



Cambridge roadrunners Girls' Hockey Association (CrGHA)

Score Board / Game Clock Instructions **(ver. 2020-11-04)**

Harris Time Clocks

Dickson **Centre** Arena
30 Parkhill Rd. W Cambridge,
ON N1R5W8

Duncan McIntosh Arena
200 Christopher Dr.
Cambridge, ON N1R4S4

Hespeler Memorial Arena
(Hespeler 1 and Hespeler 2)
640 Ellis Rd. W
Cambridge, ON N1R5W8



Preston Memorial Auditorium
1458 Hamilton St.
Cambridge, ON N3H3G5

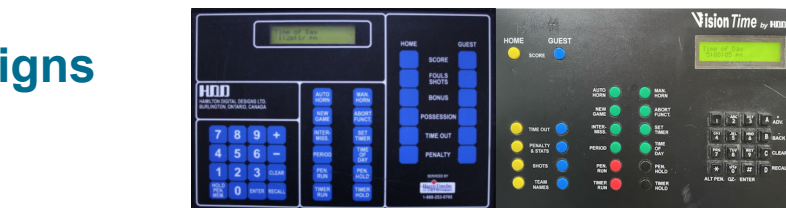
Nevco System

Cambridge Ice Centre
355 Hespeler Rd.
Cambridge, ON N1R6B3



Rotomatic

Karl Homuth Arena
1407 Hamilton St.
Cambridge, ON N3H5B1



Hamilton Digital Designs

Galt Arena Gardens
98 Shade St.
Cambridge, ON N1R4J8

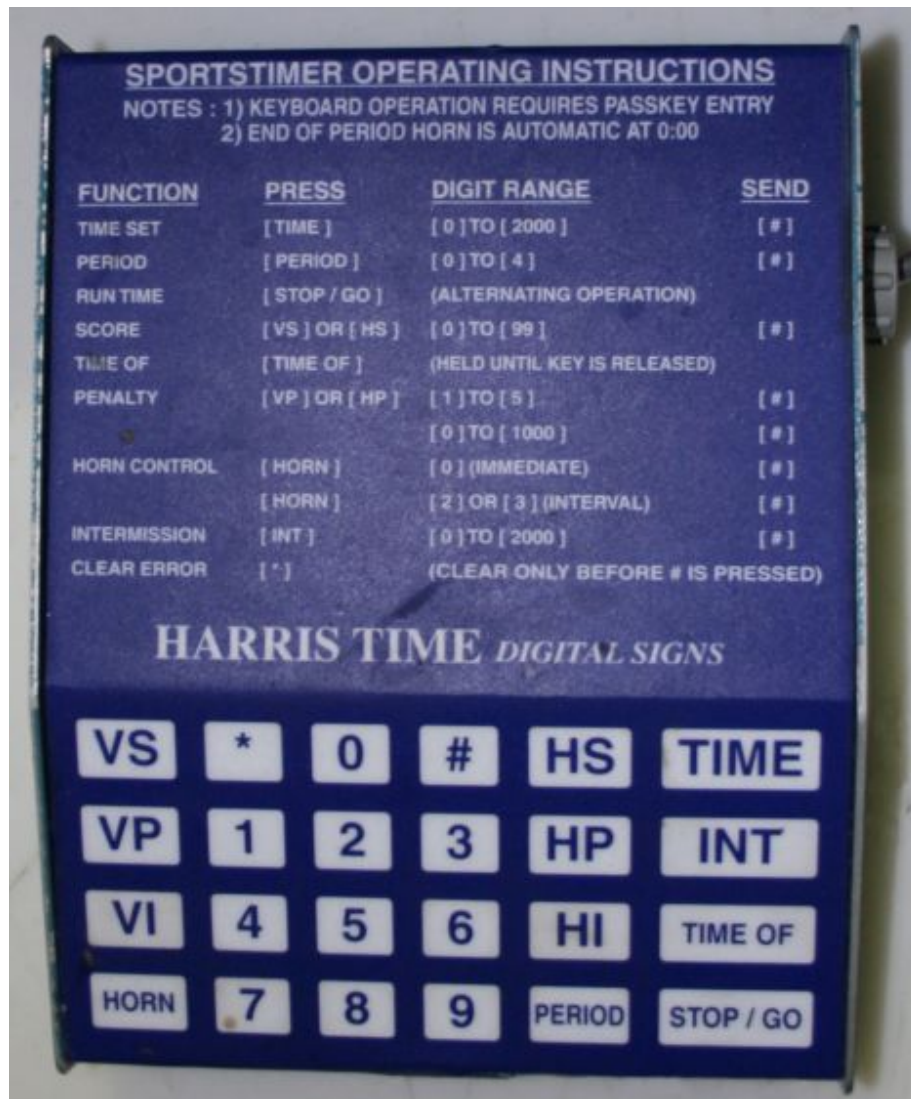
Hamilton Digital Designs

Cambridge Sports Park (NORTH RINK) 1001 Franklin Blvd.
Cambridge, ON N1R8B5

ISC85X Intelligent

Controller Cambridge Sports Park
(SOUTH RINK) 1001 Franklin Blvd.
Cambridge, ON N1R8B5





HARRIS TIME CLOCK

POWER UP

- Turn unit on
- Enter password ****#1989***

DISPLAY TIME OF DAY

- Enter **VI99#**

SET PERIOD LENGTH FOR COUNTDOWN

- Press **TIME** 1000 # (will set the clock for 10:00 minute periods, TIME 1200 # will set clock for 12:00 minute periods)

SET PERIOD NUMBER

- Press **PERIOD** 1 # (will set the clock for 1st period, PERIOD 2 # will set clock for 2nd period)

RUN/STOP CLOCK

- Press **STOP/GO**

CHANGE SCORE

- Press VS 1 # or HS 1 # (replace 1 with the digits of the desired score eg HS 4 # to change the home score to 4)

TO FIND THE TIME OF A GOAL OR A PENALTY

- Press and hold TIME OFF and read the time from the main display

TO ENTER A PENALTY (Up to 5 penalties can be added to the clock)

- Press VP(or HP) 1 # 200 # (This will add a two minute penalty to the visiting side)
- Press VP 2# 200 (this will add a second penalty the the visiting side)
- Remove a penalty by pressing VP 1 # 0 # (this will remove the first penalty from the visiting side)

TO SOUND THE HORN (To signal referees)

- Press Press HORN 0 #

TO SOUND THE HORN EVERY 2 OR 3 MINUTES (used during rookie age group)

- Press HORN 2 or 3 # (This must be done at the beginning of each period.

TO HAVE A 3 MINUTE INTERMISSION/WARM-UP

- Press INT 300 #

TO CORRECT/CHANGE AN ENTRY ERROR BEFORE THE # HAS BEEN PRESSED

- Press * then enter any of the previous codes



NEVCO

Enter model code: 871

- Display will show being played. ie: HOCKEY
- Next, the control will ask DO YOU WANT TO USE PENALTY TIME OUT? "YES" or "NO".
- The display now shows the main time.

ENTRY ERROR

- If an error is made, the display will show: ENTRY ERROR
- This will remain on for about 2 seconds and then return to the TIME display. If the ENTRY ERROR displays, you may re-enter the correct information immediately without delay
- You can return to the time display anytime by pressing the TIME key

MAIN TIME

- To set the clock you must start with the SET key then the TIME key.
- Now enter the time you want. If the display is correct press the YES key. • If not correct, press NO. You will notice that the display will start erasing or backing up one digit at a time every time you press NO.

- Back up until you delete the incorrect time, then press YES.

Example: press SET, then TIME

- The display now shows: SET MM:SS.s
- Press 0800
- Press NO
- The display now shows: SET 08:0S.s
- Press YES

PERIOD

- Display now shows: PERIOD 0
- Now enter the PERIOD. (i.e 1)
- Display now shows: 8:00.0 DN

As you see by the example, you do not enter zeros that are not significant. In fact, to set the time just press SET the TIME the YES.

2 SECOND HORN

The horn sounds automatically when the clock reaches zero. It sounds a minimum of 2 seconds. Turning the clock to time "OFF" stops the horn after the 2 second minimum. The control "beeper" also sounds

ADDING TO SCORE

Enter a score for the HOME team.

- Press HOME SCORE
- The display now shows: HOME +
- Now press 2
- The display now shows : HOME +2
- The scoreboard displays a "2" in the HOME SCORE. Repeat this a few times
- It can add any number for you from 1-9

CORRECTING SCORE

- Press SET the HOME SCORE. Now enter a number

PENALTY TIMER OPERATION

When a penalty timer runs out, it will be removed from the scoreboard. If another penalty is to be served, it will automatically be placed on the scoreboard and begin counting. The penalties run off in the order they were entered.

SETTING PENALTY TIME

- Press SET then HOME PENALTY or GUEST PENALTY.
- Now enter the time the same as when you set the main time, the YES.
- You will then be prompted to enter the player number to be associated with that penalty.
- Try this: Press SET the HOME PENALTY, press 02 and then press YES

PLAYER NUMBER

- The display shows: H. PLAYER #. Now press 23, for the player number.
- The display will look something like this: 8:00.0 DN
- Now press HOME PENALTY. The display now shows: H 1 2:00 23
- This means that the HOME penalty number 1 is set at 2:00 for player 23

EDITING PENALTIES

- If you wish to edit the 2:00 penalty time for player 23, press the HOME PENALTY key until the penalty for player 23 is displayed on the control.
- Now press PENALTY EDIT. The display shows: EDIT (Y-N)
- This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you do want to edit the penalty time, press YES and enter the time you wish and press YES.
- The display shows: H 1 1:00 23.

INSERTING A PENALTY

- Press The HOME PENALTY or GUEST PENALTY key until display the position you want to insert the player.
- Now press PENALTY INSERT. The display shows: INSERT (Y-N)
- This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you want to insert the penalty press YES and enter the time you wish and press YES
- The display shows: H PLAYER #. Enter the player number you missed. The player you entered is now in that position and all other penalties are moved down.

Clearing a Penalty

- If you wish to remove a penalty time from the system, display it on the control display and press PENALTY CLEAR
- The display shows: CLEAR (Y-N)

This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you do want to clear a penalty time press YES and it's gone. If another penalty is set to run after the one you just cleared, it will automatically take its place.



ROTOMATIC

TIMER

- Push **MINUTE ADVANCE** button to length of period required

RESET

- Push **RESET** button to reset clock to 0:00 NOTE: Horn will sound

START TIMER

- Switch **MAIN TIME** toggle to ON position
- Press **START** button
- During the period use the **MAIN TIME** toggle to ON/OFF to run the clock

PERIODS

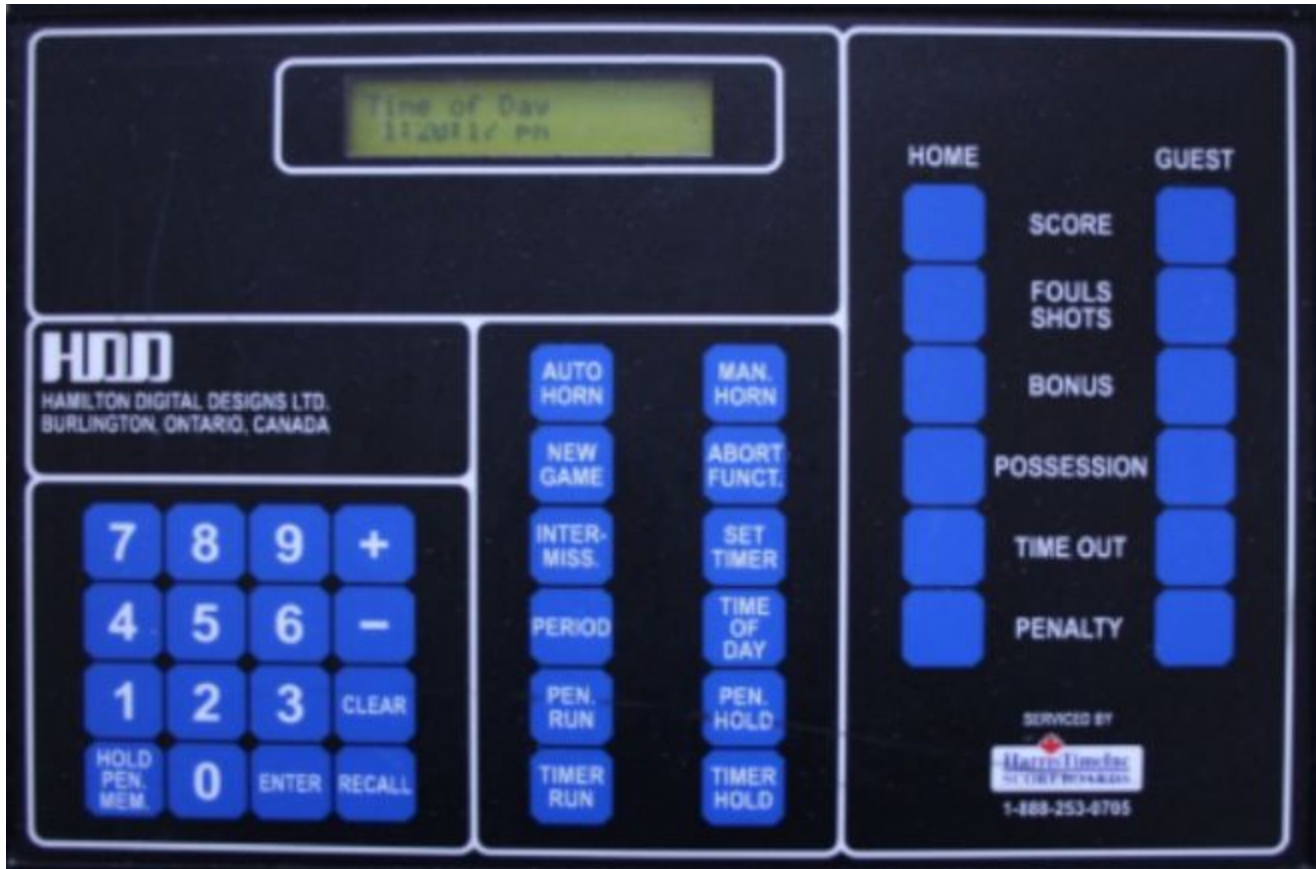
- Push the **PERIOD** button to advance the periods

HORN

- Horn will sound at 0:00 for 5 seconds
- Ensure that the **AUTO HORN** toggle switch is set to OFF position.
- Press the **HORN** button at any time to sound the horn

PENALTY TIMER

- Set penalty by pressing the **MINUTE ADVANCE** button (HOME SCORE or VISITORS SCORE)
- Press **START** button (HOME SCORE or VISITORS SCORE)
- During the period the **MAIN TIME** toggle ON/OFF to runs the clock, and the penalty simultaneously



HAMILTON DIGITAL DESIGNS (1 of 2)

STARTING A NEW GAME

- Press **NEW GAME** then **CLEAR**
- Press **1** for timer direction down
- Press **ENTER** if period is correct
- Press **ENTER** if minutes is correct
- Press **ENTER** if seconds is correct
- Press **ENTER** if 1/100 is correct

TIMER OPERATION

- Press **GAME TIMER RUN** to start
- Press **GAME TIMER HOLD** to stop
- Press **SET TIMER** to modify "Game Time"

INTERMISSION/WARM-UP

- Press **INTERMISSION** to switch to intermission/warm-up
- Press **TIMER/RUN/HOLD** to start/pause intermission timer
- Press **RECALL, INTERMISSION**, then enter time of **0:00** to end intermission/Warm up

SCORING

- Press **SCORE** (either HOME or GUEST)

- To correct score press **RECALL, SCORE** and enter correct digit(s)

PENALTIES

- Press **PENALTY** (either HOME or GUEST)
- Press **ENTER** for normal penalty or **ALT PEN** for delayed or misconduct penalty 3. Enter player number and press **ENTER**
- Enter penalty minutes and press **ENTER**
- Enter penalty seconds and press **ENTER**
- To cancel a penalty after a power-play goal, press **RECALL, PENALTY** (either HOME or GUEST) **CLEAR, ENTER**

DISPLAYING TIME OF DAY ON SCOREBOARD

- Press **RECALL, TIME OF DAY** to switch to Time of Day Display
- Press **RECALL, SET TIMER** to switch back to Game Timer display

ENTRY OF TEAM NAMES

- Press **TEAM NAMES** (either HOME or GUEST)
- Pressing a key on the numeric keypad cycles through a set of letters accessible by that key
- Press **+** to advance the the next character, **-** to go back
- Press **ENTER** when finished
- When starting a new game, press **RECALL, TEAM NAMES** to display the last entered name



HAMILTON DIGITAL DESIGNS (2 of 2)

SETTING UP FOR A GAME

To set the time, press the [PERIOD] button. This process will set both the period and the clock. The controller will ask for the period number. Use the numeric keypad to hit the right number, followed by [ENTER]. It will then ask you for the correct time, in minutes. Enter the number of minutes, followed by [ENTER]. It will then ask for seconds. Enter the number of seconds, followed by [ENTER].

NOTE: This controller has a special feature where if [0] is entered as the period, the controller will automatically recognize the entry as a warm-up. The controller will then ask for the time of the Intermission/Warm-up. Enter the number of minutes, then press [ENTER].

SETTING PERIOD

Setting the period is done while setting the clock.

RUNNING CLOCK

To start the clock, press the [TIMER RUN] button. To stop the clock, press the [TIMER HOLD] button. Some rinks may be equipped with an alternative hand-held switch to use instead.

ADDING GOALS

Under the HOME column or GUEST column, press the [SCORE] button for the appropriate team. This will add one point to that team.

REMOVING/ADJUSTING GOALS

Press the [RECALL] button, followed by the [SCORE] button for the appropriate team. Then, using the number pad, enter the correct number of goals, then press [ENTER]

ADDING A PENALTY

To add a penalty, press the [PENALTY & STATS] button for the home or guest team.

At the prompt ENTER for Norm Run, press [ENTER]. The controller will then ask for the player's number. Use the number pad to enter this, then press [ENTER].

The controller will then ask for the penalty MINUTES. Enter the number of MINUTES the penalty has then press [ENTER].

After that, the controller will ask for penalty SECONDS. If the penalty has a seconds value different than zero (commonly 1:30 minor penalty) enter the number of seconds ([3], [0]) then press [ENTER]. If the value is zero, just press [ENTER].

EDITING A PENALTY

To clear a penalty, press [RECALL] then the [PENALTY] button for the appropriate team. Use the [+] or [-] keys to scroll to the correct penalties if necessary. Using the [RECALL] key, the cursor will toggle between the player number and the penalty time. Modify as necessary, then press [ENTER].

REMOVING A PENALTY

To clear a penalty, press [RECALL] then the [PENALTY] button for the appropriate team. Use the [+] or [-] keys to scroll to the correct penalties if necessary. Then press [CLEAR], then [ENTER].

Additional Penalty Information

There are 15 memory slots for penalties per team on this controller. Only first two will count down.

To stop the penalty timers while the main clock runs, press the [PEN. HOLD] button. To reverse, press the [PEN. RUN] button.

SHOTS ON GOAL

Shots on goal work the same way as the score, except instead of pressing [SCORE], [SHOTS] is pressed instead.

HORN MANUALLY SOUNDING

Press the [MAN HORN] button to manually sound the horn. The horn will sound as long as the button is depressed.

HORN AUTOMATIC

When the auto horn is on, the horn sounds automatically at the end of a period. To turn the auto horn on, press [AUTO HORN] and then [0], followed by [ENTER]. (setting the auto horn to 0 seconds)

To turn the auto horn off, press [AUTO HORN] and then [CLEAR], followed by [ENTER]. (setting the auto horn to blank)

HORN INTERVAL

To set the interval horn, press [AUTO HORN]. Then enter the interval time in seconds only using the numeric keypad, followed by [ENTER]. Note: Time entered for a two minute interval would be 120 seconds, for example.

TIME OF DAY MODE

Time of day mode is activated by using the [TIME OF DAY] button. To set the time of day, press [TIME OF DAY] press [1] then enter the hours (in 24 hr time) then [ENTER], the minutes, then [ENTER], the seconds then [ENTER].

To activate time of day without setting a new time (if the time of day has already been set), press [RECALL] then [TIME OF DAY]

To switch back to game mode from time of day mode, press [RECALL] then [SET TIMER].

COUNT UP/DOWN

Timer direction is chosen when the [NEW GAME] function is used. See below.

QUICK RESET

Press [NEW GAME] to reset the scoreboard, then [CLEAR] to confirm.

1/10 OF A SECOND

Depending on how the scoreboard is configured during the original software set up, this scoreboard will not only display 1/10ths of a second, but also 1/100ths of a second during the last minutes. This has no effect on the operation of the controller however.



HOCKEY - LACROSSE		
HOME SCORE	VISITOR SCORE	2:00
HOME PENALTY	VISITOR PENALTY	5:00
HOME SHOTS	VISITOR SHOTS	10:00
+ 1		20:00

ISC85X	
GAME TIME	INT MODE
TIME UP / DOWN	PERIOD
PLAY TIMER SET	SHIFT
PLAY TIMER RESET	

ISC85X Intelligent Controller

To START/STOP the clock:

- Flip switch to RUN or STOP (rocker switch on the right side of the unit).

HORN

- Sounds automatically at end of period/intermission.
- To activate manually, press Horn button (on the right side of the unit). Horn will continue to sound as long as the button is pressed.

SET TIME (NOTE: Switch must be in STOP position.)

- Press GAME TIME.
- If time is expired, the last time entered will automatically be shown, to set a Different Time:
- Enter minutes on the numeric keypad. Press ENTER.
- Enter seconds on the numeric keypad. Press ENTER.
- Enter hundredths of seconds on the numeric keypad. Press ENTER.

To set INT MODE timer: (Intermission Time) (NOTE: Switch must be in STOP position.)

- Press INT MODE.
- The time last entered will display automatically.
- To set a Different Time:
- Enter minutes on the numeric keypad. Press ENTER.
- Enter seconds on the numeric keypad. Press ENTER.
- While in this mode, the only way to exit is to press the INT MODE button again.

PENALTIES

- Press HOME or GUEST PENALTY.
- Depending on where the cursor is – Player Number, Penalty time, Minutes & Seconds – enter the desired value on the numeric keypad and Press ENTER. NOTE:
- Penalties 1 & 2 for both teams will show and run on the scoreboard. b. Penalties 3 & 4 are delayed penalties and will appear once either Penalties 1 or 2 are complete.
- To cancel Penalty 1 or 2 because of an opposing team goal or for some other reason, just select it by using the applicable button (HOME PENALTY or GUEST PENALTY) and

clear out the Player Number and Penalty Time. Any pre-set 'delayed penalties' will shift into place once playing time resumes.

Pre-Set INCREMENT buttons:

- For TIME, and BREAK MODE, use the pre-set increment buttons to increase the minutes by preset values of 2, 5, 10, or 20 minutes.
- Move the cursor to minutes.
- Press TIME/INT MODE, then the desired time increment button – 2:00, 5:00, 10:00, or 20:00. (The time will increment by that value - not get set to that value.)

To set PERIOD:

- Press PERIOD.
- Enter value on the numeric keypad. Press ENTER.
- Will auto-increment when setting time at end of period.

To set SCORES:

- Press HOME OR GUEST SCORE.
- Enter score on numeric keypad. Press ENTER.
- NOTE: To Increment SCORES or PERIOD, press desired function button, then Press +1.

To set SHOTS ON GOAL (IF ENABLED):

- Press HOME SHOTS or GUEST SHOTS .
- Enter value on numeric keypad. Press ENTER.
- NOTE: With the game time running, increment SHOTS by pressing appropriate teams SHOTS button.

To set PLAY TIMER (IF ENABLED):

- Ensure Start/Stop switch is in STOP position.
- Press PLAY TIMER SET.
- Enter "shot clock" length on the numeric keypad. Press ENTER.
- NOTE: If PLAY TIMER is enabled, but not required – set play timer to 0, to disable it.

To RE-SET PLAY TIMER (IF ENABLED):

- Press PLAY TIMER RESET.
- if equipped, Press external button

To CLEAR any value:

- Press any function button to move the flashing cursor over a desired value. Then Press CLEAR.

To set SHIFT TIMER (IF ENABLED):

- NOTE: The SHIFT TIMER counts down from the set amount. When the SHIFT TIMER is expired a one second horn will sound, then the SHIFT TIMER will reset and start counting down again.
- Press SHIFT.
- Enter the shift time settings in minutes using the numeric keypad. Press ENTER. • To edit

the current running shift time Press SHIFT.

- Then SHIFT again. Enter the minutes using the numeric keypad.Press ENTER.Enter the seconds using the numeric keypad.Press ENTER.
- NOTE: On power up, the shift time will be 0:00, which leaves it in an inactive mode which means no horns will sound.

CLOCK DIRECTION

- Press the TIMER UP/DOWN button.
- This will toggle between UP and DOWN. If UP is selected, press ENTER.
- Then, enter time limit using the numeric keypad, and press ENTER, again.