

INSTRUCTIONS

ISC85X Intelligent Controller

Hockey Instructions

HOCKEY - LACROSSE		
HOME SCORE	VISITOR SCORE	2:00
HOME PENALTY	VISITOR PENALTY	5:00
HOME SHOTS	VISITOR SHOTS	10:00
+1		20:00

ISC85X		
GAME TIME	INT MODE	
TIME UP/DOWN	PERIOD	
PLAY TIMER SET		
PLAY TIMER RESET		

- To START/STOP the clock:
 - Flip switch to RUN or STOP (rocker switch on the right side of the unit).

2. HORN:

- Sounds automatically at end of period/intermission.
- To activate manually, press Horn button (on the right side of the unit). Horn will continue to sound as long as the button is pressed.
- 3. To set TIME (NOTE: Switch must be in STOP position.):
 - Press GAME TIME.
 - If time is expired, the last time entered will automatically be shown.
 - · To set a Different Time:
 - Enter minutes on the numeric keypad.
 Press ENTER.
 - Enter seconds on the numeric keypad.
 Press ENTER.
 - Enter hundredths of seconds on the numeric keypad. Press ENTER.
- 4. To set INT MODE timer: (Intermission Time)
 - Switch must be in STOP position.
 - Press INT MODE.
 - · The time last entered will display automatically.
 - · To set a Different Time:
 - Enter minutes on the numeric keypad.
 Press ENTER.
 - Enter seconds on the numeric keypad.
 Press ENTER.
 - While in this mode, the only way to exit is to press the INT MODE button again.

5. To set PENALTIES:

- Press HOME or GUEST PENALTY.
- Depending on where the cursor is Player Number, Penalty time, Minutes & Seconds – enter the desired value on the numeric keypad and Press ENTER.

NOTE:

- Penalties 1 & 2 for both teams will show and run on the scoreboard.
- Penalties 3 & 4 are delayed penalties and will appear once either Penalties
 1 or 2 are complete.
- c. To cancel Penalty 1 or 2 because of an opposing team goal or for some other reason, just select it by using the applicable button (HOME PENALTY or GUEST PENALTY) and clear out the Player Number and Penalty Time. Any pre-set 'delayed penalties' will shift into place once playing time resumes.

Pre-Set INCREMENT buttons:

- For TIME, and BREAK MODE, use the pre-set increment buttons to increase the minutes by preset values of 2, 5, 10, or 20 minutes.
- · Move the cursor to minutes.
- Press TIME/INT MODE, then the desired time increment button – 2:00, 5:00, 10:00, or 20:00. (The time will increment by that value - not get set to that vlaue.)









INSTRUCTIONS

7. To set PERIOD:

- Press PERIOD.
- Enter value on the numeric keypad.
 Press ENTER.
- Will auto-increment when setting time at end of period.

8. To set SCORES:

- Press HOME OR GUEST SCORE.
- Enter score on numeric keypad. Press ENTER.

NOTE: To Increment SCORES or PERIOD, press desired function button, then *Press* +1.

9. To set SHOTS ON GOAL (IF ENABLED):

- Press HOME SHOTS or GUEST SHOTS.
- Enter value on numeric keypad. Press ENTER.

NOTE: With the game time running, increment **SHOTS** by pressing appropriate teams **SHOTS** button.

10. To set PLAY TIMER (IF ENABLED):

- Ensure Start/Stop switch is in STOP position.
- Press PLAY TIMER SET.
- Enter "shot clock" length on the numeric keypad.
 Press ENTER.

NOTE: If PLAY TIMER is enabled, but not required – set play timer to 0, to disable it.

11. To RE-SET PLAY TIMER (IF ENABLED):

- Press PLAY TIMER RESET.
- · if equipped, Press external button

12. To CLEAR any value:

 Press any function button to move the flashing cursor over a desired value. Then Press CLEAR.

13. To set SHIFT TIMER (IF ENABLED):

NOTE: The SHIFT TIMER counts down from the set amount. When the SHIFT TIMER is expired a one second horn will sound, then the SHIFT TIMER will reset and start counting down again.

- Press SHIFT.
- Enter the shift time settings in minutes using the numeric keypad. Press ENTER.
- To edit the current running shift time Press SHIFT.
 Then SHIFT again. Enter the minutes using the numeric keypad.Press ENTER.Enter the seconds using the numeric keypad.Press ENTER.

NOTE: On power up, the shift time will be 0:00, which leaves it in an inactive mode which means no horns will sound.

14. To set CLOCK DIRECTION

- Press the TIMER UP/DOWN button.
- This will toggle between UP and DOWN. If UP is selected, press ENTER.
- Then, enter time limit using the numeric keypad, and press ENTER, again.



