

Scoreboard Operation – OES ICS9000

To start a new game:

- 1) Press **GAME TIME** (must be when clock is stopped).
- 2) Enter minutes on the keypad and then **ENTER**.
- 3) Enter seconds on the keypad and then **ENTER**.
- 4) Enter hundredths of seconds on the keypad and then **ENTER**.
- 5) Press **PERIOD**, enter the period number and press **ENTER**

To change score:

- 1) Press **HOME OR GUEST SCORE** and it will increment 1 automatically
- 2) To edit score press **HOME OR GUEST SCORE**, key in the correct score on the keypad and then press **ENTER**

To start new period:

- 1) Press **PERIOD** twice to increment or
- 2) Press **PERIOD**, enter the period number and press **ENTER**.

Penalties:

- The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.
- To enter a penalty:
 - Press either **“HOME PENALTY”** or **“GUEST PENALTY”**. The first key pressed will put the cursor on the first empty penalty location.
 - When the same button is pressed repeatedly, the controller advances between the 4 penalties.
 - For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press **“ENTER”** after each.
- To clear a penalty:
 - While on any value of the penalty to be deleted, press the **“CLEAR”** button. This will clear the entire penalty and shift any lower penalties up.

Note: With this clock, it is important to read each and every prompt on the display on the controller – and to provide exactly the information that it is asking for. Do not blindly follow the sequence above.

Clock Instructions: ISC9000

To run the game:

- To start the time, press the circular green **Run** button
- To stop the time, press the circular red **Stop** button

IMPORTANT: In order to enter any information, the screen must be flashing. If there are no flashing spaces on the display screen, your action has timed out and you must restart the process.

To set the time:

1. Press the red **Game Time** button
2. When the space in the centre box of the screen display starts to flash, type in the specified minutes. I.e. A 3 minute warm-up would be '03'. Press the bright blue **Enter** button
3. The flashing digit will now be in the seconds section. Type in the desired amount of seconds and press **Enter**, or press **Enter** if the seconds will be '00'
4. The flashing digit will now be in the milliseconds section. Type in the desired amount of seconds and press **Enter**, or press 'Enter' if the seconds will be '00'
5. The flashing digits will now be under *Period* in the centre box of the display screen. Enter the correct period number then press **Enter**

To set the period:

- If you ever need to change the period number without resetting the time, simply press the green **Period** button
- The number under *PERIOD* in the centre box of the main display will start to flash
- When the screen starts to flash, input the correct number and press the bright blue **Enter** button

To set the score:

1. For goals, press the dark blue **Home Score** button or the yellow **Guest Score** button
2. The number under either *HOME* or *GUEST* will start to flash on the display screen
3. While the display screen is flashing, change the score using the numbers and press the bright blue **Enter** button

To set a penalty:

1. For penalties, press the dark blue **Home PEN** button or the yellow **Guest PEN** button
2. For the home team, the first available slot under *PENALTY* on the left-hand side will start to flash; for the home team, the first available slot under *PENALTY* on the right-hand side will start to flash
3. While the display screen is flashing, type in the number of the player serving the infraction using double-digits. I.e. If #8 is serving the penalty, type in '08', then press **Enter**
4. The display screen will now be flashing for the penalty minutes. Type in the minutes to be served for the penalty. I.e. for a minor penalty type in '2' and press **Enter**
5. The display screen will now be flashing for the penalty seconds. Type in the seconds to be served for the penalty and press **Enter**, or simply press **Enter** if the seconds are going to be '00' and press **Enter**

* The controller allows input of 4 penalties per team. Only the penalty times for 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.

Clock Instructions: ISC9000

To clear a penalty:

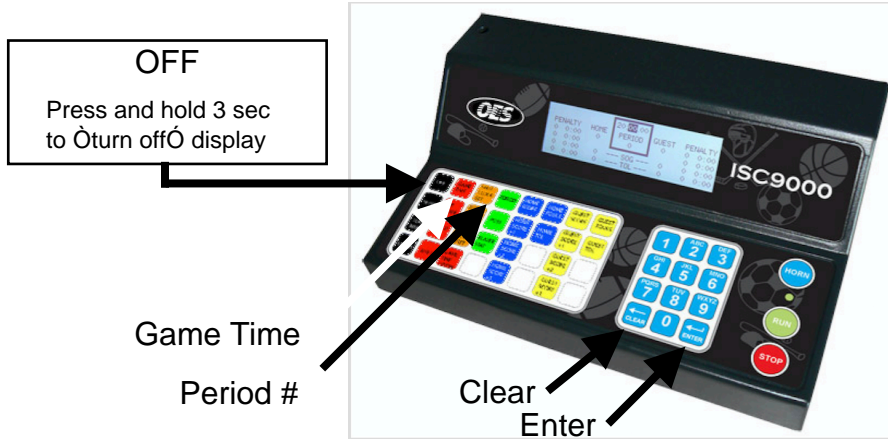
1. Press either the dark blue **Home PEN** button or the yellow **Guest PEN** button until the penalty you want to clear is flashing on the display screen
2. While the screen is flashing on the player number who received the penalty, press the bright blue **Clear** button

To edit a penalty:

1. Press either the dark blue **Home PEN** button or the yellow **Guest PEN** button until the penalty you want to edit is flashing on the display screen
2. While the screen is flashing on the player number who received the penalty, press the bright blue **Enter** button
3. The minute section of the penalty will now be flashing. If you would like to change the minutes, type in the new minutes and press **Enter**
4. The seconds section of the penalty will now be flashing. If you would like to change the seconds, type in the new seconds and press **Enter**

OES Model ISC9000 Scoreboard controller

Sunset rink



TASK	DO	TIPS / NOTES
Game time (Period length)	[GAME TIME] (red) ## [ENTER][ENTER][ENTER]	Controller will not respond while hand switch is positioned “on”. When the end-of-period horn sounds, ensure to flip hand switch to “off”.
Period number	[PERIOD] (green) # [ENTER]	Period number will auto-increment with each update of GAME TIME.
Clock start / stop	Flip the hand switch “on” after the ref blows the whistle <i>and</i> has dropped the puck. Stop on any other whistle. <i>Be careful not to sound the Horn!</i>	When there’s a goal or a penalty, take immediate note of the displayed time as a way of helping the scorekeeper.
Scoring	[HOME SCORE] [+1] [GUEST SCORE] [+1]	Directly set score using [HOME SCORE] # [ENTER] [GUEST SCORE] # [ENTER]
Penalty - entering	[HOME PENALTY] or [GUEST PENALTY] [ENTER] [2] [ENTER] [ENTER]. To add another penalty – repeat the above	Can usually skip jersey # (1st ENTER). Cursor defaults into next available row. Mode will “time out” if you’re slow but so long you input the minutes and press ENTER to move into the <i>next</i> row down, you should be ok.
Penalty - clearing	[HOME PENALTY] or [GUEST PENALTY], press as many x as needed to reach row to clear [CLEAR] [ENTER]	First key press will jump you into the next row below the current penalties. That’s why the need for extra presses.

If the hand controller won’t work, unplug it and use the set-top Start and Stop buttons.