Score Clock Instructions for Kin 1 & 2 Clock

There are two different clocks:

1) Clock for PGMHA
2) Clock for Rec League

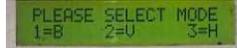The key difference is that the rec league clock can do run time with stop time penalties.

To Switch Clocks

When you arrive at the booth you may need to switch from the rec league clock to the PGMHA clock.

1) Turn off power on the score clock using the ON/OFF switch on the backside of the score clock.
2) Turn off the power to the main score board (labelled light switch under the desk).
3) Unplug the black power cable and plug it into the correct clock.
4) Turn the power to the score board (labelled light switch under the desk) back on.
5) Turn on the power on the clock using the ON/OFF switch on the backside of the score clock.
6) After the startup is finished there should be zeros shown on the clock, if not continue turning the power on and off until zeros appear on the clock (may take 5 or 6 times).

   *If Kin 2 asks for a Mode, select 3=H by entering 3

Adding Time

The clock requires four digits "20:00 or 05:00"

1) Press the black **TIME** button and then the time you want on the clock.
   - after the 4th digit is entered, the time will automatically update on the scoreboard

Goals

To add goals:

1) Press the button to the left of the number pad.
2) To take goals off:
   a. Press and hold the goal button **HOME** or **GUEST** and the numbers will count down
      OR
   b. Press the goal button **HOME** or **GUEST** and press the number you want, ie "01" or "10"
   - two digits required, after the second digit is entered, the score will automatically update on the scoreboard

Penalties

To add penalties:

1) Press **PLYR-PENALTY** and then the 2-digit player number followed by the 4-digit penalty.
   - to put up a 2 minute penalty for player number 12, enter 120200 on the keypad
   - after the 6th digit is entered, the penalty will automatically update on the scoreboard
   - Tip: if you don't know the player number, use 99, 88, 77, etc. but please track it!

Taking penalties down:

1) Look at the score clock for the number of the players whose penalty you want to remove.
2) Press the **PLYR-PENALTY** followed by the player's number and then four zeros.
   - Example to remove a penalty for player 12, enter 120000
3) Penalty will no longer be on the clock.

Time

Press the **STOP/GO** button to start and stop the clock

*press buttons at a regular interval (not fast, slow or too hard) as this is a wireless system

Kin 2 Score Clock

Kin 1 Score Clock