

CITY OF OTTAWA RINGETTE ASSOCIATION

C.O.R.A.

**SCORE CLOCK
OPERATING INSTRUCTIONS**

VERSION 1.1

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PREPARED BY

CITY OF OTTAWA RINGETTE ASSOCIATION

**ANY COMMENTS OR CHANGES
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PURPOSE

The purpose of this document to provide each team with copies of the operating instructions for the score clocks in the 5 Home Arenas for C.O.R.A. games.

Team Managers are to provide copies to the parents of your players and have them reviewing the score clock operations during the practice sessions.

SCORE CLOCK - OPERATING INSTRUCTIONS

BREWER ARENA

http://www.ottawaringette.on.ca/resources/MN04008C_Countdown_Controller_3_Button.pdf

SCORE CLOCK - OPERATING INSTRUCTIONS

MCNABB ARENA

FUNCTION	PRESS
1. Activation of Score Clock	“New Game” key “Clear” “Enter” “Enter”
2. Set Timer	“Period” “1” or “2” “Enter” “Period Minutes” 15 minutes (2 digits only) “Enter” Press – for timer down. “Enter”
3. New Score	“Home Score” or “Guest Score” key “Enter”
4. Change Score	“Home Score” or “Guest Score” key “Clear” (Score #) i.e. 2 “Enter”
5. Penalties	“Home” or “Guest” key Player Number i.e. “21” “Enter” Amount of Time i.e. “2” minutes (applicable time) “Enter” “Enter”
6. Cancel Penalties	“Home” or “Guest” key “Recall” “+” or “-” (to the applicable penalty) “Clear” “Enter”
7. To De-activation of Score Clock	:New Game: “Clear” “Enter”

	“Enter”
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Important Note: Always verify that the auto horn is set at 00:00 otherwise the horn will be heard at regular intervals.

SCORE CLOCK - OPERATING INSTRUCTIONS

PEPLINSKI ARENA

FUNCTION	PRESS
1. Activation of The Score Clock	Turn the “ON” switch on the side of control unit. <ul style="list-style-type: none"> • Press “YES” to continue from where the clock was last in use. (Go to #2) • If you answer “NO” to continue, enter the Mode; Code “0083261” and • Answer various questions from start up.
2. Set Main Time	“Set-Time” – (“15:00”) – “Yes” “Period” i.e. “1” (or as applicable)
3. Using Stop Time	Use hand switch for on/off timing function during the game.
4. Set Home Score OR	“Home Score” – “1” – (it will continuously add one to the existing score. “Set”-“Home Score” – (Appropriate Score)
5. Set Guest Score OR	“Guest Score” – “1” – (it will continuously add one to the existing score. “Set”-“Guest Score” – (Appropriate Score)
6. Set Home Penalty	“Set” – “Home Penalty” – i.e. “2:00” – “Yes” (Player Number, 2 digits) i.e. 23 or 02
7. Set Guest Penalty	“Set” – “Guest Penalty” – i.e. “2:00” – “Yes” (Player Number, 2 digits) i.e. 23 or 02
8. Clear Home Penalty	“Home Penalty” (Until appropriate penalty appears) - “Penalty Clear” – “Yes”
9. Clear Home Penalty	“Guest Penalty” (Until appropriate penalty appears) - “Penalty Clear” – “Yes”

The clock can take up to 5 penalties per player at a time, enter each in order and the clock will progressively move them up on the clock as the previous one expires. (i.e.) Players 23 2:00 and Player 23 5:00. The two minute penalty will come up first, then the five minute penalty will automatically follow.

SCORE CLOCK - OPERATING INSTRUCTIONS

ST LAURENT ARENA

FUNCTION	PRESS
1. Operating Process Of The Score Clock	a) Press the “Enter” key, then b) Press the appropriate “Number” keys, the c) Press the appropriate “Function” key Please Note: The Function Keys For the Home Team are on the left side of the control box. The Function Keys For the Guest Team are on the right side of the control box.
1. Set Main Time	Press “Enter” Key Press “15” , then press “Clock Set” key
2. To Set Period	Press “Enter” Key Press “1” , then press “Period” key
3. Using Stop Time	Use the “Start” or “Stop” Key manually to start and stop the clock accordingly.
4. Set Home Score	Press “Enter” Key Press applicable score i.e. “1” or “2” , Then Press the “Score” key on the Home (left) side of the control box.
5. Set Guest Score	Press “Enter” Key Press applicable score i.e. “1” or “2” , Then Press the “Score” key on the Guest (right) side of the control box.
6. Set Home Penalty	Press “Enter” Key Press the applicable minutes. “2” or “5” , Then Press the “Penalty” key on the Home (left) side of the control box.
7. Set Guest Penalty	Press “Enter” Key Press the applicable minutes. “2” or “5” , Then Press the “Penalty” key on the Guest (right) side of the control box.
8. Clear Home Penalty	Press repeatedly the “Penalty” key on the Home (left) side of the control box until the penalty you wish to cancel Flashes, the Press the “0” key and the press the “Penalty” key on the Home (left) side of the control box
9. Clear Home Penalty	Press repeatedly the “Penalty” key on the Guest (right) side of the control box until the penalty you wish to cancel Flashes, the Press the “0” key and the press the “Penalty” key on the Guest (right) side of the control box

SCORE CLOCK - OPERATING INSTRUCTIONS

WALKEY ARENA

FUNCTION	PRESS
1. Activation of The Score Clock	Turn the “ON” switch on the side of control unit. <ul style="list-style-type: none"> • Press “YES” to continue from where the clock was last in use. (Go to #2) • If you answer “NO” to continue, enter the Mode; Code “0083261” and Answer various questions from start up.
2. Set Main Time	“Set-Time” – (“15:00”) – “Yes” “Period” i.e. “1” (or as applicable)
3. Using Stop Time	Use hand switch for on/off timing function during the game.
4. Set Home Score OR	“Home Score” – “1” – (it will continuously add one to the existing score. “Set”-“Home Score” – (Appropriate Score)
5. Set Guest Score OR	“Guest Score” – “1” – (it will continuously add one to the existing score. “Set”-“Guest Score” – (Appropriate Score)
6. Set Home Penalty	“Set” – “Home Penalty” – i.e. “2:00” – “Yes” (Player Number, 2 digits) i.e. 23 or 02
7. Set Guest Penalty	“Set” – “Guest Penalty” – i.e. “2:00” – “Yes” (Player Number, 2 digits) i.e. 23 or 02
8. Clear Home Penalty	“Home Penalty” (Until appropriate penalty appears) - “Penalty Clear” – “Yes”
9. Clear Home Penalty	“Guest Penalty” (Until appropriate penalty appears) - “Penalty Clear” – “Yes”

The clock can take up to 5 penalties per player at a time, enter each in order and the clock will progressively move them up on the clock as the previous one expires. (i.e.) Players 23 2:00 and Player 23 5:00. The two minute penalty will come up first, then the five minute penalty will automatically follow.