

ELECTRO-MECH Model LX8850 SCOREBOARD

Installed at the Laramie Ice & Event Center 2/2023

- The scoreboard console **DOES NOT** have an on/off switch. If it's plugged in it is on. The 'TIME OF DAY' clock does not continue to update unless the console is plugged in and in communication with the scoreboard.
- The North and South scoreboards work in coordination (they can not work separately). Note that team names that fit in the letter spacing on the North scoreboard may not fit on the South smaller scoreboard. So visually check both when entering names. You can choose the condensed letter option when entering names (option 1) to make longer names (over 8 letters) fit.
- **GUEST scores are on the LEFT side. HOME scores are on the RIGHT side of each board.**
- To use the handheld device for stopping and starting the clock, plug it into either of the RJ-45 ports on the back of the console. When plugged in the 'CLOCK ON/OFF' button on the console also works. Note the handheld device is sensitive to the touch.
- Some console buttons do not apply to ice hockey and do not function when pressed. These are 'GUEST C-KICK +1' 'GUEST SAVES +1' 'HOME C-KICKS +1' and 'HOME SAVES +1.' Pressing them does no harm. "GUEST GOAL' and 'HOME GOAL' lights do not exist on our scoreboard.
- 'CLEAR' button allows you to exit or skip; 'ENTER' confirms entry. Typically you press 'ENTER' to access and confirm functions.



Console



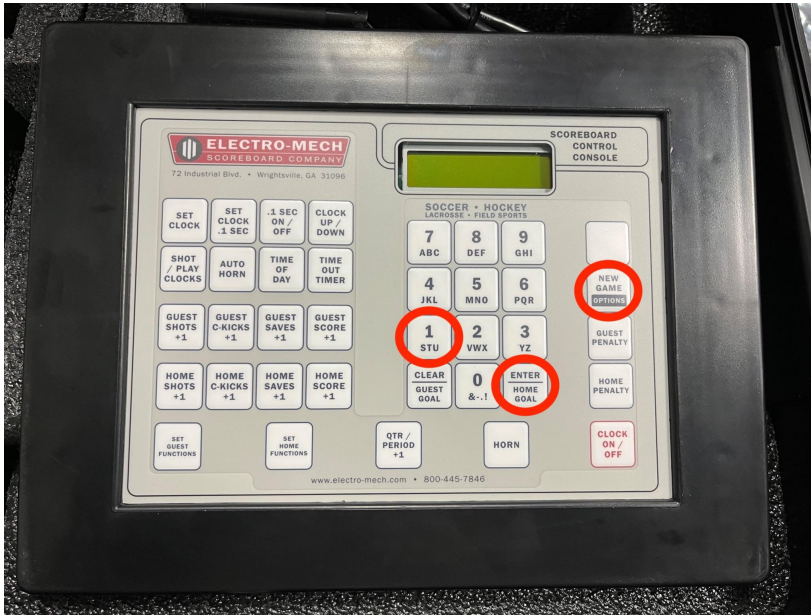
Handheld device



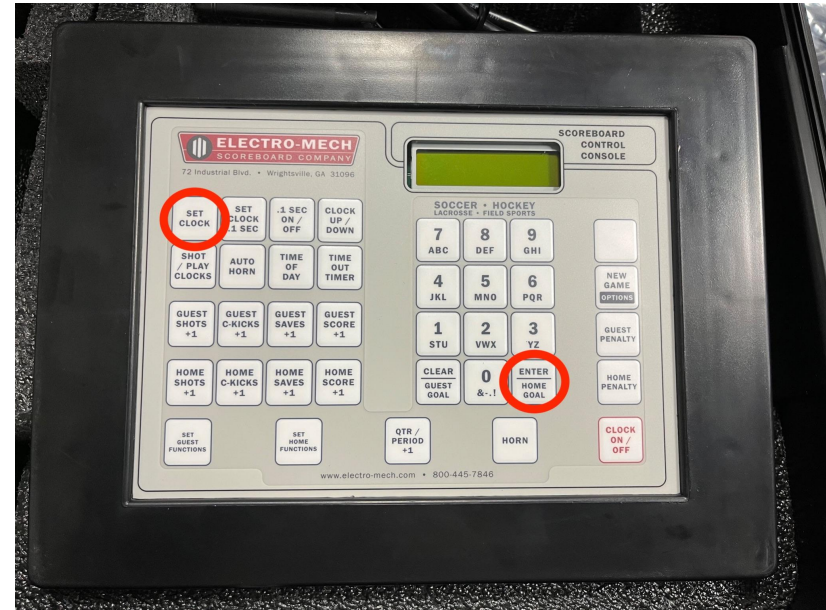
Back of console where handheld device plugs into either of the RJ-45 ports

STARTING A GAME

Starting a new game: [NEW GAME] [1] [ENTER]

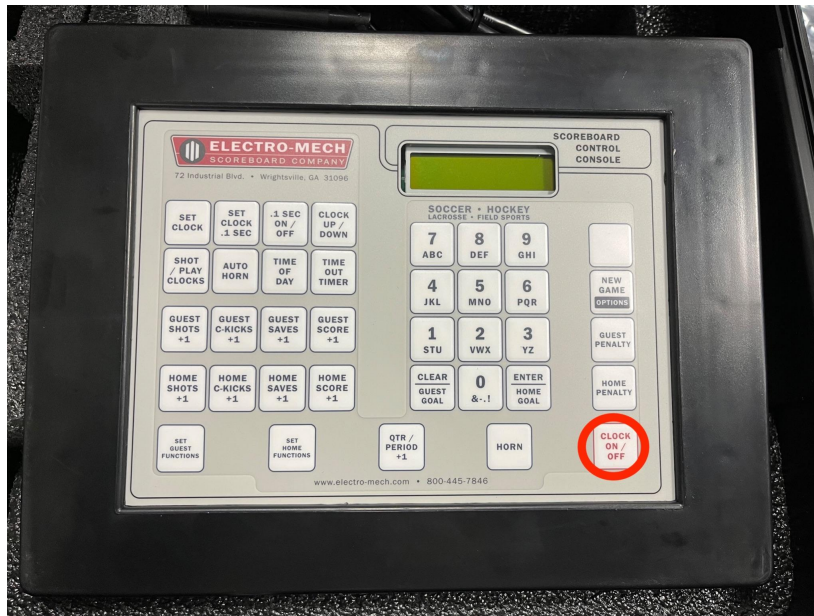


Set game clock: [SET CLOCK] *ENTER TIME* [ENTER]



BASIC FUNCTIONS

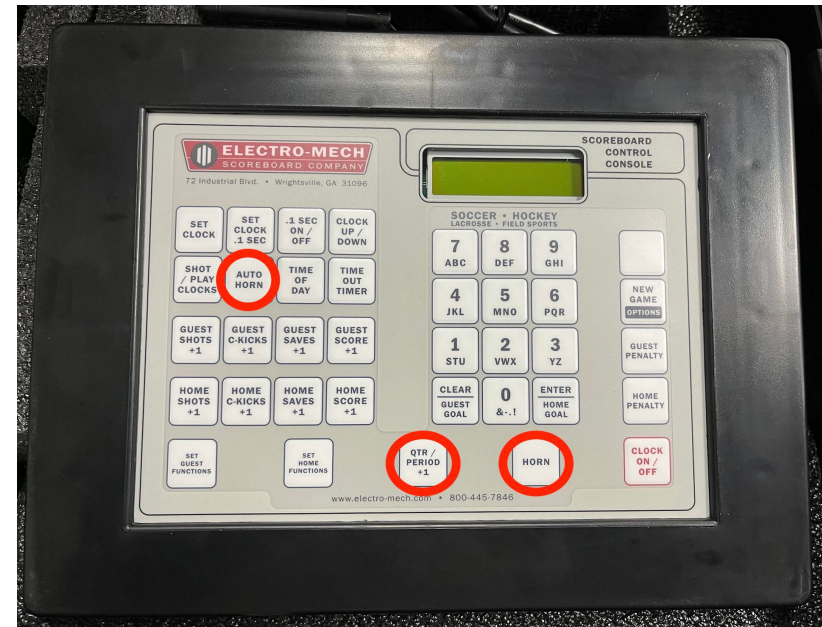
[CLOCK ON/OFF] button to starts/stops clock. The handheld device does this as well.



[QTR/PERIOD +1] changes the period number. It cycles from 1 to 4 so if you pass the current period just cycle through.

[HORN] allows you to sound the horn for two seconds; holding the button does not extend the length of the horn.

[AUTO HORN] allows you to change whether the horn automatically goes off at the end of a period or a timeout. Press Enter to cycle through choices and make sure that these options are set to **1=AUTO**. The default for timeout reverts to "0", so this should be changed every game.



SETTING TEAM NAMES

Editing Electronic Team Names **[NEW GAME] [7]**

*** game clock has to be stopped to do this function ***

Team 1 is on the **LEFT** and is the **GUEST** (AWAY) team. **Team 2** is on the **RIGHT** and is the **HOME** team.

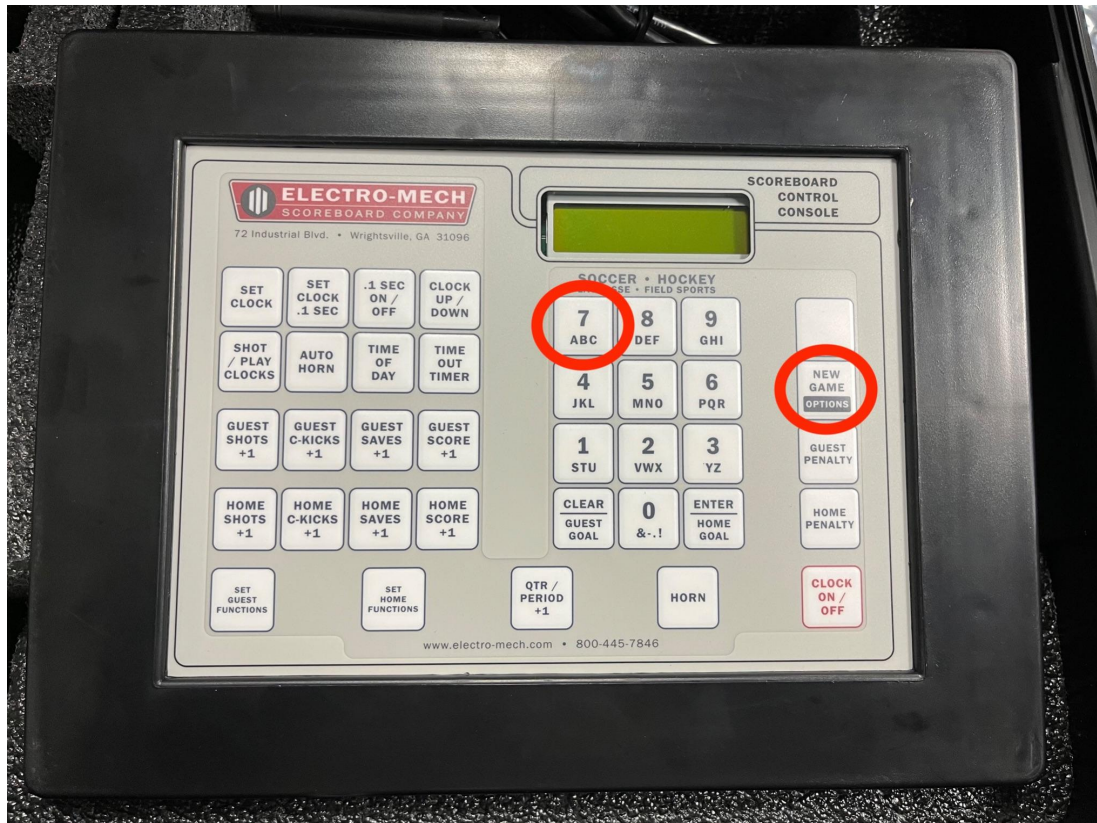
Use the numerical keypad to toggle to the letters for the team name. For example [4] [4] [4] = L and [7] = A.

For each team name there are 3 steps: (1) Enter the team name; (2) Choose the font; (3) Choose the justification.

For font options: 1 = Condensed 2= Regular 3 = Bold

Eight or more letters need to be condensed [1] to fit on the South smaller scoreboard. Eleven is the maximum number.

Team name alignment: 1 = Left 2 = Center 3 = Right

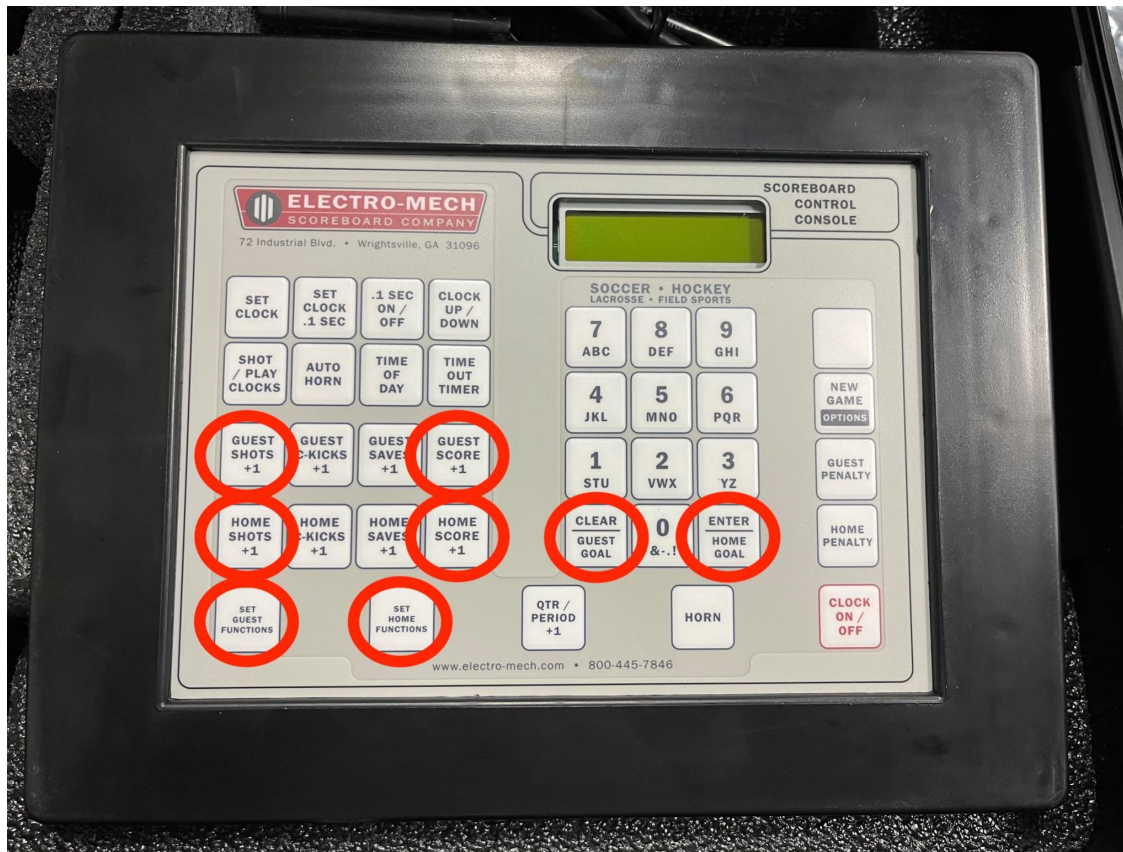


GOALS AND SHOTS

Adding goals and shots to the scoreboard. There are two options: you can add them by clicking on “+1” buttons, or manually adjust the score or shot count numbers.

Option1: [**GUEST SCORE +1**] or [**HOME SCORE +1**] to increase either score by one. Use [**GUEST SHOTS +1**] or [**HOME SHOTS +1**] to increase shot counts by one.

Option 2: Use [**SET GUEST FUNCTIONS**] or [**SET HOME FUNCTIONS**] keys to manually set score or shot counts to *specific numbers*. When you choose this option you will be prompted to set the score first, and then prompted to change the shot count. Use the [**ENTER**] key to move through the prompts to change either or both, or [**CLEAR**] to exit.



PENALTIES

Setting and removing penalties. Use **[HOME PENALTY]** or **[GUEST PENALTY]** key. Enter the *player number* eg [2] [5] and **[ENTER]**. Then enter the *penalty minutes* eg [2] [0] [0] and **[ENTER]**. Note: single digit player numbers can be entered as just the single digit, a zero is not needed ahead of the single digit. The system can hold four penalties at a time for each team.

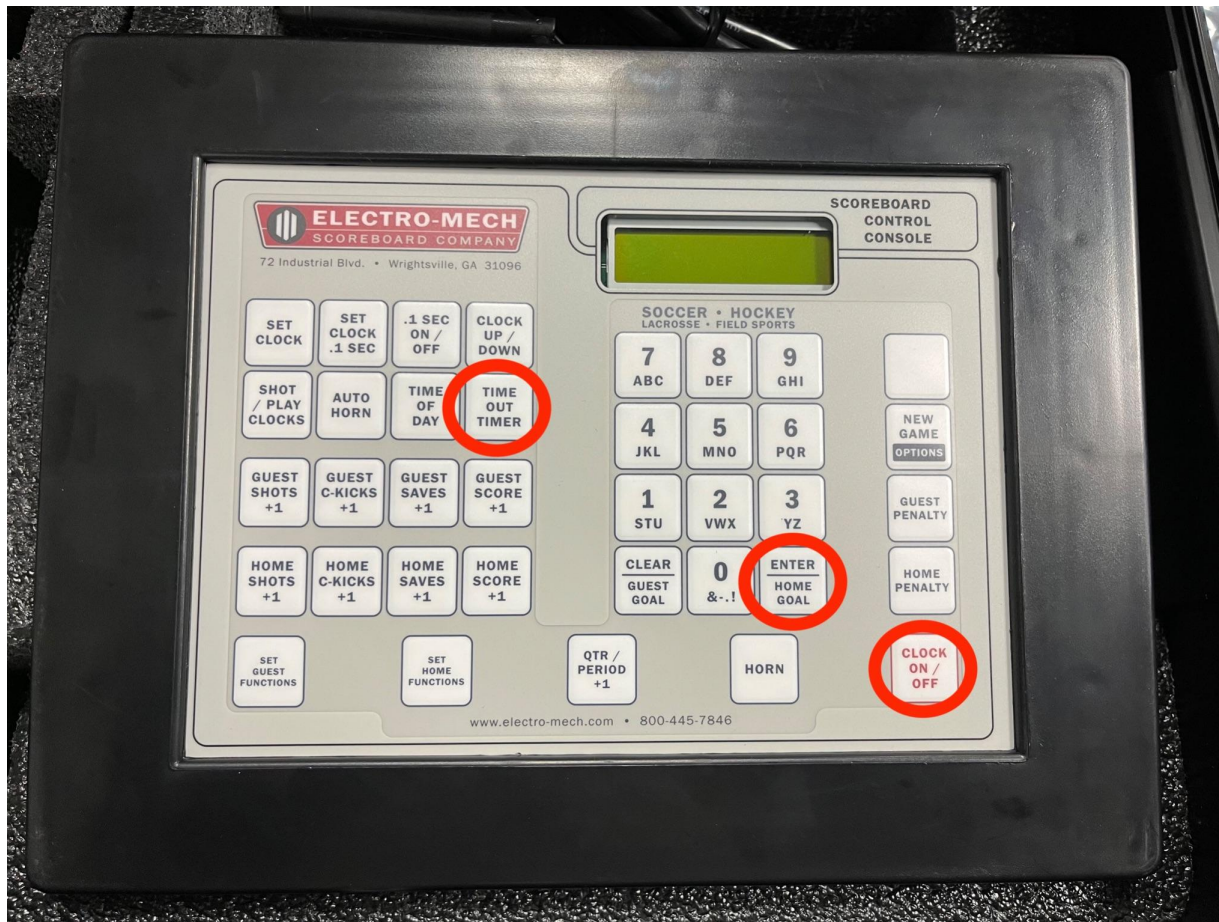
To remove a penalty, repeatedly press either **[HOME PENALTY]** or **[GUEST PENALTY]** until you get to the penalty you want to remove. When you see the desired penalty on the LCD Screen press **[ENTER]** to select it and change the penalty time to zero. This removes the selected penalty.



TIMEOUTS

Setting timeout timer. This can be used for standard 1 minute timeout during a game, or the 5 minute warm-up timer before a game. Ask the referee when to start any timeout timer.

Select **[TIME OUT TIMER]** and **[1]** to allow this time to temporarily replace game time on the scoreboard; the clock will automatically reset to the game clock after the end of the timeout. Set the desired time eg [1] [0] [0] **[ENTER]**. The countdown will start as soon as you press enter. To abort the timeout countdown, press either the **[TIME OUT TIMER]** or **[CLOCK ON/ OFF]** key.



TIME OF DAY

Setting time of day clock:

[TIME OF DAY] [1] [ENTER]

[1] [ENTER]

Enter the time of day (12-hour format) eg [2][4][5] [ENTER]. Note: the clock will not keep time unless the console is plugged in.

