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SCOREBOARDS

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FAIR-PLAY SCOREBOARDS MP 70 CONTROL OPERATING INSTRUCTIONS

GENERAL :

Before starting, check that the controller is connected correctly :

- Plug the controller in.
- Also plug the data cable into "**Output Connector #1**" jack (or, if not available, Connector #2) on the back of the control, then into the appropriate wall jack.
- If using LACROSSE shot clocks, connect their data cables into "**Output Connectors #3 & 4**".
- Turn **ON** the control. (On/Off switch is on the back)

TO START A NEW GAME :

- Press & Hold "**SHIFT**", Press "**New Game**".
- Answer **YES** to the question "NEW GAME?".

DATA ENTRY :

CLOCK :

1) START / STOP : Push "**Time In**" rocker switch.

2) CORRECT THE CLOCK :

- Press "**Clock Set**".
- Press 4 Digits for the correct time, eg. 0523 for 5:23 (5 minutes, 23 sec.).
- Press "**Enter**".

SCORE :

1) CHANGE SCORE :

- Press "**Home Score**" or "**Visitor Score**".
- Press "**+1**" or "**-1**".
- OR**
- Press "**Home Score**" or "**Visitor Score**".
- Press appropriate keypad number (eg: 3)
- Press "**Enter**".

PERIOD :

1) CHANGE PERIOD :

- Press "**Period**".
- Press "**+1**" or "**-1**".

INTERVAL TIMER : (NB : This function refers to a horn sounding interval, typically to indicate a shift change; it DOES NOT refer to the length of the period .)

1) CHANGE INTERVAL LENGTH :

- Press "**Set Interval**".
- Press 4 Digits for the correct time, eg. 0200 for 2:00 (2 minutes, 00 sec.).
- Press "**Enter**".

2) TURN INTERVAL TIMER ON / OFF :

- Press & Hold "**SHIFT**", Press "**ON/OFF**".
- Answer "**YES**" or "**NO**" as appropriate.

TURN OVER

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PENALTY :

1) **ENTER A PENALTY :**

- Press "**Home Penalty**" or "**Visitor Penalty**"
- Press "+1", "+2", or "+3" to assign a penalty time. Defaults are "2:00", "5:00" and "10:00" respectively; these values can be changed in program mode.
- Press one or two digits for the player's number
- Press "**Enter**".

2) **CLEAR A PENALTY :**

- Press "**Home Penalty**" or "**Visitor Penalty**"
- Press one or two digits for the player's number
- Press "**Enter**"
- Press "**Enter**" again to clear, **OR** enter a new time.

NOTE : During a game, if you correct the game clock while penalty times are counting, the control will ask if you also want to correct the penalties. If you press , "**YES**", you will be prompted for the remaining time for each penalty. Enter the corrected time for each player. (4 Digits - eg. 0130 for 1:30, then "**ENTER**".)

GOAL INDICATOR :

If scoreboard is equipped with goal arrows, display a goal by pressing "**Home Goal**" or "**Visitor Goal**". Press again to toggle off.

SHOTS ON GOAL :

If equipped with "Shots on Goal" display option,

- Press "**Home S.O.G.**" or "**Visitor S.O.G.**"
- Press "+1" or "-1"

OTHER :

1) **HORN :** Can be sounded any time by pushing the *Horn* button. Horn sounds automatically at **0:00**. To turn off/on this function, press "**Auto Horn**".

2) **ALTERNATE CLOCKS :**

The main clock can display three different clock modes: **Game Time**, **Break Time** or **Over Time**. To alternate between them:

- Press **Set Clock** until the desired clock mode is displayed.
- Press **Enter**.

3) **TIMEOUT TIMER :**

- Press "**Home Timeout**" or "**Visitor Timeout**"
- Press "-1" to **Start / Stop** timeout timer. Horn will sound for one second with 15 seconds left and again at 0:00.

4) **TIME OF DAY :** When the scoreboard is not being used for a game, the time of day can be displayed instead :

- Press and Hold "**SHIFT**", Press "**T.O.D.**".
- Press "**YES**".
- Press "**CLOCK SET**".
- Press 4 Digits for the correct time, (eg. 0523 for 5:23).
- Press "**Enter**".
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TO RE-PROGRAM ANY OF THE PRE-SET OR DEFAULT DATA (PERIOD LENGTH, PENALTY LENGTH, ETC) , SPEAK TO YOUR ARENA MANAGER.