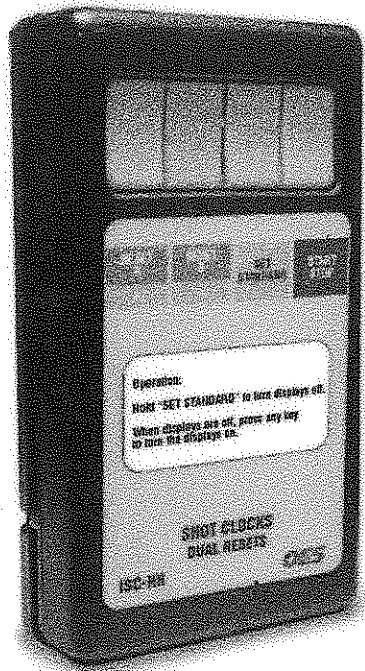
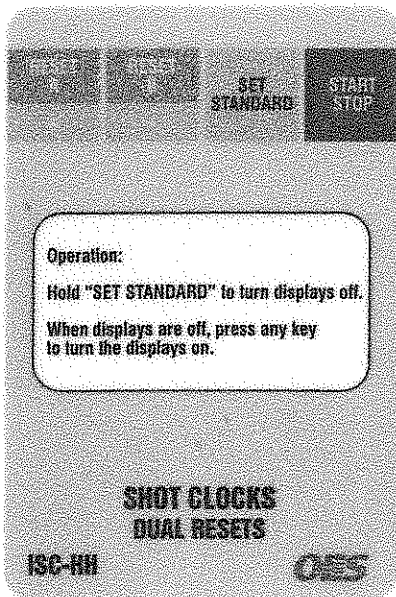


INSTRUCTIONS

ISC-HH Intelligent Controller



ISC-HH Operation

The ISC-HH is an independent controller, it is not tied into any OES controller or system – it is a standalone system. The shot clocks are not linked to any function of the game time, and runs independently.

The ISC-HH is battery operated. A battery should provide several games of operation. When the shot clock displays start ignoring ISC-HH commands, it is time to replace the battery. If the ISC-HH is not used for several days, removing the battery will extend its life.

Shot Clock Displays – OFF/ON

- When the displays are off, press any key to turn them on.
- To turn the displays off, press and hold the SET STANDARD key.

Shot Clock Displays - MODES

Because the ISC-HH does not have a display, the shot clock displays will offer the operator visuals to ensure proper operation. The display has two digits and two indicator lights to the right of the digits. When the displays are on, the indicator lights will illuminate as follows:

- LIGHTS BLANK – Game Mode, Clock stopped.
- LOWER LIGHT SOLID – Game Mode, Clock running.
- UPPER LIGHT FLASHING – Set Mode, Setting Standard Time A
- LOWER LIGHT FLASHING – Set Mode, Setting Standard Time B

Shot Clock Operation

- To Start/Stop the shot clock timer press the START/STOP key.
- To reset the shot clock time to either standard time, press the appropriate RESET key.
- To keep the shot clock time at a standard time, either:
 - Stop the time as described above
 - Press and hold the appropriate RESET key.
- To adjust Standard times:
 - Stop the time as described above
 - Press the SET STANDARD key
 - On the STANDARD A time: Press + or – to get to desired time
 - Press the SET STANDARD key
 - On the STANDARD B time: Press + or – to get to desired time
 - Press the SET STANDARD key





CONTROLLER OPERATION INSTRUCTIONS

HOCKEY

HOCKEY	OFF			HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP			HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME				HOME SHOTS		GUEST SHOTS	
	STATUS	PENALTY STOP/RUN	PENALTY HOLD		HOME SHOTS +1		GUEST SHOTS +1	

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss:tt (seconds and tenths of a second).

To set Game Time:

- All timers must be stopped
- Press GAME TIME
- Enter Minutes on keypad, press ENTER
- Enter Seconds on keypad, press ENTER

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of 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:

- All timers must be stopped
- Press INT MODE
- The last set time will appear
 - If this is okay, press ENTER twice
 - If not okay:
 - Enter Minutes on keypad, press ENTER
 - Enter Seconds on keypad, press ENTER
- Use game time switch to count down the INT MODE timer
- Press INT MODE to exit back to regular game mode

Int Mode : 0:00		0:00.00			
PENALTY	HOME	PERIOD	GUEST	PENALTY	
0 0:00	0	0	0	0 0:00	
0 0:00				0 0:00	
0 0:00	0	---	---	0 0:00	
0 0:00	0	---	---	0 0:00	
		TOL			

SCORES

To set a team's Score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's Score:

- Press desired teams increment score button. For example HOME SCORE +1 will increase home score by 1



PENALTIES

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.

- The maximum Player Number is 99
- 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
- The maximum Penalty Seconds is 59
- 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.

- 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.
 - **HOLD PENALTY** Feature
 - Needs to be enabled in Sport Configuration
 - 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.
- **PENALTY STOP/RUN** feature
 - Needs to be enabled in Sport Configuration
 - 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.

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either **HOME SHOTS** or **GUEST SHOTS**
- Enter value on numeric keypad
- Press **ENTER**

To increment a team's SOG:

- Press either **HOME SHOTS"** or **GUEST SHOTS"** twice

OR

- Press either **HOME SHOTS +1** or **GUEST SHOTS +1**

NOTES: Reference Controller Manual for Password