

ACKNOWLEDGEMENTS

SUMMARY

INTRODUCTION

DEVELOPMENT OF A SCOREBOARD FOR BASKETBALL

1.1 Introduction

1.2 Objectives

1.3 Basic modules of the scoreboard

1.4 Functions of the scoreboard

1.5 Organization of the report

BY

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Project Report

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2.1 Introduction

2.2 Design considerations

2.3 Further design **TECHNICIAN ENGINEER**

2.4 Analysis of the circuit

2.5 Score counting circuit

2.6 30" possible time of play **IN**

2.7 50" time of play circuit

2.8 Playing time circuit

2.9 Clock circuit **ELECTRICAL ENGINEERING**

2.10 Personal foul display circuit

2.11 Calculations

2.12 Operation of the scoreboard

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CHAPTER 3: CONCLUSION

3.1 Introduction

3.2 Final conclusions

3.3 List of components

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SUMMARY

DEVELOPMENT OF A SCOREBOARD FOR BASKETBALL

The purpose of this project is to construct a scoreboard to be used in basketball games. With the operation of a control console, information about score, playing time, personal players fouls, time allowed for each team for the possession of the ball and time out allowed for each team, is automatically displayed on a board.

For carrying out this project, an existing scoreboard (the only one that was available) and its functions was examined. After investigating UN2-609 DISPLAY BOARD, it was decided that the proposed model could be constructed.

After designing, constructing and testing of this model, it can be said that it was successful and its aims were achieved.

Kakoullis Photios

CONTENTS

	<u>PAGE</u>
ACKNOWLEDGEMENTS	
SUMMARY	
INTRODUCTION	
<u>CHAPTER 1: INVESTIGATION OF EXISTING SCOREBOARDS</u>	
1.1 Introduction	1
1.2 The UN2-609 DISPLAY BOARD	1
1.3 Basic modules of the UN2-609 DISPLAY BOARD	1
1.4 Functions of the UN2-609 DISPLAY BOARD	1
1.5 Connection between the basic modules of the UN2-609 DISPLAY BOARD	6
1.6 Main advantages of the UN2-609 DISPLAY BOARD	6
1.7 Proposed model of a basketball scoreboard	8
1.8 Comments	8
<u>CHAPTER 2: DESIGNING A MODEL OF A BASKETBALL SCOREBOARD</u>	
2.1 Introduction	11
2.2 Design considerations	11
2.3 Further design considerations	12
2.4 Analysis of the circuit	15
2.5 Score counting circuit	15
2.6 30" possession timer circuit	19
2.7 60" Time-out timer circuit	19
2.8 Playing time circuit	22
2.9 Clock circuit	27
2.10 Personal foul display circuit	27
2.11 Calculations	31
2.12 Operating the console of switches	33
<u>CHAPTER 3: CONSTRUCTION</u>	
3.1 Introduction	36
3.2 P.C.B construction procedure	36
3.3 List of components	37

	<u>PAGE</u>
3.4 Costing	39
3.5 Comments	40
 <u>CHAPTER 4: TESTING OF THE CONSTRUCTED CIRCUIT</u>	
4.1 Introduction	43
4.2 Testing the proposed model constructed	43
4.3 Disadvantages of the circuit constructed	44
4.4 Future expansion of the proposed model	45
4.5 Industrial applications of the proposed model	45
 CONCLUSIONS	 46
 PCB'S	
 REFERENCES	
 APPENDICES	