

SMITHS FALLS HOCKEY SCORE CLOCK

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 the scoreboard
- Pressing 'GAME TIME' again clears the scoreboard
- Repeated pressing of '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'

SETTING UP DIFFERENT PERIOD DURATIONS

- For other start times, press 'GAME TIME', then '1' to '9' minutes and 'ENTER'
- If warm-up is required after 'GAME TIME' is set, press 'INTERM/WARMUP' minutes and 'ENTER'
- For a 15, 15, 10 minute game, press 'TIME' '1' '0' 'ENTER' before the third period starts
- 'STOP/GO' controls the running time and will curfew either 'WARMUP' or 'INTERMISSION'

SCORES, SHOTS, PERIODS or TIME OUTS

- Press scores or shots keys to add one for each press (shots displays are not available on all boards)
- Scores or shots can be corrected using the team score or shots key and digits, followed by 'ENTER'
- Periods can be corrected by pressing '9/PERIOD' when the time is stopped
- Time-outs can be set for either team by pressing 'TIME', the score key, the # of seconds, and 'ENTER'
- Time-Outs appear on the score display to keep the game time visible. The score returns after the TO

BETWEEN PERIODS

- Automatic 4-second horn ends period. Keypad 'HORN' is 1 second to signal refs and substitutions
- To start a ten minute intermission, press 'INTERM/WarmUP' '1' '0', then 'ENTER' to start immediately
- The horn sounds at three minutes to warn of either intermission ending or Warmup starting

PROGRAMMABLE INTERVAL HORN

An interval horn can be set to sound time durations of 1 to 9 MINUTES or 10 to 1:59 SECONDS by pressing 'TIME' 'HORN' Minutes or Seconds 'ENTER'. It will be cancelled when the period ends or entering 0 for the time or by pressing 'GAMETIME' after 90 seconds for three on three press, 'TIME' 'HORN' '9' '0' 'ENTER'

TIME OF DAY CLOCK

- Press 'TIME' 'ENTER' to view the time of day, even with the timer running, to return to the game. Check the Time of Day on the scoreboard, and the game timer still runs in the background.

PENALTIES

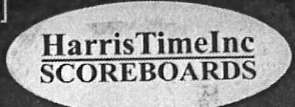
- For a two minute penalty, press the penalty key for either team, then 'ENTER' 'ENTER'
- For a 4, 5 or 7 minute penalty, press the penalty key, then 'TIME' (repeat), then 'ENTER' 'ENTER'
- A flashing penalty is changing. Examples follow:
 - 2 minute: 'HPEN' or 'VPEN' 'ENTER' 'ENTER'
 - 3 minute: 'HPEN' or 'VPEN' '1' or '2' (1 or 2 penalty), 'TIME' '3' '0' '0' 'ENTER' 'ENTER'
 - 4 minute: 'HPEN' or 'VPEN' 'TIME' 'ENTER' 'ENTER'
 - 5 minute: 'HPEN' or 'VPEN' 'TIME' 'TIME' 'ENTER' 'ENTER'
 - 7 minute: 'HPEN' or 'VPEN' 'TIME' 'TIME' 'TIME' 'ENTER' 'ENTER'

-To correct zero penalties, 'HPEN' or 'VPEN' '1' or '2' 'TIME' min:sec or 0 'ENT' 'ENT'

-To hold penalties in run time 'PENALTY STOP/GO' to stop and start penalty time

- 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 when 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: for example: 'HPEN' '1' 'TIME' '0' 'ENTER' 'ENTER'
- To correct or delete a penalty manually, choose 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 the score or penalty entry, they can resent back to when the scoreboard time was last stopped by pressing 'ENTER' '0' 'ENTER'
- <.....> - press to display on the scoreboard the time into (time minus time remaining) when the event occurred.

[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