

ANGUS GLEN ARENA
CLOCK INSTRUCTIONS FOR ~~UMHLA~~ ATOM DIVISION
(3 X 10 Minute Stop Time Periods)

To Set Up and Start Game:

1. Press NEW GAME.
2. Press CLEAR.
3. Press 1 for time to count down. Press ENTER.
4. PERIOD MINUTES should appear. Press 10. Press ENTER twice. The clock should display 10 minutes.
5. Press AUTO HORN. Press 0 seconds to disable auto horn. Press ENTER.
6. Press TIMER RUN every time the referee drops the puck.
7. Press TIMER STOP every time the referee blows the whistle to stop the play.
8. After the first period is over, press PERIOD. PERIOD #2 should appear. Press ENTER. PERIOD MINUTES should display 10. Press ENTER twice. Repeat this step to set the clock for the third period.

To Enter Goals:

1. Press HOME or GUEST button to enter a goal.

To Correct a Goal Entered in Error:

1. Press RECALL.
2. Press HOME or GUEST button depending on which score needs to be corrected.
3. Enter the correct score using the keypad numbers.
4. Press ENTER.

To Enter Penalty:

1. Press PENALTY button under HOME or GUEST as applicable.
2. Press 2 using the keypad numbers for 2 minute penalty or another number as needed.
3. Press ENTER twice.

To Clear a Penalty:

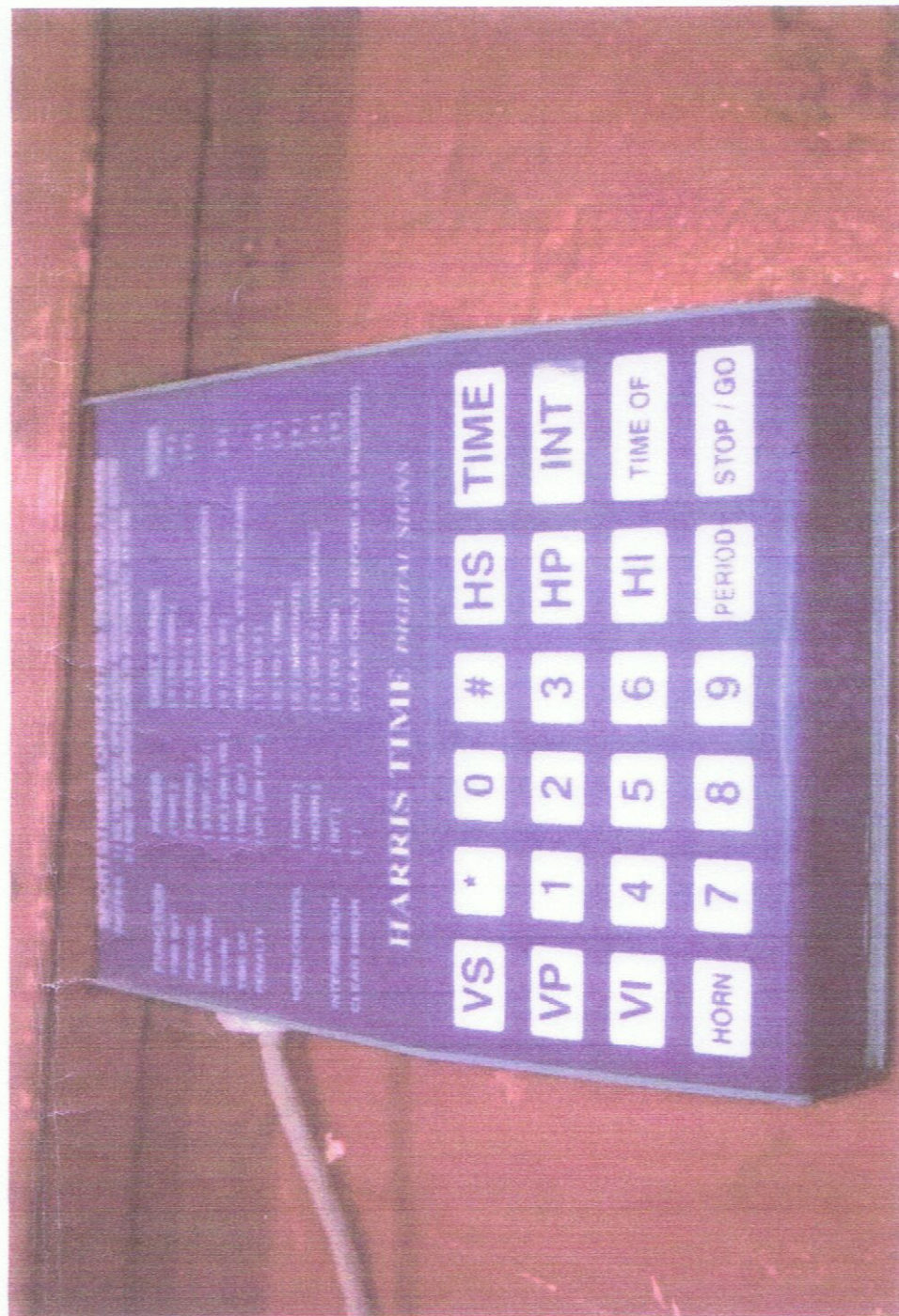
1. Press RECALL.
2. Press PENALTY under the HOME or GUEST button depending on which penalty needs to be cleared.
3. Press CLEAR.
4. Press ENTER.



Stouffville Clock

Instructions for the Operation of the Stouffville Time Clocks:

- 1 To unlock the clock (if necessary)-----#1989#
- 2 To set the clock time-----VI 99#
- 3 To set the warm up-----Time 300#
- 4 To set the period time (check game sheet)---Time 1000# (or 1500#)
- 5 To set the period-----Period 1# (or 2 or 3)
- 6 To start or stop the clock -----Stop/Go
- 7 To put up a goal (wait for ref)-----VS (or HS)# (increases goal count by one).
- 8 To put up a time penalty (wait for ref)-----VP (or HP) 1 # 200 # (or 500 if a major). If another penalty is called to the same team during the first penalty, use VP or HP 2 # 200 #. If there are More penalties use 3 # or 4 # or 5# and then the time (200)
During running time, wait to Push # until puck drops.
- To take penalty off-----1 # 000 # (or whatever penalty Number it was)
- 9 After end of game-----VI 99# (returns to time of day)
10. To lock the clock-----#1990# (not necessary)



SETTING UP YOUR GAME

- >If the scoreboard is blank or showing only time of day, it is in Display Saver mode. This is cancelled by pressing [GAME TIME] to return to scoreboard
- >Pressing [GAME TIME] again clears the scoreboard.
- >Repeated pressing [GAME TIME] displays start times through 5, 8, 10, 12, 15, 20, 45, 60 minutes to set up common period durations.
- To correct or zero time press [TIME] *minutes:seconds* or 0 [ENTER]

SETTING UP DIFFERENT PERIOD DURATIONS

- >For other start times Press [GAME TIME] then [1] to [9][9] minutes and [ENTER]
- >If a warm up is required after Game Time is set press [INTERM/WARMUP] minutes [ENTER]
- >For a 15, 15, 10 minute game press [TIME] [1][0] [ENTER] before the 3RD period starts
- >[STOP/GO] controls the running time and will curfew either Warmup or Intermission

SCORES, SHOTS, PERIODS AND TIME OUTS

- >Press Scores or Shots keys to add one for each press (shots displays are not available on all boards)
- >Scores or Shots can be corrected using the team score or shots key and digits followed by [ENTER]
- >Periods can be corrected by pressing [9/PERIOD] when the time is stopped
- >Time outs can be set for either team by pressing [TIME], the Score key, the # or seconds, [ENTER]
- >Time Outs appear in the score display to keep the game time visible. The score returns after the T.O.

BETWEEN PERIODS

- >Automatic 4 second horn ends period. Keypad [HORN] is 1 second to signal refs or substitutions
- >To start a 10 minute Intermission press [INTERM/WarmUP][1][0] then [ENTER] to start immediately
- >The horn sounds at three minutes to warn of either Intermission ending or Warmup starting

PROGRAMMABLE INTERVAL HORN

- >An interval horn can be set to sound time durations of 1 to 9 MINUTES or 10 to 1:59 SECONDS by pressing [TIME][HORN] Minutes or Seconds [ENTER] It will be cancelled when the period ends or entering 0 for the time or by pressing [GAMETIME].
- >To enter 90 seconds for three on three press [TIME][HORN][9][0][ENTER]

TIME OF DAY CLOCK

- >Press [TIME][Enter] to view the time of day even with the timer running, and again to return to game. Check the Time of Day on the scoreboard and the game time still runs in the background.

PENALTIES

To correct or zero penalties [HPEN] or [VPEN] [1] or [2] [TIME] min:sec or 0 [ENT] [ENT]

To hold penalties in run time [PENALTY STOP/GO] to stop & start penalty time

> For a two minute penalty, press the penalty key for either team then [ENTER] [ENTER]

> For a 4, 5, or 7 minute penalty press the penalty key then [TIME] (repeat) then [ENTER] [ENTER]

A flashing penalty is changing. Examples follow:

2 minute - [HPEN] or [VPEN] [ENTER] [ENTER]

3 minute - [HPEN] OR [VPEN] [1] or [2] (1 or 2 penalty) [TIME] [3] [0] [0] [ENTER] [ENTER]

4 minute - [HPEN] OR [VPEN] [TIME] [ENTER] [ENTER]

5 minute - [HPEN] OR [VPEN] [TIME] [TIME] [ENTER] [ENTER]

7 minute - [HPEN] OR [VPEN] [TIME] [TIME] [TIME] [ENTER] [ENTER]

> 3rd, 4th and 5th penalties are displayed by dot lights on the scoreboard and they are held as delayed. They are entered the same way as all other penalties.

> If your board displays player numbers press [1] to [9] [9] between the two [ENTER] above

> Penalties are automatically held during intermission/break - up and all penalties can be held manually using the [PENALTY STOP/GO] key when required.

> Minor Penalties are automatically cancelled when opposing scores are posted except if the penalties are coincidental (penalties on both sides).

> THE SHORTEST PENALTY IS AUTO-CANCELLED WHEN AN OPPOSING SCORE IS POSTED
or To keep the penalty press [ENTER] within 5 seconds (while penalty is flashing)

> Double Minors are reduced to minor penalties when an opposing score is posted.

> Major plus Minor penalties must be reduced or cancelled manually, example:

[HPEN] [1] [TIME] [0] [ENTER] [ENTER]

> To correct or delete a penalty manually, choose the team and penalty number and [TIME] minutes:seconds or zero then [ENTER]

New penalties or changes to existing penalties can be entered with the time running or stopped.

> If a mistake has been made in score or penalty entry they can be reset back to when the scoreboard time was last stopped by pressing [ENTER] [0] [ENTER]

> TIME OF goal or penalty - press to display on the scoreboard the time INTO the period (period time minus time remaining) when the event occurred

To add a second or third etc. penalty, press [HPEN] or [VPEN] [2] or [3] etc. [TIME] [ENTER] [ENTER] (← for 2 min. penalty).

