SANDMAN / NHL / OLYMPIC

OFF
Press and hold 3 seconds to turn off display

Game Time
RED

Period #
GREEN
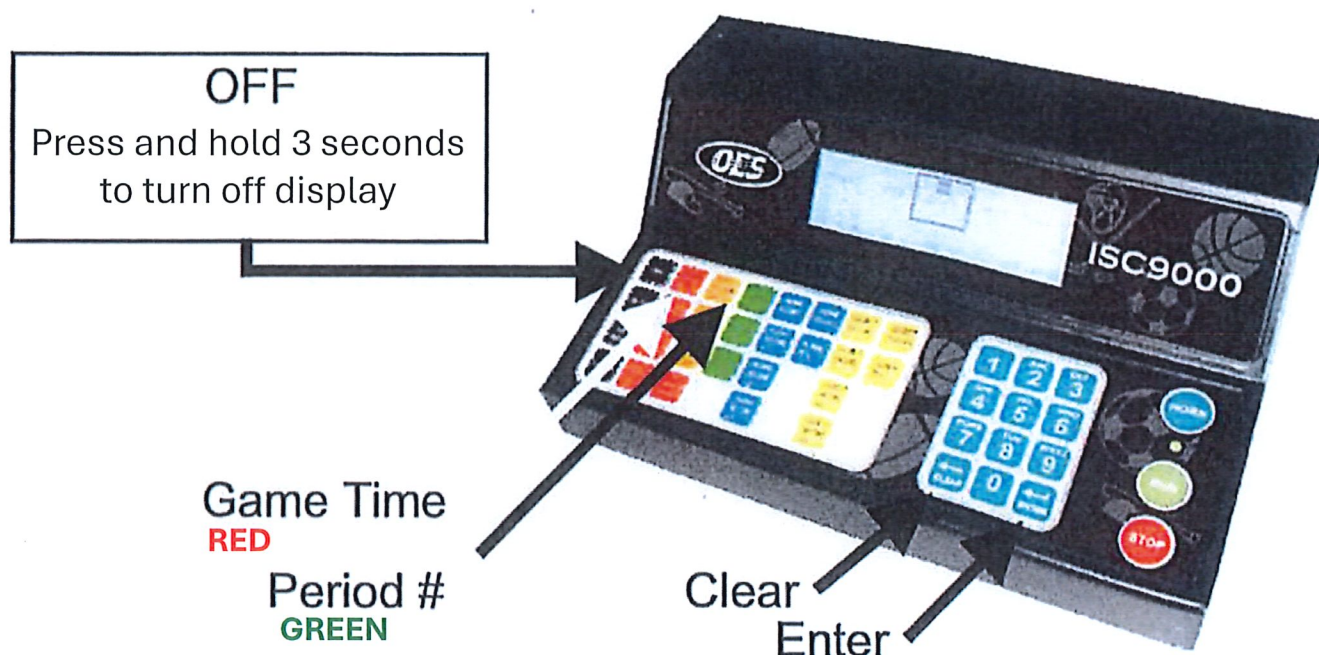
Clear

Enter

ISC9000

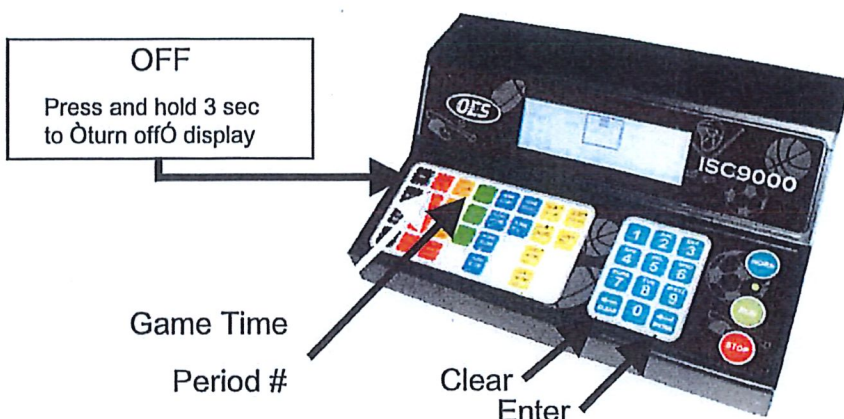| GAME TIME	PENALTY	GOAL
1. GAME TIME 2. Enter Minutes 3. ENTER 4. Enter seconds 5. ENTER If GAME TIME is pressed at the end of a period, the last set time will re-load and period will increment.	1. HOME PENALTY or GUEST PENALTY 2. Enter player number 3. ENTER 4. Enter Minutes 5. ENTER 6. Enter seconds 7. ENTER To Clear a Penalty HOME or GUEST PENALTY until correct penalty is highlighted. Press CLEAR button. If there are more than two penalties, penalties 3 & 4 will become active and shift up onto the board once 1 or 2 expire.	HOME SCORE +1 or GUEST SCORE +1 Or 1. HOME SCORE or GUEST SCORE 2. Enter the number 3. ENTER

OES Model ISC9000 Scoreboard controller

Sunset rink

OFF

Press and hold 3 sec
to Òturn offÓ display

Game Time

Period #

Clear
Enter

TASK	DO	TIPS / NOTES
Game time (Period length)	[GAME TIME] (red) ## [ENTER][ENTER][ENTER]	Controller will not respond while hand switch is positioned "on". When the end-of-period horn sounds, ensure to flip hand switch to "off".
Period number	[PERIOD] (green) # [ENTER]	Period number will auto-increment with each update of GAME TIME.
Clock start / stop	Flip the hand switch "on" after the ref blows the whistle *and* has dropped the puck. Stop on any other whistle. *Be careful not to sound the Horn!*	When there's a goal or a penalty, take immediate note of the displayed time as a way of helping the scorekeeper.
Scoring	[HOME SCORE] [+1] [GUEST SCORE] [+1]	Directly set score using [HOME SCORE] # [ENTER] [GUEST SCORE] # [ENTER]
Penalty - entering	[HOME PENALTY] or [GUEST PENALTY] [ENTER] [2] [ENTER] [ENTER]. To add another penalty – repeat the above	Can usually skip jersey # (1st ENTER). Cursor defaults into next available row. Mode will "time out" if you're slow but so long you input the minutes and press ENTER to move into the *next* row down, you should be ok.
Penalty - clearing	[HOME PENALTY] or [GUEST PENALTY], press as many x as needed to reach row to clear [CLEAR] [ENTER]	First key press will jump you into the next row below the current penalties. That's why the need for extra presses.

If the hand controller won't work, unplug it and use the set-top Start and Stop buttons.

GENERAL NOTES

- Controller beeper only sounds for valid keypad presses.
- Keypad LED lights when game time is running.
- To set a numeric value:
  - Press the desired function key (i.e. HOME SCORE).
  - Enter the value on the numeric keypad.
  - Press "ENTER".
  - In regular game mode:
    - A cursor will appear on the value.
    - If the cursor is on a value and there are no key presses for 10 seconds, the value will go back to pre-cursor state and the cursor will go off.
  - Many game values have easy increment/decrement. To increment a value, press the function key twice. The first key press will put the cursor on the value; the second key press will increment/decrement the value by 1 and turn the cursor off. The only value that will be decremented is TOL, any other values will all be incremented.
  - Every value has a minimum and maximum. If a value lower than the minimum is entered, the value will be set to the minimum. If a value higher than the maximum is entered, the value will be set to the maximum.
- To set a non-numeric setting value:
  - Press "CLEAR" to toggle through available values.
  - Press "ENTER" to accept.
  - Often, most of these values have on-screen instructions.

POWER OFF/ON

- The controller is not equipped with a Power Switch.
- To turn controller completely off, unplug power cord.
- To turn controller operations off through the keypad, press and hold "OFF" until the following screen will appear:

```
CONTROLLER FUNCTIONS OFF.
 PRESS ANY KEY TO RETURN.
```

- Communication stops to scoreboard.
- Press any key; this will bring the controller to Power On sequence.

REGULAR GAME OPERATIONS

Game Time

- Time on the scoreboard display will show mm:ss, where mm is minutes and ss is seconds. In all sports except football and soccer, when game time is less than one minute the display will show ss.t, where ss is seconds, and t is tenths of a second.
- Maximum value is: 99 minutes, 59 seconds, and 99 hundredths of a second.
- Time will count down to 0:00.0. In soccer, the time can be set to count up. The limit on up timer is per setting in configuration.
- To set Game Time:
    - o All timers must be stopped.
    - o Press "GAME TIME".
    - o Enter Minutes value on numeric keypad.
    - o Press "ENTER".
    - o Enter Seconds Value on numeric keypad.
    - o Press "ENTER".
    - o Enter Hundredths of Seconds on numeric keypad.
    - o Press "ENTER".
- If "GAME TIME" is pressed when time is running, the display will show the screen with game time, but the cursor will not display for editing.
- If game timer is started while editing, the cursor will disappear and the game time will revert back to previous setting.
- If GAME TIME is pressed at the end of a period, the last set time will reload and period will increment.

Saved Time

- Used to recall times from the last game time stoppage. Game time, and if applicable shot clock and penalties times are recalled.
- To recall saved times:
    - o Press and hold "SAVED TIME" until saved times appear.

Shot Clock (Play Timer)

```
                    PLAY TIMER
                    ┌──────┐
                    │  17  │
                    └──────┘
        SET A        SET B        RESET
         24           14            A
```

- Maximum value (All settings and current time) is : 99 seconds.
- To set the two settings or current
  - Press "SHOT CLOCK SET" ("PLAY TIMER SET") repeatedly until the cursor is on the value to be edited.
  - Enter value on numeric keypad.
  - Press "ENTER".
- To select the reset type.
  - Press the "SHOT CLOCK SELECT" ("PLAY TIMER SELECT") repeatedly until the reset type desired is selected. Different reset types are:
    - A – sets shot clock to A setting
    - B – sets shot clock to B setting
    - TOGGLE – if clock running, resets shot clock to A setting. If clock stopped, repeated reset presses will toggle the shot clock between the A and B setting.
    - LAST – if clock stop, will reset shot clock to last value before a reset
- To operate the Shot Clock Timer
  - If no input is enabled to "I/P-SHOT TIMER":
    - For basketball and lacrosse – the shot timer will run when the game time is running.
    - For football the shot timer can not be run, therefore an input is needed for football to run the shot clock.
  - If there is an input enabled to "I/P-SHOT TIMER":
    - The input must be on for shot clock to run.
    - For basketball and lacrosse – the game timer must also be on.

Period

- Maximum value is: 9.
- To set Period:
  - Press "PERIOD".
  - Enter value on numeric keypad.
  - Press "ENTER".
- To increment Period:
  - Press "PERIOD" twice.
  - Note in volleyball: Incrementing period will also put current scores in appropriate Sets value and then clear for next game.
- Note: See Game Time for automatic incrementing of the period value.

CONFIGURATION OPTION #1 – "SB Test"

```
┌─────────────────────────────────────────┐
│           SCOREBOARD TESTS               │
│                                          │
│  ┌─────┐   Test : ALL OFF    ┌─────┐     │
│  │ ←   │                     │ ↵   │     │
│  │CLEAR│                     │ENTER│     │
│   To                          To         │
│  Toggle                     Return       │
└─────────────────────────────────────────┘
```

- Follow on-screen instructions.
- Available Tests:
  - ALL OFF – blanks all displays
  - ALL ON – turns on all displays
  - ROTATE – rotates through numbers
  - LOCATION – control board driver number
  - OUTPUTS – rotates through outputs

CONFIGURATION OPTION #2 – "Sport"

```
┌─────────────────────────────────────────┐
│           CONTROLLER SETUP               │
│          Protocol : STANDARD             │
│  ┌─────┐   Sport : HOCKEY    ┌─────┐     │
│  │ ←   │    Mode : SOLO      │ ↵   │     │
│  │CLEAR│ Options : NONE      │ENTER│     │
│   To                          To         │
│  Toggle                     Accept       │
└─────────────────────────────────────────┘
```

- Follow on-screen instructions.
- Protocol – Not editable, for reference only, set at factory.
- Sport – Select Sport. Toggles through available sports.
- Mode – Select controller setup mode – single- or multi-controller.
- Options – Sport specific options.
  - Standard Protocol
    - Hockey & Lacrosse – Penalty Numbers
  - Custom Protocol
    - Football – Protocol locations
- After this Sport setup screen, another game settings screen may appear for a couple of sports.

Scores

- Maximum value is: 199.
- To set a team's Score:
    - Press "HOME SCORE" or "GUEST SCORE"
    - Enter value on numeric keypad.
    - Press "ENTER".
- To increment a team's Score:
    - Press desired teams increment score button. For example "HOME SCORE +1" will increment home score by 1.
    - Note in tennis:
        - If Tie-Breaker is set – scores will increment by 1.
        - If Tie-Breaker is not set – scores will be 15,30,40, and Advantage.

Penalties

- Hockey / Lacrosse:
    - The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.
    - The maximum Player Number is 99.
    - The maximum Penalty Minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time is 12:23, the scoreboard display will only show 2:23.
    - The maximum Penalty Seconds is 59.
    - To enter a penalty:
        - Press either **"HOME PENALTY"** or **"GUEST PENALTY"**. The first key pressed will put the cursor on the first empty penalty location.
        - When the same button is pressed repeatedly, the controller advances between the 4 penalties.
        - For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press **"ENTER"** after each.
    - To clear a penalty:
        - While on any value of the penalty to be deleted, press the **"CLEAR"** button. This will clear the entire penalty and shift any lower penalties up.
    - HOLD PENALTY Feature
        - If this is turned on, any penalty entered in Penalty 3 & 4 will not shift up when either or both Penalty 1 & 2 expired.
        - Needs to be enabled in Sport Configuration
        - To toggle OFF/ON, press "HOLD PENALTY". A small HOLD box will appear beside both team's penalty 3&4.
- Soccer:
    - Maximum value is: 99.
    - To set a team's Penalty:
        - Press either "HOME FOULS" or "GUEST FOULS".
        - Enter value on numeric keypad.
        - Press "ENTER".
    - To increment a team's Penalty:
        - Press either "HOME FOULS" or "GUEST FOULS" twice.

Shots on Goal (SOG)

- Maximum value is: 99.
- To set a team's SOG:
    o Press either "HOME SHOTS" or "GUEST SHOTS".
    o Enter value on numeric keypad.
    o Press "ENTER".
- To increment a team's SOG:
    o Press either "HOME SHOTS" or "GUEST SHOTS" twice.
      OR
    o Press either "HOME SHOTS +1" or "GUEST SHOTS +1".

Time Outs Left (TOL)

- All sports that have TOL have one value except basketball, it has two.
- For STANDARD protocol, an indicator on the scoreboard will illuminate for the time set in game settings under Sport Configuration. For PRO protocol, the indicators are displayed per the program in the scoreboard and not controlled by the time set in game settings.
- Maximum value of first TOL: 9; For basketball's second TOL: 3.
- To set a team's first TOL value:
    o Press either "HOME TOL" or "GUEST TOL".
    o Enter value on numeric keypad.
    o Press "ENTER".
- To set a team's second TOL value:
    o Press either "HOME TOL" or "GUEST TOL".
    o Press "ENTER".
    o Enter value on numeric keypad.
    o Press "ENTER".
- To decrement a team's first TOL value:
    o Press either "HOME TOL" or "GUEST TOL" twice.
- To decrement a team's second TOL value:
    o Press either "HOME TOL" or "GUEST TOL".
    o Press "ENTER".
    o Press the same "HOME TOL" or "GUEST TOL" again.

Fouls

- Maximum value is: Per the Double Bonus setting in Game Settings.
- To set a team's Fouls:
    o Press either "HOME FOULS" or "GUEST FOULS".
    o Enter value on numeric keypad.
    o Press "ENTER".
- To increment a team's Fouls:
    o Press either "HOME FOULS" or "GUEST FOULS" twice.

Bonus

- Automatically displayed per other teams' fouls value and the bonus settings in Game Settings.

Possession (POSS) / Serving

- Press "POSS" / "SERVING" to toggle between HOME and GUEST.

Field

- For Football only.
- Field values – Down, Yards to go, Ball On.
- With cursor on Field Position End, use CLEAR to toggle.
- Press "BLANK FIELD" to blank out all field values.
- Scoreboard will not update any of the field values if the cursor is on any of the field values.
- To automatically calculate down and distance on a standard play (No penalties or turnovers), press "AUTO FIELD", enter ball on data. The POSS value needs to be properly used.

Sets

- For Tennis and Volleyball.
- Maximum value is: 99.
- To set any Sets value:
  - Press "SETS".
  - Press "ENTER" until cursor showing on value to edit.
  - Enter value on numeric keypad.
  - Press "ENTER".
- See note in Period section about automatic setting of Sets value.

Tie-Breaker

- For Tennis only.
- Press "TIE BREAKER" to toggle between OFF/ON.

Match

- For Wrestling only.
- Maximum value is: 255.
- To set Match:
  - Press "MATCH".
  - Enter value on numeric keypad.
  - Press "ENTER".