

CHILLER SCOREBOARD PROCEDURE

DUBLIN ★ Easton ★ North ★ OhioHealth Ice Haus

START UP PROCEDURE

Switch to turn box on is on right hand side. Display says to ENTER THE MODEL CODE.
START WHERE TURNED OFF LAST ONLY IF THERE IS A POWER FAILURE!

Enter Model Code

ENTER MODEL # (i.e. 0083261 for Dublin)

The display asks if you want to use Shot Clocks.

Enter NO and go to the Penalty Time Out question and ENTER NO

Main Time

NOTE: ON/off switch on the upper left goes all the way up to run the clock. Middle stops it.

Timer Operation

To set the clock, you must start with the SET key then TIME key. Now enter the time (including the colon) you want. If the display is correct, press the YES key. If not correct, press NO and start over with the SET key. Repeat this for each period.

EXAMPLE: ⌂ SET ⌂ TIME

Display now shows:
⌂ 12 ⌂:

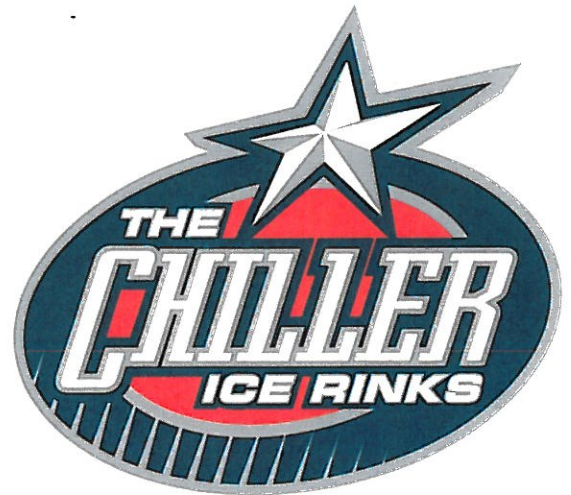
Display now shows:
⌂ YES

Period

Display now shows:

Now you must enter the PERIOD (i.e. 1)

Display now shows:



2 Second Horn

The horn sounds automatically when the clock reaches zero. It sounds a minimum of 2 seconds. Turning the clock to time "OFF" stops the horn after the 2 second minimum. The control "beeper" also sounds. Sometimes the automatic horn does not go off. CAN HIT HORN BUTTON AT THE END OF PERIOD TO STOP THE HORN.

Automatic Horn

ENTER THIS: ⌂ SET ⌂ HORN

Display now shows:

⌂ YES

SCORE ENTRIES

If you followed the procedures to this point, the scoreboard should be blank except for the time and period. If not, go back through and get to this point.

Set Home Score or Guest Score as follows:

If Home Scores: F HOME SCORE

The display now shows: HOME +

Now F 1

The display now shows: HOME +1

YOU MAY NEED TO HIT "YES." Ignore the error tone. It displays a "1" in the HOME SCORE

It can add any number for you from 1 to 9. But, what if you add too much?

Use the SET key.

F SET then F HOME SCORE

Now enter any amount you wish. Naturally, GUEST SCORE also works this way. Again, to return to the TIME display, press the TIME key.

PENALTY TIMER OPERATION

The control is capable of handling up to 26 players per team and up to 5 penalties for each one of the 26 players. When a penalty time runs out it will be removed from the scoreboard. If another penalty is to be served it will automatically be placed on the scoreboard and begin counting. The penalties run off in the order they were entered.

To set a penalty time:

F SET then F HOME PNLTY or GUEST PNLTY

Now enter the time the same as when you set the main time. You will then be prompted to enter the player number to be associated with that penalty. Try this:

F SET F HOME PNLTY then F 2 F : and then F YES

The display now shows: PLAYER

Now F 2 then F 3 (must be a 2 digit jersey number i.e. 08)

The display will look something like this: 12:00.0 45 DN

Now F HOME PNLTY

The display now shows: H1 2:00 23

This means that the HOME penalty #1 is set at 2:00 for player 23.

Set at least five penalties and watch them as they count down. When penalties one and two run out, penalties three and four move up and then penalty five will move up when either penalty three or four runs out.

Adding to Score

Correcting Score

Set Penalty Time

Player Number