

QUIZ-LOCKOUT SYSTEM

for “JBQ” Competitions with 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

Troubleshooting

Player doesn’t buzz in:

- Ensure connectors are pressed in firmly
- Is cable or pushbutton broken? Try different cable.

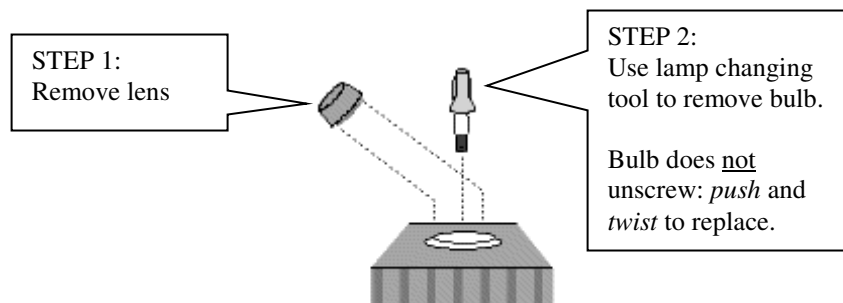
Console buzzes but light doesn’t light up:

- Replace light bulb (see below)

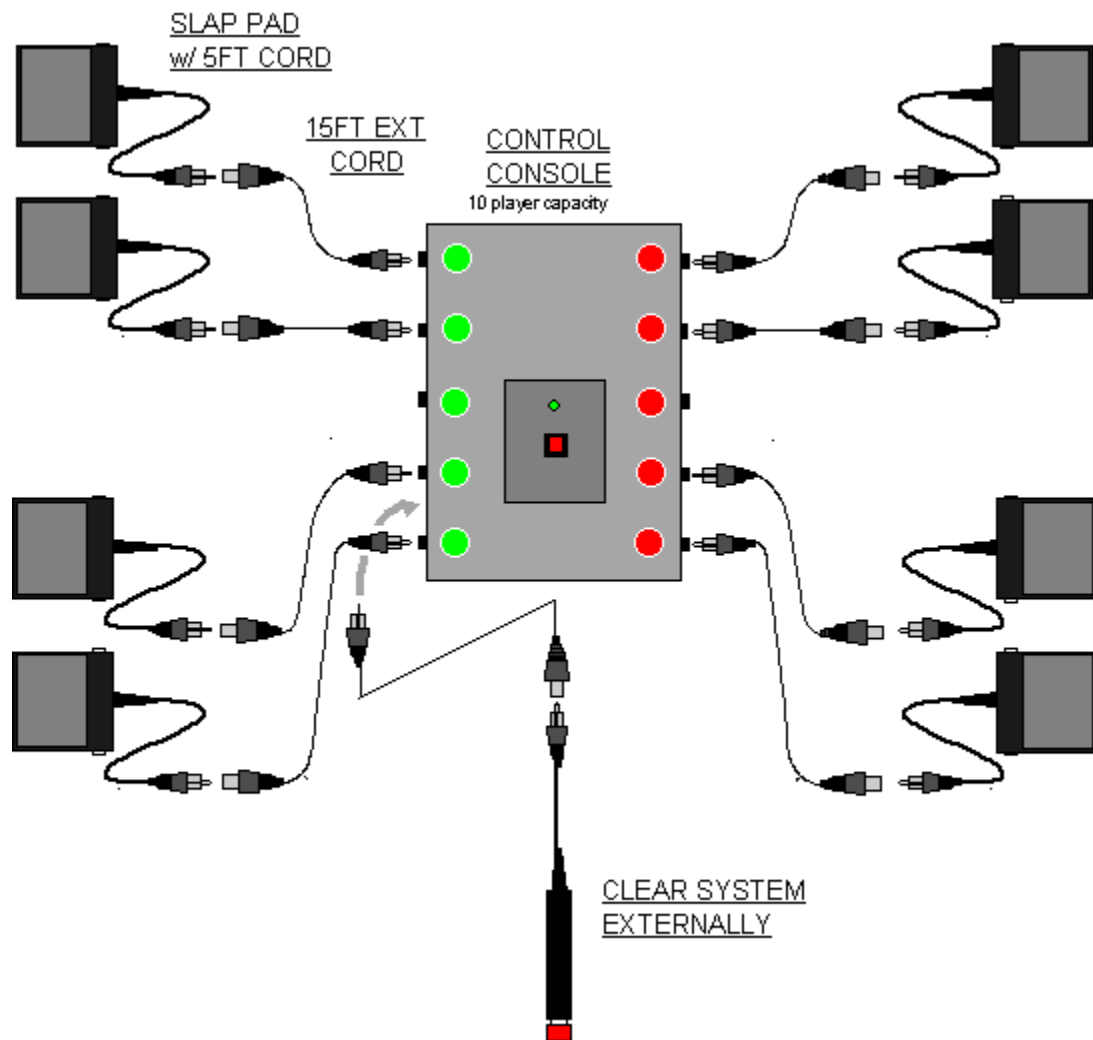
Green LED on console doesn’t light:

- 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



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?

Allows players on multiple buzzer systems to compete simultaneously. Connects two – *or more!* – systems, allowing a player to buzz in and lock out all players on all systems.

What's Needed?

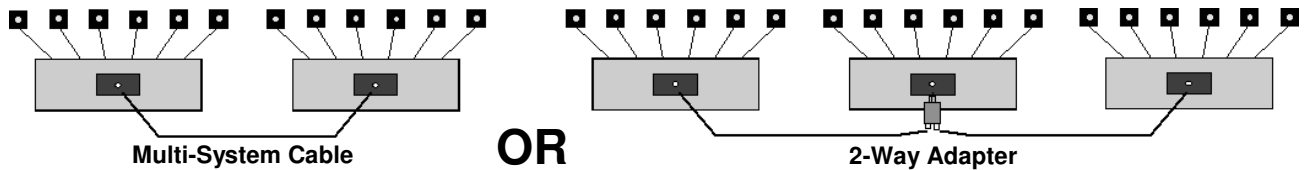
Interconnection cable(s) linking buzzer consoles. Up to ten systems may be linked; no limit on cable length. An adapter is needed when connecting 3 or more systems.



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

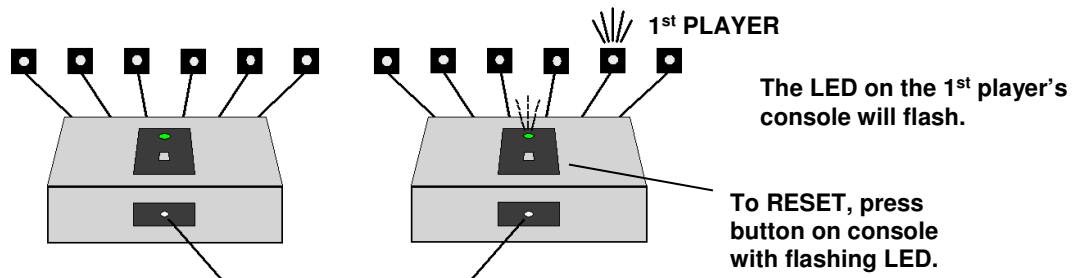
Setup

1. Set up each buzzer system according to instructions.
2. Connect power to each buzzer system.
3. Connect a cable between each console's MULTI-SYSTEM jack.



How to Use

When someone buzzes 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.