

Operating Instructions – EAGLE RIDGE Arena Scoreboard and Clock

Mode: When powering ON the Eversan machine (on/off switch is located top left), the screen will say “PLEASE SELECT MODE”. Enter 3 on the keypad (3=H).

Setting the Time: To set the time the clock must be stopped. Press and release the **TIME** button and enter a four-digit number using the 0-9 numbered keypad. Example, push and release the TIME button and enter 0-2-0-0 and the clock will show two minutes. If an error has been made, press and release the TIME button and repeat above procedure. The time entered is displayed on both the console’s LCD and scoreboard display.

Starting and Stopping the Clock: The **STOP/ GO** button for the clock is located on the bottom left side of the 0-9 keypad and is green. Pressing and releasing the button once will start the clock a second time will stop the clock.

Setting the Score: Press the **HOME** or **GUEST** button once to increment by one. Press and hold down to decrement. Press and release the button and enter any 2-digit number from 0-9 on the numbered keypad.

Setting the Period: The clock must be stopped to set the period. Press and release the **RED** button on the keypad to increment the period by one. The console LCD display will show each period change, for approximately 5 seconds, on the console and then display the score.

Setting Penalties: The clock must be stopped to enter a penalty. Press and release either **HOME** **PLYR FOUL/PENALTY** or **GUEST** **PLYR FOUL/PENALTY** button and enter five-digit number via the keypad. For example, if you would like to enter player #23 with 1 minute, 30 second penalty time, enter: 2-3-1-3-0.

When the fifth digit is entered the penalty will be displayed on the scoreboard. The system will automatically keep track of up to 7 players in each penalty box. To clear a penalty, stop the clock, push and release **HOME** **PLYR FOUL/PENALTY** or **GUEST** **PLYR FOUL/PENALTY** , enter the player number followed by four zero’s.

Setting 1-minute intermission for ball hockey: between 1st and 2nd period, there is a 1-minute intermission (teams change ends for Peewee and up). Don’t use this machine as it runs down the penalty minutes. Use the timer on your phone.

Scroll: HOME BONUS/PENALTY and GUEST BONUS/PENALTY buttons allow you to review the active penalties, players and time left on each penalty. The clock must be stopped to review the penalties. Each time you press and release either **H BONUS/PENALTY** or **G BONUS/PENALTY** one penalty with player number and time left will be displayed on the console. Continue to press and release the button and each active penalty will be displayed in order of entry.

Emergencies: The large red button installed in the desk can be used to activate the score clock horn. In the event of an emergency, press the button repeatedly.