

# Harry Jerome Scoreboard

## Setting the Time

To set the time the clock must be stopped.

Press and release the TIME button and enter a five-digit number using the 0-9 numbered keypad. (The 5<sup>th</sup> digit is 10<sup>ths</sup> of a second.)

Example, push and release the TIME button and enter 0-5-0-0-0 and the clock will show **5:00**

Example, push and release the TIME button and enter 2-0-0-0-0 and the clock will show **20:00**

Example, push and release the TIME button and enter 0-0-1-1-5 and the clock will show **00:11.5**

If an error has been made, press and release the TIME button and repeat above procedure. The time entered is displayed on both the console's LCD and scoreboard display

### Times to set:

Warm-up – 5:00 minutes

Games – 20:00 minute periods

## Starting and Stopping the Clock

Once the clock is set, press the STOP/GO [\*] button to start the clock to start and stop the clock.

*NOTE:* If you press the STOP/GO button when the clock is at 0:00 – it will start counting UP. To correct this, just stop the clock and set the time, as shown above.

## Score

Press the HOME or GUEST button once to increment by one.

Press and hold down to decrement.

To change to a specific score, press and release the button and enter any 3-digit number from 0-9 on the numbered keypad. Eg [HOME] 0-1-1 would set Home score to 11.

## Shots On Goal

Each side of the panel has a [SHOTS ON GOAL] button.

Press the SHOTS ON GOAL button once to increment by one.

Press and hold down to decrement.

To change to a specific score/number, press and release the button and enter any 2-digit number from 0-9 on the numbered keypad. Eg [SHOTS ON GOAL] 3-1 would set shots on goal to 31 on the corresponding side of the scoreboard.

## Intermission Mode:

This feature allows you to time down the intermission without affecting the penalty times on the scoreboard. With the clock stopped press and release the INTERMISSION button and enter a four-digit time via the keypad. Press the STOP/GO switch and the clock will count down and the horn will sound at zero time but the penalty times will not change. At the end of the intermission increment the period and set the time using the TIME button.

*Intermissions are run for 5:00 minutes.*

*With 1:00 minute remaining, tap the HORN button to notify the teams.*

**FEATURE IS NOT currently working** – you may need to run your intermission using normal time mode. Just make note of any penalties at the end of the period, and re-enter them at that start of the next period.

## Penalties

The clock must be stopped to enter a penalty.

Press and release the PLYR/PENALTY button on the appropriate side of the panel (Home/Guest) and enter five-digit number via the keypad.

For example, if you would like to enter player #23 with 1 minute, 30 second penalty time enter: [PLYR/PENALTY] 2-3-1-3-0.

When the fifth digit is entered the penalty will be displayed on the scoreboard.

The system will automatically keep track of up to 7 players in each penalty box.

## Clearing a Penalty

To clear a penalty, stop the clock, push and release Home or Guest side PLYR/PENALTY, enter the player number followed by three zeros.

For example, if you would like to clear a penalty that is running for home player #23, on the home side of the panel

enter: [PLYR/PENALTY] 2-3-0-0-0.

## 30 Second Clock

When you turn on the 30 second shot clock, if it is not set to 30 seconds, you can increment /decrement as needed using the green [TIME SET] button.

Press the TIME SET button once to increment by one.

Press and hold down to decrement.

Once the clock is set to 30 seconds, it is ready for the game

Use the RESET button to reset to 30 seconds (eg on possession change)

Use the GO / STOP switch to manage the running of the clock.