

Champion Center Clock Cheat Sheet

The control console for the score board/clock at the Community First Champion Center is a Daktronics All Sport® 5000 Series.

The full 256 page instruction manual can be found: [ed11976.pdf](#) or scan the QRC directly on the console.

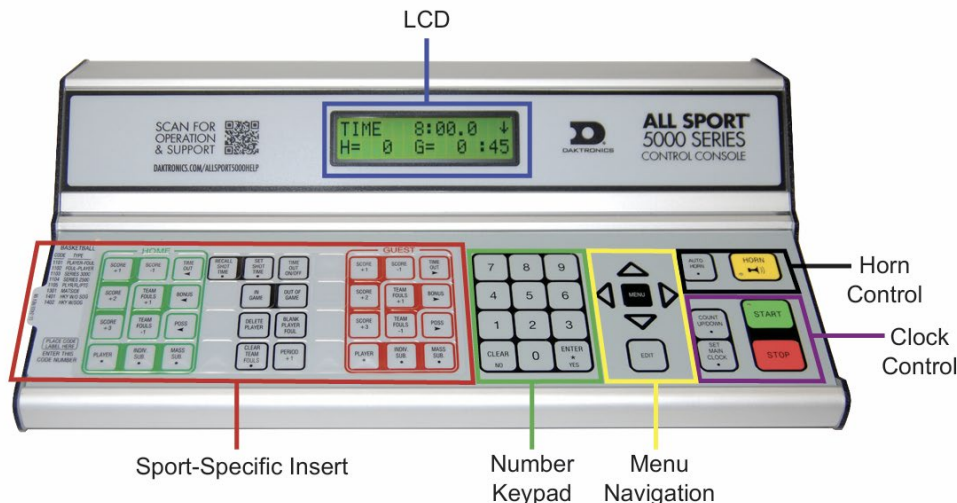
The instructions below assume that the console is turned on and ready when you arrive. If not, there are instructions below on how to turn-on and set-up!

Familiarize yourself with the Console:

2 Basic Operation

Console Operation

The console face consists of a 2-line by 16-character liquid crystal display (LCD), number/menu keypads, horn/clock controls with LED status indicators, and an area for a sport-specific insert. Refer to **Figure 3** to locate these components on the control console face.



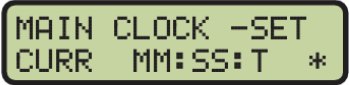
- A card specific to hockey will be inserted on the console.
- Left to Right:
 - The green bank of buttons is for the **HOME** team and is repeated in the red bank of buttons for the **GUEST** team.
 - The black buttons between Home and Away are for **GAME CONTROL**.
 - The **NUMBER KEYPAD** is similar to a computer.
 - **MENU NAVIGATION** – rarely used, select which penalty to clear if needed
 - **HORN** – just like the horn on your car – beep-beep! (mostly used to get ref attention)
 - **CLOCK CONTROL** is to set the main clock and control the start and stop

- The settings will show up on the LCD screen across the top but you can also look at the scoreboard, the inputs immediately show up after pressing Enter.



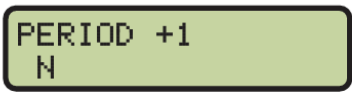
- If you don't want to use the CLOCK CONTROL Green Start / Red Stop Button on the console, you can also use the remote control for this (a start and stop flip switch)

Set Main Clock

Display	Action
 MM:SS.T = minutes, seconds, tenths of a second	After the main clock has been stopped, press <SET MAIN CLOCK> to display the current time of the main clock. To change the time, enter the desired time using the number pad, and then press <ENTER>. Press <CLEAR> twice to cancel and return to the game.

- Use Main Clock for warm-ups, time in Period, time between periods
- Do not use for Time Outs, let refs manually track a time-out
- Tip: if you're unable to set time make sure the remote control is also flipped to the stop position. If the clock runs out at the end of the period sometimes the switch is still in the start position, the first step is, "after the main clock has been stopped"

Period +1

Display	Action
 N = current setting	Press <PERIOD +1> to increment the period number. The current period number displays briefly.

- Located in the black GAME CONTROL buttons between the home and away groupings
- Game over and want to return to 0? Press the button 6 more times

Player Penalty

Display	Action
 NN = player number MM:SS = minutes, seconds	Press <PLAYER PENALTY •> to add a new penalty or edit an existing penalty for the home or guest team. To edit an existing penalty, use the up and down arrow keys to select the desired penalty, and then press <ENTER>. Enter the jersey number of the player with the penalty using the number pad, and then press <ENTER>. Press <CLEAR> twice to cancel and return to the game.

- Don't panic if there is a penalty! You're in control, they can't start without you, take a breath.
- Confirm penalty times before the start of the game – a minor and a major and misconduct, you can ask the refs.
- Determine if the penalty is on the HOME or GUEST team (from the ref or watch which player enters the penalty box) and select PLAYER PENALTY from the HOME green or GUEST red grouping.
- Use the NUMBER KEYPAD to enter the player number (in two digits) **<ENTER>** and then the NUMBER KEYPAD to enter the penalty time **<ENTER>**
- Double penalty on same team, repeat
- Multiple penalties – do the HOME and then do the GUEST (or visa versa)
- This is instructions on how to use the clock but for my hockey Moms that are learning...there is something called “off-setting” penalties. This is when a player on HOME and a player on GUEST are both guilty and get a “time-out”. The ref will tell you to not put this penalty on the scoreboard, ask if you need clarity. During an off-setting penalty both players sit but the teams don't play full strength. Work with your scoresheet keeper to determine when the players are released (AKA not before). They can leave the penalty box at the first whistle after their penalty time lapses.

Clear All Penalties

Press **<CLEAR ALL PENALTIES >** to delete all of the penalties for the home or guest team.

Display	Action
	Press <YES> to clear the penalties for all players in the roster. Press <NO> to cancel and return to the game.

Delete Penalty

Press **<DELETE PENALTY >** to delete a single penalty for the home or guest team.

Display	Action
 NN = current setting MM:SS = minutes, seconds	Use the up and down arrow keys to select the correct penalty, and then press <ENTER> . Press <CLEAR> to cancel and return to the game.

- Determine which penalty needs to be removed. HOME or GUEST team (from the ref or watch which player leaves the penalty box) and select DELETE/CLEAR PENALTY from the correct HOME green or GUEST red grouping.
- Why might a penalty be deleted?
 - You made an entry error and need to start over.
 - A goal was scored and the penalty ended before the clock expired.

Score, Shots on Goal, Saves, Ground Balls, Face Offs

The home and guest **<SCORE +1, -1>**, **<SHOTS ON GOAL +1, -1>**, **<SAVES +1, -1>**, **<GROUND BALLS +1, -1>***, and **<FACE OFFS DRAW CTRL +1, -1>*** keys are all edited in the same way. **<SCORE +1>** is used as an example below.

* Only available with codes shown on insert 0G-1084219

Display	Action
 NNN = current setting	Press <EDIT> and the appropriate statistic key for the home or guest team to display the current setting. Enter the correct value using the number pad, and then press <ENTER> .

- Determine which team scored HOME or GUEST and select the corresponding Score +1
- Determine which team shot the puck, HOME or GUEST. Select the corresponding Shots on Goal (SOG) +1.
 - Have your penalty box workers help you determine and count SOG (they can see better).
 - A shot on goal (SOG) is any shot that would have entered the goal if not stopped by the goalie. Shots that hit the post, miss the net, or are touched/interfered with by the goalie outside of the net do not count. A goal counts as a SOG.

2.3 Start Up

Use the rocker switch on the back of the console to turn it on, then follow the LCD screens:

Display	Action
AS-5000 VX.X.X ED-11544	The console performs a self-test when it is powered on. During the self-test, a message displays the version of the standard software loaded in the console. V = version number and revision number ED = standard software number
PREV CODE NNNN RESUME GAME? NNNN = last code selected	When the self-test completes, a prompt displays the code number for the last game played. This is useful when power to the console is lost during a game. Press <YES> to resume the last game stored in memory. The console is now ready for game operation. Press <NO> to start a new game or change to a different sport. The console will prompt for a new code number.
SELECT CODE CODE NNNN NNNN = last code selected	The SELECT CODE prompt allows users to accept the last code selected (shown on the second line) or enter a new code. To accept the code shown, press <ENTER>. To select a new sport code: 1. Get the code number from the sport insert or the section of the manual for that sport. 2. Use the number keys to enter the new four-digit code. 3. Press <ENTER>.
RADIO SETTINGS BCAST X CHAN YY X = last broadcast number used YY = last channel number used	If a new code is selected, and the radio option is installed, the console prompts for a channel. When Resume Game is used, the last channel selected is used. Press <ENTER> to accept the channel number or press <CLEAR> to enter a new channel number. Refer to Section 2.4 for more information.

HOCKEY SPORT CODE NUMBER: 4402

- This number can be found on the console sport insert card, left hand side.



Trouble Shooting:

If the clock is not responding as expected, the previous user may have entered in the wrong code. For example, if you're unable to tally SOG the wrong code was likely entered. Go to Menu arrow down to new code. Then type in the correct code.

QUICK REFERENCE provided in the Manual

Hockey/Lacrosse/Handball

Note: Refer to **Section 9: Hockey/Lacrosse/Handball Operations** for more detailed operating instructions.

Start-Up

- Turn the Power Switch **ON**.
- At the **Resume Game? Y/N** prompt:
- Press **<ENTER/YES>** to resume the game where last shut off.

or

- Press **<CLEAR/NO>** to enter a new sport code number.

Team Score

- **<SCORE +1>** and **<SCORE -1>** increment and decrement the team score.

Time Out

- The first press of **<TIME OUT>** displays the number of full time outs for the selected team. The second press displays the number of partial timeouts (if applicable.) Press enter to take a time out for the selected team.
- The **<TIME OUT ON/OFF>** selects a full (1st press) or partial (2nd press) time out and starts the time out clock.
- The time out clock may be displayed on the main scoreboard using the **Time Outs Show on Main** setting in the **Menu** under **Edit Settings**.

Period

- **<PERIOD+1>** increments the current period number.

Shots on Goal

- **<SHOTS ON GOAL +1>** and **<SHOTS ON GOAL -1>** increment and decrement the team shots on goal.

Ground Balls

- **<GROUND BALLS +1>** and **<GROUND BALLS -1>** increment and decrement the team ground balls. (Only available with codes shown on insert 0G-1084219)

Face Offs

- **<FACE OFFS DRAW CTRL +1>** and **<FACE OFFS DRAW CTRL -1>** increment and decrement the team face offs. (Only available with codes shown on insert 0G-1084219)

Saves

- **<SAVES +1>** and **<SAVES -1>** increment and decrement the team goalie saves.

Penalty

- **<PENALTY>** turns on or off the penalty indicators for the selected team.
- **<PLAYER PENALTY>** sets the player number and penalty time for the selected team.
- **<MAJOR PENALTY>**, **<MINOR PENALTY>** set the penalty length to the configured values.
- **<DELETE PLAYER PENALTY>** deletes a player-penalty time. Each press scrolls through the list of player and penalty times for the selected team.
- **<CLEAR ALL PENALTIES>** deletes all player-penalty times for the selected team.

- **<ENABLE PENALTY CLOCKS>** and **<DISABLE PENALTY CLOCKS>** control the automatic decrement of the penalty clocks with the main clock. The current status is shown as an **EN** or **DS** in the bottom right corner of the LCD screen.

Edit Key Function

- Press **<EDIT>** followed by any of the following keys to edit the respective value **<SCORE +1>**, **<SCORE -1>**, **<SHOTS ON GOAL +1>**, **<SHOTS ON GOAL -1>**, **<SAVES +1>**, **<SAVES -1>**, **<PERIOD +1>**, **<TIME OUT ON/OFF>**, **<TIME OUT>**