GPMHAI

Time Clock Instructions – Civic Centre and Silver Dart

Startup:
1) Turn on the machine by pressing the switch located on the side of the grey box.

2) It will ask, "Do you want to start where you left off?" Press **NO**.

3) It will then greet you saying something along the lines of "I am your Nevco scoreboard interface…Please enter your model code." The model code is found on the front of the machine under the screen it is usually **0083261**.

4) It will ask you "do you want to use shot clock", press **NO**, then "Do you want to use penalty time out?" press **NO**

Setting Time
Warm – up:
1) Press **SET**
2) Press **TIME**
3) Enter 2**:**00, press **YES,** and then enter "0" for the period number.
Period:
1) Press **SET**
2) Press **TIME**
3) Enter 10**:**00 (for house) or 12**:**00 (for rep), press **YES,** and then enter period number (1,2 or 3).

Score:
To enter initial score (0-0)
1) Press **HOME SCORE** then press **0** followed by pressing **GUEST SCORE**, and then press **0.**

To ADD score
1) Press **HOME OR GUEST SCORE**
2) Press **1.** (note that the scoreboard will automatically update the score by adding 1 each time. If a second goal is to be added, follow the above and ONLY EVER ENTER 1 – the clock will add the total score) If the score is 4 – 2 and the home team scores, press HOME SCORE, then press 1. You will see "Home Score 4 + 1" on the display. When done, the score board will read 5 - 1

Penalties:
New Penalty
1) Press **SET**
2) Press **HOME OR GUEST PNLTY**. You then enter the desired penalty length (eg 2**:**00) followed by the 2-digit player number. (if player #3 – enter 03)

Penalty Clear/Edit
1) Press **Home or Guest PNLTY** as many times as necessary for it to show the correct penalty (identified by time and player #) and once it is showing on screen
2) Press **PNLTY CLEAR**
3) To Edit a penalty, press **Home or Guest PNLTY** as many times as necessary for it to show the correct penalty (identified by time and player #) and then press **PNLTY EDIT**. NOTE: the only thing that can be edited is the time – not the player #.

NOTE: If/when there are 3 penalties, the 3rd penalty must be tracked manually since the clocks only work for 2 penalties. Let the Coaches and Refs know when the 3rd penalty would be over and the player would be back on the ice.