

# QUIZ-LOCKOUT SYSTEM

## *Slap-Pad Activators for 6, 8, or 10 players*

### Warranty

Your *Novel Electronic Designs* JBQ Buzzer System has a **two year warranty** (parts and labor). All warranty service must be performed by NED.

### Service

NED's service is quick and economical.

**Overhauls** – return your system to NED for restoration

**Repair** – return malfunctioning parts for repair or replacement

### Trouble-shooting

#### Player doesn't buzz in:

- Ensure connectors are pressed in firmly
- Is cord or button broken? Try different cord / button.

#### Console buzzes but light doesn't light up:

- Replace light bulb (see below)

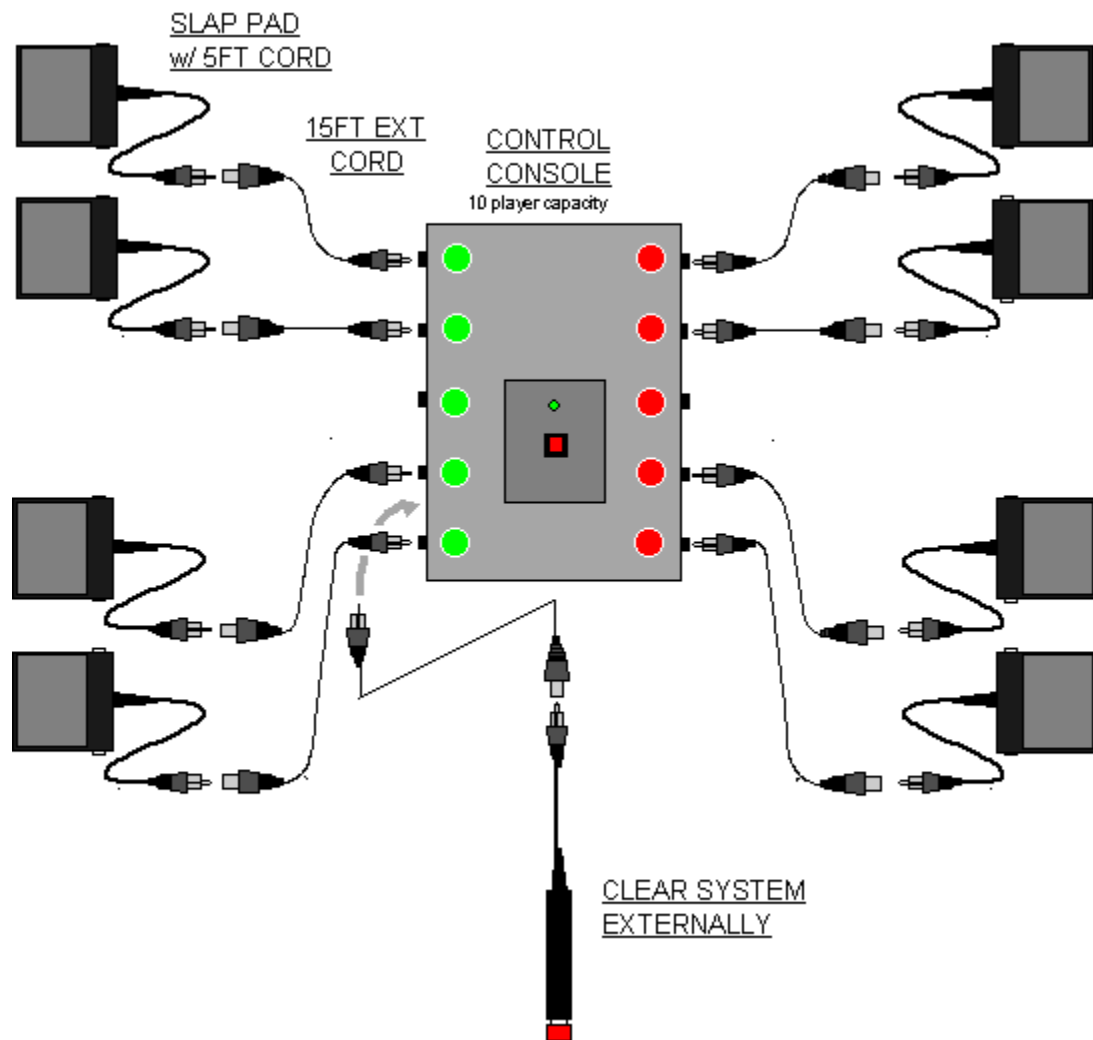
#### Green LED on console doesn't light:

- Confirm power pack is plugged into a live outlet
- Ensure power connector is plugged firmly into console
- If system is connected to another buzzer system via Multi-System port, the other system may have its power disconnected, a player has buzzed in, or a multi-system cord is faulty.

### Light Bulb Replacement

Light bulbs in the console are ultra long-life and should never need replaced. However, if a lamp fails to light, the bulb can be tested and/or replaced. Bulbs available from [BuzzerSystems.com](http://BuzzerSystems.com) The lens unscrews; push-and-turn bulb to remove.

# Easy to Use!



*Shown with 8 players and extension cords.*

- Slap Pads plug into main console. *The slap-pad's cord can be lengthen with an extension cord (a 15ft extension is included for each player)*
- Plug power pack into AC wall outlet (not shown)
- The first player to ring-in will be identified
- The first player's light will stay lit until the system is cleared
- Two ways to clear the system:
  - \* press RESET button on top of console, or
  - \* press handheld button that is plugged in the "reset" jack on side of console

# The Multi-System Connection

## What is it?

Multiple buzzer systems compete simultaneously.  
Synchronizes two – or more – systems,  
1<sup>st</sup> player locks out all players on all systems.

## What's Needed?

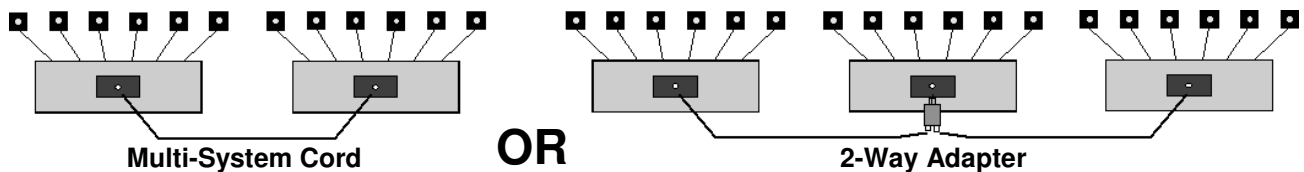
Interconnection cord(s).  
Up to ten systems may be linked; no limit on cord length.  
Use adapter when linking 3 or more systems.



Each buzzer system's controller must have a MULTI-SYSTEM connection (older systems can be upgraded, please contact NED for details).

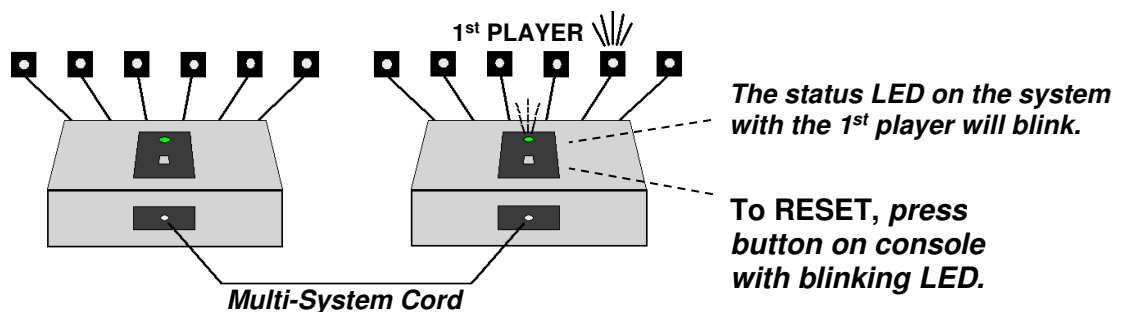
## Setup

- ◆ Set up each lockout system.
- ◆ Connect cord between each system's MULTI-SYSTEM jack.  
*If 3 or more systems are linked, use a 2-way adapter (included in kit).*

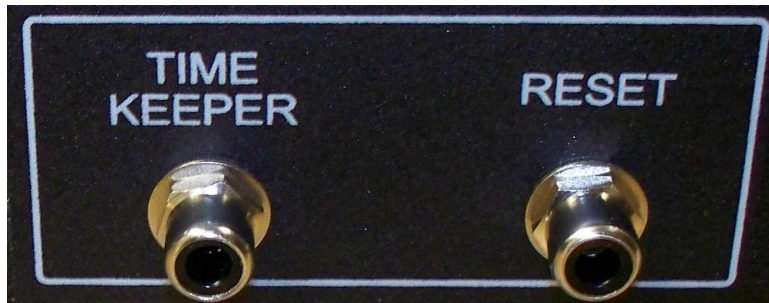


## How to Use

When player rings in, that player's light will come on and all other players – *on all systems* – will be locked out. Player's light will remain lit until system is reset.



# TIMEKEEPER and RESET



## Manual Timekeeper

MODEL PB-1

*Lock out players when time expires.*



## Remote Reset

MODEL PB-1

*Press button to reset system.*



## Automatic Tabletop Timer

MODEL TIMER300

*After a question's been asked, the Timer300 counts down and locks out players when time expires.*



## Remote Pause/Reset

MODEL RMT-PAUSE

*Prevent players from responding until complete question is read.*

These accessories are available for your system. Please refer to your system's *Replacement Parts* order form at our web site.