

Scoreboard User Manual (DSMA)

Auto Abort – The controller will abort a function in progress and switch back to Status Display if no keys are pressed in 2 minutes.

Controller Resetting – If the controller is not showing the Normal Status Display, try the **Abort Function** key. If that fails disconnect / reconnect the controller cable.

+ / A & - / B – Add or Subtract 1 from the current value.

Clear / C – Changes the value to blank or zero.

Recall / D – Restores the original suggested value or takes the function back to the previous number.

Enter – Makes any changes part of the displayed data & moves on to the next entry.

Auto Horn – **Auto Horn should be set at zero so that the Auto Horn will not operate.**

There will be a 2 second horn at the end of a Time-out or Warm-up and a 5 second horn at the end of a period.

Manual Horn – Causes the horn to sound immediately.

New Game – See Quick Start Guide.

Period – Displays "Period # n", where n is the expected new period number. Press **Enter** to accept or enter a new number. If '0' is entered, the controller will switch to entry of a warm-up (Intermission).

Abort Function – Used to abort any other function without changing any other values displayed on the scoreboard.

Intermission – Displays intermission minutes – Insert Minutes Required – Enter – Timer Run.
When Intermission expires, controller will display '0:00' until a new period is begun.

End Intermission – Press – **Intermission – Recall – 0 – Enter**

Then go through Period set-up to advance to next period.

Set Timer – Press – **Set Timer** – Set Correct Minutes – Enter -- Set Correct Seconds – **Enter, Enter**.
If the Timer is changed by less than one minute either way, it will adjust the time remaining in penalties.

Time Of Day – Press – **Recall** – Time of Day -----or Press – Time of Day – Enter

Penalty Run – Allows penalties to count down..... display shows "P-Run"

Penalty Hold – Immediately stops penalties from counting down..... display shows "P-Hid"

Penalties can be paused without stopping the timer by using the Penalty Run / Hold keys.

Timer Run – Immediately Starts Game Timer.

Timer Hold – Immediately Stops Game Timer and Penalty count-downs

Score – Adds Score To Correct – **Recall** – (Home/Guest) Insert New Score – Enter

Shots – Adds Shots To Correct – **Recall** – (Home/Guest) Insert New Shots – Enter

Time Out – Press – **Time Out Home / Guests** (Display should read 30 or - Correct to 30 – Enter)

Reviewing The Penalty List For A Team

Press – **Penalty** – **Recall** to inspect current penalty list.

Use + / A or - / B Keys to move up or down the list of penalties for the selected team.

When the penalty to be changed is displayed on the controller, you can **Cancel** it by pressing **Clear** – Enter

Changing Existing Penalty Data – To Change Time or Player Number

Make sure the Cursor (underline) is under the item you want to change.

If is under the wrong item Press Recall which will move cursor from player number to penalty time or vise-versa.

Set new value – Normal status should display when you press Enter