














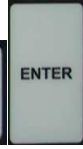







Cumberland Minor Hockey Association












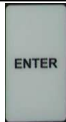










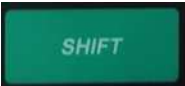

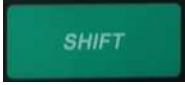
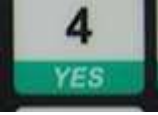

<http://www.cumberlandminorhockey.ca>



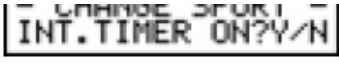
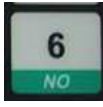
cmhainfo@cumberlandminorhockey.ca

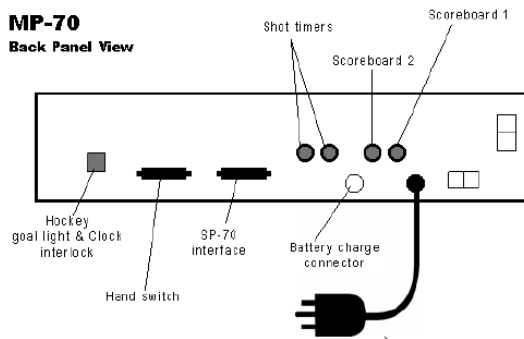



Ray Friel Scoreboard Instructions (Updated Feb 18, 2009)



Task	Press These Buttons
Pre-Game Setup	<p>Turn on console. If the scoreboard is not working, check the cabling below.</p> <p>Enable End of Period Horn - Press  so Auto Horn light  is ON.</p> <p>Turn OFF Interval Timer: Hold , press , now you'll see  now press . Otherwise, the horn will sound every couple of minutes. See next page for info on interval timer.</p>
Set Clock: Period 1 = 10:00 Period 2 = 10:00 Period 3 = 12:00	      to set 10 min. Ensure the Time In switch on the panel AND hand switch are in the Time Out position.
Set Period	 Enter period #  press  to set 1 st period.
Set Score	   or
Start / stop game clock	Press the <i>Time In</i> button  on the console. Up to start. Down to stop. To stop the horn at the end of the period, press the button down.

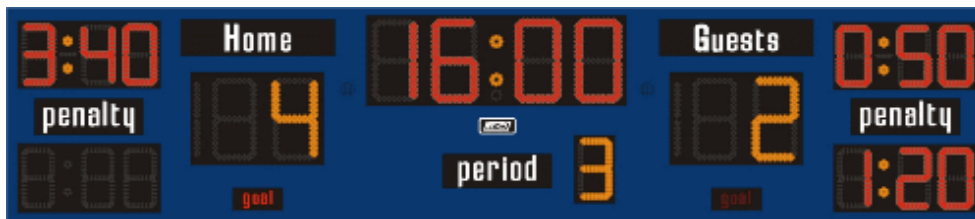
<p>Set a Penalty</p>	 set length  or  or  minutes. Enter Player's Jersey #   , press  NOTE: to enter a 4 minute penalty , press   , then enter jersey #
<p>Clear a Penalty</p>	Enter Jersey #     to clear time to 0
<p>To enter new time for a penalty</p>	 Enter Jersey # from above    , enter new time, [for example: 1:22]    press enter 
<p>Mistakes If you enter a number incorrectly</p>	Press  and re-enter the number.
<p>Making the clock COUNT DOWN</p>	With the clock stopped, hold  and press  . At the COUNT UP or COUNT DOWN prompt, press and hold  while pressing  . The display should now show  .

<p>Interval Timer <i>If the horn is sounding every couple of minutes, then the interval timer is running.</i></p>	<p>The interval timer is essentially a clock within a clock, allowing you to divide the game period into shorter segments as necessary. For example, you might use this function when the hockey teams consist of multiple squads; when the horn sounds at the end of an interval, one squad replaces another in the rink. This is used in the player evaluations in September to force line changes. During a game, the Interval Timer should be OFF.</p> <p>Turn OFF Interval Timer: Hold , press , now you'll see  now press . Otherwise, the horn will sound every couple of minutes.</p>
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<h3>Wiring Diagram</h3>	<p>MP-70 Back Panel View</p>   
<h3>Handheld Remote</h3>	 <p>The remote unit controls the 2 digit 'shot clocks' behind each net. This is not used during a hockey game. Make sure the <i>TimeIn</i> button is down.</p>

Nevco MPC 4 Scoreboard Operating Instructions

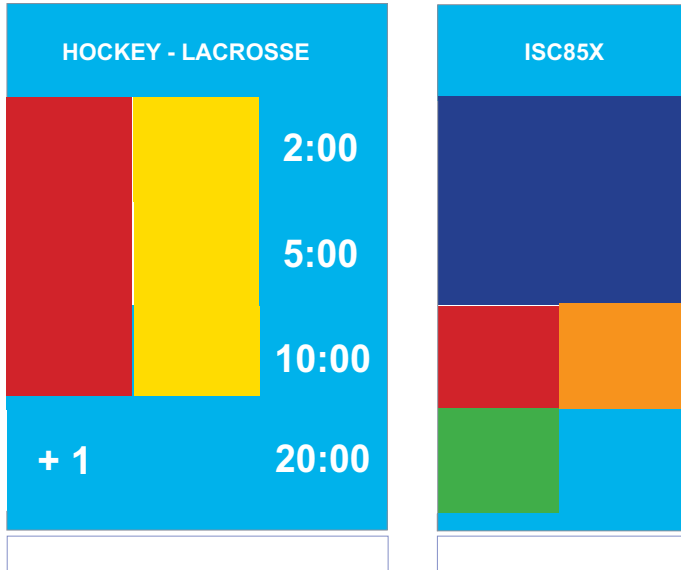
Cumberland Arena



	Control Panel Display	Press these keys
Pre-Game Setup	1) "START WHERE TURNED OFF" 2) "USE AN AUTO START PROGRAM" 3) "HI I'M YOUR NEVCO MPC-4. I CAN OPERATE OVER 500 NEVCO MODELS. PLEASE ENTER YOUR MODEL CODE" (sticker on front) 4) "DO YOU WANT TO USE SHOT CLOCKS" 5) "USE PENALTY TIME OUTS" 6) Now set score to zero	[NO] [NO] [008-3261] [NO] [NO] [SET] [HOME SCORE] [0] [SET] [GUEST SCORE] [0]
Warm up time 3 minutes	6) set time clock 7) "PERIOD 0". Enter period	[SET] [TIME] [3] [:] [0] [0][YES] [1]
<p><i>Once kids hit the ice, start clock.</i></p> <p><i>When the clock counts down to 0:00 and the buzzer sounds, click the STOP button on the control panel or remote. Don't power off the control panel.</i></p>		
Game Start Period 1 - 10:00 Period 2 - 10:00 Period 3 - 12:00	8) Set clock time 9) Set period	[SET][TIME][1][0][:][0] [0][YES] [1]
Goal Scored	a) Add score to existing score. b) "HOME 00+"	[HOME SCORE] [1] [GUEST SCORE] [1]
Enter a Penalty	a) stop clock. Set either HOME or GUEST b) Enter duration of penalty. c) "Player". Enter jersey number of player	[SET] [HOME PNLTY] [2][:][0][0][YES] [0][0] <- enter 2 digits
Clear a Penalty [if a goal scored]	a) enter either home or guest team b) clear the penalty	[HOME] or [GUEST] [PENALTY CLEAR][Y]

Send corrections to cmhainfo@cumberlandminorhockey.ca

ISC85X Intelligent Controller Hockey Instructions



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:

- a. Penalties 1 & 2 for both teams will show and run on the scoreboard.
- b. 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.

1. 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:
 - a. Enter minutes on the numeric keypad. **Press ENTER.**
 - b. Enter seconds on the numeric keypad. **Press ENTER.**
 - c. 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:
 - a. Enter minutes on the numeric keypad. **Press ENTER.**
 - b. 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.

6. 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 value.)



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.