

Time Clock Set Up Instructions

Arenas - GRC 'A', Carp, KRC, Sportsplex 2

Model Nevco 008-3261



Prompt	Answer
Do you want to start where you turned off? Y or N	N
Do you want to use start program? Y or N	N
Enter your model code:	008-3261
Do you want to use shot clock? Y or N	N
Shot time # #	30
O.B. time # #	30
Use penalty time out? Y or N	N
To add time to the clock:	
Press Set Time	
Enter number of minutes (2:00 for warm up)	
At the prompt, <i>Period 0</i> , enter 1	

Operating Instructions

Starting the Clock

1. Turn the clock on by flipping the switch located on the right hand side of the unit
The unit will now ask you a few questions which must be answered correctly to ensure correct setup:

2. "Start where clock left off?" - NO
3. "Auto Start?" - NO
4. "Load model number" - located on the front of the unit (in the middle)
5. "Use shot clock?" - NO
6. "O.B. time?" - NO (it might force you to enter something. Enter '30')
7. "Penalty time out?" – NO

You are ready to enter the warm up time.

Pre-game Warm up Time

1. Push 'set'
2. Push 'time'
3. Type '2:00'
4. Push 'Yes'

Next Period

1. Push 'set'
2. Push 'time'
3. Type '15:00'
4. Push 'Yes'
5. Period '2' (needs to be changed for each period)

Scoring

1. Push 'set' for first goal only
2. Push 'home score' or 'guest score'
3. Push '1' (note push 1 each time a goal is scored)
4. Next goal push 'home score' or 'guest score' and then '1'

Penalty

1. Push 'set'
2. Push 'home penalty' or 'guest penalty'
3. Type '2:00' (or length of penalty time)
4. Push 'yes'
5. Type in players number
(must be 2 digits i.e. '7' would be '07')

Start Game:

1. Push 'set'
2. Push 'time'
3. Type '15:00'
4. Push 'Yes'
5. Period '1' (needs to be changed for each period)
6. Be sure scores are set to 0:
 - * push 'set'
 - * push 'home score' or 'guest score'
 - * push '0'

To correct a mistake in the scoring on the board:

1. Push 'set'
2. Push 'home score' or 'guest score' whichever one is incorrect
3. Push the number the score should be.

Clear Penalty

1. Push 'home penalty' or 'guest penalty'
2. Push 'penalty clear' until the proper penalty to be cleared is displayed
3. Push 'yes'