

Scoreboard Operation – Walter Baker and Sportsplex

<p>Start up Unit</p> <p>Connect the unit to power and the clock Connect a hand-held remote to the unit Turn the power switch to ON (Power switch is on the right side of unit) Press NO button to clear/reset the unit Enter 3-digit unit code (on face of unit) Press NO for penalties/time outs Set the time and period as below</p>	<p>Start/Stop Clock</p> <p>Use the ON/OFF switch on the remote hand held switch to Start/Stop the clock</p> <p>NOTE: The ALT TIME SW on the unit can be used if the hand-held switch is not connected.</p> <p>Turn the switch to OFF when the horn sounds at the end of the period</p>
<p>Enter Time/Period</p> <p>The following example sets the clock to 15 minutes and period 1:</p> <p style="padding-left: 40px;">Press SET button Press Time button Press 1 5 0 0 for a time of 15 minutes Press YES Button Press 1 for period 1</p>	<p>Enter Penalties</p> <p>The following example sets a home penalty of 2 minutes for player 7:</p> <p style="padding-left: 40px;">Press SET button Press HOME PNLTY button Press 0 2 0 0 for a 2 minute penalty Press YES button Press 0 7 for player 7</p>
<p>Enter Scores</p> <p>Scores can either be set to the actual score or incremented from the previous score</p> <p>a) The following example sets the home team score to 3:</p> <p style="padding-left: 40px;">Press SET Button Press HOME SCORE button Press 3 for a total of 3 goals</p> <p>b) The following example increments the guest team score by 1:</p> <p style="padding-left: 40px;">Press GUEST SCORE button Press 1 to increment by one goal</p> <p>If you make a mistake and add an extra goal, you can reset the goal by using example (a)</p>	<p>Clear Penalties</p> <p>The following example clears a guest penalty for player 8:</p> <p style="padding-left: 40px;">Press GUEST PNLTY button <Repeat if display is not for player 8> Press PNLTY CLEAR button Press YES button</p> <p>Notes on penalties. The clock uses the player number to determine the sequence of multiple penalties. Entering the wrong player will cause difficulties if the same number is entered for another penalty by the same team (unless it IS the same player).</p> <p>When multiple penalties are called, simply order them in the order provided by the referee. The clock will take care of sequencing of up to 5 penalties for each team.</p>
<p>30 second Time out</p> <p>Use the shot clock for 30 second time out.</p>	<p>Edit Penalties</p> <p>The following example changes a home penalty for player 9 to 1:43 minutes</p> <p style="padding-left: 40px;">Press HOME PNLTY button <Repeat if display is not for player 9> Press PNLTY EDIT button Press YES button Press 01:43 for the new time Press YES button</p>

Scoreboard Operation – Merivale and Bell Arenas

To start a new game:

- 1) Press **NEW GAME** then press **CLEAR**.
- 2) The clock will ask for timer direction, press **1** for down.
- 3) Asks you to enter period press **1** then **ENTER**
- 4) Enter period length, press **ENTER** again.

To add score:

- 1) Press **HOME OR GUEST SCORE** and it will increment 1 automatically
- 2) To edit score press Recall then home or guest score then edit with keypad.

To start new period:

- 1) Press **PERIOD**
- 2) Enter period number and press **ENTER**, then enter period length.

Penalties:

- 1) To add penalty, press **HOME OR GUEST PENALTY**.
- 2) The display will say "Press Enter for normal run" - Press **ENTER**
- 3) The display will prompt for "Player" – key in the 1 or 2 digit player number and press **ENTER**,
- 4) The display will prompt for penalty time. Press 2 (or possibly 4 if a major) and then **ENTER**
- 5) The display will then prompt for entry of the seconds. In most cases, press **ENTER**. If it is necessary to re-enter a partially served penalty (deleted in error or similar), key in the full minutes remaining in the previous step (say 1) and the seconds remaining here (say 31). Then press **ENTER**.
- 6) To edit penalty press **RECALL** then **HOME OR GUEST PENALTY** then
- 7) edit time as needed.
- To clear penalty press **RECALL** then **HOME OR GUEST PENALTY** then
- 8) **CLEAR**.

Note: With this clock, it is important to read each and every prompt on the display on the controller – and to provide exactly the information that it is asking for. Do not blindly follow the sequence above.

Buzzer sounds automatically and will stop automatically after 5 seconds or so.