



**PRESS ANY KEY TO TURN ON SCOREBOARD OPERATION**

- To set up a new game press **GAME TIME** until your start time appears
  - To set up a different time **GAME TIME** *minutes* **ENTER**
  - To start and stop time press **STOP/GO**
  - To correct or zero time press **TIME** *minutes:seconds or 0* **ENTER**
  - To add to scores/shots press **HSC** or **VSC** or **HSH** or **VSH**
  - To correct scores/shots press **HSC** or **VSC** *score NUMBERS or 0* **ENTER**
  - To start a time-out press (when time is stopped) **TIME** and **HSC** or **VSC** *1 to 59 sec* **ENTER**
  - To set up penalties press **HPEN** or **VPEN** **ENTER** **ENTER**
  - To add player number press *1 to 99* before the second **ENTER** above
  - To set up 4 or 5 minutes **HPEN** or **VPEN** **TIME** (repeat) **ENTER** **ENTER**
  - To correct or zero penalties **HPEN** or **VPEN** **1** or **2** **TIME** *min:sec or 0* **ENT** **ENT**
- Note: The shortest penalty is automatically cancelled when an opposing score is added.  
To keep the penalty, press **ENTER** while it is still flashing.**
- To hold penalties in run time **PENALTY STOP/GO** to stop and start penalty timing
  - To display time of goal press **TIME OF** (displays on main time for 5 seconds)
- At end of period** **Period indicator** adds one, Game Time returns to set up time
- To start or end intermission **INTERMISSION** *intermission minutes or 0* **ENTER**
  - To set interval horn **TIME** **HORN** *1 to 9 MINUTES or 10 to 1:59 SECONDS* **ENTER**
  - To cancel horn **TIME** **HORN** **0** **ENTER**
  - To go to or from time of day **TIME** **ENTER** at any time

## To Change the TOD on the Scoreboard

To change the time showing on the Time-of-Day display.

Ensure you are in the TOD mode by pressing

(This command will switch you into and out of TOD mode.)

When you are in TOD mode, press:

Note: Substitute the correct time in the 1234 location above. For example, 9:05 AM would be entered as Time, Stop/Go, 9, 0, 5, Enter. Use 24 hour time (add 12 to the hour) to enter PM times. Example: 16:05 for 4:05 PM.

Return to the scoreboard mode (if required) by pressing

### Scoreboard features:

#### **Display Saver**

Automatically turns off unused displays after 10 minutes of no keypad entry if the game time is not running.

#### **Smart Game Time Setting**

The game time can be set using pre-sets by pressing  repeatedly, or by entering any number of minutes (1 to 99) required.

#### **Programmable Horn**

The horn can be set to sound every **minute** from 1 to 9, or every **second** from 10 to 99 or every **minute:second from 1:01 to 1:59**. Example, for a 90 second interval, press      for 1 min, 30 sec.

#### **Time Outs**

Time outs per team can be displayed in either teams score display by pressing

to give a 30 second time out to the HOME team. Use the same for VISITOR.

#### **TIME OF**

To display the time of a goal or penalty on the main time display (for five seconds) press  when the game time is stopped.

#### **Automatic Period Count**

At the end of the period, the period time is automatically set, and the period number displayed goes up by one.

#### **Smart Intermission Entry**

Intermission is set by entering the number of minutes only. Example, for 12 minutes, press:

#### **Smart Penalty Entry**

Speeds up penalty entry by using preset times while still allowing normal entry.

#### **Automatic Penalty Cancellation or Reduction**

Penalties are cancelled or reduced to 2 minutes when a score is posted for the opposing team. This action can be aborted if necessary by pressing