

# **OPERATING INSTRUCTIONS**

J-TOP

## ***SUMMARY***

Installation & Start-up	2
After the Competition	2
Technical Information	2
Each Function :	
Judo	3
Randori	4

## **INSTALLATION & STARTUP**

Please check if the switch button under the J-TOP is "ON".

Place the J-TOP on the scoring table and open out the operators control console at the back of the display.

To turn the scoreboard on, press the ON/OFF button on the top left-hand corner of the control console for several seconds: an introductory message will appear.

The remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the 13,6Vdc transformer/battery charger supplied.

The J-TOP will then enter into the last function programmed (see the different functions – following pages).

To change the function, press button **15** three times.

Select the desired function by pressing it's button number, then program it by following the instructions on the LCD readout.

N.B. : This programming must be completed before the match can start.

## **IN CASE THE J-TOP IS SWITCHED OFF BY MISTAKE**

The combat information is safeguarded in memory.

As soon as the J-TOP is turned on again, the combat results return automatically.

N.B. : It is necessary to stop the timer before being able to turn off the J-TOP.

## **AFTER A COMPETITION...**

The J-TOP is equipped with batteries allowing a minimum autonomy of 20 hours when totally charged.

After use, switch off the J-TOP and plug in the 13,6Vdc transformer/battery charger supplied.

### **BEWARE**

**The lead batteries will be permanently damaged if they are allowed to fully run down. It is essential therefore that the J-TOP must be plugged in for permanent recharge when it is not in use. This slow charging system does not damage the batteries.**

**If you need to store the J-TOP for a long period of time and can not put it on charge permanently, please make sure that you put it on charge for 24 hours and turn OFF the switch under the J-TOP before you store it.**

## **TECHNICAL DATA**

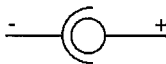
Dimensions : 700 x 310 x 110 mm

Weight : 8 kg

Protection : temporised external fuse 5x20 mm 1A (on the side of the J-TOP casing).

Mains adapter : 100-240V 47-63 Hz / 13,6 VDC 750 mA

Built-in batteries : 2x6 V 12 Ah (20 hours autonomy minimum).



### **J-TOP RECHARGE :**

Turn off the J-TOP.

Plug the mains adapter into the side of the J-TOP casing, and into a 230V mains outlet plug (or 110V if specified).

When not in use, maintain the J-TOP under constant recharge.

## **ENVIRONMENT AND RECYCLING :**

Please help us to protect the environment by disposing of the packaging in accordance with the national regulations for waste processing.



### **Recycling of obsolete appliances :**

Appliances with this label must not be disposed off with the general waste. They must be collected separately and disposed off according to local regulations.

## **JUDO**

To turn the J-TOP on, press the ON/OFF button on the top left-hand corner of the control console for several seconds.

### **PROGRAMMING A COMBAT :**

If the J-TOP was used previously for this function, either :

Press button **15** once in order to be able to start a new combat, without modifying the program.

Press button **15** twice to be able to program it.

If the control console was not used previously for this function, press button **15** three times to gain access to function selection, then choose Judo by pressing the button number indicated on the LCD readout.

Choose the length of the combat :

+ 30 seconds on button **8**. - 30 seconds on button **6**. Enter your choice by pressing button **7**.

Choose the type of combat :

Under 10s (Tigers) with button **6** ; Adults with button **7** ; under 12s (Juniors) with button **8**.

Choose one of the different buzzer sounds :

(different sounds to be selected if several J-TOP are used in the same Dojo)

Continuous sound, press button **7** ; Broken sound, press button **6** ; Longer broken sound, press button **8**.

### **COMBAT OPERATION :**

Start the timer by pressing button **7**. Each time button **7** is pressed, the timer starts and stops alternatively.

The buzzer will sound automatically at the end of the programmed combat time (unless an Osaekomi is in progress)..

Activate an Osaekomi timer by pressing button **1** (RED/BLUE), or button **13** (WHITE). If, by mistake, the wrong Osaekomi timer has been activated, it can be inversed automatically to the other colour by pressing button **1** or **13**, without the loss of any time.

If the Osaekomi advantage changes rapidly from one contestant to the other, stop the running Osaekomi and press button **1** (RED/BLUE), or button **13** (WHITE) to start the new Osaekomi. Any points gained during the first Osaekomi will be automatically awarded to the other contestant's score.

When the main combat timer is stopped, the Osaekomi timer is stopped automatically.

At the end of the Osaekomi, the buzzer will sound automatically at the appropriate time (Adults : 25 seconds, or 20 seconds if a Waza-ari has already been scored – Under 12s : 20 seconds, or 15 seconds if a Waza-ari has already been scored – Under 10s (Tigers) : 20 seconds).

Validate it's length by pressing button **2** (RED/BLUE) or button **12** (WHITE). Any points gained will be awarded automatically.

To score the points :

- Select and press the appropriate button : **3** - IPPON, **5** - WAZA-ARI, **9** - YUKO or **11** - KOKA.
- Modify the selection if necessary by pressing button **14**.
- Enter your choice on either key **1** (RED/BLUE) or **13** (WHITE).
- Cancel your choice if necessary by pressing button **14**.

To register the penalties :

- Select and press the appropriate button : **4** - HANSOKU MAKE or **10** - SHIDO.
- Modify the selection if necessary by pressing button **14**.
- Enter your choice on either key **2** (RED/BLUE) or **12** (WHITE).
- Cancel your choice if necessary by pressing button **14**.
- In "adult" and "under 12" competitions, the points corresponding to a penalty are awarded automatically to the adversary. These points are cancelled automatically if the penalty is cancelled.

At the end of the prescribed time, if the fighters have the same number of points, press button **15** to launch the combat « golden point ». The fighter, who will score the first point, will be automatically designated winner.

To designate a winner at the end of a combat :

- Press button **3**.
- Enter your choice on either key **1** (RED/BLUE) or **13** (WHITE). The winner's score will flash on and off.
- Cancel your choice if necessary by pressing button **14**.

### **COMBAT END :**

To start a new combat, press button **15**.

To modify the programmed time, press button **15** twice.

**Attention: After use, it is essential that the J-TOP be switched off and plugged in to recharge.**

## **RANDORI**

To turn the J-TOP on, press the ON/OFF button on the top left-hand corner of the control console for several seconds.

### **PROGRAMMING RANDORI :**

If the J-TOP was used previously for this function, either :

Press button **15** once in order to be able to start a new Randori sequence, without modifying the program.

Press button **15** twice to be able to program it.

If the control console was not used previously for this function, press button **15** three times to gain access to function selection, then choose Randori by pressing the button number indicated on the LCD readout.

Choose the length of the exercise period :

+1 minute, press button **8** ; - 1 minute, press button **6**. Enter your choice by pressing button **7**.

+10 seconds, press button **8** ; - 10 seconds, press button **6**. Enter your choice by pressing button **7**.

Choose the length of the rest period, using the same procedure as with the exercise period.

Choose the number of exercise/rest cycles to be executed :

+1 cycle, press button **8** ; -1 cycle, press button **6**. Enter your choice by pressing button **7**.

Choose one of the different buzzer sounds :

(different sounds to be selected if several J-TOP are used in the same Dojo)

Continuous sound, press button **7** ; Broken sound, press button **6** ; Longer broken sound, press button **8**.

### **RANDORI OPERATION :**

Start the timer by pressing button **7**. The exercise and rest period cycles will run through automatically without any manipulation needed on the control console.

At the end of each period the buzzer will sound automatically.

### **RANDORI END :**


To start a new Randori sequence with the same program, press button **15**.


To reprogram a new operation mode, press button **15** twice.

**Attention: After use, it is essential that the J-TOP be switched off and plugged in to recharge.**

# STRAMATEL

Zone Industrielle de Bel Air  
F-44850 LE CELLIER / FRANCE

 France : 02-40-25-46-90

 International : ++33 240-25-46-90

**Fax** : 02-40-25-30-63 **Fax international** : ++33 240-25-30-63

 [stramatel@stramatel.fr](mailto:stramatel@stramatel.fr)

**GENERAL WARRANTY CONDITIONS – SCOREBOARDS****WARRANTY CONDITIONS**

This warranty is valid only if the installation and use are in accordance with the specifications and directions specified in **STRAMATEL** instructions, which are provided with each scoreboard.

All models which use built-in rechargeable batteries must be plugged-in for permanent recharge when they are not in use.

**WARRANTY PERIOD**

**All STRAMATEL scoreboards : two (2)-year warranty, parts and labour in STRAMATEL workshop.**

**STRAMATEL** guarantees its luminous electronic scoreboards and timers to be free from defects in material and workmanship and will repair or replace at its option any faulty part, except fuses and batteries\* for a period of two (2) years from the date of shipment from Le Cellier, France.

**Indoor LEDs : ten (10)-year warranty, parts and labour in STRAMATEL workshop.**

The indoor luminous LED displays are guaranteed for ten (10) years.

**Outdoor LEDs : two (2)-year warranty, parts and labour in STRAMATEL workshop.**

The outdoor luminous LED displays are guaranteed for two (2) years.

**\*Batteries : one (1)-year warranty, parts and labour in STRAMATEL workshop.**

The batteries in the control console and portable scoreboards ("Top") are guaranteed for 1 (one) year.

**DIAGNOSIS-REPAIR**

**STRAMATEL** reserves the right to ask the user to fill in a diagnosis check-list and then to repair the scoreboard in accordance with instructions supplied by **STRAMATEL**.

Depending on the fault, **STRAMATEL** reserves the right to ask some faulty parts to be returned (at customer cost) to Le Cellier, France, unless otherwise previously agreed with **STRAMATEL**.

In certain circumstances, a technician can be allowed by **STRAMATEL** to go on site.

Appropriate scaffolding or a motorized platform to be supplied free of charge by the customer for any repair directly carried out by a technician authorized by **STRAMATEL**, if the scoreboard is not reachable by a person standing (up to 2m).

Costs incurred by the customer for an on-site repair carried out without previous agreement from **STRAMATEL** (as well as possible fines inflicted by sport federations) will be supported by the customer.

Any repair or adaptation carried out without any previous agreement from **STRAMATEL** will result in the automatic cancellation of the warranty.

**CASES NOT COVERED BY THE WARRANTY**

Damages occurred during transportation, installation, use (e.g. broken antenna)

Damages due to bad weather (floodings, thunderstorm, thunderbolt)

Radio disruptions due to :

- The use of systems working on the same frequency as the **STRAMATEL** scoreboards (433 MHz, 868Mhz) e.g. walkie-talkie, loud-speakers etc
- The use of systems which do not respect the EC or EMC standards regarding the electromagnetic compatibility
- Outside radio transmitting sources (emergency, army etc)