

Scoreboard Operation (RINK A)

(Note: The 10-minute penalty key is programmed to 1 minute, 30 seconds.)

I. Beginning a game

- A. Scoreboard time must be set (automatically sets for 10:00 minutes)
 - 1. Press **DOUBLE ARROW** key. "New game? Y/N"
 - 2. Press **YES** key.
- B. Scoreboard time must be adjusted to accommodate different age divisions.
 - 1. Press **DOUBLE ARROW** key. "New game? Y/N"
 - 2. Press **YES** key.
 - 3. Press **SET CLOCK** key.
 - 4. Using **NUMBER** keys, set desired time (time shows on controller display.)
 - 5. Press **ENTER**.

II. Game play controls

- A. Starting and stopping game clock
 - 1. Use **TIME IN** switch to start and stop clock.
- B. Resetting clock for 2nd or 3rd period (automatically sets to 10:00 minutes).
 - 1. Press **SET CLOCK** key.
 - 2. Using **NUMBER** keys, set desired time.
- C. Changing periods
 - 1. Press **QUARTER, PERIOD, HALF** key.
 - 2. Press **+1** key (cycles one through nine).
- D. Sound horn (automatically sounds when times expire).
 - 1. Press **HORN** button at bottom right.

III. Scoring

- A. Home team scores
 - 1. Press blue **HOME SCORE** key
 - 2. Press **+1** key.
- B. Visitor team scores
 - 1. Press yellow **VISITOR SCORE** key
 - 2. Press **+1** key.

IV. Penalties

- A. Penalty on home team player
 - 1. Press blue **HOME PENALTY** key.
 - 2. Press desired **PENALTY MINUTES** key. "Enter Ply. #"
 - 3. Use **NUMBER** keys to enter player number. (Note: Must enter player #. The player # identifies the penalty and is needed to change or clear the penalty.)
 - 4. Press **ENTER** key.
- B. Penalty on visitor team player
 - 1. Press yellow **VISITOR PENALTY** key.
 - 2. Press desired **PENALTY MINUTES** key. "Enter Ply. #"
 - 3. Use **NUMBER** keys to enter player number. (Note: Must enter player #. The player # identifies the penalty and is needed to change or clear the penalty.)
 - 4. Press **ENTER** key.
- C. Clearing a penalty
 - 1. Press appropriate **HOME or VISITOR PENALTY** key.
 - 2. Press red **CLR** key. "Enter Ply. #"
 - 3. Use **NUMBER** keys to enter player number.
 - 4. Press **ENTER** key.
 - 5. Press red **CLR** key again.
 - 6. Press **ENTER** key again.