

AKERVIK RINK SCOREBOARD INSTRUCTIONS

MAKE SURE TO FOLLOW ALL INSTRUCTIONS IN ORDER.

DOUBLE CHECK THAT THE CONTROLLER IS PLUGGED IN UNDER THE SCORER'S TABLE!

STARTUP

- 1) Make sure the scoreboard control is plugged in.
- 2) Turn the control on via the switch on the right side of the control box.
- 3) If the control asks you if you want to start where you left off, push 'no.'
- 4) If the control does not ask you if you want to start where you left off, it will ask you to enter the model code for the control.
- 5) The model code is 871. Push '8' then '7' then '1.' At this point, 'HOCKEY' will be displayed briefly.
- 6) The control will then ask if you want to operate wirelessly. Push 'yes.' If you push no, the controller will not be able to communicate with the scoreboard and you will have to turn the control off and start over from the beginning.
- 7) Next, the control will prompt you to select a group. Once 'SELECT A GROUP' has disappeared from the display screen, 'AKERVIK RINK' will appear. Push 'Yes' once AKERVIK RINK is on the screen.
- 8) After that the control will ask you if you want to use penalty time out. Push 'yes.' This allows you to disable the penalty timers while putting a break time on the scoreboard in between periods.
- 9) If all of these steps have been followed properly, the scoreboard should be on and the display on the control should be reading '0:00.0 DN'

TIME OPERATION

- 1) To set the time on the scoreboard push 'set' then push 'time' followed by the desired time. Then push 'yes.' You need to account for all digits. The time you have entered into the control will be displayed on the scoreboard.

Example: 'set' 'time' '2' '0' '0' '0' 'yes' to display 20:00 on the scoreboard.

- 2) After entering the time, the display will read 'PERIOD 0.' Push '1' to change the scoreboard display from period 0 to period 1. You may push any other number to have the scoreboard display a different number.
- 3) To operate the clock, simply flip the remote switch connected to the control to the right for 'on.' To stop the clock, flip the switch to the left for 'off.' If there is an audible ringing sound while you are setting up the scoreboard, the time switch is in the 'on' position. You need to switch it back to 'off' before continuing.

SCORE ENTRIES

- 1) To adjust the score displayed on the scoreboard, push either 'home score' or 'guest score' depending on which team has scored.
- 2) The control will prompt either 'HOME +' or 'GUEST +.' Enter a single digit number to index the score up by that number of points.
- 3) If you make a mistake and need to completely change the score displayed, push 'set' then either 'home score' or 'guest score' followed by the desired score.

MORE INFO ON BACK

PENALTY ENTRIES

- 1) To enter a penalty, push 'set' then either 'home penalty' or 'guest penalty' depending on which team the penalty has been assess to.
- 2) The display will read 'PEN MM:SS.' Enter the time of the penalty, accounting for all digits.
- 3) The control will then prompt 'H.PLAYER#.' Enter the 2 digit number of the player that was penalized. The penalty will then be entered into the scoreboard.
- 4) To clear a penalty from the scoreboard push either 'home penalty' or 'guest penalty' to cycle through the penalties on either the home side or guest side of the scoreboard. Once you have the penalty you wish to clear from the scoreboard displayed on the control, push 'penalty clear.' The display will then prompt 'CLEAR (Y-N).' Push 'yes' to confirm clearing the displayed penalty or push 'no' to cancel clearing the displayed penalty.

POSTGAME

- 1) Once the game is over and all scoreboard use is done, push 'set' then 'chronometer.'
- 2) The control will ask a series of 6 questions. Answer 'yes' to the first 3 questions. Answer 'no' to the 4th question. Answer yes to the last 2 questions. If you have done this properly, the control will prompt you to turn it off. At this time, turn off the control.

PLEASE MAKE SURE TO FOLLOW THE POSTGAME STEPS WHEN TURNING OFF THE SCOREBOARD. IF THIS ISN'T DONE, THE TIME OF DAY CLOCK WILL NOT DISPLAY ON THE SCOREBOARD.