



SETTING UP YOUR GAME

>If the scoreboard is blank or showing only time of day, it is in Display Saver mode.

This is cancelled by pressing [GAME TIME] to return to scoreboard

>Pressing [GAME TIME] again clears the scoreboard.

>Repeated pressing [GAME TIME] displays start times through 5, 8, 10, 12, 15, 20, 45, 60 minutes to set up common period durations.

To correct or zero time press [TIME] *minutes:seconds or 0* [ENTER]

To set up a 2-minute warm-up time press [GAME TIME] 2 0 0 [ENTER]

To set up a 15-minute period, press [GAME TIME] repeatedly until 15 minutes

OR

[GAME TIME] 1 5 0 0 [ENTER]

Note: When the first period ends, the game time will automatically go back to 15 minutes (it that is what was set), and the Period will automatically increase. You can correct the Period by repeatedly pressing [9/PERIOD].

SETTING UP DIFFERENT PERIOD DURATIONS

>For other start times Press [GAME TIME] then [1] to [9][9] minutes and [ENTER]

SCORES, PERIODS AND TIME OUTS

>Press Scores key ([VISITOR SCORE] or [HOME SCORE]) to add one for each press

>Scores can be corrected using the team score key and digits followed by [ENTER]

>Periods can be corrected by pressing [9/PERIOD] when the time is stopped (Cycles through 1 to 5.)

>Time outs can be set for either team by pressing [TIME], the Score key, the # of seconds, [ENTER]

>Time Outs appear in the score display to keep the game time visible. The score returns after the T.O.

PENALTIES – When PENALTIES are inputted the displays will “flash” this indicates to the timekeeper that the scoreboard is ready to accept the information from the control panel. If an error has been made the information can be corrected during the flashing mode. The display will flash for 5 secs.

>For a two minute penalty, press the penalty key for either team then [ENTER][ENTER]

>For a 4,5,or 7 minute penalty press the penalty key then [TIME] (repeat) then [ENTER][ENTER]

Examples follow:

2 minute - [HPEN] or [VPEN] [ENTER] [ENTER]

GOULBOURN RECREATION CENTER – ARENA B TIMECLOCK



4 minute - [HPEN] OR [VPEN] [TIME] [ENTER] [ENTER]

5 minute – [HPEN] OR [VPEN] [TIME] [TIME] [ENTER] [ENTER]

EXAMPLE:

To set up a 2-minute penalty for Player #3 on the Home Team press

[HOME PENALTY] [ENTER] 3 [ENTER]

To set up a 4-minute penalty for Player #27 on the Visiting Team press

[VISITOR PENALTY] [TIME] [ENTER] 2 7 [ENTER]

To correct or zero penalties [HPEN]or[VPEN] [1]or[2][TIME]min:sec or 0 [ENT][ENT]

To change/correct the second Penalty on the Visiting Team to 3 minutes, for Player #18 press

[VISITOR PENALTY] [2] [TIME] 3 0 0 [ENTER] 1 8 [ENTER]

>3RD, 4TH and 5TH penalties are displayed by dot lights on the scoreboard and they are held as delayed. They are entered the same way as all other penalties.

>If your board displays player numbers press [1] to [9][9] between the two [ENTER] above

>Penalties are automatically held during Intermission/Warm-Up and all penalties can be held manually using the [PENALTY STOP/GO] key when required.

>Minor Penalties are automatically cancelled when opposing scores are posted except if the penalties are coincidental (penalties on both sides).

>THE SHORTEST PENALTY IS AUTO-CANCELLED WHEN AN OPPOSING SCORE IS POSTED

or To keep the penalty press [ENTER] within 5 seconds (while penalty is flashing)

>Double Minors are reduced to minor penalties when an opposing score is posted.

>Major plus Minor penalties must be reduced or cancelled manually, example:

[HPEN] [1] [TIME] [0] [ENTER] [ENTER]

> To correct or delete a penalty manually, chose the team and penalty number and [TIME] minutes:seconds or zero then [ENTER]

New penalties or changes to existing penalties can be entered with the time running or stopped.

>If a mistake has been made in score or penalty entry they can be reset back to when the scoreboard time was last stopped by pressing [ENTER][0][ENTER]

[PRESS [GAME TIME] TO TURN ON SCOREBOARD OPERATION - TWICE TO CLEAR

Start a new game - [GAME TIME] - repeat until your start time appears: WarmUP min

Set up a different game time - [GAME TIME] 1 to 99 minutes [ENTER] ▲ [ENTER]

Change period time - [TIME] minutes:seconds or 0 [ENTER]

Start and stop time - [STOP/GO] - also curfew WarmUP

Add scores, shots, period - [HSC] or [VSC] - [HSH] or [VSH] - [9]

Correct scores or shots - [HSC] or [VSC] 0 to (1/99) [ENTER]

Start a time-out (time stopped) - [TIME] then [HSC] or [VSC] 1 to 59 seconds [ENTER]

Set up 2 minute penalty - [HOME PENALTY] or [VISITOR PENALTY] [ENTER] [ENTER]

Set up 4 or 5 or 7 minutes - [HPEN] or [VPEN] then [TIME] (repeat) [ENTER] [ENTER]

Add player number - 1 to 99 before the second [ENTER] above

THE SHORTEST PENALTY IS AUTO-CANCELLED WHEN AN OPPOSING SCORE IS POSTED

To keep the penalty press [ENTER] while it is still flashing

Correct or zero penalty - [HPEN] or [VPEN] then [1] or [2] followed by [TIME] minutes:seconds or 0 [ENTER] [ENTER]

←→ **MADE A MISTAKE?** Press [ENTER] [0] [ENTER] to return settings to the last [STOP]

Hold penalties in run time - [PENALTY STOP/GO] to stop and start penalty timing

Show time of goal or penalty (time stopped) - [TIME OF] (shows on main time for 5 sec)

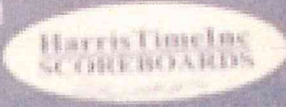
At the end of period - Period indicator adds one, Game Time returns to start time

Start or end intermission [INTERM/WarmUP] minutes or 0 [ENTER] - Auto horn at end

Set interval horn [TIME] [HORN] 1 to 9 MINUTES or 10 to 1:59 SECONDS [ENTER]

Cancel interval horn - [TIME] [HORN] [0] [ENTER] - also cancelled by [GAME TIME]

To go to or from time of day [TIME] [ENTER] at any time even with game time running



HOME SCORE	HORN	0	ENTER	VISITOR SCORE	GAME TIME
HOME PENALTY	1	2	3	VISITOR PENALTY	TIME
HOME SHOTS	4	5	6	VISITOR SHOTS	TIME OF
PENALTY STOP/GO	7	8	9 PERIOD	INTERM-WarmUP	STOP/GO