

Hockey Scoreboard Simulator - Tutorial

I have attempted to create just about every scenario you may encounter when running a scoreboard. This tutorial will progressively build up to more complex operations, including:

- Preparing for a game
- Basic (simple) operations (score, shots, period)
- Setting the game clock, adjusting clock for false starts
- Basic penalties (adding and deleting)
- Advanced penalties (editing)
- End of a period, preparing for an intermission
- Preparing for next period

1. Start Up

1. Make sure the count up/down is set to DOWN
 - Press COUNT UP/DOWN, assure down (↓ or D) is displayed
2. Make sure penalty clocks are ENABLED
 - Press ENABLE PENALTY CLOCKS, assure EN is displayed

2. Basics

1. Increase and decrease home and guest score
 - SCORE +1/-1 for HOME & GUEST
2. Increase and decrease home and guest shots (if your board displays shots)
 - SHOTS +1/-1 for HOME & GUEST
3. Increment period
 - PERIOD +1, if you advance too far, keep pressing, it will cycle back after 9

3. Setting the Clock

1. Set time to 20 min, start clock, stop quickly after 1-2 seconds
 - SET MAIN CLOCK
 - 2 0 0 0 0 (for MM SS T, just enter the digits, you do not enter : or .)
 - ENTER
 - START ... STOP
2. Simulate a false start, start and stop the clock quickly
 - START ... STOP (within 1-2 seconds)
3. Oops! False start! Referee tells you to add 1.5 second to game clock, run for few more seconds and stop
 - SET MAIN CLOCK
 - Enter new time with 1.5 secs added
 - ENTER
 - START ... STOP
 - HINT: Timekeeper should record ALL stoppages. This makes it easier to reset clock EXACTLY to previous stoppage.

4. Basic Penalties (add/delete)

1. Add home penalty, #11, 2 min, run clock for few seconds
 - HOME PLAYER PENALTY (watch the prompts on display)
 - 11
 - ENTER (to accept player number)
 - ENTER (to accept default 2:00)
 - NOTE: Penalties default to 2 min
 - Penalty should now appear on the board
 - START ... STOP
2. Guest team scores, delete the penalty, run clock for a few seconds
 - Add a goal & shot (get used to doing both of these at the same time on a goal)
 - HOME DELETE ALL PENALTIES
 - ENTER (to accept)
 - NOTE: If only one penalty is on the board, you can just delete all penalties
 - HOME DELETE PENALTY (display should default to active penalty, else use UP/DOWN ARROWS to select)
 - ENTER (to accept)
 - START ... STOP
3. Add guest penalty, #22, 5 min major, run clock for few seconds
 - GUEST PLAYER PENALTY
 - 22
 - ENTER (to accept)
 - Default shows 2 min, press CLEAR, then either enter 5:00 or press MAJOR PENALTY button
 - ENTER (to accept)
 - Verify board is correct
 - START ... STOP
4. Add another guest penalty, #33, 2 min, run clock for few seconds
 - GUEST PLAYER PENALTY
 - 33
 - ENTER (to accept player number)
 - ENTER (to accept default 2 min)
 - Verify board is correct
 - START ... STOP
5. Home team scores, delete the minor penalty to #33, run the clock for a few seconds
 - Add a goal & shot
 - GUEST DELETE PENALTY (display should default to active penalty, else use UP/DOWN ARROWS to select #33)
 - ENTER (to accept)
 - NOTE: If only one penalty is on the board, you can just delete all penalties
 - START ... STOP

5. Advanced Penalties (editing)

1. Add guest penalty #44, 4 min (double minor), run clock for a few seconds
 - GUEST PLAYER PENALTY
 - 44

- Press MINOR PENALTY to add 2 minutes to default 2 min, or just enter 4 0 0 on the number pad
 - ENTER
 - Verify board is correct
 - START ... STOP
2. Add another guest penalty #55 2 min, run clock for a few seconds
 - GUEST PLAYER PENALTY
 - 55
 - ENTER (to accept player number)
 - ENTER (to accept default 2 min)
 - START ... STOP
 3. Oops! Data entry error, penalty should have been to player #56, fix it
 - GUEST PLAYER PENALTY
 - UP/DOWN ARROW to #55
 - ENTER (to select)
 - Editor should be on player number (*)
 - 56
 - ENTER (to accept player number)
 - Time should be ok, only a few seconds ticked off
 - ENTER (to accept current correct time)
 4. Home team scores, delete the first minor for #44, run clock for a few more seconds
 - Add a goal & shot
 - GUEST PLAYER PENALTY
 - UP ARROW to #44
 - ENTER (to select)
 - Enter 2 0 0 (to adjust clock to 2:00)
 - ENTER (to accept)
 - Verify board is correct
 - START ... STOP
 5. Home team scores again, delete appropriate penalty (which one?), run clock for a few more seconds
 - Add a goal & shot
 - DELETE PENALTY
 - UP ARROW to minor on #56 (since he has least time on his penalty)
 - ENTER (to select)
 - Verify board is correct
 - START ... STOP
 6. Add home penalty, #66, 2 min, run clock for a few more seconds
 - HOME PLAYER PENALTY
 - 66
 - ENTER (to accept player number)
 - ENTER (to accept default 2:00)
 - START ... STOP
 7. Oops, another false start, referee tells you to add 1 sec to the clock, but you have penalties on the board!
 - Pay attention to the display when you reset the clock
 - SET MAIN CLOCK
 - enter new M M S S T with the 1 sec adjustment
 - ENTER
 - Adjust penalty timers Y/N? YES

6. End of Period (Prepare for intermission)

1. Pretend it's the end of the period. Set clock for an 18-minute intermission. But there are penalties still on the board!
 - Pay attention to the display
 - DISABLE PENALTY CLOCKS (you don't want the penalties to run during intermission!)
 - Adjust penalty timers Y/N? NO!
 - SET MAIN CLOCK
 - 1 8 0 0 0
 - ENTER
 - Verify penalty clocks are disabled (DS)
 - START the clock

7. Beginning of Next Period

1. Stop the clock (if it's still running), prepare for the next 20 min period. Remember there are still active penalties.
 - STOP the clock (if it's still running)
 - PERIOD +1
 - SET MAIN CLOCK
 - 2 0 0 0 0
 - ENTER
 - Adjust penalty timers? NO
 - ENABLE PENALTY CLOCKS
 - Verify penalty clocks are enabled (EN)
 - Start the clock, is everything working as it should?

8. Congratulations!

You have completed the scoreboard training. Please continue to play around with simulator until you feel comfortable. Practice, practice, practice!