

Nevco Score Clock

Turning on the Game Clock

When you first turn on the score clock, a series of stars will scroll by, followed by a description of the clock. You can skip this by entering in the vendor code of the score clock, which is found on the front panel.

After doing this, you will be given the option to start where you left off. If this is selected, it will go back to the score and time the clock was at before it was last switched off.

Select NO for using penalty time out, and you can probably safely avoid using the shot clocks on the scoreboard, unless the 30-second shot clock is built right in to the score clock.

Setting the Main Game Time

Press SET, then the minutes you want to set the period to, remembering to separate the minutes and seconds by a colon (:).

Example – the main game time needs to be set to 15 minutes

SET – TIME – 1 – 5 – : – 0 – 0 – YES

This also comes in handy when having to reset the time if the clock happened to be started or stopped early.

Setting the Period

The only time you can set the period is after you set the game time. Once you have entered the time, as was done above, the readout will say, "PERIOD". Here, you simply press the number of the period, and it will then be set. Note – do not use SET – PERIOD for this.

Setting Goals - There are two ways to set the score:

1) Manually setting each goal when it happens

This is as simple as SET – HOME SCORE/GUEST SCORE - # OF GOALS

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

SET - HOME SCORE - 3

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

After setting the HOME SCORE and GUEST SCORE to 0, you can add 1 to the score by pressing HOME SCORE or GUEST SCORE. Once this happens, the score will be shown in the readout, followed by a plus sign – this is a prompt asking you how many goals you would like to add on, here 1.

This also comes in handy when a team has scored 10 or more goals, and you can't set double-digit scores using SET – HOME SCORE/GUEST SCORE.

Setting Penalties

Setting penalties works similar to setting the game time, except that once you finish, instead of the readout saying "PERIOD", it will say "PLAYER". Here, you simply type in the number of the player.

Caution - Avoid using the same number for each penalty. If you have two penalties to two different players, and you use the same number for both, they will count as two consecutive penalties to one player.

Example - #5 white receives 2 minutes for slashing, and white is the home team

SET - HOME PENALTY - 2 - : - 0 - 0 - YES - 0 - 5

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.

Erasing Penalties

To take penalties off, press HOME PENALTY or VISITOR PENALTY until you see the penalty you want to clear, then PENALTY CLEAR, then YES.

If there is only one penalty to the side you want to erase the penalty from, that penalty will be displayed in the readout. If there is more than one penalty to the side you want to erase the penalty from, pressing HOME PENALTY or VISITOR PENALTY will scroll through all of the penalties on that side.

Example - Two penalties against the VISITOR - #11 has 1:32 left, #36 has 0:10 left. #36's penalty is cancelled by the goal

Press VISITOR PENALTY until you see: **HP1** **11** **1:32** in the readout (Home Penalty 1, #11, 1:32 left in the penalty). Now press PENALTY CLEAR, and when prompted, press Y to confirm that this is the penalty you want to remove.

Editing Penalties

To edit penalty times, choose the penalty you want to edit, then select PENALTY EDIT and modify the time.

Example - HOME #5 has a 5-minute penalty instead of 2

Press HOME PENALTY until you see: **HP1** **05** **2:00** in the readout (Home Penalty 1, #5, 2:00 left in the penalty). Now press PENALTY EDIT, press 5 - : - 0 - 0, then YES. This way, you won't need to erase the penalty and start again.

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.