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# PEREL WC 201 Marcador Cronometer Deportivo User Manual

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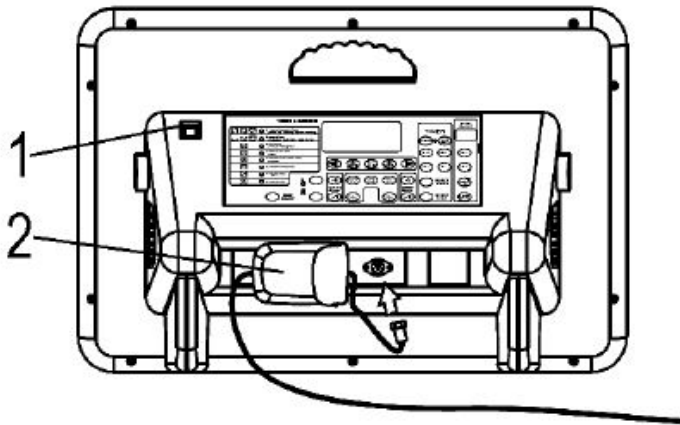
## PEREL WC 201 Marcador Cronometer Deportivo-prod

### PEREL WC 201 Marcador Cronometer Deportivo

#### Introduction

To all residents of the European Union Important environmental information about this product

This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment. Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling. This device should be returned to your distributor or to a local recycling service. Respect the local environmental rules. If in doubt, contact your local waste disposal authorities.



#### Description

- 1. ON/OFF switch

PEREL WC 201 Marcador Cronometer Deportivo-fig2



2. PSU

Setting Up the Scoreboard

- Supply power to the board by connecting the PSU with the power input (see fig. 1). Plug the PSU into the mains.
- Turn on the scoreboard with the ON/OFF switch. It takes a few moments for the board to initialize.
- Press GAME SELECT once. The timer & score mode LED blinks.
- Press CLEAR. Next, set the desired timer with M+1/M-1 and S+1/S-1, and set the shot clock with S+1/S-1 under the shot clock panel.
- Press the timer START/STOP button to start the timer and the shot clock, and let it run for a few seconds. Press the timer START/STOP button again.
- Press RESET TIMER and RESET SHOT CLOCK. The display will show the last memorized data.
- Press GAME SELECT to exit the setup mode.

Operation

- This game mode displays the remaining game time and the score.
- Upper display: game time (max. 99:59)
- Lower display: score (max. 199)





PEREL WC 201 Marcador Cronometer Deportivo-fig3



Countdown Game Timer



- Game timer stopped too late: use and to adjust the difference.
- Press to sound the buzzer.

Score		
Operation	Key	Display
1. Guest team scores		19:20 0 1
2. Home team scores		19:15 1 1
3. Home team loses point or erroneous point adding		19:15 0 1
4. Reset scores		19:15 0 0

Score



Foul

- Press or to toggle between the home team and the guest team. Press or for bonus points.











Count-up Game Timer

- Game timer stopped too late: use and to adjust the difference.
- Press and then to return to the countdown timer.

SCORE & SETS (volleyball, badminton, table tennis)

- This game mode displays the sets won and the score.
- Upper display: score (max. 99)
- Lower display: sets (max. 199)

Score / Sets / Serve		
Operation	Key	Display
1. Select game		0 0 0 0
2. Home / guest team gets serve	 	• 0 0 0 0
3. Home team scores		1 0 0 0
4. Guest team scores		1 1 0 0
5. Guest team wins set		1 1 0 1
6. Change courts		1 1 1 0
7. Reset scores		0 0 0 0

Score / Sets / Serve

- Press to deduct a point.
- Press and add the exact sets in case of error.

STOPWATCH

- Upper display: minutes and seconds (max. 59:59)
- Lower display: hours (max. 199) and 1/100 second (max. 99)

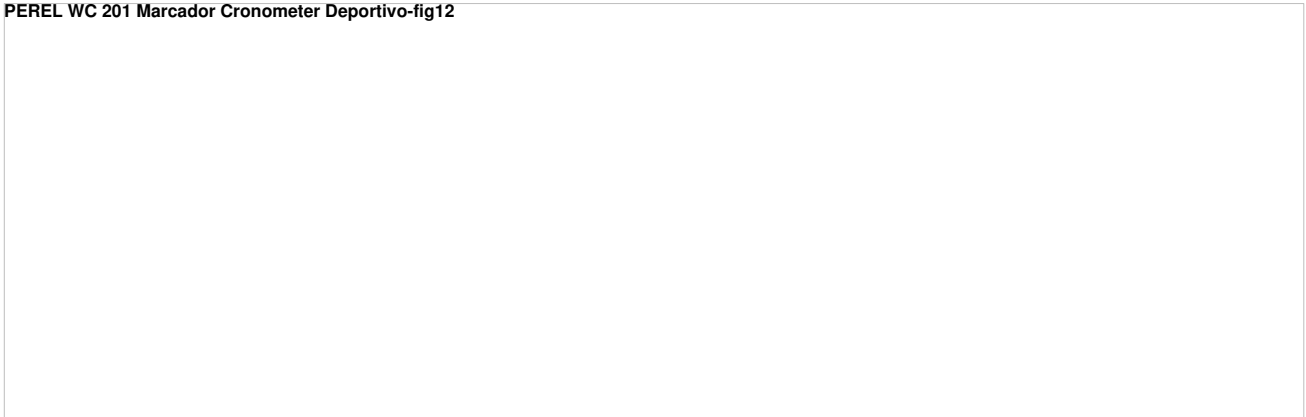
Press while the stopwatch is running to stop the time on the display. The stopwatch is keeps running internally. UP will blink on the display. Press to continue.

**PEREL WC 201 Marcador Cronometer Deportivo-fig11**



**MATCH & PIN TIMER (judo)**

**PEREL WC 201 Marcador Cronometer Deportivo-fig12**



- This game mode displays the match time and elapsed pinning time.
- Upper display: match time (max. 99:59)
- Lower display: pinning time (max. 30)

- Match timer stopped too late: use and to adjust the difference.
- Pinned judoka already has waza-ari (becomes ippon after 25 seconds): press during pin countdown. 25 will appear on the lower left display and the buzzer will sound after those 25 seconds have elapsed. Press again to cancel the 25-second display.
- Match time reaches 0:00 during a pin: the match will continue without buzzer so the pin count will not be interrupted. When the pin is broken free, press . The buzzer will sound and the match will end.

**ROUND & BREAK COUNTDOWN TIMER (boxing)**

Round & Break Countdown Timer				
Operation	Key		Display	Buzzer
	Timer	Shot Clock		
1. Select game			0:00 0	
2. Set round time (e.g. 3 min)			3:00 0	
3. Enter round time into memory	RESET TIMER		0:00 0	
4. Set break time (e.g. 1 min)			1:00 0	
5. Enter break time into memory	RESET TIMER		0:00 0	
6. Set number of rounds (e.g. 3 rounds)			0:00 3	
7. Return to round time display	RESET TIMER		3:00 1	
8. Start match	START /STOP		2:59 1	
9. Interrupt match	START /STOP		2:35 1	
10. Restart match	START /STOP		2:34 1	
11. Knockdown			1:34 1	
12. Match continues			1:28 1	

#### WC201

	12.1. Knockdown			1:20 1	
	12.2. 10 seconds expire, stop countdown and round timer	START /STOP		1:10 1	
	12.3. Match over, sound buzzer			1:10 1	

13. First round completed				0:00 1	
14. Break time				0:59 1	
15. Break time ends				0:00 1	
16. Next round time and number are displayed				3:00 2	
17. Designated number of rounds completed				0:00 3	
18. Begin new match	RESET TIMER			3:00 1	

- This game mode displays the round time and number.
- Upper display: round timer (max. 99:59)
- Lower display: round number (max. 99)
- Match timer stopped too late: use and to adjust the difference; use shot clock to adjust the round difference.
- Round time reaches 0:00 during countdown: the match will continue without sounding the buzzer so the countdown will not be interrupted.
- Modifying round/break times: press and reset.
- In the final round, the break time will not display.

#### ELECTRONIC METRONOME

**PEREL WC 201 Marcador Cronometer Deportivo-fig15**



- Upper display: rhythm
- Lower left display: number of buzzes per minute
- Lower right display: length of a buzz

**PEREL WC 201 Marcador Cronometer Deportivo-fig16**



**PROGRAM TIMER (interval training)**

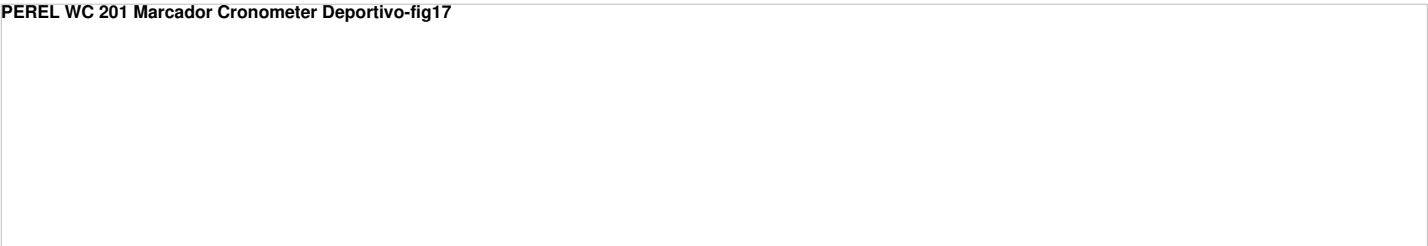
The timer may be programmed to consecutively count down and display max. 9 time periods.

- Upper display: timer (max. 99:59)
- Lower left display: number of repetitions (max. 9)
- Lower right display: program number (max. 9)

Changeset times: Press and reset timers.

**CLOCK & ALARM**

**PEREL WC 201 Marcador Cronometer Deportivo-fig17**



- The scoreboard will buzz during 5 seconds when the time reaches the alarm time.
- Current time and alarm time will not be memorized in case of a power cut.

OTHER FUNCTIONS

- Press to sound the buzzer at any time.
- adjust the volume of the buzzer with .
- Press (when LED is lit) to display the final minute in seconds.

Technical Specifications

- power supply ..... 100-240 V~, 12 VDC – 3 A
- power consumption ..... < 25 W
- max. viewing distance ..... 50 m
- time accuracy ..... < 0.5 s per day
- dimensions ..... 620 x 405 x 275 mm
- weight ..... 4.75 kg

Use this device with original accessories only. Velleman nv cannot be held responsible in the event of damage or injury resulting from (incorrect) use of this device. For more info concerning this product and the latest version of this manual, please visit our website [www.Velleman.EU](http://www.Velleman.EU). The information in this manual is subject to change without prior notice.

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Velleman® Service and Quality Warranty

Since its foundation in 1972, Velleman® acquired extensive experience in the electronics world and currently distributes its products in over 85 countries. All our products fulfil strict quality requirements and legal stipulations in the EU. In order to ensure the quality, our products regularly go through an extra quality check, both by an internal quality department and by specialized external organizations. If, all precautionary measures notwithstanding, problems should occur, please make appeal to our warranty (see guarantee conditions). General Warranty Conditions Concerning Consumer Products (for EU):

- All consumer products are subject to a 24-month warranty on production flaws and defective material as from the original date of purchase.
- Velleman® can decide to replace an article with an equivalent article, or to refund the retail value totally or partially when the complaint is valid and a free repair or replacement of the article is impossible, or if the expenses are out of proportion.  
You will be delivered a replacing article or a refund at the value of 100% of the purchase price in case of a flaw occurred in the first year after the date of purchase and delivery, or a replacing article at 50% of the purchase price or a refund at the value of 50% of the retail value in case of a flaw occurred in the second year after the date of purchase and delivery.

Not covered by warranty

- all direct or indirect damage caused after delivery to the article (e.g. by oxidation, shocks, falls, dust, dirt, humidity...), and by the article, as well as its contents (e.g. data loss), compensation for loss of profits;
- consumable goods, parts or accessories that are subject to an aging process during normal use, such as batteries (rechargeable, non-rechargeable, built-in or replaceable), lamps, rubber parts, drive belts... (unlimited list);
- flaws resulting from fire, water damage, lightning, accident, natural disaster, etc....;
- flaws caused deliberately, negligently or resulting from improper handling, negligent maintenance, abusive use or use contrary to the manufacturer's instructions;
- damage caused by a commercial, professional or collective use of the article (the warranty validity will be reduced to six (6) months when the article is used professionally);
- damage resulting from inappropriate packing and shipping of the article;
- all damage caused by modification, repair or alteration performed by a third party without written permission by Velleman®.
- Articles to be repaired must be delivered to your Velleman® dealer, solidly packed (preferably in the original packaging), and be completed with the original receipt of purchase and a clear flaw description.
- Hint: In order to save on cost and time, please reread the manual and check if the flaw is caused by obvious causes prior to presenting the article for repair. Note that returning a non-defective article can also involve handling costs.
- Repairs occurring after warranty expiration are subject to shipping costs.
- The above conditions are without prejudice to all commercial warranties.

The above enumeration is subject to modification according to the article (see article's manual).

Documents / Resources



## References

- [Details â€œ Own brands â€œ Velleman â€œ Wholesaler and developer of electronics](#)
- [Details â€œ Own brands â€œ Velleman â€œ Wholesaler and developer of electronics](#)
- [Velleman â€œ Wholesaler and developer of electronics](#)

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