

LACROSSE TIME KEEPING INSTRUCTIONS

	Control Panel Display	Press These Keys
Pre-Game Set Up	1) Turn unit on using switch on right side 2) Do you want to start where you turned off? 3) Please enter model number 4) Do you want to use shot clocks? a. Shot clock SS b. OB time SS 5) Do you want to use penalty time out? 6) Display should read 0:00.0 30 DN	[NO] [871] [YES] [30] [YES] [NO] [YES]
	<i>There are two grey corded switches attached to the clock, the left switch controls the 30 clock, the right switch controls the time clock. Clicking the switch will start/stop time clock</i>	
Set Time	<i>Warm Up Time</i> 1) Warm up time/period breaks (5 minutes) 2) Period <i>Game time</i> 1) Game time (20 minutes) 2) Period (enter which period you are in)	[SET] [TIME] [0] [5] [0] [0] [YES] [0] [SET] [TIME] [2] [0] [0] [0] [YES] [1] or [2] or [3] [YES]
Goal Scored	To add a goal to the existing score	[HOME SCORE] OR [GUEST SCORE] [1] [YES]
Remove Goal	1) To correct score 2) Enter correct amount of goals	[SET] [HOME SCORE] OR [GUEST SCORE] [1-99] [YES] OR [BLANK] TO CLEAR ALL [YES]

	Control Panel Display	Press These Keys
Penalty On/Off	To keep the penalties from running in between periods or to put up more than one penalty at once.	[PENALTY ON/OFF]
Set Penalty	<ol style="list-style-type: none"> 1) To enter a penalty 2) Enter duration of the penalty 3) H. Player # <i>(Must enter 2 digit player number)</i> <p>Please wait until the whistle to enter 2nd digit as the penalty will start immediately if clock running or use the penalty on/off key</p>	[SET] [HOME PENALTY] OR [GUEST PENALTY] [0] [2] [0] [0] [YES] [0] [8]
Clear Penalty	<ol style="list-style-type: none"> 1) To remove a penalty from scoreboard 2) Penalty clear? 3) If more than one team penalty on board, press [HOME/GUEST PENALTY] repeatedly to scroll through 	[HOME PENALTY] OR [GUEST PENALTY] [PENALTY CLEAR] [YES]
Penalty Edit	<ol style="list-style-type: none"> 1) Choose penalty to edit 2) Edit penalty 3) Change time 	[HOME PENALTY] OR [GUEST PENALTY] [PENALTY EDIT] [YES] [0] [2] [0] [0] [YES]