



You Can't Ignore The Roar!

HOW TO RUN THE CLOCK

TO START THE GAME:

PRESS: "NEW GAME"

PRESS: "CLEAR"

THE CLOCK WILL SAY:

"NEW GAME"

PRESS: "ENTER"

"AUTO HORN"

PRESS: "ENTER"

"TIMER DIRECTION"

PRESS: "1" FOR DOWN

"PERIOD #1 (YES)"

PRESS: "ENTER"

"11 MIN"

PRESS: "ENTER"

(MITE & SQUIRT ARE 11 MINUTE PERIODS WITH 1:30 MINUTE MINOR PENALTIES. PEE WEE ARE 12 MINUTE PERIODS WITH 2:00 MINUTE MINOR PENALTIES, BANTAM ARE 13 MINUTE PERIODS WITH 2:00 MINUTE PENALTIES)

AT THE FACE-OFF WHEN THE PUCK DROPS

PRESS: "TIMER RUN"

IF THE WHISTLE BLOWS (TO STOP PLAY/PENALTY):

PRESS: "TIMER HOLD"

AT THE NEXT FACE-OFF WHEN THE PUCK DROPS:

PRESS: "TIMER RUN" AGAIN

FOR THE NEXT PERIOD (AFTER HORN):

PRESS: "PERIOD" (IT WILL AUTOMATICALLY COME UP "PERIOD #2 (YES) OR "PERIOD #3 (YES)", ETC.)

PRESS: "ENTER"

ENTER MINUTES: "11"

PRESS: "ENTER"

PRESS: "TIMER RUN" AT THE NEXT FACE-OFF. (SEE ABOVE).



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PENALTY:

PRESS: "PENALTY" ON THE CORRECT COLUMN.

GREEN = HOME

RED = GUEST

THE CLOCK WILL TELL YOU THE TIME THE PENALTY OCCURRED, I.E. "@00:36"

PRESS: "ENTER"

THE CLOCK WILL ASK PLAYER NUMBER

PUT IN THE PLAYER'S NUMBER IE "25"

PRESS: "ENTER"

FOR MINOR PENALTY: (1:30)

PRESS: "1"

PRESS: "ENTER"

PRESS: "30"

PRESS: "ENTER"

FOR ALL OTHER PENALTIES, DO THE SAME FOR THE LENGTH OF THE PENALTY. (THE REF SHOULD TELL YOU THE LENGTH OF EACH PENALTY)

TO DELETE THE PENALTY: (I.E., IF THE TEAM ON THE POWER PLAY SCORES A GOAL BEFORE THE PENALTY IS OVER.)

PRESS: "RECALL"

PRESS: "PENALTY" ON THE CORRECT COLUMN

GREEN = HOME

RED = GUEST
PRESS: "CLEAR"
PRESS: "ENTER"