

This guide will assist with starting up and operating a Sportsound® SSR-300 audio rack. For detailed operation, configuration, and troubleshooting, refer to the [Sportsound Rack SSR-300 Operation Manual \(DD2324779\)](#). Note that every project is unique, so be sure to follow any site-specific riser drawings and documentation for the facility.

Setup

The announcer's interface equipment is typically kept in the bottom storage drawers along with other accessories. Follow the steps below to properly reconnect it to the rack.

1. Connect one end of the XLR gooseneck to the wired microphone and the other end into the jack on top of the announcer's interface. Also plug the wallpack transformer into a standard power outlet.

Note: The headset microphone may be connected to the announcer's interface via the XLR jack and the HEADPHONES jack (on rear).

2. Connect the 15' (4.6 m) XLR cable (part # W-2074) from **MIC 1 & AUX 1** on the announcer's interface to **Mic 1 & Aux 1** on the announcer's plate.

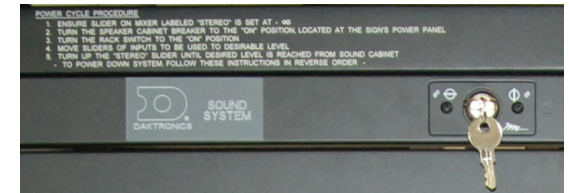


27 RU Rack Only

For the 27 RU rack, there will be a 25' (7.6 m) or 50' (15.2 m) cable harness factory wired to the rack. Route this cable to the desired mixer location and connect each plug to the appropriate jack on the mixer according to the wire labels. Plug the mixer into a standard power outlet.

Powering On

Unlock the door of the rack, and turn the **SOUND SYSTEM** key switch to the **ON** (vertical) position.



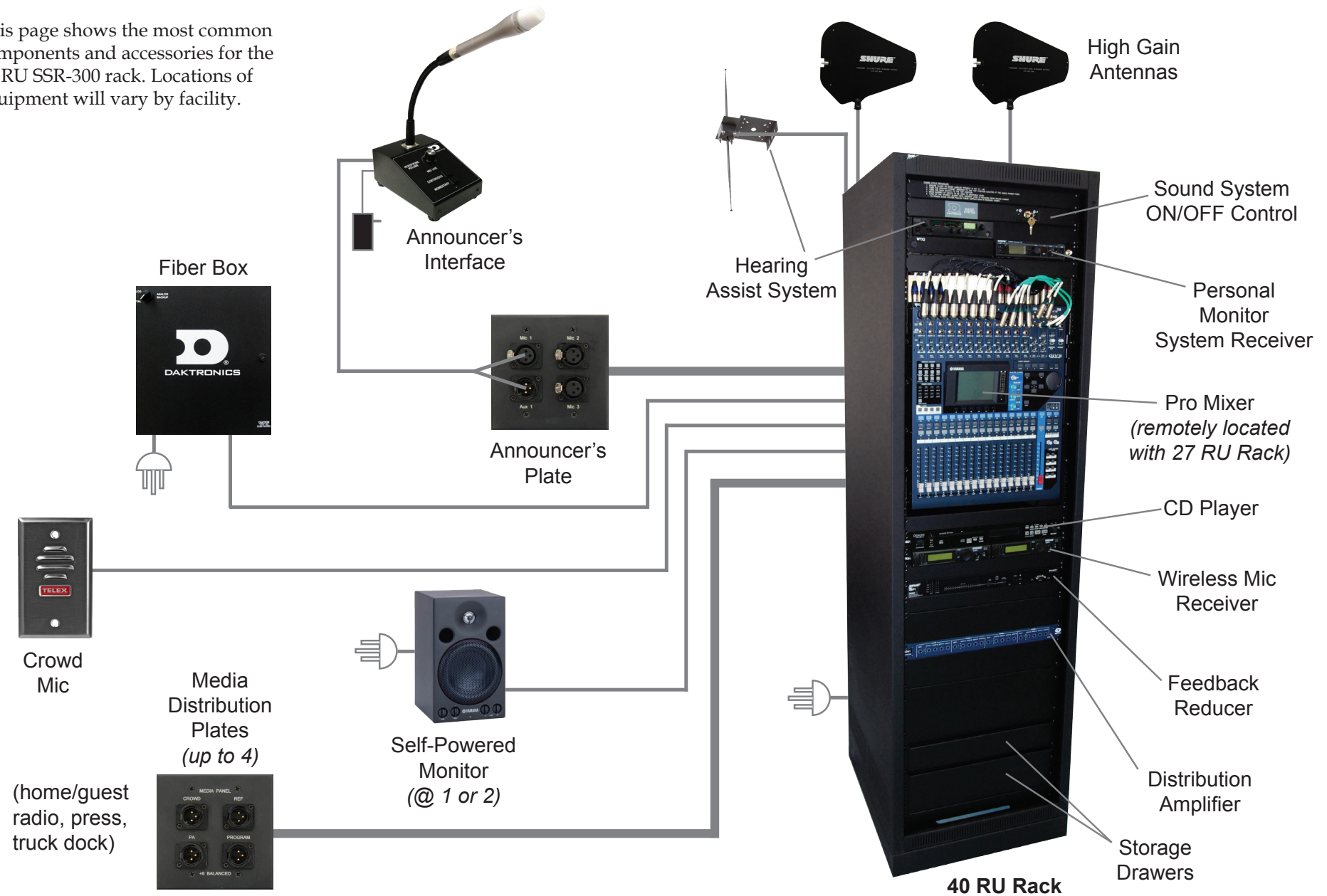
Note: Keep both sets of keys in a safe location to prevent tampering/theft of rack equipment!

Powering Down

1. Press the **USER DEFINED KEY** on mixer labeled **OFF**.
2. Turn the **SOUND SYSTEM** key switch to the **OFF** (horizontal) position.
3. If the system will not be used for some time, unplug the power cord.
4. Place all accessories back in the appropriate slots of the storage drawers to keep them safe and organized.
5. Close and lock the rack door.



This page shows the most common components and accessories for the 40 RU SSR-300 rack. Locations of equipment will vary by facility.



Audio Mixer Operation

With the **SOUND SYSTEM** key switch in the **ON** position:

1. Press the **USER DEFINED KEY** labeled **GAME**.

Custom keys may have been set up during training. Press the desired key as needed for a specific application.



2. Ensure all source equipment is turned on and operational (refer to the appropriate pages of this guide).



3. Verify gain knobs for the channels in use are adjusted so the **SIGNAL** light is green and the **PEAK** light is not lit.



4. Ensure the **ON** buttons for the channels in use and for the **STEREO** slider are illuminated. Also verify no **SOLO** buttons are illuminated.

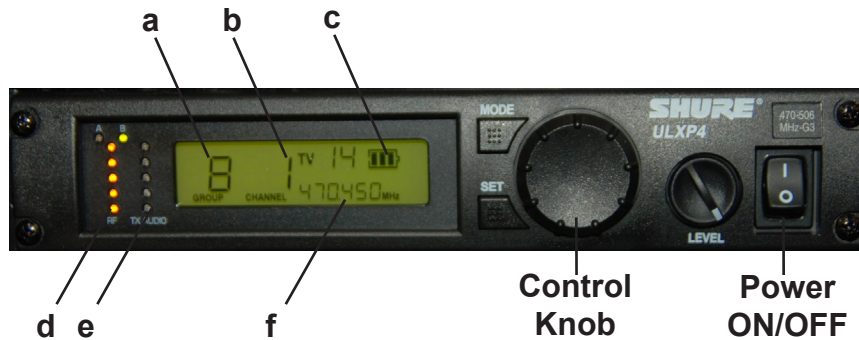
5. Bring sliders up slowly and listen for your signal.



6. The signal should be visible on the **STEREO** output meter:
 - The amber LEDs indicate that the level is near clip.
 - The red LEDs indicate that the signal has reached the digital limit.

REMEMBER: Bad input = bad output. No adjustment on the mixer can make a poor source sound better. For best results, be sure to use high-quality audio files from your MP3 player or laptop, and set the device to near full volume.

Wireless Receiver System Operation



1. Ensure all transmitters are powered off. Flip the power on/off switch to turn on one receiver if it is not already on.

The unit can display the following information:

- | | |
|-----------------------------|--------------------------------------|
| a) Group Number | d) RF Signal Strength |
| b) Channel Number | e) Transmitted Audio Signal Strength |
| c) Transmitter Battery Life | f) Frequency |
2. Hold the **SET** button and then press **MODE** once. The word **SCAN** will appear on the display. To begin scanning, simply rotate the control knob. When all groups have been scanned, the group with the most open channels will appear. Press **SET** to accept the recommended **GROUP** and assign the clearest **CHANNEL**.
 3. Turn on the second receiver unit. Press **MODE** twice and use the control knob to select the same **GROUP** as the first receiver. Press **SET** and select a different **CHANNEL** than the first receiver. The next highest number should work, but it may be necessary to select another. Press **SET** again to save the settings.

Note: Perform a scan on all of the wireless units *just minutes* before the game! If a scan is performed too far ahead of time, frequencies set up by the media later on may interfere with previously configured wireless microphone settings.

Wireless Microphone & Bodypack Operation

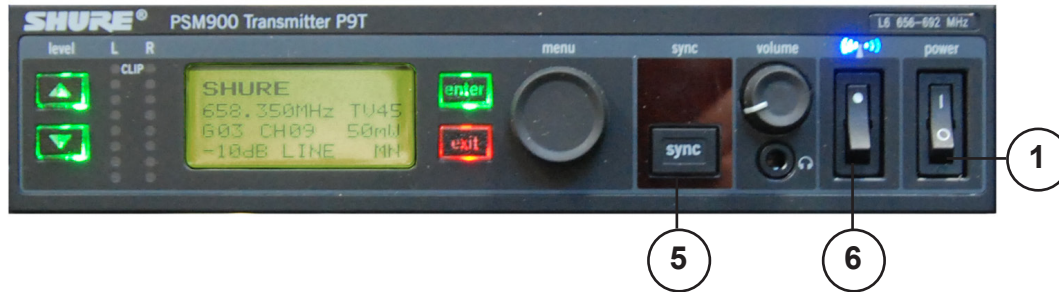


1. Open the battery cover. Insert new or fully-charged 9V batteries prior to each use, and always have spares on hand.
2. Power on the device. Note that with the handheld mic, you must remove the protective sleeve to access the power and control buttons.
3. Hold **MODE** until only the **GROUP** number is visible. Use **SET** to select the same group number as the first receiver unit. Press **MODE** to continue. Use **SET** to select the same **CHANNEL** number as the first receiver unit and then press **MODE** to save the settings.
4. Repeat steps 1-3 with the second transmitting device, using the **GROUP** and **CHANNEL** settings of the second receiver unit.

Note: Plug the mic switch into the jack on top of the bodypack unit and plug headphones/lapel mic into the mic switch.

Verify Reception: With a transmitter and the receiver both turned on and having matching **GROUP** and **CHANNEL** numbers, the RF meter on the receiver should be indicating signal. Speak into the microphone and the TX AUDIO meter should indicate signal presence.

Personal Monitor System Operation



1. Flip the transmitter **POWER** switch to ON if it is not already on; ensure the RF switch to the left of it is OFF at this time.
 2. Power on the handheld receiver using the volume knob.
 3. Attach the antenna and earphones to the top of the handheld receiver.
 4. Flip open the battery cover to expose the control buttons. Press **SCAN** and the display will show "SYNC NOW".
- Note:** Insert new or fully-charged batteries prior to each use, and always have spares on hand.
4. Hold the bodypack up to the transmitter with the sync IR windows facing each other, and press the **SYNC** button on the transmitter. The display will show "SYNC SUCCESS" when finished.
 5. Flip the transmitter RF switch to ON. The blue LED on the receiver should illuminate to indicate that it is detecting the transmitter.



Hearing Assist System Operation



1. Press **POWER** to turn on the transmitter if it is not already on.
2. Use the **CHANNEL SELECT** buttons to select a channel.
3. Plug the earphones into the jack on top of the handheld receiver.
4. Rotate the volume dial counterclockwise to power on the handheld receiver.
5. Flip open the battery cover to expose the control buttons. Use the **CHANNEL SELECT** buttons to select the same channel that was set on the transmitter, or press **SEEK** to locate the active channel.

Note: Insert new or fully-charged batteries prior to each use, and always have spares on hand.

6. Repeat steps 3-5 for any additional receivers.

