

## Resor Rink at TGIH Clock Instructions for 8U Half Ice Games

1. Turn the clock on using the toggle switch on the back of the clock.
2. Enter code 62, press ENTER.
3. Prompt will ask "1/10 sec?": press ENTER.
4. The clock automatically sets to 20 minutes. To enter the warm-up time on the clock: press SET MAIN CLOCK; use the number pad to enter the time (e.g., 3 minutes); press ENTER; press START to begin the clock once the teams are on the ice. The buzzer should automatically sound when the clock reaches 0:00.
5. Repeat step 4 to enter the time for the first period (or first game if it's a jamboree). Press START to begin the clock when the puck hits the ice at the face-off (there are games on both halves of the ice so feel free to start the clock when you see the first puck drop).
6. To sound the buzzer for a shift change: press HORN every two minutes during game play (for example, if the first period is 24 minutes, sound the first buzzer at 22 minutes, the next buzzer at 20 minutes, etc.).

The clock runs continuously after puck drop until the period is over. The clock does not stop for a penalty. The clock does not stop if a player is injured unless the injured player is still down on the ice when the buzzer sounds for a shift-change. If an injured player remains down at the shift-change buzzer, press STOP to stop the clock (and press HORN a few times to ensure the other game stops play). Similarly, if the half-ice boards fall down during game play, stop the clock (safety hazard to continue play with the boards down). Once the injured player is off the ice or the boards are up, press START to restart the clock.

7. Repeat step 4 to enter time (usually 2 minutes) for the break between periods (or the break between games if it's a jamboree). This step is optional. You can also just hit the HORN button after about 1-2 minutes have elapsed to give the teams a reminder that the break is over.
8. Repeat step 4 to enter time for the second period (or next game if it's a jamboree).