

Score Clock Instructions for Kin 1 & 2 Clocks


There are two different clocks:


- 1) Score clock for PGMHA
- 2) Score clock for Rec League with external penalty timer

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

To Switch Clocks or Reset

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 clock. 
- 2) Turn off the power to the main *scoreboard* using the labelled **light switch under the desk**.
- 3) Unplug the black power cable from clock and plug it into the correct clock.
- 4) Turn the power to the *scoreboard* using the **labelled light switch under the desk**, back on.
- 5) **WAIT** until *scoreboard* has finished start up cycle
- 6) Turn clock power back on using the **ON/OFF switch** on the backside of the score clock.
- 7) After the startup is finished there should be zeros shown on the board, if not restart process & **WAIT** more!

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

Adding Time

- 1) Men's Rec clock - before starting game ensure penalty time plunger is in STOP position or main clock time will not function.
- 2) Press the black **TIME** button and then the time you want on the clock.
 - The clock requires four digits "2000 or 0500"
 - after the 4th digit is entered, the time will automatically update on the *scoreboard*

Goals or Adjusting Score

- 1) Press either **HOME** or **GUEST** to add a goal (note Kin 2 Home/Away benches are reversed)
- 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 – PGMHA Clock

Add Penalty:

- 1) Press **PLYR-PENALTY** and then the 2-digit player number followed by the 4-digit penalty (Kin 2 only 3-digits!)
 - to put up a 2 minute penalty for player number 12, enter 120200 on the keypad (12200 in Kin 2)
 - after the 6th digit (5th in Kin 2) 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!

Clear Penalty:

- 1) Look at the *scoreboard* 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.

Penalties – Clock with External Penalty Timer

- To stop and run the penalty clock in Kin 1 & 2, there is a cord with a hand-held button, separate from clock
- push the button to ensure the **penalty clock is stopped**. The penalty does not go up if the penalty clock is not stopped!
- Use the same procedure as above to **Add Penalty** and **Clear Penalty** in *Penalties – PGMHA Clock* section

Starting/Stopping Time

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

- **Clock with external penalty timer - when you stop the clock for stop time, the penalty clock will keep running!**
- You will need to push both buttons STOP/GO on score clock and red button on hand-held

Periods

- You must be in **STOP** mode to set a period.
- Press the PERIOD button to light a period. Each press adds a period.

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

PGMHA Kin 2
Score Clock



Men's Rec
Score Clock
with external
penalty timer.



External
Penalty
Timer

Scoreboard

