

GOULBOURN RECREATION CENTER – ARENA B TIMECLOCK



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]

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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:

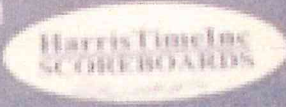
[HPEN] [1] [TIME] [0] [ENTER] [ENTER]

> 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

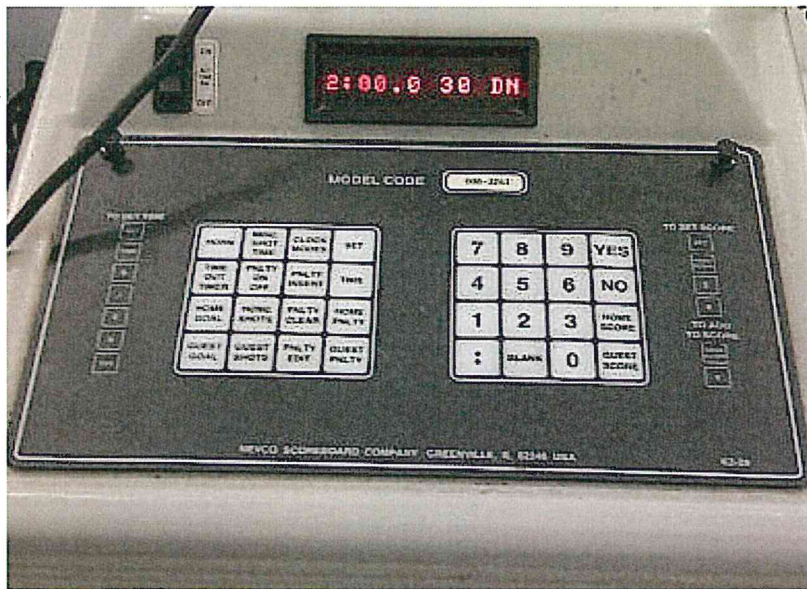


HOME SCORE	HORN	0	ENTER	VISITOR SCORE	GAME TIME
HOME PENALTY	1	2	3	VISITOR PENALTY	TIME
HOME SHOTS	4	5	6	VISITOR SHOTS	TIME OF
PENALTY STOP/GO	7	8	9 PERIOD	INTERM-WarmUP	STOP/GO

Time Clock Set Up Instructions

Arenas - GRC 'A' and Carp

Model Nevco 008-3261



Prompt	Answer
Do you want to start where you turned off? Y or N	N
Do you want to use start program? Y or N	N
Enter your model code:	008-3261
Do you want to use shot clock? Y or N	N
Shot time ##	30
O.B. time ##	30
Use penalty time out? Y or N	N
To add time to the clock:	
Press Set Time	
Enter number of minutes (2:00 for warm up)	
At the prompt, <i>Period 0</i> , enter 1	

Operating Instructions

Starting the Clock

1. Turn the clock on by flipping the switch located on the right hand side of the unit
The unit will now ask you a few questions which must be answered correctly to ensure correct setup:

2. "Start where clock left off?" - NO
3. "Auto Start?" - NO
4. "Load model number" - located on the front of the unit (in the middle)
5. "Use shot clock?" - NO
6. "O.B. time?" - NO (it might force you to enter something. Enter '30')
7. "Penalty time out?" - NO

You are ready to enter the warm up time.

Pre-game Warm up Time

1. Push 'set'
2. Push 'time'
3. Type '2:00'
4. Push 'Yes'

Next Period

1. Push 'set'
2. Push 'time'
3. Type '15:00'
4. Push 'Yes'
5. Period '2' (needs to be changed for each period)

Scoring

1. Push 'set' for first goal only
2. Push 'home score' or 'guest score'
3. Push '1' (note push 1 each time a goal is scored)
4. Next goal push 'home score' or 'guest score' and then '1'

Penalty

1. Push 'set'
2. Push 'home penalty' or 'guest penalty'
3. Type '2:00' (or length of penalty time)
4. Push 'yes'
5. Type in players number
(must be 2 digits i.e. '7' would be '07')

Start Game:

1. Push 'set'
2. Push 'time'
3. Type '15:00'
4. Push 'Yes'
5. Period '1' (needs to be changed for each period)
6. Be sure scores are set to 0:
 - * push 'set'
 - * push 'home score' or 'guest score'
 - * push '0'

To correct a mistake in the scoring on the board:

1. Push 'set'
2. Push 'home score' or 'guest score' whichever one is incorrect
3. Push the number the score should be.

Clear Penalty

1. Push 'home penalty' or 'guest penalty'
2. Push 'penalty clear' until the proper penalty to be cleared is displayed
3. Push 'yes'



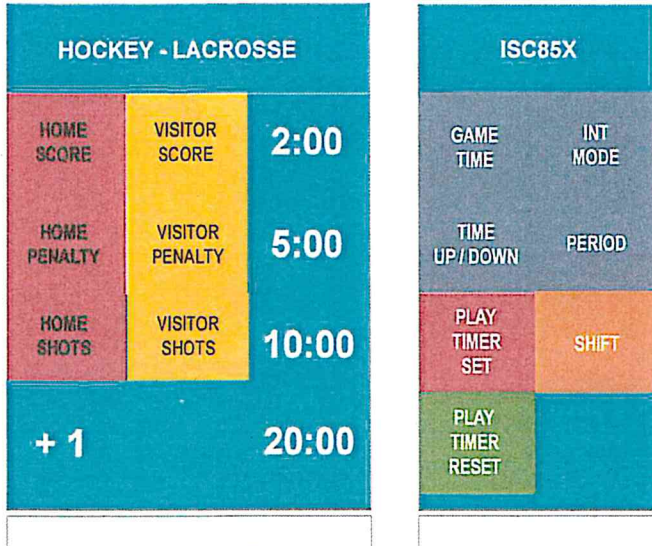
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ISC85X Intelligent Controller

Instructions

INSTRUCTIONS

Stittsville, Kinburn



- To **START/STOP** the clock:
 - Flip switch to **RUN** or **STOP** (rocker switch on the right side of the unit).
- HORN:**
 - Sounds automatically at end of period/intermission.
 - To activate manually, press Horn button (on the right side of the unit). Horn will continue to sound as long as the button is pressed.
- To set **TIME** (NOTE: Switch must be in **STOP** position.):
 - Press **GAME TIME**.
 - If time is expired, the last time entered will automatically be shown.
 - To set a Different Time:
 - Enter minutes on the numeric keypad. Press **ENTER**.
 - Enter seconds on the numeric keypad. Press **ENTER**.
 - Enter hundredths of seconds on the numeric keypad. Press **ENTER**.
- To set **INT MODE** timer: (Intermission Time)
 - Switch must be in **STOP** position.
 - Press **INT MODE**.
 - The time last entered will display automatically.
 - To set a Different Time:
 - Enter minutes on the numeric keypad. Press **ENTER**.
 - Enter seconds on the numeric keypad. Press **ENTER**.
 - While in this mode, the only way to exit is to press the **INT MODE** button again.

5. To set **PENALTIES:**

- Press **HOME** or **GUEST PENALTY**.
- Depending on where the cursor is – Player Number, Penalty time, Minutes & Seconds – enter the desired value on the numeric keypad and Press **ENTER**.

NOTE:

- Penalties 1 & 2 for both teams will show and run on the scoreboard.
- Penalties 3 & 4 are delayed penalties and will appear once either Penalties 1 or 2 are complete.
- To cancel Penalty 1 or 2 because of an opposing team goal or for some other reason, just select it by using the applicable button (**HOME PENALTY** or **GUEST PENALTY**) and clear out the Player Number and Penalty Time. Any pre-set 'delayed penalties' will shift into place once playing time resumes.

6. Pre-Set **INCREMENT** buttons:

- For **TIME**, and **BREAK MODE**, use the pre-set increment buttons to increase the minutes by preset values of 2, 5, 10, or 20 minutes.
- Move the cursor to minutes.
- Press **TIME/INT MODE**, then the desired time increment button – 2:00, 5:00, 10:00, or 20:00. (The time will increment by that value - not get set to that value.)





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INSTRUCTIONS

7. To set **PERIOD**:

- Press **PERIOD**.
- Enter value on the numeric keypad.
Press **ENTER**.
- Will auto-increment when setting time at end of period.

8. To set **SCORES**:

- Press **HOME OR GUEST SCORE**.
- Enter score on numeric keypad. Press **ENTER**.

NOTE: To Increment **SCORES** or **PERIOD**, press desired function button, then Press **+1**.

9. To set **SHOTS ON GOAL (IF ENABLED)**:

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

NOTE: With the game time running, increment **SHOTS** by pressing appropriate teams **SHOTS** button.

10. To set **PLAY TIMER (IF ENABLED)**:

- Ensure Start/Stop switch is in **STOP** position.
- Press **PLAY TIMER SET**.
- Enter "shot clock" length on the numeric keypad.
Press **ENTER**.

NOTE: If **PLAY TIMER** is enabled, but not required – set play timer to 0, to disable it.

11. To **RE-SET PLAY TIMER (IF ENABLED)**:

- Press **PLAY TIMER RESET**.
- if equipped, Press external button

12. To **CLEAR** any value:

- Press any function button to move the flashing cursor over a desired value. Then Press **CLEAR**.

13. To set **SHIFT TIMER (IF ENABLED)**:

NOTE: The **SHIFT TIMER** counts down from the set amount. When the **SHIFT TIMER** is expired a one second horn will sound, then the **SHIFT TIMER** will reset and start counting down again.

- Press **SHIFT**.
- Enter the shift time settings in minutes using the numeric keypad. Press **ENTER**.
- To edit the current running shift time Press **SHIFT**. Then **SHIFT** again. Enter the minutes using the numeric keypad. Press **ENTER**. Enter the seconds using the numeric keypad. Press **ENTER**.

NOTE: On power up, the shift time will be 0:00, which leaves it in an inactive mode which means no horns will sound.

14. To set **CLOCK DIRECTION**

- Press the **TIMER UP/DOWN** button.
- This will toggle between **UP** and **DOWN**. If **UP** is selected, press **ENTER**.
- Then, enter time limit using the numeric keypad, and press **ENTER**, again.

HOME SCORE 0 VISITOR SCORE 0
DOWN TIME 00:00

HOCKEY - LAGROSSE

HOME SCORE	VISITOR SCORE	2:00
HOME PENALTY	VISITOR PENALTY	5:00
HOME SHOTS	VISITOR SHOTS	10:00
+1		20:00

ISC85X

GAME TIME	INT MODE
TIME UP/DOWN	PERIOD
PLAY TIMER SET	SHIFT
PLAY TIMER RESET	

7	8	9
4	5	6
1	2	3
CLEAR	0	ENTER

Shelbyville

Time Clock Set Up Instructions

Richmond Arena
Model Nevco 008-3261



Prompt	Answer
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Do you want to use start program? Y or N	N
Enter your model code:	008-3261
Do you want to use shot clock? Y or N	Y
Shot time # #	30
O.B. time # #	30
Use penalty time out? Y or N	N
<i>To add time to the clock:</i>	
Press <i>Set Time</i>	
Enter number of minutes	
At the prompt, <i>Period 0</i> , enter 1	

Notes:

- If the shot clock was not used in previous game, you must turn the time clock off in order to set the use of the shot clock
- Both cords for the shot clock must be plugged into the device (see photo) – one resets and the other starts/stops

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7. "Penalty time out?" – NO

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2. Push 'time'
3. Type '15:00'
4. Push 'Yes'
5. Period '1' (needs to be changed for each period)
6. Be sure scores are set to 0:
 - * push 'set'
 - * push 'home score' or 'guest score'
 - * push '0'

To correct a mistake in the scoring on the board:

1. Push 'set'
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3. Push the number the score should be.

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