

Daktronics Score Clocks

Turning on the Game Clock

When you first turn on the score clock, you will be prompted to enter the code to begin - this code is 63. Once this is done, you can go ahead and start setting the clock.

Setting the Main Game Time

Press SET TIME, then the minutes you want to have the period set to, then ENTER. There is no colon on this score clock, so you can begin setting the seconds right away.

Remember - for this clock, it expects you to specify tenths of a second as well, so remember to have an additional "0" at the end before pressing ENTER.

Example - the main game time needs to be set to 15 minutes (15:00.0)

SET TIME - 1 - 5 - 0 - 0 - 0 - ENTER

This also comes in handy when having to reset the time if the clock happened to be started or stopped early. Also, once the first period has been set to an appropriate amount of time, this number will be in memory, so resetting a period with the same amount of time is easy. However, if the time for the next period is different, it will have to be set following the same steps as above.

Setting the Period

Press PERIOD, the number of the period you want it to be, then ENTER.

Setting Goals

There are two ways to set the score:

1) Manually setting each goal when it happens

This is as simple as HOME/GUEST SCORE, the number of goals you want it to be, then ENTER.

Example - the HOME team just scored a goal to go ahead 3-2

HOME SCORE - 3 - ENTER

2) Adding a goal to the total each time one is scored

You can add 1 to the score by pressing HOME/GUEST SCORE +1.

Setting Penalties

There's an additional step here that makes this clock a little different than the others. To set a penalty to either HOME or GUEST, press HOME/GUEST PLAYER PENALTY, then ENTER, then the number of the player (can be any number), then ENTER, and then the number of minutes you would like the penalty to be. If the penalty is a minor penalty, you can just press ENTER here as well, and the penalty will set automatically to 2 minutes. For any other penalty time, you will have to enter the full penalty time.

Caution - Unlike the Nevco score clock, entering in the same number for a different penalty will NOT count as a second penalty to that player. With this clock, the same player can be entered as serving two penalties at the same time. On the plus side, you do not have to enter a different player number for each penalty that occurs during the game.

Examples:

1) #5 white receives 2 minutes for slashing, and white is the home team

HOME PLAYER PENALTY - ENTER - 0 - 5 - ENTER - ENTER

Remember that all numbers entered for players have to be two digits, so any single-digit player number needs a 0 in front of it - this is why 05 was used above.

2) #15 blue receives 5 minutes for boarding, and blue is the guest team

GUEST PLAYER PENALTY - ENTER - 1 - 5 - ENTER - 5 - 0 - 0 - ENTER

Additional Penalties

For setting additional penalties to either the HOME or GUEST team, press HOME/GUEST PLAYER PENALTY for that team again, and the score clock will automatically jump to the next number penalty to be set.

Erasing Penalties

To take penalties off, press HOME/GUEST PLAYER PENALTY, scroll up or down to the correct penalty to clear, then press CLEAR, then ENTER.

Note - If there is only one penalty to the side you want to erase the penalty from, that penalty will NOT be displayed in the readout. As said before, when you press HOME/GUEST PLAYER PENALTY for that team again, the score clock moves to the next penalty number. To go back to the first penalty, you will have to press HOME/GUEST PLAYER PENALTY, then scroll up to get to the first penalty.

Example - Two penalties against the GUEST - the second penalty has 1:32 left, and the first penalty has 0:10 left. The first penalty is cancelled by the goal

GUEST PLAYER PENALTY - scroll up one - CLEAR - ENTER

More Than Two Penalties Running At Once

If there are more than two penalties assessed to either the HOME or VISITOR side, the scoreboard knows that only two penalties can run for one team at any given time. So if three penalties are set for one side, only the first two that were entered will run. Once one of the penalties has expired, it will come off the scoreboard, and the third penalty will then be displayed, and will begin counting down.