

SCOREBOARD OPERATION - CHASKA ICE ARENA

I. TURNING ON THE CLOCK

- TURN THE POWER SWITCH ON:
- RINK #1 - THE SWITCH IS NEXT TO THE CONTROL PANEL ON TOP OF THE TABLE
- RINK #2 - PLUG IN THE LOOSE CORD TO THE OUTLET ON THE WALL
- RINKS #1 AND #2 EACH HAVE A MAIN SWITCH IN THE BACK ROOM THAT IS USUALLY ON
- WAIT FOR READOUT ON THE CONTROL PANEL TO SAY "ENTER CODE"
- PRESS #62
- PRESS "ENTER"
- THE READOUT WILL NOW SAY "1/10 SECOND?"
- PRESS "ENTER"

II. SETTING AND RUNNING THE GAME CLOCK

- PRESS "SET TIME"
- PRESS THE AMOUNT OF TIME YOU WANT ON THE CLOCK, INCLUDING ZEROS FOR THE SECONDS AND A ZERO FOR TENTHS OF A SECOND (ELEVEN MINUTES = 11:000)
- PRESS "ENTER"
- TO RUN THE CLOCK, USE THE "START" AND "STOP" KEY PADS, OR THE SWITCH ON THE HAND HELD REMOTE CONTROLLER, IF SO EQUIPPED
- WHEN THE CLOCK TIMES-OUT, THE HORN WILL SOUND FOR APPROXIMATELY TWO SECONDS AND THEN TURN OFF AUTOMATICALLY
- BEFORE THE PLAYERS AND REFEREES COME ONTO THE ICE PRIOR TO THE START OF THE GAME, HAVE THE CLOCK SET FOR A FIVE-MINUTE WARM-UP. ONCE BOTH THE PLAYERS AND REFEREES ARE ON THE ICE, THE REFEREE SHOULD TELL YOU TO START THE CLOCK. ONCE THE CLOCK TIMES-OUT, FOLLOW THE FIRST THREE STEPS AND SET THE CLOCK FOR THE FIRST PERIOD

III. SETTING AND RUNNING THE ONE MINUTE BETWEEN PERIODS

- IF YOU HAVE ANY PENALTIES LISTED ON THE SCOREBOARD, PRESS "DISABLE PENALTY TIMERS;" IF NOT, PROCEED TO NEXT STEP
- PRESS "SET TIME"
- PRESS "1:000"
- PRESS "ENTER"
- PRESS "START"
- AFTER THE CLOCK HAS TIMED-OUT, IF YOU HAD PRESSED "DISABLE PENALTY TIMERS" AT THE START OF THIS SECTION, NOW PRESS "ENABLE PENALTY TIMERS;" IF NOT, PROCEED TO NEXT STEP
- WHEN THE CLOCK TIMES-OUT, FOLLOW THE FIRST THREE STEPS IN SECTION II AND SET THE TIME FOR THE NEXT PERIOD

IV. SETTING THE PERIOD

- PRESS "PERIOD"
- PRESS: 1, 2, 3, OR 4 (FOR OVERTIME), DEPENDING WHAT PERIOD IT IS
- PRESS "ENTER"
- YOU MAY DO THIS WHILE THE GAME CLOCK IS RUNNING

V. ENTERING AND REMOVING PENALTIES

- WHEN A COINCIDENTAL PENALTIES (PENALTIES TO TWO PLAYERS, ONE FROM EACH TEAM, THAT ARE FOR THE SAME AMOUNT OF TIME) ARE CALLED, DO NOT ENTER THEM ON THE SCOREBOARD
- WHEN YOU HAVE MORE THAN TWO PENALTIES ENTERED, ONLY TWO WILL SHOW ON THE SCOREBOARD. AS PENALTIES ARE SHOWING, TIME-OUT PENALTIES THAT ARE NOT SHOWING WILL AUTOMATICALLY ROLL ONTO THE SCOREBOARD

TO ENTER A TWO MINUTE PENALTY:

- PRESS "PLAYER PENALTY" UNDER EITHER HOME OR GUEST
- PRESS "ENTER"
- PRESS THE NUMBER OF THE PLAYER (YOU DO NOT NEED TO ENTER THE PLAYER'S NUMBER ON RINK #2 AS IT WILL NOT SHOW)
- PRESS "ENTER"
- PRESS "ENTER" AGAIN, AS THE SYSTEM AUTOMATICALLY ASSUMES A TWO-MINUTE PENALTY

TO ENTER A FIVE MINUTE PENALTY:

- PRESS "PLAYER PENALTY" UNDER EITHER HOME OR GUEST
- PRESS "ENTER"
- PRESS THE NUMBER OF THE PLAYER (YOU DO NOT NEED TO ENTER THE PLAYER'S NUMBER ON RINK #2 AS IT WILL NOT SHOW)
- PRESS "ENTER"
- PRESS "5:00" (DO NOT ENTER A ZERO FOR TENTHS OF A SECOND WITH PENALTIES)
- PRESS "ENTER"
- A FIVE MINUTE PENALTY DOES NOT COME OFF WHEN A TEAM SCORES

TO REMOVE A PENALTY FROM THE SCOREBOARD

- PRESS "PLAYER PENALTY" UNDER EITHER HOME OR GUEST
- USE THE UP AND DOWN ARROWS AND FIND (BY LOOKING ON THE READOUT ON THE CONTROL PANEL) THE PENALTY YOU WANT REMOVED. MAKE SURE THIS PENALTY IS VISIBLE ON THE CONTROL PANEL READOUT.
- PRESS "CLEAR"
- PRESS "ENTER"

VI. ENTERING AND CHANGING THE SCORE

- PRESS "SCORE" UNDER EITHER HOME OR GUEST
- PRESS THE NUMBER YOU WANT ON THE SCOREBOARD
- PRESS "ENTER"
- YOU MAY ADD ONE TO THE SCORE BY PRESSING THE "SCORE +1" PAD.

IF YOU HAVE ANY PROBLEM, DO NOT LET THE REFEREE START PLAY UNTIL YOU ARE READY.

ADDITIONAL POINTS

- 5:00 WARMUP PERIOD IS SET FOR THE BEGINNING OF THE GAME.
- THE 60 MINUTE HOUR CLOCK SHOULD START AT THE SAME TIME.
- SOUND THE HORN WITH 1:00 REMAINING IN WARMUP (DISTRICT 6 RULES REQUIRE TEAMS READY AT 0:00 TO FACE OFF).
- PERIODS ARE 11:00 STOP TIME.
- THE THIRD PERIOD IS THE SAME OR UNTIL THE HOUR CLOCK EXPIRES.
- 1:00 REST BETWEEN PERIODS.