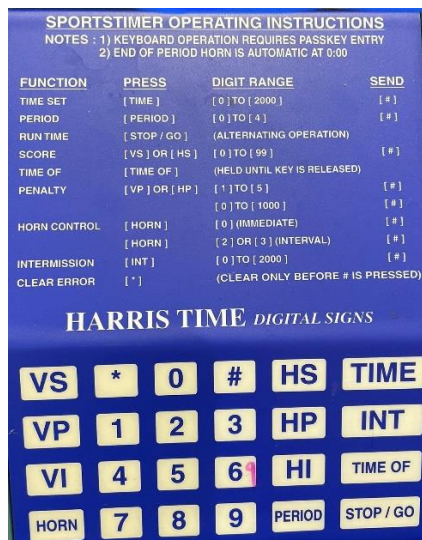


St. Jacobs Scoreboard Instructions



Reset Clock to Time of Day:



Change scoreboard to Time of Day or back to scoreboard.

This will clear penalties, scores and period number. It does not clear remaining game time.

Warm-up:



To set a 3 minute warm-up.

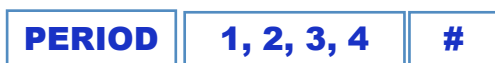


To start the clock running at any time or to stop the clock if you want to lengthen the warm-up time (eg. if teams or officials are not ready).

Starting each period:



To set period length.



To set period number.



To start or stop the clock.



if the 2nd period is 10 minutes long.

Note: Period number and length must be set each period.
 To correct period or remaining duration just use same process.

Scores:

HS **1, 2, 3, etc.** **#** OR **VS** **1, 2, 3, etc.** **#** To enter the score.

Ex. **VS** **3** **#** *If the visitor score is 3.*

Penalties:

HP **1, 2, 3, etc.** **#** **mmss** **#** OR

VP **1, 2, 3, etc.** **#** **mmss** **#**

Where the first number (1, 2, 3, 4....) indicates which penalty it is (1st, 2nd, 3rd, etc.). Then mmss indicates the length of the penalty. Note: Only two penalties show on the board, but the others are stored and will show when the earlier penalties end.

Ex. **HP** **1** **#** **200** **#** *If home team has a minor penalty of 2 minutes.*

HP **2** **#** **200** **#** *If home team gets a second minor penalty before the first penalty is over.*

To correct a penalty:

HP **Penalty line (1, 2, 3, etc.)** **#** **Correct mmss** **#** OR

VP **Penalty line (1, 2, 3, etc.)** **#** **Correct mmss** **#**

Ex. **HP** **2** **#** **142** **#** *To correct the home team's second penalty to be 1:42.*

To delete a penalty:

HP **Penalty line (1, 2, 3, etc.)** **#** **0** **#** OR **VP** **Penalty line (1, 2, 3, etc.)** **#** **0** **#**

Ex. **VP** **1** **#** **0** **#** *To remove the visitor's first penalty.*

Time Outs:

There is no button for Time Outs.

Two options:

- 1) Write down current time on clock.
Set a 30 second Time Out

TIME **30** **#**

After the Time Out:

TIME **mmss** **#**

where mmss is the current time you wrote down

Ex. Write down current clock time of 1:27. Put up 30 seconds.

TIME **30** **#**

After that runs out, put the original time back up.

TIME **127** **#**

- 2) The referees may just count down the 30 seconds themselves and whistle to resume play.

Horn:

HORN **0** **#**

To sound the horn (i.e. to signal the officials or **curfew the game**).

Programmable Interval Horn:

An interval horn can be set to sound time durations of 1 – 9 minutes. It will only work for full minutes.

HORN **m** **#**

It will be cancelled when the period ends or by entering 0 for the time.

Ex. If a U7, U8 or U9 team needs an interval horn set every 2 minutes, do the following:

HORN **2** **#**

To clear this interval horn, do the following:

HORN **0** **#**

NOTE: You need to set the horn interval at the start of each period.