

Section 9: Hockey/Lacrosse/Handball Operations

Sport Inserts: LL-2436 – Hockey/Lacrosse/Handball
 OG-1084219 – Custom Lacrosse

The Sport and Team Name Insert drawings are located in **Appendix B**. The Block Diagram drawings are located in **Appendix A**. The **Quick Reference** is located in **Appendix D**.

Reference Drawings:

Insert; LL-2436, Hockey/Handball/Lacrosse	Drawing A-124218
Block Diagram, A/S 3000 or 5000 Hockey.....	Drawing A-124689
Insert; LL-2441 A/S 5000, Team Name	Drawing A-125290
Insert; Custom Lacrosse	Drawing A-1084219

Refer to the information in **Section 2** to start up the console and use the sport insert.

If an insert is lost or damaged, a copy of the insert drawing can be used until a replacement arrives.

Use the label sheet provided with the console (Daktronics part # LL-2458) to attach the correct code number label to the sport insert in the designated location. Write the code number in the space below. If viewing a digital copy of this manual, print this page and fill in the code number.

Write the correct code number here:

If the code number for a scoreboard is unknown, refer to **Appendix C**. If the model number of a scoreboard is unknown, refer to the documentation provided with the scoreboard.

9.1 Shots on Goal Console Operation

Enter code 4000 to use the console as a shots-on-goal console. All keys other than <SHOTS ON GOAL +1> and <SHOTS ON GOAL -1> will be disabled.

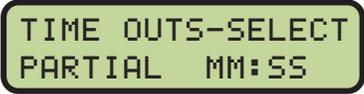
9.2 Hockey/Lacrosse/Handball Keys

Time Out On/Off

<TIME OUT ON/OFF> stops and starts the time out clock. The length of both the full and partial time outs can also be changed when the time out clock is stopped.

Note: Only the time outs configured in the **EDIT SETTINGS** function are displayed on the LCD and available for selection.

Display	Action
<p>MM:SS = minutes, seconds</p>	<p>Press <TIME OUT ON/OFF> to display the configured time for full time out length.</p> <p>To start the full time out press <YES>.</p>

Display	Action
	To decline the selection of the full time out press <NO> .
 <p>MM:SS = minutes, seconds</p>	<p>Press <TIME OUT ON/OFF> a second time (or use the up and down arrow keys) to display the configured time for partial time out length.</p> <p>To start the partial time out press <YES>.</p> <p>To decline the selection of the partial time out press <NO>.</p>

Enable Penalty Clocks

Press **<ENABLE PENALTY CLOCKS>** to allow the penalty clocks to count when the main clock is on.

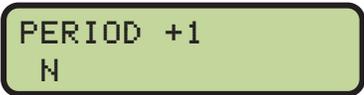
Disable Penalty Clocks

Press **<DISABLE PENALTY CLOCKS>** to disable the penalty clocks from counting when the main clock is on.

Minor/Major Penalty

The **<MINOR PENALTY>** and **<MAJOR PENALTY>** are used to enter the penalty time when **<PLAYER PENALTY>** is selected. Refer to **Player Penalty**.

Period +1

Display	Action
 <p>N = current setting</p>	<p>Press <PERIOD +1> to increment the period number.</p> <p>A prompt showing period number displays briefly.</p>

Penalty

Display	Action
	<p>Press the home or guest <PENALTY> key, to turn on the penalty indicator for that team.</p>
	<p>To turn off the penalty indicator, press the same <PENALTY> key a second time.</p>

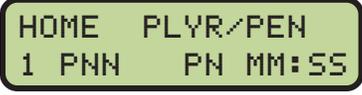
Time Out

The home and guest <TIME OUT> keys are used to decrement the number of time outs remaining and start the time out clock. The scoreboard indicator is turned on when the type of time out is selected (full or partial). The scoreboard indicator is turned off when the time out clock expires or is stopped.

Note: Only the time outs configured in the **EDIT SETTINGS** function are displayed on the LCD and available for selection.

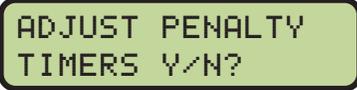
Display	Action
<p>N = current setting</p>	<p>Press <TIME OUT> to display the number of full time outs remaining.</p> <p>To accept the full time out and start the time out clock press <YES>.</p> <p>To decline the selection of a full time out press <NO>.</p>
<p>N = current setting</p>	<p>Press <TIME OUT> a second time (or use the up and down arrow keys) to display the number of partial time outs remaining.</p> <p>To accept the partial time out and start the time out clock press <YES>.</p> <p>To decline the selection of a partial time out press <NO>.</p>
	<p>To exit the running time out clock, press <TIME OUT>. This will turn the time out OFF.</p>
	<p>This message appears when there are no full or partial time outs left.</p>

Player Penalty

Display	Action
 <p>HOME FLYR/PEN 1 PNN PN MM:SS</p> <p>NN = player number MM:SS = minutes, seconds</p>	<p>Press <PLAYER PENALTY > to add a new penalty or edit an existing penalty for the home or guest team.</p> <p>To edit an existing penalty, use the up and down arrow keys to scroll to the desired penalty and press <ENTER>.</p> <p>Enter the jersey number of the player with the penalty on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p>
	<p>The default penalty time initially displayed is the minor penalty value that was entered in Settings.</p> <p>Enter the penalty time by pressing the <MINOR PENALTY> or <MAJOR PENALTY> keys or use the number pad to enter the correct penalty time and then press <ENTER>. Pressing <MINOR PENALTY> or <MAJOR PENALTY> additional times will add the configured time for that penalty with each press.</p> <p>Press <CLEAR> if <MINOR PENALTY> or <MAJOR PENALTY> are pressed too many times.</p>

Set Main Clock

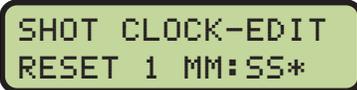
Display	Action
 <p>MAIN CLOCK -SET CURR MM:SS:T *</p> <p>MM:SS.T = minutes, seconds, tenths of a second</p>	<p>After the main clock has been stopped, press <SET MAIN CLOCK> to display the current time of the main clock.</p> <p>To change the time, enter the desired time on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p>

Display	Action
	<p>If there are penalty times and <START> has been pressed at least once after setting the period time, the Adjust Penalty timers question will be displayed.</p> <p>A <YES> response will adjust all penalty timers to the correct time based on the time entered for the main clock. A <NO> response will not change the penalty timers.</p>

Recall Shot Time

Display	Action
	<p>Press <RECALL SHOT TIME> to recall the shot time that was remaining before the last shot clock reset was pressed.</p> <p>To accept the recall press <YES>.</p> <p>To decline the recall press <NO>.</p>

Set Shot Time

Display	Action
 <p>MM:SS = minutes, seconds</p>	<p>Press <SET SHOT TIME> to display the current shot clock time length.</p> <p>To accept the current shot clock time length press <YES>.</p> <p>To decline the selection of the current shot clock time length press <NO>.</p> <p>Use the keypad to enter the new time in minutes and seconds and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p>
 <p>MM:SS = minutes, seconds</p>	<p>Press <SET SHOT TIME> a second time to display the configured time for shot clock Reset 1 length.</p> <p>To accept the shot clock Reset 1 length press <YES>.</p> <p>To decline the selection of the shot clock Reset 1 length, press <NO>.</p> <p>Use the keypad to enter the new time in minutes and seconds and press <ENTER>.</p>

Display	Action
	<p>Press <CLEAR> twice to clear changes and return to the game.</p> <p>Note: The configured time of shot clock is set using the EDIT SETTINGS function when a new code is selected.</p>
<p>MM:SS = minutes, seconds</p>	<p>Press <SET SHOT TIME> a third time to display the configured time for shot clock Reset 2 length.</p> <p>To accept the shot clock Reset 2 length press <YES>.</p> <p>To decline the selection of the shot clock Reset 2 length press <NO>.</p> <p>To change the shot clock Reset 2 length and set the shot clock enter the new time in minutes and seconds on the number pad and press <ENTER>.</p> <p>Press <CLEAR> twice to clear changes and return to the game.</p> <p>Note: The configured time of shot clock is set using the EDIT SETTINGS function when a new code is selected.</p>

Auto Horn Interval Timer

The Auto Horn Interval Timer function can be used to automatically sound the horn at regular intervals, for instance, to indicate player substitutions.

Display	Action
	<p>Press <AUTO HORN •> followed by <1> to ensure the auto horn is enabled. With the auto horn disabled, it will not be possible to enable the interval timer.</p>
	<p>Press <1> again to enable the interval timer.</p> <p>Enter a number <1> through <5> to set the time in minutes that the horn will sound.</p>
<p>M = minutes</p>	<p>When the interval timer is active, a lowercase “i” will appear on the main LCD display next to the clock direction arrow.</p>

Score, Shots on Goal, Saves, Ground Balls & Face Offs

The home and guest <SCORE +1, -1>, <SHOTS ON GOAL +1, -1>, <SAVES +1, -1>, <GROUND BALLS +1, -1>*, and <FACE OFFS DRAW CTRL +1, -1>* keys are all used to increment and decrement their respective totals. <SCORE +1> is used as an example.

* Only available with codes shown on insert 0G-1084219

Display	Action
<p>TEAM SCORE- +1 HOME NNN</p> <p>NNN = current setting</p>	<p>Press the appropriate key to increment or decrement the total for the home or guest team.</p> <p>Enter the correct number on the number pad and press <ENTER>.</p> <p>The LCD shows which key was pressed and the new value for the team score of the corresponding team.</p>

Clear All Penalties

Press <CLEAR ALL PENALTIES •> to delete all of the penalties for the home or guest team.

Display	Action
<p>HOME PLYR/PEN CLEAR ALL Y/N?</p>	<p>Press <YES> to clear the penalties for all players in the roster.</p> <p>Press <NO> to decline the selection and return to the game.</p>

Delete Penalty

Press <DELETE PENALTY •> to delete a single penalty for the home or guest team.

Display	Action
<p>HOME DEL PEN? 1 PNN PN MM:SS</p> <p>NN = current setting MM:SS = minutes, seconds</p>	<p>Use the up and down arrow keys to scroll to the correct penalty and press <ENTER>.</p> <p>Press <CLEAR> to decline the selection and return to the game.</p>

9.3 Edit

The <EDIT> key allows the user to select and edit the following scoreboard fields. Press <EDIT> and the key for the field to be edited.

Time Out

Note: Only the time outs configured in the **EDIT SETTINGS** function are displayed on the LCD and available for selection.

Display	Action
<p>N = current setting</p>	<p>Press <EDIT> followed by <TIME OUT> for the home or guest team to display the current setting of full time outs remaining.</p> <p>Enter the correct number of full time outs on the number pad and press <ENTER>.</p>
<p>N = current setting</p>	<p>After accepting or rejecting the number of full time outs, the number of partial time outs is displayed.</p> <p>Enter the correct number of partial time outs on the number pad and press <ENTER>.</p>

Score, Shots on Goal, Saves, Ground Balls & Face Offs

The home and guest <SCORE +1, -1>, <SHOTS ON GOAL +1, -1>, <SAVES +1, -1>, <GROUND BALLS +1, -1>*, and <FACE OFFS DRAW CTRL +1, -1>* keys are all edited in the same way. <SCORE +1> is used as an example.

* Only available with codes shown on insert 0G-1084219

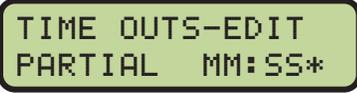
Display	Action
<p>NNN = current setting</p>	<p>Press <EDIT> and the appropriate statistic key to display the current setting.</p> <p>Enter the correct number on the number pad and press <ENTER>.</p>

Period +1

Display	Action
<p>N = current setting</p>	<p>Press <EDIT> followed by <PERIOD +1> to display the current period setting.</p> <p>Enter the correct quarter number on the number pad and press <ENTER>. The full time outs are reset.</p>

Time Out On/Off

Display	Action
<p>MM:SS = minutes, seconds</p>	<p>Press <EDIT> followed by <TIME OUT ON/OFF> to display the current time setting for full time outs.</p> <p>Enter the correct time on the number pad and press <ENTER>.</p>

Display	Action
 <p>MM:SS = minutes, seconds</p>	<p>After accepting or rejecting the full time outs time setting, the partial time outs time setting is displayed.</p> <p>Enter the correct time on the number pad and press <ENTER>.</p>

9.4 Menu

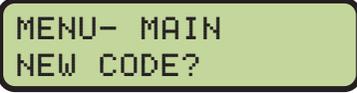
The **<MENU>** key allows the user to select from a list of options specific for each sport. The up and down arrow keys scroll through the menu list. Pressing a key other than **<YES>**, **<NO>**, the arrow keys, and other allowed keys exits the Menu function.

Use the **MENU** function at the start of each new game to edit the Home and Guest Rosters.

New Game

Display	Action
	<p>Press <YES> to clear all of the program data for the last game played or the game in progress and begin running the selected sport.</p> <p>Press <NO> to resume the game in progress using the current data and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p>

New Code

Display	Action
	<p>Press <YES> to enter a new code using the SELECT CODE prompt. Refer to Section 2.3 for more information on codes.</p> <p>Press <NO> to resume the game in progress using the current data and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p>

Dimming Menu

The **Dimming Menu** allows the user to change the brightness of the scoreboard.

Display	Action
<p> MENU- DIMMING LEVEL (0-9): NN% </p> <p> NN = current level NONE = bright <0> 90% = <1> 80% = <2> 70% = <3> 60% = <4> 50% = <5> 40% = <6> 30% = <7> 20% = <8> 10% = <9> </p>	<p>Press <0> through <9> or use the arrow keys to select the intensity for the digits on the scoreboard.</p> <p>Press <NO> to resume the game in progress using the current data, and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p>

Home Roster, Guest Roster

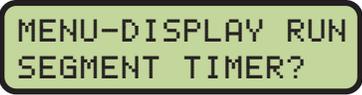
Home Roster and **Guest Roster** are entered in the same way. **Home Roster** is an example.

Display	Action
<p> MENU- ROSTER SELECT HOME </p>	<p>Press <ENTER> or the right or left arrow key to select the Home or Guest Roster submenu and show the first prompt on the LCD.</p> <p>Press <CLEAR> to resume the game in progress using the current data and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p>
<p> HOME- TEAM NAME _OME * </p>	<p>The TEAM NAME (LL-2441) insert must be used to enter the Team Name Message Center (TNMC) settings.</p> <p>The TNMC is updated after each selection is completed.</p> <p>Use the COLUMNS, ROWS and STROKE keys to select the WIDTH, HEIGHT and FONT of the TNMC. Refer to Section 2.8 for more information about team name entry.</p> <p>Enter up to fifteen (15) characters for the team name and press <ENTER>.</p> <p>Reinsert the HOCKEY (LL-2436) insert to continue.</p>

Display	Action
	<p>The TEAM NAME (LL-2441) insert must be used to enter the Team Name Message Center (TNMC) settings.</p> <p>The TNMC is updated after each selection is completed.</p> <p>Use the COLUMNS, ROWS and STROKE keys to select the WIDTH, HEIGHT and FONT of the TNMC. Refer to Section 2.8 for more information about team name entry.</p> <p>Enter up to ten (10) characters for the team abbreviation and press <ENTER>.</p> <p>Reinsert the HOCKEY (LL-2436) insert to continue.</p>

Display Menu

The **Display Menu** allows the user to start and edit the segment timer, blank the scoreboard, enable/disable the clock captions, and more.

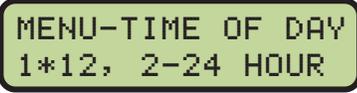
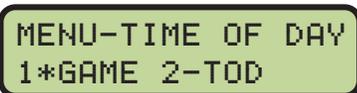
Display	Action
	<p>Press <YES> to select the Display submenu and show the first prompt on the LCD.</p> <p>Press the down arrow key to scroll to the next selection.</p>
	<p>Note: The segment timer function is disabled while the clock is running.</p> <p>Press <YES> to exit the sport code and run the segment timer program.</p> <p>Press <NO> or the down arrow key to scroll to the next selection.</p>
	<p>This prompt confirms that the user wants to exit the sport code and enter the segment timer.</p> <p>Note: The SEGMENT TIMER (LL-2475) insert must be inserted to enter the Segment Timer settings.</p> <p>Refer to Section 3 for more information on the segment timer.</p>

Display	Action
<p>MENU- DISPLAY BLANK SCBD?</p> <p>PRESS ANY KEY TO RETURN TO GAME</p>	<p>Press <YES> to select the blank scoreboard feature.</p> <p>The scoreboard will go blank and wait for the operator to press any key to resume normal operation.</p> <p>Press the down arrow key to scroll to the next selection.</p>
<p>MENU-DISPLAY SYNC TO CHAN</p> <p>SYNC TO CHAN ON 1-ON, 2-OFF</p>	<p>Press <YES> to view or set the radio sync to channel setting.</p> <p>The LCD will show if the setting is ON or OFF. Press <1> to turn it on, or press <2> to turn it off.</p> <p>Note: This setting should remain ON unless instructed by Daktronics to turn it off.</p>
<p>MENU- DISPLAY CLOCK CAPTIONS</p> <p>CLOCK CAPTION- 1-ON, 2-OFF ON</p>	<p>Press <YES> to view or set the clock caption setting.</p> <p>The LCD will show if the setting is ON or OFF. Press <1> to turn it on, or press <2> to turn it off.</p> <p>Press the down arrow key to scroll to the next selection.</p>
<p>MENU- DISPLAY SET RTD OFFSET</p> <p>RTD OFFSET 0K 0 1=5 2=10 3=15</p>	<p>The RTD offset is typically used when there are multiple consoles in the same area, and one or more matrix displays showing their information (for example, during a tournament).</p> <p>Press <YES> to set the RTD offset.</p> <p>Press <1> to offset the RTD by 5000, <2> to offset by 10000, or <3> to offset by 15000. Press <0> to clear the offset.</p>

Edit Settings

Display	Action
<p>MENU- MAIN EDIT SETTINGS?</p>	<p>Press <YES> or the right or left arrow key to select the Settings submenu and show the first prompt on the LCD.</p> <p>Refer to Section 9.5.</p> <p>Press <NO> to resume the game in progress using the current data and exit the Menu.</p> <p>Press the down arrow key to scroll to the next selection.</p>

Time of Day

Display	Action
	<p>Press <YES> or the right arrow key to select the Time of Day submenu and show the first prompt on the LCD.</p> <p>Press <NO> to resume the game in progress using the current data and exit the menu.</p>
	<p>Press <1> or <2> to display the time of day in 12 hour (default) or 24 hour format.</p> <p>Press <ENTER> or the down arrow key to scroll to the next selection.</p>
 <p>HH:MM:SS = hours, minutes, seconds</p>	<p>Enter the time of day in hours, minutes and seconds using the selected format on the number pad and press <ENTER>.</p> <p>Press <ENTER> or the down arrow key to scroll to the next selection.</p>
 	<p>Press <1> or <2> to display the game clock (default) or the time of day clock on the scoreboard.</p> <p>Press the down arrow key to exit the Menu and return to the game.</p> <p>If 2-TOD is selected this message will be displayed.</p> <p>Press <ENTER> to blank all game data on the scoreboard except for the Time of Day digits.</p>

9.5 Settings

The user can edit the following settings by selecting **EDIT SETTINGS** from the Main Menu.

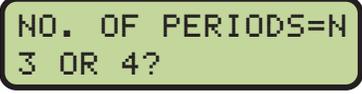
Main Clock

Note 1: The settings for the Main Clock are used with the **<SET MAIN CLOCK>** key.

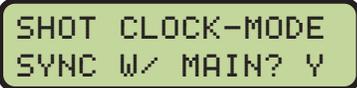
Note 2: The period, break, and overtime lengths are used differently depending on the direction of the main clock. For count down, the main clock is set to the selected length, decrements towards zero, and stops at zero. For count up, the main clock is set to zero, increments towards the selected length, and stops when the selected length is reached.

Display	Action
 <p>MAIN CLOCK-MODE TENTH SECOND? Y</p>	<p>When the main clock is set to count down and tenths of a second is selected, the main clock displays in tenths of a second remaining when the time is below one minute.</p> <p>Press <YES> to set the main clock to display tenths of a second.</p> <p>Press <NO> to display whole seconds.</p>
 <p>MAIN CLOCK-TIME PERIOD MM:SS*</p> <p>MM:SS = minutes, seconds</p>	<p>Enter the correct amount of time per period in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 15:00 per period.</p> <p>Note: Pressing <ENTER> to select the period time as the main clock setting will increment the current period number if the clock value was previously zero.</p>
 <p>MAIN CLOCK-TIME BREAK MM:SS*</p> <p>MM:SS = minutes, seconds</p>	<p>Set the amount of time between periods.</p> <p>Enter the correct amount of time for break length in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 10:00.</p>
 <p>MAIN CLOCK-TIME OVERTIME MM:SS*</p> <p>MM:SS = minutes, seconds</p>	<p>Set the amount of time for the overtime periods.</p> <p>Enter the correct amount of time for overtime periods in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 5:00.</p>

Number of Periods

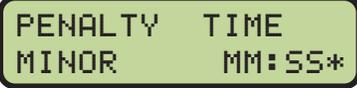
Display	Action
 <p>NO. OF PERIODS=N 3 OR 4?</p> <p>N = current setting</p>	<p>Set the number of periods:</p> <ul style="list-style-type: none"> • Press the <3> key to select 3 periods. • Press the <4> key to select 4 periods. <p>Press <ENTER> to set the number of periods.</p>

Shot Clock

Display	Action
  MM:SS = minutes, seconds	<p>This setting is used for the <RESET> button on the remote shot clock control console.</p> <p>Note: The current setting for the <RESET> time displays on the LCD until the first number key is pressed.</p> <p>Enter the correct amount of reset time in minutes and seconds on the number pad and press <ENTER>.</p>
	<p>Press <YES> to synchronize the shot clock with the main clock.</p> <p>If <STOP> for the main clock is pressed while the main and shot clocks are running, the shot clock stops. The shot clock restarts when <START> is pressed for the main clock.</p> <p>Press <NO> to allow the shot clock to run independently of the main clock. The shot clock starts and stops only with the switch on the remote shot clock control console.</p>
	<p>Press <YES> to blank the shot clock time when the shot clock time is greater than or equal to the main clock time. The shot clock is reset and stopped when the display is blanked to eliminate inadvertent sounding of shot clock horn.</p> <p>Press <NO> to display the shot clock time at all times.</p>

Penalty Times

Default times can be set for the minor and major penalty keys. The minor penalty time is used as the default when first entering the player penalty function.

Display	Action
 MM:SS = minutes, seconds	<p>Enter the correct default time for a minor penalty in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 02:00.</p> <p>The minor penalty time is used as the default when first entering the player penalty function.</p>

Display	Action
<p>MM:SS = minutes, seconds</p>	<p>Enter the correct default time for a major penalty in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 05:00.</p>

Time Outs

Note 1: If a full or partial time out is not needed for the HOME or GUEST <TIMEOUT> keys, enter zero for the number of time outs.

Note 2: If a full or partial time out is not needed for <TIME OUT ON/OFF>, enter zero for the time.

Note 3: The number for each type of time out must be manually entered for an overtime period using the <EDIT><TIMEOUT> key sequence for each team.

Display	Action
<p>N = current setting</p>	<p>Enter the number of full time outs on the number pad and press <ENTER>.</p>
<p>MM:SS = minutes, seconds</p>	<p>Enter the amount of time for a full time out in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 1:00</p>
<p>MM:SS = minutes, seconds</p>	<p>A warning horn can be configured to signal the end of a full time out. While the time out clock is counting down, the horn will sound for one second when the warning time is reached. Enter a zero for the time to disable the warning horn.</p> <p>Enter the time in minutes and seconds on the number pad and press <ENTER>.</p>
<p>N = current setting</p>	<p>Enter the number of partial time outs on the number pad and press <ENTER>.</p>
<p>MM:SS = minutes, seconds</p>	<p>Enter the amount of time for a partial time out in minutes and seconds on the number pad and press <ENTER>.</p> <p>For example, 00:20</p>

Display	Action
	<p>Press <YES> to display the time out time on the LCD and the main clock digits of the scoreboard while the time out clock is active.</p> <p>Press <NO> to display the time out time on the LCD only.</p>

Select Captions

Display	Action
	<p>This menu option allows for the controlled backlit captions to be turned ON/OFF.</p> <p>Press the <1> key to select ON and OFF for captions controlled by control #1.</p> <p>Press the <2> key to select ON and OFF for captions controlled by control #2.</p>

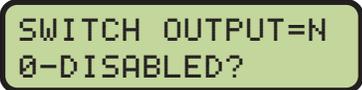
Switch Output

The All Sport[®] 5000 console has a switch that can be used to run a number of different devices. The switch can be configured to operate under different settings. The default setting is 1-CLOCK= 0.

To display the desired switch setting:

1. Press the number (0, 1, 2, 3) key as a shortcut or use the left and right arrow keys to scroll to the desired setting.
2. Press **<YES>** to select the new setting.
3. Press **<NO>** or the down arrow key to leave the switch setting and display the next prompt.

The possible settings for the switch output are as follows:

Setting	Result
 <p>N = current setting</p>	<p>The switch remains open at all times and any external devices are disabled.</p>

Setting	Result
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> SWITCH OUTPUT=N 1-CLOCK =0? </div> N = current setting	<p>In count down mode, the switch closes when the main clock reaches zero and remains closed until a nonzero value is entered.</p> <p>In count up mode, the switch closes when the main clock reaches the proper period, break, or overtime length and opens when any other value is entered.</p>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> SWITCH OUTPUT=N 2-CLOCK =STOP? </div> N = current setting	<p>The switch closes when the main clock is stopped and opens when the main clock is running. External devices are disabled when the main clock is running.</p>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> SWITCH OUTPUT=N 3-MAIN HORN? </div> N = current setting	<p>The switch closes when the main horn sounds. This could be when Auto Horn is enabled and the main clock reaches zero or when <HORN> is pressed.</p>

Default Settings

Print this page if necessary, and record any custom settings for this installation:

Setting	Default	Custom 1	Custom 2	Custom 3
Tenth of a Second	Yes			
No. of Periods	3			
Period Length	15:00			
Break Length	10:00			
Overtime Length	5:00			
Shot Reset 1	0:45			
Shot Reset 2	0:30			
Sync Shot with Main	Yes			
Auto Blank Shot Clock	Yes			
Minor Penalty	2:00			
Major Penalty	5:00			
Full Time Outs	1			
Full Time Out	1:00			
Time Out Warning	0:00			
Partial Time Outs	0			
Partial Time Out	0:00			
Show on Main	No			
Select Captions	1-ON			
Switch Output	1-Clock = 0			