

Clock operation at the Huck

This is an example of how to run the clock at the HUCK. Enjoy.

Set Time

Press: set ... time ... 17:00 ... yes enter period 1/2/ or 3
(enter different time if squirts or mites)

Score

Press: home score or guest score and then 1

For next goal, press: home score or guest score and then 1 (1+1=2)

To clear mistakes or to manually enter the score, do the following:

Press: set ... home score ... guest score ... (number that you want to enter)

Penalty (green hightlighted area = home blue = away)

Press: new minor pnltly ... 0200 ... yes ... player number (two ## (for example 07 or 14). Note: If there are two players in the penalty box, the numbers inputted **must be different**.

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Clear Penalty

Press: view home pnltly ... pnltly clear ... yes

Press: view guest pnltly ... pnltly clear ... yes