

# VFW #2 Ice Arena

*Score Clock Quick Reference Guide*



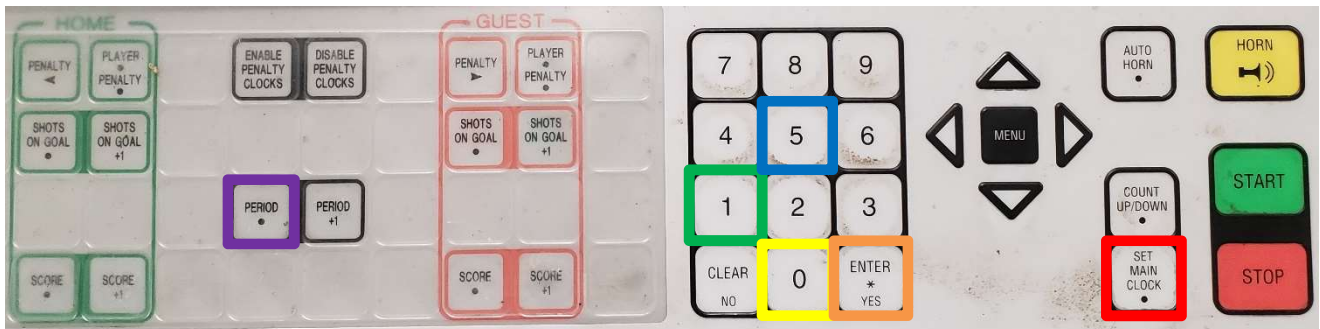
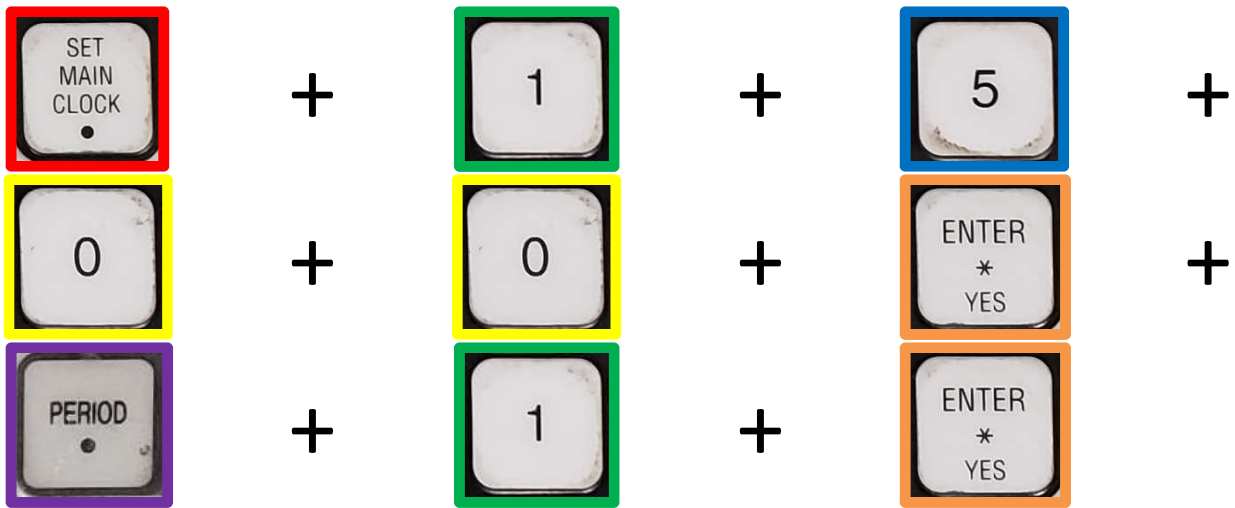
*Bismarck Hockey Boosters – October 2018*

# Setting the Game Clock

Setting the game clock is important for the start of each period and intermission breaks.

## Setting the Game Clock and Period

1. SET MAIN CLOCK
2. 1500
3. ENTER
4. PERIOD
5. 1
6. ENTER



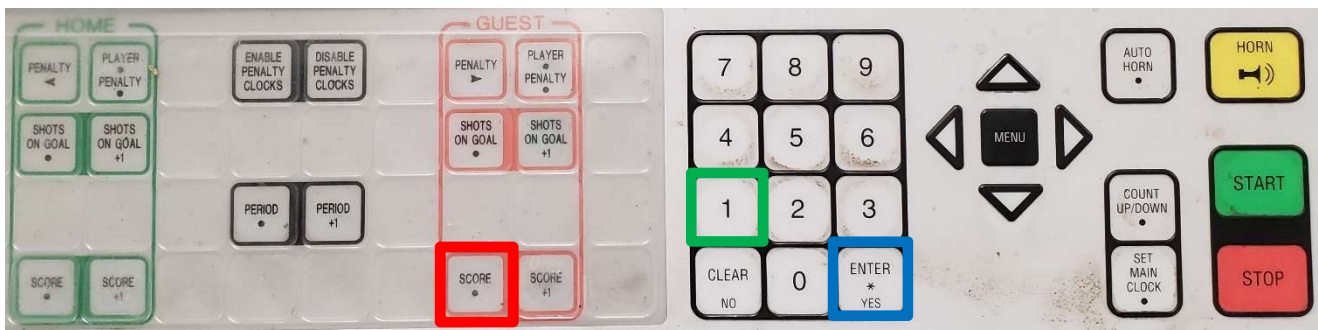
## Setting the Game Score

Entering the Game Score for both teams follow the same steps, the user will need to verify which team's score is being updated through the input process.

### Updating the Game Score

1. SCORE (Colored coded between HOME and GUEST)
2. 1
3. ENTER

*NOTE: The score entered in Step 3 is the actual score of the game. For example, if the current score is Home 1, Guest 1 and the Home team scores; the number entered on Step 3 is "2".*



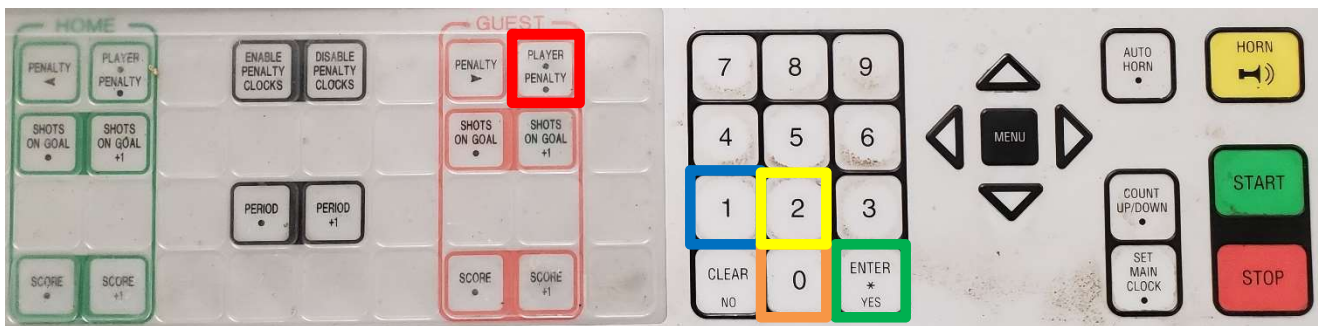
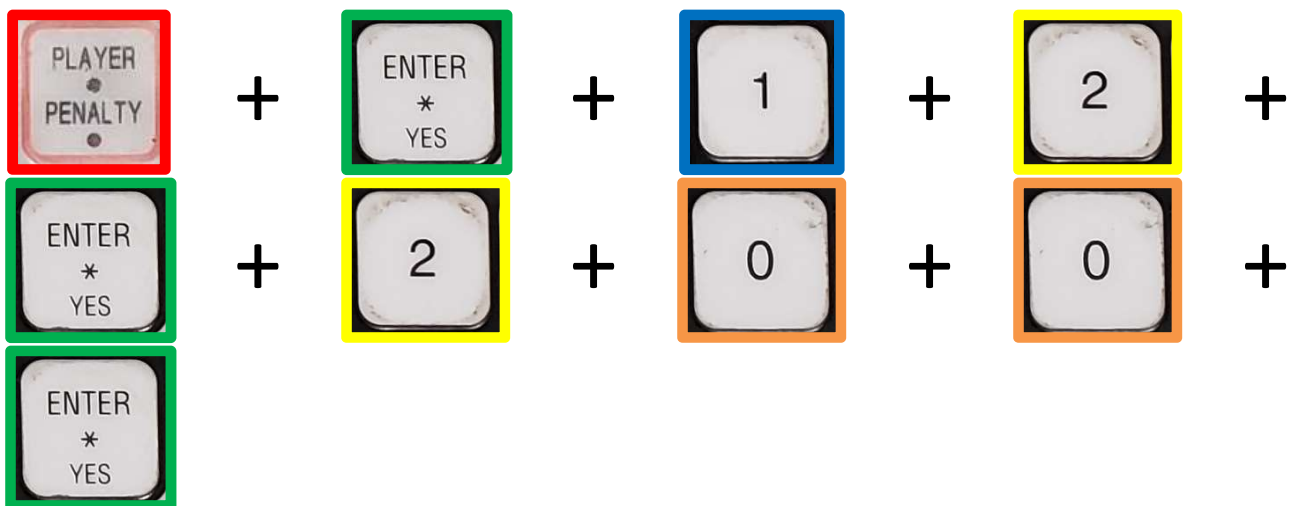
## Setting a Penalty

Entering a Penalty for both teams follow the same steps, but the buttons are color coded for HOME and GUEST entry. The user will need to verify which team's penalty is being entered through the input process. The steps below can be used for minor (2 min) or major (5 min) penalties by entering the appropriate minute designation. The steps below are the same for single and multiple penalty entries.

Reminder, coincidental penalties and 10 min misconduct penalties are not entered on the game clock; the user must track these penalties on the side.

### Entering a Penalty

1. PLAYER PENALTY
2. ENTER
3. PLAYER NUMBER (example below uses #12)
4. ENTER
5. 200
6. ENTER

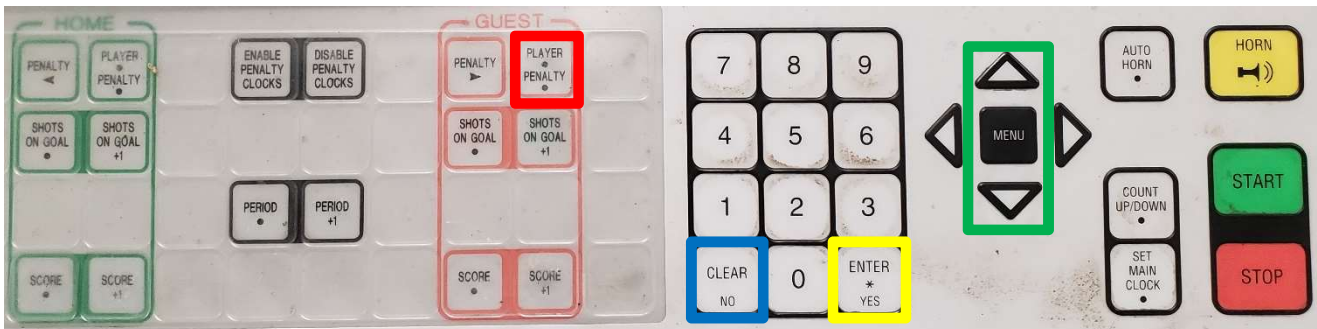


## Deleting a Penalty

It may be necessary for the user to delete a previously entered penalty. It is beneficial to delete penalties no longer being served to lessen confusion of players and coaches during game play. Remember, the buttons are color coded between HOME and GUEST.

### Deleting a Penalty

1. PLAYER PENALTY
2. USE THE "UP" AND "DOWN" ARROWS TO LOCATE THE DESIRED PENALTY ON THE INPUT SCREEN
3. CLEAR
4. ENTER



## Editing a Penalty

There may be an instance requiring the editing of an active penalty.

### Editing a Penalty

1. PLAYER PENALTY
2. USE THE "UP" AND "DOWN" ARROWS TO LOCATE THE DESIRED PENALTY ON THE INPUT SCREEN
3. ENTER
4. PLAYER NUMBER (*Enter the same number if no change or enter in new number*)
5. ENTER
6. EDIT PENALTY TIME (*Leave as is or Enter new time for penalty*)
7. ENTER

*Here is an example, the Game Clock is stopped with 1:30 remaining on an active penalty. It has been determined this penalty did not start on time and must be revised to 1:00 remaining and the player number should be #25.*

