WMC Scoreboard Instructions

Press **GAME TIME**, **GAME TIME** to clear the scoreboard.

Warm-up:

Press **TIME**, **2,** **ENTER** to set a 2 minute warm-up.

Press **STOP/GO** to start it 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).

Do **NOT** use **INTERM/WARMUP** as it buzzes without allowing you to change the time. Instead set the warmup as a period.

Starting the game:

Press **GAME TIME**, **GAME TIME** to clear the scoreboard.

Press **TIME**, MM, **ENTER** to enter the number of minutes (MM) for the first period.

Press **STOP/GO** to start or stop the clock.

Setting different period durations:

The scoreboard will assume all subsequent periods are the same length. If they are different, set the next period duration immediately before that period starts.

Press **TIME**, MM, **ENTER** to enter the number of minutes (MM) for the period.

> *Ex. If 10, 10, 12, do the following at the end of the 2nd period:*

> *Press* **TIME**,*12,* **ENTER**

Correct period number or remaining duration:

Press **9/PERIOD** repeatedly to correct the period number.

Press **TIME**, MMSS, **ENTER** to correct the number of minutes and seconds (MMSS) remaining in the period, if necessary.

Scores:

Press **HOME SCORE** or **VISITOR SCORE** to add one goal.

To correct score press **HOME SCORE** or **VISITOR SCORE** # **ENTER** to enter the # of goals.

> *Ex. If the visitor score should be 3 and it shows 5, do the following:*

> *Press* **VISITOR SCORE** **3** **ENTER**

If a mistake has been made in the score entry, it can be reset back to when the scoreboard time was last stopped by pressing **ENTER** **0,** **ENTER**

Penalties:

For a minor penalty of 2 minutes:

Press **HOME PENALTY** or **VISITOR PENALTY**, **ENTER**, **PLAYER #**, **ENTER**

For other penalty lengths, or to correct or remove a penalty:

Press **HOME PENALTY** or **VISITOR PENALTY**, **PENALTY #**, **TIME**, **MSS**, **ENTER**, **PLAYER #**, **ENTER**

Where, **PENALTY #** is 1, 2, 3, 4 or 5, **MSS** is the penalty duration in minutes and seconds (0 to clear a penalty), **PLAYER #** is optional and only displays in Snyder.

> *Ex. To correct the home team's second penalty for player #77 to be 1:42, do the following:*
>
> *Press **HOME PENALTY**, **2**, **TIME**, **142**, **ENTER**, **77**, **ENTER***
>
> *To remove the visitor's first penalty, do the following:*
>
> *Press **VISITOR PENALTY**, **1**, **TIME**, **0**, **ENTER**, **ENTER***

3rd, 4th and 5th penalties are displayed by dot lights on the scoreboard and they are held as delayed. They are entered the same way as other penalties.

The shortest penalty is auto-cancelled when an opposing score is posted:

- **Minor** penalties are automatically cancelled except if the penalties are coincidental (penalties on both sides).
- **Double Minors** are automatically reduced to minor penalties when an opposing score is posted. (*Eg. a 4 minute penalty would reduce to 2 minutes.*)
- **Major plus Minor** penalties must be reduced or cancelled manually (the referee will advise you).

To keep the penalty press **ENTER** within 5 seconds (while penalty is flashing).

To hold penalties during runtime press **PENALTY STOP/GO** to stop and start penalty.

New penalties or changes to existing penalties can be entered with the time running or stopped.

If a mistake has been made in the penalty entry, it can be reset back to when the scoreboard time was last stopped by pressing **ENTER** **0**, **ENTER**

Time Outs:

Press **TIME**, **HOME SCORE** or **VISITOR SCORE** **SS**, **ENTER**.

The time out duration will show in the score display. The score will automatically return after the time out.

> *Ex. If the home team requests a 30 second time out, do the following:*
>
> *Press **TIME**, **HOME SCORE** **30**, **ENTER***

Horn:

Press **HORN** to sound the horn for 1 second 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 or 10 – 1:59 seconds.

Press **TIME, HORN** M or **SS, ENTER**

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

> *Ex. If a Novice team needs an interval horn set every 2 minutes, do the following:*
>
> *Press **TIME, HORN** 2, **ENTER***
>
> *To clear this interval horn, do the following:*
>
> *Press **TIME, HORN** 0, **ENTER***