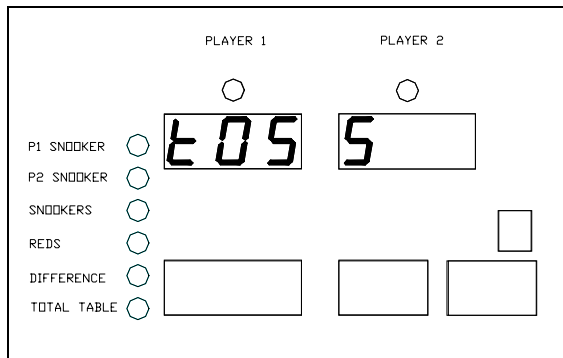
Mark the holes on the wall for mounting and drill them to a depth of 25mm. Use the four raw plugs provided to push into the holes. Use the remaining screws to finish fixing the board to the wall.



Plug the low voltage output from the power supply unit part number UK230-09AC into the side of the score board.

Apply the power to score board.

## Starting game play

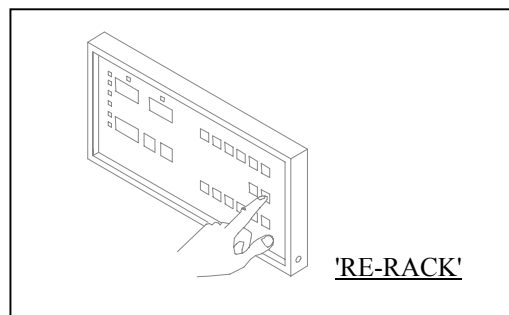
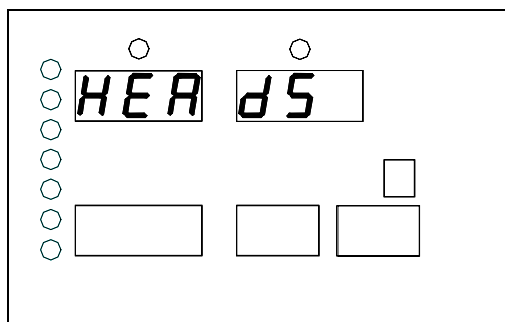


Whenever the power is applied or cycled to score board, it will show the screen to the left. This indicates the start of a new match between two players.

'TOSS' is shown to indicate a coin toss.

Take a guess 'Heads' or 'Tails'.

Press the 're-rack' button once to flip the coin.



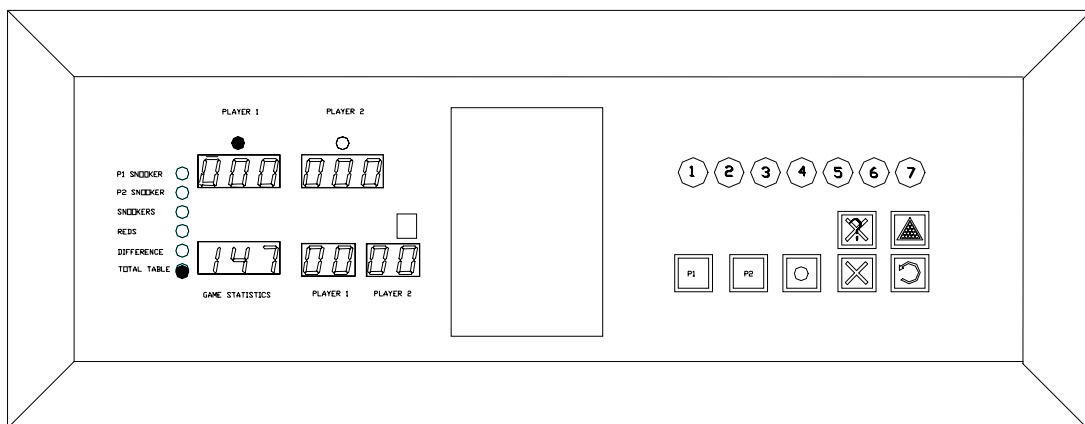
In this case the score board picked heads.

The coin toss is very random in the picking process and is not predictable.

### \*NOTE\*

To recall the toss screen press and hold 're-rack' for 5 seconds or so.

The score board shows the following with player1 as the default. The game can now start with player 1, (winner of the coin toss), making the first break.



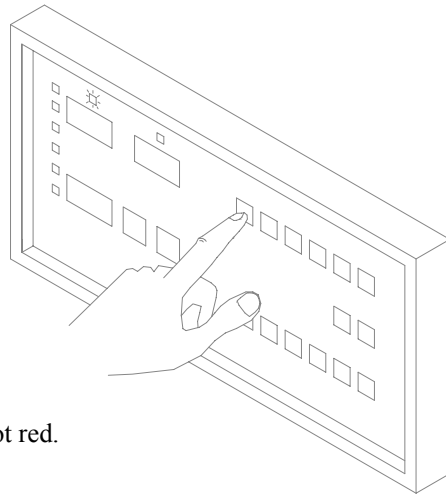
FRONT PANEL

## Scoring

Each time a ball is potted press the ball colour.

Each time the player fails to pot a ball the next player takes their turn.

Press P1 or P2 to select the player on. The player on alternates each time the player missed the pot.



Example pot red.

No action need be taken for a missed pot. It is however good practice to select the player on each time a pot is missed. This can of course be done from the remote control, avoiding the need to keep walking to the board.

If a red is potted, press 'RED' the players light above the display will flash to show a colour must be potted. If the player makes the pot, say black for example, press the BLACK ball button. The display will show the new score. If the player missed the pot then select the next player on.

***Made a mistake by pressing the wrong colour.***

## UNDO button

If the black is potted the score will update along with the game statistics. If you selected the wrong colour, say you pressed pink by mistake, press 'UNDO' and then press BLACK. The UNDO button will undo up to five pots with player changes.

***Made a foul.***

**THE STAT WINDOW SHOWS (FL)**

## FOUL button

Player try's to hit a red but hits the blue by mistake.

Press FOUL and then the BLUE button. The player turn changes automatically after a foul.

\*NOTE\* Fouls cannot be entered from the remote controller.

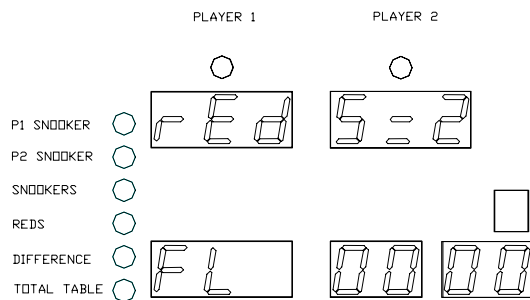
The score board must always keep track of the number of reds on the table at all times. If a foul occurs where a colour is fouled on and a red or more than one red goes 'in off', the reds are not returned to the table. The foul is the value of the colour but the reds but must be taken in account.

## Complex fouls

Example of a complex foul.

Player aims for red, but hits the black and two reds go in the pockets.

Press 'FOUL' then 'RED' the display shows.



Use the red button to increment the number to 2. The maximum number allowed is 6, the display will roll over back to zero once greater than 6.

Next press foul to confirm the number of reds potted, and finally press the colour fouled on. The statistics window will be updated.

## Cancel a foul

If at some time the foul button is pressed but no foul is made, press the foul button again to cancel the operation.

Example of a common complex foul.

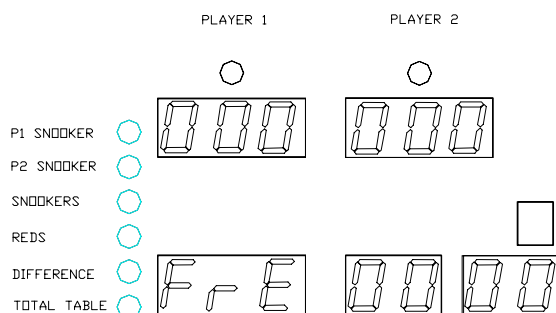
Potted a red, white goes 'in off' Foul on red (four points).

Press 'FOUL' then 'RED' to get the reds menu. Press RED to display 1, press 'FOUL' to confirm, then press the 'CUE BALL' button.

## Free ball

I have a 'Free ball.'

A free ball is given after a foul if the next object ball cannot be hit clearly on both sides by the player on. The player can nominate a colour to the value of the object ball.



To enter a free ball, press the FREE BALL button, followed by the ball on value. The display statistics windows will be updated.

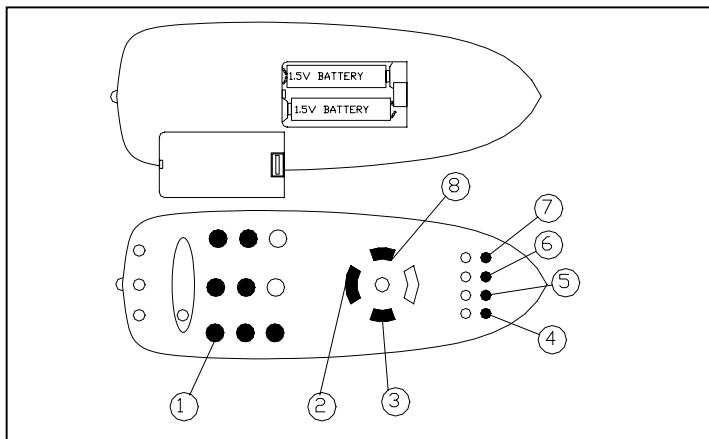


## Cheating

The scorer also has a feature to tell you if any cheating is occurring. You must wait for the cheat mode to clear before you continue to enter your scores. The scorer will display the word cheat in the player 1,2 display windows for a few seconds.

## Remote control

The scorer also has the means to operate with an infrared remote control.



The remote control requires two AA type batteries fitted as shown. These are included with the score board and may already be inside the remote control.

| Item | Description.  |
|------|---|
| 1    | Coloured ball buttons red, yellow ,green, brown, blue ,pink, black. |
| 2    | Toggle P1/P2.   |
| 3    | Select player 1 score window.                                       |
| 4    | Show reds in the statistics window                                  |
| 5    | Show difference in the statistics window                            |
| 6    | Show points left on the table in the statistics window              |
| 7    | Show how many snooker's are required. (When applicable).            |
| 8    | Select player 2 score window.                                       |

The remote control is used in the same way as the keyboard on the snooker scorer. Press the ball colour for that ball potted. Use the player select or player toggle buttons to select the allocation of points.

If a mistake is made, use the undo feature on the board to correct it.

The function of the lower 4 coloured buttons is to control the statistics display if required, bypassing the scrolling display. The lights glow to indicate the selected statistic as normal.

***Not all of the buttons on the remote control work with the scorer.***

Fouls, free balls etc must be dwelt with on the board itself.

## Game statistics

One of the most powerful features of the score board is the game statistics window. This window shows many aspects of the current game in play.

The group of lights to the left of the statistics display window scrolls through giving an indication of the statistics display content as follows. *The remote control can be used to jump to any statistic shown below.*

- REDS LEFT**                Shows how many reds are currently on the table.
- DIFFERENCE**            Shows the difference between the two players scores.
- TOTAL TABLE**        Shows how many points are left on the table.
- SNOOKERS**             Light will glow when snooker's are required.  
The player1 or player2 snooker's light will flash to show when snooker's are required.

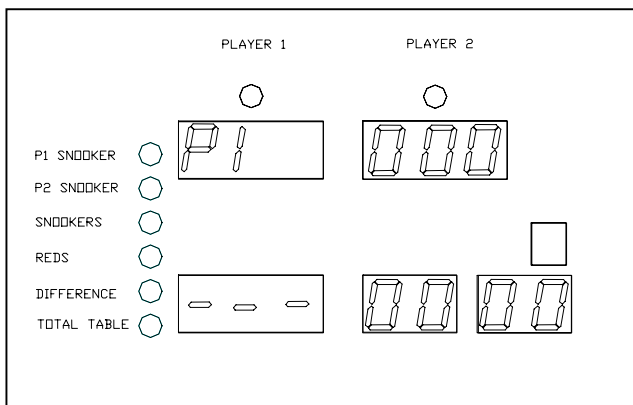
## Snooker's

Snooker's are sometimes required in order to make up points difference when all else is lost. The player requiring snooker's must place their opponent in a position to cause a foul on the next shot. It is very impotent to know at which point they are needed, snooker scorer will tell you this easily.

When snooker's are required, the snooker's light for that player will flash and the snooker's required will be displayed in the statistics window.

## Winning the frame

The game ends once all the balls are potted and all possible points are used the scorer will display the winner in the winners window P1 or P2 and flash the winning score.



Press 'RE-RACK' to update the frames window for the next frame. Let go of the re-rack as soon as the display moves or the board will go to reset and will loose the match data!

If the scores are equal at the end of the frame the black must be re-spotted. The statistics window will show 7 points remaining

## Rules of snooker

International or "English" snooker is the most widely played form of snooker around the world. It is normally played on a 6'x12' English billiard table with cushions that are narrower than on pocket billiard tables and which curve smoothly into the pocket openings. 5 x 10 and snooker tables of even smaller playing dimensions may be used for the game.

On a 6 x 12 snooker table the playing area within the cushion faces shall measure 11' 8.5" x 5' 10" with a tolerance on both dimensions of +/-0.5".

The height of the table is measured from the floor to the top of the cushion rail, and the height shall measure 34" with an allowable variance of +/-0.5".

The game is between two players.

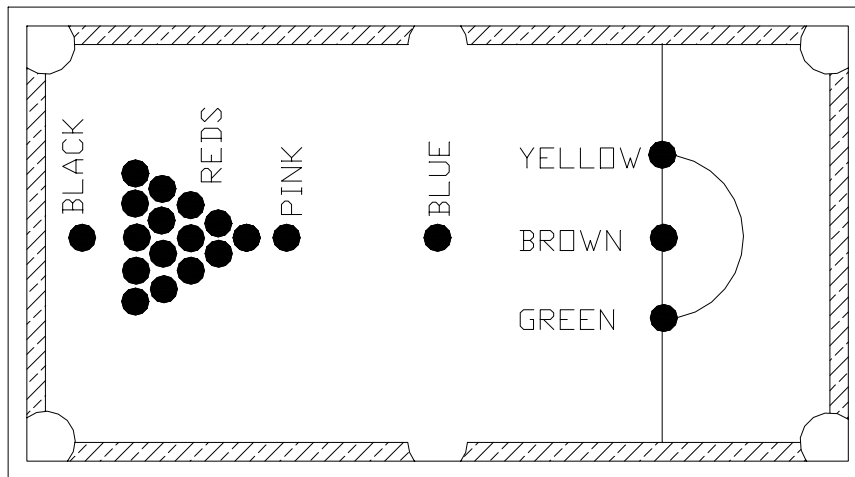
The game uses a set of Snooker balls:-

Fifteen object balls solid red (called reds),

Six object balls of other colours (called colours) and a cue ball (called the white ball).

Point values for object balls:-

|        |   |
|--------|---|
| Red    | 1 |
| Yellow | 2 |
| Green  | 3 |
| Brown  | 4 |
| Blue   | 5 |
| Pink   | 6 |
| Black  | 7 |



In International Snooker the balls used are 2-1/16" diameter.

### Racking the balls:

Play begins with the balls placed as in the diagram above.

The pink is spotted on the Pyramid Spot. The apex ball of the triangle of reds is racked as close as possible to the pink without touching it.

### Baulk-line and Baulk:

A straight line drawn 29" from the face of the bottom cushion and parallel to it is called the Baulk-line and the intervening space termed the Baulk.

The Half Circle: Sometimes called the 'D' The Half Circle is a semicircle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11.5". When the striker has cue ball in hand within the Half Circle he may place the base of the cue ball anywhere on the line or within the Half Circle, and may use his hand or any part of his cue (including the tip) to position the cue ball--as long as it is judged he is not attempting to play a stroke.

### Object of the Game:

To score a greater number of points than the opponent.

### Scoring:

Points are scored in two ways: players are awarded points for fouls by the opponent (see Penalties For Fouls below), and by legally potting reds or colours. Each legally potted red ball has a point value of one; each legally potted colour ball has a point value as indicated (Balls Used above). A frame ends when all balls have been potted, following the Rules of Play; if, however, only the black (7) ball is left on the table, the frame ends with the first score or foul. If the players' scores are equal after that scoring, the black is spotted on its original position and the layers lag or draw lots for the choice of playing at, or assigning opponent to play at, the black ball with the cue ball in hand within the Half Circle, first score or foul then ends the frame.

### Opening Break:

Players lag or draw lots for choice of break in the opening frame. In a match format the players alternate the break in subsequent frames. Starting player has cue ball in hand within the Half Circle. He must cause the cue ball to contact a red ball. It is not necessary to send a ball to a rail or into a pocket. Failure to meet this requirement is a foul (see Penalties For Fouls) A foul is scored and--with all fouls--the incoming player has a choice of (1) accepting the table and becoming the striker, or (2) requiring the offender to break again.

### Rules of Play

1. A legally potted ball entitles the striker to continue at the table until he fails to legally pot a ball.
2. On all shots, the striker must comply with the appropriate requirements of Rules of Play 5 and 6. It is not necessary to cause the cue ball or an object ball to contact a cushion or drop in a pocket after the cue ball has contacted a legal object ball (ball on). Failure to contact a legal object ball first is a foul.
3. As long as reds are on the table, the incoming striker (player taking his first stroke of an inning) always has a red as his legal object ball (ball on).
4. Any red balls potted on a legal shot are legally potted balls; the striker need not call any particular red ball(s), pocket(s) or details of how the pot will be played.
5. When the striker has a red ball as his "ball on" (legal object ball), he must cause the cue ball's first contact to be with a red ball. Failure to do so is a foul (See Penalties For Fouls)
6. After the striker has scored a red ball initially, his next legal object is a colour, and as long as reds remain on the table he must alternate his play between reds and colours (though within each group he may play a ball of his choice). When reds remain on the table and a colour is his object, the striker must (a) designate prior to stroking which colour ball is his object (that specific colour is then his "ball on"), and (b) cause the cue ball's first contact with a ball to be with that coloured ball. If the striker fails to meet these requirements, it is a foul (See Penalties For Fouls).
7. If the striker's ball on is a red, and he pots a colour, it is a foul.
8. If the striker's ball on is a colour, and he pots any other ball, it is a foul.
9. Jump shots are illegal in International Snooker. It is a foul if the striker intentionally causes the cue ball to jump (rise from the bed of the table) by any means, if the jump is an effort to clear an obstructing ball.
10. While reds remain on the table, each potted colour is spotted prior to the next stroke (see Spotting Balls below for spotting rules). After a colour has been spotted, if the striker plays while that ball is incorrectly spotted (and opponent or referee calls it before two such plays have been taken), the shot taken is a foul. If the striker plays two strokes after such error without its being announced by opponent or referee, he is free of penalty and continues playing and scoring normally as though the spotting error simply had not occurred. The striker is responsible for ensuring that all balls are correctly spotted before striking. If the striker plays while a ball(s) that should be on the table is not a foul may be awarded whenever the foul is discovered during the striker's inning. Any scoring prior to the discovery of the foul will count.
11. When no reds remain on the table, striker's balls on become the colours, in ascending numerical order (2,3,4,5,6,7). These legally potted colours are not spotted after each is potted; they remain off the table. (The black (7) ball is an exception in the case of a tie score; see Scoring.)

## **Illegally Potted Ball:**

Reds illegally potted are not spotted; they remain off the table. Colours illegally potted are spotted. (See Spotting Balls.)

## **Object Balls Jumped off the Table:**

Reds jumped off the table are not spotted and the striker has committed a foul. Colours jumped off the table are spotted and the striker has committed a foul. (See Penalties For Fouls)

## **Spotting Balls:**

Reds are never spotted. Colours to be spotted are placed as at the start of the game. If a colour's spot is occupied (to mean that to spot it would make it touch a ball), it is placed on the spot of the highest value colour that is unoccupied. If all spots are occupied, the colour is spotted as close as possible to its original spot on a straight line between its spot and the nearest point on the top (foot) cushion.

## **Cue Ball after Jumping off the Table:**

Incoming player has cue ball in hand within the Half Circle. When cue ball is in hand within the Half Circle (except the opening break), there is no restriction (based on position of reds or colours) as to what balls may be played; striker may play at any ball on regardless of where it is on the table.

## **Touching a Ball:**

While balls are in play it is a foul if the striker touches any object ball or if the striker touches the cue ball with anything other than the tip during a legal stroke.

## **Snookered:**

The cue ball is snookered when a direct stroke in a straight line to any part of every ball on is obstructed by a ball or balls not on. If there is any one ball that is not so obstructed, the cue ball is not snookered. If in-hand within the Half Circle, the cue ball is snookered only if obstructed from all positions on or within the Half Circle. If the cue ball is obstructed by more than one ball, the one nearest to the cue ball has effectively snookered the ball.

## **Angled: NOTE Old rule no longer used but shown here as reference:**

The cue ball is angled when a direct stroke in a straight line to any part of every ball on is obstructed by a corner of the cushion. If there is any one ball on that is not so obstructed, the cue ball is not angled. If angled after a foul the referee or player will state "Angled Ball", and the striker has the choice to either (1) play from that position or (2) play from in hand within the Half Circle.

## **Occupied:**

A spot is said to be occupied if a ball cannot be placed on it without its touching another ball.

## **Touching Ball:**

If the cue ball is touching another ball which is, or can be, on, the referee or player shall state "Touching Ball." Thereafter the striker must play away from it or it is a push stroke (foul). No penalty is incurred for thus playing away if (1) the ball is not on; the ball is on and the striker nominates such ball; or (3) the ball is on and the striker nominates, and first hits, another ball. [If the referee considers that a touching ball has moved through an agency other than the player, it is not a foul.]

## **Push Stroke:**

A push stroke is a foul and is made when the tip of the cue remains in contact with the cue ball (1) when the cue ball makes contact with the object ball, or (2) after the cue ball has commenced its forward motion. Provided that where the cue ball and an object ball are almost touching, it shall be deemed a legal stroke if the cue ball hits the finest possible edge of the object ball.

## **Miss:**

The striker shall to the best of his ability endeavour to hit the ball on. If the referee considers the rule infringed he shall call foul and a "miss." The incoming player (1) may play the ball(s) as they lie, or (2) may request that the ball(s) be returned to the original position and have the offending player play the stroke again. Note: if the ball on cannot possibly be hit, the striker is judged to be attempting to hit the ball on.

## **Free Ball:**

After a foul, if the cue ball is snookered, the referee or player shall state "Free Ball." If the non-offending layer takes the next stroke he may nominate any ball as on. For this stroke, such ball shall be regarded as, and acquire the value of, the ball on. It is a foul should the cue ball fail to first hit, or - except when only the pink and black remain on the table - be snookered by, the free ball. If the "free ball" is potted, is spotted, and the value of the ball on is scored. if the ball on is potted it is scored. If both the "free ball" and the ball on are potted, only the value of the ball on is scored.

## **Fouls**

### **If a foul is committed:**

1. the player who committed the foul incurs the penalty prescribed (which is added to the opponent's score), and has to play again if requested by the next player. Once such a request has been made it

cannot be withdrawn. 2. should more than one foul be committed in the same stroke the highest value penalty shall be incurred. 3. any ball improperly spotted shall remain where positioned, except that if off the table it shall be correctly spotted.

### **Penalties for Fouls**

The following are fouls and incur a penalty of four points or the higher one prescribed:

1. value of the ball on -

by striking as follows:-

a) when the balls are still moving from the previous shot. b) the cue ball more than once (double hit). c) without at least one foot on the floor. d) out of turn. e) improperly from in hand within the Half Circle.

#### **or by causing:**

f) The cue ball to miss all object balls. g) the cue ball to enter a pocket. h) a snooker with free ball. i) a jump shot.

2. Value of the ball on or ball concerned -

#### **or by causing:**

a) A ball not on to enter a pocket. b) the cue ball to first hit a ball not on. c) a push stroke. d) by striking with a ball not correctly spotted. e) by touching a ball with other than the tip of the cue. f) by forcing a ball off the table.

3. Value of the ball on or higher value of the two balls by causing the cue ball to hit simultaneously two balls other than two reds or a "free ball" and the ball on.

4. penalty of seven points is incurred if as follows:-

#### **the striker:-**

a) after potting a red commits a foul before nominating a colour.

b) uses a ball off the table for any purpose.

c) plays at reds in successive strokes.

d) uses as the cue ball any ball other than the white one.

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SEE OUR WEB SITE.

**[HTTP://scorers.members.beeb.net](http://scorers.members.beeb.net)**