FAIR-PLAY
byTRANSLUX

HK   ↓ 5:42.
HOME SCORE   1

AUTO HORN
T.O.D

CLOCK SET
CLK. UP/DN

QTR HALF
NEW GAME

HOME TIMEOUT T.O.L.

VISITOR TIMEOUT T.O.L.

-1 3:00
BLANK

7   8   9

BRI. DIM

HOME S.O.G.

VISITOR S.O.G.

POSS.

HOME PENALTY

VISITOR PENALTY

+3 2:00

4   5   6
YES NEXT NO

HOME CORNER KICKS

VISITOR CORNER KICKS

+2 1:00

1   2   3

CLR
ESC

0

HOME SAVES

VISITOR SAVES
BAT / RF

HOME SCORE
H.T.N.

VISITOR SCORE
V.T.N.

+1 0:30

ENTER

SHIFT

HORN

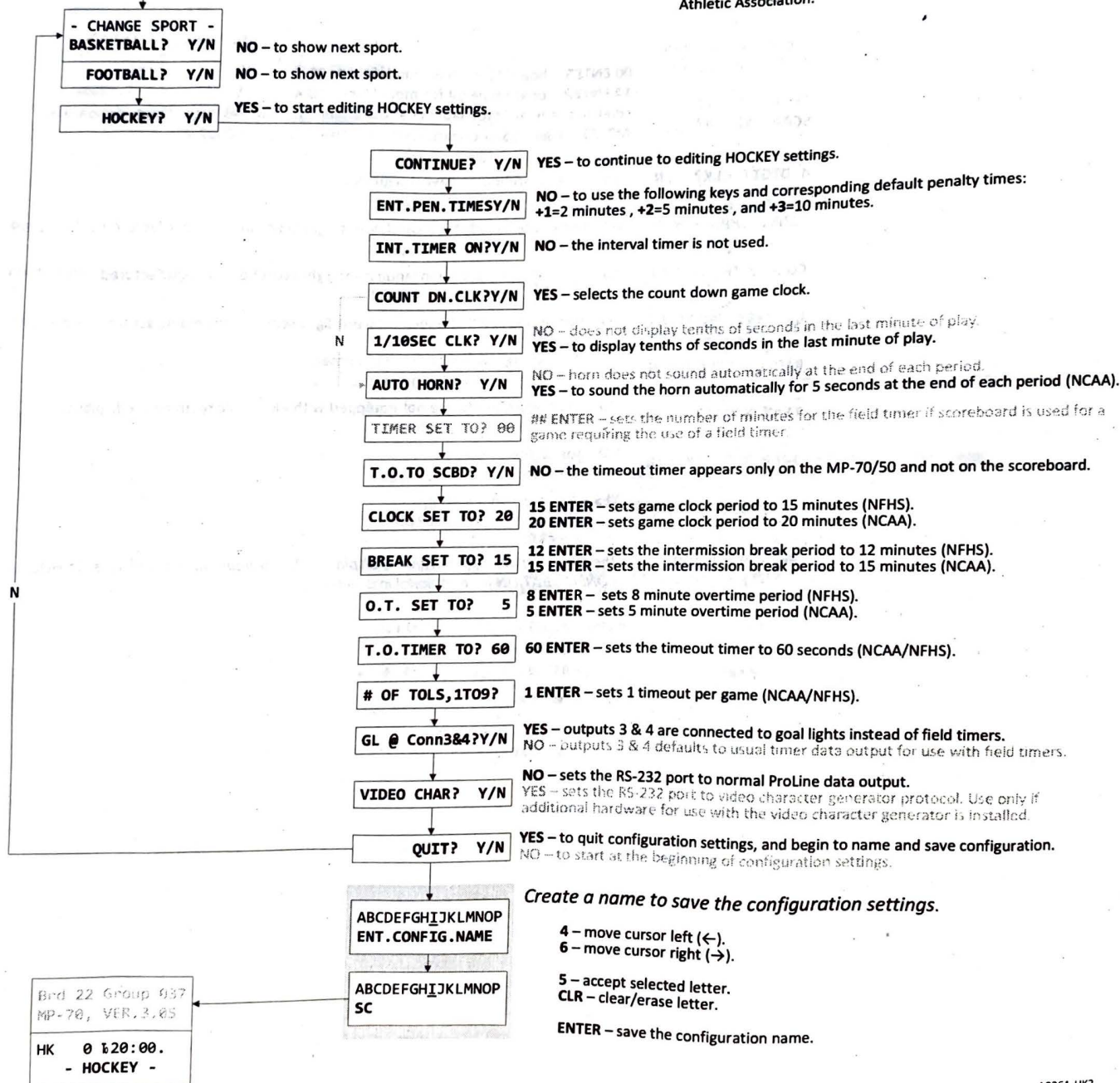TIME IN

HOCKEY CONFIGURATION

Shown are the most common configuration settings for high school (NFHS) and college (NCAA) hockey.

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1. Turn off the MP-70/50.
2. Press and hold **ENTER** key while turning on the MP-70/50, wait until **BASKETBALL? Y/N** screen appears before releasing the **ENTER** key.

   If **CONTROL LOCKED** appears, then you must first UNLOCK the control. Refer to LOCK/UNLOCK instructions.

REFERENCES:
- 2010-11 NFHS Ice Hockey Rules Book, Robert B. Gardner (Publisher), NFHS Publications. National Federation of State High School Associations.
- 2010-12 NCAA Men's and Women's Ice Hockey Rules and Interpretations. NCAA [ISSN 0735-9195]. National Collegiate Athletic Association.

- CHANGE SPORT -

BASKETBALL?   Y/N   **NO** – to show next sport.

FOOTBALL?   Y/N   **NO** – to show next sport.

HOCKEY?   Y/N   **YES** – to start editing HOCKEY settings.

CONTINUE?   Y/N   **YES** – to continue to editing HOCKEY settings.

ENT.PEN.TIMES Y/N   **NO** – to use the following keys and corresponding default penalty times: **+1**=2 minutes , **+2**=5 minutes , and **+3**=10 minutes.

INT.TIMER ON? Y/N   **NO** – the interval timer is not used.

COUNT DN.CLK? Y/N   **YES** – selects the count down game clock.

1/10SEC CLK? Y/N   **NO** – does not display tenths of seconds in the last minute of play.
YES – to display tenths of seconds in the last minute of play.

AUTO HORN?   Y/N   **NO** – horn does not sound automatically at the end of each period.
YES – to sound the horn automatically for 5 seconds at the end of each period (NCAA).

TIMER SET TO? 00   **## ENTER** – sets the number of minutes for the field timer if scoreboard is used for a game requiring the use of a field timer.

T.O.TO SCBD? Y/N   **NO** – the timeout timer appears only on the MP-70/50 and not on the scoreboard.

CLOCK SET TO? 20   **15 ENTER** – sets game clock period to 15 minutes (NFHS).
20 ENTER – sets game clock period to 20 minutes (NCAA).

BREAK SET TO? 15   **12 ENTER** – sets the intermission break period to 12 minutes (NFHS).
15 ENTER – sets the intermission break period to 15 minutes (NCAA).

O.T. SET TO?   5   **8 ENTER** – sets 8 minute overtime period (NFHS).
5 ENTER – sets 5 minute overtime period (NCAA).

T.O.TIMER TO? 60   **60 ENTER** – sets the timeout timer to 60 seconds (NCAA/NFHS).

 # OF TOLS,1TO9?   **1 ENTER** – sets 1 timeout per game (NCAA/NFHS).

GL @ Conn3&4? Y/N   **YES** – outputs 3 & 4 are connected to goal lights instead of field timers.
NO – outputs 3 & 4 defaults to usual timer data output for use with field timers.

VIDEO CHAR?   Y/N   **NO** – sets the RS-232 port to normal ProLine data output.
YES – sets the RS-232 port to video character generator protocol. Use only if additional hardware for use with the video character generator is installed.

QUIT?   Y/N   **YES** – to quit configuration settings, and begin to name and save configuration.
NO – to start at the beginning of configuration settings.

ABCDEFGHIJKLMNOP
ENT.CONFIG.NAME

Create a name to save the configuration settings.

4 – move cursor left (←).
6 – move cursor right (→).

ABCDEFGHIJKLMNOP
SC

5 – accept selected letter.
CLR – clear/erase letter.

ENTER – save the configuration name.

Brd 22 Group 937
MP-70, VER.3.05

HK   0 ƀ20:00.
- HOCKEY -

A0261-HK2

HOCKEY SYSTEM SETTINGS

Shown are the most common system settings for high school (NFHS) and college (NCAA) hockey.

---

1. Turn off the MP-70/50.

2. Press and hold **0** key while turning on the MP-70/50, wait (2 seconds) until
   "SCBD TYPE #?" appears before releasing the **0** key.

   If **CONTROL LOCKED** appears, then you must first UNLOCK the control. Refer to
   LOCK/UNLOCK instructions.

```
Brd 00 Group 900
MP-70, VER.3.05
```
```
SYSTEM SETTINGS
SCBD TYPE #? __
```
00 ENTER – board type 00 for model HK-1600-4, or
14 ENTER – board type 14 for model HK-1780-4, or *(20)*
refer to the board type label near the driver circuit board inside the scoreboard or
MP-70/50 Series Scoreboard Controller User Guide (98-0002-29).

```
4 DIGIT CLK? Y/N
```
YES – most scoreboards have 4 digit clocks.

```
CONN.1,MP69? Y/N
```
NO – this option is only for incandescent-light scoreboards manufactured before 1999.

```
CONN.2,MP69? Y/N
```
NO – this option is only for incandescent-light scoreboards manufactured before 1999.

CLK.AT TIMER?Y/N ← Y
```
CONN3&4,MP69?Y/N
```
NO – this option is only for incandescent-light scoreboards manufactured before 1999.

YES – if you are using
shot timers that have
built-in game clock.
```
RADIO@ TIMER?Y/N
```
NO – if not using a wireless shot/field timer.
YES – if using a wireless shot/field timer.

```
TEAM NAMES?  Y/N
```
NO – most scoreboards are not equipped with electronic team name displays.
YES – if scoreboard is equipped with electronic team name displays.

```
24HR TOD CLK?Y/N
```
NO – for 12-hour clock.
YES – for 24-hour clock.

```
QUIT?  Y/N
```
YES – to exit System Settings.
NO – to start over at the SCBD TYPE#?.

```
HK   0 b20:00.
- HOCKEY -
```
*The current sport configuration is displayed. To configure for hockey, refer to HOCKEY
CONFIGURATION for additional instructions.*

A0261-HK1

Add Penalty
Home/away   Penalty
+1 = 2:00   +2 = 5:00
Player #

Clear Penalty
Home/away   Penalty
CLR
Player #
enter
CLR
enter

We were only able to set for 2 min and 5 min penalties so we had to watch the clock for 2 min and send the kids back in at 1 minute 30 seconds or set the clock for 5 min and send kid back in at 3 minutes.