

West Van Area – Scorekeeper instructions

HOME

SCORE +1

SCORE -1

TIME OUT ▼

SHOTS ON GOAL +1

SHOTS ON GOAL -1

PENALTY ▼

SAVES +1

SAVES -1

CLEAR ALL PENALTIES

PLAYER PENALTY ●

DELETE PENALTY ●

RECALL SHOT TIME

SET SHOT TIME

TIME OUT ON/OFF

GUEST

SCORE +1

SCORE -1

TIME OUT ▲

SHOTS ON GOAL +1

SHOTS ON GOAL -1

PENALTY ▲

SAVES +1

SAVES -1

CLEAR ALL PENALTIES

PLAYER PENALTY ●

DELETE PENALTY ●

HOCKEY/LACROSSE/
HANDBALL

| CODE | TYPE |
|------|-------------|
| 4000 | SOC CONSOLE |
| 4401 | W/O SOG |
| 4402 | W/ SOG |
| 4101 | PLYR-FOUL |
| 4103 | SERIES 3000 |
| 4104 | SERIES 2500 |
| 4105 | PLYR/PTS |
| 4601 | HK ▲ FB |
| 4602 | LC ▲ FB |
| 4701 | HK ▲ SOC |
| 4702 | LC ▲ SOC |

PLACE CODE LABEL HERE
ENTER THIS CODE NUMBER

LL-2436 REV 07

| | | | | |
|------|-----------|--|-------|---|
| 7 | 24 SEP 02 | ADDED CODES 4601, 4602, 4701, AND 4702 | CJB | DAKTRONICS, INC. BROOKINGS, SD 57006 |
| 6 | 15 JAN 02 | ADDED RECALL AND SET SHOT TIME BOTTONS | JJS | PROJ: ALL SPORT 5000 SERIES CONSOLE |
| 5 | 15 FEB 01 | ADDED HANDBALL | NW | TITLE: INSERT; LL-2436, HOCKEY/HANDBALL/LACROSSE |
| REV. | DATE | DESCRIPTION | BY | DES. BY: AVB DRAWN BY: A VANBEMMEL DATE: 18 NOV 99 |
| | | | APPR. | REVISION APPR. BY: SCALE: 1 = 1 1196 E07A-124218 |

| LCD Display | Action |
|--|--|
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> TIME OUT-SELECT FULL MM:SS </div> <i>MM:SS = minutes, seconds</i> | <p>Press <TIME OUT ON/OFF> to display the configured time for full time out length.</p> <p>To accept the full time out length, press <YES>.</p> <p>To decline the selection of the full time out length, press <NO>.</p> <p>To change the full time out length, enter the new length in minutes and seconds on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p> |
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> TIME OUT-SELECT PARTIAL MM:SS </div> <i>MM:SS = minutes, seconds</i> | <p>Press <TIME OUT ON/OFF> a second time to display the configured time for partial time out length.</p> <p>To accept the partial time out length, press <YES>.</p> <p>To decline the selection of the partial time out length, press <NO>.</p> <p>To change the partial time out length, enter the new length in minutes and seconds on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p> |

Enable Penalty Clocks

Press <ENABLE PENALTY CLOCKS> to allow the penalty clocks to count when the main clock is on.

Disable Penalty Clocks

Press <DISABLE PENALTY CLOCKS> to disable the penalty clocks from counting when the main clock is on.

Minor/Major Penalty

The <MINOR PENALTY> and <MAJOR PENALTY> are used to enter the penalty time when <PLAYER PENALTY> is selected. Refer to Subsection Player Penalty.

Period +1

| LCD Display | Action |
|---|---|
| <div style="border: 1px solid black; padding: 5px; width: fit-content;"> PERIOD +1 <i>N</i> </div> <i>N</i> = current setting | Press <PERIOD +1> to increment the period number. A prompt showing period number displays briefly. |

Penalty

| LCD Display | Action |
|---|---|
| <div style="border: 1px solid black; padding: 5px; width: fit-content;"> HOME PENALTY ON </div> | Press the home or guest <PENALTY>key, to turn on the penalty indicator for that team. |
| <div style="border: 1px solid black; padding: 5px; width: fit-content;"> HOME PENALTY OFF </div> | To turn off the penalty indicator, press the same <PENALTY> key a second time. |

Time Out

The home and guest <TIME OUT> keys are used to decrement the number of time outs remaining and start the time out clock. The scoreboard indicator is turned on when the type of time out is selected (full or partial). The scoreboard indicator is turned off when the time out clock expires or is stopped.

Note 1: Only the types (full or partial) of time outs that were configured in the EDIT SETTINGS function are displayed on the LCD and available for selection (please refer to the table on the following page).

Note 2: The up and down arrow keys can also be used to select the full and partial time outs.

Player Penalty

| LCD Display | Action |
|---|--|
| <p data-bbox="553 457 738 520">HOME PLYR/PEN 1 PNN PN NN:NN</p> <p data-bbox="548 527 704 548">NN = current setting</p> | <p data-bbox="764 464 1188 510">Press <PLAYER PENALTY> to add a new penalty or edit an existing penalty for the home or guest team.</p> <p data-bbox="764 537 1188 583">To edit an existing penalty, use the up and down arrow keys to scroll to the desired penalty and press <ENTER>.</p> <p data-bbox="764 615 1170 661">Enter the jersey number of the player with the penalty on the number pad and press <ENTER>.</p> <p data-bbox="764 688 1170 735">Press <CLEAR> twice to clear changes and return to the game.</p> |
| <p data-bbox="553 789 738 852">HOME PLYR/PEN 1 PNN PN NN:SS</p> <p data-bbox="548 858 704 879">NN = player number</p> <p data-bbox="548 886 704 907">NN:SS = penalty time</p> | <p data-bbox="764 795 1159 842">The default penalty time initially displayed is the minor penalty value that was entered in Settings.</p> <p data-bbox="764 869 1188 1066">Enter the penalty time by pressing the <MINOR PENALTY> or <MAJOR PENALTY> key or use the number pad to enter the correct penalty time and then press <ENTER>. Pressing <MINOR PENALTY> or <MAJOR PENALTY> additional times will add the configured time for that penalty with each press. Press the <CLEAR> to clear the penalty time if <MINOR PENALTY> or <MAJOR PENALTY> are pressed too many times.</p> |

Set Main Clock

| LCD Display | Action |
|---|---|
| <p>MAIN CLOCK -SET CURR MM:SS.T* <i>MM:SS.T = minutes, seconds, tenths of a second</i></p> | <p>After the main clock has been stopped, press <SET MAIN CLOCK> to display the current time of the main clock.</p> <p>To change the time, enter the desired time on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p> |
| <p>ADJUST PENALTY TIMERS Y/N*</p> | <p>If there are penalty times and the <START> has been pressed at least once after setting the period time, the Adjust Penalty timers question will be displayed. A <YES> response will adjust all penalty timers to the correct time based on the time entered for the main clock. A <NO> response will not change the penalty timers.</p> |

Score, Shots on Goal and Saves

The home and guest <SCORE +1, -1>, <SHOTS ON GOAL +1, -1> and <SAVES +1, -1> keys are all used to increment and decrement their respective totals. Score is used as an example.

| LCD Display | Action |
|--|--|
| <p>TEAM SCORE-EDIT HOME NNN <i>NNN = current setting</i></p> | <p>Press the appropriate key to increment or decrement the total for the home or guest team. For example, <SCORE +1, -1>.</p> <p>Enter the correct number on the number pad and press <ENTER>.</p> <p>The LCD shows which key was pressed and the new value for the team score of the corresponding team</p> |

Clear All Penalties

Press <CLEAR ALL PENALTIES> to delete all of the penalties for the home or guest team.

| LCD Display | Action |
|---|---|
| <pre>HOME PLYR/PEN CLEAR ALL Y/NP</pre> | <p>Press <YES> to clear the penalties for all players in the roster.</p> <p>Press <NO> to decline the selection and return to the game.</p> |

Delete Penalty

Press <DELETE PENALTY> to delete a single penalty for the home or guest team.

| LCD Display | Action |
|--|---|
| <pre>HOME DEL PENP 1 PNN PN NN.NN NN = current setting</pre> | <p>Use the up and down arrow keys to scroll to the correct penalty and press <ENTER>.</p> <p>Press <CLEAR> to decline the selection and return to the game.</p> |

9.3 Edit

The <EDIT> key allows the user to select and edit the following scoreboard fields. Press <EDIT> and the key for the home or guest field to be edited.

Time Out

Note 1: Only the time outs configured in the EDIT SETTINGS function are displayed on the LCD and available for selection (please refer to the table on the following page).

Note 2: The up and down arrow keys can also be used to select the full and partial time outs.

Time Out On/Off

| LCD Display | Action |
|---|---|
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>TIME OUTS-EDIT FULL MM:SS</p> </div> <p>MM:SS = minutes, seconds</p> | <p>Press <EDIT> <TIME OUT ON/OFF> to display the current time setting for full time outs.</p> <p>Enter the correct time on the number pad and press <ENTER>.</p> |
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>TIME OUT- EDIT PARTIAL MM:SS</p> </div> <p>MM:SS = minutes, seconds</p> | <p>Press <TIME OUT ON/OFF> a second time or the down arrow key to display the configured time for partial time out length.</p> <p>Enter the correct time on the number pad and press <ENTER>.</p> |

9.4 Menu

The <MENU> key allows the user to select from a list of options specific for each sport. The up and down arrow keys allow the user to scroll through the menu list. Pressing a key other than <YES>, <NO>, the arrow keys, and other allowed keys exits the Menu function.

The MENU function should be used at the beginning of each new game to edit the Home and Guest Rosters.

New Game

| LCD Display | Action |
|--|--|
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>MENU-MAIN NEW GAME?</p> </div> | <p>Press <YES> to clear all of the program data for the last game played or the game in progress and begin running the selected sport.</p> <p>Press <NO> to resume the game in progress using the current data and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p> |

| Setting | Result |
|--|---|
| 0-DISABLED SWITCH OUTPUT=N 0-DISABLED? <i>N</i> = current setting | The switch remains open at all times and any external devices are disabled. |
| 1-CLOCK = 0 SWITCH OUTPUT=N 1-CLOCK = 0? <i>N</i> = current setting | <p>In count down mode, the switch closes when the main clock reaches zero and remains closed until a nonzero value is entered.</p> <p>In count up mode, the switch closes when the main clock reaches the proper period, break, or overtime length and opens when any other value is entered.</p> |
| 2-CLOCK STOP SWITCH OUTPUT=N 2-CLOCK STOP? <i>N</i> = current setting | The switch closes when the main clock is stopped and opens when the main clock is running. External devices are disabled when the main clock is running. |
| 3-MAIN HORN SWITCH OUTPUT=N 3-MAIN HORN? <i>N</i> = current setting | The switch closes when the main horn sounds. This could be when Auto Horn is enabled and the main clock reaches zero or when <HORN> is pressed. |

Default Settings

Write the settings for this installation in the space (Custom) provided.

| Setting | Default | Custom 1 | Custom 2 | Custom 3 |
|-------------------|---------|----------|----------|----------|
| Tenth of a Second | Yes | | | |
| Period Length | 20:00 | | | |
| Break Length | 15:00 | | | |
| Overtime Length | 5:00 | | | |
| Minor Penalty | 2:00 | | | |
| Major Penalty | 5:00 | | | |
| Full Time Outs | 1 | | | |
| Full Time Out | 1:00 | | | |
| Partial Time Outs | | | | |
| Partial Time Out | | | | |
| Switch Output | | | | |