

## REGULAR GAME OPERATIONS

### Game Time

- Time on the scoreboard display will show mm:ss, where mm is minutes and ss is seconds. In all sports except football and soccer, when game time is less than one minute the display will show ss.t, where ss is seconds, and t is tenths of a second.
- Maximum value is: 99 minutes, 59 seconds, and 99 hundredths of a second.
- Time will count down to 0:00.0. In soccer, the time can be set to count up. The limit on up timer is per setting in configuration.
- To set Game Time:
  - o All timers must be stopped.
  - o Press "GAME TIME".
  - o Enter Minutes value on numeric keypad.
  - o Press "ENTER".
  - o Enter Seconds Value on numeric keypad.
  - o Press "ENTER".
  - o Enter Hundredths of Seconds on numeric keypad.
  - o Press "ENTER".
- If "GAME TIME" is pressed when time is running, the display will show the screen with game time, but the cursor will not display for editing.
- If game timer is started while editing, the cursor will disappear and the game time will revert back to previous setting.
- If GAME TIME is pressed at the end of a period, the last set time will reload and period will increment.

### Saved Time

- Used to recall times from the last game time stoppage. Game time, and if applicable shot clock and penalties times are recalled.
- To recall saved times:
  - o Press and hold "SAVED TIME" until saved times appear.

### Intermission / Break / Time-Out Timer



- This timer can be used for intermissions, time outs, and any kind of break timer. Any other timers, like penalty and shot clock, do not operate while using this break timer.
- While in this mode, the controller screen will show the timer value in the upper left and the scoreboard game time display will show this value.
- Maximum value is: 99 minutes and 59 seconds.
- To set Int. Mode time:
  - o All timers must be stopped.
  - o Press "INT MODE".
    - The last set time will appear.
    - If this is okay, press "ENTER" twice.
    - If not okay:
      - Enter Minutes value on numeric keypad.
      - Press "ENTER".
      - Enter Seconds value on numeric keypad.
      - Press "ENTER".
- Use game time switch to count down the INT MODE timer.
- While in INT MODE, press "INT MODE" to exit back to regular game mode.

## Segment Timer

- This timer function allows multiple timed intervals (segments) to be preprogrammed and run in sequence.
- The scoreboard display will display the information using to following fields
  - o Time – Current segment time
  - o Home Score – Current segment in sequence
  - o Guest Score - Total number of segment in sequence
- To enable/disable see “GAME SETTINGS FOR SPORT” under “CONFIGURATION OPTION #2 – Sport” in the setup menu.
- To start the segment timer functions, ensure that the all of the timers are stopped. Then press “SHIFT/SEG” or “SHIFT” button and the screen below will appear.

SEGMENT TIMER				
SET	SEGMENT	TIME	HORN (SEC)	
	1	2:00	1	
RUN	FIRST	LAST	CURRENT	TIME
	1	1	1	2:00

- To SET segment times
  - o Press “SHIFT/SEG” or “SHIFT” button until the cursor appears in SET SEGMENT field.
  - o Enter value on numeric keypad of the segment desired to be modify.
    - Maximum value is: 99
  - o Press “ENTER”.
  - o Enter minutes of the timer value on numeric keypad.
  - o Press “ENTER”.
  - o Enter seconds of the timer value on numeric keypad.
  - o Press “ENTER”.
    - Maximum value is: 59 minutes and 59 seconds.
  - o Enter Horn length in seconds on numeric keypad.
    - Maximum value is: 9 seconds. (Enter “0” for no horn)
  - o Press “ENTER”.
  - o Repeat for all segments to be modified.

SEGMENT TIMER				
SET	SEGMENT	TIME	HORN (SEC)	
	6	1:20	1	
RUN	FIRST	LAST	CURRENT	TIME
	1	6	1	2:00

- To RUN segment timers
  - o Press “SHIFT/SEG” or “SHIFT” button until the cursor appears in RUN FIRST field.
  - o Enter value of the desired FIRST segment to be run in sequence using the numeric keypad.
  - o Press “ENTER”.
  - o Enter value of the desired LAST segment to be run in sequence using the numeric keypad.
  - o Press “ENTER”.
  - o Use the “RUN” button controller to start the FIRST segment. All selected segment will run consecutively until the LAST segment has expired.
- To EXIT SEGMENT TIMER, push and hold “SHIFT/SEG” or “SHIFT” button.

## Shot Clock (Play Timer)

PLAY TIMER		
	17	
SET A	SET B	RESET
24	14	A

- Maximum value (All settings and current time) is : 99 seconds.
- To set the two settings or current
  - o Press “SHOT CLOCK SET” (“PLAY TIMER SET”) repeatedly until the cursor is on the value to be edited.
  - o Enter value on numeric keypad.
  - o Press “ENTER”.
- To select the reset type.
  - o Press the “SHOT CLOCK SELECT” (“PLAY TIMER SELECT”) repeatedly until the reset type desired is selected. Different reset types are:
    - A – sets shot clock to A setting
    - B – sets shot clock to B setting
    - TOGGLE – if clock running, resets shot clock to A setting. If clock stopped, repeated reset presses will toggle the shot clock between the A and B setting.
    - LAST – if clock stop, will reset shot clock to last value before a reset
- To operate the Shot Clock Timer
  - o If no input is enabled to “I/P-SHOT TIMER”:
    - For basketball and lacrosse – the shot timer will run when the game time is running.
    - For football the shot timer cannot be run, therefore an input is needed for football to run the shot clock.
  - o If there is an input enabled to “I/P-SHOT TIMER”:
    - The input must be on for shot clock to run.
    - For basketball and lacrosse – the game timer must also be on.

## Period

- Maximum value is: 9.
- To set Period:
  - o Press “PERIOD”.
  - o Enter value on numeric keypad.
  - o Press “ENTER”.
- To increment Period:
  - o Press “PERIOD” twice.
  - o Note in volleyball: Incrementing period will also put current scores in appropriate Sets value and then clear for next game.
- Note: See Game Time for automatic incrementing of the period value.

## Scores

- Maximum value is: 199.
- To set a team’s Score:
  - o Press “HOME SCORE” or “GUEST SCORE”
  - o Enter value on numeric keypad.
  - o Press “ENTER”.
- To increment a team’s Score:
  - o Press desired teams increment score button. For example “HOME SCORE +1” will increment home score by 1.
  - o Note in tennis:
    - If Tie-Breaker is set – scores will increment by 1.
    - If Tie-Breaker is not set – scores will be 15,30,40, and Advantage.

## Penalties

- Hockey / Lacrosse:
  - o The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.
  - o The maximum Player Number is 99.
  - o The maximum Penalty Minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time is 12:23, the scoreboard display will only show 2:23.
  - o The maximum Penalty Seconds is 59.
  - o To enter a penalty:
    - Press either **"HOME PENALTY"** or **"GUEST PENALTY"**. The first key pressed will put the cursor on the first empty penalty location.
    - When the same button is pressed repeatedly, the controller advances between the 4 penalties.
    - For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press **"ENTER"** after each.
    - NOTE: ENSURE CURSOR IS OFF BEFORE STARTING TIME OR PENALTY WILL NOT OPERATE PROPERLY.
  - o To clear a penalty:
    - While on any value of the penalty to be deleted, press the **"CLEAR"** button. This will clear the entire penalty and shift any lower penalties up.
  - o HOLD PENALTY Feature
    - Needs to be enabled in "GAME SETTINGS FOR SPORT" under "CONFIGURATION OPTION #2 – Sport" in the setup menu.
    - If this activated from the keypad during normal operation, any penalty entered in Penalty 3 & 4 will not shift up when either or both Penalty 1 & 2 expired.
    - To toggle OFF/ON, press "HOLD PENALTY". A small HOLD box will appear beside both team's penalty 3&4.
  - o PENALTY STOP/RUN feature
    - Needs to be enabled in "GAME SETTINGS FOR SPORT" under "CONFIGURATION OPTION #2 – Sport" in the setup menu.
    - Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run.
    - To toggle STOP/RUN, press "PENALTY STOP/RUN". A small STP box will appear beside both team's penalty 1&2 when penalty time is stopped.
- Soccer:
  - o Maximum value is: 99.
  - o To set a team's Penalty:
    - Press either **"HOME FOULS"** or **"GUEST FOULS"**.
    - Enter value on numeric keypad.
    - Press **"ENTER"**.
  - o To increment a team's Penalty:
    - Press either **"HOME FOULS"** or **"GUEST FOULS"** twice

### Shots on Goal (SOG)

- Maximum value is: 99.
- To set a team's SOG:
  - o Press either **"HOME SHOTS"** or **"GUEST SHOTS"**.
  - o Enter value on numeric keypad.
  - o Press **"ENTER"**.
- To increment a team's SOG:
  - o Press either **"HOME SHOTS"** or **"GUEST SHOTS"** twice.
  - OR
  - o Press either **"HOME SHOTS +1"** or **"GUEST SHOTS +1"**.

### Time Outs Left (TOL)

- All sports that have TOL have one value except basketball, it has two.
- For STANDARD protocol, an indicator on the scoreboard will illuminate for the time set in game settings under Sport Configuration