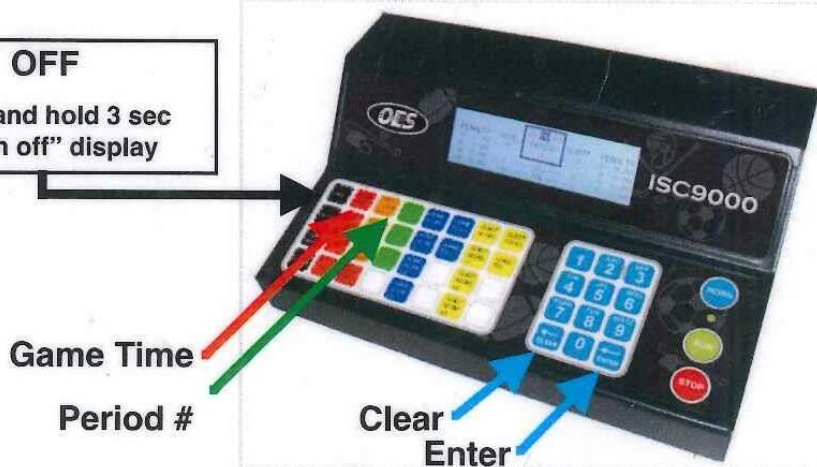


OES Model ISC9000 Scoreboard controller

Sunset rink

OFF
Press and hold 3 sec
to "turn off" display



TASK	DO	TIPS / NOTES
Game time (Period length)	[GAME TIME] (red) ## [ENTER][ENTER][ENTER]	Controller will not respond while hand switch is positioned "on". When the end-of-period horn sounds, ensure to flip hand switch to "off".
Period number	[PERIOD] (green) # [ENTER]	Period number will auto-increment with each update of GAME TIME.
Clock start / stop	Flip the hand switch "on" after the ref blows the whistle <i>and</i> has dropped the puck. Stop on any other whistle. <i>Be careful not to sound the Horn!</i>	When there's a goal or a penalty, take immediate note of the displayed time as a way of helping the scorekeeper.
Scoring	[HOME SCORE] [+1] [GUEST SCORE] [+1]	Directly set score using [HOME SCORE] # [ENTER] [GUEST SCORE] # [ENTER]
Penalty - entering	[HOME PENALTY] or [GUEST PENALTY] [ENTER] [2] [ENTER] [ENTER]. To add another penalty – repeat the above	Can usually skip jersey # (1st ENTER). Cursor defaults into next available row. Mode will "time out" if you're slow but so long you input the minutes and press ENTER to move into the <i>next</i> row down, you should be ok.
Penalty - clearing	[HOME PENALTY] or [GUEST PENALTY], press as many x as needed to reach row to clear [CLEAR] [ENTER]	First key press will jump you into the next row below the current penalties. That's why the need for extra presses.
If the hand controller won't work, unplug it and use the set-top Start and Stop buttons.		

REGULAR GAME OPERATIONS

Game Time

- Time on the scoreboard display will show mm:ss, where mm is minutes and ss is seconds. In all sports except football and soccer, when game time is less than one minute the display will show ss.t, where ss is seconds, and t is tenths of a second.
- Maximum value is: 99 minutes, 59 seconds, and 99 hundredths of a second.
- Time will count down to 0:00.0. In soccer, the time can be set to count up. The limit on up timer is per setting in configuration.
- To set Game Time:
 - o All timers must be stopped.
 - o Press "GAME TIME".
 - o Enter Minutes value on numeric keypad.
 - o Press "ENTER".
 - o Enter Seconds Value on numeric keypad.
 - o Press "ENTER".
 - o Enter Hundredths of Seconds on numeric keypad.
 - o Press "ENTER".
- If "GAME TIME" is pressed when time is running, the display will show the screen with game time, but the cursor will not display for editing.
- If game timer is started while editing, the cursor will disappear and the game time will revert back to previous setting.
- If GAME TIME is pressed at the end of a period, the last set time will reload and period will increment.

Saved Time

- Used to recall times from the last game time stoppage. Game time, and if applicable shot clock and penalties times are recalled.
- To recall saved times:
 - o Press and hold "SAVED TIME" until saved times appear.

Intermission / Break / Time-Out Timer

Int Mode : 0:00	0:00.00	PERIOD	GUEST	PENALTY
PENALTY	HOME			
0:00	0	0	0	0:00
0:00				0:00
0:00	0	---	---	0:00
0:00	0	---	---	0:00
		SOG	0	
		TOL	0	

- This timer can be used for intermissions, time outs, and any kind of break timer. Any other timers, like penalty and shot clock, do not operate while using this break timer.
- While in this mode, the controller screen will show the timer value in the upper left and the scoreboard game time display will show this value.
- Maximum value is: 99 minutes and 59 seconds.
- To set Int. Mode time:
 - o All timers must be stopped.
 - o Press "INT MODE".
 - The last set time will appear.
 - If this is okay, press "ENTER" twice.
 - If not okay:
 - Enter Minutes value on numeric keypad.
 - Press "ENTER".
 - Enter Seconds value on numeric keypad.
 - Press "ENTER".
- Use game time switch to count down the INT MODE timer.
- While in INT MODE, press "INT MODE" to exit back to regular game mode.

To enable/disable see "GAME SETTINGS FOR SPORT" under "CONFIGURATION OPTION #2 - Sport" in the setup menu.

0:00.00		Shift Set: 0:00		0:00.00		Shift: 2:00	
PENALTY	HOME	PERIOD	GUEST	PENALTY	PENALTY	HOME	PENALTY
0 0:00	0	0	0	0 0:00	0 0:00	0	0 0:00
0 0:00	0	0	0	0 0:00	0 0:00	0	0 0:00
0 0:00	0	0	0	0 0:00	0 0:00	0	0 0:00
0 0:00	0	0	0	0 0:00	0 0:00	0	0 0:00
---		SOG	---	0	---	SOG	---
---		TOL	---	0	---	TOL	---
---			---	0	---		---

This timer is repetitive, counts down from a set time, sounds game horn, than repeats.
Not available in PRO Protocol setup.

While using this timer, the top right of the controller display will display running timer.

Maximum value is: 9 minutes and 59 seconds.

The "Shift Set" value is the value the shift time is reset to once it expires.

To set either Shift Set or Shift value:

- o Press "SHIFT" until cursor appears on desired value.
- o Enter Minute value on numeric keypad.
- o Press "ENTER".
- o Enter Seconds value on numeric keypad.
- o Press "ENTER"
- To modify current shift time, press "Shift" twice and modify time.
- Shift timer will operate when game timer is running.
- To disable Shift Time, set Shift Set to 0:00.

gment Timer

- This timer function allows multiple timed intervals (segments) to be preprogrammed and run in sequence.
- The scoreboard display will display the information using to following fields
 - o Time -- Current segment time
 - o Home Score -- Current segment in sequence
 - o Guest Score - Total number of segment in sequence
- To enable/disable see "GAME SETTINGS FOR SPORT" under "CONFIGURATION OPTION #2 - Sport" in the setup menu.
- To start the segment timer functions, ensure that the all of the timers are stopped. Then press "SHIFT/SEG" or "SHIFT" button and the screen below will appear.

SEGMENT TIMER				
SET	SEGMENT	TIME	HORN (SEC)	
	1	2:00	1	
RUN	FIRST	LAST	CURRENT	TIME
	1	1	1	2:00

- To SET segment times
 - o Press "SHIFT/SEG" or "SHIFT" button until the curser appears in SET SEGMENT field.
 - o Enter value on numeric keypad of the segment desired to be modify.
 - Maximum value is: 99
 - o Press "ENTER".
 - o Enter minutes of the timer value on numeric keypad.
 - o Press "ENTER".
 - o Enter seconds of the timer value on numeric keypad.
 - o Press "ENTER".
 - Maximum value is: 59 minutes and 59 seconds.
 - o Enter Horn length in seconds on numeric keypad.
 - Maximum value is: 9 seconds. (Enter "0" for no horn)
 - o Press "ENTER".
 - o Repeat for all segments to be modified.



Shot Clock (Play Timer)

PLAY TIMER		
	17	
SET A 24	SET B 14	RESET A

- Maximum value (All settings and current time) is : 99 seconds.
- To set the two settings or current
 - o Press "SHOT CLOCK SET" ("PLAY TIMER SET") repeatedly until the cursor is on the value to be edited.
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To select the reset type.
 - o Press the "SHOT CLOCK SELECT" ("PLAY TIMER SELECT") repeatedly until the reset type desired is selected. Different reset types are:
 - A – sets shot clock to A setting
 - B – sets shot clock to B setting
 - TOGGLE – if clock running, resets shot clock to A setting. If clock stopped, repeated reset presses will toggle the shot clock between the A and B setting.
 - LAST – if clock stop, will reset shot clock to last value before a reset
- To operate the Shot Clock Timer
 - o If no input is enabled to "I/P-SHOT TIMER":
 - For basketball and lacrosse – the shot timer will run when the game time is running.
 - For football the shot timer can not be run, therefore an input is needed for football to run the shot clock.
 - o If there is an input enabled to "I/P-SHOT TIMER":
 - The input must be on for shot clock to run.
 - For basketball and lacrosse – the game timer must also be on.

Period

- Maximum value is: 9.
- To set Period:
 - o Press "PERIOD".
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To increment Period:
 - o Press "PERIOD" twice.
 - o Note in volleyball: Incrementing period will also put current scores in appropriate Sets value and then clear for next game.
- Note: See Game Time for automatic incrementing of the period value.





Scores

- Maximum value is: 199.
- To set a team's Score:
 - o Press "HOME SCORE" or "GUEST SCORE"
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To increment a team's Score:
 - o Press desired teams increment score button. For example "HOME SCORE +1" will increment home score by 1.
 - o Note in tennis:
 - If Tie-Breaker is set – scores will increment by 1.
 - If Tie-Breaker is not set – scores will be 15,30,40, and Advantage.

Penalties

- Hockey / Lacrosse:
 - o The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.
 - o The maximum Player Number is 99.
 - o The maximum Penalty Minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time is 12:23, the scoreboard display will only show 2:23.
 - o The maximum Penalty Seconds is 59.
 - o To enter a penalty:
 - Press either "HOME PENALTY" or "GUEST PENALTY". The first key pressed will put the cursor on the first empty penalty location.
 - When the same button is pressed repeatedly, the controller advances between the 4 penalties.
 - For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press "ENTER" after each.
 - o To clear a penalty:
 - While on any value of the penalty to be deleted, press the "CLEAR" button. This will clear the entire penalty and shift any lower penalties up.
 - o HOLD PENALTY Feature
 - If this is turned on, any penalty entered in Penalty 3 & 4 will not shift up when either or both Penalty 1 & 2 expired.
 - Needs to be enabled in Sport Configuration
 - To toggle OFF/ON, press "HOLD PENALTY". A small HOLD box will appear beside both team's penalty 3&4.
- Soccer:
 - o Maximum value is: 99.
 - o To set a team's Penalty:
 - Press either "HOME FOULS" or "GUEST FOULS".
 - Enter value on numeric keypad.
 - Press "ENTER".
 - o To increment a team's Penalty:
 - Press either "HOME FOULS" or "GUEST FOULS" twice.



Shots on Goal (SOG)

- Maximum value is: 99.
- To set a team's SOG:
 - o Press either "HOME SHOTS" or "GUEST SHOTS".
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To increment a team's SOG:
 - o Press either "HOME SHOTS" or "GUEST SHOTS" twice.
OR
 - o Press either "HOME SHOTS +1" or "GUEST SHOTS +1".

Time Outs Left (TOL)

- All sports that have TOL have one value except basketball, it has two.
- For STANDARD protocol, an indicator on the scoreboard will illuminate for the time set in game settings under Sport Configuration. For PRO protocol, the indicators are displayed per the program in the scoreboard and not controlled by the time set in game settings.
- Maximum value of first TOL: 9; For basketball's second TOL: 3.
- To set a team's first TOL value:
 - o Press either "HOME TOL" or "GUEST TOL".
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To set a team's second TOL value:
 - o Press either "HOME TOL" or "GUEST TOL".
 - o Press "ENTER".
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To decrement a team's first TOL value:
 - o Press either "HOME TOL" or "GUEST TOL" twice.
- To decrement a team's second TOL value:
 - o Press either "HOME TOL" or "GUEST TOL".
 - o Press "ENTER".
 - o Press the same "HOME TOL" or "GUEST TOL" again.

Fouls

- Maximum value is: Per the Double Bonus setting in Game Settings.
- To set a team's Fouls:
 - o Press either "HOME FOULS" or "GUEST FOULS".
 - o Enter value on numeric keypad.
 - o Press "ENTER".
- To increment a team's Fouls:
 - o Press either "HOME FOULS" or "GUEST FOULS" twice.