

MULTIPLEX SCORECLOCK INSTRUCTIONS

TO POWER UP

- 1) ENSURE THAT THE CLOCK IS PLUGED INTO A POWER OUTLET
- 2) PRESS THE 'ON' SWITCH WHICH LOCATED ON THE RIGHT SIDE OF THE MACHINE
- 3) TYPE MODEL CODE NUMBER
- 4) PRESS 'NO' TO SHOT CLOCK PROMPT
- 5) PRESS 'YES' TO PENALTY TIME OUT PROMPT
- 6) PRESS 'SET' THEN 'TIME'
- 7) INPUT THE AMOUNT OF TIME REQUIRED (I.E. 20:00). INCLUDE THE ":" BETWEEN THE MINUTES AND SECONDS
- 8) PRESS 'YES'
- 9) CHOSE PERIOD: 1, 2 OR 3
- 10) PRESS 'YES'

TO SET SCORE

- 1) PRESS 'SET'
- 2) PRESS EITHER 'HOME SCORE' OR 'GUEST SCORE'
- 3) INPUT '0'

TO START TIME

- 1) PUSH THE REMOTE TIME SWITCH (ON THE CORD) TO 'ON'
- 2) STOP TIME COUNTDOWN BY MOVING THE ENABLED TIME SWITCH TO 'OFF'

WHEN A GOAL IS SCORED

- 1) PRESS EITHER 'HOME SCORE' OR 'GUEST SCORE'
- 2) PRESS '1' AT THE PROMPT (BECAUSE ONE GOAL WAS SCORED - DO NOT PRESS THE TOTAL SCORE)
- 3) PRESS 'YES'

TO SET A PENALTY

- 1) PRESS 'SET'
- 2) PRESS EITHER 'HOME PENALTY' OR 'GUEST PENALTY'
- 3) INPUT THE LENGTH OF THE PENALTY (I.E. 02:00; 05:00; 10:00; ETC - YOU MUST INPUT '0' BEFORE THE SINGLE DIGIT)
- 4) PRESS 'YES'
- 5) INPUT THE PLAYER'S NUMBER (TWO DIGITS AS WITH THE PENALTY TIME; NO 9 = '09')
- 6) THE PENALTY IS NOW SET AND WILL SHOW ON THE CLOCK IMMEDIATELY DURING STRAIGHT TIME OF WHEN CLOCK IS STARTED DURING STOP TIME
- 7) DURING STRAIGHT TIME, THE SECOND DIGIT OF THE PLAYER'S NUMBER SHOULD NOT BE INPUT UNTIL THE PUCK IS DROPPED AT THE FACE OFF

TO CLEAR A PENALTY

- 1) PRESS EITHER 'HOME PENALTY' OR 'GUEST PENALTY'
- 2) YOU WILL SEE EITHER 'HP1' OF 'GP1'. THIS REPRESENTS THE FIRST PENALTY TAKEN. UP TO NINE PENALTIES MAY BE RECORDED FOR EACH TEAM
- 3) WHEN YOU FIND THE PENALTY TO BE DELETED AND IT IS IN THE VIEWED AREA, PRESS 'PENALTY CLEAR' (IT IS USUALLY THE FIRST ONE)
- 4) PRESS 'YES'