

Red Rink Scoreclock

1. To turn the clock on you flip the switch on the right hand side of the score box itself located on the bottom in the back. You must also make sure the “light switch” which runs the time is turned off.
2. This clock talks to you so you must read the display screen from this point on and it will lead you to the beginning.
 - a. First it asks you if you want to start where it left off. If you are sure the person before you had the clock properly set you can push YES and go to item #3. If you are not sure about the game before you push NO. The clock will then ask you to enter the proper code which is written on the face of the clock. After you enter these numbers it will ask you if you wish to have shots on goal and you push NO; then it asks if you want penalty time out displayed and you push YES.
 - b. Now you can set the time and period – Push the Set button; then the Time button; the proper time 3, :, 0, 0 = 3:00. Then push the YES button. Now the clock will show the Period and you push 1, 2, 3.
 - c. To start the clock to run you turn the “Light Switch” – to stop the clock you push the switch the opposite direction.
3. To set the Score and add goals – Push the Set button; home/guest score button and then 0 (zero) then the Yes button. To add goals you push the appropriate score button and then the number one (1).
4. To set penalties:
 - a – push Set and Home Pnlty/Guest pnlty
 - b – enter the amount of the penalty, ie 2, :, 0, 0 = 2:00 and the YES
 - c – then add the player number serving the penalty; 01-09 or 10-99. At that time the penalty will automatically go up on the clock.
4. To clear penalties: push appropriate team penalty button, then push the Pnlty clear button. The clock will ask you Yes or NO – if correct push Yes.

NOTE: This clock horn does sound automatically at the end of the entered time but you must manually turn it off by flipping the “light switch” button.

To get the display screen to return to the time simply push that button.

If you do something incorrect the clock will buzz and ignore your request.

Blue and Grey Scorelocks

1. Turn the clock on by flipping the switch on the black box beside the scoreclock.
2. When the screen asks for the code push buttons for 62 and then push enter
3. To set the time:
 - a. push set time button
 - b. enter appropriate number sequence for example 300 = 3 minutes then push the enter button

To begin the clock running push the start button.

To stop the clock push the stop button.

The horn will automatically sound when the clock counts down to zero time left. During a game after the correct first period time has been set, the second and third period time will automatically return to that setting by pushing the Set Time button and Enter button.

To manually sound the horn for any reason push the Man Horn button.

4. To set the period of play : Push the button marked "Period" then push #1, 2, 3 and then push Enter button.
5. To set the score
 - a. If you want the clock to read 0-0 at the beginning of play – push under Home the score button, then 0, then enter and then push under Visitor the score button then 0, then enter. Now when the team scores all you have to push is the corresponding Score + 1 button and the clock will add the goals one at a time.
 - b. If you make an error on the score: push the proper team Score button, then the number it should be and then the Enter button.
6. To Set a Penalty
 - c. Under the proper team designation push Player Penalty and the Enter Button.
 - d. Look at the screen and the clock will be flashing at the right side – it now wants the jersey number of the player going into the penalty box – so push the corresponding number, ie 01-09 or 10-99; and then push the enter button. Now the display will read PL##
 - e. Now the clock will be flashing at 2:00 – if the penalty is a two minute then just push the enter button again and the penalty will automatically go up on the scoreclock. If the penalty is other than two minutes you must set the appropriate time – 400 = 4 minutes or 500 = 5 minutes and push the enter

button. As above the time will go up on the scoreclock and begin to count down when the start time button is pushed.

- f. The clock is capable of keeping six penalties in it's memory but if you have more than two players in the box at the same time double check with the referee on when and who can come out of the box on time. Attached is the rule according to USA Hockey Official Playing Rules. NOTE: Coaches are not getting this copy.
7. To clear penalty
- a. Under the correct designated team push the player penalty button and look at the display – push the arrow buttons up or down until you come to the proper penalty – usually because you only have one penalty up on the clock you would push the up button for #1. Then push the Clear button and then the Enter button.

Remember to turn the clock off by pushing the button on the black box and locking the clock box before you leave.

The only differences on these two clocks is that the gray clock time can be started and stopped by pushing the hand held switch and it can count down the last minute in 1/10th time each period if you push enter when the screen asks you if you want it. If you do not want the 1/10th count then you would push the set time button.