

RAC Score Board Operation



- Power switch is on the Right Side of the Controller. (If there is a ringing sound switch, the **remote rocker switch to off**).
- When you turn the control on, the traveling display asks “DO YOU WANT TO”:
- “START WHERE TURNED OFF LAST?” **NO**
- “GO TO A BOOKMARK?” **NO**
- “I AM YOUR MP-6 CONTROLLER ENTER YOUR MODEL CODE” **871**
- “DO YOU WANT TO USE PENALTY TIME OUT?” **YES**
- Set time for warmups: **Set, Time, 0,4, YES**
“PERIOD” **0**
- Set time for period **Set, Time, 1,2, YES** “PERIOD” **1**
- Set Score: **Set, Home Score or Guest Score**, (The score or 0 to start the game)
- Add a goal: **Home Score or Guest Score, 1**
- Penalty: **Set, Home Penalty or Guest Penalty, (2 Minute) 0, 2, 0, 0**
- Penalty Clear: **Home Penalty or Guest Penalty** (press until desired penalty is shown), **Penalty Clear, YES**
- Penalty Time Out (When a Penalty overlaps a period.): **Penalty On Off**

1 Hour Games: 4 Minute Warmup 12 Minute stop time periods 1 & 2 Third period will be determined by the time remaining in the ice hour on the ARENA CLOCK minus three (3) minutes. The third period will be running time until there are three (3) minutes remaining on the time clock. These last three (3) minutes will be stop time. No Timeouts.

Time between periods is one (1) minute.

1-1/2 Hour Games: 5 Minute Warmup, 15 Minute stop time periods 1 & 2 Third period will be determined by the time remaining in the ice hour on the ARENA CLOCK minus three (3) minutes. The third period will be running time until there are three (3) minutes remaining on the time clock. These last three (3) minutes will be stop time. No Timeouts.

Time between periods is one (1) minute.

2 Hour Games: 8 Minute Warmup, 17 Minute stop time periods. One time out per team of 1 minute per game.

Resurface ice after second period. If there are two (2) one & one half (1-1/2 or 2) ice hour games back to back, the second game will start on old ice and the resurface will be after the first period.

Running time will be used whenever a six (6) goal differential occurs in the third period. (If the goal differential becomes five (5) or less, stop time shall begin again) During running time, the time clock will be stopped when a penalty is reported to the MINOR OFFICIALS to enter penalty time. Running time will resume at the drop of the puck. In an injury occurs during running time, the clock will stop ONLY at the discretion of the referee

Show time of day on the Score Board

Set, Chronometer (Time of Day)

“DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?” **NO**

“ENABLE CHRONOMETER KEY TO PUT CHRONOMETER TIME ON SCOREBOARD?” **YES**

“SET CHRONOMETER?” **NO**

“TURN CONTROL OFF BUT LEAVE CHRONOMETER TIME DISPLAYED?” **YES**

“DISPLAY CHRONOMETER TIME ON ALL DISPLAYS?” **YES**

Turn off power switch on Right side of control.