

### SETTING THE WARMUP:

Press **GAME TIME** then **TIME** ### **ENTER**

i.e. 300 for 3 minutes and 500 for 5 minutes.

Press **STOP/GO** when ready to start warmup.



**Tip: The buzzer will sound at the end and board will advance to the 2<sup>nd</sup> period. Don't worry, the next step will reset the clock.**

### STARTING THE GAME:

Press, **GAME TIME** until your desired period length appears on the scoreboard.

If you are playing 10-15-15 or 10-10-15, set the Game Time to your longest period. You can quickly change the period length before each period – see below



**Tip: Once you have set the game time, NEVER press the **GAME TIME** again or it will reset the clock**

### CHANGING THE TIME:

You can adjust the time on the scoreboard when the clock is stopped.

Press **TIME** followed by ####, **ENTER**

For example, to set the clock to 10:00 press

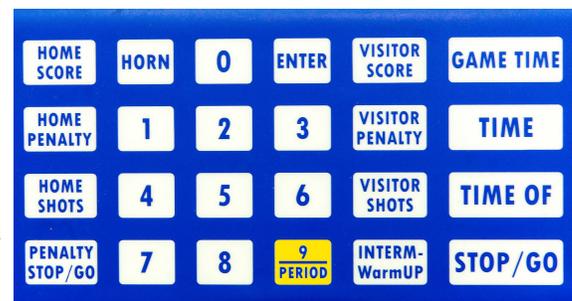
**TIME** 1000 **ENTER**



### CHANGING THE PERIOD:

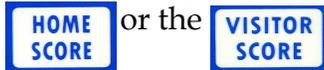
If your period # is incorrect, press the **9 PERIOD** until the correct period is on the board.

**Tip: The period # will automatically advance after each period.**



## SCORING:

Each time a goal is scored, press either the



to increase by one goal

**Tip: You can adjust the score at anytime by pressing the**  **or**  **then new score #,** then 



## PENALTIES:

2 minute penalties; press



**Tip: While not required, you can add the player's # to the penalty by pressing the # after the first ENTER**



4, 5 or 7 minute penalties; press



then press   to finalize the penalty.

**Tip: If you need to correct the time remaining in the penalty, press**



the (1) or (2) represents which player is in the penalty box.

## IMPORTANT

- When both teams receive coincidental minors (happened at the same time) this is not entered into the clock and both teams will play with 5 skaters. Both players will be allowed on the ice following the first whistle (stoppage) after their 2 minutes is up.
- When a team has 3 minor penalties at the same time (only the first two will appear on the board until the first is completed) Enter all three into the clock. The clock will adjust to add the 3<sup>rd</sup> penalty once the 1<sup>st</sup> is over.
- If a goal is scored against the penalized team during a 2 minute penalty, the penalty is automatically removed when the goal is added.