TIME OF DAY SETTING

The Time of Day can be set in the same way the scoreboard time is set (as described on the control panel), except a <VI> must be added before the <#> is pressed. This is to prevent unauthorized time changes if the panel is left unlocked in the TOD mode when unattended. Time setting can be entered in 12 hour format as HHMM. ie - Hours and Minutes like 1205.

TOD Setting sequence: TIME H H M M VI

NOTE: It is possible to exactly synchronize HARRIS TIME with any
               reference timer. Enter all of the TOD setting sequence except for the #,
               (with the HHMM time one minute ahead of the reference clock).
               Then press the # at the moment the reference changes to the time set.

HORN OPERATION

The End of Period Horn is automatic, and will sound at 0.0 time without programming. The programming for the horn described on the control panel is for two and three minute interval timing for minor hockey leagues only.
The horn can be sounded immediately at any time by entering the sequence described on the control panel, except a <0> replaces the <2> or <3>.

Immediate Horn sequence: HORN 0

New Features - 1996

MAIN TIME

Can now be set as high as 99 minutes, 59 seconds.

SCORES

Can be incremented for each team, one number at a time by pressing <VS> or <HS> followed by repeatedly pressing <#>. This is to aid in Basketball scoring which occurs more rapidly.

HARRIS TIME *Digital Signs*   (905) 829-1694

SPORTSTIMER CONTROL INSTRUCTIONS

Note: Sportstimer Operating Instructions are displayed on the control panel face.

THE ENTRY PASSKEY

The control panel is passkey protected to prevent unauthorized use. This is to allow the timekeeper to leave the control panel unattended between periods without the possibility of programmed penalties being altered or lost.
The entry passkey is 1989 and must be entered whenever the exit passkey has previously been used, or when the sportstimer power has been shut off then back on.
To enter the passkey, press the <#> key followed by the digits,
<1> <9> <8> <9>, then press the <#> key again.

Entry Passkey Sequence: # 1 9 8 9

THE EXIT PASSKEY

The exit passkey is used by the timekeeper to maintain current programmed settings, or by arena staff to lock out the control panel when the time of day is being displayed.
The exit passkey is 1990 and it will result in the control panel ignoring any further keystrokes.
The exit passkey is entered using the same sequence as above.

Exit passkey sequence: # 1 9 9 0

TIME OF DAY (TOD) OPERATION

The sportstimer will alternate between scoreboard operation and TOD operation when the TOD sequence is entered. The mode in which the sportstimer is currently operating will be replaced by the other mode when the TOD sequence is entered.
If the scoreboard is in operation, the down-counting time must be stopped before the sequence will work. All penalties, scores and periods will be reset to zero, and will disappear.

TOD sequence: VI 9 9

SPORTSTIMER OPERATING INSTRUCTIONS

NOTES : 1) KEYBOARD OPERATION REQUIRES PASSKEY ENTRY
2) END OF PERIOD HORN IS AUTOMATIC AT 0:00

FUNCTION	PRESS	DIGIT RANGE	SEND
TIME SET	[TIME]	[0] TO [2000]	[#]
PERIOD	[PERIOD]	[0] TO [4]	[#]
RUN TIME	[STOP / GO]	(ALTERNATING OPERATION)	
SCORE	[VS] OR [HS]	[0] TO [99]	[#]
TIME OF	[TIME OF]	(HELD UNTIL KEY IS RELEASED)	
PENALTY	[VP] OR [HP]	[1] TO [5]	[#]
		[0] TO [1000]	[#]
HORN CONTROL	[HORN]	[0] (IMMEDIATE)	[#]
	[HORN]	[2] OR [3] (INTERVAL)	[#]
INTERMISSION	[INT]	[0] TO [2000]	[#]
CLEAR ERROR	[*]	(CLEAR ONLY BEFORE # IS PRESSED)	

HARRIS TIME *DIGITAL SIGNS*

PASS KEY ENTRY
FROM TIME OF DAY
VI 99 #

POWER FAILURE UNLOCK
CODE # 1989 #