

Rink 2 Time Clock Instructions

This clock uses leading zeros to make 2 digits numbers

ie: player #9 receives a penalty, enter 09 for the player #

ie: Penalty time is 1:30, enter 0130 for the time

Turn on the Time Clock using the switch on the back of the clock

The Time Clock will prompt RESUME GAME Y/N Press NO to start a new game. If you press CLEAR the following prompts will show.

CODE 062 or 063 (for shots) should show press ENTER - IF not enter 062 ENTER

Prompt 1/10 Second? Press ENTER

SETTING TIME:

Press SET MAIN CLOCK the screen will prompt for time

Warm-up 03000 (3 minutes) then press ENTER

Play 15000 then press ENTER

SETTING PERIOD:

To increase the period # press PERIOD + 1

To reset the period press PERIOD key then enter the correct period #. Period #4 turns on the overtime light on the scoreboard

RUNNING CLOCK:

To start the clock press START, to stop the clock press STOP. You may also use the attached controller.

GOALS:

ADD To add goals find the SCORE + button under the HOME or GUEST areas.

REMOVE To remove a goal find the SCORE• button under the HOME or GUEST area then enter the correct # of goals on the keypad and select ENTER.

OVER FOR PENALTY INSTRUCTIONS



ADDING A PENALTY:

Press the PLAYER • PENALTY button then press ENTER.
Enter the player's jersey # • ENTER.

For a single # add a zero in front.

Enter the correct penalty time (0200) using the numeric keyboard and then press ENTER. The penalty will appear on the scoreboard.

EDITING A PENALTY:

Press the PLAYER • PENALTY button

Use the {↑} {↓} button (above the MENU key) to scroll to the penalty you want to edit.

Press the ENTER button to edit the penalty entering it as directed in the Adding a Penalty section.

REMOVING A PENALTY:

Press the PLAYER • PENALTY button

Use the {↑} {↓} button (above the MENU key) to scroll to the penalty you want to clear.

Press the CLEAR and then ENTER button

ADDITIONAL PENALTY INFORMATION:

There are 6 memory slots for penalties. Only the 1st two will count down. Penalty # 3 will start once the 1st penalty clears.