

Rink A Scoreboard Operation

(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.

Rink B Scoreboard Operation

(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 15:00 minutes)

1. Press **NEW GAME** key.
2. Press **1** for yes.
3. Press **ENTER**.

Scoreboard time must be adjusted to accommodate different age divisions.

1. Press **NEW GAME** key.
2. Press **1** key for yes
3. Press **ENTER**.
4. Press **SET CLOCK** key.
5. Using **NUMBER** keys, set desired time (time shows on controller display.)
6. Press **ENTER**.

II. Game play controls

A. Starting and stopping game clock

1. Use **CLOCK ON/OFF** switch to start and stop clock.

B. Resetting clock for 2nd or 3rd period

1. Press **SET CLOCK** key.
2. Using **NUMBER** keys, set desired time.

C. Changing periods

1. Press **PERIOD** key. (Cycles one through four)

D. Sound horn (automatically sounds when times expire).

1. Press **HORN** button at bottom right.

III. Scoring

A. Home team scores

1. Press **HOME SCORE + 1** key.

B. Visitor team scores

1. Press yellow **VISITOR SCORE + ONE** key.

IV. Penalties

A. Penalty on home team player

1. Press **HOME 1** key.
2. Use **NUMBER** keys to enter desired penalty minutes.
3. Press **ENTER** key.
4. Use **NUMBER** keys to enter player number.
5. Press **ENTER**.
6. Use **HOME 2** for overlapping penalties.

B. Penalty on visitor team player

1. Press **guest 1** key.
2. Repeat 2 through 5 from above.

C. Clearing a penalty

1. Press appropriate **HOME or GUEST PENALTY** key.
2. Press **0**.
3. Press **ENTER**.
4. Use **NUMBER** keys to enter player number.
5. Press **ENTER** key.